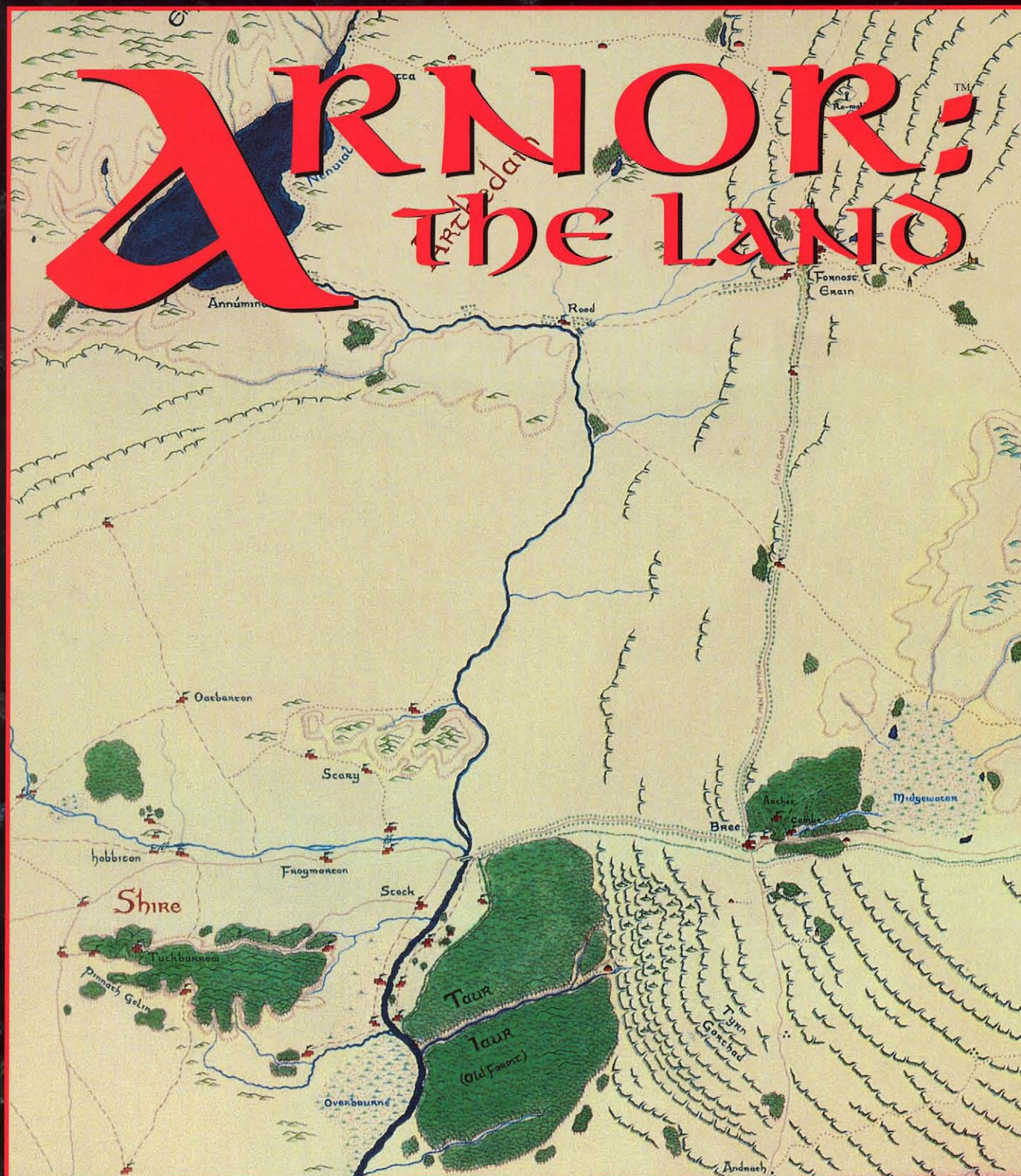




Lands



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™





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Arnor: The Land and *Arnor: The People* together present the material that was first released as one volume entitled simply *Arnor*. This two-volume 2nd edition remains largely unchanged. However, all Quenya and Sindarin terms have been reviewed and revised where necessary to reflect the most current scholarly understanding of the Elvish tongues created by Professor Tolkien.

Arnor: The Land is a compilation of revised material from several ICE modules combined with new information provided by the revision author Wesley J. Frank. Text from *Lost Realm of Cardolan*, *Rangers of the North*, and *Hillmen of the Trollshaws* was retained largely intact. The description of the rustic village of Bree and of Cardolan's haunted burial mounds was obtained from *Bree and the Barrow-downs*, while the module *Thieves of Tharbad* provided the basic layout of that great city and history relating to the end of the line of Cardolan's kings. Information on Second Age Eriador, the kingdom of Arnor, the Hobbits, Rangers, and the Shire was generated primarily by the revision author, as were many of the original characters in this book. The ICE module *The Shire* was written by Mr. Frank based on ideas first detailed here.

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1.0 INTRODUCTION

"Eriador was of old the name of all the lands between the Misty Mountains and the Blue; in the South it was bounded by the Greyflood and the Glanduin that flows into it above Tharbad. At its greatest Arnor included all Eriador, except the regions beyond the Lune, and the lands east of Greyflood and Loudwater....After [the reign of King] Eärendur, owing to dissensions among his sons their realm was divided into three: Arthedain, Rhudaur, and Cardolan....It was in the beginning of the reign of Malvegil of Arthedain that evil came to Arnor. For at that time the realm of Angmar arose in the North beyond the Ettemmoors....The lord of that land was known as the Witch-king....who came north with the purpose of destroying the Dúnedain of Arnor, seeing hope in their disunion..."

—*The Return of the King*, pp. 319-320

The tragic tale of the Lost Realm of Arnor, swiftly told in the lists of kings of the *Red Book of Westmarch*, takes place on a grand stage amid the passage of many lives of Men. This volume gives the story of that land and the people who dwelt there.

Its primary setting is the calamitous seventeenth century of the Third Age, in which the Witch-king's dream of destroying the Dúnedain of the North seems nearly realized. In this time a great plague has devastated Cardolan, shredding the fabric of society and leaving chaos in its wake. Arthedain has been stricken by a terrible curse laid on the Barrow-downs, the burial grounds of its kings. These sacred tombs are now haunted by Barrow-wights, evil spirits summoned by the Witch-king. The crisis of faith caused by this desecration has led to a conspiracy against the monarchy itself. In Rhudaur, a mercenary tyrant torments the peasants and the land; his chief rival, a chieftain of the Hillmen, contemplates a bloody civil war that may leave the country a Troll-haunted ruin. In this time of turmoil, opportunities for adventure are everywhere. The great lords of lost Arnor may be in need of allies; a career could be made as a free-living mercenary. For all the troubles that beset the land, there is still hope that it can be saved for the Free Peoples.

Other times have their own stories to tell. The land is far more ancient than Arnor itself. Elves, Dwarves, and Orcs struggled here before the coming of Men, and immortal spirits, the Maiar and Faerie, walked these hills and forests even before them. Long centuries after the fall of Arnor and Arthedain, the War of the Ring saw its opening struggle set in Eriador, with the Dark Riders of Sauron pitted against Frodo Baggins, Gandalf the Grey, and the Rangers of the North. In the Fourth Age of Middle-earth, the Dark Lord has been vanquished, but evil has not been driven from the land. An open country beckons to the wandering explorer, marked with ancient ruins containing the treasures of another age. As in older times, the adventurer can, with skill, courage, and luck, build a fortune, a reputation, or a realm.

ADVENTURE GAMING

*Arnor: The Land*TM is the second title in ICE's *Lands of Middle-earth*TM adventure game series. Each work in this collection documents the cities, towns, fortresses, thoroughfares, and topography of a specific geopolitical region found in Tolkien's Middle-earth. Other volumes include *Southern Gondor: The Land*,TM *Northern Gondor: The Land*,TM *Mordor: The Land*,TM etc. Each is a comprehensive compendium describing the lay of hill and dale and the infrastructure of the communities dwelling within the terrain.

The material in *Arnor: The Land* is taken from ICE's *Realms of Middle-earth*TM module of the same name. Some material has been updated and re-edited, and more detailed maps have been added. Its companion volume, *Arnor: The People*,TM contains the characters and cultural material from *Arnor*; this volume contains the sections on geography, animals, sites, and cities, as well as a detailed gazetteer for the traveler and large scale adventures for the ambitious. In both volumes we provide summaries and charts describing the material in the context of fantasy gaming. These works are, after all, adventure game supplements.

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. Over the years, gamemasters have often chosen Middle-earth as a setting for adventure games. No fantasy world exceeds Tolkien's creation in terms of depth, flavor, and consistency, or as an adventure gaming locale.

Arnor: The Land serves as a helpful tool for gamemasters and players seeking knowledge about the geography, settlements, and adventure locales to be found from the passes of the Misty Mountains to the woodlands of the Shire, from the tundra wastes of Forochel to the shores of the Sundering Sea. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, in particular ICE's *Middle-earth*[®] series. Those wishing to explore Endor in the context of an adventure game will find this work invaluable.

USING THIS WORK

Arnor: The Land begins with a summary of the realm's geography (Section 2.0) and the plant and animal life found in Eriador and Forochel (Section 3.0). An exhaustive gazetteer (Section 4.0) presents all of the places named on the maps accompanying this book and a selection of local characters and history. All major urban settlements and fortifications are given more detailed coverage in three subsequent sections (5.0, 6.0, and 7.0). Section 8.0 provides a selection of short adventure scenarios, scattered across the lands of Eriador. Section 9.0, *The Fate of Kings*, offers four adventures set at turning





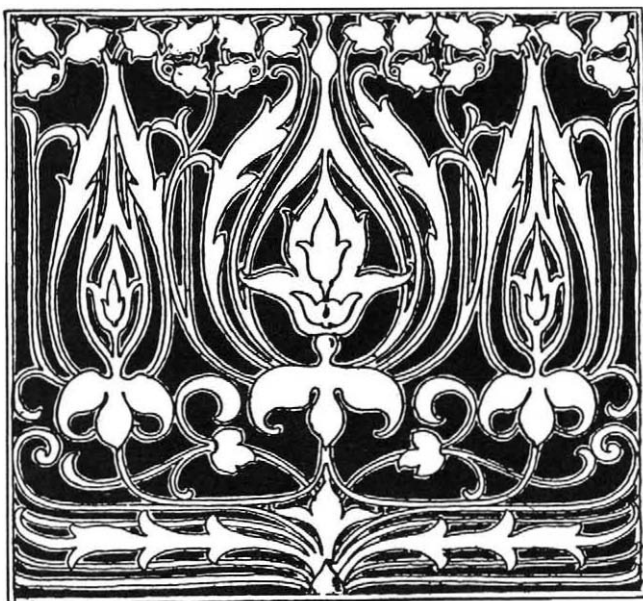
points in the history of the Dúnadan kingdoms. The first follows a company of heroes across Arnor at the time of the War of the Last Alliance, when Elendil still ruled the land. The second occurs amid the chaos of the Witch-king's destruction of Amon Sûl and Annúminas in T.A. 1409. The third brings adventurers into the strategic sprawl of a great military campaign in Cardolan in T.A. 1643. The fourth involves them with a conspiracy against the throne of Arthedain. The book concludes with an array of tables providing statistics all the characters in *Arnor: The Land*, suitable for use with ICE's *Middle-earth Role Playing*,TM *Rolemaster*,TM and *Lord of the Rings Adventure Game*TM rules.

THE SOURCES

This is an authorized secondary work. It is specifically based on *The Hobbit* and *The Lord of the Rings*, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Arnor: The Land is based on extensive research. We uphold the high standards associated with the legacy of J.R.R. Tolkien. By blending material from primary and secondary sources with rational linguistic, cultural, and geological data, we insure that any interpretive material fits into Tolkien's defined patterns and schemes. Keep in mind, however, that this is by no means the "sole official view."

Since we derive the material in *Arnor: The Land* from authorized sources, we provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings* and other major works by J.R.R. Tolkien. Where we have extrapolated information, we either omit citations or we refer to publications in ICE's *Middle-earth* adventure game series.



2.0 THE LAND

The lands known as Eriador are no less ancient than any others in Middle-earth, and, like so many others, they have been much changed since the Song of Creation first brought them out the Void. Beleriand, which lay to the west of Eriador, foundered and sank into the sea. Other regions to the south were forested and grass-covered, but became deserts; and still others rose to become mountain ranges or fell to become bog and fenlands. The ire of Melkor, the first Great Enemy of the world, had a direct part in setting the bounds of Eriador. The Iron Mountains, which bordered it on the north, were raised to protect his frozen domain; the Misty Mountains, on Eriador's eastern side, were said to be raised by him also, to hinder the riding of Oromë, the Huntsman of the Valar, from Aman into the east of Endor.

The Essence, the Power of Eru's thought that flowed through that initial creation, ebbed and dwindled as the world passed through successive ages and events. While, in the hands of the Valar, it could produce great beauty, in the hands of Evil it could do great destruction. The dramas produced by these conflicting drives have faded and been obscured with the passage of time. The world as it exists in the Third Age is ruled, for the most part, by its own natural laws, those of rain and wind, rock and soil, and life, growth, and death. "Magic," as Men call the ancient power, is a minor factor in the day to day working of Middle-earth in recent times, and natural forces have used the long ages to cover the scars it made in the past.

The heart of Eriador is an upland plain, a great, shallow bowl of sedimentary rock, mainly chalky limestone, almost four hundred miles across. Settled between the Tower Hills and the Misty Mountains, averaging just under a thousand feet above sea level, it tends to be covered by only a thin layer of powdery soil. Rainwater, while relatively abundant here, seeps quickly down into the rock layers, leaving little moisture for trees save where natural traps and dips in the bedrock hold dirt and nutrients eroded from the hills. Instead, most of the upland is a chalk prairie, a dry plain covered with tough grass (*heblas* and *sinblas*) over dusty, whitish earth.

At the center of the bowl are the Weather Hills; from Weathertop, it is said, a Man with the eyes of the ancient Elves can see the sun rise over the Misty Mountains and set over the Blue; and, to travelers, that great hill marks the mid-point of any journey between the two ranges. The flattest portion of the chalk prairies lies east of Weathertop. This Oiolad (Q/S. "Endless Plain"), not dark forest or jagged mountains, is what the Eriadorians first think of when they refer to "the Wild," and few of them have ever dwelt there.

West of Weathertop, the rock layers sag somewhat, and the resulting basins have been filled with better soil by the mighty Baranduin river and the myriad streams flowing off the Weather Hills. From the hills westward, these blessed, fertile, sometimes well-populated basins include,

first, the Midgewater Marshes, then the Chetwood and Bree-land, and finally the Old Forest and the Shire. The western and southern edges of the Eriadorian upland are just beyond Bree and the Shire; the rock layers are here lifted slightly to form the rim of the bowl, but have eroded to form rings of downs, the outward-facing bluffs that extend from northern Arthedain through the Shire and across northern Cardolan.

Upon the west, where Beleriand met Eriador in ancient times, the Blue Mountains crumpled against the upland to make the Tower and Twilight Hills, both pressed against the edges of the outermost rows of downs. Within the bounds of the upland itself, irregular intrusions of granite arose to form smaller clusters of hills, such as the Pinnath Gelin and the Pinnath Ceren.

These irregularities, hints of ancient conflicts between spirits of fire and earth, were only a foretaste of the power that forced up, on the opposite frontier of Eriador, the mighty peaks of the Hithaeglin, the Misty Mountains. They compose what resembles a great wall of rock. The wall runs nearly nine hundred miles from north to south, marking where the earth split along a long faultline and was thrust upward in a last great cataclysm back in the Deeps of Time, in the waning years of the ages when such power could still be easily raised by the Great Enemy.

The Hithaeglin present their steeper face on the east, standing against the foretold birthplace and migration of the Firstborn Elves. The force of the uprising of this mighty slab of rock, however, which created peaks two miles high overlooking the Vale of Anduin, also lifted and wrecked the lands to the west of the mountains. Indeed, a great expanse of white limestone and red sandstone of the Eriadorian upland was pushed up, broken, and split by this event. They form a series of rugged fells along the western flanks of the Hithaeglin.

The fells are composed of rugged, boulder-strewn, jagged landscapes, deeply eroded by the many sources and tributaries of the mighty Gwathló river, running from Angmar at the northern end of the Misty Mountains through Rhudaur and Eregion to Dunfearan at the southern end. Thin-soiled and almost impassable, they have never been thickly settled at any time in Eriadorian history, and then only along narrow river valleys.

In the south, where the rock layers of the upland fall towards the sea, lies the best land in Eriador. Here a coastal plain, covered by the forest called the Taur Enyd, once carried the Gwathló for hundreds of miles through wooded lowlands. Yet another cataclysm, released by Morgoth in the War of Wrath, sank Beleriand into the sea and also dropped the Eriadorian coastal plain some hundreds of feet, drowning much of it. The remainder of the coastal lands, hilly or rolling country for the most part save near the mud and shoal-choked estuaries of the Gwathló and Baranduin, are known to the Men of Cardolan as Minhiriath (S. "Between the Rivers"), and still show the effects of the catastrophe after thousands of years.

The sudden change in the pitch of the land caused massive erosion wherever the earth was unprotected by thick growth. The drowning of the old coastline and the flow of mud from the erosion inland ruined most of the harbors along the coast. Ships can only find anchorage in Eriador in a few carefully chosen ports, most either heavily dredged and sea-walled or far up the estuaries. The "Forest Wars" of the Second Age aggravated these problems; cutting and burning the ancient forests of Cardolan left nothing to keep the soil in place; so much of it ran to the sea that the forest never regrew and its loss became part of the laments of Men and Elves.

On the northern and western edges of Eriador, where few Men dwelt either in the Elder Days or now, the effects of Morgoth's final agony were felt even more severely. There the River Lhûn had once flowed with a cold current from the Blue and the Iron Mountains into the beautiful Lake Evendim and thence into the Baranduin. The War of Wrath saw power released that split the Blue Mountains apart, and the Lhûn turned to flow down through the jumbled wreckage of peak and forest to the sea. The Iron Mountains were wracked by a titanic convulsion that tore their roots away and cast the peaks down almost to sea level, leaving a jagged ridge of cloven foothills, the Rammas Formen (S/Q. "Great Wall of the North"), to mark a new boundary of Eriador. The remains of the mightiest range of mountains on the planet became the edge of the Northern Waste, a bog, dust, and boulder-strewn tundra plain, covered with snow and ice much of the year as the cold of Morgoth's northern realm swept south to afflict Eriador with regular frosts and winters.

Against such twisting and rending of the continent, the natural powers of Middle-earth fought a slow, patient battle. Rain, seasons and generations of it, washed the dust down towards the sea and spread it along and over the banks of the rivers. Grass and heather crept over barren hills and plains to replace the forests and hold what was left of the soil; moss and lichen covered the tundra, and herbs and flowering shrubs sought out the crumbling rock precipices and brought life back to them. Lakes filled with clean water, deer and sheep grazed on the downs, and Men and Hobbits learned to till the land and care for it. Despite the anger of powerful spirits and the folly of Men, Middle-earth prevails.

2.1 GEOGRAPHY OF ARTHEDAIN

THE LANDS AND BORDERS

Arthedain, the northern realm of the exiled Dúnedain, is bordered by the River Lhûn to the west and extends north to the icy plains of the Forodwaith (S. "Northern Waste") and east to the Eryn Sûl (S. "Weather Hills"). It includes within its territory all the land north of the Great East Road between the Lhûn and the hills, with an irregular border enclosing an area some four hundred miles across in any direction.





The kingdom's heartland has always been the northern half of this territory, the Eryn Uial (S. "Twilight Hills") to the west and the Tyn Fornen (S/Q. "North Downs") to the east, where Fornost Erain, the capital of the realm and the seat of its king, stands only a day's ride from the Oiolad, now a frontier with the hostile realm of Angmar. The Weather Hills, little inhabited, form the southeastern flank of these frontier defenses, while the Rammas Fornen composes the northern flank along the edge of the Forodwaith. Behind this shelter, the Midgewater Marshes and Bree-land rest at the junction of the Great East Road and the Old North Road which connects Fornost with distant Cardolan.

The Baranduin river flows from the Twilight Hills southward across central Arthedain. The higher, rougher, eastern side of its valley is the Nan Túrath (S. "Vale of Victories"), also known as Arandor (S. "Kingsland"). Although it isn't nearly as rugged as the hill and down country around the headwaters of the river, it is rocky enough that only the narrow valleys of streams are arable. On the western side, in the old Arnorian province of Siragalë, the land is far better; the Hobbits have settled here in large numbers to create the new territory they call the Shire. Past Bree and the Great East Road on the lower Baranduin lies dying Cardolan; and west of the Shire and the Twilight Hills is the Elvish realm of Lindon. Neither is a great threat to Arthedain, and both are sad reminders of the slow decline of the Free Peoples in Eriador.

The mix of semi-desolate landforms with fertile ones had a decided effect on the societies of the Eriadorians who first made their homes here in the early Second Age. The chalk prairies never received any substantial settlement of herdsmen or of anyone else. However, the hill country possessed a pattern of vegetation called silvan woodland, named for the Elves who roamed it before Mannish settlement. Hardwood forests flourished here, spreading out from the best water sources towards the hilltops; only a few rocky exposures and glades were bare, sporting grasses and ground cover. Eriadorian clan-holdings were usually located in the sheltered, woodland vales, although their herdsman wandered the exposed heights and the prairies.

The downs, where drainage left less water, supported only tough grasses and heather; these open areas were called moorlands, or simply moors. Here bare rock showed often, and trees and brush were, often literally, hidden in pockets and ravines. Tree-clearing and heavy grazing turned the silvan country into moorland in the Second Age. Even the first Dúnedain to travel into Arthedain from the south never knew much of the silvan country when it was in full growth. Many of them thought that only the Elves, who preserved the tree cover of Siragalë by simply never farming it, could make forests grow.

The Dúnedain first sought metals and minerals not already being mined by the Dwarves. This strategy succeeded, to some degree, because the available mineral wealth of Arthedain was in deposits too small to attract

Durin's folk. Wealth there was, however, thanks mainly to the small igneous intrusions located here and there under the Arthadan hill country.

Copper and cobalt were both found in the Pinnath Ceren, on the lower Baranduin in Cardolan. The tin to make bronze out of the copper came from deposits in the Hills of Scary, west of the Baranduin in Elvish country, and from the North Downs, near where Fornost was eventually built. Fornost also provided the Men of Eriador with enough silver to allow coins to be minted. Lead, in mineable quantities, salt, sulfur, and more obscure minerals were also found in the north country. The chalk itself yielded flint for fire-building and marble for stoneworking, with quality building granite also exposed around the steeper hill masses. The bogs provided "turf" or "peat," compacted plant material that could be burned for fuel when the forests gave out or "baked" into a pure form of charcoal for use in making the famous Arnorian high steel.

The original Eriadorians lacked good steel for tools and also the social organization to make this decidedly varied land prosper. Their herdsmen roamed most of the country, but they tended to form petty tribal chiefdoms around each individual small mine or fertile valley. When the Dúnedain began arriving in numbers they were often welcomed, as even the peaceful astronomers who wanted only empty hilltops and clean air for sky-watching could be a unifying and pacifying force. The Elendili, the refugee Faithful of the later Second Age, with their literacy, knowledge, and immensely long lifespan, finally provided the north country with the unity and skills it needed to flourish.

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.

Since the rise of Angmar in the far northeast of Eriador, the climate of Arthedain has changed for the worse, especially in the northern hills. Winter hangs on, the spring thaw is delayed, and people begin to wonder if the snow will ever melt. When summer bursts upon the scene it comes violently, with ice and hail storms and fierce winds that flatten the crops as they ripen in the fields. The Arthedain have carried on as best they can. The Men of the hills and the Hobbits of the Shire shield their crops and animals from the brutal summer storms and the winter wind's frigid reach, and they burn turf and twisted grass to make their dwindling firewood supplies last the year through; but they ponder how long they themselves can persist in the face of such adversity. The High Folk huddled at Fornost wonder too, and offer prayers and incantations as the soldiers drill in the windswept courtyards below the King's Chambers. The seers' warnings to the king are clear: the Witch-king's magic is as powerful as it is menacing, and the very wind may be at his command.

2.2 GEOGRAPHY OF CARDOLAN

The lands of Cardolan, like its people, are quite diverse. Within its borders one can find deep and ancient forests, rocky coasts, rolling hills arrayed like lines of massive, ruddy warriors, and some of the richest farmland in all of Eriador. However, most of the landscape is dominated by slowly rolling, treeless grassland, a bleakness offset only by the teeming city of Tharbad, the Queen of the North.

The Kingdom of Cardolan encompassed, when it was still one nation, all of the lands between the Rivers Brandywine, Greyflood, and Hoarwell (all known by their Elven names: Baranduin, Gwathló, and Mitheithel) as far as the Great East Road as it passed south of Bree and Weathertop on its way into the Oiolad. This forms an area roughly six hundred miles long by one hundred and fifty across. The Iaur Men Formen (S/Q. "Old North Road") cuts down across Cardolan from Fornost, turning southeast to reach Tharbad. The Men Garan (S. "Redway") enters Cardolan at Sarn Ford and joins the Old North Road at Metraith. Taking the road from Sarn Ford to Tharbad one actually follows the edge of the Eriadorian upland, barely discernible here as it merges with the coastal hills and river flood plains. It divides Cardolan fairly neatly into two geographic zones: Minhiriath to the southwest and Mindornath (S. "Between the Downs") to the northeast.

In the Elder Days, Cardolan was covered by the Taur Enyd, the primordial forest that then spread over all of southern Eriador and beyond. The Eriadorian coastal plain extended considerably farther to the south and west to become the southernmost extension of ancient Beleriand. When these lands sank beneath the ocean at the end of the Elder Days, all that was left of this mysterious, magic-haunted region were the Rast Vorn (S. "Dark Cape") and its Eryn Vorn (S. "Dark Wood"), the Taur Iaur (S. "Old Forest") on the middle Baranduin, and the less enchanted woods that still spread over most of Minhiriath. The great forests of Minhiriath were destroyed during the Eriadorian-Númenórean wars of the mid-Second Age, and the subsequent erosion turned the land into much bleaker silvan woodland and moors. The most fertile areas of Cardolan in later years were those that were regularly renewed by the annual flooding of its great rivers, and it is there that most of the population came to live.

THE RIVERS

On the whole the geography of Cardolan is dominated by the great river valleys on its borders. The Brandywine traces a lazy path down from Arthedain to the sea, forming much of the northwestern border of Cardolan. It gets its color, and hence its name, from the rich earth along its banks. The Baranduin is an old river, wide and slow; but it is also shallow, so there is little commerce on its waters and no major ports of note.

The Mitheithel on Cardolan's eastern frontier is born in the snows and springs of the highlands of Rhudaur. A raging narrow torrent, it is only partially subdued when it

is joined by the river Bruinen at the apex of the Angle in southern Rhudaur, where both rivers leave the highlands. It continues on down to the Nîn-in-Eilph (S. "Swanfleet Marshes"), just above Tharbad. There the Mitheithel joins the River Glanduin coming out of Eregion, giving birth to the Gwathló.

The Mitheithel can be navigated with difficulty from Tharbad to the Angle, but it is virtually unfordable for its entire course. The Gwathló, on the other hand, is a broad and slow river like the Baranduin except during the spring floods. It is deep and can be navigated by ocean-going ships as far as Tharbad. The winds on the Gwathló are predominantly westerly, and the river is full of ever-shifting mud-banks, so smaller ships and barges ply most of the trade. This trade is considerable, for the sea route to Gondor is much faster than the land route. It has made Tharbad the center of most of the mercantile traffic coming out of the North. The smaller port of Sudúri, much closer to the sea, is the primary city of the Kingdom of Saralainn and the hub of local trade in southern Cardolan. The annual flooding on the Gwathló is much more serious than that of Cardolan's other rivers, especially along its northern bank. After a severe winter, Tharbad may become a virtual island for several weeks during the spring.

THE LANDS AND BORDERS

Minhiriath, the southwestern half of Cardolan, receives its name for its myriad streams and minor rivers that empty into the Baranduin, the Gwathló, and the sea. Minhiriath can be further divided into four geographic districts: the Eryn Vorn, the central plain of Saralainn, the Girithlin highlands that parallel the south bank of the Baranduin to form the northern rim of the Saralainn, and the Gwathló basin. The Eryn Vorn covers the Rast Vorn, a large peninsula lying to the south of the mouth of the Baranduin. The wood is an ancient forest; the trees themselves seem to share the malice of its aboriginal inhabitants, the Beffraen, both anachronistic survivors of the Elder Days. The Eryn Vorn has remained relatively unexplored throughout the history of Arnor.

The central plain, Saralainn, is rolling and relatively featureless, save for its countless rivulets. Areas near streams are reasonably fertile, but most of the country is moorland, fit only for raising sheep. The name Saralainn is attributed in folklore to a particularly glib Dunnish bard who was promoting settlement in the area and named the land "exalted" as one might name an icy wasteland "green."

The highlands of Girithlin rise several hundred feet above Saralainn and the Baranduin valley in a series of gently rolling ridge lines, but aside from sharply sculpted erosion features that seem strangely reminiscent of desert landscapes, they are not distinguishable from the plains.

The Gwathló basin comprises the region that is subject to flooding by that river. It is very narrow nigh to the sea and irregularly spreads until it is almost eighty miles





across near Tharbad. The floods are an inconvenience to the region's inhabitants, but the silt endows the floodplain with the richest farmlands in the North. The Gwathló basin serves as the breadbasket of Eriador, though most of its surplus goes to feed Tharbad.

Mindornath is technically the highland portion of Cardolan. Its most populated region is nonetheless a part of the river valleys around which life in Cardolan has always centered. A substantial chunk of the Gwathló basin extends upriver from Tharbad, where the Mitheithel has carved a narrow floodplain out of the southern edge of the Eriadorian upland. This arable stretch of valley, known to soldiers as the Marches or, more formally, as the Hoarwell Marches, extends up into Rhudaur; it is the traditional path of travel and warfare between the two countries.

Above the valley and on the edge of the upland, there is an extensive series of massive, south-facing, rocky bluffs, the Tyrn Hyarmen (S/Q. "South Downs"). The outer rim of the Eriadorian upland, the South Downs were never heavily populated and have been almost uninhabited since the fall of Rhudaur; beyond them eastern Cardolan merges into the Oiolad. Including the dry downs and hills around its edges, the Oiolad is more properly known as the Eredoriath (S. "Lone-lands"), and it was once ruled by a Cardolanian baron under that name.

The western extension of the South Downs, beyond where the Old North Road runs through the Gap of Andrath towards Bree, are the Tyrn Hódhath (S. "Barrow-downs"), sacred to the Dúnedain as the burial place of the Arnorian kings and their Adanic ancestors of the First Age. In the time of the Great Plague, the barrows were cursed and taken over by evil spirits summoned by the magic of Angmar. The shepherds and religious communes that once flourished here have almost all fled.

Along the Baranduin just upriver from Sarn Ford lies the hilly plateau of the Pinnath Ceren, the red hills that give Cardolan its name, an ancient mining center still a stronghold of Eriadorian independence. Upriver from the Pinnath Ceren, tucked into the northwest corner of Cardolan between the Barrow-downs, the Great East Road, and the Baranduin, is the Old Forest. Like the Eryn Vorn, this is a dark and dangerous place where the trees seem to remember and hate those who destroyed their once innumerable cousins. The home of the mysterious spirit known as Tom Bombadil lies within these woods. He is more commonly known as Urald to the Northmen of Cardolan, though he plays small part in their affairs.

The coast of Cardolan around the mouth of the Baranduin is generally rocky, with a kind of rugged beauty recognized only by its inhabitants. There are few harbors of any sort, but the area is fairly well protected from storms, and its resources, primarily shellfish and small whales, are extensively utilized.

The coasts of Rast Vorn, on the other hand, are the most treacherous known to Dúnadan mariners. There are innumerable shoals and reefs here, often shrouded in thick banks of fog. The exposed northern and western shores are steep and offer few places to land at need. The southeastern shore is covered by reedy marshes and said to be inhabited by foul and unnatural creatures. The native Beffraen often attack those who do manage to find shelter on these coasts.

In contrast, the shores of Saralainn are notable for their broad beaches and dunes. The natives have taken little interest though, perhaps because of the storms that strike the beaches roughly every decade, devastating these low-lying areas. Trade goes upriver to Sudúri, for the most part. The city's location solves most of these problems that defeated the millennia-long Númenórean effort to construct a port at Lond Daer.

Cardolan abuts Arthedain on the north, the Eredoriath on the northeast, Rhudaur along the river corridors leading up into the Trollshaws, and Eregion and Enedhwaith on the southern banks of the Mitheithel and Gwathló. Eregion is broken country like the fells of Rhudaur; it is troubled by Elvish "haunts" as well. Few Eriadorians go there, although both Men and Hobbits dwell close along the banks of the river. Enedhwaith, with only a narrow strip of flood plain on its side of the Gwathló, is perpetually impoverished, the domain of Dunnish clansmen and Trolls, both of whom trouble the Cardolandrim who live along the shore or cut timber inland in the still extensive forests.

Cardolan has, overall, far more agriculture and far fewer other resources than its sister-realm of Arthedain. One redeeming feature is the set of amber beds found along the south bank of the Baranduin near its mouth. They have provided the ruling house of Girithlin with a steady income for centuries. The Girithlin highlands, where they fade into the Eriadorian upland along the Redway, include a major ridge line called the Pinnon Niphren (S. "White Ridge"), named for its many exposed marble faces. It is the best source of quality building stone in southern Eriador. A more important resource is found in the Pinnath Ceren (S. "Red Ridges"). Along with providing the paving stones for the Redway, the various ores that provide this color were extensively used for metals by the Northmen who inhabited the woods of Eriador before the return of the Númenóreans. It became a center of resistance to Númenórean colonization efforts because the Pinnath Ceren were the only source of a rare (and now mined out) alloy of tin and cobalt that could be used in the relatively primitive smelters of the Northmen to make Cardolan brass, a red metal that could almost stand up to the high steel of Númenor.

CLIMATE

Although the landscapes of Cardolan may seem monotonous at times, the weather provides plenty of variety. Cardolan has a humid mid-latitude climate which is mild on the average, but which is subject to some of the most severe weather in all of Endor. Minhiriath and Mindornath have distinguishable weather patterns, however. As a general rule, Mindornath runs about five degrees cooler. Both regions have cool, wet springs, summers that are usually dry and moderately hot, cool wet autumns, and cold winters.

The weather patterns are dominated by warm, wet air coming off the ocean, and the cold, dry air of the Misty Mountains and Forochel. In the late spring and early summer these air masses are prone to collide with often disastrous results. Most of the damage is done by severe thunderstorms, but these can very easily escalate into hail and tornadoes. The latter are most prevalent in central Cardolan, particularly during the month of Nórui. Less frequent, but more devastating, are the hurricanes that spin out of the equatorial seas and strike the coasts. In the early fall of every third year, fierce gales hit the shores; about one storm per decade will wreak widespread havoc; and one per century will be a monster. Old folk might still speak, for instance, of the "Ireful Storm of 1081." The predominant normal wind direction in Cardolan is a strong westerly (wind out of the West) that tends to complicate navigation of the Gwathló.

With its limited forest cover, temperature tends to increase sharply in Cardolan during the day and drop just as quickly at night. It is not unusual for the temperature to vary thirty-five degrees in a twenty-four hour period, especially during the summer and at higher elevations. The average temperature in Cardolan has been dropping very slightly over the past two centuries; this change has made more difficult the task of Cardolan's farmers, who cannot easily afford to battle the late killer frosts in spring or to lose a few days off their growing season in the fall. The superstitious attribute this to the malice of the Witch-king of Angmar. Indeed this trend will worsen until his departure in T.A. 1975, and then gradually improve.

2.3 GEOGRAPHY OF RHUDAUR

Rhudaur is by no means a vast land, but for its size it offers a great deal of geographic diversity. Landforms range from huge hills edging the Misty Mountains to flat expanses of plains and deep forests as tall and ancient as any in Middle-earth. Rhudaur can be divided into three zones: the highlands, the Trollshaws, and the lowlands. The highlands are composed of the foothills of the snow-capped Misty Mountains and the crests of the Famera-Grish (Bl. "Giant's Steps") or the Great Spur, which form the northern border of Rhudaur. The northern highlands are divided into the Ettenmoors, at the foot of the mountain spur, the Ettendales, along the River Mitheithel, and Cold or Pinefells, south and eastward towards the Misty Passes.

The Trollshaws form the central part of Rhudaur, between the Rivers Mitheithel and Bruinen. This area is primarily woodlands, scattered over rugged hill country. The largest continuous stretch of woodland, and the only one distinct enough to carry a separate name, is in the south, the Coed Drug (Bl. "Evilwood"). The lowlands form the southern and eastern borders of Rhudaur. South of the Coed Drug and between the rivers lies the broken but still arable region known as the Angle. To the west of the River Mitheithel stretches the Oiolad, the flat "Endless Plain" of the Eredoriath, over which the Rhudaurrim and Hillmen have raided more favored regions time and time again.

THE HIGHLANDS

The highlands of Rhudaur comprise an area of large hills, some rising to over fifteen-hundred feet above their bases. The hills, which run in irregular curved lines from the southwest to the northeast, are classic fells; that is, they are relatively "young" hills, created by the violent uplifting of the Misty Mountains in the deeps of time. They are jagged and little-weathered, holding very little topsoil. These features are particularly true of the northernmost hills, the Ettenmoors, also known by their Hillman name, the Môr Ithvaen (Bl. "Granite Sea"). The name does not derive from the many hills, but from the landscape itself, which is strewn with boulders and outcrops of granite. The rocks range in size from that of a child's ball to that of a large villa, and they are often grouped in crazy jumbles through which passage is impossible for anything larger than a rabbit.

To the south of the Ettenmoors, the hills are smaller and the granite less profuse, forming the region called the Ettendales. The Ettendales hold many springs that feed the River Mitheithel; however, the region suffers from poor drainage, especially during the spring melt. In the vales between the hills lie many stagnant bogs. The highlands immediately to the south and east are much like the Ettendales, except that they are well drained and heavily wooded. Most of the trees in this area are evergreens; thus, the region is called the Pinefells. Some call them "Coldfells," for the cool winds and waters of this locale are legend.

THE TROLLSHAWS

The Trollshaws region takes its name from the creatures who favor and inhabit it, the Hill Trolls. This is rugged country, but aside from Cameth Brin, few hills rise more than eight hundred feet over their adjoining vales. The Trollshaws are woodlands, but for the most part the trees are gathered in small dense patches with extensive open ground between them. Heavy brush grows along the edges of these groves, extending well into the woods wherever the trees are thin enough; this terrain is quite popular with wolves. Despite these dangers, the Trollshaws are the winter ground for Rhudaur's vast herds of *losrandir*. This is also the only region in Rhudaur where the soil can be called rich, although even here it pales beside that found in the rest of Eriador.





The most significant forest in Rhudaur, the Coed Drug, grows on the southern side of the Trollshaws just above the path of the Great East Road. It is an ancient and dense pair of wooded stands which have stood beyond the memory of all thinking creatures. The Coed Drug is not a wholesome place; a feeling of unease and latent evil creeps out even to its eaves. It is known to be the home of the Forest Trolls, who are small as Trolls go, but numerous. Huge wolves roam its fringes, and some say that the trees themselves have become infested with evil and are capable of active malice. Little light penetrates through the leafy canopy of the great trees, so the Coed Drug is always dim and gloomy. Stories speak of places within the forest never touched by the light of sun or moon, and here even Elves and Hillmen fear to go.

THE LOWLANDS AND THE RIVERS

The Angle consists of rolling, grassy hillsides broken here and there by jagged fells and occasional stands of trees. For the most part, the constant wind from the northeast and the rain cascading off the fells carries away the topsoil, so agriculture is difficult except in the relatively protected and fertile areas along the riverbanks. The swift and sparkling Mitheithel is born in the snows of the Ettenmoors and the springs of the Ettendales. In spring, when the snows melt, it becomes a raging torrent, but even in the early fall it cannot be forded between the lant Methed (S. "Last Bridge") and the Ettendales. The Mitheithel does freeze over in the worst cold of winter, but the force of the current under the ice makes any crossing dangerous, and few will try that trick except in desperation.

The Bruinen (S. "Loudwater"), rising in the snows of the Misty Mountains, is far more sedate than her sister, whom she joins at the very apex of the Angle. The Hillmen consider this river to be under the magical influence of the Elves of Rivendell and so try to avoid it.

CLIMATE

The climate in Rhudaur is markedly colder than that of southern and western Eriador. By far the most noticeable feature of the weather is the extremely heavy winter snowfall. There are lands in western Middle-earth that are colder than the Trollshaws, but one must travel far north to find even half as much snow. In the highlands, the white carpet begins to form in mid-autumn and does not recede until late spring. Those learned in the lore of weather say that the heavy snows are caused by the convergence in Rhudaur of warm wet winds that come up from the sea along the Gwathló-Mitheithel river valley and frigid air from the Ice Bay of Forochel that sweeps down unchecked between the Blue and the Misty Mountains. This cooling of moist sea air is aided by the altitude: even the valleys of the Ettenmoors and Coldfells are fifteen hundred or more feet above sea level. Falling snow is usually dry and flaky, except for late winter, but these qualities serve only to increase the accumulation.

Although the snows and cold effect Rhudaur as a whole, it is appropriate to discuss the climate in terms of the three geographic zones: the highlands, the woodlands, and the lowlands. As noted above, the highlands see the heaviest and longest snowfalls; even when it does not snow, the land is afflicted with chilling rains. These lands are always cold, except for a brief period beginning in late spring called the *maelmoigh*, or the "great melting." At this time, the steady cold wind from the north abates, and warm air rushes up from the south. The warm air reacts with the snow-covered ground, and soon a dank and impenetrable fog settles over the hills. The fog is called the *snaghag*, or "snow-eater." During the *maelmoigh* all creatures that walk or fly stay close to their homes. Soon the ground is mostly uncovered, and the melted snow turns tiny rivulets and dry gullies into frightening deluges. Adding to the threat of floods are cold and heavy rains brought by the north wind. These rains last but a month as summer comes to the rest of Eriador. Summer days in the highlands are sunny and almost warm, but the nights remain very chilly. In the early days of fall, the brief warmth fades and dies.

The hilly woodlands of Rhudaur share the snows and cold of the highlands, but here the severity is lessened by the presence of the forest. The warm winds of spring come sooner to the woodlands, and the melt-off of winter snows is far less dramatic. In late spring, some flooding occurs, but the chief problem is that rivers become almost impassable. There is a genuine summer here, although the nights remain cool. It may even get hot when warm air masses from the southern plains creep northwards. The coming of fall is swift, but far more gradual than in the highlands. Once winter arrives, it is severe and unyielding.

Weather in the two lowland regions, the Oiolad and the Angle, is quite different from the rest of Rhudaur. Here, spring is warm and pleasant, and summer is hot and humid. Snowfall is found only in mid-winter, and much more precipitation falls in the form of rain. Bogs appear in mid-spring, and the melting snows of the North cause considerable flooding along the river banks. Fortunately, the plains of the Oiolad also see much less snow than elsewhere in the region, as the storms blow through very quickly. What does fall presents a problem because of the heavy drifting caused by the constant north wind; yet these same winds tend to keep the plains cool in the summer.

3.0 FLORA AND FAUNA

The lands of Eriador are an integral part of the continent of Endor, yet they are geographically isolated. To the north lies the vast desolation of the Northern Waste, to the east rise the mighty Misty Mountains, to the southeast lie the broad White Mountains, and to the west is the sea. These barriers prevent the easy immigration of new species into Eriador, and many of those who have come here since the Elder Days were brought by the Men who have undertaken the trek.

CARDOLAN AND SOUTHERN ERIADOR

As the Ents recall, all of southern and central Eriador was a single forest before the arrival of the first Elves. This vast expanse of ancient hardwood trees, the Taur Enyd, was tended and inhabited mainly by the Ents and other Faerïe beings. It began to lose its vitality towards the end of the Elder Days due to the baneful effect of Morgoth's war upon the Elves and the lessening power of magic in the world. The early Second Age saw a general warming trend, due partly to the removal of Morgoth from the world and partly to the foundering of Beleriand, which brought most of Eriador within the reach of winds from the sea. The change put considerable pressure on the delicate balance

of life of the woods. And with the rise of advanced societies of Men towards the end of the first millennium of the age, the balance of life in the Taur Enyd was broken.

The Númenóreans returning to Middle-earth felled many trees to construct their famous fleets. Forest fires raged, set by both sides in the merciless wars between the Númenóreans and the native Eriadorians, or by the electrical storms that previously had been rare in the region. For many forests, fire is a natural force of renewal, but here it was new and deadly. In little more than three centuries virtually all the forests of Cardolan burned down, leaving only two significant patches of the primordial woods: the Taur Iaur or "Old Forest" and the Black Wood on Rast Vorn.

Both contained trees more ancient than any in Eriador, and both became refuges for the ancient animals and magical beings who would only live among those trees. Overall, only a few species of plants or animals were prepared to adapt to the barren new countryside after long ages of shade and branch. The steady erosion that followed made much of Cardolan unsuitable for permanent agricultural communities, although certain low-lying parts became among the most fertile lands in Endor. Only various reptiles, the sheep introduced by the Dúnedain, and the wolves that soon followed can be said to have truly thrived in deforested Cardolan.

ARTHEDAIN AND THE NORTHERN MARCHES

The plants and wildlife of Arthedain suffered only a little less in the time of Men. Overrun by glaciers in the distant past and dominated by the Iron Mountains in the last ages before the rising of the sun, northern Eriador was never blanketed by the vast, dense forests favored by the Ents. Instead, it was covered by a silvan woodland, with mixed forests in the watered areas and grass and flower-covered glades on the drier hilltops and uplands. Unfortunately the first Eriadorians to move herds into the country called by them the Northern Marches steadily cut the woodlands and grazed sheep and cattle on the undergrowth that remained. The forests here, as in Cardolan, failed to regrow under the impact of the grazing. By the time of the founding of Arnor, the northern hills were, if not heavily settled, certainly changed. Moors and prairies were widespread, and the wooded country had retreated either to the best watered or most isolated regions.

Even without forest cover, the hills of the Northern Marches can still support man and beast, if both are willing to work and can tolerate the starker beauty of grainfields, grass, and flowering heather. The telling blow to the Arthadan ecology in the mid-Third Age was the advent of cold winters—which came along with the rising power of the Witch-king. The constant strain of providing firewood out of dwin-

Deer grazing in southern Eriador





dling groves was one problem. Rebuilding houses and barns for greater insulation was another, as was expanding cropland and gardens to produce more food and a greater variety of foods as insurance against the variable weather.

Wild animal species were crowded out as Men took more room for their own needs. Wild plants already troubled by the short growing season lost ground to the more necessary domestic varieties. By the time of the Great Plague, Arthedain's population has dropped considerably from the days of old Arnor; the people, animals, and plants that remain are tougher than they were, more efficient in their use of available resources, and more grimly determined to hold on to their own patch of hillside.

RHUDAUR

The terrain of Rhudaur ranges from rank and stagnant quagmires to barren windswept hills; inviting spots are scarce. However, especially in comparison to the rest of Eriador, these lands support a large and dynamic population of plants and animals. The lack of dense Mannish settlement has left the land wild. Because of changes in climate and the sweeping hand of Man, most of Cardolan, Arthedain, and the rest of Eriador has been cleared of trees and somewhat tamed. The Place of Roaring Red-gold—or, as later Dunnish immigrants would name it, the Glin a-Rhua (Du. "Red Valley")—remains much as it always was.

Although the lands of Rhudaur are cold and infertile, over the centuries its inhabitants have adapted well, and so they continue to survive. The scanty grasses and brush provide fare for vast numbers of grazing animals, especially *losrandir*, which in turn provide food for predators, Man being not the least of these.

3.1 PLANTS OF ERIADOR

ARTHEDAIN

The Arthadan forests are mostly hardwoods; varieties of oak, elm, ash, beech, and hemlock—some slim-trunked and tall, others thick-trunked and many branched—compose the grandest of them, forming the heart of the mature groves. Grey-barked, quaking-leafed aspen or poplar, and white, paper-barked birch trees are more common in areas that have seen Mannish commerce, as they grow quickly and their seeds can find any niche with a little water by it. Willows and cottonwoods grow largely around major water courses, while smaller high-bush roses, hawthorn, hazel, and branching buckthorns spring up among weeds to form new woodland wherever grazing lags. Evergreens also turn up, typically in bad soil, with yew and larch appearing on sandy ground and tamarack covering alkali bogs. Spruces and pines are common only on the Rammas Formen, where the full force of the tundra wind can be felt, and they never grow as tall there as they do in the eastern wilds. In addition to the trees that naturally grow wild, apple and cherry trees appear wherever Men have felt a need for them, while blueberry, heatherberry, and raspberry bushes are a necessary part of any prosperous Arthadan farm.

Various grasses, such as the greyish, mossy *sinblas*, cover the open areas of Arthedain, though none of them are as luxurious as those found farther south. They are mixed with a prodigious number of flowering weeds, all of which burst into a riot of colorful blooms through the short spring and summer seasons. Where grass alone cannot hang on to the soil, low shrubbery like heather and gorse takes over, creating tough walking, but providing shelter for animals and painting vast canvases of fragrant purple and yellow flowers during their summer bloom. Ferns, mosses, and cat-tails dominate the bogs, and lichens and mosses cover the boulders on the northern frontier where nothing else can survive.

A full spread of domestic plants still grows in Arthedain, though most would quickly disappear if not carefully protected against the erratic weather. The Dúnedain do not normally possess an interest in food crops, but the Eriadorian commoners who make up the bulk of the population raise corn, grains, and *eorna*, a hardy grain resembling barley, the latter being coarser but more favored in recent years because of its short growing season. Their gardens are replete with all manner of vegetables, including the *ita*, a new type of grey potato brought from the rocky vales of Anduin by the Hobbits, and also fruits such as strawberry, chokecherry, and bush crabapple. With the snow cover getting worse every year, oats, clover, and grass hay for the livestock become more necessary, and farmers keep fewer animals over the winter to save on fodder, cutting down on their margin of error in case of a late spring.

CARDOLAN

The inhabitants of the annually renewed lands of the Gwathló basin justly feel that they live in one of the gardens of Middle-earth, one that produces everything the Arthedain and Shire folk grow and more besides, but this judgment should not be extended to the rest of the country. In Minhiriath, the dominant plant is the plains grass called *ablas*, while a short mossy grass named *deblas* covers the windswept Girithlin highlands and most of Mindornath. There are scattered patches of new forest that have sprung up throughout Cardolan; these consist largely of aspen and birch with a few pines, indicating the limited inability of the soil to hold water. Elsewhere, the larger plants are chiefly thistles and brambles which provide some shelter for less hardy plants. The farmers of Cardolan grow wheat along the banks and streams; corn, peas, and *cassona*, a small potato, along the Gwathló; and *eorna*, a barley also grown in Arthedain, in the highlands.

The Haywall is perhaps the most notable and distinctive specimen of flora of Cardolan. Ciryatur, the first Númenórean governor of Cardolan, began the planting of the Haywall (W. "Hedgewall;" For. Hagawall) in S.A. 1777. He desired a barrier to slow any large scale incursion of Orcs or Hillmen from Rhudaur into central Cardolan, so that he would have time to prepare his few and scattered forces. The Haywall, a hedge of sharp

thorns stretching from the Mitheithel to the Baranduin above the Old Forest, was an ambitious project even by Númenórean standards, but Ciryatur received aid from Elrond's herbmasters. Nonetheless, the task was abandoned after his death in S.A. 1812 and was not restarted until the time of Elendil. The Haywall was finally completed by King Terennil of Cardolan in T.A. 1126 as part of his futile plans for eradicating the country's wolves. Now pierced in innumerable places, the hedgewall is punctuated by gaps of up to two miles. It is still an impressive sight and can be a serious barrier to the casual traveler.

RHUDAUR

The open lands of Rhudaur are all dominated by a sparse mossy grass, called *sinblas* by the Dúnedain for its greyish hue. In the flatlands of Oiolad and the Angle, the *sinblas* is mixed with a taller grass called *heblas* and small patches of low coniferous bushes. Occasionally, near water, there is also a tiny stand of pines or a single lonely tree. In the higher lands, the *heblas* and bushes thin, displaced by large patches of thistles. Pines become more common, sometimes joined or supplanted by beeches. On the barren hilltops, only *sinblas* can survive.

Most of Rhudaur is not open country, but is spottily covered with light to thick stands of trees. There are three separate types of woodland. In the northern and eastern highlands, tall pines and yews dominate, and most are found in small but dense clusters sheltered from the biting wind. Between them, scattered almost randomly, stand much thinner groups of generally small trees. The Trollshaws of central Rhudaur are home to mixed woods of pine, beech, and birch. Here too, the trees gather in dense clumps. Usually, expanses of open, rocky land or barren stone outcrops lie between, but the edges of these woods are difficult to penetrate because of dense underbrush.

The forest called the Coed Drug (Bl. "Evilwood") is quite different, for it is an ancient wood, dark and dangerous. The most common trees are the elm and the black oak, although there are many others. These trees have grown tall and broad, so there is little undergrowth. In addition to Forest Trolls, the known dangers of the Trollshaws include a few rotten old trees infested with evil. Unknown dangers are legion, at least according to fearful Hillman tales.

Rhudaur has several specific types of plant found nowhere else in Eriador:

The blue pine is the most common of the evergreen trees of the Trollshaws, and, aside from its needles' bluish hue, is notable for its large cones, which carry especially big seeds. These seeds are called pine nuts and are an important supplement to the diet of the Hillmen. Pine nuts are acidic in taste, although this is much abated by careful roasting; few besides Hillmen would eat them raw.

The *lawrim* is a lichen often found on exposed pieces of granite, especially in the Ettenmoors. It is dull orange in color, a rare shade which ought to serve as a warning of its

dangerous nature. After contact with bare skin, *lawrim* will within two days cause a hot and itchy rash that, if left untreated, will cause numbness in the afflicted skin. One cure is to bathe in water in which pine needles have been boiled.

Black vines are useless and dangerous creepers. The vine is found deep within the Coed Drug, the difficulty in finding it being its only virtue. The black vine has a very thin stem and only a few tiny black leaves; it grows among the exposed roots of the great trees. Prolonged contact with the leaves, such as sitting or sleeping on them, causes a brief euphoria so intense that it borders on the visionary. While the victim dreams and sighs, the black vine grows with amazing speed around him and puts down roots, intending to smother its delirious victim. A victim is very much aware of this process but lacks the will to do anything about it. Unless aided, the poor sot will expire within minutes.

3.2 ANIMALS OF ERIADOR

An uninquisitive visitor to Cardolan might return home with the impression that the only large animals therein are sheep and wolves. Arthedain, with its carefully kept forests and dispersed population, shows more signs of animal life, and a traveler will see deer and wild cattle



A charging wolf





frequently. Actually, both of these lands support a surprisingly diverse animal population that has been on the increase as more lands have slipped back into wilderness since the decline of the Dúnedain. Rhudaur, of course, surpasses them both. Most beasts are very shy of Men, and only persons with considerable patience and the ability to sit quietly for long periods will spot any creatures other than the larger predators.

The predator of note in Eriador is the wolf; encounters with any others will be rare in comparison. The most common species throughout northern Endor is the grey wolf. The red wolf, a slightly larger and substantially more aggressive sub-species, is the dominant breed in southern Cardolan and beyond the Gwathló.

Wolves generally run in packs of about a dozen mature adults. They are vicious and intelligent hunters—tireless in the chase. Their primary prey is sheep, but wolves in the time of the Plague have lost their fear of Men and will readily attack lone individuals or small groups.

War-wolves and wargs, heinous varieties of the species bred by Morgoth, are more eager to attack Men. Superior weaponry or the element of fire may cow them, but mere numbers will not.

The shy, man-sized black bear is unusual in Cardolan, but quite common in the rest of Eriador. The southern climate is a little warm for the bears' taste, but the main factor in their scarcity is Mannish. They are routinely hunted. Brown bears, called by the Hillmen the *barg-dign* or "little bear," are found only in Rhudaur. They are more territorial and hence more dangerous than their darker cousins from the lowlands.

The cave bear, also called *barg-moigh* or "great bear" by Hillmen, leads a solitary existence in the many natural caves of the highlands of Rhudaur and on the flanks of the Misty Mountains as far as Calenardhon.

The high hills of Rhudaur and Eregion are home to the extremely rare *chatmoig*, a large grey cat with huge forequarters and great fangs.

The giant eagles dwell in both the Misty Mountains and the Blue, but are infrequent visitors to the rest of Eriador. They are wary of Men, and not without cause; the noble avians are not averse to some occasional mutton, and they are not thought of as friends by most farmers.

Ferrets, lynxes, raccoons, red foxes, skunks, and weasels are found throughout the country and are occasionally domesticated. White foxes are common along the edge of the Forodwaith. Otters, river minks, and fishers are found only rarely in the streams of the north and the mountains, as they are prized for their pelts and have been extensively hunted and trapped.

Wild cattle or kine are the ancestors of the domestic cows of western Endor. Most of those found in Eriador are feral descendants of animals scattered during the wars.

Boars frequent wooded and brushy country all over Eriador. They live on succulent plants and roots, small animals, and fresh carrion. They are temperamental and

extraordinarily dangerous when alarmed. Agile, quick and aggressive, an angry boar will take on anything and strike with hooves and tusks until its enemy is slain and trampled.

Deer are the most common grazing animal in the forests and wooded vales of Eriador, and venison from any of the varieties of deer is considered elegant fare on any table.

In the woodlands, the horse-sized *caru* or elk is rarer than other deer, but still common; and the *losrandir* or reindeer of Forochel and Rhudaur strays south onto the Eredoriath in severe winters.

Losrandir migrate to the Rhudaurian highlands in the spring, gathering in great herds that crowd an acre of ground. They bear their calves in the late spring. Later, as the heavy snows begin, they retreat to the woodlands of the Trollshaws in groups of about twelve.

The most common rodent on the plains of Eriador is the *cunara*, a gopher, closely followed by the rabbit or coney. The *cunara* of Eriador resemble bigstout rats and live mainly on grass roots. Rabbits, who prefer shallower but more sheltered burrows, favor the tangled nooks and crannies of the grasslands, where they can occasionally be found concentrated in large warrens. Enormous but seldom visible numbers of them share the woodlands with squirrels, ground squirrels, and field mice—chipmunks and voles to the Hobbits—and the slightly larger but less common opossum, hedgehog, and *pawtunc* or woodchuck.

Porcupine and their smaller relative, the hedgehog, are also present, although the first of these tends to girdle and kill trees and has therefore been exterminated as a nuisance in Arthedain.

BIRDS AND FLYING CREATURES

There are a great variety and number of birds in Eriador. The migratory birds of the north are the most numerous and are of the greatest economic importance. Five of these species account for the mass of the incredible flocks that crisscross the area. These are the ice goose, the split-tailed duck, the blue-headed duck, the red-headed duck, and the blue pigeon.

The ice goose is a large white and black bird that summers in the Northern Waste and winters in the Drúwaith Iaur, south of Eriador. Its migration follows either the coastline or the line of the Baranduin in late spring and mid-fall.

The three varieties of duck are a common sight on all the waterways of Eriador. The blue-head generally spends most of the year on the banks of the rivers of Rhudaur and in the bogs of the Ettendales, migrating south and west during the coldest months. In the late spring the red-headed ducks all gather in the Midgewater and Swanfleet Marshes to prepare to migrate to the lakes of the Far North. The split-tail starts its migration in smaller flocks that gather on Lake Evendim for both the spring and fall migration to and from Forochel.

The blue pigeon does not linger in Eriador, passing over in its migration between Mirkwood and the Lindon. They have been heavily hunted, but a large flock of blue pigeons can still blot out the sun.

There are many species of songbirds in the forests; the lark and the blackbird thrive in the open lands as well. There are large numbers of crows and gorcrows. The primary carrion bird in Cardolan is a particularly awkward and ugly stork known as the *hopta*. Several varieties of hawk reside here, though most are small and dully colored. Great owls hunt the woods at night; their calls are said to be a lament for the lost ancient forest. A small owl, taken to living in abandoned gopher tunnels, is known as a barrow owl. The lordly swans of the Nin-in-Eilph are of economic importance, as the price of their plumes has increased as their numbers have diminished.

Of course, not all the flying creatures in Cardolan are birds. Bats are common, and vampire bats have entered the lands from Angmar. Another variety of large bat, the flying fox, makes its home amid brambles. The flying fox is not nocturnal, having good eyesight and presumably a fine sense of smell in its long snout.

One notable flying creature is actually a gliding frog known as the grey flyer. These are small, but carry a nasty venom in their claws. Grey flyers are rare, dwelling only in substantial forests, but they live in huge colonies and are a threat to anyone who stumbles upon their nests.

REPTILES

Cardolan in general, and Minhiriath in particular, has a flourishing population of reptiles, including many venomous serpents. As one goes northward, these creatures become rarer, and the Twilight Hills, since the change in the weather, have only a few varieties of turtles and tortoise, some harmless, rodent-eating snakes and two types of viper.

3.3 CREATURES OF THE FAR NORTH

The wastes of Forochel have a different mix of animals than Eriador proper. In the Far North, huge herds of large-hooved beasts, mainly *losrandir* and *caru*, roam the scrubby tundra in search of food and shelter. Winter is a lean season for them, since the plants they feed on—lichens, mosses, short pale grasses—have little nutritional value. Bulk and fur are necessary to retain body heat in the frigid and long-lived winter, and the animals of the North tend to be larger than their southern kin; yet, the vastness of the *losrandir* herds notwithstanding, they are fewer in total number. Both grazers and hunters must cover a great span of tundra to sustain themselves. In the summer, these animals shed their heavy coats, gorge themselves on succulent grass and berries, and drink from the region's plentiful streams, swollen from melting winter snows. They have only a few frost-free months to fatten themselves and raise their young—then the winter returns.

The *losrandir* dominate the tundra plains; they wander far on the eerie, featureless landscape, their noses to the wind, sniffing for the dreaded scent of a wolf pack. The *caru* are also common sights to the native Lossoth, although they stay closer to the brush and scattered pine forests along the edges of the tundra. Smaller herds of moose, elk, and red deer come out of those woods to search the permafrost for patches of green all summer long. To the east, at the foot of the Misty Mountains, wild sheep and goats graze under the eyes of dragons and the Witch-king's Orcs. Farther west, they clamber up and down the rocky foothills of the Blue Mountains, where the rarest of sights in the North—a stand of broadleaf trees—can be seen, another remnant of the vast primeval forest that carpeted the West long ago, preserved by its remoteness, and the little warmth provided by the sea wind.

Along the forest fringe and in or near the Bay of Forochel live and labor families of mink, beaver, seal, 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 land a-buzzing. As the frozen earth thaws, much of the tundra becomes a quagmire ideal for breeding these ravenous insects. Forochel's legendary giant mosquitoes, rumored to be the size of sheep, are said to have carried off unattended Losson children to dreadful deaths, but such exaggerated accounts have never been substantiated.

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 resourceful gathers with fresh roots, greens and sweets. Wild flowers pop up, bloom, give seed, and die in a hurry, perhaps for fear of a lingering chilling end in the almost endless dark of the northern winter.

The creatures feared most are the white 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. When a pack of a dozen or more white wolves is about, smart creatures lie low or move in groups. A rule of thumb: the colder the winter, the hungrier and bolder the wolf. Unfortunately, over the last few centuries, winter everywhere in the North-kingdom is evermore bitter, long, and unrelentingly cold, and both Men and animals are suffering for it.

3.4 THE UNDERDEEPS

Beneath Eriador there exists another realm of life, little spoken of and little known, and only occasionally a factor in the affairs of the sun-lit surface. These are the Underdeeps, a half-legendary world of caverns and fungi and blind, gnawing creatures, dating back to the creation of the world and the evil manipulations of Morgoth. Hobbits and Men, who keep their dwellings and mines shallow and near to light and green grass, avoid the Underdeeps. Dwarves and Orcs, most of whom prefer to dwell far beneath the earth, deal with the netherworld routinely and consider it a dependable source of food, herbs, and raw materials.



Plants of the Underdeeps include fungi, molds, slimes, and similar things that are capable of growing and living without light. Mushrooms large enough to feed whole families and strong enough to cut for timber are found beneath Khazad-dûm and Goblin-gate, as well as in the Orc-warrens behind Carn Dûm. Less spectacular growths are found in the caverns beneath Creb Durga in Cardolan, and some periodically infect the deeper mines of the North Downs of Arthedain. Animals of the Underdeeps include variations on beasts found in the surface world, such as bats, rats, and crawling insects, as well as altered creatures, such as blind fish and white, eyeless snakes. Grotesqueries spawned by Morgoth at the beginning of time and evil also appear; kraken, cave drakes, and slithering, eyeless things that sense life magically and drain it with a cold touch.

While the energies that drive life in the upper world are derived from the lights of heaven, most particularly the sun, the cycles of life in the Underdeeps are dependent, for the most part, on the remaining Essence left in the deep Earth by the original Song of Creation. Morgoth, who hated the lamps the Valar made to light the world, tried to make the Underdeeps part of his domain, and many of his creatures, demons, spirits, and monsters still live there. These beings and the other life-forms of the Underdeeps are alien to the inhabitants of the surface, and Men who encounter them are typically in great danger. Eriadorian miners whose diggings have accidentally broken into caverns or crevices of the Underdeeps typically discover the mistake when a miner is burned by a fuzzy stain on a rock wall, blinded by a burst of spores, or slain by some peculiar crawling horror that seems to be whispering the names of demons as it drags the softer parts of the body back into the crevice from which it came.

Understandably, Eriadorians seal off or abandon any mine or cave so invaded. The Dwarves, who are somewhat tougher and have long experience in these matters, use fire and skillfully laid traps and stonework to protect their passages and works from the uglier denizens of the netherworld. The Orcs use methods similar to those of the Dwarves, but they also encourage the penetration of some forms of Underdeep life into their dwellings. If the creature involved is not unmanageable, it is one more way of ensuring that the Men they prey on in the night will not follow them down into the deeper darkness of their homes.

3.5 THE BANES OF ANGMAR (T.A. 1636 - F.A. 15)

Loosely used, the term "Banes of Angmar" means all of the unnatural (i.e., magical) methods the Witch-king uses to wear down and eventually destroy Arthedain. In this sense, it includes the Barrow-wight invasion, the unnaturally cold weather in Eriador during his reign, and the wargs that raid across the Angmarean frontier from time to time simply to slay cattle and other domestic and wild animals. Some Arthadan scholars even claimed the Great Plague itself was simply another unsuccessful plot to destroy Arthedain, although the Gondorians, who suffered much more from the epidemic, always tended to disagree.

The specific "banes" that are known in Eriadorian lore are the lesser blights, epidemics, diseases, and curses that tormented the north country over the last few centuries of the Witch-king's reign and continued to hinder life and prosperity into the time of King Elessar. Born of the Witch-king's frustration over his failure to defeat the Dúnedain on the battlefield, they were a tortuous wasting away of people and resources that eventually left the North-kingdom almost prostrate before the last Angmarean horde that swept over the frontier in T.A. 1974. Some of the most significant banes are described below.

THE AMOK CURSE

A madness born of an evil rune-spell, it was brought to Fornost in the guise of leather-bound and inscribed letters, allegedly from Gondor, in T.A. 1781. The afflicted, who suffered a loss of memory and intelligence, and occasionally were driven to madness and murder, were also ensorcelled to give the rune to others on similar scrolls. The curse ruined the careers of half the Seers of Fornost before the last victim was traced and imprisoned. Scrolls with the curse on them turned up regularly in secret treasure hordes and buried caches of documents in Arthedain right up until the time of Aragorn II.

GM Note: The victim reading the Rune-paper must resist a 10th level attack. He loses 1 point of his Intelligence/Memory stat for every point by which he misses the die roll, but it only disappears at the rate of a point per day, and he does not notice the loss on his own. Every 1-5 days he must make a second resistance check or feel compelled to copy the rune and either save it among his documents or send it to someone else (50% chance of either event). If a given stat is reduced to half its original value, there is a 30% chance the victim becomes unstable and violently attacks someone emotionally close to him.

THE BLOODEYE RAVISH

The Witch-king's Easterling cavalry could never match the Dúnadan heavy horse on the field of battle, so a disease peculiar to horses was created and spread across Arthedain by magically infected Mannish beggars. The ailment was lice-borne (within 10' of the beggar, any horse must resist a 5th level attack) and caused brain and spinal decay and hypersensitive hearing. Clumsiness and loss of sight were the first symptoms; they progressed until the animal had to be destroyed; in later stages loud sounds could drive the afflicted animal into a berserk, red-eyed fury. This ailment slew half the horses in Eriador in T.A. 1968-70, and only its spread into the Angmarean herds kept the Witch-king from making an immediate assault. The key omen of his campaign of T.A. 1974 was the passage of great herds of fresh horses across northern Wilderland the previous summer.

The Ravish lived on in the lice of wild animal populations throughout the Third Age, and played a large part in keeping the Rangers of the North on foot, the other factors being sensitivity of wolves to the scent of horses, tainting of water-sources by Stream Fever (See below.), and lack of good feed grains across most of Eriador.

CROP AND HERD BLIGHTS

Persistent and repeated efforts by the Angmarrim to bring diseases into the herds and fields of Eriador were intermittently successful. However, most animals and plants were able to develop resistances to these blights, and the farmers of Arthedain could claim to have generally won their unheralded campaign to keep the people of the realm fed right up until the time of the last Northern War. In the more fragile years after the depopulation of the country, the isolated settlements remaining were far more vulnerable to minor plagues of this sort, and they contributed to the lack of any revival in Eriador after the fall of Angmar.

THE HOUND-FIRE

This was a virulent form of rabies intended to destroy the dog packs kept by the Arthedain to track down and slay the Orcs and wolves who constantly scouted and raided along the frontier all through the Petty Wars. Tainted blood (treated in magical ceremonies) was smuggled into Arthedain by dark priests in the T.A. 1710's in sausages. While many dogs were infected by the Hound-fire and had to be destroyed, the best of the packs had Elvish and Númenórean bloodlines; these were highly resistant to the disease. The Hound-fire, known as *ujas* to the Orcs of Angmar, actually betrayed its creators. Many of the priests who delivered the Fire became carriers, probably by sharing blood-ticks with the animals they were afflicting, and in T.A. 1712-14 the disease spread through and wiped out half the war-wolves in Angmar.

After its initial outbreak, Hound-fire became endemic among tick-ridden wild foxes and skunks, who seldom showed symptoms of the disease. While it could have horrible effects when it managed to get into a dog or wolf, Men and Hobbits who trained and tended their animals well, therefore avoiding contact with the ticks, had little to fear from it.

GM Note: Any canine bitten by an infected carrier must save versus a 10th level attack to avoid Hound-fire. If it is only within range of infected ticks, it must resist a 3rd level attack. The virus goes to the spinal cord and causes excruciating pain. The victim becomes "wild," agitated, and exhibits fits of berserk fury, after 1-10 hours; it will occasionally seek to drink quantities of blood to soothe its pain. Each half-hour after the onset of symptoms, the victim loses 2-20 hit points; a resistance check can be made to stop this deterioration. The initial resistance will be against a 32nd level attack, and each successful resistance reduces the level of the next attack by half. If the victim can survive this punishment for more than two days, the bane will have been defeated. Men bitten by a dog or wolf with Hound-fire must resist a 1st level attack to avoid the bane.

THE RED FLUX

Fluxes, flues, colds, and other respiratory agents were a chronic problem in the North during any bitterly cold winter, but the Red Flux was especially vicious. It may well have been an ailment especially intended to slay Hobbits. In the late nineteenth century, they were the most prosperous folk in Arthedain, until this influenza-like illness devastated many of their crowded family smials in the winter of T.A. 1889-91, slaying half or more of the residents of the Shire. When the Red Flux struck Fornost in the following year, it was blamed on dark priests, but some Hobbits said it was spread by undead creatures, usually identified as strangers to the area, walking wrapped against winter frosts, but identifiable by their reddish eyes and skin and the lack of steam on their breath on the coldest days.

Hobbits were leery of strangers after the first passing of the Red Flux, and superstitions about it popped up whenever the plague returned. As with any flu, this happened every few decades for the next thousand years. The Flux was a key factor in keeping the Shire population from overflowing the original bounds of the province and had much to do with their switching to above-ground housing.





GM Note: *The Red Flux* requires a resistance roll versus a 1st level attack when spending a round within 5' of a carrier. The interior of a closed building will fill with the "noxious vapor" from an infected victim, and all within must resist it every 4 hours. The first day of the flux brings symptoms like that of any other cold or flu, but after 11-20 hours the victim will develop a redness about the face and begin to suffer from fluid in the lungs (lose 1-10% of breath, Constitution, and Hit Points per hour if the victim fails to resist a 40th level attack). After the victim is reduced to half of his Constitution, blood will appear in his bodily fluids and show in the whites of his eyes. Recovery can begin at any time (RR made by +50 or more negates further deterioration), but anyone who has shown blood will suffer permanent damage to his health and appearance (-5% to constitution, perception based on sight, and appearance due to "enpurpled" blood vessels).

STREAM FEVER

Angmarean minions used boxes filled with a certain mold from streams of the Underdeeps to plant this bane in waters throughout Eriador. The spores from the mold caused a fever in herbivores that had no other effect save to weaken them and leave them more susceptible to other ailments. Sheep, cattle, and goats were afflicted by this epidemic, as well as wild creatures such as deer, rabbits, and rodents. Spreading throughout Eriador in the early twentieth century, it allowed winter chills to devastate the herds of Arthedain and ruined the country's economy more efficiently than a hundred years of Orc-raids.

The mold, being a thing of the Underdeeps, could not live in sunlight and seldom spread down watercourses of its own accord. Pockets of it, however, persisted in cold, dark-shaded streams and ponds right up into the Fourth Age. In the twenty-fifth century, the Hobbits of the Shire learned to deal with the taint by injecting an alkali solution under the rocks of infected streams with cooking siphons. This required a great deal of bother and damp, tedious labor for each stream cleared, but the effects were permanent. After the resettlement of the North in the time of King Elessar, this technique was carried throughout Eriador, and Stream Fever gradually disappeared from the region.

WOOD-BLIGHTS

A collection of fungal agents that inhibited tree growth and left the wood dry and vulnerable to fire, wood-blightes were successful in the cold-plagued forests of Arthedain from the T.A. 1860s onward. They declined to a minor nuisance after the weather began improving in the twenty-first century. Soil loss was the major reason the woodlands of Eriador failed to recover after the collapse of Angmar, but the blights contributed to the problem. The wood-blightes were initially spread by minor tree-spirits; these were small, ugly creatures, having the appearance of tangled roots or dolls made from roots, that were smuggled across Eriador by herb dealers.

In the end, the Banes did great harm in Eriador, but could not break the people or their animals. Further, they also inflicted great harm on the Angmarrim. The Witch-king depended greatly on foreign soldiers in the last years of his reign; the Angmarrim and Rhudaurrim were dwindling in number yearly due to cold, hunger, and epidemic, and those remaining were of questionable morale. When the Army of the West moved against the Witch-king in T.A. 1975, he decided he could not wait for them to march as far inland as Fornost, as his forces were depleted by the Red Flux and Ravish and, some said, were also on the edge of mass desertion. Gondor's horses and men, while afflicted somewhat by the Banes, had wintered in Elvish country near the coast, and so still had enough strength to overwhelm the Angmarean hordes on the same fields where Arthedain had failed.

It was over the centuries following these great events that Eriador paid the full price of the Banes. The poor health of the trees and the depletion of the herds of grazing animals, all caused by the Banes, weakened the overall ecology. The wolves and undead left behind by the Angmarrim killed and ravaged indiscriminately, year after year. No settlement north of the Gwathló or east of the Brandywine could hope to prosper under these circumstances, and so the Age of Abandonment was born. The healing of Eriador was a slow, excruciating process. The Shire, protected by the bulwark of the Brandywine, and Bree, situated nearest to the havens and holds of the Rangers of the North, eventually developed methods of dealing with the Banes on their own turf, but a tradition of savage beasts, hauntings, and fatal sicknesses that could strike a man just for treading on the wrong flower or drinking from the wrong stream kept them to their old bounds. Only the fall of Sauron gave Eriador the freedom to overcome its ancient burdens and bloom once again.

4.0 A TRAVELER'S GUIDE TO ARNOR

This section is a gazetteer, containing information for travelers and adventurers, with entries for the regions, towns, and places likely to be visited or talked of during a roleplaying campaign set in Arnor. Each entry describes the type of country traversed, some persons or creatures that might be encountered there, and sometimes the accommodations available. Some entries, to avoid duplication, refer the reader to other parts of the module for the necessary information.

Not every town and region in Eriador is given the same coverage. Some are simply not as interesting as others; some are less likely to be visited. Two regions (Bree and Uiviril) are described in greater detail to serve as examples of Eriadorian places, characters, and politics.

The descriptions are, by and large, keyed to T.A. 1643. History is briefly noted to highlight important past events and to provide alternative settings for campaigns set in earlier times. Text relating events in later years is given to permit adventures in the time of the War of The Ring and the Fourth Age.

AMON SÛL

(S. "Hill of the Wind," coll. "Weathertop")

"The land before them began steadily to rise again. Away in the distance eastward they could now see a line of hills. The highest of them was at the right of the line and a little separated from the others. It had a conical top, slightly flattened at the summit.

"That is Weathertop," said Strider. 'The Old Road, which we have left far away on our right, runs to the south of it and passes not far from its foot. We might reach it by noon tomorrow, if we go straight towards it. I suppose we had better do so.'"

—*The Fellowship of the Ring*, p. 195

History

In the beginning of the Years of the Sun, the people known as the Edain, following a path taken ages before by the fathers of the Elves, dared the passes of the Misty Mountains and entered the vast basin of Eriador. They picked their way through the broken foothills west of the mountains and crossed the valleys of two dangerous, tumbling rivers. Beyond the river vales, they found a flat, stony, near-barren prairie. On the horizon, their hunters spied a great conical hill, standing tall against the storms that passed over from the west, giving them hope of a more inviting realm beyond the dry plain. The Edain found forests and green pastures beyond the promontory and settled there for a time.

The peak that loomed over the plains of Eriador was rocky, dry, and windswept. Only a few trees and shrubs gripped its flanks, primarily in dells and ravines where rainwater collected or seeped out from its porous limestone heart as small springs. No Men would dwell on the hill, but a circle of standing stones, called "Bereg's Watch," was set at its peak and a high granite platform was built so

the shamans of the Edain could look upon the lands and call to the spirits of the winds to bring them rain and peace.

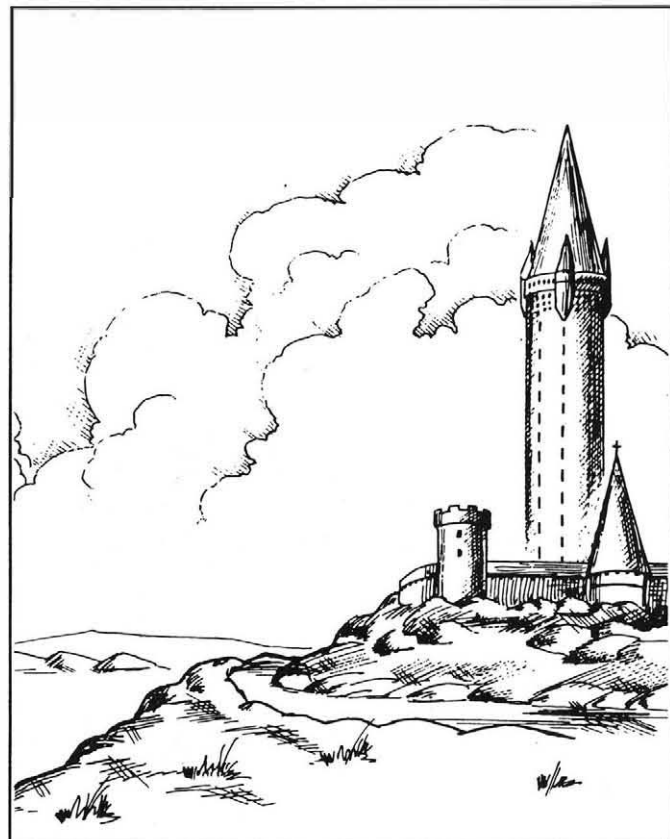
In the end, the restless Edain traveled onward to Beleriand to meet their destiny fighting in the wars between Morgoth and the Noldor. Daen clans migrated from the foothills of the White Mountains and settled various parts of Eriador. The southerners feared the gods they worshipped; they believed that the great hill was the home to a spirit of storms. They called it "Storm Hill," and "Weathertop." They believed that the entire world could be seen from the promontory's peak, but that an evil fate would come to anyone who climbed it.

For most of the Second Age a few wandering shepherds and Elves were the only inhabitants of the Weather Hills, the long line of lesser peaks and ridges that stretched northwest from Weathertop. In S.A. 1699 the stones of Bereg's Watch were toppled by the invading armies of the Dark Lord, leaving the hill country more desolate and Weathertop more eerie than before. The ancient races evolved into the Enedrim, the Eriadorians, and the Brerion (who became the Bree-folk). In the wake of Sauron's invasion, the latter people moved north into the fertile pocket of land west of the Weather Hills, but they felt no love for the hill country itself. In later centuries, Númenóreans arrived, religious refugees who dwelt for a time atop the ancient hills, but eventually moved to other havens of their peoples to the northwest and south.

This indifference changed at the end of the Second Age. Elendil had decided to build the Great East Road, the



Amon Sûl





Menatar Rómen, along the well worn trail that the old Edain used many millennia past. To secure this vital path of trade and communications, he erected a mighty watch-tower upon Weathertop, incorporating in it the stones left by the ancient fathers of his race. The Elendili knew Weathertop by its Sindarin name, Amon Sûl, and the Weather Hills were called the Emyr Sûl.

The Tower of Amon Sûl, S.A. 3320 - T.A. 1409

The tower of Amon Sûl, isolated and far from any dangerous frontier, became a haven for astrologers and other mystics. The *palantír* that Elendil placed in the tower fulfilled the claim of the ancient migrants, because it was used to watch over the whole of the Kingdom of Arnor and much of the world beyond.

From the tower, the high king witnessed the arrival of Gil-galad's army in the time of the Last Alliance. Not incidentally, the mighty spire, whose light could be seen some hundred miles away on the Menatar Rómen, also served to intimidate the Eriadorians who had so recently accepted Elendil's rule. Outer walls, gardens and orchards, and a dry moat were added to the complex, and a secret escape passage was built leading almost four miles northwest to a hidden cave at the foot of a lesser hill. It was by this route that the *palantír* was smuggled out in T.A. 1409.

No town ever sprang up around the barren base of Amon Sûl, although a village was established on the northwest approach to allow visitors and horses to rest

and carts to be repaired for the long haul up to the fortress. Springs from Weathertop supplied water to the village and to the source-streams of the Nen-i-Sûl on the opposite side of the citadel.

Even the skills of the Dúnedain could not make the Emyr Sûl flower. Since water was easily obtained around the hills and downs, the grassy pastures were given over to the grazing of sheep and cattle. In a few fertile valleys and basins—between and below the ridges—grain and vegetables were cultivated. Three noble families shared the governance of the Emyr Sûl; Amon Sûl itself always remained a personal fief of the king.

When Arnor was divided in T.A. 861, Amlaith, the eldest heir of the House of Elendil, gained the possession of Amon Sûl. The nobles of the Emyr Sûl swore loyalty to his kingship over the Arthedain, while those of Eredorath to the east and south cast their lot with Rhudaur and Cardolan. Amon Sûl gained the year-round presence of an Arthadan warden. Formerly a retreat for seers, the tower now had to function as a fortress: located at the junction of the three sister realms, all three kings desired it and the *palantír* it guarded.

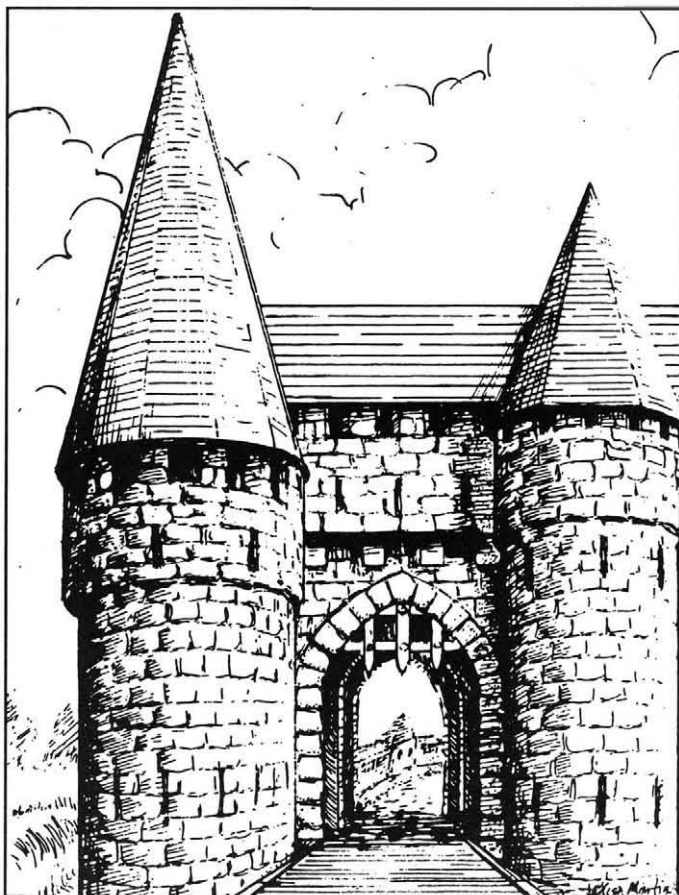
Visible southeast of the hill, beyond where the Nen-i-Sûl passes under the Menatar Rómen through a culvert, stood a pillar called the Tarma Nelde Seronion (Q. "Three-friends' Pillar") marking the junction of the divided Dúnedain kingdoms. The forces of Angmar pulled it down in T.A. 1409, but left the broken stone lying within sight of the road. By then it had already acquired its permanent nickname; the merchants who braved the dangers of the Menatar Rómen in those dangerous years called it the "Three-fools' Stone."

GMNote: The Three-fools' Stone removes Fear and Cancels Essence at 10th level once on every person who touches it. It also cures 2-20 points of damage and relieves pain and exhaustion. Any evil being touching the stone suffers the reverse of these effects.

In the mid-fourteenth century, Rhudaur fell under the influence of the Witch-king of Angmar; Argeleb I of Arthedain then claimed the rulership of all the Dúnedain of Rhudaur, and belied his own claims by fortifying the flanks of the Emyr Sûl, once the peaceful heart of Arnor, against the threat from the east. In T.A. 1356 the Rhudaurrim—insulted by the construction, goaded and aided by Angmar—attacked with all the force they could muster. Argeleb died in a sally on the northern flank of Weathertop, but his son, Arveleg I, defeated the invaders and completed the defense works.

Arthedain and Angmar lay closest together far north of Weathertop, along the Rammas Formen, and in the long wars between the two realms that land was the common battlefield. However, the Hillmen who had taken the rule of Rhudaur were still dangerous; the Lone-lands were abandoned, and the Emyr Sûl were never again a safe pasture for the Elendili.

Lower gate
of Amon Sûl





The Fief of Uiviril

Uiviril (S. "Eternal Jewel's Glittering") is, in sheer expanse, one of the largest fiefs in Arthedain; it includes the Weather Hills, the Midgewater Marshes, the village of Occum on the Iaur Men Formen, and that part of the Nan Túrath lying between the hills and the Old North Road. Ruinir, its lord, rules from the keep of Barad Calannon at the northern end of the Emyrn Sûl. The citadel stands only fifty miles southeast of Fornost Erain, along the road called the Men Sûl. Ruinir's ward includes three smaller towers located along the ridge of hills, one every twenty miles: Barad Thoron, Barad Ever, and Barad Narn. They are connected by a military road, an extension of the Men Sûl, that runs along the eastern slopes of the Emyrn Sûl. It lies atop a series of dikes and terraces, the Rammas Sûl (S. "Walls of the Wind"), intended to deter raiders from Eredoriath to the east. The dikes have eroded over the years since Arveleg I built them, and the Rammas Sûl can be bypassed at its southern end, because no permanent outpost has been constructed among the ruins on Weathertop.

The Soldiers of Uiviril

Ruinir is oathsworn directly to the Line of Elendil, making him one of the fifty-six *artalani*, the independent feudal lords of Arthedain. As Artatan of Uiviril he commands his own military force, the Dagorwaith Uiviril. By law, every man on the fief is subject to the feudal levy and is part of the *dagorwaith*, but the core of the lord's battalion are his fighters, the *meithyr*. Because Ruinir guards a long stretch of frontier, he has need of an unusually large number of soldiers; his treasury receives a subsidy from the king to cover much of their expense. The *artalan*'s eldest son and heir, Pilinnur, is his chief captain, senior among three *arnarogueni*. Ruinir's brother, Belegdur, the Captain of Barad Thoron (S. "Eagle's Tower"), is second in authority. And Belegdur's son, Bregol, the Magistrate of Occum and Captain of Dol Occum (S. "Hill of Occum;" For. Burh Aikahaim), is third. Three others complete the fief's chain of command: Merembeleg, the *artalan*'s seneschal, who is also captain of the garrison of Minas Calannon (S. "Tower of Brilliant Gate"); Feinhiril, Captain of Barad Ever (S. "Herd Tower"); and Drukka, Captain of Barad Narn (S. "Tower of the Tale").

One hundred and sixty fighters bear the responsibility for patrolling the borders of the fief. Because Uiviril is large, all normal patrols are mounted, even though most of the *meithyr* are trained as foot-soldiers. Occum and each of the three hill-towers house three *berenais* (infantry divisions) of six to nine *meithyr*. Barad Thoron, Barad Ever, and Barad Narn each serve as home to some fifty peasants who tend the towers' herds and gardens, as well as defending the walls in time of need. The *berenais* take turns running three-day patrols through their sections of the fief. Barad Calannon is garrisoned by six *berenais* of infantry and three of cavalry. At any given time, one third of

Fifty years after the fall of Rhudaur, the Witch-king dropped all pretense of negotiation and made his first great effort to exterminate the Dúnedain. In the winter of T.A. 1408-1409, the Lord of the Nazgûl secretly moved his forces south into the Angle and stripped the land of its harvest and herds. The great rivers froze seemingly at his command, and the greatest army seen in Eriador in a thousand years marched west to besiege Weathertop. The Witch-king's magic broke the gates of Amon Sûl; he drove an Arthadan-Cardolanian army westward, slaying both nations' kings and overrunning the Emyrn Sûl and eastern Arthedain.

The Witch-king hoped to permanently erase the memory of the Elendili from the lands he'd conquered. His Orcs burned and leveled the fortress of Amon Sûl and every other tower and village along the Great East Road. They hunted the people like beasts through the hills, slew their cattle, and ruined their wells and gardens. When the armies of Círdan of Lindon and the new King Araphor of Arthedain drove out the Angmarean forces, little remained for the Dúnedain to reclaim.

Araphor reorganized the remnants of the Arthedain in the aftermath of the war and consolidated his rule of the ruined lands. In T.A. 1412, Durlin of the Water, the last surviving male relative of the three families that had ruled the Emyrn Sûl, was raised to the rank of *arnaroguen* and given a fief encompassing all southeastern Arthedain. His grandson, Ruinir, still governs in Uiviril (See below.), holding the line of the hills against the Orcs of Angmar.

T.A. 1643

The Weather Hills mark roughly the midpoint of the great basin of Eriador. They run some ninety miles northwest to southeast. The southmost and highest peak is Weathertop, which stands nearly a thousand feet above the plains. There is still sufficient grass on the hills for grazing sheep; small patches of woodland grow in the vales and catch-basins around the ruins of abandoned farms. Gypsum, flint, and onyx are found in the clefts and rock falls of the hills in small quantities; the remaining inhabitants still work a few small mines.

Most dwell near the keep of Barad Calannon and the village of Occum on the Iaur Men Formen, well west of the hills. There are, however, scattered steadings among the Emyrn Sûl wherever good water and farmland occur. Herdsmen and shepherds run their flocks over the rest of the country. The fief's lord oversees the quarries and mines in the northern reaches.

There remain less than a score of true Dúnedain in the entire fief of Uiviril. The population of the vale of Barad Calannon and the majority of the people of Occum are Eriadorian commoners. The farm families of the hill country and Nan Túrath also stem from this heritage. The shepherds of the Emyrn Sûl are primarily Dunnish, most of them rootless wanderers without homelands or clan ties.



these are on patrol; another third acts as castle garrison; and the final third occupy themselves with non-military duties. Ruinir employs a dozen rangers, the Maronag (Du. "Stealth-runners"), who serve as his scouts and spies.

People of Interest in Uivíril

Ruinir, Artatan of Uivíril—a tall, stately man, a pure-blooded Dúnadan who won glory fighting by King Argeleb's side in the wars. Like Argeleb, Ruinir's fortunes have declined since the Plague Years. He lost his wife, Idlinniel, and one of his daughters to the affliction, and has not ventured forth from the vale of Barad Calannon in recent memory. He is not on good terms with his sons, and nurses suspicions of their ambitions.

Pilinnur—the older son. Tall like his father, Pilinnur's demeanor is one of dignified suffering. He governs the fief, consulting the *artatan* only when necessary; he is quite competent, but considered somewhat of a skinflint. Having reached his sixtieth year, he occasionally reveals anxiety to gain his inheritance before he is enfeebled by time. In the meantime, he conserves the fief's resources, claiming to do so for the sake of his three children, none of whom have yet achieved the age of maturity.

Tillórin—Ruinir's younger son, is in his twenties, vigorous, rash, and somewhat foolish. He resembles his late mother, with pale hair, a slight build, and lean features. He is on terms of friendship with most of the Maronag, and has the necessary skills to masquerade as a commoner and

go out with the rangers. Pilinnur dislikes this practice; the *artatan* himself would forbid it, if he knew the risks his son was taking. Tillórin corresponds regularly with Esgaldor Lhossíreg in Fornost, feeding him useful information about local matters in exchange for pointless court gossip and advice on fashion.

Belegdur of Barad Thoron—nearly as old as his brother, the *artatan*, Belegdur remains very much a sleepy non-entity. He is content with the rule of his border tower and willingly follows what he considers to be his brother's conservative policy. His loyalty puts him at cross-purposes with his nephew Pilinnur, as the heir has fallen into the habit of making decisions without consulting his father.

Bregol, Magistrate of Occum—Ruinir's nephew is popular and efficient. He and the seneschal Merembeleg are conspiring to embark upon substantial public works in Bregol's ward. Pilinnur's reluctance to spend money must be foiled. Outmaneuvering him will be difficult, especially since he has learned that the magistrate accepts coinage from merchants in exchange for stronger escorts on the Iaur Men Formen.

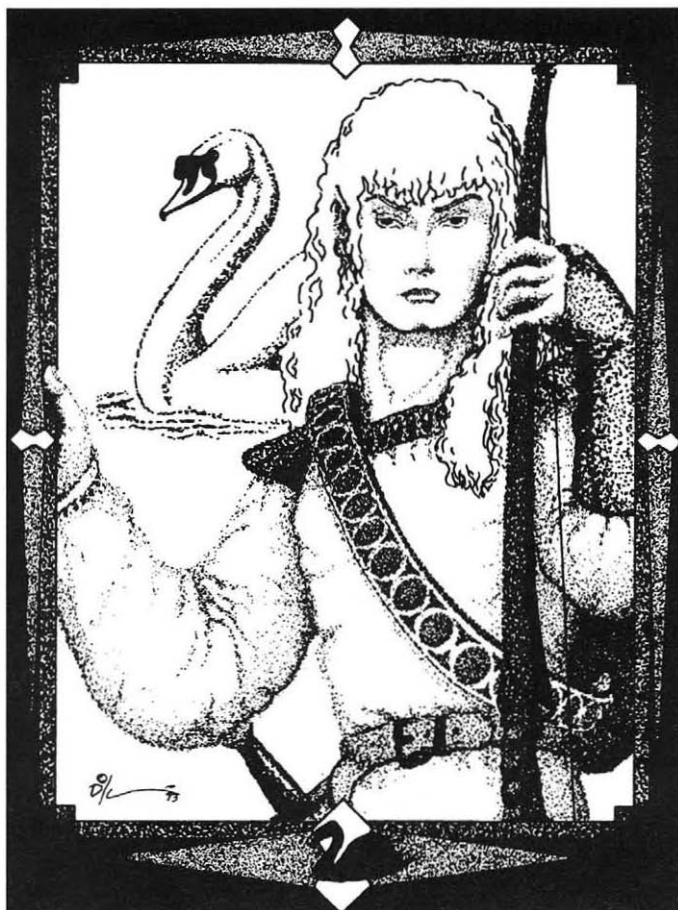
Merembeleg the Seneschal—a mixed-blood, lesser Dúnadan. He fought beside Ruinir and Belegdur in his youth, losing half his left arm and earning their trust. He is on bad terms with the narrow-minded Pilinnur, but prefers to subvert policy decisions with which he disagrees rather than openly argue them.

Feinhíril of Barad Ever—a middle-aged Cardolanian woman. Starting her career as a mercenary, she has achieved her present stature in spite of gender, profession, and heritage. Her success is due to skill and long, faithful service to Uivíril. Feinhíril is near the end of her child-bearing years; she holds a magical charm that guarantees her a healthy set of triplets, if she can decide on a father for them. Her husband and true love died years before she attained her current rank; she is inclined towards finding a gentleman to sire her children who will not dawdle around to see her bear and raise them.

Drukka of Barad Narn—a Northman, a valiant, grey-haired druffian who despises any sort of scholar, especially seers and magicians. He has, in recent months, initiated a program of aggressive patrols along the edge of the Oiold and the Menatar Rómen. His vigor has expanded to the maintenance of a small watch-post on Amon Sûl itself. The practice is forbidden by the *artatan*, because such attempts in the past have triggered fierce reactions from the Angmarrim. Drukka is, in this case, stretching his authority to the limit.

Gendar the Tinker—a dark, thick-browed, stooped commoner who sells and repairs metalwork throughout southeastern Arthedain. He travels often to Bree, but owns a house and shop in

Tillórin



Occum. As one of the Maronag, he reports regularly to Bregol. He occasionally sells information to the spies of both King Argeleb and those of Angmar. If ever he discovered his treason to be other than a nuisance to the enemies of the fief, he might confess his crimes and demand penance.

Dani Brunnafera and **Liwisintha**—cheese merchants; they purchase cheese, butter, and milk from the farmers and shepherds of the fief and sell the foodstuffs in the towns and manors along the royal road. Their pack mules can often be scented long before they are seen. Both Dani and Liwisintha, his wife, are of Northman blood, blond and fit, cheerful and prone to singing. They get along well with Eriadorian and Dunnish folk, which makes them excellent members of the Maronag. They report to Merembeleg and Drukka. Dani was held captive by Orcs when a child; at times, he is seized with the compulsion to slay a few Goblins to relieve the strain of his memories. If the fell mood strikes him quickly, Liwisintha must make excuses, collect provisions, and try to catch up with her mate. On occasion, she has tracked him all the way across the Oiolad, hoping that his compulsion won't lead them both to their dooms.

ANGLE

See entry for EGLADIL.

ANGMAR

(S. "Iron-home")

Angmar is an isolated and desolate highland realm at the northern end of the Misty Mountains, northeast of the traditional bounds of Arnor. It consists of two plateaus, the Nan Angmar (S. "Iron-home Valley") and the Gundalok Shelf, one on either side of the main spine of the Hithaeglir, connected by the Angirith (S. "Iron Pass"). In the First Age, the Misty Mountains ran directly up against the Iron Mountains that guarded Morgoth's icy northern domain. The Ered Engrin were destroyed in the War of Wrath. All that remains of the junction of the ranges is a mountain knot that falls off northward into the rocky plains of the Northern Waste.

The Grey Mountains run eastward from the knot, separated from it by a pass called the Den Lókë (Q. "Dragon Gap;" S. *Dîn Lhûg*). On the eastern side of the knot and south of the Grey Mountains is the Gundalok Shelf. On the western side of the Den Lókë looms Mount Gundabad, the highest peak in the region and home to what is now the largest Orc-city north of Mordor.

The main spine of the Hithaeglir turns at the knot and sends out two great arms westward towards Arthedain. The vast bowl lying between the mountain arms is the Nan Angmar. From the point where the Angsiril (S. "Iron-stream;" prop. *Anghiril*) spills out through a gap in its western escarpment, the plateau rises about three thousand feet up to the Angirith, which carries a road over the Hithaeglir onto the Gundalok Shelf. A secondary

pass, the Aksa Ruin (Q/S. "Ravine of the Red Flame;" prop. *Aes Ruin*), leads from the Angirith directly to Gundabad and the Den Lókë. The roads over these passes and plateaus would feel familiar to travelers from Eriador, for they were originally laid out by Arnorian engineers looking for a passage to the East and a way to drive the Orcs of the Misty Mountains away from their frontiers. The Arthedain, under Amlaith, their first king, made another attempt at this. They sent envoys into Wilderland and killed Orc-chieftains at the gates of Gundabad, but eventually gave up the project. The Witch-king, who made the Lord of Gundabad his vassal, improved the roads left by the Dúnedain; he uses them to bring supplies to his armies from the distant East.

Because of its latitude, altitude, and rocky, infertile soils, Angmar is rather uninviting and mostly unsuited to agriculture. Indeed, lowlanders who venture onto this plateau should expect shortness of breath and altitude sickness for the first week or so of their stay—precious few Arthadan spies even make the attempt. Most of Angmar's Mannish population lives along the westernmost edge of the Nan Angmar, where the Angsiril and its tributaries provide some sheltered and watered vales. Farther up, one finds mostly herdsmen, Orcs, and Trolls. The towns of Angmar are situated at strategic points and near the sites of old mines. Carn Dûm (S. "Red Valley"), the Witch-king's capital and Angmar's only city, is perched on a mountain shoulder at the western end of the Forjargsh, the northern of the two arms of the mountains. An old Dwarven road, now called the Men Angmar, leads south along the edge of the plateau past the fortress-towns of Angsûl, Morkai, and Kuska, to Shedûn at the end of the Harjargsh (the southern arm), and thence southward into Rhudaur. The Rhûmbad, another good road, this one laid out by Amlaith's engineers, runs east along the northern side of the bleak Nan Angmar past the priest-college town of Litash, to the Angirith and over it to Gundalok.

History

The Forjargsh and the Harjargsh are spotted with ancient Dwarf-mines, some dating back to the Second Age, when Durin's folk cut the Orodbad through the fells west of the Misty Mountains looking for mineral wealth. They found good copper and other metals at Carn Dûm, Baruk-zigil, and a number of other locations, and reduced the numbers of the Orcs for many generations.

In the Third Age, the Dwarves' interest and strength in the region dwindled. Arnorian border forces, operating from Eldanar (Minas Eldanaryaron) on the eastern edge of the Eredoriath, took up the slack. The Eldanarya family and the lesser folk settling in the few fertile valleys on this frontier became the easternmost frontier of Arthedain in T.A. 861; the irritation they caused the kings of Rhudaur eventually resulted in some petty border wars that helped relax the Arthadan watch on the Nan Angmar. When an

"evil spirit" led the Goblins of the Forjargsh in a campaign to drive the Dwarves out of Carn Dûm in T.A. 1276, few in Arthedain save Baron Eldanarya himself took any great notice.

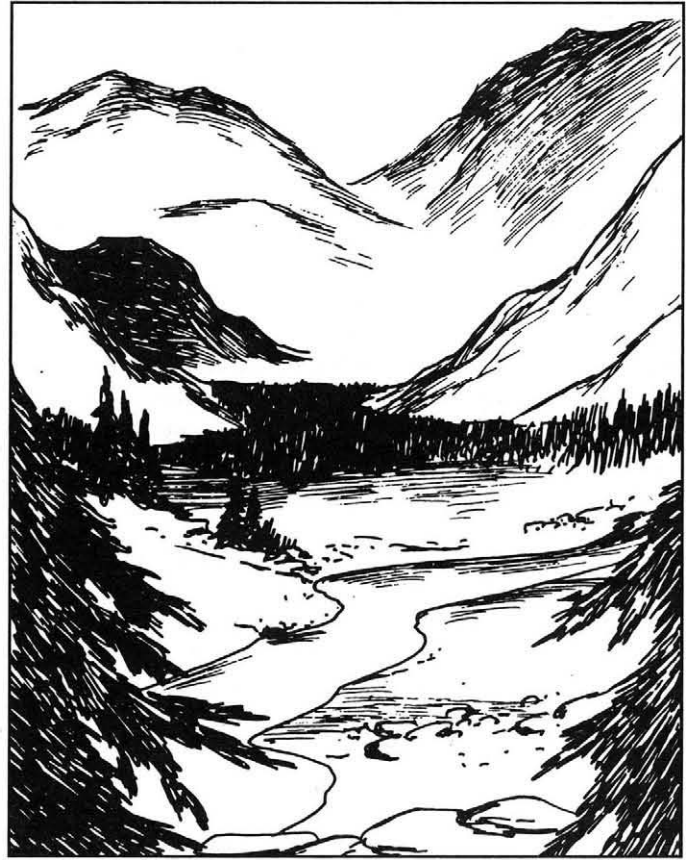
By the end of the century, the mysterious Witch-king of Angmar had appeared. He revealed the extent of his connections and financial resources when he started importing Easterling mercenaries to give an edge of skill to his new army of Orcs and Mannish renegades. The situation got worse. A frontier force led by Baron Eldanarya was defeated and virtually destroyed in T.A. 1301. Minas Eldanaryaron itself fell to the Angmarrim in T.A. 1325. Arthedain and Rhudaur were obliged to rebuild their defenses westward and southward, and never again had the logistical resources to campaign directly against the Nan Angmar. Other sections in this module tell of their steady decline during the ensuing centuries of war.

Points of Interest

Fortresses of Angmar. The keeps at Carn Dûm, Angsûl, Morkai, and Shedûn were all founded in the period T.A. 1349-1358 to serve as bases for various parts of the Angmarean army. The resources of the realm are spread so thinly that the forces can only be concentrated for a major campaign. Most of the planning takes place in Carn Dûm. Raids by elite units of Men are planned and organized in the capital; they then stage their attacks from the frontier garrisons—Cargash and Minas Eldanaryaron edging the Udanoriath and Penmorva in Rhudaur.

Cargash (S/Ork. "Red Fire")—More properly named Mindil Carghâsh (S/Ork. "Spike of Red Fire"), the fortification is a chief jumping-off point for Angmarean raids across the Udanoriath into northern Arthedain. Built on the foundation of an old Arnorian tower around T.A. 1400, Cargash has some farmable land around it and is a constant supply of frontier gossip.

Coralagon the Red—A half-dozen cave-drakes, cold-drakes, and land-drakes find that the caves of the Nan Angmar provide comfortable lairs. Fell beasts, cousins to the winged-drakes, prefer underground nests located at higher elevations; in the Misty Mountains, as in the Ered Luin, they fly by night to avoid the greateagles. Coralagon, a winged-drake, is the greatest of these terrors. He resides above the Rist Angsiril, a pass in the Harjargsh connecting the Ettenmoors of Rhudaur with the Nan Angmar near Litash. Coralagon has rarely ventured into Angmar proper since the founding of Litash, but instead hunts goats high in the mountains and *caru* on the northern fringe of the Ettenmoors. Almost fifty feet long and possessing a hundred-foot wingspan, the dragon dwells in an immense cavern with a dozen Troll-slaves and a considerable pile of treasure. He serves as a convenient border guard for the Witch-king.



Eldanar (Q. "Elf-fire;" prop. Minas Eldanaryaron "Tower of the Eldanaryar")—A fine old Arnorian castle, Minas Eldanaryaron now serves as a starting point for raids into eastern Arthedain. It is the westernmost cavalry base of the Angmarrim and has a large and dangerous garrison.

In Later Years

The realm of Angmar ceases to exist when its main army is destroyed at the Battle of Nenuial in T.A. 1975. Most of the survivors die during the three hundred mile retreat to Angmar. Elvish and Gondorian forces arrive outside the primary Angmarean fortresses late in the year to find that the Mannish population of the Iron-land has either fled or been slain and devoured by the surviving Orcs and Trolls. Elrond Half-elven's magic breaks the gates of the keeps, much to the annoyance of Prince Eärnur of Gondor. Nevertheless, Angmar and its works are destroyed, and most of them crumble and fade into the barren desolation of the North.

The only visitors to the area for the rest of the Third Age, aside from the occasional treasure-hunter or curiosity seeker, are periodic, long-range patrols of the Rangers of the North and various Dwarven expeditions during the War of the Dwarves and Orcs in the twenty-eighth century. Nevertheless, the Fourth Age heirs of the Dúnedain of the North remember Minas Eldanaryaron; it will be rebuilt.



ANGSÏR

(S. "Iron River;" prop. *Anghir*)

See entry for ÚDANORIATH.

ANGSIRIL

(S. "Iron Stream;" prop. *Anghiril*)

See entries for ANGMAR, HITHA EGLIR, and ÚDANORIATH.

ANGSÛL

(S. "Iron Wind;" prop. *Anghul*)

See entry for ANGMAR.

ANNON BARAN

(S. "Gate of the Baranduin;" lit. "Brown Gate")

Minor port on the lower Baranduin. See entry for GIRITHLIN.

ANNÚDUIN

(S. "River of the West;" prop. *Annúduin* or *Annúduin*)

Born amid the glacial snow-fields of the northern Ered Luin, the Annúduin, also known as the "Little Lune", flows through the Nan-i-Naugrim and the wilds of Númeriador before joining the course of the River Lhûn on its way to the sea. The Annúduin is navigable for many miles, and is frequented by the Rivermen who trade with the Dwarves of Mallost and Edennogrod.

ANNÚMINAS

(S. "Tower of the West")

The titular capital of Arnor from S.A. 3396 until its destruction in T.A. 1409. See Section 5.1.

ARCHET

(Du. "[Place] at the Edge of the Wood")

See entry for BREE.

ARTHEDAIN

(S. "[Land of the] Royalist Edain")

The senior kingdom of the three formed after the division of Arnor. Technically, since T.A. 1349, its kings have claimed to be the rulers of Arnor reunited. In T.A. 1643, the Cardolanian principalities of Girithlin and Tyrn Hódhath support that claim, but their jurisdictions remain separate from those of the Arthedain. Consequently, the kingdom is bounded in this fashion: on the east, the Weather Hills and the farthest line of the North Downs; on the north, the Rammas Formen and the Talath Muil; on the west, the middle stretch of the River Lhûn and, south of that, the Tower Hills and the foothills of the southern Blue Mountains; on the south, the Baranduin from its last bend before the sea up to the Bridge of Stonebows on the Great East Road, and thence following roughly along the Road to the Base of Weathertop. The Arthedain claim Númeriador, the rough land between the Lhûn and the northern Blue Mountains, but they do little to enforce it. An ancient protectorate over the Northern Waste as far as the Bay of Forochel is also little-enforced.

The symbol of Arthedain is a circle of seven stars, some variation of which is part of the colors of virtually all the soldiers serving in the kingdom. Royal troops wear black armor with a black surcoat.

Various parts of Arthedain are described in detail in this section under the entries for BREE, EMYN SÛL, EMYNUIAL, FORNOST ERAIN, NAN TÚRATH, NENUIAL, TYRN FORMEN, and SIRAGALË.

ATHRAD SARN

(S. "Stone Ford")

See entry for IACH SARN.

BALOST

(S. "Fortress of Power")

A fortress of DOL CALADIR, formerly of Girithlin.

BAR ÍRLOSSIEL

(S. "Dwelling of the Maiden of Desire's Whisper")

For most of the early Third Age, the haven of Bar Írlossiel (a keep and a few surrounding manors) in southern Siragalë was an independent community of Silvan Elves and Arthadan religious refugees. They pledged fealty to a Half-elven mage known as Írlossiel the Quiet. Írlossiel died mysteriously several hundred years ago, and the haven is now almost alarmingly peaceful. Few Men or Elves visit the place.

Unbeknownst to the Arthedain or the Sirannarin Elves of the region, Írlossiel—while dying of a magically-inflicted wound—embedded her soul in the foundation stones of her tower, known locally as Ost Dínen (S. "Silent Castle"). She powers her existence by draining a drop of the life-force from each inhabitant of the haven. In return, she soothes their pains and calms their spirits. This is her way of keeping faith with the community she founded. Unfortunately, a continuing lack of passion and pain is addictive and dulls the mind. Intellectuals who come to Bar Írlossiel to study seldom produce any useful body of thought; the haven's artisans create only the blandest of works; its young people marry late and have few children. Some who come to Bar Írlossiel for a short visit stay forever; others who depart intending to return grow suddenly afraid of ever traveling home. Seldom, in either case, do they know exactly why.

GM Note: *Anyone who lives within 5 miles of Bar Írlossiel for more than a month, loses one Co point more or less permanently; years of absence may restore it. Usually the victim does not notice the missing stamina, and he must make a RR versus a 1st level Essence attack to become agitated about anything. He feels an unusual loneliness for the valley, if he leaves it. Írlossiel is a good place to bring a friend troubled with a curse or madness, but the sufferer may have to be kidnapped to free him from the haven's embrace.*

If someone feels the moral need to encourage Írlossiel to depart for the Halls of Mandos, destroying the tower is the best way to do so. As an alternative, a magical herb or device that permits the wearer to enter his or someone else's dreams might confer on him the chance to confront the ghostly mage directly. The dream-realm resembles an abstracted version of the real world, but one aspect of it changes randomly each round, at the GM's whim; the season may change, the squirrels may start singing, a character's comrades may turn into members of his family, etc. Írlossiel's

ghost can make changes each round along with her other actions. Those challenging her may also challenge her changes or even make some of their own, each attempt is treated as a base spell attack with no preparation or spell penalty. Any change by either side that would do direct harm (summoning flame or quicksand, for instance) can be challenged or changed again automatically, without a dice roll.

In Later Years

Bar Írlossiel, lost in a forgotten corner of Eriador, eventually becomes a simple Mannish settlement ruled by a *thign* (For. "chieftain") elected by the local farmers. The Rangers of the North send crippled warriors there when the wounded can get no other relief from their affliction.

The top of the tower of the Silent Castle is barely visible from the highest points of the South Downs of the Shire. It is said to loom more largely for those with troubled hearts or chronic pain. Periodically, a Hobbit afflicted in head or heart simply disappears into the forests—to return, if at all, years later, cured, but confused, and telling stories of fairy castles and dreams of a beautiful Elvish lady.

BAREKETTA

(S/Q. "Dwelling of the Eketyar," prop. Mar Eket yaron)

The family seat of House Eketya (See Section 8.I.2 of *Arnor: The People*), set on the eastern shore of Nenuial, has long been thought one of the loveliest keeps in Arthedain. Bareketta was completed in its final form in T.A. 407 and

has had its fortifications rebuilt several times over the years. Its most famous moment came in T.A. 1409, during the Angmarean invasion. The siege of Bareketta was led by the Angúlion, the Witch-king's chief henchman in Angmar. He fought a duel at the gateway of the keep with Aerwen, the pregnant wife of the injured Artatan Camren Eketya. She summoned lightning from runes built into the gate to blind the evil sorcerer, and struck him down with the sword *Norf aer*. The Angúlion used his magic to flee from the scene and has never since risked his person in combat with the forces of Arthedain.

BARROW-DOWNS

See entries for TYRN GORTHAD, TYRN HÓDHATH, and Section 7.I.

BLUE MOUNTAINS

See entry for ERED LUIN.

BREE

(Du. "Hill")

GM Note: *Bree* is given a more detailed description than most of the entries in the *Traveler's Guide*, both because it is centrally located for adventurers and because it serves as a good example of the ways of the Eriadorian common folk. All it lacks to be any other village in Arthedain or Cardolan is a *Dúnadan* or some other feudal lord, one who would tend to be somewhat more intrusive than Mayor Heathertoes, the official leader of Bree-land, and somewhat more officious than the mild-mannered Captain Meneldir, who is looked to by all as the unofficial leader of Bree-land's law-enforcement and guard.

Bree-land is an Arthadan crown-fief centered around the junction of the Arnorian East and North Roads. It is relatively unfortified, a result of the mystique of Elendil's royal roads and the fixation of the Arthadan kings on their northeastern border. The inhabitants are mainly of ancient Mebion Bron (Dunnish) stock, although culturally they are



Eriadorian through and through. The fief contains four villages within its boundaries: Bree, on the western slope of Bree-hill; Staddle, on the other side of the hill; Combe, a few miles to the east; and Archet, a few miles northeast of Bree. The Chetwood, a good-sized but tame forest, is considered part of Bree-land and lies just north of Archet. Each village is small and consists primarily of farmhouses and cottages with a few craft shops.

Bree-land, which survived much of the Third Age in relative peace, was devastated by the great invasion of T.A. 1409 and rebuilt by the surviving Bree-folk. Through the time of the Petty Wars, the area has sustained its modest level of prosperity and remains an island of relative peace in an increasingly violent world. It lost population in this century due to the massive Hobbit immigration to the Shire and the Great Plague of T.A. 1636. Its simple economic system has remained stable, however, and the people still farm their land and hold their market festivals in all seasons of the year. The King's Rest Inn, in Bree proper, is a center of gossip and news from all over. The Arthadan garrison, eighty-one infantrymen under a veteran captain, is enough to keep the villages safe, but inadequate to patrol beyond the fief's approaches and bounds. There is, therefore, some threat of bandits on the roads beyond a day's march of the junction.

History

The small, fertile lowland around Bree has been almost continuously inhabited since the First Age. It was formed by the collection of good soil in a depressed area of the Eriadorian upland after a glacial age that ended long before the rising of the sun. Even in contemporary times, the drainage of Bree-land is primarily eastward into the Midgewater Marshes and then underground towards the sea. The westward-facing downs bordering the region are dry, chalky and relatively treeless, isolating the country from the river valleys of the Baranduin and Gwathló.

Early in the First Age of the Sun, the ancestors of the Edain crossed the Misty Mountains and settled for a time in the region of Bree-land. They established themselves in the area stretching from the southern Weather Hills through the northern Barrow-downs, building earthen forts in defense against their enemies. The soil upon the downs was poor, but the land surrounding Bree-hill was rich and fertile, and their community prospered. Small Adanic homesteads were set in the lowlands, for herding was their main means of support. Atop the hills near the fortified refuges, these adventurous Men buried their chieftains in entombed barrows, or mounds; often they erected large rings of stone upon the green hillocks as funeral monuments.

This first ancient settlement endured for some two hundred years, until most of the Edain, driven by threat or some unknown call, left their primitive homes and crossed the Ered Luin to join the war against Morgoth. Only the barrows and the forts remained as reminders of their presence. Soon other Men came and settled in the region, most oblivious to the great war raging west of the mountains.

The war against Morgoth ended with terrible earthquakes, cataclysms, and turmoils. Orcs and other foul creatures let loose by Morgoth overwhelmed the Mannish settlers and destroyed many of their villages. Bree-land remained uninhabited for a time, as Men resettled and regrouped, founding new chiefdoms.

With the passing of Morgoth, Eriador was given peace. Rugged Enedon hunters roamed the region and fished the cool waters. No towns or unity came to Bree-land during the early days, although eventually a modest, fortified meeting place was built at the ancient Adanic ruin atop Bree-hill. When the Dark Lord Sauron arose to trouble the Noldor of Eregion, a small accompanying settlement was established by descendants of the Mebion Bron who'd immigrated into Eriador centuries before. Now they were fleeing north to avoid the War of the Elves and Sauron. They chose the south side of the heights because its location afforded protection against the cold northern winds and commanded a view of the natural trade routes in the surrounding lowlands. When the wars ended and Sauron was driven out of Eriador by the Elves and Númenóreans, many survivors of the Mebion Bron tribesmen gathered at Bree, forming a mixed community of farmers and herdsmen.

The young site proved fortuitous. When the Faithful began immigrating into Eriador in the late Second Age, Uiridh Breriondor (S. "Eternal Rest of the Brerion-land;" coll. "Hill-land's Rest") became one of the stopping places on the Iaur Men Formen between Tharbad and the towers on the North Downs. When Númenor fell and the Elendili came to Middle-earth, the Bree-landers welcomed their lordship and became part of Arnor. Bree's location made it an important stopping place for merchants and travelers. An Arnorian royal governor provided law for the region, and Arnor's troops patrolled its borders as well. But Bree-land always remained rural in flavor, because of its rather isolated location far from the larger, central towns, and due to the lack of any metals to mine or water-power for mills and manufacture.

When Arnor split into three lesser realms in T.A. 861, Bree became part of Arthedain. Within sight of Bree, Cardolan fortified the Great East Road all along the northern section of the Barrow-downs and built several forts. Directly to the east of Bree, Rhudaur battled the other two kingdoms for the possession of Amon Sûl. Bree, just beyond the primary battlefields of these wars, managed to escape almost undamaged. The devastation wreaked by the forces of Angmar was another matter. The first assault upon Arthedain, of which Bree was a part, came in T.A. 1300, and a century of constant warfare followed. The people of Bree soon learned to live with the constant terror of Orc-raids, and many small battles destroyed their crops and laid waste to their homes.

Refugees came from the north and east, swelling the population of the town. Fallohide and Harfoot Hobbits were among these fugitives. Practical and independent, Hobbits soon overcame any doubts that the Bree-landers



had about their worth and, after the first few decades of their residence, they were as much a part of Bree-land as the Mannish settlers.

In T.A. 1409, Bree was razed to the ground by the armies of the Witch-king. Its inhabitants were forced to flee before the coming of the armies. Led by the wizard Gandalf the Grey, they found temporary refuge across the Baranduin in Siragalë. Relatively few people lost their lives; with aid from the king and the Elves, the Bree-landers survived the ensuing winter easily. Soon the war became a matter of infrequent skirmishes, and the two centuries that followed were relatively uneventful. The devastated landscape attracted few Orkish raiders, and Cardolan no longer posed a threat, so King Araphor rechartered the towns of Bree-land and eliminated the position of governor. The most significant occurrence since the Second Northern War came in T.A. 1600-1, when many of the Hobbits in overcrowded Bree-land migrated westward into Siragalë. There they formed an independent fief under the king of Arthedain, which they came to call the Shire.

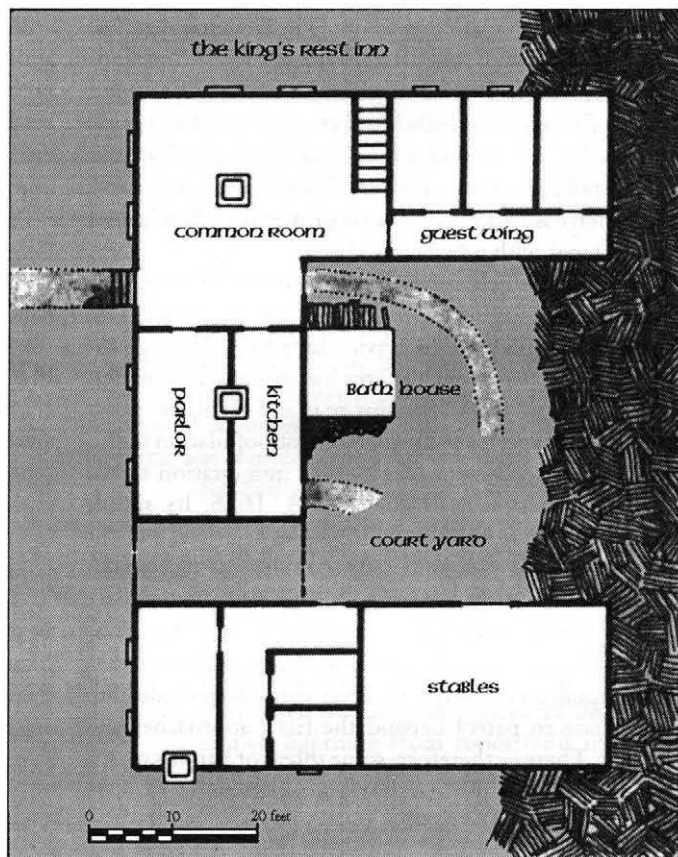
In T.A. 1636, the Great Plague swept across Eriador. About one of every eight people in Bree fell victim to the disease, far fewer than those that died in towns and cities to the east or south. The disaster tightened the ties between Bree and the newly-founded Shire, and the two groups stood by one another in need. Food, healing herbs, and healers of both races passed between the settlements, attempting to ease the dreadful aftermath of the Plague.

T.A. 1643

War and pestilence have not changed Bree in any profound manner. The culture and politics in this era are a combination of quaint customs, strong kinship bonds, and modified versions of the venerable law codes of Arnor and Arthedain. Customs from the ancient Mebion Bron mix with Eriadorian legacies and practices brought from Rhovanion by the Hobbits. Informality is usually the norm, but this does not mean that there is any lack of seriousness—even among the jovial Halflings. Outsiders are many, but their actions are carefully watched, and the earthy, conservative, peaceful Bree-ways in most cases prevail.

The King's Rest Inn

The King's Rest Inn is the largest building in Bree village. It boasts three stories and sports two wings that slope back from the road. Within, there are twenty comfortable rooms sized to accommodate Men and two smaller chambers for visiting Hobbits. The Rest is meticulously clean. Ham Rushy, the innkeeper, employs half a dozen maids, three cooks, and four grooms. The first floor of the inn holds the common room. It is spacious,



furnished with wooden benches and tables, and warmed in winter by a crackling fire in the huge central hearth. The kitchen, two parlors, two bedrooms for Hobbits, and three Mannish bedrooms are also located on the first floor. Both upper stories are devoted to guest rooms. The servants sleep in the attic.

Ham Rushy is extremely particular about the quality of the food and beer served in his house. Ten years ago, King Argeleb of Arthedain slept at the Rest and complimented the innkeeper on his fine comestibles. Ham remains devoted to ensuring that the inn maintains the high quality that brought him royal praise. Flavorful soups, succulent roast meats, hearty stews, lean cold meats, rich cheeses, crusty breads, fresh eggs, creamy butter, fine cakes, and delicate roast fowl are all prepared in the kitchen at the request of the patrons. The King's Rest deserves its reputation as the best inn on the Great East Road and the Old North Road.

Quite naturally, no one in Bree-land objects to an inn that serves the finest ale available at reasonable prices. The rooms are also moderately priced, and Ham permits guests to share them and split the fees. Bedchambers are simply furnished with thick quilts and soft featherbeds. Impecunious travelers may sleep on the benches of the common room, so long as they don't disturb the other guests. A special luxury for the plump in pocket is a small bathhouse located in the yard. It can be reserved for a fee.

The Town Guard

The Bree town guard was founded in the late Second Age when the village fathers and the High King Elendil both agreed that the traditional town watch and militia needed to be augmented with trained soldiers. The guard currently includes four gatekeepers, whose duty it is to watch the gates of Bree at night and question latecomers as to their business. Serious wrongdoing is handled by the remainder of the guard—a company of the royal army of Arthedain, the Tirith Breriondor (only the soldiers themselves use this Sindarin name). Eighty-one soldiers are a large number for such an isolated place, but Bree is a fairly significant road junction and one of the few densely inhabited areas remaining in southern Arthedain. Its strategic location along the Great East Road and beside the borders of what were once Cardolan and Rhudaur have given it enhanced importance.

One division (*boronas*) of guardsmen incarcerates drunks and local wrongdoers in the tiny jails in Bree-town. Separate divisions enforce the law in each of the three outlying villages of Bree-land, while the majority of the company patrols the roads and borders, keeping bandits and worse foes at bay. A small guardhouse in each village provides beds for the guards. A few individuals are quartered with local families. The relationship between the soldiers, who are mostly from Fornost, and the Bree-landers is traditionally good. A few locals with a yearning

for adventure and excitement have even enlisted in the guard. Although there hasn't been much excitement, service in the guard affords an unparalleled opportunity to learn swordsmanship and archery from well-trained, competent warriors; retired guardsmen are routinely made officers in the DÍras Breriondor, the Bree-land militia, which backs the guard up when real trouble starts.

The Bree-land Moot

The Moot, or assembly, is supposed to meet but once a year, on October 13th, the last day of the autumn fair. All the Men and Hobbits of the district gather then to discuss the affairs of Bree-land and to enact or change laws. Most moots are a good deal of gossip and drinking mixed with a moderate amount of business. Rigorous debates often take place, regardless of need or concern, simply because the citizenry enjoys a fine bit of verbal sparring. Farmer Heathertoos, the mayor, brings proposals before this illustrious ruling body, and these matters are voted on with characteristic enthusiasm. Moots deal with such crucial matters as the defenses of Bree, taxes, boundaries, as well as minor issues. The mayor is not reluctant to call a moot at other times should the need arise, be it an Orc-raid, a new tax from Fornost, or simply a visit from royalty.

The Office of the Mayor

The mayorship is a largely honorary position. The mayor controls the treasury, money which primarily goes to the upkeep of the roads of Bree-land. His only other duties are opening the autumn fair and presiding at the harvest and spring festivals. To be elected mayor of Bree-land is a sign of the respect, esteem and affection of the Men and Hobbits of the region. The term of office is three years; mayors are chosen at the Moot. Rory Heathertoos has been the mayor of Bree-land for the last ten years. He is fifty and accepted the position when his father retired from the post.

Farming in Bree-land

The farms of Bree-land are of varied sizes; some only a few acres, while others encompass a hundred or more. The small farmers who work fields around the four villages of Bree-land live inside the village walls; the outlying families and those with larger farms dwell on their lands. The farmhouses of the outlying farms range dramatically in size from huge, two-story affairs that house the farmer, his family, his servants, and his laborers to snug cottages that hold a single small family. In spite of the relative lack of trouble in the last few generations, all of the outlying farms are defensible.

The soil of Bree-land is deep, dark, very fertile, and well-watered. The climate is mild, and centuries of cultivation have not diminished the bounteous harvests. The Men of Bree tend the land carefully in order to maintain its fertility. They rotate their crops,



A town guard



leaving fields fallow every three years, and many plant nitrogen-fixing crops such as peas. Trees are routinely replaced when chopped down, both to protect the soil and also to create a supply of wood for the next generation of Bree-landers.

Bree-land farmers are sound agriculturalists and cultivate a wide variety of crops, including wheat, potatoes, rye, barley, hops, oats, flax, cabbages, turnips, and parsnips. In addition, most farmers' wives keep kitchen gardens in which they grow peas, beans, radishes, onions, and different herbs. Most farmers possess a few fruit trees, bearing apples, pears, cherries, peaches, and plums. Currants, gooseberries, and raspberries are also common. Nearly every Bree-lander owns a few animals, often pasturing them with their neighbors' larger herds. Thus, there are generous supplies of pork, mutton, and some beef, plus plenty of milk and butter for all. Bree-folk like to eat well.

Economy and Commerce

Bree-landers relish bartering, trading goods and services among themselves regularly. Hard currency is rarely used, except, of course, at the inn and with outside traders. Even in the latter case, the Bree-folk barter whenever they can. Through a complicated and ancient arrangement with the blacksmith of Bree and several farmers, Dwarves of the Blue Mountains are supplied with smoked and salted pork, bacon, butter, and other necessities in exchange for iron ore and other metals.

Most cash changes hands at the autumn market when traders come from as far north as Fornost, Arthedain's fortified capital.

Fall is the busiest and most exciting time of the year. Bree-landers take advantage of the fair to stock up on hard-to-get items such as needles, fine thread, steel-tipped or edged tools, and other items that make life on the farm more comfortable.

Many families are almost entirely self-sufficient; women weave and spin, while men do carpentry and some leatherwork. An informal market is

held every two weeks in Bree, which gives people the opportunity to supplement household deficiencies. Craftsmen fill in the gaps, doing special work the farmer is unable to tackle, or simply lend a hand during the busy time of the year. The miller is really the only indispensable non-farmer, besides the innkeeper, of course.

The Men and Hobbits of Bree have close friendly relationships, often working together on various farm tasks. Commonly they trade off farm chores, Men accomplishing a task better suited to a Mannish height for a Hobbit-farmer, and vice versa. The Halflings' adept fingers are in particular demand in close quarters or where extreme dexterity is desired. Some of the Mannish families even have Hobbit-sized chairs in their parlors; their children enjoy having tot-sized furniture.

Life in Bree Village

Travelers, soldiers, merchants, and caravans headed in every direction pass through Bree. Villagers regard these strangers with tolerance, as long as they don't cause trouble or lurk in areas away from the roads. Curious Bree-landers who wish to meet the wayfarers go to the Rest for an evening of ale and storytelling. There are never that many outlanders, and Bree thus retains its character as an agricultural community more interested in local happenings than the events of the wide world.





Yet, in its own way, Bree is a lively place year round. Although it has grown colder of late, because of the malignant influence and power of the Witch-king, heavy snows are rare, and the roads are well-traveled throughout the seasons. Dwarves frequently pass through, journeying between their mines in the Ered Luin, the Misty Mountains, and Rhovanion. Some have become a familiar sight to many of the locals, since they arrange trading between Dwarves and Bree-landers. Merchants and traders who do business in Arthedain and Gondor are also frequent visitors.

Farmers form the bulk of the population of Bree village, along with agricultural laborers, guardsmen, and artisans. There are no real commercial stores or shops, since everyone supplies his own needs or makes up the lack from the market held every two weeks. Travelers who need to replenish their stores may seek out the appropriate craftsman in his workshop—a weaver, a carpenter, a blacksmith, and a stone mason ply their craft within Bree. A tanner leatherworker possesses a roomy shop outside the town's walls.

Bree is built on the gentle western slopes of Bree-hill. The promontory shelters the town, and windows of the houses face west and south to catch the afternoon sunlight. There are about a hundred dwellings in the village, most of them built above the road and set into the side of the hill. Because of this arrangement, gardens are located on the southern and western sides of the hill, in the front of the houses. The Great East Road cuts through a small corner of the village, traveling along the foot of the hill, but most homes were placed away from the thoroughfare.

Bree's residences are built of honey-colored stone, quarried a few miles away or taken from the remains of old forts to the south and west. The houses are solid and comfortable, like their inhabitants. Most possess at least two stories, since the first floor's backmost rooms and part of the second are buried in Bree-hill. Little firewood is needed to keep the dwellings warm in winter, since they make use of the earth's insulation. Thick, dry thatching brought from the nearby marshes makes excellent roofing—the hollow reeds halting cold at Yuletide, heat in mid-summer, and shedding rain in all seasons. Many residences sport an attached shed to shelter hogs, chickens, and a cow or two. Bree's streets are cobbled, and sewage is not permitted to run freely. Nightsoil is commonly reserved for use as fertilizer, since most villagers are farmers. Water is plentiful; the town has several wells that are shared by the community. On the whole, Bree is prosperous, its streets neat and orderly, its houses and gardens tidy.

Several families of Hobbits live on the upper slopes of Bree-hill in cozy *smials* (Hob. "holes"), although the majority of the Bree-land Halflings reside in Staddle. Bree's *smials* were dug parallel to the slope of the hill—a common Hobbit practice—the adjoining underground chambers possessing wide round windows opening to the south to catch the light. A typical *smial* boasts several

round doors and a pretty, sloping garden in front. A small shed or, in a few cases, a separate livestock *smial* houses a cow or a few chickens.

Staddle

Archet, Combe, and Staddle are farming communities like Bree, but far smaller and lacking defensive walls. All three villages lie beside small roads that crisscross Bree-land in haphazard fashion, having been built with no particular plan. Thickly clustered groups of houses—most joined in extended units around little courtyards, since they were often built by offshoots of the same family—comprise the heart of each community. While all of the Bree-land villages stand on ancient foundations, they have been destroyed, burned down, and rebuilt several times through the centuries.

A mile from Bree, Staddle (Du. "Foundation") is on the opposite side of Bree-hill. Containing only twenty homes, it was founded almost entirely for the convenience of those farmers whose land laid east of Bree-hill, since it saved time not to go tramping around the heights in order to tend the fields; the village got its royal charter as recently as T.A. 1250, and does not trouble to elect a mayor to oversee its village moot. Commerce between Bree and Staddle is steady, since the two towns are so close and the smaller community is completely lacking in merchants and artisans. The joke around Bree is that Staddle barely has a population of its own. Staddle also has no inn or tavern, so the Men and Hobbits of the village regularly go to the King's Rest in Bree for a drink and a fireside chat. In addition, there are many family ties between the two villages, especially among the Hobbits.

Combe

Combe (Du. "Hollow") is the most isolated of the villages, lying some four miles east of Bree in a deep valley. The Great East Road bypasses Combe, for the engineers of Elendil's time chose to avoid the rather steep hills guarding the entrance to the vale. Combe was burned down in T.A. 1409 and used as an Orc-hold for two years—rebuilding was complicated by the foul refuse left by Angmarim, but the village was rechartered in T.A. 1420.

Currently, a single, small, dirt track passes through Combe and unites it with the wider world outside. However, Combe must and does have craftsmen of its own—including a blacksmith, a cobbler, a tanner, a carpenter, a stonemason and a weaver. It also boasts a tiny inn, the Blue Trout, for travelers too weary to go on toward Bree. Two private chambers and the taproom—available after hours for thrifty sleepers—are the extent of the Trout's accommodations. The inn is a popular meeting place for the Men of Combe, and the beer is excellent. Combe contains some fifty homes edged by a few scattered farmhouses. Remote farms lie to the east and south and are also considered part of the community. The area's soil is fertile, due mainly to a small river, the Rushlight, that meanders through the valley and, indeed, right through Combe itself.



Archet

Archet (Du. "Edge of the Wood") is the northernmost village of Bree-land. It lies in a clearing within the fringes of the Chetwood, the large forest north and east of Bree. Like Combe, it became an Angmarean hold during the Great Northern War and was not rechartered until T.A. 1420, after the last rogue Goblins were cleaned out of the woodlands and the adjacent Midgewater Marshes. Archet is comprised of about thirty-five stone houses located among gently rolling hills cultivated with crops. A pleasant hamlet, it produces an unusual cheese due to a species of wildflower that grows only in the Archet's immediate environs. The *arinyalassë* (Q. "morning-petal") is craved by the villagers' goats. Archet is three miles from Bree and about a mile from the Old North Road. Like the rest of Bree-land, the region is quite fertile.

The Chetwood

The Chet (Du. "Forest"), considered part of Bree-land, is a tame place. The largest wild animals roaming beneath its trees are deer—the wolves were killed off centuries ago. Pigs under the care of swineherds range freely throughout the forest without fear of predators. The Men of Archet venture on regular hunting trips, and venison is a favorite dish. The well-watered wood provides an ideal climate for fungi. In the summer months, Archet's women bring huge baskets of white mushrooms to market.

The Heathertoes

No one knows where or when the family got its name, but they say there's always been a Heathertoe in Bree-land. The Heathertoe family was among the original settlers, though they have long since forgotten that fact. Numerous Heathertoes dwell throughout the region, most of them flourishing. They are all related, but it takes a Hobbit—which they are not—to keep track of dozens of aunts, uncles, in-laws, first, second, and third cousins once or twice removed. Old Mat and his son Rory own Heathertoe farm, the largest in Bree-land, and are acknowledged as the patriarchs of the clan.

Mat Heathertoes—in his eighties and still quite fit and active. His wrinkled face and silver hair are deceptive; Mat works with the vigor of a man many years younger. Mat held the office of mayor for forty-two years, and folk still come to him for advice and to settle disputes. He is astute, intelligent, tactful, good-natured, and a superb farmer. **Effie Heathertoes**—as old and wrinkled as her husband and still as lively. The source of universal advice for local women, Effie is cheerful and resourceful and manages to cope with most problems. She is also a healer, and her garden contains an extensive collection of herbs, some acquired from Dúnadan friends in Fornost. Effie has a remarkable talent for applying the proper medicines and cures—she successfully nursed a number of Bree-landers through the Plague. Effie can stitch up most wounds, set broken limbs, and treat any common illnesses. Her services are free to those who cannot spare a coin for a loaf of bread. She is also a midwife, albeit retired. Effie is very perceptive and an excellent source of local gossip.

Erling Heathertoes—the oldest surviving son of Mat and Effie, Erling should have been heir to the family farm. He grew up an oddity, possessing golden hair and reaching the height of 6', virtually unheard of in Bree-land. Fate having marked him for great things, Erling renounced his claim to the farm in favor of his brother Rory. Taking money given him by his father, he set off to seek his fortune. In his ten years away from Bree, he made many strange acquaintances and friendships, of whom he speaks but little and rarely. Erling is a friend of Gandalf, and has visited Rivendell, Fornost, Gondor and lands south. He never talks of his adventures, and people love to speculate about the source of his wealth. The tales get wilder as the years progress, some claiming that Erling spent his time away from home as a successful pirate, while others say that he killed a dragon and stole its wealth. When Erling returned twenty-two years ago, he built a large house on the outskirts of Bree and got married. Erling and his wife Hilda have three children: a son and two daughters. They enjoy traveling and visit Fornost once every two years. Erling is a skilled fighter, very competent, but friendly. He corresponds regularly with friends in Fornost and Arthedain.

Erling's riches are stored in the cellar of his home. Having done Dwarves a tremendous favor, he was given three magical chests in which to store his gold. The chests contain about twenty thousand gold coins. They are enchanted and can be moved or opened only by Erling or someone he designates. Hilda, Mat, Effie, Rory, and Daisy (Erling's and Rory's sister) have access to the chests should the need arise.

Rory Heathertoes—serves as the mayor of Bree-land in addition to fulfilling the responsibilities of running the family farm. He is Erling's younger brother and Daisy Heathertoe-Fernwood's twin. Rory is widowed and has only one child, Holly. He doesn't spend much time mayoring—one reason why he's so well-liked—since he has more than enough to do minding his farm. The Heathertoe farm is very well-managed, and Rory sees to it that only the best workers tend his crops and fields.

Rory is intelligent and fairly well-lettered; he enjoys a good book and a good tale, and he and Erling own a respectable library between them. He has set up a small school for the children of Bree and the surrounding farms. An astute politician and a fair man, Rory would never cheat anyone on a bargain. He served in the Dagorwaith Aran in his youth and is a respectable fighter. He has friends in northern Arthedain, with whom he still retains close ties. For all his experience and worldliness, Rory is a solid Bree-lander and would never live anywhere else or be anything other than a farmer. Like his brother, he is a firm friend of Gandalf. Rory frequently visits the King's Rest, for he is avidly interested in news of the outside world. He is of medium height, with dark hair and a fine tan.

Daisy Heathertoe-Fernwood—is a widow with five grown children. Her offspring have all married, and she keeps house for her twin brother, also a widower. Her

husband was quite well-to-do, so she is not poor. Daisy is a healer and a midwife, taught by her mother. She is well-liked and an attractive widow for all of her fifty years. Her face and figure are still surprisingly youthful, and her dark glossy hair is unmarked by grey. She is an excellent cook and a fine housekeeper, and many men hope she may try matrimony again.

Holly Heathertoos—resembles her uncle; her golden hair is like a beacon among the brown-haired Bree-landers. A bit of Northman blood permeates the Heathertoe line, and Holly, like Erling, appears to have gotten more than her share. She has also inherited the family intelligence and good nature. Daisy taught her to read and write at an early age, and Holly is an avid reader, surpassing even her father. She also cooks delectable meals, sews a fine seam, and leads a busy, but not strenuous, life, since there are plenty of servants in her household. Holly is well-traveled, for she has accompanied her aunt and uncle on all of their journeys to Fornost and other portions of the kingdom. Her beauty has won her a following with lads everywhere; she is always prettily dressed in fine linen and occasionally wears silk on festive occasions. Holly is being seriously courted by Meneldir, the captain of the town guard. There is a good deal of speculation as to when the couple will finally announce their engagement.

The Heathertoe Farm

Eight hundred acres of beautiful fields and meadows, the Heathertoe farm lies about a mile southwest of Bree. A small army of workers tend the holding. Rory keeps sheep, cattle, pigs, chickens, geese, and ducks; his fields grow wheat, rye, some hops and barley, potatoes, turnips, parsnips, cabbages, peas, flax, and beans. The orchard boasts a variety of fruit trees, and the manor includes an icehouse. Daisy and Holly brew excellent beer, and the cellar is stocked with the finest wines.

The manor is a large stone building built in a square around a central courtyard. Each of the two main floors surrounds three sides of the court and contains three 10' by 12' rooms and several smaller chambers. The remaining side comprises a pair of small closets and a 30' by 12' hall; the cellar below it holds the kitchens and pantry. Ceilings are low—no more than 7' high, and generally measuring a little over 6'. A storage loft is located above the hall, forming a spacious attic. The Heathertoos currently share the manor with a few farm workers and servants; the remainder live in small cottages on the estate. The Heathertoe house is thought quite luxurious and grand by the people of Bree. Rebuilt in T.A. 1410 after it was destroyed by the marauding troops of Angmar, the building is in excellent repair and solidly constructed.

The Greenbands

Hobson Greenhands is the Bree schoolmaster. A native Bree-lander, his ambitious parents sent him north to Fornost to further his education, hoping that he would make something of himself in the royal court at Fornost. There, he held a minor post as a scholar until, upon the death of his parents, he returned to Bree. His learning impressed Rory Heathertoos so much that the latter decided to open a school. The school is the grand farmer's pet project, and he pays the schoolmaster out of his own pocket.

Hobson is a special favorite of the women of Bree; the maidens prize his good looks and manners, and their mothers value his good sense. Hobson shares his small cottage with his eighteen year old sister, Aster, who keeps house for him. Two servants, Gambly and Dora Colwich, tend the small Greenhand farm and look after the livestock. Aster is quiet and decorous—her brother's education and training rubbed off upon her. She is a favorite of the Heathertoe family, and Erling's oldest son shows a marked predilection for her company.

The schoolmaster's prize possession is his collection of books, especially his history texts of Gondor, Arnor, and Númenor, and some tomes on Elven lore. Erling Heathertoos seeks books for the schoolmaster's library whenever he travels. Hobson is well paid by Rory for his instructional efforts.



A Hobbit spinning





The Thistledews

The Thistledews are another farming family; their fields are somewhat smaller than those of the Heathertoes, but still impressive in scale. These two families are related through marriages too complicated to interest anyone but a Hobbit. Tolman Thistledew is more retiring than Rory and prefers to let his friend take the limelight. Together with the Fernwoods, the Thistledews and Heathertoes pretty much run Bree.

Tolman is a year or two older than Rory and happily married. He has two younger brothers, Will and Bob, both of whom possess substantial farms of their own. All the Thistledew brothers have large crews of children of varying ages. Three of Daisy Fernwood's children married into the Thistledew family.

The Thistledew brothers are very much alike; each is a successful farmer, friendly, hospitable, and prudent. Like most of the Men of Bree-land, they are short and broad-shouldered, with ruddy complexions. Bob is a widower and is courting Daisy. All three Thistledew brothers own large, comfortable farmhouses, and combined holdings which speak of fair wealth. Accordingly, they sit in the market court with Rory. In fact, when Rory and Mat are asked to judge a dispute, they generally consult with the Thistledews before making a decision. None of the three brothers has ever left Bree-land.

The Fernwoods

The Fernwood farm is about the size of the Thistledew farm. Halfast Fernwood, Daisy's oldest son, has run it since the death of his father five years ago. Halfast is young, twenty-eight, but has experienced advisors to help him. When her son married Nora Thistledew three years ago, Daisy tactfully returned to Rory to make room for the new bride. The young couple has one child. The farm has not suffered with the change of ownership, since Halfast was taught the ropes by his father and is intelligent enough to ask for advice when he needs it.

The Sandheavers

The Sandheavers are the wealthiest Hobbits in the district; their diverse skills combine to form a very profitable family enterprise. They share a large *smial* above the town of Bree and are on good terms with their neighbors. Each is tall as Hobbits go, for they carry a strong Fallohide strain. They are particular friends of the Heathertoe family, although like most Halflings, they don't mix much with Men or Dwarves.

Rose Sandheaver—the widow of Gamwich Sandheaver, is a weaver, and she supplies most of Bree with linens and woollens. Many families do have a loom of their own, but most find it impossible to keep up with the family demand for cloth. The Sandheavers alone lack such a problem; indeed, Rose is the finest weaver that Bree has seen in many a year. She runs her workshop with the help of three daughters, and often receives commissions from both the Shire and Fornost Erain. Rose, Holly, and Primrose (her elder two daughters) weave skeins of wool and spun flax

into cloth made lovely by damask or colored patterns. Her younger daughter, Rose, sews for folk who want a more elegant touch to their garments.

Rose the elder is seventy-six, middle-aged for a Hobbit, and owned the workshop prior to and during her marriage. Her husband was a prosperous farmer, and her eldest son, Gam, now looks after the farm. Her weaving brings in quite a bit of money, and her three daughters have sizable dowries, not to mention wonderful trousseaus. The large sunny workshop is a popular meeting place for young Hobbit lads and lasses who hold spinning parties there in evenings. Her three daughters are pretty by Hobbit standards, and Rose herself is still handsome. All four women are much sought after by the bachelors of the district.

Hal Sandheaver—Rose's brother-in-law, is the *smial* builder for the Hobbits of Bree-land and is often called to the Shire. Constructing a *smial* is skilled work, since Hobbits have a proclivity for dry abodes where the roof does not collapse. Large or small, Hal can do the job, charging according to his customer's ability to pay. Hal's work takes him throughout Bree-land, far from his home in Staddle. In addition to building *smials*, he designs and refurbishes all manner of cellars. His reputation is good, for thus far his *smials* have stood the test of passing years. Most of his time is spent in repair and refurbishing work. His travels have given him an official position of mailman, and Hal enjoys carrying letters back and forth between the Shirefolk and their relations in Bree. Tom Sandheaver, another *smial* builder, is Hal's cousin and lives in the Shire. He often assists his cousin on difficult or lengthy jobs.

Coldomac Tunnelly

Coldomac Tunnelly is the richest single Hobbit in Bree and probably one of the most eccentric. Coldomac's grandfather left Bree for unknown reasons and returned a wealthy man. Since then, the Tunnellys have been living off the treasure he gained. Coldomac, an only child, was sole heir to his grandfather's very large fortune. He fancies that he resembles his grandfather in character and attitude, and is never seen without the shortsword that the old Hobbit brought home from his travels. He stands almost 4' tall, but his fine figure is marred by the ubiquitous small Hobbit potbelly. His hobbies are archery, in which he excels, and swordsmanship. To this end, he practices daily with members of the town guard, much to Meneldir's amusement.

Coldomac has a large library and access to the Heathertoe books. He is well versed in history and Elven lore and speaks fluent Sindarin. Coldomac finds Bree dull and longs for excitement. He is, however, quite intelligent, and would probably never venture upon the Barrow-downs or anyplace else ridiculously dangerous.

Coldomac is a friend to the Dwarves who mine in the Blue Mountains and has visited the Khazâd towns there. He owns a suit of Dwarven chainmail, and a Dwarven sword. Such a connection is rare among the Hobbits, and, perhaps because of this peculiar friendship, Coldomac is a bachelor known as the town eccentric. In reality he is a

simple fellow whose generosity prevents him from turning away anyone in need. His considerable wealth amounts to about five thousand gold pieces; the bulk of his holdings are kept by the Dwarves in the Ered Luin. Coldomac frequently visits the Shire and has explored the Tower Hills.

The Broadleaf Clan

The Broadleaves are considered a shiftless, irresponsible lot, up to no good when they're up to anything at all, and even suspected to possess Easterling blood. Their proclivity for raiding hen-roosts, poaching, and other small misdeeds are among Meneldir's chief worries.

Len Broadleaf—is the patriarch of this most notorious family. He and his wife have a dozen children of varying ages. His eight sons continually find mischief, and his daughters are not much better, bringing out the worst proclivities in their acquaintance. The only reason that the family is tolerated in the district is that Len and his offspring, to earn a little money, do necessary but unpleasant tasks such as cleaning out the farmhouse privy.

Len and his sons are too cunning to be openly lawless, but they nevertheless do quite a bit of damage. Meneldir suspects that Len has connections with bandits attacking travelers along the road; and, in fact, his suspicions are justified.

Harry Broadleaf—the oldest son, Harry found life in Bree too uneventful and departed to join an outlaw band roaming the woods south of town. He still returns home, under the cover of darkness, to catch up on all the news and gossip and to pick up "supplies" acquired by his brothers for the outlaws. Harry is a mercenary soul and has grandiose dreams of wealth and power.

Hal Broadleaf—along with his father, Hal is the chief spy for the bandits. Hal haunts the common room of the King's Rest each evening listening to gossip and sizing up travelers as to their wealth and means. He drinks and talks little, preferring to keep a clear head. He seems a quiet, soft-spoken fellow, the first to yield in an argument—his reserve hides an underhanded and cowardly nature. Hal often meets with the bandits after he leaves the common room and tells them of any good prospects. The residents of Bree-land rightfully mistrust him.

Maisy Broadleaf—is the family favorite; she would be an attractive lass, if she bathed more frequently and dressed with any degree of care. Harry introduced her to Cormac, the leader of the outlaws, and the couple hit it off immediately. Since her lover is jealous, Maisy takes pains to conceal her charms from other men; hence the apparent squalor displayed in her person. Of course, when going to tryst with her beloved, she is always clean and prettily adorned. Maisy would prefer the security of a respectable home and family, but she can't resist the charms and cossetting of Cormac, who spoils her outrageously.

Maisy is fairly honest, since she covets the good opinion of her neighbors. She is often offered odd jobs to

do on the farms. She rarely gives Cormac a tip, preferring not to get involved with his doings. She has caught the eye of one of the guardsmen, who is rather taken with her. While not encouraging the young man's advances, she's also not giving him a cold shoulder.

Ham and Cora Rushy

In Eriador, the innkeeper is usually an important local figure, and the owner of the King's Rest is no exception. In his establishment, Bree-folk gather to hear the news and to talk with the wayfarers who travel the roads. It requires an astute fellow to tactfully manage the crowds that pass through his inn. The beer and ales must be good, the ponies stabled, and the food cooked to dozens of different tastes. The common room should be lively, but not too rambunctious, for after all, the King's Rest is a respectable establishment, not a tavern for drunkards.

The current innkeeper, Ham Rushy, with the help of his wife Cora, is equal to his position. Cora focuses especially on the kitchen, scrupulously supervising the preparation of all meals served. Several times a week, the couple hitches up their wagon to shop for produce at the local farms. In addition, the maids go out daily for the more perishable items on the inn's bill of fare. The Rushys keep no livestock, since such would take up room in the stables and inconvenience the guests, but their neighbors do. The innkeeper's purchases are the steadiest source of cash for many of the farmers about Bree-hill.

Cora also handles the money, seeing to it that each traveler pays for his accommodations. She is shrewd in her evaluation of travelers seeking a room; if a new arrival looks impecunious, she tactfully suggests that he spend the night in the common room or, not unreasonably, demands that he show some proof of coinage in his possession. Dwarves, she claims, are the most reliable customers. It is considered quite acceptable for the innkeeper to demand payment in advance; after all, these are hard times for many. In truth, ten years ago, the Rushy couple could have done well with a larger inn. Now, due to reduced traffic along the roads, the size of the inn is just right.

The Guard Captain

Meneldir, an *arnaroguen* of the Dagorwaith Aran, is the captain of the town guard in Bree. He hails from Fornost, and is of Dúnadan and Eriadorian parentage. He comes from a good family, although he is not a member of the nobility. Meneldir is an experienced soldier and has seen quite a bit of action against Angmar.

His command in Bree is actually a semi-retirement, since he has already put in twenty-five years of military service. He is only forty-five, still young for a man of Dúnadan blood. Meneldir loves farming and plans a permanent retirement in Bree. He is courting Holly Heathertoes and visits the Heathertoe farm most evenings, where he's welcomed as part of the family. Meneldir is universally liked and respected.





Bree-land is a comparatively quiet backwater, but the captain's position is not a sinecure. Meneldir often leads the patrols of the area; on its farther reaches, the odd Troll, Orc, or even undead haunt may be encountered in addition to desperate Men seeking a living through banditry. Travelers of all sorts pass through Bree, some more honest than others, and a few are inclined to cause trouble.

Meneldir sometimes urges travelers from the East to mention Rhovanion as the land of opportunity for eager youths, should the topic of their travels arise in the inn's common room. Meneldir sincerely hopes that some of Len Broadleaf's sons will find the talk irresistible. The captain of the guard also trusts, along the whole of Bree-land, that the next generation of Broadleafs will be, if nothing else, less prolific.

The School

Years ago, Rory Heathertoes built a small, solid house just outside Bree as a school for the children. The building is heated by two stoves and well-supplied with tables and chairs. Parents of school children provide fuel in winter-time and see to it that their offspring have slate and chalk for learning to read and write. The school meets six days a week and boasts nearly thirty-five pupils, a charming mix of Hobbit and Mannish kids. Attendance is limited to the morning only, leaving students free for afternoon chores and games. They have very little homework, since books are few. Three different readers, brought from Fornost, are used while school is in session. Simple arithmetic, history, and some geography complete the curriculum. When the weather is fine, classes are held out of doors. Hobson, the teacher, is well liked by his students. He is regarded with friendly affection throughout the town, but considered to be just a bit on the odd side.

The school is a source of pride for the people of Bree. Derogatory comments by strangers on the size of the town or its isolation are faced with the retort that, "Bree-land has a proper school, which is more than most can say."

The Mill

There is one watermill just west of Bree-hill, on the banks of Bitter Creek. Everyone brings their grain there, since they admit, however grudgingly, that the miller does a fine job. The mill is not particularly large, but ample for the needs of Bree-land. Its huge stones were cut by the finest craftsmen in Fornost. The grain is ground by the cutting action of the millstones, and the miller adjusts their speed to the density of the grain.

Millers are rarely popular in the districts they serve. Many locals feel that the miller is taking bread out of their mouths, since he takes payment in flour. Worse, he grows prosperous on other folk's sweat and labor.

Bree-landers really have no cause for complaint with their current miller. Bill Rushlight is as honest and as cheerful as they come—he wouldn't even think of cheating a customer. But the farmers, being otherwise self-sufficient, find it galling to go to another source to grind the grain that they grow.

Bill Rushlight has a reputation better than that to which most millers can aspire. He is thought to be a fine, upstanding, well-to-do man. Many hearts softened towards him after his recent marriage to May Woodstock, a pretty but impecunious orphan. Bree-folk pitied her misfortunes, and all were pleased and surprised when Bill, a confirmed bachelor, made her his wife. To add to the excitement, Rushlight whisked his new bride off to Fornost on a pleasure-trip after the bridal ceremony. Although considered slightly crazy, the gesture increased the miller's popularity considerably, since the Bree-landers, solid farmers that they are, love a romantic story. Bill is of medium height and has a broad build. May is twenty years old and expecting the couple's first child very soon.

The Blacksmithy

There aren't many horses in Bree, but there's still plenty of work for the blacksmith. Bernar Mossy is a talented craftsman and makes excellent farming tools and horse-shoes, as well as dabbling in ornamental ironwork. His skills are limited to domestic projects, however; he can make a respectable scythe, but he is not a weaponsmith and has no interest in that craft.

Bernar is the tallest man in Bree (except for Meneldir), standing 6'2" in his stocking feet. He is also the strongest—smithing builds impressive muscles. Not that it matters, since the man never wrestles and is not prone to violence in a quarrel. Because of his size, few bother him. Bernar's smithy is located across from the King's Rest, and he has a snug house on the slopes of the hill. The shop is large and well-equipped, since he does most of the metal working for the area. Bernar's son and two apprentices give him a hand.

The Carpenter's Shop

Duffy is the youngest craftsman in town. He is a newcomer to Bree-land, originally hailing from Occum, a town to the north on the laur Men Formen. Duffy was apprenticed to his uncle in Bree, since the lad seemed to have a talent for woodworking. Uncle Sam was a fair carpenter with a passion for strong drink and recklessness. Two years ago, he ventured onto the Barrow-downs one night and never returned.

The disappearance left twenty-year-old Duffy in charge of the shop. Extraordinarily shy and retiring, the youth is the opposite of his uncle. He has become a decent carpenter and is not above learning an old trick from a more experienced hand. than himself. Duffy's primary work lies in furniture and cabinet-making, as well as planing boards for flooring; he does very little house construction, since the homes of Bree-land are made of stone.

Duffy employs two Hobbit apprentices, and since he is the only carpenter in Bree his workshop and yard are fairly large. The young man has recently imported fine carpentry tools for his work; the results have been so satisfactory that his trade has doubled. Duffy is particularly shy of women and has been known to duck behind corners on the approach of a particularly attractive girl.

The Tannery

Another bachelor, Cob is in his early thirties. When the tannery came to him seven years ago, he purchased land outside the Bree Hedge and moved the operation there. People were very pleased, since tanning leather is a smelly affair. Like Duffy, Cob is a respectable but not extraordinary craftsman. He produces good leather for everyday use—quality sufficient for the farming community. He works primarily with cow-hide, sheep-skin, goat-skin, and occasionally deer-skin.

Cob is not fond of his trade, but he works with care; he is too proud to allow himself to be accused of shoddy workmanship. His primary desire lies towards farming, and to this end he keeps some cattle and sheep. He is saving money to buy land and hopes to marry May Thistledew, daughter of Will Thistledew, when he finally acquires some acreage.

Figures of Intrigue

Bree is a parochial place, but all sorts of people, good and bad, pass through the town. Some are ordinary travelers, others are merchants, and some are thieves. The less reputable travelers wait till they are beyond the borders of Bree-land before making trouble for their fellow wayfarers, perhaps arranging an ambush along the road.

Cormac—leads a well-organized group of bandits that patrols the Old North Road and the Great East Road. They have spies in Bree-land and prefer wealthy targets. Other marauders sometimes make their way into the region and operate less efficiently, but more violently, terrorizing travelers and stealing livestock. Cormac, on the other hand, is dishonest without being either ruthless or cruel. Banditry is his profession, and Cormac has transformed it into a fine art. Cormac organized his band on this precept: murder, senseless violence, and rampant looting are bad for business. After all, if one murders the wealthy merchant one has just robbed, it makes it impossible for the victim to travel that way again. Killing brings Meneldir and Tirith Breriondor out in force. Besides, Cormac is easygoing and prefers to avoid mayhem.

Cormac stands 6'4" and uses his stature to impress his victims. He prefers the direct approach, greeting wayfarers with the timeworn phrase: "Your money or your life." This rarely fails to bring results, since Cormac positions 10-25 archers nearby as tools of persuasion. Victims are stripped of most of their cash, but not all, and then sent on their way unmolested. Cormac fancies himself a gallant and does not permit his band to search ladies, although he will take their jewel boxes. His bandits never attack a well-armed party or a group of obviously poor travelers.

Cormac has never killed a traveler in all of his unusual career. He deals ruthlessly with other especially violent outlaws who invade his territory. The bandit leader has no desire for the Tirith Breriondor or the Faradrim Aran to begin combing the region; murders along the road would make this intervention very likely.

Cormac meets Hal Broadleaf several times every week and remains well informed of events in Bree. Following such briefings, he visits Maisy Broadleaf. He occasionally patronizes the King's Rest disguised as a peddler.

Ehwarik, a skilled bowman, is Cormac's second-in-command. He is clever, competent, and leads any assaults from which Cormac is absent. He, too, prefers to avoid bloodshed and possesses a persuasive tongue. The archer has an keen eye for valuables as well as for a target—he has won the archery contest at the Bree fair for the last three years running.

Forty rogues comprise the band led by Cormac and Ehwarik. Generally, they operate as two groups, one raiding the Old North Road, the other the Great East Road. They are well informed as to the location of the Bree's patrols through their spies, and send scouts of their own to patrol the region.

The bandits make an abandoned manor house their headquarters; it is located ten miles southwest of Bree. The outlaws rebuilt and re-fortified the interior of the ruin, but its ivy-covered outer walls—hidden within a dense stand of tangled forest—look as though untouched by Man for decades. A few bandits keep watch during the day. Twelve women share the quarters with the rogues.

The traffic along the road is heavy enough that Cormac and his companions make a good living. They are flexible in their demands and sometimes stop farmers to confiscate a portion of the edibles going to market. Frequent small sorties into Bree itself supply the band with chickens, potatoes, flour, and other staples. As a last resort, they buy necessities in town.

Helvorn the Ranger—another infrequent visitor to Bree. Helvorn is a descendant of the Eldanarya family and intends to free the family barrow from its wight. On detached duty from the Faradrim Aran, the King's Rangers, Helvorn will only admit to being "of independent means." He spends a great deal of time patrolling south of Bree-land discouraging bandits and other troublemakers. He has become very familiar with the countryside. A reserved fellow, Helvorn listens attentively to gossip and news in the common room of the King's Rest.

Purdin—a merchant, Purdin passes most of his days on the road; he travels through Bree-land once a month. Dealing in wool, the merchant has many customers in Tharbad and northern Gondor. Purdin is cheerful and easy-going, in spite of the fact that Cormac has robbed him twice. The merchant employs four men-at-arms to escort his goods, but hopes to recruit more. A long-time friend of Meneldir, Purdin is well-liked and trusted in Bree.

Rush—one of the few peddlers left in northern Cardolan. He frequents Bree-land where the wives of outlying farmers prefer his wares to those available at the town market. Little happens in the region that he doesn't know about—he occasionally acts as a contact for Cormac. Rush rarely has enough money to pay for his food or lodging, but the innkeepers oblige him and exchange bed and breakfast for an odd job or two.





Braith—a traveling tinker, soldiered among the Angmarrim for a decade and drifted into Eriador after his years of service. He is an Easterling, and the Bree-folk mistrust his lack of scruples, saying among themselves: “Bad blood will tell.” Not even Cormac associates with the tinker. Braith attends the Bree’s autumn fair, since he is a pickpocket of the first caliber. He rarely comes to town at other times, since he knows Meneldir is suspicious of him. The spymasters of Angmar remember the Easterling and tap him for dirty work when they have a need.

Later History

Bree is razed once again in the Third Northern War that also sees the destruction of almost all of Arthedain. As in T.A. 1409, most of the residents flee to the Shire and then return to rebuild their homes. It is a slower process, since most of Eriador has been depopulated; wargs and other evil creatures roam the desolation. However, a decade of occupation by Gondorian troops gives the Bree-landers time to reorganize for their own defense. During this decade, the Rangers of the North form under Aranarth and clear many brigands and vermin out of the wild country.

For the rest of the Third Age, Bree is an island of pastoral civilization in a sea of empty meadows and forests. Visiting wayfarers are fewer; only a dozen over the course of a year—Dwarves, Men, or Hobbits—bring word of the great world outside. The Bree-folk adapt to this new circumstance as they do to all others, and come to accept it as normal. They eventually even believe that the evil creatures that wander in the Wild avoid Bree “out of respect for decent folk,” rather than because the Rangers periodically hunt the monsters down and kill them.

The King’s Rest changes owners and names over the years. Accident burns it to the ground three times, but it is always rebuilt on the same foundation. In T.A. 3018, the establishment is run by Barliman Butterbur and is called the Prancing Pony. As related in *The Red Book of Westmarch*, Nob Burhop, Butterbur’s chief Hobbit servant, Bob Applethorn, his stablehand, and Harry Greenwort, the Gatekeeper, became footnotes to history. Bill Ferny, a handyman who lives in a house along the Great East Road, becomes an unintentional heir to the traditions of the troublemaking Broadleaf clan. He finally gets mixed up in events quite beyond his imagination or skill and is exiled to Cardolan.

Throughout the centuries, the Bree-landers talk about the days of the kings—when Aragorn II finally appears after the War of the Ring and the fall of Sauron, they readily agree to become his subjects. Bree boards a small detachment of Gondorian soldiers in F.A. I, and the Rangers construct a permanent tower on Weathertop, much to the

wonder of the locals. Veryatar (formerly Beretar), the king’s prince-regent in Tharbad, visits Bree regularly, and the villagers usually manage to avoid calling him by his old nickname: Goodthought. As always, the Bree-folk learn to get by.

CAMETH BRIN (Bl. “Twisted Hill”)

*GM Note: This section provides a general overview of the area around the Rhudaurian capital. The story of Cameth Brin before T.A. 1643 is detailed in the general history of Rhudaur in Section 3.4 of **Arnor: The People**. Description of Tanoth Brin is in Section 5.2. Note that Cameth Brin changes overlords quite often during the seventeenth century of the Third Age: Ervegil is king in the T.A. 1630s and early T.A. 1640s; Brogggha replaces him in the late T.A. 1640s; Maschbram forces Brogggha out around T.A. 1650; Brogggha Ap-Brogggha overthrows Maschbram ten years after that; Rogrog the Troll takes Cameth Brin away from the Rhudaurrim permanently in the T.A. 1690s. The gamemaster may run scenarios anywhere among this collection of petty tyrants.*

The ominous shadow of Cameth Brin looms above the oaks and elms of the Trollshaws in central Rhudaur. Until the Third Age, few Men dared to come near this dreadful place; many would-be explorers feared the presence of evil spirits, while others were scared off by the unnatural appearance of the hill itself. Cameth Brin rises 830' above



Cameth Brin

the only vale in the Trollshaws that might otherwise be called fair. Its base is a steep yet natural hill, but from this foundation erupts a tortured outcropping of naked black granite that leans impossibly far over the southern face. It looks as if an errant breeze would send the craggy top tumbling down upon the town and the valley below. However, the great overhang of rock has endured earthquake and glacier and many changes in the world.

Early in the Third Age, the Dúnedain gained mastery over Cameth Brin after a short but fierce struggle with the spirits who dwelt inside it and with the Hillmen who controlled the vale around it. They built upon and within the rock a mighty fortress dominating all the Trollshaws, the heart of the land that later became the kingdom of Rhudaur.

Cameth Brin lies about eight miles east and south of a great bend in the River Mitheithel, within sight of the western border of the Trollshaws. Here, there are two parallel chains of small hills running east and west, and between them a pretty valley about a mile and a half across, the Glin a-Creag (Du. "Valley of the Rock"). A little ravine runs down the middle of the vale; the stream at the bottom of it, the Sruth nam Boghain (Du. "Ghost Stream"), carries but a trickle of water except in the spring and after heavy rains. A large but gloomy village, Talugdaeri, lies south of the stream towards the middle of the valley. Talugdaeri, born after Cameth Brin became a fortress, is the region's sole civilian community. Directly beneath the Twisted Hill lies the barrack-community of Tanoth Brin, constructed by Eldacar in T.A. 339 and perpetually the intrigue-ridden home of corrupted Dúnadan and Hillman soldiers, merchants, and camp-followers. To the north of the fortress lies the "Place of Red Roaring Gold," which the immigrant Dunmen call Glin a-Rhua (Du. "Red Valley"), where the Mitheithel has cut a small valley with a few strips of good ground and some readily available copper deposits. These veins of metal attracted Eriadorian miners and Númenórean explorers in the Second Age, enough of them so the Glin a-Rhua came to coincide roughly with the region that the Elves called Rhudaur (S. "Eastern Forest") in their own tongue. The mining settlements there were under constant threat from the Trolls and Hillmen who liked to hunt in these valleys. They never flourished, and most of the copper nodes ran out. Today, the Glin a-Rhua is simply a settled place around the river ferry and one of the roads leading into northern Rhudaur and Angmar.

Although very pleasant country by the standards of Rhudaur, the lands around Cameth Brin were long shunned by the Hillmen, who feared the awesome shadow of the bent outcropping. Even after the Dúnedain cleansed it of its ancient evil, few Hillmen would visit the area unless they had pressing need. At its height, the population was composed of Dúnadan lords, their servants of Eriadorian blood, and unfortunate Dunnish serfs who were little more than slaves. The relatively large proportion of High Men was the result of Cameth Brin's status as the political center of

Rhudaur. Even after the power of the Dúnedain waned, and corrupt Hillmen became the masters, the government and garrison at the Twisted Hill retained some standards of Dúnadan culture. Elsewhere in central Rhudaur, the heritage of the High Men was forgotten or discredited.

The Land around Cameth Brin

GM Note: *This text describes the map on the color insert.*

1. The Twisted Hill. Visitors new to Rhudaur may not immediately realize that most of the fortress of Cameth Brin lies inside this immense outcropping. All that can be seen from a distance are the gate towers standing above the village of Tanoth Brin, halfway up the cliff on the south side of the hill, and the watchtower, the Tirith na-Deryg (S. "Troll-watch"), perched on its crest. Anyone approaching the Twisted Hill from either valley must make an Absurd (-70) Perception roll to spot the sally port on the southwestern wall of the Tirith na-Deryg. The garrison does not want its existence publicized; anyone climbing the back side of the hill to inspect the tower is subject to immediate execution. The sally port is not visible at all from Tanoth Brin, directly beneath the overhang. The barrack-town is subject to erratic wind and weather patterns due to its position, so a climb up the gate towers is fraught with danger (-30 to all Climbing maneuvers).

2. Old Copper Mine. Partially collapsed by the locals, as Trolls tend to lair in such places. A secret passage from this particular mine leads to the Úreithel, a cavern deep under the outcropping with stairs leading into the fortress.

3. Secret Mine Entrance. The "official" secret entrance, famous in legend as the one used by Eldacar of Arnor to capture the fortress from the *targ-arm* Mong-Finn in T.A. 164. While it is only one of many mine openings in this area, it can be located by a persistent searcher who knows the tale of Eldacar, Mong-Finn, and Miffli the Petty-dwarf. Traps and other defenses have been set up at the Úreithel (See #2 above.) and other places in the fortress to deal with intruders.

4. Skull Wood. Orcs do not come here. The plastered skull of a Stone Giant is set up on a ledge in this wood. Orcs slew the giant and built the shrine, but the Giant's spirit, in the form of a whirlwind, occasionally returns to take revenge. 10% chance every time Orcs cross the bounds of the wood.

5. The Hoarwell Ferry. It connects the village of Maccs-Rhua to the Men Morva, which leads to Iach-Bann and then either Morva Tarth or Nothva Rhaglaw. The ferry is in the hands of two ugly-looking Dunnish brothers, Keleag and Tumach, both of them werewolves. The wolf skull that originally cursed them is at the bottom of the Hoarwell directly under the ferry route. They will cheerfully run their boat back and forth here till the end of the world, if the skull is not destroyed. Keleag and Tumach are merely fiercely bad-tempered and peculiar during daylight hours; if anyone is foolish enough to be on the ferry, deliberately or by accident, at night, they start to





show signs of their affliction and consider slaying their passengers. If they wind up in the river during an ensuing fight, they will appear downstream the next morning, bedraggled but completely cured, and will not hold a grudge.

6. **Blind Ox Hold.** This half-ruined old keep was that of a knight devoutly loyal to the Dúnadan kings. Rugga, the first Hillman king, turned his rugged lands into a game preserve (see #7, below). The keep is now the headquarters of Umaug and his company of wolf-riders, the Breakbacks. (See Section 12.1.4 in *Arnor: The People*.) Only the officers of the Breakbacks have quarters within the tower and in its underground chambers. Umaug is nominally in charge of protecting the west bank of the River Hoarwell for King Ervegil—his true duty involves escorting and supplying all of the Angmarean traffic on the Oiold and the South Downs. Three-fourths of his hundred or so riders are out on that duty at any time. Slaves are kept in a camp outside the ruin, so they cannot be a threat to those inside.

7. **The Wolf Wood.** Lairs for the Breakbacks are scattered through these woods. The upper branches of the trees have been woven together to make the place darker and more comfortable. A dozen Forest Trolls act as “keepers” of the old Dúnadan preserve, including the stone markers with the royal seal of Rhudaur on them. Four Stone Trolls and two Huorns also help with maintenance. No Men, slave or otherwise, are allowed to enter the wood, except for those turned loose to be hunted for the sport of the wolves.

8. **Blind-Ox Vale.** There are literally hundreds of blind cattle here; their ears have also been damaged, so they are less likely to panic at the constant wolf noise in the area. The slaves who herd them do not try to escape; they have been hamstrung so they cannot run or swim with any speed, and the wolves have never failed to track an escapee down. It could be worse; Umaug thinks himself a good captain, and guarantees the slaves good beef to eat and plenty to drink if they do their jobs. However, should an ox stray or die due to their carelessness, the offender takes the beast’s place over the dinner fire.

In Later Years

After the eighteenth century of the Third Age, the fortress of Cameth Brin is abandoned, and the villages fall into ruin. The only fortification in the area is an Orkish stockade at Maccs-Rhua, and the few Men working the fields are slaves. The remaining Trolls go on a killing rampage after the fall of Angmar; the Trollshaws remain their domain for the rest of the age, and even the Rangers of the North find little reason to travel here. In the Fourth Age, a systematic campaign to purge the Trollshaws leads to adventurers being commissioned to penetrate northern Rhudaur and clean out the surviving Orcs and Trolls.

CARAS CELAIRNEN

(Ta/S. “Town by the Brilliant Water;”

prop. “Gobel Calarnen”)

Situated on a rocky spit of dry land at the otherwise swampy junction of the River Uialduin with the River Lhûn, this ancient town has been continuously inhabited since the opening years of the Second Age. Its lord, the Arnaroquen Celairnen, is chosen by the elders of the community from the Line of Silivnir, a family that claims descent from both Círdan of Lindon and the Line of Isildur. Caras Celairnen was never more than a small village in the Second Age, but it has had a steady population of about 1,500 throughout most of the Third Age. It is a cosmopolitan place, with a substantial Dwarven minority and a steady flow of Silvan and Sindarin visitors. A bridge over the Uialduin connects it to the Arnorian royal roads, while trails, ferries, and boats connect it to Lindon and the rest of Númeriadór, and from there to the Dwarvish holds of the Ered Luin.

History

The Dwarves of Nogrod had a river crossing and trading post in this area early in the First Age, when the Lhûn flowed eastward instead of southwestward, and Elves walked down into Eriador over a mountain pass that is now the floor of the Gulf of Lhûn. At the time of the War of Wrath, flooding and earthquakes destroyed the Nogrodic fort and dropped the hill it was built on almost a thousand feet. In the early Second Age, a river port was needed by both Elves and Dwarves somewhere on the middle Lhûn, and Gil-galad, King of Lindon, commissioned Durin’s folk to build a village and docks on the rubble of the old post. The rebuilt town prospered, in a sleepy way, for long centuries.

The Noldorin rule over Lindon collapsed after the War of the Last Alliance. Círdan, the new lord of the western Elves, had no desire to be liege to a mixed population of Dwarves and Men; he granted Caras Celairnen to the young King Valandil of Arnor as a gift. Valandil, in time, made the vale around the river junction an appendage to the Sceptre and enfeoffed it to his youngest son Silivnir, who had married a Silvan Elf. At the same time, he gave Caras Celairnen a charter which made the town less subject to the Arnorian (and, later, Arthadan) government. The charter was renewed in T.A. 740, and the town laws brought into alignment with Arnorian custom. In exchange, Caras Celairnen received royal aid for expanding its dike and causeway system; many Dúnedain settled in Caras Celairnen after the rechartering, and they have formed the bulk of the town’s population ever since. Its autonomy was and still is respected, however—the community remains an attractive place for political misfits, runaways, and odd characters who don’t fit into the mainstream of Arthadan life.

The Line of Silivnir has ruled Caras Celairnen and the surrounding vale as lords ever since Valandil's grant. The *arnaroquen's* authority has not been without interruption. Through complex political intrigues, much power devolved into the town council, which approves the descendant of the Line of Silivnir to hold the lord's sceptre. It has not feared to depose an *arnaroquen* who was incompetent or untrustworthy. The great-great grandson of Silivnir, Malthir the Quiet, has been living with the Elves in Lindon for almost a thousand years; whenever the council likes none of its choices for lord, the Half-elf comes forth to serve Caras Celairnen for a time.

The current lord, Bregol, was barely able to cover up his illegal doings in the past year, and his daughter Lindal is curious about the source of her father's wealth and his continuing string of exotic Southron mistresses. Bregol believes that the lack of an heir would make the council hesitate before pressing any scandalous investigation. He is planning the "unfortunate" deaths of both Lindal and his own "cousin" Malthir, to whom he refers as "the Boring." Since the Half-elf cannot be reached in Lindon and is already worried about Lindal, it will take a complicated plan to kill them both.

The Quiet Gentleman

The Witch-king often sends his minions to Caras Celairnen, taking the chance to keep watch on the Elves and Dwarves from this safe vantage point. Methnir Alphlinn, a resident spy for the past ten years, is a quiet, well-educated guard officer who also happens to be a greylin (half-demon). His mother, a high-born Dúnadan mystic from Fornost, made a terrible mistake while striving for religious ecstasy—she summoned from beyond the Pale a *maeldagnir* (S. "incubus;" lit. "lust-bane"), an entity capable of mating with mortal women. Methnir was the result; his mother's memories of the horrible event, mostly erased by the shock, were then completely lost in her need to rationalize her love for her only child. She raised him in a respectable Dúnadan manner, hoping to keep his origin a secret. He served a few years in the Dagorwaith Aran. Contact with the greylin who fathered him, achieved through mysterious occultists met in Tharbad, sent Methnir on a quiet pilgrimage to Carn Dûm to offer his services to one who would appreciate his unique talents. Eventually, he returned to Arthedain and entered the *arnaroquen's* service as a lieutenant of the Celairnen guard.

Methnir lacks some basic Mannish capabilities: he experiences no sensations of affection or friendship and is incapable of empathizing with mortal pain or grief. He does not feel pain himself, either physical or emotional, although he is capable of frustration and anger. He does feel pleasure; his nature gives him certain appetites, most involving the dominating and tormenting of mortals—usurpers of Arda, creation of the Maiar who deserve to

rule lands untainted by Men. Methnir has learned to mask both his lack of emotion and his grievances against Mankind.

The spy regularly receives letters from his mother, written in a nervous, tormented hand, pleading with him to return to Fornost so that she can help him. Methnir saves the letters, though he is not sure why. He is regarded in Caras Celairnen as an efficient, clear-headed, and tough constable with a quiet, strangely distant demeanor. He passes information to Angmarean couriers who pass through town and toys with the thought of burning Caras Celairnen to the ground while its people sleep in their beds. Until that day arrives, he maintains his false front, releasing his frustrations from time to time by torturing, slaying, and devouring lone travelers along roads outside of town.

GM Note: Methnir takes Large Creature criticals and regenerates all damage at the rate of 5 hits per round. He is perfectly capable of wounding himself slightly with a fingernail to disguise his unusual toughness of flesh. He can Levitate himself and Telekinese 200 lbs at any time. At will, he can project any Fire Law or Cold Law spell directly from his hands, though the area of effect is limited to a distance of 1' beyond his fingertips. He can see in the dark as a Dwarf or simply sense body heat up to 10' away with a +50 Perception. He has immense strength that is even greater when he is angered; if he is angered enough to lose concentration, his eyes glow a hellish yellow.

The Refuge

The Men Lhûn, a well-worn, Dwarven road, runs along the east bank of the River Lhûn and acts as the primary land route to the Nan-i-Naugrim and the northern Eryn Yui. About ten miles north of Caras Celairnen, still within the bounds of the swamps between the lower Uialduin and the Lhûn, stands the monastery of Tol Lamfirith (S. "Muted-voice Isle"). The monastery is located on a tree-covered island boasting a watch-tower built sufficiently high on a pile of ancient rubble to be visible from the town. The isolated house shelters an order of monkish scholars dedicated to collecting Arthadan books and documents. Their purpose is to gather as much material as possible before the fall of the realm, which they feel will come in the next century.

Eregdur, the master of the order, is one of the few in Arthedain to possess his own pair of spectacles; he is reputed to know a name and location for every book published in the country in the last four centuries. Most of the documents gathered and copied by the monks are stored in sealed underground vaults, but some are available to scholars with a proper letter of introduction. Those working in the libraries at night sometimes report a ghost among the shelves. The ethereal presence is Methnir the Greylin (See above.), who likes to read here and has no trouble using his magical powers to sneak in. He has not told any of his Angmarean contacts about the stored books, and intends to present the library to the Witch-king as a gift when the fall of Arthedain finally arrives.





In Later Times

Caras Celairnen gains the peculiar distinction of being the northernmost Gondorian territorial capital for a few short, sad years. After the formation of a formal alliance between Arthedain and Gondor, there is a need to carry men and supplies up from Pelargir by sea. Mithlond is the only port north of Tharbad large enough to handle the greatest of the Gondorian ships, and it has few facilities and poor land connections with Arthedain. So, Gondorian engineers and officers arrive in both Mithlond and Caras Celairnen to collect boats, and set up staging areas, warehouses, and camps—enough to move both the Gondorian and Elvish expeditionary forces from the Mithlond on smaller vessels in preparation for a later move inland. The over-awed locals see constructions on a vast scale: “munitions and provision for a war of great kings (*LotR III*, p. 331),” as the local tale has it for all the centuries after. But the main Gondorian soldiery comes late, delayed by storms and bad judgment, and finds their advance guard using the stored provisions to feed refugees fleeing the scouts of the Witch-king’s advancing armies.

So it happens that from Caras Celairnen Eärnur goes forth—and, together with Círdan of Lindon, Prince Aránarth of Arthedain, and Glorfindel of Rivendell, he meets the Witch-king at the battle above Lake Evendim and destroys the Angmarean host. The rulers of Arthedain are dead or scattered, and a Gondorian knight holds the rule of Caras Celairnen for twenty years; Prince Eärnur, disgraced by his horse’s fear of the Witch-king, and having little use for Elves or northerners, leaves for the Southlands early. And, once an heir of the house of Silivnir is brought forth, the Gondorian garrisons of Caras Celairnen follow Eärnur, leaving the ghosts of their camps and fortifications on the hills south of the Uialduin and legends of their strength and arrogance that pass from generation to generation.

Caras Celairnen becomes, once again, a sleepy provincial town. It stays that way through the rest of the Third Age, acting as a market for the Rivermen of the Lhûn, the Dwarves of the Ered Luin (many more of them after the fall of Khazad-dûm in T.A. 1981), and eventually the Hobbits of the flourishing Westfarthing of the Shire. Ships from the south are few and far between; the Elves grow more and more reclusive through the years and withdraw from Caras Celairnen. Yet, if there can be said to be a town both exotic and peaceful in Eriador, this is it. Little changes until the first years of the Fourth Age when King Ellessar, who once visited the town as a wandering ranger, returns. He makes Curudur Silivnirion a lord of the Reunited Kingdom. Men and goods begin to pass through Caras Celairnen from Gondor to the new capital being rebuilt at Annúminas, and, with a promise long-delayed, the town begins to flourish.

Tol Lamfirth is not disturbed by the Angmarrim who raid this area in the Third Northern War, and thus the monastery fulfills its aim of preserving Arthadan culture in writing. Throughout the later Third Age, it executes a higher purpose: the extensive grounds and isolated location of the isle make it a perfect training ground and magazine for the Rangers of the North. The only Ranger-outpost to remain in continuous use through the entire Age of Abandonment, the encampment retains its old reputation as a monastery. Few even in Caras Celairnen ever understand its true purpose. Rangers discussing Tol Lamfirth in the field always call it by the official code-name “Book-sword,” or its unofficial one, “Bloodletter” (the latter a reference to the hoards of mosquitoes that rise from the Uialduin every summer to torment the monastery and its guests).

In a little-disturbed graveyard lost among the ruins of the old Gondorian camps, the desiccated remains of Methnir lie forgotten. Pierced by the sword of a ranger who had only a vague understanding of the creature he fought, the greylin seems dead. The silver spike driven through his forehead was supposed to ensure this, but it served only to render him helpless. If the spike is drawn out, by accident or theft, before the monster’s heart is removed and burned, this organ will beat again.

Imagine the sight: the skeleton clothed in the tatters of leathery flesh arises from its crypt to seize a great-sword from the weapons gathered at its feet. Febrile light awakes in the creature’s eyes, while its heart, half visible through

Methnir



bare ribs, convulses once, then twice. Maddened by centuries of thirst and hunger, Methnir lusts for vengeance, death. He lurches from the tombs in search of prey.

CARDOLAN

(S. "*Land of Red Hills*")

See entries for DOL CALADIR, DOL TINEREB, ERYNVORN, FAERDOR, GIRITHLIN, PINNATH CEREN, SARALAINN, TAUR IAUR, THARBAD, TYRN HÓDHATH, TYRN HYARMEN.

CARGASH

(S/Ork. "*Red Fire*," prop. *Mindil Carghâsh*)

See entry for ANGMAR.

CARN DÛM

(S. "*Red Valley*")

See entry for ANGMAR.

COMBE

(Du. "*Hollow*")

See entry for BREE.

CREB DURGA

(Du. "*Grim Defile*")

Aknot of hills in central Cardolan riddled with caves, currently the lair of Dagorhir, the Warlord of Minhiriath. See Section 7.3 for a complete description.

DOL CALADIR

(S. "*Hill of the Light-watcher*")

The wealthiest of the Cardolanian principalities, Dol Caladir was founded in the twenty-seventh century of the Second Age—in the aftermath of the second round of the Eriadorian Wars. It comprises much of the best land of the Gwathló basin downstream from Tharbad. The Dúnadan family that founded the principality originally dwelt in an old hilltop fortress over a hundred miles from Tharbad. In the early days of the Kingdom of Arnor, they moved closer to the city to be near their business interests—their absence giving the peasants yet another grievance. Peasant resentment of their lord's distance becomes a rallying cry when Caladirian mismanagement leads the oppressed towards yet another riot or revolt. The current family keep, the Argond, is a half-day's ride from Tharbad. It is home to the only surviving member of the family, Finduilas III. She is talented and strong-willed, and only incidentally controls the most significant dowry in Eriador; she will marry when she sees fit.

Points of Interest

Argond (S. "*Royal Stone*")—A fine castle of late-Arnorian design, finished in T.A. 887. See Section 6.I.

Balost (S. "*Fortress of Power*")—This keep, considered by many to be the prettiest in all Cardolan, was completed by Hîr Girithlin in T.A. 923 to be his eastern home, only two days' hard ride from Tharbad. The scene of many a colorful intrigue in the glory days of the kingdom, it was too deep in the territory of Dol Caladir to be held after the

principalities began warring among themselves; the fortress has spent most of the last four hundred years in Caladirian hands. Its exquisite collection of erotic paintings and sculpture once drew guests from as far away as Minas Ithil in Gondor, and the notorious reputation associated with that collection has kept several peculiar haunts and spirits flitting about the place for years. The barons of Girithlin still know more about Balost's secret passages and trysting chambers than do the current residents.

In Later Years

None of the Dúnadan families of Cardolan survive the seventeenth century. The core of the lands of Dol Caladir, after repeated invasions by the clansmen of Saralainn and the Orcs of Creb Durga, fall to a series of petty rulers and long suffer oppression and misery. Some of the villages join the Cantons of Faerdor in the twenty-third century and retain a few square miles of the north and south banks of the Gwathló through the Orc-invasions of the twenty-seventh century. When the king returns in the early Fourth Age, these "Greenbank Steadings" comprise the largest single population of Eriadorians in the Northland; they provide the labor for the rebuilding of Tharbad and the settlers for several new Telcontarian colonies.

DOL TINEREB

(S. "*Hill of the Lonely Star*")

Dol Tinereb comprises, for most of its history, the highlands of central Cardolan lying on either side of the Iaur Men Formen and Carbad Naugrim. Tolls levied on travelers of the road provide the majority of the revenues for the lord of the region.

History

This ancient principality was founded by Erruithor, governor of the Númenórean colony of Tharbad in the late twenty-sixth century of the Second Age. The Eriadorian wars were winding down in his time; he made peace among the survivors of the conflict and took a local title that allowed his heirs to directly rule the most important part of the lands conquered by the Númenórean colonists. By marrying the daughter of an Eriadorian chieftain, he diluted his bloodline and thus angered his king, Tar-Telemaitë of Númenor. Erruithor's descendants, though they consistently chose Dúnadan brides in the following centuries, were nonetheless banned from the Númenórean court, thus establishing the Cardolanian tradition of bad relations with their overlords.

The original lands of Dol Tinereb lay along the Dwarf-road connecting Tharbad and Khazad-dûm with Sarn Ford and the Blue Mountains. Dol Tinereb, the keep of the prince, sat on the crest of the Pinnon Niphren (S. "*White Ridge*"), the divide between the Baranduin and the Gwathló, overlooking the Carbad Naugrim.





When Arnor was founded, the Prince Camdir of Dol Tinereb took the lesser title of "Lord of Dol Tinereb." His daughter, Nienor Ithrel, was the highest-ranking female captain of Elendil's Arnorian army in the War of the Last Alliance. Tragically, her son, known as Camdir the Cursed, was a traitorous and evil sorcerer. On the day the armies of the Alliance began their passage over the Misty Mountains, he called into his mother's keep a terrible power from the Darkness beyond the Pale. Only a valiant resistance by servants of the household allowed Gaerdaer, a Noldorin warrior from Lindon, to intervene and confound the spell. Nonetheless, the tower was shattered, and the keep sank into the earth. Nienor was left to sponsor a shrine to Mannish folly at the site and build a new keep just out of sight of the old.

The Arnorian fief of Dol Tinereb flourished in a modest way, as Elendil's improvement and paving of the Iaur Men Formen and the Men Garan put the province astride the main arteries of Eriadorian trade. Tolls charged to traffic on the roads helped to compensate for the generally poor quality of agricultural land in Mindornath. Dol Tinereb's principal towns were: Andrath, Arnach, Metraith, and Dinach on the Iaur Men Formen; Dol Tinereb itself, rebuilt along the Men Garan, and Harbarist, on the edge of the mining district of the Pinnath Ceren. After the division of the North-kingdom in T.A. 861, the first kings of Cardolan built a new palace, called Thalion (S. "Strong [Dwelling]"), near Metraith. The wild swings of political fortune saw the Tinerebian seat moved from Dol Tinereb to Andrath to Metraith and back again to Andrath. The general decay of Cardolan's economy in the ensuing centuries of the Third Age made it more and more difficult to rebuild towns damaged in the baronial wars. Dol Tinereb was abandoned after the Northern War of T.A. 1409. Andrath was also destroyed in T.A. 1409, and again and finally in T.A. 1639. Harbarist and Arnach dwindled away and disappeared during the Great Plague.

T.A. 1643

In this year, Dol Tinereb is fast disintegrating under the pressure of Orc-raids and the chaos caused by the Plague. The Ernil Hallas, ancient and physically decrepit, but still sharp of wit, rules from Thalion, which has been in Tinerebian hands for most of the last century. The Pinnath Ceren are independent, and most of the northern half of the principality has been abandoned. A conquered piece of the Gwathló vale north of Tharbad provides some income for the Ernil Tinereb, but it is obvious to all but the most optimistic observer that Dol Tinereb is a dying realm. Hallas' heirs may even now be considering the option of taking their titles and gold and fleeing to distant, peaceful, safe Gondor.

Andrath

One broad valley cuts all the way through the South Downs and allows the free passage of the Old North Road. This is the Dîn Andrath (S. "Gap of the Long Climb"); while subterranean drainage keeps it from being a major river concourse, it is nonetheless a pretty, fertile, little vale; the town that once bore its name was among the fairest in Cardolan. Andrath was a major religious center in Eriador in the first millennium of the Third Age.

Two small villages and several monasteries were enclosed within a single wall and formally chartered as a town by Prince Thorondur of Arnor, soon to be the first King of Cardolan, in T.A. 861. He had some notion of making Andrath his royal seat, but soon decided in favor of Metraith, which was closer to Tharbad and boasted a more central location. The Hîr Dol Tinereb did make it his capital in T.A. 1410; however, northern Cardolan never recovered from the devastation of the Second Northern War, and the town failed to prosper. Its population dwindled in the fourteenth and fifteenth centuries as the princes of Dol Tinereb became estranged from their erstwhile vassals in the Pinnath Ceren; the *ernilath* began to spend more and more time at southerly keeps. The Great Plague, the barrow-wight invasion, and the raid on Andrath by Broggha, the Hillman *targ-arm*, in T.A. 1639 finished the town off. Now the ruins hide renegade Orcs waiting for a cleanchance to cross the Old North Road; occasionally worse things emerge from the Barrow-downs.

Arnach

The Iaur Men Formen sweeps out of the Tŷrn Hódhath by way of the Gap of Andrath, then runs southward over the rolling chalk-prairie that marks the divide between the drainages of the Baranduin and the Gwathló in Mindornath. It skirts the heights of Arnach on the east by dropping into the valley of the Hinhiril (S. "Children's Stream;" Du. Cheilwistrem). In the shadow of the heights, the brook runs through a bowl-shaped vale, some two leagues north to south, that retains its forest all through the Eras of Burning and Abandonment. The Old North Road follows the eastern edge of the bowl. Between the road and the stream long stood the old village of Arnach.

In the Second Age, Arnach (Dn. "Vale") was an Eriadorian farming village and for a while the seat of a petty chief dom. This, together with its central and fertile location in the northern highlands of Mindornath, may account for it being the site of several traditional fairs, festivals, and religious ceremonies throughout the years of Arnorian and Cardolanian prosperity. However, it faded with the rest of northern Cardolan after the Witch-king's armies passed through in T.A. 1409. Only subsidies from the Ernil Hallas of Dol Tinereb kept Arnach's inns open in the years before the Great Plague. When Andrath, its neighbor to the north, was destroyed by Broggha the Hillman in T.A. 1639, most of the inhabitants of Arnach fled.

The abandonment of the two towns left all of Mindornath open to infiltration by the Orcs of Angmar, but the ruins of Arnach remain relatively safe, and its streamside campsites are rarely troubled by the horrors afflicting the rest of the region. Unknown to most, the Vale of Arnach is an Elf-haunt; it is a key stopover for Noldorin wandering companies that secretly pass across Mindornath from Lindon to Lórien and Rivendell. Andovon Pathdal, a trusted Guardian of Lindon under Gaerdaer, pauses here several times a year. He and his people patrol the vale, maintain the “faerie dances” (the clearings west of the Cheilwis where the Elvish travelers camp; these are detailed in greater detail in ICE’s *The Shire* realm module), and inspect the magical plants that serve the companies as alarms and tripwires.

The Menmeth

Assisting Andovon’s efforts, another force protects the Forest of Arnach: the Menmeth, a feline spirit called by Noldorin magiks in the mid-Second Age. Many generations of goodwives of Arnach used the legend of the Menmeth’s vengeance to frighten unruly children, most not realizing that the creature truly exists. Appearing as a feral cat, ranging from kitten-small to the size of the great *chatmoig* of the Misty Mountains, the Menmeth is sentient and sensitive to selfish and evil impulses; it prefers to use stealth and magic to frighten bullies and bandits, and saves its terrifying claws for only the most incorrigible evils.

GMNote: There is a 10% chance per night spent in the Vale of Arnach that a traveler will share the wood and risk an encounter with Andovon, other Elves, or the Menmeth. Anyone with evil intentions will double this chance to 20%, and anyone deliberately prowling about the faerie dances will triple it to 30%. None of these beings—Andovon, Elf, or Menmeth—have any great interest in creatures not a direct threat to them, and will avoid contact in such cases. The Menmeth knows and will freely use ranger-magiks and other woodland spell lists to remain a mystery to Men; those beings it meets who act with bad intent or without humility will find it makes harsh judgments and possesses an altogether nasty sense of humor.

Dinach

The village of Dinach, the first town in Mindornath to be ruled by the Dúnedain, is noted by travelers merely as measuring two days’ walk or one day’s ride northwest of Tharbad. In the mid-Second Age, it was a small Eriadorian fort on a strategic hilltop overlooking the junction of the River Thinniel with the River Andeithel. A Dwarven bridge (on the Carbad Naugrim) over the Thinniel was the site of the first full-scale battle of the Eriadorian Wars, but the fort soon fell to the Númenóreans to become a peaceful Dúadan outpost.

When the principality of Dol Tinereb was founded in the twenty-seventh century of the Second Age, Erruithor, the first *emil*, made sure he gained the rule of Dinach, and Dol Tinereb held on to the strategic hamlet for better than

two millennia. After the Cardolanian civil wars began in T.A. 1412, Dinach changed hands frequently, dwindling to an impoverished and dangerous community.

In the seventeenth century of the Third Age, Dinach is a popular waystation for all the parties despoiling Cardolan. Just out of reach of the sword of Tharbad’s *cánotar*, it is a jumping-off point for spies, smugglers, and bandits. A small Tinerebian garrison holds the modest tower on Dol Dinach, guarding the Iant Dinach, the Arnorian bridge over the Andeithel. The Iaur Men Formen parallels the River Thinniel, running southeast, after it leaves the highlands at Metraith, but never approaches the water nearer than a few miles, thus avoiding the spring floods. The approaches to the Iant Dinach were built up by Arnorian engineers to avoid having the same problem with the Andeithel; the fifty or so stone buildings and hovels that make up the village of Dinach line the Iaur Men Formen to take advantage of the elevation, leaving the low-lying fields and willow groves along the river to be washed out every spring.

The Water Serpent Inn is the only substantial business left in town; its middle-aged owner, Curuvegil Roundpate, sells information freely to anyone with gold. Curuvegil’s wife, Barelwen, is cheery enough to make up for his shifty manners. Unknown even to her husband, she was taught to read and write by the wandering herbalist, Gandalf the



*The Water
Serpent Inn*





Grey. Barelwen is naturally gifted and uses her skill to augment the family income; she keeps a secret dairy (a meticulous daily record of anyone and anything of interest passing through Dinach). Every few months a kindly stranger picks it up and pays her with either Arthadan gold or one Gondorian book; she does not suspect the well-spoken fellow to be an Angmarean spy, but her precisely dated, vividly descriptive diary is of immense aid to certain servants of the Witch-king.

Metraith

Also known as Thalion (S. "Strong [Dwelling]"), the important road-junction town of Metraith (S. "Streets' End;" prop. Methed Raith) is described in Section 5.4. Eriadorian villages have stood on the site along the old Carbad Naugrim since the early Second Age. It fell to a Númenórean baronet in the twenty-sixth century, but never became a center of Dúnadan settlement. King Tarcil of Arnor built a summer residence here in T.A. 514, after the baronial family died out, and gave Metraith a royal charter. Thorondur of Cardolan took the old summer palace, named Thalion, for his royal seat in T.A. 861. Metraith has weathered the storms of civil war fairly well. The princes of Dol Tinereb, always the feudal lords for Metraith, have dwelt in the palace since the destruction of their other keep at Andrath in T.A. 1639.

In Later Years

The departure of the last of its Dúnadan nobility in the late seventeenth century marked the end of Dol Tinereb as a political entity. A few settlements persisted along the roads through the centuries after the fall of Angmar, but by this time the Tinerebian estates and steadings were merging with the hills of Mindornath, and the name itself was fading from Mannish memory.

DUNFEARAN

(Du. "Hill-land")

See entry for ENEDHWAITH.

DUNLAND

(Ro. "Heathen Land")

Rohirric (post-T.A. 2510) name for DUNFEARAN. Not used by the inhabitants of Eriador.

DWARROWDELF

(W. "Dwarves' Mine")

Common Westron name for MORIA.

EGLADIL

(S. "Forsaken Point;" coll. "The Angle")

The thin strip of fertile land that stretches along the Rivers Mitheithel and Bruinen, from Tharbad all the way to the Trollshaws, is called the Hoarwell Marches by the soldiers and politicians of Eriador. It has been the focus of economic and military activity in eastern Eriador for thousands of years.

The northern end of the marches forms the Egladil, or Angle, of southern Rhudaur. The Mitheithel and Bruinen both leave the fells, the broken country lying along the

western flanks of the Misty Mountains, and wander some sixty miles through rolling country before merging at Fennas Drúnin. Along their banks and in some of the small valleys inland farming is possible, and so the "angle" between the two rivers has been fought over since the Elder Days.

Traditionally, the Hillmen and anyone controlling the upper Gwathló basin raid downriver, pillaging the farming communities of the southern marches; the civilized peoples campaign upriver to punish the raiders and to conquer their lands for settlement. The Angle has changed hands repeatedly over the last five hundred years as the fortunes of the Rhudaurrim and Cardolandrim wax and wane.

Faerdor, at the southern end of the Hoarwell Marches, has endured the brunt of repeated raids by the Hillmen into Cardolan as well as Orc-raids from the Eredoriath. Consequently, they cooperate with the lords of the Egladil and support their efforts to remain independent. In the T.A. 1630s, before the Great Plague struck, King Ervegil of Rhudaur and Broggha, the Targ-Arm of the Hillmen, campaigned to overrun the Angle and drive south into Faerdor. Baummyakund, general of the Faerdorrim throughout this period, led the fight against them and managed to restrain their depredations. In the aftermath of the Great Plague, he restored two keeps of the central Angle, Thuin Boid and Harnaladh, to Eriadorian control.

Fennas Drúnin

The chief town of the Angle sits on the point where the Bruinen flows into the Mitheithel. In the Second Age, the location was contested by Eriadorian lords and Hillmen until a wall and stone keep were finally built by Númenórean adventurers in S.A. 2910. Fennas Drúnin (S. "Angle of the Wild Waters;" prop. Bennis Rhovannin) was the most prosperous town in Rhudaur until the wars of the sister kingdoms began. The great wooden bridge the Arnorian engineers built over the Mitheithel has long since burned down. The town has changed hands repeatedly over the years, being ruled in turn by Rhudaur, Cardolan, Faerdor, and by independent lords and renegade mercenaries.

It now sits high above the rivers' normal flood stages on a mound built of the rubble from the many times it has been sacked and sieged. The most recent siege, that by King Ervegil Stonearm of Rhudaur in T.A. 1635, did the town less harm than many, and it is now run by a local council and a mercenary guild financed partially by Faerdor and the Cánotar of Tharbad, and partially by the rather high tolls on the ferries crossing the rivers. Thorlavan, High Captain of the Guild of Mercenaries, is a corrupt man who'd sell out to Ervegil in a minute if the Rhudaurian ruler wasn't both far away and bankrupt. Dallo Point, the leader of the local Stoor Hobbits and owner of the best of the local vineyards, is trying to obtain evidence on Thorlavan and get rid of him before he causes any more trouble.

In Later Years

The Hillmen are wiped out in Rogrog's War of T.A. 1689-98. Thereafter, the fortunes of all the peoples of the Hoarwell Marches depend, for most of the later Third Age, on the Trolls. As a general trend, whenever the Troll-population of the Rhudaur is on the downswing, Mannish settlement, either Dunnish or Eriadorian, pushes up the Hoarwell at least as far as the Last Bridge. When it is on the upswing (usually when Sauron is active), Men must flee downriver or be slain and devoured. One such Troll-invasion begins around T.A. 2940, just in time to trouble Gandalf the Grey and Thorin Oakenshield on their quest to retake Erebor from Smaug the Dragon. The Rangers of the North fight back this invasion over the next few decades, but renewed Orc-raids from the Misty Mountains keep the Angle relatively uninhabited for the rest of the century.

ELDANAR

(Q. "Elf-fire," prop. Minas Eldanaryaron)

See entries for ANGMAR and ÚDANORIATH.

EMYN BERAID

(S. "Tower Hills")

When the Gulf of Lhûn was formed by the great cataclysm that split the Blue Mountains at the end of the Elder Days, a portion of the range's foothills were severed from the rest. Since they were east of the mountains, the shifted cluster of hills were declared part of the lands of the Sirannarin Elves. Gil-galad, nevertheless, built one of his twin ports on the western side of the hills, and placed three beacon towers on their crests. They became known as the Emyrn Beraid.

The Númenórean Faithful, with the permission of Gil-galad, used the towers on the Emyrn Beraid as observatories. Elendil modified the tallest of them, Elostirion, permitting it to house a *palantír*. The *palantír* looked only westward over the seas, towards drowned Westernesse and Valinor; both Elves and Dúnedain had the use of it.

In negotiations that set the boundaries of Lindon and Arnor at the beginning of the Third Age, the Sirannarin province of Siragalë was joined to the Dúnadan realm. The Tower Hills became a religious refuge for the more ascetic of the Dúnedain. The kings, as time passed, visited the *palantír* less and less, and many forgot that the seeing-stone was there.

In Later Years

The next mention of the Tower Hills in Dúnadan lore occurs when Aranth bids his companions to take the oath that forms the Rangers of the North. Their vows are spoken in Elostirion before the one remaining *palantír* in the North. There being nothing in the Emyrn Beraid of practical use to the surviving Dúnedain, the hills are left to slip into legend.

As more and more of the Sirannarin flee on the ships bearing the Elves over the sea, Silithinren Iaur (S. "Old Sylvana"), between the western boundary of the Shire and the Tower Hills, is gradually emptied of population. Aragorn

II, who travels most places in Middle-earth, knows this well; in consultation with the lords of the Elves, he grants the abandoned land to the Hobbits as the Westmarch of the Shire in F.A. 31. Fastred Fairbairn and his wife Elanor Gardner, the daughter of Master Samwise, are made wardens of the Westmarch. They live in the new village of Undertowers, where the Menatar Rómen climbs the eastern slopes of the Tower Hills, passing within sight of Elostirion.

EMYN GELIN

(S. "Green Hills")

Rolling, hilly moor country between Nenuial and the North Downs. Well populated in its river valleys, it is physically quite similar to the NAN TÚRATH, and is usually considered part of it.

EMYN SÛL

(S. "Hills of the Wind," coll. "Weather Hills")

See entry for AMON SÛL.

EMYN UIAL

(S. "Hills of Twilight")

"For one season of the year, the Vale of Gelaidh Echuir is a pale brown, blurred by constant cool mists cupped in the valley like wine in a goblet, and the sounds of man and beast are muted by the fog.

"For another season, all is soft white, and the hills have the look of clouds brought by strange powers to touch the earth. The skies are luminous alabaster, and the crack of a yeoman's axe striking wood echoes for miles from hill to bluff to steading.

"For spring awakening and summer, the valley is green, lush shades of it blurring as though tinted by a painter's brush from hillside to grove to meadow, changing with the waning of the season and every passage of storm and rain, so a man might never tire of watching its moods."

—Hendril of Dol Bellas, T.A. 1260

For all that the power and wealth of Arthedain flow from Fornost Erain, jewel of the North Downs, the heart of the nation has always been the Hills of Twilight. Here are hills of which the greatest poets sing, and the rippling waters whose sounds musicians attempt to match on their lyres and mandolins. It is an unproductive land by southern standards, where steep hillsides strain the knees of the shepherd, and narrow vales possess soil too thin to forgive a farmer's careless seeding or over-sharp hoe. Every sheaf of grain and basket of apples, every rack of mutton and bundle of herbs is brought forth from the hill country by dint of hard, careful labor. Fields are surrounded by stone walls composed of rocks that once were strewn amongst the crops. Streams are dammed to prevent flooding, slopes are terraced to retain their soil, groves are planted and thinned to ensure the growth of wood. In spite of it all, the hills give an impression of wildness, as though the gorse, heather, and grass, if not carefully watched, were ready to spring forth and engulf the little works of Men.

In fact, the Twilight Hills, if not as wild as lands closer to the Angmarean frontier, are not so tame as the fields of the Ethir Gwathló or of Lebennin in Gondor. Steadings are a half-day's march apart here. The increasingly harsh win-





ters of the last two centuries have caused the more exposed hills to acquire a permanently brown cast, forcing shepherds to bring the flocks in closer to the valleys. The rain that gives the hills their lush green covering seems eager to wash away the soil behind the terraces and retaining walls. The constant cool dampness breeds a hardier stock of Men by taking away the newborn and the aged alike with chilling fevers and fluxes of the throat and lungs.

Yet, the commons of Arthedain, and particularly the Men of the Twilight Hills, are said (for all their reputation for bland frugality of speech and coin) to be happier than most. Law and peace rule in Arthedain—amazingly so to folk from other parts of strife-torn Eriador. “In that Realm [they say], a man can still walk the country from the River to the Downs with naught in his hand but a stick to ward off the stray dogs.” The Dúnedain who rule are stern and aloof, but also just and fair-spoken to all. The lords of the Twilight Hills will have words with strangers who cause a fuss among their people, but will repay a fair answer with hospitality freely given and advice, whether requested or not, for the road.

The roads in this part of Arthedain are hardpacked earth when crossing flat terrain, stone-shouldered and paved where steep, which is fairly often. A traveler will always arrive where he is headed, or so say the locals; as a feudal state under constant threat of war, Arthedain needs a good road net to mobilize swiftly on any of its frontiers. Tinkers and peddlers are common wayfarers, moving from steading to steading, selling their goods and doing odd jobs. They are a good source of news, equal to the merchants who share the roads, and a good deal friendlier. For a small fee, a tinker worth his salt can also provide local gossip as well as less savory knowledge about activities that might be beyond good manners or outside the law.

Even in such a peaceful land, strange and unsettling events do occur.

Taur Faemar

The eaves of Taur Faemar (S. “Forest of the Spirit-dwelling”) stretch along the vale of the Himhiril, a cool stream draining the northwestern corner of the Twilight Hills and flowing into the River Lhûn. Midway between the ends of the long and narrow wood, at a ford crossing the river, stands Faemar village. The vale downstream of Faemar is steep and rocky—farming is impossible. The villagers instead gather a yearly harvest of wild game, berries, herbs, nuts, and dry wood for charcoaling. They call the forest “Fairborne Wood,” and the portion nearest Faemar serves as a playground for young children and a courting grove for those slightly older. In hundreds of years, no one has ever come to harm in the wood; indeed, it is considered a lucky place.

Of late, tragedy has struck, not once, but three times. A village lad, Beremir, fell into a pool in the wood and drowned. While hunting him, an *othron* of Himhiril Keep (on a hill to the southwest, overlooking the river valley) died

in a fall, his body so torn by thorn bushes that only his equipment confirmed his identity. When a second *othron* perished after being raked and battered by a wind-splintered tree limb, the captain of the keep’s guard, Falastir, banned all entry to the wood until he determines whether unnatural forces, perhaps evil from Angmar, are at work.

The Fëahini of Taur Faemar

In truth, there are supernatural forces in the forest; they are quite local and have no evil intent. Yet, if a shrewd mind does not intervene, Fairborne Wood may be permanently lost to the villagers of Faemar.

The Hoiten or, in the Common Speech, “Brocklings”, have dwelt in Taur Faemar for untold centuries, unseen by most of the local folk. They are true Fëahini, the fairy folk of ancient legend. Hoiten are small, none more than two feet tall; in appearance they combine the delicate features of the Elf-kindreds with the sharp, bristling hair, ears, and tails of badgers. At the present time, an even dozen live in secret lairs among the roots of the trees of Taur Faemar. Sharing the poor eyesight of many woodland predators, they rely on their senses of hearing and smell to hunt small animals for food and to avoid larger, clumsier, creatures, including Men.

Hoiten would go completely unremarked by the Free Peoples, except for a strange loneliness they experience. Naturally empathic, they are drawn to Men and other creatures of strong emotion, seeking out those who are innocent, happy, and unafraid. In Fairborne Wood, this leads them to follow, observe, and protect the children who play among the trees. The Hoiten are, in fact, the “luck” of Fairborne Wood. The only adults who are approached by the fairies are the most innocent of lovers and the most peaceful of drunks, both of whom enter the wood regularly, seeking solitude and a place to rest. If anyone thought to ask, he would learn that a small, but significant fraction (at least 5%) of Faemar’s villagers have actually seen a Hoiten at one time or another; most suppressed the memory as a delusion, while a few believed and kept the memory to themselves as a special secret.

The facts of the tragedy were simple enough. A guardsman (identified clearly in the senses of the Hoiten by only the distinctive scent of his polished armor) followed Beremir and his promised wife, Glíwen, into Fairborne Wood out of jealousy. When Beremir went to fetch Glíwen a birch bark cup of water, the guardsman confronted him; the two men quarreled, and Beremir was struck unconscious and pushed into the nearby spring to drown.

Witnessing a crime of passion seems to have driven the peaceful Hoiten to madness. In all the search parties entering Fairborne Wood since the murder, those searchers who were well-dressed or cleaner than the others suffered strange accidents; some of the more sensitive felt unfocused sensations of staring, murderous anger. The two *othrym* who wandered the woods absolutely alone experienced horrible deaths.



The guardsman who killed Beremir was Falastir himself. As leader of the search, the captain was always surrounded by his guards, and the Hoiten could not touch him. He is, however, neither foolish nor lacking in lore. He is plagued by feelings of guilt, not just for his original crime, but by the suspicion that two of his loyal soldiers may have already borne his punishment for him.

In addition to the Hoiten, two other Faerïe creatures dwell in Taur Faemar. Faeneldor is a wood spirit who wears an Elvish *fana* when away from his tree—an enormous, gnarled beech that grows from a rocky outcrop deep in the forest. His *fana* is handsome, although the greyish cast of his skin, the subtle knottiness of his muscles, and an indifference to weather and insects subtly indicate his fairy nature.

Faeneldor's beech will open at his command to reveal (rarely to guests) an interior larger than its exterior. Three small rooms and a selection of books, food, and other comforts pilfered over the centuries fit neatly within the tree's bole. Broken by dreamy interludes within the beech, Faeneldor wanders the forest, singing, visiting other trees of which he is fond, and (occasionally) magically harassing woodcutters or trappers, if they are being wasteful or destructive of the woodland's bounty. Aside from whimsical encounters with troubled village maidens, these are his only routine interactions with Men. He is, however, the first being to whom the Hoiten turn when they are troubled or distressed. The wood-spirit has been trying, with little success, to advise them on the matter of Beremir's murder.

When Faeneldor discovers a problem he cannot solve, he visits the third dweller in Taur Faemar. Morfanwen is a powerful elemental spirit, a living storm of darkness, thunder, and anger, bound to Middle-earth for reasons even Faeneldor is not old enough to understand. She dwells in a soil-covered hillock near the heart of the wood, emerging only on the darkest of storm-wracked nights to dance among the lightning strokes on the hills. Anyone unfortunate enough to gain entrance to her dwelling discovers himself in a bizarre labyrinth, sculpted from twisted, black tree-roots. Aside from Faeneldor and the Hoiten, only a few Mannish mages ever learned the location of Morfanwen's Maze. The enchantress who tried to control her, to drink of her power and knowledge, was driven to madness. The handsome mystic who bound her as a mate suffered a hideous demise.

GMNote: *Morfanwen is too enraged to do anything constructive with her knowledge, but if she can be controlled, somehow, Morfanwen would be a weapon of tremendous power. Unfortunately, any of the Free Peoples who are not of Faerïe blood experience a -50 penalty to influence or even converse with Morfanwen*

"This is a grey wasteland, where every day brings fog and drizzle, and every scrap of cloth drips cold moisture. Most of my soldiers are stricken with an evil flux, and every damp morning the army rises with the drumbeat and, as one voice, begins to cough. It is a great, rolling, rambling sound, like the moaning of a Vala in tormented sleep, perhaps wondering why he was cursed to make his rest in such a rocky, uncomfortable place.

"I am in agreement with my old knights, that only an Arnorian or a Troll would deliberately choose to fight for such a forsaken realm, and if any of either breed are still taking air when this business is finished, we shall leave it to them."

—Crown-prince Eärnur of Gondor, T.A. 1974

Through the long years between the Second Northern War and the Third, the weather grows increasingly cold in Eriador, and the Twilight Hills grow browner and more barren. Villages shrink, and many fields are abandoned. Frost-heaves push more stones out of the ground and buckle terraces, permitting erosion to sweep away gardens and fields. Sod is used to thicken the walls of the houses—they appear to squat and huddle against the long winters.

Diseases, some natural and some fomented by Angmarean magiks, take a grim toll on the people and animals of the hills. When the climactic battle is fought at Fornost, most of the local militia is pinned down on the frontiers, and no organized evacuation can be made before Angmarean Trolls and wolf-riders sweep in from the east to slaughter and destroy. The people of the hills flee westward across the frozen Lhûn towards the Dwarven towns in the mountains and down the river to Caras Galairnen, where a combined Gondorian and Elvish garrison maintains fortifications and a supply of food.

When the weather breaks, and Prince Eärnur and the main Gondorian army arrive, Elven and Arthadan scouts counterattack back through the hills to lead the prince on his great flanking maneuver around Nenuial, resulting in the total destruction of the Angmarean armies.

Peace finds the Twilight Hills too ravaged to support organized Mannish society. The few months of occupation allow the Angmarrim time to destroy every building and cut down virtually every tree in the country. The Banes of Angmar, the blights and diseases afflicting much of Arthedain's flora and fauna, concentrate their effects in the Eryn Uial. For many years after, the Bloodeye Ravish might rise up and slay a horse that stops at the wrong spring or berry-bush squeezing up out of a crack in the paving stones.

The surviving people of the Twilight Hills flee southward, taking with them to Saralainn and Gondor only their lives and the poems telling of their lost homeland.

Over the remaining centuries of the Third Age, the weather improves sufficiently to permit the Shire, just south of the Twilight Hills, to blossom and its people to prosper. The Banes of Angmar retreat to some degree from the Eryn Uial, and a few trees and wild sheep appear on the hills. The continuing presence of the banes and regular raids by Orcs,



wargs, and other unclean terrors keep the land abandoned. A few sheltered, easily-defended vales provide havens for religious orders to refound their lonely monasteries, and the Rangers of the North retain a few secluded villages for the raising of their families. Rivermen, and hunters or trappers from the Shire and Bree, travel warily through this land. It is not until the Fourth Age that real resettlement occurs. Then, as the banes fade and the wargs are driven out, a few people living far to the south hear old poems about a land of mists and green splendor. They answer the call, and life begins anew in the North.

EN EGLADIL

An elision of Dor-en-Egladil (S. "Land of the Forsaken Point"), seldom used by any save geographers. See entry for EGLADIL.

EN EREDORIATH

A scribal conflation of EREDORIATH with a remnant of an earlier name for this region: Nan-in-Edhelnorrim (S. "Vale of the Eldanaryar"). Seldom used by any save geographers.

ENEDHWAITH

(S. "*Central Wilderness*")

In the early years of the Second Age, the eastern and southern fringes of Eriador became a refuge for Elves who did not wish to live under the rule of any Elvish king or Mannish lord. The Elves named the region—lying between the Noldorin/Sindarin realm of Lindon in the west and the Silvan realms of the Anduin vales on the east—Enedhwaith. Its lands originally extended through the fell country of the Trollshaws and the western foothills of the Misty Mountains down to the Calenhardin (S. "Green Southern Passage"), later the Dîn Calenardhon (S. "Gap of Calenardhon")---including all the lands south of the Gwathló and north of the White Mountains. They were the home of all manner of creatures: Trolls, Orcs, Faerie, and such Men as were willing to exchange the safety of settled life for the dangerous freedom of the wild.

The forests of Enedhwaith had been receding ever since the fall of Beleriand, because of climatic changes and catastrophic erosion. The Númenóreans, who had little understanding of these processes and a great need for ship-building timber, began massive clear-cutting of the woodland of the Gwathló basin soon after founding their first outposts in Eriador. The practice led to the Eriadorian Wars, in which the Enedon natives were subdued or driven out of their lands northward or eastward.

As the centuries passed, the northern portion of Enedhwaith was claimed and pacified first by the Dwarves of Khazad-dûm and then by the Noldorin Elves who founded the realm of Eregion. The southern reaches of old Enedhwaith fell under the rule of a being named Grishmoigh the Uhr-giant, who styled himself "Lord of Trees." He commanded, originally, the loyalty of evil Huorns and Forest Trolls. Treebeard, the leader of the Ents, opposed the Uhr-giant.

Grishmoigh—by blood a bizarre mix of Ent, Troll, and Giant---cobbled together a coalition of Trolls, Elves, and Eriadorian Men to lead against the Númenóreans. Treebeard, peaceful by nature, sensed that no power in Enedhwaith could defeat the Lords of Men; he withdrew east of the Misty Mountains with most of his folk, while the Númenóreans devastated the region in a series of wars, forcing Grishmoigh to agree to a truce. Sauron made a secret alliance with Grishmoigh that allowed the Dark Lord to use Enedhwaith as a staging area for his attack on Eregion in S.A. 1697. The passage of the fallen Maia's armies and the subsequent war with the Elves caused even more ruin, and, while Grishmoigh and his faerie-realm survived the conflict, it was never again an important factor in Eriadorian politics.

By the time of Númenor's Downfall, much of Enedhwaith was semi-grassland, subject to flooding and decorated with strange, eroded terrain—like that normally found in desert badlands. The Forest Trolls were still a nuisance, but the new kingdoms of Arnor and Gondor were nonetheless able to build a real highway, the Tiar Hariar, or Old South Road, from Tharbad through the Calenhardin and into what would later become the Gondorian province of Calenardhon. The domain of the Uhr-giant arose one last time: in S.A. 3429, when Sauron made his great assault on the Realms-in-Exile. Save for mercenaries and bitter renegades, few Men or Elves served Grishmoigh in this war; his army consisted mainly of Huorns, Trolls, and Orcs. During the three years that the Last Alliance was mustering its forces at Rivendell, Isildur led a detachment of troops against Grishmoigh's forest-hosts in an effort to contain and eliminate the threat they posed to the alliance's southward advance. To this end, Isildur made alliance with Treebeard and the Ents, and slew Grishmoigh at the Fords of Angren.

Elendil's strategic decision to move his main army against Mordor by the northern passes of the Misty Mountains was motivated by Grishmoigh's resistance and by the refusal of the Daen Coentis of the White Mountains, who controlled the southern side of the Calenhardin, to join in the war. Isildur cursed the Daen for this; their kingdom failed under the power of the malediction, and all who had been subject to the rule of its king became the ghosts that haunted the Paths of the Dead through the end of the Third Age. Other Daen clans withdrew northward to settle in Enedhwaith, which had been violently cleared of its evil by Arnorian and Elvish rangers. The eastern half, mainly the fells and foothills of the Misty Mountains, was settled by the strongest and best organized clans. By T.A. 250, it had acquired the name of Dunfearan (Du. "Hill-land"), and its people were called "Dunmen" or "Dunnish Men" all across Eriador. While Gondor treated the territory as a protectorate, primarily to keep the Tiar Hariar open, Dunfearan was thereafter, for all practical purposes, a collection of independent Daen clan-holds. The Dúnedain, however, did not relinquish their claim upon Daen loyalties until T.A. 2050, when the Line of Anárion failed and was superseded by the Ruling Stewards.

The western half of the region—the name Enedhwaith now applied only to the lands bounded by the Gwathló and the River Angren between Dunfearan and the sea—became inhabited by a mix of races. Minor Dunnish clans moved in along the southern banks of the Gwathló, evolving into the ancestors of most of the Dunnish folk of Cardolan. Along the coast there were and still are “fisher-folk,” Eriadorian for the most part. Inland Beffraen tribesmen, sundered from their kin in the Eryn Vorn, dwelt in the forests, alongside Orcs and Trolls. Enedhwaith was, as it had been for most of its history, a wild land where both freedom and danger could be found.

T.A. 1643

The Cardolandrim, concentrated along the north bank of the Gwathló, are periodically drawn into conflict on the river's south bank. Much of Enedhwaith has become a grassy, eroded, poorly-watered plain, a home to impoverished, lowland Dunmen who raid their neighbors to make ends meet. Were the Gwathló narrower or shallower, or the Dunmen more adept with boats or swimming, the Cardolandrim would not sleep soundly in their beds at night. As it is, they risk feeling the Dunnish *weeb* (throwing club) only when they cross the river. On its south bank grow two extensive forests that provide much of the timber used for shipbuilding in Cardolan. The nearest wood, Choil Mhor (Du. “Great Wood”), lies eighty miles south of Tharbad; the farther one, Choil Bhan (Du. “White Forest”), is located a full eight days travel from the city at the mouth of the Gwathló where it joins the sea. The timber collectors go to their task in large, semi-military expeditions. In addition to Dunnish tribesmen, bands of hostile Beffraen inhabit the Choil Bhan, while Stone and Forest Trolls dwell in the Choil Mhor.

The four hundred square miles of the Nín-in-Eilph, the Swanfleet Marshes just outside of Tharbad, harbor treacherous alkali bogs and innumerable poisonous reptiles. The Cardolandrim and Dunmen alike brave the fens in search of rare herbs, but more often the intent is to poach the lordly swans gracing the waters. Their feathers are highly favored by the fashionable ladies of Gondor, and are the only dependable source of wealth to be found locally.

Dunfearan in this century is reasonably peaceful, but unlikely to remain so. The fifteen “greater clans”—the powerful tribes who treated with the Dúnadan kings centuries ago and guaranteed Dunfearan its autonomy ever since—have split into two factions. One, the Gobhis, espouse their allegiance to what they perceive to be the uncorrupted virtues and life-ways of their ancestors, epitomized by the worship of Gobha the Maker. The more violent faction have taken the name of Iontis (roughly meaning “the betrayed”). The Iontis, some of whom serve the Witch-king of Angmar as seasonal mercenaries, hold the Line of Isildur to blame for their “exile” from their former homeland in the White Mountains, and are most concerned with getting revenge on the Arthedain

and their allies. A revived Cult of Shoglic (the persona under which Sauron corrupted the ancient Daen of the White Mountains), led by a strangely long-lived Dunman named Maben (actually a minion of Angmar), provides spiritual leadership for the Iontis. The adherents of this cult focus their religious activity on a stronghold known as the Cill Ceartais (Du. “Temple of Justice”), are rumored to have made Mannish sacrifice of Dúnadan victims. The only major town on the Old South Road, Larach Duhnnan (Du. “Ruin of the Small Fort”), is controlled by a neutral tribe, Clan Feargan, and so trade has not been interrupted by the dispute. However, there are now many places in Dunfearan where a Dúnadan or other foreigner should fear to go, and the tension between the Dunnish factions could explode at any time.

In Later Years

It seems that it is the eternal doom of the Daen peoples never to achieve the unity necessary to accomplish a great goal. The conflict between the Gobhis and the Iontis lasts throughout the Third Age, ending only after the latter side with Saruman in the War of the Ring. Occasional Dunnish expansion into Eriador is thwarted by the desolate conditions and local resistance there; attempts to expand southward are blocked by the Gondorians and, after the kingdom of Rohan is founded in the twenty-sixth century, by the Horse-lords. In the last decades before the War of the Ring, Saruman the White Wizard subverts the Cult of Shoglic and quietly gains control of its temple. Saruman, though unknowingly controlled by the Dark Lord, wishes to conquer Rohan for himself. His influence incidentally keeps either Sauron or the Iontis from using the cult to threaten the Eriadorians. Destroying the cult by covert means becomes one of the first important tasks of Prince-regent Veryatar of the Re-united Kingdom in the early Fourth Age.

ERED LUIN

(S. “Blue Mountains”)

The majestic Blue Mountains rise between Arthedain and Lindon. In the Elder Days, the Ered Luin formed a continuous chain stretching from the Iron Mountains southward almost to the sea, separating Beleriand from Eriador. The Iron Mountains and Beleriand both foundered during the War of Wrath at the end of the First Age, and the Ered Luin were cloven in two by a great fissure in the earth. The chasm was filled by the sea to form the Gulf of Lhûn. The River Lhûn, whose tributaries drain much of the eastern slopes of the Blue Mountains, once flowed into Lake Nenuial, but now empties into the gulf. The two halves of the mountain range are technically called the Forered Luin on the north, and the Harered Luin on the south—but few people use these names in conversation.

The Ered Luin are formed of a grey rock that displays a bluish tint when seen from a distance. Their lower slopes are cloaked in pine forests, the dark needles contributing to the hazy blue silhouette. Most of the mountains in the range rise above the treeline, although only the highest



peaks remained snow-capped year round. At 10,000 feet, Lossendil (S. "Snowy Peak") in the central Forered Luin is the tallest, surrounded by the largest of several glacial ice-fields found in the Blue Mountains. The ice-fields get a great deal of rain on their western slopes, facing the sea, and snow-melt floods the rivers on all sides and keep the waters cold year round.

The heirs of the flooded Dwarf-cities of Nogrod and Belegost make their homes in the Blue Mountains. They dwell in a collection of fourteen holds in the Nan-i-Naugrim, along the headwaters of the River Annúduin in the central Forered Luin. These are the tribes of the Norfangrim (S. "Firebeards") and the Lanthondrim (S. "Broadbeams"), and their chief delvings are Mallost (S. "Gold Fortress") and Edennogrod (S. "New Nogrod"). Its smiths and artisans are among the best in the vale. The mines of the Dwarves now yield little but iron, tin, copper, and coal for their smelting furnaces, but the ores give them a respectable income and an important role in the economy of Eriador throughout the Third Age. Trade between the few Dwarves remaining in the mountains and the Men of Arthedain is especially important, as the Naugrim are deft weapon-crafters as well as extraordinary jewelers and toymakers.

See also NÚMERIADOR.

EREDORIATH

(S. "Lone-lands;" prop. Dyr Erib)

The Eredoriath stretch one hundred and twenty miles north, east, and south of Weathertop. Their flattest portion forms the Oiold (S. "Endless Plain;" prop. Úvethlad). The Oiold, like most of the level portions of the Eredoriath, is a chalk prairie; the soil here is thin and rocky, the grasses short and tough; the land is drier because much of the rain drains away underground through cracks and passages in the limestone bedrock. The rivers and streams that do exist cut ravines and narrow valleys, with stands of small poplars and willows growing near the water. At low points between the downs and hills, better soil and more water is trapped—real forests of birch and oak flourish in such environments. In the time of the old kingdom, many of these small pockets of fertile soil were homesteaded by poor squatters. Since the scourging of T.A. 1409, the Lone-lands have become the domain of Orc-tribes sworn to the Witch-king.

The Road and the Hedge

The Eredoriath are divided by two important man-made features. The most important is the Menatar Rómen, the great stone-edged highway whose cuts and culverts provide an easy passage across the grasslands. The road heads east from Bree, cutting across the southern foot of Weathertop, and enters Rhudaur at Iant Methed, the "Last Bridge" over the Mitheithel. It divides the Eredoriath neatly in half. Also man-made is the Haywall, the ancient defensive barrier that long marked the boundary of Cardolan. This great thorn-hedge runs along the south side of the Menatar Rómen from the Old Forest to

Weathertop, then plunges directly southeast across the Lone-lands to the banks of the Mitheithel in southernmost Rhudaur. It has been cut and ravaged by many grassfires over the centuries, but still serves as a useful landmark on the plains.

Natural Features

Southwest of Weathertop the chalk prairies begin falling away in lines of ridges with a distinct southward facing; these are the Tyrn Hyarmen, the South Downs. The first of them, the Rîf Nimlant (S. "Milkfall Edge"), is a broken arc of low limestone cliffs some twenty miles from Weathertop. Its northern end causes a steep grade on the Menatar Rómen and provides a spring-watered camping green, the last really pleasant spot for east-bound travelers to rest before Weathertop is passed and the Oiold begins. The southern boundary of the Eredoriath is, in theory, the southernmost line of the South Downs. In practice, however, the edge of the Lone-lands lies far to the north of where the sheepherders of Faerdor, the easternmost province of Cardolan, dare to graze their flocks.

The Nen-i-Sûl, a river that starts from a spring at the eastern foot of Weathertop, runs south through the Tyrn Hyarmen into the inhabited parts of Cardolan, forming the boundary between Dol Tinereb and Faerdor. Hidden in ravines along much of its course, the river is a barrier to travelers because of the bluffs that line its banks.

East of Weathertop, the Eredoriath are as flat as a village common for many tens of miles. The barrenness is broken only by an occasional pothole or ravine. South of the Menatar Rómen, the plain stretches nearly to the banks of the Mitheithel; north of the road, the terrain soon develops hills and steep escarpments, climbing towards the Ettendales of Rhudaur and the Misty Mountain fastness of Angmar. The ridges formed by the break-up of the land are called the Stepping Fells; scattered amongst them are small woods, gullies, and caves that provide havens for the Orcs of Angmar, acting as the Witch-king's frontier defenses.

EREGION

(S. "Hollin")

Eregion was the scene of one of the great dramas of the Second Age and still bears scars after three thousand years. None of this region was ever fertile, save for pockets of land along river valleys. The devastation wrought by the War of the Elves and Sauron left it with few trees and little soil. Most of Eregion today is a maze of rocky ridges and gullies, covered with brown grass and thorny bushes with, here and there, small stands of pines, magnolias, beeches, or holly trees. The best land is dotted with Elvish ruins, remnants of the Noldorin realm of Eregion, which flourished here from S.A. 750 to S.A. 1697. Some of the structures remain intact, seemingly open to looters and curiosity seekers, but they are protected by traps, ghosts, and a scattered local population that doesn't like to see either of the first two threats stirred up. Silvan Elves from Lórien hunt and wander through Eregion when the mood strikes them. Three patrolled

Dwarvish roads also pass through the region, since Eregion guards the western entrance to Khazad-dûm, the great citadel of Durin's folk. The edges of the country, along the rivers, are relatively safe and possess a small population of poor Eriadorian, Stoor Hobbit, and Dunnish farmers. Men, whether brigands, herdsman, or hunters, pass deeper into Eregion at their peril.

History

In the early Second Age, the portion of the western foothills of the Misty Mountains between the Sirannon and the Bruinen was part of Enedhwaith, the borderland between Gil-galad's kingdom of Lindon and the Elvish realms of the Anduin valley. Silvan Elves dwelt here then, and Dwarvish and Elvish trade passed over the Cirith Caradhras, the Redhorn Pass of the Misty Mountains. The opening of the West Gate of the Dwarrowdelf attracted Noldorin smiths and alchemists from Lindon, led by Celebrimbor (grandson of Fëanor, forger of the Silmarils) and Galadriel (daughter of the Noldorin high kings of old). They built a small city—Ost-in-Edhil—where the Sirannon joined the Glanduin, and the realm of Hollin, named after the local holly trees, was born.

The forging of the Great Ring by Sauron in S.A. 1600 undid all that the Hollinic Noldor had built. In S.A. 1697 the kingdom was invaded from the south. Galadriel had departed long before, primarily as a result of Sauron's political intrigues in the guise of Annatar, but Celebrimbor died defending his forges in Ost-in-Edhil. When the Sauronic armies were driven out several years later, not enough Elves remained to resettle Eregion. The traps, spirits, and other enchanted remnants of the war still troubled the land.

For the rest of the Second Age and into the Third, Eregion was essentially controlled by the Dwarves of Khazad-dûm. It was used by them as a buffer zone, a barrier of unpopulated land that kept the Mannish lords of Eriador or Arnor from driving their borders too close. The Dwarves repaired the three roads they needed for trade, and allowed Mannish villages to be built at certain key junctures where caravans might need food and supplies.

Elvish Haunts

The Hollinic Elves displayed a deftness with magical traps comparable to their skill at the forge. Such traps were placed in their lands and dwellings before the Sauronic invasion, and more were created later by embittered survivors seeking to make the area uninhabitable by their enemies. The Silvan Elves, who reclaimed most of Eregion after Sauron's forces were driven out, were rarely affected by the Noldorin "haunts" (manifestations of the traps) and saw no reason to warn anyone about them. The haunts, as much as the barrenness of the land and its tragic reputation, kept it virtually uninhabited through most of two ages.

The "Elvish haunts" do not trouble Elves and Peredhil friendly to the Noldor, nor will they be triggered by Men who have gained the friendship of a Noldo. The traps possess as their material focus an inscribed stone, usually buried among the roots of trees, or under several feet of



Holly tree

earth and rock; they are placed around water sources, river and ridge crossings, and the sites of old buildings, crossroads, orchards, and gardens. It was intended that they should strike at moments of unawareness, and most (80%) of them will not be activated if there is a witness nearby. Consequently, most people who travel through Eregion learn to perform camp chores in pairs or groups. If a nearby trap is not triggered (RR vs 10th level attack), the victim will still get a feeling of intense uneasiness. A given trap may only be set off once per night.

The following list summarizes the haunts that may be encountered in Eregion. Roll a D10 when a trap is triggered by a character. The result will correspond to one of the numbers placed in parentheses following the name of each haunt, indicating the symptoms experienced by the victim. **Tirularauco** (Q. "Lurking Terror")—(1) The illusion of a hideous creature seems to stalk the afflicted character, peering at him through windows, over rocks, around horses, and so forth. This happens 1-5 times a day for 1-100 rounds, one day for every percentage point by which the character missed his RR. The *tirularauco* appears to flee or hide and disappear, if it is faced bravely. Every day that passes in which the character does not understand what he is facing causes him to lose one point from his Presence stat due to physical and emotional deterioration. He continues to lose points for ten more days after he realizes the terror is illusory; the lost Presence will be restored naturally at the rate of one point per week after the *tirularauco* fades away.



Eldarinë (Q. "Elvish Memories")---(2) The victim is transfixed by tragic memories of the fall of Eregion, weeping uncontrollably for 1-100 hours or until he collapses from dehydration and exhaustion. The character is effectively stunned and will lose 1-10% of his hit points per hour due to shock and depression.

Yelwolor (Q. "Nightmare;" lit. "Loathsome Dream")---(3) A hideous, formless monster appears out of the air. It has stats equal to or half those of the character, depending on whether he faces the threat bravely. The gibbering apparition attacks until slain; use the Tooth and Claw Attack Table, but choose the actual critical table randomly. Its attack rolls are not open-ended; that is, the die roll itself cannot go over 100.

Hwarincen (Q. "Crooked-vision")---(4) The victim thinks himself an Elvish lord and departs to hunt Orcs and Trolls. He will suffer a 1-10 point Constitution drain for 1-10 days as he tries to match the endurance of a Noldorin warrior. If he has no night vision, there is a 10% chance per hour at night that he will suffer a bad fall in the dark (+50 attack). If traveling with Orcs, he tries to stalk and kill them. If traveling with Men, there is a 20% chance he will mistake them for Half-orcs and try to capture them for execution 1-3 days later.

Fairanco (Q. "Wraith-limb")---(5) The unfortunate soul perceives himself to grow an extra digit or limb. The new appendage eventually develops facial features and an Orc-like mind that argues with the character. The victim's companions cannot perceive the strange appendage, and merely hear the character arguing with himself.

Cellivë (Q. "Running-sickness")---(6, 7) The subject flees for the nearest attainable point on the Eregion border. Tough luck if he can't swim or climb mountains. He gains another RR check every time he collapses from exhaustion.

Rúkimafairi (Q. "Dread-spirits")---(8) 2-20 spirit-forms of Orcs or Men from Sauron's Second Age army form in 1-3 rounds and try to kill every non-Elvish living creature in a 1 mile radius. The trap absorbs the spirits of those so slain and uses them in its next triggering, up to a maximum of 20 spirits. All *rúkimafairi* have the stats of 2nd level Rogues.

Isilúvanimo (Q. "Moon-monster")---(9) The product of one of the less savory Noldorin alchemists, this form of lycanthropy unsettles the mind and causes the victim, when angry, to transform into an ape-like creature that needs to kill one Man to calm down. When transformed, the character's Intuition and Presence are halved and his Strength is raised to 103. Any Elvish Animist can absolve the victim and free him from the curse.

Náreliltar (Q. "Fire-dancer")---(10) A 2' tall fire-elemental appears. Shrieking madly, it ricochets around the area (300' movement) every other round like a mis-aimed sling bullet. On rounds it isn't moving, the *náreliltar* sets something on fire (attacks target as a +60 Firebolt). There is a 20% chance per round after it has successfully

started something burning that it will stop for a round to laugh, showing Elvish facial features. All of its stats are at 50, including its MovM; slash and puncture crits against it are reduced by two levels, but it takes double damage from ice and triple damage from water.

ERYN VORN

(S. "Dark Wood")

This dangerous forest covers most of the peninsula called the Rast Vorn (S. "Dark Cape"). The cape is too rugged for most Mannish inhabitants, but various tribal relics of the Elder Days still dwell here, along with Trolls, Orcs, Huorns, and other evils driven into hiding by the Eriadorians and Númenóreans during the Second Age. Of the tribesmen, only the Beffraen raid beyond the bounds of the forest into Girithlin and Saralainn. They controlled much of Minhiriath during the early Second Age, and hope to do so again as Cardolan withers away in the seventeenth century of the Third Age. The Drughu living in the wood are relatively benign, as are the Mebden, descendants of Eriadorian nature cultists. Petty-dwarves, unknown to almost all outsiders, still dwell deep in the forest; while they are a bent and unpleasant people, they make no quarrels save with their immediate neighbors. The Eriadorians long ago learned to respect that attitude from the dwellers of the Eryn Vorn.

EVENDIM

Lake Evendim is the Westron name for NENUIAL.

FAERDOR

(S. "Spirit-land")

This Cardolanian territory once included the Barrow-downs (hence its name); later, that region became a separate barony, and so "Faerdor" came to refer to the lands south and east of the Tyrn Hódhath. The Cantons of Faerdor are the easternmost of the Cardolanian successor states. Formerly ruled by a Dúnadan baron, the people drove all the nobility out of the country several generations back. Now an extremely loose confederation of independent communities, the cantons are seldom capable of anything resembling a cohesive foreign policy, and their militia-based army is hopelessly disorganized. In spite of this, Faerdor seems to produce charismatic leaders at will, and these can, with some advance warning, put together a rugged, aggressive infantry army that, if erratic in action, is at least always larger than any other in Cardolan. Baummyakund, general for the Faerdorrim throughout the Stonearm Wars of the T.A. 1630s, was the most recent of these charismatic leaders. Now retired, he is respected throughout Cardolan and considered an expert on matters in Rhudaur.

In Later Years

Faerdor loses population in the seventeenth century, but manages to retain a goodly portion of its people and holdings until well after the fall of the Witch-king. The collapse of Angmar bodes well for Faerdor's rise as a major

power along the Gwathló, but the loss of Moria to the Balrog destroys the best market for its foodstuffs and cloth; the long dreamed-of Faerdorian capture of Tharbad never occurs. Faedor continues as a petty state until the Orkish invasion of the twenty-eighth century destroys most of its steadings on the upper Gwathló and what is left of its government. An attempt to rebuild along the Gwathló in the thirtieth century results in a state dominated by the Cult of the White Hand, a secret society financed and controlled by Saruman the Wizard. Only after the end of the War of the Ring are local leaders able to organize a new Faerdorian Confederation; they are willing to accept the new king of Arnor as their ruler and he, in his turn, guarantees the freedoms of the cantons they had fought for so long.

FENNAS DRÚNIN

(S. "*Angle of the Wild Waters*;" prop. *Bennas Rhovannin*)
See entry for EGLADIL.

FORNOST ERAIN

(S. "*Norbury of the Kings*")

The capital of Arthedain after the division of Arnor in T.A. 861, Fornost has long been the largest and busiest city north of Tharbad. The tin and lead deposits underlying this part of the North Downs drew Eriadorian and Dwarven miners here as early as S.A. 1000. For obscure reasons, the Dwarves got no support for their claims from their kinfolk in Moria, and the Eriadorians drove them out after a series of minor wars. Much later, religious mystics from Númenor arrived and received permission to build an astronomical observatory on Fornae (S. "Lament of the North;" coll. "Norland's Glower"), the highest crest of the downs around the headwaters of the Nen Erain, the most important local river. Númenórean power kept the peace locally, and the Eriadorians got used to the idea of their leadership. Around S.A. 3250, a Sauronic minion used the mystical lenses of the observatory on Fornae to summon an *elrog* (S. "star-demon"). It ravaged the countryside until slain by a Dúnadan mage, Calvellon Glornor. Calvellon was elected Lord of the Tyrn Formen by the grateful locals and eventually willed his domain to his nephew, Elendil of Andúnië, who later combined the title with several others when he made himself the first king of Arnor.

The actual name of "Fornost Erain" first appears in Elendil's original plans for the defense of Arnor against the Orcs of the Misty Mountains. He ordered a fortification, the "Citadel," built along the highest ridge of Norland's Glower, and added a series of defensive walls around the hill as local settlement moved, from the towns on either side in the valleys below, uphill towards the center of local power. Valandil, the first king of Arnor in the Third Age, built a palace within the citadel for use in the summer, to enable him to get away from the heat and biting insects that troubled his official capital at

Annúminas. Over the centuries, Arnor's kings transferred more and more of their officials to Fornost, seeking the knowledge of the religious mystics dwelling in the area.

After Arnor was divided, the military problems of the kingdom were also best handled from its northern citadel. By the time Annúminas fell to the Angmarrim in T.A. 1409, all that remained was to move the *palantír* of Annúminas northeastward for the transfer of power and government to be complete.

Fornost is more completely described in Section 5.3.

In Later Years

Fornost is a shadow of its former self by the time the Witch-king's forces besiege it in T.A. 1974. Enough remains of its population for the Witch-king to send an army of animated corpses across the winter landscape to terrorize fleeing refugees and haunt the Shire for the next two decades. The ruins now take the name of Deadmen's Dike—the power of the Witch-king's curses against the city takes a long time to fade. Undead of various sorts, as well as *faedegnir* and creatures of the Underdeeps, appear among the ruins occasionally in the centuries after the fall. The Rangers of the North visit the place and even maintain havens near it, but they do not try to live there. When the forces of the Telcontari return to the area in the early Fourth Age, they start a new village and fortress in the Vale of Senthur, just below the ruins and to the west. Adventurers have no competition for the ugly business of picking through the rubble and cleaning out the remaining curses.

FOROCHEL

(S. "*Northern Ice Sheet*")

A realm of tundra, bog, and snow, Forochel is described in Sections 3.3 of this module and Section 4.5.4 of *Arnor: The People*. The region did not exist in the Elder Days; the Iron Mountains then bordered Eriador on the north, and beyond the range stretched only a glacial ice-rim that occasionally pushed fingers over the mountains to scrape the soil and trees off the hills and uplands that later became Arthedain and Angmar.

History

The part of the Northern Waste that borders Eriador was created out of the rubble of the Iron Mountains by the relentless power of wind, ice, and flowing water; it was uninhabitable for the first centuries of the Second Age. As a drainage pattern emerged from the rocks and mud, cut by summer streams trying to reach the Bay of Forochel, soil collected. Seed and spore drifted from the south to provide the country with its first plant cover. *Losrandir*, mice, ptarmigan, and waterfowl followed the flora; then wolf, fox, and hawk arrived to prey on the grazing beasts. Fish swam up the streams and rivers as the waters stabilized and cleared; otter and mink followed the fish along the coasts from Lindon and Númeriador, and Rivermen eventually traveled north for pelts. The Lossoth migrated



west a few centuries later, tracking *losrandir* from somewhere in north-central Endor. They spread out across the granite platform that once underlay the northern ice-rim and picked a way across the rubble plain until they reached the Bay of Forochel. There they met the Rivermen, who stayed only for the summer months, and established the most tentative of trading links.

In the year 3319 of the Second Age, Ar-Pharazôn, King of Númenor, defied the Ban of the Valar to sail west to the coast of Aman. As the Númenóreans touched the shores of the Undying Lands, the Valar laid down their guardianship of Arda and called upon Ilúvatar for help. In punishment for their rebellion, Ilúvatar unleashed such titanic forces that the shape of the world itself was changed. Removing the Undying Lands from the mortal lands of Middle-earth, Ilúvatar “bent” the seas, warping and wrapping the face of Arda upon itself to form a globe. Such an upheaval was not without consequence—mountains fell, rivers were thrown from their beds, and the very seas were altered. The end result was as severe and of the same cataclysmic proportions as when Beleriand was taken beneath the waves at the end of the First Age.

The effect on Forodwaith was immediate, while the bitter cold of Morgoth’s malice remained unaltered, the weather became even worse. As the globe of Arda turned, the spinning motion caused wind speeds to increase and storms and blizzards to become more frequent and more violent. The Lossoth suffered greatly from this. While they could survive the cold, the massive geographic changes disrupted the annual migrations of *losrandir* and other animals, fish, and fowl. It required several years before the old patterns of migration were reestablished, lean and hungry years for the Snowmen dependent on the wandering herds.

During the early years of Arnorian history, travel to the northern frontier was left to the Riverman trappers. After the division of Arnor, this practice changed. Amlaith, the first king of Arthedain, sent explorers into the north country attempting to find new trade routes that did not run through his brother Thorondur’s realm of Cardolan. An attempt to build a road through the waste to the Bay of Forochel failed; the tundra was simply too treacherous and the route too costly for caravans. A path over the Iron Pass of the Misty Mountains succeeded for a time, but drove Orcs from the mountains into Forochel. There they troubled the inland Lossoth and drove many westward towards the great bay. Amlaith, by way of apology, sent rangers north to hunt down the worst of the Orcs; along the way, they explored much of the country as far as the great northern sea and produced maps that would be the only Arthadan source of knowledge on the Forodwaith for millennia to come.

Amlaith also declared a protectorate over the Lossoth—a provision of which most never heard and the rest soon forgot. The only reminders of his promise in later reigns were a few medicine bundles. Each was made of feather, bone, and fur, inscribed with the king’s declaration in

Sindarin and Adûnaic. The Lossoth could not read the words scratched onto the hide covering the bundles, but they knew that the *eresselen*—the six-pointed ranger’s star adorning each bundle—was the symbol of a warrior who would fight evil wherever it arose.

Every so often, years and centuries later, a strange figure would appear in the streets of Annúminas or Fornost, wearing exotic furs and bearing a hide-wrapped bundle, lost and frightened by the great buildings and the masses of tall Men all around him. Someone would locate a scholar who spoke Labba, while another located a book of ancient laws. Then the fur-clad Losson hunter would receive, as his right, a personal audience with the King of the North. Finally, one of the Faradrim Aran would be commanded to learn new skills and languages and to undertake a mighty journey. No Losson ever took the trip south unless dire peril afflicted his people; and even after the fall of the Dúnadan kingdoms, none ever returned home without aid.

Danger in Forochel

Orcs of Angmar are a constant evil in Forochel, especially after the Witch-king began sending his frontier tribes into the foothills of the Rammas Formen to secure bases for raids south into the Eryn Uial. White wolves and Snow Trolls are a dominant threat in winter months, and the changing weather makes those winters longer as the years go by.

More exotic creatures, like the demon-whale, are remnants of the First Age and the sorcerous armies of Morgoth. The demon-whales themselves prowl the waters of the Bay of Forochel, but they are rare. Fanged creatures of both fur and scale wander into Forochel from the ruined lands to the north, along with cold-breathed, white-skinned Helneryth (S. “Ice Giants”), slithering ice-drakes, bizarre skin-changers, and howling wind-spirits. The Lossoth and their shamans, more so than the folk of the tamer southern lands, routinely practice a variety of minor defensive magiks against supernatural intruders. Shamans keep careful track of the omens and signs that appear around them to indicate the mood of the spirit world.

While the typical Losson shaman, like village healers in the southern lands, utilizes only a limited number of magical spells and rituals, a few are possessed of a natural gift for contacting spirits. It is a dangerous ability. Some of the “spirits” are said to be the souls of Losson, Adanic, and Elvish hunters and healers, lost for a time in the swirling Essence-winds caused by the wreck of Angband and Beleriand, hopeful of eventual escape beyond the Walls of the World. Others are Maiar, Fëahini, elementals, and demons, whose needs and desires are less obvious. A *benikimittäjä* (La. “spirit-namer”) can do enormous good or terrible evil, depending on how skilled, sensitive, and responsible she is. When a talent such as this reveals itself, the eldest of a clan’s shamans will be assigned to instruct the gifted in the ways of wisdom. Tales tell of entire Losson

clans ruined by "namers" seduced by demons in the guise of benevolent spirits. Yet, Orc-bands numbering a hundred or more have been slaughtered when they troubled a seemingly harmless village with a *henikimittäjä* who was on speaking terms with the powers behind the north wind.

The most spectacular of the dark powers of the North is the Tuulipahauus, an evil spirit of the north wind who appears in many Losson fables. The Tuulipahauus was once a great, cold-fire demon serving Morgoth. He was bound to the winds by a Noldorin mage during the siege of Angband in the First Age. Cursed to remain merged only with winds of a certain degree of coldness, he has for three ages been doomed to perpetual drift, his *fairë* spread through the upper airs. The Tuulipahauus regains some semblance of his true form only when summoned by sorcery or when a natural concentration of Essence—such as an unusually intense blizzard or magical battle—allows his consciousness and substance to coalesce in one location.

Due to the Noldorin curse, he is no longer able to fully solidify his body in Middle-earth. He appears as either a shapeless mass of wind and snow, the size of a small castle, or as a semi-transparent Giant, some three times the height of a Man, bearing grotesque, snarling features and wielding a whip of freezing wind. In either form, he is immensely powerful, but almost blind to the creatures and objects around him. Men witnessing a manifestation of the Tuulipahauus have simply thrown themselves to the ground and been passed over, while others who screamed

and fled were caught and crushed. The Tuulipahauus, while powerful, is only rarely a threat to mortals. The Lossoth consider him a primary source of the worst and most deadly blizzards, but their shamans tell them to speak his name softly, and never to curse or rave against the storm when out in the elements. The Tuulipahauus, they say, is always listening, waiting for his chance to return to the world and take vengeance on its people.

GM Note: 10% of all Losson shamans are *henikimittäjä*, and will have 1-10 times the effective level of a normal shaman for purposes of summoning and controlling supernatural creatures: ghosts, elementals, demons, or all three. In *MERP*, use the *Animal Mastery* list, but apply the spells to the applicable beings; in *RM*, use the spell lists: *Dark Contacts*, *Repulsions*, *Summons*, and *Dark Summons*. Any spells used for summoning cost 1/4 the normal number of Power Points.

The Tuulipahauus continually seeks a focus or familiar to allow it to return to the world of Men. There is a 1% chance that he will hear any definite and angry calling of his name in a storm, and a 5% chance of he will answer any summoning spell cast during a blizzard, regardless of what was being summoned. Typically the demon leaves after 2-20 rounds, if no useful prey or opportunity presents itself.

The Tuulipahauus has the characteristics of a Balrog when in his giant form, save that all of his attacks do cold instead of heat criticals. In his cloud form, he is unable to use his weapons and can only cause unbalancing criticals. In either case, he must make a *Perception* check to detect anything that is going on around him (+30 as a giant, +10 as a cloud). Additionally, he must make another check whenever something breaks his concentration; speaking the name of Elbereth or throwing a lit torch at the monster will suffice.

Points of Interest

Emyn Nimbrith (S. "White-rubble Hills")—Broken wreckage of the Iron Mountains. Bushes grow out of sheltered crevices during summer, but never in enough quantities to change the hills' bleak color. The remains of a giant dragon are said to be buried here. **Ered Muil** (S. "Bleak Mountains")—Utterly lifeless. At the top of one of the range's peaks stands the frozen corpse of a Second Age Noldorin lord. The face of another mountain at the north end of the range is said to be carved with runes revealing every spell of magic known in the world. **Ered Rhíamar** (S. "Edge of the World Mountains")—Not high, but snow-capped year round. The home of unnatural things, some left over from the Elder Days. One or more Arthadan expeditions crossed them, but records are sketchy. Carved on a rock slab overlooking the Bay of Whales is a message:

"I, Malgolodh, son of the son of King Amlaith, forbid any to pursue further my quest. I will entomb myself in the hills to protect happier lands from the evil which has devoured my companions."

Searches ordered by the king produced no recorded results.



A Losson shaman



Gondalf (S. "Stone Tundra")---Once a granite plateau, scoured by glaciers in the Elder Days, but brought down to sea level during the War of Wrath. There is still little soil or life here; the Lossoth who wander this crevassed plain hunt and dwell mainly along the watercourses.

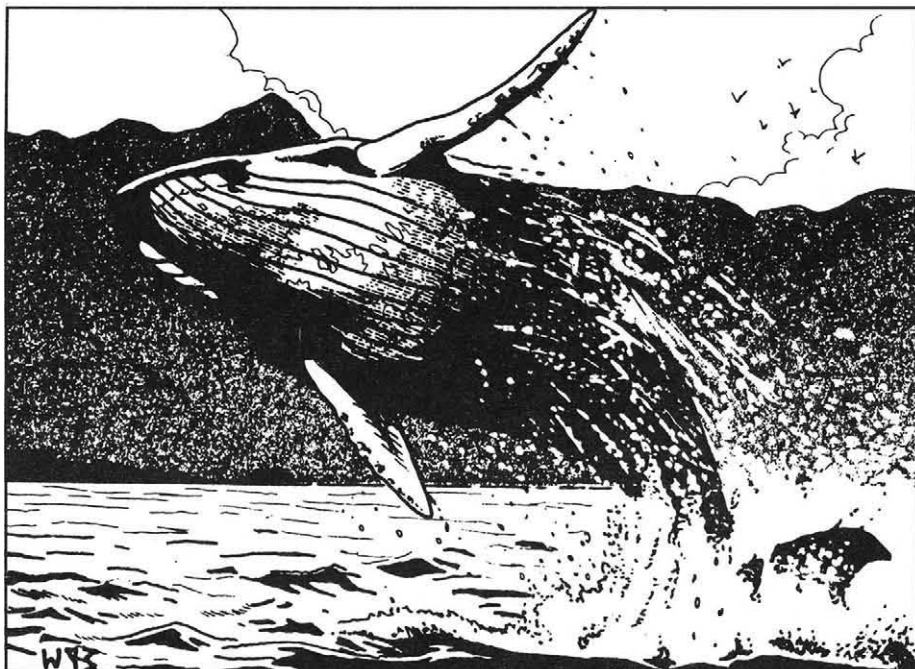
Hûb Helcharaes (S. "Bay of Cracking Ice")---The Lossoth dwell on both shores of this bay, taking whales, seal, and fish from it when they can. Umli (Half-dwarves) dwell on the eastern shore, around the estuary of the Everhir (S. "Herd River"). A village of the northern Lossoth is immortalized by a parchment kept in the collection of the kings of Arthedain:

"Late and sad it was that I learned this caution of the Homela Lossoth: no male ventures outside unprotected in snow weather in this season. All of our company are now lost to the ice-woman, save my husband. I have seen them standing uncloaked in the snow; pale, tormented, guarding their new mistress with her lace gowns and her fine white teeth. By the grace and guile of my ancestors, she will not have Thorluin while I breathe."

Arverethiel Formenya, the author of the parchment, seems to have brought it back to Arthedain in the twelfth century, but no further details are recorded.

Hûb-i-Fannath (S. "Bay of Whales")---There is a wealth of sea life in this gulf, brought up from Belegaer by a warming current. Whales follow the smaller life forms to the edge of the ice, and are hunted in their turn by Losson and Cardolanian whalers. The Cardolandrim once kept summer huts and stations along the bay. The assumed reason for the abandonment of this practice was the increasing cold of the last few centuries; a few know that the decision was made after a season marred by repeated incidents in which the corpses of sailors drowned in the bay walked ashore and tried to break into the huts.

The Bay of Whales



Lindalf (S. "Fen Tundra")---Treacherously boggy year round, thanks to scattered hot springs and monsters dwelling in the mud. Water draining off the surrounding hard tundra flows slowly eastward into the Thorenaer. This barrier prevents Ice Orcs and worse creatures of the Utter North from troubling the Lossoth.

Lódalf (S. "Wash Tundra")---That part of the Talath Oiohelka north of Arthedain. This western portion has been smoothed by rivers and soil eroded from the Rammas Formen. It is better watered than most of the tundra and able to sustain scattered trees and shrubs in its streambeds and bogs.

Narthalf (S. "Fire Tundra")---A volcanic basin in the midst of icy hills. Alleged to harbor demons and fire-spirits. Some explorers have returned bearing precious gems and green leaves.

Talath Oiohelka (S/Q. "Plain of Everlasting Ice;" prop. Talath Uichel)---The rubble-strewn tundra north of the Rammas Formen and the Grey and Misty Mountains. It gets drier as one travels east from the Bay of Forochel, and shows less greenery in summer.

Thorenaer (S. "Forsaken Sea")---An arm of the great northern ocean, this gulf is closed off by ice virtually year round and open to Umli fishermen for only a month of the summer.

In Later Years

Although they were scarcely aware of the severity of the threat, the fall of Angmar and the warming of the northern weather probably saved the Lossoth from extinction. A centuries-long decline in numbers and health ended; hunting grounds once overrun by Orcs and Trolls could be reoccupied. The Snowmen live more or less peacefully for the rest of the age, grateful for the lack of fuss and trouble coming from the lands to the south. In the Fourth Age, King Elessar appoints a warden of Fordirith (S. "Northwatch") to clean up his frontier and rid the Forodwaith of the age-old problems of Snow Trolls and white wolves. After F.A. 47, Frodo Gardner, son of the Shire-Mayor Samwise Gardner, becomes the warden's chief advisor; he begins a program of tree and shrub planting along the streams of Forochel to stabilize their banks and "tame" them. This is an extension of a similar program that reforests a goodly portion of the Rammas Formen and the Eryn Uial by the end of the century. It is intended to take advantage of the waning of the ancient evils and, Master Gardner says, to allow the land to bloom, as he believes the Valar once intended.

FORODWAITH

(S. "Northern Waste")

See entry for FOROCHEL.

GAMWICH

(Hob. "Village of Game")

A village of the SHIRE.

GIRITHLIN

(S. "River of Shuddering")

One of the traditional seven *birdyr* of Cardolan, Girithlin was founded towards the end of the Eriadorian Wars in the twenty-seventh century of the Second Age. One of the founders of its noble house was among the Númenórean mages who successfully used magic to drive the Huorns out of Minhiriath and into the Eryn Vorn. The lords of Girithlin have always led the Cardolandrims in the campaign to keep the evils of the Eryn Vorn confined to the peninsula, and the Beffraen hold a special grudge against them. As told elsewhere in this module, in the various sections dedicated to Cardolan, this realm is fast decaying, and the following curious story is told about its possible ending.

The Doom of the Giritblin Lords

"Some two centuries ago, a *Hîr* of Girithlin thought it prudent to make better acquaintance with the Elves of Lindon. He was basically a just and decent man, and gained several friends among the Lindon border wardens in his youth. With patience and cleverness, he expanded his friendships and became one of the few Lords of Men permitted to travel in Harlindon and to meet with the Elvish wandering companies who still crossed Cardolan regularly under the cover of night.

"He grew quite fond of his Elvish friends, and so did two of his four children. The older sons, like many powerful men, were jealous and uneasy around the Firstborn, who had so much that Girithlin's wealth and privilege could not buy. Eventually the *hîr* grew old and died, and his sons were reminded of that most important thing the Elves possessed. While they did not act on their jealousy, they did pass their resentment on to their children.

"It came to pass that one of these children, known as Orchaldil, became the heir of Girithlin. He was, in his youth, taken secretly by his uncle to Parth Aelindir, an Elvish camping glade. There he became enamored of the Firstborn, much as his grandfather had been. He returned regularly and secretly to the glade thereafter, and his uncle hoped that he might be influenced to sense and wisdom by these encounters.

"But Orchaldil was his father's son, selfish and proud. When one day the *hîr* criticized him for not seeking out a wife of such quality as to improve the family's blood-line and position, Orchaldil fled Minas Girithlin and went to Parth Aelindir. He found a large party of Elves there; the foulness of his mood and manner offended them, but out of respect for his grandfather they tolerated his presence. Wine seemed to calm Orchaldil, and a Elven maiden for whom he felt affection strove to lull him to sleep with song. He attacked her, mixing obscene suggestions, offers of marriage, and threats of violence—and she fled from the glade.

"The glade's lanterns darkened instantly; Orchaldil, sobered by the sudden wave of anger rising around and against him, drew his sword. He threw a challenge into the darkness, announcing an apology for his



Elf of Lindon

display of temper and threatening to cut his way out of the glade if it was not accepted promptly. When only silence answered him, he struck about him, calling the Elves cowards, and suggesting that they would, themselves, benefit from a mixing of their blood with that of a Mannish warrior.

"As these words left his lips, a blinding flash of light struck Orchaldil like a blow and held him in its glare. He jerked his sword upward to protect himself, but far too late; a hand darted out of the shadows, seized his wrist, bent it downward, and broke it. As the weapon fell from his grasp, a tall, broad-shouldered figure was revealed.

"Orchaldil made no answer, but his arm was in a grip of iron, and he cried out in pain and spat an obscenity.

"'Fool!' cried the Elf, 'Fool and fool again! I need not punish you for your insolence. Born in murder and madness was your line, and by murder and madness your line will end! Beware the red fires of vengeance!'

"With that, the Elf threw Orchaldil to the ground. When the boy rose again, the Elves had gone. Never again did the Fair Folk return to Parth Aelindir, and never did they speak again to the lords of Girithlin, and never again did their *hirath* sleep in peace, for wondering ever how the prophecy would be fulfilled."

Points of Interest

Annon Baran (S. "Gate of the Baranduin;" lit. "Brown Gate")—The closest thing to a town in Girithlin, this fishing and amber-gathering village lies on the east bank of the lower Baranduin. The shallow, shoal-filled waters





of the river estuary are dangerous and sometimes impassable for large ships. This has prevented the town from becoming a major port. There has been an Eriadorian village here since the early Second Age. The king of Cardolan rebuilt it after a catastrophic flood in T.A. 1200 and gave it a royal charter that the *híraeth* of Girithlin do not completely ignore.

After the lords of Girithlin are driven out of Cardolan in the late seventeenth century of the Third Age, Annon Baran becomes a peculiar and dangerous "open town" where Beffraen, Rivermen, Dúnadan rangers, and Corsairs from distant Umbar all mingle. The original Cardolanian charter, guarded by the ghosts of various *thignos* (For. "chieftains") and heroes of the town, is still there when King Elessar comes to reclaim it in F.A. 6.

Balost (S. "Fortress of Power")—This castle, reputed to be the loveliest in Cardolan, was built by the Hír Girithlin, but is currently part of DOL CALADIR.

Minas Girithlin (S. "Girithlin Tower")—The baronial seat of the Hír Girithlin for the past thousand years. Completed in T.A. 590, it replaced a smaller keep on a hill nearer the River Baranduin. That older keep was the source of the alternative name for the barony, the "Principality of Dol Girithlin," a title not used in recent centuries.

Minas Girithlin has a terrible secret usually not discernible to anyone without the memory and sensitivity of a Noldorin Elf. The Beffraen have a special hatred for their Dúnadan neighbors; a few Beffraen villages have developed the odd practice of secretly supplying the keep, through third parties, with furniture, art, and household items. The appointments contain magical totems and fetishes, carved of wood cut from the branches of the most evil of Huorns. Some of these "gifts" are discovered periodically and destroyed if they show signs of being truly harmful. The cumulative effect of the undiscovered furnishings, however, has been to "taint" Minas Girithlin, leaving it open to more powerful curses. The Beffraen also possess a tradition of bagging the bones of some of their most powerful shamans and burying them near the abode of their enemies. The grounds of Minas Girithlin are riddled with unmarked tombs. A few were discovered and cleansed, but the majority rest untouched. One day, when the powers of the Dúnedain wane sufficiently, a number of powerful wraiths are going to arise and lay claim to their burial ground.

In Later Years

The pressure on Girithlin intensifies throughout the seventeenth century. In T.A. 1670, the last legitimate baron abandons Minas Girithlin, leading a stream of refugees up the Gwathló to Tharbad and thence south to Gondor. The lord flees some unnamed fear, rather than the pirates who actually overrun his last riverside holdings. The pirate leaders who enter the keep perish mysteriously, and the Arthadan expedition that clears the pirates off the river simply seals the doors shut, leaving behind a collection of strangely mutilated bones.

In the next century, a cousin of the Girithlin line, a soldier long resident and much respected in Fornost, comes south with a band of retainers and reclaims Minas Girithlin. He succeeds because the Beffraen and Orcs have weakened one another badly by constant warfare. The soldier carves out and protects a small territory around the keep and plows again the fields abandoned almost a century before. He tells his friend, the commander at Iach Sarn, little about what he finds in the tower, but he does say that "fire keeps things down" and "a little drink clears out the dreams." Eventually he confides one of these dreams to his friend: himself, lying helpless on a bed, while around him man-like shadows, their eyes burning red with hatred, hold him down, and flames flicker all around.

The final Beffraen attack comes, several years later. The Girithlin soldier is immobilized with a fever; without his leadership his people are helpless. The last servant to escape over the walls, as the torch-bearing tribesmen pour in, reaches Tharbad a month later, still babbling and insane, raving about dead men stalking him through the hallways and his poor master trapped and helpless in his bedchambers, awaiting the end.

The Beffraen who burn the interior out of Minas Girithlin seal the door and put a warning sigil on it. They have no use for such places. For the next thousand years, through war and peace—eventually blending so much into the hillside as to resemble a natural spike of rock—the tower stands as a mute witness to the fall of the Dúnedain. Not until the Fourth Age do Men again cross its threshold.

GLIN A-RHUA

(Du. "Red Valley")

Dunnish name for RHUDAUR, based on an earlier Hillman name meaning "Place of Red Roaring Gold."

GRAM

(For. "Warrior")

A prominent mountain peak of the Harjargsh of ANGMAR that faces the Northern Marches of Rhudaur. Named after a legendary Dwarvish hero of the First Age, Mount Gram has long-since become the delving for one of the many Orc-kingdoms of the HITHAEGILIR.

GREAT EAST ROAD

See entry for MENATAR RÓMEN.

GREENWAY

See entry for MEN GALEN.

GUNDABAD

The meeting point of the Misty Mountains and the Grey, Mount Gundabad got its name from the Dwarves; for the mountain was the place of Durin's awakening. In the Elder Days, Gundabad became a sacred gathering place for delegates of the Seven Houses of the Dwarves when they sought aid from their far-sundered kindred. Over the ages, both Morgoth and Sauron, ever hateful of the indomitable Dwarves, impelled their Orkish minions

to assail Gundabad, and for centuries the holy mountain of the Dwarves became a blood-stained battle-ground. For most of the Third Age and parts of the Second, Gundabad was under Orkish control.

HAYWALL

(*W. "Hedge-wall," For. Hagawall*)

The defensive boundary-hedge of Cardolan. See entries for EREDORIATH and OIOLAD.

HILLS OF EVENDIM

Westron name for the EMYN UIAL. The name arises from the view of the hills one sees looking across Lake Evendim from the east towards the sunset. Since western Eriador was Elvish country during the Second Age, the first Eriadorian and Númenórean settlers to visit these hills approached from the east, up the Baranduin.

HITHAEGILIR

(*S. "Misty Mountains;" lit. "Line of Misty Peaks"*)

This majestic range was thrown up fairly late in the history of the world, possibly at just the time of the Elves' awakening in Cuiviénen. Its effect on the local topography was dramatic: the lands on both sides of the range were lifted and torn by the violence of the event, leading to the creation of broken, eroded fells on the western slopes and sheer precipices on the east. The flanks of the Misty Mountains have never been heavily populated at any time in history.

Six passages are available to admit the traveler from Eriador into the eastern lands. From north to south they are:

Den Lôkë (Q. "Dragon Gap;" S. "Dîn Lhûg")---Strictly speaking, this gap between Mount Gundabad and the Grey Mountains merely allows passage from the Northern Waste onto the Gundalok Shelf. For a traveler who, for good reasons or bad, wishes to go north of Carn Dûm and bypass the mountains, this is the only route that won't require months of winter passage across Forodwaith and the hunting grounds of the dragons of the Withered Heath.

Angirith (S. "Iron Pass")---Topping out well above the tree line, this exhausting passage at the northern end of the range is heavily traveled by the folk of Angmar. A side passage, the Aksa Ruin (Q/S. "Ravine of the Red Flame;" prop. Aes Ruin), leads directly to Mount Gundabad.

Dînath Hithui (S. "Misty Passes")---The double pass over the Misty Mountains connects the headwaters of the River Bruinen and the Vale of Anduin. Its formal title is the Cirith Forn en Andrath (S. "High-climbing Pass of the North") or the Doncirith (S. "Dark Cleft;" prop. Dungirith), or simply the Amgirith (S. "High Pass"). The route itself is quite ancient. The lower of the two passes was cleared for cart traffic in the early Second Age by Dwarves of Durin's city. The higher was opened up by Arnorian engineers in the early Third Age. It is normally used only when the Orcs of Goblin-gate, which is directly under the mountains to the north, harass traffic on the lower, safer route.

Cirith Caradhras (S. "Redhorn Pass")---This passage was used by the first Dwarves to enter Eriador. The pass actually lies between the peaks of Redhorn and Cloudyhead on the north side and Silvertine on the south. On its eastern side, it drops into the Nanduhirion (S. "Dimrill Dale"), and travelers may then pass along the western edge of the Elven Kingdom of Lórien and into Gondor. The Dwarven city of Khazad-dûm lies beneath Silvertine, with entrances on either side of the mountains; Dwarven travelers may be able to take this subterranean route and save time and effort. See entry for MORIA.

A secondary pass, the Cirith Fanui (S. "Cloudy Cleft") on the eastern side of the main ridge of the Hithaegilir winds between Redhorn and Cloudyhead, allowing a traveler to avoid the Dimrill Dale. It then merges with a path along the northern fringe of Lórien in order to enter the northern part of the Vale of Anduin.

Melkor, the fallen Vala, called upon many Maiar to aid him in the raising of the Hithaegilir. Unknown and unknowable to most mortals, one of them is entombed within the substance of Caradhras. In essence, the mountain is a sentient being; it is virtually always asleep and effectively blind and deaf by Mannish standards, but is capable of affecting the substance of its own mass and the air around it using what mortals would consider to be magical means. The spirit of Caradhras has little interest in the events of the world, and typically undertakes to think and act only when prodded by powerful sorcery. The only grudge it carries is against the Dwarves who are digging at its roots to obtain the rare ore *mithril*. The Khazâd are careful not to speak ill of the mountain while they are working under it or traveling over it. They keep their mining tunnels within Caradhras small and clean of debris. It is considered the best policy among the Dwarves to do nothing to gain the mountain's attention.

GM Note: *The mountain spirit is effectively 150th level. He must make Perception checks (at +0) to become aware of any matter or thought that might concern him, and then there is only a 10% chance that he will actually take action. Other than this groping awareness, Caradhras can only be communicated with through spells designed to summon and/or control supernatural creatures. He has 600 power points and can act on his sluggish thoughts using any spell from any list that involves his natural elements, including the water in his streams and the air constantly blowing into clouds over his peak.*

Sauron, Galadriel, and Durin's Bane all know what Caradhras is, and have attempted to manipulate the mountain with their magic. Caradhras does not like to be bothered, and he is not so much evil as simply very old and very bitter. He almost never uses his power in a direct attempt to kill a troublemaker, and causes himself pain with landslides and cave-ins only in the most drastic of situations.





Dîn Calenardhon (S. "Gap of Calenardhon")---This was known in the Second Age as the Calenhardin (S. "Green Southern Passage"). It will be known after the twenty-sixth century of the Third Age as the Gap of Rohan. A purely lowland passage, it can be used freely as long as the Men of Dunfearan are not involved in either an internal or external war. In T.A. 1643, Gondorian patrols from Angrenost, the fortress at the southern end of the mountains centered around the tower of Orthanc, protect the gap and patrol into Dunfearan as far as the watershed line between the valleys of the Dunstrem and the River Angren, within five days ride of Tharbad.

Râd Neryth (S. "Giant Trace")---Aside from the standard paths in the mountains, all of them difficult and most dangerous, there is one known only to a select group. This is the Giant Trace, a trail that winds along the entire western side of the Misty Mountains for more than a thousand miles at or just below the tree line. It runs south from the Ettenmoors in Rhudaur, cuts across the High Pass east of Rivendell, stands high above the entrance to Khazad-dûm in the central part of the range, then sends connecting trails over to Fangorn on the eastern side of the mountains, drops down into the Gap of Calenardhon along the watershed line, eventually turning westward into Enedhwaith while branching off a side trail that crosses the Angren and Adorn rivers and goes into the White Mountains.

Those who stumble across the Giant Trace typically believe it to be a migration path for the mountain sheep, which it is, and some believe it to be a Troll-path, which is also true. Its original builders, however, are the Stone Giants of the Misty Mountains and the White. For long ages, they've used it to travel between their scattered families and communities in the different mountain ranges, far above the elevations where the smaller folk of the world walk. The Stone and Hill Trolls also follow the trace, although they stay clear of the Giants; a mutual truce has served both races for untold years.

The Giant Trace lies on the edge of Eriador, but it serves three groups who need to pass in and out of the country with a minimum of fuss. The first is the Ents, who still occasionally visit the forests of the North and who are too conspicuous to walk comfortably across the lowlands. The second is the Elves, who use the Trace when Men are turned against them in Eriador, especially in Rhudaur and Dunfearan, or when the land is so flooded with Orcs that they cannot use their usual trick of traveling by night to avoid encounters. The third group is the Rangers of the North, who periodically deal with invasions, wars, and racial vendettas without the benefits of Elvish stealth or an Entish stride. The trace is slow and difficult for Men, and not easy for Elves. It was made by large, fairly clumsy creatures, but a smaller hiker with good trail sense and endurance enough to handle the altitude can still make respectable time on it.

HOLLIN

Westron name for EREGION. It was derived from the holly trees which grow conspicuously wherever the Elves of Eregion lived. Both the Eriadorian and Dunnish neighbors of Hollin believe that the holly trees, most of which were planted rather than naturally seeded, indicated that the Elves or their ghosts still dwelt in the country. It is widely thought that the land is haunted, and Eregion is seldom visited.

IACH SARN

(S. "Stone Ford")

Where the Baranduin River leaves the sagging edge of the Eriadorian upland for the last time, it spreads its waters across a broad shelf of crumbling limestone. Whenever the rains upriver haven't been too severe, anyone with grip-soled shoes and some nerve can wade the mighty stream. This is Iach Sarn, colloquially known as "Sarn Ford." The Redway, the old royal road, crosses the Baranduin at the ford on its way from Tharbad to the Blue Mountains and Lindon.

The river here is wide and brown, its banks lined with willow, poplar, and birch. A few hundred feet north of the ford, a squat granite fortress sits on a low hill overlooking the red-paved road. Black-clad Arthadan soldiers walk the ramparts, and a prince's pennant flies overhead. Around the base of the hill cluster the cottages of a small village, and in the distance small farmsteads and groves of hardwoods show among knobs of grass-covered limestone. On the south bank of the river, just downstream from the main road, the ruins of a larger village—its buildings and crude earth-and-stone walls half-abandoned and crumbling—rest on an obviously artificial mound. Steps lead down an embankment of ancient rubble to riverside docks lined with unpainted ferry boats and fishing smacks.

History

One of the more important river crossings in Eriador, Sarn Ford has seen regular use at least since the awakening of the Dwarves in the deeps of time. The Carbad Naugrim, the Dwarven trail connecting Nogrod and Belegost with Khazad-dûm, traversed the Baranduin at Sarn Ford; in the First Age, there was a Nogrodic fort on the south bank that later became the site of an Eriadorian town in the Second Age. The Elves preferred to cross the river via a magical rainbow-bridge, a *iant ninniach*, just upriver from the ford itself; when Gil-galad set the eastern boundary of the Kingdom of Lindon along the Baranduin, he decided to fortify the place. His tower, Amon Sarn, sat opposite the Mannish town of Ronniach until the War of the Elves and Sauron in S.A. 1699, when Sauron's armies swept across the ford and a quartet of Demon-trolls took the Elven spire by storm. After Sauron was driven from Eriador, the blood of the three *faedegnir*—who died destroying Amon Sarn---still tainted the ruins, and the Elves gave up the idea of fortifying this part of their frontier. The Dwarves of Khazad-dûm built a small tower near the poisoned site, and held it for the rest of the age.

Ronniach (S. "Fordhall"), the Eriadorian town on the south bank, was destroyed three times over the course of the Second Age wars. Due to the accumulated rubble, it gradually rose above the level of the river's spring floods. Eventually Fordhall became a permanent possession of the Barony of Girithlin. Elendil the Tall inherited the Dwarven tower on the north bank after his return to Middle-earth in S.A. 3319; he planned a bridge over the Baranduin at Iach Sarn as part of his concept of a unified Arnor. Little of his plans survived his death in the War of the Last Alliance, and the bridge was never built. A Sauronic priest successfully summoned a Demon-troll at the site of the Elvish tower during the war; Valandil ordered the site cleared and a monastery built to cleanse it. Fordhall, which had been destroyed by the demon, was again rebuilt. After the division of Arnor, the Arthedain converted the monastery into a fortress, named simply Iach Sarn, and the King of Cardolan fortified Fordhall.

Iach Sarn, more than four hundred miles from Fornost, should have been a natural target for the Cardolandrim during their wars with Arthedain. In fact, almost no combat took place along the Baranduin, because Siragalë, the large province directly north of the ford, was still primarily populated by Elves. Although the Elves of Siragalë were legally under Arthadan rule, Cardolanian kings and princes were loathe to risk offending Círdan of Lindon by spilling Elvish blood. The only local military action (taken by the Arthedain) was the elimination of the Girithlin presence on the south bank—leaving Fordhall a semi-independent village. A smaller, safer hamlet, Stonehill, has risen on the north bank under the walls of the Arthadan fortress.

T.A. 1643

In Fordhall, an aging priest of Darkness, one Rhavambor, has labored nearly twenty years to re-create the spells that would summon the Demon-trolls once more to destroy the folk dwelling at Sarn ford. Almost forgotten by his master in Cam Dûm, Rhavambor deals in herbs and potions to pay his room and board. He passes for a respectable citizen in Fordhall. Currently, the false herbalist is teaching the villagers of Stonehill an old folk dance. In combination with a sorcerous ward of powdered gold on the hillside below the keep and a measure of virtuous Mannish blood in the Yule pudding, the dance could well accomplish the summoning Rhavambor has studied for so long.

Bored to insanity with parochial village life, Rhavambor cannot believe he might miss his neighbors. Surely existence holds something more exciting than weekly card games with that royal fellow Minastir from across the river. Indeed, the prince is Dúnadan and prone to keeping company with High Elves and that unnerving conjurer, Gandalf "the Frayed." Despite his witty tongue and tricky card-play, he is the enemy. Above all else, a priest must do his duty; a twenty-foot black-horned Troll would certainly teach these folk something about who has power in the world.

The vale of the Baranduin is collecting Dunnish and Eriadorian refugees; the rest of Siragalë is filling with Hobbits. Prince Minastir, the Arthadan Commander of the South (See Section 8.1.1 of *Arnor: The People*), has much more to defend and govern than any of his predecessors. Stonehill, below the fortress Iach Sarn, has grown steadily and is beginning to attract a rough crowd. Even rougher is the bunch across the river at Fordhall. The political chaos in Cardolan has allowed the Arthedain to declare the south bank of the ford a neutral area, preventing any of the *ernilath* from seizing the town. Cardolanian governance of Fordhall has become helpless and hopeless. Raids into the area by the Warlord of Creb Durga have worsened the situation, and Prince Minastir—worthy soldier that he is—doesn't have the resources to clean things up himself or the diplomatic skill to arrange a joint sweep of the area with Aervellon of Girithlin. His best hope, ironically, is for western Cardolan to become so desolate that the Mannish garbage collecting around Sarn Ford simply drifts away and leaves him with what his ancestors possessed: a lonely, peaceful way-station on the great road.

Later Events

As Cardolanian society disintegrates during the seventeenth century, Fordhall dwindles into a small, walled village, constantly threatened by Orc-attacks from the interior. In T.A. 1974, the last Arthadan garrison of Iach Sarn marches north to fight and die in the kingdom's final battles around Fornost. When no king's men return, the Eriadorian farming cantons north of the river form their own government. Eventually the fortress crumbles away due to the lack of skilled workers to maintain its walls, and Stonehill gains an earth and wood palisade to replace it. Stonehill and Fordhall, ruled by a council of elders, dominate the area for the rest of the Third Age. They profit from the minimal amount of trade that penetrates up the Baranduin from the sea, scratch out a living from their farms, and obtain a few manufactured goods from the Dwarves of the Blue Mountains. The petty dictators that spring up, as well as Orc and brigand invasions, are overcome by locals operating with help from the Hobbits of the Southfarthing, the Rangers, and the Wizard Gandalf.

During the War of the Ring, Saruman prepares a subtle conquest of the Iach Sarn cantons by influencing corrupt local leaders (similar to his dealings with Lotho Sackville-Baggins). Eventually, the fallen Istar commits a hundred trained soldiers to overrun Stonehill, saving his irregular "ruffians" for the conquest of the Shire. Thain Paladin Took leads a small army of Hobbits south against these forces, while Veryatar (Beretar) of the Rangers of the North organizes a local uprising. After the Sarumanic forces are driven headlong across the ford, the restoration of royal rule is assured; the foundations are soon laid for a new keep at Iach Sarn.



IAUR MEN FORMEN

(S/Q. "Old North Road," prop. Forven Iaur)

The great north-south road linking Tharbad to the lands further north. After the fall of Arthedain in T.A. 1974, the road fell into disrepair and came to be known as the Greenway (rendered into Sindarin as "Men Galen" by the early Fourth Age cartographers), because of the grass that grew unchecked between its weathered stones. It had also been occasionally referred to as the Men Galen during the earlier period, due to the trees that lined its path on either side. For more information, see Section 6.3.4 of *Arnor: The People*.

IMLADRIS

(S. "Rivendell")

"[Elrond's] house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley."

—The Hobbit, p. 61

History

The fells, the western foothills of the Misty Mountains, were the domain of Giants and Trolls in the Elder Days, until Durin's folk began working their way along the range seeking mineral wealth. The trail they cut, the Orodbad (S. "Mountain Path"), eventually reached the fords of the River Bruinen; here a track crossed the river at the last

point along its course where carts could be brought easily down to the banks. The Dwarves planned to make a small fort, to protect the crossings; but they met an aging Silvan Elf, who claimed to be the guardian of the fords. He said that the track, the Rhúmbad (S. "East-path"), which crossed over the Misty Mountains, was sacred to the Elves, and he swore that if the Dwarves left the fords and the neighboring valleys untouched, he would see that nothing evil ever troubled wayfarers traveling the vale. The Dwarves felt compelled to accept this offer.

A century or so later, the Dwarven king sat with Celebrimbor of the Noldor and made agreements that laid the boundaries of the Elvish realm of Eregion. The old tale surfaced during the negotiations. Both parties agreed that the story was peculiar, particularly since the description of an "aging" Silvan Elf was a contradiction in terms—Elves manifesting no such signs of age—and no one had seen or heard of the guardian since that initial meeting. The fords, certainly, had been safe since then, and a reading of the omens suggested that the Dor-in-Imlaid (S. "Land of Riven Valleys") between the fords and the Misty Passes should be Elvish territory.

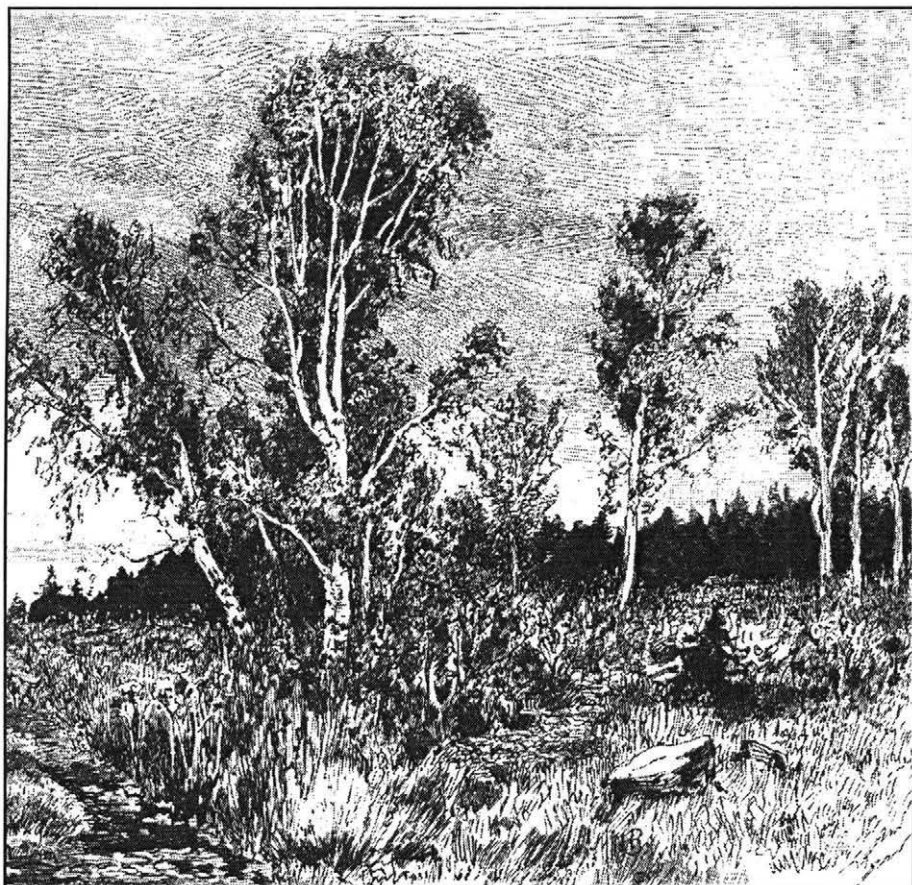
A few Noldorin mystics dwelt in that area thereafter, and it was suggested that the "Elf" of the story was a Maia, a servant of Ulmo and the spirit of the Bruinen itself.

Elrond Half-elven, the Herald of Gil-galad, had been one of the Elvish visitors to the Dor-in-Imlaid. He came

eventually to Eregion, in S.A. 1695, to aid in that realm's defense against the forces of Sauron. When the Noldor were defeated, two years later, Elrond led a large group of survivors north along the Orodbad to the Fords of Bruinen; there he dramatically summoned forth all the powers of the river and the hills to protect the refugees from the army pursuing them. To the shock of the pursuers and the surprise of many of the Noldorin refugees, Elrond's spells were effective, scattering Orcs and Trolls over the hills and into the rivers to drown, while the Mannish and undead leaders of the enemy army were blinded and staggered, many wandering for days before being gathered up and questioned by their master.

His offensive frustrated, the Dark Lord invested the region with a leaguer of troops and turned the main force of his armies westward into Eriador. Elrond led his followers to build a haven above the Fords of Bruinen, calling it Imladris. No servant of Darkness dared to approach it. After Sauron was driven out of Eriador three years later, Elrond made Imladris his permanent home, weaving spells about the valley that would literally drive the knowledge of it from the minds of passing travelers while leaving powerful evil creatures shivering in fear at the thought of its existence.

The Trollshaws





The lands east of the Bruinen changed little over the next three millennia. The kings of Arnor maintained good relations with Master Elrond and did not push the stone-paved portion of the Menatar Rómen, the road they built on the ancient trail, beyond the fords. The Elves of Rivendell long enjoyed friendships among the Faradrim Aran, first those of Arnor, then those of Rhudaur. The Hillmen of Rhudaur, however, remained isolated and suspicious of both. When the last Dúnadan king of Rhudaur fell to the Hillman Rugga in T.A. 1176, his surviving rangers of high blood fled in all directions. Some were granted asylum by Elrond; this handful of refugees opened secret contacts with their Arthadan brethren, thus beginning a tradition of friendship that would last beyond the end of the Dúnadan kingdoms.

T.A. 1643

The Last Homely House east of the Sea—as one caravan legend describes it—stands as it has for centuries, hidden in a narrow valley scarcely four miles north of the Great East Road as the trail climbs up to the high passes of the Misty Mountains. Most travelers are aware that an Elvish settlement exists somewhere in these woods. The Dwarves and common folk who travel the Menatar Rómen seldom venture far off the trail; those who do tend to get lost, and find themselves wandering back onto the road a goodly distance from their camp, holding a creeping fear in their hearts of tall forms with shining eyes watching them silently from among the trees. Persistent intruders experience strange lapses of memory, nightmares, and minor, disabling illnesses that fade away when they cross over the Fords of Bruinen or the Misty Passes. Orcs, Trolls, and Men who roam the area thinking of treachery and murder often simply disappear. The rulers of Angmar and Rhudaur have found that the very name of Imladris is like a creeping poison to their intellects and self-confidence. It is said that the Witch-king himself once sought to search for the Elf-haven with an elite *hoerk* of his guard. Confounded and burned in spirit by Elrond's magic, he slew all those with him. No witnesses survived his humiliation, and no one in Carn Dûm mentions the names Elrond or Imladris in his presence.

Imladris has never been open to outsiders, even peaceable ones. Since the corruption of Rhudaur several centuries ago, only a few Men, personal friends known to the Elves dwelling in Rivendell, have any access to the valley of the haven. The Great East Road negotiates the foothills of the Misty Mountains through a smaller valley south of Rivendell. At certain campsites along the way, on starlit nights, some of the merchants are visited by Elves. For the most part, the Elves of Imladris barter or use Arthadan coinage; it is rumored, however, that the Half-elven hold the treasures of the ancient Elvish high kings somewhere in their valley, and periodically thieves try to enter it. None have ever succeeded.

Elrond has, in this era, only a few dozen Noldorin warriors and Silvan rangers to patrol beyond the bounds of his magical defenses; he normally does not permit them to take an aggressive role in the wars against Angmar. Yet he is active in the conflict, sheltering and advising such of the Dúnedain as remain faithful to the old alliance and beliefs. The White Council, an informal alliance of the Istari and the greatest of the leaders of the Eldar, meets in Rivendell every few decades to consider what counsel may be given to the Mannish kings of Middle-earth and what aid can be spared them from the meager resources of the Elves.

Important individuals living at Rivendell include Elrond, of course, who seldom leaves his home, and also Celebrian, his wife, a noted mystic, and their three children, Elladan, Elrohir, and Arwen Undómiel. Glorfindel is the leader of the Guardians of Rivendell and chief of the remaining Noldorin warriors in Eriador.

Other Elves of Note

Ascaron—one of Glorfindel's chief scouts, an expert on matters in Rhudaur.

Bathor Golfaron—a Noldorin seeker of herbs, Bathor wanders across all of Eriador in search of exotic plants.

Bellindiel Dúlothwen—a Sinda, the second minstrel of the haven; she is mistress of the lute and develops a warm rapport with her audience, rather than retaining the more typical Elvish reserve.

Erestor Isbedor—a Noldorin Elf, he is Elrond's chief counselor and favorite opponent in *tengwalith* (a strategy game rather *unlike* chess).

Estelin Nandvellon—a Sinda, she is a harpist and chief minstrel in the Last Homely House.

Gildor Inglorion—another Noldorin advisor to Elrond. He travels often between Rivendell and Lindon.

Gwiliidhol—a Sindarin gardener, he is a surpassing expert on healing herbs. He rarely leaves Rivendell, unless drawn by the whisper of an unusual species of plant.

Hílanor—a Silvan Elf who tends the vineyards of Rivendell; he is fond of practical jokes and verbal wit.

Saeldur Gwaewilith—a Sindarin Elf who plans festivals to honor the Valar.

Later Years

Following the fall of Arthedain in T.A. 1974, Aranarth, heir to the throne of the destroyed kingdom, comes to Rivendell after long trials of war. He stays in the haven for a time, persuading Elrond to accept the guardianship of the heirlooms of Elendil and establishing the Rangers of the North. Rivendell is their headquarters for the rest of the Third Age, and in the sheltered valley the heirs of the Line of Isildur are born, raised, and educated.

Defenses of Rivendell

Stumbling across the trail that leads to Rivendell from the Menatar Rómen is virtually impossible (an Absurd, -70, Perception maneuver). Travelers actually in search of such a path discover the task to be only a little easier (Sheer



Folly, -50). Even those who have visited Rivendell before find the trail difficult (Very Hard, -20) to spot. If a searcher has unkind intentions towards the folk of Imladris, his ability to make entry into the haven is further truncated (he suffers a -100 penalty to these rolls).

GM Note: *Anyone approaching the valley, on or off the path, must, if not already welcome there, resist versus a 10th level Channeling attack, with the following possible results:*

If the intruder is non-hostile, he must make a RR every 10 minutes after approaching within 3 miles of the edge of the valley. Failure causes the intruder to wander in some other direction. Success, +20 or more, alerts Elrond. Failure, by -20 or more, alerts Elrond and plants suggestions in the intruder's mind that he is being watched by Elves who dislike him intensely.

If the intruder is hostile, the initial resistance roll before reaching the valley is at -20. Failure, by -40 or more, in addition to the effects noted above, causes the intruder to be confused for 1-10 days, lose 10% of his memory, and have nightmares about topics from his past.

If Elrond is alerted by the approach of an intruder, he has the capacity to cast spells into his magical defenses, allowing the Half-elf to summon waves on the Bruinen, call up winds and storms, and partially animate trees and roots to slow intruders. He can also put a geas on those failing their RR; the geas removes all references to Rivendell from the victim's memory. Trying to think about Rivendell thereafter triggers the enchantment and may result in further erosion of the victim's mind (losses from the Intelligence or Memory stat).

KHAZAD-DÛM

(Khuz. "Mansion of the Dwarves")

Proper name for MORIA.

KUSKA

An Angmarean town that stands on the borders of the ÚDANORIATH. It is inhabited primarily by Rhudaurian Dunmen and folk of Easterling descent.

LINDON

(Os. "Land of the Singers")

An Elvish realm on the western edge of the continent of Endor, home to the survivors of the Noldor, Sindar, and Laiquendi (Laegrim) who dwelt in Beleriand in the First Age. Beleriand was broken in the War of Wrath and sank beneath the sea. Lindon was the name that the Lindarin Elves gave to Ossiriand, the easternmost part of Beleriand, and the two peninsulas that make up the realm are all that is left of the subcontinent.

Lindon is a closed land, for the most part, and is held in superstitious awe by many Men of Eriador. Visitors who wander across its rather vague borders are typically followed and warned off with the minimal amount of contact by Elvish guardians, the border wardens of the realm. Those who ignore the warnings resurface later in a confused, enchanted state, suffering from amnesia and strange dreams. Obviously evil intruders, such as brigands, Orcs, and pirates, simply disappear and are never heard of again.

Lindon is divided into two parts by the Gulf of Lhûn, which originated as a great chasm that split Ossiriand and the Blue Mountains in twain during the War of Wrath. The two halves are Harlindon, on the southern side of the gulf, and Forlindon, on the north. They are similar in geography, with a cool, humid climate and the rough, eroded terrain found elsewhere in Eriador where the Powers of Arda have interfered with natural forces. A mixed population of the three kindreds of Elves has labored long years to create a safe and peaceful haven that seems to the rare Mannish visitor a step removed from the real world. The land can be addicting to mortals, which is one reason few of them are allowed within.

The Grey Havens, the twin ports of Mithlond, form the largest Elvish community in western Middle-earth and the most salient point of embarkation for Elves sailing to the Undying Lands. This is a boon they were granted by the Valar after the War of Wrath. It yields to all the Elves of Middle-earth a chance to leave the risks and pains of a mortal world and spend their immortal lives in an untroubled, imperishable realm. Through the Second and Third Ages, a steady trickle of Elves passes into Lindon and out from Mithlond on their way into the immortal West. Círdan the Shipwright, an ancient Sindarin lord, builds most of the vessels used for the voyages and provides Lindon with the little leadership it needs. He follows conservative political policies; they have the stated goals of combating evil and aiding the Elves' ancient friends, the Dúnedain, while carrying out his underlying intent to keep Eriador safe for the continuing departure of the Elves.

History

Lindon gained its reputation as a mysterious and perilous land in the Second Age, when it was a true Elvish kingdom ruled by Gil-galad, last High King of the Noldor. The Elves then occupied all of Eriador west of the Baranduin River. They held little desire for encounters with the other peoples of Eriador, but Gil-galad was obliged to negotiate with Men and Dwarves to ensure safe passage for Elvish travelers.

Thus occurred what came to be known as the Sére Noldorinwa (Q. "Noldorin Peace;" S. Sîdh-i-Gelydh) spanning roughly the years S.A. 40-1693. Despite its name, the peace was guaranteed as much by the Durinic Dwarven kingdom as by the Noldor, and it did little to prevent petty wars between the Eriadorian chiefdoms, unless their battles threatened journeying Elves. Gil-galad hoped to create long-term security for his sadly reduced peoples. He dreamt of finding anew the numbers, peace, and prosperity the Elves once enjoyed in Beleriand when Angband was contained.

While the power and wisdom available to the Noldorin kingdom was immense by Endorian standards, it was measured in the life's blood of a relative handful of survivors of the March from Valinor and the Wars of Beleriand. Wars, personal tragedies, petty quarrels, and the passage of time ate away at the source of Elvish power.



The Noldor and Sindar born in Lindon might replace the numbers of those who passed over the sea, but never the strength, wisdom, or presence of the Calaquendi who once beheld the light of the blessed Two Trees. The Noldorin Peace was a success for sixteen centuries, until the War of the Elves and Sauron further embittered the people of Lindon and depleted their strength. For the rest of the Second Age, the Númenóreans carried the balance of power in Eriador, while Lindon grew more reclusive.

The foundation of Arnor seemed to provide a second chance for Gil-galad's dreams of revival, but the terrible casualties of the War of the Last Alliance saw the death of both the High King of the Noldor and his hopes. Círdan's reign is designed to protect such peace as might be possible for the Elves until the day comes for the "Last Ship" to sail. The population of Lindon dwindles, and Elven influence in the affairs of Eriador wanes with it.

LITTLE DELVING

A village of the SHIRE.

LOND DAER

(S. "*Great Haven*")

A shortened form of Lond Daer Enedh (S. "Great Middle Haven"), formerly called VINYALONDĒ. See section 7.2 for a full description.

LONE-LANDS

See entry for EREDORIATH.

MEN GALEN

(S. "*Greenway*")

Later (post T.A. 1974) name for the IAUR MEN FORMEN.

MEN GARAN

(S. "*Redway*")

The northwestern half of the old Carbad Naugrim, which joins the Nan-i-Naugrim in the Blue Mountains to the Old North Road at Metraith by way of Siragalë (later, the Shire). For more information, see Section 6.3.4 of *Arnor: The People*.

MENATAR RÓMEN

(S/Q. "*Great East Road*;" prop. *Andven Rhúnen*)

The great highway that transverses Eriador from east to west, following the path of the ancient Rhúmbad. For more information, see Section 6.3.4 of *Arnor: The People*.

METRAITH

(S. "*Streets' End*;" prop. *Methed Raith*)

Town at the junction of the Men Garan with the Iaur Men Formen in central Minhiriath. Also called THALION, after the royal palace on the south side of town. See entry for DOL TINEREB and Section 5.4.

MIDGEWATER

Just east of Bree-land, a basin in the Eriadorian upland collects much of the rainwater drainage from the southern part of the Weather Hills. It has no river outlet, and its

waters drain underground westward to the Baranduin. The higher western side of the basin harbors the Chetwood, a steady source of wood and game for the folk of Bree. Nestled between the forest and the Weather Hills on the eastern side of the basin lies an oozing, boot-sucking swampland, the foggy Midgewater Marshes. Deer, wild cattle, and sheep dwell 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 flourish in the fens, as does a maddening army of incessant nocturnal squeakers, the insects called neekerbrekers.

Their harsh, crazed, cricket-like cry—"neek-breek, breek-neek"—makes sleep difficult for those not accustomed to the sheer intensity of life in the swamps. Hungry biting flies, pesky midges, and ferocious, large winged insects called dumbledoorers are also frequent in the Midgewater, carrying illnesses to which only the Bree-lander marshmen have any immunity. Gallows-weed drapes the trees like aged moss; rumors also tell of bloodthirsty phantoms called "mewlips" and cat-size hummerhorns—savage flying insects of lore who can reduce a man to a bloodless corpse in one brief night. The marshes are, understandably, not often visited by outsiders, but do serve as an eastern defense for Bree-land.

MINDORNATH

(S. "[*Land*] *Between the Downs*")

That part of Cardolan on the Eriadorian upland northeast of the Men Garan. It is comprised of DOL TINEREB, FAERDOR, PINNATH CEREN, TAUR IAUR, TYRN HÓDHATH, and TYRN HYARMEN. The region is almost completely depopulated during the seventeenth and eighteenth centuries of the Third Age, and the name virtually passes out of usage.

MINHIRIATH

(S. "[*Land*] *Between the Rivers*")

The coastal lands between the Baranduin and Gwathló rivers, southwest of the edge of the Eriadorian upland. Nominally bordered by the Men Garan, the road between Tharbad and Sarn Ford, it is comprised of DOL CALADIR, DOL TINEREB, ERYN VORN, GIRITHLIN, and SARALAINN.

MISTALONDĒ

(Q. "*Grey Haven*")

Old name for the city of SUDÚRI in Minhiriath. This name for the city appears in any records from the mid-Second Age until the capture of the city by Gordaigh of Saralainn in T.A. 1503.

MISTY MOUNTAINS

See entry for HITHAEGLIR.

MITHLOND

(S. "*Grey Haven(s)*")

See entry for LINDON.



MORIA

(S. "Black Pit")

Moria is one of the common names for Khazad-dûm, called in polite Westron the Dwarrowdelf, along with "Durin's city" and the "Dwarven city." The latter name reflects Moria's real importance to the North. It is the largest city in Eriador in population, next to Tharbad its largest market for food and other goods grown from the soil, and also its largest source of metal, ores, and high quality metallic products. The name "Moria" itself reflects an ancient quarrel between Durin's folk and the Sindarin Elves; wisemen avoid the dispute by not using the name around Dwarves.

The Dwarves do not wield the influence that was theirs in the past. They intervene militarily in the affairs of Men only when the Dwarven communities of Eriador are directly endangered. The closed, but harmless, Elven kingdom of Lórien guards the eastern approaches to their city; the abandoned and haunted fells of Hollin protect them from the west.

Three roads carry a steady stream of Dwarven merchants into Eriador. The Andven Siril (S. "Great Stream Road"), which passes through the ruins of Ost-in-Edhil on its way to Dunfearan and Tharbad, is the busiest; the Orodbad, which runs north through the fells to the Fords of Bruinen, is an ancient mining trail that now serves to carry a select amount of trade with Rhudaur and Angmar. No weapons are exchanged, nor any metals with which to make them. The third route, the Men Eregion, runs along the ridge of the same name all the way to Fennas Drúin of the Egladil.

The Gate-towns

Moria is normally closed to Men. To ease the conduct of trade, the kings of Khazad-dûm founded three hamlets, populated by Men, but ruled by Dwarves. Hawrim-Taigh (Du. "Hawick;" S. Tossobel) lies at the foot of the mountains near the East Gate of the city, and Drochaid a-Gheata (Du. "Gatebridge;" S. Iant Annon) and Glin a-Faich (Du. "Crosfield;" S. Parth Tharven) stand near the West Gate. All three are constructed entirely of wood, as a defensive precaution and a reminder to the populace of their vulnerability. Although the hamlets bustle with rowdy teamsters and cynical mercenaries year round, life in the gate-towns follows surprisingly peaceful and lawful rhythms. Herds of cattle, sheep, and ponies abound, providing meat, hides, and transport for the Dwarves and extra draft animals for the caravans making the long haul over the Redhorn Pass. Wains loaded with logs arrive regularly from the slopes to the north and west, supplying lumber and firewood. Carefully terraced fields defy the general stony barrenness of Eregion and produce crops of grain and vegetables to supplement the basic Dwarvish diet of white-eyed fish and mushrooms.

Virtually none of the Eriadorians or Dunmen working in the gate-towns have ever entered Khazad-dûm itself. Instead, clans of Dwarven porters haul goods in and out

of the city. Entry by a Man is by permission, granted only with good reason. The visitor is limited to certain areas where he may be trusted not to steal Dwarven secrets or violate Dwarven privacy; exploration elsewhere requires the company of a guard.

In Later Years

The destruction of the ancient Dwarven state by Durin's Bane in T.A. 1980-81 is as shocking a blow to Eriador as the fall of Arthedain some six years earlier. A flood of Dwarven refugees wanders the country for a few years loaded with portable treasure, then there is nothing; trade collapses, the Gate-towns burn and crumble, and half the economy of southern Eriador vanishes forever. The recurring nightmare of nearby leaders for centuries to come, is that Durin's Bane, believed—but, not actually known—to be a Balrog, might emerge with its army of Orcs and Trolls to attack Lórien or invade the lands of lost Arnor. Expeditions of investigation prove little; it is soon realized that Durin's Bane is trapped in its lair—either by the spells it laid to hide itself in the First Age; or by enchantments of Dwarvish origin, created to keep such horrors from entering the city; or due to its lack of a *fana*, or physical body, that might withstand the light of the sun. In the end, the threat of Durin's Bane never passes beyond the Gates of Moria; its evil minions attempt raids to the surface lands, but are slain and cowed by the Elves of Lórien and Dúnadan rangers hunting southward from Rivendell. The Redhorn Pass remains in use through most of the age.

MORKAI

(S. "[Tower of the] Black Fence;" prop. Barad Morgai)

One of the three principal border fortresses of ANGMAR, Barad Morkai guards the passage of the ÚDANORIATH.

NAN ANGMAR

(S. "Vale of Angmar")

See entry for ANGMAR.

NAN-I-NAUGRIM

(S. "Vale of the Dwarves")

See entries for ERED LUIN and NÚMERIADOR.

NAN TÚRATH

(S. "Vale of Victories;" coll. "Kingsland")

This is the traditional name for the region including the valley of the Baranduin north of the Old Forest and lands east of the river as far as the Weather Hills. It is rolling, rocky, occasionally fertile country comprised of a sagging portion of the Eriadorian upland buried in sediment of varying qualities. The Nan Túrath slopes westward, occasionally breaking into bluffs and scarps, all the way to the Baranduin. It suffers from problems with underground drainage, like the rest of the upland, and is basically a modified version of the chalk prairies of eastern Eriador. It is fertile in pockets, mainly around streams and springs that release the rainwater drained underground from the Weather Hills and the North Downs.

The Old North Road, running from Fornost to Bree, takes a straight path across the Nan Túráth, passing over numerous ancient gullies and streams on massive culverts that need little maintenance even after centuries of use. The valley of the Baranduín was, in the days of old Arnor, settled by knights enfeoffed directly to the kings, thus giving the country its name. The Second Northern War in T.A. 1408-9 saw the Angmarean army capture the tower on Amon Sûl and then raze the Nan Túráth on its way northwest towards Annúminas. The land has never recovered from this scourging.

NEN-I-SÛL

(S. "*Water of the Wind*;" prop. *Nen-en-Hûl*)

The stream that defines the common boundary of the Cardolanian principalities of Dol Tinereb and Faerdor. It is more commonly known as the Sûlnen (S. "*Windwater*"). See entries for AMON SÛL and EREDORIATH.

NENUIAL

(S. "*Lake Evendim*;" lit. "*Water of Twilight*")

The beauty of Nenuial has awed travelers for thousands of years. Ents and wandering Elves first paused on its shores at the dawn of time. Laiquendian scouts from Ossiriand camped by its waters early in the First Age. Then, as now, the less rugged eastern shore of the lake was favored for settlement by hunters, small farmers, and fishermen; their view of the new-born sun setting over the blue waters and rugged hills of the western shore gave the lake its name, which the Edain who arrived in the area a century or so later translated as "Evendim" or "Twilight."

Nenuial is situated on the edge of a great break in the Arthadan hill country. The Emyr Gelin, to the east of the break, boast rolling chalk hills, covered with *sinblas* grass and supporting trees only along watercourses. Westward, the Emyr Uial rise hundreds of feet above an escarpment, their limestone caps anchored by granite. The granite underpinnings are particularly evident along the shores of Nenuial and the west bank of the lake's tributary, the River Forthor. The Forthor runs along the Pinnon Gilwing (S. "*Star-crest Ridge*") all the way from the Rammas Formen southward to the lake, providing most of its water. Nenuial itself is sixty miles long below the face of the great scarp, and twenty miles wide from that vaulting shoreline to the relatively shallow King's Bay, on the east. Here the Baranduín leaves Nenuial through a passage of reeds and cat-tails under the walls of ruined Annúminas. Near the western shore, the lake plunges to depths of almost a thousand feet. Most of its eastern bays are much shallower; their vast reed-beds hold the larger share of the lake's life.

Abundant trout, pike, salmon, and roughfish provide a steady living for the fishermen of dozens of small villages along the lake shore. Gulls and waterfowl flock here in large numbers. During the spring and autumn migrations, Nenuial serves as a collection point for the birds who summer in Forodwaith, and during these few weeks of the year ducks, geese, plovers, and cranes swarm the lake in

flocks large and dense enough to shade the sun. Only a lack of practical harbors has kept the lake-villages small. Bareketta (Mar Eketyaron), the seat of House Eketya on the northeastern arm of the lake, and Annúminas before its ruin in T.A. 1409 both maintained large artificial breakwaters, but these suffered constant siege from autumnal gales. Lake shipping was and is invariably conducted in smaller vessels.

A well-manned lake boat can sail from one end of Nenuial to the other in the course of a day. However, if the day is ill chosen, thunderstorms flying down off the Emyr Uial whip up waves as high as a tall man in a few minutes, overthrowing the most seasoned lake-sailor and taking all to the bottom. This peril is greatest in the fall and winter. In the coldest seasons, ice forms in the northern end of the lake, but a greater risk is posed by snowsqualls, which can blind sailors and founder ships under a sheath of frozen spray.

Haunts

In spite of its long history of peaceful settlement, Lake Evendim has no less than four notable "haunts." All of them might be attractive to the curious and adventure-some.

The Hithgîr (S. "*Mist-borne Fleet*")—a phantom trio of lake-boats carrying as passengers a dozen Dúnadan knights in full battle array. They are the Essence-image (a semi-solid illusion) of a party of warriors who once attempted to sail down the Forthor and across Nenuial to join High King Elendil at Annúminas in preparation for the War of the Last Alliance. They were warned by wiser folk that were-winds, magically summoned by the Dark Lord to plague his gathering enemies, were expected and could do them less harm if they went south by road. Foolishly taunting the Powers of the world, they set off anyway and were set upon by a sorcery-spawned waterspout in mid-lake. All were lost, their last screams of rage and defiance heard through an unnatural, howling mist by watchmen on the shore.

The phantom, a gaunt and tattered image of the fleet on its last voyage, is seen only on misty nights when there is just enough moonlight to illuminate the fog. The fleet, its noises of hull and rigging strangely dampened, thus appears mainly to people dangerously late to port. The figures in the prows of the three vessels—their piercing white eyes staring out of gaunt faces—keen and lament and call the names of those observing, giving dire tidings and predicting perils that may soon afflict the lake. Legend is unclear as to whether the apparition causes or just predicts trouble, but it has been instrumental in causing several drunks and smugglers to convert to a more righteous life style.

GM Note: *The Mist-fleet may be encountered randomly, incidentally to another adventure, or it might be sought for information; its prophecies are cryptic, but often quite accurate. It is attracted to evil deeds and intense personal quarrels. The fleet materializes no more than once per night, somewhere near the*



eastern shore of Nenuial, in the interval (6-10 minutes) as fog is gathering or clearing under a bright moon. The boats coalesce from the fog or moonlight, pass within 30' of the person or persons who attracted it at a brisk sailing speed regardless of the wind conditions, and then disappear in the same fashion.

Anyone failing an RR versus 5th level Fear after seeing the Mist-fleet ages 2-20 years and panics or cowers in a mild fashion, but does not forget what he has heard. Anyone boarding or fighting the Mist-fleet finds it more or less solid until it disappears. All the phantoms on board repel boarders with an MM of 0 and combat stats of 50. The ships and their rigging have similar stats, but take Large Creature crits. The Mist-fleet is vulnerable to spells that affect undead and magic, but it cannot be permanently destroyed until someone dredges up the remains of the ships. Their location may be laboriously discerned through study of ancient accounts of the tragedy. The dredger may find a number of useful Dúnadan weapons.

The Lûgh Uial (S. "Twilight Dragon")—a monster occasionally spotted in deeper parts of the lake, typically in the evening, with just a part of its head or back breaking slightly from the water's surface. What it might be is unclear to the Arthedain, because the creature certainly doesn't act like anyone's notion of a dragon. Its existence is doubted by some, since it seems impossible that such a large beast could swim in a lake in the heart of Arnor for so long undetected. Even occasional incidents along the shore, some including gigantic footprints, are generally attributed to freak storm winds and drunken delusions.

Curiously enough, the Twilight Dragon is just that; a female cold-drake. Carach Morthaur is her name; and she was spawned somewhere in the pits of Thangorodrim in the depths of time. Altered to breath water as well as air, she received the important task of laying and guarding a clutch of special eggs, twelve in number, in a cavern some two hundred feet below the water line on the western side of Nenuial. Carach Morthaur is single-minded and subtle as dragons go. She has little interest in treasure, and for the last several thousand years has made avoiding attention her primary concern. She catches fish, usually by night, and collects information about the outside world through subtle means, usually magical ones. She devours Men rarely, generally under circumstances in which other causes might be blamed for the deaths. Certain rites of power can summon her to the lake shore; cultists who try this and lesser mages who duplicate the rites by accident may find themselves aided or eaten, depending on Carach Morthaur's mood.

One who visited Nenuial early in the thirteenth century of the Third Age got a respectful audience from her, and a muddled and disbelieved account of the meeting has drifted back and forth across Eriador repeatedly ever after. A summation of the tales might be compiled; such an effort would result in the following story.

"A tall, black-cloaked lord, it was said, accompanied by a few grim knights, rode down to the shores of Nenuial one grey morning and spent the day casting a mighty spell. That night, he walked to a high rock overlooking the lake and sounded a mournful call on a great horn, one

such as might be used to warn off passing ships in a fog. A powerful answering call was returned to him from Nenuial, and a great, black-scaled head rose amidst the waves offshore. The lord spoke to the beast, telling her of a new realm he had founded to the East, one that would be friendly to Carach Morthaur. He was riding through the Dúnadan lands he planned to conquer and could not tarry; the Arthedain were beginning to show interest in his travels, and he had no desire to justify himself to them. But he spoke to Carach Morthaur of hope; the eggs she guarded would one day produce dragonets, powerful offspring of many kinds and powers, and she would rule over this country. He promised to tell her when the Dúnadan were weak enough, for then he would send her the magical key to the hatching of her brood. It was said that Carach Morthaur bowed her great dragon's head to the dark stranger, and after he left she returned to the depths, renewed in purpose."

The Uilúanhoth (S. "Weed-kraken")—a nightmare on a smaller, more personal scale. A slimy, many-armed monster, afraid of the sun, roused from the lake bottom only by fierce storms at low water, it strikes without warning and carries off innocent fisherman who venture out in darkness. It can be hurt, and even killed, but ever it is born again. So says the legend among the south shore villages.

The true key to this perennial problem is an artifact called the Urn of Anskemidese. Donated as a diplomatic gift to the royal library at Annúminas by a Gondorian legate, it was dumped in Nenuial by King Arveleg's chief librarian in T.A. 1409, upon the approach of the Witch-king's armies. Half-buried amidst debris on the lake bottom, the urn has the bane of warping, in some fashion, whatever is placed within it. Periodically (every 2-20 years) turbulence traps some small creature inside the urn long enough for its evil magic to take effect, and another monster is born.

The creature can be of almost any size or description: a motile lake weed with a score of bloodsucking fronds, a pike with a dozen hydra-like heads, a multi-clawed crayfish the size of an oxcart; all have occurred and will occur again; the pattern alone is consistent. Since the urn taps the power of Morgoth, the Enemy of Life, the creatures created instinctively hate the natural life of Endor and are repelled by bright light. Those monsters that are too small to stalk Mannish prey are eventually netted or fished out of Nenuial by Arthadan boatmen who spike them to the sides of buildings as curiosities; the abominations that crave Mannish flesh enough to brave the surface air at night or on gloomy days create mystery and horror until some brave or lucky soul puts a spear through them.

Ending the plague of weed-kraken is a matter of identifying the urn as the source of the problem, locating it, and destroying it in an Elvish or Dwarvish iron smelter; fire alone won't do the job. The available clues lie in half-destroyed records and half-forgotten memories scattered across Arthedain; a shrewd researcher may be able to differentiate between reports of the weed-kraken and those of the Twilight Dragon.

Linyuilë—the most profound of the haunts. She is said to be the spirit of a young woman, drowned in the lake ages ago, who can be seen from time to time sitting by the water, swimming in it, or walking upon it, a lonely and distracted expression upon her face. Accounts and stories of Linyuilë vary from village to village along the shore; in general, though, she is notable for her beauty, her unusually light and scanty clothing, the coolness of her touch, and her somber, quiet manner.

The name, at least, of this haunt has been preserved correctly in legend. She is a living being, ancient and powerful; Linyuilë is the Maia of Nenuial, and has dwelt in the lake since before the dawn of time. She is described in Section 8.5 of *Arnor: The People*.

Linyuilë's home is in a shoal off the point of Tolhíril (S. "Isle of the Lady"), on the eastern shore of the lake. Fishermen avoid the shoal because lines and nets tend to get damaged in it rather easily. The rock itself comes within 20' of the surface; the two entrances to the Maia's cave are 30' farther down. The cave, kept magically free of water, is appointed in an Elvish style, but decorated with a bizarre and somewhat whimsical collection of non-perishable Arthadan and Elvish artifacts and curios. Linyuilë considers anything that falls into the lake or near it her property—should she take an interest in it. Objects lost centuries ago have returned as wedding presents at the lakeside festivals Linyuilë visits *incognito* when in a gregarious mood.

Linyuilë has little interest, save for these occasional whims, in the affairs of the Arthedain. She is aware of the other "haunts" in the lake and remains indifferent to them. She kills the weed-krakens when she encounters them; she has three times fought and injured Carach Morthaur. The dragon now avoids her, and Linyuilë has almost forgotten that the she-drake still dwells in Nenuial.

NO-MAN'S LANDS

See entry for ÚDANORIATH.

NORTH DOWNS

See entry for TYRN FORMEN.

NORTHERN WASTE

See entry for FOROCHEL.

NÚMERIADOR

(Q/S. "West Eriador;" prop. *Dúneriador*)

The cataclysm that broke Beleriand and split the Ered Luin at the end of the First Age also ruined many lands east of the mountains. The River Lhûn, which once flowed into Nenuial, saw its sources in the Iron Mountains crumble and fall. The lower end of the river valley sagged a thousand feet towards the new art of the sea soon named the Gulf of Lhûn. A Dwarfish song recounts that the valley of the Lhûn was impassable afterward, and tells of two families of Durin's folk who labored for decades to build a road across the treacherous maze of rocks and mud to reach the survivors of their kindred tribes.

The earth's paroxysm created classic fells, the same jagged, rock-strewn barrens found along the eastern side

of Eriador at the foot of the Misty Mountains. The land's name, Númeriador, indicates the terrain's resilience to settlers and cultivation. After centuries of erosion and natural regrowth, the country achieved a spectacular sort of ragged beauty that attracted such folk as wished for a small living and few neighbors. Silvan Elves dwelt among the fells most of the Second Age. They drifted away to avoid the Enedrim who arrived to trap, hunt, and escape the civilizing influences of the Númenórean colonists to the south.

Points of Interest

Caras Celairnen (Ta/S. "Town by the Brilliant Water;" prop. "Gobel Calarnen")—The largest town in Númeriador, this river port has ferries and barges that can be poled upriver to Deadstone Island. (See below.) Caras Celairnen is described separately under its own entry in this traveler's guide.

Nan-i-Naugrim (S. "Vale of the Dwarves")—The Dwarves of the Blue Mountains claim this vale to be the awakening place of their forefathers, and it is to this place that they returned after the ruin of Nogrod and Belegost in the War of Wrath. In memory of their lost cities, these Dwarves have delved new strongholds. The Firebeards of Mallost maintain a longstanding friendship with the Arthedain, while the Broadbeams of Edennogrod produce fine weapons sold all over Eriador.

Pinnath Gynd (S. "Stone Slopes")—The eastern side of the vale of Lhûn has not technically been a part of Númeriador since the Arnorians set their boundary along the river itself in the first century of the Third Age. Like the Talath Muil, its extension to the north, Pinnath Gynd is a vast expanse of rubble, scrub, and heaped ridges of stone blocks cut into spectacular ravines by the many rivers flowing out of the Eryn Uial. The Arthedain have never been able to tame the Stone Slopes.

The Riverman Settlements—The Rivermen of the Brandywine are actually the masters of two great rivers. The Lhûn is treacherous and littered with shoals and rapids. The Rivermen are the only Eriadorians to move easily along it, using canoes where barges and flatboats could not hope to pass. Throughout the Third Age, they maintain a simple network of trade routes from Mulkan, a Losson village with access to the Bay of Forochel, across the divide of the Talath Muil and down the Lhûn to Caras Celairnen; then eastward across the Pinnath Gynd to Nenuial and down the Brandywine to the sea. Furs, amber, metalware made in the Nan-i-Naugrim and foodstuffs of the Shire are their usual cargo. In spite of their rough ways, the peoples of late-Third Age Eriador cannot do without the Rivermen.

Tol Firgond (S. "Deadstone Island")—In spite of its macabre name, this rather attractive rocky isle in the middle of the River Lhûn serves to anchor rope-driven ferries that carry most of the caravan traffic going to the Nan-i-Naugrim. The Rivermen who run the ferries are civil, as Rivermen go.



OIOLAD

(Q/S. "Endless Plain;" prop. Úvethlad)

The Oiolad encompasses both the Eredoriath, the "Lone-lands" on Rhudaur's frontier, and the Údanoriath, the "No Man's Lands" on Angmar's frontier.

Once fertile and well-settled by Arnorian knights, the Údanoriath became a desolate grassland dotted with ruined towers and fields lying fallow. In the years of the successor states, Arthedain possesses too few Men to hold the region, yet Angmar lacks the strength to conquer it. Packs of wolves and brigands make the Údanoriath their home; such inhabitants remain little troubled by the Orc-raids and Arthadan sorties that pass back and forth across the plains.

The Eredoriath or "Lone-lands" stretch a hundred miles north, east, and south of Weathertop. Their south-eastern portion is flat and featureless enough that crossing the plain can be as dangerous as traveling the deserts of Harad. The soil here is thin and rocky, the grasses short and tough; the land is drier because much of the rain drains away underground through cracks and passages in the limestone bedrock. The rivers and streams that do exist cut ravines and narrow valleys, with stands of small poplars and willows growing near the water. The Menatar Rómen, the Great East Road, crosses the Eredoriath between Weathertop and the Last Bridge over the Mitheithel. The old Arnorian engineers provided culverts over the ravines and cisterns every five miles where there were no streams. The Haywall, the Cardolanian border hedge, has a defensive road running southeast from Weathertop that also has cisterns. These two routes provide the best means of crossing the lower Eredoriath.

OLD FOREST

See entry for TAUR IAUR.

OLD NORTH ROAD

See entry for IAUR MEN FORMEN.

OLD SOUTH ROAD

See entry for TIAR HARIAR.

ORODBAD

(S. "Mountain Path")

The ancient Dwarven mining trail that cuts southward through the western fells of the Misty Mountains from Angmar to Khazad-dûm. See entries for ANGMAR, IMLADRIS, and MORIA.

PARTH GURTHIL

(S. "Deathsheen Sword")

Parth Gurthil is the ironic name the Arthedain give to the grassless stone fields that march upon the southern feet of the Forjargsh mountains of ANGMAR.

PINNATH CEREN

(S. "Red Hills;" prop. Pinnath Gerain)

The Freeholders of the Pinnath Ceren are the most important of the old Enedon or "Northman" groups in Cardolan throughout the late Second Age and into the Third. (See Section 4.2 in *Arnor: The People*.) As the source

of "Cardolan Brass," the area was the center of Eriadorian resistance to Númenor in the time of the Forest Wars. The Freeholders became subjects of the princes of Dol Tinereb after S.A. 2600 without losing the traditional political rights of their villages and clans. As Cardolan decayed in the mid-Third Age, the Freeholders emerged essentially independent, and their hills became an excellent place for refugees fleeing tyranny (or justice) in the princely realms to the south.

In Later Years

The population of the Pinnath Ceren drops as Cardolan becomes more and more desolate and Orcs more and more common. After the fall of Arthedain, its isolation is almost complete, and most of the mines close down. Beginning in the twenty-second century, Goblins of the Underdeeps enter the mines and are reinforced by Orcs from the Misty Mountains. Heroic efforts by the Hill-folk, aided by Hobbits from Southfarthing and the Rangers, prevent a strong Orc-realm from taking root; thereafter, the Mannish settlements are confined to the northern part of the hills.

These villages, known collectively as the Red Hundred, persist through the centuries, trading their metals and wares with the Hobbits and Rivermen and occasionally with the Dwarves and folk of the Gwathló. The Masters of Buckland, after its founding in T.A. 2340, become their fast friends, and together they face down an invasion of Saruman's "ruffians" in T.A. 3018. After the refounding of Arnor, the folk of the Red Hundred spread eastward and southward to reclaim their ancient heritage and become faithful subjects of the Telcontari.

PINNATH TEREK

(S. "Troll Ridges;" prop. Pinnath Teryg)

See entry for RHUDAUR. Nominally just the rugged central part of the country, but Eriadorians seldom make the distinction. The Pinnath Terek are colloquially spoken of as the "Trollshaws," referring to the forests that grow upon their ridges rather than to the ridges themselves.

RAST ARNOR

(S. "Cape of Arnor")

The southwesternmost extension of Minhiriath, comprising much of what is now SARALAINN.

RAST VORN

(S. "Black Cape")

The promontory just south of the mouth of the Baranduin was simply part of the Ered Luin foothills in the Elder Days. When Beleriand sank into the sea, the Rast Vorn was left as a broken remnant. Its rocky, dangerous coast is a major reason why no important port has ever been built at the mouth of the Baranduin. The forest that covers the cape is called the ERYN VORN.

REDWAY

See entry for MEN GARAN.

RIVENDELL

See entry for IMLADRIS.

ROOD

Town at a key road junction at the great southward bend of the Baranduin, halfway between Annúminas and Fornost. It is described in Section 5.5. The name itself is a debased Westron form of Rhovanduin (S. "Wild River"), ancient name of the stream that flows through it.

RHUDAUR

(S. "Eastern Forest")

The general history and society of Rhudaur are discussed in *Arnor: The People*. The northern portion of the country is under Angmarean occupation, and is described in the entry on ANGMAR in this traveler's guide (as well as in ICE's *Angmar* realm module). The EGLADIL, which has been traditionally been considered part of Rhudaur, is described under its own entry.

Points of Interest

Barad Galen (S. "Green Tower")—An ancient ruin on the Menatar Rómen halfway between the Last Bridge (Iant Methed) and the Fords of Bruinen. Once the tower of one of the five Dúnadan *tironath* of Rhudaur, it is now a traditional stopping point for merchants who wish to trade with the Hillmen.

Cerin Iaur (S. "Old Mound")—Ancient keep on the edge of the Coldfells in northeastern Rhudaur. Once the castle of one of the five *tironath*, the Dúnadan feudal lords of Rhudaur, it is now an outpost of the king's power in the center of the Hillmen's country. It also guards a useful caravan route between Morva Tarth and the Misty Passes.

Coed Drug (Bl. "Evilwood")—The only truly evil forest in Rhudaur, the Coed Drug was the site of an evil cult in the mid-Second Age and has never been cleansed. Only Trolls walk the wood without fear of the oppressive air, the twisted trees, and poisonous plants. The Coed Drug attracts dark spirits, undead, and worse things.

Crugiau Cerrig (Bl. "Stone Piles")—Where the Coldfells blend into the Misty Mountains and the Giant Trace runs up from Dunfearan just below the tree line, a traveler wandering the vales and possessing a good eye sees three strange piles of stones, each on a separate mountain ridge, placed about ten miles apart. Each pile is the size of a prosperous farmhouse, stacked in an open and obviously artificial way. The stones, hewn from local granite, are typically about the height of a small man and cut to differing cross sections with buttresses jutting off at odd angles. The length, shape, and positioning of the stones are varied so as to form a complex and eerie pattern. It is so bizarre, in fact, that anyone looking at the assemblage with the intent of deciphering the pattern grows dazed and ill.

The Stone Giants of the Misty Mountains come to worship the forces of creation at the Stone Piles, as do the Trolls of the Coldfells and Trollshaws. Dwarves attempting to exterminate the Trolls of Rhudaur scattered the Stone Piles several times during the Second Age. Each

time, the Giants rebuilt the strange conglomerations, and the Dwarven leaders died mysterious and unpleasant deaths. The Arnorians who came later heeded the Dwarves' warnings and never interfered with these shrines.

GM Note: Looking intently at these shrines requires a RR vs nausea and faintness every round (10th level attack). Anyone who leads or directs the disassembly of the Stone Piles suffers a backlash from the same energy pattern that drives the Giants to rebuild them. These leaders are afflicted by a 20th level attack at the start of each work day at the site. Failure has an equal chance of causing either of the banes of "Madness" or "Withering" from the following chart. Anyone who walks among the stones and out of sight of his comrades must make an RR every round (10th level attack) or suffer one of the baneful effects chosen randomly.

Bane Chart

01-20	Madness
31-40	Sickness
41-50	Transformation
51-60	Transmission
61-80	Transubstantiation
81-100	Withering

Definitions

Madness—victim must make separate RRs versus delusions, paranoia, and dementia.

Sickness—victim suffers a long-term parasitic infestation, either vermin, fungus, or mold. It has a 30th level resistance to curatives.

Transformation—victim becomes a small animal, one of the local varieties. If this bane occurs a second time, the subject may transform back to his original form.

Transmission—victim teleports 1-10 miles in a random direction, including up or down. Since the land here rises swiftly to the east and drops rapidly to the west, it is unlikely that he will ever be seen again alive.

Transubstantiation—victim is transported to the edge of the Void for 1-100 days. He returns aged, a babbling idiot with a minor gift of prophecy and aural tracking.

Withering—1-5 body organs or parts fail and wither over the course of 1-100 weeks.

The Stone Piles are, in fact, the key to the fecundity of the Trolls of the Trollshaws. They can only be destroyed during times when Sauron is disembodied. If someone had deduced the connection in the first millennium of the Third Age, much local history would be different. As it is, the piles emit periodic bursts of energy that triple or better the fertility rate of any Trolls in their immediate area. The less they are worshipped, the more frequent the energy outbursts. The Trolls of Rhudaur, therefore, are always subject to sudden unexplained surges in number, and exterminating them is next to impossible.

Dol Coldirith (S. "Hill of the Red Watch")—The road from Cameth Brin south to the Trollshaws and the Menatar Rómen has the traditional name Men Calendol (S. "Greenhill Road"); but Rhudaurian soldiers and caravan mercenaries call it the "Bloodspear Trail" for the ambushes they endure whenever the Hillmen go on a





rampage. The keep at the road junction is Dol Coldirith. It has been besieged so many times over the last few centuries that it is often referred to by its garrison as "Bone Hill."

Harnaladh (S. "Southern Tree")—A tower garrisoned by the other half of the mercenary company holding Thuin Boid. (See below.) Among the defenders is a small company of Stoor Hobbits, all experts in scouting and archery.

Herubar Gûlar (Q/S. "Gûlar's Stronghold;" prop. Hírbar Gûlar)—This ruined keep was built originally by a sorcerer bent on creating twisted monsters for the Witch-king. It is currently used by Gûlar, the chief minion of Angmar in the area. He frequents various stops along the Menatar Rómen in the guise of Turlin the Minstrel. Turlin is known as one of the rare musicians able to perform Hillman songs and poetry. Both the minstrel and the ruined keep are detailed in the ICE's *Middle-earth Role Playing*.

Iant Methed (S. "Last Bridge;" prop. Iant Vedui)—This bridge was built at the height of Amorian power in T.A. 320. In the constant petty wars of Rhudaur, the location is usually considered neutral ground. The Last Inn, a business run by Rubb and Bura Grumm, stands near the bridge virtually defenseless, as it has for several generations. The inn and its inhabitants are described fully in *Middle-earth Role Playing*. Just northwest of the Iant Methed and across the Mitheithel are the ruins of Dol Elril, the keep of an old lord of Rhudaur. The Grumun family has outlasted that noble line.

A dragon



Minas Brethil (S. "Tower of Silver Beeches")—The ruins of Minas Brethil stand in the southwestern corner of Rhudaur, on the east bank of the Mitheithel, with a view of the Haywall, the Cardolan border hedge just across the river. It was long the citadel of House Mellossen, the last of the old Dúnadan noble families to rule in Rhudaur. They were driven off in the late thirteenth century and their tower destroyed, but the site is sufficiently strategic that a new one is always built here.

Morva Tarth (Bl. "Mist Marsh")—The name is shared by a swamp and a town in northern Rhudaur. The swamp is a maze of peat bogs and ponds used by migrating ducks. Some of the bogs are virtually bottomless, and the locals execute criminals by tying them up and pitching them into the mud. The town of Morva Tarth is the center of what economic life exists in the Ertendales; it also serves as a regional military headquarters. The chief fortification of Morva Tarth is the Burh Kalda (For. "Cold Fort"), once the citadel of the Northman mercenaries who fought for the Dúnadan kings in their early wars against the Orcs and Angmar. There is a chance (20%) that Druhtiridya (Driuecared), one of the Witch-king's five great warlords, is within the town on an extended visit.

Nothva Rhaglaw (Bl. "Regent's Refuge")—The town of Nothva Rhaglaw lies at the head of the Ceunant Rhaglaw, a steep-sided valley that—like the vale around Eldanar (Minas Eldanaryaron)—is one of the scattered fertile spots in the Oiolad. It is on the old trail that leads from Weathertop to Morva Tarth in Rhudaur, and is therefore an important stopover for the few merchants moving goods from Cardolan to Angmar.

In the Second Age, it was the capital of a petty Eriadorian/Enedon chiefdom. There are two shrines here. The Tatinshalla (For. "Tata's Hall"), located in a small vale in the forest called the Coed Prenwyn (Bl. "White-tree Wood"), just northwest of the town, is dedicated to the Second Age chieftains. The Gaisaheru (For. "Gaisa's Sword"), on a hill to the northeast of town, honors a local hero who fought Trolls and a dragon that threatened Nothva Rhaglaw some five hundred years ago. A potent geas radiates from the two shrines and delivers a strong bane (a -40 penalty) on any evil creature approaching Nothva Rhaglaw.

The town has been occupied on occasion by Angmarean troops, but the Orcs garrisoning it sickened and fled. Mages sent by the Witch-king went away confused, as their spells failed to detect the true source of Tatinshalla's power and badly underestimated that of Gaisaheru. Since the town, for all of its pretensions to independence, has never once failed to send its tribute and taxes to Carn Dûm, no serious attempt has been made to exorcise the two shrines. The Orcs use an alternate trail around the north and west sides of the Coed Prenwyn; merchants and the Witch-king's messengers have a safe stopover where the Orcs and wargs can't bother them; and the villagers of Nothva Rhaglaw have a few more years of peace.

The only outsiders who dwell near the Ceunant Rhaglaw are a band of Hillmen who hunt from a seasonal camp south of the village. Accustomed to operating around places haunted by “evil” spirits, they are careful about their behavior while buying goods in Nothva Rhaglaw. Unknown to the Angmarrim, these scouts, roaming an area safe from the prying eyes of Orcs and *crebain*, are also gathering information on the Witch-king’s strength in anticipation of the Targ-Arm Broggha’s decision to precipitate a general rebellion.

Penmorva (Bl. “Head of the Marsh”)—The heart of Rhudaur’s northern defenses in the early days of the kingdom, this fortress fell early to the Witch-king’s forces. It is currently an Angmarean supply and cavalry base.

Thuin Boid (Bl. “Hill of the Dwelling”)—Located on a strategic hilltop in the middle of the Angle, the fortification overlooks the Men Egladil, the road connecting Fennas Drúnin with the Menatar Rómen. The minor fortress has been taken, retaken, and rebuilt many times. In Stonearm’s War, it was seized by King Ervegil of Rhudaur in T.A. 1634 and re-captured by Baumyakund of Faerdor in T.A. 1638. It is currently held by a mercenary company in the pay of Faerdor. The commander, Aldúrin, a Torfir from Cardolan, is cousin to the mercenary Captain Daeros of the Marcaich Chruaidh. He is relatively trustworthy.

In Later Years

The roots of the Hillman Revolt of T.A. 1645-98 are described in the stories of its leading personalities in Section 8.3 of *Arnor: The People*. The progress and high point of the rebellion involve the kidnapping of the betrothed of Arvegil, the young king of Arthedain. The plot fails, and the second part of the conflict, Rogrog’s War, sees the Hillmen broken and their clans scattered and destroyed, the few survivors fleeing south into Cardolan. Thereafter, Rhudaur is ruled directly by a warlord of Angmar; Orcs and Trolls are virtually the only remaining inhabitants of the Pinnath Tereg.

In T.A. 1975, with the destruction of the Angmarean army, the Trolls surviving in Rhudaur ravage the last of the settled countryside. A winter of abject horror follows, and only strenuous efforts by refugees from the war to the west keep the remaining Rhudaurian fortresses in Mannish hands. With the succeeding spring comes the terrible “Woman’s March” of refugees from Angmar—the Trolls and wild Orcs return with a vengeance to slay and carry off the virtually defenseless families of lost Angmarean soldiers. In the midst of the carnage, the chiefs leading the Trolls and Orcs suffered a wave of violent and mysterious deaths. The Flâhês-Bhâna (Bl. “White Fiends”) from Rivendell make spot-appearances around the refugee camps. The mercenary ruffians who hold Cameth Brin also try to enslave the refugees; they, too, die for their pains.

Into this chaos rides the Gondorian Cánotar of Tharbad, with a handful of soldiers, scattering the ruffians and chasing the remaining Trolls into the hills. The refugees

escape to the south and east; by the time Gondorian engineers arrive from Bree-land, Cameth Brin had fallen to the *cánotar*; the work of destroying its fortifications begins.

Without Cameth Brin and the other fortresses, Rhudaur cannot be defended against the Trolls. Under Grulag, the last of the Witch-king’s Olog-hai, a Troll-realm is founded in the late T.A. 1990s. Thanks to the organizational skill of a mad Arthadan renegade named Cebervoth Night-shadow, the Troll-realm lasts for almost a century. It further depopulates the country as far south as Fennas Drúnin. After Cebervoth’s death, Grulag grows careless, and Elladan of Imladris catches and slays him in his bed.

This set a pattern that held for the next thousand and more years. Attempts to organize the evil creatures of northeastern Eriador occur periodically, but the ambitious would-be tyrant—whether Troll, Man, Orc, or wraith—always makes the same elementary mistake of letting the Rangers and Elves get wind of his location. The error eventually leads to his death and the demise of his realm.

RHÚMBAD

(S. “East-path”)

The ancient Elven path traversing Eriador from east to west, upon which the later MENATAR RÓMEN was built. For more information, see Section 6.3.4 of *Arnor: The People*.

SARALAINN

(Du. “Exalted Land”)

This petty kingdom is the first Third Age realm in Eriador to be ruled by an Eriadorian commoner. Its origins and structure are described in connection with the rest of Cardolan.

In Later Years

Saralainn survives the seventeenth century collapse and depopulation of Cardolan by virtue of its remoteness from the Witch-king’s military centers and its chaotic, but very adaptable, political structure. The Beffraen and the Evil-kind of Creb Durga are its primary problems during the ensuing centuries. In T.A. 2116, the capital of Saralainn is moved from Sudúri to Lond Angren, an abandoned Gondorian port at the mouth of the River Angren; much of its population shifts south of the Gwathló. Becoming increasingly submerged amidst the tribal Dunmen and Beffraen who swell the population of the kingdom, the culture of the clansmen declines even further. They become a petty-nobility in scattered villages that stretch from the middle of Saralainn to the Drúwaith Iaur (S. “Old Púkel-land”). Sudúri (and, later, Lond Angren) dwindles, for fewer and fewer ships from the South brave the dangerous waters off Cape Andrast. The title of “King of Saralainn” is still upheld, though its power and authority are but a dim memory. Periodically overrun by the Corsairs of Umbar, Saralainn survives in its traditional, haphazard fashion, to become the only Cardolanian successor state to survive into the Fourth Age.

SARN FORD

See entry for IACH SARN.



SHEDÛN

(Ork. "Beacon-point")

One of the three border fortresses of ANGMAR.

SHIRE

"The Shire was divided into four quarters, the Farthings... North, South, East, and West; and these again into a number of folklands, which still bore the names of some of the old leading families.... Outside the Farthings were the East and West Marches: the Buckland and the Westmarch added to the Shire in S.R. 1462."

—*The Fellowship of the Ring*, p. 18

For the Shire before T.A. 1643, see entry for SIRAGALĒ.

T.A. 1643

Four separate communities have developed over the first decades of Hobbit settlement in the Shire. A treaty of division—witnessed by the Arthadan Guardian of SiragalĒ, Prince Minastir, and all concerned parties save the Tarmĕar—recognized the informal groupings. The document created four "farthings," or fourfold-divisions, based on old Arthadan boundaries, on Midyear's Day in T.A. 1640. The Hobbits pay a yearly tax, called the "Rent," to the king, but remain otherwise autonomous.

The Northfarthing is centered around Long Cleeve and other quarry-villages of the North Moors. It includes the fertile stream valleys called the Greenfield Country, lands roughly corresponding to the bounds of old Latina Tarmĕaron. The local Hobbitry continue in a state of near-insurrection as Lord Tarmĕa tries to exert what authority he still retains, or at least *thinks* he retains, over the region.

In the Eastfarthing, the largest Hobbit settlements in SiragalĒ are concentrated along the Great East Road and the Fornhiril stream ("The Water," to Hobbits). Here, the royal presence looms larger than elsewhere in the Shire. Arthadan officials are stationed to oversee the abusive Rivermen of the Brandywine and the bustling caravans on the Great East Road. The Fallohide brothers act as liaisons between the kingsmen and the local Fallohide and Harfoot tribes.

In the Westfarthing, the Took clan forms virtually an independent freehold. They hunt down brigands and charge tolls on the Redway—the main road connecting the Blue Mountains to Sarn Ford and Tharbad. Outside of Tookland, allied Harfoot clans struggle to found their own towns adjacent to rugged, Mannish border villages such as Mikilahul (Michel Delving to the Hobbits), Wood Junction (Waymeet) and Screaming Hill (Hobbiton). The squatters and frontier bullies of the area give little quarter to Halflings—yet the persistence of the Little People is likely to win in the end.

In the Southfarthing, Sûlor, the last Elvish lord of the Pinnath Gelin, and Prince Minastir, the Arthadan commander at Sarn Ford, attempt to prevent rival clans of Stoor Hobbits and Dunnish squatters from massacring one another. Both peoples are fleeing the chaos of dying Cardolan in the wake of the Great Plague, and short tempers and desperate times seem sure to cause violence and tragedy.

In Later Times

Over the three centuries between the Great Plague and the Third Northern War, the Hobbit settlement in SiragalĒ grows steadily. It is hindered by cold weather and the various effects of the Banes of Angmar on Halflings' crops and herds. The Red Flux, an ugly influenza-like disease, with symptoms that include redness in the face and eyes and eventually blood in the lungs when the victim is near death, sweeps through the Hobbit-lands in T.A. 1889 and carries off half the population. This terrible scourge, the hardest blow the Witch-king ever strikes at the Shire, does not ruin the country as he might have wished, but decades pass before the Hobbits recover from their losses. The generations after the epidemic are more reclusive than their grandsires, and few Hobbits take part in the events of the last century of Arthedain's existence.

During the Third Northern War, Orcs of Angmar raid SiragalĒ, destroying everything above ground and driving away or slaying many of the Men living alongside the Hobbits in their underground Shire-villages. After Angmar is destroyed in T.A. 1975, Arnanth, the last Crown-prince of Arthedain, cedes his lordship of the devastated

The Hill



province to leaders of the Hobbit clans in a quiet, unofficial ceremony at the Three Farthing Stone. The prince promises to return when he can protect the Shire and better deserve the title of king.

For centuries, the Shire is free of war, although there are periodic raids by wargs, undead, and ruffians. Small, bloody encounters settle the Hobbits' remaining disputes with the Rivermen and the Eriadorians of the Brandywine settlements, establishing borders that stand the test of years. The Dúnadan rangers appear frequently at first, fulfilling the oaths of Prince Arnanth. However, Eriador beyond the Brandywine gradually empties of people and becomes the "Wild;" even wolves cannot find sustenance on its barren plains. The Bounds of the Shire (and the bounds of Hobbit knowledge) are fixed by the haunted ruins and downlands to the north and south, the forbidden forest to the east, and the eerie Tower Hills in the west. The Rangers and Elves operate more secretly in the later centuries of the Third Age, and the Hobbits evolve the "sheltered" attitude noted in *The Red Book of Westmarch*. The most important checks on Shire population are poverty caused by the lack of trade in abandoned Eriador, severe winters that are the residue of the Witch-king's curse on the land, and periodic epidemics, a great peril for Hobbits living in crowded conditions.

By Bilbo's time, the Shire is wealthy enough to have developed a two-class society; the "commons" are mostly illiterate working Hobbitry, and the "gentry" are educated landowners who provide what little leadership the Shire requires. Little trade means that no cities grow in the Shire; much manufacture is done locally, although the best goods tend to be of Dwarven make, obtained in trade from the holds of the Blue Mountains. The old Dúnadan and Eriadorian laws evolve into the "Rules," known to all Hobbits and obeyed with little need for enforcement; the Halflings' inherent gregariousness ensures that their village society remains peaceful. "Wild Hobbits"—the violent, cynical, adventuresome types so important in the older more dangerous world—are driven to or beyond the Bounds, as are most Men, dangerous or not.

In the Fourth Age, in the reign of King Elessar, the world suddenly becomes more complicated. Some Hobbits travel out of the Shire on a regular basis, dealing in politics and business. Literacy finally becomes fashionable; Thain Peregrin, a hero of the War of the Ring, establishes a more formal society with a code of laws to cope with the new age. The Shire changes in spite of itself.

Cultural Notes on the Later Shire

The commons are the peaceful, settled, peasants of the Shire. They represent a merging of the bloodlines of the three original tribes, the Fallohides, Harfoots, and Stoors. The three names eventually become just descriptive terms for various families and individuals. The lives of the Hobbit commons are patterned after those of the old Arthadan commons and the Bree-landers. They are more

prosperous, overall, than the Men around them, using better tools and somewhat more complex machines. They favor practical, well-made, and well-finished clothing, furnishings, and buildings.

The gentry—the literate, more leisured class of the Shire—take the place of the old Dúnadan nobility. Typically, they are property owners, deriving their income from rents or the ownership and management of the few businesses in the country. None are extraordinarily rich, and it is taken for granted that the "Gentlefolk" make themselves useful and "earn" their status by providing responsible local leadership. They tend to take on many civic duties: charity work, political office, negotiating with outsiders, and such tasks for which the working Hobbits have neither the time nor the education.

Hobbit technology may seem a contradiction in terms, but, in fact, the Shire-folk have made considerable advances from the traditions of Eriadorian society. Along with their trade partners, the Blue Mountain Dwarves (not the prouder and less tolerant folk of Durin's tribe), they have evolved many devices and skills to stretch their limited resources and to allow even the less prosperous Hobbits some measure of comfort and security. Their breeches, dresses, and jackets, for instance, are made of cloth woven on wheel-driven looms and sewn on pedal-driven machines—rather than being worked solely by hand. The abundance of cloth produced allows most Hobbit households to sleep on linens instead of straw, resulting in homes that are much cleaner in a land where the banes of fever and flux are always possible.

The habit of cleanliness and orderliness extends through much of Hobbit society. Hobbit food is served on hard crockery instead of wood, the clay being dug, shaped, enameled, and fired in Michel Delving and other towns. Hobbit kitchens have Dwarven-made iron and silverware, and forks and spoons stamped in Long Cleeve and Sackville out of the same metals. Their wagons and carts use spoked wheels, instead of the cruder cut-slab wheels of the Mannish settlements; their wood rims are steel-shod if the owner can afford it. The lumber for their wagons, round-windowed houses, and neatly painted furniture is cut in water or animal-powered mills and turned on belt-driven lathes; while almost any Hobbit can use hand tools at need, he saves his "time and touch" for the delicate finishing work and careful staining and painting.

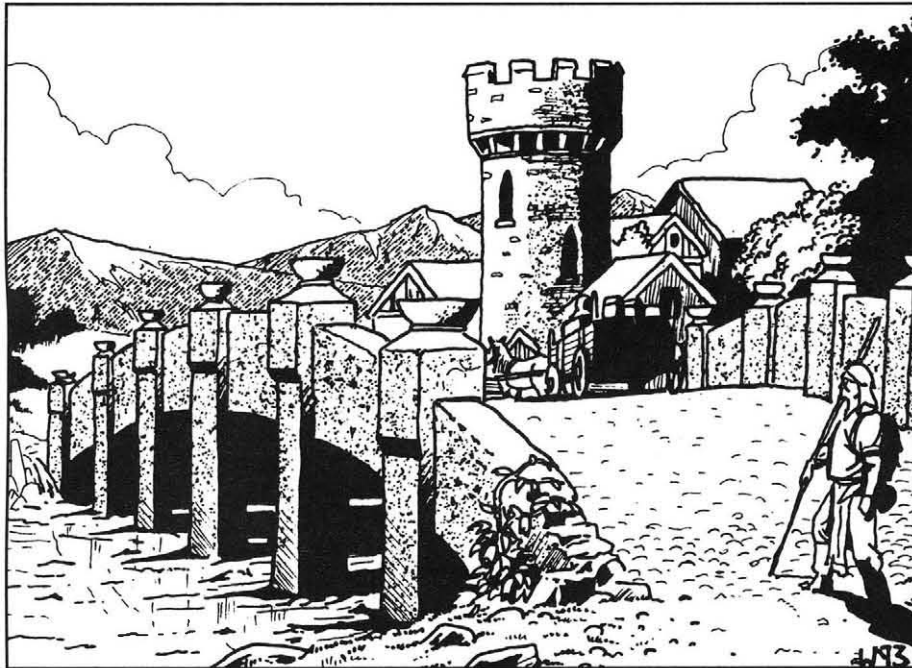
An excellent example of this type of craftsmanship is in the field of musical instruments. The harps and lutes of Elvish and Dúnadan traditions have, in late-Third Age Eriador, been augmented by the fiddle and viola. Elvish and Dwarven flutes and pipes have competition in the woodwinds, like the clarinets and oboes, all made of highly polished wood with silver keys and blown over thin wooden reeds. The Luinic and Durinic Dwarves claim to have invented most of these instruments, but the Halfling craftsmen of the Green Hill Country, where the best wood and rosins are found, have traditions almost as old, and



they think they know better. Perian violins now turn up in Gondor and Harad in the hands of people who have little concept of the nature of the maker, save only that he lives in the distant North.

Points of Interest in Siragallë and the Shire

Brandywine Bridge—Also known as the Bridge of Stonebows. A stone bridge was first put over the middle Baranduin in the reign of Elendil the Tall. It replaced the two ferries that had previously carried traffic moving along the recently improved Menatar Rómen. As part of a political deal between King Mallor of Arthedain and the noble house of Tarmëa, this fine example of ancient Arnorian stonework was rebuilt and expanded into the magnificent Bridge of Stonebows around T.A. 1102. Magic went into its construction, and it continued to be useful well into the Fourth Age. The bridge is four carts wide and a thousand feet long. Since the Second Northern War, there has been a small defensive tower on the west end of the bridge. Hobbits garrison it and charge a three copper toll to everyone who passes.



Bridge of Stonebows

The tower is used by the Hobbits in the early centuries of the independent Shire, then is torn down so the stone can be put to better use elsewhere. The bridge is occasionally guarded thereafter, but never fortified.

Buckland—This march, technically not a part of the Shire at all until the Fourth Age, does not exist in T.A. 1643. Instead, the east bank of the Brandywine opposite the Eastfarthing is the edge of the Old Forest; a concen-

trated, ancient, and bitter magic lurks in these woods. Various individuals have hunted and taken timber out of the Old Forest from time to time, but few have done so more than once without some misfortune or evil befalling. Huorns and dark spirits dwell along the bank. The only folk making camp or building shacks by the water are Rivermen who wish to stay clear of Arthadan law.

In the late T.A. 2330s, long after the Shire dwellers were accustomed to peace on their borders, a band of river pirates founded a secret camp amongst the dense willows of the east bank. The rogues took captives on a regular basis all along the Brandywine. When few of them were returned for ransom, Rangers led by Chieftain Araglas, and Hobbits led by Gorhendad Oldbuck, Chief Shirriff of the Eastfarthing, investigated. They found, to their horror, that blood sacrifices had been made in groves along the river banks; monsters that looked like Men and Hobbits, but carried pale tree sap in their veins instead of blood, were wandering the roads of the Shire.

The Oldbucks led several expeditions to the east bank, resulting in the burning of a number of willow trees with suspiciously Hobbit-like features delineated on their trunks. The war on the wood concluded with the ugly and little-known Battle at the Camp, an engagement so terrible that few who survived it spoke much ever after. The Oldbucks, seeking to claim something from these trials, established their own colony on the east bank and eventually extended it all the way from the Brandywine bridge to the shore opposite the Overborne Marshes, thus ensuring the safety of all dwelling along the river. The colony, Buckland, flourished over the years. Eventually a hedge, the "High Hay," was built to prevent the malice of the forest from spilling into Buckland, and the Master of Brandy Hall became one the most important Hobbits in the Shire.

Gamwich—Village in the northwestern corner of the Shire. The Redway ceases to be paved or edged here, but it does continue into the vale of the River Lhûn and thence to Caras Celairnen and the Blue Mountains. Gamwich in T.A. 1643 is beginning to attract Hobbit immigrants. Set on the north end of the Fox Downs, it is just beyond the edge of the Latina Tarmëaron and hence a long way from Arthadan law. A rough town, it favors ruffians and doesn't grow tamer until the second thain of the Independent Shire leads part of the Hobbitry-in-Arms against a gang of thugs (attempting to secede from the Shire) in the early twenty-first century. Gamwich remains a place to meet interesting strangers thereafter.

Gandalf the Grey—Known to the Dúnedain of the Shire as a wandering seer possessing influence at court in Fornost. Why he should be so favored, no one can say. The Hobbits see him as a harmless crank of a conjurer who helps folk in need. He enjoys this image, and sustains it for some sixteen hundred years, making the Shire a regular stopping place on his travels.

Girdley Island—Located squarely in the middle of the Brandywine just north of the Bridge of Stonebows, the upstream end of the island is the site of an Elvish river crossing. Three *ithillunt* (S. “moon-boats;” sing. *ithillunt*) rest on the river bottom. If the correct command phrase is called from either shore, the slim, white-hulled craft rise out of the water and travel back and forth of their own volition, carrying whoever summoned the vessels across the river. One who knows the magic involved in their construction may, at need, sink an *ithillunt* in mid-river—no Elf would do so, save under the most dire of circumstances. The Rivermen who regularly camp on the southern end of the island are terrified of the boats, thinking them the work of ghosts. The Hobbits, who periodically raid Girdley Island when Rivermen flee there after committing crimes in the Eastfarthing, remain ignorant or untroubled by the Elvish artifacts.

Greenfields—In T.A. 1643, Greenfields is a mixed Mannish and Hobbit village, located on either the northern edge of the Shire or the southern edge of the Tarmëa lands, depending on an eventual decision by the king. There is bad feeling in the town; the Hobbits, who have been here some forty years, find that their freedom to speak at the “Moot,” the village assembly, has been restricted of late.

Greenfields becomes the market center for the northern Shire and a place to meet strangers from the Twilight Hills and other lands beyond the Bounds. It is a natural target for the Goblins of Mount Gram when they raid the Northfarthing in T.A. 2747, led by their chief, Golfimbul; they are defeated outside of town by a muster of the Hobbitry-in-Arms led by Bandobras “Bullroarer” Took.

Hobbiton—In T.A. 1643, Hobbiton is the largest village in the Shire and site of the Shire-moot, organized by the Fallohide brothers to give the Hobbit clans a method of achieving consensus. Both Marcho and Blanco Fallohide build *smials* here after they retire. By T.A. 1800 Michel Delving passes Hobbiton in population, but the old town remains an important community for the central Shire.

Long Cleeve—Hobbit village in the northern part of the Shire, founded ten years ago on the site of a gypsum mine once owned by House Tarmëa. The Halflings have reopened the mine. Lord Tarmëa is claiming a tithe from the works, and the Hobbits—Stoors led by an eccentric fur-trapper and “knee-cracker” named Kocho Curl—have fortified the village pending an appeal to the king.

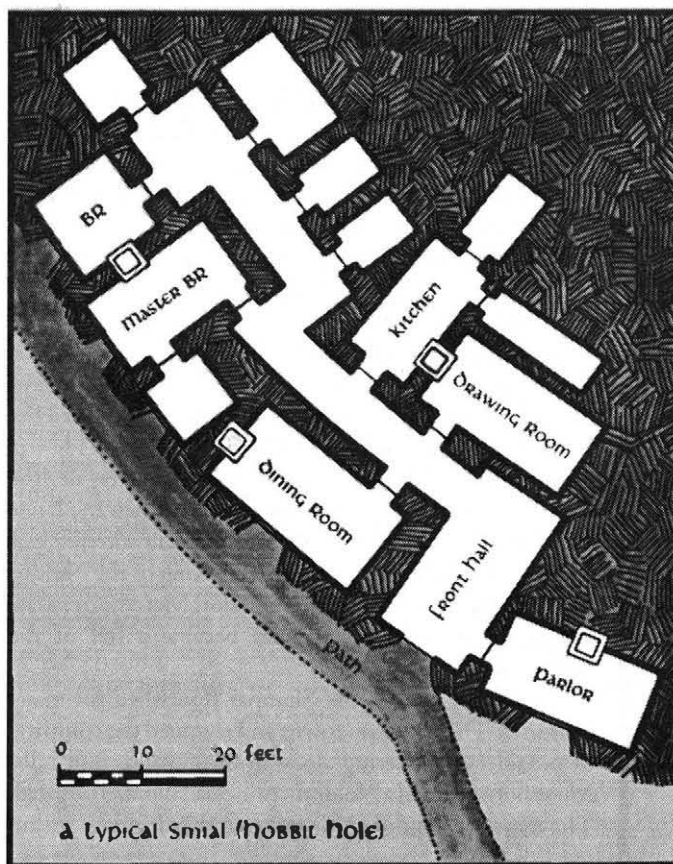
Pinnath Gelin (S. “Green Hill Country”)—The Elves dwelling in the rolling forest since the Age of the Stars are ruled by the Nando, Súlor, until he sails West in the late

Third Age. At the time of the founding of the Shire, he is the Elf most friendly to the Hobbit immigrants, helping them settle their quarrels with the Men of Siragalë and providing aid to the needy. He teaches the Halflings all he knows of forestry, and persuades them to make rules against clear-cutting the Green Hills, thus preventing erosion problems and assuring a steady supply of mature oak, elm, ash, and fir trees for timber through succeeding generations. His negotiations preserve the Pinnath Gelin for Elvish travelers. Woodhall, a hidden glade on the eastern slopes of the hills, just above the Hobbit village of the same name, still harbors wandering companies in the early Fourth Age. Elves crossing the Brandywine after leaving Woodhall use either the moon-boats at Girdley Island or the *iant ninniach* (S. “rainbow-bridge”) north of Stock.

Three-farthing Stone—The Three-farthing Stone was a gift, magical, from Súlor and Círdan to celebrate the first setting of boundaries in Siragalë. The Fallohide brothers, Súlor, Prince Minastir, and the Lady Ellindiel were all present at the ceremony. (House Tarmëa refused to participate.)

GM Note: *The stone, when touched, negates Fear. Any evil creature who touches it or who passes within 30' of it—while stalking or attacking another creature—is affected as though by a Repulsion spell. Someone who lies down against the stone gains the benefits of bed-rest equivalent to ten times the actual length of his stay; it is, consequently, a favorite place for travelers to take naps.*

A typical smial





The Water—Directly south of the Eryn Uial and east of the Tower Hills lies the beautiful valley of the Fornhiril stream, draining eastward into the Baranduin. In the time of the High King Elendil, the Great East Road followed the southern side of the vale, passing north of the Green Hills to the Bridge of Stonebows. A home to several Elven clans in the Second Age, it was gradually abandoned in the Third as they moved westward to avoid contact with mortal travelers and squatters. House Tarmëa formed designs on the vale after the remaining Elves were slain by Orkish wolf-riders in the Second Northern War; however, after T.A. 1601, the Fallohides located several of their earliest settlements here. The Hobbits have always referred to the stream simply as “The Water.” Its banks hold the densest population of Hobbits in the Shire into the Fourth Age.

The White Downs and Far Downs—Across the Westfarthing, the chalk cliffs of the White Downs stand like clenched teeth. A clean line of west-facing limestone crags, they contain the greater part of the Shire’s meager mineral wealth and its largest town, Michel Delving. Farther west lie the aptly-named Far Downs, which mark the westernmost boundary of the Hobbit-lands. Beyond them stretches Silvan country, the Taur Siremyn. Beyond this mix of exquisite green woods and scrubby grey ridges rise the Eryn Beraid, the noble Tower Hills of Lindon.

SIRAGALĒ

In the Age of the Stars, the fertile hills and lowlands between the Baranduin and the Ered Luin were settled by clans of Nandorin Elves. They named their country Siremyn-galador (Os. “Flowing-hills Tree-land”) after the rows of chalk downs that rose up wave-like, out of the woods. To Men it became simply “Siragalē,” and its people were the Sirannar. The Sirannarin clans gave their allegiance to Denethor, leader of the Green Elves of Ossiriand, west of the mountains. After reigning for long years Denethor was slain on the eve of the rising of the sun and the first year of the First Age; thereafter, the Elves of Siragalē had no kings. They fought only intermittently in the Wars of Beleriand.

Centuries later, in the final years of the First Age, Orcs, Men, and creatures of Morgoth troubled the lands east of the Ered Luin; a Laegren warrior, Merethorn, united the Elves of western Eriador to hunt the evils down. He was recognized by his people as the Lord of Siragalē, the westernmost of all Silvan Elvish rulers. When the lands broke during the War of Wrath, Siragalē suffered but survived. Gil-galad became the High King of the Noldor and extended his rule far into Eriador. Merethorn swore allegiance to him, and Siragalē became a fief of the Kingdom of Lindon.

Under this regime, the Sirannar flourished for many centuries. They built no towns and shunned the company of outsiders, wandering alone in their woods and hills. Merethorn wedded a Noldorin princess, Ellindiel Orgalad. The marriage solidified his status within Lindon; within

Siragalē, the couple traveled the hills, holding court at scattered holy sites and clan gatherings. Merethorn treated with the Dwarves and Eriadorian Men from a stone platform overlooking Iach Sarn. The folk of western Endor named the Elves with this secretive lifestyle, Silithin (S. “Shining Eyes”), for that was all that mortals normally saw of them in the woodland night. Eventually all the Nandor became known as “Silvan” Elves; Siragalē and the surrounding lands—with their mixed woodlands, open glades, and rocky downs—were described as the “Silvan country.”

Siragalē was never entirely isolated. Two of the great corridors of communication in Eriador crossed it. The Rhúmbad (S. “East-path”) ran from the Grey Havens eastward across Siragalē and over the Baranduin. More importantly, the Carbad Naugrim (S. “Red Dwarf-trail”) crossed the region from northwest to southeast, connecting the Blue Mountains to Eregion and Khazad-dûm. Since the two paths met at Mikilahul (For. “Great Hollow;” later “Michel Delving”) in the White Downs, they linked all of the politically important states in Eriador.

Men and Dwarves moved along and lived beside both of the roads, but fear of the Elves prevented them from making any extensive settlements. Dwarven ferries existed at all the major river crossings in and around Siragalē, but Elves traveling by night could use other means: either by a *iant ninniach* (S. “rainbow-bridge”) or an *ithillunt* (S. “moon-boat”). The former were magically woven of starlight; the spells and runes creating the misty arches were embedded in river stones by Elenwen of Lindon, a Noldorin astronomer. In the Second Age, Sarn Ford and three other points along the Baranduin, Mitheithel, and Gwathló each boasted a *iant ninniach*. The moon-boats were made by Círdan himself and placed along the Baranduin and elsewhere as the pattern of Elvish travel changed.

The Sirannar served Gil-galad faithfully in the War of the Elves and Sauron, as well as in other conflicts of the Second Age. At the time of the War of the Last Alliance, Merethorn led them through the Calenhardin to the succor of Anárion and Isildur and thence to the Battle of Dagorlad and the invasion of Mordor. The lightly armed Sirannar suffered grim losses in the battles and fared poorly as scouts in the dry, barren realm of the Dark Lord. Many deserted, and Merethorn was obliged to personally lead them on their forays into the enemies’ country. On one such raid, he was slain by a sand-drake.

Siragalē in the Third Age found itself with an embittered population ruled by a “Dark Widow.” Ellindiel blamed her consort’s death equally on his people and on the Noldor and Sindar who called him to war in a distant land. The region became the only Elvish province of the Kingdom of Arnor in T.A. 10, rejecting the rule of Círdan of Lindon. The Lady Ellindiel, who began clothing herself in Dúnadan greys and blacks, instead of Laegren green, became a figure of suspicion and fear. Nonetheless, she held fast to her duty to the Sirannar; over the years, her labors on their behalf effected some small measure of

healing for her pain and grief. Ellindiel's last public decision was to join Siragalë to Arthedain in T.A. 861; thereafter she became a recluse. Whether she lived or died or passed West over the sea became a matter of legend and rumor, save when someone attempted political action concerning her subjects; in such circumstances, the lady made a sudden and dramatic appearance—even at meetings and councils considered secret—to speak on the Sirannar's behalf.

Elendil located two branches of his road net in Siragalë to solidify connections with his ally Gil-galad, basing the routes on the old Second Age trails. The Elven population of the region declined steadily over the centuries—by ones and twos, the Sirannar accepted the Valar's offer of refuge and sailed over the seas into the Undying West. Men, losing their fear of the Elves, moved in—in larger numbers than in the Second Age—and created farms along the roads. House Tarmëa, one of the important Dúnadan noble families, negotiated hunting and herb-gathering rights in the northern portion of Siragalë, where possible, speaking directly with the remaining Silvan folk. The Tarmëar began to refer to northern Siragalë as the Latina Tarmëaron (Q. "Plain of the Tarmëar") and considered it their property.

The adventures of the Hobbits as they immigrated into and across Eriador are described elsewhere. The decision of King Argeleb II of Arthedain to give them charter to settle in Siragalë was made, in part, to counteract the increasing influence of House Tarmëa and several "bandit-lords" rising in prominence among the Mannish squatters in the southern part of the region. The Lady Ellindiel—who must have had some role in the matter—was at the court in disguise; Marcho and Blanco Fallohide, who negotiated on behalf of the Hobbits of the Bree-land, had little contact with her.

However it was accomplished, the Fallohide brothers began organizing Hobbit settlements along the Great East Road just beyond the Bridge of Stonebows in the spring of T.A. 1601, and Hobbit immigration into Siragalë continued steadily each year after. The Halflings named their new domain the Shire, which denoted "a safe place" or "a place of well-ordered business."

T.A. 1643

Detailed description of most places, people, and events in Siragalë at this time and in later times may be found under the entries for THE SHIRE and SARN FORD Section 8.0 of *Arnor: The People* provides more information about the Lady Ellindiel and Prince Minastir.

The remaining Sirannarin Elves have little influence on events in Siragalë after the Stoor migration fills the last stretch of open hills along the Redway. The Sirannar avoid contact with the Men and Hobbits in the central

and northern parts of the province; those few who dwell there at the turn of the century move south or west towards the borders of Lindon. The Lady Ellindiel still travels her country, observing and occasionally dispensing justice. Súlor, whose family dwells in the rougher part of the Pinnath Gelin, intends to persuade the Hobbits to establish some part of the hills as a preserve, both to maintain the watersheds of the major streams in the Shire and to leave some open country for the Elvish wandering companies who travel through Siragalë.

The Sirannar retain little interest in the problems of mortals, but do take action to prevent obvious violence or injustice. Upon discovering brigands amidst preparation to ambush Mannish wayfarers, a Sirannarin Elf attempts first to frighten the attackers or to warn their victims; if the foray takes place, the Siranna might join the battle to prevent innocents from being killed. If he arrives too late to halt the ambush, he quietly notifies local Mannish authority and trails the brigands. Possibly, if there is immediate danger to prisoners (torture or death), the Siranna attempts a night-time rescue. Sirannar show no ambition to capture or kill such villains themselves, since the brigands are almost certainly terrified of Elves and unlikely to find any opportunity to harm them.

In Later Times

The Shire settlements and the villages of the Pinnath Ceren expand over the next few centuries, until a continuous belt of cultivated land extends along either side of the major roads in Siragalë. After the fall of Arthedain, Ellindiel negotiates the "Bounds" of the Shire with Aranarth, first Chieftain of the Rangers, and several Hobbit clan leaders.

Eventually, as the old Dúnadan culture disappears in Eriador, the name "Siragalë" fades from use as well. The "Silvan Country," the belt of woodland, glade, and grassy downs that lies west beyond the Shire Bounds, but short of the Tower Hills, becomes known to the learned as Silithinren Iaur (S. "Old Sylvana"). The Hobbits of the Shire and the Men of the Brandywine valley both know they are not welcome there. Only a few hunters and trappers enter the Silithinren Iaur, and they never stay.

Although Elves wander the Shire from time to time, and a few strike up friendships with certain Hobbits, the Sirannar seek solitude in their remaining forests and become figures of legend—something peculiar that unfortunate folk encounter when they roam beyond the Bounds and into territory not meant for them. The Sirannar feel no guilt about frightening, drugging, or enchanting trespassers and sending them home. These unfortunates come to no harm, save for a slightly addled memory and a deep, subconscious fear of "shining eyes" in those strange Silvan woods to the west.



SOUTH DOWNS

See entry for TYRN HYARMEN.

SUDÚRI

(Du. "Sea-port")

The chief town in Saralainn and the second most important port in Eriador. It was MISTALONDĚ until T.A. 1503. In that year, King Lanaigh of Saralainn expelled the city's Dúnadan lord, rebuilt its fortifications, and granted the town an autonomous council so that he wouldn't have the bother of governing it.

TALATH MUIL

(S. "Drear Plain")

The Talath Muil is primarily open grassland dotted occasionally by large wildflower meadows and small copses of ash and birch trees. The plain stretches east until it suddenly abuts the rocky western edges of the northern Emyrn Uial. This northern section of the Emyrn Uial is rough, rocky, and difficult to traverse on foot, let alone on horseback. While this makes the hills an excellent hiding place for Orcs, Trolls, and bandits, in winter the hills are cold and desolate, and a hiding place can quickly become a last resting place.

TAUR IAUR

(S. "Old Forest")

While this tainted, malevolent woodland is not truly representative of the forests of the Elder Days, the intense sense of "awareness" and magical presence the traveler feels there mirrors the nature of ancient tree-communities. In the mid-Second Age, Númenórean mages contrived to force the Huorns, the sentient trees of the Eriadorian forests, into a few selected pockets, to eliminate the continuing danger they presented both to local farmers and herdsman and to the imperial ambitions of the Númenórean colonists. The Taur Iaur—well to the north of most settlements of Men in Cardolan and, because of that, already a haven for Faerië beings fleeing civilization—was one of the two repositories of this campaign. Its success, after decades of effort, left the Old Forest a fell place, filled with pockets of bitterness and hatred for all mortal flesh.

Wherever Men or Hobbits settle too near the forest, its trees sense the incursion and concentrate their hostility in nearby groves. This phenomenon is marked at Buckland, on the eastern border of the Shire. Where the trees are less alert, Men may, if careful and minimally intrusive, enter the forest fringes to hunt, collect firewood, and gather nuts and fruit in their seasons. Faerië creatures are always present, however, and the Taur Iaur can never be said to be truly safe.

Tom Bombadil

A powerful Maia; indeed, the oldest speaking being still dwelling in Middle-earth, Tom dwells with his wife Goldberry in a small house on the border between the Taur Iaur and the Barrow-downs. His nature appears childish to most mortals, and he loses interest in even life-and-death matters rather quickly. Tom has a chance

(20%) of noticing an overtly evil deed occurring in the forest, but avoids taking drastic action against the offender. If he catches an Orc, for instance, before the creature does any harm, Tom is likely to frighten the intruder off, blessing it with an enchantment that leaves its skin smelling permanently of roses. If an Orc commits murders or returns after its first visit to the forest, Bombadil acts more decisively; the creature could easily find its spirit trapped in the body of a mouse being pursued by a weasel, while its former body is slowly transformed into a tree stump.

Old Man Willow

The Huorns of the Old Forest are varied in their powers. Some are little more than trees that shift their roots overnight and stir nightmares in those who sleep at their feet. Others wade through the soil, a few inches at a time, casting spells of *Sleep* and *Confusion* to delay travelers while the trees shift position to cover existing paths and cause the wayfarers to lose their way. A few trees have as much movement as Ents and may batter or strangle passers-by.

Old Man Willow is one of the most powerful of the Old Forest Huorns. He casts "singing" spells by waving his branches (resulting in *Sleep*, *Fear*, or *Confusion*—at a 15th lvl attack). He has the ability to open his bark to engulf victims and crush them. He can shift his roots and branches to knock down or pick up those who succumb to his spells. If attacked directly, he can summon up the energy for a fully mobile defense; he finds this painful, and does it only when desperate.

From his dwelling place along the banks of the Withywindle, Old Man Willow's influence has spread over much of the central Old Forest. Paths all through the area lead directly to him, and Huorns herd travelers in his direction; even if they cannot harm mortals themselves, the trees use Old Man Willow to obtain revenge.

THALION

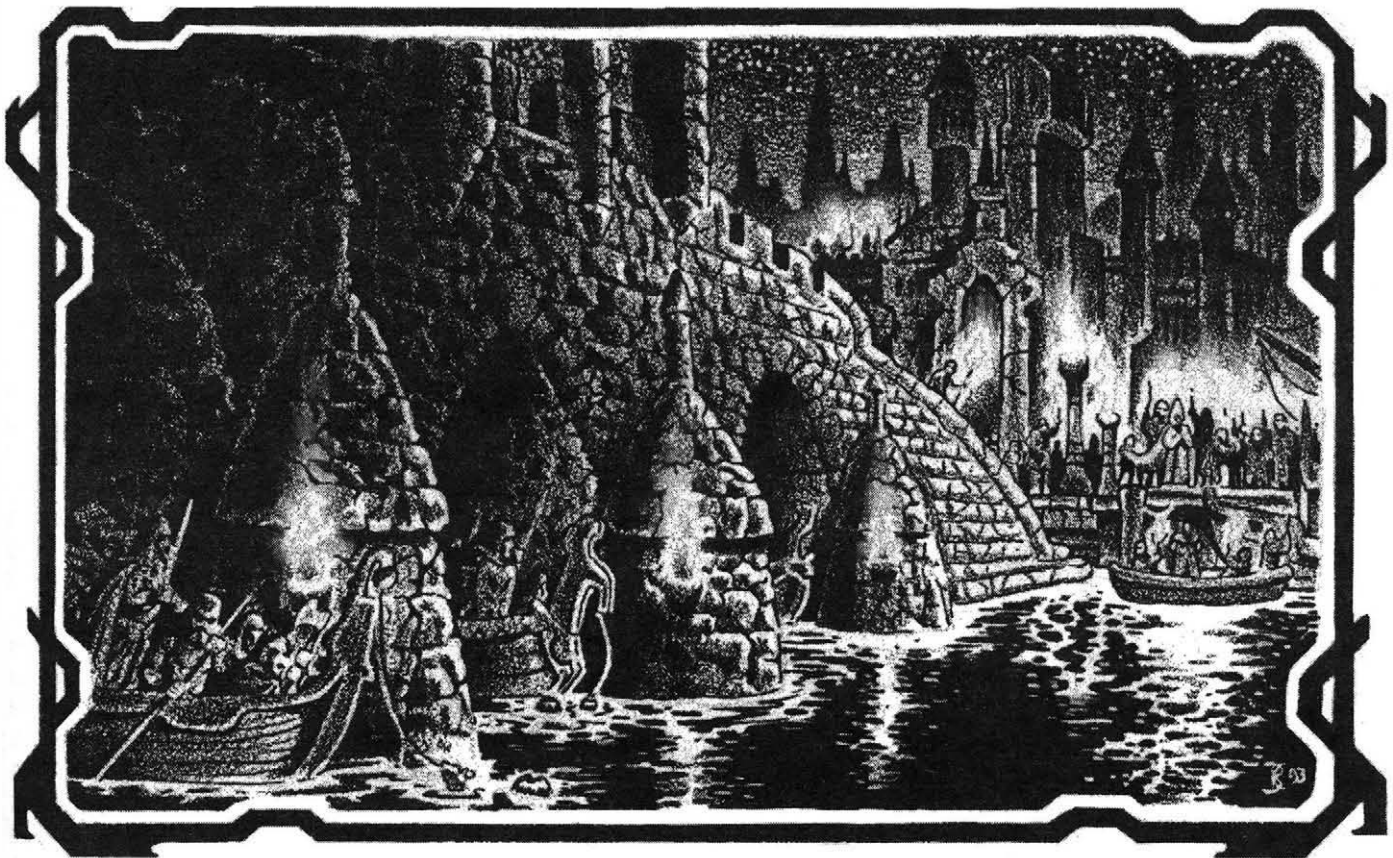
(S. "Strong [Dwelling]")

The palace serves as the seat of the princes of Dol Tinereb, situated on the south side of the town of METRAITH, which is occasionally still called Thalion. See Sections 5.4 and 6.3.

THARBAD

(S. "Crossway")

Rising out of the fenlands of the southern Swanfleet Marshes, the city of Tharbad is the greatest surviving work of the Númenóreans in Eriador. The city was, upon a time, a prime example of the civic planner's art, with broad avenues, public parks, and well-paved streets. Yet any city surrounded by marshes suffers from overcrowding as the population rises, and the tendency of the buildings and walls of Tharbad to sink slowly back into the muck challenged the efforts of innumerable engineers over countless years. Efforts to prevent the slow subsidence were abandoned many decades ago; decay in both the appearance and spirit of the city has become readily apparent.



Bridge of Tharbad

Tharbad was once a proud manufacturing and trading center, but its fortunes have declined with those of Cardolan. The home of 25,000 people little more than two centuries ago, it has only recently regained a population of 17,000. The wool industry and overseas trade have not revived since the fall of the Dúnadan kingdom. Tharbad and its people now survive primarily because of the city's strategic importance. Arthedain, Gondor, and even Khazad-dûm find it prudent to send food shipments for distribution to the poor and unemployed. In spite, or perhaps because, of their reliance on these doles, the people of Tharbad have grown increasingly unruly and riot-prone. Now, the city is effectively ungovernable, although a semblance of order is preserved by the presence of a Gondorian garrison.

Tharbad sprawls across the artificial hill on which it rests, in notable contrast to the geometric layout of other Dúnadan cities. Most Númenórean settlements were deliberately built to follow careful plans, while Tharbad has evolved from a single tower in a irregular series of expansions. Despite the influx of refugees, however, the city's settled areas are shrinking.

The most notable feature of Tharbad is the twin bridge, the Iant Forn (S. "North Bridge") and the Iant Harn (S. "South Bridge"), that spans the mighty River Gwathló. The city acknowledged Elendil as king in part due to a promise to build this magnificent structure. Houses and shops have spread onto the bridges like barnacles, and they now present a ramshackle appearance, though their

daunting immensity still suggests the efforts that went into their building. An enormous dike, the Rammas Nîn (S. "Great Wall of the Fens"), protects the city from the surrounding marshes. The defenses of Tharbad rely upon the inability of any enemy to build siege works in the fens, so the walls that surmount the dike are thin, short, and often ill-maintained.

Tharbad is also unusual for its *celvath* (S. "canals;" sing. *ælf*). The channels were built to serve as an alternative to the city's crowded streets, and they once bustled with commerce. With the decline of trade, the inter-connections of the canals and the river have been neglected. The annual spring floods bring clogging silt, and many channels have become little more than open sewers and dumps.

History

In the Elder Days there was no specific crossing of the Gwathló favored by all travelers. The Dwarves of Nogrod maintained ferries on the major rivers traversed by the Carbad Naugrim, the great trail connecting the Dwarven cities in the Blue and Misty Mountains. Some of the traffic from this road passed north of the Nîn-in-Eilph (S. "Swanfleet Marshes"). Some journeyed by boat down the lower Glanduin and into the Gwathló. The Elves seldom traveled this way, preferring their own *ithillynt*, magical watercraft, available at favored places.

The route that crossed the least amount of bad ground, though, was ultimately the one that ran south of the Glanduin and the marshes and cut back through their western end across Tol Galen, a large, boggy island in



mid-Gwathló. The trail then turned northwest along the easy grade up the north bank of the River Andeithel and into central Mindornath. Where the path traversed the fens, general debris and occasional deliberate fill accumulated through the ages, creating dry ground where none had existed before. In the early Second Age, Noldorin engineers built good-sized swan-boats to carry the Elves—vessels that moved without sails and looked very much like great birds swimming through the marshes.

Such was the situation when Tar-Aldarion, the mariner-king, arrived. The Durinic Dwarves, who acquired most of the ferrying duties after the destruction of Nogrod in the War of Wrath, let the Númenóreans assume responsibility for order and government in the area, which was now becoming heavily populated by Eriadorian Men. After Sauron's invasion in S.A. 1695, a Númenórean fleet under Ciryatur attacked the Dark Lord's bases along the Gwathló; when he was driven out, they restored the Númenórean trading station. In S.A. 1793, after the local Eriadorian rulers failed to stabilize the region, Ciryatur returned and established an official colony.

Over the remaining centuries of the Second Age the political situation in southern Eriador changed repeatedly, but Tharbad remained firmly under Dúnadan control, feeling the effects of war and rebellion only at a distance. In the Third Age Tharbad was the economic center of Arnor and later of the independent kingdom of Cardolan. Peace and prosperity became natural to the "Queen of the North" for a millennium and longer. This did not keep Tharbad from being a center for corruption, crime, espionage, and intrigue; the city always maintained itself as a center for decadence with the same pride it took in being a center of commerce.

The Crisis of T.A. 1409-1412

GM Note: Much of Tharbad's later history is discussed elsewhere in Arnor: The People as a part of the history of Cardolan. The detailed view of Tharbad given here, set during the Second Northern War, is designed as the basis for a campaign set at that time. The layouts of Tharbad in Section 5.7 of this module have been noted and keyed as to their usefulness for a T.A. 1409 campaign, a T.A. 1643 campaign, or for generic mid-Third Age adventures.

The Second Northern War saw the deaths of King Osthir of Cardolan and both his sons. The king's only remaining potential heir was his daughter, Princess Níriel. Cardolan, a successor kingdom to Arnor (and, by extension, to Númenor), had always been ruled by hereditary monarchy, determined through patrilineal primogeniture; before the crisis, the kingdom had never experienced a ruling queen.

The death of the king and his sons presented a thorny problem to the surviving authorities. Two days after the news of the king's death reached Tharbad, Regent Nimhir (head of Royal Council of the Sceptre since T.A. 1433) declared himself Regent of Cardolan, acting in the name of the sole remaining heir to the royal house, the Princess

Níriel. His motives were simple and relatively pure; by moving quickly and forcefully, civil war—or worse—could be averted. Of equal importance, the announcement kept the throne beyond the reach of the *híraþ*, many of whom had treated the regent poorly in the past.

At a hastily summoned meeting of a greatly reduced Council of the Sceptre two weeks later, Nimhir received confirmation from two of the three surviving *híraþ*—Hir Tinereb and Hir Caladir. The third, Mablung Girithlin, voiced strong opposition to the regency, asserting that the dangers of the times called for a forceful, military-oriented leader like himself. Being outvoted, however, the lord took no public action, and returned to his hill-bound hold, presumably to brood. The regency was supported by the leader of the military forces, Captain Tardegil (personally loyal to the royal house of Cardolan) and by Círvir, the Gondorian legate, whose goals placed his support behind anyone able to maintain order in the city and ensure that the northern realms continue to stand against the aggressions of Angmar.

In the aftermath of war, with half of the summer harvest destroyed or rendered inaccessible by wild animals and brigands, the Cardolandrim and especially the citizens of Tharbad faced starvation in the fall and winter of T.A. 1409. The fertile *hírdyr* of Tinereb and Ethir Gwathló, the least touched by the war, became the targets of a grain tax collected by "mobilization units" consisting of a mix of army regulars and new recruits. As the season advanced, the regent dispatched an embassy to Gondor seeking aid. Regardless of these efforts, Tharbad and the surrounding countryside suffered a winter filled with afflictions, including pellagra, rickets, scurvy, and discontent, as those who had few resources attempted to seize them from those who had much. Thousands died, and only a relatively mild winter prevented further attrition.

As winter faded, the supply ships arrived from Gondor. The army, swelled by new recruits who wanted to be sure of their next meal, acted quickly to prevent riots on Tharbad's quays. The regent resettled a group of troublesome refugees as colonists in Minhiriath. Attempts to resettle Tým Hódhath and Faerdor—insurance against a possible Arthadan expansion—enjoyed mixed success. The regent's enlarged army made forays to clear central Cardolan—especially the Old North Road—of bandits and marauding beasts. Nimhir monitored suits urged by competitors for Princess Níriel's hand. These gentlemen included King Araphor of Arthedain and the sons of three *híraþ*.

In T.A. 1411, the regent faced a new challenge when one of the bandit leaders who held sway in much of the northern countryside declared himself the new Hir Eredoriath. Throughout the entire period, Cardolan's scattered forces were obligated to guard the realm's frontiers against the possibility of further assault from Angmar or Arthedain. The outcome for these various ventures, along with the fruits of the labors of Angmarean spies and the Mellonnath Arthedain, had great import on the kingdom's future.

Normally, the people of Tharbad worry little about politics, but with the death of the king matters changed considerably. Now all conversation centered around the stability of the government and the next ruler.

The City Watch

In T.A. 1409, two hundred and twenty-five footmen patrol Tharbad (half that number in T.A. 1643), concentrating on the bridge and the western dikes. Each carries a sword and shield and wears light armor. Peasant uprisings in both eras have stretched the Watch's resources. Because the soldiers must protect travelers from angry mobs surrounding the toll gate, their presence within the city is little more than symbolic. Pickpockets and thugs operate without restraint.

Wayfarers entering Tharbad may expect no protection from the Watch unless they appear wealthy. Any time the gate is opened to admit travelers in T.A. 1409, there is a chance (40%) that peasant mobs will use the event to storm the entrance and enter the city. Travelers are rarely exempt from the violence.

The refugee shantytown surrounding the gate is monitored by the Watch for another reason. Bands of highwaymen routinely use the gathered refugees for cover. Within three miles of Tharbad, the danger of ambush is greater than in more desolate countryside.

From the Fall of the Monarchy to the Great Plague

Through the summer of T.A. 1412, the Regent Nimhir succeeded in moving the remaining resources of the kingdom delicately across the chessboard that was Cardolan. He skillfully played suitors and *híraþ* against each other, until his bitter enemy, the Hír Girithlin, made a bid for power. Girithlin kidnapped Princess Níriel, intending to force her to marry his son Falathar, thus giving his claim to the throne some basis. It is not known whether the bizarre plan was inspired or aided by the Angmarean spy Hoegwar. Whatever its source, the attempt ended in worse than failure: it resulted in the death of both the princess and the regent, plunging the nation into a bloody civil war between the supporters of Girithlin and Tinereb. When the dust settled, the Gondorian legate placed the support of the South-kingdom behind the new ruler—Hír Faerdor—hoping (again) that such would discourage further rebellion and ensure continued maintenance of the causeways and the North-South Road.

During the next twenty years, Hír Faerdor, who adopted the title of *cánotar*, brought stability to Cardolan on a superficial level, as no new uprisings of significance occurred. The colonization efforts begun in Nimhir's brief reign were successful, expanding the realm's political borders and providing important new sources of foodstuffs and trade items; alum, for example, was discovered in Saralainn in T.A. 1423. Nonetheless, the loss of the last true heir of the king's line worked a subtle yet profound effect on the people and *híraþ* of Cardolan, undermining their loyalties to ruler and kingdom. By T.A. 1420, the

hírdyr were loathe to contribute more than token assistance to any effort that did not directly benefit their citizens; tax collection became an arduous effort, frequently requiring the support of troops or hired mercenaries. Furthermore, much of Tyrn Hóðhath, Faerdor, and the Eredoriath remained only marginally settled and restored, troubled by many indigenous predators, both Man and beast.

The extent to which Cardolan had become dependent on the aid of Gondor grew more apparent during the T.A. 1430s, when events further weakened the kingdom's coherence. The Gondorian "Legate's Guard," in theory lent to the *cánotar* for special operations, and in practice assigned indefinitely, was recalled in T.A. 1434 at the outset of Gondor's bloody Kin-strife. Círvir, who for so many years exerted a genteel patriarchal influence over Cardolan, was forced to become a supplicant himself, requesting and grudgingly receiving a commitment of three hundred troops.

Angmarean spies in Tharbad, sensing a golden opportunity in this loss of strength, stepped up their efforts, fomenting tax revolts in both Caladir and Saralainn. Lamril, leader of the colony in Minhiriath, was prompted by a strange dream to declare himself "the true voice of the people." Sensing the discontent in the land, though misreading its source until too late, he marched on Tharbad at the head of an unruly mob consisting of pitchfork-wielding farmers, local militiamen from Saralainn, and Dunnish mercenaries angered by cuts in their promised wages. The mob was accompanied by a small, mysterious cadre of mages, led by the powerful, secretive Gaurthurin. This force was stopped and dispersed short of the city, after considerable bloodshed on both sides. During the battle, Lamril discovered Gaurthurin's evil connection to Angmar. Before he could act, he was slain by the treacherous mage, along with a large fraction of the able-bodied men of the Saralainn—which thereafter fell under the political sway of the southern *híraþ*.

In the summer of T.A. 1439, an emissary from the Gondorian usurper Castamir arrived in Tharbad. Instead of offering quiet counsel like his predecessor—who had been forced to flee into exile in Arthedain—the new legate demanded substantial annual tribute for Gondor's continued friendship. The *cánotar* attempted to meet his demand by enacting a set of new tolls and tariffs; the *híraþ* of Tyrn Hóðhath and Girithlin responded by declaring themselves independent of the *cánotar's* authority; they were able to sustain their claim despite Castamir's donation of two hundred Variag mercenaries, all of whom were slain as they attempted to murder, rape, and pillage in the name of Gondor. Even the overthrow of Castamir and the return of the aged Círvir from exile could not alleviate the alienation of these wayward baronies. While the *híraþ* would concur that the danger posed by Angmar was of greater importance than their personal differences, they would no longer swear allegiance to the *cánotar*.





From this time forward, “Cardolan” became primarily a geographic rather than a political designation. By mid-century, its “kingdom” was no more than a loose association of largely autonomous baronies. The north was a frequent target of Angmarean raids; Saralainn was returning in great part to a wild state; and Tharbad itself was sinking further under the sway of the devious and dishonest. Though a Council of the Sceptre still existed in name, it seldom convened and even more rarely could agree on a common course of action. The *cánotar*’s holdings, even with the return of token support from Gondor, were reduced to Tharbad proper, Caladir, and varying *hírdyr* whose temporary favor he could cajole or purchase.

One of the few matters that gathered the *híraith* temporarily under one banner were the repeated attempts of King Araphor of Arthedain to reunite Arnor under his rule. An expeditionary force sent into Cardolan by Araphor in T.A. 1455 was the first of several such ventures he undertook during his long reign, which ended in T.A. 1589. The postures of the combatants varied considerably from war to war; some *híraith* actually fought for Arthedain during some of these conflicts. Araphor learned quickly, and painfully, however, that his alliances with the *híraith* of northern Cardolan were built on mud and quicksand, usually disintegrating at the first opportunity for selfish advantage. While the Cardolanian states were able to ultimately repel all of Araphor’s advances, every skirmish further reduced the already few Dúnedain in the country.

The Great Plague which swept through Eriador in T.A. 1636-7 damaged Cardolan more than any other region. Tharbad had always been as much a breeding-ground for disease as for thievery, enhanced by the swampy environs of Nîn-in-Eilph; the Plague, once carried into the city, spread rapidly downriver. More than half of Tharbad’s inhabitants, and almost as much of the population of Minhiriath, died in the months that followed. The disease mysteriously wreaked its greatest ill against the Dúnedain. Scarcely more than a handful of each of the remaining noble families survived, virtually guaranteeing more disputed successions and more petty wars.

In Later Years

By the end of the seventeenth century, Cardolan is virtually finished as a civilized, settled country, possessing only a string of fortified villages along the Gwathló to provide a small trickle of foodstuffs and commerce to Tharbad. Some trade still comes south from Arthedain, the Ered Luin, and even Angmar and Rhudaur, but caravans are rare and profits meager over the difficult and dangerous highways.

The Old South Road continues to be an important trade route until the death of King Arvedui of Arthedain and the failing of the last of the northern kingdoms in T.A. 1974. The disappearance of any remnant of central

government or military from Cardolan means that those who venture beyond the walls of the isolated settlements become prey for highwaymen. Tharbad, fallen into ruin except for the old south quarter of the city, is a teeming den of thieves, rustlers, pirates, unscrupulous traders and merchants, and ne’er-do-wells of all description.

After the fall of Arthedain and the termination of the royal line of Gondor, traffic along the North-South Road declines greatly. The road itself is no longer maintained and falls into ruin in many places. The Eriadorians of the Gwathló settlements hold on to their villages in ever-dwindling numbers until the Orc-invasion of T.A. 2720. Those villagers who refuse to leave their homes are slain; the remainder flee and take up life among the coastal peoples. The folk of Tharbad, protected by their swamps from everything except poverty, retain their connections with the coastal peoples, the Bree-landers, and (in later years) with the newly arrived Men of Rohan. Local tales assert that a number of doughty warriors from the area of Tharbad participated with distinction in the many battles between the Rohirrim and the Dunlendings (Dunmen) that occurred between TA 2699-2759; of course, in the later conflicts, it is far from certain on which side the Tharbadians fought.

In its declining years, Tharbad is little more than a town among the ruins, its fields protected by the old, crumbling walls. Tharbad is completely deserted after the great floods of T.A. 2912, when the Gwathló overflows the now decrepit dikes and rushes through the tattered buildings and streets. Even the island of Tharbad is submerged, and the great bridges that had survived without maintenance for almost a thousand years are undercut and broken by the torrent. The last of Tharbad’s residents are forced to depart in great haste. The lands around the city lapse rapidly into wild fens, filled with snakes, alligators, and other swamp creatures. In the latter days of the Third Age, spies of Saruman, the Black Riders of Mordor, and Boromir of Gondor all make the treacherous passage through Tharbad, which by then consists solely of the crumbling remains of the causeways, broken buildings on dwindling mounds, and a dangerous ford formed by the ruins of the bridge. Others also make the crossing during this time, fleeing the wars in Gondor, carrying messages north or south, or sifting through the last remains of the once-great city for items of value left behind from an earlier era.

Following the defeat of Saruman’s seizure of the Shire in T.A. 3019, many of his leaderless men take refuge at Tharbad, seeking to make it a base for banditry. The rogues are driven out by King Elessar’s messengers in the third year of the Fourth Age. Veryatar (Beretar), the king’s regent in Arnor, makes his home in Tharbad for a time. He oversees a cadre of Gondorian soldiers and engineers. Their labors slowly reclaim the city from the fens.

TIAR HARIAR

(Q/S. "Old South Road;" prop. "Harven Laur")

The ancient road joining Tharbad to Gondor. In Gondor the Tiar Hariar is known as the "North-South Road," the "Royal Road," or simply the "Great Road." For more information, see entry for ENEDHWAITH and Section 6.3.2 of *Arnor: The People*.

TOL LAMFIRITH

(S. "Muted-voice Isle")

See entry for CARAS CELAIRNEN.

TOWER HILLS

See entry for EMYN BERAID

TROLLSHAWS

The woodlands that hedge the heights of the PINNATH TEREG. See also the entry for RHUDAUR.

TYRN FORMEN

(S/Q. "North Downs;" prop. *Tyrn Fym*)

East of the Twilight Hills, the North Downs send forth their solid chins. Here rocky ridges often march miles-long across northeastern Arthedain in a series of gigantic, natural altars. Like steps descending from the east, they guard the central kingdom, and provide a natural crest upon which is built 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 Formen have steep faces and long sloping backs. The downs formed as the layers of sedimentary rock sloping away from the mountains eroded unevenly—due to varying densities—in the damp, windy climate. From the west, they appear as rows of walls, while from the east they create the illusion of gentle, undulating moors.

The Tyrn Formen are bounded on the east by the main platform of the Eriadorian upland, the relatively flat chalk prairie called the Oirolad. On the west, their steeper faces (commonly called scarps, crags, stands, or glowers) drop into the grassy, rolling country of the Emyrn Gelin. Rainwater that falls on the downs percolates into springs and streams that flow down to the Pinnon Gilwing, the precipice forming the west bank of the River Forthor and Lake Evendim, the source of the mighty Baranduin. At the southern end of the downs, just beyond the great vaulted crest of Norland's Glower, where Fornost Erain stands, the ridges plunge downward to bury themselves in rocky, white gravel. The gravel possesses enough seepage into the limestone below to keep this region, the Nan Túrath, from being more fertile than the downs themselves. At their northeast end, the downs merge with a higher, if less precipitous, range of hills, the Rammas Formen. It is here, where the Wall of the North and the downs come closest to meeting the outstretched arms of the Misty Mountains,

that Arthedain has been in longest conflict with Angmar. Aradhras (S. "Kingscrag"), the greatest of Arthadan fortresses, save for Fornost itself, stands on a great spine of white rock pointing eastward over the barrens of the Údanoriath and the scattered relics of a hundred battles.

The downs have some advantages not apparent in a simple description. The upturned rock layers that produce the crags and glowers and channel travel through the region also trap subterranean water and produce springfed pools, fens, and lush pastures in favored strips along the bottoms of sheltered valleys. At the north end of the downs—where the foothills of the ancient Iron Mountains were shattered in the War of Wrath to become the Rammas Formen—excess rock and soil washed into vales in such quantities that true forests have thrived here throughout the Second and Third Ages.

Eriadorian trappers and herders first came to Tyrn Formen in the Second Age, to be followed by tin and lead miners. The Dúnadan Faithful found that the clear air of the crags was suitable for their observatories and that the manicured lines of the narrow valleys appealed to their sense of organization in farming and gardening. The North Downs remained a center of Dúnadan religious activity for as long as the North-kingdom endured.

In the Third Age, the downs have long suffered from the presence of Angmar on their border. In the early days of the conflict, Eldanar (Minas Eldanaryaron), within a day's march of the Misty Mountains, was the center of Arthadan military efforts; it fell to the Witch-king's forces in T.A. 1325. This opened the entire frontier to raids by Orcs and Easterling cavalry, and the peaceful way of life of the "Downsmen" changed rapidly and violently. A new line of fortifications, anchored by a great keep at Dol Gormaen (S. "Gormaen's Hill") on the Rammas Formen, was built. Unfortunately, the line of defense was overly exposed. Aradhras, at the eastern end of the downs, along with outlying towers and the Rammas Aran, a series of defensive dikes, was built to support it. Dol Gormaen fell to the Angmarrim in T.A. 1408; Aradhras has been the center of Arthedain's defense ever since. The fortress is too close to the settled lands of Arthedain to keep all the raiders out of the downs; every farmhouse and village in eastern Arthedain eventually became a small fortress in its own right, and the endless drills of the militia became a more important part of the Downsmen's festivals than dance and trade. The bonfires of the Orcs of Angmar can be seen nightly from the eastern ridges. Twilight, eternally beautiful as the changing light casts color upon the white crags of the downs, is now a warning; the darkness comes soon, and with it evil and fear.

The name "Tyrn Formen" was seldom used after the fall of Arthedain, even by the Rangers.





TYRN GORTHAD

(S. "Haunted Downs")

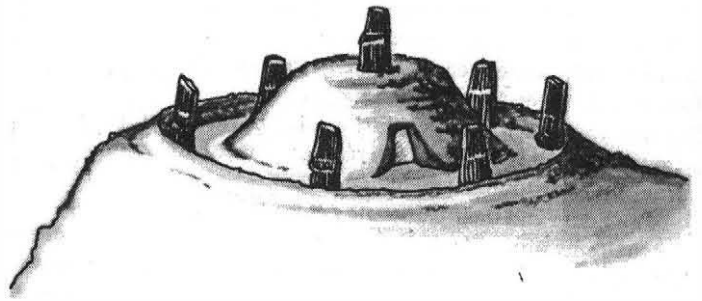
This ancient name for the Tyrn Hódhath, or Barrow-downs, has come back into use in the last few years as the ancient barrows of the Dúnadan kings have been invaded by hideous evil spirits from Angmar. In the Second Age the spirits of old Adanic warriors were said to protect their barrows from Northman and Brerion (Bree-lander) grave-robbers, aided by the wood-spirit known as Urald (Tom Bombadil). The superstitious, Dúnadan-hating freeholders of the Pinnath Ceren kept the rumors of hauntings alive even during the good years of old Arnor. They began spreading them openly soon after the last king of Cardolan was slain among the barrows in T.A. 1409. The successful spirit invasion in T.A. 1636 confirmed the grimmest prophecies of the Northman *teiwawitans*, or shamans. This terrible naming promises to keep its hold on the Barrow-downs far into the future.

TYRN HÓDHATH

(S. "Barrow-downs")

Tyrn Hódhath is the name that the Dúnedain of the North gave to their ancient burial fields in the Eriadorian downlands when they rediscovered them in the early Second Age. A Cardolanian Hîr Tyrn Hódhath held the rule of the Barrow-downs through the late Second Age and into the seventeenth century of the Third. The original baronial seat and the barony's chief town was Faelond (S. "Spirit Haven"), on the northern end of the Gap of Andrath. Faelond evolved as a spiritual haven for those Dúnedain who wished to build tombs in the downs or simply to study or meditate there. After the division of Arnor, the Cardolandrim fortified the northern reaches of the downs along the Great East Road and erected a wall and hedge to ward off incursions from Arthedain. Minas Malloth (S. "Tower of the Gold Flower"), Tyrn Hódhath's largest settlement and chief fortress, lay east of the Iaur Men Formen on a high ridge of the Tyrn Hyarmen (S/Q. "South Downs"). It became the heart of the Cardolanian border defense.

In T.A. 1409, the Witch-king attacked Amon Sûl and drove King Osthir westward through the Tyrn Hyarmen towards Faelond. The king built a fortified camp on the Barrow-downs just above the town, expecting that the Angmarrim would not readily approach such an ancient holy site. He was wrong. The Troll-warlord Rogrog led a night attack that destroyed Osthir's army and leveled Faelond. The Hîr Tyrn Hódhath died in the battle; his son abandoned Minas Malloth and fled north through Bree. An Arthadan force recaptured the fortress a year later, but Faelond was never rebuilt. The South Downs as



far as Weathertop, long a part of the barony, were depopulated and continually drew Orc and warg raiders from Angmar and Rhudaur. Andrath, a town ruled by the princes of Dol Tinereb, became the sole focus of spiritual life in the region, and the *hîrdor* of Tyrn Hódhath fell into poverty.

For all the troubles of their guardians, the ancient burial places of the kings of Arnor remained a safe stopping place on the way to Bree as recently as the T.A. 1630s. Yet, dark priests were even then burying cursed stones and amulets throughout the hills. The religious orders located in Andrath or near the citadel at Minas Malloth, and in small monasteries on the downs themselves, were just beginning to understand the nature of this conspiracy when the Great Plague struck. While the Cardolanian clerics were struggling with the epidemic, the first evil spirits appeared in the barrows. Even at that point, it seemed there might be a way to halt the curse of the undead from spreading. Broggha, the Targ-Arm of the Hillmen of Rhudaur, killed that hope. In T.A. 1639, he initiated a winter raid in which the clerics and other loremasters gathered at Andrath were slaughtered in revenge for a petty slight the *targ-arm* felt he'd suffered at the hands of Prince Hallas of Dol Tinereb. The contamination of the barrows was completed by the end of the next winter. Damage to the morale and prestige of the northern Dúnedain was immeasurable; any hope of stabilizing the political situation in northern Cardolan vanished.

In T.A. 1643, Pelendur, the Hîr Tyrn Hódhath, is entirely dependent on Arthadan subsidies. Pelendur, has emptied the last coins from his treasury to pay off his mercenaries, while the majority of his subjects flee southward. Travelers and caravans moving through the haunted downs post torches and holy sigils around their camps to ward off evil. Gamuthill, at the junction of the Iaur Men Formen and the road to Minas Malloth, is the only sizable village in the barony. Andrath lies in ruins, and the Ernil of Dol Tinereb no longer cares if the Hîr Tyrn Hódhath rides through it to reach his few Mannish and Halfling



subjects living among the southern downs on the edge of the Old Forest. Hîr Pelendur and his sister Pelewen still search for a means to reclaim their lands, but they know they are failing. If no miracle occurs, the Barrow-downs may soon be left to the undead. The hills will take on their old name of Tyrn Gorthad (S. "Haunted Downs") and another Dúnadan realm will fade into memory.

GM Note: The Barrow-downs and their denizens are described in detail in Section 7.1. They remain haunted until the fall of Sauron, after which the Barrow-wights are sufficiently weakened for a permanent exorcism.

TYRN HYARMEN

(S/Q. "South Downs;" prop. "Tyrn Hern")

The South Downs mark the southern edge of the Eriadorian upland. Once the province of Cardolanian shepherds, they are now virtually deserted and a primary infiltration route for Orcs and wolves of Angmar penetrating into Cardolan. Umaug, the wolf-rider chieftain, maintains caches of supplies and secret hiding places all through the downs.

ÚDANORIATH

(S. "No Man's Lands;" prop. "Dyr Úvadan")

Of old, the frontier regions of northeastern Arnor, where the Oiolad gradually rises into the Rammas Formen and the plateau between the arms of the Hithaeglir, were called the Northern Marches. Eldanar (Minas Eldanaryaron), set in a shallow valley within sight of the Nan Angmar, was the provincial capital. The Nanda Eldanaryaron (Q. "Vale of the Eldanaryar;" S. Nan-in-Edhelnorrim) and similar fertile pockets permitted the growth of fairly prosperous villages and towns. With the coming of the Witch-king and centuries of war, all of this has been lost. The Northern Marches are now more commonly called the Údanoriath. Orcs are the primary occupants of the land. Their fortified, half-buried steadings can be found where once stood the cottages of Men.

The forces of the Witch-king have built or repaired a series of watch-towers and outposts in the Údanoriath. The fortifications have two purposes: they guard against infiltration by Dúnadan rangers and spies, and they serve as bases for raids and sorties into Arthedain. Orcs garrison

most of the posts; only vital points house Mannish soldiers. All have signal beacons for communication with the other outposts. They also send messages using riders, runners, wargs, *crebain* (crows), and bats.

Four of the towers are of particular importance to Angmarean communications and supply. Mindil Cargash and Eldanar (Minas Eldanaryaron) are described in this section under the entry for ANGMAR, since they are close to the Witch-king's main line of fortification.

Dol Gormaen (S. "Gormaen's Hill")—The keep is sixty miles west of Minas Eldanaryaron and only twenty miles from the Arthadan frontier. Once the heart of the Arthadan defenses (after Minas Eldanaryaron fell to the Angmarrim), it is far too large for its current garrison of Thrakburzum Orcs. Rangers of Arthedain periodically steal food from its storehouses while on long scouting expeditions.

Mindil Kepich (S/Lo. "Tower Forlorn")—Situating amidst icy bogs where the river Angsîr turns north to lose itself in the Wash Tundra, Mindil Kepich lies sixty miles from Carn Dûm or any place else of note. It is commonly used as a dumping ground for soldiers who have quarreled with their superior officers. The garrison, which spends most of its time repairing frost damage on the local roads and the bridge over the Angsîr, is consequently troubled by low morale.

UIALDUIN

(S. "River of Twilight")

See entry for CARAS CELAIRNEN.

UIVÍRIL

(S. "Eternal Jewel's Glittering")

See entry for AMON SÛL.

VINYALONDË

(Q. "New Haven")

The primary port of the Númenóreans in mid-Second Age Eriador. It is described in Section 7.2.

WEATHER HILLS

See entry for AMON SÛL.

WEATHER TOP

See entry for AMON SÛL.

5.0 CITIES AND TOWNS

This section details the important cities and chief trading towns of Eriador. Other significant Third Age cities (not described here) in this part of Middle-earth include: the Grey Havens, which are not readily accessible to adventurers; Carn Dûm, described in ICE's *Angmar* realm module; and Khazad-dûm, described in ICE's *Moria: The Black Chasm* citadel module. Important Second Age centers include the Númenórean ports of Vinyalondë and Lond Daer, described in Section 7.2, alongside the layouts of their Third Age ruins.

5.1 ANNÚMINAS

The contrast between the former and current capitals of the kingdom of Arthedain is stark and foreboding—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, stone blocks and collapsed pillars; the faint outline of a great city stretches across the windy hills on Nenuial's shores. At night, Annúminas is a haunting, desolate, dark place offering haven and direction to none.

ANNÚMINAS IN T.A. 1409

GM Note: *This description is keyed to the map of Annúminas on the color insert.*

Annúminas changes little through the first centuries of the Third Age. Its expansive design is never compromised by the overcrowding that normally occurs in a capital city; strict regulations prevent slums from developing, and most of the city's laborers live in respectable apartments

built with royal funds. Vice and unsavory behavior remains private or is taken to outlying villages to escape the eyes of the city watch. Dolost (S. "City Hill") upon which Annúminas stands is of solid limestone; an excellent sewer system carries waste southeastward into drain-fields just above bedrock and well below the actual surface of the surrounding pastures and croplands. Only the city's lake shore has direct storm drain outlets. A system of cisterns provides most of the water supply for the upper city (#1-#5 and #7 on the map key), while the lower portion taps wells fed by Lake Evendim.

Elendil's capital was designed without walls; their absence was a matter of great pride to him and later monarchs. The defense and policing of Annúminas stems from five guard towers, the Beraid Tirith, situated at the primary approaches to the city. The towers and the palace are garrisoned by the Beraid Tironath, a professional military force. It is similar in organization to the Ostirith (S. "Citadel Guard") in Fornost; the rest of the city government is similarly duplicated in the eastern capital.

While Annúminas and its hinterland have never taken on the bustling, busy atmosphere of great trading and governmental centers like Tharbad in Cardolan or Osgiliath in Gondor, the land around Annúminas is prosperous. Farms and estates—both large and small—cluster all around the city. Villas belonging to great lords dot the surrounding hills, providing nobles an idyllic place to rest when visiting the capital on business. The Esgarnen (S. "Reed-bed Water"), the small bay adjacent to Annúminas, from which the River Baranduin exits Lake Evendim, is too shallow for docking anything but small boats and barges, so small artificial harbors are maintained in lesser bays west and north of the city proper. Boating remains a favorite pastime of the denizens of Annúminas throughout the city's history, and most festivals are highlighted by colorful sailing and rowing races, many of them with royal participants.

The vast majority of the denizens of Annúminas carry no weapons, and martial displays are frowned upon. Jousts and military contests are considered to be in bad taste, something more suitable for the bleak, depressing citadel city of Fornost. Dueling and brawling are considered the province of drunken laborers, and anyone wandering the streets in armor can expect to be accosted by the watch or guard and questioned. Seers, healers, alchemists, and magicians can always be found in Annúminas, the lesser sort operating small shops, the better ones dwelling in fine houses and taking business only by referral. Scribes and scholars are also common, and students from all over western Endor come to Annúminas to learn from re-

*A street in
Annúminas*



nowned Mannish and Elvish loremasters. The Great Common (#4) on Dolost is the center of intellectual activity, but political and cerebral ferment can be found in any garden, tea shop, or gallery. Artisans live largely in the lake shore community, and religious mystics dwell on the north bank of the Baranduin, preferring houses and towers in the woods called Taur Edain, beyond the ancient barrows overlooking the lake.

1. Royal Halls. Also known as the Elidhrond (S. "Star-crowned Dome"), these halls are the resting place for the *palantír* of Annúminas. The palace is no fortification, but simply a great house built of grey granite among green lawns. Most of the structure is roofed by a single large dome clad with black marble facing. The surface is strewn with silver, gold, and red laen stars that catch and store the light from their heavenly namesakes during certain seasons of the year. The dome glitters at night (using the stored light), providing an easy reference to local stargazers and overawing even the most jaded visitor. Once the royal family and most of their advisors dwelt within these walls. With the passage of years, the kings of Arthedain have spent more and more of their time in Fornost, dealing with military matters. The Varyari Palantírión do, of course, reside here as long as the seeing-stone rests in its special chamber high up under the dome; regardless, the Elidhrond is now more of a museum and scholarly retreat than anything else.

2. King's Star-tower. Almost two hundred feet tall, with a magnificent view of Nenuial. The topmost room boasts three of the largest telescopes in Endor.

3. Royal Library. The finest available to Men, excepting possibly that of Osgiliath. Three stories high, but its largest rooms are underground, where the dry limestone of Dolost insulates the most fragile volumes against the vicissitudes of northern climate. Only the most privileged of scholars have routine access to its rooms. Others need a royal or noble patron.

4. Great Common. A center for gossip, sports, and politics. The open ground is interspersed with stone benches and forums for group meetings and theater. The buildings along the northern side hold the administration of the monarchy, while those along the southern side are the town-houses of the most important nobles and officials, including that of the royal mayor. The eastern and southeastern edges are reserved for commerce, although wandering sellers of food, wine, and beer can be found anywhere.

5. Street of Terraces. The residences along the middle and lower reaches of this street are traditionally owned by the most elite of the city's seers and spellcasters. The Istari, Saruman and Gandalf, rented quarters here for a time after they first came to Middle-earth.

6. Old Quarter. Literally the oldest section of the city, and the only one with buildings designed by other than the

royal architects. An Eriadorian village stood on this spot in the late Second Age, trading in the bounty of the lake and providing servants for the Dúnadan astronomers living on the Dolost.

Rhovamir, the peculiar fellow who runs the Augury, an alchemy and herbalist's shop along the river, is the oldest resident of Annúminas. A Peredhel of Silvan and common descent, he believes himself to be a blood-wraith. Rhovamir sleeps in a homemade crypt in his cellar, avoids running water and fire, and eats his meals cold. Once a month, he walks out under the full moon, convinces himself that he is too guilt-ridden to take a Mannish victim, and drinks the blood of a sheep instead. This would be a harmless enough bit of insanity, save that a dark priest, Mercaver, is now one of the only three people in Annúminas who know Rhovamir's secret. Mercaver, an Angmarean spy, has murdered three others who possessed the knowledge, and when he is the Peredhel's only remaining "friend," intends to use him and his considerable knowledge of the city to penetrate the Royal Library and the Elidhrond. If anyone can trick Rhovamir into eating an apple spiked with cloves or bathing in a stream or river, the curse that caused his condition will be dispelled. Then Mercaver will stand in peril; Rhovamir is more ancient than he knows, and he has powers and skills that even true undead could not match.

7. Upper Quarter. Dwelling place of the city's gentry and merchants. The more prestige they have, the closer to the Royal Common they live. The wood just beyond the last row of houses on the edge of the hill is the favorite trysting place for young swains and maidens.

8. New Quarter. Home of the city's shopkeepers, artisans, lesser civil servants, and workers. Most of the buildings in this neighborhood house several families, the result of the strict building codes and limitations enforced by the royal mayor.

9. Gobel Edain. A first stopping point for travelers from the east, and site of the city's only two cheap inns. An Adanic village stood here in the First Age; barrows dot the ridge to the east. The road up the hill leads to the Taur Edain, a forest that serves as the chief source of firewood and timber for the city. It also provides secluded locations for religious retreats.

10. Lawn of Heroes. Burial sites for those who have died in the service of the kingdom.

RUINS OF ANNÚMINAS, T.A. 1643

The city and all the constructions around it are utterly destroyed by the Witch-king's forces in T.A. 1409. Only a few locations are of note in the years after.

I. Royal Halls. The Elidhrond has fallen, and its *palantír* was removed to Fornost. Scavengers have secured most of the precious objects, metals, and jewels from the dome,



but a few remain if anyone has the organizational skills to set up a crane under cover of darkness and quietly clear out a few really large boulders before the local lord gets wind of the operation.

Under one boulder lies the body of Urgregim, an Olog who was crushed by the falling walls of the palace. In exchange for a giant ebony skull-medallion that gave Urgregim the strength to crush a building with a single blow of his club, the Witch-king put a geas on the Troll that does not allow him to die until Arthedain falls. Urgregim has been in considerable pain these past two hundred and thirty-four years. If he is released, he exacts vengeance from anyone in the immediate area; his second priority will be staying alive long enough to achieve his goal of slaying the rulers of both Arthedain and Angmar.

Another boulder covers the revenant of Everithil the Dark. He was commander of the Tirith Aran under Arveleg, the King of Arthedain who was slain in the defense of Amon Sûl in T.A. 1408. Guilt-ridden, he swore never to rest until the last of the Witch-king's minions was slain or driven out of Arthedain. Urgregim dropped an enormous slab on Everithil while he was trying to cover the escape of some of his soldiers' families from the burning royal palace. Everithil's will held his spirit to his body and has kept it there through the years. If the Troll is released, Everithil might be freed as well, since he is nearby. If not, his mind will reach until it locates someone who can free him. Everithil's half-decayed body is hideous, and he scrapes off little bits of himself as he brushes against rough objects. Aside from a fierce temper and abrupt manner, Everithil is not a bad fellow. He will find local allies with enough courage to abide his presence; then he will hunt down and slay Urgregim.

2. King's Star-tower. The royal observatory was mostly destroyed, but it remains the only sheltered camping site on Dolost.

3. Royal Library. The ruins of the library sprawl above its still-intact underground chambers. (See Section 7.5.)

4. Great Common. The Common is overgrown. The local lord, Belvor of Calembur, dwells in a small keep about three miles south of the ruined city. He does not allow the grazing of sheep on Dolost, including the bramble-choked Common in his ban. Anyone who stays overnight on the Common has a chance (20%) of experiencing dreams about the fall of the city, some of which might contain useful information, and some of which might just be nightmares.

5. Street of Terraces. The street still provides a way to get carts up Dolost from the lake side, unseen by Belvor and his soldiers.

6. Old Quarter. A small fishing village, called Lakehead and inhabited mainly by Rivermen, has transformed the Old Quarter of Annúminas. Rechorca, a Logathig Easterling, has stayed among the fisher folk for months, drinking up his life savings. He felt compelled to come to

Annúminas, and is using hard liquor to control his urge to visit the Lawn of Heroes. (See below, #10.) He is certain a dreadful fate will overtake him if he does so. Sooner or later, he knows, he is going to run out of drinking money. Since he is, in fact, a retired Angmarean soldier, he is unsure of where to turn for help.

7. Upper Quarter. Nothing remains save a pair of lovelorn ghosts. The spirits are two young people who lost their lives in the war before they could be married; they are relatively harmless and bashful and will fade with time. There is a chance (50%) that anyone spotting them among the woods catches the pair unclothed.

8. New Quarter. Ruins gradually erode into the lake. The crumbling walls are a favorite hiding place for local thieves.

9. Gobel Edain. The road is still intact, and the great stone bridge has been replaced by a wooden one. The inns have been rebuilt; one of the innkeepers occasionally fires cheap wooden crossbow quarrels across the river at a rival on the other side, just to annoy him. The forest has regrown since it was burned down in the war, but some of the trees bear images of the martyrs nailed to their trunks before the wood was fired. Most of the religious houses have moved elsewhere. One of the barrows is now inhabited by a *farreg* (lesser wight). If no one discovers what has been killing sheep on this side of the river, the wight may be able to taint other barrows and summon other evil spirits.

10. Lawn of Heroes. The tombs were pillaged in T.A. 1409 and resealed two years later. Curiously, they periodically show signs of disturbance, although no one has ever caught a grave robber. In fact, the Angmareans holding the pillaged weapons and gear from long ago develop a deep need to visit Annúminas. Few realize that their weapons are the source of their compulsion. Once arrived at the Lawn of Heroes—without losing or selling the tainted object, or without slaying themselves along the way, or simply dropping dead from fear and depression—they feel a final need: to dig open the appropriate grave and bury both the cursed weapon and themselves in it. Their animated corpses still protect several of the tombs on the hill from grave-robbers. The locals who possess this information are not currently sharing it with anyone, but might if pressed or bribed. Rechorca, the Easterling in Lakehead (See #6, above.) has not yet asked the correct questions on the topic. The Arthadan dagger he is carrying has been through so many owners that he does not know its origins.

5.2 CAMETH BRIN

Cameth Brin lies on the north side of the modest vale called the Glin a-Creag (Bl. "Valley of the Rock"), a grassy trough watered by the Sruth Boghain (Bl. "Ghosts' Stream"). Due to the valley's good soil and proximity to

the Mitheithel, it has long been one of the choicest living sites in the Trollshaws. It was only natural for the Dúnedain to perpetuate the tradition of settlement in the region.

Within the Glin a-Creag, there are two spots where settlements were erected after Eldacar's victory over Mong-Finn in the second century of the Third Age. On one, the Dúnedain established the village of Talugdaeri, typical of the rest of Rhudaur's fortified towns. The other site lies under the grim shadows of Cameth Brin itself. There Eldacar commissioned the construction of the barrack-settlement of Tanoth Brin (Bl. "Beneath the Hill"), a protected home for the garrison of the Twisted Hill and the Dagorwaith Rhudaur, the king's small professional army. Overrun and all but wiped out in the Cardolanian invasion of T.A. 1217, it has been badly rebuilt and never completely reoccupied.

TANOth BRIN AND THE TWISTED HILL

The barrack-settlement of Tanoth Brin was always a much smaller village than Talugdaeri, never more than a home for warriors. It is tucked on a rocky shelf beneath the overhang of the Twisted Hill. A surrounding ravine was transformed into a formidable dry moat, and the stone causeway up from the Glin a-Creag remains the only easy entry.

The map gives a view approaching the fortress town across the valley to its south, from the general direction of Talugdaeri. Respectable merchants operate their shops in the streets nearest the guard headquarters (#3), while taverns, brothels, and shops of lesser quality are scattered through the town. When Cameth Brin was in its prime, under the first few Dúnedain kings of Rhudaur, there were more buildings beyond the moat than inside it, and a line of smaller villages extended all the way to Talugdaeri. Most of these settlements were destroyed in the war with Cardolan in T.A. 1198-1235. Both inside and outside the wall, there are hiding places for Rhudaurian deserters and Arthadan scouts.

The buildings here fall into ruin after T.A. 1700, since the end of the Hillman revolt leaves too few people in Rhudaur to justify the expense of occupying the fortress. The well-built earth and stone wall encircling the village stands undisturbed into the Fourth Age.

GM Note: *This description is keyed to the map of Cameth Brin on the color insert.*

1. **Stone Bridge.** The one-arch span crosses the dry moat at its southwest corner. Redstone quarried from the Pinnath Tereg is the building material for both town and bridge.
2. **Dry Moat.** The ditch surrounds the hill on the west and south sides. It varies in depth from 30' to 60' and is between 25' and 120' wide.
3. **Guard Headquarters and Armory.** Patrols and on-duty guard units operate from this complex. A small armory supports emergency needs.
4. **South Square.** The square serves as the principal in-town drill field.

5. **South Watchpost.** A rock outcrop breaks the flow of the town's reinforced earth wall. Behind it stands a 60' high stone watch tower. Within the tower, a spiral stair descends to a passage to the Úreithel.

6. **Entry Road.** The winding roadway/stair climbs over 200' of the Fuindir.

7. **Main (South) Gate.** Two three-story guard towers and a covered archer's turret watch the entry way to the Twisted Hill.

8. **Tirith na-Deryg.** This 210' watchtower was built in the early Third Age to guard the heights, provide for seers and stargazers, and signal Arnor's other bastions.

9. **Mitheithel.** The river lies some miles to the north and west.

5.3 FORNOST ERAIN

GM Note: *This description is keyed to the map of Fornost on the color insert.*

Arthedain's capital city for the last two centuries, Fornost Erain stands as the realm's principal fortress and center of culture and trade. Perched strategically on the highest crest of the North Downs, and further protected by earthen and stone dikes and palisades beneath its 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 assistants and servants.

Sharing the city with them are the Dagorwaith Aran (S. "Royal Army") and the Ostirith (S. "Citadel Guard"). The soldiers sleep in spartan two-story barracks scattered about the fortress baileys; they keep a constant lookout from high guard towers within the walls. The northern Dúnedain frown upon the "baser" pleasures of the flesh—and decline in number as each year passes—so soldiers must content themselves for long periods with card games and gambling in the barracks and mess halls and contests of strength and agility outside. The military drills both within and without the walls, practicing the Dúnedain's favorite offensive-defense, the formation called the *thangail*. It is a shielded wall of men in two ranks pressed together and bending into a defensive ring if outflanked. Archery is also practiced outside the walls of Fornost; the soldiers launch their black-feathered arrows from hollow steel-bows with studied precision. Inside the walls, a guild of armorers and weaponsmiths is kept busy forging swords, axes, spears, knives, and *eketi*—the short, but broad, twin-edged stabbing swords favored by the Dúnedain. Once the Arthedain were a peaceful people who showed their weapons only as items of curiosity. That time is long past, and no one lives in or walks through Fornost without knowing that it is a city at war.

The city gains most of its water supply through an extensive series of cisterns, and the wells in Fornost draw from this system rather than from the minimal ground water available. Sewage is drained into a natural complex of cracks and small caves deep in the limestone bedrock,



preventing any secret entrance into the city, but allowing an occasional intrusion from the Underdeeps. Various guilds and fellowships take care of municipal functions. Most of these tasks are less cumbersome than in other large cities; Fornost's mountain-top location ensures clean air and relatively vermin-free buildings, while the structured, legalistic Arthedain society keeps the crime rate amazingly low. In its way, the open city of Fornost is a more secure capital than the massively fortified and oppressively policed Carn Dûm. Angmarean spies and common criminals who arrive in Fornost must deal with a sturdy, proud, self-righteous populace, scrupulously honest and efficient officials and watchmen, and the knowledge that a large number of awesomely skilled seers, mystics, and other "sensitives" are alert for the presence of evil.

1. The Citadel. Also called the Royal Hold, it stands nearly a thousand feet above the Vale of Senthur to its west and three hundred above the north quarter of the city on its eastern and northern sides. Steep limestone bluffs are surmounted by fifty-foot walls of grey granite; located at intervals along the walls, circular guard towers of like stone rise some thirty feet higher. Gate-towers of elliptical shape permit passage from the city into the citadel. The central bailey of the citadel is separated from the northern fort by three curtain walls, a transition bailey, and a long ramp that winds down almost three hundred feet of cliff face through six gate-towers. The southern fort is more accessible: a single gate-tower with an internal ramp accommodates the seventy-foot difference in height.

Where the curtain wall of the southern fort intersects that of the citadel stands the Elbarad Othryn (S. "Warriors' Star-tower"). The one-hundred-fifty-foot spire was the original military construction on the "Rock," replacing an older astrologers' tower built in the Second Age. It serves as a lookout tower and observatory; it also houses the *palantíri* of Fornost and Amon Sûl and is the working quarters for the Varyari Palantírión.

The citadel houses the royal family and their personal guards, most of the Ostirith, as well as various officials. The Rond Elendirath (S. "Star-watchers' Hall") at the western end of the enclosure was originally designed as a summer palace for the rulers of Arnor, but it is quite adequate as a residence for the humbler kings who have dwelt here for eight hundred years.

2. Forts. The southern fort houses most of the infantry *berenais* currently on active-duty with the Dagorwaith Aran; it has no direct gate to the city, which, in the minds of the Arthedain, makes it an ideal training center for the royal army, the royal rangers, and the better elements of the Diras Aran of Fornost, the royal militia. Serving or training here is considered a great honor. Socially ambitious young nobles and mercenaries vie at tournaments for the privilege of being locked into the citadel for months at a time and abused by the toughest soldiers in all of Eriador.

The northern fort houses the active cavalry contingent of the royal army and serves as a training ground for the bulk of the militia. The citadel guards train here as well.

Soldiers are a common sight, marching to and from the gate-towers they garrison along the passage of the Iaur Men Formen up the western slopes of Norland's Glower and into the city.

3. Upper Quarter. The upper quarter does not attract the wealthiest inhabitants of Fornost, because it is too cramped in its position on the eastern slope of Citadel Hill. However, the Mayor of Fornost and the head of the Guild of Weaponsmiths both dwell here, as do several other important artisans and merchants. The Rath Rammas, the avenue along the main wall of the city, is the primary street in the section.

4. North Quarter. The north quarter occupies the largest terrace of reasonably flat ground on the crest of Norland's Glower. Even so, it rises almost a hundred feet from the Barad Rhúnen (S. "East Tower") to the High Square, the open plaza at the entrance to the citadel.

Three main avenues define the quarter. The Rath Aran (S. "King's Street"), a processional boulevard from the East Tower to the High Square, is the broadest in Fornost. Vendors and street merchants from the lower city line it each morning to sell their goods to the wealthier inhabitants of the upper city. A park, the Glower Wood, lies along the south side of the Rath Aran, as well as the main guard barracks in the upper city. The Rath Rammas, kept clear of most street traffic so troops can move along it, wraps around the entire upper quarter and provides for rapid movement by horse or foot.

The Rath Forn, the busy street which splits the north quarter in twain, is split itself by a dike. The wall is 4' high on its western side and as high as 14' on its north side, marking the rise between the two halves of the quarter. Narrow stairs at every cross street allow passage of pedestrians from one neighborhood to another. Note that the wall is of such a height on the upper side of the street that only the tall Dúnedain can comfortably look over it. It shares this characteristic with many public structures in the city, an aspect of Fornost remarked on with irritation by travelers.

The main streets split the upper quarter into three neighborhoods, west, north, and south, each slightly more exclusive as the residences climb higher and closer to the citadel and palace. The seven great-houses in the west and east neighborhoods belong to the seven *artanossi* of Arthedain. The Tarmëa, Eketya, Orrómenya, Hyarrómenya, Emerya, Formenya, and Noirinanya families all station a representative in Fornost to sit on the Aradhrind; their townhouses also serve as a residence for the *artalan* or *artatanel* of the family when he or she visits the city and provide a social focus for the various members of the house serving in government and army.

5. Lower Quarter. The Rath Aran passes through the East Tower and does a switch-back down a steep slope before reaching another relatively large, flat terrace on the gentler eastern side of Norland's Glower. In the early days of the city, the terrace comprised farmed fields. As the Arthedain moved their capital eastward, buildings began springing up

among the fields, and the kings gradually authorized a city plan and system of dikes and towers to protect the increased population. The lower city was organized into the lower, south, and east quarters by King Amlaith's officials in the ninth century of the Third Age. The lower city now houses almost all of the city's gentry and workers, as well as the field laborers needed to maintain the orchards and gardens remaining on the lower terrace.

The lower quarter, the part of the lower city north of the Rath Aran, is home to a large number of artisans and professional people who primarily serve the needs of the upper city. It's residents consider it a respectable neighborhood, and regularly attend quiet concerts and goods and crafts fairs in its two open squares. Queen Glíriel plays here frequently, more or less in disguise, grateful for an audience that applauds her playing with more sincerity than those in the upper city. A tall, middle-aged fellow watching her from the shadows might well be King Argeleb himself; several equally tall but rather grim individuals loitering about him would be his elite bodyguards, and anyone too obviously curious about his majesty will have serious conversation with them.

Another important but secretive resident of the lower quarter is Seregda! the Tailor. He is an elderly fellow, well respected by the important and influential for the delicacy of his needlework and his sweeping knowledge of Fornost gossip. Seregda! stopped using his house as a storefront years ago; he has wealthy clients all over the capital and across northern Arthedain. He does his fine gown and vest-work now only by personal recommendation. Fine ladies and stout sword-arms will rise to defend Seregda!, if ever he should be slandered either professionally or personally.

Seregda!'s long career as the Witch-king's most valuable spy in upper-class Fornost society began with a personal grudge against the Line of Isildur. The resentment arose from a criticism by King Argeleb's late mother against costume work done by his father when Seregda! was a very small child. Forced to leave Fornost after the queen-mother's rebuke caused business to dry up, Seregda!'s family was murdered by brigands along the Old North Road. Seregda! survived, and his natural gifts of hand and eye allowed him to eventually work his way back to Fornost and success. He met there a traveling seer and wizard, Greystride, who took an interest in his past and helped him discover the whole story of his family's destruction. Seregda! was already less than fond of Fornost's aristocrats and their brooding snobbery—he listened readily to Greystride's ideas for a way to make his fortune and find revenge at the same time.

As the years passed, Seregda! has come to regret that long-ago decision; but he resigns himself, in the stubborn Arthadan manner, to living with his choices. Since he is civilized and honorable, he is not trusted by his Angmarean masters and rarely given any responsibility other than gathering information and arranging covers for other Angmarean spies.

Seregda! has survived this long by being cautious. He has the gift of perfect recall, and thus never keeps any dangerous personal records. When he passes messages, he does so by writing them in minute letters on fine cloth and then embroidering over the writing. The articles of clothing thus embroidered go to certain customers who have regular business beyond the walls of Fornost.

The only unusual thing about Seregda!'s lifestyle is his secret familiar. This is "the Imp," a cat-sized faerie creature. The Imp occasionally acts as a snoop for Seregda!, but it is mainly useful for its fine, precise, decorative needlework. The needlework is one of Seregda!'s trademarks, and rivals marvel at how he has been able to maintain such a delicate touch into old age. The Imp was a gift from Greystride, and Seregda! suspects that its ultimate purpose, since its bite is deadly poison, is to keep him from revealing any secrets when he finally reaches his dotage.

6. South Quarter. The south quarter is Fornost's closest approximation of a poor section of town; it is fairly prosperous by the standards of Tharbad or Umbar. Most folk make a living, and even the beggars work for food and warmth during the colder months of the year. Entertainments are rowdier than in other parts of town, and foreigners with little obvious wealth—mainly mercenaries and teamsters from the caravans—can wander without

*A palantir
in Fornost*





being accosted by the Watch or Guard. Fornost possesses nothing resembling a proper Thieves' Guild; a couple of local gangs handle illicit medicinals and herbs, do a little smuggling, and organize local vice. The authorities don't like to admit that vice and crime exist in Fornost, and inconspicuous thieves and rogues can have a long working lifetime as long as they remain inconspicuous.

One of the more stable concerns in the south quarter is the Rag & Trade Shop, set inconspicuously amongst the crowded houses along the base of the bluff below the city wall. Borthurin the Ragman runs this small store. Second-hand goods crowd its shelves, and thousands of remnants of colorful cloth decorate the walls. Scraps of fabric might be found here to mend garments or upholstery; an outmoded, but needed, tool might be discovered, well worn, for a few coppers instead of a silver. A rag merchant makes his living by sorting the things others throw away or lose or are willing to part with for almost nothing. In Fornost, a town whose inhabitants are known for their thrifty habits, picking over others' garbage does not provide easy living. Borthurin employs street urchins to scavenge the goods, which he cleans and sells. He collects a lot of petty information this way, allowing him a secondary income as a snitch, but the locals in the south quarter still wonder how the smelly old man thrives on his paltry business.

Borthurin manages it, in large part, because he is not truly alive. He is called the Gurthvador (S. "Deatheater") by those who know his secret; he is a ghoul, an undead spirit in a withered mortal body. He is able to pass for a man due to the bulkiness of his ragged clothing and because most folk make assumptions about the appearance as normal to a tired, impoverished, withered old man. Without the wrappings around his hands, someone might notice how withered and claw-like they are. If he did not keep his mouth drawn, as a man with rotted gums might do, a customer might catch a glimpse of his glittering, unusually sharp, teeth. His foul breath, possibly caused by poor diet and too much time alone, is not likely to be taken as a symptom of soul-rot and the consumption of Mannish flesh.

Borthurin is indeed ancient; he dimly remembers his youth as the scion of a wealthy family of Fornost in the second century of the Third Age. He foolishly fell in with a strange cult with even more curious rituals. Expecting to satiate certain hedonistic appetites, he instead found himself having to satisfy a very basic appetite in a very base way. He fled Fornost after slaying and devouring a friend whose family refused to sell their silence. While Borthurin has lived in many places since then, he is ever drawn to Fornost, the city of his youth; only there can he feel and act like a living man and walk among those whose blood is still warm and whose lives can still hold joy and excitement beyond merely surviving another day.

The Deatheater was recruited to the service of the Witch-king four centuries ago; Seregda the Tailor, who does not know Borthurin, is the only other Angmarean spy currently dwelling permanently in Fornost. Borthurin

has done well for his master, sending regular reports to Angmar from the poorer side of the city and acting as a contact for other spies. In return, the Witch-king gives him a purpose and a refuge; when his circumstances in Arthedain grow uncomfortable, Borthurin spends a few months or years working as an undertaker in Carn Dûm. Eventually, though, he knows he must come back home.

The front of Borthurin's shop is not distinctive; nor is the second floor where he rests and does his cooking. The clue that might confuse a guest is the lack of any food odor around Borthurin's stove. All that he usually heats there are dyes for his cloth trade and the hot herb teas that mollify, slightly, his unnatural cravings and his distinctive corpse-breath. In Borthurin's cellar, in a room behind the root-shelves and stacks of old bottles, cluster the tools of his darker secrets: butcher's tools, meat-hooks, and a massive chopping block. The implements hang at unusual locations along the walls, along with an assortment of odd bones and other unpleasant trophies.

The Deatheater is clear-headed for a ghoul, although, like most undead, he is lacking in initiative and imagination. What he does, he does well: gathering information from corrupt sources, passing spies and couriers into and out of the city, and dealing harshly with informants and troublemakers. He magically controls a number of bats and vermin, but acts largely through corrupt or impoverished Mannish minions. Only two of his gatherers of old goods and information know Borthurin's true nature.

Laifrin and Boinand are Eriadorian cousins, sadists, worshipers of Darkness, and addicts of the euphoric herb *tartella*. They have "eaten at the Master's table" and are demented. However, the pair are quite loyal. They buy and steal bodies for Borthurin from the undertakers, claiming to work for the Schools of Medicine in Fornost, and occasionally scout out a living victim for their relative when his cravings for warm flesh grow strong.

7. East Quarter. Lying between the lower and south quarters, both physically and socially, the east quarter boasts more cheap, but respectable, shops, inns, and boarding houses than any other part of the city. It is the part of Fornost where travelers from afar are most comfortable and where the widest variety of basic goods and entertainments are available.

Brethildur the Healer lives in a small house in the east quarter. An older cousin of Bellaniel, attendant to Crown-prince Arvegil, he has training in medicine and philosophy, but little of his family's wealth. He supports himself as a physician, retaining contacts with his cousin and a few intellectual friends. Among these are Gandalf the Grey and Elladan and Elrohir of Rivendell. Brethildur possesses a few spare rooms in his house and a small garden in his courtyard of his house—his friends stay with him whenever they visit Fornost.

5.4 METRAITH (THALION)

During the height of the wool trade, Cardolan was the home of over twenty substantial towns, giving it a far larger population than Arthedain and Rhudaur combined. The towns in all three successor kingdoms grew less viable as the economy declined. However, the main problem in Cardolan and southern Rhudaur was that the settlements posed an excellent target for the many forces that ravaged the realms. There are now only six towns in Cardolan of any note, and only one in Rhudaur. All of these have been sacked several times. Metraith, located at the junction of the Redway and the Old North Road, near the center of Cardolan, is representative of what remains.

GM Note: *This text is specifically detailed for the fall of T.A. 1643, linking it with the scenario "Hunt for the Warlord" (Section 9.3). Metraith is, at this time, the logistics base for Ernil Hallas' campaign against the Warlord's citadel at Creb Durga.*

I. Dike of Metraith. Not a serious defense, it is 6' tall, topped by hedges at intervals, and possesses enough of a ditch and rise to stop horses and slow down wolves. Local mercenaries and the town watch patrol it when they can find the time.

2. Southern Gate. Here the Iaur Men Formen, the Old North Road, enters Metraith from Dinach and Tharbad. (It is one day's ride to Dinach and two to Tharbad.) Built by the Tinerebians after the fall of the kingdom, this great two-story stone archway is the only true fortification on the Old North Road between Tharbad and Fornost. It serves as the frame for swinging wooden gates and the support for a great steel portcullis that drops onto the stone-paved road from above. It is garrisoned by one of the less-ragged units of Haran's Death Brothers.

The Death Brothers have been commissioned by Lord Barahir Tinereb to improve Metraith's defenses, but the towers are run down and not designed for serious defense, and work is progressing very slowly. The townsfolk believe that the prince's funds are being embezzled, and many suspect treachery. The Death Brothers are not yet sophisticated enough for these crimes; they are only guilty of incompetence and laziness.

3. North Gatehouse. A steel and wood gate is swung down across the Iaur Men Formen here one hour after sundown each day. Three and a half days of wilderness travel on this road will bring the wayfarer to Bree. No towns remain along the route, although the small village of Gamuthill has a real inn and stables about three days into the Barrow-downs.

4. Redway Gate and Northwest Gatehouse. Two days ride along the Men Garan will take the traveler to Sarn Ford, if the Orcs and brigands don't get him.

5. Valley Gatehouse. The Valley Road runs for three miles through the estates of the Tinerebians down to the ford over the Thinniel. The ford is at the bottom of a

pretty river valley that provides most of Metraith's food and timber. The road is known, beyond this point, as the Men Neven, and it runs along the edge of the Gwathló valley all the way to Creb Durga and Sudúri. During Prince Hallas' campaign against the Warlord, his men and supplies are organized in staging areas around this gatehouse and sent from here down the Men Neven towards the fighting.

6. Trader's Square. Once a center for the trade of merchants from all of Cardolan, it is now a somewhat dangerous place on the poorer side of town, the haunt of mercenaries and caravansaries. Trader's Wood, on the east side of the square, is a caravan camping ground and the best place in town to make illegal purchases and sales. Panderers camped here daily go forth to recruit new prostitutes among the refugee families crowding the alleys and abandoned buildings in the poorer sections of town.

7. Rath Anor. A great boulevard, created by Thorondur by razing a row of buildings to widen the Men Formen. Most of Metraith's larger businesses and inns are along this street, the quality improving as one moves north.

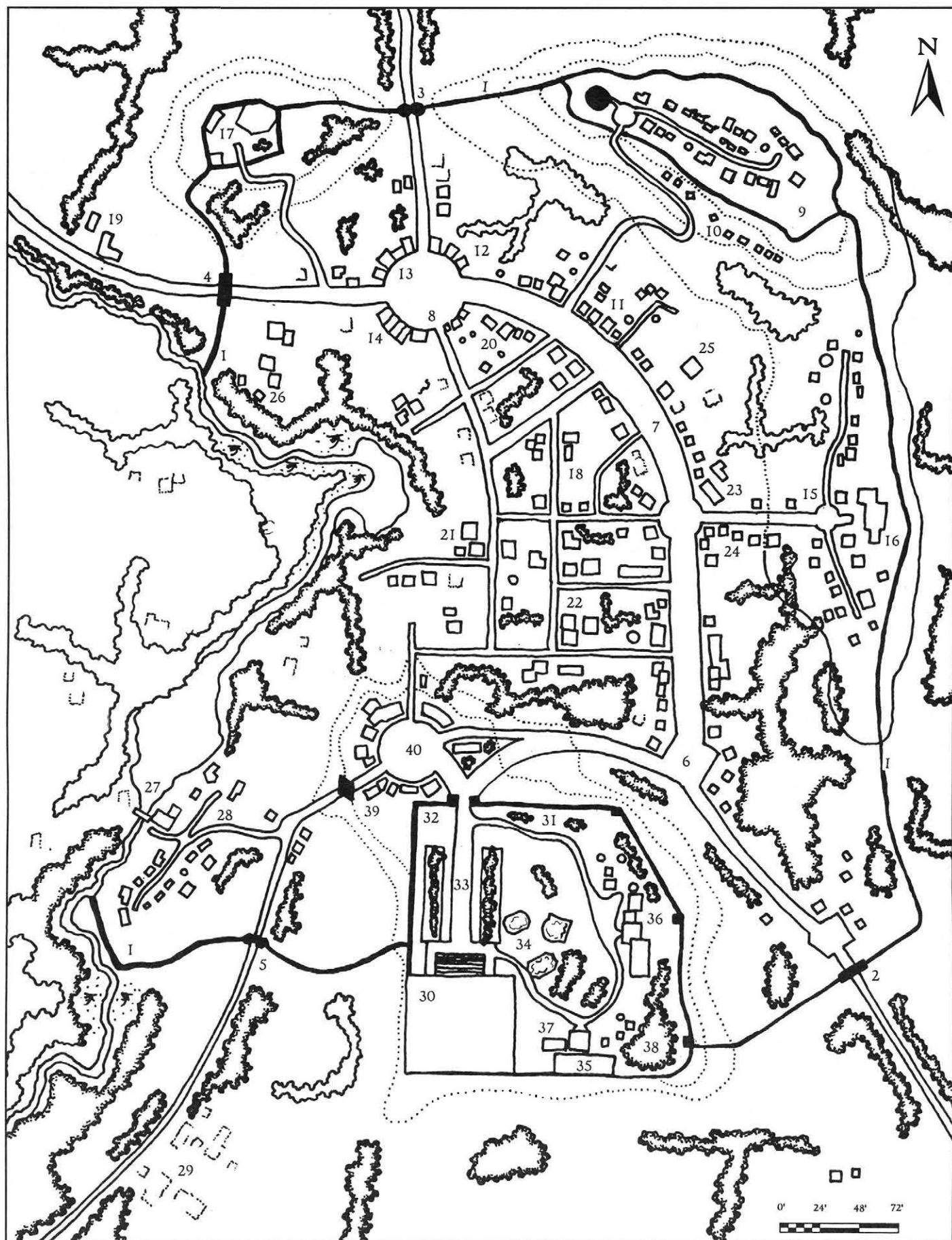
8. Town Square. Actually a circular plaza. The center of local commerce and festivals, it has seen better days, but is still busier than most such places in Metraith. It is a depressing place in this season, since refugees and displaced peasants wander through it all day looking for work or begging for food. It is crowded with tradesmen and vendors each morning, most of them resenting the refugees, but many doing what they can to help. The pond at the center of the square is surrounded by three-hundred year old chestnut trees. Anyone despoiling the pond will be flogged; anyone harming the trees will be flogged or hung.

9. The Hill. Also called Dunnish Town. This Dunman's ghetto is on a hilltop defended by an earthen wall and a wooden tower. Once the mayor of Metraith was wealthy enough to have a house and gardens on the hilltop. As Cardolan declined, Dunnish serfs moved into Metraith and were given a defensible place to hold against the various armies trying to take the town. The *magone*, chief of the largest of the clans who moved in, dwells in the tower at the west end of the hill with his wife, two sons, and comely, spirited, red-haired daughter, Coeshay. The miserable huts crowded along the crest of the hill are low enough to the ground that the commoners in the central town don't have to look at them.

10. The Row. Hobbit *smials* and burrow-homes, dug into the side of the hill. Metraith is the last town in Cardolan with a population of Hobbits, but their numbers are dropping as more and more families move to the Shire.

11. The Fattened Ewe. A pricey inn, famous for its stocks of *usquebaugh*, an extremely potent distilled beverage recently invented in Saralainn. Most roadwise travelers stay here, though the price is not worth the service, and few secrets are safe.





12. Shops. A collection of small shops lines the town square, including herbalists, an armorer, general stores, coopers, and wheelwrights.

13. Shop of Kuball. Kuball the Trader is a dealer in assorted goods. Rugs and herbs number among his important commodities. He extends his hospitality of ten to one Samdir of Osgiliath, a rug merchant, herb dealer, and information broker from Gondor. The Elves know Samdir as Curunír, the White Wizard.

14. The Barrel Shop. Thramir the Cooper is a paid informant for Angmar and an amateur mystic. He has cast spells that accidentally gave him an inkling of how much power Samdir the rug merchant actually possesses (See #13) and is in an agony of fear that the spying he's been ordered to do in Metraith might put him in the wizard's path.

15. Ridgetown. Along Sunrise Street, which ends at Oget's House on top of the ridge. This is the poorer quarter of Metraith, with a goodly number of brothels and muggers.

16. Oget's House. A fairly respectable brothel for travelers. With the influx of soldiers into Metraith, Oget can afford to be choosy about her customers, and prices have sky-rocketed. Amateurs and transient workers in other buildings and tents in town are taking up the slack. Three stories high and located at the end of a major street, it is the most prominent building on this side of Metraith.

17. The Villa. The townhouse of the Lord of Metraith in the old days, this is now the home of Harran's Death Brothers. They are a less-than-well-reputed mercenary company hired to defend the town and upgrade its fortifications against expected future trouble. Captain Harran, their leader, is a sloppy, rough-hewn sort, with barely enough military education to direct the reconstruction of the dike and gatehouses. Harran takes a simple view of life and is enjoying the lush accommodations of the villa, barely keeping track of how much money he's wasted in the past few months. His chief lieutenant, a short, insincere Dunman named Eagan Tooth, is taking a longer view and wondering how much longer before one of the Tinerebians performs an inspection and has his captain hung. Against that day, he is befriending the magone (#5, above) and looking for a way to turn Harran in before someone else notices the obvious.

18. House of Healing. Maintained by the Sisters of Nienna, it is full of casualties due to the raiding and fighting. The Tinerebians have provided money for this good work, but can spare little for the civilians harmed by the wars.

19. Refugee Farm. In other times, this burnt-out barn and house would have been rebuilt soon after its destruction during the chaos caused by the Great Plague. Instead, their shells stood abandoned for four years until refugees from the north and west moved in seeking shelter. The

Sisters of Nienna have since scavenged supplies and scrap lumber and converted the buildings into a make-shift hospital and shelter for those refugees too poor or ill to sustain themselves in Metraith proper. It is now desperately overcrowded; another fire or a really severe cold snap would probably kill half or more of the three hundred or so people trapped here.

20. Guildsmen's Club. An inn maintained for the use of the wealthy merchants who trade regularly on the roads. One can enter only by being recommended or accompanied by another member of the club. Heavily fortified as inns go, it is the safest building in Metraith, after the Palace itself, and an excellent place to meet important people. A rear entrance is utilized by servants and hired female "entertainment" provided by Oget (See #16.) who consequently knows much of what goes on here.

21. Mayor's House. If he weren't scared to death of mercenaries, he'd have run the Death Brothers out of town already.

22. The Mithril Earring. An extremely fine and elegant inn that caters to the elite who still pass through from time to time. The service and lodging are excellent, but the prices are unbelievable. The innkeeper's daughter is secretly competing with the ladies from Oget's Place, trying to earn enough money to leave town; if her father finds out the truth, he will probably beat her to death.

23. Gallan's Folly. A newly opened inn, hence the name. Gallan provides simple but homely service at reasonable prices. The inn is quiet and as safe a spot as will be found in Metraith. The enterprise will likely fold as soon as the war ends.

24. The Rabid Cow. A seedy inn that prefers Dunnish guests. A good place to find a brawl.

25. Large Stone House. Once the residence of a retired Torfirian soldier, the building is now owned by a Tharbadian Dwarf who keeps it locked up and trapped when he's not present. It is undistinguished save for the fact that the traps have claimed the lives of some of the local thieves and the more desperate refugees. Neither group is organized enough to retaliate by burning the place down.

26. Barracks. Formerly a rather pretty farm on the banks of a stream. The owner fled south last year. The buildings were confiscated by Ernil Hallas and used to house his soldiers in the opening stages of his campaign against the Warlord. The Grey Company, a newer mercenary outfit, is barracked here until such time as the Tinerebian army's attrition rate from skirmishes and illness creates a need for them closer to the front.

The *hirath*, and the mercenaries as well, are worried about the security of Metraith; they know that Orcs from the northern highlands have patrolled almost as near Metraith as the refugee farm, just across the stream to the west. The once-decaying farmhouse used by the officers



of the Grey Company as their headquarters is now cleaner than when the farmer lived here; the outbuildings are sealed against the wind and somewhat fortified, and there are rows of stakes covering the gaps between the buildings and the stone walls around the gardens. The perimeter of the farmyard is continuously patrolled by tall, stern men, protecting both themselves and the stores of food and bedding their thoughtful officers have been hoarding ever since the company left Tharbad.

Their leader, Captain Belegund the Grey, cuts a fine figure as he walks about the town; some mistake him for one of the stiff and efficient Arthadan military men who pass through Metraith so rarely these days. The amateur loremasters of the town, however, notice his southern accent and the curious coincidence that his name and those of all his officers are all drawn from the same legend. Belegund, Dagnir, Dairuin, and Gorlim were all members of the outlaws of Dorthonion, the companions of Beren One-hand, the greatest of the Adanic heroes of *Quenta Silmarillion*. Belegund and most of his company are actually Gondorians, all ex-soldiers of the Dagorwaith Aran, the royal army, driven into exile for reasons that, while good and sufficient, are not so baneful that they could not be trusted to serve honorably in a company of fellow exiles. They are honest and trustworthy, men of a breed rare in modern Cardolan.

27. The Mill and Millpond. The largest in this part of Cardolan, its owner is Mirnidar the Miller, a Tolfirian ex-soldier who is a personal friend of the brethren Elladan and Elrohir of Rivendell. The country lane running over the mill-dam is probably the weakest spot in the town's defenses.

28. Village. Farmers from west of the stream have come to prefer making their homes on the east bank, closer to Metraith. They look to Mirnidar the Miller as their leader.

29. Old Training Grounds. The Cardolanian royal army once barracked and trained south of Metraith, but the buildings are now ruined and the home of petty fugitives from the law. Among these are several Mannish and Half-orkish scouts working for the Warlord.

30. Thalion Palace. Since this stands at the outskirts of Metraith, the two are often considered synonymous. (For layouts of Thalion, see Section 6.3.) Formerly the residence of the kings of Cardolan, Thalion has been used as the princely seat of the Tinerebians on and off over the last four hundred years. Since the sack of Andrath in T.A. 1639 it has been the only residence left to the family; they are trying to upgrade its fortifications and appearance, but the Tinerebians are nearly broke, and the palace is no more designed for a serious defense than is Metraith. Barahir Tinereb, the grandson of Prince Hallas, is the only

member of the family in residence at Thalion. His part in the war seems to be limited to providing supply to the companies in the field, and he resents this. The palace itself is a large, handsome building—if somewhat squat in appearance—and it sits on a large, artificial mound to increase its prominence and give its inhabitants a fine view over the vale to the southwest.

31. Stone Wall. Extends around the palace grounds. 12' tall, but rather thin. Without a fighting step on the inside, to allow it to be continuously manned by soldiers, it is nearly useless for serious defense. Timbers and earth have been gathered for this purpose, but all is delayed while Hallas' war against the Warlord continues.

32. Watch Towers. Four very small two-storied wooden towers are placed at strategic points along the outer wall of the palace. Bow fire from these towers is the wall's only defense against storming ladders.

33. Palace Gates and Processional Courtyard. Small guard towers protect the gate at the north end of the courtyard. The lane leading towards the palace is lined with trees that bloom at odd moments of the year. There is a chance (20%) that a bloom or leaf that appears in the wrong season will have some magical blessing or bane attached to it; the effect is completely random save that it will be connected to one of the hundreds of poems recited in this courtyard over the years.

34. Festival Court. This flower-edged lawn provides a fine vista for anyone standing on the front steps of the palace. It is surrounded by shallow reflecting pools. The images of long-dead Cardolanian lords can occasionally be seen reflected in the water. These visions are said to be portents of dramatic events, but they are harmless in and of themselves. Most of the older inhabitants of the palace, particularly those in poor health, make it a point never to look directly into the pools.

35. Servants Quarters and Outer Barracks. The guards based here patrol the grounds and walls.

36. Stables and Barracks. Cavalry and the prince's horses are stabled here.

37. Storage and Supply. A tunnel from this building is the only known entrance to the palace aside from the front doors.

38. Garden of Contemplation. A pond, trees, flowers, and shrubberies. Unknown to anyone living, one of the trees is a Huorn, bound by a spell in the time of Thorondur. He is not evil and has been pondering escape for many centuries. He casts minor spells that make people wandering among the trees feel peaceful and romantic, a habit which has caused both good and bad results. The folk of the court know the reputation of the place and refer to it as the "Garden of Risk," only partly because of the chances of being spotted while trysting among the foliage.

39. **Western Gatehouse.** The tower is considered too important to be trusted to Harran's Death Brothers. It is garrisoned by Tinerebian household troops who also provide security for the adjacent royal village. The commander, Lieutenant Eradan, is a likable fellow who dearly loves his wife and two small children (who live with him in the tower). He has been promised money and land in Gondor if he can arrange for the deaths of one or more of the Tinerebians; he is seriously considering the offer to get his family out of Cardolan.

40. **Royal Village.** In the days of the Royal Court important ceremonies were held in and around this plaza, and knights and lords of Cardolan lived in the townhouses. Now the bureaucrats of the Tinerebians have moved into most of the houses, which are not as fine as they once were. The better abodes are reserved for the occasional delegations from the other princes of Cardolan. The very best is reserved for the exclusive use of Prince Arvegil of Arthedain (5% chance of his being present during a given week). This is also the one with many secret listening tubes built into the walls. The prince has caught on to the trick and is planning to surprise the intruders in the tunnel under the house, using some gas pellets and fireworks Gandalf the Grey prepared for him on his last visit to Fornost.

5.5 THE VILLAGE OF ROOD

Rood, once the largest town in the Nan Túráth, stands in stark contrast to the sturdy resilience of Bree and Fornost. For long a buzzing junction of cross-country trade where the old King's Road encountered the River Baranduin, it is suffering from the effects of plague and the general incompetence of its feudal master, Cristion of Nen Garan. Rood gives the appearance of a dying town. One of the few places in Arthedain to be hit hard by the Plague, probably due to its river location and the timing of the epidemic's arrival (in mid-summer), many of its two hundred stone houses are abandoned and decaying. Rats and mice greatly outnumber Mannish residents, and pest control is growing into a serious problem, particularly since a goodly portion of the surviving populace has fled to Fornost.

Rood is enclosed by a dike and hedge, but otherwise unprotected. The Elhiril (S. "Star-stream") masks its western approach, and the Baranduin guards its southern edge. Bar Nen Garan, some two miles to the east, stands on an artificial island at the edge of marshland, the Nen Garan Bogs, where the Nen Erain flows into the Baranduin. Here the Men Aran (the King's Road from Fornost) and the Men aharn (the Vale Road from Occum) cross the marsh and stream to merge at Rood. The King's Road then heads west, upriver to Annúminas and the Twilight Hills. In years past, Rood stretched all the way along the

road between the two streams. In the Second Northern War, the Angmarrim came northwest like an avalanche from the direction of the Weather Hills and destroyed every work of Men they could find in the Nan Túráth. Only the core of Rood was rebuilt after the conflict, and the Nan Túráth has not recovered.

In T.A. 1643, with the afflictions of war and plague, the population of Rood has fallen to three or four hundred, more than half of them making their living from the merchants passing through rather than being part of the commerce themselves. The King's Road, formerly the chief route from Fornost west to Annúminas and the Hills of Evendim, began to share its traffic with other roads to the north after Annúminas was destroyed. Rood's shopkeepers and moneylenders fled in droves. The lords of Nen Garan, instead of taking responsibility for rebuilding the town and attracting new trade, concentrated on their ventures in Fornost and let the area slide into corruption and poverty.

Yet Rood hangs on. 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, 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 unpleasant barkeeps and barmaids, all of them married to greedy Rood innkeepers.

The Rivermen of the Brandywine, always bold in the river villages, now bully their way freely through the declining town of Rood. It is visited all too often by mysterious, wandering strangers—vagabond trappers and rowdy trappers and miners from northern Siragalë. In the daytime, Rood seems a bustling if declining center of riverine trade, but under cover of night, 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.

THE LAYOUT OF ROOD

The accompanying map shows the buildings at the heart of Rood as they appear both in the mid and late Third Age. Most of the entries in the key below apply to both eras. Those that do not are marked as being relevant to either [1643] or [3018].

[1643] Rood extends well beyond the village hedge and dike, its residents maintain only a desultory watch on the gates penetrating the hedge. Cristion of Bar Nen Garan keep is responsible for the protection of the sheltered vale surrounding Rood. Veterans of the frontier will notice that he does not maintain much of a guard.



[3018] There are only a few scattered stone farm houses between Rood and the first slopes of the grassy hills at the edge of the river valley. Bar Nen Garan is a ruin, holding only a bandit camp. The Rood militia takes turns standing guard over the approach roads. Cairmach the Dunman, the bandit leader, is the Thegn of Rood. (See the adventure in Section 8.5 for details on his situation.) He normally resides in a large farmhouse outside of town, surrounded by two or three dozen of his men; he permits a quartet of "constables" to keep track of his "subjects" in Rood. When he is in town, Cairmach takes the best rooms in the King's Board accompanied by only a half dozen guards. Few people in Rood understand just how many black-hearted Men, Orcs, and evil Hobbits are crawling around the farm, which is how Cairmach likes it.

1. **The Battered Cock.** Large, disreputable and airy inn, especially since the collapse of the roof. It has a corral for horses and fleas for all.

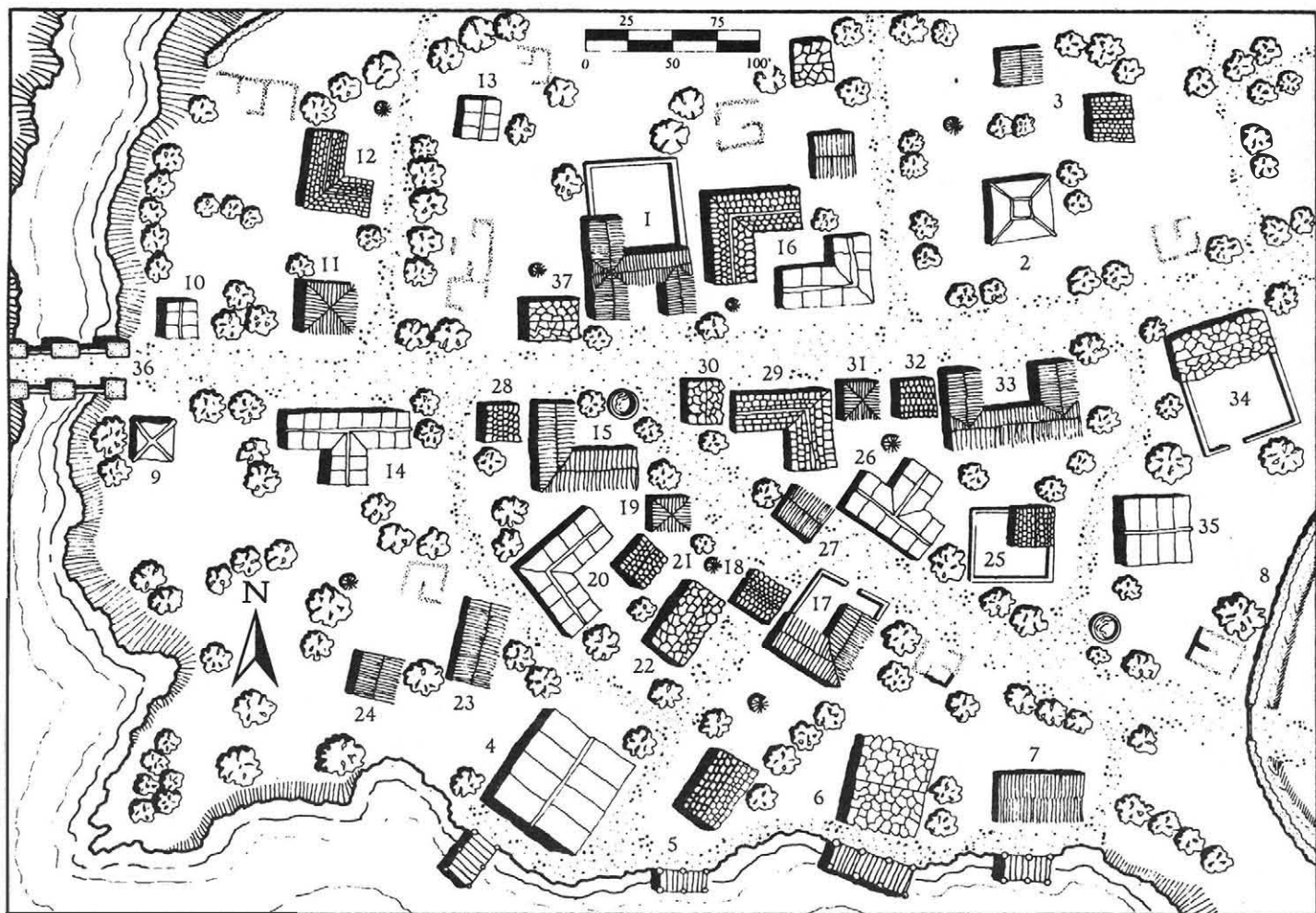
2. **Nalorn's Farmhouse.** A good but simple man, Nalorn is a widower who tends to his sheep and minds his own business. He is said to prefer the company of his animals to that of men and women.

3. **Shacks.** [I 643] Squatters' shacks. Abandoned and falling apart, these two houses sheltered families when Rood was a safer place. [3018] Nalorn, the owner of these two

buildings, has been obliged to "permit" some of Cairmach's men to stay here. They keep company with several Dunnish women—virtually treated as slaves—and the women badger and torment the bashful farmer incessantly.

4-7. **Warehouses.** Located along a gentle bend in the Brandywine, these abandoned buildings once held furs and foodstuffs. Hundreds of rodents now claim these warehouses as their own. [I 643] The slate-roofed warehouse (#6) has a basement and tunnel outlet to the Brandywine, once used to float barrels out to the river under the adjoining dock. The barrels would be filled with legal goods in daylight and illegal ones at night, so knowledge of the tunnel was not bandied about freely. Someone in the village who knew of the tunnel has dumped the body of a murdered man in the basement. The evil essence produced by this crime and the general corruption in Rood has summoned a *faedagnir*, a spirit bane. This particular bane is a *narrog* (S. "rat-demon"), a vindictive magical entity spirit that manifests itself as a giant, rat-like form composed of the squirming bodies of several hundred living rodents. The corpse of the murdered man is draped half on, half over the edge of the ledge separating the flooded tunnel from the dry part of the basement. The *narrog* slithers forth from the basement through the river exit each dark, quiet night to slay a

Rood



Mannish victim unless and until the murdered man is buried or all the rats forming the body of the bane are destroyed. [3018] Three of the female camp-followers of Cairmach's band of bandits have been brutally murdered and dumped in the crumbling ruins of the old basement. Cairmach does not normally tolerate behavior this evil; it will be difficult to use the bodies to embarrass him. The murderer can be found once someone puts together these three facts:

a. Only six men in town knew all three of the women. They are all Cairmach's followers.

b. Only three of them knew which of the buildings had a basement. They are all of local origin. Beul, the servant of Ellothiel Eketya, will cheerfully point one out who was born in Rood.

c. Only one of the three wears a saw-edged flint knife at his belt. Determining the nature of the wounds on the victims is difficult, as the residual evil in the building has transformed the corpses into ghouls. They arise from their positions on the basement floor and attack any intruders. They also hunt at night and return to their death locations in daylight if their murderer is brought into town by Cairmach to prepare for an attack on the Eketya house. (See Section 8.5.)

8. **Hedge and ditch.** The gates are supposed to be guarded, but the guards are not enthusiastic.

9. **Guardhouse.** [1643] Abandoned since the Plague. [3018] Restored somewhat and used by Cairmach's thugs. They charge a penny toll for the Elhiril bridge, but will retreat if bullied.

10-13. **Homes.** All are in bad shape. Squatters have claimed #11 and #12.

14. **Crafts shop and General Store.** Run by the Silentoës, a diminutive couple said to be as much Hobbit as anything else. The store tends to carry too much moldy bread and grains, spoiled wine and beer, soiled cloth and worn clothing.

15. **The Great Bend.** Once an inn of some quality (known as the White Wolf), it now caters to the Rivermen and other rowdies who prowl the country.

16. **The Sunset.** This inn takes those who can't afford the Great Bend. Meals here are so bad that they claim Olmkan's pigs won't eat the scraps.

17. **Stables.** Run by Bolog, a blustery scoundrel, these stables deal in stolen stock. Bolog is known to be in the service of the local bandits.

18. **Blacksmith.** Navir the smith lives and works here. A huge powerhouse of man, Navir is honest but very private.

19. **Smokehouse.** Operated by Olmkan and his wife and daughter.

20-22. **Stores.** A general store, a boat and barge shop for river-travelers, and an abandoned distillery, all owned by Grandon the Riverman.

23-24. **Abandoned Warehouses.** The smaller is a useful hiding or meeting place.

25. **Pig farm.** Run by Olmkan and his family, the farm is renowned for its succulent pork and sausage and its corpulent but kind owners.

26. **The Silver Tree.** This is the spot to meet in Rood. Everyone who's anyone shows up here sometime, if only to get drunk or plot some foul deed. [3018] Cairmach openly boasts of his accomplishments here. The owners, Gara and Rost Stigmuld, report all they hear to him for a regular fee.

27. **Metal Shop.** Inferior weapons and tool-work is done by the drunken owner, Aldan, a former winetaster from Caras Celairnen.

28. **Arms Shop.** The crazed dwarf Begil runs this operation by himself. Begil stays 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. [1643] This inn holds twenty and is Rood's best and most expensive. Formerly a favorite of the soldiers and Rangers who patrolled the Nan Túrath, the King's Board is now dusty and worn.

30. **Servants' Quarters.** The young men and women who work at the King's Board live here.

31. **Belechul the Healer's house.** The healer and physician lives here in squalor, surrounded by shelves full of dusty, dimpotions and herbs drying on racks. Many think Belechul mad; others find him amusing if difficult to understand, for he sometimes speaks two languages at once. [3018] A friend of Aragorn II when both men were much younger, Belechul is the only man in town who knows what the Rangers actually do in Eriador. Belechul suffered a severe head injury that leaves him incapable of handling most crises. He has a good heart, nonetheless, and an amazing knowledge of herbs and poisons.

32. **Apothecary shop.** [3018] Sisebuth's filthy shop and residence. Poisons are stored in the cellar, behind a curtain. Sisebuth is collaborating with Cairmach, the town boss, and will deceive and abuse anyone except him.

33. **Mansion.** [1643] The Mayor's House. A fine, respectable stone building. [3018] The Eketya House. Once a mansion of stately proportions, at least for Rood, this building is obviously decaying, its two floors of elegant art and furniture covered by a layer of dust and grime. Only the wealthy and secretive widow, Ellothiel Eketya, and her overworked and brash Dunnish housekeeper, Beul, still live here. The widow, silver-haired, tall and stately on the rare occasions when she is seen in public, is said to have gold and jewels on the premises, although no one knows where. Many believe the house haunted, protected by the martial spirits of long-dead Arnorian warriors. Actually, its reputation dates back only two generations, when Ellothiel's Dúnadan grandfather bought the house and had to call upon friends in the Rangers to



visit in the night and deal brutally with some brigands. Ellothiel keeps her store of treasure in her kitchen, hidden in the back of the fireplace behind an *Illusion* of caked soot and a Rune of Avoidance. Anyone who receives money from her taken directly from this supply will have a small chance (Absurd -70) of noticing a smoky smell about it. Note that the various dusty and tarnished weapons on the walls would clean up into a fine collection of swords, daggers, and arrows (all +10 high steel.) Ellothiel has some superior (+15) weaponry in her attic. More surprisingly, she knows how to use it; she was brought up and raised her children in a Ranger haven.

34. Stables. Abandoned but usable to anyone who cares to clean them up.

35. Warehouse. Abandoned but can be used as shelter.

36. Bridge. Crosses the Elhiril. Guarded closely at night, less so by day. [3018] The ruffians from the guardhouse at #9, if they are not asleep, drunk, or simply slacking off (50% chance), will try to collect a one copper toll on the bridge.

37. Storehouse. Abandoned, but the roof and floor are intact.

5.6 SUDÚRI

Sudúri has also been known as Mistalondë and Lond Gwathló.

GM Note: Described here is the situation during Olby's Revolt in T.A. 1643; details common to other times in the mid-Third Age are easy to distinguish. Sudúri at this time is crowded with Eriadorian refugees fleeing the Warlord Dagorhir, whose forces have raided to within two days march of the town. Unless otherwise noted, all of the town is controlled by the rebel forces loyal to Olby.

1. Gwathló Road. The road roughly follows the bank of the river from Tharbad, then takes a loop inland to bypass the swampy delta of the Minhiril stream before closing to the Gwathló again at Sudúri. West of town, it sends one branch inland and another down the Gwathló to the coast of the Bay of Minhiriath.

2. Toll House. A squat granite fort.

3. Wooden Bridge. Gives entry to Sudúri over the Sirbad stream. Occupied by Olby's people, who've tripled the tolls.

4. Dunnish Town. A large collection of squalid huts. In more prosperous times, it spread out around the town. Now even the buildings at this end are mostly abandoned; the inhabitants fled to avoid the fighting, and only a few refugees lurk among the hovels.

5. Twin Northern Gates. Each is defended by two barbicans.

6. City Wall. Three thin stories of native granite. Never terribly strong, the walls of Sudúri have not been properly maintained for centuries, and they are now crumbling in many spots. Olby's followers are desperately attempting to repair the gaps, expecting an attack by King Lanaigh of Saralainn.

7. Southwestern Gate. It is defended by two towers and a proper gatehouse.

8. Market Squares. With lower tariffs than Tharbad, Sudúri is noted for its bargains and its smugglers.

9. Dock District. This rundown section of the city teems with refugees; they form the backbone of the revolt.

10. Docks. Always crowded, the docks were severely damaged during the recent Great Hurricane and have devolved into complete chaos.

11. Business and Commercial District.

12. Warehouse District.

13. Residential District.

14. Two Towers. These protected the causeway leading to Tol Hîr (S. "Lord's Island"). The causeway was burnt during the revolt.

15. Tol Hîr. The kings of Saralainn have not bothered to maintain the residence which once served the *hîrath* of Ethir Gwathló. Forces loyal to King Lanaigh, led by Fiorel, hold out on the island.

16. Citadel. These walls have seen much more attention than those of the city, and Fiorel's people have had little trouble defending them so far. The strategic value of the citadel has been compromised by its lack of a bailey.

17. Dúnadan Town. Now the home of the clansmen who can tolerate living in the city.

18. Little Lighthouse. The neutral Bargemen hold this minor fortification in the name of their guild. The rocky point beyond the lighthouse is a favorite trysting place. It is also a likely spot to find the harbor monster.

19. Bargeman Fort. The Guild of Bargemen have been happy to keep a separate residence near Sudúri. They have protected their homes with an earthen rampart topped by a sturdy wooden wall.

20. Great Lighthouse. Fiorel's forces also hold this four-story tower, the strongest structure in the area and rising from a dominating hill. The defenders are rapidly running out of food—they get by on what can be smuggled in past the rather loose siege lines Olby's people have laid around the base of the hill.

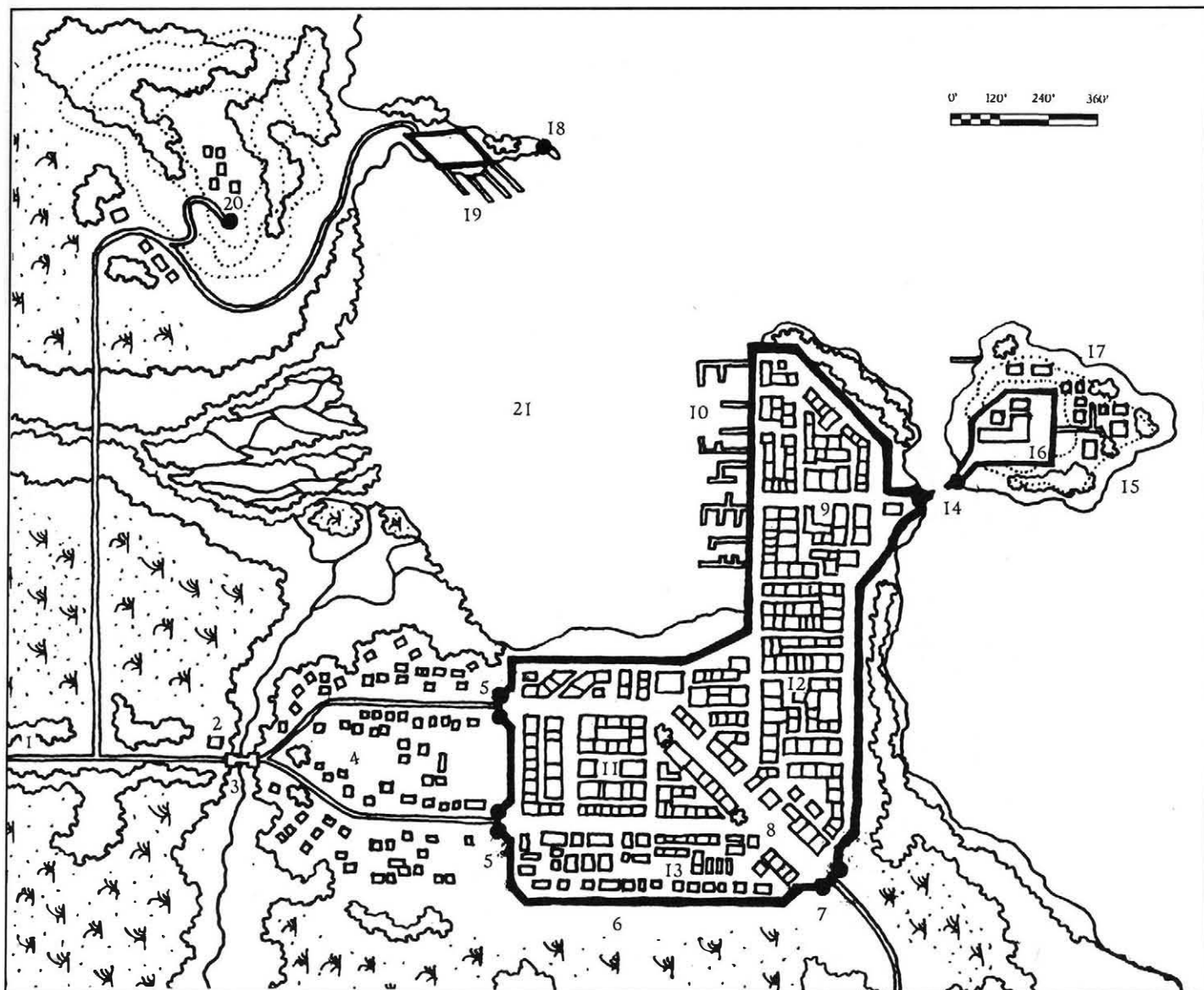
21. Sudúri Harbor. Unlikely as it may seem, Sudúri has its own harbor monster. The thieves of the town share an odd tradition with the Butcher's Guild: blood is never spilled into the bay at night. No one is quite sure why the practice should be observed, but blood in the water is said to bring bad luck.

The bad luck is a kelp-kraken, a larger relation of the animated plants found in the ruins of Lond Daer and in Lake Evendim (both are discussed in other sections). The ancient Númenórean sorcerers tinkered with life forms on occasion, and one of them dumped an experiment into this bay, leaving as his only record a scroll. The kelp-



kraken consists of a good dozen sea weed tentacles, each about 20' long, surrounding a core of stinking, compressed plant fiber that passes for a mouth and gullet. It tends to collect objects that can serve as a form of makeshift camouflage, and half its tentacles will, at any time, be decorated with old helms, Mannish skulls, and various pots and other containers it has picked up off the bottom of the harbor.

GM Note: If blood flows into the harbor at night, when the kraken is awake, the scent of it will stir the monster into seeking warm food 80% of the time. It cannot abide light and always attacks in the dark. It is fairly stupid and will only locate the exact source of the blood 20% of the time. The rocky point on which the little lighthouse sits (#18) is one of the places it checks when searching for warm food. Old records in town will show that this spot is also called "Kraken Point," and it is a good place to bait and ambush the creature. Anyone seeing the kraken for the first time must make an immediate check against a 4th level Fear attack or be stricken and stunned with terror. The kraken itself has a 20% chance of withdrawing in a panic every time a reasonably bright light shines on it. Even if the kraken is not severely injured, it will sicken from its exposure to the surface air and withdraw to the bottom of the harbor after 1-5 days.





5.7 THARBAD

GM Note: References in the following descriptions are made to specific details for the situations in T.A. 1409 and T.A. 1643, two significant points in Cardolan's history, and any descriptions without a reference date can be considered to apply to either year.

In T.A. 1409, the last king and army of Cardolan have just been slain on the Barrow-downs, and the Regent Nimbir and the Gondorian Legate Círvir are trying to cope with a wave of refugees and a possible famine.

In T.A. 1643, the Great Plague and the twin invasions of Warlord Dagorhir and the barrow-wights have created a similar crisis. Throughout the text, there are twin references, either to the Legate/Cánotar or the Regent/Cánotar. The first of these references always pertain to the actions of Nimbir and Círvir in T.A. 1409; the second applies to the actions of the Cánotar Imlach, the only authority in the city in T.A. 1643. Most of the details in this description can also be applied to campaigns set in other troubled periods of Tharbad's history, in which case the leaders referred to could be a Cardolanian king or even the High King Elendil's military regent during the War of the Last Alliance.

Tharbad is divided into quarters and districts by its canals and major thoroughfares; directions given by the inhabitants will name these districts first, before the

Círvir



speaker names a street or building. Aside from the tolls and guards at the north and south gates, it is relatively easy to roam Tharbad unnoticed. The great dike, the Rammas Nîn, that protects the city from flooding, serves to channel traffic into the major causeways and roads, but it is not tall or well patrolled; any fugitive or smuggler who doesn't mind wading the swamps can cross into or out of Tharbad at little risk. If trouble does arise, the city authorities post guards along the Menatar Rómen and put roadblocks on the two main bridges over the Gwathló. Snitches and people wishing to locate lost friends and "business associates" would be advised to do the same.

CLIMATE

Like most of Cardolan, the climate of Tharbad itself is moderate. Summers are seldom unbearably hot, but the humidity can be bothersome. The snowfalls of winter are never heavy and do not accumulate in the marshes and swamps, which rarely freeze over. North winds can be quite damaging, particularly to the relatively unprotected island portion of the city. The Gwathló has been known to rise considerably, especially during the spring rainy season. Recently, frequent flooding has contributed to the number of abandoned buildings and dilapidated docks along the river. These areas have proven likely haunts for the lowlife whose presence is only obscured by the dense fog that lifts and settles daily in Tharbad.

THE SOUTH BANK

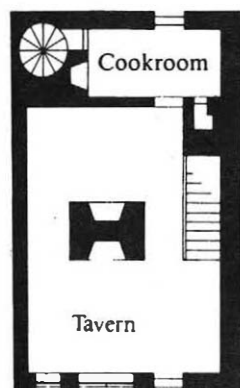
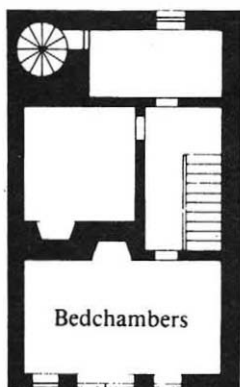
The South Bank was once considered the oldest portion of the city, and the Annon Harn (S. "South Gate") stands on the site where Prince Aldarion of Númenor first constructed a tower back in the Second Age. After serving as a Dúnnish slum for most of the early Third Age, it was refurbished to provide space for the wool trade and the Gondorian merchants coming up the "Land Road" through Dunfearan. Later, Gondorian soldiers followed the same route to protect the trade routes as Cardolan fell into chaos.

The Annon Harn, controls entry into the city along the Old South Road. It is open twenty-four hours a day, but the entry is manned by watchmen who turn away undesirables and exact tolls. The other gates are also manned, but do not remain open at all hours. They are typically favored by the locals, and their watchmen charge tolls only to strangers. The toll is 2 sp, plus a surcharge for any significant merchandise that might look salable.

The South Bank is the bastion of the Weavers' and Dyers' Guilds. Most of the Gondorian garrison resides here, as do most government officials. Such prosperous neighbors have made the better homes here popular with the city's merchants.

THE ISLAND

The four districts on Tol Galen in midstream of the Gwathló are collectively known to the people simply as the "Island." It is the commercial and mercantile center of the city. Expansion to the islet from the small trading town on the south bank began in the middle of the Second Age with the construction of the now-ruined fortifications on its northern end. The ruins are the undisputed domain of the thieves of Tharbad (known in the city officially as the "Traders' Guild"), and the southern tip belongs to the Bargemen of the Gwathló. The central section is neutral ground, inhabited by merchants, factors, and ship owners west of the main road and the common folk who serve them on the east side. All factions in the city realize that business must continue.



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

THE NORTH BANK

The North Bank is the newest section of Tharbad, having been built by the first prince and then expanded by King Thorondur in the ninth century of the Third Age. The east end of the North Bank is the stronghold of the lesser guilds. The Glassblowers, in particular, populate the downstream side of the North Bank, led by immigrants from Fornost in the original days of the expansion. The Saluters control the riverbank, and the Laborers hold the scarcely rebuilt west end. The central area of the North Bank is probably the safest area for travelers.

The Annon Forn, or North Gate, is open from dawn to dawn and charges tolls in the same manner as the South Gate. (See above.)

KING'S HOUSE

The King's Row is located along the great avenue of the Menatar. One of its most significant sites is the King's House on the island. The walled gardens surrounding the turreted manor border both the boulevard and the Gwathló.

In T.A. 1409, the King's House is occupied by Regent Nimhir and Princess Níriel whenever they are present in Tharbad. The Council of the Sceptre meets in its Great Hall.

In T.A. 1643, the domicile has been long abandoned and looted. Only children and vagabonds sneak into the ruin, either over the walls or across the dike alongside the river. It is haunted by what is said to be the ghost of Princess Níriel. Actually, the "ghost" is a faerie being, a wood-spirit from the Old Forest whose tree was cut down and used as the backboard for a series of landscape paintings. The essence of Tathariel, the wood-spirit, is in each of the paintings; and each has, over the years, changed so as to show her face. One special painting, hidden somewhere in the walls of the King's House, binds Tathariel to the spot. She will haunt the place until she can persuade someone to locate that painting and buy or steal the rest of them for her. Tathariel is waiting for someone other than a thief, beggar, or illiterate squatter to sneak into the King's House. Someone bright enough to figure out that she is not a ghost would be a prime candidate for the task of saving her. She knows the location of valuable treasures that would be ample reward for anyone undertaking her quest; however, if the person who stumbles across her is of bad character, she may just bind him to her cause by embedding a sliver of wood in his chest next to his heart and promising to make it grow if she is betrayed.

Tathariel is detached and dreamy, after the manner of wood-spirits, and subject to temper-tantrums. She can talk for hours on any subject; some (10%) of what she says might be useful historical or political information. She does not actually intend to slay or injure anyone with her wood slivers or her haunting—which consists mainly of strange noises and visions—but if she is angered by evil deeds or bad faith she is capable of exacting a harsh and terrifying vengeance.

THE SHANTYTOWNS

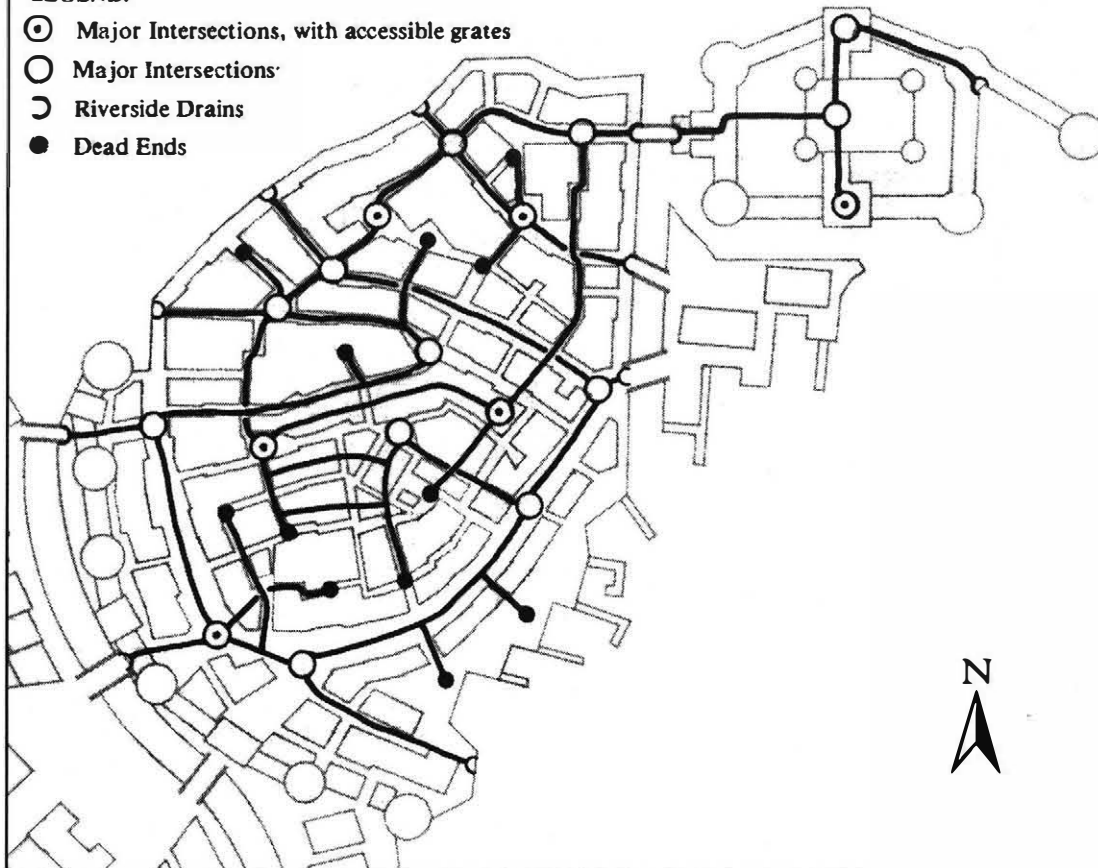
Outside the dikes and gates on the north side of the river are the shantytowns, an expression of the miseries afflicting the rest of Cardolan. Consisting of hastily constructed shacks and drainage ditches, the locale is horribly overcrowded with refugees from the wars, and disease is rampant. Only a few healers and volunteers from the religious orders are available to tend the sick—and the *cánolair* and mayor have few resources available to support a public dole.

*A typical
rowhouse on the
Island*



LEGEND:

- ⊙ Major Intersections, with accessible grates
- Major Intersections
- ⌋ Riverside Drains
- Dead Ends



THARBAD'S SEWERS

Tharbad's original waste/storm sewer system, built by the Dúnedain, runs under what is now the Thieves' Quarter and adjacent areas. Other newer drains have been constructed, but they are not as complete or as elaborate.

The main tubes (running directly from riverside drains) are generally 7' in diameter, and possess a trough in the center to carry water during low runoff periods, yet leaving a flat walkway on either side.

The side tunnels are 5' in diameter and perfectly round. Some connect with street grates and gutters by way of shafts 3' in diameter, with built-in iron-alloy ladders. Others shafts are smaller and not accessible to people. All shafts are usually 15-20' deep, permitting the sewers to run at least 15' below street level.

All street grates are a remarkable alloy which has survived almost intact through the centuries since the city's construction. The grates of the lower sewer sections cannot boast the same quality, and many are dangerous to tread upon. They weigh about 50 lbs. The large grates which cover the riverside drains are in even poorer repair; most have a section missing or are gone altogether.

Since these are waste and storm sewers, there is an ever-present, noxious odor, there is a chance (2%) that any fire brought into the sewer will ignite explosive swamp/waste gases (causing 10-20' radius—reformed to the tunnels—*Fireball*, x1 damage).

WATER LEVEL IN THE SEWERS

	Side Tunnels	Main Tubes	Riverside Drains
Spring	6"-1'	1-2'	2-3'
Summer	1-6"	6"-1'	18"-2'
Fall	1-3"	3-6"	1-2'
Winter	1-3"	3-9"	1-3'

NENOST TURAMARTH

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

Circular Towers. All towers have basically the same design: three stories high with a stone spiral staircase connecting all floors. They vary in degree of dilapidation.

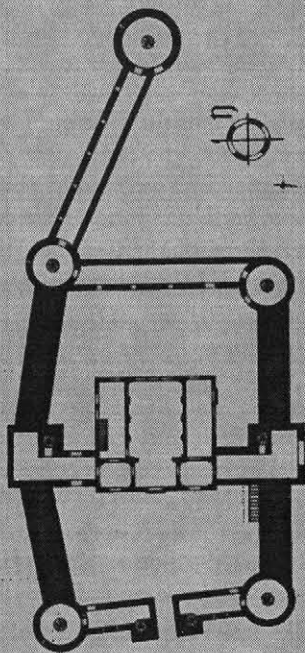
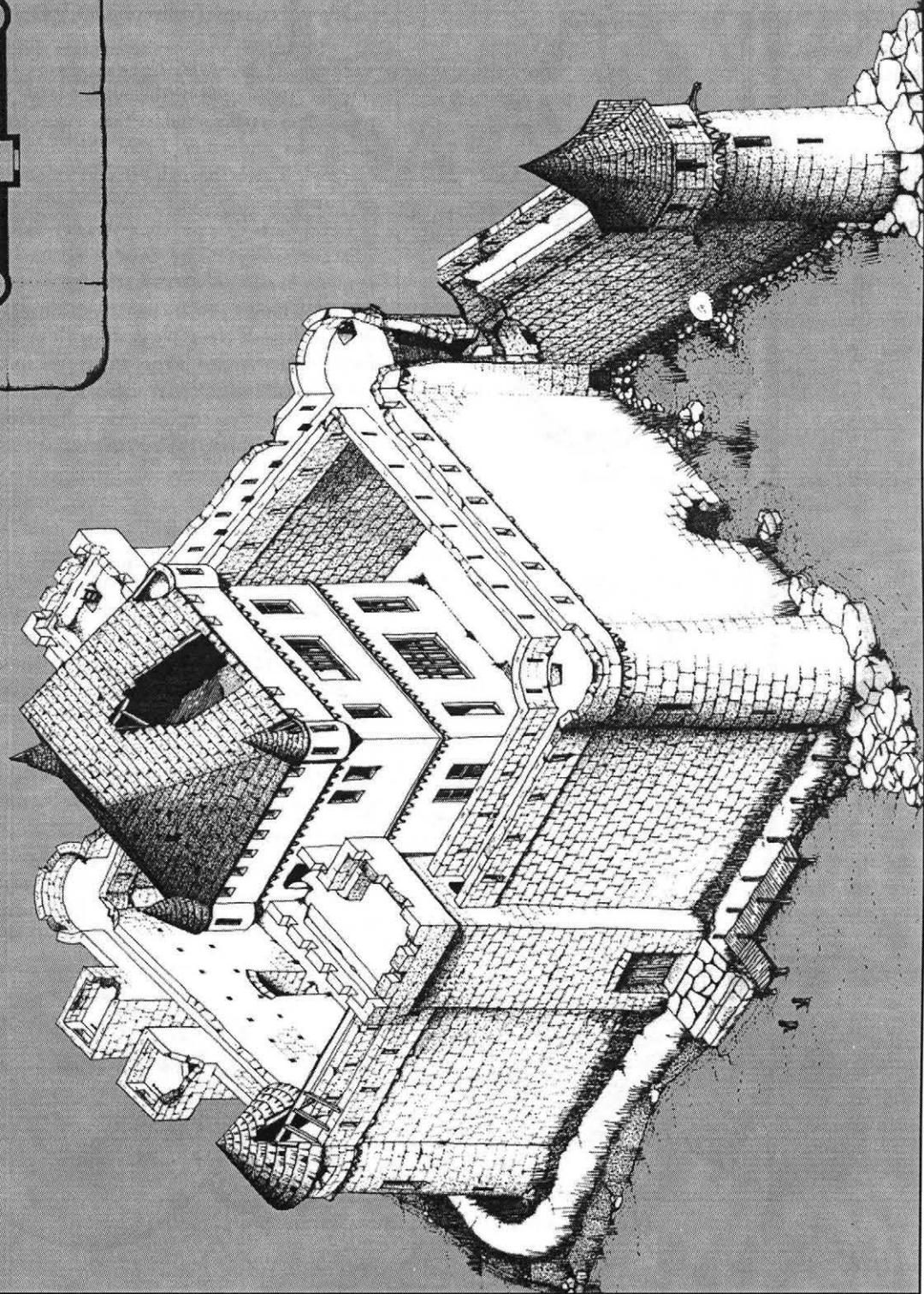
Central Keep. The ground floor holds the Great Hall, twin guardrooms just inside the west doors, a kitchen to the south, and a stair hall to the north. The second floor guest chambers and the upper portion of the Great Hall. The lord's quarters occupied the third floor.

North Wing. The upper levels have collapsed into the lower floors. The wing is uninhabitable.

South Wing. The most intact portion of the fortress, this is where Barnur and his gang have their refuge. Their loot is stored on the second floor in a chest (Very Hard, -20, to pick the lock). It holds 200 gp, 850 sp, and jewelry worth 300 gp.

Denost taramarth
taramarth's Water fortress

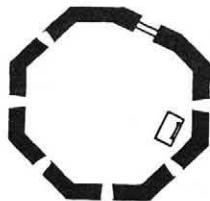
circa 1410-erected t.a. 980-82





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Gargoyle's Tower



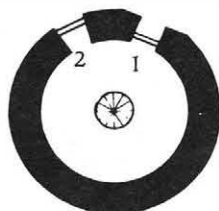
Level Four



Level Three



Level Two



Level One



THE GARGOYLE TOWER

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

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

As can be seen on the map insert accompanying the castle view, the tower is connected to the rest of the fortification by a wall within which runs a hallway. This interior access to the tower is dangerous, however. Each time someone passes through the hall, there is a chance (10%) the ceiling will collapse (delivering 10-100 hits and a "D" crush critical to all within).

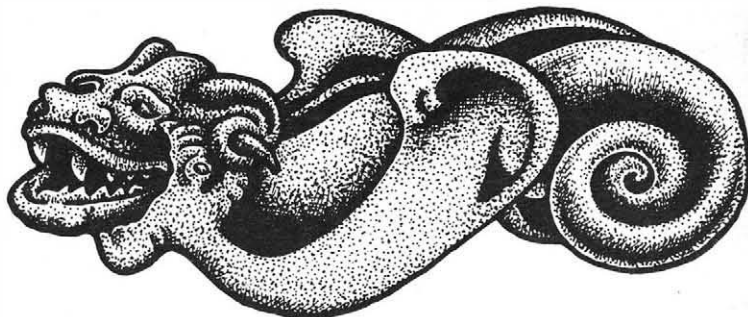
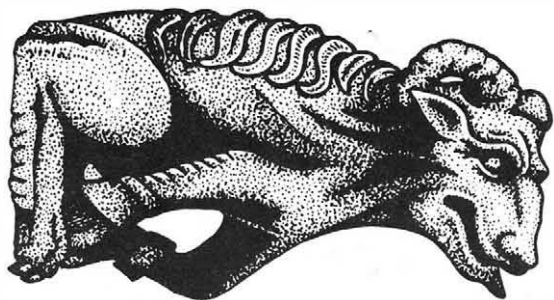
The alternate way to the tower is a narrow strip of land (sand and mud, actually) running along the north edge of the castle all the way out to the tower. It is usually no more than three feet wide, and after a heavy rain it disappears altogether. From this uncertain path, one can enter the Gargoyle Tower through a rent in the stones where the curtain wall abuts the tower.

Level One. One can enter through a door (#1), which opens into the adjacent hallway. The door is relatively intact. Another door (#2) remains in place, but any attempt to open it may simply destroy its corroded hinges (40% chance), causing the portal to fall into the river. Several flags of the tower's stone floor are cracked. Broken remains of furniture are strewn across the entire space. In the chamber's center, a stone spiral staircase rises intact to the second floor.

Level Two. A wood dividing wall has rotted so extensively that leaning against it may bring the barrier down. The door into the hallway on the second level of the adjacent curtain wall is virtually gone. The spiral stair continues to the third floor, but, although structurally sound, it is broken in several places and will require careful maneuvering from any who ascend (Hard, -10, climbing maneuver).

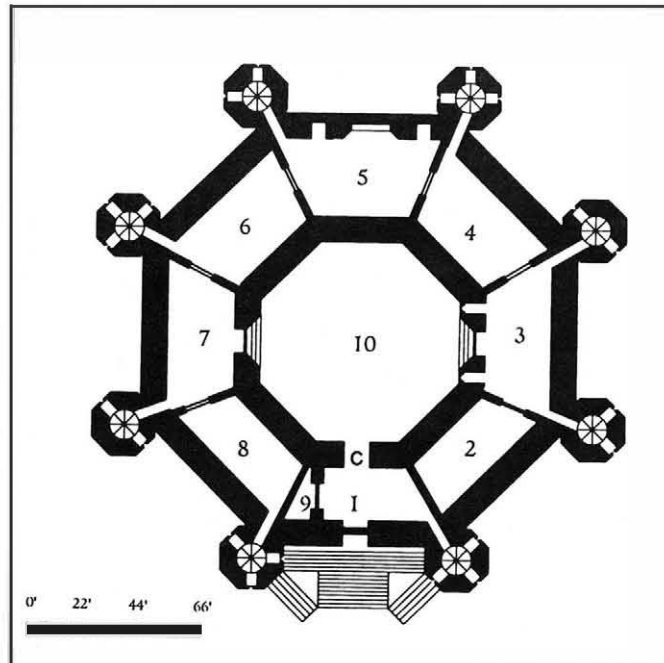
Level Three. The door connecting the tower and the curtain wall is intact and thoroughly jammed. A hidden compartment (Sheer Folly to find) is located next to the door. The compartment is locked (Extremely Hard, -30, to pick) and contains a tiara stolen from Lothíriel. A rusty ladder gives access to the observation level above. There is a chance (20%) that any given rung will break when subjected to a climber's weight.

Level Four. The observation level boasts an array of windows facing in every direction. The door to the adjoining curtain wall is intact, but opens onto empty air. The floor is littered with bird droppings.



6.0 CASTLES

There are dozens of fortifications scattered across Eriador in T.A. 1643, and the few described in this section can only serve as examples. Many of the important keeps and towers in Arthedain use scaled-down versions of the plans of the two Cardolanian castles presented below. The frontier citadel on the color insert, for instance, uses a more modest variation on the design of the Argond. The lesser towers of the frontier, such as those along the Weather Hills are modest keeps, with the addition of a few outbuildings and a low outer wall to allow room for the housing and protection of the local population in emergencies. Eldanar (Minas Eldanaryaron), using a more rectangular design favored by a few northern Arnorian architects, is detailed in ICE's *Angmar* realm module.



*The Argond,
ground floor*

6.1 THE ARGOND

GM Note: *This castle is keyed to the adventure "A Blow for Peace," Section 8.3.*

The home of Finduilas, Princess of Dol Caladir, the Argond is an ornate, three-storied, hollow tower forty miles from Tharbad. The castle takes the shape of an octagon with slender spires at each corner. Each tower contains six landings and numerous arrow slits. During happier days, its dull granite walls were sheathed with copper, and the Argond is now a most striking hue of green. Built on a solid outcrop of stone, the Argond lacks a basement. The citadel has yet to be seriously tested by a siege—which is just as well, since some of its defensive arrangements are questionable.

GROUND FLOOR

1. Entrance. Elegant marble steps lead up to a sturdy door (forged of high steel), provided with seven deadbolts. Practically speaking, it is impossible to force this door without an enchanted ram. The entry hall opens on to the first tower, and the central court yard. Internal defense is mainly provided by the two dozen murder holes in the ceiling. Four guards are on duty at all times.

2. Guard Barracks. Eight guardsmen sleep here when off duty.

3. Entrance Hall. The prime entrance to the interior of the castle. Two guards are stationed here. The chamber is furnished in unusual pastels and paisleys.

4. Hall. The portraits of former rulers are displayed on the walls. The stairs in the adjacent tower are the most commonly used.

5. Kitchen.

6. Pantry.

7. Guard Barracks. Similar to those described above (#2). There is an exit to the central courtyard, usually open and watched by one guard.

8. Servants' Barracks.

9. Secret Room. It is too cramped to serve as an effective guardroom. The door is virtually impossible to find as it is hidden by a tapestry. If the tapestry is removed, it is only Hard (-10). The lock is Sheer Folly (-50), requiring the simultaneous operation of three keys. There are no traps. Finduilas likes to spy on visitors from the small room and then rush up the stairs in the first tower to greet them on the second floor.

10. Central Courtyard. Finduilas had the ancient tiles and pools removed and replaced them with herb borders. Her interest in herbs has diminished, but the servants ensure the garden remains in excellent condition.

SECOND FLOOR

11. Great Hall. Stairs ascend to the Great Hall from towers two, three, and four, with a guard at each. The hall is primarily a reception area, decorated with the heads of the many beasts killed by Finduilas' grandfather.

12. Secret Door. Connects with the adjacent guardroom (#18). Extremely Hard (-30) to detect the narrow door. Its lock is deceptively Easy (+10) to open. There is a Medium (-0) needle trap in the lock poisoned with *lus*. A Hard (-10) to detect trap in the lintel drops three similar needles. However, the greatest danger is when a wire has been rigged to the cauldron of hot oil always bubbling in the guardroom. With but a little careless tension, the wire pulls a plug, causing the oil to spew into a slight recess in the floor leading to the secret door.

13. Paintings. This end of the Great Hall is decorated with surreal works painted by Finduilas' father.



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*The Argond,
third floor*

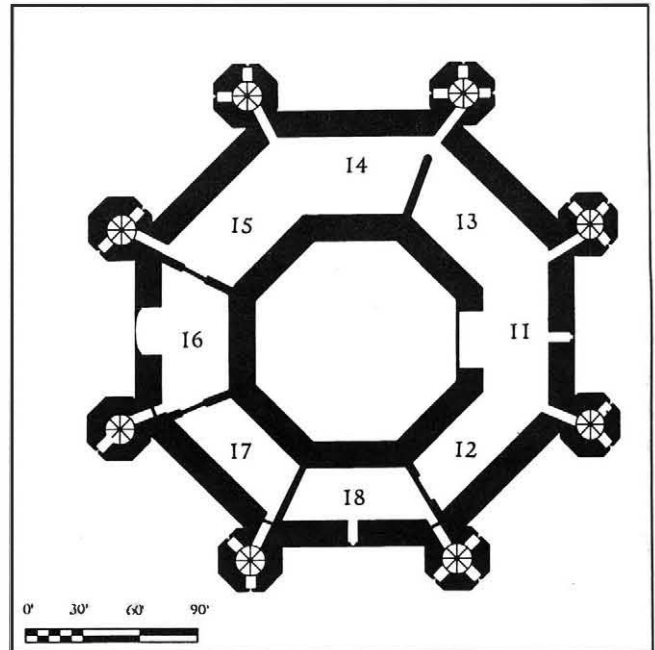
*The Argond,
second floor*

14. Feasting Hall. The furniture is a delicate, filigreed brass supporting carved pieces of white marble.

15. Door. The entrance to Dagobert's suite. Two guards are stationed here. The door is locked—Extremely Hard (-30) to unlock.

16. Dagobert's Office. His two bodyguards must sleep here. The most notable feature is Dagobert's desk, a massive piece of cast high steel. The desk holds four drawers, one cubbyhole, and one cupboard. Each has a distinct (Sheer Folly, -50) complicated lock and complimentary needle trap tipped with *lus*. Two of the drawers (selected randomly) and the cupboard contain Runes of Petrification. These compartments are crammed with papers documenting their owner's nefarious activities. None link him with the disturbances in Tharbad. The cupboard also holds a sack containing 150 gp, 30 mp, and 12 large river pearls worth 20-40 gp each. Egress to the stairs in the seventh tower is blocked by a high steel door with similar locks and traps.

17. Dagobert's Bedroom. A jackdaw's collection of precious articles are tastelessly displayed. The door is similar to that in Dagobert's bedroom (#16) as is the entry to the stairs of the eighth tower. Dagobert has an Elven dagger that detects malice and/or hate hung over the door. It will glow green when such a person is in the bedroom or the adjacent guardroom (#16 or #18).



THIRD FLOOR

18. Primary Guardroom. The four guards stationed here have 200 slender wooden javelins that can be dropped through the murder holes into #1 and which strike as +20 daggers. They also keep a 4 gallon cauldron of oil bubbling at all times. The oil can be poured through the murder holes (with ladles or by dumping the cauldron on the floor, or out over the main gate). Each pint of oil that strikes will hit as a +30 Fireball, though any criticals will repeat for three consecutive rounds.

19. Storage Room. Dagobert placed a Rune of Invisibility under a trunk filled with linens. He will flee to this storage room and hide if he feels threatened. Finduilas has glued a packet containing papers linking him to the Tharbadian rebels to the bottom of the trunk that Dagobert has not and is not likely to notice.

20. Armory. Several complete sets of +5 weapons and equipment.

21. Guest Rooms.

22. Suite for the Castellan. He will be evicted for particularly important guests.

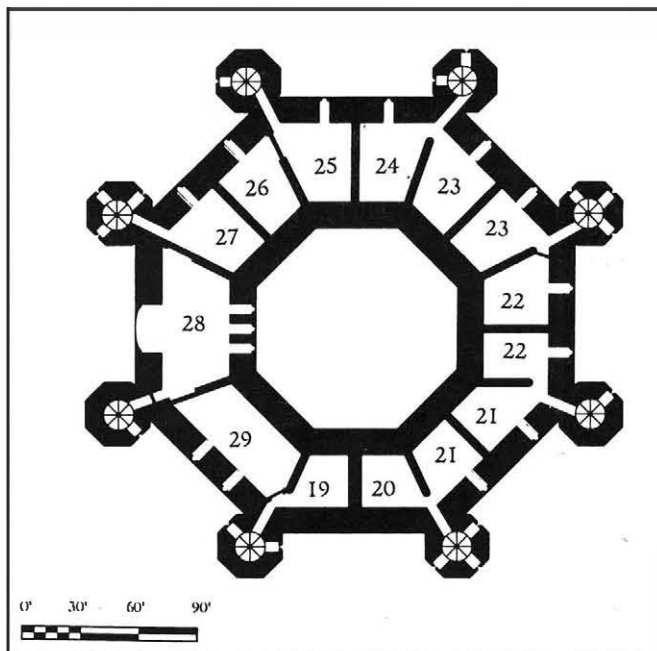
23. Sergeants' Quarters.

24. Captain's Chamber. He heads the castle guards.

25. Fool's Chamber. Finduilas retains a fool in her retinue.

26. Storage Room.

27. Bodyguard's Chamber. Finduilas retains a body-



guard. A secret door allows access to her mistress' suite. It is Very Hard to find (-25). The door is not locked or trapped, rather it is operated by a powerful spring. It will take a Strength bonus of at least 20, and an Agility (or Quickness) bonus of at least 25 to operate. Those failing may take a +60 Fall/Crush while attempting to slip in. It is Absurd (-70) to attempt to wedge the door open.

28. Finduilas' Parlor. The stairs in the seventh tower ascending from the second floor are plastered with warnings in many languages—alerting the climber to beware of demons. Stepping on the sixth stair from the top initiates a programmed illusion of a Demonic Gate opening with three powerful demons emerging to fight. The illusion is very well ensorcelled (-25 to RR). Welcome guests are warned not to react. Those deploying and engaging the demons will inevitably brush against the walls which are covered with myriad minuscule needles. These are imbued with the refined essence of *tartella*—brushing just a couple will give the wary guest a thorough dose. The lock on the door is only Medium (-5) in difficulty, but it requires a series of operations that will take at least 3 rounds. A loud chime will sound when the door is opened; it is Sheer Folly (-50) to attempt to silence it. Finduilas receives few guests, and the room is strewn about with her very impressive collection of magical lore. There is an unmade bed for her to nap on, and it will take a high Perception roll to deduce that this is not a sleeping apartment.

29. Finduilas' Bedchamber. The secret door fits completely behind an ancient full-sized chart of the Essence centers of the body. It is Extremely Hard (-35) to locate, and a tactful invader should be reluctant to risk the ruin of this precious heirloom in examining the portal. It is operated by moving the latch of the center courtyard window of the parlor back and forth three times, and placing light pressure on the left shoulder of the chart. The bedroom is a tidy contrast to the parlor, but Finduilas has kept no evidence that incriminates her even in her inner sanctum. The secret door leading to the storage room (#19) is only Hard (-15) to locate; however the door is magically operated. One must place a pencil sized stick of wood into the old mechanical keyhole and cast a Charge Wand spell.

6.2 MINAS GIRITHLIN

GM Note: *This castle is keyed to the adventure "Treachery," Section 8.4.*

Minas Girithlin, the ancestral home of the lords of Girithlin, is another of the mighty towers popular among the nobles of Cardolan in the years immediately preceding the Downfall of Númenor. Unusual for its heptagonal design, the citadel has been the scene of many sieges because of the perennial ambitions of the Girithlin family.

The tower has generally resisted well, although it was taken by Annael, the first *cánotar*, in T.A. 1414. The damage wrought by this sacking has not yet been completely repaired on the lower floors, and it seems that the fire scars on the alabaster exterior are beyond repair.

GROUND FLOOR

- 1. Entrance.** A semi-circle of broken black marble steps lead up to two wooden doors—each with a guard.
- 2. Left Door.** Behind the wooden door are two sturdy portculli and an iron inner door. The portculli are operated from the guardroom (#5). The inner door is barred from the inside where a guard is stationed.
- 3. Right Door.** The mirror-image of the left door (#2).
- 4. Entrance Hall.** The side walls are covered with tapestries depicting the great deeds of House Girithlin.
- 5. Guardroom.** Two guards and a sergeant are stationed here. Arrow slits command the adjacent hall and corridor (#4 and #6), and the controls for the outer doors are set on the inner wall. The iron door from the courtyard is similar to that at #2.
- 6. Corridor.** Leads to stairs descending to the cellar.
- 7. Guards' Rooms.** Two are likely to be present in each.
- 8. Sergeant's Quarters.** The off-duty sergeant is not likely to be here, since all three have homes in town.
- 9. Stairs.** Descend to the cellar.
- 10. Dumbwaiter.** The main kitchen is located below—the dumbwaiter eases the conveyance of food to the feasting hall (#16). 2' x 2' shaft.
- 11. Lesser Kitchen.**
- 12. Corridor.** Leads to the courtyard. The iron door is barred on both sides and has two guards—one inside, one out.
- 13. Red Obelisk.** 10' high, a memorial to the ancestors of House Girithlin.
- 14. Reflecting Pool.** Fed by a small spring through two small fountains. The pool looks very deep, but this is an optical illusion; it is only 2.5' deep.
- 15. Rock Garden.** Designed tastefully. The iron stairs from the balcony above are usually pulled up to the second floor.

16. Feasting Hall.

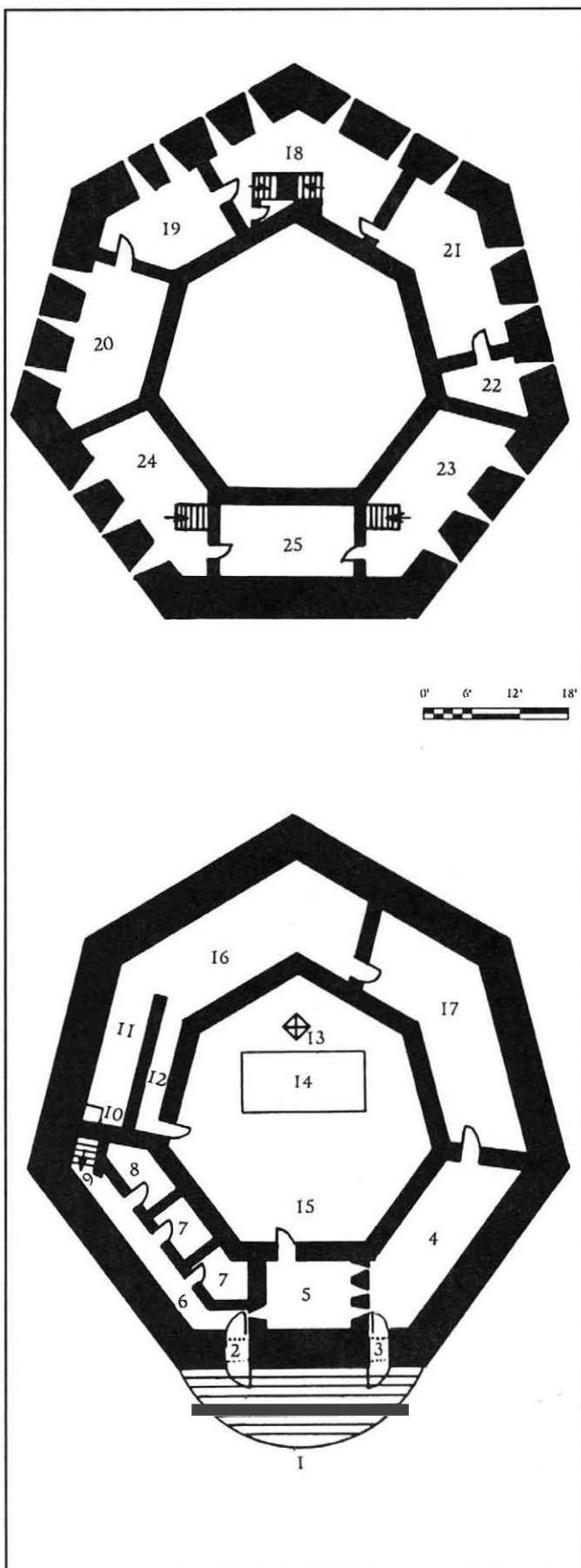
17. Ceremonial Hall. The lords of Girithlin have traditionally held court here. The replacement furniture and furnishings are not up to previous standards.

SECOND FLOOR

- 18. Central Hall.** Twin stairs descend from the third floor; one guard is stationed here.
- 19. Armory.**
- 20. Captain of the Guard's Room.**
- 21. Soldiers' Barracks.** They are currently on patrol.



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22. Large Closet. Stocked with lamb jerky, flour, and vinegar.

23. Castellan's Room. Stairs to the third Floor.

24. Bedchamber. Nominally Aervellon's quarters, Echorion lives here when not in Arthedain. The iron door's lock has been tampered with so that it is Routine (+30) to open. One guard watches the stairs to the third floor when Echorion is absent or asleep.

25. Library.

THIRD FLOOR

26. Iron Balcony. The narrow walkway overlooks the inner courtyard.

27. Circular Iron Staircase. There is another landing on the second floor. The stairs to the ground level can be pulled up and hung beside the top landing.

28. Aervellon's Bedroom. The window is heavily barred with steel. The steel door to the adjacent hall (#33) has three Extremely Hard (-30) locks which are trapped to operate the spear traps in the corridor, four +60 spears. The traps are Very Hard (-20) to disarm. When Aervellon sleeps, he rigs a heavy crossbow to go off if the door opens. This trap is Sheer Folly (-50) to disarm. The room is somewhat too ornately decorated to be attractive.

29. Aervellon's Office. He does not bother to lock the door. He keeps no incriminating evidence as a rule, but the disguise in which he recruited the party is stashed in the closet.

30. Sitting Room. The furnishings are ornate—too ornate. The assassins will monitor the party's progress from behind its barred window.

31. Double Stairway. Descends to the second floor. Two guards.

32. Closets.

33. Back Hall.

34. Dining Room. Aervellon sleeps here during the winter to gain the warmth of the fireplace. The door is steel and triple locked (as at #28); its trap drops the balcony.

35. Storage Room. Now serving as the quarters for the castellan's mistress.

36. Emergency Barracks. Currently the residence of Echorion's squire.

37. Guest Room. Steel doors usually not locked.

38. Conference Room. Unlocked, steel doors.

BASEMENT

39. Stairs. Descend from corridor on ground level (#9).
40. Well-lit Hallway. One guard on duty, many milling.
41. Guards' Barracks.
42. Side Hall.
43. Exercise Room. Arrow slit allows monitoring the adjacent corridor (#40).
44. Storage Rooms. Locks are Very Hard (-20) to pick.
45. Corridor.
46. Parlor. Reserved for servants and guards; usually occupied.
47. Side Hall.
48. Main Kitchen.
49. Dumbwaiter. Carries food up to the feast hall.
50. Pantries.
51. Back Hall.
52. Servant's Dormitory. Usually rowdy at night.
53. Head Cook's Chamber.

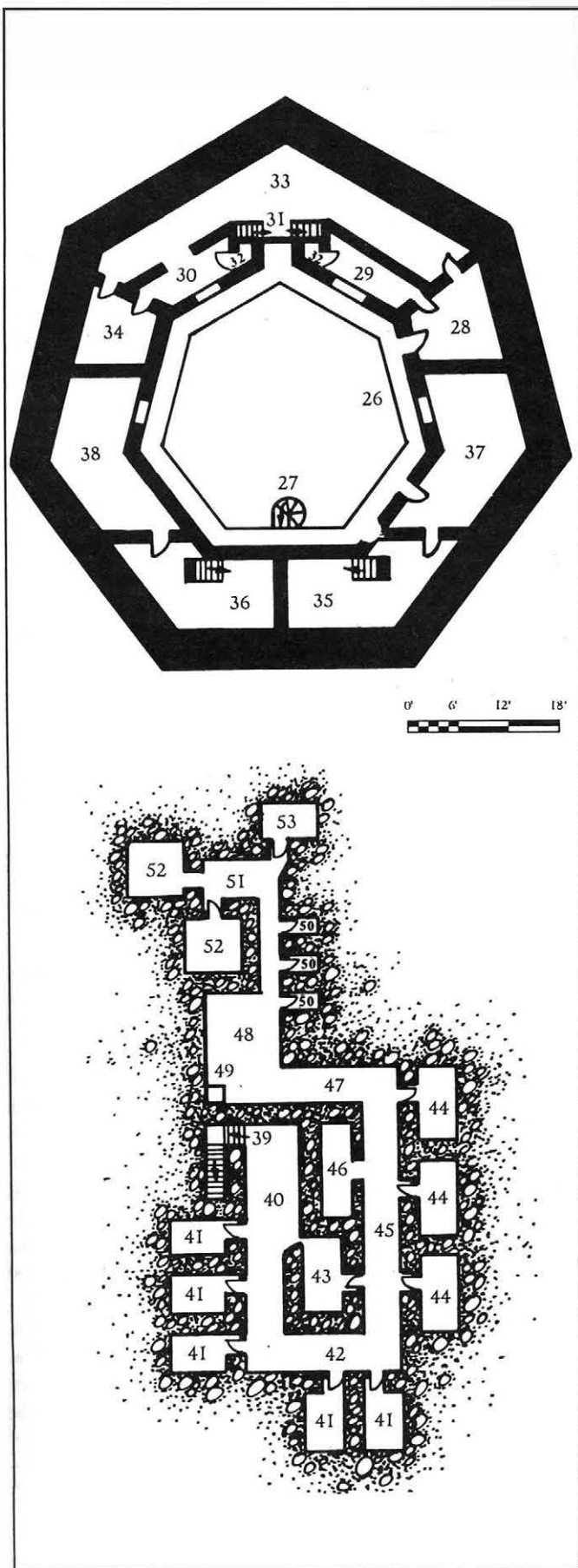
6.3 THALION

The palace of Thalion, on the southern edge of Metraith, was long the favored residence of the kings of Cardolan. Thorondur chose it as his capital upon the division of Arnor, and, when one of his lieutenants complained that the location was indefensible, Thorondur proclaimed that he would need no defenses. This boast did not long survive the first King of Cardolan—Thalion was captured and ransomed by Arthadan forces during the Twelve Years War. Since that defeat, the palace has fallen fourteen times and been looted five times, most recently during the insurrection in Faerdor. Now that the princes of Dol Tinereb have been burnt out of their more secure keeps, they hope to rebuild Thalion to its former glory.

GM Note: The key below describes the situation in T.A. 1643, during Ernil Hallas' campaign against Creb Durga. (See Section 9.3.) The war was planned from this palace; spies and assassins would greatly reward anyone able to break into Thalion.

FIRST FLOOR

- I. Throne Room. Not as gaudy as it might be. The throne is on the raised dais at the south end; the curtained rooms just behind it allow the ruler to make a dignified entrance through the secret doors from the main hall (#7). Four men are on duty at each of the two entrances.





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*Tbalion,
first floor*

2. **Guardrooms.** Six men are on duty in each room. The staircases on either side lead down to the ground floor, the main guard barracks, and the dungeon.

3. **Bureaucratic Offices.** Few of these officials actually live in the palace, but they occasionally "sleep in" on a couch to be sure that someone can respond to the wishes of their ruler.

4. **Audience Chamber.** Much of the daily business of the Tinerebian lords is conducted here. Lord Barahir Tinereb spends most of his day in this room.

5. **Hallways.** Staircases lead down to the kitchens and servant quarters. Guards are posted at the turn of each hall.

6. **Grand Dining Hall.** State dinners are held here.

7. **Main Hall.** Ceremonies and dances are few since the plague. The antechamber on the north side of the hall was used by the king dressing for ceremonies in the throne room and also by musicians and actors preparing to entertain in the hall.

8. **Guard Officers' Quarters.** Some wives and children may be found here.

9. **Captain of the Guard's Quarters.**

10. **Secret Passages.** Neither one stops on this floor.

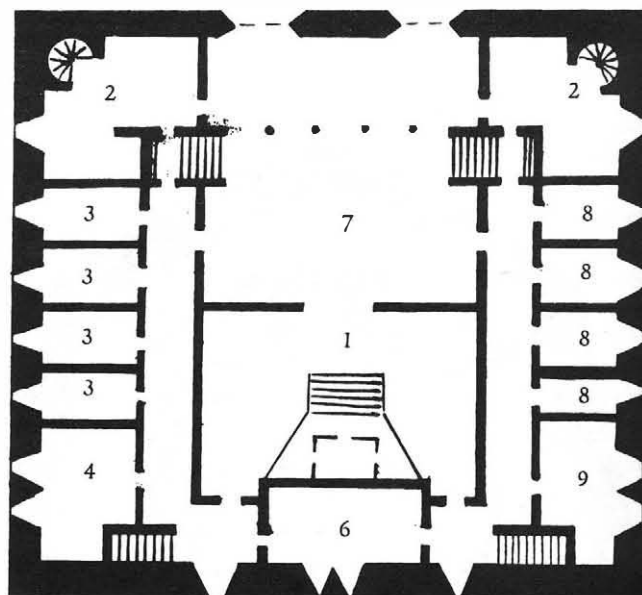
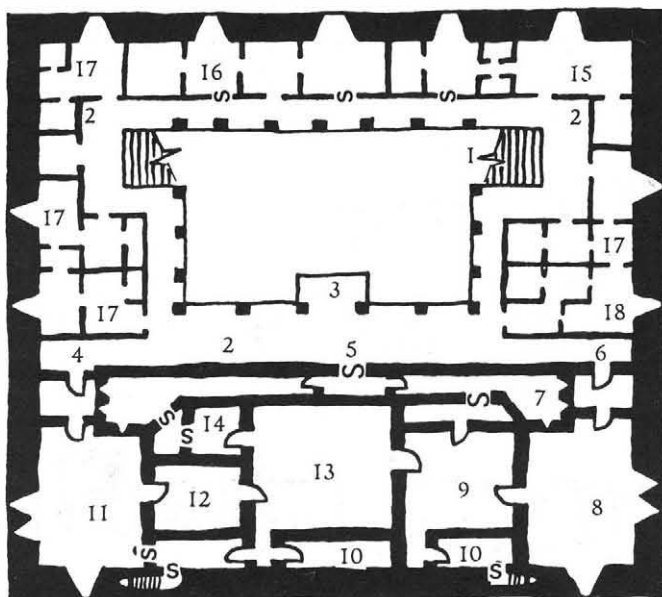
SECOND FLOOR

The war has left the palace somewhat desolate. Three of the Tinerebian rulers have apartments on the second floor, but two of them are away on campaign. This leaves Lord Barahir, two of his servants, and Lord Celebdur's mistress as the only current residents.

1. **Stairs.** Ascend from #7 on the first floor.

2. **Upper Hall.** Great arches support a dome of stained glass and steel that pours light into the hall. Paintings, tapestries, and sculpture adorn the hallway; they don't equal the quality of those of the past.

*Tbalion,
second floor*



3. **Balcony.** The princes may sit here in comfortable isolation and look down on revelers below. A command changes the alignment of the glass overhead and the lighting on the dance floor. Unknown to most, anyone standing or sitting on this balcony gains +100 to listen to any conversation in either the upper or lower hall.

4. **Entry to the Queen's Suite.** One guard on duty.

5. **Secret Door.** Access to the watch rooms (at #7). All the guards know about it, and therefore so do the palace staff.

6. **Entry to the King's Suite.** One guard on duty.

7. **Watchrooms.** Two guards in each. Unoccupied if no one in residence in the royal suite.

8. **King's Office.** Now called the "Prince's Day Room" and used by Hallas for business and entertainment.

9. **Prince's Library/Den.** A coffer full of important documents is built into a compartment beneath the desk; it is impossible to find unless one moves both the desk and the rug under it. Hallas is too weak to do this himself. The lock is Absurd (-70) to pick. It was made by Dwarves of Khazad-dûm; the metal itself is impregnated with a 20th level paralysis poison. The one key, hanging on a chain around Hallas' neck, is impregnated with the antidote.

10. **Closets.** The secret doors connect to passages and stairs leading to the dungeons and escape tunnels. The closet in the royal bedroom has a secret compartment that is only Sheer Folly (-50) to locate. It holds 100 mp, 800 gp, and jewelry worth 1,200 gp. This is the family's reserve treasure; the rest of its wealth is invested in business and property in Tharbad. Only Hallas and his grandson Faradon know that these assets have been used as collateral for loans to finance the war against the Warlord.

11. Royal Nursery. With the privy chamber (at #12), the nursery is being prepared as a suite for the use of Ólanwen, Hallas' great-granddaughter. She is currently living in Arthedain.

12. Queen's Privy Chamber. Under construction. One of the carpenters has discovered the secret doors in the adjacent closets, but is unsure to whom he should sell the information.

6. Royal Bedroom. Prepared for a very sick, aged Prince. Hallas usually spends his days here, his older servants tending him. Since he departed on campaign, the guards are lax, and younger servants have been using the room as a trysting place.

Built into the chamber pot under the bed are herbs and alchemical agents that allow the dark priest Zimrubâr the Unseen (a minion of the Witch-king) to cast enchantments into the room from a secret location in a cemetery a mile southwest of the palace. The Angmarean sorcerer (who uses "Tarvorharn," the Sindarin form of his name, while operating clandestinely) intends to use the pot as a focus for a spell that will imprison Hallas' spirit upon his long-anticipated death.

14. Storage Room. The secret door provides access to the guard rooms.

15. Lord Celebdur's Suite. Currently out on campaign. He is a widower, but his very young and very common mistress, Tempi, has the use of these chambers as long as she remains inconspicuous. Only a few of the servants will speak with her, but she is learning quality manners from one of the older ones and befriending some of the guards to ease her loneliness.

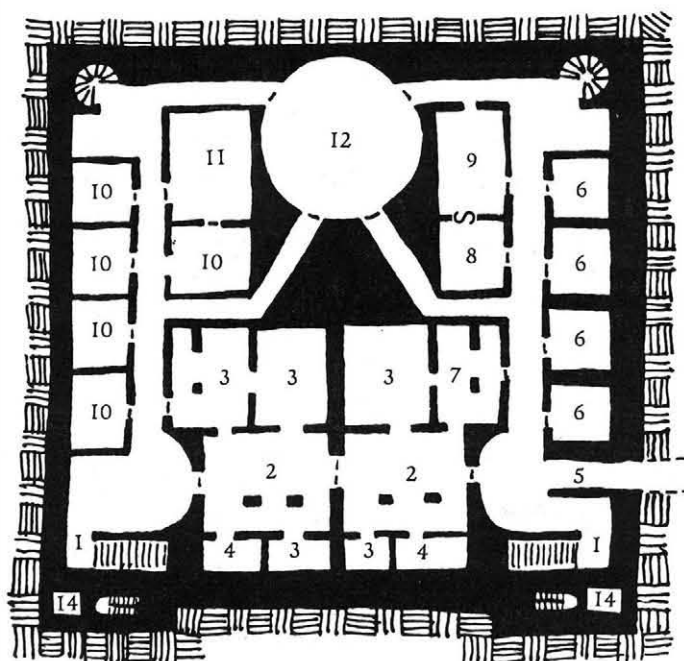
16. Lord Barahir's Suite. Bitter over the loss of his wife and child to the Plague, he has become absolutely grim since Hallas joined the Tinerebian army in the field and ordered him to stay at the palace to organize supplies. Barahir's chambers are maintained as though his family were still alive. His personal servants, a married couple, sleep in the east room, and a guard stands at the doorway to his day room. The secret exit from his bedroom, at the west end of the suite, is one-way out into the hall.

17. Four Additional Suites. They were used for common rooms and additional family in happier days. Currently none are occupied, and their furnishings seem incomplete; various objects have been stolen or removed to decorate other parts of the palace. Egale, the chief cook's daughter, has copied a master key to these suites and plays in them with her friends. Tempi, Celebdur's mistress, has befriended the children. An Angmarean spy planted among the kitchen staff is just beginning to understand this situation and hopes to use it to his advantage.

18. Doctor's Suite. Lengha, Hallas' physician, dwells here along with a servant. Both are with the prince and the army. Under Lengha's bed rest three brand new chamber pots, matching one currently in Hallas' bedroom (see #13, above). Lengha, who has served the Tinerebian lords for thirty years, cut a deal with a mysterious personage to betray them. He expects to receive enough money to buy his way to Gondor. Egale the chief cook's daughter, has discovered these pots and does not yet understand their meaning; she may someday describe them to that old traveling conjurer, Gandalf the Grey. Her mother knows him well and claims he knows "a little bit about everything."

CELLARS

1. Stairs. Descend from halls on first floor (#5).
2. Kitchens.
3. Storage. Primarily foods.
4. Cold Storage. Magical mechanisms; no one is sure how these work, but they are useful. Among the sides of beef and mutton hung here is the burlap-covered body of a servant who mysteriously disappeared three months ago. The second cook murdered him to keep the clod away from his wife; now he doesn't know how to get rid of the corpse with a cleaver-shaped hole in its chest.
5. Tunnel. Access to the main servant quarters. Two guards are posted; doors closed after dinner unless there is a major party upstairs. Wheel on the wall opposite staircase rolls a portcullis and steel door across the passage in emergencies.
6. Palace Servant Quarters. These are the more trusted servants, usually waiting directly on the palace residents.
7. Servants' Day Room.
8. Chief Cook's Room.
9. Palace Steward's Quarters.
10. Guard Quarters.



Thalion, cellars



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11. Armory.

12. Guards' Drill Room. Used as a dance hall by the staff. A grate in the floor drains down past the laboratory.

13. Stairs to the First Floor. Closed and locked doors also lead to the dungeons, but no one speaks of them.

14. Secret Passages. They do not have access to this level.

DUNGEON LEVEL

1. **Dungeon Entryways.** The western one has a table and chairs, but these are unused. Thalion was never supposed to need a dungeon, but one was eventually built for political prisoners of special interest to the rulers.

2. **Small Dungeon Cells.** All locks are of average difficulty (+0) to open.

a. **Well-furnished Cell.** Appointed for prisoners of rank. A magically glowing stone in the ceiling provides light, while another in the wall generates sounds of the countryside in spring upon command. The fancy trappings are showing the effects of mold and mice.

b. **Cell.** Can hold three prisoners; currently empty.

c. **Cell.** Can accommodate three prisoners. Its floor is littered with old chains and manacles left behind after the mass executions following a civil war. Anyone poking among them discovers a set painted jet black. Under the paint is a mithril alloy, enchanted and capable of holding a demon or undead. The manacles are worth 400 gp.

d. **Cell.** Can accommodate three prisoners; moldering remains lie along the south wall. The wretched, chained corpse is actually a clever construct. A historical Perception roll (-30) reveals that the "corpse's" clothing is four hundred years out of date. If commanded, the construct rolls over and unmask the secret door (-20 to locate once uncovered) leading to the escape passage (at #7).

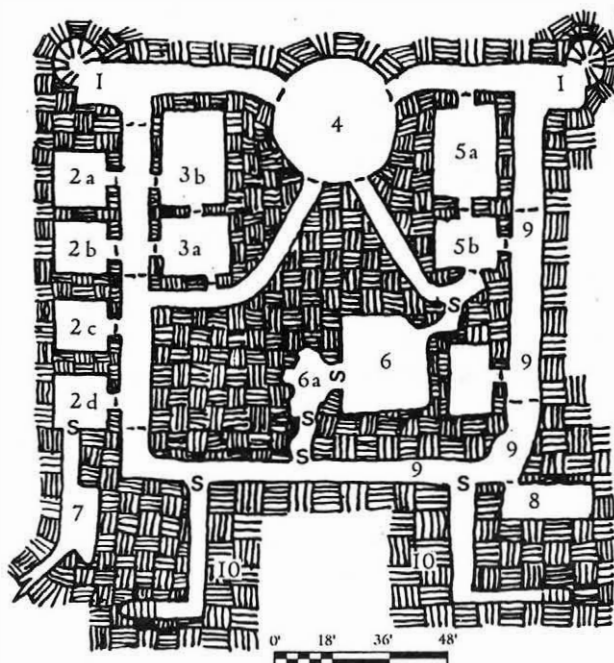
3. **Large Common Cells.** Manacles every 3' along the walls, and oubliettes (covered pit cells) in the floor.

a. **Cell.** No prisoners, but one of the two pits in the floor makes noises as if occupied. When the lid is lifted, a puddle of twitching slime at the bottom rustles and mews.

b. **Cell.** Three prisoners captured in Tharbad are kept here. Two are assassins, one slick enough to claim he was framed. The third prisoner, Grethor, is a rabble-rousing republican ally of Faerdor and the Laborers' Guild. The guild would pay 20 gp for his return and raise a political storm if they knew where he was. Grethor has to be careful about trying too hard to escape, because Lord Barahir would consider having him "disappear" to avoid trouble.

One of the four oubliettes emits scratching noises occasionally. Lifting the lid reveals a layer of stone slabs, carefully sealed with mortar. A warning sigil on the stone conveys a feeling of alarm to persons inspecting this seal.

Three Mannish victims of magical experiments were thrown in here generations ago, poisoned by a process similar to that used on the door-guard in another cell (#2d). The "animates" that resulted from the poisoning resemble deformed Men. One of them wears jewelry and rotted silks indicating a relationship to the Cardolanian royal family. All are quite active and effectively insane. If released, the animates will kill everyone within reach and then wander about the palace, performing random acts that mimic the daily routines of their victims.



GM Note: Anyone bitten by an animate and not killed must resist a 10th level blood poison or become an animate in 2-20 hours. Animates are repelled by strong light and attracted to magically protected buildings; if kept outside or exposed to daylight for more than 4 hours, they weaken, fall apart, & decompose rapidly.

4. **Interrogation Room.** Half the torture equipment has been used recently, while half rusts. The Tinerebian lords don't like to admit they use this room, and hence do not clean it regularly.

5. **Old Magical Laboratories.** Another set of rooms no one admits to, since "proper" magic in Arnor traditionally is done in high towers where the stars can be observed and consulted. The alchemy and summonings performed here produced the animated flesh in the cells (#2d and #3b).

a. **Magician's Room.** Looted long ago. Nothing remains save broken tables and iron brace-work, a fireplace and brick oven, and bits of shattered glass. Magical phrases are inscribed on the wall. One of them generates a Sleep spell, cast on whomever in the room the reader concentrates on. Another suspends articles of clothing in mid-air.

A third phrase scrapes the surface grime off the floor in the middle of the room to reveal a complex magic circle. Any spell cast from it has 10 times its normal range and duration. A few hours study of the runes inscribed here adds 20% to a magician's chance of learning his next spell list. Leb, the animate child from the next room (#2b), likes to play hop-scotch on the circle; doingso conjures up pleasant visions of the lands outside Thalion palace.

b. Chanting and Reading Room. Some old furniture, lanterns with herb-burning attachments, shelves, a cot, rugs and a magical symbol on the floor, and a fireplace before which rest a silver teapot and serving trays (worth 10 gp). The few tomes left are not greatly useful, but a careful reading (1-3 hours) gives a rough guide to the story of the animates and how they may be slain. More intriguingly, a pile of rags under the cot is not as old as the rest of the furnishings. Leb, a child turned into an animate, lives here. He can crawl up a ventilation shaft over the fireplace to reach the ground floor (#12, above) and explore the palace during the night. He has grey, distorted features, dead, cold flesh, and ape-like movements that would terrify most people. However, Leb is quite harmless, unless frightened into biting someone. He maintains, after centuries of haunting Thalion Palace, a strange air of childish innocence, and he can be befriended.

13. Trysting Chamber. Carefully maintained, still used by the Tinerebian lords and their secret lovers. Well appointed in silks and tapestries, magically warmed, it stores music within its walls and re-plays it upon command up to a month later. Unfortunately, there is a 20% chance that the room will store conversation, and a 50% chance that it will play a dialogue back for one who is sincerely interested.

a. Changing and Storage Room. Supplies the trysting chamber. The finest collection of wines and silken bedclothes in Cardolan. A selection of stimulant herbs is also stored here, in a Hard to find (-30) wall compartment.

7. Escape Tunnel. Leads almost a mile underground to a cemetery set in a rocky bluff. The rock covering the outer opening has not been moved in a century, and consequently is undetectable. Only 3-30 rounds of hard work with the lever on the tunnel side of the rock moves it enough to allow an exit. The chamber near the palace end of the tunnel contains clothing suitable for disguising escapees. One of the cloaks hanging here is +10 to DB and +30 to Stalk/Hide. A pair of boots next to it can cast the spells Hues or Silent Moves 3 times per day.

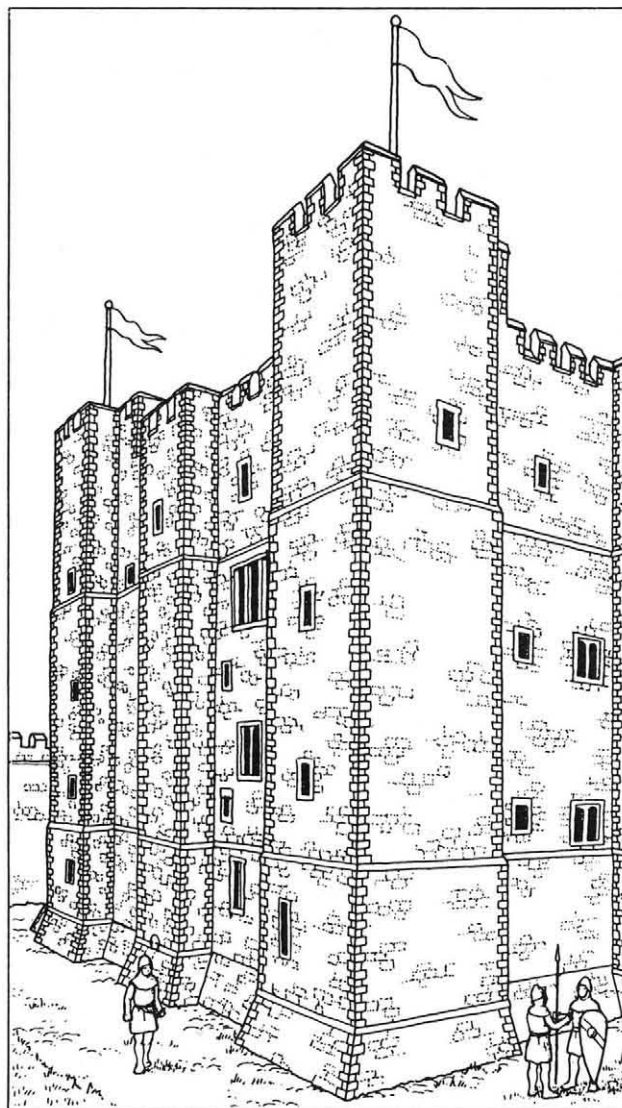
8. Vaults. Doors are Sheer Folly (-50) to open, as well as requiring a special lever or +40 in Strength bonuses to work their mechanisms. Aside from shelves and 1,600 gp worth of cumbersome artwork, the vaults are empty. The Tinerebian lords are virtually bankrupt; they still have some reserves of coin and gold hidden in Khazad-dûm, but all the metal normally kept here is traveling with Prince Hallas.

9. Pools. The floor of this rough tunnel is uneven, and puddles of water collect. These four large ones are part of the defenses of the vaults. They are 6' across, blocking the hallway, and 2-6" deep. Tinereb family members can command the water to part, allowing dry passage. The two pools in front of the vaults electrocute anyone trying to open the doors. If the water has not been commanded to part, anyone in contact with it takes 1-3 "C" electrical criticals per round, resisted as 15th level attacks. The Tinerebian lords can summon this electrical attack at will from any of the four pools; they can also summon up an image of anyone who has waded in the water in the past week.

10. Secret Passages. Good Dwarven workmanship. The two secret doors are Absurd (-70) to detect; anyone standing in the secret passage may summon a Long Eye to see into the main corridor without opening the door.



Thalion





7.0 SITES OF INTEREST

7.1 THE BARROW-DOWNS

"Eastwards the Barrow-downs rose, ridge behind ridge into the morning, and vanished out of eyesight into a guess.... Their way wound along the floor of the hollow, and round the green feet of a steep hill into another deeper and broader valley, and then over the shoulder of further hills, and down their long limbs, up their smooth sides again, up on to new hill-tops and down into new valleys. There was no tree nor any visible water: it was a country of grass and short springy turf..."

—*The Fellowship of the Ring*, p. 147

From a practical point of view, the downs of Eriador are good for little except grazing sheep. They are, however, grand and beautiful in their own stark fashion, and this may have affected the Edain's decision to build their tombs there. The mounds on top of the downs look impressive, especially when crowned with stones.

The barrows of the First Age are clustered near the northeastern edge of the downs, close to the ancient Adanic town site on Bree-hill. Most of these have worn down to very low mounds. Many of the standing stones that marked the top of the burial sites have fallen or eroded, giving the ancient barrows a tumbled, worn-down appearance. The downs were first used as a burial ground early in the First Age, before most of the Edain departed for Beleriand. Three additional mounds were built at the conclusion of the First Age to hold the remains of the Adanic warriors who fell in the final battles against Morgoth.

The Númenóreans referred to the Barrow-downs with the Sindarin form, Tyrn Hódhath, though they also recorded Tyrn Gorthad (S. "Haunted Downs"), a name deriving from local Eriadorian superstition (this latter name, however, never achieved wide use among the Dúnedain until after the invasion of the downs by evil spirits from Angmar and Rhudaur in T.A. 1636. Knowledge of the Tyrn Hódhath was retained by the loremasters of Númenor throughout the Second Age, but in the latter days the mounds were forgotten by all but the Faithful. With the start of the Third Age, the kings of Arnor decided to return to the ancient ways of their forefathers and made their graves in simple barrows, holding their ancestors in great reverence. Many of the great lords of Arnor followed the example of their kings and were also buried upon the downs.

Following the sundering of Arnor into three lesser kingdoms—Arthedain, Cardolan, and Rhudaur—the lords of Cardolan viewed the downs as a site of strategic importance and further strengthened the northern boundary of the Haywall with a dike. The Barrow-downs were but a few days journey from Weathertop and the fortified tower of Amon Sûl—a citadel coveted by the Cardolandrim. The Hîr of Tyrn Hódhath built a small

fort on the northern Barrow-downs to guard against border raids. Cardolan's *hirath* and *ernilath* continued to use the Barrow-downs as a burial place. The devastating assault of Angmar in the fifteenth century brought an end to the practice. In T.A. 1409, the last King of Cardolan was laid to rest on the downs, after which they fell into disuse. Later, the stones of the ruined Cardolanian fort were used to rebuild Bree.

7.1.1 THE TOPOGRAPHY OF THE DOWNS

The downs are arranged like an interlocking series of concentric ridges which march steadily southward from the dike and wall on Cardolan's northern boundary. Most are long escarpments which resemble southwestward-facing steps. Their more forgiving slopes face Bree and Weathertop to the north and east. Short grass and heather coat their spongy flanks. As one travels west from the *Iaur Men Formen* toward the Old Forest, the longer ridges give way to more circular and higher hill-and-ridge combinations; it is in this area that most of the tombs lie.

The burial downs are smaller remnants of earlier hills—heavily eroded over their long lives. Like lumps of bread dough cast down upon the landscape, they are round hills, each encircled by its own ridge ring. The barrows were built upon central hills of such configuration. A small circular depression surrounds the central hillock and serves as sort of a grassy, dry moat. The ridges simply act to separate and protect the mounds, just as walls of earth guard their enclosed keeps. Their inward facing slopes are steep, while those looking away from the central mounds are gentle. Curving, shallow valleys lie between each ridge ring—causing the downs to resemble small, isolated forts.

The greatest of the barrow-sites occupy hills with tops that have been naturally or artificially flattened or have grassy depressions. In each case, the tomb is surrounded by a green, earthen ring which encircles a central, man-made burial mound.

7.1.2 THE STRUCTURE OF THE BARROWS

The graves upon the Barrow-downs vary greatly in size and structure. The simplest are stone-lined pits covered with a mound of earth; most are unhaunted since there is no entrance or exit. The mounds are often constructed of gravel or rubble covered by a layer of earth. These burial sites are First Age graves containing the remains of lesser chieftains and are often clustered atop a ridge or on a smaller hill. Some were and remain interconnected. Frequently other, later burials have been made at these sites simply by excavating a portion of the mound, interring the body, and then refilling the cavity. The only treasure to be found in these tombs is generally to be obtained by digging up the mound, an action quite naturally frowned upon by the local folk and the still-powerful kings of Arthedain.

Other tombs are more complex. Some are accessible by a long, stone-lined shaft. These are built out of large, upright, interlocking, rectangular, stone blocks or posts set in a circle and covered with long ceiling stones (lintels). The most elaborate vaults consist of sophisticated stone cairn construction, with one or more chambers covered by an earthen mound and topped by a protruding tooth of jagged stone. These tombs served several generations; the entrances were carefully filled after the last body was interred. Walls were sometimes decorated with strange carvings in abstract shapes and designs, originally painted. Most of the Adanic chieftains are buried in this type of barrow, sharing the grave with their families and other leading men.

There are literally hundreds of tomb sites of all sorts on the Barrow-downs. Many of the greater barrows are surrounded by smaller tombs built for retainers and relatives. Their connecting tunnels act as labyrinths where Barrow-wights can move about in daylight or retreat when pressed by intruders.

ADANIC CONSERVATISM

The Edain, along with their Enedon and Dúnadan descendants, have at least this one thing in common with the Dwarves: the frequent reuse of names, especially those of prominent families, out of reverence for the past and, in particular, their ancestors. A similar conservatism is carried into Adanic architectural themes. Barrow construction shows a very slow evolution.

Certain features can be found in nearly every major tomb. Most passages have six to seven foot ceilings, while the majority of chambers boast twelve to sixteen foot vaulted roofs. Earlier barrows employ vaulting, which is based on intertwined, pointed arches rather than true curves or rounded arching.

The Edain and their descendants preferred stone trap mechanisms which block the intruders from entry or exit. Falling ceiling blocks and complex pit mechanisms are the norm in the barrows. Practical economy led to a reliance on gravity to power the traps and this concept, together with a bit of cleverness, led to the construction of devices which were set in motion by excessive weight. A simple stick will not do to uncover these pitfalls.

The ancient Edain who lived near the Tyrn Hódhath were culturally, but not technologically, advanced, mastering simple iron-working techniques, hunting and farming, and shaping gold and enamel jewelry of complicated, intricate designs. They buried their chieftains in their best robes with a few special items: a favorite cup, necklace, sword, etc. Even members of a chieftain's household were buried with little treasure, for the bulk of their belongings was passed on to the next generation. Anyone exploring one of the First Age barrows in T.A. 1643 will find only a few, scattered trinkets of gold, and remnants of swords and other weapons; copper and bronze table or household-ware—badly decayed—may also be discovered. There is no magic in First Age tombs, and the wights who haunt them are insignificant, if pesky.

THE LURE OF TREASURE

The internal arrangement of the barrows is not static; wights are perfectly capable of opening chests and playing with the baubles contained within. Often, in fact, treasure has been removed from its chest and laid in piles upon the floor. Wights also have a preference for opening the doors of the barrows at night, in the hope of enticing visitors. Normally, the exterior locks need only be picked during the daylight hours.

The jewelry includes a broad range of items from necklaces, bracelets, rings, and so on to belts, jeweled swords, helms, and daggers. The superb workmanship of the weapons and ornamentation is unmistakable to one of the Dúnedain and will undoubtedly provoke comment if the market should suddenly grow flooded with the artifacts.

Fifteen chieftains of the Edain lie with their wives in cairns on the downs; in addition, twenty-three lesser burials, also dating from the First Age, are grouped here. There are three special barrows built near the conclusion of the First Age which contain the remains of bold Adanic warriors who fell in the final battle against Morgoth. Eight kings of Arnor, six of Arthedain, seven of Cardolan, and a number of other lesser lords and ladies have been laid to rest upon the stark downs. Many of the lesser tombs are clusters with narrow, interconnecting passages, but the majority of barrows stand in clusters of modest, individual mounds.

The Dúnedain built more sophisticated tombs than did their forefathers. Some of the mounds of the early kings of Arnor bear a closer resemblance to a complicated earthwork rather than a simple barrow, but the basic design is very similar. Curiously, these burials bear some resemblance to Hobbit *smials*, for the Dúnadan barrows are indeed houses of the dead rather than simple graves.

A certain amount of ancestor reverence has always been part of the Dúnadan outlook—barrows are often full of treasure. This alone implies a certain awe and respect for the dead, since it is not particularly practical to bury valuables, removing them from use by the living. Aware of the impracticability of their attitude, the Dúnedain adopted a rather cautious approach to building tombs. They recognized that other peoples would not share their reverence for the buried lords and ladies.

Thus, all of their tombs are barred with stout, heavy doors fixed with special locks to prevent access by thieves. The interiors are lined with reinforced stone, making it virtually impossible to enter the tomb by digging through the mound. Some of the keys to the barrows remain with the kings of Arthedain, but the wights seem to have the power to open or close the doors at will. Most tombs contain pitfalls to trap the intruder. The traps all contain mechanisms to shut them off for proper folk using the passages.



7.1.3 THE BARROW-WIGHTS

Traps, however, are among the least of an adventurer's worries upon the Tyrn Hódhath. In the last year of the Plague of T.A. 1636-37, evil spirits summoned from out of Angmar and Rhudaur entered the downs. Some believe these entities to have originally been the ghostly remnants of warriors who died in the service of Darkness, though no living Man has ever discovered the truth or falsity of such speculation. Whatever their origin, one thing is certain: the Witch-king used these spirits to reinvigorate the corpses of the departed lords, making them into tools of his evil will. The spirits themselves, and at least some living folk, are convinced that they really are the aroused souls of the long dead Dúnadan lords, serving a new and more powerful master; hence they are often referred to as Barrow-wights (W. "Barrow-men") among the commoners. The Wise say that no power in Eä—save for Ilúvatar who created them—has the strength to recall the spirits of Men from beyond the world, let alone convert them to evil, but this explanation is unconvincing to the superstitious and the despairing.

The graves themselves contain not only gold, but weapons that can wreak grievous harm upon the servants of Sauron and the Witch-king. In an era when the Dúnedain might have considered trying to retrieve these weapons, the wights have come to guard them, and that may not be a coincidence. Any of the ancient weapons of Númenor that lie in the barrow are useless unless the wights and the curses they bring upon their treasures are first overcome.

At first glance, the presence of wights upon the downs might seem of little significance. Their power is limited to the downs and is typically only effective within the barrow or out of doors and off the main roads during the night. The undead hurt very few people, and even the terror they inspire wears off. Travelers are warned against them, and the folk of the Tyrn Hódhath have taken such magical precautions as they can afford. Nor do the Bree-landers live in perpetual fear of the wights—by this time, they have learned the limits of the wights' powers and take sensible precautions. Yet the wights still serve their horrific purpose—as symbols that point to the waning of the Dúnedain of the North and the power of Angmar; the Men of Arthedain now lack the strength to keep their ancient graves free of unclean spirits.

There are three types of wights. *Faeryn* (S. "major wights;" sing. *faeron*) inhabit the tombs of the kings of Cardolan, of which there are few. *Faerig* (S. "lesser

wights;" sing. *faereg*) haunt the tombs of the princes of Arnor and Cardolan and the greater of the ancient Edain. The *faer nibin* (S. "minor wights;" sing. *faer niben*) guard the more modest barrows, many of which are clustered in groups along the down ridges or on smaller hillocks. They rarely venture outside.

7.1.4 ADANIC BURIALS UPON THE TYRN HÓDHATH

The Adanic tombs are marked by their relative simplicity, for they were built in the Elder Days.

HAUDH-I-CHIRATH

The magnificent and unusual Haudh-i-Chirath (S. "Mound of the Chieftains") holds the remains of three Adanic chieftains who fell in the War of Wrath. The burial vault was erected by the Noldor as a monument to their bravery. It was meant to stand as a reminder of the ties that bind the Edain to Middle-earth and to commemorate all of the terrible losses in that long and brutal First Age war.

The Mound of Chieftains is the largest monument upon the Barrow-downs—topped by a large ring of enormous standing stones. The interior of the tomb equals in elegance and riches the greatest burial sites of Númenor: its walls and floors are faced with the finest marble.

The Elves who built the tomb were determined to protect it from thieves, yet they realized that the descendants of the Edain might some day have need of the magic that lay within. The dilemma was solved by placing the keys to the barrow in the hands of Glorfindel—thus, items might be retrieved and used for a legitimate cause.

Should anyone enter the tomb without the keys, he will find all shrouded in an eerie mist. The weapons and gems radiate magic, but are protected by a Word of Keeping spoken long ago. Dire consequences will afflict the person who takes treasure and does not utter the Word. (The thief must resist the 5th level *Curse* or fall into a coma for 1-10 hours. A roll for each item taken is in order. Once removed from the barrow proper, the items lose 10 from any associated bonuses, but no other penalty is evident.) Those knowing the Word, (the Wise), will be aware of any of these items within 30 miles of their persons.

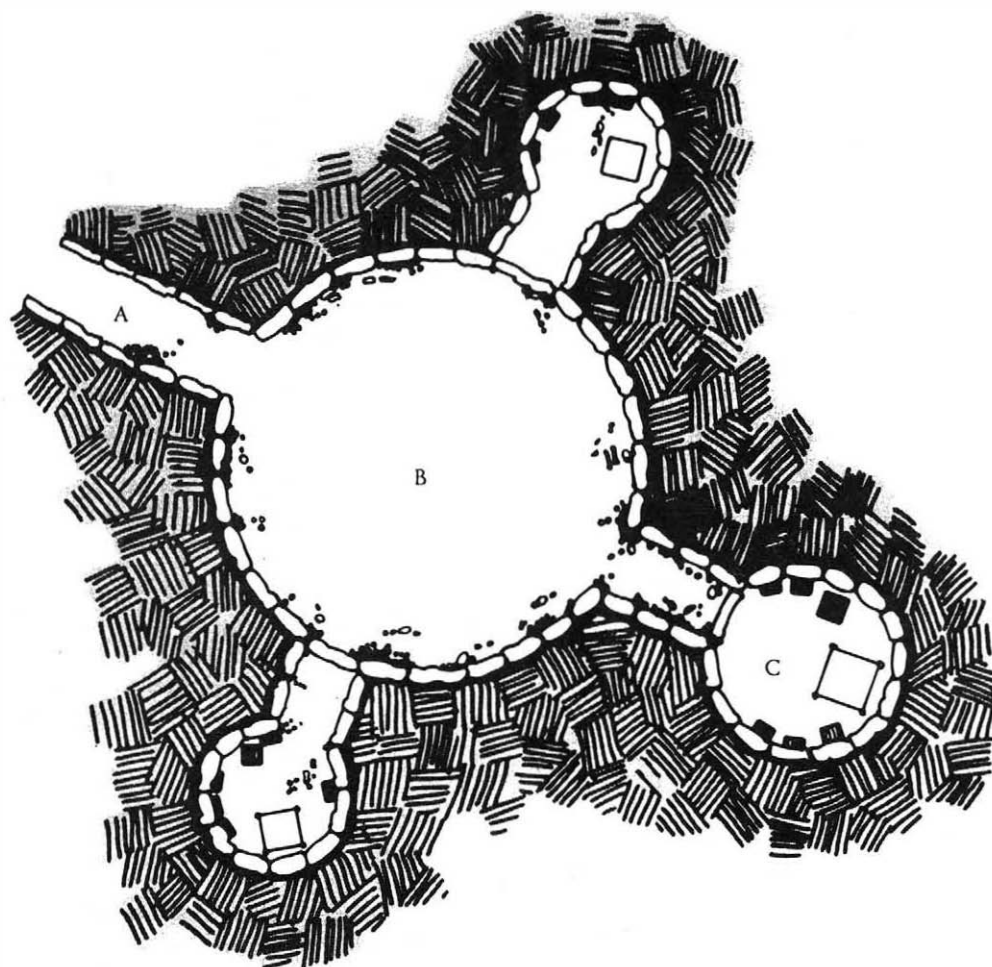
The Mound of Chieftains contains the richest treasures upon all of the Barrow-downs and magic that Angmar is determined to keep from the outstretched hands of the Dúnedain. The Witch-king, taking no chances, has stationed powerful servants within the tomb: three *faeryn*.

Two other barrows lie on the hills flanking the Mound of Chieftains. They are long and low, without entrances, and contain the bodies of the soldiers who fell in the final battle.

A. Passage to the Main Tomb. The entrance is barred by a magical door. Some keys are undoubtedly in the hands of the Wise, but they are never circulated. The wights do not care, however; those involved with the haunting of the Tyrn Hódhath know opening spells. The 30' passage slopes down to the main tomb.

Mound of Chieftains





Mound of Chieftains

B. Central Chamber. A magic crystal orb suspended from the ceiling fills the chamber with light. The orb is made of the clearest *laen*, glistens with pure light, and hangs suspended from a *mithril* chain.

The walls of the chamber are covered with ornate inscriptions in Quenya, Sindarin, and Adûnaic. One set of engravings tells of the history of the House of Bëor and its greatest heroes. Other walls describe the deeds and lineage of the chief tains laid to rest within. These inscriptions are magical; if the text is too long to fit upon the walls, the engraving shifts to allow the reader to learn the entire story. An ordinary observer would remain unaware of the enchantment.

The chieftains have been laid to rest in three smaller chambers which adjoin the main room. Each is barred by a heavy door that is magically locked. Glorfindel of Rivendell has the only key—only he knows the word that, if spoken, will open the door. Even wights have been unable to penetrate these inner tombs, for the spells protecting them are too strong. Each chamber is furnished with an enormous, bejeweled bed and some chests, but is otherwise bare of furniture.

Items upon Gilrain:

Gilrain was slain long ago by a Balrog; his body, clothed in elegant battle dress, lies upon an ornate bed.

1. +30 *galvorn* chainmail: wears as full plate (AT Pl/20) with no movement subtraction.
2. +30 magic shield: subtracts 30 from all Heat criticals.
3. +25 magic helm with the spell Long Eye upon it.
4. +25 *mithril* sword that detects Orcs and other creatures twisted by Morgoth.
5. Boots that allow the wearer to *Wind-run* and *Wind-walk* at will.
6. Three chests in the chamber are filled with 7,000 gp worth of gold and jewelry.

Items in the tomb of Baragor:

1. +30 *galvorn* full chain: wears as AT Ch/13, protects as full plate (AT Pl/20) with a DB of +20.
2. +30 magic *galvorn* helmet.
3. +30 magic Shield of Lightness: weighs but 1 lb.
4. +25 magic long sword: slays Orcs and Trolls.
5. +25 magic *mithril* spear: returns 1 rnd after it is thrown.
6. Boots of Movement: each power is usable once a day; allows wearer to leap horizontally 75' or vertically 15'; allows wearer to land safely from falls of up to 50'; allows *Waterwalking* for 1 min/lvl of wearer.



C. The Tomb of Lhugvegil and Thilwen. The third chief tain, Lhugvegil, was slain long ago battling a dragon; Thilwen died of grief soon after. The couple lies on an ornate, canopied bed: Lhugvegil in full battle dress, Thilwen in long, silver robes decked with jewels. Both bodies are perfectly preserved.

Items upon Lhugvegil:

1. +30 *galvorn* chainmail: wears as full plate (AT Pl/20) with no movement encumbrance.
2. Matching belt: of *galvorn* and *laen*; casts the spell of *Sudden Light* 3x per day.
3. Magic hat: acts as full helm; casts spells of *Long Eye* and *Long Ear* 3x per day.
4. +20 *mithril* shield: once a day bearer can use its *Deflection* spell; any missile fired upon the caster subtracts 100.
5. Elven cloak: with permanent spell of *Self Cloaking*; +75 to hiding bonus and +20 to defensive bonus.
6. Boots of Landing.
7. Sulring (S. "Cold Wind"): a +30 long sword forged in Gondolin; it detects the presence of Orcs, Trolls, wights, wargs, dragons and other servants of Morgoth within a radius of one mile. Sulring also slays these fell creatures, and enables the bearer to roll on the Slaying table when fighting Large or Super Large creatures, regardless of the critical inflicted. The sword is intelligent and has the power of speech.

Items upon Thilwen:

1. *Mithril* headband: set with a green emerald; this headband will triple the power points of any good person who can throw healing spells, regardless of profession; it also enables the user to utilize an additional 33 PP of first through tenth level healing spells whether or not the wielder can cast the spell intrinsically.
2. *Mithril* and emerald ring: +30 bonus to wearer's DB. Analyzes all herbs and poisons.
3. Cloak pin: allows the wearer to speak Entish.
4. *Mithril* and emerald necklace: Lifekeeping upon the wearer however long and often it is required; it allows the wielder to cast any 30th level healing spell (except *Lifegiving*) once a day.
5. *Mithril* belt: The buckle contains a compartment that preserves 3 doses of an herb indefinitely. The belt can also cast the spell *Restoration True* twice a day.
6. Silver robes: bestow AT SL/4 (-20) on the wearer.
7. *Mithril* cup: set with emeralds; triples the effect of any herb; worth 25 mp.

Chests present in the chamber:

The walls of the chamber are lined with chests filled with 7,000 gp worth of gold, silver and jewelry. Three chests are magically locked. They are Extremely Hard (-30) to pick, but they are not trapped. These chests are small, enchanted, and all but impossible to move.

Items in chest one:

Magic books which belonged to Thilwen are preserved in this chest.

1. The Book of Elements: This book is bound in dark grey leather; its cover is embossed in gold letters and reads Ermaron (Q. "Of the Elements"). The entire text is in Quenya and can only be used by folk fluent in that language. The text contains runes of 1st to the 33rd level spells from the following lists: Fire Law, Ice Law, Earth Law, Light Law, Wind Law, and Water Law. Each rune appears on its own page along with an explanation of the nature and effects of the spell. Also included are explanations of how to learn and memorize the spells. A bundle of notes in Quenya and sketches of the runes are contained inside the front cover, written by Thilwen, apparently, in the course of her studies.
2. Leather book: with two unknown runes upon it; Noldor would recognize them as the Valinorean symbols for Estë and Irmo. This book appears to have been placed in the tomb at a later date, perhaps for safekeeping by the Faithful. Any Noldo will recognize the text as one written in Valinor. Designed to teach spells to students, the runes cannot be used or burned off, only mastered or ignored. The text is extremely lengthy and contains detailed explanations of the nature of magic. Learning is hastened and any roll for a spell list explained within receives a +20. Those unacquainted with Quenya will be unable to use it effectively, however.

The tome contains passages on the following lists to 20th level: General Channeling: Nature's Lore, Nature's Movement, Spell Defense, Surface Ways, Protections, Detection Mastery, Sound/Light Ways, Calm Spirits; Animist: Direct Channeling, Blood Ways, Bone/Muscle Ways, Organ Ways, Animal Mastery; Bard: Lore, Item Lore; General Essence: Spell Ways, Essence Perceptions.

Items in chest two:

1. Three magical +20 bow strings: perfectly preserved.
2. Three +18 magic short swords: detect Orcs at 330'.
3. Elven spell-enchanted rope: 300'; the user can cause the rope to move in any manner and to tie itself in knots, but it cannot attack a living being. If brought into contact with an evil being, the rope will inflict 1-3 hits/rnd.
4. Flint and tinder: will instantly start a fire with any kind of wood present; flame will start low and spread normally.

Items in chest three:

1. +20 magic bow: short bow that acts as a long bow, re-loads once per round with no penalty.
2. Fifteen +20 magic arrows.
3. Amulet of the Eagle-tongue: invokes friendship with the great birds and allows user to summon an eagle from up to three miles away for a good purpose once per day.
4. Elven cloak: +30 to hiding.
5. Small round shield: +15 versus melee; +30 versus missiles.



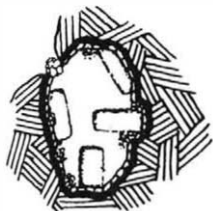
HAUDH-I-GEVEDYR

The barrows that comprise the Haudh-i-Gevedyr (S. "Mound of the Companions") are quite simple in design and construction. They lie clustered in the eastern section of the downs and number thirty in all. Time has worn down the mounds so that they are no longer more than fifteen feet high. The contents of the graves should be of little interest to adventurers; the skeletons within have long since crumbled to dust. None of the mounds has ever been plundered, although the stones sealing their entrance collapsed long ago and exposed passages only partially blocked now.

Below is a listing of the First Age mounds and the number of dead they contain. A brief description of the contents is included. Thirteen pit barrows, which are inaccessible and unhaunted, occupy neighboring hill crests. The details of these lesser graves are left to the discretion of the GM.

GM Note: *The locations of these mounds in the Barrow-downs are not specified; the GM may pick an interesting site or randomly determine one when adventurers enter the downs.*

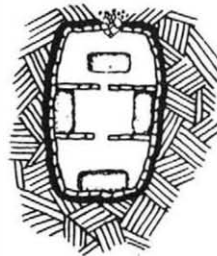
THE TOMB OF GARMIR, I.A. 110



The tomb contains the remains of four ancient Adanic chieftains—Garmir, Gartal, Garach, and Harach—along with their wives. About 100 golden trinkets remain in the barrow, along with silver jewelry and weapons. The tomb is single-chambered, the entrance partially blocked by fallen stones; it is haunted by a *faereg*.

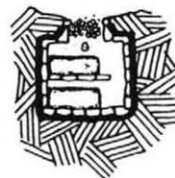
THE TOMB OF PERAN

This three-chambered grave holds the remains of Peran and his family. Treasure worth about 150 gp remains within: 6 copper goblets ornamented with bright enamels, a gold brooch, a silver weapons' belt, 6 bronze serving platters, a silver headpiece formed of delicate chains with emeralds set at their intersections, and 31 gold ornaments. The walls of the tomb have been carved with strange swirling patterns, and the entrance is completely blocked. Peran's crypt is haunted by a *faereg*.



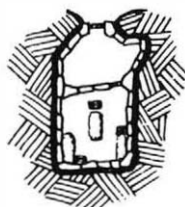
THE TOMB OF PANAVER AND ZORAVOR

These two chieftains lie with their families in a double-chambered tomb. The first chamber is empty and serves as an anteroom; the second holds the remains. About 300 gp worth of jewelry and cups are heaped around the catafalque. A cluster of large stones are strewn near the entrance. Once the walls of the tomb bore paintings. They have long since faded. The barrow is haunted by a *faer niben*.



THE TOMB OF BADAR, BADIR, AND BANIR

Three rich chieftains were laid to rest in the barrow. Golden porringers, terrines, urns, chalices, tiaras, arm-rings, and coins (worth 400 gp) are heaped near them in the double-chambered tomb. The chieftains lie in the rearmost chamber, with their treasure. The barrow is haunted by a *faer niben*.



THE TOMB OF BANOR

This simple, unhaunted chamber holds merely twenty gold coins and the remains of the chieftain buried there. The entrance is blocked by stones.



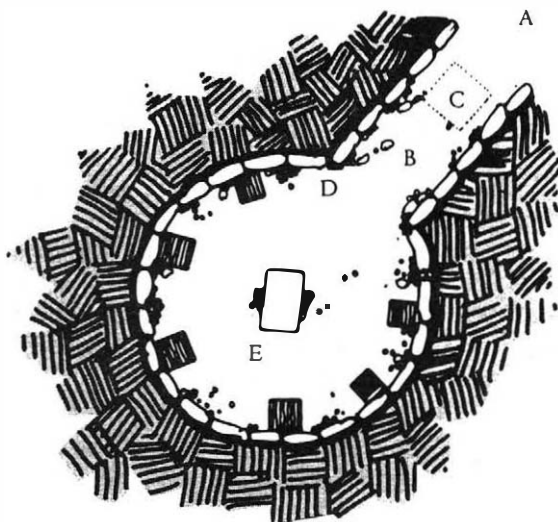


7.1.5 ROYAL BURIALS OF ARNOR

The Kingdom of Arnor was founded in S.A. 3320; its first two rulers, Elendil and Isildur, both died in foreign lands; their bodies were never brought back to Arnor. They were also the only two high kings of the Realms-in-Exile; after Isildur's death in T.A. 2, Arnor and Gondor pursued their own courses. Only Arnor's kings chose to use the ancient Adanic burial sites for their tombs.

VALANDIL, T.A. 249

The fourth son of Isildur, Valandil was the first King of Arnor to be buried upon the Barrow-downs. His tomb is large and imposing, though not so magnificent as the Mound of Chieftains. A *faeron* haunts Valandil's tomb.



A. Entrance. The barrow has no door, and the entry is supported by huge heavy timbers.

B. Hall. 10' wide and 20' long, the floor and ceiling are lined with smooth grey stone.

C. Pit Trap. Triggered by 50 lbs in weight. A 7' section of the corridor drops out dumping intruders 30' on to steel spikes (crush +30 and 1-10 +30 mounted lances). The floor slides back into place, covering the unfortunates.

D. Key Hole. With the proper key, a half turn to the right will disarm the pit trap.

E. Central Chamber. 30' in diameter. Valandil and his queen, Finduilas, are laid to rest upon a simple couch; the couple is dressed in royal robes. 6 chests line the walls of the chamber. Each chest is locked with single padlocks; Medium (-0) to open. Four of the chests contain a total of 1,000 gp worth of beautiful jewelry and gems, wonderfully worked. The contents of the remaining two are described below.

Items upon Valandil:

1. Númenórean chainmail: +25 (AT Ch/15).
2. Númenórean long sword: +20; +25 against Orcs and Trolls; detects evil.
3. Númenórean dagger: +15.
4. Elven cloak of Lothlórien: +50 for hiding; +10 for leaping, landing, and diving.

Items upon Finduilas:

1. Jeweled comb: keeps wearer's hair perfectly in place; worth 25 gp.
2. Woven Númenórean gold belt: Set with gems worth 50 gp; adds +5 to the wearer's Presence.
3. Elven cloak of warmth: Keeps the wearer safe and comfortable in weather up to -30°F; +25 to RR vs. cold attacks.

Items in chest one:

1. Two +15 short swords: Númenórean workmanship.
2. Mithril chainmail: protects as AT Pl/19 (-20).
3. Ten +15 arrows.
4. +20 mithril helm: 50% chance it negates result of head criticals.
5. Pouch: keeps three doses of any herb fresh, and contains three doses of athelas.

Items in chest two:

1. Three arrows of Troll-slaying.
2. Harp: perfectly in tune, with unbreakable strings (gut) and worth 75 gp.

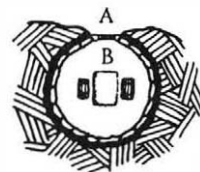
ELDACAR, T.A. 339

Eldacar shares the tomb with his queen, Anáriel, one of his sons, and a daughter. The barrow is much like that of his father, but it has three chambers. A *faeron* haunts the grave.

A. Entrance. Heavy wooden and steel reinforced door, locked. The lock is a Medium maneuver roll to pick.

B. Main Passageway. 20' long.

C. Steel Portcullis.



D. Mechanism. Used for raising the portcullis, the mechanism must be locked with the proper key or the portcullis will rapidly descend 6 rnds after it has been raised, thereby sealing intruders within the central chamber.

E. Central Chamber. 15' in diameter. Eldacar and his queen lie on a couch in the center of the chamber. They are covered with jewels, and a large chest sits at the foot of the bed, flanked by two smaller chests.

Items on Eldacar:

1. +25 magic chainmail (AT Ch/15).
2. +25 magic shield.
3. +20 magic sword that detects Orcs in a one mile radius.
4. Dragonskin helm: +20 bonus to wearer's RR versus all Heat attacks. Subtracts 20 from Heat critical rolls.
5. +15 magic dagger.

Items on Queen Anáriel:

1. Magic comb that keeps wearer's hair perfectly in place.
2. Ring of Blinding: affects one target within 100'; target must resist or become blind for 1-100 rnds; RR failure by more than 100 results in permanent blindness; usable twice per day.

Items in the large chest:

The keyhole of the chest is trapped and Very Hard (-20) to detect. A needle tipped with a fifth level dose of the poison *klytun* will be fired should someone attempt to pick the lock. Those who fail to resist fall into a coma for three days. Those who fail their RRs by more than 100 remain in a coma indefinitely.

1. +20 magic Númenórean hunting knife.
2. +15 long sword, detects Trolls within 3 miles.
3. +15 composite bow.
4. Three +20 Númenórean long knives that can be wielded as +20 short swords or thrown as +20 daggers.

Items in the small chest on the right:

1. Tray with compartments: contains a variety of unguents, creams, and powders in different hues (used cosmetically to enhance facial features). The containers are magical; they can never be used up. Once applied, a powder or cream from the tray will last 1 day and can be altered with 1 rnd of simple concentration. Use of the contents of the tray adds a +25 bonus to any disguise.
2. Small round mirror: when held at a full arm's length, the mirror acts just like a full length mirror. When struck hard against an object, an encircling blade springs forth from the edge which acts as a +5 broadsword. The blade retracts immediately after use.
3. Jeweled comb: automatically removes tangles and is worth 30 gp.
4. Jewelry worth 500 gp.

Items in the small chest on the left:

1. 750 gp worth of beautiful jewelry.

E. Side Chamber. Contains the body of the prince, and a single small chest.

Items upon the prince:

1. +15 magic chainmail (AT Ch/15).
2. +20 magic broadsword.
3. +15 magic short bow; has unbreakable bow string.
4. Eighteen +15 magic arrows.
5. +20 magic shield.

Items in the chest:

1. 200 gp worth of royal jewelry.
2. +10 magic chainmail.

F. Side Chamber. Contains the body of the princess and two chests.

Items upon the princess:

1. Cloak of Lothlórien with matching brooch.
2. Ruby necklace: Animist spell device, x3 PP.
3. Ring: casts the spell *Tree Door* (allows caster to enter one tree and exit from another 100' per level away.) 3x/day.

Items in chest one:

1. Wand of Herb Lore: permits bearer to understand the nature, origin, and value of any one herb.
2. Wand of Enhancement: doubles potency of any herb.
3. Text in Quenya contains the complete runes of Animist and Clerical spells to twenty-seventh level. The text is for study only; the runes can not be burned off.

Items in chest two:

1. 200 gp worth of jewelry.

ARANTAR, SON OF ELDACAR, T.A. 435

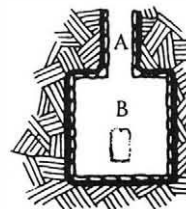
Arantar commanded a simple interment, and his barrow is entirely in keeping with his wishes. Unlike his predecessors, Arantar is buried only with his weapons and armor. One *faer niben* haunts the tomb.

A. Passageway. 7' long, 3.5' wide, and 7' high.

B. Square Chamber. 10' x 10' x 7'. Contains the remains of Arantar.

Items upon Arantar:

1. +20 magic broadsword.
2. +20 full shield.
3. +20 chainmail (AT Ch/15).





MÍRĒTÁRI, T.A. 400

Queen Mírētári was wife to Arantar. The elaborate funeral the king denied himself, he lavished on her. The tomb is identical to that holding Arantar, but beautiful tapestries cover the walls. A *faer niben* haunts the tomb.

A. Heavy Door. Wood and steel. Its lock is Extremely Hard (-30) to pick.

B. Entry Hall. 7' long, with a 7' ceiling.

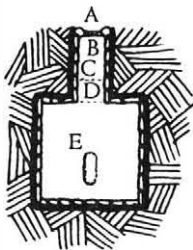
C. Hidden Panel. Covers a key hole. When the proper key is inserted and turned, all traps in the tomb are disarmed. A turn in the opposite direction will open the pit trap (D). The lock is Extremely Hard (-30) to disarm without the key.

D. Pit Trap. Activated by 50 lbs. of weight. There is a 20' drop onto steel spikes poisoned with *yávē nuruvo*. The 7th lvl dose will send victims who fail to resist into a coma that erases their memories (and experience) for the past week. The roof of the pit trap closes swiftly, trapping victims below the floor.

E. Square Chamber. 10' x 10' x 7'. It contains the remains of Queen Mírētári. The walls display three beautiful tapestries. They were woven by Mírētári herself, and are still in perfect condition. One depicts the flight of the faithful from Númenor; the second, the arrival of Elendil upon Middle-earth; and the third, a meeting between Elendil and Gil-galad. Three small chests hold gems worth 300 gp.

Items upon Mírētári:

1. Ruby pendant of Herb Lore: usable 3x a day; worth 50 gp.
2. *Mithril* comb: removes or inserts tangles and curls with 1 rnd of concentration and combing; worth 70 gp.
3. Elven spindle: spins fine thread at 3x normal rate.
4. Elven *mithril* bobbin: thread wound on the bobbin will not tangle; worth 20 gp.
5. Shuttle: Elven construction; 3x normal speed while weaving; when used in conjunction with the spindle and bobbin (items 3 and 4), the thread and cloth produced are three times as durable and strong as they would normally be. Once a day, they can produce a 50' length of braided cloth which is twice as strong as normal rope.



TARCIL, T.A. 515

Tarcil was a bit of an odd sort, obsessed with protecting his final resting place from grave robbers. He commissioned Dwarves from the Blue Mountains to aid in the construction of his tomb. It is haunted by one *faer niben*.

A. Doorway. Dwarven design; will open upon reciting a complete list of the kings of Númenor.

B. Secret Panel. Dwarven construction; made to look just like the wall. Opens on the command: "Open for Elendil's servant." The panel masks the hole for the key which disarms all of the traps in the tomb.

C. Antechamber. 10' x 10' x 7'.

D. Pit Trap. Triggered by 50 lbs of weight, Extremely Hard (-30) to detect. There is a 30' drop onto sharpened steel spikes; the floor closes immediately.

E. Chamber. 10' x 15' contains a corpse dressed in royal robes, but it is the remains of Tarcil's retainer, Nurundur, not the body of the king.

Items in the chamber:

1. +10 chainmail.
2. +10 shield.
3. +10 long sword of warg-slaying.

Items in the chest:

1. 800 gp worth of jewelry.

F. Secret Door. Extremely Hard (-30) to detect. The lock is Extremely Hard (-30) to pick.

G. Small Chamber. 7' x 7' x 7'. Niches in the wall contain the bodies of Tarcil and his queen. Three large chests occupy most of the floor space in the chamber. Two of the chests contain 3,000 gp worth of gems, jewelry, and gold. The contents of the remaining chest are listed below.

Items upon Tarcil:

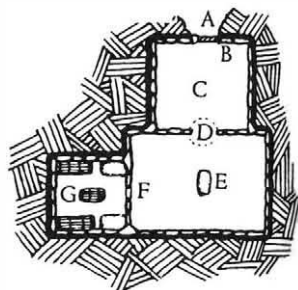
1. +20 magic long sword: detects Orcs.
2. +25 magic shield.
3. +20 magic chainmail.
4. Boots of Agility: +10 on all moving maneuver rolls.
5. +20 magic dagger.

Items upon the queen:

1. Flute: made of an unusual wood; when played it allows the user to communicate with all birds.
2. Hood of Resting: Every 10 minutes it is worn equals an hour's sleep; it covers the entire head, and wearer cannot see through it.

Items in remaining chest:

1. Two sets of +15 chainmail.
2. Three +15 magic short swords.
3. Six +10 non-magic daggers.



TARONDOR, T.A. 602

Tarondor did not follow his father's example; his tomb is untrapped. Due to a decline in the strength of the Dúnedain, he did, however, strengthen the outer door. One *faer niben* haunts the barrow.

A. Doorway. Heavy wooden and steel construction; 1' thick; it requires at least three strong men to open it. The lock is Hard (-20) to pick.

B. Passage. 5' wide, 10' long, and 7' high.

C. Steel Gate. Equipped with a lock which is Extremely Hard (-30) to open. It is on a great spring, and, unless stayed, it will always slam back into a closed position.

D. Circular Chamber. 15' in diameter. The mortal remains of Tarondor and his queen lie on a couch. Three medium-sized chests rest beside the biers—they contain a total of 250 gp in gold and jewelry.

Items upon Tarondor:

1. +20 magic chainmail.
2. +20 magic long sword.
3. +20 magic shield.
4. Cloak of Hues: wearer can glow any desired color at will.
5. Magic ring: heals 1-10 concussion hits per day.

VALANDUR, T.A. 652

Valandur was slain in an Orkish raid. His tomb is small, since his death was unexpected. A *faer niben* haunts the barrow.

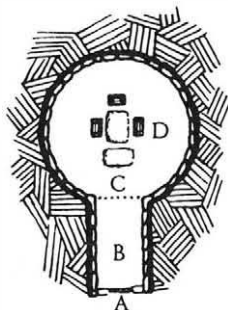
A. Door. Wood and reinforced steel; the lock is Hard (-20) to pick.

B. Trapped Corridor. 10' long, 3' wide, and 7' high. The floor is extremely smooth, lower in the center than on the sides, and sloping as a whole toward the barrow's interior.

A single block of granite, suspended above the entry, is set to fall and re-seal the tomb. The stone is shaped to fit the corridor—it will rapidly slide along the floor surface, coming to rest against the entry to the circular chamber within 3 seconds of release. Any in its way will take a +75 Huge Bash attack. The block falls when 100 or more lbs. is placed on the floor of the circular burial chamber (C).

C. Circular Burial Chamber. 10' in diameter. Valandur and his queen lie on a simple bier; three chests stand close together, flush against the walls of the chamber. Two of them contain a total of 1,000 gp worth of gems, jewelry, and gold coins. The contents of the remaining chest are described below.

D. Hidden Panel. Contains a lever that disarms the corridor (B) and pit (E) traps.



E. Pit Trap. 50 lbs of weight trigger the trap in front of the chests. There is a 30' drop onto sharpened steel spikes (1-5 mounted lance +50 attacks). The floor slides back and seals into place when something impacts upon the spikes.

Items upon Valandur:

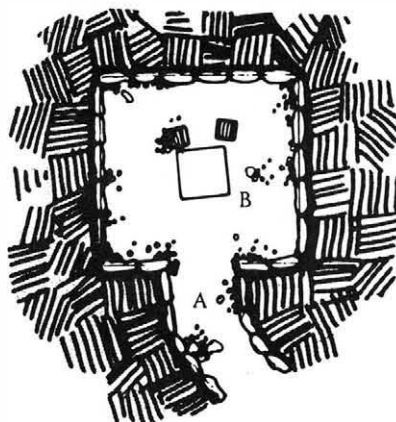
1. +20 magic chainmail (AT Ch/15).
2. +20 magic shield.
3. +20 magic long sword: +50 versus Orcs.
4. +15 short bow.
5. Fifteen +15 arrows.
6. Three +10 magic daggers.
7. Mithril Arrow of Dragonslaying: worth 10 gp.

Items in the remaining chest:

1. Text: complete list of Ranger spells, for learning only.
2. Two +15 short swords.

ELENDUR, T.A. 777

Noting the decline of the Dúnedain, Elendur prudently decided to secure his tomb well against robbers. This barrow is haunted by a *faer niben*.



A. Entrance. Originally sealed with mortared stone; some upheaval destroyed the doorway, and the passage is now only partially blocked.

B. Square Chamber. 20' x 20' x 7'. The chamber contains the mortal remains of Elendur and his queen. The room is empty except for the bier, which stands in the center of the chamber, and two medium sized chests.

Items upon Elendur:

1. +20 magic chainmail (AT Ch/15).
2. +20 magic long sword: detects Orcs within 100'.
3. +20 shield.
4. Boots of Traceless Passing.
5. +15 hunting knife: in melee it acts as a +15 short sword; when thrown it acts as a +15 dagger.





Items in chest one:

1. Two +15 chain shirts (AT 13).
2. +15 magic long sword: detects Orcs within 1,000'.
3. Whistle: works only at night; summons one owl who is within half a mile; allows user to communicate with the owl.
4. Three +15 magic daggers.

Items in chest two:

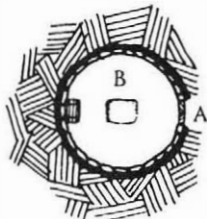
1. 147 gp worth of jewelry.
2. 103 gold coins.

EÄRENDUR, T.A. 861

Eärendur was the last King of Arnor. His three sons were too occupied in quarreling over the throne to give their father a magnificent funeral. His tomb is haunted by a *faeron*.

A. Doorway. Two heavy wooden and steel doors with a stout lock which is Very Hard (-20) to pick.

B. Circular chamber. 12' in diameter, with a 7' ceiling. Contains the bodies of Eärendur and his queen. In addition, there is one large chest.



Items upon Eärendur:

1. +20 magic sword.
2. +15 shield.
3. +20 chainmail.

Items in the chest:

1. 402 gp in coins.
2. 398 gp in jewelry.

7.1.6 THE ARISTOCRATIC BARROWS

Many of the greatest nobles of Arnor are buried on the Barrow-downs. One such noble family—the Narvagarath—soon fell into decline and died out as the Dúnedain waned. Their burial sites were multi-generational, housing the remains not only of the lords who raised the mound, but their descendants as well. This practice was common among their ancestors, although the Dúnedain never favored the mass graves used by the ancient Edain.

Their barrows are rich in treasure, since they contain the wealth of many generations. The long life spans of the Dúnedain made it possible for them to use the same mound over many centuries. After the sundering of Arnor, many aristocratic families—such as the Mendegilath and Eldanaryar—sealed their barrows permanently, declared their loyalty to Arthedain by refusing to bury their dead on territory held by Cardolan.

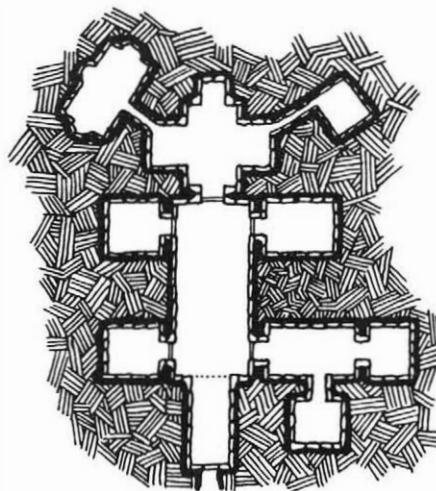
THE ELKANARYA BARROW, T.A. 307-845

The Eldanarya barrow was excavated from an existing hill—the mound atop is purely decorative. Twenty-seven lords and ladies are interred in the crypt—each individual or couple occupies a separate chamber carved out of rock and secured by a wooden door. Most were laid in tiny rectangular rooms, but the more prominent members of the family repose in larger, circular chambers. Naturally, none of the burial accommodations are as rich as those of the royal family. A *faeron* haunts the crypt.



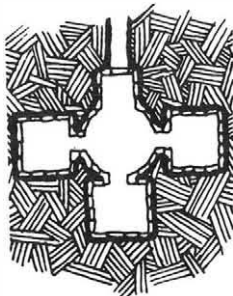
THE BARROW OF THE MENDEGILATH, T.A. 289-831

One of the wealthiest of the Arnorian nobility, the Line of Mendegil built a large and elaborate barrow, excavating into the side of a hill, and erecting an impressive mound on the crest. Instead of many small chambers, the crypt boasts several spacious vaults to hold the thirty-nine dead interred within. Although more compact than the string of Eldanarya tombs, the barrow of the Mendegilath displays greater architectural complexity and artistry. One *faeron* haunts the tomb.



THE BARROW OF THE
NARVAGORATH,
T.A. 267-501

This is the smallest of the aristocratic barrows; it was abandoned long before the fall of the Kingdom of Arnor. The tomb contains the remains of only ten lords and ladies, and unlike the two previous barrows discussed, is an actual mound. One *faer niben* haunts the grave.



7.1.7 THE BARROWS OF CARDOLAN

The Men of Cardolan were too busy defending their borders throughout much of the first half of the Third Age to lavish energy on elaborate funerals. The royal barrows of that realm are small and simple and contain far less treasure than those of the kings of Arnor. The nobility of Cardolan were too poor to build barrows; thus, after the division of Arnor, the Barrow-downs became a royal graveyard only.

7.2 LOND DAER ENEDH

During the late summer and midwinter, when the waters of the Gwathló are fairly clear, sailors can often discern regular stone formations under the water nigh to the north bank of the mouth of the river. The old salts among them will know that these are the ruins of Lond Daer Enedh (S. "Great Middle Haven"), an ancient Númenórean seaport that rivaled Pelargir and Umbar in the middle centuries of the Second Age. The moral of most of their yarns emphasizes the overwhelming power of the sea; for, as can be seen, only this colossal wreck remains as reminder of the great efforts of the proud kings of old.

7.2.1 VINYALONDĚ

The first construction at Lond Daer was begun by Anardil Aldarion, then the Crown-prince of Númenor, in S.A. 777. Aldarion was a great friend of the Elves of Lindon, but their harbor in the Grey Havens was hard pressed to hold his mighty vessels. Aldarion also feared, correctly, that some new evil was arising in Middle-earth. He wished to have an impregnable base nigh to the Elf-lands in case the Númenóreans must one day take up the struggle of the Edain, their forefathers of old. A port at the mouth of the Gwathló was an obvious choice for his bastion.

Aldarion picked a small bay, sheltered from the full force of the sea by a mudbank, as the site for the port he named VinyalondĚ (Q. "New Haven"). He erected light-houses on a small rocky islet near the mudbank and on the eastern promontory that formed the bay, then raised an earthen rampart to seal off the western promontory. His men built docks, but their greatest efforts went into the construction of the Uinendilmar (Q. "House of the Venturers' Guild").

Aldarion knew that the greatest need of a Númenórean expedition to Eriador would be provisions, naval stores, food, and arms, so his primary concern was to build a unassailable fortress where these could be pre-positioned. The result was the Uinendilmar, the largest fortress that had yet been built by Men in Middle-earth. Aldarion respected the strength of the sea, and he built this castle with great sloping basalt walls on the seaward sides to resist storms. An elaborate drainage system was provided so that the twin towers on the landward side would not be overwhelmed by the flood-tides that periodically surrounded the citadel. A busy little city gradually grew up around Aldarion's defenses. A palisade was eventually erected to protect the new settlement on the eastern promontory.

Sadly, Aldarion had poor relations with his daughter Tar-AncalimĚ, who became the first Ruling Queen of Númenor when he abdicated. In S.A. 1078, a hurricane razed all of VinyalondĚ save the Uinendilmar. AncalimĚ—long opposed to the entanglements with Endor that her father had created—used the storm as an excuse to abandon the fortress. Without repairs and maintenance, the proud towers gradually were swept away.

VINYALONDĚ IN S.A. 1076

1. **Uinendilmar.** An earth and rock-fill foundation is faced with a seawall of basalt blocks; this supports ramparts of the same black stone. Twin red-hued light-houses warn off ships approaching from the seaward side. The fort of Tol Uinendil will be built on the ruins of this mighty structure later in the Second Age.

2. **Main Gate.** Defended by two silver bastions.

3. **Westerly Tower.** Seven stories of gleaming alabaster with two basements. The basements are later incorporated into Tol Uinendil and are described in Section 7.2.3.

4. **Easterly Tower.** Twin to the Westerly, but made of black marble.

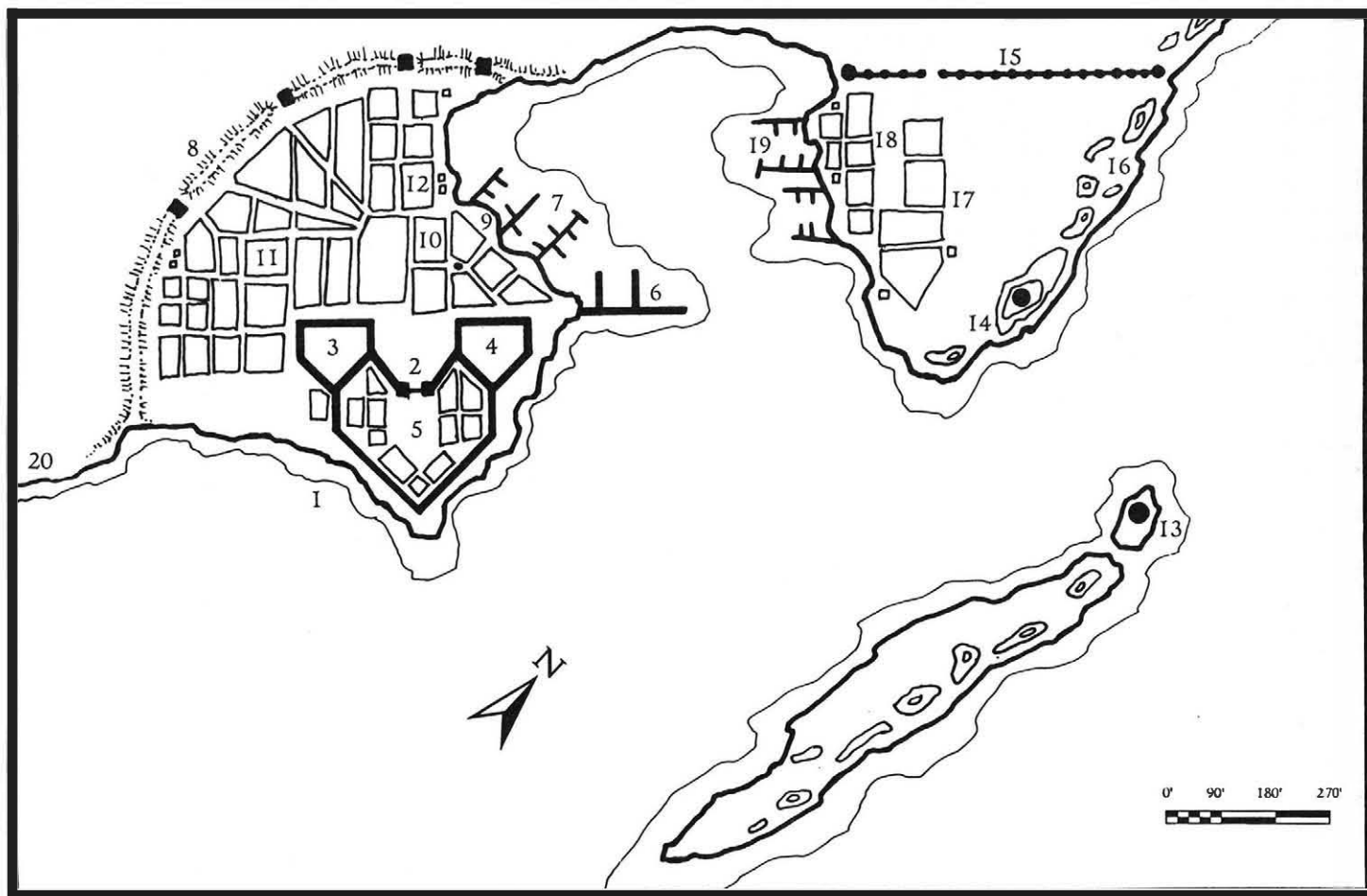
5. **Garrison Houses and Apartments.** Accommodations for the Venturers.

6. **Long Quay.** Built of stone.

7. **Wooden Piers.**

8. **Outer Earthen Rampart.** Wooden towers guard the four entrances to the city. Fields lie beyond the wall, along with trails leading north to Lindon and east up the Gwathló.





Vinyalondë

9. Shipyards.
10. Market District.
11. Residential District. Home to Dwarves, Elves, and favored Eriadorians.
12. Warehouse District.
13. Lighthouse on the Rocks. Yellow-hued.
14. Dune Lighthouse. Yellow-hued like the rocks light-house. These two lights define the upstream channel into the port.
15. Wooden Palisade. Defends the New Town; it was founded by local squatters attracted by Númenórean wealth in the ninth century of the Second Age.
16. Dunes of the Outer Shore.
17. Commoners' Residential District. A mix of Eriadorian, Beffraen, and exotic foreign folk dwell here.
18. Dockyards of the New Town.
19. Quays of the New Town.
20. Aldarion's Villa. Overlooks the shore of the estuary a mile west of the city. When Lond Daer is built later in the Second Age, the governor's house is erected on the foundation of this villa.

7.2.2 LOND DAER

Almost six hundred years after Vinyalondë was abandoned, another Crown-prince of Númenor, the future Tar-Minastir, saw the wisdom of his forefather's policies. The coastline had changed, and Minastir centered his new city, Lond Daer, around the site of Aldarion's Villa. Lond Daer was scarcely completed when, fifty-six years later, it proved vital to the success of the Númenórean expedition that crushed Sauron's invasion of Eriador in S.A. 1700.

Minastir had to create an artificial harbor for his new city, which he accomplished by the construction of two huge breakwaters. Expecting that Lond Daer might be subject to a formal siege, he provided it with mighty walls. The most arresting feature of the city was the hulking fortress of Minas Mellon (S. "Tower of Friendship"), placed atop a mighty two-stepped pyramid. However, Lond Daer was most renowned for its so-called Floating Avenue, where the business of the city was conducted. Minastir had decided that the docks of the city should all be floating in order to better resist the power of storms. The greatest of these piers, the Floating Avenue, became the location of numerous homes and businesses and gained fame as a wonder of Númenórean engineering.

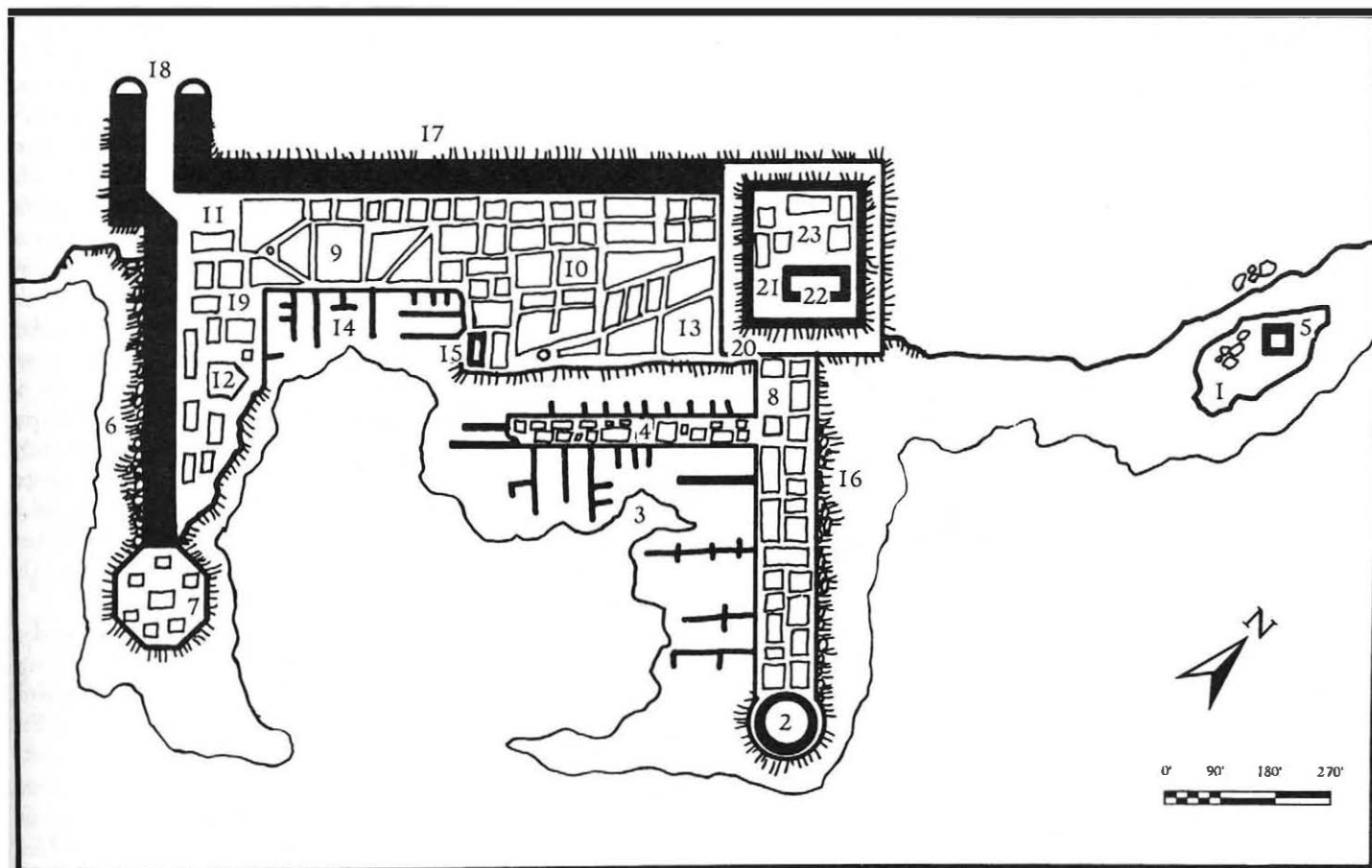
Lond Daer became the primary Númenórean haven in Eriador, prospering until it was devastated in S.A. 2511 by the incredible hurricane known as the Wrath of Ossë. The kings of Númenor repaired some of the damage and continued to maintain troops at the port. This was an expensive undertaking, but the Men of Westesse who were falling into evil ways saw the necessity of the bastion to keep watch over the Elves of Lindon and the Faithful of northern Eriador. Tar-Palantir withdrew the garrison in S.A. 3178 during his ultimately futile attempt to bring his people back to the paths of righteousness. His successor, Ar-Pharazôn the Golden, did not deign to restore the battalions. The city was overwhelmed in the tidal waves stemming from the Downfall of Númenor. Earthquakes shifted the coastline, carrying the ruins beneath the waters.

LOND DAER IN S.A. 2500

1. Tol Uinendil. A small island village built on the ruins of the Uinendilmar. (See Section 7.2.1. #1.) The ruins of Lond Daer are visible on this islet and stretching eastward along the shore for a half-mile.
2. Minas Forn. Also called Tirith Maecthil (S. "Tower of Piercing Radiance"). A squat tower overlooking the harbor. Its lantern has a glittering, silvery glow.
3. Royal Harbor. The main port for ocean-going vessels.
4. The Floating Avenue.

5. Minas Iaur (S. "Old Tower"). An outlying fort raised on Tol Uinendil.
6. Western Breakwater.
7. Númenórean Quarter. Here the lords of the city get the best of the sea air and relative isolation from the untrustworthy natives. There is a promenade along the seawall on the point, where the finest houses were built well above the storm tides. Standing amongst and high over them is the western lighthouse; its lantern has a hard, golden glow.
8. Merchants' Quarter. The commercial quarter of the city.
9. Warehouse District.
10. Quarter of the Lesser Men.
11. Central Market.
12. Mar Aldariondo (Q. "Aldarion's House"). Restored and now the residence of the city's governor.
13. Soldiers' Quarter. Home of the garrison.
14. Private Harbor. Serves riparian and coastal shipping.
15. The Battery. The heart of the city's defenses. At the top of this six-story tower, there are seven very heavy ballistae, cast from the same material as the famed Númenórean steel bow, along with a huge catapult capable of hurling half-ton blocks of stone. The weapons are thought to have been removed by Ar-Pharazôn during his Great Armament.

Lond Daer





16. Eastern Breakwater.
17. City Wall. A broad, stone based avenue runs along the outer wall, four stories of native granite on a base 30' wide.
18. The Angannon (S. "Iron Gate"). The only landward entrance to Lond Daer. Actually the entry is not directly barred, as the twin iron towers on either side are felt to provide more than adequate defense. The siege Tar-Minastir feared never occurred, and permanent gates were never erected.
19. Inns, Lodges and Stables.
20. The Mallannon (S. "Gold Gate"). The sole passage between the upper (landward) and lower (docks and breakwaters) city, and also the main gate to the Minas Mellon.
21. Minas Mellon. The citadel of Lond Daer. A steel-reinforced wall stands atop an immense two-stepped pyramid.
22. Government Quarter. The administrative center for Númenórean Eriador.
23. Bailey of Minas Mellon.

7.2.3 THE RUINS OF LOND DAER AND VINYALONDË

Although the ruins of Lond Daer do not lack for unpleasant denizens, their greatest challenges lie in their unique setting and their legend, which attracts rogues and scoundrels of all sorts.

Lond Daer

GM Note: The stupendous outflow of the Gwathló carries a great quantity of silt—the suspended mud has accumulated over the long centuries into a series of underwater hills ringing the mouth of the river. They form a porous but effective dam that holds back the river water and traps some of the higher tidal wash. The barrier can be disrupted by a hurricane of unusual fury that strikes at just the right angle, so that low tide in the estuary is a fathom less than the norm for a few months. During any ensuing neap tides, the ruins of Lond Daer and Vinyalondë will be accessible by land. This sort of hurricane occurs about once a century; the Great Storm of T.A 1643 is one example. To orient the players on the shifting geography of this coastline, note that the broken wall at #14 on the adjacent map of the ruins corresponds to item #5 on the maps of Lond Daer and Vinyalondë. The harbor of Lond Daer was centered at the cove noted as #17, while the harbor of Vinyalondë was at #23.

TERRAIN SURROUNDING THE RUINS

Since there are no good harbors along this stretch of the Gwathló estuary, it is heavily wooded. Explorers wishing to bring horses and equipment down to the ruins should be prepared to hunt out the best fords, avoid the swamps, and cut trails through the brush.

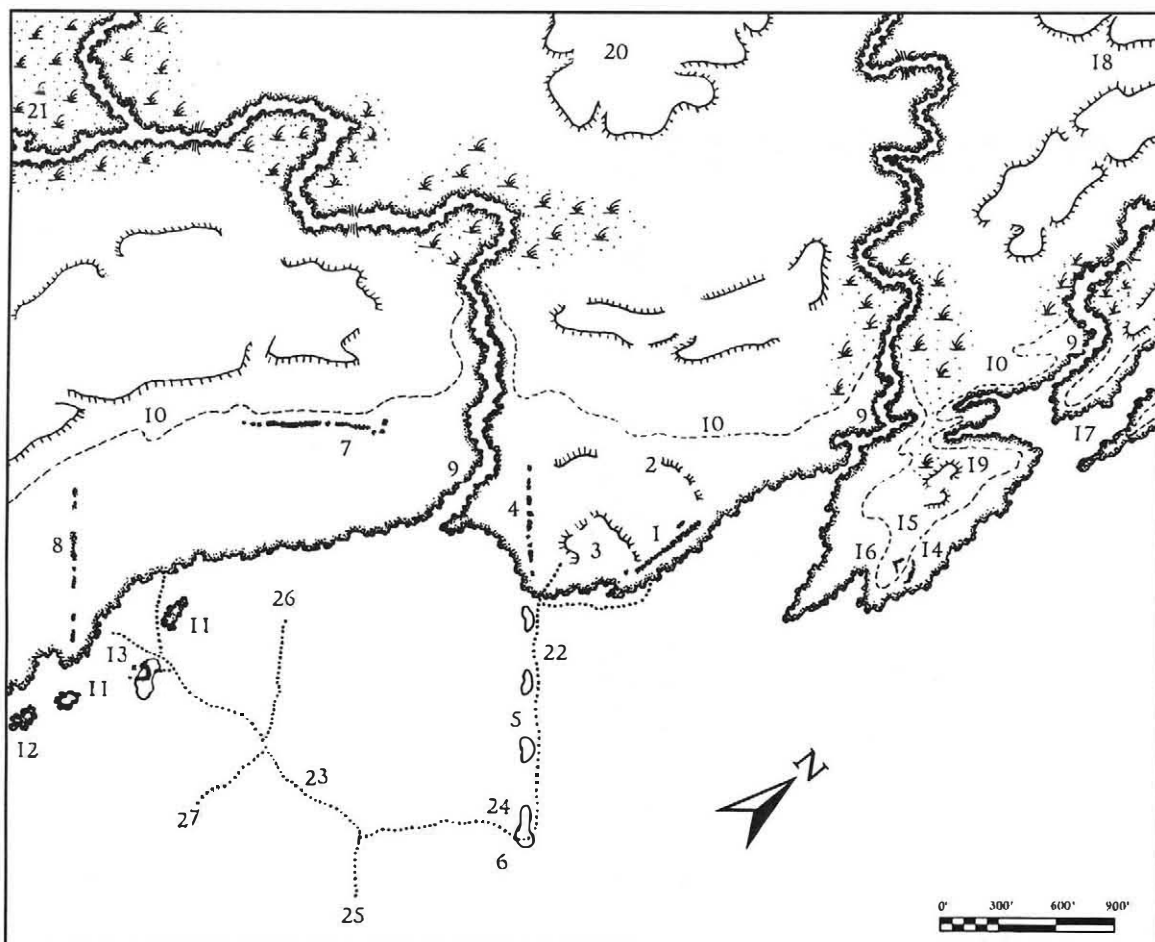
1. Ruined Wall. The most easily visible part of the ruins: a granite and steel wall rises 3' above the tidal flats. This section of the wall of Minas Mellon broke off long ago. It extends 7' down into the sand.

2. Dune. A low sand and mud dune; some iron wall fittings may be found, if the dune is excavated.

3. Dune. Another sand and mud dune that traces the outline of the old bailey of Minas Mellon. The Beffraen have dug out the end of the dune nearest to the wall and then resealed their work. It will be Absurd (-50) to detect their handiwork, but this may well be easier than finding another way in. The secret located down here is described in the layout text for Minas Mellon below and explained in Section 8.2, the adventure "The Mithril Room."

4. Wall Ruins. Just below the sand, perhaps emerging in places, is a section of the wall of Minas Mellon in its original alignment.

5. Islets. Four rocky islets show the line of the eastern breakwater of Lond Daer.



6. Slab. In waist deep water, off the south end of the fourth islet, is a 2-ton stone slab that covers an entrance into the basements of Minas Maecthil. It attracts poisonous sea urchins; they attack using 2-6 +10 tiny stingers with a 4th level reduction poison. If a cofferdam is not built around the slab, the air-filled chambers below will flood.

7. Wall Fragment. Just above the sands is a fragment of the outer wall of Lond Daer. Sadly, the peculiar rock formation at its east end is solely a creation of the currents and waves.

8. Ruined Breakwater. Scattered pieces of the breakwater side of the city's western wall.

9. Stream. The underground stream that once assured Lond Daer's supply of freshwater is now above ground. There is a large boggy area at its mouth in which the incautious explorer can sink 3' into the stinking muck. Most will probably assume that they are in quicksand until they touch bottom, though this may be a little too late for a particularly short Hobbit. Other muddy areas with similar effects are also noted on the map.

10. Normal Shoreline. It now functions as the high tide line. The tide will come in just after nightfall and go out an hour after full daylight.

11. Sand and Mudbanks. Underwater most of the time, but always gathering places for driftwood and debris.

12. Sandbank. A popular fishing and basking spot for 3-4 crocodiles. The accumulated weed and driftwood makes them Hard (-30) to detect from shore.

13. Sandbank. A search of the sandbank reveals an odd stone formation that provides entry to Aldarion's house. These stones are encrusted with sea urchins. (See #6.)

14. Seawall Ruin. A large section of the outer seawall of Uinendilmar, lying at the low water mark.

15. Foundation Stones. Part of the basalt foundation of the easterly tower of Uinendilmar, just above the normal high water mark. The ruins of this tower served as the foundation of Minas Iaur. (See the Lond Daer text above.)

16. Dip. At the southwesterly end of this set of ruins, the raging waters of the hurricane created a Very Hard (-30) to find depression where some of the water drained away downward. If this is explored, some fragments of alabaster will be found (Easy +10). It is a deep (5') and difficult dig to find the source of the drainage in the still intact basement of Minas Iaur. (See Minas Iaur below, #3.)

GM Note: See Section 11.2 for possible encounters at the sites described in #17-#21.

17. Water Passage. This passage between the shore and a small, tree-covered island is swept by the current and consequently a good anchorage for a small ship.

18. Gully. A line of low hills lies about a half-mile inland from the ruins. This location features a blind, steep-walled gully surrounded by trees and watered by several springs; it acts as a natural corral for any mounted party camping in the adjacent valley.

19. Hollow. A small hollow between three brush-covered sand dunes acts as a good small, hidden camp close to the ruins. Fresh water, however, must be carried a quarter-mile from the stream in the swamp.

20. Hill. This hill is easily accessible from the coast road, which is a half-mile farther inland. It has springs and grassy meadows, plus a clear view of the low-lying areas nearer the shore. This makes it an excellent camping spot for clansmen of Saralainn wishing to fish along the coast. They have built several stone fireplaces, log corrals, and cleared tent sites.

21. Rise. A slight rise in the ground protected by a surrounding swamp makes this an excellent camping spot for the Belfraen whenever they are in the area. It is Sheer Folly (-50) to detect their "island" and then a searcher must be capable of noticing the different mix of trees on the dry ground.

22. Passageway. Secret 4' x 8' passage connecting the dungeon of Minas Mellon. (See Minas Mellon below, #19.) with the wine cellar of Minas Maecthil. (See Minas Maecthil below, #3.) It was built into the eastern breakwater of Lond Daer alongside the sewer system. The air in here is bad, causing twice the ill effects described in Minas Iaur, #3. If it is allowed to vent, the air in the passage will be fresh in 3 hours. The passage has ten 1' x 1' patches of bright blue mold set at regular intervals in its floor. If touched, the patches will stain clothing and eventually rot it away; magical clothing or leather armor must resist a 10th level acid attack to avoid destruction. The actual function of the patches is to draw moisture and organic material out of the air of the tunnel and transfer it along crushed rock passages to the sewers. (See #23, below.) If the tunnel is flooded, it will be emptied by the patches in about a week.

The walls of the tunnel are mildly damp and mildewed in spite of the patches. Residue from the magic used to create and maintain the city's foundations has had two peculiar effects here. The first is one of claustrophobia: any non-Dwarf who passes more than 100' down the tunnel must resist a 5th level Fear attack to go any further. More attempts can be made after an initial failure, but each causes weakness of some sort; one stat, chosen at random, is reduced 10% for the duration of that character's stay in the tunnel.

The second effect is re-animation: there is a trail worn in the rocky floor of the passage, created by a sentry who has been walking the passage ever since the destruction of the city, hundreds of years ago. The sentry was once a Númenórean colonial soldier, part of the remnant garrison left behind at the time of the Great Armament. Now, the warped corpse will attack anyone it meets in the passage—it requires 30 minutes to shuffle back and forth. The flesh of the sentry's body has been replaced by blue mold; anyone who faces it must resist a save 4th level Fear attack or fight at -20 due to revulsion. The sentry's metal armor and weapons are shiny and new, kept clean by the



mold, but retrieving it as treasure without losing clothing to the mold will take a little effort. The reward is a +10 chain shirt, +10 short sword and dagger, and a +15 high steel spearhead. A locket with an engraved *imlachite* portrait of the soldier's wife is worth 20 gp to a collector.

23. Remnants of the City Sewer System. These 8' x 8' tunnels, hidden in the bedrock 40' to 80' below the harbor of Lond Daer, are the real reason the basements of Minas Mellon and Minas Maecthil stay dry. Some of the city's drains are still intact and the sewers have magical mechanisms designed to pump water out into the harbor.

The steady seepage of nutrient-rich water through the system supports a strange collection of plants and animals. There is tainted air here similar to that in the passage in the breakwater (#22), but even after ventilation, there will be a moldy stench that nauseates any non-Dwarf. The dark, dank tunnels constantly rustle and flutter with life. Claustrophobia, similar to that caused by secret passage (#22) will make a 10th level attack on all who enter. Intricate molds and damp fungi found nowhere else in Eriador decorate the dripping walls and floors; there is a 20% chance every 100' of passage that someone will touch one that causes a mild stain, burn, or sting (1-10 points of damage). 1-3 such incidents teach the traveler what not to touch. Odd-looking insects and crawling vermin are apparent, but almost none are dangerous. Any dog or similar animal will have a 10% chance per 10 minutes in the sewers of snapping up something that will cause him to hallucinate: the animal must resist 10th level poison; failure means a random panic or paralysis at stressful situations and odd intervals for the rest of the day. Characters who insist on nibbling things in the tunnels will have similar symptoms.

Explorers will encounter, about once every 500', 1-3 of the larger creatures listed below. They are relatively harmless, and sensible adventurers should learn to ignore them.

On a D10 roll:

1-2: **Giant Slugs.** Like the one described in Minas Maecthil, #7. They crawl in through choked drains to feed.

3-5: **White Wisps.** These look remarkably like free-floating old men's beards. They drift along the walls filtering small life forms out of the air. Any person or animal sticking his nose into one will sneeze repeatedly and violently (stunned 1-3 rnds).

6-8: **Glitters.** Iridescent bubbles, the size of a helm, with sparks of light dancing within. Insect eaters, they dry up quickly in full sunlight.

9-10: **Walking Frods.** Like the one at Minas Maecthil, #3, but dangerous only to the small creatures, such as frogs, mice, and ferrets. +10TGr attack, 10 Hits.

The myriad of small life forms described above are generated in part by bloom-gems, exquisite mother-of-pearl blossoms imbedded in the walls every 500'. (A total of 12 survive in this complex.) The gems are surrounded

by verdant growth, some of it quite sweet-smelling and nutritious, none of it poisonous. The gems can be removed with some effort and will radiate no magical aura when not in their sockets. They will bring 90-120 gp apiece on the market. Unfortunately, once they spend 1-100 days in a purse or worn as jewelry, their magic will activate.

Two effects are possible: if the person, animal, or plant is not yet at its full growth, maturation accelerates threefold; eventually the entity will achieve a form 20% larger, healthier, and more attractive than it might have naturally. This acceleration is harmless save for the obvious emotional side-effects; the gem has a 50% chance of disintegrating each time a bearer completes maturation. If the creature/person is already fully mature, or if the jewel does not disintegrate, it will cause acromegalic (unnatural, distorted) growth. This will seem like a simple enlargement and strengthening of the body, but eventually the gem will distort the form and limbs and damage the mind of its bearer. After 10-100 days the victim will develop physical and mental characteristics similar to those of a Forest Troll, after a further 10-100 days those of a Stone Troll, and so on, until the possessor of the jewel gives it up, is slain, or collapses under the weight of his or her own titanic bones.

GMNote: Fornost, Annúminas, and Moria are underlain by sewers employing magiks similar to but weaker than those described below for Lond Daer. As long as the cities are intact, nothing should appear in them that would be dangerous to the populace. After their abandonment, much can go awry.

24. **Passage-web.** The passage-web closest to Minas Maecthil is inert and has not grown to block the passage, appearing to be merely a brown growth along the walls. The others (#25, 26, 27, 28) correspond to all or part of the description below.

An intact passage-web consists of three shiny brown, leathery translucent membranes blocking or obstructing the passage. The same material lines the walls and floors in the gaps between the membranes to a depth of 3-4', indicating that each set is actually a single large, plant-like creature. The passage-webs are intended to block sewer leaks and are quite benign. They extrude gossamer balloons if prodded carefully from a water-filled side: these 1' diameter mucous bubbles, each hold 3 minutes worth of smelly but breathable air. Anyone wishing to pass through an intact passage-web need only cut a slit and push through before the web re-seals itself (in 1-3 rnds).

25. **Passage-web.** This passage-web blocks the end of a collapsed sewer tunnel, covering the debris like a dense spider web dotted with bubbles of sea water. Only a close inspection reveals the three-layer structure.

26. **Passage-web.** A close inspection reveals the skeletal remains of a worker trapped in the sewer when it collapsed; there is no treasure or curse upon the body, but anyone honorable enough to cut the bones out from the passage and inter them properly will gain a +10 to all *Fear* and morale checks.



27. **Passage-web.** This tunnel is blocked (as #25).

28. **Passage-web.** The passage-web at the entrance to Aldarion's house is the only one here at its full growth, with 4' gaps between the passages; adventurers able to deduce its purpose will be able to pass freely between the tunnel and the house's drain shaft. Because of the water pressure in the shaft, breaking through the web will result in an "A" Unbalancing critical.

29. **Sump.** A 30' diameter chamber that drops down 4' below the level of the converging tunnels and then drains southward. This one does not drain because of debris piled up at its outlet. Under the water at the pool's center is a living rat-trap. If strange creatures approach within 30' of the pool, a sickly green light appears over it and 10 diaphanous tentacles spring up, each with a glassy, fanged, snake-head at its tip. 1-5 heads attack each intruder, beginning with the closest, and they will attack all intruders within 100'. Their 4th level nerve poison causes paralysis, halving hits and all motile bonuses (including movement and combat) each round until a successful resistance roll is made. Recovery from each stage of "halving" takes 10-100 minutes, but anyone whose hits drop below 1 from a poison effect has suffered heart stoppage.

30. **Sump.** Anyone approaching will hear a regular hissing and whispering that vaguely resembles speech. Sitting at the bottom of the sump are four blue-mold zombies (See #22.) and a *faereg* (lesser wight). All are wearing Eriadorian garb; they once were revolutionaries, trapped in Lond Daer's sewers when the city was destroyed. The wight spends most of his time giving political lectures to his mindless followers. He will lead them to attack intruders, concentrating on any available Dúnedain.

These undead carry 60 gp worth of coins, small gems, and stolen silverware and tools. The wight wields a +10 battle-axe with *mithril* engraving and a charm against fumbling (it only does so on a natural 01 roll.) His +15 leather breast-plate is intact, as is a scroll written with the spells *Invisibility* and *Mirage*. The weapon and armor need to be soaked in pure water for a week to prevent the new owner from being plagued with nightmares of drowning in dark places.

31. **Tunnel.** This tunnel turns sharply downward before being blocked by flooding 100' below the surface of the estuary. Plant and animal life can be seen floating on the surface of the murky, opaque, 8' x 40' pool obstructing the passage—just a foot below its surface is a semi-fluid mass of brown sludge. The sludge consists mainly of powerful organic solvents. Anyone plunging or falling into the pool takes two "E" burn criticals as the sludge dissolves his flesh. Anyone stepping into the water may resist a 5th level attack to reduce the damage to a "B" critical ("A" if using a covered limb), but will take an additional "A" crit each round until the sludge is cleaned or scraped off.

First Basement

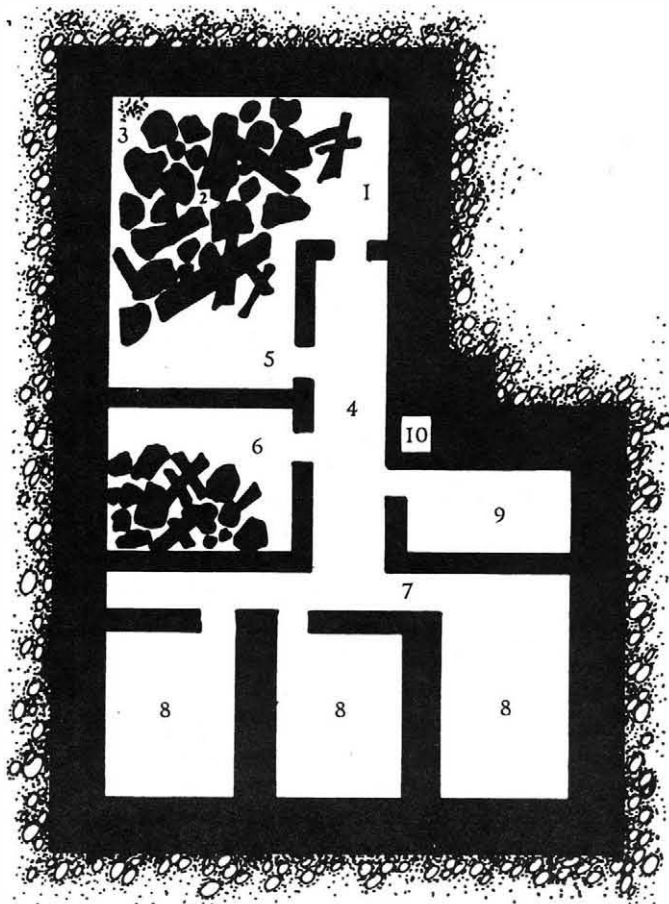
1. **Storage Room.** The only staircase up was in the northwest corner. It is no longer identifiable. The rubble is too high to allow sight or passage to the southern part of the room.

2. **Rubble.** Most of the ceiling has collapsed here, burying the remains of the staircase and the stored goods. No useful trace of them survives.

3. **Drainage.** Water from the depression on the surface seeps in through this corner of the storage room; by digging down, adventurers can effect a very narrow entrance through the collapsed ceiling. The air in the basement seems to be safe, but it is not. Relatively little air has seeped in with the water, and the oxygen content is low. After 5-8 rnds, everyone will begin to feel lightheaded, and 5-8 rnds later they will begin to take a -3% penalty each round, cumulative, to all activities. If light is provided by torches, this process begins almost immediately, and the penalty is doubled. The torches will flicker out after 10-12 rnds, by which point the explorers could be in deep trouble.

4. **Central Corridor.** All the doors have rotted to dust.

*Minas Iaur,
first basement*





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Minas Iaur,
sub-basement

5. **Storage.** Another section of the storage room, blocked from the first (#1) by the fall of the ceiling. There are two amphorae in the corner. Their wine evaporated long ago, but they would be worth 20-30 gp apiece to the right collector.

6. **Armory.** The ceiling is partially collapsed. The armory was looted millennia ago, but some lesser weapons were pinned behind the debris and not felt to be worth the effort of excavating. It is only Hard (-20) to note the glint of high steel in the debris. A +15 dagger may be recovered with little trouble, but roughly 2 tons of stone must be very carefully removed to get at the six +10 spear heads, four +15 axe heads, and the +15 broadsword behind the rubble. If this is done by hand, it is likely (80%) that the workers will become infested with sand fleas. The fleas will cause a painful and very distracting (-15 to -25) rash on the morrow.

7. **Side Passage.** Served the servant quarters.

8. **Servant Quarters.** Now quite bare. Very diligent searching will reveal a small cache of 12 sp under a tile near the far corner of the center room.

9. **Cold Storage Room.** A few bones (cow and pig) remain scattered about the floor.

10. **Shaft for Secret Elevator.** An emergency exit into the doorway (in #9) is Sheer Folly (-50) to detect. If the shaft is suspected (from the use of magic or from tapping on the walls), the difficulty goes down to Very Hard (-40). The mechanical spear trap, now rusted and inoperable, on the opposite side of the doorway is only Hard (-25) to detect because of its rust; this may be the best clue.

The magical trap on the entrance still works just fine. It is Hard to detect (-25) and quite deadly, as no one was intended to operate the elevator from this level. Anyone in the doorway takes a +50 triple damage Lightning Bolt that repeats 4 rnds after it is set off. The bolt operates from a warding spell, so it cannot be manually disarmed without destroying the surface of the wall opposite the door. If the party lacks the means to dispel this magic, it may be best to try to break down the wall in the corridor.

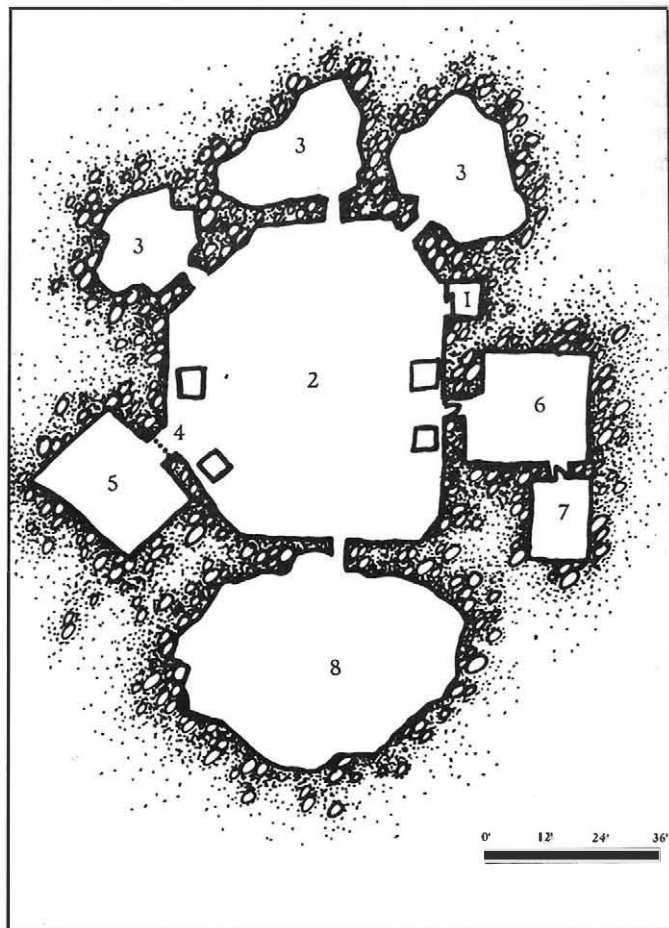
Another problem occurs when the elevator shaft is breached. The sub-basement has been the home of many generations of anaerobic nematodes (little worms) who give off oxygen as a waste product. The air from the two basements mixes in about 3 rnds, and the upper level will become hyper-oxygenated. There is a 10% chance/rnd thereafter (non-cumulative) that a lightning bolt or any open flame will ignite the atmosphere; there is a 1% chance that a random spark could do this. In this horrid occurrence, all present will take three consecutive "B" Heat criticals, and then a +50 (no DB) Ram/Butt as air rushes in from the breach. This will also make the air in the sub-basement unfit as described above (#3).

If the explorers are already suffering from the effects of bad air, the hyper-oxygenation will immediately begin to reverse the process. However, once the characters have returned to normal they will begin to get silly and have impaired judgment. The excessive oxygen begins to impair them, at -5% to all activities, until -25 is reached for moving maneuvers and -45 for static maneuvers.

Sub-Basement

The sub-basement of Minas Iaur became the deepest and dankest prison of Lond Daer, although it once was merely devoted to cisterns for the water supply of Vinyalondë. Thus, no one bothered to search it when the salvaging after the Wrath of Ossë was performed. None of the survivors knew that this was the secret location of Tar-Telemmaitë's precious mithril room. There were no documents, and the king carried the secret to his grave.

GM Note: *Baradir the Silent was Telemmaitë's most trusted servant, and he was given the task of guiding the mithril room safely back to Númenor. During the storm that ravaged Lond Daer, he went down to the sub-basement to watch over his charge, and was trapped in the collapse of the tower along with three prisoners. The air and food held out for a dreadfully long time. Baradir became quite insane, but remained committed to his mission, never quite realizing that he had died.*



Baradir was a man of great determination; he has forced the spirits of the prisoners to assist him, and bent the mission of the guard constructs to his will. With his limited knowledge of the Essence, Baradir has maintained the traps in the sub-basement, though he imagines that he has done so physically. His physical appearance is also subject to his will. Baradir will probably greet any visitors as his long awaited rescuers, at least initially. Fluent Adûnaic will be necessary to maintain this illusion; being a suspicious fellow, Baradir will seek to test the deliverers' knowledge by leading them into or under the traps. An extremely glib, perceptive, and quick-witted person might just be able to talk Baradir into leaving. If not, he and his unwilling servants will defend the inner prison with savage intensity.

1. Elevator Shaft. A 40' drop from the basement level.

2. Low-ceilinged Central Chamber. The room is dotted with pit traps, each with a 12' fall onto three +50 spear attacks (Very Hard, -20, to detect; Routine, -0, to disarm); ceiling traps which drop an 80 lb. block of stone for a +75 Fall/Crush (Hard, -10, to detect; Very Hard, -20, to disarm); and spear traps for a +60 spear attack (Absurd, -70, to detect; Easy, +20, to disarm). Four suits of fine Númenórean full plate stand astride the two doors out of the central chamber. They are actually constructs, designed as guards, and now obey Baradir. They have suffered from corrosion, but each has a few salvageable bits still up to their original +20 DB.

3. Three Smaller Cisterns. They stink and teem with the foul-appearing, but harmless, nematodes.

4. Cell. The entry to the cell is barred by a portcullis, but the mechanism has not been maintained. It will take a cumulative +25 Strength bonus using 3 successful maneuvers to force entry.

5. Common Cell. Used for those condemned to rot in the dungeons until they died. The two resident ghosts can pass easily through the portcullis. There are many Man-nish bones but no obvious treasure within. The very perceptive may notice that the left wall is covered with faint miter-encrusted lettering. It is only doggerel verse cursing a long forgotten governor, but it is written in Adûnaic, Daenaël, Old Eriadorian, and Beffraen. A copy would be worth a great deal to the right scholar, for the Beffraen ideograms have never been translated into a civilized tongue.

6. Torture Chamber. The steel door will be unlocked unless Baradir flees within. The lock is Extremely Hard (-35) to pick. Within are an elaborate set of mithril Instruments of Persuasion. The metal is worth 600 gp alone, but the intact set might fetch ten times that amount, at Carn Dûm or Dol Guldur. Baradir will focus his defense here, seeking to prevent entry to the inner prison at all costs.

7. Inner Prison. The inner prison door is identical to the one giving entry to the torture chamber (#6) and is kept locked. The ghost inside is, of course, free to pass. The iron frame of the cot within is largely intact. Hidden in the mattress is a sheaf of decaying papers that appear to be a

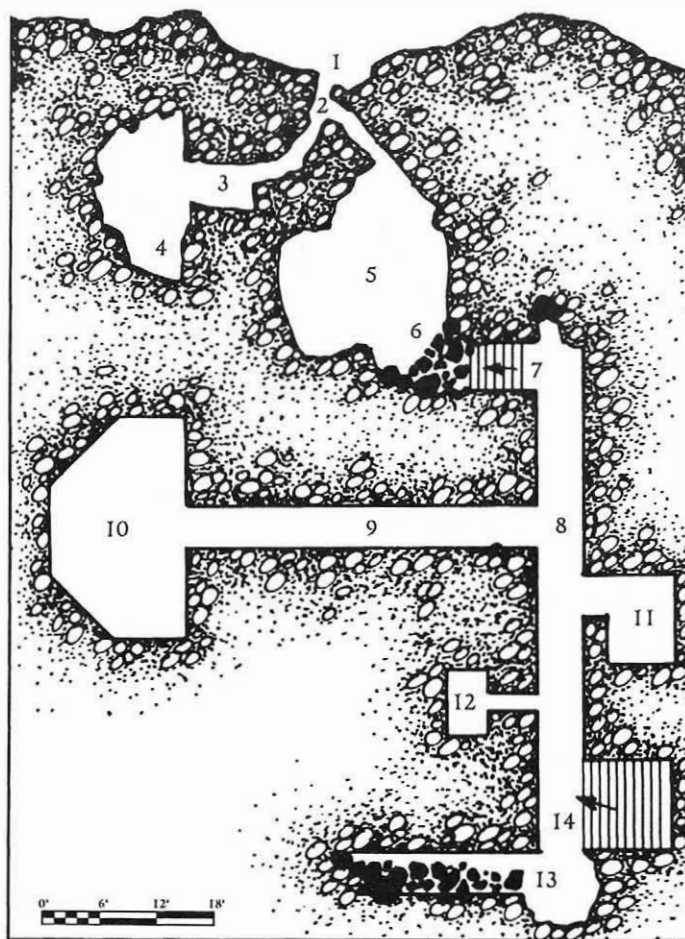
set of treasure maps, secret orders, and alchemical preparations. The information on these papers is persuasive, but it is also entirely a product of Baradir's imagination. By providing this plausible treasure, he seeks to provide a reasonable explanation for the fanatical defense of the inner prison. As a last resort, this may prevent the discovery of the mithril room.

8. Cistern. A cistern similar to those described above (#3) only larger and deeper. Buried here is the mithril room, submerged so as to be nearly undetectable (99%) by magical means. However, anyone willing to dive into the mucilaginous, maggoty muck is likely to discover quickly that something unusual is under the water. With mere prodding by poles, this is an Absurd (-70) task.

MINAS MELLON

The Beffraen have been digging in these ruins. (See Terrain Surrounding the Ruins, #3, and Section 8.2). The accursed city of the hated Sea Kings remains an obsession with their shamans through the centuries. Bands of Beffraen drift out of the Eryn Vorn to the tumbled stones, performing certain rites to garner power from the fallen city of the ancient Sea Kings. One of their shamans was stricken by an ugly curse and is entombed here to await death. Aside from the unpleasant presence of the Nurga—the creature that was once the Beffraen shaman—there is little of interest remaining in Minas Mellon. The ruins have been explored by many over the centuries.

*Minas Mellon,
first level*





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First Level

1. Diggings. A pseudo Púkel-man, 4' down, marks the bottom of the Beffraen diggings; collapsing sand marks the entrance to Minas Mellon.

2. Entry Tunnel. 2' high and 1.5' across, the tunnel must be traversed on hands and knees. The passage soon divides.

3. Cave. To the right the tunnel emerges into a small cave, part of whose walls were worked.

4. Diggings. Some explorers attempted to dig here long ago; a rusty shovel head remains in their hole.

5. Small Cave. The floor is littered with a line of five Beffraen totems facing a pile of rocks at the rear of the cave.

6. Rock Pile. The pile of rocks is cunningly but crudely fitted together; it is only Routine (+30) to discern that this is very recent construction. It will be several hours work to remove the blockage.

7. Stairs. The rocks seal off a short stairway going down.

8. Corridor. A long corridor leading south. Looted; even the torch holders have been removed.

9. Passage. A side passage headed west.

10. Chamber. A pentagonal room; the sensitive might guess that this was once a shrine. The Nurga avoids this level for that reason.

11. Chamber. A small room, empty, of unknown usage.

12. Chamber. A very small room, perhaps a servant's quarters. The Beffraen have left small votive figures, in vague animal shapes, for the Nurga's lucid periods.

13. Passage. Another side passage that has largely collapsed. The site of unsuccessful diggings; at the very far end of the tunnel lies a silver belt buckle worth about 10 sp, and enough loose chain links for a large shirt, +10 DB. Apparently someone got stuck once.

14. Stair. Large stairway going down.

Lower Level

1. Stair. The stairway from the upper level (#14).

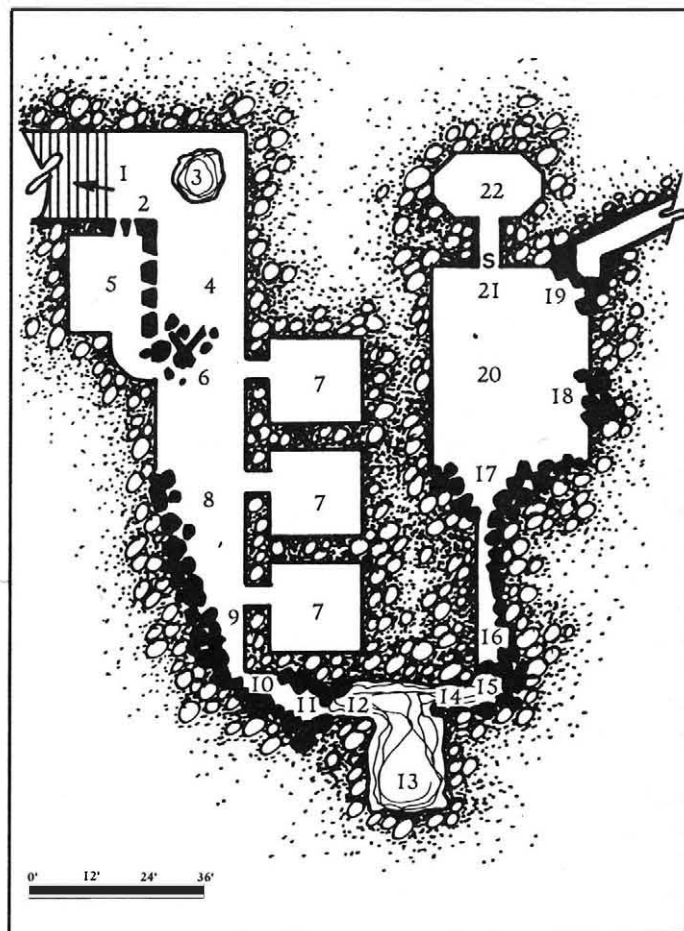
2. Arrow Slits. Located at the bottom of the stairs.

3. Pool. A large, water-filled hole in the floor, about 2' deep. There is a small crevice, Hard (-15) to find, on the western side, just big enough for a slender arm to probe. This is the home of a very unhappy and very hungry eel.

4. Passage. The main passageway, similar to the floor above.

5. Guardroom. The old guardroom for the stairway. A pile of seaweed provides a bed for the Nurga.

6. Rubble. Fallen from the ceiling.



7. Guardrooms. The Nurga will be hiding in one of these rooms, regardless of his present condition. Otherwise quite bare.

8. Rubble. The ceiling has fallen, blocking most of the corridor here.

9. Passage. A narrow (2') passage through the rocks.

10. Chamber. The passage opens up into a narrow chamber.

11. Pool. A small pool of fetid water, its surface even with the floor. The pool is about 4' deep.

12. Passage. A narrow underwater passage, heading east, no longer identifiable as part of the keep's sewage system.

13. Cave. After 10', the passage opens up on the right (south) into an underwater cave. Groping about on the floor might be rewarded with the blade of a +10 dagger.

14. Passage. The underwater passage continues east for 10' beyond the cave.

15. Pool. Similar to that above (#11), opening into another set of chambers. The air is very bad here, twice as debilitating as that in the Minas Iaur. (See Minas Iaur, #3.) It will be difficult to light a torch.

16. Crawl Space. A crawl space along the western edge of a largely fallen corridor.

17. Chamber. After 30' the ceiling rises to 5' and the corridor enters a large room.

Minas Mellon,
lower level

18. Rubble. A completely collapsed corridor.

19. Collapsed Corridor. A smaller fallen passageway, one that was once secret. If the means (or Power Points) can be found to clear 5' of rubble, the passage turns down and southward to eventually reach the wine cellar of Minas Maecthil. (See Terrain Surrounding the Ruins, #22, and Minas Maecthil, the wine cellar, #1.) The tunnel is marked on the area map. From Minas Maecthil, a sewer passage leads all the way to Aldarion's house.

20. Chamber. A large chamber, possibly an officer's room; it has been stripped bare. Lights go on in the ceiling whenever someone feels the need for them.

21. Secret Door. On the west side of the chamber there is a Very Hard (-20) to find secret door. Its traps are no longer functional, but similar decay in the lock makes it Extremely Hard (-30) to open.

22. Secret Room. A substantial secret room, probably a trysting chamber. The original salvagers cleared the place out, but they neglected the inlaid tiles on the floors and the fine mirrored tiles on the walls and ceiling. If carefully removed, these could be worth up to 800 gp. Ancient music plays here whenever someone thinks a random romantic thought. A bard who studies the songs of this chamber for several hours will expand his musical knowledge. (This means +1% to his music skill per day for up to 10 days).

MINAS MAECTHIL

The slab found off the rocky islet (See Terrain Surrounding the Ruins, #6) was originally a step in the large, central staircase of Minas Maecthil; it is currently sealing the entrance to the tower's basement. Moving the slab releases a bubbling froth of foul air as the chambers beneath begin to fill with water. How fast the ruins fill depends upon how much the stone has been shifted. The air inside is completely unbreathable, but if a dam can be built around the slab, the basement area just below will be passable in less than an hour. (Until then, see Minas laur, First Basement, #3, for effects.) It is possible that closed rooms may not be cleared of their bad air as fast as the main hall, and their atmosphere may cause double or triple the effects noted. If the ruins are allowed to flood, the chambers must be explored by water-breathing magic or other means. The pickings are sparse, and the dangers commensurably lower. Minas Maecthil is of use to explorers mainly as a means to gain entry to other areas.

Basement

1. Entrance. Entry to the basement of Minas Maecthil is gained at the central stairway, which has largely collapsed. It is only a 9' drop to the pile of rubble on the floor, but the intruding waters may make this initially an Absurd (-50) maneuver.

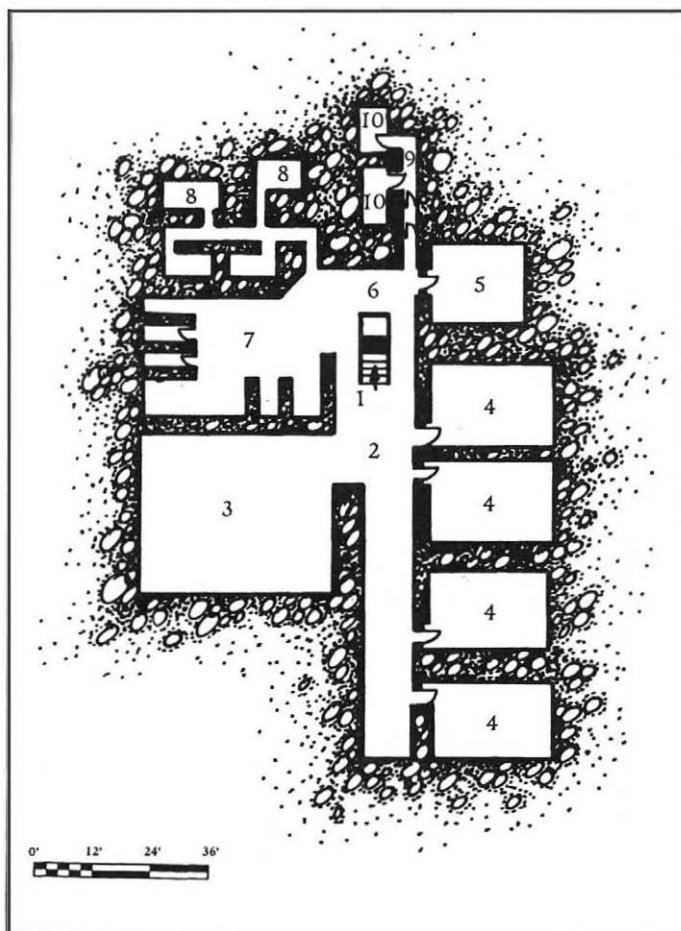
2. Main Hallway. Its gilded torch holders remain. The dozen fittings are worth about 2 gp apiece.

3. Large Dining Hall. Underneath the single large, broken table left behind by salvagers is a magically altered, motile plant that was originally designed to keep the sewers clean. Resembling a clutch of brown thistles the size of a pony, it is confused and will move out and attempt to "clean" any unusual smell within 10'. Regardless of whether the chamber is filled with air or water, it has MovM of 10, 80 hits, 20 DB, and can make +40 attacks with 1-5 fronds on up to 3 targets/rnd. The best it can manage is 5 points of damage and an "A" slash crit on any attack. Once the "cleaning crew" is disposed of, a dozen pieces of silver cutlery and a badly dented gilded tray can be easily found. The pieces are worth about 3 gp in all.

4. Barracks. Diligent searching can uncover a handful of coins of little value in the mud. Ominous, distant mutterings can be heard in these rooms; this psychic residue is nerve-racking, but harmless.



Minas Maecthil,
basement





5. Chamber. An officer's or sergeant's room. A map of the general layout of the old city is engraved on the wall. It is somewhat obscured by algae. If someone touches it, he will be drained of 1-10 points of Constitution and take an "A" electrical crit; the map will use the energy to clean itself.

6. Hatch. Large iron hatch in the floor. This is the entrance to the wine cellar. (See below.) A good deal of rubble must be removed first, and the four large iron padlocks must be removed by force, because they are so rusted. If the basement has been flooded, water pressure will make opening this hatch an Absurd (-50) operation. In this case, the hatch cannot be opened all the way until the flooding subsides, so there is little danger of anything being swept into the opening.

7. Kitchen. The copper and iron utensils that were abandoned have corroded away to uselessness. A enormous slug, almost 4' long and 1' thick, is licking the slime off the walls in the side pantries. It moves towards any intruders at a rate of 1'/rnd unless hurt, in which case it mews piteously. It can take 50 hits and possesses no offense or defense. Someone may want it as a pet.

8. Quarters for Kitchen Crew. There was never anything of value here in the first place.

9. Hallway. Leads to the cold storage rooms; the first wooden door has rotted away, but the inner insulated steel door remains. Its lock is Hard (-10) to jimmy. The door itself is worth 10gp. If it is removed, a cold elemental, a small white puff of frigid smoke, will explode out of it as the last hinge is popped (as a +20 Cold Ball) and then go swirling off down the hallway and into the outer air, giggling like a maniac. Catching it in a helm or cloak is an Absurd (-60) maneuver, but a sage will pay up to 30 gp for it. Any container it is kept in will frost up and do an "A" cold crit to any unprotected touch.

10. Cold Storage Rooms. Enough equipment is intact to allow one to figure out how the Númenóreans kept ices and fresh meats during the summer. Naught can be salvaged, but the information might be valuable in a southern climate, e.g., Gondor or Umbar.

Wine Cellar

1. Secret Passage from Minas Mellon. (See Terrain Surrounding the Ruins, #22, and Minas Mellon, Lower Level, #19.) The tunnel is marked on the area map.

2. Door. The outer door to the secret passage, constructed of teak with clever plaster work for camouflage, but with two rusted-out locks. It will prove easy to batter down. If the wine cellar is flooded and the passage is not, this door will leak noticeably for the first two hours after the event, being then only a Light maneuver (+10) to detect, instead of Hard (-10).

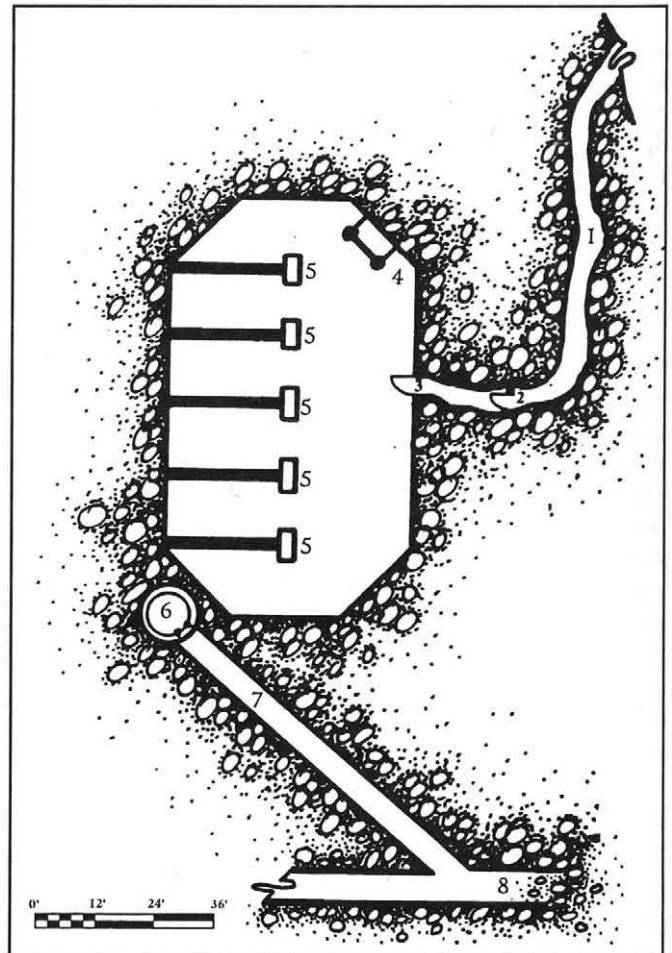
3. Inner Door. Extremely Hard (-35) to detect, largely because it is set against the top of the 12' ceiling rather than at floor level. For some reason, it was left unlocked with its traps unarmed. The mechanisms of the needle traps are worth 5 gp. It does not leak and will be as difficult to open as the cellar hatch (See above.) if the basement is flooded.

4. Ladder. The iron ladder down from the basement (#6 above). Anyone over 100 lbs is likely (75%) to break the ladder and experience a nasty fall.

5. Wine Racks. The best vintages were salvaged, and all the remaining wine has turned to vinegar. About twenty bottles of what once was cheap cognac remains, and there is a slim chance that a few may have matured to be exquisite almost beyond price (2% chance per bottle). The proper connoisseur could not be found in Eriador, though. Three bottles bearing simple, scribbled labels are also in these racks, left here by an alchemist to age.

The first is labeled "Sense of Worth" in Adûnaic. It is empty save for a white stain along the bottom. This is 100 gp of powdered mithril.

The second is labeled "Yuldar Viëo" and is full of a bluish fluid. This was to be a simple restorative, but has aged into a Potion of Strength (stat raised to 105 for 11-20 minutes).



The Alarkadar Family

The third is a "Peculiar Agent" and contains an incredibly lethal virus. Anyone in a room in which this bottle is opened, or just those within 5' if it is breached outdoors, must resist a 5th level disease attack or laugh themselves to death in 1-100 rnds. They will be in obvious physical trouble after the first 1-10 rnds. If they can be sedated, the suffocating effects of the disease will be delayed by a factor of ten. Anyone who gets within 3' of their exhalations will also have a chance of catching the sickness, while anyone just handling their body or remains will have to resist only a 1st level attack. The virus will only live 48 hours out of the bottle, if it is not provided a steady supply of hosts.

6. Drain. There is a small drain in the floor of the southwest corner of the wine cellar, choked by broken glass from the salvagers' last drinking bout. It leads directly to the main drainage pipe from the castle to the city sewers. It would be Sheer Folly (-50) to detect by a general sounding of all the walls. Explorers might note, however, brown fluid leaking through small cracks in the wall above the floor drain, and more of it beneath the first layer of broken glass. Searching at this exact location reveals the shaft with only an average (+0) Perception maneuver. The wall must be knocked down to gain entry to the shaft.

The brown slime is corrosive, a self-cleaning mechanism of the main drain pipe, and it will deface metal, rot leather and cloth, and burn living flesh. (5th level attack, RR to avoid an "A" heat critical.) The drainage pipe is lined with the stuff. Anyone who gets into the pipe without checking it for slime will be burned every round he tries to hold on to the iron ladder that leads down 10' to the bottom of the pipe. If he misses his RR by 20 points or more, he will lose his grip and fall.

7. Pipe. The sloping pipe down to the main sewer, only 2' across. More brown slime, but only along the bottom. Another giant slug (See Basement, #3, above.) is present. It has been feeding on the brown slime, and will spit it as a +20 attack if someone tries to push it away.

8. Main Sewer. A possible route to Aldarion's house. (See Terrain Surrounding the Ruins, #23.)

ALDARION'S HOUSE

Aldarion's house is the only ruin that retains any of the grandeur that was once Lond Daer, even though virtually all of its fixtures have decayed and disappeared. Entered through a sewer shaft (#1), the ruins are entirely filled with water. The enclosed nature of the place has prevented sea life from completely obliterating the details of its interior. Exploring will, however, stir up the mud on the floor and gradually (about 5% per minute) reduce the visibility to near zero. More importantly, the ruins have become the focus of a strange and complex magical spell.

When rumors of Ar-Pharazôn's plans to assail the Valar first spread through Númenor, various seers and sensible folk foresaw the doom that would befall the land and conceived of methods to avoid it. One mystic, Ervithdin of Alarkadar, determined a way to pass his family into a "safe-world" at the edge of the Void through a passage he'd created with his magiks. He had even summoned up what he thought was a magical dwelling place where they could be protected from harm until the fury of the Valar subsided and he could open another door leading to some place of safety in Endor.

Ervithdin's experiments, however, went dreadfully awry. He, his wife, and three adult children escaped the drowning of Númenor by magically transporting themselves into the realm of Shadow, the dark place of wraiths and tainted spirits. They have been essentially dead and damned for all the ensuing centuries, maintaining only the illusion of life.

The Mar Aldariondo, being a large, highly magicked building lying in the general direction of the safety Ervithdin sought, attracted his magical probes, and the family now lives there in a shadow image of the ancient Númenórean life-style. They sustain themselves from stores that seem magically replenished every day, not knowing how much time has passed since the Downfall, waiting patiently for some deliverance from their fate.

The family members are:

Ervithdin. A tall, fine-looking gentleman wearing comfortably flamboyant Númenórean garb. He thinks only a year or so has passed since he established his place of refuge. He is quite familiar with esoteric magiks; if he were not dead, any magician could learn much from him.

Melian. The mistress of this house. Calm, stoic.

Barach. Eldest son. Suspicious of strangers, condescending towards non-Dúnedain, especially Elves.

Ervithir. Young, enthusiastic, expects to do well after his family has "migrated" to Endor.

Corrian. Very young, beautiful, a fine musician, hopes to become a princess someday. She is missing a brooch, and asks strangers if they've seen it.

After an exploring party enters the servants' quarters (#2 below) one or more characters pass into the Shadow realm and can explore the Mar Aldariondo as it once appeared. The doors noted on the floor-plan are intact, and the location of the five demi-wights who used to be the Alarkadar are there to be located.

The characters in the Shadow-plane will not have to worry about breathing until they cause the demi-wights lose control of their delusions. They can use a detection spell to reveal the truth behind the mirage around them (or simply concentrate and deny it). If they pass this information on to the Alarkadar, or simply let slip how much time has passed since the Downfall, the family panics; the pleasant Númenórean facade of the Alarkadar



prison will began to fade; in 3-5 rnds everyone involved will solidify into the real world and the mortals involved will have to figure out how to breath water again. They will lose 1 Constitution point for every hour spent in the Shadow-realm and 1 more for every 10 minutes in the company of the demi-wights. Anyone who spends more than a few minutes in the Shadow-plane will gain a +10 skill in Númenórean culture and a permanent +10 to any Perception maneuver involving undead.

Adventurers not transferred to the Shadow-realm can keep track of their comrades using detection spells or Very Hard (-50) Perception maneuvers on their psychic residue. Telepathic magic can be used to pick up snatches of conversation from the other side They feel a constant sense of dread when in a room occupied by the demi-wights, even though they will not be able to see them until the illusion is broken and everyone materializes completely. The three male Alarkadar will berserk-attack anyone in the house. Melian will try to get to the main staircase (#7) in the middle of the first basement and tear herself to pieces trying to claw her way through the rubble up the staircase. Corrian, if anyone has been kind to her, will simply beg that person to put an end to her existence.

The Basement

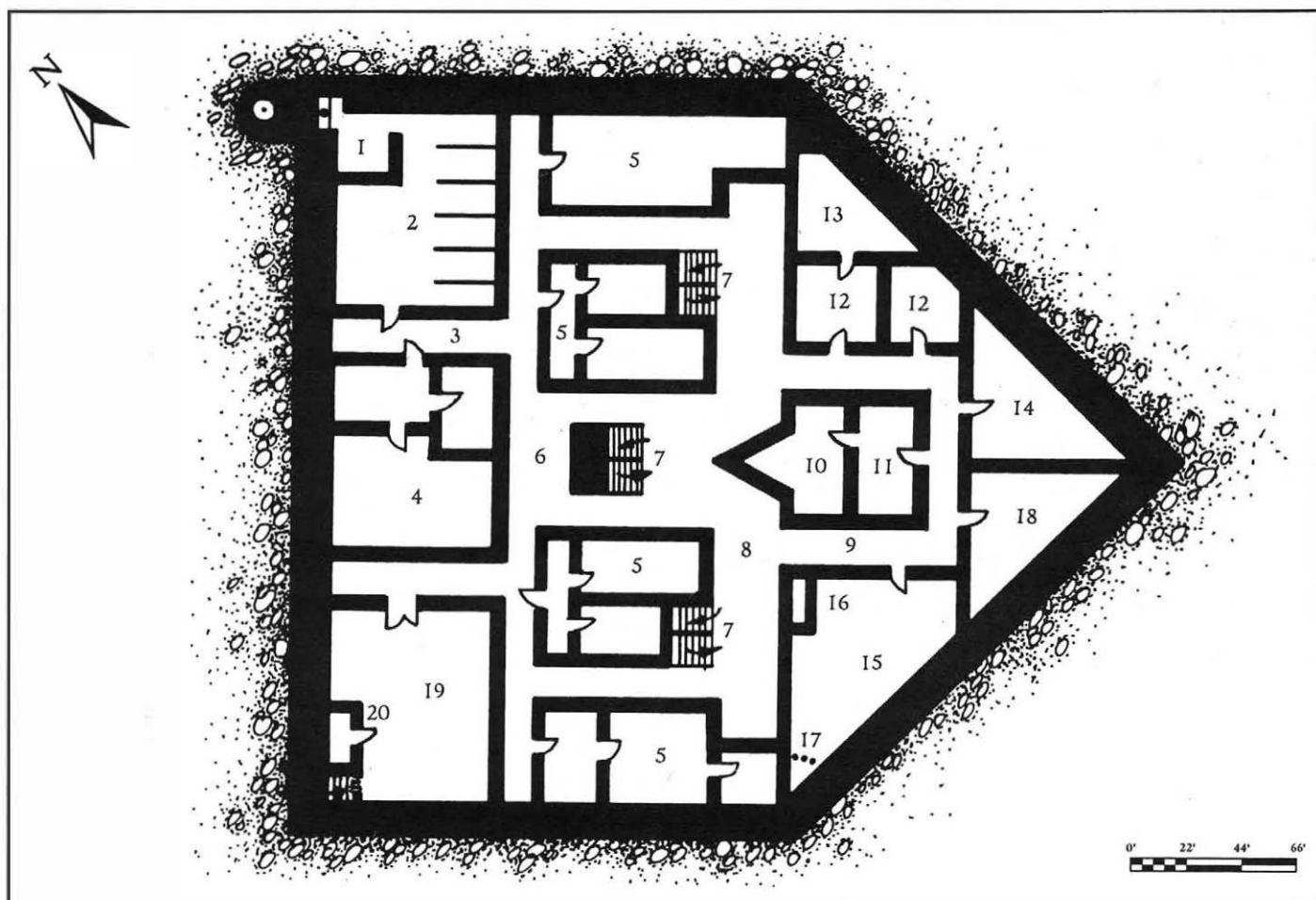
In addition to the Alarkadar, the following random encounters may be checked for in each room.

On a D10:

- 1-2: **Shark.** There is only one. It grew up trapped in the rooms and is afraid of light. It flees anything large unless cornered.
- 3-4: **Stonefish.** There are small fish in every room here, but this one is poisonous and tends to not get out of the way in time.
- 5-6: **Fronde Creature.** A twin to the one in Minas Maecthil, #3, it is the only free-roaming predator, aside from the shark.
- 7: **Giant Slug.** Like the one described in Minas Maecthil, #7. It can swim at 5'/rnd.
- 8: **Glitters.** Like the ones described in Terrain Surrounding the Ruins, #23.
- 9: **Walking Frond.** The small kind from Terrain Surrounding the Ruins, #23. Since it is flooded here, one might drift into an accidental +10 Grappling attack.
- 10: **Cloud of Small Fish.** Cuts visibility to 1' for 1-3 rnds. Otherwise harmless.

I. **Lair.** A stone formation in a mudbank (Terrain Surrounding the Ruins, #13) is the home of a very large and mean eel, but it also is the upper casing of a 3' wide, 40' deep water-filled shaft leading down into the city sewers. The casing is cracked, allowing sea life into the shaft, but the hatch at the top is intact. Slots carved into the masonry of the shaft act as a ladder. About half way

Aldarion's House,
basement



down the passage, a 2' diameter side shaft opens into the privy tank of the first basement of Aldarion's house. From the 10' square tank, now thankfully empty, one can enter the privy (at #1a) by climbing another slot ladder up and through a two-hole commode. Numerous small, big-eyed fish dwell here, but they are not dangerous.

Two other side-shafts below the first are blocked by rubble. At the bottom of the vertical shaft, a larger passage opens, leading northeast. It is blocked by a passage-web. (See Terrain Surrounding the Ruins, #23.) If the drain to the privy is blocked at some point and the cracks in the upper shaft are sealed, the shaft can be pumped dry. No amount of pumping can clear out the vast volume of water flooding the Mar Aldariondo, so exploring it will probably require water-breathing magic.

2. Sleeping Quarters. A common dormitory for servants, now the home of many sea urchins. This door and all other standard doors in these two basements have rotted away. They still exist, however, in the Shadow realm, which someone will soon visit. As soon as three explorers are in this room, or if one or two are in or beyond the chamber for at least a full three minutes, all must resist a 30th level Essence attack---one of Ervithdin's "passage" spells---or be shifted into another dimension, leaving only a swirl of silty water behind. Magical detection will vaguely reveal the presence of the missing characters. The balance of the party will be free to enter the ruins.

GM Note: Juggling two groups of characters may be difficult; the gamemaster has the option of simplifying the adventure. Either have all the characters "fail to resist" and go to the shadow-realm together, or have them all succeed and let the Alarkadar appear, in their undead form, in the real world. The latter case should keep any character negotiations or confusion to a minimum.

3. Hallway. In the mud, someone will note a brooch. It is Corrian's and through some slippage of the planes it fell here during her passage from Númenor. It is +10 versus magic and +20 versus poison, but generates greed in others---(10%) chance of an unfortunate incident per week.

4. Suite. For some minor visiting dignitary; very silted up.

5. Suites. Similar but smaller suites. Barach, Erchvir, and Corrian each sleep in one when not otherwise occupied.

6. Back Hall.

7. Three Main Stairways. Now disordered jumbles of stone. Noises of daily life sometimes (25% chance) filter down these stairways, but digging at them only causes small landslides. These inflict +50MCr attack with an additional "A" Grappling critical to see if the excavator is pinned by rocks.

8. Central Hall. Once quite impressive.

9. Front Hall.

10. Guardroom. The main guardroom for this level.

11. Basement Armory. Several dozen feet of +5 wire bowstring can be found in a spool on the floor. At the back of the room, at the center of the complex, there is a swirling in the water. This is an elemental, Ervithdin's familiar; it acts as the power source for his more complex magic. It is not hostile, unless attacked, and will make the water within 5' of it "breathable" by Men if needed. It communicates through empathy. When its master goes berserk, it will intervene in 2-20 rnds and aid in destroying him. After the explorers are safe, it will express strong feelings of regret and then fade away to the Void.

12. Guard Quarters. A +5 dagger blade and two +10 mithril alloy arrow heads are scattered about.

13. Chamber. Practice and recreational room for the guards. Erchvir is working out here.

14. Common Room. For the apprentice smiths. Has been converted to a kitchen in the shadow-realm. There is a smell of mutton constantly in the water.

15. Smithy. Barach is polishing illusionary armor here. A set of taps and dies for shaping delicate metal hangs on the wall. It is of fine, hard, steel that adds +5 to forge work.

16. Forge. A small fire elemental is trapped here, and there is a stream of warm water rising from the forge. If the elemental is released by tinkers, it fights its way past them, trying to locate an exit. Only if it escapes to the air can it get hot enough to leave this plane for its own.

17. Metals Vault. For the smithy. The lock still functions and is Extremely Hard (-30) to operate. The needle trap also works, but its poison faded long ago. There are bars of copper, bronze, and silver present, worth 45 gp.

18. Head Smith's Room. An elaborate aluminum chandelier is still hanging; it is worth about 50 gp.

19. Suite of the Chief Butler. This is where Ervithdin and Melian sleep; she spends most of her day here.

20. Secret Door. Located at the far end of the butler's closet with stairs leading down. It has ceramic facing to blend in with the wall tiles, and has not decayed like the other doors. It is Very Hard (-20) to discern, and Very Hard (-20) to unlock. The Symbol of Absolution which waits behind the door is Hard (-15) to avoid. Avoiding the symbol and proceeding down the stairs makes it Extremely Hard (-30) to notice another trap, a deadfall ceiling trap for a +75 double damage Fall/Crush. The stone will also effectively block the stairs. If the later trap is detected, it is Routine (+0) to use a prop to disarm it.





Second Basement

1. Sewer Pipe.
2. Chamber. A large number of screws and braces indicate that furniture was stored here.
3. Private Conference Rooms.
4. Storage. The stacked metal rods would show that maps were stored here.
5. Corridor.
6. Larger Conference Room. In the shadow-realm, it is used as Ervithdin's lab. A tapestry on the wall exists in both realms. It depicts a Númenórean pastoral scene, but anyone looking closely tends to see things in the scene familiar and pleasant to himself. Looking upon the tapestry with cynicism and disbelief causes flickering images of the shadow-realm to appear, evil spirits and dead-faced horrors. Anyone seeing such must resist 10th level Fear or lose 1-10 points from both his Presence and Intelligence stats for a month. Missing by -30 or more causes 1-100 rnds of gibbering and stunned insanity. Describing the vision afterward will be impossible.
7. Chamber. Shelves suggest an annex to the library.
8. Chamber. Several silver spoons and the marble base of an urn hint that light meals were prepared here.
9. Hallway.

*Aldarion's House,
second basement*

10. Front Hall. Connected to two of the main stairways.
11. Secret Conference Room. Unless magic is performed here, it is Sheer Folly (-50) to notice that the veins of the marble walls are tinted an odd greenish-violet. That is because they are laced with the extremely rare mineral known as kregora which severely obstructs any manipulation of the Essence. This feature would have made the room immune to any magical eavesdropping. If the marble could somehow be salvaged, it would be worth at least 2,000 gp.

12. Side Hall. Connected to the other stairwell.

13. Chamber. A long narrow room with red lines on the floor. There are four perfectly spherical marble balls scattered about the floor. Their function is a complete mystery.

14. Large Secret Room. The magic cast in this room has "bent" a hermit crab, expanding it to giant size. The crab has been feeding on virtually nothing but residual magic for many years. Anyone entering the room gets an empathic sensation of extreme, angry hunger. This gives them 1-3 rnds to prepare before the crab rises out of the debris at the west end of the room and attacks.

15. Double Secret Doors. They are Extremely Hard to find on both sides, and the locks are Sheer Folly (-50) to open. The trap still operates, but its poison gas will not be effective underwater.

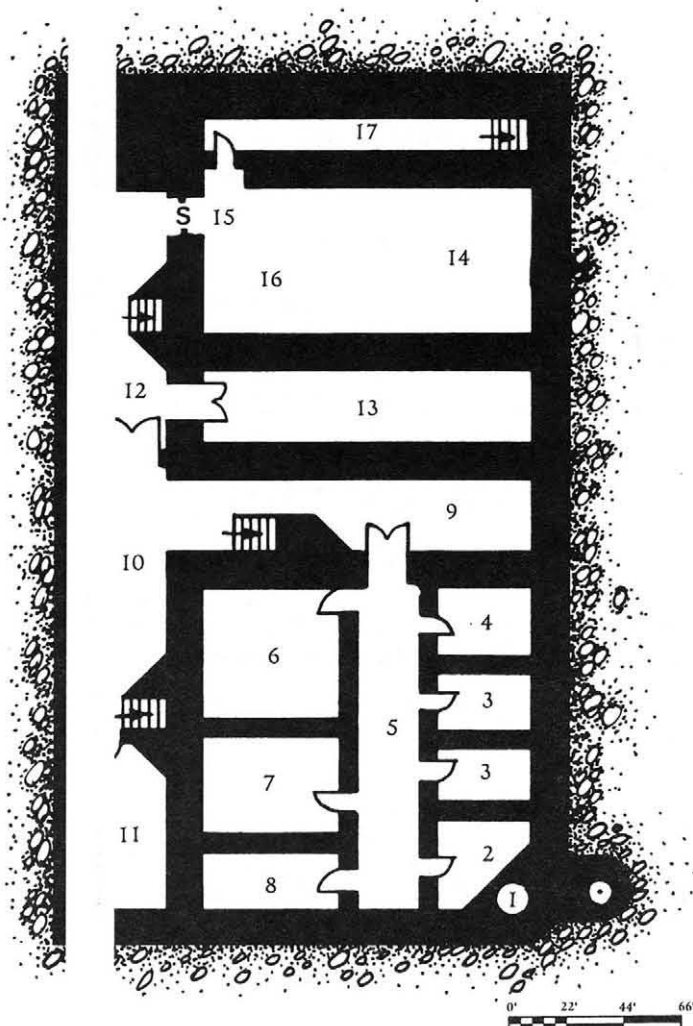
16. Chamber. On an ebony pedestal in the secret room is a large crystal rhombus. This is a primitive version of a palantir; it acts as a x5 PP multiplier, x5 duration and x5 range for Seer base lists and other scrying spells. Unfortunately, the stone has been aligned to this location and jarred by earthquakes. Nothing can be seen in it save for a scene of clowns and mimes working in the streets of Lond Daer. It would take an extremely talented alchemist the rest of his life to re-align the stone. For their aesthetic value, the rhombus and its base would be worth 100-500 gp depending on the buyer.

17. Passage. From the head butler's chambers (#20 above).

7.3 CREB DURGA

GM Note: This hill and cave complex is used by Orcs and Trolls for most of the Second and Third Ages, and is still in use in the early Fourth Age. The specific details given here are for the scenario "The Hunt for the Warlord" in Section 9.3.

Creb Durga is both the name of a small cluster of hills in Minhiriath and also that of an ancient ceremonial site of unknown function, probably built and used by the ancient Baradhrim and the ancestors of the Beffraen. The hills of Creb Durga surrounding the ritual site are the result of the same sort of igneous intrusion that created the Pinnath Ceren. The limestone layers pushed up around the volcanic bulge at the hill-mass' center are riddled with caves. These caves are connected directly to the Underdeeps, and because the caves possess their own population of



underworld plants and animals, Creb Durga has been a stopping place for renegade Orcs for many centuries. The Dúnedain and Eriadorians who have always lived in this part of Minhiriath avoid the ruins. A large number of Orcs moved into the caves of Creb Durga after the Second Northern War in T.A. 1409, and they've been a nuisance in the area ever since. Suppressing the denizens of Creb Durga was always the responsibility of the Ernil Dol Caladir, and until the Great Plague the princes had always been more-or-less successful in the task.

The Warlord's arrival changed the balance in central Minhiriath. The Orcs of the caverns certainly hate and fear the Warlord; his insanity obliges him to try to kill any Orc in his immediate area. Nevertheless, the presence of Dagorhir and his Trolls finally made it possible for the inhabitants of Creb Durga to break out into the countryside and take their revenge on the Men who'd been troubling them for so long.

The Warlord originally made his home in one of the cavern-villages beneath the hills, killing or driving off the Orcs living there. He moved himself and his personal bodyguard, in the winter of T.A. 1642-43, into a recently discovered cave complex near the crest of the hill-mass, centered around the ancient ceremonial site. Since he loathed the Orc-stench of the cavern-village, the new fortress was a decided improvement. Its location is kept secret by obliging all visitors to enter it through the subterranean passages of the Orc caves and slaying any guest who looks out the windows or arrow slits of the caves to catch a glimpse of the surrounding hillsides.

7.3.1 THE ORC-CAVES OF CREB DURGA

The Orcs of Creb Durga were growing in strength all through the decades before the Great Plague and looked forward to the arrival of the aid from Angmar after a dark priest promised it to them in T.A. 1637. Since then, they have become demoralized and bitter. Virtually all of their chiefs and captains have been slain by Dagorhir and his Troll-henchmen; the booty promised them has not materialized, most of it being confiscated for the Warlord's use or given to his Mannish mercenaries. Destitute, leaderless, their ranks decimated by Cardolanian counterattacks, the Orcs of Creb Durga are considering either revolt or flight in the direction of the Rast Vorn.

The map of the cave complex includes all the passages in the system wide enough for a Troll, although many of them would require him to stoop. The areas marked as villages, in particular, are riddled with smaller caves and tunnels, most of them cut by Orkish tools to a useful size. The main passages in the villages have side passages every 11-20', with a 50% chance that the smaller passage leads somewhere useful. Elsewhere, side-tunnels appear every 10-100', with 30% of them ending in 1-100 yds and the rest having a 20% chance of coming out in another large passage, although the way is usually too rough and cramped.

Use the table below for random encounters within the cave system, with a 20% chance of something unusual appearing every 100'. Note that the "surface world" animals listed below will be skittish and emaciated, even though many of them will have been born underground.

<i>Roll</i>	<i>Number</i>	<i>Description</i>
01-10	1-5	Orcs. Going about their business. They post sentries around their villages but do not normally patrol.
11-15	1	Troll.
16-20	1-5	Mannish mercenaries.
21-25	1-10	Mannish slaves. 50% chance of an Orkish guard, especially near an entrance.
26-30	1-2	War-wolves. 10% chance one is actually a warg.
31-34	1-5	Sheep. Small and pathetic.
35-38	1-2	Ponies. Cute, but hysterical when agitated. Meat on the hoof to the Orcs.
39-44	1-2	Dogs. 10% will be weirdly friendly, and will tag along with any Mannish intruders.
45-50	2-3	Pigs. Small ones.
51-55	1-10	Rats or rat-like creatures. Small, ugly, often albino or blind. 10% will be carnivorous and will stalk helpless or injured prey. 10% will have a bite injecting a 5th level nerve venom.
56-60	1-10	Bats. Not harmful, but panicked by light.
61-68	1-5	Spiders. Small, as the Orcs killed the really big ones long ago. 20% will be poisonous.
69-75	3-30	Insect Vermin. Aphids the size of mice, tennites the size of cats, ants, wingless bees, etc. 10% will be aggressive.
76-90	1-10	Plants. Various sorts, but mainly molds and fungi. 10% will be carnivorous, 20% will have limited mobility. 20% of the carnivorous ones will use a gas, blow spores, or have a magical attack of some sort.
91-100	1-10	Unseemly Creatures. Insectoid, crawling, or simply shapeless and oozing. Use the same chances for danger as the plants above.





THE CAVES

1. Ringfall Village. Only a hundred or so feet beneath Crag Dagomen, the cavern-village has a Shrine to Darkness and a comfortable set of chambers for a dark priest. He was slain at the Battle of Quiel several months ago, and the Orcs are maintaining his rooms for his expected successor. Home to 50 male Orcs, an equal number of females and imps, and twenty abused and somewhat crazed Mannish slaves. The reaction of any given slave to a Mannish visitor or rescuer will be unpredictable, depending on how long he or she has been underground and how often beaten.

2. Jumble Village. 100 Orcs, 4 Trolls, and 30 slaves. Almost 600' underground, the village has a goodly water supply in several pools fed by overhead surface water. Whitish tubers growing in the pools keep the Orcs well fed and slightly drunk, since they contain a natural depressant.

3. Dry Well Village. 100 Orcs, 3 Trolls, and 40 slaves. Almost 800' underground, the village boasts natural hot vents that grow an interesting variety of fungi, allowing the Orcs to export potions to points all over Eriador. The dry well itself, at the center of the largest cave in the village, is 10' across and essentially bottomless. The Orcs never build fences or walls around it, because doing so would deprive them of the pleasure of watching a drunk or an

animal stumble and fall. When this happens, or when they throw captives in as a sacrifice to the Dark One, there is never a sound of the body hitting bottom; instead, about three minutes after the poor fool goes over the edge, a deep, demented peal of laughter emerges from the well.

4. Washout Caverns. 100 Orcs, 10 slaves. The caverns flood occasionally and always smell moldy.

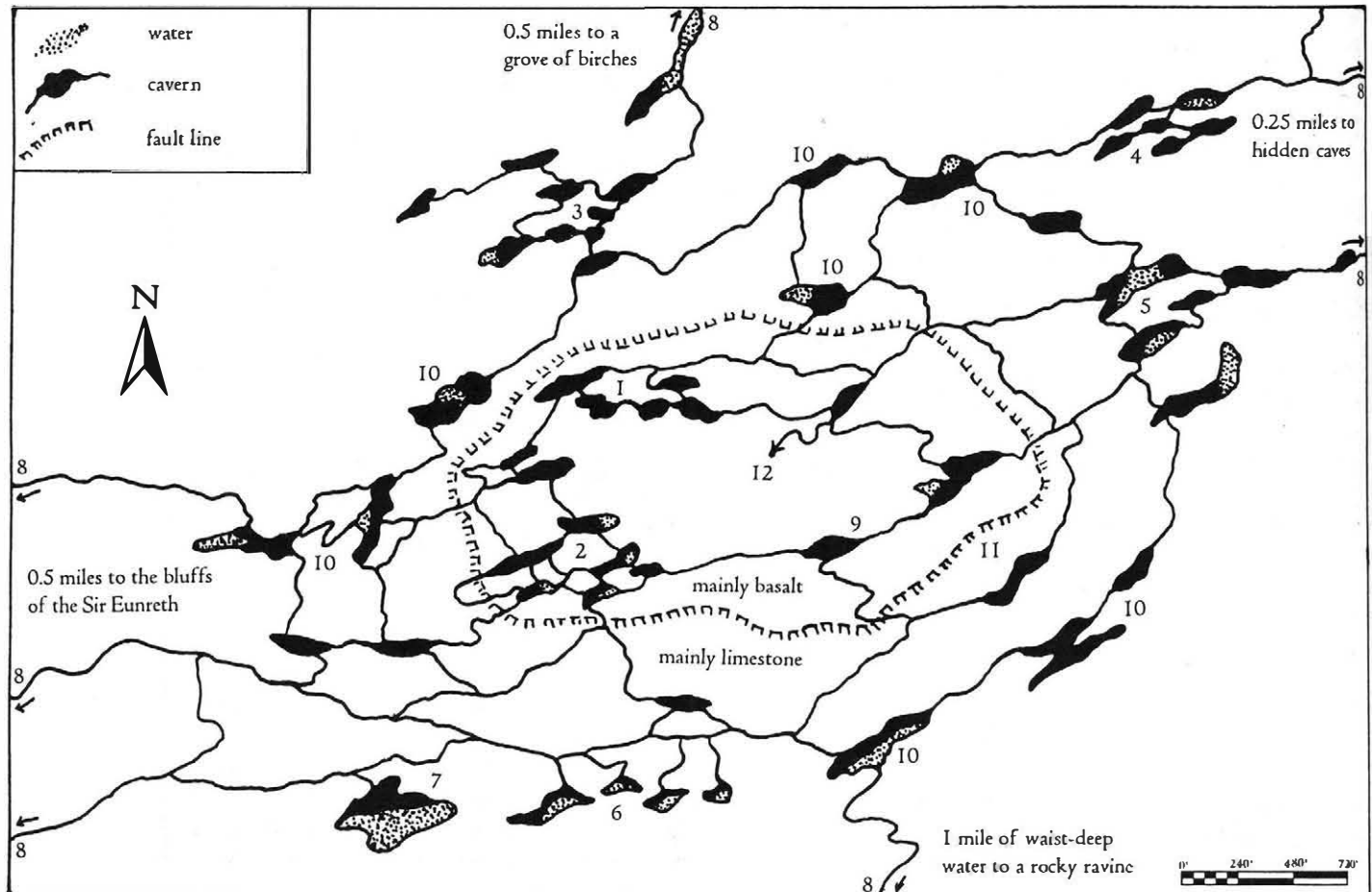
5. Arches Village. Formerly the residence of the Warlord. Understandably, there were few Orcs sharing it with him. 30 Mannish mercenaries and 40 Orkish veterans of the current campaign dwell here now in relative comfort, along with 6 Trolls and 30 slaves.

6. The Dampings. Fairly close to the surface, these small caves all possess swampy pools fed with nutrients from the quagmires above. Corpse candles haunt two of the Dampings, but the Orcs have learned to ignore them.

7. Lake Moldbone. Almost 200 yds across, the lake provides a steady supply of fish for the Orc-villages. The animated plants along the edge like to throw unwary passers-by into the lake to feed the curious mass of sentient, carnivorous slime that hunts along the shore. The locals know to be careful while casting their nets.

8. Entrances. At any given time, there are usually no more than 5 Orcs on duty at any of these entrances. They are well fortified, and the Orcs have horns to signal for help if a Cardolanian army arrives.

The Orc caves of
Creb Durgu



9. **The Glass Pond.** The cave worm that chewed many of the tunnels in the caverns lies here at the bottom of a frozen pool. He is asleep, but even so he can cast a spell that will *Charm* one unwary person per round into sitting on the ice and contemplating the purity of its wonderful crystalline structure. After 1-100 rnds of meditation, the victim(s) begin to melt into the ice, completing the process of immersion in 10-100 minutes and reaching the Worm's mouth in another 2-20 hours, still alive and vaguely conscious of their horrible fate. If someone should melt or chop through the 10' of ice above the worm, it will awaken and kill every large living creature in the cavern system.

10. **Shroom Pastures.** Large caverns with extensive stands of large fungi and small, blind, animals. The Orcs hold regular brawls over harvesting rights in these caves; it keeps them fit for more serious wars.

11. **Druncafella Caverns.** Like the Shroom Pastures, except that the local rock chemistry causes many of the mushrooms thriving here to produce intoxicants and hallucinogenics.

12. **Dagorhir's Back Entrance.** In theory, the Orcs of Ringfall Village are supposed to come to the Warlord's aid if he is attacked. In practice, they dislike him so strongly that they will pretend not to hear the alarm unless a Troll is present to intimidate them.

7.3.2 THE WARLORD'S LAIR

Should any intruders penetrate the Warlord's lair, Dagorhir has a careful plan for drawing the spies into an ambush and achieving their complete destruction. Basically, the Troll lookouts at the small cave (#8) noisily engage any intruders and then flee back to the stone table (#12). This allows supporting crossbow fire from the main cave complex and permits the other guards to surround the intruders and organize an overwhelming counterattack.

TERRAIN SURROUNDING CREB DURGA

1. **Crag Gren (The Western Hill).** Sparsely covered with pine trees, it is just high enough to mask any activity around the ceremonial site from lookouts across the Minhiril stream to the west or across the Lhúchiril to the south.

2. **The Treasury.** A small cavern and tomb located in a notch in the eastern end of Crag Gren. This strange old site is used as a secret treasure house by Dagorhir. (See detailed description below.)

3. **Small Stream.** Runs down into a quagmire from the Big Hill (#7). It gurgles, as other streams do, and also whispers and laughs on occasion. Anyone who drinks from it (within one day, if the water is from a bottle or canteen) will suffer from nightmares (resist 10th level poison) for 2-20 days and receive only one-half the value of a night's sleep for twice this period of time.

4. **Quagmire.** Will cut movement by -75 and triple all exhaustion effects. Connected and similar to the quagmires along the Lhúchiril, just to the south, this area is unique in that it never freezes, regardless of how cold the winter. It is consequently loaded with life all through the winter, and it is a popular hangout for snakes. 50% of encountering one for every 10 rnds of movement through the muck.

5. **Small Hillock.** The remains of a small granite shrine sit on this mound, surrounded by a pile of rocks and slightly rotting vegetation. A slab of marble, looking curiously out of place, lies on the north side of the hillock. On it, in Orkish, are the words, "Kurr kjani, kurr garmog," which translates into the Common Speech as "Not food, not dig." If the pile of debris is disturbed, it will give off a smell of blood; if anyone digs into it, he will awaken an ancient terror.

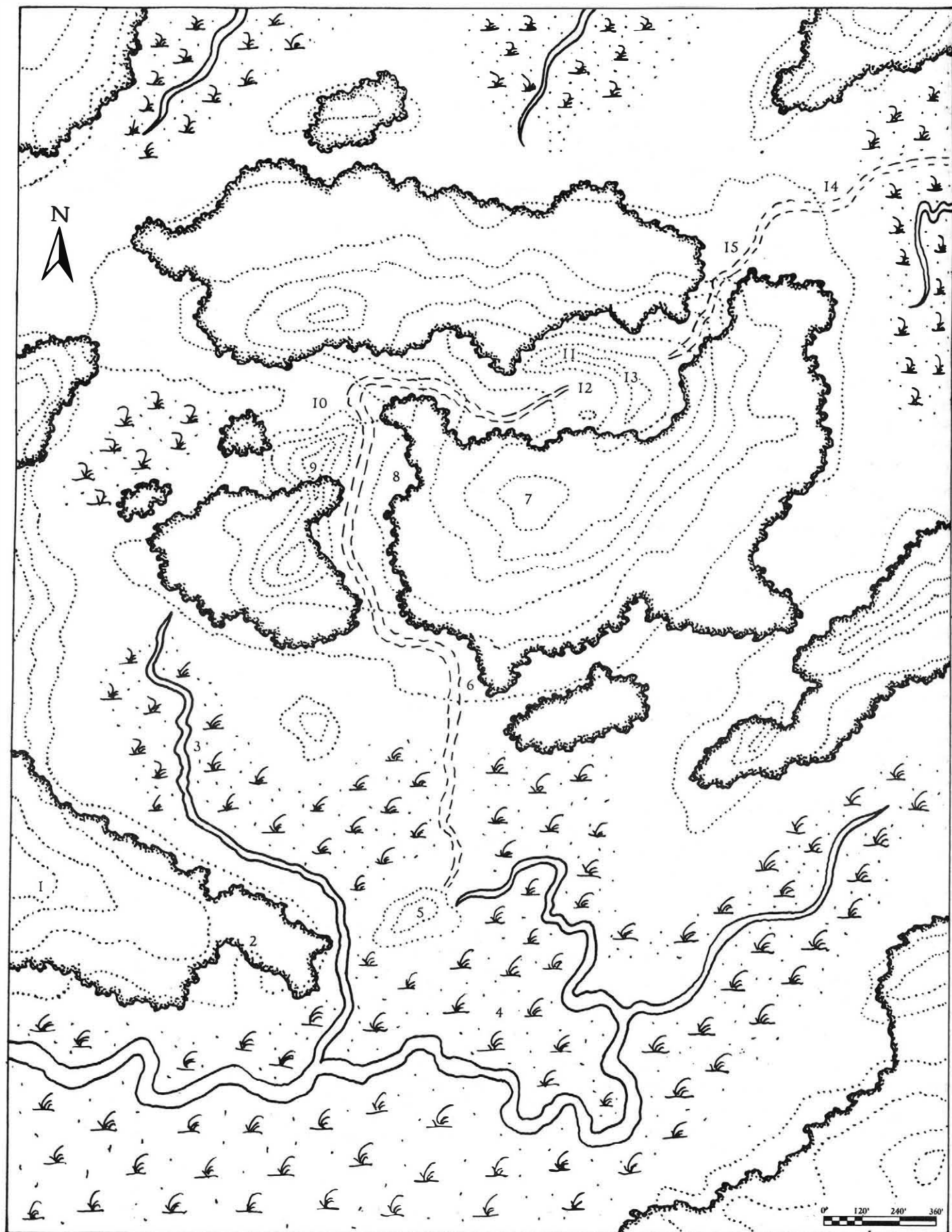
The Pûgurdi is a root-demon, a powerful spirit from the Pale summoned by a Beffraen shaman at the time of the Eriadorian Wars. It appears as a powerful skeletal form twisted together out of tree roots, and its sole function in this world is to slay the Dúnedain of Cardolan.

GM Note: The Pûgurdi is primarily interested in killing Dúnedain, the purer the blood the better, and will not bother to finish off any injured person who is not of high blood. It will fight more or less rationally, and will flee if hard pressed. After it has been disturbed in its place of rest under the old shrine it will try to defeat whomever freed it and slay or mortally wound any Dúnedain present. It is capable of being distracted in a fight and is not wise to the ways of healers and those craven souls sensible enough to "play dead." It has a +100 mental perception ability to "sniff" out Dúnedain within a 5 mile range. It uses this ability to locate its prey, rather than trusting to its somewhat limited thinking processes. If one dawn and one dusk go by without it detecting a Dúnadan within 5 miles, it will return to the eternal pile of rot under the shrine, which has an enchantment on it causing the ground to be continually replenished by the local mice and ground squirrels.

This root-demon has the outdoor skills of a 20th level Ranger and the additional advantages of not needing to eat, sleep, or breath. All of its abilities are halved in sunlight, and it will bury itself in rotting vegetation, stagnant quagmires, dung heaps, or latrines during the daylight hours. This habit can be used to track it, although it washes itself off on rising if the means are available.

6. **Ceremonial Path.** No plants will grow on this ancient walkway of rough-cut local stone, and dust and mud do not accumulate here. Tracking any movement along the path is at a -100 penalty.

7. **Crag Dagomen.** "The Big Hill" to the Trolls. Fairly heavily forested with beeches and a few pines. It is not the highest knob in the hills of Creb Durga, but a good map will show that it is the center of the massif, and an expert eye will note that it is made mostly of black volcanic basalt with only a few overlaying slabs of limestone along its crest. There are almost no outward signs of the twisted lava tubes that are the heart of the Warlord's cavern lair.



8. **The Troll Lair.** This small cave is secretly connected to the larger, hidden one just to the north. There are always three of the Warlord's Troll Guards stationed here. They come and go from this cave along the ceremonial path.

9. **Small Ridge.** If fighting bogs down at the small cave (#8), reinforcements will leave the main cave through the old well at #10 and gather behind this ridge for a counterattack.

10. **Old Well.** Water runs through this stone-sided well constantly, eventually seeping out into the quagmire west of the hill. The well is 5' across; it is 10' down to the water line and 10' farther to the bottom. There is a door in the side of the well, completely below the waterline, as well as a two-piece ladder. It is Absurd (-70) to detect if one is close enough to touch the walls, impossible otherwise. There is no latch, and the door cannot be opened by physical means from inside the well unless the water is somehow removed. From the small (15' x 15') chamber on the other side, a Troll or two strong Men can turn a winch to throw the bolts. This swings the door back and sideways into the room; the intruding water will do an "A" unbalancing critical to anyone not braced against it. Once they are through the door into the well, the Trolls can set up the ladder and climb out to ambush anyone attacking the main entrances to the caves.

11. **Crest of Crag Dagomen.** A stone stair case once took the ceremonial path over this sharp ridge of basalt, but now it ends in a pile of rubble.

12. **The Stone Table.** See the main level below.

13. **Basalt Crest.** This jagged lava dike looks vaguely man-made, thus distracting the eye from the arrowslits and doors directly beneath it. -20 to the Perception of anyone who thinks it interesting for its own sake.

14. **Ceremonial Path.** Eastern portion. Passes down the hill and ends abruptly in a quagmire. The wooden causeway that led across the quagmire has quite disappeared.

15. **Lookout Post.** One Troll will just fit in this tiny cave. It is camouflaged with living bushes and is Sheer Folly (-50) to detect. It has a secret door and passage leading into the main caverns. (See Warlord's Lair: Lower Level, #26.)

THE TREASURY

a. **Entrance.** The pile of rocks appears to be the result of a landslide. It is Extremely Hard (-30) to discern otherwise. The rocks are fairly easily removed, however; Dagorhir has ordered his guards to catch and maim insects in their off hours and bring them here. Four to six *coiréals* have taken up residence in the rocks to enjoy this bounty.

b. **Cave.** 4' high going deep into the hill.

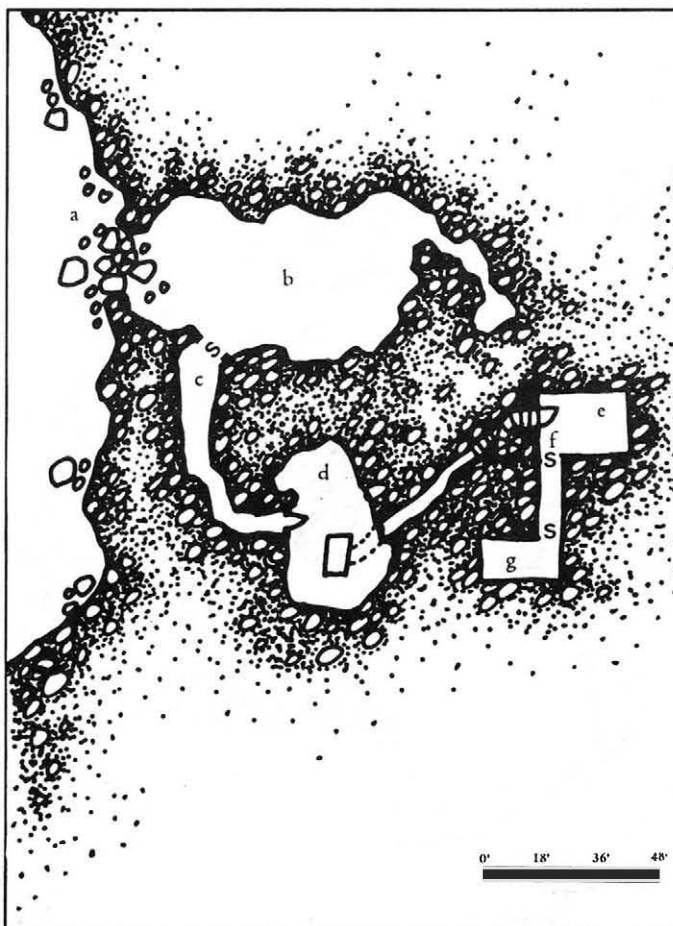
c. **Secret Door.** Sheer Folly (-50) to find in the cramped, dusty conditions of the cave. It is not locked or trapped. Beyond is a narrow and natural extension of the cave.

d. **Burial Chamber.** Its stone door is locked, Hard (-10) to pick, and trapped, also Hard (-10) to detect and disarm. The trap dumps a heavy stone 5' back down the crawlway for a +35 Fall Crush. The 6' ceilinged tomb is the home of a lesser wight that will appreciate company. He will slither out of a crude, but strangely beautiful, stone sarcophagus. If the sarcophagus is dragged out of the way, a small hole going down to a tunnel will be found. After looping around, the narrow tunnel ends with a new Rune of Running Death on a stone door. The new lock is Very Hard (-20) to pick and has a Very Hard (-20) needle trap poisoned with *uranna*.

e. **False Treasury.** Dagorhir has stored his lesser, bulky loot here. There are four large sacks with roughly 1000 coins each. About 80% are copper pieces, and the rest are bronze. There is a smaller sack with about 700 tp.

f. **Secret Door.** Located in the ceiling of the treasury, it was missed by the Warlord. Its lock is Extremely Hard (-35) to open. One can crawl up into a short 2' x 2' x 2' tunnel. The danger is the Very Hard (-20) to detect ceiling trap which is set off if more than 50 lbs of weight is placed anywhere in the middle 10' of the tunnel. Setting off the trap will cause the entire tunnel to collapse.

*Creeb Durga,
the Treasury*





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g. True Treasury. Most of the materials within are dust as they were meant to provide for the deceased in some afterlife. However, the solid gold plate armor, helmet, shield, short sword, and spearhead should reward even the greediest. This comes to about 175 lbs. of gold. If used, the equipment is -25, but plus +50 to RRs if the entire set is worn; it would fit a small Dwarf, a large Hobbit, or a Beffraen or Drûg of normal proportions.

TROLL LAIR

1. Entrance. The wide cave mouth is guarded by two of the three Troll bodyguards on duty. Brush has been piled around the cave mouth in what is supposed to appear to be a feeble attempt to hide it. It is Very Easy (+25) to spot.

2. Front Cave. It is provided with the usual assortment of crude furniture, jars of "jellies," and other delicacies.

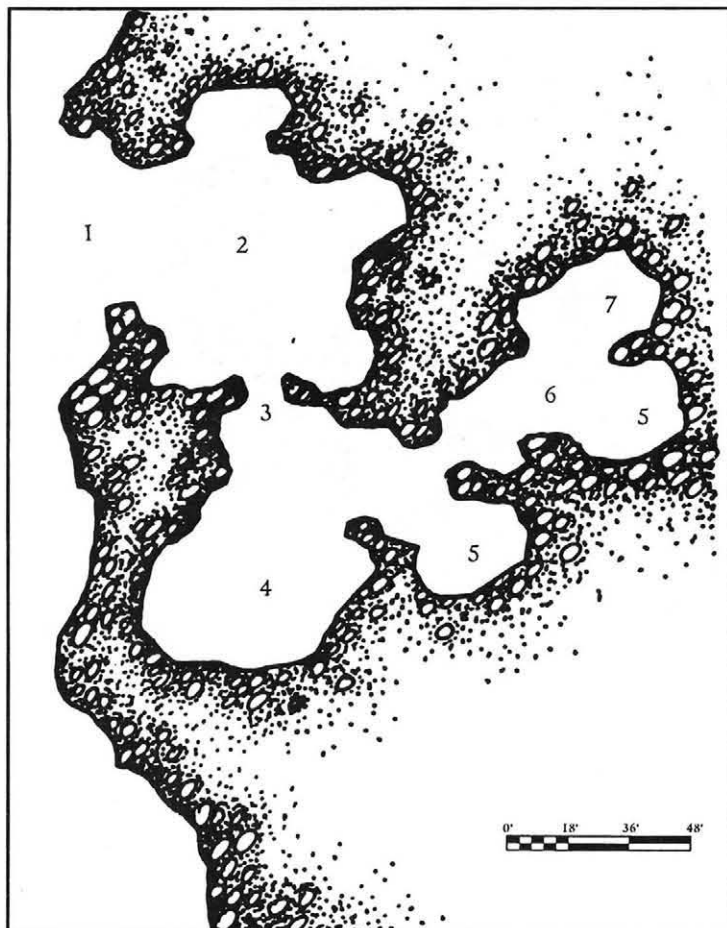
3. Passage. The route to the middle cave (#4) is narrow and can be easily defended by one Troll.

4. Middle Cave. There is a bed for the off-watch Troll, and several dozen tin pieces and broken weapons are scattered about as treasure.

5. Side Caves. Each is trapped, Very Hard (-20) to detect and disarm, with a deadfall good for a +55 Large Fall/Crush.

6. Back Cave. The Trolls will make a last stand here if hard pressed, though one will flee back to the main stronghold.

Creb Durga,
Troll Lair



7. Pit. It appears to be the Trolls' cesspool. The disguise is quite effective, and this should discourage the inquisitive from climbing down to discover the passage that leads back to the Old Well at #10 above and thence back to the real lair.

WARLORD'S LAIR: MAIN LEVEL

1. Arrow Slits. Three well concealed arrow slits command the main path up the lair.

2. Stone Table. Its original purpose is unknown, but the Warlord has been using it for Mannish sacrifices. The flayed corpses of two foragers have been left on the table.

3. False Door. A large wooden door has been convincingly worked into the rock face. It is locked, Hard (-10), only solid rock, and a Symbol of Agony waits behind it. Those viewing the symbol resist a 5th level attack or take an "A" electrical crit each round for 1-10 rnds. Damage is internal, mainly to nerves; ignore tissue damage and bleeding.

4. Entrance. Cunningly set behind a narrow fissure in the rock. The iron reinforced door is barred from the inside which makes it Sheer Folly (-50) to open.

5. Small Door. Only about 4' high. This entry could not serve the Trolls, so the Warlord has had it barred and stones piled behind it. He has tested it and none of his guards can batter it down in five tries, so magic is probably the only means to gain a quick entrance here.

6. Parlor. One bodyguard stands watch, and there is an arrow slit overlooking the left flank of the lair.

7. Obort the Healer's Room. It is quite tidy for a Troll's domicile. Many useful herbs (determine randomly) are kept in his trunk. The trunk is not locked, but displays a Symbol of Major Pain inside the lid.

8. Passage. Easily held by one Troll.

9. Central Hall. Two arrow slits. Off-duty Trolls often roll the bones here.

10. Stairs. Descend to the lower level (left passage) and the Orc caves (#12 in Section 7.3.1).

11. Secret Room. The door is Very Hard (-20) to find, but it does not lock. Alcoholic beverages are stored here.

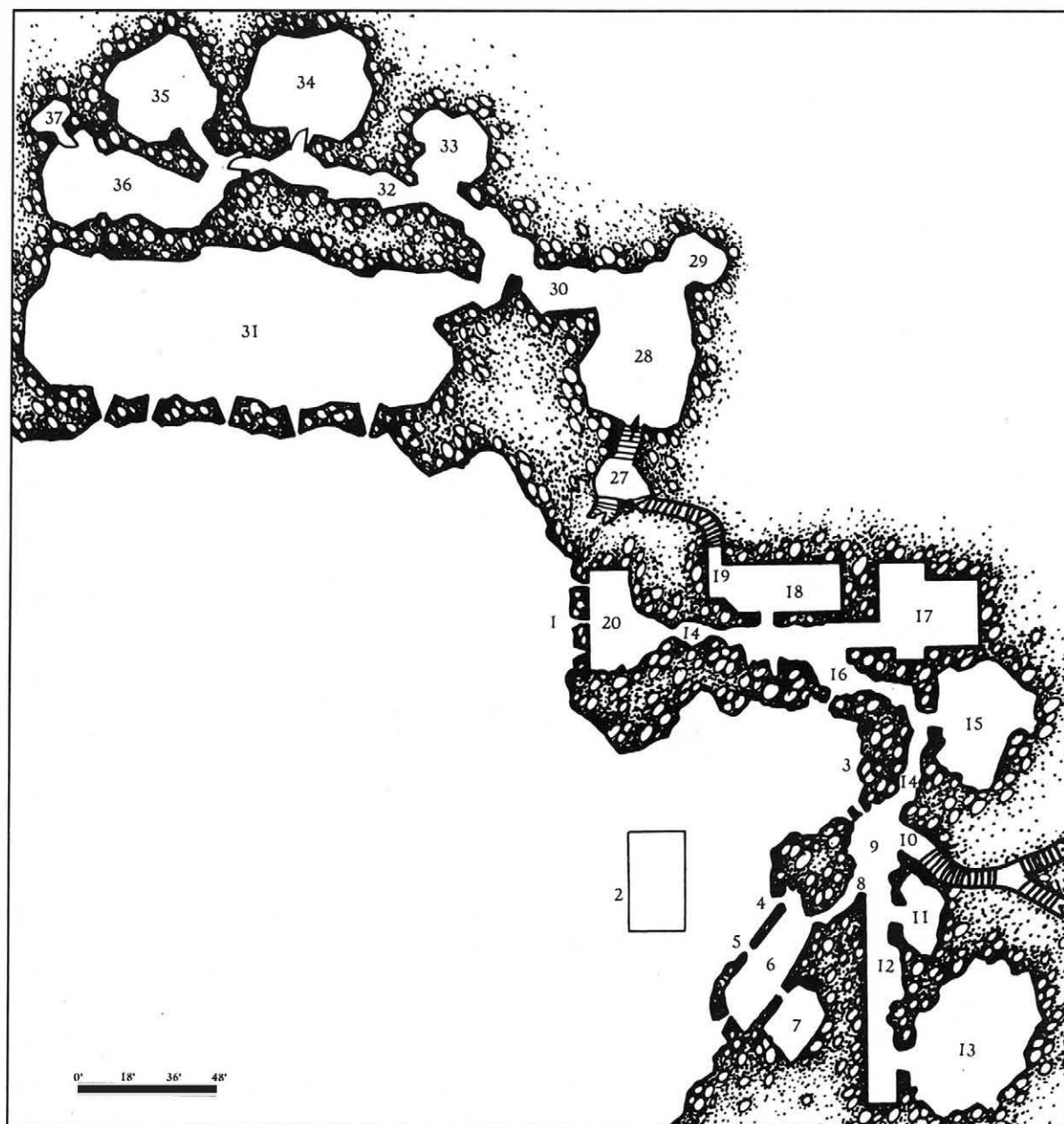
12. Hallway.

13. Large Cave. Eight of the bodyguards reside here, and it is consequently filthy. Two will usually be present.

14. Passage. Easily held by one Troll.

15. Agin's and Ognor's Cave. The door is not locked, but is trapped: a needle armed with silmána in the knob, Very Hard (-20), and a bucket of nightsoil on the lintel, also Very Hard. (Agin is repaying one of Ognor's practical jokes.) Neither of the Troll leaders will be in the room.

16. Crevice. Where the passage widens, there is a crevice looking over the stone table. Too small for the Trolls, but large enough for a lithe Man, the crevice has been fitted with thirty outward angled nails smeared with silmána. It will be a maneuver of Absurd (-70) difficulty to avoid the nails for all but the extremely lithe and agile.



Warlord's Lair,
main level

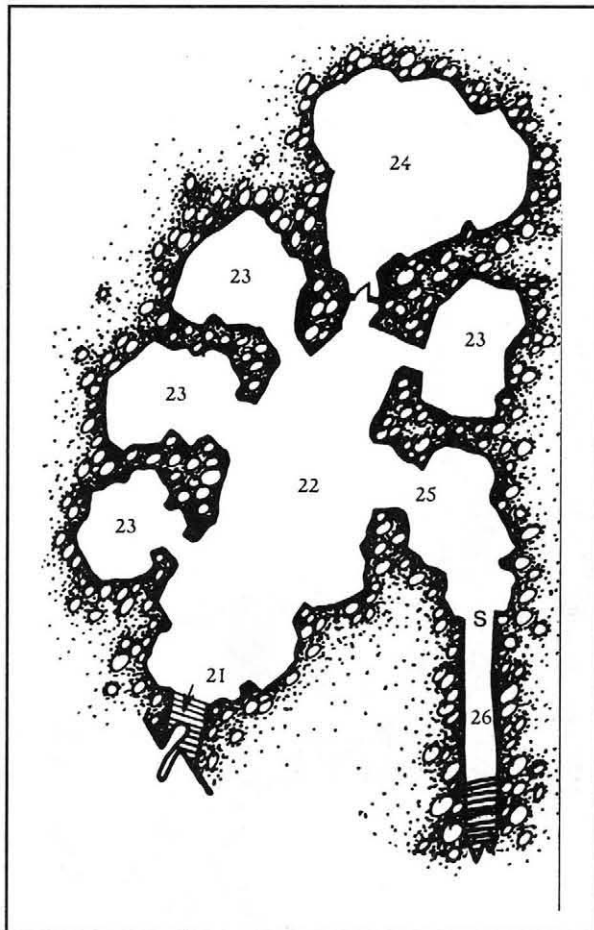
17. **Barracks.** Five of the bodyguards reside here; generally similar to the large cave described above (#13).
 18. **Barracks.** Three Trolls live here. Door as at #4.
 19. **Narrow Stairs.** Ascend to the top level.
 20. **Guardroom.** Two Trolls on duty.

WARLORD'S LAIR: LOWER LEVEL

21. **Stairs.** Descending from (#10) above.
 22. **Cavern.** The cavern roof is somewhat low (-5) for the Trolls, and therefore the cave is little used.
 23. **Storage Caves.** The Warlord has provisions for several months, some of reasonably high quality. There are 1-4 slaves bunked in each storage cave. One room holds Orcs, another Men. The Orcs are nervous—terrified of walking about the lair. They cloak themselves

while working, but they know it's just a matter of time until they attract the Warlord's attention long enough to trigger his homicidal urges. They pretend not to notice any activity in the caves, unless an opportunity to escape arrives. The Men are half-crazed and nearly as demoralized as the Orcs; there is only a 30% chance that one of them will make a rational response to an order or suggestion from a rescuer.

24. **Saggo's Room.** The leader of the Troll guard has violent nightmares, and so he lives apart. The door is not locked or trapped. Rather reclusive, the big Troll is likely to be in his room.



Warlord's Lair,
lower level

25. Curing Room. Two battered, but living, foragers are shackled amid the butchered remains of the rest of their fellows. Both drift in and out of consciousness; it is not likely (25% chance) that either will be aware of the secret passage (#26). 1-4 Trolls are likely to be amusing themselves with the prisoners, including the Troll who is supposed to be guarding the secret passage.

26. Secret Passage. Connects to the lookout post. (See Terrain Surrounding Creb Durga, #15.) Both ends of the passage possess secret doors, Extremely Hard (-30) to find, but not trapped or locked.

WARLORD'S LAIR: TOP LEVEL

27. Landing. Stairs ascend from the main level (#19). From this junction, it is only a ten second dash to the secret exit by the well. (See Terrain Surrounding Creb Durga, #10.) There are crevices in the ceiling along this tunnel, as there are in all of the unworked tunnels in the area. One of these crevices is the escape chute from the Warlord's bedroom (#36).

28. Small Cave. Unlit.

29. Guard Station. Dagorhir has emplaced a permanent Shadow spell to conceal the guard better.

30. Passageway.

31. Large Cave. Overlooks the stone table. (See Terrain Surrounding Creb Durga, #13.) It is provided with numerous arrow slits, but not manned (Trolled) except in emergencies. The Trolls have set up a game of bowls here. There are nine Hobbit-sized wooden pins arranged at either end of the chamber, all carved in the likenesses of Men and Dwarves. Wooden balls the size of Mannish heads are, in fact, engraved with the faces of kings of Arthedain and Cardolan; the likenesses are rather obviously taken from coins.

32. Narrow Corridor. Two Mannish slaves, Aegach and Mirim, both quite mad, bunk here. They personally tend to the Warlord's needs and are trusted because they are so broken in spirit. They communicate by whining, and their eyes never leave the ground; in spite of this, they are quite efficient servants and will obey orders from anyone.

GM Note: Aegach, the male servant, is a middle-aged Variag who was brought here by Dagorhir all the way from Carn Dûm. He has a split personality, and the part of his mind that is hidden may reveal itself over time, if he is treated with kindness. If the Angmarim ever learn that he has independence concealed in his heart, they will send an army of assassins to slay Aegach. His secret personality is intelligent and has an excellent memory. He knows much of the layout of Carn Dûm, and more importantly, he knows that the Witch-king spends certain months of the year away from the fortress, as well as how many bodyguards and how much supply leaves Carn Dûm with him. He might even approximate the path through the mountains taken by the Lord of the Nazgûl on these secret journeys. These bits of knowledge are capable of bringing about the Witch-king's destruction, if they are properly used.

33. Guard Station. As above (#29), except a Troll is only stationed when the Warlord occupies his suite.

34. Warlord's Office and Conference Room. Numerous high-quality maps that contrast the rather crude wooden furnishings. The door is similar to that at the entrance to the lair (#4).

35. Warlord's Den. Dagorhir relaxes here, which often means that he indulges his visceral hatred of Orcs. He has a collection of 32 Orc skulls and various instruments for his amusement.

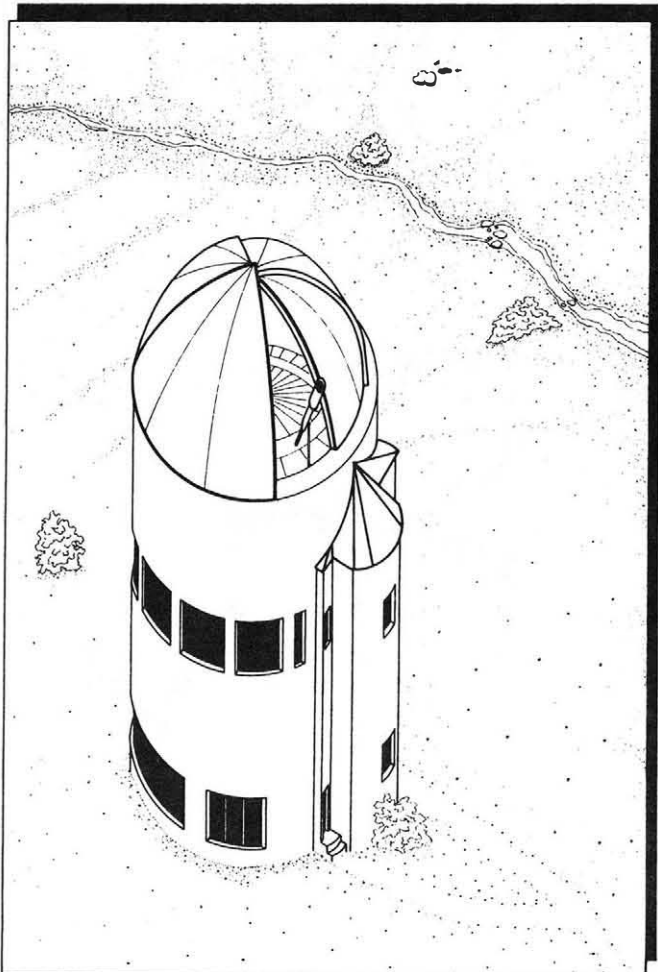
36. Warlord's Bedroom. The door to his private suite is iron, and barred on the inside (Sheer Folly, -50, to force open); it has a needle trap loaded with uranna, Very Hard (-20) to detect and disarm. The bedroom is furnished with surprising taste and elegance with loot taken from all over Cardolan. If carefully carried off, the furnishings could be worth 200-300 gp.

There is a trap door under the large, decorative bed, not visible unless the bed is moved. It opens into a crevice that acts as an escape chute into the tunnel leading from the junction at #27 to the well on the west side of the hill (7.3.2, #12).

37. Warlord's Treasury. The vault door is Sheer Folly to discern (-50), but its lock is only Medium (+0); it also possesses a needle trap in both hinges as that in the Warlord's bedroom (#36). The real danger are the 6 Runes of Agony within that are Absurd (-70) to avoid. There are also 62 sheets of unused rune paper within, and 2 large leather sacks containing 813 and 779 gp respectively. A leather case holds a thorough selection of healing herbs, and a platinum and diamond necklace.

7.4 RO-MALBORN (THE SEER'S OBSERVATORY)

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 polished surface blinds under the hard brilliance of sunlight, but comes gently alive to bewitch and captivate under the softer rays of stars and moon. A dirt path travels through the herbs, mosses, and grass carpeting the hills to connect the tower with the city.



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. Ornately 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, iron-bound 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 OB), liberally dispensing the poison (morphereg) with which they are coated.

2. Subsidiary Entry. Less generous steps ascend to a single, iron-bound door locked and trapped like the main entry.

3. Entry Hall. A semi-circular space, elegantly tiled in slate with rich, bright tapestries hung from the stone walls. A spiral stair, partially enclosed, ascends 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 Shock Bolts delivered by the mosaic stars.

5. Dining Hall. A thick carpet hides most of the elaborate parquetry 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 house-keeping and cooking for the seer. The discerning might note that the garb worn by these servants, loose trousers and a short robe, is somewhat unusual for their station. In fact, both are trained warrior monks (Lvl 6), 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 banisters provide handholds. A large sphere of crystal punctuates the beginning and end of each banister. 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.

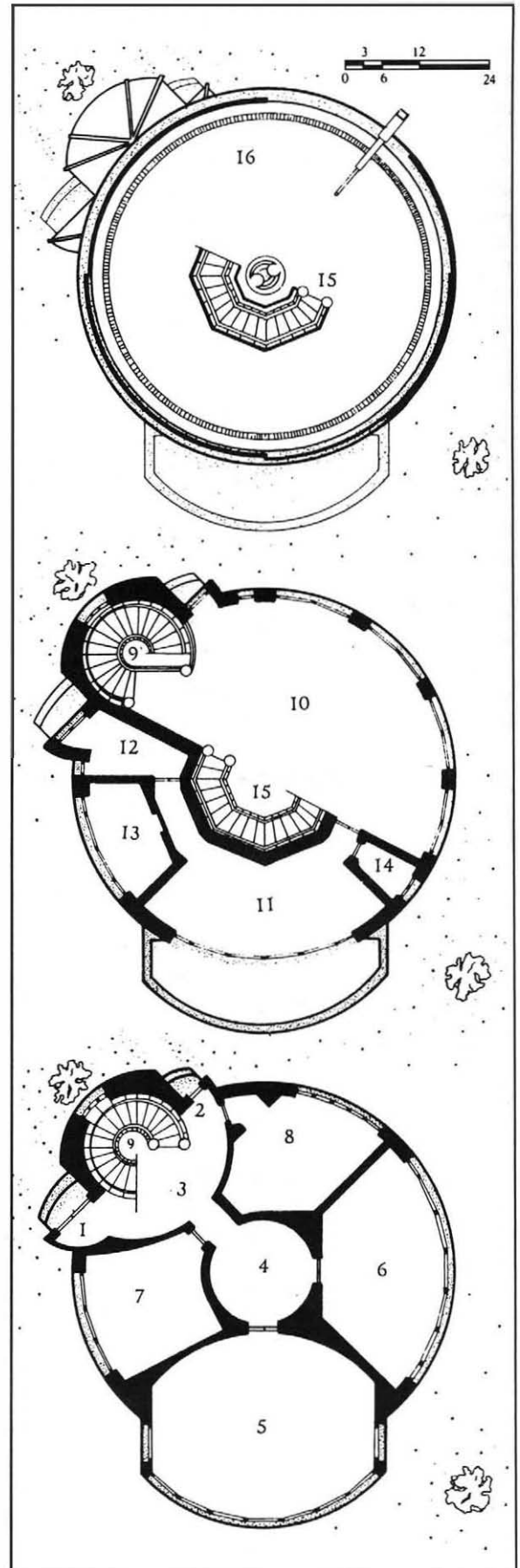
SECOND FLOOR

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, double 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 gp
- +15 dagger, all weapons carried by wielder are rendered invisible 1x/day (+20 first strike)
- +10 dagger, confers *Illusionsight* upon wielder 3x/day
- +20 dagger, +10 to wielder's ambush skill level
- +5 dagger, allows wielder to reverse spells 5x/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 detects *Detections* continually
- +15, *Chill Metal* 5x/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 cabinet 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* 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, individuals reaching the middle of the stair must save vs. a *Spin* spell while, simultaneously, the treads retract into the wall. the unfortunate falls 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 a *palantír*. A fan-shaped mesh of superb craftsmanship, it is worthy of attention and admiration by itself, which is fortunate since it remains empty.

7.5 THE ROYAL LIBRARY AT ANNÚMINAS

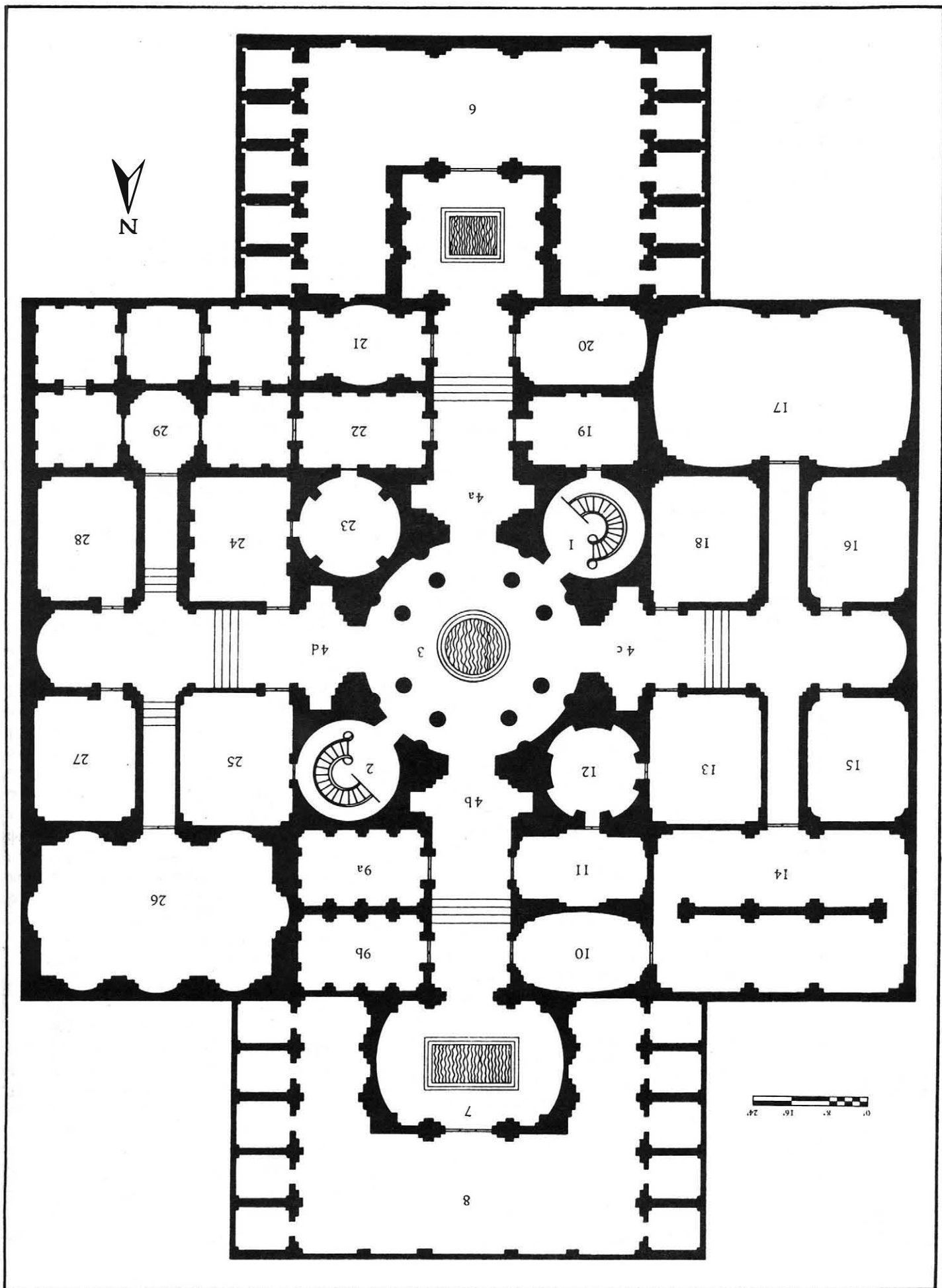
A vast pile of carved marble, quarried stone, and worked metal, the physical structure of the Royal Library once rivaled the value of the knowledge stored within. In the days since the capital was moved to Fornost Erain and Annúminas abandoned, its crumbling walls and fallen pillars evoke little save 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.

GM Note: *The library has the following defense against protracted fire: on the first round after a fire is set, cool white smoke pours out of all stone surfaces within a 10' radius, damping all flame in the area. By the end of a second round, a layer of the smoke will have accumulated on the floor to a depth of 1' and all fires will flicker and die. Any breathing creature within the area of damping will lose 1-20 points of Strength and Constitution due to suffocation this round and on any ensuing rounds. If the victim is on the floor, where the smoke is dense enough to be fully visible, he loses the maximum of 20 points/rnd. The round after the fires go out, the cool smoke begins to be reabsorbed into the walls. This process takes 1-5 rnds, and suffocation damage may be halved, quartered, etc. as the reabsorption continues and the air becomes breathable again.*

THE BURIED LOWEST FLOOR

I. **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 Fireball set off by their presence in the room. Double doors on the west wall (lock: Sheer Folly, -50) lead into the White Room (#19).



2. **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 (#25).

3. **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 in the shadows 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. (The waters run with the toxin *rúthín*, which renders the liquid crystalline and poisonous to the imbiber.) All of this wealth remains unseen since the twisted brackets wrought for jeweled lanterns are empty.

4. **Hallways.** Four great halls of silver-veined white marble flow away 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 darkness dulls the luster of the polished stone. The light bathing the East and West Gardens has no foothold elsewhere.

a. **West Hall.** Four statues, distributed in the niches of the hall, appear to be men garbed in full plate armor. Each carries a greatsword. They are actually golems who will attack anyone entering the hall, ceasing only when destroyed.

b. **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 Fear spell or go running back the way they came.

c. **North Hall.** All individuals entering this hall must save vs. a Hallucination spell. Those who fail to save must vanquish their imaginary foe before proceeding further.

d. **South Hall.** Each individual entering the hall sets off a Whirlwind that lasts for 10 rnds, injuring any lingering in or passing through its area of effect.

5. **West Garden.** Blue marble pilasters stretch up to support a sculptured frieze of the same material. Springing from the upraised arms of the dancers 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 entangling foliage. Prolonged occupation of the area invites further entanglement.

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. *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 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, double locked (Very Hard, -20) against invaders.

a. The books in this room explore the creation 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 in this room.

10. The Oval Room. Double oak doors (lock: Sheer Folly, -50) sparkle with sapphires inset to form a rune, 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 Seer base lists. Opposite the double oak doors stands another set (lock: Absurd, -70) providing entry to the Gallery of Mirrors (#14).

11. The Green Room. Emeralds trace a rune in the double doors (lock: Extremely Hard, -30) requiring viewers to save vs. 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 Animist base lists. Locked doors (absurd, -70) on the west wall open on the Indigo Dome (#12).

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, Fumble, adorns the doors onto the North Hall. They are also locked (Sheer Folly, -50). Purple stone inlaid with white wood ornaments all surfaces. The chamber's books contain the lore, spells, and runes of mystics.

14. The Gallery of Mirrors. Two runes ornament these black, iron doors: 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 Sorcerer base lists, for use against the enemies of its finder.

15. The Gray Room. The doors are secured by a *True Lock*. Inside, slate floors and granite walls are softened by gray velvet hangings. Leather-bound books preserve obscure and unique facets of alchemical 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 Númenóreans 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 (#4c) 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 (#4a) 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 into 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 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 (#29) and those on the east wall lead into the Star Dome (#23). Both are locked (Sheer Folly, -50) and subject those who meddle unsuccessfully with the lock to a 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 in the sky, moment by moment. The stone doors to the west and south are locked (Sheer Folly, -50). 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 the sea and its creatures. Locked stone doors on the north wall lead to an entry stair (#2). Similar doors connect to the South Hall (#4d).

26. The Chamber of Clouds. Three steps in a side hall leading to double oak doors connect the South Hall (#4d) with this chamber. (The lock is Very Hard, -20; setting off the trap requires all in the sidehall to save vs. *Forgetting Song*, with the immediately previous hour as the time period remembered as "now.") Oak paneling and shelves cover the walls. A painting of clouds 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 (#4d) 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 sidehall 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.

7.6 BAR-E-DONGORATH

The hold lies on the edge of a sparsely wooded fell in an isolated region along the Rammas Formen (S/Q. "Great Wall of the North"). The enclosure itself was built around what was originally a stone house and outbuildings. The main house with its affixed tower once comprised the entire hold, but the growth of the outlaw band demanded larger quarters. In years past, they were occupied by as many as 15-20 men, but fewer now pass between the 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.

I. 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, which 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 contains a leather pouch of 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 long sword 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 opens immediately underneath, dropping the hapless victim into a 10' pit, the bottom of which is lined with ten 2' spikes (victim takes one to ten +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' long, broken in battle long before recent memory (it remains equivalent to a +15 short sword).

The upstairs is reached via a narrow stair. Pressure on the bottom step sets a trap halfway 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 1-10 +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:

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

A carefully organized sleeping compartment promises riches, but 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 be wary 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—a 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 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. Its strong wooden door is always barred with a heavy beam; brute strength alone will not 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 1.5' wide wooden stair climbs to the second story. The center of the floor features a gaping hole. A large pile of rocks rests ready to fly onto 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 holds three firing slits, one 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 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.

— 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 rider a +25 OB in mounted combat.

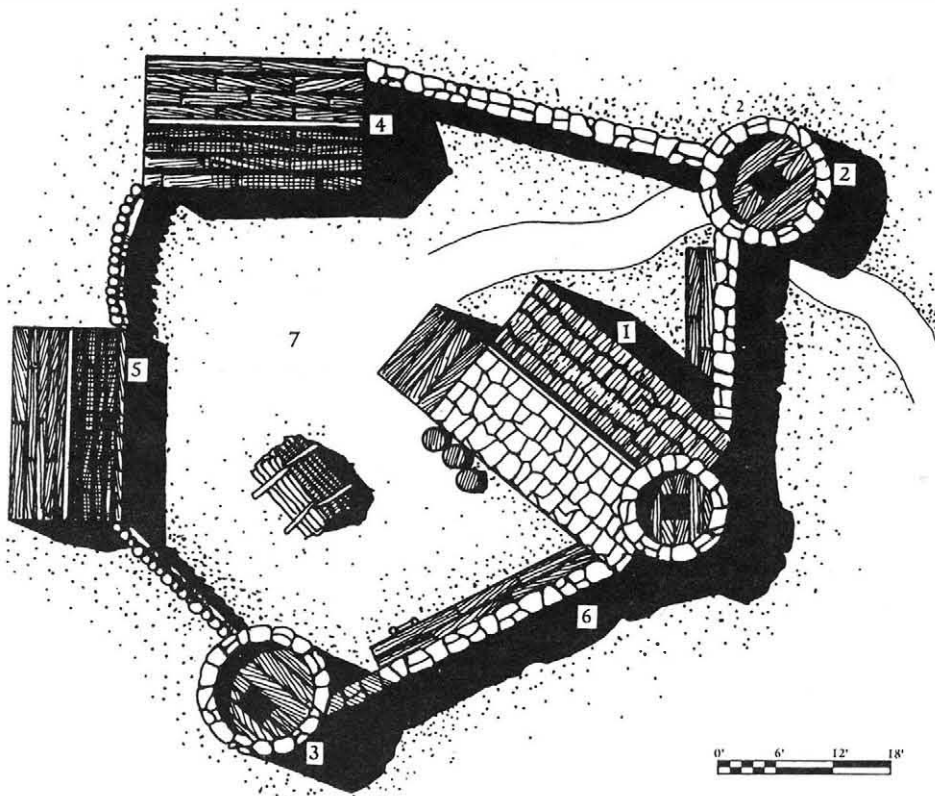
5. The Storage Shed. The smallest building is a storage shed measuring 20' x 12'. This shabby wooden structure usually holds grain and other foodstuffs stacked carelessly in 50 lb. sacks. The small door in the middle of the inside wall is unlocked. There are no windows. In one corner sits a rather large and well-made barrel weighing 400 lbs. 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, the curious one's 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. 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.

Dongorath's Hold



8.0 ADVENTURES

Some of the characters and places mentioned elsewhere in this module and in **Armor: The People** would provide good starting adventures for a low level party. After one or two encounters with bandits and Orcs, the following adventures, requiring more planning and a bit of political savvy, will introduce player characters to the intrigue and double dealing that are meat and drink for those who seek and hold power in Eriador. The characters involved should always be on their guard after trying these adventures: a lord of Cardolan is a powerful enemy for one without an army or keep of his own, and a slain Orc or bandit leader can occasionally be the servant of some lord or creature who is far more dangerous as an enemy.

8.1 FRONTIER FIGHT (T.A. 1643)

Setting: Northeastern Arthedain, bordering Angmar. (See Section 7.6 for the layout of Dongorath's hold.)

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 gp each plus the promise of future remunerative service to the Sceptre.

THE TALE

The Arthadan outposts nearest Angmar are occasionally threatened and even attacked by Orcs of the Uroth-burm tribe and other knaves under the Witch-king's command. This is the way of things in the petty-wars, and the king's soldiers have learned to endure it. Recently, however, supply wagons carrying arms and foodstuffs have been waylaid by bandits with alarming frequency. A local captain of the Dagorwaith Arthedain, Bondan, suspects that one of his own supply agents, Feldas, is spying for Angmar and providing its minions with information about the movement of supplies and troops to and from the outposts, both to enrich himself and because he secretly despises the Dúnedain. 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 sword-fighter, Dongorath leads the attacks. His small band of devoted cutthroats would follow him into the black heart of Carn Dûm.

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. In the event that Feldas himself should deny everything, demanding proof of his culpability to cast off the shadow that has fallen across his once-good name, captured spies from Angmar can be persuaded to tell what they know. In an attempt to discourage further raids from the east, Bondan has offered—with King Argeleb's approval—100 gp 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 success. In addition, the Sceptre will pay 1 sp for each bandit or Orc captured or killed, the claims checked by spells when evidence is lacking.

8.2 THE MITHRIL ROOM (T.A. 1643)

Almost faster than an eagle could fly, word has spread throughout Cardolan that a great storm has exposed the ruins of Lond Daer. Neap tide is rapidly approaching, and it appears that exploration might be possible.

Setting: Lond Daer, northwestern Enedhwaith, Sudúri (perhaps), and Thalion (possibly).

Requirements: A party of virtually any size and any level can accomplish this mission, but luck and adaptability are vital. At least one expert swimmer, and either magical or herbal means to deal with flooded passages and bad air are vital. Thieving skills, fighting ability, and healing cannot be neglected—those who would succeed in this adventure face myriad challenges.

Aids: A party that can find a noble sponsor will be lavishly outfitted, although much of the money will be needed to procure transportation from Tharbad's Bargemen. Maps abound, but most are bogus. Bregol's map of the ruins, kept at Thalion, would be extremely useful, although its acquisition will incur great delays.

Rewards: The price for this mission has rapidly inflated to 200 gp up front, expenses, and 10% of recovered treasure. This assumes a group of about seven (totaling about 40 levels). This price will vary proportionally to the size and experience of the group.





THE TALE

Prince Bregol the Scholar, the second son of Osthir (the last king of Cardolan), was a loremaster renowned even among the Elves. Bregol devoted much of his research to the hunt of ancient heirlooms and treasures that might restore the declining fortunes of his father's kingdom. In T.A. 1405, Bregol led an expedition to the sunken ruins of Lond Daer. In early T.A. 1409, he was preparing a major expedition in great secrecy, but this was aborted by his death in the Battle on Tyn Hódhath. Word gradually spread that Bregol thought he had discovered the fabled mithril room of Tar-Telemmaitë.

Most of the wise had virtually forgotten Tar-Telemmaitë, but the fifteenth King of Númenor was the "bogy man" in much of the folklore of Cardolan, since his lust for *mithril* had provoked the Second Revolt of Eriadorians in the dim mists of the Second Age. Tar-Telemmaitë's wealth and greed were exemplified in legend by his ordering the casting of pure *mithril* paneling to cover all of the interior of a 30' x 40' x 12' room. The work could only be done by the Dwarves of Moria, and the mithril room was said to have been lost when the ship bringing it to the king foundered off Pelargir. Bregol found hints that the panels had been secretly sent to Lond Daer, and that a great warship had been lost in the storm known as the Wrath of Ossë, probably before the ship had reached port. The 800 lbs of mithril reputedly contained in the panels is a prize that makes the greatest dragon hoard seem puny, but most of the metal was cleverly debased by the Naugrim. Its actual worth is about 1,600 gp (100 gp per panel).

Bregol's hunt for this treasure became a popular ballad, his death and the fall of the kingdom being attributed to his unleashing the curse of the *mithril* room. Few of the princes of Cardolan put any credence in the tale, but they cannot afford not to be sure if the price is only a few hundred gold pieces and a few much more expendable adventurers. The race to Lond Daer is on.

THE TASK

The princes, as is their habit, will seek their explorers in Tharbad. The situation in the city is extremely tense, as widespread rioting was broken up by the hurricane, and the various factions are now arming and preparing for civil war. The group should become aware of the map of Thalion. The need for this map must be balanced against the need to leave immediately as competing groups may do. Departure must be within two days to arrive at Sudúri before the neap tide.

Most of the vessels at Tharbad have been damaged by the storm, and the Bargemen keep up well on rumors, so passage to Sudúri will be extremely expensive. The Bargemen will not permit their craft to be used for fighting among the groups, though nighttime raids against another camp are totally permissible as long as no Bargemen are harmed. (They will stay on their craft, and will not allow their passengers to do so; persuading them to navigate at night will be prohibitively expensive.) The party can make directly for Lond Daer, but guides who know how to avoid the vicious Beffraen of the area can only be found at Sudúri.

Although the great storm temporarily quenched the fires of revolt in Tharbad, it precipitated conflict in Sudúri. Most of the native Saralainn clansmen fled inland, and the southern refugees seized the city in Olby's name. Lanaigh is slowly gathering a siege, and both sides are likely to attempt to enlist any warlike types who drift by into their armies by persuasion or by force. Prices for supplies will be exorbitant, and it will be hard to find a willing guide.

Once finally at Lond Daer, the party will be faced with Beffraen raiders, the possibility of a Dunnish tribal war band, and the questionable honor of their competitors. This is besides the mysteries and dangers of the ruins themselves.

THE ENEMY

Travel in the wilds of Cardolan is not without its perils, but the gravest danger to the party comes from their own kind, the competing groups of adventurers with the same quest. When and if the ruins are successfully reached, the problems become primarily inanimate. Some of the traps are still operable, but more danger lies in an incautious approach to the flooded passages and the bad air. This is compounded by the presence of the Nurga. The Beffraen have recurring problems with were-ratism. When the exorcism ceremony is badly botched, a Nurga (Bef. "Were-rat") results, and the local tribe thinks that the ruins make an excellent prison. The Nurga's condition is highly variable, and a weak but clever party that has gotten this far will have to trust the dice to overcome the beast. The true site of the treasure has its own phantasmal guardians.

In addition to any adventuring parties, the gamemaster may create more competition for the player characters; any of the following groups mentioned below could be camped in the vicinity of the Lond Daer ruins. (Check Terrain Surrounding the Ruins, Section 7.2.3, for the locations #17-21 noted here.)

17. Water Passage. This sheltered spot along the river would be an appropriate place to dock the Nodding Whale. This 40' coaster is the only craft available in Sudúri on short notice, if the adventurers travel by way of the river. If they decide go by land, Captain Mikilarn might arrive

anyhow, either hired by other explorers or because he is personally interested in the tale of the lost city. In the latter case, he will claim to be hunting crocodiles and offer to sell the adventurers supplies from his considerable stores of manufactured goods, all originally bound for the Drúwaith laur. Mikilarn will do his best to befriend the adventurers, and even let a few of his “boys” work for them around the ruins. However, the moment real danger appears in the area, he will leave quietly and with a minimum amount of fuss. If he has party equipment or wounded characters on board, he will put them ashore. He trusts the guild lawyers in Sudúri to provide protection if angry adventurers come looking for him later.

18. Gully. This isolated hollow deep in the woods would be ideal for the PCs; the sound and scent of people and horses don’t carry far out of this valley. If the PCs or other adventurers don’t use the spot, Thelgrom’s bandits might. Thelgrom’s advanced age and avuncular manner might deceive someone into underestimating his skill as a woodsman and his utter ruthlessness. He will negotiate, befriend, deceive, and betray without a trace of guilt, for he sees such as the way of the world.

19. Hollow. This small hollow is easily guarded, making it a good location if the adventurers decide to camp here; however it might also be in use by Akbulkathar the Atalantatan. Akbulkathar’s great height and dark, stern, high Dúnadan appearance arrest one’s attention, as does his strangely pale complexion and the curious padded armor and hood he wears. He avoids Mannish touch, in part because of his cold skin and the smell of mildew he constantly radiates. If someone suggests he might be undead, he will prick his arm with a knife to show the color of his blood.

When the fall of Númenor was foreseen by some of its wiser citizens, a small group decided to flee to the bosom of Uinen, Lady of the Sea. They altered themselves to breath water and established a haven beneath the waters of Belegaer. Enough sightings and rumors of them have come down through the years to produce legends of a sunken city, Vanwa Atalantë (Q. “Lost Westerfall”). In reality, they are a small, closed, failing community, but some still seek either revenge or forgiveness from the surface world.

Akbulkathar’s mother, the seeress Ranfirieth, received an omen that foretold the release of the ghosts of the Alarkadar family and of Baradir the Silent from the ruins of Lond Daer (See Aldarion’s House, Section 7.2.3.), both of whom are mentioned in ancient records kept by the brotherhood that founded their haven. Akbulkathar swam up from the ocean to walk the streets of Sudúri, risking the revolt and the muddy, filthy waters of the harbor, learned of the expeditions heading down from Tharbad, and now waits to see what can be accomplished at the ruins. He has promised not to risk himself by direct intervention, but will feel moved to aid anyone struggling nobly and in dire straits.

The Atalantatan warrior uses some camping gear purchased in Sudúri, along with his own weapons and helm, both of an odd ornate appearance similar to those explorers are likely to see in Aldarion’s house. He has practiced eating his meat cooked to avoid offending land dwellers, but he enjoys it little, and he has no stomach at all for alcohol. Akbulkathar keeps his skin covered as much as possible to avoid dehydration. His bulky Bargeman seal-skins are actually stuffed with cotton wadding that he soaks with seawater. In spite of (or because of) this thick insulation, he has little tolerance for warmth; if he hikes more than a mile or so on dry land or goes for four hours without immersion, he risks heat prostration.

20. Hill. Thaeve Beguile, of Clan Kiolgain in the Kingdom of Saralainn, has little love for any “upcountry” folk, but will allow them to loiter in the general area of his favorite fishing camp, if they arrange for an appropriate “fee.” Travelers invited to a chivarea in the clansmen’s camp should expect to be well fed, danced into the ground, plied with liquor, and questioned while drunk. Their personal belongs may be secretly searched.

Beguile has a fair sense of justice, bearing no love for bandits or any sort of ruffian, including adventurers who fight or rob fellow explorers without serious reason. On the other hand, if he learns that Beffraen are prowling, he will summon reinforcements from upriver and do his best to kill every one of them, including women and children.

21. Rise. Shelbym, the leader of a Beffraen tribe, is the brother of the shape-changed holy man hidden in the ruins. If the Nurga escapes into the countryside, the Beffraen will hole up in their camp and offer only advice to any one trying to hunt it down. After all, it will die in a few days. Other than this, Shelbym will keep scouts in the area to observe all happenings. Opportunities should arise for the Beffraen to negotiate with the adventuring party for some of the axe-heads and other practical treasure items found in the ruins. They can offer information or simply allow themselves to be “bought off” so the party won’t have to guard against them.

The Beffraen camp is easily approachable only from the northwest. At odd points around its perimeter stand wooden totems set into the ground. They provide magical protection for the camp equivalent to a *Blessing* (Level I defense; see Section 7.0). The Nurga and similar creatures cannot pass this barrier, and all Beffraen within it gain the benefits of a *Prayer* spell.

THE REWARD

The fee for undertaking this mission is by no means paltry, and there is the possibility of gathering considerable booty in conflict with the other adventuring groups. Once Lond Daer is reached, there remains considerable salvage that was missed or ignored centuries ago. The mithril room itself, if it can be recovered, will prove far less valuable than expected. The Dwarves alloyed the *mithril* with aluminum, and they claimed to have lightened the panels by magic to disguise their fraud. This makes the



Spy on the Rack

panels undetectable by magical means. The Dwarves of Moria will not wish to have their ancient chicanery exposed, and may attempt to recover "their" treasure in any event. The Elves of Rivendell could extract the 40 lbs of *mithril* actually contained in the panels, but are unlikely to be willing to destroy such a great work of art for such crass and material reasons.

8.3 A BLOW FOR PEACE (T.A. 1642)

The adventurers face that most daunting of tasks: covertly seizing a major castle, and converting the majority of the inhabitants to their side by disposing of their "evil master."

Setting: The Argond, the fortress of the Princess of Dol Caladir.

Requirements: A medium-sized party of comparatively high level characters. Loyalty to Gondor would be a plus, but efficiency and expertise are the overriding criteria. A skilled mage, healer, and archer are indicated as well as a couple stealthy types and a few doughty warriors.

Aids: The Cánotar Imlach will provide minor magic weapons, items, and herbs to make up any obvious

deficiencies in the party. The *cánotar* possesses reasonably accurate plans of the Argond and a schedule of the guards at the castle. If it is absolutely necessary, Imlach can send one of his better fighters, or recruit a volunteer from the shadowy Seers' Guild.

Rewards: Ideally the party should be glad to serve their king and to save the poor suffering folk of Cardolan from further strife. In the rather likely event that this is not the case, Imlach is prepared to offer estates within Gondor's holdings in Cardolan, or various maps to ancient treasures. If this will not suffice and Imlach is impressed with the group, he could grant a license to recover the "desperately needed" heirlooms from the barrows in Tyn Hódhath. He will provide horses and supplies and 500gp for expenses. Commerce has virtually ceased in Tharbad, so Imlach's stocks will be the primary source of provision.

THE TALE

In a lucky stroke, Imlach captured an important Caladirian spy in Tharbad and "persuaded" him to reveal much of what he knew before the spy expired. This information was enough to make clear that the Caladirrim, not Faerdor, were behind the unrest in Tharbad. However, Imlach needs physical evidence in order to have any hopes of defusing the mobs; a public confession by the chief of the provocateurs would be even better. The increasingly desperate situation in Tharbad makes it imperative that any such intervention come very quickly: there is no time for guild leisure. Imlach has decided to send an elite group of adventurers to seize the Argond and capture Dagobert, Finduilas' steward, whom he presumes to be behind the plot. Imlach would prefer to go himself, but he has learned enough diplomacy to realize that Gondor must be able to disavow the mission if it fails. He will support whatever ruses the party plans, and will provide appropriate disguises, props, and forged documents. Sadly, official Gondorian credentials will not be available.

Dagobert appears to be ranked among the common folk, but he claims a trace of Dúnadan blood. Dagobert is noted as the finest dresser and most elegant gourmet in Cardolan. He is over indulgent in both areas and has grown exceedingly fat. Dagobert plays the fawning sycophant, though he has a steel trap for a mind, and is the greediest man ever to hold such high office. His terror tactics extract a tax rate three times the none too low norm in Cardolan, but less than half that amount reaches the princess' coffer. When Finduilas took an interest in governing, she soon discovered Dagobert's malfeasance. Although she respects his skill and his gall, Finduilas allows Dagobert's corruption to go unabated, since he will be a useful scapegoat if her plots go awry. Dagobert suspects neither the guile nor the intelligence of his mistress. Imlach's discovery is a blow to Caladirian plots, but this is a situation for which Finduilas has prepared. However, Finduilas has not calculated on the rashness of the *cánotar*'s response.

THE TASK

The adventurers will have been in Tharbad only a short time before they are approached by one of the *cánotar's* servants about undertaking the mission. They should not as yet have taken sides in the troubles of the city—the young, Dwarven merchant-apprentice who contacts them will promise or say whatever is necessary to persuade them to come to an interview without revealing the *cánotar's* involvement.

This meeting is likely to be noticed, and one or more of the various factions in town may attempt to discover, subvert, or prevent their mission. An encounter with street toughs in the city and/or outlaws outside of Tharbad should provide little threat to the PCs.

Penetrating the Argond, obtaining incriminating evidence, and kidnapping Dagobert is the preliminary assignment for our brave and resourceful heroes. Unfortunately, Imlach has indicated that success in such comprises merely nominal completion of the adventurers' task. Imlach needs reinforcements, and he hopes that the eccentric Princess of Dol Caladir will ally with him if the misdeeds of her faithless, thieving steward are revealed to her through his efforts. Thus the party needs to obtain Finduilas' attention, a significant portion of the castle, and time for potentially delicate negotiations. No piece of cake, this mission.

The main variable is Finduilas' reaction to the invasion of her home; it is utterly unpredictable. The possibilities range from the princess sinking into a nearly catatonic sulk to rallying her defenders and leading a courageous counterattack to rescue Dagobert with potent magiks. It is likely that, if captured, Finduilas will play along, planning to deal treacherously with her deliverers sooner, or Imlach later. However, moderately sincere co-operation with the party is not impossible. Finduilas' overriding concern is with a skilled and artful control of circumstance. If the party can quickly and elegantly gain control of the Argond, she is much more likely to be well disposed toward them. It should also be noted that Finduilas is quite inexperienced with the opposite sex and could be vulnerable to a knight *sans peur* and *sans reproach* or to highly developed seduction skills.

THE REWARDS

All rewards will come from the *cánotar*, save for what minor booty might be recovered from thugs in route to Dol Caladir. Neither Imlach nor Finduilas will be well disposed towards looting of the Argond.

8.4 TREACHERY (T.A. 1642)

The adventurers must penetrate one of the strongest castles in Cardolan to obtain evidence that someone is betraying the King of Arthedain. They have inside help, but who is on which side, and who is the real traitor?

Setting: Minas Girithlin and vicinity.

Requirements: A small, mid-level party that has stealth, climbing and thieving skills and which is loyal to Arthedain.

Aids: The recruiter of the group will provide them with a hasty sketch of the castle, the location of the incriminating evidence, and the means to contact Glornor, a sergeant of the guard. The group will deliver a load of mutton to the kitchen, and Glornor will hide them in a pantry where they are to await the dead of the night before undertaking their task.

Rewards: The recruiter offers 60 gp up front per party member, with the promise of 40 gp more after they have completed the mission. There is also the satisfaction of serving the King of Arthedain through the exposure of a pernicious nest of vipers.

THE TALE

The revolt of the southerners in Sudúri in the wake of the Great Storm has created glitches in the schemes of Aervellon, Regent of Girithlin. He has been subsidizing the services of the mercenary Raggars in Saralainn in order to foil the invasion plans of Arthedain. The opportunities of the revolt are too much for Aervellon to resist, but the non-arrival of the Raggars at the siege of Sudúri will surely be noticed, even by the inept Arthadan spy service.

Aervellon has decided on a plot to eliminate his nephew Echorion before he reaches his majority. His incriminating correspondence with the Raggars has been phrased so that the entire scheme could be blamed on Echorion. Echorion, with his unimpugned integrity and considerable presence, could not be blamed for perfidy, if he is alive.

Aervellon has recruited the gullible adventurers. He intends to slay them once they have reached the safe of papers, and to murder Echorion. Things will be arranged so that it will appear that Echorion hired the assassins to kill Aervellon after his uncle discovered the "treachery." The plot was foiled, and sadly Echorion was slain before he could face the king's justice.

THE TASK

The party will discover that something is wrong fairly quickly. Shortly before midnight, they will hear the sounds of struggle in the kitchen and find their egress from the pantry barred. On breaking out, they will find Glornor garroted. The guards will be out in greater strength than they were led to expect, and the only route they can follow is that to the upper floors that they planned to take. An ambush awaits on the third floor.

Ideally the party will figure out what is going on in time to survive, save Echorion, and capture Aervellon to face justice. If they unravel the plot and escape to Arthedain, they can probably bring the truth to light. If they merely escape, they are likely to be branded as criminals to be killed on sight, and restoring their reputation will prove a long and difficult task.

THE REWARDS

Aside from the money provided by Aervellon, the party will likely be well rewarded by both Echorion and King Argeleb II if they succeed; being knighted would be appropriate.





8.5 THE PURGING OF ROOD (T.A. 3018)

Setting: The riverside village of Rood, located, in this time period, at a strategic bend in the Brandywine and on the caravan route halfway between Bree and Caras Celairnen.

Requirements: A band of adventurers who relish risk and love a good fight. This scenario is an excellent one for providing player characters with an introduction to the Rangers of the North.

Aids: Weapons, stealth and the help of several worthy locals.

Reward: 10 gp and the opportunity to grab much more. Also, important future connections.

THE TALE

Over warm ale at the Silver Tree, several drunken ne'er-do-wells discuss in voices much too loud to be ignored the wealth and vulnerability of the aged and mysterious widow, Ellothiel Eketya. 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 Olmkan, a pig farmer living on a ramshackle farm just behind the widow Eketya, 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, Bassaba. Olmkan adds that the Lady Eketya is offering a reward of 10 gp to anyone who catches the killers and brings them to justice.

Adventurers who listen to Olmkan and volunteer to help the widow will be taken to the Eketya house. There, Ellothiel 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 lie forever cold.*

Olmkan, 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 in the ruins adjacent to the widow's property is an evil apothecary, Sisebuth, a dealer of poisons and potions. Olmkan observed Sisebuth, the night before the poisoning of the ewe, consulting with Cairnach, nominally the Thegn of Rood, but also known by Olmkan to be a thief and thug of broad reputation. Since Olmkan's outspoken protests and pleas for assistance, he has been threatened and beaten.

Although Rood has never been a town of good repute, it used to be a place where a widow of some wealth and good character could live in peace. However, the meager stream of trade in northern Eriador has declined in recent years because of trouble in the eastern wilds with Trolls and Goblins. Many of the few trustworthy folk of Rood have moved to Stonehill or Bree-land, and they've been replaced by southern thugs like Cairmach. He is now the "Boss" of Rood and interprets the old town "Rules" as he sees fit. The widow Eketya is rumored to have important friends and relatives out westward, towards Númeriador, and he has not dared trouble her before. Olmkan fears that Cairmach may be working up his nerve for a overt takeover of Rood; if the widow's treasure is anything like what the rumors claim, he will be able to hire enough brigands to usurp even more of the river towns.

The only resident of Rood who could provide assistance in this matter is the crazed healer Belechul, who is known to have traveled far and entertains friends stranger than those of the widow herself. Because of an old head injury and too many cups of the herb merrig, Belechul is a shadow of his former self. Only Olmkan can make sense of the healer's babbling, but Belechul's knowledge of poisons and antidotes remains encyclopedic.

THE ENEMY

Cairmach currently leads a modest band of cutthroats, mostly southern renegades and soured and evil Rivermen, who prowl the countryside around Bree and the Brandywine in search of easy booty. Cairmach himself is an experienced fighter of mixed Dunnish blood who has all but claimed Rood as his own personal fief. No decent people will move to Rood until Cairmach and his men are driven out or killed.

Sisebuth



Adventurers might take the blunt approach, simply attacking Cairmach or Sisebuth. If they take this direct and brutal course, the Rood village council will not thank them, for Cairmach's men could go on a rampage, and the villagers have no way of knowing that the adventurers are not about to do the same. An alternative move—and one that the mysterious stranger Tallfell (See below.) will concoct if one of the PCs doesn't think of something more clever—would be to trick Cairmach into a blatant move and hopefully an embarrassing defeat by pretending to have taken over the widow's house. They could make a show of tearing the place up, and Belechul might announce at the Silver Tree that they have located the room in which the chest lies, but have not dug it up yet. Then comes the tough part: battling Cairmach and his men. If the party doesn't do their reconnaissance correctly, they will fail to discover that the dozen or so thugs he keeps in the village are only a shadow of his strength; most of his people are tending sheep and cattle with Bree-land brands along the edges of the Nen Garan bogs. Given a few days time, he could besiege the house with up to a hundred armed men, and things could get very sticky indeed.

Some characters in Rood are not exactly what they seem: **Ellothiel Eketya** has a name that would startle any student of Eriadorian history. She is a true descendent of the ancient Dúnadan house of Eketya, and the relatives "out west" of whom she occasionally speaks are the Rangers of the haven of Hithrond, hidden in a valley on the western shore of Lake Evendim. Estranged from her family after the deaths of all of her sons fighting Trolls in Rhudaur, she retired to Rood some fifty years ago with a few servants, ensconcing herself in a comfortable house built by her grandfather. All of her older servants have passed away over the years, and she has feared to hire new ones in Rood. People who meet Ellothiel will be impressed by her tall regal bearing. She is not really insane, but she looks to be in her ninth decade (actually her thirteenth) and is obviously sick with her years, tired, bitter, and lonely.

Beul, a middle-aged, fearless, Dunnish woman with greying hair and a booming, ragged voice, is the only servant still working for Ellothiel Eketya. Beul knows Cairmach. Years ago, "in the old days" in Dunfearan, long before she came to Rood "to take care of the Good Lady," Beul was Cairmach's lover. She will cheerfully taunt him, if he threatens anyone around her; and he will surprise everyone by being cowed, as long as she does not push him too far. Beul loathes the "Gondor-folk" (her name for all Dúnedain) and dislikes tall people in general. The adventurers will have cause to suspect Beul's loyalty, since she often has secret conversations with some of Cairmach's ruffians. She is merely gathering information.

Tallfell, allegedly a trapper from Caras Celaimen, will wander into this situation when he decides it's worth the risk or when Belechul the Healer comes out of his drug-induced haze and asks Tallfell's help. He is actually Halbarad, the youngest of the captains of the Rangers, and he was just passing through town when he heard the rumors about the widow Eketya. The Rangers are not fond of interfering with local governments; Ellothiel, at her request, has received no visits from them in years. Now things have gotten out of hand in Rood, and it will be a week or more before Halbarad can get substantial help from "Bloodletter" (the code name for Tol Lamfirth, near Caras Celairnen) or from "Misthall" (Hithrond haven). In the meantime, he will make do with whatever material is available in the village.

Worshem Cobble, a Hobbit hide-trader from Greenfields in the Shire, is a shirriff of the Northfarthing. He is visiting Rood anonymously to check on a rare phenomenon: "Wild Hobbits," actual Hobbit-ruffians hiding out in the Nen Garan bogs, called by the Shire Hobbits "Pig's Corner" or "Sty" because of the low quality of the folk dwelling there. He has discovered that most the troublemakers of the Sty have signed up to work for Cairmach, the town boss. Worshem has sent several warning letters south already, because he believes that Cairmach may be preparing for the first major bandit raid on the Northfarthing since the time of Golfimbul and Bullroarer Took. If he is convinced by the adventurers in Rood that they are serious about dealing with Cairmach, he could summon two dozen of his "Bounders," the Shire border shirriffs—they would arrive in the village in as little as three days. A couple hundred of the Hobbitry-in-Arms might follow in four or five days.



9.0 THE FATE OF KINGS

The following scenarios entangle the adventurer in conflicts involving mighty forces and powerful rulers. Any of them could result in the capture of the Witch-king's or Sauron's attention and interest. The adventurers may find, whatever their personal inclinations, that they must choose sides in the continuous struggle between good and evil in Eriador.

9.1 THE BANNERS OF THE HIGH KING (S.A. 3430)

Setting: Eriador in the midst of the War of the Last Alliance.

Requirements: A party of savvy warriors and mages, able to deal with any sort of natural or supernatural threat.

Aids: The good will of the people of Eriador and such help as they can manage to give in the midst of war and chaos.

Reward: The friendship of kings, with lands and titles for those who survive the journey.

THE TALE

In S.A. 3431, storms of fire, light, and madness crisscross Elendil's northern kingdom as Sauron strives to keep the high king from leading his army south to Gondor. The *palantíri* have already delivered a message of hope to Isildur and Anárion, but three banners must be carried across a demon-haunted landscape to Lórien. They are confirmation of Gil-galad's pledge to Elendil; the hunt for the banners, unknown to the PCs, diverts the eyes of evil from spying the Alliance's march, and along the way an Elvish traitor shall be revealed and delivered to justice.

If the banners are successfully raised in Lórien, King Amdír will certainly join the alliance against Sauron. King Durin IV of Khazad-dûm and Oropher of Greenwood await his word. They will bring with them to the war most of the scattered Men of the Anduin vales and Rhovanion. Galadriel, Gil-galad's ambassador in Lórien, believes the banners can aid her diplomacy, but she is more interested in the Glóraewen (S. "Golden Bird"). This is not an object, but a comely name for a traitorous minion of Sauron. The Glóraewen has eluded traps both natural and magical over the last few centuries since his name fell into Noldorin hands. Galadriel's magic and a shrewd deduction based on a pattern of murdered soldiers in Arnor have led her to believe that the betrayer will be part of the party escorting the banners. To smoke out the traitor, she has made certain arrangements with members of the company.

THE PARTY

GM Note: *If the players have characters of their own from this period, they can be added directly to the escort accompanying the banners to strengthen it. Another interesting way to run the scenario is as a dream of past events, brought upon certain player characters of the mid or late Third Age by sorcery, either friendly or hostile. Each player can have one of the characters listed below to run as his own, or they can run "twins" of their own characters, re-described as additional members of the company. If tastes run in that direction, even the traitor can be run as a player character. It is important that no one playing a character knows of the expedition's "historical" outcome; they instead learn after the adventure that their actions are part of the tales of the ancient wars. The dream-adventure can have any one of a number of goals: recovery of magic items lost on the trail, revelation of the traitor's true identity, or recovery of the remains of one who perished along the way.*

The following warriors of the Free Peoples accompany the banners south; they are listed here according to their rank in the company:

Fergerin Tarnëa, Emissary of King Elendil. A prominent member of the Dúnadan nobility of Arnor, Fergerin is not particularly intelligent, but he is of true heart and brave as a lion. He suspects that this party is being used as bait or distraction of some sort, but will not admit to his suspicions unless sorely pressed.

Elfaron Ringnor, Emissary of Gil-galad. A Noldo, the only member of the company who knows that Glóraewen is present. Elfaron, along with the rest of the Elvish leadership, believes the traitor to be a male Elf or Half-elf, but he knows the power of Sauron's magic and trusts no one. A golden hawk charm kept in his pocket can be used to cast a first level *Detect Evil* spell once per hour. It only works when Elfaron suspects some activity of Glóraewen's. Once the traitor suspects that such a device is in the company, she attempts to assassinate Elfaron and get rid of it. What she does not know is that it can, if discarded, call others from up to five miles away and provide them with a limited amount of knowledge concerning Elfaron's mission and death.

Camdir Uial. Soldier of Arnor and knight of the Tirith Aran. He is directly responsible for the protection of the banners. Unimaginative, but deadly in combat, Camdir possesses Elvish blood and limited night vision. He admits to neither.

Lady Erdíniel of Ithilien. A granddaughter of Isildur, she traveled north with him after Minas Ithil fell to Sauron's forces in S.A. 3429. Erdíniel stayed in Arnor after Isildur returned to Gondor, acting as an unofficial envoy. Proud and not particularly friendly in her demeanor, she did not do well in that role and now welcomes the chance to use this expedition to return home by way of Lórien. She only grudgingly obeys the orders of Emissary Fergerin, since she is quite aware that she has social rank higher than anyone else in the company.

Alagarn Haeranadan. A Half-hillman, Half-dúnadan from Rhudaur, Alagarn has risen to become a captain of the Faradrim Aran through sheer talent. He knows he is scorned by the pure-blooded Dúnedain of the settled country; his resentment shows in his gruff, reclusive manner and his distrust of anyone of higher rank than himself. Alagarn suspected that this mission was too dangerous for him to bring along Caliel, his daughter and only family, but Alagarn's friend Glorfindel of Imladris offered to provide the child with magical protection.

Saeraladhwen. A Silvan healer from Lindon. Of good heart, mild disposition, and considerable skill, she has seen more of war than virtually anyone else in the company, but prefers not to remember her painful experiences. Saeraladhwen is a personal friend to Rianna, the Queen of Arnor; she knows little of Men, considering most of them duplicitous and violent, but she is gracious enough company on the journey.

Merilwen Rhóililthor. Sindarin scout. Well known to most of the Elves in this company, she has dwelt in Harlindon since the early Second Age, acting as a *glandireth* (S. "rangeress") or living on her own in the forest. Merilwen is the Glóraewen; her friends do not know that her time "in the forest" was mostly spent acting as a spy of Sauron, seeking to regain the age before the Noldor and the Edain troubled the Elves of Lindon. She intends to subtly weaken and misdirect the company during this trip, acting overtly (knifing the wounded, for instance) only when she is sure of leaving no trace.

GM Note: Glóraewen has been rendered partially invulnerable to the magic of Sauron and his servants, and therefore automatically succeeds at all resistance checks she makes on this mission. She is still vulnerable to elemental attacks, and avoids them. Note that no servant of Sauron encountered by the company, save for the most powerful demons, will recognize her identity.

Warriors of Lindon. Three Sindarin guards assigned to the banners and the Emissary of Gil-galad. Somewhat stand-offish, because they feel they should be with the main muster of the Elvish kingdom. Only Elfaron and these three know that the Host of the West is marching directly in the wake of the banner company; one of them deduces, after the party has been attacked several times, that the banners are being used to distract Sauron from marching of the host. At least one of them stands near the banners at all times during the journey.

Warriors of Arnor. Four soldiers of the Arnorian noble armies. They rotate duty standing by Fergerin Tarmëa when he is at rest, sharing the task of guarding him with his two servants. They also keep a watch on the banners in the same fashion as the Elvish guards. Bregor, the youngest and most sociable of the soldiers, is a secret drug-addict who will seek out sources in the villages the company visits. When his "herbal medicine" is in short supply, he also has occasional fits of paranoia concerning the Elves in the party—he then feels they can "smell him out."



Merilwen Rhóililthor



Dethor and Ergrem. Eriadorian servants of Fergerin Tarmëa; stout fellows, but after a few attacks on the company, Ergrem loses his nerve and attempts to sneak out of camp and flee.

Measgan. Daen *wegech* and servant of Alagarn Haeranadan; loyal, smarter than she appears. She spies for her master and carries a hidden dagger.

Camp Servants. Four of them, all from Fergerin Tarmëa's household. One is a Sauronic spy who saw this expedition as an opportunity for advancement and maneuvered himself into it; he slowly falls into a state of nervous panic as he realizes what a deadly business he has volunteered for. The Glóraewen is aware of his presence and without revealing her identity, makes use of him.

Caliel. Introduced as Measgan's eleven year-old niece, but actually Alagarn Haeranadan's illegitimate daughter. While she acts as a camp servant, she does so with a dignity strange for one of that rank, and observant members of the company note that the gruff Measgan never man-handles or scolds her.

GM Note: *The wegech Measgan has, indeed, sensed something quite powerful about Caliel. A "lordly stranger," actually a servant of Gil-galad's, gave her a golden hawk charm like that of Elfaron Ringnor. The charm, which she keeps quite secret, gives her a +50 bonus to her DB. It is somewhat sentient, and Caliel converses with it; it can cast one defensive spell on her each round if she requests such help.*

Caliel's charm has a direct empathic link to the Lady Galadriel in Lórien. The charm channels the power for its spells directly from the lady. One-half of any damage inflicted on Caliel will travel back the other way. Caliel also has Galadriel's 90th level resistance to magical attacks; if she is in dire straits or the Glóraewen has revealed herself, the charm can transform her into a simulacrum of Galadriel to battle the evil. Each time this occurs one-half the Constitution points of both the lady and the child will be drained.

THE BANNERS

The banners bear the heraldic symbols and colors of Elendil, Gil-galad, and Aldarion, the Númenórean prince who first promoted an alliance between the Noldorin and Dúnadan realms. They are of a size and material suitable for service as diplomatic tokens, but can serve as battle flags if necessary. All are magically protected against damage, defending as Ch/12(-50). Any servant of Sauron who touches them takes an electrical shock equal to a +150 Lightning Bolt. They travel in steel cases that share these defensive powers as long as the banners are inside them. Each case unfolds into a 8' tall staff suitable for a horse-borne standard-bearer.

Banner of Lindon. A triangular pennant, 2' wide at the base and 12' long. Marked with a cluster of silver stars on an azure field. This banner adds +30 to the DB and mental resistance of its bearer. All area effect elemental spells do half damage within 30' of it.

Banner of the High King. Similar in size to the banner of Lindon, this pennant is made of black silk. A white tree is emblazoned on it; about the tree is a circle of seven stars, and above it a gold and silver crown. The Banner of Elendil will add +20 to the DB and RR of the bearer, and the same to the morale and resistance to fear of any friendly being within 40'.

Banner of Aldarion. Square-ended, steel gray in color, with a great white sailing ship at its center. Long the symbol of the colonial protectors of Cardolan, it serves Elendil as a diplomatic banner and naval pennant. It adds +10 to the DB and RR of its wearer and negates half the effects of any dangerous wind or rain within 60', either natural or magical.

One Elf and one Man of the escort company stands near these flags at all times during the journey. Glóraewen must be careful not to touch the banners, although she will not trigger their defensive bane unless she makes an overt attempt to steal them.

THE ESCORT COMPANY ON ITS JOURNEY

The banner company expects to travel mounted and will shed some of its servants if it cannot maintain its herd of horses. Elfaron Ringnor rides a true Elvish horse named Meidhlin. The remainder of the Elvish party members are mounted on *nimrych* (standard Elvish mid-horses). All the Men in the company ride Eriadorian long-haired mid-horses. A spare animal, constantly surrounded by mounted guards, bears the three banners in their cases. The camp-servants, who ride at the rear of the column, lead a string of six spare horses that carry most of the company's extra baggage. The child Caliel, who can handle a horse, normally travels sitting on the baggage.

The Elvish members of the expedition rest for four hours a night from the rigors of travel, although they can eschew sleep or meditation for days if need arises. Horses and Men need eight hours of rest to retain their strength and energy. Whenever possible, the company pauses at night in an inn or barn. When such is not available, the five senior members of the company, along with Fergerin's two servants, take their repose in a single large tent, a circular pavilion some 30' across. The banners are placed on the floor of this tent, within sight of virtually everyone inside. Measgan and Caliel erect a separate tent, and the remainder of the party sleep under the stars on bedrolls.

Arnor is more populated in this era than in the seventeenth century of the Third Age, but outlying areas have been evacuated under the pressure of Orkish raids and other afflictions. For random encounters, the GM may use the standard tables with the following modifications:

- a) On an encounter chance die roll between 66 and 80, the encounter is with "signs of war." In the towns and on the main roads near them, these signs comprise soldiers and refugees. In the countryside, abandoned or burned buildings, murdered travelers, slaughtered animals, or the remnants of old camps, Orc-trails, and skirmishes comprise such signs.
- b) If the encounter chance die roll is between 81 and 100, the area has been afflicted by a were-wind. (See below.) This result may occur no more than once every 3 hours on the town, city, and forest columns. The characters may eventually notice that the people they meet see were-winds only once per week, whereas the company should be encountering one or more per day. They are, quite literally, attracting the storms. This problem will cease once the Glóraewen is slain or driven away.

- c) No Hobbits roam late Second Age Arnor. For city and town encounters, replace "Hobbit" encounters with Elves. In the countryside, replace these encounters with warg and wolf-rider scouts. In either case, note that the scouts are not interested in a fight save with the most helpless of travelers. They spy on Arnorian military movements and report the march of the banners to the nearest minions of the Dark Lord.
- d) The Saralainn and Tyrn Hódhath columns of the Encounter Table are not used. Check these areas instead on the Cardolanian Highlands column. Pay attention to the map key (See below.) to modify encounters for other local circumstances.

THE WERE-WINDS

In addition to standard encounters, were-winds, storms fostered by Sauron's magic, are sweeping across the country. A protective spell or a building with a minimal amount of protection against evil magic (See Section 7.0 of *Arnor: The People*.) prevent all of the afflictions of a were-wind save those caused by the direct force of the wind. Combinations of *Cancel Essence* and healing magiks, cast over a 1-2 day period, cures the victims of the were-wind lightning.

01-20 Storm damage and "bent" plants and animals are encountered. The damage resembles that of an exceptionally severe thunderstorm or windstorm. Some "bent" (changed or mutated) plants and animals simply appear curiously injured or scarred; others have strange growths and humps or deformed limbs. By daylight, all bent animals are unusually skittish or irritable, avoiding direct light; plants give off secretions that are burning to the touch and poisonous when eaten (1st level, 1-10 hours at half Strength due to nausea). At night, stricken animals—regardless of whether they are normally flesh or plant-eating—lurk near camp and herds, their eyes glowing with a slightly lurid reddish light, seeking to satisfy a mild craving for fresh blood. Bent plants move about randomly in the darkest hours, not attacking anyone, but making rustling noises that sound like the whisperings of lost souls.

21-60 Signs in the distance. A storm cloud is seen on the horizon, one with a strange purplish cast to it; multi-colored lightning and curling cloud fragments like the claws of a great beast may also be noticed. The were-winds move from northwest to southeast, leaving a trail a half-mile wide. If the party crosses a storm-trail, wind and rain damage and bent creatures are apparent.

61-80 A near-miss. The storm passes overhead without the strength to reach the ground. There are wind-gusts and scattered rain, as if from a failed thunderstorm. Anyone looking upon the swirling, twisting, blue-gray and violet clouds must resist a 10th level attack or see hideous apparitions in them. Seeing the apparitions causes 1 minute of cowering per 5% of RR failure and

the loss of 1-10 Constitution points. Demons under Sauron's domination present in the vicinity may mentally call this storm down to attack the company as noted below.

81-100 Were-wind. Lasts 10-100 rounds. Anyone not under cover suffers a +40 "Unbalancing" attack each minute from ferocious wind and driving rain. A sickly purplish glow lies upon the landscape. Lightning in a kaleidoscope of colors plays about the company. 1-10 creatures or people must resist a 30th level attack or suffer a lightning strike, taking one of the following random effects (roll a D10):

1-2: A "B" electrical critical, "C" if the RR is missed by 20 or more.

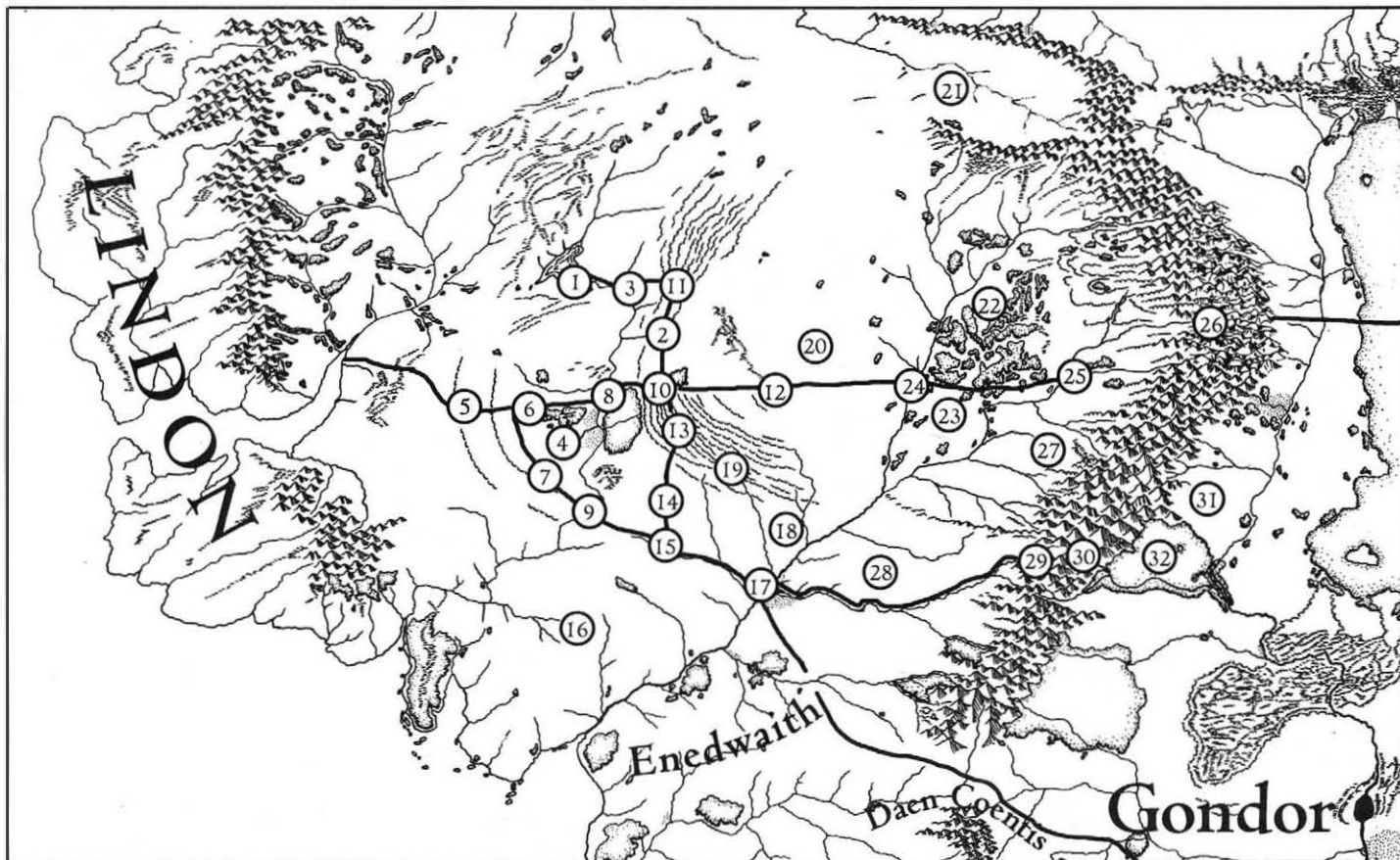
3-4: Random mutation. Distortion of a limb or lumpy growth somewhere on the body. The victims eyes glow mildly red in the dark. Men can generally control the slight craving for blood that accompanies this mutation.

5-6: Spasms. Generally ill health (Constitution is halved) accompanied by muscle tics that cause a "B" Unbalancing critical every 1-10 hours for 1-5 days.

7-8: Taint of evil. Victim commits one evil deed every night for the next 2-20 days. Depression causes nightmares and a -30 to Presence bonus and morale.

9-10: Illness. For 1-5 days, Victim loses 2-20 Constitution and Strength points per day and takes a "B" Impact critical from hemorrhaging. Until the illness is broken or cured, the victim will gradually turn a mottled purple due to deterioration of the blood.





Eriador

MAP KEY

1. Annúminas. Most of the major thoroughfares have been completed in the brand new city, but construction on the great dome of the royal halls has been interrupted. The spring of S.A. 3431 brings a great mustering of soldiers, most of them hidden beyond the forest east of the Annúminas. A haze hangs over the city every morning from their campfires, and an occasional east wind wafts the acrid scent from numerous horses over the Baranduin and up to the lower city. Within Annúminas, companies of soldiers make random inspections of strangers and carts, while others busy themselves killing any crows, bats, or other strange animals found loitering. Watchposts and alarm trumpets have been placed along the shore of Nenuial; were-winds, storms spawned by the power of the Dark Lord, sweep across the lake periodically and send great water-spouts smashing into the lake shore.

2. Nan Túrath. There are scattered villages in the province; use the standard Arthadan Encounter Table. Nimruzagar's bandits (20 2nd level Daen warriors) lurk east of Rood; scouts will bring them down upon the banner company. Nimruzagar (who endures the Sindarin name of "Nimlon" when attempting to conceal his loyalties) is unaware of the true strength of his opposition, but he possesses a ring with a powerful fire elemental stored inside to scatter his enemies before a dawn attack.

3. Rood. A healthier town than in later centuries, full of foreigners forced out of Annúminas and Fornost for security reasons. Two spies leave town to warn Nimruzagar if the escort company passes through here; one does so by canoe and one by horse. Two days after the banners leave Rood, the first company of the Dagorwaith Aran passes through the town and sweeps the foreigners out. Elendil himself follows two days after that, and Gil-galad in two weeks.

4. Siragalë. If the company travels south from Annúminas, they are obliged to use Elvish trails to get through these Silvan woodlands. Encounters rolled as "Men," if away from the royal roads, are instead Sirannar.

5. Mikilahul.

6. Wood Junction.

7. Burh Sakyons. Mikilahul, Wood Junction, and Burh Sakyons, located at woodland road crossings, are home to small villages of Northmen. The Sirannar allow them to hunt and trap in the immediate area. They trade with the Dwarves passing to and from the Ered Luin.

8. Baranduin Bridge. Recently completed, it is two carts wide, half the size of the later Bridge of Stonebows. A small toll-tower at the east end has been surrounded by an earthen berm and stockade to hold a garrison of a hundred men. Sirannarin and Sindarin Elves hold a similar sized encampment on the western side, just out of sight of the road. The Amorian garrison escorts the banner company from here to Bree if they feel threatened.

9. Iach Sarn. Dwarves in the service of Elendil man a small tower on the north bank. Merethorn and Ellindiel, the ruling Lord and Lady of Siragalë, camp in the woods on the north bank; Urdukhôr, Baron of Girithlin, is mustering men and supplies in hidden camps southwest of Fordhall village, on the south bank. Any traveler who wanders away from the road suffers arrest and questioning by soldiers. (As noted in Section 4.0 of this module, a Sauronic priest is in the area trying to summon a Troll-demon to destroy these mustered armies.)

10. Bree. Bustling with activity, much of the last harvest's surplus of crops and animals has been purchased and marked for use by the Arnorian army. No one in town knows when the great march begins, but three Sauronic minions are nosing around hoping to find out.

11. Fornost and the North Downs. Not as populated as in later centuries; only a few buildings in the citadel have been built, along with a few dozen houses in the higher quarters. A valley east of Fornost shelters the second largest mustering of soldiers in Arnor. When orders come through from Elendil, this army marches directly for the Last Bridge.

12. Tower of Amon Sûl. Erchamion, the Steward of the Tower, has spent much of the last two months casting weather magic to protect the herds of sheep, cattle, and horses staged here for the great march eastward. No were-wind can strike within 20 miles of the citadel, but those in the 20 to 40 mile range will be of double normal intensity.

13. Tyn Hódhath. Spellcasters of the Anamartar (See Section 6.4.2 in *Arnor: The People*.) based in the town of Andrath have been busy this past winter driving dark priests and evil spirits away from the sacred mounds. Their efforts have left the road from Bree to Andrath the safest in all of Eriador (ignore evil encounters). Just east of the baronial seat at Faelond, the demon Erfaug, guarded by a dozen Half-trolls and a score of Orcs and wargs, is waiting for some sign from his master to begin attacking traffic on the Old North Road. He is super-intelligent and hyper-intuitive; the banners and the Glóraewen will certainly attract him.

14. Dol Tinereb. Híreth Nienor Ithrel gathers her forces at the junction town of Metraith, anticipating a march over the Misty Passes or south through Calenhardin. As the commander of Elendil's southern wing, she will delay the party a full day to discuss matters with the two emissaries and give them personal messages for King Amdír. (See the entry for Dol Tinereb in Section 4.0 for further complications.)

15. Metraith. Thalion Palace has not yet been built, but a lord's villa on its ridge-top site is the headquarters for Híreth Nienor. A mad seer named Thiudawini currently wanders Metraith predicting the doom of Arnor. Naturally a decent man, he is prone to Sauron's mental influence due to an unfortunate magical experiment. Thiudawini will organize a riot against members of the banner company that could result in a lynching. Three assassins also lurk about town, including one passing herself off as a "courtesan" of the highest quality.

16. Minhiriath. The *híraeth* of Ethir Gwathló and Dol Caladir have been gathering provisions, mainly grain and salt mutton, for over a year, preparing for the anticipated march eastward. Many of their best soldiers are already at Tharbad; Orcs from Creb Durga and Trolls from Enedhwaith afflict those left behind. Travelers unfamiliar with the coastal regions will note the "newness" of the villages and forests. Scarcely a century has passed since the Downfall, and the tidal waves from the fall of Númenor destroyed everything within a mile of the shoreline.

17. Tharbad. Elements of armies of the lords of Cardolan and the southern Dagorwaith Aran gather here, actively patrolling the region and hunting down Mannish and animal spies in the city. They are commanded by Cuimarion, the aged Prince-protector of Cardolan. The old warrior is the last remnant of Númenórean colonial rule in Arnor; when he dies, Elendil plans to abolish his office. Cuimarion wears distinctively elaborate armor and decorative purple and red robes; such flamboyance has long been out of fashion in the realms in exile, as it is a reminder of the corruption of fallen Númenor. There are currently no Sauronic spies in Tharbad strong and confident enough to attack the banner company on their own initiative; the Glóraewen can, however, seek out some of them and bully them into a ramshackle attack.

18. Faerdor. Boron, the Hír Faerdor, is missing and believed slain; he was taken in battle this past week by a company of "bandits" lurking about the Tyn Hyarinen. Trolls were believed to be the culprits. At his castle Minas Gliriel, twenty miles up the Mitheithel from Tharbad, chaos reigns, since the baron's heir is in Gondor fighting in the wars. Caladwen, Boron's widow, is trying to bring order out of the confusion, but she is no military leader.

19. Tyn Hyarinen. Orcs and wolves have chased most of the shepherds and farmers from the highlands, but the real threat in the South Downs is Gurtoron, an Olog with powers of mind control. He and his fellow Black Trolls have recently arrived in the area; they revealed their presence by ambushing Hír Faerdor and capturing him. Gurtoron, who possesses demon blood, is positioned to intercept the banner company on either the Great East Road or the road along the Mitheithel, assuming his scouts warn him in time. Boron, suitably enchanted, will aid in his attack.

20. The Eredoriath. The Hír Eredoriath spent much of his time this winter hunting wolf-riders and Hillman raiders. He currently operates in the area of Morva Tarth, and his commanders can spare little strength to aid the banner company.

21. Angmar. Dwarven miners control Carn Dûm. Orcs of Gundabad swarm over the plateau, aided occasionally by a pair of small dragons. The Baron Eldanarya leads Arnor's border defense.

22. Rhudaur. Most of the Hillmen remain neutral in this conflict, but a few take advantage of the "Tall King's" problems to raid his outlying settlements. Inhabitants of



the scattered Dúnadan and Eriadorian trading posts and villages along the Mitheithel and the Orodbad live in a state of terror. Trolls are drifting down the river valleys, prodded by Sauron's sorcery, and the border rangers are hard-pressed to keep track of them.

23. The Angle. The Eriadorian villages along the lower Bruinen and middle Mitheithel face continuous raids by renegade Hillmen and other evil folk; Orcs now control the central hills of Egladil.

24. The Last Bridge. The Inn of the Last Bridge has been fortified against the Sauronic forces raiding the Angle. It is manned by a small detachment of Arnorian soldiers and has gathered a number of refugees. For more than a week, the inn has been cut off from the rest of Arnor by a mixed force of Hillmen, Trolls, Orcs, and wargs. The dark priest who leads the Orcs holding the bridge summoned a gigantic water elemental from the river to slay the captain of the Arnorians, but the monster cannot move from the river to attack the inn. Three Elves from Rivendell are within the stockade; they know that Elrond's concerns lie eastward toward the Misty Passes: the Half-elf would lead a force to the succor of the refugees, if his attention could be drawn this way. They believe that this is a situation the dark priest wishes to avoid and the reason he has not destroyed the bridge. Actually, the priest has been informed that important people are soon to be crossing the bridge from the west, and he wants them to do so unmolested.

25. Rivendell. Elfaron, if he still thinks he has a traitor in the company, will not wish to enter the valley of Rivendell. The Glóraewen, curiously, has visited the Elven haven several times. She fears and admires Elrond, and maintains a careful attitude of non-belligerence towards his person and household. In this way, she always has avoided triggering Imladris' magical defenses. While she is in the valley, she attempts no evil deeds and stays away from the house and the presence of Elrond.

26. Misty Passes. Glorfindel and a mixed detachment of Elves of Rivendell and Dwarves of the Ered Luin are striving to keep Orcs and evil Giants from blocking the pass. The banner company will be warned to avoid this area.

27. Bruinen Fells. The territory east of the Bruinen is patrolled by Elves as far as twenty miles south of Rivendell. Beyond this patrolled area, one day's ride south of the Fords of Bruinen on the Orodbad, the Northman village of Grawsalithwos (For. "Grey-shelter") has been overcome by dark sorcery. All of its fifty or so inhabitants are now undead, and the wraith who leads them hopes that Glorfindel or some other important Elf will come south and walk into his ambush.

28. Eregion. The Elvish haunts that trouble this region usually deter any evil intrusion, and patrols from Durin's city have not had, until recently, any problem keeping the

roads clear of evil. Sauron's strategists have now confounded the region's defenses; a company of Avarin Elves from eastern Endor hunts the trails of Hollin in Sauron's name. A rumor still unconfirmed by Dwarven and Arnorian scouts suggest that a dragon or two have moved into the ruins of Ost-in-Edhil.

29. Khazad-dûm. Small patrols to the west and north of the West Gate have been ambushed and wiped out by forces unknown. King Durin IV reacted by pulling in his outlying Dwarvish garrisons, possibly in anticipation of sealing the gates and waiting out the crisis. This would leave the Mannish inhabitants of the gate villages helpless. Dwarvish volunteers led by Khain the Mark, a leader of the realm's merchants, have decided to stay outside and uphold their personal obligations to the Arnorians. If the banner company is desperate and there are no Sindarin Elves accompanying it, an attempt may be made to persuade the guard at the West Gate to allow passage through Moria. (This is a Sheer Folly maneuver (-50), but if the party has slain a dragon in Eregion and can prove it, add +100 to the diplomacy die roll.)

30. The Redhorn Pass. Caradhras is awake (See the entry for the Misty Mountains in Section 4.0.) and the Dark Lord is currently using a fragile telepathic link to prod him into action against traffic over the pass. Galadriel can detect and contest this activity from Lórien, if she has not been disabled by an attack on Caliel. (See above.)

GM Note: *There is a 10% chance per hour spent above the tree line in the pass that Caradhras notices the company making the crossing and attacks. Galadriel, if the banners have managed to come this far, spends all her time near her mirror in Caras Galadhon. 1-5 rounds after the mountain begins its attack, she notices the disturbance and begins casting spells to calm the Maia down or wrest control of it from Sauron.*

The Dark Lord is projecting his power over a much longer distance. He will do so at 90th level (+20 Base Spell OB). He has unlimited power points, but the GM must keep track of the amount by which the mountain succeeds at any resistance checks; when the total reaches 200 percentage points, Sauron's link is broken, and the mountain is free of his influence for a month.

Also on the mountain is a Sauronic strike force consisting of a wind-demon and four elementals. They strike at some high, narrow place in the pass soon after Caradhras attacks the party or at the company's first night camp site, if the mountain fails to notice the travelers. Anytime they attack, the mountain must make a medium maneuver (-10) to spot them, at which point it changes sides and attacks the demon.

31. The Anduin Vales. If the banner company enters the vale, a swarm of evil creatures from Gundabad moves south after them. It will take hard riding and some rear-guard skirmishing to get clear of the Orcs, wargs, and wolves.

32. Lórien. An Elvish force will meet the banner company at the Mirrormere, near the East Gate of Moria, and escort them to Caras Galadhon, the seat of Amdír. If the Glóraewen has not been detected at this point, she makes a final attempt to seize the banners and then tries to escape southward towards Fangorn. She does not wish to enter Lórien, if there is any suspicion about her; no scrap of information is so trivial that Galadriel cannot use it to scry the spy's identity.

9.2 TERROR AMONG THE TOMES (T.A. 1409)

Setting: The vast halls and chambers of the royal library of Annúminas during the Witch-king'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 gp 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. 1408, the Witch-king's hordes attack across the Oiolad against the Arthadan and Cardolanian defenses in the Weather Hills. In a few weeks, the Tower of Amon Sûl is taken and wolf-riders and Easterling cavalry sweep across southern Arthedain. The Dúnedain gathered at Annúminas are soon overwhelmed, and any hope of saving the records and documents residing in the old royal library is lost.

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 lbs 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 lbs, contain 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, 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 Armeneldir) 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. Should he succeed in getting his hands on the books, the seer would return with them to his stronghold on the northeastern edge 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, currently camped in the Taur Edain after aiding in the destruction of the city.

THE TASK

The choice facing the adventurers 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 have them murdered? The very bold might strike a deal with Malborn and double-cross him, fleeing toward Fornost with the tomes. One complicating factor is that Malborn cannot be seen consorting with Arthedain's enemies. Of course, he might 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, Ro-Malborn, 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, scattered gold pieces, and his own set of spell lists in a chest under his bed. The vain seer's wardrobe alone is worth 50 gp.

9.3 HUNT FOR THE WARLORD (NOVEMBER, T.A. 1643)

GMNote: *The military campaign and raid described here can be played as the culmination of the political situation described in Section 5.2 of **Arnor: The People** and can used as a follow-up adventure to Sections 8.3 and 8.4 of this module. The layouts for Creb Durga given in Section 7.3 are keyed to this scenario. In addition, the map and key below describe the area around Creb Durga at the time of the war.*

Setting: Central Minhiriath, in and around Creb Durga, the Warlord Dagorhir's citadel.

Requirements: A medium-sized group of adventurers well-versed in politics, fighting, woodcraft, and stealth. A competent ranger and mage are probably needed, but fighting abilities are of the utmost importance.

Aids: The support of a Cardolanian prince and his army, should the need arise and the party be sophisticated enough to make use of them. If the group lacks a healer, some useful herbs could be made available, and a copy of a rather poor map of the area will be provided, if the PCs request it.

Reward: The Tinerebian forces will pay 10 gp for any prisoners recovered alive, or 2 gp for each body. There is a standing reward of 1 cp for each slave freed from the caverns of the Orcs and 20 gp for each Troll's head brought back, flesh or stone. Any greater success, such as the death or flight of the Warlord, will bring greater rewards.

THE TALE

The political maneuvers in T.A. 1642 have been converted, by the shrewd diplomacy of Prince Arvegil of Arthedain and Prince Hallas of Dol Tinereb, into a general alliance against the Warlord Dagorhir. A series of pitched battles in the summer of T.A. 1643 have led to a sort of diffuse siege of the hill mass of Creb Durga and the cavern systems underneath the hills. The Warlord intends to keep the forces under Hallas at bay by fortifying his caves and raiding the Dúnadan camps at night through secret entrances, hoping that the chill of autumn in Minhiriath will drive the foes from his gates. Much to his surprise, Hallas has kept grimly to his purpose throughout the first frost and the first snow, spending what little remains of his family treasury to bring supplies from Tharbad, bribe his less committed mercenaries, and hire new men to replace those felled by the constant skirmishes and the more continual perils of sickness and cold. Vigorous foraging and raiding by both sides have left the landscape around Creb Durga both barren and dangerous. The Warlord, deprived of the local harvest by Hallas'

army, may soon resort to devouring his slaves to survive the winter, and there is an air of urgency around the Cardolanian camps.

THE TASK

A scouting party into the rocky heart of the Creb Durga hills has disappeared without a trace, and one of Hallas' captains wishes to send a party of magically-skilled adventurers in to attempt an investigation and possible rescue.

THE ENEMY

The Cardolandrim are sure that there are one or more Troll-holes among the hills. What they do not know is that the Warlord himself has left the Orc-caverns and taken up residence in an old cave complex at the center of the hill-mass. The missing patrol stumbled upon the location of the Warlord's lair, and his elite Troll bodyguard made short work of them. Only two remain alive, and the evidence of their capture has been carefully covered up. The Warlord has always relied on gorcrows and traps to provide security for his headquarters, but the surrounding armies and the furious early winter winds have slain or driven away the birds and exposed many of the traps. There is an opening here for skillful adventurers, one that might bring them glory and a reputation across the length and breadth of Eriador.

THE CAMPAIGN OF THE LORDS ALLIED, T.A. 1643

The map shows both the disposition of the forces in the siege and the events leading up to it. Note that all the roads are patrolled, and any travelers have to give account of themselves and may even be arrested if they fail to show writs of passage or commission from the army.

1. Delvarad Steading. Once the home of a knight of Dol Caladir, it was lost to the Warlord four years ago. Captured by Tinerebian forces under Lord Celebdur in July, its keep is occupied by a company of Tinerebian soldiers. The knight who once ruled here holds the village with some Caladirian militia and pretends he has been restored.

2. Quiel. Town on the Men Nardh (S. "Knot Road"). Now mostly deserted, it was the first important village to fall to the Warlord in T.A. 1638. Hallas' army, aided by a Faerdorian contingent, took it in late July while the Warlord mobilized his field force of wild Orcs, wolves, Man-nish mercenaries, and slaves on Enedbund (S. "Middle Snout," called "Endgame Ridge" by the soldiers just west of town). The ridge was cleared in mid-August, and it is now the primary Tinerebian supply center in the highlands. The officers of the garrison, unfortunately, have been given the job of exorcising an evil spirit reported on the ridge (see #5). They have been holding nightly gambling sessions for the past week; the worst card-player in Quiel will be nominated to take a squad out on the ridge after dark.

3. Highland Junction. Prince Minastir of Arthedain led a contingent of the Dagorwaith Aran to this isolated crossing of trails in the Girithlin highlands and defeated

a small force of Orcs and wolves in a rare, moonlit cavalry charge. He then built a fortified camp southeast of the junction on the Morbad, the trail leading south along the Minhirl stream past the Warlord's lair. While forces sent down from Fornost hold this camp and raid south and east against the Warlord's foraging parties, Minastir's long supply line back to Iach Sarn is guarded by the veterans of the southern Dagorwaith Aran, Hobbit levies from the Southfarthing, and, secretly, companies of Sirannarin Elves aided by allies of the Guardians of Lindon. In spite of this protection, bandits and Orcs have made raids that have done Minastir's plans and forces real harm, and he has begun to suspect that the Regent of Girithlin, pledged to support him in this war, may be sabotaging him instead.

4. Edirey Steading and the ruins of Edirey Keep. Once an eastern outpost of Hîr Girithlin, the village has been ruled by Saralainn and the Warlord in recent years. Minastir drove its Orkish/Mannish garrison into the ruins after his victory at Highland Junction and kept them there. A discontented Cardolanian mercenary garrison now holds the place, and Pegmar, a mysterious character who may work for either the Regent of Girithlin or for Angmar, is trying to bribe them into "resigning unannounced," i.e., deserting. Unknown to Captain Erig, the commander of the garrison, a force of Orcs and other evil creatures from the Eryn Vorn is gathering in the hills to the west of Edirey; if his command abandons the village, the scattered Arthadan army might well be surprised and overwhelmed, leaving Erig to become a famous traitor and possibly take the blame for the death of a Prince of Arthedain.

5. Endgame Ridge. Dagorhir built up a position here in July, hampered in his plans to retake Quiel from the Lords Allied by the long daylight hours and Prince Hallas' meticulous attention to his protections against night attack and his anti-Troll defenses. After he was forced to withdraw some of his forces to counter Prince Minastir's approach at the end of July, Hallas went on the offensive; the Battle of Quiel was decided on August 11, when Lord Celebdur, Hallas' son, led a dawn assault on the eastern flank of Endgame Ridge and crushed that half of the Warlord's army, including most of his dependable mercenaries.

The Cardolandrim are usually careful about disposing of the dead on the battlefield, but at Endgame Ridge they failed to locate the body of a man named Ephcamreca. This dark priest was the Warlord's seneschal before he was slain by an unknown crossbowman during the battle, and he has become a demi-wraith, an undead creature, cursed to haunt the battle-field taking out his rage on any living creature he meets until his body is burned or exposed to the light of the sun. To date, he has slain only a few grave robbers and some Orcs sent by the Warlord to retrieve his magical staff; however, he has used his magic

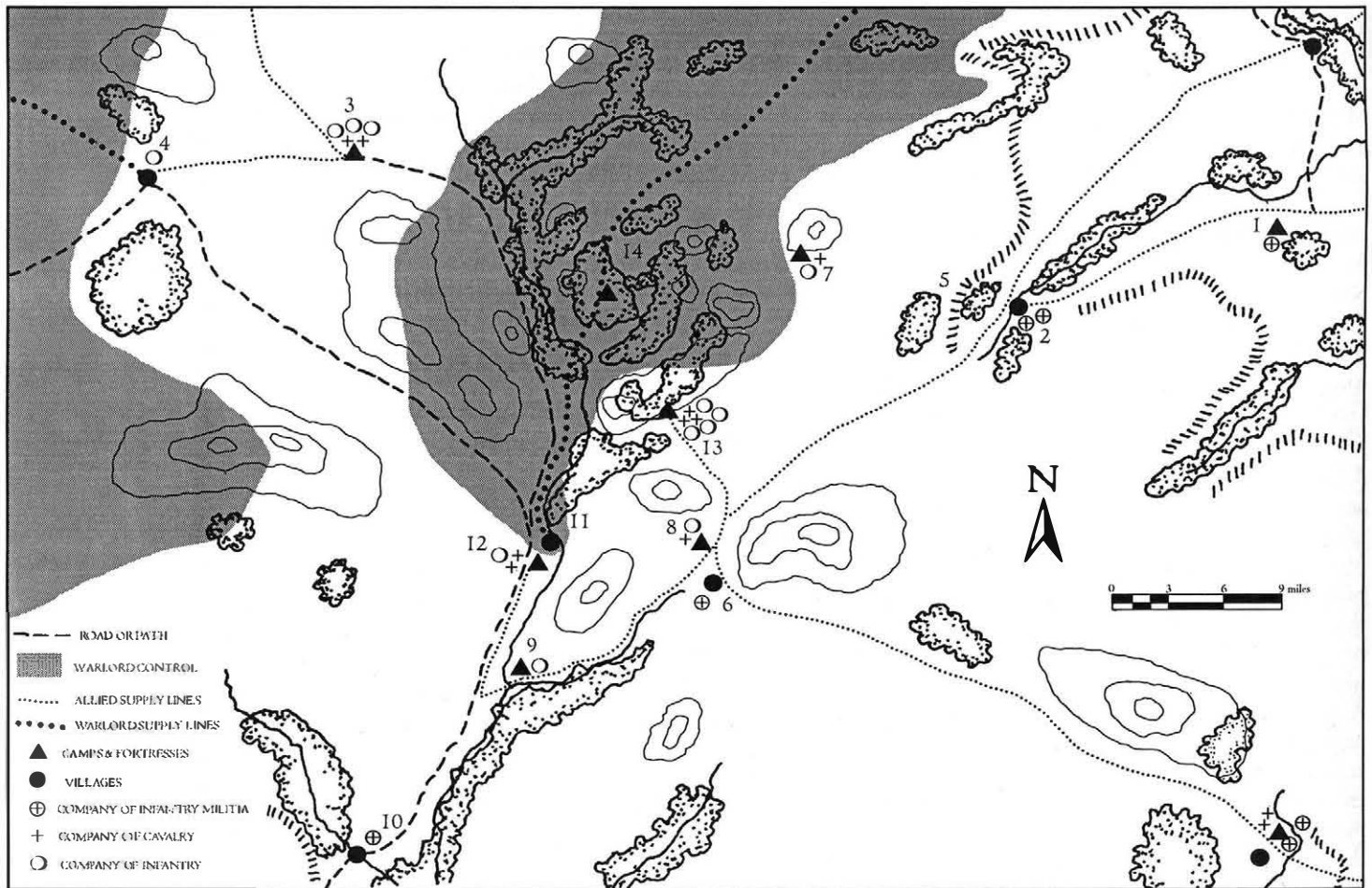
to turn some of his victims into ghouls, and he will be sending them forth to deal with his enemies in the village. Someone must defeat Ephcamreca before he summons enough willpower to leave the ridge and enter Quiel himself, searching for the man who owned the crossbow quarrel still imbedded in his head.

6. Dol Nendin. Princess Finduilas led her own forces and the Ragger mercenary company against this town immediately after word came of the Tinerebian victory at Quiel. Captain Arahad of the Raggars provided most of the military leadership for this short campaign, but the Princess gained the greater share of the glory after using her spells to slay the only Olog in Minhiriath as he led a counterattack against the Cardolanian forces. Since the capture of Dol Nendin, Finduilas has obeyed only the letter of her responsibilities to the Lords Allied, sending a steady trickle of supplies from her domains to the Dagorwaith Tinereb. Tinerebian hirelings are doing her share of the fighting.

7. Dol Gorf. This is an outlying promontory of the hills that comprise Creb Durga. Taken by Hallas' forces in late August, the fortified camp was recaptured by a violent night attack led by the Warlord himself in September and had to be captured a second time. The mercenaries stationed here are suffering from poor morale in their exposed position on the hilltop. The commander, a Northman knight named Albwini, is incompetent and a drunk. He is not patrolling aggressively with his cavalry, negating any benefit Hallas might have gained from holding this position, which is squarely on the Warlord's line of communication with Angmar. Cuag Machbair, the captain of the Dunnish mercenary company manning the walls of the camp, lacks the social rank to get Albwini removed and is considering having him "accidentally" killed before his slovenly soldiering invites another night assault.

8. Crossroads. Captain Daeros and the horsemen of the Marcaich Chruaidh storied into this fortified crossroads shortly after the battle of Quiel, scattering and slaughtering its Orkish garrison. They claimed the best of the supplies the Warlord had gathered here for their own and settled in for a long stay. They use "Ninepin Junction" (their name for the camp) as a base for their patrols along the Men Nardh.

9. Barad Esher. An old Caladirian tower (formerly Burh Askairw), this keep was the target of the Raggars' T.A. 1642 campaign, when they were still in the pay of the King of Saralainn. The Troich-Armchleasah took it from the east in mid-September, under the command of Lord Celebdur. It is a dirty and foul place after being an overcrowded Orc-tower for four years; Jagged-axe, the mercenary company garrisoning Barad Esher, calls it Burh Stankwis (For. "Burh Stench"). While they might wish they were somewhere else, part of the problem is that they are too lazy and ill-disciplined to clean up the tower



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themselves or be trusted with some other duty. Fiorel of Saralainn has an spy on hand trying to buy the tower from them on behalf of King Lanaigh.

10. Halnen. Saralainn's northernmost outpost along the Minhiril, this village was the base for the Raggers' T.A. 1642 campaign against Barad Esher. It is known as "Vice-town" to the mercenaries who come here on leave from the camps around Creb Durga, and it has been accumulating camp followers, spies, deserters, and various agents of vice ever since the weather started turning cold in September. The local Saralainn clan chieftain, Chulainn, is selling supplies to both sides. Hallas and Minastir both would cheerfully hang him on the spot, if either caught him out in the open dealing with the Warlord's minions. The survivors of Nar's Hackers are gathering in Halnen. (See #11 below.)

11. Deveney. Once a pretty little village, Deveney suffered under four years of Orkish occupation, then was taken by Tinereb forces and sacked and terrorized by the Hackers, the mercenary company left behind to defend it. When the Warlord led a counterattack to retake the village in October, the villagers did not aid the Hackers; Captain Nar was killed, and most of the his soldiers were

slain or taken by the Orcs. The survivors of the debacle are reorganizing in Halnen, and they plan on murdering the survivors of Deveney, if the village is retaken.

12. Minhiril Camp. Khanil of the Troich-Armchleasah commands here. He set up camp in late October and is organizing raids up the river to cut off Deveney and prepare for another attempt to capture it.

13. Lodge Camp. Called "Trollhead" by the mercenaries. This was originally an old hunting lodge with stone walls and several good wells. Hallas took it in September, and his main army is now based here. Dagorhir personally disemboweled the Easterling captain who let it fall intact into Tinerebian hands. Celebdur and Arahad of the Raggers are the best of the leaders here, and they have been sending regular raiding parties into the Creb Durga hills to drain the Warlord's strength and pin him down in his caverns.

14. Creb Durga. This knot of hills has always been attractive to evil creatures. A significant percentage (10%) of all encounters are with ghosts and ghouls, most created by the ancient power of Creb Durga out of the remains of those who have died fighting in the battles of the past few months.

9.4 INTRIGUE IN FORNOST (T.A. 1643)

Setting: The Arthadan 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, if the party are new to Fornost, a map of the city, obtained from scribes at the royal library of Fornost for 5 sp. (Such maps are notoriously unreliable.)

Reward: 1000 gp 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 trinket: a silver royal *eket* worth 10 gp; 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 both weak and stubborn in his weakness. They remain particularly upset by his granting of the Shire to the feckless Hobbits in T.A. 1601, for to many of them Hobbits are little better than rodents with speech and farming skills. The rebel nobles also want to join their private armies with that of the Sceptre and wage an aggressive campaign against Angmar's border defenses. The Tarmëar and the Eketyar have no illusions about marching upon Angmar in full force; rather, they want to weaken the Witch-king's forces enough to discourage another invasion from the east, and eventually to win a victory spectacular enough to gain Gondorian assistance for a major campaign into the Angmarean heartland.

THE ENEMY

The two most powerful of the Great Houses of Arthedain, the Tarmëar and the Eketyar, scheme to depose Argeleb and to put forth one of their own, Mallach Tarmëa, as king. To complicate matters for the king, young Mallach Tarmëa 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, Tarmëa counts 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 eight hundred year-old history that such an abdication will have occurred.

Tarmëa's faction plans to assume control of the military and the government during the annual mid-Summer celebration, the Erulaitalë. The king will visit several towns in the Fornost area before and during the royal festival; when he is most vulnerable, he will be seized and "persuaded" to give his blessing to the new reign. Tarmëa will assume the Sceptre immediately in front of the cheering crowds.

THE TASK

Hearing of the plot, Argeleb has decided not to round up and try the conspirators in open court, for many of the Tarmëa and the Eketya families are popular and powerful figures in Arthedain. Also, all of the information the king's spies 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 spies 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 Tarmëa 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 Mallach Tarmëa himself leads 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.





10.0 APPENDICES

10.1 HERBS, CURATIVES, & POISONS

The list below does not include all of the healing herbs and medicines of Eriador, but is a useful selection. Note that many of the plants not native to Eriador can be grown in gardens or acquired in trade at greater expense. Poisons, which are abhorred by the Arthedain, but quietly studied by many in Cardolan and Rhudaur, are described as well. Many lesser herbs, animal products, and a selection of dirt, muds, and powdered minerals are also used as remedies and stimulants. Not covered here are the various uses of plants in crafts and manufacturing, such as the tree bark employed to tan hides, the leaves that produce important dyes, and the berries and leaves used to brew liquors and other semi-therapeutic beverages.

ALOE

This green, spiked plant does not grow wild in Eriador; it originated in southern Endor and is carefully cultivated by Dúnedain healers. The juice of its broken or crushed leaves is applied directly to wounds and burns.

GM Note: *Aloe heals 1-4 hits when used on minor cuts, and 5 hits on minor burns. It doubles the healing rate for these wounds, and also acts as a mild anesthetic, halving any penalties due to pain. It has only 20% of these powers on major injuries. Aloe can be used fresh, or in a difficult-to-prepare salve.*

ANCALTHUR

This poisonous fluid is made from the stem of a flower found along the colder shores of Eriadorian lakes and rivers. Upon swallowing the poison, the victim's sense of time is warped, leaving him uncoordinated and virtually incapacitated for some hours.

GM Note: *The victim is affected for 2-4 hours. The poison must be ingested (lvl 2 attack). A RR failure of 01-50 leaves victim at -75; 51+, victim is at -100.*

ARFANDAS

Arfandas is a common wild and garden flower with pale yellow blossoms. Its stems are set in a poultice or cast with other plants, such as comfrey, in the case of a fracture. Arfandas is always used fresh, since it is commonly available; its juice cannot be preserved.

GM Note: *Arfandas doubles the healing rate of fractures.*

ARKASU

This medicinal is a favorite of travelers. It is a preparation of three or four different herbs from the plains of Rhûn, in the form of a salve.

GM Note: *Arkasu is not only antiseptic, but heals 2-12 hits, and heals large open wounds at 150% of the normal speed. It acts also as a surface anesthetic, halving penalties due to pain from minor wounds.*

ARLAN

This small, commonly cultivated plant has blue flowers. Its leaves are applied in a poultice to bruises.

GM Note: *Arlan is useful for concussion relief. Wild arlan cures 1-6 hits, domestic 4-9 hits. The root is a decongestant which adds +20 to RRs vs. colds and speeds respiratory recovery (by 5x).*

ARLAN'S SLIPPER

This white wildflower grows in woodlands. The roots are boiled, and the vapor inhaled as a decongestant. It is an ancestral form of arlan (See above.) and has similar effects. Arlan's slipper tends to grow around Elvish glades. Undead creatures are repulsed by the plant.

GM Note: *Vapor of Arlan's slipper adds +20 to RRs vs. colds; triples speed of respiratory recovery. Undead make a -40 morale check when confronted with the herb.*

ÁRUNYA

(Q "Sunlight's Trace;" S. Orrain)

This fiery red flower grows wild everywhere in northern Endor and is cultivated for its beauty. It is also used by healers; a juice from the roots, when drunk, causes deep sleep or unconsciousness. The juice is used in surgery and administered by the drop. It is difficult to extract and obtain; it cannot be made in the home, since doing so is an arduous, tricky process.

ATHELAS

(S. "Asëa-leaf;" Q. Asëa Aranion)

This leafy herb is capable of curing most ills so long as the patient is still alive, but healing is only as effective as the healer. Full effects, say the loremasters, results from application by an "ordained lord," and the best results come from a monarch of strong will and virtue. The plant grows only where the Dúnedain live. It is treasured and commonly cultivated for its aromatic scent, if nothing else. For full effect, its leaves are crushed and placed in boiling water; wounds are bathed and the vapor inhaled. Athelas eases physical pain and mental suffering. It can cure many diseases, defeat the black breath, neutralize minor poisons, slow major poisons, and accelerate the healing of any wound.

GM Note: *Athelas triples the healing rate of any wound. Other ailments are "attacked" at the level of the healer, modified for that healer's intentions toward, and empathy for, the patient.*

AVHAIL

This hardy bush is found commonly in Saralainn and rarely in the rest of southern Eriador. The sweet yellow fruits, which resemble a small cherry, are nutritious and tasty. Regular ingestion negates the effects of dietary deficiency and mutes hunger and deprivation. The fruit is the primary ingredient of the popular and potent brandy called *biotaille*.

BARNAÏE

Barnaië is a tiny, wild, ground plant that is very common. A tea brewed from its leaves lessens the intensity of nausea and vomiting.

GM Note: *Ingesting an infusion of the leaves of the barnaië lessens the effects of nausea and vomiting by 75%.*

BLUE PINE NUTS

Fiveseeds from the blue pine tree, common in the Trollshaws, will provide nutrition equal to a meal of preserved rations. Their taste is terrible, unless the seeds are roasted.

BOSKONE

Boskone is a tiny blue orchid that grows among the leaves of the tallest trees of the Old Forest and the Eryn Vorn. The flowers can be dried and ground to make a blue power which, when inhaled, stimulates the user's senses. Boskone is highly addictive and has particularly unpleasant withdrawal symptoms.

GM Note: *The user functions as though affected by an Awareness spell. It gives him Awareness for 10-20 rounds, then a severe headache (-30 to actions) for 1-8 hours.*

CAMADARCH

Camadarch is a liquid poison prepared from a mushroom found in the caves of the fells of eastern Eriador and in the Underdeeps. It turns a victim's skin blue over the course of a day.

GM Note: *After 24 hours, the skin's pigmentation is blue, and each external feature of the body must then make an RR or rot off in 1-10 hours. If mixed with alcohol, camadarch becomes camadarch acid, a contact poison that causes burns: 1-2 "E" beat crits on the first round, 1-2 "C" crits on the third, and 1-2 "A" crits on the fifth.*

CARGALEN

(S. "Red-green," Q. Carnilaica)

This cave moss, found in Creb Durga and other caves in Rhudaur, is related to the deadly gorfang of Moria. Its moist surface embodies a deadly nerve poison.

GM Note: *Victims must save against a 4th level 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 the victim's nerves simply dissolve into a hot, pink liquid.*



CULAN

This medicinal, imported from Far Harad, is available in a powder, or in a pre-measured dose mixed with water. A foul tasting brew, it acts as a very effective antispasmodic, halving the effects of cramp-inducing poisons and the damage from seizures and similar afflictions. Torturers of the more sophisticated sort use strong doses of it to prevent victims from injuring themselves.

DELRIAN

The leaves of this common, small evergreen are rubbed on the skin in the summer to serve as an insect repellent. They can be crushed to make a lotion. The bark of the plant makes a pleasant tasting drink.

GM Note: *Attacking insects must make RR (vs. 7th lvl) or stay at least 10' away.*

ELBIN'S BASKET

This is a common flower with a pink, basket-shaped blossom. An extract from the roots yields a liquid used as a heart stimulant. The substance is difficult to extract.

GM Note: *The extract will double the speed of the drinker's actions for one round.*

ELENDIL'S SPEAR

A very rare, tall, red, spiky flower (also called Elendil's Basket or, in Blam, *sefërn*), the plant is typically found in the tundra of Forochel during the summer thaw. It is also cultivated in magically-kept gardens and sometimes thrives at high altitudes in the Misty Mountains. The root can be ground or boiled in small pieces; the resulting liquid will purify water or, when drunk, slow the effects of poison.

GM Note: *One root ground or boiled in small pieces will purify 5 gallons of liquid. Ingesting the brew will slow by a factor of 10 any effects due to poison.*

ESTESALQUE

(Q. "Rest-herb," S. Ildhalab)

This medicinal is prepared from the juice of a weedy plant found in open country across Eriador. Diluted in water, it acts as a powerful analgesic, reducing the general effects of intense pain. Its side effect is drowsiness.

GM Note: *Estesalque acts as a powerful analgesic, quartering the effects of intense pain. Its side effect, drowsiness, gives the user a -10 penalty to Intuition and Agility bonuses for 4-5 hours.*

FAGHIU

This tiny blue-white flower of surpassing beauty is found only in the highest granite foothills of the northern Misty Mountains. It is said that the juice of the full-blooming petals makes a very effective love potion, if properly prepared. These tales are true: the person smitten will not harm the one that gives them the gift of the drink for a season. Instead, the victim tends to faithfully serve the newly beloved in any way short of endangering his or her own life. Those enamored of one of the opposite sex may go so far as to lust after their love.

GM Note: *The effect lasts 1-100 days.*





FLÚR RORT

This liquid is made from a Dunnish garden flower; it serves as an antidote for all nerve poisons.

GM Note: *Flúr Rort* is a 12th level antidote.

GORT

This marsh plant, also known as Rivertraveler, grows wild in Dunfearan. It is also cultivated by the Beffraen, who use it in the ceremonies during which they choose their chiefs. The leaves of the plant are dried, crushed, and inhaled. They can be ground and prepared as a yellow powder for convenient use. The herb is quite popular around Tharbad, although its use is banned in the city. It acts as a euphoric and hallucinogen.

GM Note: *Gort* adds +10 to user's Presence stat for 2 hrs, assuming an observer does not perceive and become offended by the individual's altered state. After the primary effect wears off, depression will set in and cause the user to be at -50 for 1-10 hrs.

HARUELLA

Haruella is a concoction of the Eriadorians of Pinnath Ceren. The formula is a deep secret, but is thought to include the lichens and aphids from certain tree roots. The shamans of the ancient Eriadorians used haruella in their infrequent dealings with the undead. Haruella is highly prized at present as a resource against the invasion of the Barrow-downs by wights.

GM Note: *The herb* gives a +30 to *RRs* versus *Wights'* fear, cold and draining attacks. It doubles the effectiveness of anyone *Repelling Undead*.

HIAM MOSS

Actually a fungus, it afflicts many of the beech trees of Rhudaur. When prepared by knowledgeable herbalists, it acts as a mood elevator and can sustain a man an entire day without other nourishment. A Ful Hiam (Bl. "Fire-heart"), a Hillman berserker, must regularly use the moss to keep himself alert and vigorous. Those that rely upon the moss, however, cannot use it more than four consecutive days, and then they must rest. Many folk are allergic to hiam moss.

GM Note: *During the mandatory rest after using hiam moss, the user is at a -75 to all his actions for a period equal to twice the time he was sustained by the herb. There is a 5% chance that the first-time user will suffer convulsions and death when ingesting this magical herb.*

ILYALMA

(Q. "Allweal," S. Pangalu)

This enchanted medicinal is composed of several rare substances, known only to the few who possess the secret recipe. Sprinkled on a wound, it will repair damaged organs, arteries, and veins. It is never sold publicly; it is prepared by only a select few Elvish healers and mannish alchemists.

KIRTIR

This spiny, thick-leaved plant grows in sandy areas along the Gwathló. The buds of the plant are dried and chewed as a stimulant. Extreme overuse can cause mental disturbances and death.

GM Note: *The user's Quickness stat is raised by 10 for 1 hour, but his Agility is at -5. After 1 hour, Constitution drops to -30 for 1-10 hours, and the user is exhausted.*

LAICAHWAN

(Q. "Green Moss," S. Calenhwian)

This moss grows on the banks of streams. It is applied in a poultice to reduce fever.

GM Note: *Make a RR once per hour to halve the effects of fever.*

LATHA

This powder, made from the crushed stems of a reed found along northern lake shores, is mixed with water and taken as a mild analgesic. It is good against headaches, toothaches, and colds.

GM Note: *Latha* relieves the discomfort of headaches, toothaches, and colds, giving a +10 to *RRs* vs. disease and healing 1-2 hits.

LAWRIM

This lichen is found in the Trollshaws and in other parts of the fells on the western side of the Misty Mountains. It causes a very hot and itchy rash within two days of skin contact. If untreated, the rash rapidly spreads, causing numbness in the afflicted skin. One cure is to bathe in the water in which pine needles have been boiled. The Hillmen have learned that lawrim, when squeezed and boiled, also makes an effective, if oily, poison, which causes shock, severe pain, and paralysis when absorbed through the skin. The Hillmen use this poison for hunting only in uttermost need; they do not consider it an honorable way of taking prey.

GM Note: *Skin left untreated after contact with the lichen develops a rash which spreads rapidly and causes numbness (activity -25) in the afflicted skin. The poison made from the lichen by Hillmen causes shock when absorbed through the skin, bringing on brief agony (activity -20) and then paralysis (activity -01 to -100) which wears off in a few (1-10) hours.*

LEMSANG

Lemsang is a mushroom cultivated by the Dwarves of the Blue Mountains; a pound equals 1 month of preserved rations.

LUS

This low, gorse-like shrub is found mainly in Saralainn. Its mauve flowers appear in the early spring and can be distilled into a potent poison.

GM Note: *Lus* is a level 4 poison. It acts in 1-12 rounds. A victim failing the *RR* by 51+ is killed; by 21-50 is in a coma and blinded; by 11-20 is blind in 1-2 eyes; and by 1-10 is temporarily blinded.

MAIANA

This drug is drunk as a decongestant. Created from a mixture of plants found on the northern slopes of the Misty Mountains, it reduces the general effects of most lung afflictions, including the Red Flux. Noted in legend, wherein Gandalf the Grey brought a large bag of it to the Shire "as a personal apology from the Witch-king" in T.A. 1890.

GM Note: *Maiana* cuts in half the dangerous symptoms caused by lung afflictions and respiratory disease.

MALINMENTĚ

(Q. "Yellow-point;" S. *Malvent*)

Malinumentě is tall, with long leaves, a common garden plant, but somewhat rarer in the wild. Its leaves are crushed or applied in a poultice; it can also be dried or made into a salve that is less effective. It is good for bruises, sprains, and pulled tendons and ligaments.

GM Note: *Malinumentě* doubles normal healing and reduces swelling. The salve is only 25% as effective.

MARGATH

Margath is a salve, a surface anesthetic. Made entirely from cave fungi by Orkish shamans, it replaces the pain of a wound with a steady burning sensation, a foul smell, and nightmares.

HARWETUIMA

(Q. "Wound-bud;" S. *Haruduiv*)

Harwetuima is a spruce cone found in the northern Misty Mountain foothills; it can be brewed into a tea that cures and prevents minor infections.

GM Note: *Harwetuima*, applied to the skin prevents (+30 RR if used beforehand) and cures (+20 after) minor infections.

MERRIG

This small shrub grows in Near Harad and around Umbar. Its thorns, when ground, make a powder that, ingested daily, increases the user's comeliness. Merrig is in common use throughout Rhudaur, and but rarely seen in neighboring Tharbad. Oddly, several local herbalists in Rood are fond of the medicinal, creating a pocket of users there.

GM Note: *Merrig* increases the Presence stat by 5, while causing a mild euphoria and an increase in confidence. The primary effect occurs after 10 days, and addiction usually results after 2 weeks (RR vs. 20* lvl with each use after 10). Interruption of use will not reverse addictive resistance, but results in the loss of the benefit. Withdrawal includes the loss of 10 from Constitution, 15 from Reasoning and Memory (or Intelligence).



MÍRETÁRI'S CROWN

These rare, snow-white flowers bloom only in the spring in mountain meadows. The petals are laid across an open wound and will stem any bleeding.

MORHEREG

(S. "Black Blood;" Q. *Mornaserkē*)

This paste is made from a rare flower found in the Old Forest and other dark places. It acts as a blood poison. The contents of the victim's veins are temporarily transmuted into *kalirion*, a black liquid which performs as imperfect blood, sustaining life but causing incapacity.

GM Note: *Morhereg* is a level 1 blood poison. It causes the mental stats (MERP stats: IC, IT, PR; RM temporary stats: Em, In, Me, Pr, Re) to fall by 50, but to no less than 1. 1-10 hours after the attack, the black-skinned victim returns to normal, but the stats rise back at a rate of only 1 per day.

NEHTELASSĚ

(Q. "Spearleaf;" S. *Neithlas*)

Nehtelassě is a common wild and garden bush. The silver-green leaves are rubbed on the skin to relieve small bumps and bruises.

GM Note: The herb yields concussion relief of 1-6 hits.

NELTHANDON

Any part of this fairly common moorland plant, whether eaten or boiled and drunk, is a powerful emetic, making it a sudden and effective, if somewhat violent and messy, cure for some ingested poisons.

NÚMENELOSSĚ

(Q. "Snow of the West;" S. *Andúlos*)

This moss grows only on the base of the White Tree of Fornost, and is therefore extraordinarily rare. It has the power of nerve regeneration and repair. It is lost to Middle-earth after T.A. 1975.

OLVATÁRI

(Q. "Queen of Plants;" S. *Galathrián*)

Olvatári is a rare plant, found in temperate meadows and glades, bearing fruit and silver-white flowers for a very short time in summer. The juice from its berry heals severe burns. It is associated with Silvan Elves, although even they are not sure why or when this connection was made.

GM Note: Juice from the Olvatári heals third degree burns, no matter how severe, restores 1-10 hit points, and eliminates scar tissue.

ONTALESUHTO

(Q. "Birth-draught;" S. *Súthonnad*)

Ontalesuhto is a liquid medicinal of powdered herbs mixed with water; when drunk, it halts miscarriages. Most of the components are shade-growing herbs found in southern Eriador; a very good herbmaster is needed to dry them properly and mix them in the correct proportions.

REGLÉN

Reglen is a fairly common moss that is dried and later brewed into a healing draught. It is much favored among professional healers in Cardolan. One of the best of the "simple" curatives, its damage restoration calms the patient and allows natural healing to begin.

GM Note: *Reglen* restores 5-50 hits.



**RUMARETH**

This medicinal acts as a coagulant to stop minor bleeding. Its effects are sudden, but not subtle, and the user must be careful to avoid scarring. It is used effectively by the Angmartim, who brought the secret of its cheap preparation from the East.

GM Note: *Rumareth stems the bleeding from wounds up to 2 hits/rd.*

RÚTHIN

This rock crystal, found in caves in the Trollshaws, is prepared with herbs as a liquid suspension. Used as an ingested poison, causing the contents of the victim's stomach to turn into jagged shards of glass. There are no effects if victim's stomach is empty.

GM Note: *Rúthin is a level 2 poison. A RR failure causes the contents of the victim's stomach to turn into jagged shards of glass, causing death in 6-12 rounds. No effect if the victim has not eaten in the last 6 hours.*

SAILCHA

A small violet orchid that blooms in lowland Cardolan throughout the spring, Sailcha is very, and increasingly, rare. The people of Cardolan believe that its blossoms are a potent harbinger of good luck. This superstition is very ancient, believed to predate the Eriadorians.

Sailcha began to grow wild in the fields of Cardolan after the fall of the Witch-king, but was still exceedingly rare until it appeared along the Gwathló in the thirtieth century of the Third Age. Its renewed presence was seen as a portent of better times; Saruman the Wizard thought it an omen of his success, not realizing that the sailcha's flowering coincided with the birth of Aragorn son of Arathorn in Imladris. The resistance movements that helped drive Saruman's people out of Cardolan used sailcha as a symbol. Atwen Evenstar wore blossoms of it in her hair at her wedding in Minas Tirith in the spring of T.A. 3019, showing both her faith in omens and her good political sense.

GM Note: *Following a sighting, the flower's psychological benefits are: +10 morale, +10 to RRs, and +5 DB for 3-7 days (until bloom withers).*

SEREGLIM

(S. "Fish-blood;" alt. *Limherag*)

Sereglim is a paste made from fish blood, used as a less lethal contact poison in traps.

GM Note: *Sereglim is a level 1 poison. Victim's skin peels away continually for 1-100 weeks after an RR failure of 01-50; until the effects wane the victim is at -25 and has a halved Presence stat. With an RR failure of 51+, victim also bleeds through pores at a rate of 3 hits/rd whenever he moves at faster than half his base rate (a slow walk).*

SHA

This is a water lily found in the bogs of the Ettendales. When the petals are dried, powdered, and swallowed, they give the user several rounds of powerful night vision, though at a high cost: four or five days of severe intestinal cramps and diarrhea will follow.

GM Note: *The user will be able to see 300' in all but utter darkness for 1-5 rounds; his subsequent affliction penalizes his actions by -25 until he recovers.*

SHIMMER SPRIG

A lovely, shiny, green moss, found only around certain spring seepages in northern woodlands, sprig gives the ingester visions of natural activity in the surrounding area. It allows him to pick out non-natural activity by default. There is a chance that the sprig-chewer will be overwhelmed by the wonders of nature, the most severe of the effects possible being a state of continual distraction due to flying birds, stinging gnats, attacking wolves, and so on. Rangers and Silvan Elves sometimes convince uninitiated comrades to "chew sprig" as a practical joke.

GM Note: *The range for the visions is 1 mile per level of the user. Observing non-natural activity is a Medium Perception maneuver. An RR must be made each round the sprigs are chewed: if the chewer fails (1% chance failure per round used; i.e., after 1 rnd. there is a 1% chance failure, but after 5 rnds. there is a 5% chance), he will be overwhelmed by the wonders of nature, falling into a drooling stupor for one rd per 10% of failure, and forgetting 70% of what he has seen. If he fails by +51 or more, the chewer will suffer these effects plus a quasi-religious experience. He will be infatuated with nature for 1-100 days, continually distracted by the birds as they fly, the gnats as they sting, and by the utter beauty of the wolves attacking his horse.*

SINDALUIN

(Q. "Grey-blue;" S. *Mithluin*)

Sindaluin is a small blue flower, found in grassy, sandy soils. Through a complicated process, Eriadorian healers can manufacture an anti-coagulant from this plant.

GM Note: *Wounds of up to 3 hits/rd bleeding can be closed by sindaluin.*

SÚRENÏE

(Q. "Tear of the Wind;" S. *Gwaenir*)

These berries grow only in damp herb gardens, as the plant is not native to Eriador. SúrenÏe acts as the equivalent of smelling salts: the berries relieve fainting.

GM Note: *1 round of stun relief per berry.*

TARTELLA

A swamp weed found in the Swanfleet Marshes and elsewhere along the Gwathló, this plant is dried and smoked as a euphoric relaxant.

GM Note: *All of the user's stats drop by 10 for 1-10 hours, and all his attack and spell bonuses will be at -40, but he is very happy. After 2-5 uses, the imbiber will begin to develop a resistance and need a larger dose; more than 2 doses in a three day period will begin to produce withdrawal symptoms such as headaches, chills, and nausea. A purified drug made from this plant, Tarterc, will drop stats by -20 for 2-15 hours and reduce the user's Intelligence by 1 point per dose.*



The mild essence of a garden mushroom, this medicinal is used to exaggerate the effects of alcoholic beverages. Undetectable when dissolved in liquor, it accelerates the onset of drunkenness and increases the subsequent effects.

GM Note: *Temsanc* is a level 4 medicinal. When used with alcohol, drunkenness arrives 3x as fast as normal. Staggering, violence, and exuberance are 3x as severe.

TULAXAR

This healer's herb, extremely potent, is found only in medicinal gardens. The leaves are a styptic; they stop bleeding by contracting the blood vessels. If the healer is not careful in the application of other medicinals, the closure of the blood vessels can cause loss of a limb or an organ or even death.

GM Note: *The bleeding from any wound may be stemmed, the effect occurring 1-10 rounds after ingestion by the patient. Other medicinals must be used alongside Tulaxar to prevent limb-loss, organ-death, or death of the patient.*

UL-NAZA

This extraordinarily rare leaf, said to grow only in a wasteland where a Vala has walked, will cure any poison if chewed. It is brought into Eriador from the distant East, typically by the Witch-king's elite messengers and supply caravans.

USQUELOTÉ

(Q. "Smoke-flower;" *S. Osphalab*)

This flower, found in Dunfearan, is dried and smoked after the manner of pipeweed. It acts as a relaxant.

GM Note: *The user will resist vs. Mental and Essence attacks at +20 for 1-5 hours, but Agility and Quickness stats are at -10.*

VARNALDA

(Q. "Brown Tree;" *S. Galavaran*)

A poultice of the bark of this uncommon tree reduces inflammation.

GM Note: *+30 versus infection; one day's healing occurs in 1 hour.*

WATERS OF FIRE

Actually an acid produced in certain hot springs, it can be kept for limited time in special containers and thrown at a foe.

GM Note: *Failed RR (lvl 3 poison) by 01-50 is treated as the equivalent of a +50 Fireball attack, with the results of the heat critical described as acid burns. Failure of 51+ results in a +100 Fireball attack.*

WELWAL

A leaf that can be placed in the mouth before a battle, it rapidly brings a stunned fighter back to normal alertness. Professional boxers and wrestlers are checked for welwal and similar herbs before a match.

GM Note: *one leaf relieves 2 rnds. of stun.*

WHITE-BERRIED YEW

This is a common shrub in the woods of Rhudaur. When ripe, its berries can cause a swift and painless death. In past days, those dishonored in some way used the fruit to commit suicide. If not ripe, the ingested berries cause merely vomiting.

GM Note: *Death in 1-10 rnds.*

WITCH HAZEL

An extract from this common plant yields an astringent lotion, reducing the pain of small cuts and relieving muscle aches.

GM Note: *Witchhazel reduces hit point loss from minor wounds by 1 pt/rd. It also gives a +10 bonus to resistance against infection and relieves muscle aches.*

WORCLIVUR

Worclivur is a paste made from a rare flowering lichen found along the ocean shores of Eriador. It is used as a contact or blade poison.

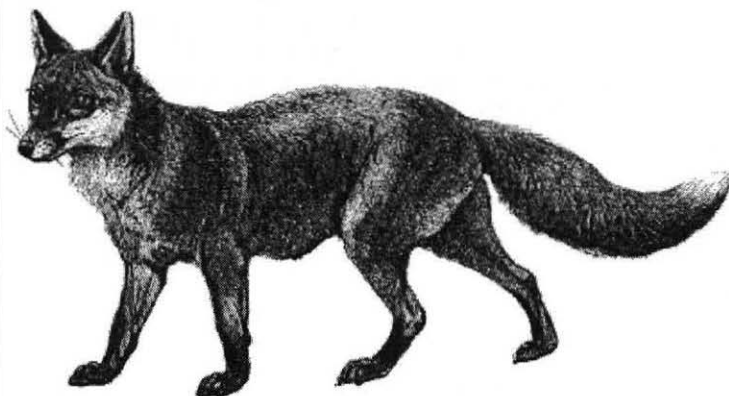
GM Note: *Level 2 poison. The victim failing an RR by 01-30 is blinded in 1 eye (and at -50) for 1-100 minutes; a victim failing by 31-60 is subject to random eye spasms for 1-100 days (on any roll of 01-25, victim's eyes flutter for 1-10 rounds, during which he is at -75); a victim failing by 61+ is blind in both eyes (-100) for 1-100 weeks. Raw flower juice is only a (lvl 1) poison; all effects are halved in duration, and all penalties are 25% less severe.*

YULDAR MAILÉ

(Q. "Lust-draughts;" *S. Smith Mael*)

Yuldar mailé is the general term for potions of love, most made from obscure herbal recipes. The dozen or so love philters used by alchemists in Eriador have a range of effects—from a lack of inhibition similar to the result of imbibing fine wine to a strong (but temporary) affection for the first person seen after swallowing the philter. Only an intensely magical potion will have effects lasting more than a few weeks. The use of love potions is taken quite seriously by the authorities in Arthedain and Cardolan, and can result in murderous vendettas by the family and friends of the victim, whatever the intentions of the user.

GM Note: *The range of effects depend upon the degree of failure in the victim's RR: 01-20, the potion has only a placebo effect; 21-50, it acts as a disinhibitor, slightly more than a glass of good wine; 51-80, the victim experiences a simulated increase in erotic desire; 81-90, the elixir has an emotional effect, not necessarily directed at whoever paid for the potion; 91-100, the yulda mailé has the effect of the spell Charm Kind, eventually receding to a simpler affectionate and/or lustful relationship, depending on the personalities involved. Few potions will have effects lasting more than a week or two.*



10.2 BEASTS OF ERIADOR

An overview of the animals common to Eriador was provided in Section 3.2. The following material covers specific species in more depth. Should adventurers encounter wolves or *lostrandir* or the fearsome *chatmoig*, this appendix provides GMs with the behavior patterns and attack modes (if any) of the beast involved.

10.2.1 PREDATORS

BEARS

These big predators, the largest in Eriador aside from the *chatmoig* (See below.), eat plants and will scavenge from other's kills when they can; however, they are quite capable of making solitary kills when stirred by hunger. Folk in Eriador, especially the Lossoth and Northmen, have an almost cultic obsession with hunting bears; it is thought to be the ultimate test of a man's prowess as a warrior. News of bear spoor will gather reclusive Northmen from a large area to join the hunt.

The shy, man-sized black bear is unusual in Cardolan, but quite common in the rest of Eriador. The southern climate is a little warm for the bears' taste, but the main factor in their scarcity is Mannish. They are routinely hunted for the minor danger they present to livestock and simply because they are good to eat. They consume more plants than the rest of their kin, and represent little threat to men.

Brown bears, called by the Hillmen the *barg-dign* or "little bear," nonetheless often weigh 300 lbs and stand as tall as a man. Found only in Rhudaur, they are more territorial and hence more dangerous than their darker cousins from the lowlands.

The cave bear, also called *barg-moigh* or "great bear" by Hillmen, leads a solitary existence in the many natural caves of the highlands of Rhudaur and on the flanks of the Misty Mountains as far as Calenardhon. The black-pelted cave bear measures two to three feet taller and weighs twice as much as the smaller brown bear. They have little fear of Men, and it is considered unwise—even when caught in a driving rainstorm or a sudden blizzard—to risk entering a cave that might be the den of a *barg-moigh*.

CHATMOIG

The high hills of Rhudaur and Eregion are home to the extremely rare *chatmoig*, a large grey cat with huge forequarters and great fangs. The biggest of the species measure 6' at the shoulder. The *chatmoig* is the only natural creature truly feared by the Hillmen, as it is said to be supernaturally intelligent. Some clans participate in religious ceremonies centered on the great cat, which provides the core of many Hillman hunting myths.

GAICH

The primary small predator in Rhudaur is a large fox named the *gaich* or "changer;" its pelt is black in summer and white in winter. Scavenging and cleaning up after the *gaich* is the chief work of the many flocks of crows and gorcrows (*crebain*) that abound in almost every part of central and eastern Rhudaur.

GIANT EAGLES

The giant eagles dwell in both the Misty Mountains and the Blue, but are infrequent visitors to the rest of Eriador. They are wary of Men, and not without cause; the noble avians are not averse to some occasional mutton, and they are not thought of as friends by most farmers. The eagles rarely intervene in the affairs of Men in Eriador. The lack of safe nesting places keeps them away from the important centers of population, and they seem to see these lands as the responsibility of the remaining Noldorin Elves.

GLUTAN

The dreadful *glutani* (sing. *glutani*) are found all over Eriador, but the largest concentration of them is found in western Minhiriath. They are solitary, black-furred beasts shaped like large badgers. The *glutani* is unbelievably quick and fierce, and possesses a marked predilection for battle. They have been known to attack large groups of armed men without the slightest provocation, fighting to the death even if escape is easily available.

MADRATINE

The *madratine* is a small cat-like fox found all across Eriador west of the foothills of the Hithaeglin and away from the coastline. The creature's white mask and ears stand out in sharp relief to its reddish brown fur. *Madratine* are very shy.

SMALL PREDATORS

Smaller and rarer hunters are found all over Eriador. Although the inattentive villager may never see one more than once or twice save in his life. Ferrets, lynxes, raccoons, red foxes, skunks, and weasels are found throughout the country and are occasionally domesticated. White foxes are common along the edge of the Forodwaith. Otters, river minks, and fishers are found only rarely in the streams of the north and the mountains, as they are prized for their pelts and have been extensively hunted and trapped.

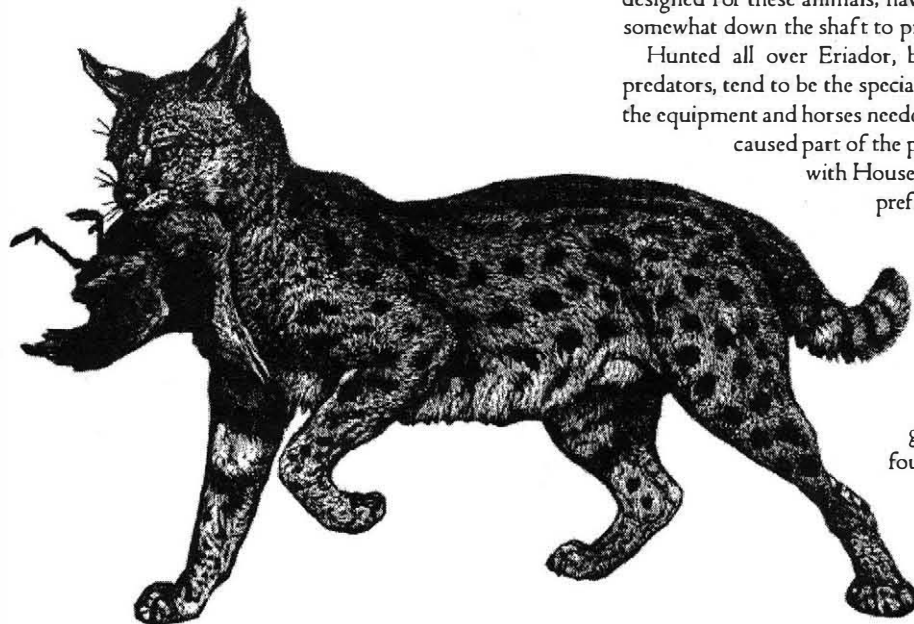
SPOTTED LION

Spotted lions get their name from the black speckles on their almost white underbellies; the rest of their coat is a burnt orange color. Although quite rare, due to hunting, they amazingly still range throughout Cardolan. The lions are not evil creatures; while they are extremely cunning, they are not capable of speech. Their feud with the wolves is old and bitter and has probably contributed to their decline more than the efforts of men. Spotted lions live in small family groups, keeping lairs in trees and caves. They prefer to hunt deer, but sheep will do. Spotted lions kill men only in self-defense.

WOLVES

An old Eriadorian saying is: "Worry about the wolf that you don't see." The predator of note in Eriador is the wolf; encounters with any others will be rare in comparison. The common wolf throughout northern Endor is the grey wolf, called the *degmurg* in Rhudaur and the timber wolf in the forests of Númeriadur and the scattered woods of the upland. The red wolf, a slightly larger and substantially more aggressive subspecies of the common wolf, is the dominant form in southern Cardolan and beyond the Gwathló.

True wolves are basically large dogs; a few of any species tend to be born white-grey or black. They will generally be found in packs of about a dozen mature adults. They are vicious and intelligent hunters, tireless in the chase, and, under the malign influence of Angmar, prone to kill simply for sport. Their primary prey is sheep, but wolves in the time of the Plague have lost their fear of Men and will readily attack lone individuals or small groups. They do, however, fear the sheep-hounds of Eriador, bred and trained specifically to fight and kill them. The dire wolf of the forested edge of Forochel and other northern realms of Endor is a larger variety of the wolf. It weighs as much as a man and has never, as a species, been completely cured of Man-hunting. It was deliberately exterminated in Arnor for that reason.



WAR-WOLVES

The war-wolves, or great wolves, called *degmoig* by the Hillmen and wargs by many in Cardolan, are not common in the wild. Bred from dire wolves by servants of Morgoth in the Elder Days, they appear, when not acting as mounts for Orkish raiders, to be simply overlarge wolves. However, war-wolves are bolder and more cunning, and some can speak a debased form of Westron. Most serve the purposes of the Witch-king of Angmar, either directly or indirectly.

WARGS

True wargs, the Hillmen's *deglich* or ghost wolf, called also in Arthedain Demon-wolves or Wolves of Sauron, appear to be large war-wolves, but are in truth undead creations of powerful evil magic. They will act only on dark nights when their trait of dissolving if killed will not be easily revealed. The Witch-king has found little need to send wargs to Cardolan in numbers since the fall of Amon Sûl in T.A. 1409; they routinely lead raids of war-wolves into Arthedain as part of the Witch-king's war on the realm's economic base, striking at its herds and flocks. Wargs act occasionally as messengers and servants for agents of Angmar, and a few of them lead wolf packs to protect the line of communications between Angmar and the Warlord Dagorhir's forces in Minhiriath.

10.2.2 HERBIVORES

BOAR

These are fierce wild pigs, the ancestors of the domestic pig. Active nocturnally in settled lands, boars frequent wooded and brushy country all over Eriador. They live on succulent plants and roots, and any small animals or fresh carrion they find or catch. They are generally found in large packs. The adult males defend the perimeter of the pack against all enemies, real or imagined. The primary concern of boars is finding food, and most creatures are wise enough to get out of their way. They are temperamental and extraordinarily dangerous when alarmed. Agile, quick and aggressive, an angry boar will take on anything and strike with hooves and tusks until its enemy is slain and trampled. They tend to shrug off most injuries and will run right up a spear to get at the man wielding it. Boar-spears, especially designed for these animals, have a heavy head and a cross-bar somewhat down the shaft to prevent this occurrence.

Hunted all over Eriador, boars, like some of the larger predators, tend to be the special prey of the nobility, who have the equipment and horses needed to hunt them safely. This has caused part of the problem the Shire Hobbits have with House Tarnëa, as the Tarnëa knights prefer to conserve the population of

boar in their area for future meat and exercise. The Hobbits, half the size of the local Dúnedain and much more prone to nosing about in the brushy areas where boars lair, go to great lengths to kill all the boar found around their villages, by traps, snares, or poison. They regard the "sport" hunting of the nobles with contempt and anger.



DEER

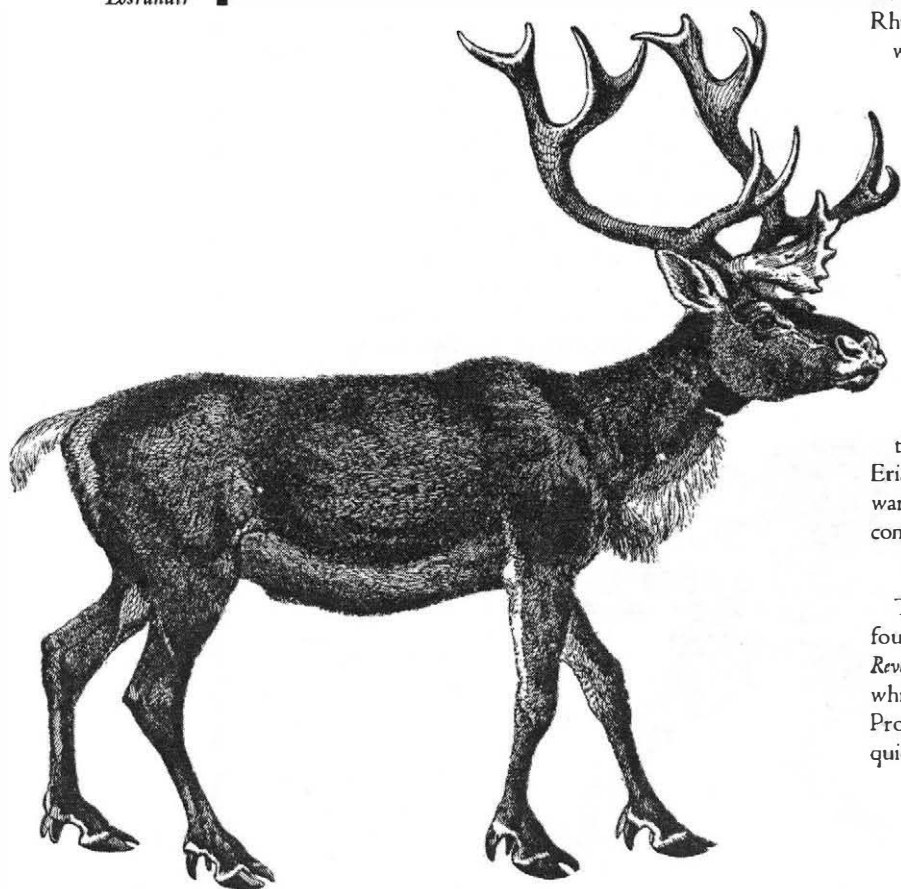
Deer are the most common grazing animal in the forests and wooded vales of Eriador, and venison from any of the varieties of deer is considered elegant fare on any table. The red deer of Arthedain, averaging 4' at the shoulder, will graze or browse at night and is normally found in twos or threes. The smaller dappled deer of northern and eastern Eriador feeds on shrubs and broad-leaved trees; the male or "buck" of this breed marks his territory by scratching the bark off trees, and the royal rangers use variations on these scratches to mark their own trails. Another little deer, the *aras*, is the most common wild herbivore in Cardolan, being able to thrive on the scant grasses. *Erais* roam in small groups of four or five does and a buck. They are extremely timid.

In the woodlands, the horse-sized *caru* or elk is rarer than other deer, but still common; and the *losrandir* of Forochel and Rhudaur strays south onto the Eredoriath in severe winters. Larger than an elk, the *nimmaras* (S. "white hart") is found deep within the Old Forest and the Eryn Vorn. Its pelt is prized for fine garments, and a potion made from its horn is said, incorrectly, to retard aging. Very wily, the white hart will put up a good fight when finally cornered. Hunting the *nimmaras* in Cardolan was once reserved only for the high Dúnedain, but there are now few of either left.

FRUNT

The bogs of the Ettendales are the home of these bizarre creatures. Five foot long black salamanders with red feathery gills, they devour water plants and spend most of their time buried deep in the mud. The Hillmen consider them to be a terrible omen of bad luck and try to avoid them, but others have reported that their flesh is most tasty.

Losrandir



GOLODO

A *golodo* is a moderately large flightless bird, rather like a large goose on stilts. *Golodos* gather in large flocks during the breeding season in early summer, traveling in small groups during the rest of the year. *Golodos* immediately flee the scent of any predator with surprising, if ungainly, speed, except during the nesting season when they will bravely defend their eggs. *Golodos* enjoy the taste of meat, but since the birds are poor hunters they will eat anything.

GORAL

Goral are a wild, golden, bighorn sheep found exclusively in the downs of the Eriadorian upland. Solitary and intractable, they have nonetheless been very profitably interbred with Cardolan's domestic sheep.

LOSRANDIR

In their homeland in Rhudaur, these *feithan* (Bl. "reindeer") have stricter habits than the other deer of Eriador. They stand a little more than 4' high at the shoulder and, with the exceptions of their thick fur and small mossy antlers, look much like the other deer of the western country.

Losrandir migrate to the Rhudaurian highlands in the spring, gathering in great herds that crowd an acre of ground. They bear their calves in the late spring. Later, as the heavy snows begin, they retreat to the woodlands of the Trollshaws in groups of about twelve.

Losrandir have very sharp hooves for breaking through the snow to find food in winter. These hooves are their prime defense; both buck and doe rear up and use them with skill. Doe antlers remain rather soft year-round, while buck antlers harden enough to be useful only in the early winter, which is rutting season. *Losrandir* generally eat only *sinblas*, the grey grass of Rhudaur, surviving on this scant fare. In particularly hard winters, *losrandir* eat brush and the bark of trees.

As a rule, stronger bucks patrol the edge of the herd to ward off predators. In smaller groups, *losrandir* rely on their quickness and stamina in the deep snows; they can make brief, impressive bursts of speed. If need be, bucks will sortie out to attack, and as a last resort, *losrandir* form a close cluster defended on all sides by flashing hooves. These tactics work well enough against wolves and bears, but are of little use against determined Mannish hunters; the *feithan* are the primary food and hide source of the Hillmen.

MORMUND

Wild cattle or aurochs, the *mormund* is the ancestor of the domestic cow of western Endor. Most of those found in Eriador are feral descendants of animals scattered during the wars. All are horned, and the bulls can be dangerous when confronted.

RAVODHRAS

The *ravodhras*, or pronghorn, is an antelope-like creature found mainly in the Pinnath Ceren and the Girithlin highlands. *Ravedhras* stand about 4' tall; a dull yellow in color with a loud white rump and short black horns that give them their name. Pronghorns travel in small herds and are inquisitive, but they are quick to flee.

SMALL MAMMALS

The most common rodent on the plains of Eriador is the *runara*, a gopher, closely followed by the rabbit or coney. The *runara* of Eriador resemble big stout rats and live mainly on grass roots. On the plains they are a major nuisance, because they live in large colonies of interlocking burrows. Their entry holes here rise about a foot from ground level, but their tunnels run very close to the surface. *Runara* holes cannot be easily detected by sheep, horses, or Men, leading to many broken legs.

The rabbits, who prefer shallower but more sheltered burrows, favor the tangled nooks and crannies of the grasslands, where they can occasionally be found concentrated in large warrens. In the more rugged hills, the gophers and rabbits are scattered, living in small burrows dug out of the thin soil. Enormous but seldom visible numbers of them share the woodlands with squirrels, ground squirrels, and field mice—chipmunks and voles to the Hobbits—and the slightly larger but less common opossum, hedgehog, and pawtunc or wood-chuck.

These small plant and seed eaters form the base of the food chain for the carnivores of Eriador, and the poorer Men and all the Hobbits find them a ready and tasty food source as well. Beaver are quite rare in Eriador because their pelts make excellent leather for outer garments. Porcupine and their smaller relative, the hedgehog are also present, although the first of these tends to girdle and kill trees and has therefore been exterminated as a nuisance in Arthedain.

10.2.3 DOMESTIC ANIMALS

BARNYARD ANIMALS

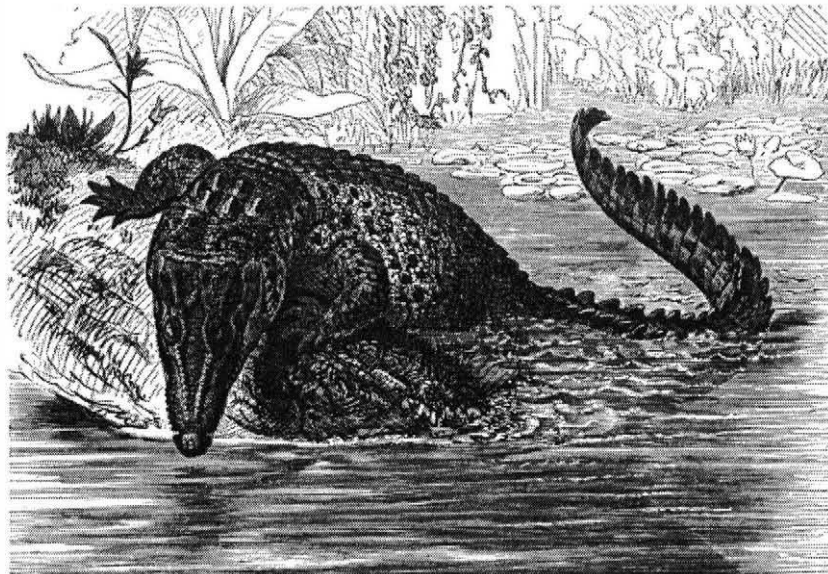
There are a few varieties of smaller, “barnyard” animals in Eriador. The most common is the chicken, found in red, white, and black varieties. The Hobbits, who used to clip the wings of migrant geese on the Anduin flyway to keep them handy for later butchering, keep large flocks of domestic waterfowl now, but they have yet to convince Men of the virtues of tame ducks, geese, and pigeons. Eriadorians may keep a few coneys in pens for meat and soft leather. Rats are so common in Mannish dwellings that they should probably also be counted among the domestic animals. Hungry men, and every war produces such in Eriador, find them chewy but quite edible.

CATTLE

Cattle are also called kine (and by some “*mormund*” or *auruchs*, correctly the name for their feral cousins). Domestic kine, introduced originally from Rhovanion and Gondor, have been around for thousands of years, but Eriadorian farmers are a conservative bunch. Cattle have never threatened the position of sheep as the dominant herd animal on this side of the Misty Mountains. All kine in Endor have long horns and short-haired hides that make fine leather. Their meat (beef) is considered a ticher meal than mutton.

GOATS

Goats, leaner and more temperamental than sheep, can eat almost any plant and therefore are grazed where sheep and cattle would starve. Their milk has a distinctive flavor; it provides aromatic cheeses for the discerning palate and can be distilled into a fierce highland liquor called *coussa* or *ful-bahn* (Bl. “white-fire”).



PIGS

Pigs, actually semi-domesticated boars, are not uncommon in Eriador, but they remain very nasty creatures; they are tolerated on farms and in towns for their ability to eat garbage and keep the streets clean. Hobbits, less able to bully surly farm animals, detest pigs, but are breeding some down to a reasonable size.

SHEEP

The Men of Eriador keep many beasts, but not a great variety of them. The most important of these are sheep, especially in Cardolan. There are two important breeds. The common sheep is relatively small and delicate, producing vast amounts of brown and white wool and fine meat (mutton). These sheep are incapable of surviving in the increasingly wild lands without the protection of sheep dogs and shepherds.

A sturdier breed, the *harbdo*, was created by crossing the wild *goral* with common sheep. The result is a lot less wool and less tasty mutton, but also an animal that will survive unprotected in most areas. *Harbdo* have grown increasingly prevalent over the past few centuries and are the dominant breed in northern Arthedain.

10.2.4 DOGS

Dogs are popular among the Men of Eriador, especially among shepherds and the Dúnedain. The prime breed is the sheep hound, a large, short-muzzled, long-haired dog. The sheep hound is very loyal, intelligent, and fierce. If equipped with a stout armored collar, one sheep hound is a match for two or three wolves. The Dúnedain also use them for hunting and as guard dogs, although they aren't aggressive enough to serve as true war-dogs. A smaller breed is often seen as the pet of women and children.

The Dunman's dog is possessed only by the tribal Daen of Dunfearan. It looks like a large toy dog, and a similar breed is owned as such in Gondor. In Dunfearan, they are sometimes used as guards or for pack-hunting, of which they are marginally capable. Most Dunnish dogs end up in the stewpot; indeed, they seem to have been bred to be the correct size for a large family meal.

Sea Crocodile



True wolfhounds—looking somewhat like the sheep hound, but leaner and incorporating, ironically, some wolf blood—are also found in Eriador. They are used as hunting dogs by the nobility and trained to accompany rangers.

DROGRÎN ARAN

The royal wolfhounds of the King of Arthedain are the largest and most powerful in Endor. Long-haired and long-limbed, with enormous heads and feet, each standing 3' plus at the shoulder, they were originally bred and trained from stock belonging to the Elves and Edain specifically to kill wargs and wolves. The dogs serve with the Tirith Aran and the Faradrim Aran, although the Sceptre routinely gives away the excess males in a litter as prestigious gifts to its supporters. On the rare occasions that the Angmarrim capture a *drogrîn aran*, it is accorded a battle to the death in an arena, pitted against the Witch-king's finest war-wolves.

DROGRÎN GOLODHREN

Rarely among the royal hounds, the ancient bloodlines run absolutely true, and the beast shows the exceptional intelligence and strength of its ancestors—some of whom were reputed to have come from the Undying Lands with the Noldor; hence their name *drogrîngolodhren* (S. "Noldorin wolfhound;" pl. *drogrîngeledhryn*). Picked out of a litter at an early age by experienced kennel-masters, these elite hounds are granted as personal

companions or pets to favored royals and selected friends of the Sceptre. Somewhat empathic, they show almost Mannish sensibilities and can understand Mannish tongues.

10.2.5 REPTILES

COIRËAL

The *coirëal* is a tiny (3-6") snake of the deep woods. It has yellow rings on a black background. The *coirëal* is happy to hunt large insects and should be left alone, for its venom is highly potent.

LAND TORTOISES

These were once common in the Gwathló basin, but they were hunted to extinction as the Mannish population increased. Preserved by interested nobles in more affluent days, a few may still be found along watercourses in central Saralainn. They are very slow and inoffensive, 5' long and 3' high, weighing up to 300 lbs.

NAETHLYG

The *naethlyg* is an aquatic snake found in the marshes and pools of Cardolan. It is rusty in color with broad bright brown bands, and ranges in size from 3' to 5' long. Its venom is mild, designed to stun the small rodent upon which it feeds before enveloping and crushing its prey. The *belenæthlyg* is a much larger cousin that inhabits the brackish waters near the coasts.

NAETHOR

This plains snake is found throughout Cardolan in watered areas, as far north as the Barrow-downs. The *naethor* (pl. *naethyr*) grows up to 6' long with creamy-colored scales. *Naethyr* anger quickly and will fight rather than flee once annoyed. A smaller variety, the *gonnaethor* (pl. *gonnaethyr*) favors rocky terrain all across northern Eriador, but its venom is much weaker.

ROCK VIPER

The rock viper is a very small serpent, related to the *coirëal*. This small (1' long) but potent snake inhabits downs and hills, and likes to sun itself on rocks.

SEA CROCODILES

The fish-eating crocodiles of the Gwathló are inoffensive when let alone, but the same cannot be said of their larger cousins. The sea crocodiles are uncommon, fortunately, for they resemble a wingless drake. They are prone to attack smaller ships, seeking to puncture hulls with their mighty jaws, then waiting for the ship to founder. Sea crocodiles are thought to nest on the rocky coast of the Rast Vorn, and if it were not for the ruggedness of that breeding ground they would have been hunted out long ago.

SHAKING ASP

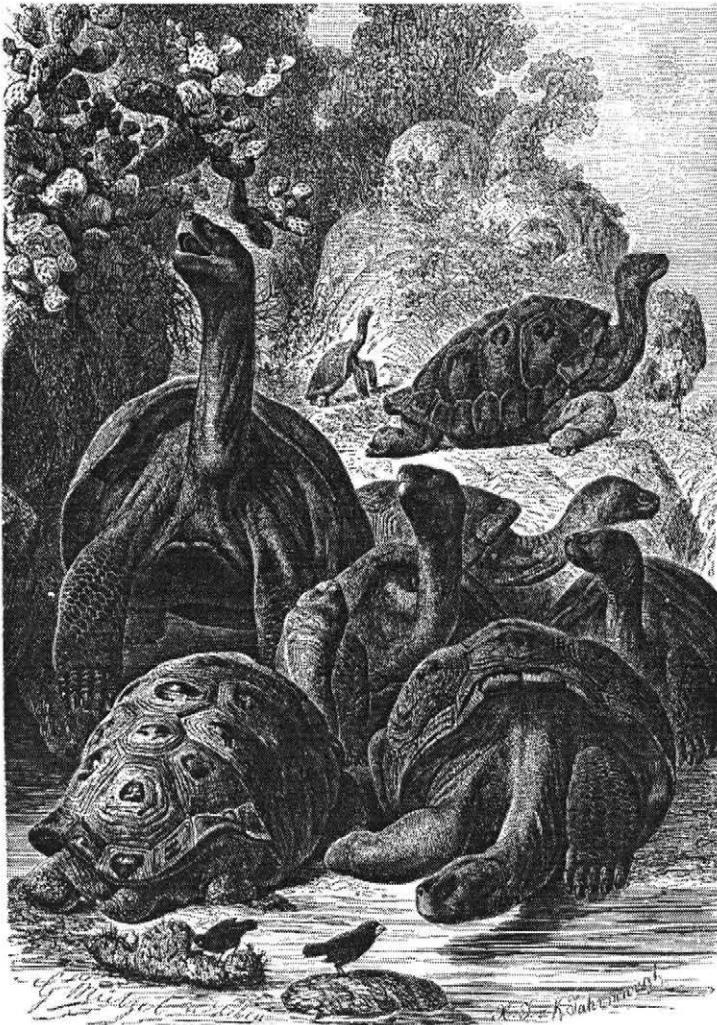
The only dangerous reptile in Rhudaur, this is a common small grey snake with potent venom. Its only virtue is the rings of heavy loose scales about the head that give off a distinctive noise when the serpent writhes in surprise or prepares to strike.

10.2.6 DRAFT AND TRANSPORT ANIMALS

HORSE

The horse was kept as an expensive riding and meat animal in ancient Eriador and Númenor, but neither of these cultures used cavalry on any great scale. Gondor lost that option as its armies began dealing with mounted Easterlings and Haradrim in the sixth century of the Third Age. Good, short-haired

Land Tortoises



Haradaic mid-horses, usable by chainmail-clad medium cavalry, were imported into Arnor around T.A. 500 by Northmen who'd fought as mercenaries for Gondor.

Fast and reliable transportation has always been crucial to the northern Dúnedain in their wide, thinly-populated lands, and a hairy, rugged Easterling breed soon followed the Haradaic one through the Gap of Calenardhon. Most of the Northman mounted clans soon migrated into the east to join the plain-tribes known as the Ehwithrumi, but several useful varieties of horses were already being bred in Eriador. Eventually, when animals of sufficient size and strength were available, heavy cavalry became a mainstay of the Arnorian army, and the mounted knight the standard battle role of the Dúnadan nobility.

Several new breeds of horse had to be created to fill the various roles expected in the changing Arnorian society. The hairy short-horse, closest to the Easterling animals in size, are quite fast and cold-tolerant and used for general riding and light cavalry duties. The hairy mid-horse, bigger and tougher, has more of the Haradaic blood in it, and serves as a riding and draft animal for the Dúnedain and as a medium cavalry mount. The great horse, strong enough to carry a Dúnadan knight in platemail, is expensive to breed and maintain. These noble beasts are very big; they must be, in order to carry a 7' tall man wearing a chain hauberk or half-plate with full equipment. They are often roan or black in color.

In addition to these standard animals, there are the *errych*, or Elvish horses, in Lindon and around Rivendell. Most Elves, however, ride the *nimroch*, a variation of the hairy mid-horse with a touch of *arroch* blood to improve the breed. The so-called pony

of Eriador is actually a small, stiff-maned horse. Notorious for being ill-tempered and hard to ride, ponies do seem to be mellowing after centuries of domestication, and are used by both Hobbits and Dwarves.

Ox

Male cattle are castrated at a young age (as are most male farm animals, to make them manageable and to control breeding). The largest and healthiest of them are used as oxen to pull plows, carts, and other heavy machinery. Since only the wealthy can afford to own horses, the ox is the basic draft animal in Middle-earth. "Putting the yoke on" is a common expression for getting married or starting any strenuous group endeavor; asking a peasant farmer about the quality of his ox-team is the best way to start a conversation or a friendship.

The Hobbits in their ancient homeland kept almost no domestic animals, but they began acquiring them as soon as they came to Eriador. The Shire Hobbits were the first to own enough land to make draft animals practical; they are currently breeding ponies and small oxen for that purpose, although custom ox-and-plow teams owned by Men will be getting a share of their crops and cash for generations to come.

10.3 THE MAPS

The boundaries of the states and nations of Eriador shifted considerably across the millennia. The following maps give the GM an overview of the region at different points in history.

Two of the maps (The Shire, circa T.A. 3018, and Arthedain, circa T.A. 900-T.A. 1974) have numbers indicating the locations of specific sites. The keys below give the site names to which the numbers correspond.

ARTHEDAIN MAP KEY

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- | | |
|----------------------------|--------------------------------|
| 1. Annúminas. | 20. Minas Girithlin. |
| 2. Aradhras (Kingscrag). | 21. Andrath. |
| 3. Rood (Rhovanduin). | 22. Minas Malloth. |
| 4. Green Hill Country. | 23. Minas Hyarrómenyaron. |
| 5. Mikilahul. | 24. Terellisce Formenyaron. |
| 6. Wood Junction. | 25. Ambon Noirinanyaron. |
| 7. Burh Sakyons. | 26. Tarmabar (Mar Tarmëaron). |
| 8. Baranduin Bridge. | 27. Barad Garan. |
| 9. Iach Sarn (Sarn Ford). | 28. Bareketta (Mar Eketyaron). |
| 10. Bree. | 29. Cerin Balgrist. |
| 11. Fornost. | 30. Long Cleeve. |
| 12. Amon Sûl (Weathertop). | 31. Greenfields. |
| 13. Bombadil's House. | 32. Gamwich. |
| 14. Arnach. | 33. Hobbiton and Bywater. |
| 15. Metraith (Thalion). | 34. Girdley Island. |
| 16. Dinach. | 35. Taur Faemar. |
| 17. Tharbad. | 36. Caras Celairnen. |
| 18. Argond. | 37. Bar Írlossiel. |
| 19. Creb Durga. | 38. Elostirion. |

SHIRE MAP KEY

(Page 201)

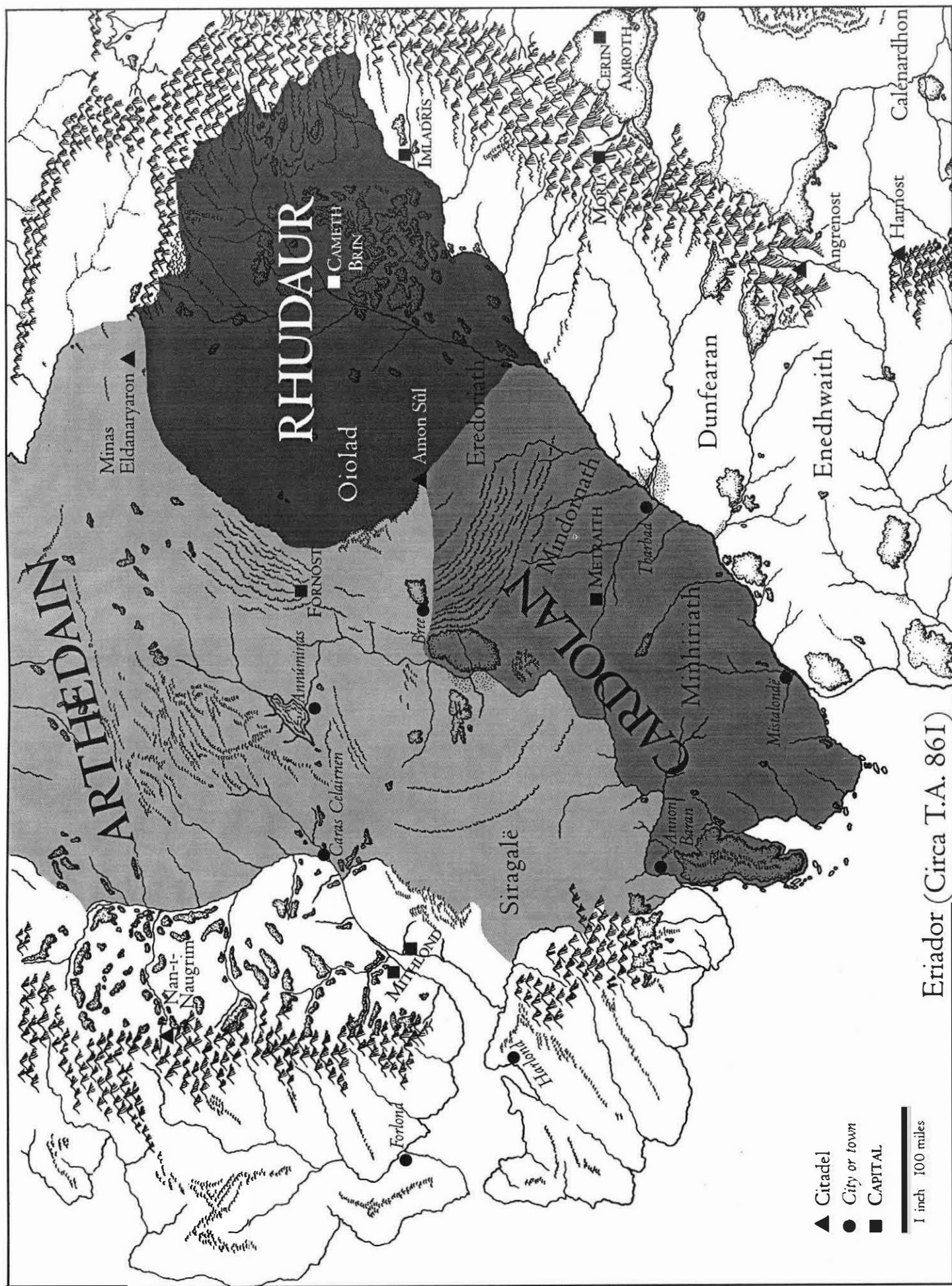
- | | |
|---------------------------|----------------------|
| W1. Greenholm. | S22. Hardbottle. |
| W2. Gamwich. | S23. Sackville. |
| W3. Tighfield. | S24. Longbottom. |
| W4. Nobottle. | S25. Pincup. |
| W5. Caring Green. | E25. Brockenborings. |
| W6. Little Delving. | E26. Scary. |
| W7. Michel Delving. | E27. Quarry. |
| W8. Needlehole. | E28. Dwaling. |
| W9. Waymeet. | E29. Frogmorton. |
| W10. Whitwell. | E30. Whitfurrows. |
| W11. Tookbank. | E31. Stock. |
| W12. Tuckburrow. | E32. Woodhall. |
| W13. Overhill. | E33. Rushy. |
| W15. Bag End. | E34. Deephollow. |
| W16. Hobbiton. | E35. Willowbottom. |
| W17. Bywater. | B36. Newbury. |
| I8. Three Farthing Stone. | B37. Brandy Hall. |
| N19. Long Cleeve. | B38. Bucklebury. |
| N20. Greenfields. | B40. Standelf. |
| N21. Oatbarton. | B41. Haysend. |
| | B42. Grindwall. |



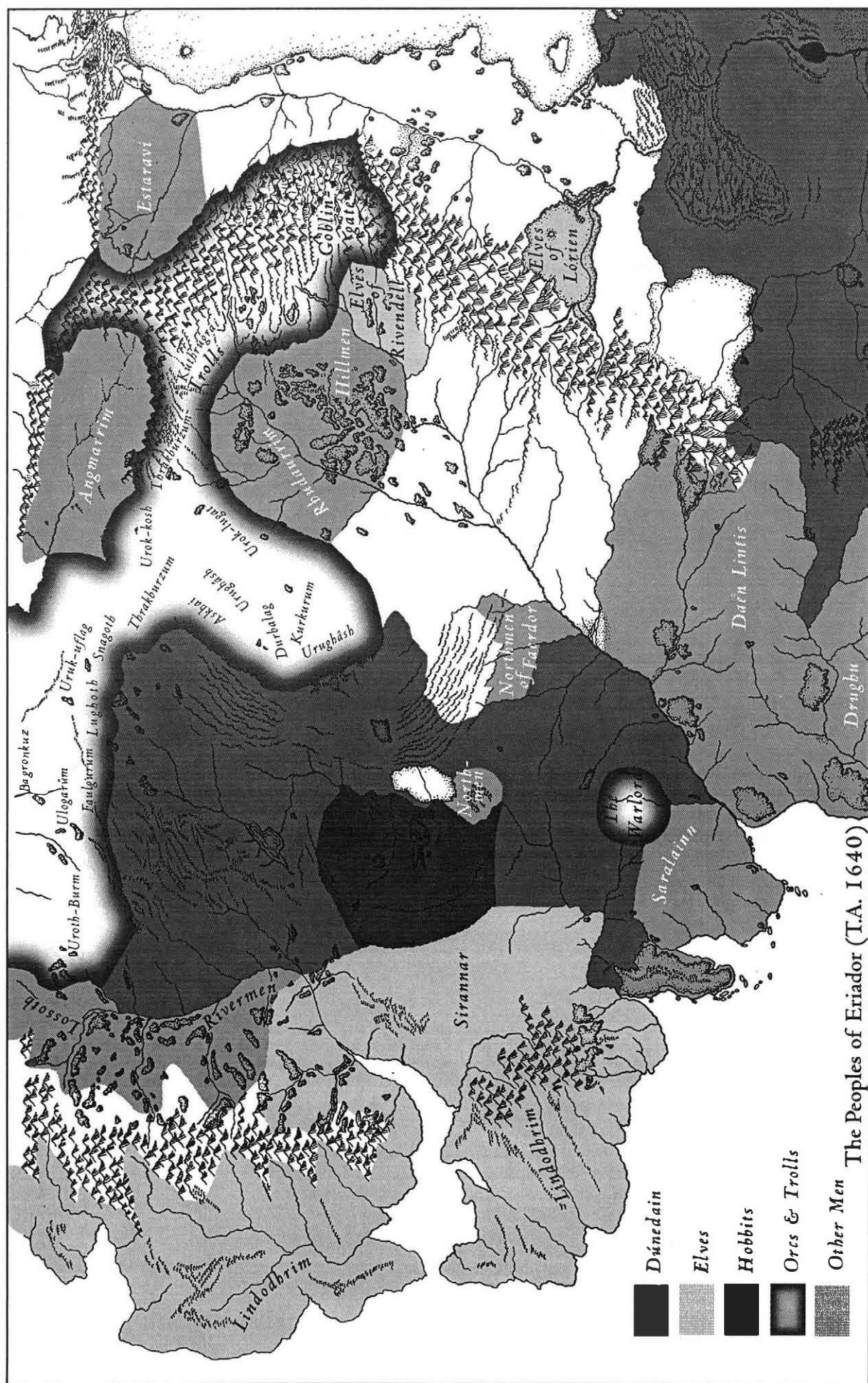
Eriador (Circa S.A. 1600)

● Site names

1 inch 100 miles

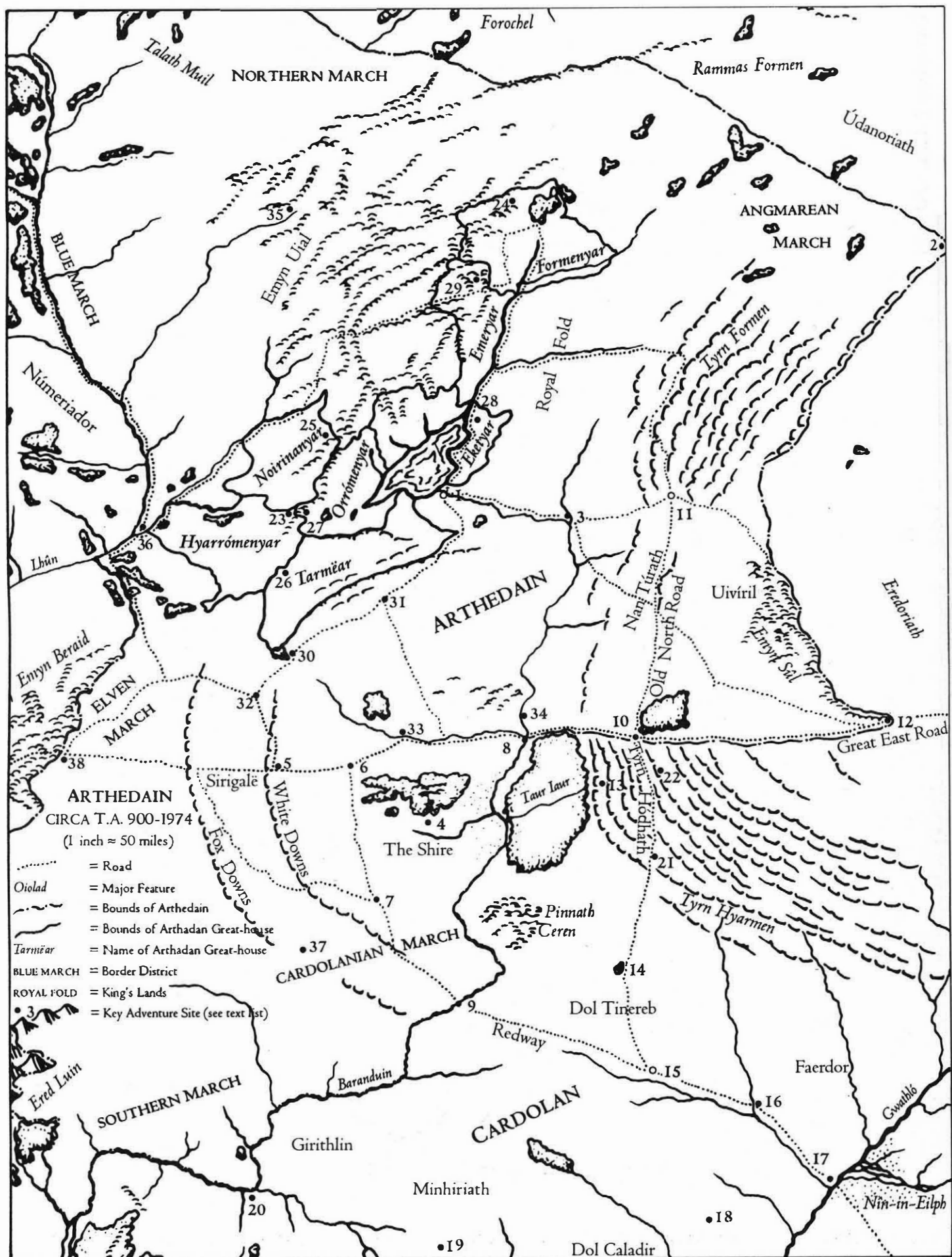


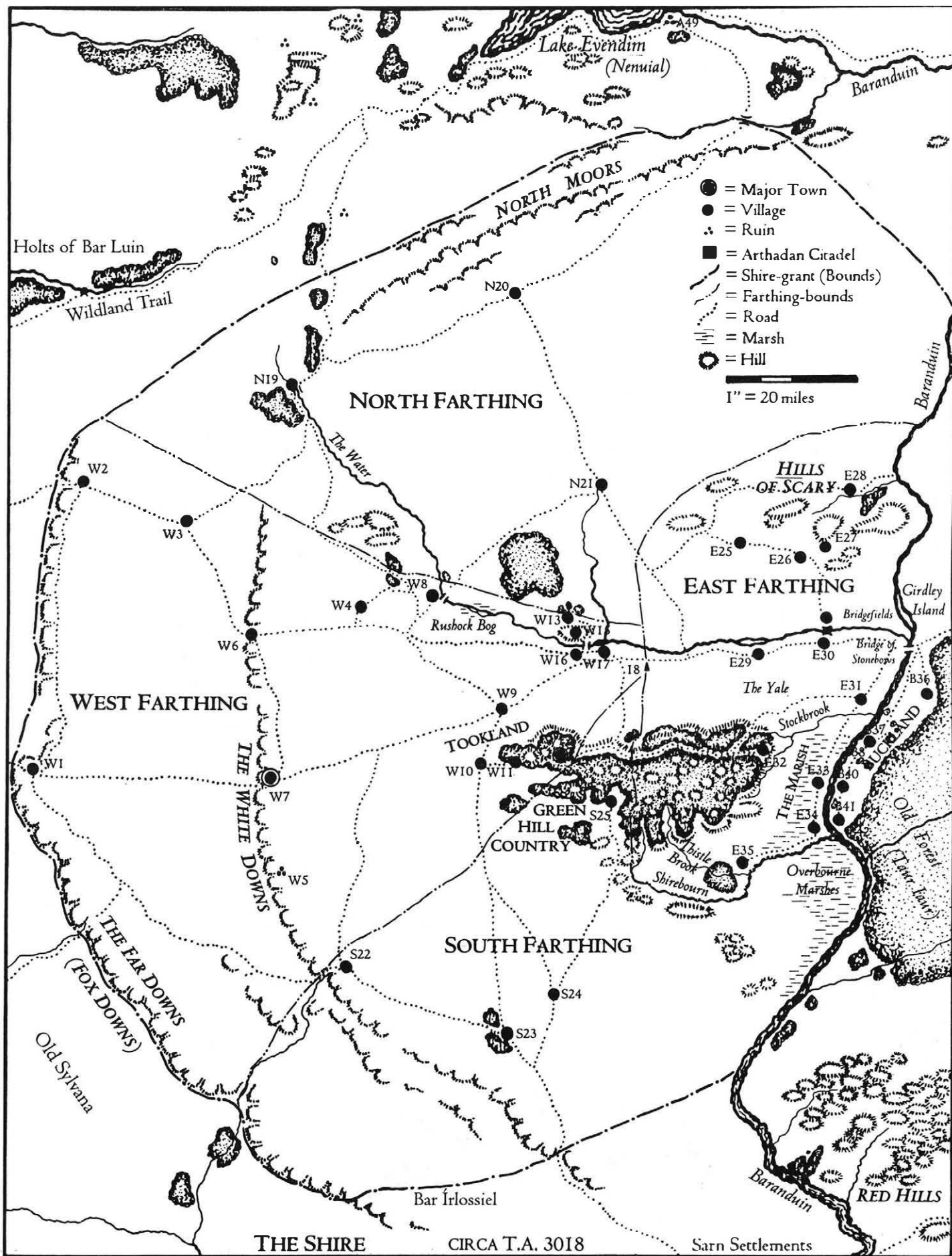
Eriador (Circa T.A. 861)





Eriador (T.A. 3018)





II.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
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The characters below are listed in order of the sections in which they are first or best described. Not all of the characters described in the text could be included here. The military tables in Section 12.1 of *Armor: The People*, as well as the generic character tables in the *MERP* (Table ST-3, p. 252-254) and *RM* rule books (ChL Table 15.5.3), can provide guidelines for determining their statistics.

Only combat and unusual skill bonuses are provided in this table, you can refer to the generic NPC tables in *MERP* (Table ST-3, p. 252-254) and *RM* rule books (ChL Table 15.5.3) for other skill bonuses.

TRAVELERS GUIDE (Section 4.0)

Amon Sûl

Belegdur	14	135	PI/18	40	Y10	A/L	135ha	95cp	0	Dúnadan Warrior.
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Bregol	12	140	Ch/I3	35	Y5	A/-	120ss	110da	10	Dúnadan Bard.
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Knows 3 Open Essence lists to 5th lvl.

Dani Brunnafera	10	115	SL/7	20	N	N	108ss	95cp	10	Enedon Ranger.
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+10 to Ambush, +30 to other stealth skills when stalking Orcs.

Drukka	10	140	Ch/I5	40	Y5	A/L	125bs	100lb	0	Northman Warrior.
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Feinhíril	10	135	Ch/I5	40	Y5	A/L	130bs	135cp	15	Cardolanian Warrior.
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Gendar	7	60	SL/6	20	N	N	86da	70sl	10	Arthadan Scout/Thief.
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Liwisintha	8	70	No/I	40	N	N	75ss	110sb	30	Enedon Ranger.
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Tunic and ring provide +20 to DB and movement maneuvers.

Merembeleg	13	120	PI/I8	20	N	A/L	135ss	125sl	0	Dúnadan Warrior.
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Left arm missing.

Pilinnur	15	150	PI/I9	40	Y10	A/L	145ss	130cp	5	Dúnadan Warrior.
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Administration: 50.

Ruinir	20	155	PI/I9	45	Y10	A/L	175bs	160lcb	0	Dúnadan Warrior.
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Suffering from depression.

Tillórin	9	98	Ch/I3	45	Y5	A/-	110bs	105lcb	5	Dúnadan Warrior.
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Angmar

Amlaith	41	151	PI/I8	45	Y10	A/L	180bs	180lb	0	Dúnadan Warrior.
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Ring protects against cold (half all magical damage), sword does double damage (hits and criticals) against servants of Morgoth.

Coralagon	30	300	Ch/I2	80	N	N	100HBI	100HCl	40	Dragon.
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Use Super Large creature criticals. 50 MovM when flying. Wings can cause a +20 *Airbolt* attack in a 1000'rad. Can cast Calm Spirits and Detection Mastery spells at will. Causes a 5th lvl *Fear* attack on sight. Meeting his gaze allows him to use Spirit Mastery spells each rnd in addition to other actions.

Ithildir	37	160	PI/I9	80	Y15	A/L	195bs	170cp	10	Dúnadan Warrior.
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Last Baron Eldanarya (d. T.A. 1301). Wields the sword Porfin, a +40 Holy weapon that does a secondary Heat critical.

Rogrog	20	220	RL/I1	40	Y	A/L	200ma	140ro	10	Olog Warrior.
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Very intelligent Olog; warlord of the Witch-king's Orc-armies. Use Large creature crits. +20 red steel Mace of Firebolts (120' range; x3/day).

Witch-king	60	360	PI/20	120	N	N	180 th	90cp	30	Nazgûl Mage/Sorcerer.
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Lord of the Nazgûl and Wraith-king of Angmar. Undead Númenórean. *MERP*: knows all spell lists to 10th lvl. *RM*: Uses all base Sorcerer lists to 60th lvl, and all Open and Closed Essence and Open and Closed Channeling lists to 10th lvl. He has 1080 PP and bears two primary weapons: (1) a +30 flaming long sword, which does an additional Heat critical that is the same severity as the normal critical delivered by the attack 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).

Bar Írlossiel

Írlossiel	19	110	No/I	70	N	N	—	—	30	Ghost.
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Drains, at will, 5 Co/rnd, 10thrad. Only in the Realm of Dreams may she be effectively fought.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Bree (T.A. 1643)										
<i>The many characters named in this section but not described below are of 1st to 3rd lvl.</i>										
<i>Their approximate combat stats may be derived from Table 12.1 of Arnor: The People, as most are part of the Díras Breviondor.</i>										
Braith the Tinker	6	73	RL/11	30	Y	A/-	85sc	80cp	10	Easterling Warrior/Rogue. Keeps his +5 weapons hidden. 12 PP, knows 4 Open Essence lists. Amulet acts a x2 PP multiplier and can cast 15 PPs of <i>Intuitions, Dream, & Death's Tale</i> from the Direct Channeling list each day. Ambush: 6 ranks, Subterfuge skills and Pick Pocket skill: 65.
Coldomac Tunnelly	6	71	Ch/13	70	Y	N	89ss	84sb	10	Hobbit Warrior/Rogue. +10 sword and bow. 30 MovM when not in his chainmail. General skills: 43.
Cormac	8	125	Ch/14	45	Y10	A/L	123bs	118cp	15	Eriadorian Warrior. Diplomacy and Public Speaking: 50.
Ehwarik	7	96	No/1	45	Y5	N	102bs	126lb	25	Enedon Warrior/Rogue.
Helvorn	10	122	SL/5	60	Y5	N	108bs	96cp	15	Dúnadan Ranger. On leave from the Royal Rangers.
Meneldir	13	170	Ch/15	60	Y15	A	143bs	126lb	10	Dúnadan Warrior.
Bree (T.A 3018)										
<i>The many characters named in this section but not described below are of 1st to 3rd lvl.</i>										
<i>Their approximate combat stats may be derived from Table 12.1 of Arnor: The People, as most are part of the Díras Breviondor.</i>										
Barliman Butterbur	8	79	SL/5	5	N	N	80qs	70da	-5	Eriadorian Warrior. Innkeeper of Bree.
Bill Ferny	4	41	SL/5	45	Y	N	65ss	60sb	20	Eriadorian Rogue/scout. Bree-lander of the time of the War of the Ring. Known to frequent taverns and casually fall into bad company, he is, by T.A. 3018, a spy for the Wizard Saruman, cooperating with the Dark Riders in their search for the One Ring.
Cameth Brin										
Giant's Spirit	25	250	No/1	0	N	N	150HBa	70MAsw(2)	0	Spirit in whirlwind form. Use Super Large criticals. The secondary attack is a blast of wind, 30' rad area of effect. Spells negating magic strike as +50 "slaying" <i>Fireballs</i> .
Keleag and Tumach	15	90	No/3	40	N	N	60MCI	75MBi	25	Daen Werewolves. Claw attack does a secondary Grappling critical. The Bite attack may be made the rnd following a Claw attack that delivers stun damage or a Grapple critical. In their Mannish form, they fight with fist or club (+60 OB). The change to man-wolf form takes 1 rnd; anyone observing must resist a 4 th lvl <i>Fear</i> attack or stand and watch.
Caras Celairnen										
Bregol	12	135	Ch/13	45	Y10	A/-	110ss	120lb	5	Dúnadan Warrior/Rogue.
Cethwin	15	140	Ch/15	50	Y10	A/L	145ss	140lb	10	Eriadorian Warrior. Has Elvish ancestry. Good, but ambitious and resentful of the Dúnedain; pushes colonization to become a major lord in F.A. Arnor.
Eregdur	25	140	No/2	50	N	N	80qs	—	10	Dúnadan Mage/Bard. 150 PP, knows 10 spell lists to 20 th lvl, plus the <i>RM</i> Repulsions spell list to ward off evil spirits.
Lindal	5	48	No/2	30	N	N	40da	35ro	30	Dúnadan Bard. 10 PP, knows three Open Channeling spell lists to 5 th lvl.
Malthir	21	95	SL/5	65	N	A/L	120cI	135cI	35	Half-elven Bard/Animist. Quiet, but loaded with magical defenses. Hiking stave is a +15 weapon that does double Crush criticals (roll each critical separately), can't be fumbled, and can be thrown up 40' without range modifiers; it "leaps" back into its thrower's hand 6 times/day.
Methnir	10(30)	130	Ch/13	50	Y5	N	110bs	120lcb	50	Half-greylin. Use Large creature criticals. AT: No/4 without armor. Can use a 110MAst(4) attack when not using a weapon.
Dol Tinereb										
Candir the Cursed	18	120	No/2	30	N	N	90ss	96cp	20	Black Númenórean Mage/Sorcerer. Mage/Sorcerer (Evil Cleric). Passes himself off as a simple scholar. Has a magical link with a demonic Ordainer of the Void which allows him to perform Summoning spells at triple his nominal lvl.
Curuvegil	4	54	No/1	20	Y	N	52ss	35sb	10	Cardolanian Warrior/Rogue.
Barelwen	2	20	No/1	5	N	N	20cl	—	10	Cardolanian Bard.
Menmeth	1-10	20*	SL/4	5*	N	N	10MCI*	15MBi*	60	Fëahin. GM must determine the lvl of the cat form manifested; the stats marked with the * are multiplied by this lvl. The Menmeth casts spells and defends against magic as a 40 th lvl Mage (160 PP), but is bound to use magic indirectly or defensively.
Nienor See Section 9.I.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Egladil										
Dallo Point	8	70	SL/5	70	Y10	N	70ss	108lcb	30	Stoor Hobbit Scout/Rogue. Public Speaking and Diplomacy bonuses of +40. Uses fine Dwarven weaponry, earned "the hard way." His crossbow has an intricate cable arrangement that allows it to be fired each rnd and at normal double range.
Thorlavan	9	129	Ch/15	40	N	A/L	120ba	80sb	5	Enedon Warrior. Rugged, but corrupt; plays fair with anyone as "tough" as he is.
Eryn Beraid										
Elanor	5	30	No/1	5	N	N	15cl	—	10	Harfoot Hobbit Animist/Astrologer. Acting: 56, Administration: 58, Bookbinding: 54, Courtly Life and Diplomacy: 35, Politics: 60, Perception: 66.
Fastred	5	54	Ch/13	40	Y	N	60ss	50sb	20	Harfoot Warrior. 1 st Warden of Westmarch. Law and Hobbit Lore: 60.
Eryn Uial										
Falastir	9	130	Ch/13	55	Y5	A/-	115ss	95lcb	10	Dúnadan Warrior. -20 to attacks when overcome by guilt.
Faeneldor	30	130	No/4	60	N	N	100cl	90cl	60	Fëahin (Wood Spirit). Can also use a 100 Medium Fist attack when no piece of dead wood is available. 300 PP; knows all Open and Closed Channeling and Essence spells and all Bard and Ranger spells to 20 th lvl. He does not use any spell that might damage his forest.
Hoiten	10	110	No/4	30	N	N	50Sbi	—	50	Fëahini. Ambush: 20 ranks; Stalk/Hide: 150. 20 PP each. They know all Open and Closed spell lists to 10 th lvl, but lack the wits to do anything sophisticated with them. They will use cloaking and camouflage spells of up to 5 th lvl to protect themselves in the woods.
Glíwen	2	25	No/1	15	N	N	20MFi	—	15	Dúnadan Animist. 4 PP. Knows 3 healing lists to 5 th lvl.
Morfanwen	50	500	No/2	110	N	N	200HBa	110HGr	25	Maia (Storm Spirit). Use Super Large criticals. Regenerates 10 hits/rnd while in its domain. Anything it grapples takes an 'E' electrical critical each rnd in contact. 500 PP. Knows all spell lists to 20 th lvl, all elemental and weather lists to 50 th .
Enedhwaith										
Grishmoigh	45	400	PI/20	60	N	N	240cl	150HSt	5	Ent/Giant. Use Super Large criticals. <i>Mithril</i> armor. Uses +50 club of Man-slaying, doing 3x damage (hits & crits). 150 PP, knows evil spells only, favoring those causing pain.
Isildur	50	180	PI/20	145	Y20	A/L	200bs	190cp	10	Númenórean Warrior. High King of Gondor and Arnor. 3 Ranger and 3 Essence (<i>RM</i> Mentalism) spell lists to 10 th lvl. Sword is of <i>mithril</i> , does an additional Electricity critical that is the same severity as the normal critical delivered by the attack.
Treebeard	55	556	PI/19	50	N	N	210HBa	180HGr	30	Ent. Use Super Large criticals. Can also make a 135HSt attack and a 125 Huge thrown rock attack. 165 PP; knows all Channeling lists, but seldom uses them except to tend to plants and animals.
Eregion										
Celebrimbor	50(65)	180	PI/20	153	Y30	A/L	210bs	160lcb	55	Noldo Mage/Mystic (Fighter). Double speed, damage (hits and criticals) on all weapons.
Fornost Erain										
Calvellon Glornor	60	110	RL/12	100	N	N	120qs	—	10	Númenórean Mage/Astrologer. Uses 3 potent magic wands, gains his armor type from magical bracers. 480 PP. <i>RM</i> : knows all Astrologer lists to 50 th lvl, all non-healing Closed Channeling lists to 30 th lvl, and all Open Channeling lists to 10 th ; <i>MERP</i> : knows all non-healing Channeling lists.
Forochel										
Tuulipahauus	40	400	PI/20	90	N	N	275 th	175wh	10	Fallen Maia (Cold-fire Spirit). Super Large crits; immune to cold. Also use 180HBa and a 120HGr attack; all attacks do additional Cold crit, the same severity as normal crit delivered by attack. If cold aura negated by fire large enough to immerse him, he dissipates. 10 th lvl <i>Fear</i> on sight. 300 PP. <i>MERP</i> : Ice Law, Wind Law, Essence Hand, and Spell Ways. <i>RM</i> : Ice Law, Wind Law, Essence Hand, Spell Reins, Spell Wall to 40 th lvl.
Cloud form	40	400	No/1	120	N	N	180HBa	—	0	In this form the Tuulipahauus does only Unbalancing criticals.
Frodo Gardner	5	50	SL/5	20	N	N	40cl	35sb	20	Harfoot Hobbit Scout/Rogue. Forestry: 80, Gardening: 70, Herblore: 60.
Hithaeglin										
Caradhras	150	—	—	—	—	—	—	—	—	Maia (Earth Spirit). 600 PP. Can only be attacked by mind-influencing magic cast through a scrying device.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Iach Sarn										
Demon-troll	20(40)	300	Ch/15	60	N	N	180HBa	150HGr	0	Fallen Maia. Radiates 10 th lvl <i>Fear</i> . Protective spells (<i>Bless</i> , <i>Area Protection</i> , etc.) strike them as +100 "slaying" bolt attacks. They can shoot fire from their eyes and nostrils out to 40' in a 20' diameter, as a +30 <i>Fireball</i> .
Ravambor	9	65	No/2	20	N	N	70qs	—	5	Eriadorian Animist/Evil Cleric. MERP : knows all Animist lists and can reverse them to do harm or dispel; RM : knows 4 Alchemist, 6 Cleric, and Evil Cleric lists to 10 th lvl, can reverse Cleric lists to control and harm.
Imladris										
<i>An Eriadorian song-cycle speaks of a "Vale of the Wise," where spirits controlling all knowledge dwell. Plausibly, this and similar legends refer to Rivendell; the folk described below represent just part of the accumulated lore and memory found in this haven.</i>										
Bathor Golfaron	45	190	Ch/15	70	N	A/L	175ss	180lb	25	Noldo Ranger/Animist. Leaves small stone ovens in the woods wherever he travels. Crystal sphere generates heat as he requires, casts up to 30 PP of 1 st -10 th Light Law spells each day, Undead must resist or flee its radiance. Baking: 160, Cooking and Lore: 130, Herblore: 145, First Aid: 133. 360 PP. Knows all Ranger and Open Channeling lists to 30 th lvl.
Bellindiel Dúlothwen	27	140	No/2	60	Y10	N	130ss	105sl	40	Sinda Bard (Animist). Wristlet generates aura that acts as a +10 shield, adds +30 to attempts to perceive truth or falseness. Harp doubles either the range or area of effect of a spell for each rnd of preparation, each expansion costing power points. Music: 145, Seduction: 150, Singing: 140, Song Lore (Eriadorian): 120. 270 PP. MERP : knows all Bard and Open Essence lists. RM : knows all Bard lists to 25 th lvl, 10 others to 10 th .
Celebrian	35	130	No/1	60	N	N	105da	60da	35	Sinda Bard/Seer. 490 PP; MERP : knows all Open Channeling, Open Essence, Animist, and Bard lists. RM : knows all Seer lists to 30 th lvl, all Open and Closed Mentalist lists to 20 th . x5 normal range on Mentalist spells.
Erestor	40	95	Ch/14	85	Y20	A/L	115bs	—	10	Noldo Animist/Seer. 400 PP. MERP : knows all Open Channeling, Open Essence, and Animist lists. RM : knows all Seer lists to 30 th lvl, all Open and Closed Mentalist lists to 20 th . x5 normal range on Mentalist spells.
Estelin Nandvellon	37	170	RL/10	90	Y10	A/-	140da	150da	40	Sinda Bard. Fights with a dagger in either hand. Song Lore: 130, Song Instruction: 150. 222 PP, +6 adder; MERP : knows all Bard and Open Essence lists. RM : knows all Bard lists to 30 th plus 10 other Essence or Mentalist lists to 10 th .
Gildor	30	120	No/1	60	N	N	165bs	179lb	25	Noldo Ranger. 120 PP. MERP : knows all Ranger and Open Channeling lists. RM : knows all Ranger lists to 30 th , 4 others to 10 th .
Gwíldhol	20	100	No/1	45	N	N	90da	125lb	15	Sinda Animist. Climbing: 70, Foraging: 124, Gardening and Herblore: 155, Medical: 96, Perception: 90.
Hílanor	12	85	No/1	45	Y	N	80da	110lb	40	Nando Ranger. 48 PP. Knows 4 Ranger lists to 10 th .
Saeldur Gwaewilith	32	125	RL/12	110	N	N	95da	—	15	Sinda Animist/Cleric. +30 knife has ethereal blade, leaves no external wound, slays Undead. +50 to perceive supernatural. Demonic Lore: 80, Faerë Lore: 170, Religious Lore: 140.
Lindon										
Círdan	60	120	No/1	100	Y20	N	180wh	120hcb	20	Sinda Animist. Possesses the Elven ring Narya (See Section 9.0 of <i>Arnor: The People</i> .) until he gives it to Gandalf in T.A. 1000. Sphere and ring control wind and weather within his sight; weapons and armor all float; +45 <i>ithilnor</i> warhammer does a secondary Impact critical and a secondary Unbalancing critical; crossbow fires each rnd with no penalty. Master Shipwright: +136 bonus for all related skills. +100 bonus at all "Governing" skills. 3360 PP. MERP : knows all Open Channeling and Animist lists; RM : knows all Open and Closed Channeling lists to 20 th lvl, all Cleric and Animist lists to 50 th . Bracers allow Water Law to 50 th , Liquid Alteration to 20 th .
Gaerdaer	30	150	Ch/15	150	Y40	A/L	220bs	230lb	20	Sinda Warrior/Ranger. Bow fires twice/rnd, double range; sword is Holy.
Lond Daer										
Anardil Aldarion	60	150	Ch/15	150	Y30	N	164wh	170cp	15	Númenórean Warrior/Rogue. Ring controls winds in sails of ships around him. Craft skills: 165, Leadership Skills: 120, Navigation: 231, Perception: 140, Ride: 150, Swim/Dive: 170.
Tar-Minastir	60	173	Pl/20	100	Y20	A/L	205wh	195lb	15	Númenórean Warrior. Builder of Lond Daer. Did not personally command the Númenórean fleet that drove Sauron out of Eriador, but visited before and after.
Moria										
Durin's Bane	36(66)	420	Pl/20	90	N	N	275 th	275wp	50	Maia (Fire Spirit). Use Super Large criticals. 18' tall, radiates 18 th lvl <i>Fear</i> attack. Whip has 36' range, can throw any pole-arm 100' or a rock 200' with a 120 OB. Can also use a 180HBa or a 120HGr attack. If he is immolating, all of his melee attacks do an additional Heat critical that is the same severity as the normal critical delivered by the attack. Immersing him in water negates his flame. Can fly clumsily; 1-5 rnds to develop lift. Can "dominate" any one victim with his gaze; attack lvl is half his lvl if the target covers his eyes or the Balrog is not flaming. +72 Directed Spells Bonus, +36 Base Spell OB. 300 PP. Knows Dark Contacts (RM), Detection Mastery, Detecting Ways, and Fire Law.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Nenuial										
Carach Morthaur	30	500	Pl/20	50	N	N	120HBi	120HCl	10	Cold-drake. Use Super Large criticals. Can also use a 120HBa and a 80HHo attack.
Weed-kraken (Stats are variable.)										
Zero to 20 th lvl; 6-10 heads, no more than 1-3 attacking a single opponent. Up to 100 hits in its body, maximum +50MBi attack from fanged heads, +50 MGr from non-fanged, such as fronds or arms. Successful grapples cause both 'B' Crush and 'A' Slash critical on all ensuing rnds.										
Rhudaaur										
Aldúrin	10	140	Ch/15	40	Y5	A/L	125ma	110lcb	10	Torfir Warrior. Commander of Thuin Boid.
Baleksar	9	87	Ch/13	35	Y5	N	85ma	60sb	0	Easterling Warrior. Arthadan spy at Burh Kalda. +5 mace.
Bura Grumm	5	61	No/I	5	N	N	45qs	40sb	15	Rhudaaurian Animist.
Cebervoth	18	85	No/4	70	N	N	30ss	35da	20	Dúnadan Mage/Sorcerer. 108 PP. MERP : knows all Open Essence and Mage lists. RM : knows 15 lists to 20 th lvl from: Open Essence, Closed Essence, Open Channeling, Closed Channeling, and Sorcerer base lists.
Druhtiridya	20	220	Pl/19	40	Y	A/L	200ma	140ro	15	Enedon Warrior. Angmarcan Warden of the Ettenmoors.
Grulag	18	170	RL/12	80	N	A/L	170ma	145sl	5	Olog Warrior. 2 wargs accompany him at all times. Use Large creature criticals. Does double concussion hit damage and a secondary Unbalancing criticals with all weapons.
Gûlar	9	72	No/I	55	N	N	45da	35cp	20	Dúnadan Mage/Magician (Sorcerer). Ambush: 5, Stealth skills: 40, Diplomacy, Seduction, and Singing: 70. Can cast spells playing his lute, like a Bard. +10 dagger, bow, and silk tunic, lute is a +3 spell adder. 18 PP. MERP : knows four Mage lists, and Controlling Songs, Lore, Surface Ways, and Bone/Muscle Ways; he can reverse many of these spells to harm instead of heal or create. RM : knows 10 lists from: Open Essence, Closed Essence, Magician, Lay Healer, and Sorcerer spell lists to 10 th lvl.
Rubb Grumm	3	66	No/I	0	N	N	64cl	55lb	10	Rhudaaurian Warrior/Rogue.
Shire										
Araglas	24	150	Ch/13	25	N	N	140bs	135lcb	10	Dúnadan Ranger. 6 th Ranger-chieftain.
Bullroarer	7	68	Ch/13	30	N	N	90cl	65sb	10	Fallohide Hobbit Warrior. Farming: 68, Golf: 66, Leadership: 56, Perception: 40, Ride Horse: 50, Stalk/Hide: 64, Strategy and Tactics Lore: 35, Trapping: 50. His horn gives a +10 bonus to Hobbit morale, -10 to opponents' morale. His club is a two-handed weapon.
Golfimbul	11	140	Ch/14	20	Y	A/L	155sc	115sb	-5	Uruk Warrior. King of Mount Gram.
Gorhendad	9	79	RL/91	35	Y	N	75ss	50sb	25	Harfoot Hobbit Scout/Rogue. Perception: 80.
Kocho Curl	11	102	SL/7	55	Y5	N	80ss	120sb	25	Harfoot Hobbit Ranger. Unappealing Hobbit trapper with natural leadership gifts.
Merethorn	40	160	Ch/15	110	Y20	A/L	205bs	250lb	55	Nando Ranger. Prince of Siragalë.
Sîlor	18	150	Ch/15	80	Y15	A/L	165bs	190lb	25	Nando Warrior. Has most Ranger-type woodland skills.
Will Whitfoot	5	50	RL/10	15	Y	N	60ss	50sb	-10	Harfoot Hobbit Scout/Rogue. Corpulent mayor of Michel Delving and preeminent Shire-thain from T.A. 3013 through F.A. 7. Deposed and imprisoned by Lotho's henchmen in T.A. 3019.
Taur Iaur										
Goldberry	150	188	No/4	110	N	N	155We	185We	25	Maia Animist/Bard (Water Spirit). Use Large creature criticals.
Old Man Willow	25	450	Pl/20	0	N	N	75HGr	95HCr	0	Huorn. Use Large creature criticals. Can cast 15 th lvl <i>Sleep</i> , <i>Confusion</i> , or <i>Fear</i> with a 100 ^{rad} .
Tom Bombadil	360	630	No/4	175	N	N	385qs	335We	155	Maia Animist (Earth Spirit). Use Large creature criticals.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Tharbad <i>The characters (other than Ciryatur) listed below are participants in the political crisis of T.A. 1409-1412. None of them were permanent residents of Tharbad in this crucial time, but the city was unavoidably a focal point of their political maneuvers.</i>										
Anóriel	6	60	No/I	10	N	N	20cl	—	-10	Cardolanian Animist/Healer. Nurse to the Princess Níriel. Superstitious, with a weak heart.
Celephir	21	74	No/2	20	N	N	50da	—	-20	Dúnadan Warrior. Hir Caladir. Dying of old age, senile.
Ciryatur	55	200	Ch/I5	85	Y20	A/L	195fa	180cp	20	Númenórean Warrior. Númenórean admiral. 120 in all sea and military-related skills.
Lamril	7	82	RL/I0	10	N	N	95ha	45sb	15	Cardolanian Warrior. Can also use a 70MFi attack in a brawl. Politics and Public Speaking: 60.
Mablung	24	170	Pl/I9	50	Y10	A/L	185ma	120cp	10	Dúnadan Warrior. Hir Girithlin. Mace is of <i>mithril</i> , does an additional Impact critical of the same severity as the nonnal critical.
Nimhir	19	85	No/2	30	N	N	70ss	—	5	Dúnadan Bard (Scholar). Regent of Cardolan. Administration: 120, Leadership: 90. 38 PP, 3 Open Essence lists to 10 th lvl.
Níriel	12	105	No/2	60	N	N	65da	50da	30	Dúnadan Bard. Music (flute): 60, Court skills: 50. 48 PP, +3 adder, 4 Bard and 6 Open and Closed Mentalism (Essence in <i>MERP</i>) lists to 10 th lvl.
Rhovannin	18	165	Pl/I9	60	Y15	N	160bs	145cp	15	Dúnadan Warrior. Hir Tinereb. Sword does an additional Electrical critical of the same severity as the normal critical.
Tardegil	15	170	Ch/I5	50	Y10	A/L	130bs	110cp	10	Dúnadan Warrior. Captain.
ANNÚMINAS (Section 5.1)										
Belvor	15	165	Pl/I9	40	Y10	A/L	150ha	130lb	5	Dúnadan Warrior. Leadership: 60, Strategy and Tactics Lore: 40.
Everithil	26	180	Pl/I9	55	Y10	A/L	180bs	150cp	10	Dúnadan Warrior. Undead revenant. Loses 2 hits/day permanently from erosion.
Mercaver	8	65	No/I	20	N	N	65da	30da	10	Easterling Animist/Evil Cleric. 16 PP, +2 adder, 6 Base lists and Open Channeling spell lists.
Rechorca	2	30	Ch/I3	20	Y	N	46sc	40sb	0	Easterling Warrior. Health down from drink.
Rhovamir	20	115	No/2	40	N	N	80MAst(3)	—	20	Half-elven Mage/Alchemist. 80 PP, knows all Mage and Open Essence lists.
Urgregim	16	200	RL/I2	60	N	N	170cl	120sl	0	Olog Warrior. Double concussion hit damage and secondary Unbalancing crits from all weapons. His magical geas casts 200 PP worth of <i>MERP</i> healing spells on him/day. If his body is separated from his medallion, he can die permanently.
FORNOST ERAIN (Section 5.3)										
Boinand	6	25	No/I	5	N	N	55da	50da	10	Eriadorian Scout/Rogue. Tartella addict, in poor health.
Borthurin	25	140	SL/3	60	N	N	120Gr	100We	15	Ghoul. 75 PP. <i>MERP</i> : knows all Open Channeling and Animist lists. <i>RM</i> : knows 30 Channeling lists to 10 th lvl.
Brethildur	16	101	No/2	30	N	N	60ss	—	10	Dúnadan Animist/Healer. Empathic with plants and small mammals in and around his house; they warn him of intruders. <i>Herblore</i> and <i>Alchemy</i> : 60. 96 PP, +1 adder. <i>MERP</i> : knows all Animist and Open Channeling lists; <i>RM</i> : 6 Healer lists to 20 th lvl, 8 Open and Closed Channeling lists to 10 th .
Laifrin	6	45	No/I	0	N	N	40cl	45cl	5	Eriadorian Scout/Thief. Tartella addict. Ambush: 10, Poison Lore: 40.
Seregdal	9	65	No/I	20	N	N	60cl	45ro	5	Dúnadan Bard. Tailoring skills: 110. When with 10' of the Imp, use Large creature criticals and +40 to resist mind control.
The Imp	10	120	SL/4	40	N	N	60SBi	40Scl	30	Greylin. Use Large creature criticals. 20 th lvl poison causes paralysis, instant death if a save is missed by -50. Paralyzed victim loses 1-10 pts/rnd from physical stats until a RR is made or death results.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
METRAITH (Section 5.4)										
Belegund the Grey	10	140	Ch/14	40	Y5	A/L	125ss	100cp	10	Dúnadan Warrior.
Coeshay	3	65	SL/5	20	N	N	45cl	49sl	25	Daen Warrior/Rogue.
Can also use a 60MAst(2) attack (a hidden set of brass knuckles).										
Dagnir, Dairuin, & Gorlim	8	115	Ch/14	35	Y5	A/L	110ss	95cp	5	Dúnadan Warriors.
Eagan	7	105	RL/10	10	Y	N	85ha	90sb	10	Daen Warrior.
Eradan	6	99	Ch/15	40	Y5	A/L	96ms	70lcb	10	Torfir Warrior.
Harran	9	125	Ch/13	40	Y	N	90ha	75ha	5	Cardolanian Warrior.
Kuball	2	32	No/2	5	N	N	20qs	—	10	Cardolanian Bard.
A merchant. 4 PP, +2 adder. He knows 2 Bard lists to 3 rd lvl and uses them to analyze goods.										
Magone	11	140	RL/10	20	N	N	130ba	115da	15	Daen Warrior.
Wields a +15 Axe of Troll-slaying, rumored to be the Axe of Húrin.										
Mirnidar	5	100	No/1	15	N	N	85pa	90cp	15	Torfir Warrior.
10 PP, +1 adder. Knows 4 Open Essence spell lists to 5 th lvl.										
Oget	5	45	No/1	10	N	N	80da	40da	10	Cardolanian Animist/Bard.
Extremely practical brothel madam. Administration: 50, Poison and Drug lore: 45, Seduction: 70. Knows 4 related lists to 3 rd lvl.										
Thramir	4	33	No/2	5	N	N	25da	—	5	Cardolanian Mage/Seer.
Nervous spy. 8 PP. MERP : 3 Mage lists. RM : 3 Seer lists to 10 th lvl.										
THE VILLAGE OF ROOD (Section 5.5)										
<i>These characters are noted as possible inhabitants in T.A. 1643 or T.A. 3018. Those not marked are suitable for either period. Of the characters not detailed, all villagers have stats comparable to Bree militia, while Cairnach's thugs are primarily Dumish clansmen.</i>										
Belechul	5	29	No/1	5	N	N	25da	5da	5	Dúnadan Lay Healer/Animist.
Crazed healer. He can use but 10 of his original 15 PP, but has a +4 spell adder (bracer). Possesses 1-5 doses of each of the local healing herbs. MERP : knows 8 Animist and Open Channeling lists. RM : knows 5 Lay Healer and 3 Open Mentalism lists to 10 th lvl.										
Beul (3018)	2	30	No/1	15	N	N	42cl	36cl	20	Daen Scout Rogue.
+20 vs fear. Berate and Insult skill: 50, Seduction: 40.										
Cairnach (3018)	11	87	Ch/13	40	Y5	N	105bs	100lb	10	Daen Rogue/Scout.
Gang leader. His magic Wood-cloak allows him to take on the appearance of any wood he touches, so long as he concentrates (1 rnd prep.); when against a large wood surface, this usually results in a +50 or more Hiding bonus. 6 PP, +2 spell adder (ring). Knows 1 Open Essence spell list (to 5 th lvl).										
Cristion (1643)	12	140	Pl/19	40	Y10	A/L	135bs	110cp	0	Dúnadan Warrior.
Master of Bar Nen Garan.										
Elliothiel Eketya (3018)	5	35	No/2	0	N	N	45ss	40cp	-5	Dúnadan Bard.
Has forgotten her childhood spells.										
Halbarad	21	142	RL/7	40	N	A/-	145bs	140cp	20	Dúnadan Ranger.
Carries +15 broadsword of black mithril alloy, does a secondary Slash critical. +10 wolf-slaying composite bow, x3 normal range, +15 leather armor, negates half of stun results to the body. Halbarad's +15 chainmail and +10 spear and shield are at Hithrend.										
Narrog (1643)	12	120	No/4	40	N	N	80Lbi	—	0	Greylin.
Use Large creature criticals. Radiates 8 th lvl Fear attack.										
Navir	5	80	No/1	20	N	N	100wh	30sb	10	Eriadorian Warrior.
10 PP; knows special Dwarven smithing spells.										
Sisebuth	5	29	No/1	10	N	N	20da	15da	10	Eriadorian Lay Healer/Animist.
Evil apothecary, possesses 1-5 doses of each of the local poisons. 15 PP, +2 spell adder (spoon, can be thrown as poisoned Dagger of Returning). MERP : knows 5 Animist and 2 Open Channeling lists. RM : knows 5 Lay Healer and 2 Open Mentalism lists to 10 th lvl.										
Worshem (3018)	5	60	SL/5	50	Y10	N	75ss	85sb	30	Harfoot Hobbit Ranger.
Shirriff of the Northfarthing, +10 shortsword, +10 dagger, used as a shield.										
SUDÚRI (Section 5.6)										
<i>Fiorel and Olby are detailed in Section 8.2.2 of Arnor: The People.</i>										
Kelp-kraken	10(30)	50	No/1	20	N	N	60MGr	—	5	Animated Kelp-monster.
12 anns, 2-5 on each target, 'C' crush critical each rnd after a successful grapple (i.e., delivering a grapple critical).										
THARBAD (Section 5.7)										
Bandits										
Bonigild	4	65	No/1	30	Y	N	71ss	35sb	10	Northman Scout/Thief.
Bruad	7	90	RL/7	45	Y5	N	105ss	56sb	20	Daen Scout/Thief (+10ss).
Cú	5	70	No/1	25	Y	N	82bs	48sb	15	Daen Warrior.
Drun	4	54	No/1	40	&10	N	60ma	41da	10	Eriadorian Scout/Rogue.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Extortion Ring										
Barkwell	4	51	RL/10	5	N	N	67wh	32da	10	Eriadorian Warrior.
Meórag	6	85	Ch/13	25	Y	Y	105bs	69sb	5	Daen Warrior.
Osgan	3	51	SI/7	30	Y	N	76ss	27da	10	Daen Warrior.
Tharangul	11	102	Ch/14	50	Y10	Y	108ha	80ha	0	Dwarf Scout/Rogue. +10 war hammer; +10 armor and shield.
Werlard	7	107	SL/7	15	N	N	85ss	76cp	15	Eriadorian Warrior. +10 composite bow.
King's Row										
Tathariel (1643)	30	140	No/3	100	N	N	115We	—	50	Feahin (Wood Spirit). Mostly insubstantial since the destruction of her tree, but generates a comely female body if she wishes. She can also generate the weapon out of the air if needed, but she prefers to use spells. 440 PP. MERP : knows all Open Essence, Bard, Ranger, and non-healing Animist lists. RM : knows all Open and Closed Essence and Mentalism spell lists to 10 th lvl.
Refugee Leader										
Lamril	6	77	RL/10	10	N	N	92ha	40sb	15	Eriadorian Warrior. Can also use a 50MFi attack.
T.A. 1410 Highway Robbers										
Audarik	1	21	No/1	15	N	N	30da	15da	10	Northman Scout/Rogue.
Ceasgair	2	27	SL/7	20	N	N	35ma	25sb	5	Daen Scout/Rogue.
Galun	4	62	No/1	10	N	N	45ss	35cp	15	Eriadorian Scout/Rogue.
Nithya	3	48	SL/7	25	Y	N	51bs	45sb	10	Northman Warrior.
Sauilswintha	5	69	No/1	15	N	N	65da	—	10	Northman Scout/Rogue. Female. Sadistic.
Thuidimer	5	78	No/1	40	Y5	N	78bs	30da	15	Northman Warrior.
ARGOND (Section 6.1) <i>See 8.3, A BLOW FOR PEACE, below.</i>										
BARAD GIRITHLIN (Section 6.2) <i>See 8.4, TREACHERY, below.</i>										
THALION (Section 6.3) <i>The members of the Tinerebian family who might be found here are listed above under Section 8.2 of Arnor: The People. All guards are 3rd lvl warriors equipped with spear, shield and chainmail.</i>										
Animate	9	110	No/3	30	N	N	90We	70We	20	Animated mannish bodies. Have cannibalistic tendencies. Stealth skills as a Scout/Thief. Insane; will use chosen weapons to murder victims in mockery of local habits: a cleaver in the kitchen, drowning in the bath, etc. 30% chance of 40MBi attack on a stunned or helpless opponent. Can only be stunned by a head critical, cannot be rendered unconscious; subtract 5 from all "bleeding" critical results. +40 to resist mental attacks.
Egale	1	25	No/1	20	N	N	30Ski	20We	20	Cardolanian Scout/Rogue. Chief cook's daughter. Can throw any object (20MBa attack with a Base Range of 10). Stalk/Hide: 80 if in palace.
Grethor	5	42	No/1	15	N	N	35cl	—	20	Cardolanian Bard. Prisoner. Diplomacy: 60, Public Speaking: 65, Seduction: 60.
Leb	7	70	No/3	40	N	N	50MFi	30Sbi	35	Child Animate.
Lengha	4	60	No/2	0	N	N	50da	—	0	Cardolanian Animist/Lay Healer. Physician to Hallas. First Aid: 75, Herb Lore: 60. 8 PP. Knows 4 healing lists to 10 th lvl.
Tempi	2	29	No/2	20	N	N	25cl	30cl	15	Cardolanian Bard. Celebdur's mistress. Dance, Music, Seduction, and Singing: 40. Illiterate but practicing.
BARROW-DOWNS (Section 7.1) <i>Barrow-wights take no stun or "hits/rnd." They radiate Fear. Each bears an evil sword that requires RRs (11th lvl) vs. both Paralysis and Sleep whenever it delivers a crit. Their touch drains 5 pt/rnd of Co. Unless properly dispelled, they return to tomb 36 rnds after being defeated.</i>										
Faeron	25-30	170-220	PL/19	30	N	N	150-200bs	—	20	Greater Wight. Use Super Large criticals. RR vs Fear required in a 60'rad.
Faereg	15-20	100-150	Ch/13	30	N	N	70-120bs	—	30	Lesser Wight. Use Large creature criticals. RR vs Fear required in a 30'rad.
Faer Niben	10-15	70-120	RL/9	30	N	N	50-100bs	—	30	Minor Wight. Use Large creature criticals. RR vs Fear required in a 15'rad. No Sleep effect from sword.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
LOND DAER ENEDH (Section 7.2)										
Terrain Surrounding the Ruins										
Faereg	15	100	RL/9	30	N	N	90ba	—	20	Lesser Wight. 15 th lvl fear in 30'rad, causing paralysis. All attacks do a secondary Cold critical. +10 battle-axe, only 1% fumble; +15 breast-plate.
Mold Zombies	2	70	No/1	30	N	N	50ss	—	0	Quasi-undead. Cannot be Repulsed. Resist 4 th lvl Fear or fight at -20. Reduce the severity of all criticals except for Crush criticals by one step. Any melee critical on offense or defense may result in a mold splash; resist 5 th lvl poison or take -10 to Co and Pr bonus in 1 day due to mold infection.
Rat-trap										
body	12	100	No/1	50	N	N	—	—	—	Body of Rat-trap. Use Large creature criticals. Immersed in water.
light	10	60	No/1	30	N	N	—	—	—	Sense organ of Rat-trap. A sense organ. Use Large creature criticals. Immune to mental attacks.
tentacles	5	50	No/1	10	N	N	40Sbi	—	15	Tentacles of Rat-trap.
The Sentry	2	70	Ch/13	30	N	A/L	50sp	—	0	Mold Zombie See above. 10 heads, 1-5 attacking each intruder out to 100'. Poison described in Section 7.2.
Ruins of Minas Iaur and Uinendilmar										
Constructs	5	180	Pl/20	0	N	A/L	80sp	—	-5	Artificial Beings. No minds to attack. Reduce the severity of criticals by two steps. Ignore bleeding and stun damage from criticals, except on leg criticals, which can unbalance them.
Ghosts	5	100	No/1	30	N	N	60MBa	—	10	Undead. Use Large creature criticals. Drain 3 Co pts on touch.
Baradir	15	120	No/1	60	N	N	144bs	—	45	Greater Ghost. Once a Númenórean warrior. When angered, drains 5 Co pts/rnd from all within 25'rad; normally drains only 1 pt/minute. If he shrieks, all within hearing must resist Fear at -30. Wields +30 broadsword.
Minas Mellon										
Nurga	20	250	No/3	75	N	N	156LCI	—	40	Greater Were-rat. Use Super Large creature criticals. Once a Beffraen Animist. 1-2 claws can attack each rnd Immune to stun results. If a Claw attack delivers a critical, the Nurga can follow with a 160LBi. The Bite may infect the victim with the curse (45% chance). The victim must also resist infection (90%), tetanus (60%), and plague (30%). The Nurga is in the early, highly variable stage of the disease. 30% chance of an intelligent response to a challenge or plea.
Minas Maecthil										
Greater Frond	3	80	No/1	20	N	N	40MCI	—	10	Animate plant. 1-5 fronds can attack up to 3 targets. Each does a maximum of 5 pts of damage and an 'A' Slash critical.
Aldarion's House										
Eel	2	20	No/1	0	N	N	60Sbi	—	25	Eel.
Elemental Familiar	20	150	No/3	40	N	N	120HBa	75HGr	5	Water Spirit. Delivers an additional 'C' Impact critical each rnd that the grapple attack delivers a critical. Can use any water spell at will, 1/rnd; Directed Spells Bonus: 110, Base Spell OB: 20.
Fire Elemental	10	100	No/1	60	N	N	—	—	20	Fire Spirit. Attacks with Fire Law spells only, one spell/rnd being used to generate steam; Directed Spells Bonus: 100, Base Spell OB: 20; once out of the water, +20 to both these attacks.
Giant Crab	12	150	Pl/18	40	N	A/L	80LCI	60LCI	-10	Giant Crab. Can attack separate opponents with each claw; each attack delivers a secondary Grappling critical; any creature grappled takes a 'C' Crush critical each rnd thereafter.
Shark	2	90	No/3	40	N	N	60MBi	—	30	Shark.
Stonefish	0	12	No/1	10	N	N	30SHo	—	0	Stonefish. 5 th lvl poison; lose 1 pt of Co/rnd for 1-100 rnds. Resist each rnd or be stunned; a RR of 150+ ends further deterioration.
Walking Frond	0	10	No/1	5	N	N	10TGr	—	0	Animate Plant. 1-3 fronds attack the victim.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
The Alarkadar Family <i>These five Demi-wights generate a 5th lvl Fear and drain 2 pts of Co/combat touch.</i>										
Barach	10	90	No/3	30	N	N	80ss	—	20	Demi-wight. +10 sword left after destruction.
Corrian	8	80	No/3	30	N	N	—	—	0	Demi-wight.
Erchvir	10	90	No/3	30	N	N	110bs	—	15	Demi-wight. +10 sword left after destruction.
Ervirhdin	15	120	No/3	50	N	N	50da	—	10	Demi-wight. 60 PP; knows Fire Law, Ice Law, and Light Law.
Melian	10	90	No/3	30	N	N	90Gr	—	0	Demi-wight. Only wishes to move opponent and escape.
THE ORC CAVES OF CREB DURGA (Section 7.3.1)										
Random Encounters										
Plants	0-1	5-10	No/1	0	N	N	20SGr	20spray	0	Random Plants. Spray has a Base Range of 10'.
Rats	1	15	No/1	10	N	N	20SBi	—	20	Rats.
Spiders	0	10	No/1	0	N	N	30SSSt	—	10	Spiders.
Vermin	1-2	10-20	No/1	20	N	N	20-30SSSt	—	0	Vermin.
Set Encounters										
Cave Worm	10	160	RL/12	20	N	N	90HGr	110HHo	10	Cave Worm. Use Large creature criticals. Will swallow anything grappled and stunned (during the following rnd); a critical prevents this. Can use the <i>MERP</i> Calm Spirit and Detection Mastery lists at will.
Corpse Candle	7	100	No/1	30	N	N	—	—	—	Undead. Use Large creature criticals. Uses a 7 th lvl spell to attract and entrance victims, then drains them 4 Co pts/rnd
Lake Slime	6	110	No/1	10	N	N	50MGr	—	-10	Lake Slime. Attack sticks and burns for a 'B' Heat (acid) critical each rnd until scraped off. Plants along shore make a +20MGr to knock prey into lake.
THE WARLORD'S LAIR (Section 7.3.2) <i>The Warlord Dagorhir is described above in Section 8.2 of Arnor: The People.</i>										
Aegach	4	40	No/1	10	N	N	50MFi	—	0	Variag Warrior.
Agin	7	206	RL/1	30	N	N	126sp	80thrsp	30	Hill Troll Scout/Thief. Chief scout. +15 spear; +10 spear; linen vest +20 DB, +10 Stalk/Hide; amulet <i>Invisibility III</i> once/day.
Mirim	2	20	No/1	0	N	N	20MFi	—	-5	Cardolanian Scout/Rogue.
Obirt	5	97	No/1	10	N	N	60da	25da	10	Troll Animist/Healer. Perception: 40, First Aid: 60, Animal Healing: 25, Diplomacy: 25. 20PP, ring x2 PP, +15 dagger that does a secondary Slash critical. Knows all Base Animist Lists to 5 th lvl.
Ognor	10	277	RL/12	25	N	N	140ba	60ro	15	Cave Troll Warrior. Dagorhir's aide/bodyguard. Ambush: 7, Perception: 35, Stalk/Hide: 50. +15 battle-axe; his belt causes his skin to be treated as AT 12. His +10 dagger detects Elves and Dúnedain within 200'.
Púgardi	15(30)	150	RL/12	70	N	A/L	130HBa	150HGr	30	Faedagnir (Root Spirit). Warded by all simple defensive spells.
Quagmire Snakes	0	10	No/3	10	N	N	30SBi	—	10	Snakes. Resist 4 th lvl blood poison; take 1-10 hits/rnd for 2-20 rnds.
Saggo	11	304	Ch/13	15	N	N	130 th	51lcb	20	Hill Troll Warrior. Leader of the guards. Stalk/Hide: 45, Perception: 30, Interrogate: 60, Tactics Lore: 20, Ambush: 3. +20 Dwarven two-handed sword; +10 chain shirt; +10 light crossbow; 1 dose of <i>súrenië</i> .
RO-MALBORN (Section 7.4) <i>See Section 9.2, TERROR AMONG THE TOMES, below.</i>										
THE ROYAL LIBRARY OF ANNÚMINAS (Section 7.5) <i>See Section 9.2, TERROR AMONG THE TOMES, below.</i>										
DONGORATH'S HOLD (Section 7.6) <i>See Sections 8.1, FRONTIER FIGHT, below.</i>										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
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FRONTIER FIGHT (Section 8.1)

Dongorath's handits are twelve in number, four 4th lvl Scout/Rogues and eight 3rd lvl Warriors. Former Arthadan mercenaries, they use mainly Dumnish weaponry.

Bondan	9	121	Ch/15	45	Y10	A/L	120ss	130cp	15	Arthadan Warrior.
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Captain in the Dagorwaith Arthedain. +5 chainmail which encumbers as AT 13.

Dongorath	8	81	RL/9	50	Y10	N	85bs	90lb	20	Arthadan Ranger.
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Renegade ranger. Carries a +10 target shield which, upon command (x1/day for 1 min./lvl), absorbs light within 3' and does not reflect it back, thereby creating a large shadow (+25 DB, +50 DB at night, +75 to stalk/hide in shadows or darkness) from which he can still see out. His armor wears as a wool shirt and he has a silver bracelet which is a x2 PP multiplier. He knows 4 Ranger lists (to 10th lvl) and has 32 PP.

Feldas	5	52	RL/5	30	Y5	N	80ss	85lb	5	Arthadan Scout/Rogue.
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Traitorous supply agent, originally from Rood. Wears Cloak of True Invisibility which can, upon command, shroud both his appearance and his presence for 1 minute/lvl/day. His +5 *skut* has a compartment in its blade containing three 3rd lvl doses of the poison *ky*; the poison is injected if a critical is delivered.

Rulthak	6	80	Ch/14	35	Y	A/L	90sc	70sc	10	Uruk Warrior.
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Uruk Chief of the Uroth-burn Orc-tribe. Dongorath's contact with the Angmarean frontier Orcs.

THE MITHRIL ROOM (Section 8.2)

Akbulkathar	19	190	RL/12	60	Y15	A/L	170sp	110sp	20	Númenórean Warrior.
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Atalantatan (water-breather). His +20 spear is shaped as a harpoon; he uses a +15 dagger/knife in place of a shield. All his gear is highly magical but deteriorates rapidly on dry land.

Mikilarn	7	116	SL/5	10	N	N	100ha	85da	10	Enedon Warrior/Rogue.
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The crew of the Nodding Whale consists of a dozen 2nd lvl Scout/Rogues armed with knives and clubs.

Shelbym	12	88	SL/8	30	N	N	114sp	88sl	15	Beffraen Ranger.
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Climb: 45, Swim: 40, Stalk/Hide: 60, Perception: 55, Foraging: 45, Track: 55, Trading: 50, Pub. Speak 45. +15 spear slays Men and Orcs; +10 sling has double normal range; wears +15 hide armor. Knows 4 Ranger and 4 Open Channeling Lists to 10th lvl. About half the manpower of Shelbym's Beffraen clan is with him. It includes 4 shamans (4th lvl Animists), 6 Scout/Rogues, 10 Warriors, and 5 unarmed women. They have 20 jittery horses hidden in the swamps a quarter-mile from their camp.

Thaev Beguile	7	82	Ch/13	45	Y10	N	110ma	100ha	15	Eriadorian Rogue/scout.
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Drink Liquor: 40, Public Speaking: 60, Tactics Lore: 40. Carries a throw and return hand-axe (x7/day; 70 base range; no penalty.) Knows one Open Channeling list (to 5th lvl) and has 7 PP. Neckguard is a +3 spell adder; chain shirt does not affect spells. The caravan of Clan Kiolgain with Thaev (See the "Clans of Saralainn" entry under Table 12.1 in *Arnor: The People*.) consists of 10 warriors, 20 clansmen, and 30 women and children with a dozen carts and horses. They can call in the balance of the clan on two days notice and triple this strength.

Thelgrom	10	120	Pl/17	40	Y5	N	110bs	95hcb	5	Cardolanian Ranger.
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+5 breastplate, +10 crossbow loads itself on the first shot of a fight. Thelgrom's gang consists of four 4th lvl Dumnish Rangers and twelve 2nd lvl Warriors. Only Thelgrom has a horse.

A BLOW FOR PEACE (Section 8.3)

Dagobert	9	97	Ch/14	30	Y10	A/L	89mg	76mg	10	Eriadorian Scout/Rogue
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Chamberlain of Dol Caladir. Overweight; faster than he looks in combat, but MM -5 over a distance. Climb 10, Swim 5, Ride 40, Trickery 45, Rope Mastery 30, Falsifications 50, Runes 30. Uses a +15 gauche (dagger-shield, +10 to parry), returns via *Long Door* once/day. Also a +10 shield, pen set +15 for forgery, and a key that adapts to open any non-magical lock once/day.

Ithilrain	7	80	Ch/16	15	Y	A/L	82ma	40ma	-10	Torfir Warrior.
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Captain of the Guard. Perception: 30, Ambush: 2. +20 mace, +10 full chainmail.

Llewi	7	75	Pl/19	5	N	N	90pa	30da	-20	Daen Warrior.
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Dagobert's bodyguard. Track: 40. +10 man-catcher and half-plate, 2 *murenna* berries.

Murryelle	10	103	No/I	10	N	N	98ra	55da	40	Cardolanian Scout/Thief.
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Finduilas' bodyguard. Ambush: 6, Acrobatics: 50. +15 rapier, twice a day it does an additional Electricity critical that is the same severity as the normal critical delivered by the attack.

Wakr	6	73	SL/7	20	Y10	N	80bs	50da	10	Northman Warrior.
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Dagobert's bodyguard. Ride: 45, Perception: 25, Trading: 30, Trickery: 25, Seduction: 30. +10 broadsword, does a secondary Slash Critical, +10 leather coat, +10 full shield.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
TREACHERY (Section 8.4)										
Berdil	5	64	RL/9	20	Y15	N	80sc	25sb	10	Dúnadan Warrior. Echorion's Squire. Ride: 40, Stalk/Hide: 10, Perception: 10, Diplomacy: 20, General Lore: 25, Tactics Lore: 20, Ambush: 3. +15 scimitar; wall shield (+15 DB); 6 <i>mirena</i> berries; leather breastplate (+10 DB).
Edallaigh	3	40	SL/5	10	N	N	55da	25da	20	Daen Scout/Rogue. Head Cook. Cookery: 75, Herb Lore: 20.
Esseu	6	80	SL/5	25	N	N	75mg	65lb	30	Easterling Scout/Thief. Assassin leader. Climb: 40, Stalk/Hide: 50, Perception: 35, Ambush: 12, Falsify, Disarm Traps, and Pick Locks: 35. +15 main gauche, +10 rope, +10 leather vest, +5 lock kit.
Imrahâd	10	133	Ch/I4	40	Y10	A/L	115bs	7hcb	5	Dúnadan Warrior. Captain of the Guard. Heraldry: 30. +20 sword, arm greaves (+10 DB), negate 70% of arm criticals, helm (<i>Nightvision</i> , 3x/day).
Minasdan	4	54	No/I	15	N	N	70ha	-10sb	10	Gondorian Warrior. Assassin. Climb: 15, Stalk/Hide: 20, Perception: 5, Trickery: 40, Ambush: 3, Track: 30. Fights with two +10 hand-axes simultaneously (+40 OB).
Rhovanhen	9	97	Ch/I4	40	Y5	A/L	107ss	55hcb	-10	Torfir Scout/Rogue. Castellan of Minas Girthlin. Stalk/Hide: 20, Perception: 25, Diplomacy: 40, Forgery: 45. Short sword: +15, once/day it does a secondary Electricity critical. Chain Shirt and Greaves +5 DB.
Riadégha	4	40	No/I	20	N	N	40cl	—	35	Daen Scout/Rogue. Rhovanhen's mistress; Perception: 5, Embroidery: 30, Seduction: 40.
Thergor	4	63	Ch/I3	10	N	N	60ss	45sb	10	Half-orc Warrior/Rogue. Assassin. +10 sword, +5 bow, chain shirt (-10 to encumbrance penalty), 3 doses of <i>sharkasar</i> .
Zarby	3	44	No/I	5	N	N	30sp	75lcb	15	Cardolanian Scout/Thief. Assassin. +10 bow, 12 arrows painted with <i>sharkasar</i> , earring (negates 10% of head criticals).
THE PURGING OF ROOD (Section 8.5)										
<i>See Section 5.5, The Village of Rood, for all characters.</i>										
THE BANNERS OF THE HIGH KING (S.A. 3430) (Section 9.1)										
The Banner Company										
<i>The primary members of the company, in addition to the powers and items listed, possess some or all of the following:</i>										
•x3 - x5 PP multiplier or a +3 - +6 spell adder. All have at least 2 PP/lvl from a stat.										
• +10 - +20 secondary weapons, including missile weapons with enhanced range or speed or thrown weapons capable of "returning."										
• +10 - +20 armor, enchanted clothing, jewelry, or similar objects.										
•1-2 magical items that negate or lessen the effects of critical hits.										
•1-3 potent magical spells castable from weapons, rune papers, or other pieces of gear.										
•1-10 doses of healing herbs or potions.										
•3-5 useful minor spell lists.										
Alagarn	22	140	Ch/I3	120	Y20	A/-	155bs	170lb	25	Haeranadan Ranger. Sword slays Trolls; he has a collection of magical arrows with spells inscribed (several are "Slaying" against various creatures; one is Dragon-slaying). Knows 4 Ranger lists (RM: to 20 th) and 4 Open Channeling lists (RM: to 5 th). +70 to morale and mental defense protecting Caliel.
Caliel	3	40	SL/5	75	N	N	30(63)da	35ro	30	Haeranadan Scout/Thief. Resists magic as 90 th lvl. Will use the dagger her father gave her only at need. It can manifest properties of Galadriel's knife Tingeleb, becoming +33, "Holy," Slaying Orcs and evil spellcasters, and does an additional Cold critical that is the same severity as the normal critical delivered by the attack.
Camp Servants	3	44	SL/5	10	N	N	60ss	—	5	Eriadorian Scout/Rogues.
Camdir Uial	21	175	PI/19	70	Y15	A/L	200ss	170lcb	15	Dúnadan Warrior. Sword does secondary Slash critical, slays supernatural creatures. Amulet negates foot fumbles, +50 to resist <i>Fear</i> and magical attacks that might stop him from fighting.
Dethor and Ergrem	4	70	SL/9	30	Y	N	74bs	55sb	5	Eriadorian Warriors/Rogues.
Elfaron Ringnor	26	170	Ch/I6	110	Y20	A/L	160sp	180lb	25	Noldo Warrior/Bard (Rogue). Bow of Slaying Orcs and wargs; spear (<i>mithril</i> -tipped, does an additional Electricity critical that is the same severity as the normal critical delivered by the attack). Ring halves cold damage (-50 to Cold critical rolls). Immune to fear. MERP : knows Bard lists and Open Essence lists. RM : knows 10 spell lists, 4 to 25 th lvl, from: base Bard and Mentalism lists.
Erdíniel	18	105	No/2	50	N	A/L	75qs	45lcb	25	Dúnadan Mage/Magician. Ring causes any fire or electrical spells to act as "slaying-undead." Runestaff is +20, does a secondary Unbalancing critical, and has four 15 th -25 th lvl spells (each castable once/day). MERP : knows 10 Open Essence and Mage lists. RM : knows 10 spell lists, including 5 RM Magician lists to 20 th lvl.
Fergerin Tarmëa	22	165	PI/19	60	Y15	A/L	180bs	160cp	15	Dúnadan Warrior. Sword is "Holy," does double concussion hit damage and a secondary Cold critical.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Galadriel (avatar)	60(90)	185	Pl/20	150	N	N	170bs	190lb	55	Noldo Bard/Mystic (Seer). Galadriel is 6'4", golden-haired, dressed in Elven robes that protect as metal armor; all of her <i>MERP</i> stats are effectively 100. The avatar resembles Caliel "expanded" to match Galadriel's stats. 1400 PP. <i>MERP</i> : knows all spell lists; casts bolts through her sword; <i>RM</i> : knows Seer, Mystic, and 8 Mentalist lists to 50 th , all Lay Healer lists to 20 th .
Measgan	5	77	SL/6	10	N	N	8Ihb	67da	10	Daen Warrior. +10 pole-axe (halberd, can't be fumbled, +50 to moving maneuvers when it can be used as a brace), +50 to morale and mental defense when protecting Caliel.
Merilwen Rhóhíthor	30	140	Ch/15	90	Y30	A/L	145bs	155lb	30	Sinda Scout/Rogue. Bracelet (+30 vs scrying); all arrows can "Slow" (50% of normal activity each rnd) their target (RR against a 10 th lvl attack). Uses two +30 long knives (bs) in combat. Her primary long knife "slays" Men and does a secondary Heat critical; the other can be hurled up to 60' and will return 3/day, and can act as a shield. Her cloak and boots add +70 to her normal Stalk/Hide bonus. Acting and Disguise: 85, Ambush: 30, Elvish History: 90, Sauronic Lore: 70.
Saeraladhwen	24	120	Ch/13	50	Y10	A/-	84ss	70lb	25	Nando Animist/Healer. +25 long knife (blue-flame, does an additional Heat critical that is the same severity as the normal critical delivered by the attack, does double concussion hit damage against servants of Sauron). Small shield casts 30 PP of spells from the Protections list to its presented front each day; using it does not count as an action. <i>MERP</i> : knows all Animist healing lists and 5 other lists. <i>RM</i> : knows all Open Channeling healing lists to 20 th lvl, 5 other lists to 10 th .
Warriors of Arnor Described in Table 12.1 of <i>Arnor: The People</i> .										
Warriors of Lindon Described in Table 12.1 of <i>Arnor: The People</i> .										
Servants of Sauron										
Avarin Elves This force includes a 15 th lvl Warrior, two 10 th lvl Mage/Magicians, two 10 th lvl Animists, twenty 6 th lvl Warriors, and ten 5 th lvl Scout/Thieves. The leaders have +20 equipment, the Warriors and Scouts have +10 equipment—all provided by Sauron and marked with his symbols. They use a disabling poison: 3 rd lvl "Slow" effect (50% normal activity). Only the leaders speak any western languages; they are all quite curious and take prisoners just to talk to them.										
Dragon	35	400	Ch/16	60	N	N	100HBI	150HCl	10	Dragon. Use Super Large criticals. Can also use a 110HBa attack (tail), a 70HHo attack on stunned opponents, a +100 <i>Firebolt</i> , or a +50 <i>Fireball</i> .
Erfaug	35	160	Pl/20	50	N	N	170 th	140da	45	Fallen Maia. Use Large creature criticals. Appears as a hideous Half-troll in a black tunic with violet stars visible amid the folds. 103 strength, Acrobatics: 120. Can perform a leaping maneuver of up to 30' each rnd in addition to a weapon attack, or can change his form or size by 10% to confuse opponents. Laughs or screams insanely while fighting, casting spells, or negotiating (4 th lvl <i>Fear</i> effect). 240 PP. <i>MERP</i> : knows all Mage and Open Essence lists. <i>RM</i> : knows 15 Essence lists to 20 th lvl. His sword does an additional Heat (acid) critical that is the same severity as the normal critical delivered by the attack; throws shards of his skin as daggers, doing a secondary Heat (acid) critical.
Fire Elemental	30	200	No/1	30	N	N	150HBa	110HGr	25	Fire Spirit. Appears as a giant in the midst of a firestorm 50' in diameter. Use Super Large criticals, ignores stuns. Can grapple two opponents/rnd. Anyone within the storm must resist a 'B' Heat critical each rnd. Anyone grappled must resist a 'D' Heat critical each rnd. Cold criticals against are "slaying." Only active 10 rnds/day.
Gurtoron	35	220	Ch/17	50	N	N	220cl	140hcb	10	Olog Warrior (Mentalist). Considers himself an intellectual, can be debated and riddled with. Both weapons do double concussion hit damage and a secondary Unbalancing critical. 140 PP. <i>MERP</i> : knows Spirit Mastery, Essence Hand, Calm Spirits, and Controlling Songs; <i>RM</i> : knows 10 Mentalist lists to 20 th lvl with spells similar to these <i>MERP</i> lists.
Nimruzagar	20	155	Ch/15	80	Y20	A/L	150ha	145ha	15	Black Númenórean Warrior/Rogue. Carries three +20 hand-axes (one each of slaying Elves, Dúnedain and Lesser Men). All return automatically when thrown 3x/day. Each may fire two +60 <i>Firebolts</i> /day, each "Slaying" against magical creatures.
Sauronic Spies	7	65	No/1	30	N	N	90da	80da	25	Eriadorian Scout/Thieves. Carry a mix of poisons, including a suicide capsule in a tooth. Ambush: 8, Stalk/Hide: 60.
Sauronic Assassins	8	80	RL/11	50	N	N	110ss	95lcb	30	Mix of Men, Warrior/Rogues. Have subterfuge skills as a Scout/Thief. Self-loading bows, poisons. Ambush: 12, Spying and Acting: 80. Amulets provide them with aura equal to armor, negate 1/rnd of stun and bleeding from each critical result.
The Dark Priest	25	115	Pl/20	60	N	N	130qs	—	15	Black Númenórean Animist Sorcerer. Knows summoning lists and controlling magic from both Essence and Channeling; <i>MERP</i> : knows 20 such lists; <i>RM</i> : knows 10 spell lists to 20 th lvl, 10 more to 10 th . Staff does "Life-stealing" with every critical, draining the victim's current stats; they are stored inside the staff until it is broken. He is aging visibly from the effort of controlling the elemental.
The Wraith	23	120	No/1	50	N	N	120bs	110lb	15	Undead Spirit. Both his sword and arrows do a secondary Cold critical. He radiates <i>Fear</i> and a 30'rad shadow (-20 to hit anything) that is only negated by full daylight. 92 PP. <i>MERP</i> : knows all non-healing Animist and Open Channeling lists. <i>RM</i> : knows 12 Essence and Evil Cleric lists to 15 th lvl. Casts weather summoning spells each morning via an amulet granted him by Sauron. He uses this to maintain night fog and daytime cloudiness over the village of Grawsalithwos.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Thiudawini	11	60	No/2	0	N	N	40da	—	-5	Northman Animist/Seer. Somewhat demented, receives "Suggestions" from Sauron in nightmares. Knows 6 Animist and Open Channeling spell lists to 10 th lvl. Public Speaking: 90, Hide (in Metraith): +80 to normal bonus.
Water Elemental	50	300	No/3	30	N	N	150HBa	100HGr	0	Water Spirit. Amorphous watery form that can stand 40' above the river. Anyone grappled will be thrown 100'. It can also 'flood' the bridge, doing a +100 Unbalancing attack on all present; only Strength or Agility bonuses may be applied to defense.
Wind Demon	20	150	No/4	70	N	N	140 th	—	15	Fallen Maia (Wind Spirit). Use Large creature criticals. A translucent Mannish form that flies inside its own whirlwind. Does a 60HBa attack (Secondary Criticals are also Unbalancing) from its envelope of wind. Sword does a secondary Cold critical. It may use a Cold Law or a Wind Law spell each rnd, up to 50 PP each hour.
Wind Elementals	20	120	No/1	40	N	N	80MBa	70MGr	30	Wind Spirits. Sentient whirlwinds. Use Super Large criticals. Two "Bash" attacks/rnd No stun save from spells that reduce their constant movement. Electrical criticals against them are "slaying." Anyone grappled by them takes a 'D' Impact critical each rnd; 20% chance that the elemental will simply throw its victim off the cliff.
The Undead of Grawsalithwos										
Greater Undead	3	60	Ch/13	30	N	N	75We	—	10	Ghoul-like Undead. Subterfuge skills as a Ranger. Anyone who has not met undead before must make a 3 rd lvl RR vs <i>Fear</i> . Repulsed only if their master, the Wraith, fails to resist the repelling Cleric. Their mix of weapons is half spears, half swords; all do a secondary Cold critical. Will devour helpless victims after a fight.
Lesser Undead	1	40	No/1	20	N	N	50cl	—	-5	Undead. Animated corpses, going through the motions of their old lives. Warded against <i>Repulsion</i> as above.
Folk of the Alliance										
Caladwen	20	85	No/2	50	N	N	88cl	45da	10	Dúnadan Bard. Hireth of Faerdor. Knows 10 Essence lists (to 10 th lvl). Has an artificial foot from a childhood accident; her cane strikes as a two-handed weapon and does an additional Impact critical that is the same severity as the normal critical delivered by the attack. Most Lore skills: 70, Politics: 70.
Cuimaron	38	140	Pl/20	60	Y20	A/L	180fa	130cp	0	Númenórean Warrior. Prince-protector of Cardolan. Elderly, little endurance, but fears nothing. Leadership, Public Speaking, and Diplomacy: 85. Sword is of <i>mithril</i> (does a secondary Slash critical, and can cast 40 PP of Fire Law spells each day).
Hîr Eldanarya	40	165	Ch/15	110	Y20	A/L	160bs	175cp	20	Dúnadan Ranger. Leather armor protects as chain. Broadsword is Holy and of Slaying Orcs and Trolls. Bow has triple range and does a secondary Impact critical. 80 PP. Knows all Ranger lists (to 30 th lvl).
Erchamion	31	109	No/2	70	N	N	115qs	—	10	Dúnadan Animist/Astrologer. Steward of Amon Sûl. 550 PP. MERP : knows all Open Essence, Open Channeling, and Animist lists. RM : knows 15 Channeling and base Astrologer lists up to 30 th lvl. Can use the <i>palantír</i> of Amon Sûl.
Khain the Mark	13	140	Ch/16	60	N	A/L	160ba	130hcb	5	Dwarf Warrior. Leadership: 80, Tactics Lore: 50. Armor halves concussion hit damage and critical damage from elemental attacks. Axe does double concussion hit damage and an additional Impact critical that is the same severity as the normal critical delivered by the attack.
Nienor	43	180	Pl/20	120	Y25	A/L	180ss	150lb	15	Dúnadan Warrior (Bard). Hireth of Dol Tinereb. <i>Mithril</i> -plated armor (use Large creature criticals while wearing it). All leadership and musical skills: 100. 172 PP. Knows 6 Bard lists (to 30 th lvl).
Other Híraith	25	160	Pl/19	70	Y20	A/L	170bs	160cp	10	Dúnadan Warriors. Weapons do a secondary critical of the GM's choice and are slaying vs either Orcs or Wargs. Each knows 6 spell lists to 3 rd lvl.
TERROR AMONG THE TOMES: THE LIBRARY OF ANNÚMINAS (Section 9.2)										
<i>The dozen guards at Malborn's tower are equipped as Arthadan othryn, but are loyal to the corrupt seer. His two fanatical bodyguards are more unusual, having trained in exotic lands.</i>										
Burazog	13	185	RL/11	50	Y	A/L	150wh	100ro	0	Cave Troll Warrior. Use Large creature criticals. Chieftain of the Sharkhai. Wields +15 war hammer.
Strulug	9	100	Ch/14	30	Y10	A/L	105sc	90sb	5	Uruk Warrior. Minor Uruk chieftain of the Urughâsh tribe.
Bodyguards	8	76	No/1	35	N	N	45ss	75da	25	Easterling Scouts/Warrior Monks. Can also use a 80MAst(3) or 80MAsw(3) attack. Ambush: 9, Adrenal Defense: 60. Neckbands are +3 spell adders and negate 50% of neck criticals. Each has 16 PP and knows 3 Open Essence spell lists.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
HUNT FOR THE WARLORD (Section 9.3)										
Albwin	12	130	PI/17	20	N	N	105ms	90cp	-5	Northman Warrior. Often drunk. Can also use a 125 mounted lance attack. +10 gear.
Chulainn	6	110	Ch/13	25	Y5	N	90wh	65da	5	Daen Warrior. Money belt with 200 gp.
Cuag Machbair	8	110	Ch/16	50	Y10	N	80ha	80sp	15	Daen Warrior. Amulet is +10 to DB, also absorbs 20 PP/day of spells directed at him, each PP absorbed increases his lvl by 0.5 and adds 5 to his OB (this effect only lasts for 10 minutes). He is unaware of this power, as he has never been "witched."
Ephcamreca	15	150	SL/8	30	N	(A/-)	95qs	—	15	Undead. Staff causes "agony" (electricity critical: normal hits and stun, but a maximum of 1 hit/rnd) as a secondary critical. Ring is +15 to DB and RRs. Gauntlets protect arms as metal greaves, are +10 on punch (80MFi). Cloak triples PP to 45, lets wearer cast reversed healing spells up to 50'. MERP knows 8 Open Channeling and Animate lists; RM : 8 Open and Closed Channeling, Cleric and Evil Cleric lists to 10 th lvl.
Erig	9	130	Ch/15	20	N	A/L	120 th	70hcb	5	Eriadorian Warrior. +10 sword, +10 heavy crossbow fires at half the normal reload penalty.
Ghouls	3	50	SL/4	10	N	N	40sc	50MGr	10	Undead. Grapple attack used on stunned opponents; any hold is followed by 60MBi. Any successful bite brings on a <i>Dark Sickness</i> (10 th lvl attack) that drains 2-20 Co pts/day until a successful RR vs disease is made (one RR attempt/day).
Pegmar	7	105	RL/9	15	N	-/L	85bs	66sb	15	Eriadorian Warrior.
INTRIGUE IN FORNOST (Section 9.4)										
Jo-nag	4	64	SL/5	10	N	N	85ha	80sb	10	Hillman Warrior/Rogue. Migrant. Owner of Seven Stars tavern in Fornost. Wears heavy shirt, his armor of old. Hand-axe & dagger, poisoned with <i>lothforin</i> (treat as <i>silmanna</i>).
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 MovM (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell.										
AT (Armor Type): The two letter code gives the creature's MERP armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent <i>Rolemaster</i> 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. Parentheses indicate the protective features of greaves, but that greaves are not actually worn (e.g., chain hauberk, spells, etc.).										
OBs (Offensive Bonuses): Abbreviations follow OBs; weapons are in small letters, while body attacks begin with capitals:										
ba = battle-axe bo = bola bs = broadsword cl = club cp = composite bow da = dagger fa = falchion fi = Fist fl = flail ha = hand-axe hb = halberd hcb = heavy crossbow ja = javelin lk = long knife lb = long bow lcb = light crossbow ml = mace mg = main-gauche ml = mounted lance ne = net pa = pole arm qs = quarterstaff ra = rapier ro = rock sb = short or horse bow sc = scimitar sl = sling sp = spear ss = short sword ts, ths = 2-handed sword ts = throwing star wh = war hammer wm = war mattock wp = whip We = any Weapon										
MAsw (rank) = martial arts sweeps and throws (highest rank) — MERP : see page 218: 1 = Novice, 2 = Standard, 3, 4 = Expert										
MAst (rank) = martial arts strikes (highest rank) — MERP : see page 218: 1 = Novice, 2 = Standard, 3, 4 = Expert Animal and unarmed attacks are abbreviated using code from the Master Beast Chart. (See Section 11.2.) 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.										
Secondary Criticals: In this table and in Table 12.1 of <i>Armor: The People</i> , a special "secondary critical" is indicated for certain weapons. Whenever such a weapon delivers a normal critical with a severity of 'B' or more, it also delivers a "secondary critical" that has a severity that is one step less (e.g., an 'E' result delivers a 'D' secondary critical, a 'D' result delivers a 'C' secondary critical, etc.).										
Critical Type: Super Large criticals are "Huge" criticals for MERP (i.e., use the Large Critical Tables with a -10 mod.).										
Slaying Weapons: When a "Slaying" weapon delivers a critical to a Large or a Huge/Super Large creature of the appropriate type (i.e., a Troll-slaying sword used against a Troll) — MERP : the critical is resolved on table CT-10 or CT-11 with a +20 modification; RM : the critical is resolved on the Slaying column of the appropriate Large or Super Large Critical Strike Table. When a "Slaying" weapon delivers a critical to a normal creature of the appropriate type (i.e., an Elf-slaying sword used against an Elf), the critical is resolved normally and a second critical (separate roll) is resolved as if the creature were a Large creature (as outlined in the previous paragraph).										
Race/Cultural grouping: Dúndan characters are described as Númenórean if they were born in the island realm; those born in Middle-earth are described either as Dúndan or Black Númenórean, depending on which of the two Númenórean colonial cultures they belong to. Characters of mixed Dúndan and common descent are defined as either Haeradan (Rhudaorian) or Torfir (Cardolanian). The common folk of Eriador are here classified as Arthadan, Cardolanian, or Gondorian; if they fit none of these distinctive cultures, they are described as Eriadorian. Northmen are classified either as Enedon (of Eriadorian stock) or as Northman (of Rhovanic mercenary descent). The Angmarean and Rhudaorian populations are culturally and racially distinct from other common folk, having, respectively, Easterling and Dunnish/Hillman components.										
Professions: In each case, the MERP profession is given first, and if needed, a separate RM profession is added after the slash. Two notes: first, the MERP "Warrior" profession is equivalent to the RM "Fighter;" second, the MERP "Bard" profession is used for generic "jack of all trades" characters, and the skills and spells of these characters varies widely throughout the table.										

Type	Lvl	Enc	Crit	Speed	Hits	AT	DB	Attacks	Notes
Active Trees	3	I-10	L/I	/MD	50	RL/11	10	20SGr(varies)/special/—	Ignore stun.
Barrow Owls	2	I-5	S	FA/FA	20	No/1	50	35SCl/10SPi/—	Nocturnal Predators
Bats	0	I-100	S	VF/VF	5	No/1	60	25Tbi/—/—	Ignore stun.
Bears									
Black	5	I-5	L/I	MF/MF	150	SL/8	20	65LGr/60LCI/40MBi/70MBa	
Brown	5	I-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	
Cave	12	I-5	L/La	MF/FA	300	SL/8	40	95HBa/90LCI/85LGr/90Lbi	
North	10	I-2	L/II	FA/FA	240	SL/4	45	75LCI/80LGr/90Lbi/90LBa	
Boars	3	I	M	FA/MF	120	SL/4	30	50MHo/50MBa/40STs	
Caru (Elk)	2	2-20	M	VF/FA	70	No/3	40	20MHo/20MTs/—	
Catfish, Giant	7	I-2	L/I	VS/MD	260	SL/4	15	90LBa/90LGr/swallow	
Cats	1	I-2	S	VF/VF	50	No/3	50	30MCI/20Sbi/—	
Cattle	2	I-10	L	MD/MD	140	No/3	20	50MHo/50LTs/—	Called <i>mornnynd</i> when wild.
Chatmoig	5	I-2	L	FA/VF	150	SL/4	30	75LCI/90MBa/100Lbi	
Cliff Hornet	1	10-100	T	VF/VF	1	No/1	40	0SSSt/20MSt/poison	
Coirëals	2	I-2	S	SL/VF	30	No/1	40	55SSSt/poison/—	Lvl 10 Nerve poison.
Crebain	3	3-30	S	FA/FA	25	No/3	50	20SPi/20SCl/—	
Crocodiles									
in water	3	I-5	L	MD/MD	120	SL/7	10	80Lbi/80MGr/drown	
on land	3	I-5	L	VS/SL	120	SL/7	0	40MBi/60MBa/80Lbi	
Crocodiles, Sea	7	I-2	H/La	MF/MF	245	RL/11	30	100Lbi/110LBa/90LGr	
Cunara	0	10-100	S	MF/MD	10	No/3	10	55Bi/20SCl/—	
Deer									
Common	2	2-20	M	VF/FA	70	No/3	40	20MHo/20MTs/—	
Dappled	1	2-20	M	FA/MF	50	No/3	45	20SHo/35STs/—	
Erais	1	I-10	M	VF/VF	45	No/3	35	155Ho/251Ts/—	
Nimmerais	4	I-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	
Demon-whales	9	I-5	H/La	FA/FA	500	SL/8	25	120HBa/150Hbi/—	
Dogs									
Common	3	I-20	M	VF/FA	65	No/3	40	45MBi/—/—	
Dunnish	1	I-10	S	MD/MF	40	No/3	40	45Sbi/—/—	
Sheep Hounds	5	I-5	M	VF/VF	140	No/4	55	80MBi/—/—	
Dragons									
Cave-drakes	13	I	H/SL	FA/FA	250	PI/19	40	90Hbi/50HCl/50HBa/80HHo	
Cold-drakes	30	I	H/SL	FA/FA	500	PI/20	50	120Hbi/120HCl/120HBa/80HHo	
Ice-drakes	30	I	H/SL	FA/FA	450	PI/20	55	110Hbi/110HCl/110HBa/100HHo/90lBr	
"lBr" is a breath attack: a Bolt attack or a Cone attack with half the OB given.									
Land-drakes	18	I	H/SL	VF/FA	350	PI/19	40	100Hbi/100HCl/100HBa/70HHo	
Ducks	0	I-10	T	FA/FA	8	No/1	70	10TPi/—/—	Standard gamebirds.
Eagle	2	I-2	M	FA/FA	30	No/1	30	50MCI/35SPi	
Fell Beasts	20	I-10	L/La	FA/FA	240	RL/12	50	90HCl/90LGr/90LBa/60Lbi	
Ferrets	2	I-2	S	MF/VA	30	No/3	50	40Sbi/40TCl/—	
Flying Foxes	1	I-20	S	VF/VF	10	No/1	50	20Sbi/20TCl/—	
Foxes	2	I-2	S	FA/VF	45	No/3	50	40Sbi/35SCl/—	
Giants	12	I-5	L/La	SL/MD	250	RL/11	20	95we/80LGr/110LCr/80ro(175') Triple damage with weapon.	
Gaich	2	I-2	S	FA/VF	45	No/3	50	40MBi/40SCl/—	
Glutani	4	I-2	S	FA/VF	50	No/3	50	50MBi/45MCI/—	
Goats, Wild	3	I-2	M	FA/FA	60	No/1	25	40MHo/30MBa/30MTs	
Golodos	1	I-100	M	MD/MD	40	No/1	20	35SPi/—/—	
Gorals	2	I-2	M	FA/FA	55	No/3	0	50MBa/45MTs/—	
Great Eagles	30	I-10	H/La	VF/VF	300	RL/11	90	120HCl/100LPi/100Lba	Use Large Crits.
Grey Flyers	0	10-100	T	VS/SL	5	No/1	20	0TBa/0TCl/poison	Lvl 3 poison.
Hawks	1	I-2	S	MD/MD	15	No/1	30	20SCl/10SPi/—	+40 against other birds.
Horses, Common	3	I-20	L	FA/FA	120	No/3	40	40MCI/30MTs/40Sbi	
Hummerhorns	3	I-20	M	VF/FA	35	No/1	50	50SSSt/—/—	
Huorn	25	I-5	H/La	VS/VS	400	PI/20	0	80HBa/70HGr/100HCr	
Jatewoones	9	I	L	FA/VF	120	No/1	30	80LPi/70LCI/50LBa Marsh birds.	
Land Tortoises	4	I-2	M	SL/MD	75	RL/12	30	55MPi/—/—	
Losrandir	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Hardy, gregarious Deer.
Lynxes	3	2-10	M	VF/VF	70	No/3	55	45MCI/30MBi/—	

Type	Lvl	Enc	Crit	Speed	Hits	AT	DB	Attacks	Notes
Madratines	2	1-2	S	MF/FA	45	No/3	60	30SCI/25SBI/—	
Neekerbreckers	0	3-300	T	FA/MD	1	No/1	45	10TBI/disease/—	
Naethyr	1	1-2	S	SL/VF	30	No/1	20	40SSSt/poison/—	Toxic poison (Lvl 6).
Gonnaethyr	1	1-2	S	SL/BF	20	No/1	30	30SSSt/poison/—	Toxic poison (Lvl 5).
Naethlyg	1	1-2	S	MD/BF	25	No/1	25	35SSSt/poison/—	Lvl 2 Muscle poison.
Belenaethlyg	4	1-2	M	MD/FA	75	SL/3	20	60MSt/poison/40MGr	Lvl 6 Muscle poison.
Pik	2	1	M	MF/FA	75	No/1	35	45MBi/—/—	
Ponies	2	1-10	M	FA/MF	100	No/3	20	30MBa/30LTs/—	
Revedhrais	2	10-100	M	VF/FA	95	No/3	30	35MHo/30MTs/—	
Rock Vipers	1	1-4	S	SL/BF	15	No/1	50	20SSSt/poison/—	Toxic poison (Lvl 20).
Shaking Asps	2	1-2	S	SL/VF	15	No/3	50	25SSSt/poison/—	Potent poison (Lvl 8).
Sheep	2	2-200	M	FA/FA	45	No/3	30	60MBa/50MSt/—	
Spiders, Giant	8	1-10	M/I	MF/FA	160	SL/4	40	70LPi/75LSt/poison	
Spotted Lions	5	1-5	M	FA/MF	140	SL/4	25	85LCL/70MBi/50MBa	
Swans	1	2-40	M	MF/SL	35	No/1	20	40MBa/30SPi/—	
Trolls (all ro attacks are a LCr).									
Cave	12	1-3	L/La	MD/MD	220	RL/11	25	100HCL/85we/80ro(150')	
Forest	6	1-5	L/II	MF/MD	150	RL/11	10	70LCL/60LBI/40we/50ro(80')	
Hill	10	1-3	L/La	SL/MD	175	RL/11	20	95LBA/85LCL/50we/60ro(120')	
Snow	13	1-2	L/La	MD/MD	180	RL/11	30	105HCL/80HBA/70we/80ro(150')	
Stone	7	1-6	L/II	SL/MD	150	RL/11	15	80LBA/65LCL/40we/60ro(90')	
Wolves									
Dire	4	2-20	L/I	VF/FA	80	SL/3	45	75LBI/45MCI/—	
Grey	3	2-12	M	FA/FA	110	SL/3	30	55LBI/30MCI/—	
Red	5	2-20	M	VF/FA	130	SL/4	45	70LBI/55MCI/—	
War	7	1-10	L/I	VF/VF	170	SL/4	50	85LBI/65MCI/—	
Wargs	8	4-20	L/I	VF/VF	180	SL/4	60	75LBI/60LCL/—	
White	8	1-20	M	VF/VF	170	SL/4	70	90LBI/80LCL/—	
Undead Beings									
(all undead beings ignore stun and hits/rnd results; wp = weapon; RRs are allowed vs. Co drains)									
Corpse Candles	7	1	M/I	/	100	No/1	30	spell/special Drain 4 Co/rnd (1 target).	
Ghosts									
lesser	5	1	M/La	FA/FA	100	No/1	30	60MBa/50we Drain 3 Co/rnd (10' rad).	
greater	15	1	M/La	VF/VF	165	No/1	50	110we/90LBA Drain 5 Co/rnd (10 rad).	
Ghouls									
lesser	1	1-10	M/I	SL/MF	25	SL/4	10	25SBA/30SCI/20SBI	
greater	3	1-5	M/I	MD/MF	50	SL/4	10	40SBA/50SCI/45we	
Mewlips	4	2-20	M/II	FA/MD	60	No/1	35	50we/75MBi/special	
Skeletons	3	1-10	M/I	MD/MF	55	No/1	10	40we/50MBa/—	

KEY FOR TABLE II.3

Use of the Encounter Table and Codes: The GM 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 table or the time it takes the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter. An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures. More details for certain encounters are provided below:

Bats/Flying Frogs — *Eryn Vorn*: 01-60 frogs, 61-00 bats; *Cardolan*: 01-90 small bats, 91-00 flying foxes (large bats).

Bears — *Blue and Misty Mountains*: 01-80 black bears, 81-00 cave bears; *Arthedain and Cardolan*: black bears; *Forochel*: north bears; *Rhudaun*: 01-80 brown bears, 81-00 cave bears; the Rhudaun brown bear is a variation of the Eriadoran black bear, distinguished by its lighter color and more aggressive nature.

Beffraen/Hillmen — Beffraen in western Cardolan, Hillmen in and around Rhudaun.

Birds — *01-50*: 1-10 crows, songbirds, hawks, or owls; *51-100*: 10-100 geese, ducks, or blue pigeons, 100-2000 on large bodies of water;

Crocodiles — The sea crocodile is 20% of all coastal encounters; the remainder are with the smaller marsh crocodiles.

Dunnish Tribesmen — Dunnish folk in clans, not tied to local society.

Common Folk — Local settled folk: Hillmen, Beffraen, and tribal Dunlendings are encountered separately. Hobbits are half the common folk of Siragage and all of the Shire.

Grazing Animals — *Rhudaun*: 01-30 dappled deer, 31-00 losrandir; *Arthedain*: 01-40 dappled deer, 41-80 red deer, 81-00 goral; *Cardolan*: 01-10 astabanheli, 11-30 cunara, 31-60 fiara, 71-80 goral, 81-00 wild goats; *Forochel*: losrandir, number encountered is 10x the number indicated on the Master Beast Table 19.3.

Lions/Chatnoig — spotted lions in Cardolan, chatmig elsewhere.

Other Beings — GM's choice: a Demon whale, Dragon, or the Eloeklo in Forochel; Dragons, Faerie creatures, or Great Eagles in the east. Maia or Faerie beings in the west and south.

Other Undead — GM's choice from the Master Beast Table 19.3.

Poisonous Snakes — *Eastern Eriador/Rhudaun*: shaking asp; *Arthedain/Numeriadon*: 01-70 nethairin edryr, 71-00 rock viper; *Cardolan Rivers*: 01-30 coriel, 31-00 nethraich; *Cardolan Lowlands*: coriel, nethairin nethraich; *Cardolan Coastal Marshes*: 01-20 amathrach, 21-40 coriel, 41-00 nethraich; *Cardolan Highlands*: 01-20 nethairin, 21-60 nethairin edryr, 61-80 nethraich, 81-00 rock viper.

Rare Grazing Animals — *Forochel*: Caru, number encountered is 10x the number indicated on the Master Beast Table 19.3; *Cardolan*: 01-40 auyrch, 41-80 land tortoise, 81-00 nimfiara; *Eastern and northern Eriador*: 01-20 auyrch, 21-00 caru; *Old Forest, Tyn Gorthad*: 01-80 nimfiara, 81-00 auyrch; *Shire or Siragage*: 01-30 nimfiara, 31-70 mearas, 71-00 auyrch.

Small Animals — GM's choice.

Wolves — *Cardolan*: 01-90 red wolves, 91-100 war-wolves; *Arthedain and Rhudaun*: 01-90 grey wolves, 91-100 war-wolves; *Forochel*: 01-50 grey wolves (white in winter), 51-100 white wolves; *Numeriadon*: 01-80 grey wolves, 81-90 dire wolves, 91-100 war-wolves.

II.3 MASTER ENCOUNTER TABLE – Arthedain & Rhudaur										219
Encounter	Arthedan Frontier	Eastern Eriador	Rural Eredoriath	Forochel	Numeriador	Northern Arthedain	Rhudaur	The Trollshaws	The Shire	Siragalë
Chance (%)	15%	10%	25%	7%	5%	5%	20%	15%	25%	15%
Distance (in miles)	4	10	10	15	8	5	8	10	4	5
Time (in hours)	4	8	4	8	8	4	4	8	2	4
Inanimate Dangers										
General Traps	01-03	01	01-02	01	—	01	01-02	01-02	—	—
Natural Hazards	04-07	02-08	03-05	02-12	01-09	02-05	03-11	03-09	01	01-03
Sites and Ruins	08-22	09-11	06-08	13-14	10-12	06-10	12-23	10-14	02-04	04-08
Animals										
Wolves	23-27	12-16	09-15	15-21	13-17	11-13	24-27	15-19	05	09-10
Wargs	28-30	17-19	16-19	22-25	18-19	14	28-29	20-21	06	11
Lions/Chatmoig	—	20-22	—	—	—	—	30	22-23	—	12
Bears	31-32	23-24	20	26-31	20-23	15	31-32	24-26	07-08	13
Glutan	—	—	—	—	—	—	—	—	—	—
Rare Grazing Animals	33	25-26	21	32	24-25	16-17	33-37	27-30	09	14
Boar	34-35	27-28	22-24	—	26-27	18	38-39	31-32	10	15-16
Grazing Animals	36-38	29-31	24-25	33-34	28-31	19-21	40-42	33-37	11-15	17-20
Sheep, Sheep Hounds	39-41	—	26-28	—	32-33	22-26	43-44	38	16-21	21-22
Bats/Flying Frogs	—	32	29	—	—	—	45	39	—	—
Poisonous Snakes	—	33	30	—	34	27	46	40	22-23	23
Crocodiles	—	—	—	—	—	—	—	—	—	—
Giant Catfish (Wels)	—	—	—	—	—	—	—	—	24	—
Birds	42-43	34-35	31-32	35-36	35-36	28-30	47-49	41-43	25-28	25-28
Small Animals	44-45	36-37	33	37-38	37-38	31-34	50-51	44-47	29-35	29-34
Undead										
Wights	46	38	34	—	39	—	52	48	—	—
Other Undead	47	39	35	39-40	—	—	53-54	49	—	—
Local Populace										
Smugglers/Thieves	48-49	40-41	36-37	—	40	35	55	50	36-37	35-36
Mercenaries/Brigands	50-52	42-44	38-41	41	41	36	56-57	51-52	38-39	37-39
Beffraen/Hillmen	53	45-47	42-49	—	—	—	58-62	53-57	—	—
Dunnish Tribesmen	—	48-51	50	—	—	—	63-64	58-59	—	40-42
Common Folk	54-57	52	51	42-51	42-45	37-43	65-67	—	40-50	43-45
Rivermen	58-59	—	—	52-57	46-51	44-49	—	—	51-54	46-48
Sailors	—	—	—	—	52	50	—	—	—	49
Merchants	60	53-54	52-53	—	53-54	51-55	68-69	60	55-60	50
Nobles or Leaders	61-62	55	54	—	55	56-59	70	61	61-62	51-53
Military Unit	63-66	56	55-57	—	56-57	60-61	71	62-63	63	54-55
Large Patrol	67-69	57-58	58-60	—	58-59	62-64	72-73	64-65	64	56-57
Small Patrol	70-75	59	61-63	58-64	60-62	65-67	74-75	66-67	65-66	58-60
Spies/Scouts	76-77	60	64-67	65-69	63	68-71	76-77	68-69	67-70	61-63
Other Individuals	78	61	68	70-71	64	72-74	78	70	71-72	64
Other Men										
Pirates	—	—	—	—	65	—	—	—	—	—
Northmen	79	62-63	69-70	72-74	66	75-77	79-80	71-72	73	65-67
Easterlings	80-81	64	71-72	—	—	78	81	73-74	—	68
Dunlendings	82	65-67	73-74	—	—	79	82	75-76	—	69-70
Hillmen	83	68-69	75-76	—	—	—	83	77-80	—	—
Southerners	—	70	77	—	—	80-81	84	81	74-76	71
Other Foreigners	84	71-72	78	—	67	82	85	82	—	72
General Folk	85-86	73-74	79-80	75-80	68-71	83-87	86	83	77-80	73-74
Non-mannish Races										
Wandering Company	—	75-77	—	—	72-73	88	—	84	81-83	75-76
Other Elves	87	78-81	81	81	74-80	89-92	87	85	84-86	77-84
Dwarves	88-89	82-85	82	82	81-89	93-95	88-90	86-88	87-93	85-87
Orcs (N)	90-94	86-89	83-92	83-88	90-93	96	91-94	89-92	94	88
Trolls (N)	95-96	90-94	93-96	89-94	94-96	97	95-97	93-97	95	—
Hobbits	97	95	97	—	97	98	98	98	96-99	89-93
Stoor Hobbits	98	96-97	98	—	98	99	99	99	—	94-97
Other beings	99-00	98-00	99-00	95-00	99-00	00	00	00	00	98-00

Encounter	Towns and Tharbad	Sudûri	Old Forrest and Eryn Vorn	Saralainn	Downs and Highlands	Tyrn Gorthad	Gwathlo Basin	Eastern Cardolan	Marshes	Major Rivers and Coastal Waters
Chance (%)	65%	50%	50%	15%	20%	35%	25%	10%	15%	20%
Distance (miles)	.5	.5	.5	8	7	4	8	8	5	8
Time (hours)	.5	.5	.5	4	3	2	4	4	2	4
Inanimate Dangers										
General Traps	—	—	01-02	01	01	01-02	—	01	01	—
Natural Hazards	01-02	01-02	03-05	02-05	02-03	03-05	01-02	02-03	02-07	01-07
Sites & Ruins	03	03	06-09	06-10	04-10	06-14	03-06	04-18	08-11	08-12
Animals										
Wolves	—	04	10-12	11-16	11-18	15-20	07-11	19-24	12-13	13
Wargs	—	—	13	17-18	19-20	21-23	12	25-26	—	—
Lions (Chatmoig)	—	—	14-16	19	21	24	—	—	14	—
Bears	—	—	17-19	20	—	—	—	27-28	15	—
Glutan	—	05	20-22	21-25	—	—	13	—	—	14
Rare Grazing Animals	—	—	23-24	—	—	25	—	—	—	—
Boar	—	—	25-26	26-28	22-23	26-27	14	29-30	16	15
Grazing Animals	—	—	—	—	24-28	28-31	15	31-32	—	—
Sheep, Sheep Hounds	04-10	06-11	—	29-31	29-34	32-36	16-25	33	—	16-20
Bats/Flying Frogs	11	12	27-34	32-33	35	37	26	34	17-18	21
Poisonous Snakes	12	13	35-37	34-36	36	38	27	35	19-25	22-26
Crocodiles	—	14	38-39	37	—	—	—	—	26	27-30
Giant Catfish	—	—	—	38	—	—	—	—	27-31	31-36
Birds	13-17	15-16	40-44	39-43	37-40	39-40	28-33	36-41	32-38	37-41
Small Animals	18-20	17-19	45-46	44-48	41-44	41-46	34-39	42-46	38-47	42-49
Undead										
Wights	—	—	—	—	45-48	47-52	40	47-48	48	—
Other Undead	—	—	47-51	49	—	53	41	49	49	—
Local Men										
Smugglers/Thieves	21-24	20-23	52	50-53	49	54-56	42-44	50	50-53	50-55
Mercenaries/Brigands	25-28	24-28	53	54-56	50-54	57-62	45-49	51-53	54-55	56-57
Beffraen/Hillmen	—	—	54-59	57	—	—	—	—	56	58
Dunnish Tribesmen	29-31	29-32	60	58-68	55-56	63-66	50-54	54-59	57-62	59-61
Common Folk	32-50	33-58	61-64	69-76	57-64	67-68	55-64	60-65	63-69	—
Rivermen	51-54	59-62	65	77-78	—	—	65-66	—	70-71	62-63
Sailors	55-57	63-67	66	79	—	—	—	66	72-74	64-65
Merchants	58-62	68-70	67-68	80-81	65	69	67-68	67	75	66-69
Nobles or Leaders	63-66	71-73	69	82	66-67	70-71	69-70	68	—	70-71
Military Unit	67	74	70	83	68	72	71	69	76	72
Large Patrol	68	75-76	71-72	84-85	69-70	73-74	73	70-71	77-78	73-75
Small Patrol	69-72	77-79	73-76	86	71-72	75	74-76	72	79-80	76-77
Spies/Scouts	73	80	77	87	73	76	77	73	81-82	78
Other Individuals	74-75	81-82	78-79	88	74	77	78	74	83-86	79-81
Other Men										
Pirates	—	83	80-81	89	—	—	—	—	—	82
Northmen	76-77	84	—	—	75-76	78-80	79	75	—	—
Easterlings	78	—	—	—	77	81	—	76-77	—	—
Dunlendings	79-81	85-88	—	90-93	78-81	82	80-82	78-80	87-92	83-87
Hillmen	82	89	—	—	82	—	—	81-82	—	—
Southerners	83-87	90-91	82	94-95	83-84	83	83-85	—	—	88-89
Other Foreigners	88	92	83	96	85	84-85	86-87	83-84	93	90-91
General Folk	89-91	93-94	84-85	97-98	86	86-87	88-89	85	94	92-93
Non-mannish Races										
Wandering Company	—	—	86-87	—	87	88	90	—	—	—
Other Elves	92	—	88-89	—	88	89	91	86	95	94
Dwarves	93-94	95	90	—	89	90	92-93	87	—	—
Orcs	—	—	—	—	90-95	91-93	94	88-92	96	—
Trolls	—	—	91-94	—	96-97	94	—	93-94	—	—
Hobbits	95-96	96-97	96-97	—	98	95-97	95-96	95	—	95
Stoor Hobbits	97-98	98	98	—	—	98	97-98	96-98	97-98	96-98
Other Beings	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00

	Minhiriath	Mindornath	Eriadorian Highlands	Siragalë and Bree-land	Hills of Evendim	The North Downs	The Misty Mountains	Trollshaws and Northern Rhudaur	Southern Forochel and the Udanoriath
Narwain (Winter)	25-40 M.Rain/Snow	20-35 N.Snow	20-35 N.Snow	25-40 M.Rain	15-30 N.Snow	20-40 M.Rain/Snow	15-30 H.Snow	5-25 H.Snow	0-15 N.Snow
Ninui (Winter)	25-45 M.Rain/Snow	25-40 M.Rain/Snow	20-40 N.Snow	15-35 N.Snow	10-25 H.Snow	10-35 H.Rain/Snow	15-30 H.Snow	5-25 H.Snow	0-15 N.Snow
Gwaeron (Stirring)	30-50 H.Rain	25-45 H.Rain	25-45 M.Rain/Snow	20-45 H.Rain	15-30 N.Snow	15-35 M.Rain/Snow	15-30 H.Snow	15-35 H.Snow	0-15 N.Snow
Gwirth (Spring)	45-60 N.Rain †	40-55 N.Rain †	35-55 N.Rain †	30-50 H.Rain †	20-35 H.Rain/Snow †	25-45 H.Rain †	20-35 H.Snow †	30-50 N.Rain †	20-35 N.Snow
Lothron (Spring)	45-65 N.Rain	40-60 N.Rain	35-60 N.Rain	35-60 N.Rain	30-45 N.Rain	35-55 N.Rain	25-40 H.Rain/Snow	50-65 M.Rain	35-45 N.Rain
Nörüi (Summer)	50-75 M.Rain*	50-70 M.Rain*	45-70 M.Rain*	50-65 M.Rain	35-50 M.Rain	40-60 M.Rain	25-40 M.Rain	65-75 N.Rain	40-60 M.Rain
Cerveth (Summer)	55-80 M.Rain	55-85 Dry	50-80 Dry	60-75 Dry	45-60 M.Rain	50-70 M.Rain	30-50 M.Rain	65-75 M.Rain	50-65 M.Rain
Urui (Summer)	65-85 M.Rain §	70-90 M.Rain	65-90 M.Rain	65-80 M.Rain	60-75 M.Rain	50-75 M.Rain	40-60 M.Rain	65-75 M.Rain	55-65 M.Rain
Ivanneth (Autumn)	55-80 N.Rain	55-85 N.Rain	55-80 N.Rain	65-80 N.Rain	60-75 N.Rain	50-75 N.Rain	45-65 Dry	60-70 M.Rain	50-77 M.Rain
Narbeleth (Autumn)	45-70 H.Rain	40-75 H.Rain	40-70 H.Rain	55-75 N.Rain	40-75 N.Rain	50-70 N.Rain	40-60 M.Rain	45-60 N.Rain	35-50 M.Rain
Hithui (Fading)	35-60 M.Rain/Snow	30-60 M.Rain/Snow	30-55 N.Snow	45-65 N.Rain	35-60 N.Rain	40-60 N.Rain	35-50 H.Rain	30-45 H.Rain	15-20 N.Snow
Girithron (Winter)	30-50 M.Rain/Snow	20-45 N.Snow	20-40 N.Snow	35-55 M.Rain	25-45 M.Rain	30-50 M.Rain/Snow	25-40 M.Rain/Snow	15-30 H.Snow	25-40 M.Rain/Snow

KEY

TEMPERATURE — Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot. § = 1% chance Great Storm (Hurricane). If not in cover, +50 unbalancing attack every 5 minutes, 1st lvl respiratory disease check every 4 hours from soaking.

* = 3% chance Severe Thunderstorm/Hail/Tornado. If not under shelter, +20Un/+10SB_a/+100Un twice this day. 1st lvl

† = Flooding along rivers.

PRECIPITATION AND CLOUDS, checked daily:

H.Rain — Heavy rain this month. 01-35 rainy, most days cloudy.

N.Rain — Rainfall normal for temperate climate. 25% rainy; cloudy on rainy days except from Lothron to Urui, when 80% of rain is from thundershowers appearing on partly cloudy days.

M.Rain — Moderate rain 15%, partly cloudy much of the time, rain from showers in summer.

Dry — 5% rain from showers, mostly sunny.

H.Rain/Snow — 35% precipitation, sleet possible, cloudy most days. 50% chance of sleet at 30-34 degrees; anyone outdoors risks, every hour, a 2nd lvl disease attack from chill, while travelers suffer a +20 Unbalancing attack from ice.

M.Rain/Snow — 20% precipitation, sleet possible, cloudy 50% of the time. Sleet as H.Snow/Rain.

H.Snow — 20% snowy, 70% 1-5 inches, 30% 2-20 inches. 2' snow cover accumulated during each month under 35 degrees. Snowy days and temperatures below 20 degrees are 20% likely to have wind conditions causing chill damage: 1st lvl disease check and a frostbite possibility; treat as +10 Cold Ball attack, +50 f for anyone unprepared or wet. Increase chance of chill 20% at night and 1% for each degree below 20.

N.Snow — 10% snowy, 70% 1-5 inches, 30% 1-10 inches. 2' snow cover during any month with high 30 degrees or less.

SPECIFIC AREAS:

Minhiriath — +10 chance of rain and fog along the coastline. If a hurricane strikes, one or more regions to the north or east are struck with torrential rains and flooding as it moves inland.

Mindornath — Thatbad is virtually an island during flooding.

Eriadorian Highlands — includes the Weather Hills, the Barrow and South Downs, the Eredoriath, Hollin, and Dunfearan. Winters 5 degrees colder in 18th-20th centuries of the Third Age.

Siragalé and Bree-land — includes the Shire and the Old Forest. Winters 5 degrees colder in 18th-20th centuries, 5 degrees warmer after the 23rd century.

Hills of Evendim — Fog 90% of mornings in 30-50 degree weather. Winters 5 degrees colder in 18th-20th centuries, 5 degrees warmer after the 23rd century. Subject to rare winter blasts from Forochel: temperature 20 degrees or lower has a 20% chance of dropping 20-30 degrees for 1-3 days.

North Downs — Fog 70% of mornings in 30-50 degree weather. Winters 5 degrees colder in 18th-20th centuries, 5 degrees warmer after the 23rd century. Subject to winter blasts from Forochel: temperature 20 degrees or lower has a 30% chance of dropping 20-30 degrees for 1-3 days.

Misty Mountains — Temperature refers to the habitable regions between 1000-3000' above sea lvl. To calculate temperature at higher altitudes, subtract 1 degree for every 300' more above sea lvl.

Trollshaws and Northern Rhudaur — Includes the Udanoriath and the Misty Mountain foothills; Rivendell has seasons, but no extremes of temperature. Winters 5 degrees colder here in 18th-20th centuries.

Southern Forochel and the Udanoriath — The Nan Angmar is 20 degrees colder than the Udanoriath. This column describes the part of the Forodwaith immediately north of Arthedain. For every 100 miles north of the Rammas Formen, temperature drops 10 degrees and winter days and summer nights are shorter by a half hour. The air gets much drier: chance of snow drops to 10%, rain to 5%, with little accumulation, but 90% of all snowy days cause chill damage as described in H.Snow, above.



II.5 LOR NPC TABLE

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Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes	
TRAVELERS GUIDE (Section 4.0)																
Amon Sûl																
Belegdur	3900	95	2	I	0	-I	3	7	6	2	0	2	-5	0	Human Warrior	
Bregol	3300	53	0	0	2	-I	I	5	0	2	-4	4	5	7	Human Bard	
Dani Brunnafëra	2700	67	I	0	I	-I	2	5	-I	7	0	4	-2	0	Human Ranger	
Drukka	2700	86	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warrior	
Feinhiril	2700	86	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warrior	
Gendar	1800	49	I	I	0	I	I	3	2	2	4	5	-I	2	Human Scout	
Liwisintha	2100	67	I	0	I	-I	2	4	-I	7	0	4	-2	0	Human Ranger	
Merembeleg	3600	95	2	I	0	-I	3	7	6	2	0	2	-5	0	Human Warrior	
Pilinnur	4200	95	2	I	0	-I	3	7	7	2	0	2	-5	0	Human Warrior	
Ruinir	5700	104	2	I	0	-I	3	7	7	2	I	2	-5	0	Human Warrior	
Tillórin	2400	86	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warrior	
Angmar																
Amlaith	12000	122	3	I	0	-I	3	9	8	2	I	2	-5	2	Human Warrior	
Coralagon				See "Cold-drake" on the LoR Beast Table												Cold-drake
Ithildir	10800	113	3	I	0	-I	3	9	8	2	I	2	-5	2	Human Warrior	
Rogrog	10700	127	4	-I	-2	I	3	9	5	3	0	-I	-6	0	Troll Warrior	
Witch-king	17700	168	3	2	2	2	2	9	8	4	I	6	10	all	Nazgûl Lord	
Bar Írlossiel																
Írlossiel				See "Greater Ghost" on the LoR Beast Table												Undead
Bree (T.A. 1643)																
Braith the Tinker	1500	86	2	I	0	-I	3	5	5	I	0	I	-5	0	Human Warrior	
Coldomac Tunnelly	1500	63	-I	3	0	-I	3	2	5	2	3	4	-5	0	Hobbit Scout	
Cormac	2100	86	2	I	0	-I	3	6	5	2	0	I	-5	0	Human Warrior	
Ehwarik	1800	86	2	I	0	-I	3	5	5	2	0	I	-5	0	Human Warrior	
Helvorn	2700	67	I	0	I	-I	2	5	-I	7	0	4	-2	0	Human Ranger	
Meneldir	3600	95	2	I	0	-I	3	7	6	2	0	2	-5	0	Human Warrior	
Bree (T.A 3018)																
Barliman Butterbur	2100	86	2	I	0	-I	3	6	5	2	0	I	-5	0	Human Warrior	
Bill Ferny	900	49	I	I	0	I	I	2	2	2	3	4	-I	0	Human Scout	
Cameth Brin																
Giant's Spirit				See "Greater Ghost" on the LoR Beast Table												Spirit
Keleag and Tumach				See "Dire Wolves" on the LoR Beast Table												Were-wolves
Caras Celairnen																
Bregol	3300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warrior	
Cethwin	4200	95	2	I	0	-I	3	7	7	2	0	2	-5	0	Human Warrior	
Eregdur	7200	62	0	0	2	-I	I	7	0	3	-I	5	6	10	Human Bard	
Lindal	1200	53	0	0	2	-I	I	4	-I	I	-4	3	4	5	Human Bard	
Malthir	6000	66	-I	I	2	I	I	0	I	I	I	5	9	12	Elf Bard	
Methnir				See "Lord Skeleton" on the LoR Beast Table												Half-greylin
Dol Tinereb																
Camdir the Cursed	5100	53	0	0	2	-I	I	6	0	2	-I	4	5	8	Human Bard	
Curuegil	900	77	2	I	0	-I	3	4	4	I	0	I	-5	0	Human Warrior	
Barelwen	300	44	0	0	2	-I	I	2	-4	I	-4	0	3	3	Human Bard	
Menmeth				See "Madratine" on the LoR Beast Table												Fëahin
Nírenna				See Section 9.1.												
Egladil																
Dallo Point	2100	63	-2	3	0	-2	3	-I	6	2	6	4	-5	0	Hobbit Scout	
Thorlavan	2400	86	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warrior	
Emyn Beraid																
Elanor	1200	63	-2	3	0	-2	3	-2	5	2	5	4	-5	0	Hobbit Scout	
Fastred	1200	63	-2	3	0	-2	3	-2	5	2	5	4	-5	0	Hobbit Scout	

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
Emyn Uial															
Falastir	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Faeneldor				See "Greater Ghost" on the LoR Beast Table											Wood Spirit
Hoiten				See "Grey Wolves" on the LoR Beast Table											Feahini
Gliwen	300	44	0	0	2	-1	1	-2	-4	1	-4	0	5	6	Human Bard
Morfanwen				See "Maia" on the LoR Beast Table											Maia (Storm Spirit)
Enedhwaith															
Grishmoigh				See "Ent" on the LoR Beast Table											Ent/Giant
Isildur	14700	122	3	1	0	-1	3	10	8	2	1	2	-2	2	Human Warrior
Treebeard				See "Ent" on the LoR Beast Table											Ent
Eregion															
Celebrimbor	55220	290	6	6	6	5	6	11	10	6	6	8	7	9	Elf Bard
Fornost Erain															
Calvallon Glornor	17700	71	1	1	2	-1	1	1	-1	4	1	6	10	all	Human Bard
Forochel															
Eloeklo				See "Maia" on the LoR Beast Table											Maia
Frodo Gardner	1200	63	-2	3	0	-2	3	-2	5	2	5	4	-5	0	Hobbit Scout
Hithaeglr															
Caradhras				See "Maia" on the LoR Beast Table											Maia (Earth Spirit)
Iach Sarn															
Demon-troll				See "Black Troll" on the LoR Beast Table											Fallen Maia
Ravambor	2400	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12	Human Bard
Imladris															
Bathor Golfaron	33900	139	4	3	4	4	4	10	11	3	8	7	4	7	Elf Ranger
Bellindiel Dúlothwen	17100	68	2	3	5	4	3	9	9	4	7	8	6	6	Elf Bard
Celebrían	23700	107	2	4	4	3	3	7	6	4	5	7	5	6	Elf Bard
Erestor	20700	96	4	4	5	4	4	9	4	1	6	8	3	6	Elf Bard
Estelín Nandvellon	24700	121	2	4	4	3	3	8	8	4	5	7	5	6	Elf Bard
Gildor	22200	134	4	3	4	4	4	9	10	3	8	7	4	7	Half-elf Ranger
Gwiliðhol	19500	91	3	5	2	2	3	7	8	3	3	5	3	3	Elf Bard
Hilanon	3300	53	0	1	1	1	2	1	3	7	1	7	0	0	Half-elf Ranger
Saeldur Gwaewilith	33600	165	5	5	2	3	3	9	0	2	3	3	3	4	Elf Bard
London															
Círdan	33000	165	5	6	7	6	5	8	7	8	6	7	7	8	Elf Bard
Gaerdaer	22200	134	4	3	4	4	4	9	10	3	8	7	4	7	Half-elf Ranger
Lond Daer															
Anardil Aldarion	17700	67	2	2	0	1	1	4	6	4	8	8	-1	4	Human Scout
Tar-Minastir	17700	131	3	1	0	-1	3	10	9	2	1	2	-2	2	Human Warrior
Moria															
Durin's Bane	400000	420	12	9	7	4	6	15	8	5	1	5	4	4	Maia (Balrog)
Nenuial															
Carach Morthaur				See "Cold-drake" on the LoR Beast Table											Cold-drake
Weed-kraken				See "Large Kraken" on the LoR Beast Table											Kraken
Rhudaur															
Aldúrin	2700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Baleksar	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Bura Grumm	1200	53	0	0	2	-1	1	4	-1	1	-4	3	4	5	Human Bard
Cebervoth	5100	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Druhtiridya	5700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Grulag	5100	99	0	2	0	1	3	6	8	1	-1	2	-2	2	Troll Warrior
Gúlar	2400	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12	Human Bard
Rubb Grumm	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
Shire															
Araglas	6900	76	2	0	1	-1	2	7	0	9	0	5	-2	0	Human Ranger
Bullroarer	1800	63	2	3	0	-2	3	4	4	2	4	4	-5	0	Hobbit Scout
Golfimbul	3000	90	0	2	0	1	3	5	7	1	-1	1	-2	2	Orc Warrior
Gorhendad	2400	63	-2	3	0	-2	3	-1	6	2	6	5	-5	0	Hobbit Scout
Kocho Curl	3000	72	-2	3	0	-2	3	-1	6	2	6	5	-5	0	Hobbit Scout
Merethorn	11700	62	1	1	1	1	2	2	4	10	1	10	0	2	Half-elf Ranger
Súlor	5100	99	0	2	0	1	3	6	8	1	-1	2	-2	2	Elf Warrior
Will Whitfoot	1200	63	-2	3	0	-2	3	-2	5	2	5	4	-5	0	Hobbit Scout
Taur Iaur															
Goldberry	1550000	188	9	11	10	5	6	8	9	9	5	9	6	all	Maia (Water Spirit)
Old Man Willow				See "Huron" on the LoR Beast Table											Huron
Tom Bombadil	3800000	630	9	12	9	9	10	19	18	6	11	12	11	all	Maia (Earth Spirit)
Tharbad															
Anóriel	1500	53	0	0	2	-1	1	4	-1	2	-4	3	4	5	Human Bard
Celephir	6000	104	2	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Ciryatur	16200	122	3	1	0	-1	3	10	9	2	1	2	-2	2	Human Warrior
Lamril	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Mablung	6900	104	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
ANNÚMINAS (Section 5.1)															
Belvor	4200	95	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Everithil	7500	113	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Mercaver	2100	53	0	0	2	-1	1	-2	-4	2	-4	3	8	12	Human Bard
Rechorca	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Rhovamir	5700	66	-1	1	2	1	1	0	1	1	1	5	8	12	Elf Bard
Urgregim	4500	99	0	2	0	1	3	5	8	1	-1	2	-2	2	Troll Warrior
FORNOST ERAIN (Section 5.3)															
Boinand	1500	49	1	1	0	1	1	3	2	2	4	4	-1	2	Human Scout
Borthurin				See "Greater Ghost" on the LoR Beast Table											Undead
Brethildur	4500	53	0	0	2	-1	1	-2	-4	2	-1	4	10	14	Human Bard
Laifrin	1500	49	1	1	0	1	1	3	2	2	4	4	-1	2	Human Scout
Seregðal	2400	53	0	0	2	-1	1	5	-1	2	-4	4	4	6	Human Bard
The Imp				See "Grey Wolves" on the LoR Beast Table											Greylin
METRAITH (Section 5.4)															
Belegund the Grey	2700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Coeshay	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
"Dagnir, Dairuin, & Gorlim"	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Eagan	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Eradan	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Harran	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
THE VILLAGE OF ROOD (Section 5.5)															
Belechul	1200	53	0	0	2	-1	1	-2	-4	1	-4	3	7	10	Human Bard
Beul (3018)	300	49	1	1	0	1	1	2	1	-1	3	3	-4	0	Human Scout
Cairmach (3018)	3000	58	1	1	0	1	1	3	3	2	5	5	-1	2	Human Scout
Cristion (1643)	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Ellorhiel Eketya (3018)	1200	53	0	0	2	-1	1	4	-1	1	-4	3	4	5	Human Bard
Halbarad	6000	76	2	0	1	-1	2	6	0	9	0	5	-2	0	Human Ranger



II.5 LOR NPC TABLE

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Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
THE WARLORD'S LAIR (Section 7.3.2)															
Aegach	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Agin	1800	81	0	3	0	1	3	3	5	2	2	2	-2	0	Troll Scout
Mirim	300	49	1	1	0	1	1	2	1	-1	3	3	-4	0	Human Scout
Obirt	1200	66	-1	1	1	1	3	2	3	2	0	2	2	2	Troll Bard
Ognor															Troll
Pûgardi															Root Spirit
Quagmire Snakes															Snakes
Saggo															Troll
FRONTIER FIGHT (Section 8.1)															
Bondan	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Dongorath	2100	67	1	0	1	-1	2	4	-1	7	0	4	-2	0	Human Ranger
Feldas	1200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Rulthak	1500	81	0	2	0	1	3	4	6	-2	-1	1	-2	2	Orc Warrior
THE MITHRIL ROOM (Section 8.2)															
Akbulkathar	5400	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Mikilarn	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Shelbym	3300	67	1	0	1	-1	2	5	0	7	0	5	-2	0	Human Ranger
Thaevē Beguile	1800	49	1	1	0	1	1	3	2	2	4	5	-1	2	Human Scout
Thelgrom	2700	67	1	0	1	-1	2	5	-1	7	0	4	-2	0	Human Ranger
A BLOW FOR PEACE (Section 8.3)															
Dagobert	2400	49	1	1	0	1	1	3	3	2	5	5	-1	2	Human Scout
Ithilrain	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Llewi	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Murryelle	2700	49	1	1	0	1	1	3	3	2	5	5	-1	2	Human Scout
Wakr	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
TREACHERY (Section 8.4)															
Berdil	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Edallaigh	600	49	1	1	0	1	1	2	1	2	3	3	-1	0	Human Scout
Esseu	1500	49	1	1	0	1	1	3	2	2	4	4	-1	2	Human Scout
Imrahâd	2700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Minasdan	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Rhovanhen	2400	49	1	1	0	1	1	3	3	2	5	5	-1	2	Human Scout
Riadégha	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Thergor	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Orc Warrior
Zarby	600	49	1	1	0	1	1	2	1	2	3	3	-1	0	Human Scout
THE BANNERS OF THE HIGH KING (S.A. 3430) (Section 9.1)															
Alagarn	6300	76	2	0	1	-1	2	6	0	9	0	5	-2	0	Human Ranger
Caliel	600	49	1	1	0	1	1	2	1	2	3	3	-1	0	Human Scout
Camp Servants	600	49	1	1	0	1	1	2	1	2	3	3	-1	0	Human Scout
Cambener Yualëa	6000	104	2	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Dethor and Ergrem	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Elfaron Ringnor	7500	66	-1	2	2	1	1	0	1	1	1	5	9	14	Elf Bard
Erdíniel	5100	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Fergerin Tarmëa	6300	104	2	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Measgan	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Merilwen Rhóilthor	8700	53	0	3	0	2	2	1	6	0	7	7	0	4	Elf Scout
Saeraladhwen	6900	66	-1	1	2	1	1	0	1	1	1	5	9	14	Elf Bard
Servants of Sauron															
Dragon															Dragon
Erfaug															Fallen Maia
Fire Elemental															Fire Spirit
Gurtoron	10200	99	0	3	0	1	3	7	10	2	2	2	-2	2	Troll Warrior
Nimruzagar	5700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Sauronic Spies	1800	49	1	1	0	1	1	3	2	2	4	5	-1	2	Human Scout
Sauronic Assassins	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
The Dark Priest	7200	62	0	0	2	-1	1	7	0	3	-1	5	6	10	Human Bard
The Wraith				See "Greater Ghost" on the LoR Beast Table											Undead Spirit
Thiudawini	3000	53	0	0	2	-1	1	-2	-4	2	-4	4	9	12	Human Bard
Water Elemental				See "Elemental" on the LoR Beast Table											Water Spirit
Wind Demon				See "Maia" on the LoR Beast Table											Fallen Maia
Wind Elementals				See "Elemental" on the LoR Beast Table											Wind Spirits
The Undead of Grawsalithwos															
Greater Undead				See "Lord Skeleton" on the LoR Beast Table											Undead
Lesser Undead				See "Skeleton" on the LoR Beast Table											Undead
Folk of the Alliance															
Calavanyë	5700	62	0	0	2	-1	1	6	0	2	-1	4	6	8	Human Bard
Cuivëardion	11100	113	3	1	0	-1	3	9	8	2	1	2	-5	2	Human Warrior
Hîr Eldanarya	11700	85	2	1	1	-1	2	8	0	10	0	6	-2	0	Human Ranger
Ercambion	9000	62	0	1	2	-1	1	-2	-1	3	0	5	10	all	Human Bard
Khain the Mark	3600	105	2	-1	0	-2	2	8	3	4	0	2	-7	0	Dwarf Warrior
Nireнна	12600	62	1	1	2	-1	1	1	-1	3	0	5	10	all	Human Bard
Other Hîrath	7200	104	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
TERROR AMONG THE TOMES: THE LIBRARY OF ANNÚMINAS (Section 9.2)															
Burazog				See "Cave Troll" on the LoR Beast Table											Troll
Strulug	2400	90	0	2	0	1	3	4	7	1	-1	1	-2	2	Orc Warrior
Bodyguards	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
HUNT FOR THE WARLORD (Section 9.3)															
Albwini	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Chulainn	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Cuag Machbair	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Ephcamreca				See "Greater Ghost" on the LoR Beast Table											Undead
Erig	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Ghouls				See "Lesser Ghouls" on the LoR Beast Table											Undead
Pegmar	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
INTRIGUE IN FORNOST (Section 9.4)															
Jo-nag	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior

II.6 LOR BEAST TABLE

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missile OB	Missile Damage
Active Tree	-1	3	3	3	200	6	6	—	—
Barrow Owl	6	4	2	5	10	0	-3	—	—
Bat	1	5	3	7	2	0	-3	—	—
Bear	2	2	1	3	75*	4	3	—	—
Boar	4	3	1	4	60	2	0	—	—
Caru (Elk)	9	3	1	5	35	1	0	—	—
Catfish, Giant	3	4	2	5	45	3	0	—	—
Cat, wild	5	4	2	6	25	0	-3	—	—
Cattle	4	1	-2	1	35	1	0	—	—
Charmoig	7	3	1	4	75	4	3	—	—
Cliff Hornet	-1	3	1	5	0	-2	-6	—	—
Coiréal	-3	3	3	3	15	1	-3	—	—
Crebain	6	4	2	5	12	0	-3	—	—
Crocodile, Sea	-1	1	0	1	60	5	3	—	—
Cunara	-2	0	-1	1	5	-1	-3	—	—
Deer	9	4	2	6	36	1	0	—	—
Demon-whale	3	2	0	3	250**	8	6	—	—
Dog	8	3	1	5	32	2	0	—	—
Dragons									
Cave-drakes	9	7	5	8	125†	6	6	—	—
Cold-drakes	9	8	6	9	250†	8	6	—	—
Ice-drakes	9	8	6	9	225†	7	6	—	—

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missile OB	Missile Damage
Duck	6	4	2	6	7	0	-3	—	—
Eagle	9	2	0	3	15	2	0	—	—
Ent	-1	6	5	7	200**	6	6	0	x2
Elemental	8	5	3	7	80*	8	3	—	—
Fell Beast	28	6	4	7	120*	5	3	—	—
Ferret	0	0	-1	1	3	-1	-3	—	—
Flying Fox	-2	4	2	6	5	0	-3	—	—
Fox	3	5	4	6	20	0	-3	—	—
Giant	6	2	1	3	150**	9	6	-2(rock)	x2
Gaich	8	4	2	5	22	1	-3	—	—
Glutani	1	4	3	5	35	2	-2	—	—
Goat, Wild	7	1	-1	2	30	2	0	—	—
Golodos	2	1	0	1	20	1	0	—	—
Goral	7	3	1	4	27	2	0	—	—
Eagle, Great	11	10	8	12	150†	8	6	—	—
Grey Flyer	-4	1	1	1	2	-2	-6	—	—
Hawk	9	2	0	3	15	2	0	—	—
Horse, Common	6	0	-2	1	65	2	2	—	—
Horse, War	4	4	3	3	80	4	3	—	—
Humerhorn	11	4	2	6	17	2	0	—	—
Huorn	-1	3	3	3	200**	5	6	-2(rock)	6
Jatewoones	6	2	0	3	60*	5	3	—	—
Kraken, Large	2	5	5	5	200**	9	6	—	—
Kraken, Small	5	4	4	4	75	3	0	—	—
Land Tortoise	-3	3	3	3	45	2	0	—	—
Losrandir	7	1	-1	2	65	2	0	—	—
Lynx	7	4	2	6	35	2	0	—	—
Madratine	3	5	4	6	22	0	-3	—	—
Maia	8	8	6	10	120†	11	3	7	1
Neckerbrecker	-7	3	1	5	0	-2	-6	—	—
Naethyr	-3	1	1	1	15	1	-3	—	—
Naethyr Gonnaethyn	-3	2	2	2	10	0	-3	—	—
Naethlyg	-4	1	0	1	12	0	-3	—	—
Naethlyg Belcnaethlyg	-4	2	1	2	37	3	0	—	—
Pike	2	2	1	3	37	2	0	—	—
Pony	3	1	-1	2	50	1	0	—	—
Revedhrais	9	2	0	4	47	1	0	—	—
Rock Viper	-1	4	2	6	7	0	-3	—	—
Shaking Asp	-2	5	4	6	50	2	-3	—	—
Sheep	4	1	-2	1	25	0	0	—	—
Skeleton, Lord	2	6	5	7	67**	4	0	—	—
Spider, Giant	1	3	2	3	22	2	0	—	—
Spotted Lion 5	6	2	0	3	70	4	0	—	—
Swan	3	1	0	2	17	2	0	—	—
Troll	1	3	2	4	75*	5	3	3(rock)	1
Troll, Black	2	6	5	6	125†	7	3	2(rock)	3
Wight, Minor	1	4	4	4	50*	5	3	—	—
Wight, Lesser	2	5	5	5	60*	6	3	—	—
Wight, Greater	4	5	6	7	85†	5	0	0	—
Wolf	7	2	0	3	55	3	0	—	—
Undead									
Corpses Candles	none	2	2	2	50*	special	—	—	—
Ghosts, lesser	4	2	0	3	50†	3	0	—	—
greater	6	4	2	6	82†	5	0	—	—
Ghouls, lesser	-2	1	1	1	12*	1	0	—	—
greater	-1	1	0	1	25*	2	0	—	—
Mewlips	1	2	0	3	30**	2	0	—	—
Skeletons, lesser	-3	0	-1	0	27*	2	0	—	—

*— For these creatures treat "U" results as "25 damage" and for "K" results roll one die: on a 3-6 the result is a "K", otherwise the result is "30 damage."

**— For these creatures treat "U" results as "20 damage" and for "K" results roll one die: on a 4-6 the result is a "K", otherwise the result is "25 damage."

†— For these creatures treat "U" results as "15 damage" and for "K" results roll one die: on a 5-6 the result is a "K", otherwise the result is "20 damage."

‡— For these creatures treat "U" results as "10 damage" and for "K" results roll one die: on a 6 the result is a "K", otherwise the result is "15 damage."



II.7 LOR CONVERSION NOTES

The *LoR* tables from Section II.0 provide you with all the statistical info you need on the characters described in *Arnor: The Land*. However, the magical items possessed by them also contain stats for weapons, armor, wands, staves, amulets, etc. The conversion instructions below will enable you to translate *MERP* items into *LoR* items.

II.7.1 SPELLS

Weapons, armor, garments, jewelry, wands, and staves often permit their bearer or wearer to cast spells. If an item bestows such spell casting ability, then this section lists the relevant *MERP* and *Rolemaster* spell lists and *MERP* and *Rolemaster* spell names. To convert the spells into *LoR* spells, look up the *MERP* spell list on the chart below which gives the corresponding *LoR* spell. (Rarely, an item grants a custom spell that exists in neither *MERP* nor *Rolemaster* nor *LoR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength

BARD SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Detection	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

RANGER SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

II.7.2 MAGIC ITEMS

Most of the magical articles found in Middle-earth fall into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LoR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LoR*, normal criticals are represented by the U and K results on the *LoR Combat Table*. The GM need only referee normal *LoR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LoR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being "equal in severity," roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.



For example, Jos Hauri the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Hauri's Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Hauri's player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Hauri has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Hauri's 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying undead*.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LoR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LoR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LoR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Euna the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).

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2019 Mirkwood™ (Realm of Middle-earth) \$25.00

Once named Greenwood the Great, the forest east of the Misty Mountains harbored trees as old as the Sun and the Moon. Elves feasted and sang in the dappled light beneath their ancient boughs. The brooks were clear, and the breezes sweet. The coming of the Necromancer changed the character of the woodland. Shadows emanated from his stronghold in the south of the forest. The trees became twisted and veiled in sinister hanging mosses. Foul creatures crept the night. Innocent birds and beasts fled. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magicks of the Silvan Elves grown perilously wary in their slow retreat north. *Mirkwood* is a reprint of the 1988 release. This printing features many more illustrations and stats for *The Lord of the Rings Adventure Game* in addition to those for MERP and *Rolemaster*.

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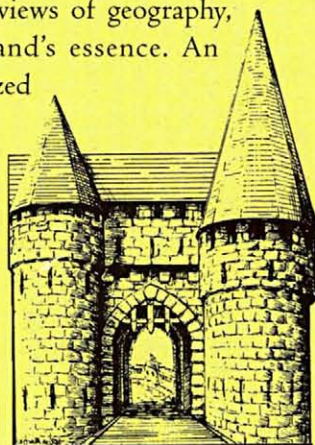


ARNOR: The Land™

"Elendil was cast up by the waves in the land of Lindon, and he was befriended by Gil-galad [High King of the Noldor]. Thence he passed up the River Lhûn, and beyond Ered Luin he established his realm [of Arnor], and his people dwelt in many places in Eriador about the courses of the Lhûn and the Baranduin; but his chief city was at Annúminas beside the water of Lake Nenuial. At Fornost upon the North Downs also the Númenóreans dwelt, and in Cardolan, and in the hills of Rhudaur; and towers they raised upon Emyn Beraid and upon Amon Sûl; and there remain many barrows and ruined works in those places, but the towers of Emyn Beraid still look towards the sea."

—*The Silmarillion**

Arnor: The Land describes all the territory encompassing the Dúnadan realm of Arnor and its three successor states—Arthedain, Cardolan, and Rhudaur. Supported by an elegant set of interconnecting terrain maps, this volume explores every detail of both the natural and man-made environment of this unparalleled adventure setting. In-depth coverage of cities, towns, fortresses, and other sites of interest, as well as extensive overviews of geography, flora and fauna, capture the land's essence. An exhaustive, alpha-betically-organized gazetteer structures all of this information into an easily accessible format. Nine ready-to-run scenarios create instant opportunities for adventure throughout the lands of Eriador, both in the I640s of the Third Age and at the apocalyptic climax of the Second.



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