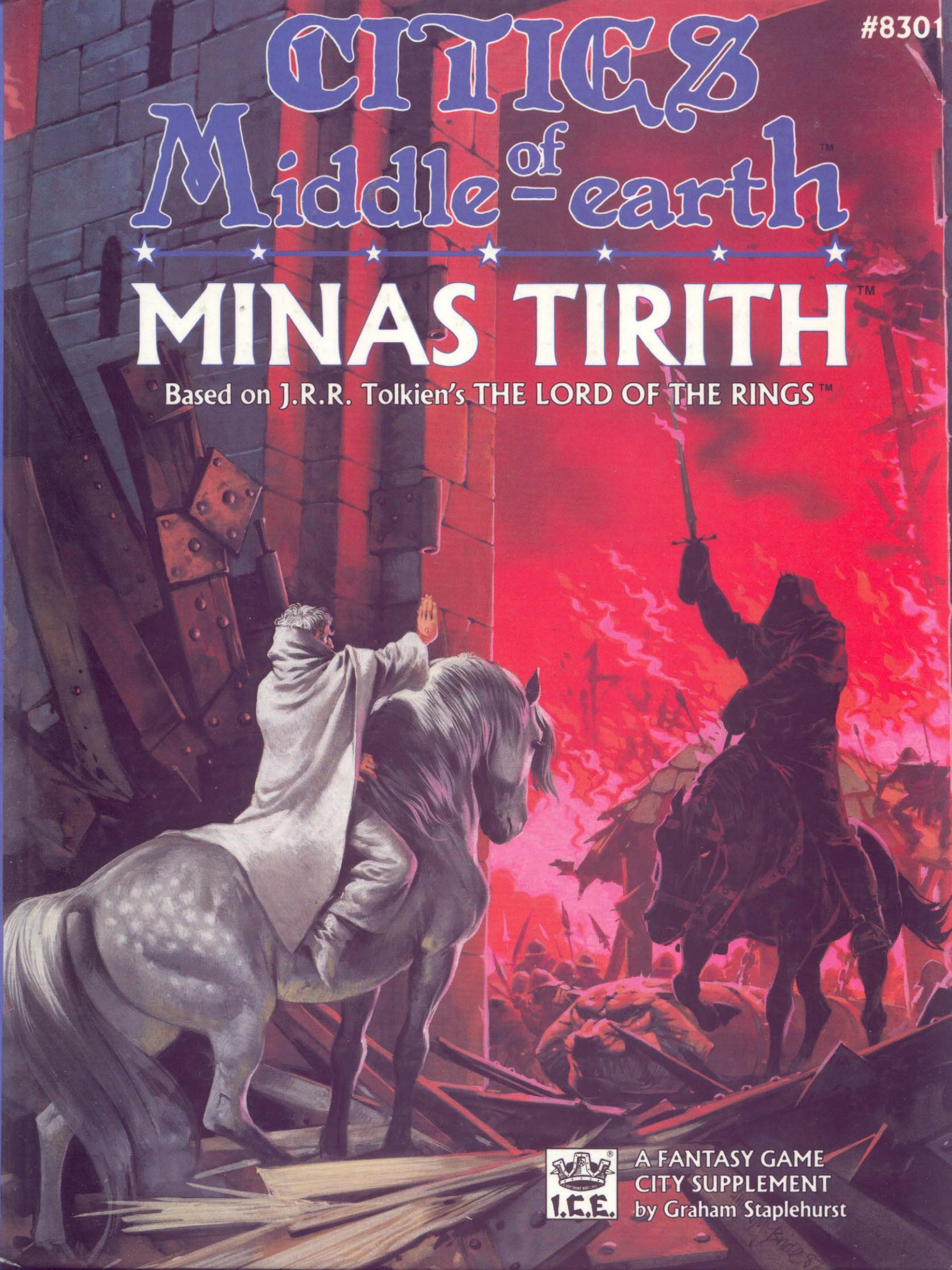


CITIES Middle^{of}-earthTM

MINAS TIRITHTM

Based on J.R.R. Tolkien's THE LORD OF THE RINGSTM



A FANTASY GAME
CITY SUPPLEMENT
by Graham Staplehurst

CITIESTM Middle^{of}-earth

MINAS TIRITHTM

A FANTASY GAME CITY SUPPLEMENT
BY GRAHAM STAPLEHURST



Copyright © 1988 TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, Inc., Berkeley, CA. *Minas Tirith*, *Cities of Middle-earth*, *The Hobbit*, and *The Lord of the Rings*, and all characters and places therein, are trademark properties of TOLKIEN ENTERPRISES.

All Rights Reserved. Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902.

First U.S. Edition, May 1988.

Stock #8301

ISBN 1-55806-001-4

CONTENTS

1.0 AN INTRODUCTION TO MINAS TIRITH

1.1 THE CITIES SERIES	3
1.2 USING MINAS TIRITH	3
1.3 THE TEMPORAL SETTING	3

2.0 CITY OF THE SUN

2.1 A HISTORY OF MINAS ANOR	4
2.2 THE TALE OF YEARS	5

3.0 THE CITY LANDS

3.1 THE PELENNOR	8
3.11 THE NOEG ECHOR	8
3.12 HARLOND	11
3.13 ROADS	11
3.2 THE WHITE MOUNTAINS	13
3.3 ANDUIN RIVERBANKS	13

4.0 FLORA AND FAUNA

4.1 LOCAL AGRICULTURE	14
4.2 FISHING	14
4.3 HERBALISM	15
4.31 SOME COMMON HERBS	15
4.32 RARE AND SPECIAL HERBS	15
4.4 WILD BEASTS AND BIRDS	16
4.5 WILD PLANTS	16

5.0 CULTURE AND LIFESTYLES

5.1 HOME LIFE	17
5.2 CUSTOMS, ETIQUETTE, AND DRESS	18
5.3 FOOD AND DRINK	19
5.4 SPIRITUAL LIFE	20
5.5 ART AND ARCHITECTURE	21

6.0 COMMERCE

7.0 THE INHABITANTS

7.1 THE ROYAL FAMILY	24
7.2 THE ANORIANS	25
7.21 NOBLE HOUSES	25
7.22 GREAT FAMILIES	26
7.23 THE FELLOWSHIPS	27
7.24 KING'S GUARD AND CITY WATCH	31
7.3 THE BUREAUCRACY	32
7.31 THE ADMINISTRATORS	32
7.32 THE ROYAL OFFICES	33
7.4 WOODEN-TOWN'S REFUGEES	33

8.0 POLITICS AND POWER

8.1 ROYAL AUTHORITY	34
8.2 CONCLAVE	34
8.3 THE PRINCE-PRESIDENCY	35
8.4 ORGANIZATION OF THE FELLOWSHIPS	36
8.5 SECRET SOCIETIES	37
8.51 THE BLOOD RING	37
8.52 THE ORDER OF THE RISING SUN	37
8.53 COLLEGE OF THE SPOKEN WORD	37
8.54 THE ROGUES' FELLOWSHIP	37

9.0 CITY OVERVIEW

9.1 THE OUTER WALL	39
9.2 THE GREAT GATE	40
9.3 THE CITY WALLS	43
9.31 THE INNER WALLS	43
9.32 THE LESSER GATES	43
9.33 THE RAMBERAID	43
9.4 STREETS	45
9.5 WATER SUPPLY AND SEWERS	45
9.6 A KEY TO SOME CITY SITES	46
9.61 SITES DESCRIBED IN DETAIL	46
9.62 OTHER SITES	46
9.63 THE MAIN STREETS	47

10.0 BUILDINGS OF NOTE

10.1 FIRST LEVEL	48
10.11 THE OLD GUESTHOUSE	48
10.12 THE ORRERY HOUSE	50
10.13 LITTLE LOCK SHOP	52
10.14 PALACE OF LIGHT	54
10.15 KEYLODGE	56

10.2 SECOND LEVEL	58
10.21 HALL OF WAX	58
10.22 THE GREAT BAKERY	61
10.23 HOUSE HARNASTIN	63
10.24 LETSEN'S STUDIO	66
10.25 ELDACAR'S BREAKFAST HOUSE	67
10.26 WOODWRIGHTS' HOUSE	69

10.3 THIRD LEVEL

10.31 MORTAR HALL	71
10.32 HOUSE OF MEMORIALS	73
10.33 THE CHIMNEYS	75
10.34 HOUSE OF GOLD AND SILVER	77
10.35 GREAT HALL OF THE GUARD	80
10.36 JERRIAD THE SHARP'S	82

10.4 FOURTH LEVEL

10.41 MYALL'S VITRINE	84
10.42 OFFICE OF ESTATES	86
10.43 WATERWRIGHTS' HALL	88
10.44 RYND THANNATH	90
10.45 THE GLASSWORKS	92
10.46 LEADENHOUSE	94

10.5 FIFTH LEVEL

10.51 ERAGOL BOOKBINDER	94
10.52 THE DIE-MAKERS'	96
10.53 RYND PERMAITH GWAIN	96
10.54 RYND PERMAITH IAUR	98
10.55 FELLOWSHIPS' HALL	101
10.56 HOUSE OF TAPESTRIES	103

10.6 SIXTH LEVEL

10.61 HOUSES OF HEALING	103
10.62 TERIMBREL THE RATTER	107
10.63 CHAMBER OF CONCLAVE	109
10.64 HOUSE OF RINGING SOUNDS	110
10.65 MERETHROND	112
10.66 FEN HOLLEN, RATH DÍNEN, THE HALLOWS	114
10.67 LOWER BARRACKS	117

10.7 SEVENTH LEVEL — CITADEL ROCK

10.71 THE HIGH COURT	117
10.72 THE UPPER BARRACKS	118
10.73 THE HALL OF ISILDUR	118
10.74 THE PLACE OF THE FOUNTAIN	118
10.75 HIGH HALL	120
10.76 THE TOWER OF ANÁRION	123

11.0 THE CITY IN OTHER TIMES

11.1 THE KIN-STRIFE	127
11.2 THE WAR OF THE RING	128
11.3 IN THE FOURTH AGE	129

12.0 PEOPLE OF NOTE

12.1 THE ROYAL FAMILY	130
12.2 THE COURTIERs	134
12.3 THE CITY'S NOBILITY	135
12.4 POWERFUL ANORIANS	136
12.41 THE WEALTHY AND INFLUENTIAL	136
12.42 NOTED FELLOWSHIP MEMBERS	137

13.0 ADVENTURES

13.1 A SPY FROM UMBAR	138
13.2 RIOT IN WOODEN-TOWN	139
13.3 THE SECRET OF THE RING	141
13.4 THE HAUNTED HOUSE	143
13.5 LIGHTFINGERS AND LOCKPICK	144

14.0 ADAPTING THIS MODULE

14.1 HITS AND BONUSES	148
14.2 CONVERSION CHART	148

15.0 TABLES

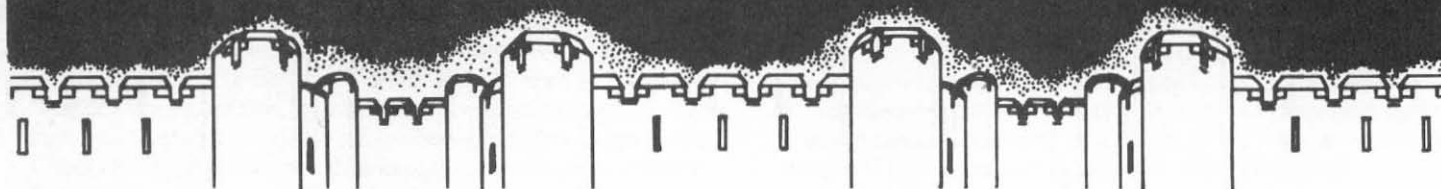
15.1 LESSER NPC TABLE	149
15.2 ROYAL NPC TABLE	151
15.3 ADVENTURE NPC TABLE	153
15.4 MASTER MILITARY TABLE	154
15.5 MASTER ENCOUNTER TABLE	156

16.0 APPENDIX

16.1 TERMINOLOGY	157
16.2 ABBREVIATIONS	159

CREDITS & READING	160
-------------------------	-----

1.0 AN INTRODUCTION TO MINAS TIRITH



"In rode the Lord of the Nazgûl. A great black shape against the fires beyond he loomed up, grown to a vast menace of despair. In rode the Lord of the Nazgûl, under the archway that no enemy ever yet had passed, and all fled before his face.

All save one. There waiting, silent and still in the space before the Gate, sat Gandalf upon Shadowfax: Shadowfax who alone among the free horses of the earth endured the terror, unmoving, steadfast as a graven image in Rath Dinen.

'You cannot enter here,' said Gandalf, and the huge shadow halted." (*LotR III*, p. 125).

Minas Tirith, the Guarded City, rises from the great knee of rock that stands at the base of Mount Mindolluin, the last and easternmost peak in the White Mountains. Capital of Gondor, it is the preeminent symbol of the struggle against Sauron of Mordor. No other city in western Middle-earth offers greater hope or a more dramatic setting for the defense of the Free Peoples.

Set above the Anduin, where the Great River sweeps around green fields of Pelennor, Minas Tirith commands the wide gap between the White Mountains and the Mountains of Shadow that encircle the Dark Lord's homeland. Its seven stone walls seem to grow out of the stone, as if carved by ancient Giants. Each tier of the royal city wraps around the rock and looms above the surrounding quarter, its cool ramparts giving way from a somber grey to a glimmering white with each sunrise.

High atop the capital, on the seventh and uppermost level, the great Tower of Ecthelion reaches skyward like a glistening spire of silvery pearl and crystal. The Tower's fluttering banners fly above the magnificent Citadel, which reaches eastward like a massive granite ship-keel, its sheer walls casting shadows on the Great Gate far below. Amidst the storm spawned by the Lord of Rings, this Citadel is the last hold in Minas Tirith — an unparalleled bastion in an ominous time.



Now the crown city waits. As the specter of impending war darkens the eastern skies, its streets teem with commerce and people from all over Middle-earth, until the day that the Evil One unleashes his hordes against its bright walls and noble warriors.

1.1 THE CITIES SERIES

The *Cities of Middle-earth* series presents Gamemasters (GMs) with extremely detailed overviews of the most famous and significant cities in J.R.R. Tolkien's world of Endor. Each package documents the history, design, layout, garrison, and inhabitants of the city. Painstakingly elaborate maps, floorplans, and perspectives highlight each product. Here you will find a vast wealth of adventures and settings for use with the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy role playing (FRP) game systems, material which is easily adaptable to most other FRP lines.

1.2 USING MINAS TIRITH

Before reading *Minas Tirith*, take a look at the four-page color map of the city. Located in the back of the module, the map is perforated and can be easily separated from the binding. An area view covers the other side of this special color section. These maps will give you a clearer picture of what the text and graphics are all about.

If you do not use ICE's *Middle-earth Role Playing* or *Rolemaster* fantasy role playing game systems, turn to Section 14.0 before you begin reading Section 2.0. It provides guidelines for adapting the material to most other FRP games.

Section 15.0 contains tables which summarize game statistics for all thenon-player characters (NPCs), military units, beasts, and random encounters discussed in the text.

Section 16.0 covers the terminology and abbreviations specific to ICE's Middle-earth FRP game series.

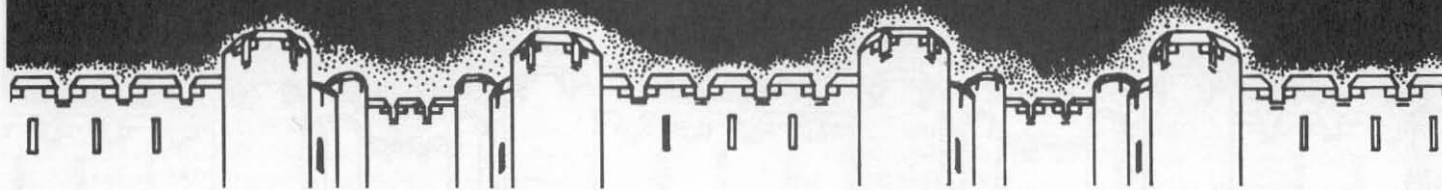
1.3 THE TEMPORAL SETTING

This module is crafted to be deliberately vague regarding the temporal setting. We took care to delete time-specific statements except where they are absolutely necessary. Minas Tirith, however, goes through many changes during the Third Age, so it is impossible to present the city in a truly "timeless" manner.

Thus, like most of ICE's other Middle-earth modules, we place the setting around T.A. 1640 whenever a dated passage is required. This approach follows the precedent set by other modules, which state things in terms of the middle of Endor's Third Age. In addition, it captures the city at one of its most important moments, when the Great Plague had just passed and the throne had just been moved from the old capital of Osgiliath.

"Minas Tirith" is actually a label which was formally adopted in T.A. 2002, just after the fall of Minas Ithil (Minas Tirith's sister city in Ithilien). Prior to that time, the city is called by its given name: "Minas Anor."

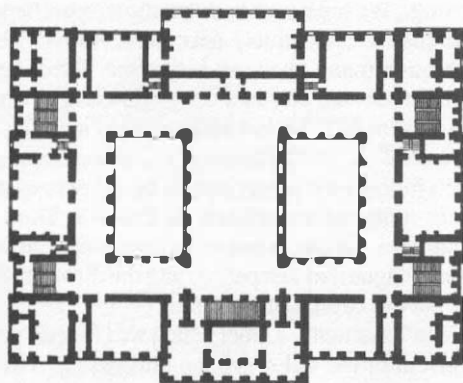
2.0 CITY OF THE SUN



Minas Anor is a great city stepped against the feet of the Ered Nimrais (S. "White Mountains"). Together with Osgiliath, the Citadel of the Stars, and Minas Ithil, the Tower of the Moon, the City of the Sun forms the core of Gondor — the mightiest empire in Middle-earth. This very year it has received an even higher accolade, chosen by King Tarondor to be the capital of his realm:

"Therefore let it be known that we, Tarondor son of Minas-tan son of Minardil, King of all Gondor, this day decree that henceforth our seat and the seat of the household and government of our kingdom shall be made in the city of Minas Anor. And we command that all our servants and persons of high office and responsibility shall remove themselves from the citadel of Osgiliath upon Anduin and attend upon their liege lord in the said city of Minas Anor. And we command that provision for the siting of our seat and all our servants and officials be made by the city of Minas Anor, this command expressly made unto our dearly beloved cousin Mindacil Prince-President of the said city and its province. This decree dated the Twelfth day of Nínui in the One Thousand Six Hundred and Fortieth year of the Third Age."

The King's decision to move his capital from Osgiliath to Minas Anor has been brought on by the rapid degeneration of conditions in the original royal citadel. Two hundred years ago the Kin-strife took its toll, irreparably damaging many of the beautiful old buildings while Eldacar held out against Castamir's siege. Then, over the past five years, the low-lying, water-side city has suffered gravely from the scourge of the Great Plague, death sweeping nearly half the citizens away on a tide even the mighty Anduin could never match. Tarondor's uncle King Telemnar died along with his wife Elabriel of Lamedon, their four children, and Telemnar's sister Cethwen. It was a tragedy of proportion unknown since the civil war.



Anorlan Great-house

Still, the awful Plague indirectly bestowed a gift to Minas Anor. Neighboring Osgiliath suffered even more than the City of the Sun, and the great metropolis that spans the Anduin lies largely in ruins. So after over seventeen centuries of being known as a royal refuge and summer retreat, the seven-tiered mountain city has assumed what many of its inhabitants consider to be its true destiny: it has become the new capital of the South Kingdom. Now, the seat of Anárion, an architectural marvel hewn by the first Dúnedain from Númenor, has become the brightest jewel in the crown of Gondor. For was it not written?...

*"And there were lights burning in the firmament
Two men came and each plucked a light
One held his aloft, the other close to, and sparks fell
between them
First to fade was the glittering light, for the waters closed
over it
And second to fade was the light held close, for the shades
did draw near
At the last there was the red light held aloft, for all to see
Then the man placed the light on his brow and lo! as its dying
light faded, it did blaze forth renewed."*

— Portion of prose poem, ca. S.A. 3400
Attributed to Meneltir, Seer to Elendil

2.1 A HISTORY OF MINAS ANOR

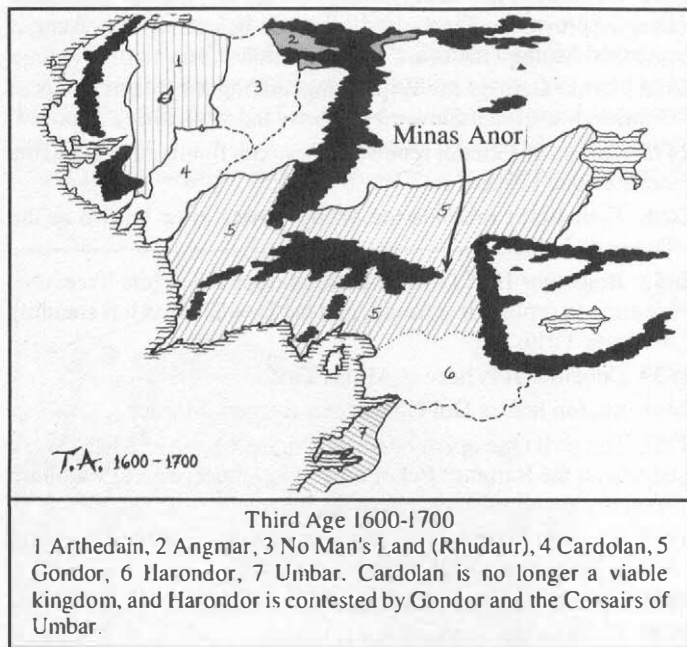
The history of the city known first as Minas Anor and later as Minas Tirith is intimately linked with the story of the Elendili, the Elf-friends or Faithful. These were the Dúnedain of Númenor who did not sail to the Undying Lands against the Ban of the Valar, but rather took heed of the warnings sent them and fled Westemesse to the shores of Middle-earth.

Chief among the Faithful was Elendil the Tall. His sons were Isildur and Anárion. Upon their arrival in Endor, Elendil and his people took command of the vast stretch of the northwestern continent, from Umbar in the South to Nenuial (Lake Evendim) in the North. They started building cities and more permanent settlements than those the Númenóreans had previously established in the region, and they ruled many subject peoples.

Elendil divided his realm into the North Kingdom, later known as Arnor (S. "Royal Land"), and the South Kingdom, later called Gondor (S. "Stone Land"). Elendil ruled the North Kingdom from Annúminas while his sons were conjoint Kings of Gondor. Although both sons ruled from the twin thrones at the capital of Osgiliath (S. "Fortress of the Stars") on the Anduin, they each had a city built. Isildur's High Seat was Minas Ithil, capital of the province of Ithilien on the eastern shores of the Great River. Anárion founded Minas Anor, capital of the province of Anórien, in the year 3320 Second Age.

Tragedy and the War of the Last Alliance overtook both brother-kings by the beginning of the Third Age, but Anárion's line survived to rule the South Kingdom. Its Kings still ruled from Osgiliath which lay between the two cities; a great populous city sprawled out on both sides of the Great River.

Minas Anor was erected at the end of the Second Age on a smaller site that was vaguely modeled after Gondolin, the secret city founded by King Turgon in the Elder Days. It rose from a rocky spur at the base of the eastern end of the White Mountains (S. "Ered Nimrais"). Before his death, Anárion had seen the Outer Wall of Minas Anor rise, built from massive blocks of granite. The land was blasted and cut into six lower levels below the towering Citadel Rock, and the stones were used in the construction of sheer, fluted retaining walls. Scalloped and punctuated with tall towers, the upper six walls separated the city's terraced levels. The phenomenal Outer Wall, a marvel of military architecture, marked the point where Minas Anor proper met the surrounding district called Pelennor (S. "Fenced Land"). Awesomely thick and strong, unshakeable in its foundations, fixed to solid rock hard enough to keep an army of Dwarven miners at bay, the Outer Wall endured an age and more, keeping the citizens of Minas Anor safe from even their direst enemies.



Minas Anor was thus built upon the lowest skirts of the granite massif known as Mount Mindolluin (S. "Towering Blue-head"). Sheer-cut slabs of its enduring rocky bulk sheathe the Outer Wall, perfectly jointed, then fused to leave a smooth surface—unscaleable and impregnable. Behind it, the lower terraces of the city sweep back, planes cut into the hillside, each ending a hundred feet above the last. A thoroughfare is threaded along them, paved with white marble brought from Lossarnach. For miles it weaves back and forth across the eastern side of the city, passing through the Citadel Rock five times in its ascent to the gates of the Seventh Level. There, the Citadel of Anárion surmounts the Rock and looks down on the whole city. The topmost room of the Citadel's White Tower soars eight hundred and forty feet above the fields of the Pelennor. At the tower's foot is the Court of the Fountain, another marvel of this High Seat.

Some four hundred-odd years after the death of Anárion, Minas Anor saw renewed royal patronage under Ostroth, the seventh King. The High Hall and Kingshall were built on the upper levels to accommodate the royal household during summer residence. A tradition was established, followed by subsequent monarchs, of spending at least four months in Minas Anor. In keeping with its increased importance, Ostroth surveyed the land known as Inloc Duinna or Parth Duinna (S. "Fields by the Loop of the Anduin"), and decided to erect a further defense for the city. This was to be a great encircling dyke, called the Noeg Echor, and the land within it then became known as the Pelennor (S. "Enclosed-lands"; "Fenced-lands"). The dike not only protected the townlands from attackers, but it guarded against the occasional flooding of the Anduin.



Since the fifth century, Minas Anor has undergone little outward change. There are fewer of the beautiful wooden buildings constructed in Anárion's time, favoring more with sturdier constructions of masonry and mortar. The pattern of streets disintegrated under the building and rebuilding of houses and halls; personalities came and went; fashions left fleeting impressions; and secrets multiplied under the weight of long years. Minas Anor weathered the Plague well and is still bustling with life and an optimistic mood. Although the mortality rate was high during the Great Plague of T.A. 1636-37, the good sanitation and advantageous prospects of the city meant a much higher proportion of the population survived. A clean air blew up from the sea and along the White Mountains, lifting the spirits of the beleaguered citizenry.

Indeed, the greatest impact on the city recently has been the great influx of refugees. Many people journeyed here from nearby Osgiliath, where the Great River stank with decay, and there are few abandoned houses here. There have been so many newcomers that the city's authorities have restricted entry (on a permanent basis) to those who can find three sponsors and a place of work. The delays in processing applications from would-be residents and the time needed by many of them to satisfy the officials of their good intentions have led to the founding of Wood Town in Pelennor. Temporary dwellings built outside the walls of the city have spawned a suburb which has only recently stopped growing.

2.2 THE TALE OF YEARS

SECOND AGE

2350 Pelargir is built by the Faithful of Númenor; a fort of white marble with a small garrison is built atop the Citadel Rock as a watch on the Anduin, named Mindon Alata.

2689 A fort and ferry-station are built by the Númenóreans at Osgiliath (then named Gilathiach).

3175 Civil war in Númenor; the forts at Pelargir and Osgiliath are abandoned and their garrisons are left to fend for themselves.

3261 Ar-Pharazôn declares war on Sauron. The "Golden" King lands in Umbar.

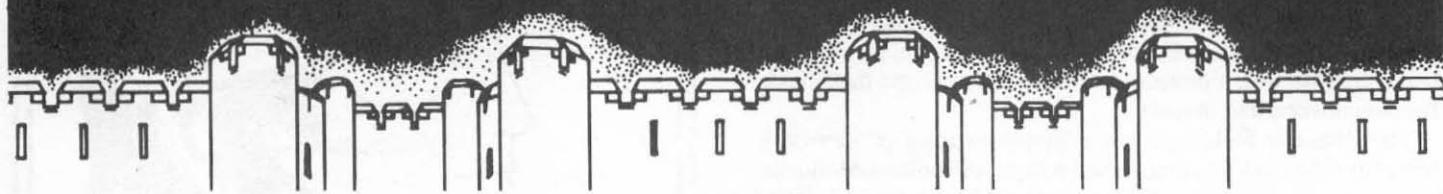
3262 Sauron taken as prisoner to Númenor. Mindon Alata remanned and a bridge is built at Gilathiach ("Iant Giliath") so that a safe passage to conquered Mordor is maintained.

- 3319** Downfall of Númenor; escape of Elendil and his sons to Middle-earth.
- 3320** Sauron returns to Mordor. The Realms in Exile, Amor and Gondor, are founded. Work begins on Minas Anor and Minas Ithil in Gondor, but Osgiliath is made the capital of the South Kingdom. Palantíri (S. "Seeing-stones") are installed at all three cities, as well as at Angrenost (Isengard). They are linked to the three located in the North Kingdom.
- 3385** The Outer Wall of Minas Anor is completed and the six lower levels are laid out. Building continues apace.
- 3420** Celebrations mark the Herenyand (S. "Centenary") of Minas Anor and Minas Ithil. The twin cities trade gifts. Minas Anor is almost fully occupied and the Citadel of Anáron is completed.
- 3429** Sauron attacks Gondor, taking Minas Ithil and destroying its White Tree. Isildur escapes with a seedling to Amor while Anáron holds Osgiliath and Minas Anor.
- 3430** The Last Alliance of Men and Elves is formed between Elendil and Gil-galad of Lindon. The mustering of troops begins.
- 3434** The host of the League cross the Misty Mountains and confronts Sauron's forces. Battle of Dagorlad and defeat of Sauron. The host occupies Mordor and besieges Barad-dûr.
- 3440** Anáron is slain in the valley of Gorgoroth by a rock thrown from the Dark Tower.
- 3441** Sauron emerges from Barad-dûr and duels with Gil-galad and Elendil, slaying them both, but is himself thrown down. Isildur cuts the Ring from his hand.

THIRD AGE

- 1** Meneldil son of Anáron assumes throne of Gondor. Construction of Angrenost at Orthanc commenced to defend the Gap of Calenardhon. White Tree planted at Minas Anor in memory of Anáron.
- 2** Disaster of the Gladden Fields; Isildur slain with his three elder sons and the Ring lost.
- 158** Cemendur crowned King of Gondor, his brother Dilínath is made first Prince-President of Minas Anor.
- 238** Eärendil assumes throne.
- 324** Anardil becomes King.
- 411** Ostohor crowned in Osgiliath; sets about a vigorous building program covering all the fortresses in Gondor.
- 420** Minas Anor rebuilt by Ostohor and the Noeg Echor raised. The city becomes the summer residence of the King.
- 492** Death of Ostohor, greatly mourned in Minas Anor; a statue is raised to honor him. Tarostar ("Rómendacil I") is crowned.
- 1432** King Valacar of Gondor dies and the Kin-strife is triggered by opposition to his half-Northman son Eldacar. The Sea-lords of the southern provinces revolt. They are led by Castamir of Pelargir.
- 1437** Eldacar forced to flee from the siege of Osgiliath. The capital city is burned by Castamir and the Tower of the Stone falls into the Anduin. The Master-stone of the Palantíri is lost in the waters of the Great River. Prince Omendil, Eldacar's eldest son, is murdered. Coratar, Prince-President of Minas Anor, remains neutral in the affair and allows Conclave to offer support to Castamir, including a large tribute.
- 1447** Eldacar returns and defeats Castamir at the Battle of the Crossings of Erui.
- 1448** Eldacar's rule resumed; Coratar is lauded after it is revealed that he was master of Eldacar's intelligence network.
- 1634** Death of King Minardil, slain at Pelargir by Corsairs from Umbar. Telemnar takes the throne.
- 1635** First stirrings of the Great Plague in Rhovanion (Dor Rhúnen). Princess Cethwen, the first royal victim, dies.
- 1636** Telemnar, his wife and his four children all perish in the Plague. Telemnar's nephew Tarondor becomes King.
- 1637** The Plague subsides, but Osgiliath is devastated. Many flee to Ithilien, the southern provinces, and to Minas Anor. Less than a quarter of Anórians die, more than half in Osgiliath.
- 1640** Tarondor moves capital to Minas Anor, and a new Golden Age for the city begins.
- 1741** Mindacil, the last Prince-President of Minas Anor, dies. Tarondor does not name a successor.
- 1798** Tarondor dies. A great tributary work is started upon the cliff-face of the Citadel Rock.
- 1900** Calimehtar builds the 300' tall White Tower atop the Citadel Rock, aggrandizing the Hall of Isildur.
- 1945** Pelendur the Steward is given official power over Minas Anor's Conclave by Eärnil II.
- 2000** The Nazgûl issue from Mordor and besiege Minas Ithil.
- 2002** Minas Ithil falls and becomes Minas Morgul (S. "Tower of Dread Sorcery"). Thus, the Ithil-stone is lost. Minas Anor is renamed Minas Tirith (S. "Tower of Guard").
- 2050** Eärnur slain by the Witch-king, ending the line of Kings of Gondor; Mardil the Steward becomes the first *Ruling Steward*.
- 2475** Attacks on Gondor renewed; Osgiliath finally ruined and the stone bridge broken.
- 2698** Ecthelion I rebuilds the White Tower; now known as the Tower of Ecthelion.
- 2852** Belecthor II of Gondor dies, as does the White Tree. No seedling to replace it is found, and the Dead Tree is left standing in Minas Tirith.
- 2930** Denethor II is born in Minas Tirith.
- 2941** Sauron leaves Dol Guldur and reenters Mordor.
- 2951** The Evil One openly declares himself King of Men. Work begins on the Rammas Echor around Pelennor, a great wall built upon the ancient dike.
- 2957** Aragorn serves Rohan and Gondor as Thorongil, visiting Minas Tirith during his travels.
- 2976** Denethor weds Finduilas of Dol Amroth.
- 2978** Boromir son of Denethor II is born.
- 2983** Faramir is born.
- 2984** Ecthelion II dies and Denethor II becomes Steward of Gondor.
- ca.3000** Denethor starts using the Palantír of Minas Tirith.
- 3017** Gandalf visits Minas Tirith and finds the Scroll of Isildur in the Rynd Permaith.
- 3018** Sauron attacks Osgiliath and secures the East Bank. The Rammas Echor is rebuilt in anticipation of war. Boromir has the dream of the Sword that was Broken and sets out for Rivendell.
- 3019** Death of Boromir. Two of Sauron's armies assail Minas Tirith. Denethor commits suicide during siege. The Riders of Rohan and the Army of the Dead led by Aragorn II arrive to help in the struggle during the Battle of Pelennor Fields. The forces of Darkness are vanquished. As the subsequent Battle of Morannon rages, the Ring-bearer reaches Orodruin (Mount Doom) in Mordor. The Lord of Rings perishes when the One Ring is destroyed in the Crack of Doom. Aragorn II is crowned King (Elessar).

3.0 THE CITY LANDS

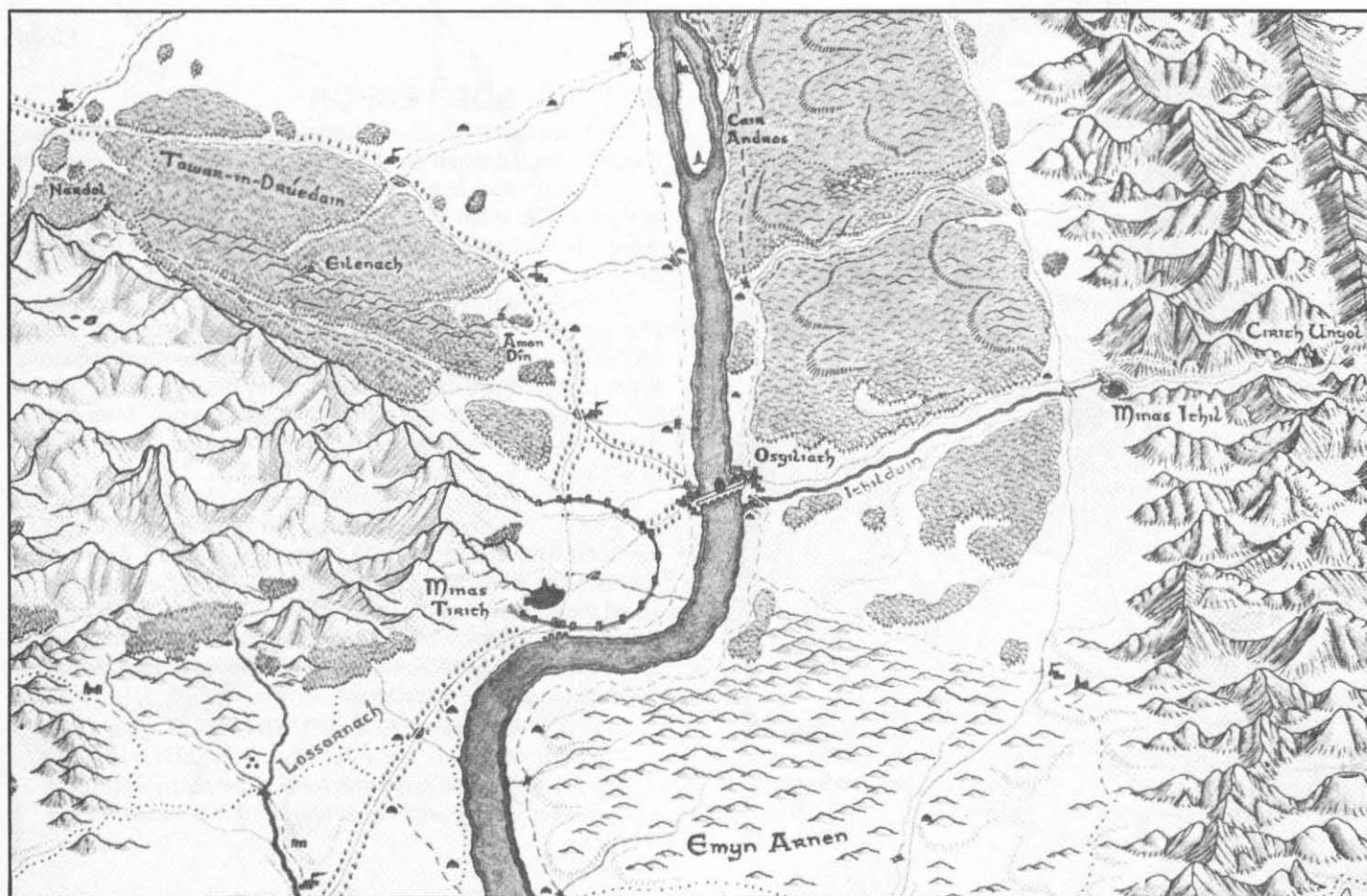


Minas Anor is one of Endor's finest cities (any Anorian would say the finest). The capital of the province of Anórien, a royal fief that stretches from Lossarnach in the south to Calenardhon (Rohan) in the north, Minas Anor is the administrative center of a fair belt of green pastures and dotted woodlands bent around the Ered Nimrais and girdled by the rivers Anduin and Entwash.

Anórien is not in the forefront of the Empire, but it is still well defended. All along the shores of the Anduin there are garrison posts and forts, as well as ferries providing links with Ithilien and points further east. The mountain vales are sparsely inhabited, with only a few remote farmsteads herding hardy sheep and goats. Much of the foothill-land is thickly wooded and provides a home for the mysterious (and seldom-seen) Woses (S. "Drúedain"). From the mountains flow clear, sparkling streams to water the

pastures and provide excellent cattle grazing. There are many roads and lines of communication across the province, including the row of seven beacon signals atop the foothills north of the White Mountains, their lights reaching all the way to Calmirië (R. "Aldburg") in Calenardhon (later Rohan). The roads and bridges are well maintained and there are frequent travellers and coaches. Three of Gondor's great tree-lined highways converge at the Minas Anor's Great Gate.

The many small towns of Anórien form a handy market for the products of the City of the Sun and also provide raw materials, such as cloth, cured leather, thread (from the flax fields), stone (quarried in the mountains, e.g., at Min-rimmon), beeswax and tallow, common timber and all sorts of food.



3.1 THE PELENNOR

"...Rammas Echor...For ten leagues or more it ran from the mountains' feet and so back again, enclosing in its fence the fields of Pelennor: fair and fertile townlands on the long slopes and terraces falling to the deep levels of the Anduin."
(*LotR III*, p. 23)

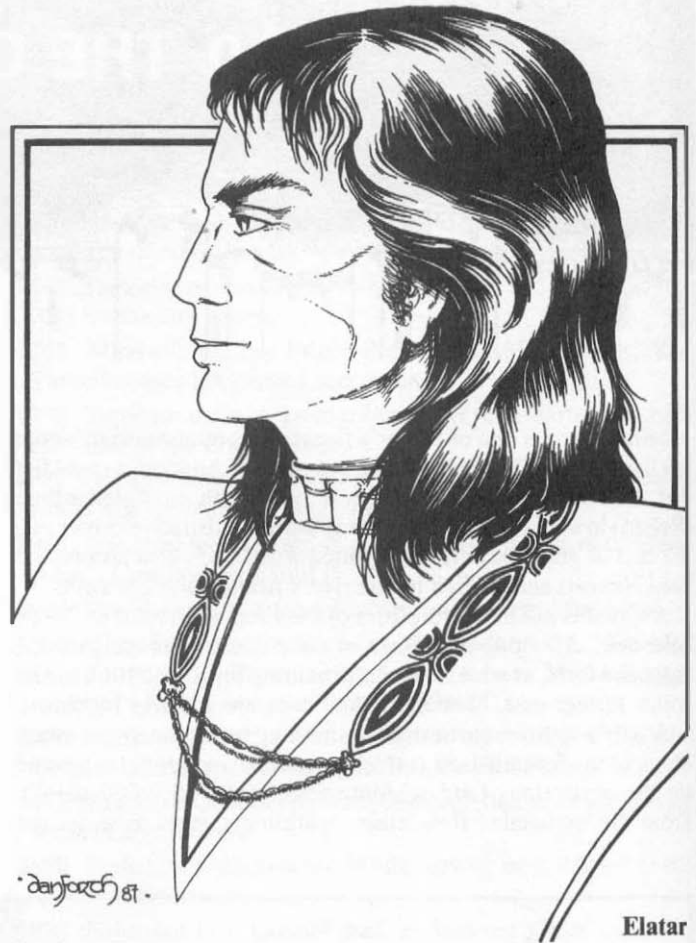
The Pelennor, or the 'Enclosed Lands' of Minas Anor, are surrounded by the Noeg Echor (S. "Encircling Dike"), a sturdy, if basic, defense which protects the valuable farms and their fields from inundation and invasion.

The Pelennor Fields are not a simple expanse of farmland, however. The land is rolling, dotted with small knolls and hillocks. The Noeg Echor is about 15 miles broad (there being 4 leagues from the Great Gates of Minas Anor to the furthest point northeast, on the road to Osgiliath), and thus is some 35 miles long. The Pelennor cover some 150 square miles (96,000 acres) including tith (cultivated land), orchards, and fold (enclosures for animals).

The area is dotted with farmsteads and little walls, barns and byres, oast and garner. Many roads and tracks cross the green fields, linking up to the two great arteries which run straight as arrows: the northeast highway to Osgiliath and Minas Anor, and the north-south highway to Harlond, Pelargir, and the southern provinces. There are also streams which flow through the vales, providing irrigation for agriculture and cool ponds for the country folk's enjoyment.



Mindacil



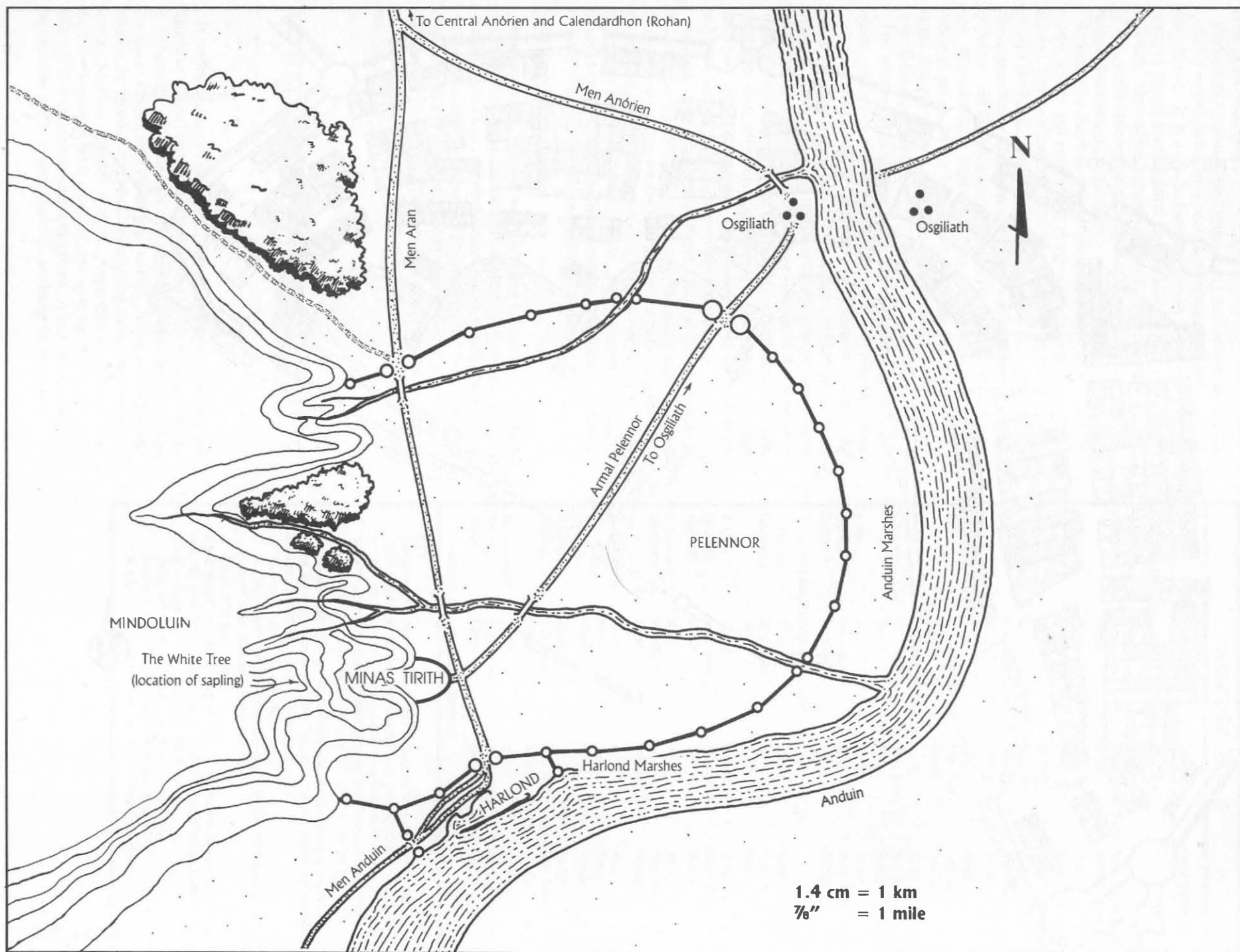
3.11 THE NOEG ECHOR

The Noeg Echor is a dike comprising a broad, deep ditch running outside a high earthen bank. About 25' wide and 10' deep, the ditch's steep sides are battened with timber baulks to prevent erosion. The ditch is continuous, being spanned by wooden bridges built on stone pier-supports where roads carve through the bank.

The bank itself is 12' high. On the ditch side there is a narrow (7' wide) stone-flagged pathway separating bank and ditch, and the face of the bank is near vertical, shored up with tooth-shaped stone slabs brought down the Stonewain Valley from the Ered Nimrais. On the Pelennor side the bank slopes more gently from a well-trodden path atop it. The bank is about 10' wide on top and 25' wide at the base.

The dike was one of the first additions to Minas Anor built by King Ostroth in the fifth century of the Third Age. Since then it has been well maintained and improved, and now drains carry excess water from the dike to the Anduin. New stone gatehouses guard the entrances of the roads into the Pelennor. Each houses a garrison of 20 men, who reside in one side of the building which spans the road. The other side of the gatehouse is used as a shelter and free lodging for travellers.

NOTE: *The Rammas Echor (S. "Great Wall of the Outer Circle") surmounts the dike after T.A. 2951. Built in response to Sauron's threat in Ithilien, the massive fortification receives frequent alterations until it is rebuilt in T.A. 3918.*



3.12 HARLOND

Harlond (S. "South-haven") runs along the northern bank of the Anduin 3 miles south of the Great Gates of the city, just beyond the Noeg Echor. It is a small, fortified suburb of Minas Anor and serves as the off-loading point for all traffic coming upriver from the South. Most of the commerce from Pelargir, Gondor's principal port, and all the coastal provinces of the South Kingdom flows through this strategic anchorage.

Around five hundred people live in this busy area. They are mostly sailors and merchants, along with stevedores and other laborers, and their families. The havens consist of four great bays cut into the bank, separated by stone quays, and a fifth harbor which opens further downstream. Each wharf has numerous tying-up points, and Harlond can accommodate a hundred craft with ease. Ships berthing here range from large ocean-going vessels with high prows to the little fishing skerries and flat-bottomed barges that ply the lower Anduin toting heavy loads of quarry-stone, timber and the like.

The wharves lead to three marketplaces surrounded by warehouses, chandlery shops and the offices of shipping concerns. Further from the shore are the lodging houses and dwellings of the people who stay, live and work in the havens. In Harlond, it is easy to buy bulk goods and other trade items; or to take passage to most parts of the Kingdom, be it the fishing villages on the Entwash in northern Calenardhon or the far reaches of Anfalas. It is also possible to find adventurers, mercenaries, and other outlandish characters in the local taverns — for unlike Minas Anor, there are numerous inns, dives and alehouses in Harlond.

Harlond has a small garrison and relies on the naval base at Pelargir to keep enemy shipping away. The guard units located at the two main gatehouses are responsible for patrolling the town and keeping law and order, which is no easy task in such a rough (though not really dangerous) locale. Patrol vessels stationed in the seven-sided Ship-house in the middle of the harborage handle the tasks of enforcing toll-laws and preventing smuggling.

3.13 ROADS

Roads in the Pelennor are well maintained. The major ones have a broad cobbled path wide enough for carts to pass one another with ease. This trackway is cambered and provided with drains so that it never becomes boggy or rutted. Flanking the trackway is another broad strip, this time of turf, used by riders. On the other side is a well-worn footpath. The roads are kept level and straight, cutting through low hills and banked up to cross vales; strong stone bridges cross streams.



Pelennor's avenues are often hedged, and some stretches are flanked by magnificent poplar trees. Along the ways are a number of shelters: simple stone huts with tiled roofs and a hearth, so that travellers can wait out violent wind or rain. Also provided for the traveller are wayside league-stones marking the mileage to various places; these are labelled with the Angerthas (S. "Long Run-rows") or angular Elvish lettering, and with the sign of the royal Office of Works: a set-square with crown. A less common sight is the roadside gibbet where criminals are hung for all to see.

WEATHER TABLE

Months	Coastlands	Inland	Mountains
— Yestarë (intercalary day: Yule)			
1. Narwain (Winter)	35-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy	20-40° Mod. Snow/Rain Breezy
2. Ninui (Winter-Stirring)	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy
3. Gwaeron (Stirring)	45-55° Nor. Rain Windy	30-50° Nor. Rain Windy	25-45° Nor. Rain Windy
4. Gwirth (Spring)	55-70° Nor. Rain Windy	45-65° Nor. Rain Breezy	40-60° Nor. Rain Windy
5. Lothron (Spring)	60-75° Nor. Rain Breezy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Breezy
6. Nórui (Spring-Summer)	65-80° Mod. Rain Breezy	60-80° Mod. Rain Calm	55-75° Mod. Rain Breezy
— (1) Loëndë or (2) Enderi (intercalary days: Midyears)			
7. Cerveth (Summer)	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
8. Úrui (Summer-Autumn)	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
9. Ivanneth (Autumn)	60-75° Nor. Rain Windy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Windy
10. Narbeleth (Autumn)	55-70° Rainy Windy	45-65° Rainy Windy	40-60° Rainy Windy
11. Hithui (Fading)	45-60° Nor. Rain Windy	35-55° Nor. Rain Windy	30-50° Nor. Rain Windy
12. Girithron (Fading-Winter)	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Rain/Snow Breezy

— Mettarë (intercalary day: Yearsend)

KEY
Temperature: Is expressed in degrees Fahrenheit. Note that most of Middle-earth's peoples do not describe temperature so precisely; they simply say the temperature as cold, cool, warm, or hot. Mountain temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1° for every 300' more above sea level.
Precipitation: Refers to the % chance of rain or snow falling on a given day. In the higher altitudes of the Ered Nimrais, snow will usually occur when Moderate Snow/Rain yields a precipitation result.
Moderate Rain: 15% rain; partly cloudy.
Moderate Snow/Rain: 5% snow; 2% sleet; 8% rain; partly cloudy.
Normal Rain: 25% rain; partly cloudy.
Rainy: 40% rain; cloudy.
Wind: Speeds are given in miles per hour. Above the tree line, winds are considerably more forceful. Treat Breezy as Windy, and Windy as High Winds (20-60+ m.p.h., or +10 on the Bay Winds Table).
Calm: 0-9 m.p.h.; or consult Bay Winds chart (-20).
Breezy: 5-20 m.p.h.; or consult Bay Winds Table (-5).
Windy: 10-40 m.p.h.; or see Bay Winds Table (no adjustment).

A TYPICAL FARMSTEAD

The typical farmstead of the Pelennor is a large affair, built around the four sides of a square courtyard. The buildings are part-timber, part-stone, usually whitewashed and with a red or brown tiled roof. Many are surrounded by orchards and gardens where labor-intensive crops are grown. There may also be a number of outbuildings.

FARMSTEAD PLAN

1. Main Buildings. These include the accommodations for the family of the owner and the families of farm workers (a) — the heavily shaded area is the second story above the large open-plan kitchen, hearth and hall; a wing for the storage and packing of goods produced on the farm (b), such as fruit, eggs, grain, hay, vegetables and herbs, and also in this area a henhouse allowing chickens to wander out into the courtyard and scratch in the dirt; a wing comprising a slaughterhouse and tanning operation (c), where animals kept on the farm are killed and packed, either fresh or salted down in barrels, and their skins and other inedible portions rendered into leather, tallow and glue; a small brewhouse (d); and a storehouse with a cart, farm tools, two ploughs and a stable for the Master's best horse. The gate is 9' high and 12' wide.

2. Drive. The road away from the farmhouse leads through an avenue of trees to the fields of the farm and on to the main Osgiliath-Minas Anor road some two miles away.

3. Orchard. This orchard has a mixture of fruit trees; about half are apples, a quarter cherries and a quarter peaches. Between them are staked out canes of black currants, raspberries and cheselles. The orchard is well tended and also supports six thriving beehives (a) with the season of blossom and clover amongst the tree roots.

4. Gardens. The gardens cover a fair area, and are hedged to keep out browsing animals and the worst of the winds. A path runs from the barn (5) through to the Mill-pond (7b), dividing the gardens in two. The northern half (a) is devoted to roots and other vegetables, such as carrots, leeks and onions. The southern half (b) is used for growing herbs and more delicate plants. There are also some still pools fed from the Mill-pond (c) which are galasenin beds.

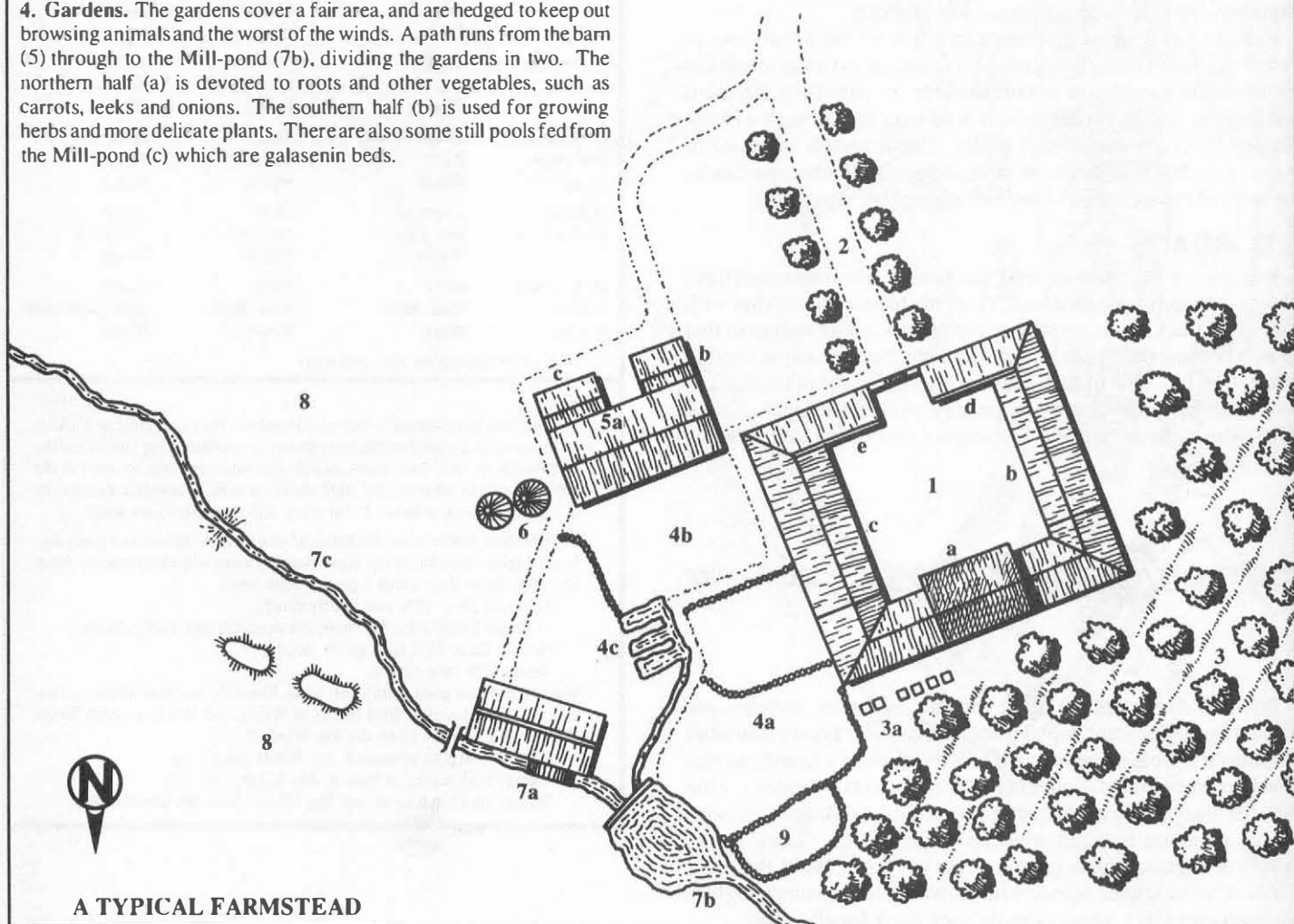
5. Barn. The gamer (a) is a store for hay and bulk grain, and also a stable for the draught horses and oxen used for ploughing and carting. Connected to it are the milking parlor (c) where cheese and butter are also made in modest quantities; and a house for geese (b), also used to keep young calves and calving cows in bad weather. The geese are excellent producers of eggs, succulent meat and goose-grease, used in many medicinal compounds. The down is used for stuffing quilts and pillows.

6. Oasts. The oasts are circular buildings with conical roofs. They house kilns which dry hops and malting grains to be used in brewing.

7. Mill. The farm is lucky enough to have its own watermill (a) for grinding grain into flour. It also operates a threshing mill. The power for the mill comes from a head of water built up behind a dam in the Mill-pond (b). The Mill-pond is also a useful source of eels and every spring live elvers (young eels) are brought here from the Anduin to restock it. The mill race (c) flows away to join up with one of the major streams flowing east across the Pelennor.

8. Pasture. The farm's best pasture lands are on either side of the mill race; a ford crosses the race, much muddied by cattle on their daily trip to the milking parlor. Two low, flat-topped mounds beside the stream are 'pillow mounds', artificial rabbit warrens. The rabbits are culled every two months; slaughtered, skinned and the meat and pelts sold in Minas Anor.

9. Graveyard. The farmstead, being some distance from the large cemetery south of Minas Anor, has its own graveyard. The Master's family has a large stone mausoleum, half sunk into the ground and screened by greenery. Other tombs are less impressive, some just stone coffins embedded in the ground. The whole graveyard is surrounded by a tall evergreen hedge.



A TYPICAL FARMSTEAD

3.2 THE WHITE MOUNTAINS

The city of Minas Anor is built on the knees of Mount Mindolluin, the greatest eastern peak of the White Mountains (S. "Ered Nimrais"). This massif also forms the rear section of the Noeg Echor, as the Pelennor reach up into two broad vales of the mountains. Mount Mindolluin itself towers up above the snowline so that its white-capped head is always visible atop the purple slopes. Although other peaks are not as high as the Mount, the land generally rises steeply from the gentle undulations of the Pelennor and wooded foothills into high valleys once delved by glaciers.

This upland region is moderately inaccessible. Here there are no cartways and only a few paths which horses and mules can traverse. There are, however, the tracks of human passage and the trails of the mountain goats and sheep to follow, should one wish to venture into the interior.

One reason for going mountain-climbing is the fact that many extremely rare herbs and valuable plants flourish in the pure, if rarified, air. Most important of these are the secretly-planted seedlings of Nimloth, the White Tree which is the royal symbol in Gondor and which normally flourishes in the court below the Citadel of Anárion: 'to the southern feet of Mount Mindolluin ... a path made in ages past that few dared to tread. For it led up on the mountain to a high hallow where only Kings [went], to a high field below the snows that clad the lofty peaks:

"there was a stony slope running down from the skirts of the snow; and alone there in the waste a growing thing stood ... a sapling tree (with) leaves long and shapely, dark above and silver beneath, and upon its slender crown it bore one small cluster of flowers whose white petals shone like the sunlit snow." (*LotR III*, p. 308).

Other herbs such as the White Mountain Poppy, Dwarves' Eyebright, Boneset and the Wight Orchid also grow here amid the crabby grasses, the snowfields or the loose and treacherous scree tumbling down the steep slopes. There are some dangers in the mountains. With so much snow made unstable by sudden warm winds or rains there are frequent avalanches; these are in addition to the simple hazards of travelling a path with a drop of several hundred feet on one (or even both) sides where squalls of sleet or hail can be as ferocious as the bite of any wolf. Dwelling here are a few wild beasts and some less wild, such as the Great Eagles.

The mountains are useful sources of fine limestone and marble, but in this area there are no mines for gems or minerals; better deposits lie west in the dales of Lamedon. Gondorians also shun the forests owing to the presence of the Drúedain (Woses), "Wild Men" whom most 'ordinary' folk avoid. A few people dwell here during the summer months, herding long-haired (and sure-footed) goats and adventurous sheep or gathering the wild plants. Many of these people are descended from mostly Dunlending stock, and retain a few of their customs.

Finally, the isolation and wild beauty of the higher elevations make the Near Vales (as the Anorians refer to them) an attractive place of "pilgrimage" for the occasional poet or spirit-seeker. As Meneltir himself once wrote:

"My heart still lingers among the high stony wastes, among the morains and mountain-wreckage, silent in spite of the sound of thin, chill water." (*Letters*, No. 78 p. 91).

3.3 ANDUIN RIVERBANKS

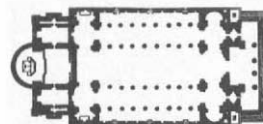
The Anduin (S. "Great River") is the the largest and most important river in northwestern Middle-earth. As western Endor's mightiest watercourse, it has a great impact on the land around it. Most important is the Great River's contribution to the economy of Gondor's heartland. As well as providing a bountiful supply of fish, it is a critical artery, essential for the inexpensive transportation of goods from the North and the South.

There are important havens at numerous points, most especially Pelargir, Harlond (see Section 3.12), and Osgiliath, where the river, flowing south, first meets tidal water. There are also numerous ferries plying from one bank to another, typically between fishing villages. The Anduin is heavily fished (see Section 4.2) and between the Pelennor's Noeg Echor and the river there are wide flat lands, occasionally flooded by spring tides or prolonged rains feeding the Anduin to the north. Dotted around on the flats are 'tumps' or small hills, on which the fisher folk build their homes so that even at the worst times they might remain safe.

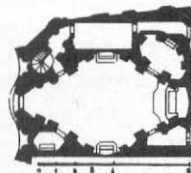
Fortunately, the Anduin is not a very dirty river. Silt and sediments from the far north are retained in Nen Hithoel, the lake above the Falls of Rauros, while the Mouths of Entwash filter much of that tributary's deposits. Hence the Anduin remains a clear and moderately swift stream with no treacherous levees or mudflats until nearer Pelargir. Above the Ethir (S. "Mouths"), there are few natural islands in the stream. The largest, Cair Andros, lies far to the north. Thus, the unceasing seaward flow south of Rauros offers few tricky currents or dangers to the sailor.

One of the few places of note is the southern bank in the vicinity of the great bend westward, where the Anduin skirts the Emyn Arnen (S. "Royal Hills"). Here — between the Harlond and the point where the Ciryant (S. "Dividing Stream," the river crossing the Pelennor from Mount Mindolluin) joins the Anduin — there are backcurrents and whirlpools. No ferries and very few individuals are willing to risk the treacherous crossing. There is, though, a small hamlet by the mouth of the Ciryant named Tharcairion, which provides a regular service to its twin town in South Ithilien, with access to roads along the south bank and also eastwards.

Warden's Hall (Harlond)

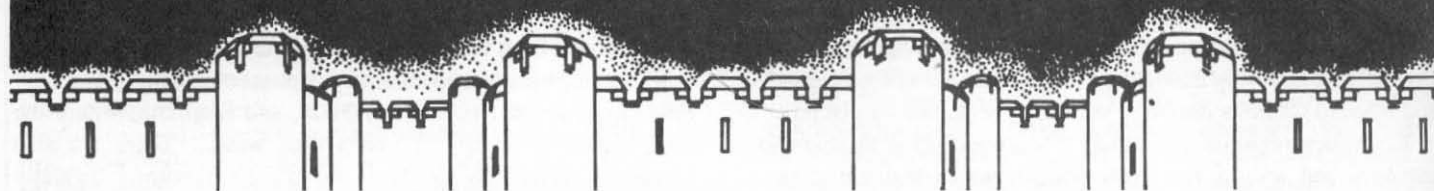


Shipwright's Hall
(Harlond)



One of the most interesting areas along the riverbanks is the stretch of land between the Harlond and Tharcairion. Other than a few settlements along the road which runs along an artificial causeway through the marshy land, the flats between the river and the Noeg Echor are abandoned and desolate. A sand bar divides off a shallow lagoon filled with giant reeds and lilies. Large wading birds such as storks, flamingoes, spoonbills and cranes gather here, along with smaller water fowl and reptiles like the lesser crocodile, marsh gavial, and moon-backed lizard. The lagoon's treasury of rare and special plants (see Section 4.5) is legend, endowing it with a status as a unique preserve. This is one of the few areas where the Anduin is actively building up its shoreline, adding a few feet to the north bank while the waters churn away at the hills to the south.

4.0 FLORA AND FAUNA



Although Minas Anor and the Pelennor are well-settled lands, there are numerous domestic animals and cultivated plants to be seen by visitors to this region. Even some wild creatures dwell in or near the city.

The Dúnedain are only by force of circumstance agriculturalists, and the tilling of the soil is generally left to the least of their society. The servants employed for this 'menial' labor are men and women of mixed or lesser races, such as Dunlendings and Northmen. However, certain skilled or supervisory occupations — like herb gardening, the cultivation of grapes and other fruit used in the manufacture of wines and ales, and the tending of fine sheep or horses — are not considered beneath the dignity of the High Men, and so both noble masters as well as ruder folk preside over the manors and farmsteads of Anórien and Ithilien. The nobility comprise most of the farm owners of the Pelennor Fields. The townlands, as they are also known, encompass a rich and prestigious farming area, given their proximity to both Osgiliath and Minas Anor. Bounding the fields and pastures are the White Mountains, which rise sharply to the west, and the Great River to the east. Both are suitable habitats for a range of wildlife, from the benign to the mysterious and threatening.

4.1 LOCAL AGRICULTURE

NOTE: A typical farm of the Pelennor is described in Section 3.

Pelennor's well-protected farmlands grow many cash crops and goods which do not travel well. There are pens of geese, ducks and hens, especially the small but productive Black-backed Hen which can lay up to 150 eggs a year when well kept. There are also pig- and rabbit-farmers who rear animals on an intensive basis in scyppens, sties and artificial warrens. In larger fields the great white cattle are herded producing fine fattened beef and rich milk from the superb pastureland.

The people of Minas Anor also appreciate the delicious fruits grown in sunny orchards. Cherry, apple and some olive trees in sheltered areas are tended well in neat lines between which smaller stakes form the trellises for soft fruits: currants, gooseberries and cheselles, a small white fruit with a creamy texture. The orchards make excellent homes for beehives producing plain and scented honey.

Pigeons and small, plump game birds are raised and netted during the late autumn and winter to provide succulent seasonal fare. Along water courses (many of which are conduits and canals built by the Dúnedain to improve the irrigation and fertility of the townlands) are pools with fisheries and ponds where a wide variety of water plants are cultivated. One of the staple green vegetables is a species of watercress with large, crinkly leaves called galasenin. There are also lilies with edible roots, watermelons and a few water meadows where flowers are grown supplying florists in the cities' markets.

4.2 FISHING

One of the major activities of settlers just outside the Noeg Echor along the banks of Anduin is fishing. The Great River teems with many sorts of fish; it ceases being tidal between the Harlond and Osgiliath (although still broad and navigable) so there is a mixture of salt and freshwater fish. The largest fish are great salmon, trout and sturgeon, but there is a seemingly endless variety of other fish with a range of flavors and textures to enliven the most jaded palate.

Fish forms one of the staple elements in the diet of the local populace. Everything from the most delicate roes to the strongest flesh is eaten in pies, soups, patés and broiling dishes. No household is without a kemunq: a clay pot, oval in shape, with a rough-fitting lid, in which a whole fish can be baked with tender herbs and a chopped bed of galasenin. A fierce heat is used, and partway through the cooking process, a goodly amount of sweet white wine from Ithilien is added.

Gondorians catch fish with both net and line. The fishermen's small boats put out from their steep-sloped reaches at dawn and drop trail nets or cork-floated lines from which several hooks dangle. Those seeking large fish use barbed spears attached to coils of strong line, then bait the waters with chopped offal. Fine nets are used to catch eels; in the spring thousands upon thousands throng the waters heading upstream to Nindalf and the Mouths of Entwash where they breed, swimming back down to the sea later in the year. Salmon and trout migrate all the way up Anduin, or so it is claimed, to colder headwaters and tributaries in the Misty and Grey Mountains.

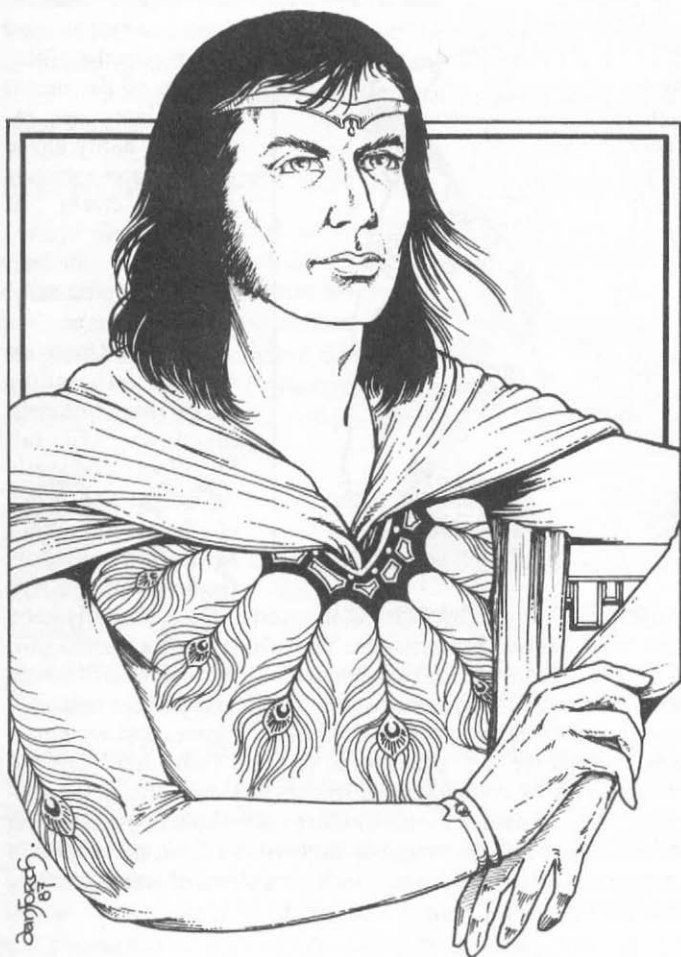
4.3 HERBALISM

One of the traditional occupations of an older Dúnadan is herbalism. Some dedicate their lives to the healing arts, including the cultivation and preparation of herbs, but many in later life also take to small gardens around cottages in the Pelennor where they can lavish day-long care on the numerous tiny plants and shrubs, gently coaxing them to yield up their best leaves, roots and flowers in order that Men might live longer and in better health.

Though both are descended from the same Númenóreans, the Arnorians and the Men of Gondor are dissimilar in many ways. Those of the north tend to speculation, foretelling, "dreaming," the Gondorians would say. Those of the south place more emphasis on history and fact, on action and power of the moment. And who is to say they are not right, as Gondor waxes and Arthedain wanes? This difference in philosophy also shows in matters as small as gardening, for the gardens of Minas Anor are organized, closely watched and tended, marshalled according to texts and accepted practice, not left to grow wild.

4.31 SOME COMMON HERBS

Numerous herbs are grown by the herbalists, and more grow wild outside the Pelennor; on the slopes of the Ered Nimrais, in the pastures of Anórien and by the Anduin's waters. (Some of these latter are mentioned in Section 4.5 below.)



Tarondor

OLD CASTLEHERB

Old Castleherb is a slender-leafed, delicate plant that likes growing on tumbled rocks and ruins. Its leaves are a pale green, greyish underneath, and the stems have a high tensile strength, able to force their way through cracks and crevices. They also bear tiny suckers like aerial roots to help them cling to the rocks. The leaves are used to aid the healing of damage to joints and muscles. Old Castleherb bears small lemon-colored flowers in Nórui.

HEALER'S CHAMOMILE

Healer's Chamomile is a meadow plant with lacy leaves and clusters of small, daisy-like flowers. A bed of this plant and other related varieties is sure to be found in every herbalist's garden, giving off a slight but pleasant fragrance, especially if the leaves are crushed. All parts of the plant are chopped together to make a brew inducing a deep, healing sleep; like all medicines this must be used with care as excessive dosages are dangerous.

DAYHERB OR CLOUDY-EYE

Dark trefoiled leaves and dazzling scarlet flowers mark the useful Dayherb—but only when the sun is shining on it. If a cloud passes across the sun's face, the flower's petals are quick to curl up and hide its loveliness. This herb is used as a general addition to the diet, reducing the chance of contracting communicable diseases. It also strengthens the body during the course of an illness, improving the chance and speed of recovery.

4.32 RARE AND SPECIAL HERBS

FIELD MOSS

The subtle tones of color in the fronds of Attanar, or Field Moss as it is more commonly known, make it easy to miss in the herbalist's water garden. Individual plants are said to take on a protective coloration like a chameleon, assuming the shades of those plants around them. Because of this, it is very difficult to spot in the wild although in certain places it grows quite widely. In medicinal use, the moss is removed in toto from the soil and boiled with salts and special oils, then immediately applied to the forehead and any afflicted parts of a patient with fever.

BURSTHELAS

Bursthelas, also called Lime-leaf and Marrowroot, is extremely rare in the wild and does not grow well in the rich soils of the Pelennor unless constantly tended and treated with lime (from chalk or limestone), hence its name. The herb's calciferous inclinations can be put to good use as it is unparalleled in its ability to heal shattered bones and joints. It can be preserved by brewing the stalks four times over, retaining the jelly-like substance yielded each time and mixing it with powdered chalk, pure water and a stock made from fish bones. This must be finally strained through charcoal and left to set into a thick cream.

HLÚIFBAGMS OR BREAD-TREE

The small Bread-tree is a variety of the Furry Oak of Mirkwood. It is one of the surpassing successes of the Dúnedain herbalists. Despite being a dwarf tree, it produces a heavy crop of acorn-like nuts which can be pressed and ground. The essence extracted from the pressing goes into the making of a sustaining cordial; the ground, dried flesh is taken as a flour and used to bake wafers of waybread as is recorded: "each of the Dúnedain carried in a sealed wallet on his belt a small phial of cordial and wafers of a waybread that would sustain life in him for many days" (*UT*, p. 276).

4.4 WILD BEASTS AND BIRDS

The less intensively ruralized surroundings of Minas Anor and its fief of Anórien are rich in animal and bird life. Bears and boars lair in the thickets and thinly-wooded areas north of the Pelennor and on the lower slopes of Mount Mindolluin and the Ered Nimrais. Most commonly found are the black and brown bears, usually docile and living solitary lives unless mated and with cubs. Much rarer is the blue bear of the mountains, an unnatural and semi-sentient creature which is usually shunned and never hunted; to kill one is said to bring a great curse. The wild boar is considered fair game and thrives in the rolling lands since the virtual extermination of its natural predators. Higher up in the sparser valleys closer to the snowline wild goats make their home.

Smaller animals such as marmots, bobcats, black badgers, lynxes, foxes, small wild dogs like terriers, bats and moles can also be found in many areas. Often they are domesticated by the locals, particularly the lesser men (for the Dúnedain consider dealing with most animals beneath them). Occasionally there are reports of larger and more dangerous creatures, although these are seldom credited. Examples from the last few years include large felines, thought perhaps to be the last survivors of the grass cats of Calenardhon, now almost extinct on Rohan's plains; and also one or two grey wolves.

Finally there are the numerous fowl of the area, and the birds of prey that feed upon them. The mountains and forests provide roosts for falcons, hawks, golden eagles and the Great Eagles. On Anduin's shining waters float graceful flocks of geese and swans, accompanied by divers and waders from near and far, dining on rich (if fishy) pickings.

Within the city there are also several animals of note which adventurers might encounter. First among these are the Royal Lions, a 'domesticated' variety of mountain lion originally found in the southernmost reaches of South Ithilien, in the hills bordering Harondor.

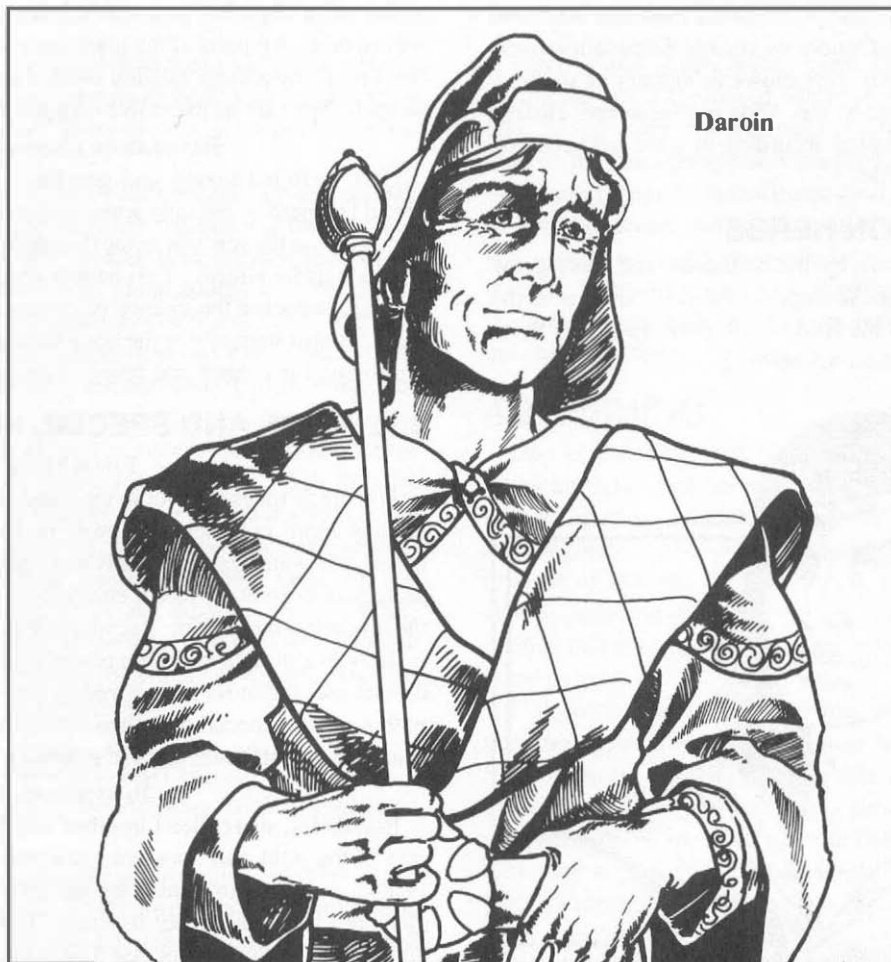
NOTE: *These are more closely described in the Section 7.24, in the description of the Citadel Guard, for these beasts are trained for war.*

Also in the streets are many cats, dogs and some vermin. Minas Anor does not suffer as badly as many cities, perhaps due to the greater amount of stone used in its construction, but there are still rats, jackdaws and strays to contend with. However, the city does not ignore the problem, paying for the upkeep of a civic official, Terimbrel the Ratter (see Section 10.62).

4.5 WILD PLANTS

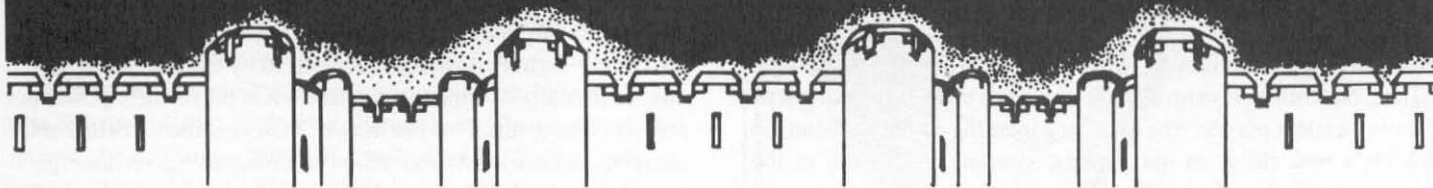
With so much of the land around the city under the hand of Men for thousands of years, it is not surprising that there are few wild plants of interest in the area. The forests and woods are mainly deciduous trees with typical undergrowth: bracken, brambles, nettles, woodland plants and flowers. Between the clusters of trees are pasture and meadow lands, with many small streams, pools and waterfalls flowing down from the Ered Nimrais. In the foothills smaller trees proliferate, such as the birch, ash and linden, and give way to shrubs such as magnolia (the tulip tree), rhododendron, azalea and broom. In the higher reaches of the mountains plants are reduced to hardy alpine varieties and a scrappy ground cover of heather, ling, cornel and dwarf chestnut (which, unfortunately, bears no fruits).

Some wild herbs are found, including Bright Blue Eyes in the meadows and tall Splayfoot Goodwort in the pools; and higher up thrives the White Mountain Poppy. Opposite the Emyr



Arnen, the south-facing bank of the Anduin is a peculiarly good spot for plants of the salt-margin. The tides lap over a shallow sand bar into a lagoon-like area surrounded by a narrow band of marsh, wherein can be found, amongst the heron and pelican nests, tall maces and reeds, broad-leaved sea lilies, marram and wingrove. Some plants for the herbalists to find are Felmather, dark and shade-loving; Yavëthalion that sprouts its tiny shoots in the rain-water pools formed in the bark hollows of twisted trees; Ebur with its dull white flowers smelling vaguely repellent; and Gylvir, a blue-green algae found on the roots and stems of water-dwelling plants.

5.0 CULTURE AND LIFESTYLES

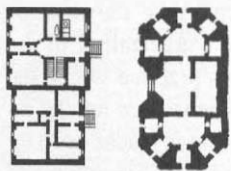


NOTE: This section details the daily life and habits of the inhabitants of Minas Anor, so that a picture of normal life in the city can be portrayed when adventurers visit it. Use this information to form a background of typical activity. This helps establish the Player Characters and gives them an idea of how the local Non-player Characters live.

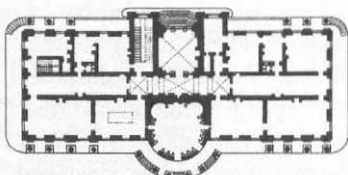
Something of the culture of the Dúnedain can be found by reading the records of other peoples, such as the *Red Book of Westmarch* and Angerinna's seminal work *The Rangers of the North*. The Anorians enjoy the fruits of an ancient civilization, one raised much higher in earlier times. Gondor is a slowly declining Empire, set in the warm, dry Southern clime where industriousness is pitched against hedonism and militaristic pride against rural peace. The Kingdom's new capital naturally reflects many of the realm's myriad facets.

5.1 HOME LIFE

Although the Anorians retain as strong a sense of family as any other culture, to outsiders their way of life might appear more distant. In a cramped city like Minas Anor there is a need to live in closer proximity to one another, and also for the same space on the ground to be put to more than one use. As can be seen by looking at the sample of structures detailed in section 10.0, most buildings are used both as a workplace and as living quarters for the workers and their families.



Town Houses



Arnorian Style Great-house

DAILY LIFE

This is not to say that everyone stays in the same house all day long. Let us look at a typical Anorian. Gillen is a lesser Dúnadan, the wife of Hirluin. Hirluin is member of the Bakers' Fellowship and rises very early in the morning, parting the drapes which separate the bed from the rest of the room; it is snugly built into an alcove, flanked by a wardrobe and a washstand. He dresses quickly and leaves. An hour later, Gillen herself rises, washing and dressing slowly, tidying the room and wiping the windows of the late frost. Each of the small square leaded panes is traced with a lacy pattern.

She hurries downstairs to the kitchen to help prepare the communal breakfast, a hearty meal eaten at a table. Gillen knows Hirluin will have had a breakfast somewhere on his way to work. Seeing her friend Variën has not risen, she takes a tray up to her. Variën has just had a baby, and has a larger bedchamber than Gillen and Hirluin, needing room for the baby and her 2-year old daughter. A small bed and the new baby's handsome wooden cradle are in another alcove of the room. When her daughter is older, she will probably sleep upstairs in the girl's dormitory until she reaches the age of 21, when she might marry or obtain her own room and support herself. After seeing to Variën, Gillen returns downstairs and helps the other womenfolk clean and tidy the living quarters.



Other tasks, such as darning a dress and buying some sweetmeats for Hirluin occupy her morning, and she buys a hot pie from a street-trader for her lunch, going on to the House of Tapestries where she helps Dorelas of the Clothwrights' Fellowship in stitching garments. She hopes to work well enough to be accepted into the Fellowship herself, so that she can sponsor her sister and brother-in-law. Both moved to Osgiliath ten years ago to set up a leather-shop. They now live in Wooden-town, having been ruined by the Plague, which also claimed their two children.

After five hours hard work, Gillen takes her leave of Dorelas, collecting her wages for the week. Half of it she immediately spends on her way down the city, mostly in the Diamond Market, where she buys food and other supplies. The sun is low in the sky, Mount Mindolluin's shadow already cast over most of the city, by the time she reaches the Great Gates, squeezing through the throng of citizens returning and visitors departing. She gropes through the dark maze of shelters and rude houses in Wooden-town to find the room where her sister lives, and delivers the supplies to her. She just gets back to the Gate before they close, half an hour after sunset. The last lamps are just being lit by the men who have worked their way down over five miles from the Citadel Gate. The road back to her lodgings on the northern second level is quite long enough for her.

Hirluin is already home and is playing gwithbúl, a boardgame like nine-men's-gambit, with his father. Turluin is also a Baker, and lives on the ground floor of the lodging-house. His wife died in the Plague. As Gillen helped with breakfast and also pays something towards the upkeep of herself and her husband, she does not have to help prepare the 'day-meal'. After eating in the Hall of the house, she and Hirluin have the evening to themselves: it is rather cold for a walk, so they join some friends in the parlour to talk and sing. Then they retire fairly early. Hirluin goes straight to bed, but Gillen stays up a while and stares up at the evening star, reciting a silent prayer. She asks for a blessing on her husband, on Variën's new child, on her parents, sleeping in a house of the Ironsmiths' Fellowship on the third level. Finally she asks that she might be blessed with child herself. Then she dons a nightgown and goes to bed.



Dostir

5.2 CUSTOMS, ETIQUETTE AND DRESS

There are numerous customs observed in Minas Anor. Most of all there is the natural courtesy of the Dúnedain and the justice to be found in any of their lands. Deference is observed towards womenfolk, and this often extends into a situation where menfolk are responsible for the protection and support of their wives and dependents. However, it is not unusual to find independent women supporting themselves, or a husband and wife who both work.

It is the custom also for Anorians to do things together. They are a social bunch; they live, work, eat and relax together on the whole. There are few private houses where just one family is found. Instead they group together in lodging houses and the buildings put up by Fellowships which serve both as workshops and accommodation. Creditable workers in particular industries or occupations are allowed to join their Fellowship, which is a loose organization headed by a Deputy who sits on Conclave, the city's council. There are twenty-eight Fellowships recognized by the city, along with a host of smaller, informal ones; these wield no political power but still serve as focuses for the lives of their members. Fellowships also protect the widows and retired folk who have given them good service.

LIFE CUSTOMS

Children are cared for by and live with their parents. At the age of six or seven, they may be slightly separated, sleeping in a communal dormitory (in the same building) with other children until their age of maturity. This is commonly 20 years for men and 21 for women. However, from the age of 15, a child may be apprenticed, most often into their parent's occupation. Standards of education are quite varied; some children are not even taught to read and write, while others attend schools run by the Scribes' Fellowship or have private tuition. Some Fellowships organize lessons for the children of their members. Boys also undertake training in arms from age 15, spending a week (or more) each year with the Citadel Guard or with a training troop in Anórien or Lossarnach.

Few young men and women marry immediately. With a usual life span of eighty to a hundred years, or more for those of purer blood, and a prolonged 'middle age' (the Dúnedain being blessed with a very short aging period), marriage can often wait until a person's thirties, or even later. The marriage ceremony is simple and joyous, taking place at an evening gathering of the Fellowship or house, with additional friends and relations from outside. Everyone drinks more than usual, and the couple rides off to a specially prepared chamber in a guesthouse or hostel.

Old folk are respected and supported by their relatives and Fellows. (A brief discussion of death rites is given in Section 5.4.)

CITY LAWS

Most laws are informal; "Common Acts" take the form of customs which, if not obeyed, lead to the ostracization of the offender rather than punishment. No priests practice within the city, even for 'foreigners' (the Dúnedain themselves having no true clergy anyway). No inns or taverns — that is places open for the sale of drink to be consumed on the premises — are permitted within the walls. Instead, the city's hostels and guesthouses offer only full board, including meals and drink. Street-traders, stall-holders, and small shops also deal in beer, wine, and other spirits, but patrons cannot consume them on the premises.

The vigilant and well-organized City Watch (see Section 7.24) patrols the streets to keep them clear of drunks, peace-breakers, and thieves. It is they who also "close" the Great Gate of the city a half hour after sunset. While it is actually left slightly open, those wanting to pass through must show good cause and prove they are a citizen to gain entry. Similarly the lesser gates have a sharper watch after darkness falls and their guards will check on passers-by.

In the crowded confines of the city's streets and alleys, littering and the dumping of anything on the pavements is frowned upon. The occupants of buildings are not supposed to block the free passage of pedestrians or traffic, although the traffic is normally restricted to hand barrows, rômesir (palanquins), úlcaim (sing. "ilcam"; boards carried like stretchers or on yokes by two men) and the occasional horse or cart. Sometimes buskers fall foul of the City observances on free passage, much to the annoyance of certain members of the Artists' Fellowship.

The wearing of arms and armor in the city is considered uncivil; after all it implies that the defenses of the city are inadequate. Since violent crime is not unknown, small arms (a dagger, eket, or handaxe) may be borne, but anything larger, or armor (including a shield) will result in townfolk avoiding the person concerned, and even those associating with them. Naturally, the City Watch and garrison are expected to be seen wearing arms.

DRESS

Men and women dress fairly distinctly in Minas Anor. Let us return to Gillen and Hirluin. In their room's wardrobe hang garments belonging to both of them. Hirluin, leaving early in the morning, dresses in an andyeth and a crisiath. The andyeth is a loose-fitting shirt; long and edged with ribbon or brocade. Like most men, Hirluin prefers it a pale color or white. However, in the evening after his day's work is over, he dons another andyeth, perhaps with an embroidered, hand-painted or batik design up the sleeves. All the andyeths are made from light fabrics like cheese-cloth. The shirt has a deep neck vent, draping sleeves and a front and rear vent.

Over this is worn the crisiath, a stylized and formal waistcoat. Where the andyeth is loose, a crisiath is tight and close-fitting. It has a broad waistband, chest and dorsal segments hung over the collarbone and shoulders and flared skirt pieces. The girdle is joined by a thong or metal clasp-buckle. It is made from a light leather, the waistband being tooled or stamped with a design and having loops for hanging tools from. Other clothing is less important. Hirluin wears a hose (tight-fitting breeches) of a dark color. His father Tirluin favours pantaloons tucked into short boots, baggy or even pleated around the knee, and also has fancier crisiath, with padded shoulders and designs printed or embroidered on the left breast.

Footwear depends upon the season. Leather sandals, colorful shoes (some with wooden soles) and ankle boots are racked in Hirluin's wall chest. Nails and tacks may not be used in cobblery, by law. Being not poorly off, Hirluin has a number of overclothes. Most often used is a lighter knee-length cape with slits instead of sleeves. He also has a full-length coat, voluminous, with wide sleeves and quilted with sheep's wool. For best wear, he owns matching fur mantle and leggings.

Gillen dresses differently. Her clothes are many-layered, using a variety of shades in different layers, or layers of two contrasting colors. On rising, she will don a dress or blouse and skirt. Most are loose-fitting, although she will add a tighter bodice or apron for working wear. Sleeves are loose and not gathered at the wrist; instead, Gillen has had to learn to do things with her hands without catching the hems. She wears gloves but rarely — in winter fleecy mittens or mufflers — usually hands are bare.

Merien



Gillen normally also wears some sort of headdress: a banded net, ribbons or a hanging wimple. Over her dress or skirt she might wrap a shawl or cape. Outer clothes with sleeves are impractical, and arms must be kept held inside or poked through slits. Some of Gillen's capes have wide hoods that may be drawn about the face and still accommodate her long fair tresses. In the evening time or for formal occasions, Gillen adds adornments including plaited armbands, headbands, chokers, belts and so on. Her plaits are made of colored woven threads, strips of dyed cloth, leather and beads. Gillen's hair is long (like many Anorian women's) and plaited, making it easy to form into headdresses. Hanging plaits and fringes are a common decorative motif in much of her clothing, along with embroidery, beadwork etc. Two of her favorite dresses, once her mother's, have historically fashionable designs incorporating star designs, but lately the resentment of refugees from Osgiliath ("Citadel of the Stars") has been expressed by the avoidance of such designs.

5.3 FOOD AND DRINK

Although not as dedicated to their trenchers as Hobbits, the Dúnedain like to eat heartily and well. They take three meals a day, the lightest of which is nuncheon (from noon). Food is brought in from some distances to supply the city — from the Pelennor, crammed with farms (sec 4.1), and from Anórien, Calenardhon, Lossarnach and Lebennin.

Emelduin



BREAKFAST

Everyone enjoys a large and filling breakfast to set them up for the day's work ahead. Ever since the time of Atanatar Alcarin (who made a joke about it), the Anorians have referred to breakfast as their 'morsel'. The basis is a platter of cold meats, including smoked fish and patés. These are accompanied by raw vegetables, grated or shredded, with a dressing using honey and herbs; and also by unleavened bread, scones or oatcakes, freshly made. Soured milk or watered beer is drunk with this repast, or hot milk mixed with burnt oatmeal on cold days.

THE DAY-MEAL

The Dúnedain's main meal of the day is the day-meal at sunset. It is a sociable and tasty occasion, with several courses, usually at least one fish and one meat dish. Fish are baked whole in wine and other juices, or filleted and packed in pies. Pies are almost a way of life for the Anorians, who put all sorts of things under a pastry crust: eggs, fish, vegetables, ham, cheese, beef, even venison and rabbit. In season, richer families enjoy game: wild pig, deer, and birds like pheasant and grouse. Another standard course in the fare — in winter, at least — is a thick, creamy soup or hotpot. Each dish is served with plenty of vegetables, including roots (carrots, potatoes, lilies and corms) and green leaves like galasenin, a sort of watercress. Large chunks of bread are always placed in baskets on the table. The meal is generally finished with something sweet, perhaps a large cake-like pudding sliced and doused with a sauce of cream, fruit syrup and alcohol.

NUNCHEON AND OTHER FARE

Virtually anything is eaten as a snack. If something moderately filling is wanted, then a pastry case stuffed with bone marrow and cheese, or a meat and vegetable pie, fresh from a Baker's stall, should do the trick. Visitors might be served small dainty cakes, crystallized fruits, delicate fritters (such as elderflowers), sugared pastries or a simple board of cheese and hard biscuits together with a strong red wine. One speciality is halva cakes made from seedgrain and crushed honeycombs, sandwiched between thin wafers.

DRINKS

Almost any drink is available in Minas Anor; it is just a matter of visiting enough wineshops and staying upright. The most commonly drunk are ales and red wines. There are many types of both, from light and harmless to dark and deadly. There are also white wines, mead, liqueurs, cordials, spirits (S. "Firimín"), cider and non-alcoholic drinks such as various sorts of milk, fruit juices (especially that of the watermelon in summer) and herbal infusions.

REMEDIES

Every herb-grower has on hand two simple remedies for visitors to the city unused to its rich life: a decoction of peppermint, fennel, gentian and woodruff for indigestion; and an infusion of valerian, chamomile and lavender to cure that hangover.

5.4 SPIRITUAL LIFE

The religious observances of the Dúnedain in the city are uniformly informal. There are no temples or shrines and no priest may preach or conduct any form of service within the city. The closest are the Ed-belguinar (S. "Holy Men of the Dead") who dwell the otherside of the Closed Door (see section 10.66) and take the royal family when they pass away. Similarly there are no religious services or teachings.

The Dúnedain have, of all Men, been nearest to the Valar. As they see them most clearly for what they truly are, the instruments of that Greater Power who created Arda, they do not hold them as gods as do many lesser Men. True reverence in that sense is due only to Eru Ilúvatar (The One). However, the Anorians do still respect the Valar and acknowledge the fact that their blessing in things, especially in the realm where a Vala has his or her strongest power, will be a great aid.



One of the reasons for the Dúnedain's dislike for ceremony and show in religious observance is the influence of Sauron on Númenor. The evil Maia seduced the Kings and most of the population into believing that Eru did not exist and that the Valar were the evil opponents of Melkor. They built hideous temples and performed sacrifices to Melkor in the hope of avoiding death. For this reason, all Anorians are suspicious of those showing excessive religious fervor, and of clerics/animists in particular (other than lay healers).

For their own part, the most fervent Anorians sometimes meditate and silently converse with an individual Vala for blessings. They choose the most suitable day and times: speaking to Elbereth (Varda) on the evening of the first day of the week (S. "Orgilion, W: Sterrendei), for example, when the stars are visible in the heavens. On the intercalary holidays, some citizens pay special attention to Eru and perform some simple devotion, often giving up some time to accomplish a charitable deed. There are also books of devotions and prayers, written by both Elven and Mannish authors, which may be read for inspiration, solace or out of devotion. There are, however, no illustrations or depictions of Eru or any of the Valar, such things being somewhat distasteful to the austere Anorians. Only abstract designs and representations, like waves, water, or pools for Ulmo, are employed.

The benefits of blessings are not provable, but the simple act of faith in saying prayers may be sufficient to channel some power from the Valar in order to influence events concerning the person who prays. Naturally, prayers are no use to those who have no faith.

DEATH AND INTERMENT

The one most solemn time in spiritual life is the death of a close relative or friend. In some ways, the worst ravages of the Plague have hit survivors: normally the dead are buried or entombed with extreme reverence and great ceremony. Yet on the strict advice of the Healers' Fellowship, Conclave declared that all Plague victims must be carried from the city in sealed caskets and cremated. In a normal year there are two to three thousand deaths in the city. During the Plague years, up to ten thousand died over a twelve month period. During its height, the streets seemed clogged with black-shrouded *úlcain* bearing their coffins out of the city and a curfew was declared for three hours in the evening so that this ghastly traffic did not interfere with what was left of the normal life of the city.

The city's main burial ground lies two miles to the south, on the slopes of the White Mountains. Here there are fancy tombs and sepulchres, and simple gravestones marking the resting places of those less rich. Most tombs serve a family and are opened for each new burial. After death, the body is usually cleaned, embalmed, and dressed in white, and may be perfumed or adorned with flowers. The face is always veiled. Mourners wear

either black or white, and the person closest to the deceased (or the most senior person) reads a blessing from a book. Others may add their own tributes and blessings, then the body is placed in the space prepared for it and sealed in.

The cemetery is guarded by members of the Porters and Doorwardens' Fellowship, who also provide transport for the burial party. Such duty is highly regarded and one of the reasons for the Wardens' high place in Anorian society. Many folk of Gondor have heard the terrible stories of the desecration of royal burial sites in Amor, where the Witch-king sent his wights into even the noblest barrows; and they also pray that their ancestors remain better protected from so evil a fate. Naturally the Wardens also keep treasures buried here safe.

5.5 ART AND ARCHITECTURE

NOTE: *Some ideas about art and architecture can be gleaned by reading the descriptions of various buildings in the city (Section 10.0) and the notes on Fellowships (Section 7.23).*

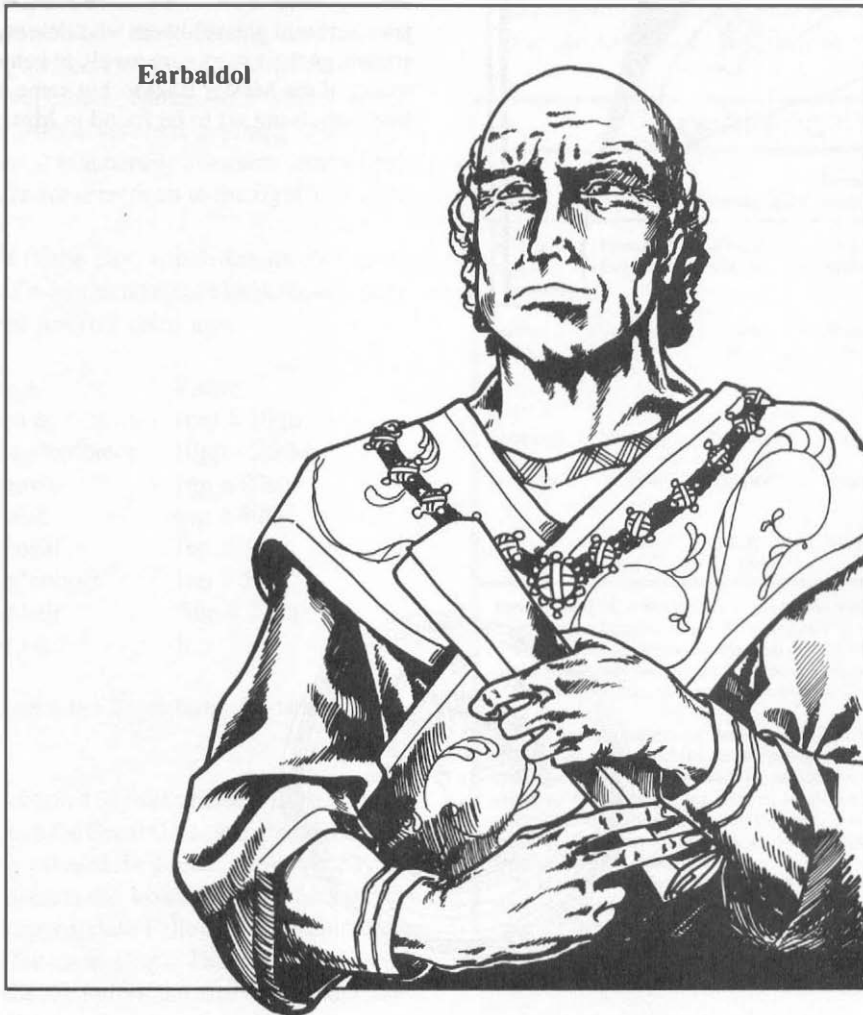
The Anorians, while not philistines, are not the devotees of art the people of Minas Ithil are. They seem to appreciate the sedate more than the lively. Art in Minas Anor dates back to Númenórean

times. Some items were brought to Middle-earth before the Down-fall, others were saved by the Faithful, and these are now museum-pieces proudly displayed by their owners, fetching extremely high prices when sold. Although the city's bones date back to the Second Age, few individual buildings from that time remain; they were not built with the same enduring patience of the Outer Wall and the Great Gate.

Given the time span nevertheless covered by the city's architecture, it is surprising to see so little change in design and style. The basic features of a typical building are: round-headed arches, stone colonnades and vaulting, tiled roofs with flat slopes, and overhanging upperstories. Naturally, different buildings do show individual facets: towers and turrets, gables and so on.

During a two hundred year period about three centuries ago, there was a tendency to use pointed arches and vaults, and the local masons are always changing from round columns to square to polygonal and back to round again.

Earbaldol



Edhetariel

Most buildings are built from White Mountain stone quarried within twenty miles of the city. This is pale white, speckled, cream or blue, and contrasts with both the roof tiles and the slate-grey of the walls running around each level. Wood, once used extensively in building, is now rare, and wholly timber houses number just a handful or so. Yet they are extremely graceful and still practical after hundreds of years of use. There are also one or two other oddities, such as Myall's Vitrine (see Section 10.47), a tower made of glass, and the splendid cloister of the Houses of Healing (see Section 10.61). More expensive marble for facings and interior floors is brought from the southern vales of the White Mountains, and is very good quality.

As far as art goes, Minas Anor has a fair complement of painters, sculptors and other artists. Paintings are typically portraits rather than decorative studies and landscapes: the latter are found, but as woven or embroidered tapestries and hangings. Painters are also employed to paint designs on clothing, either using special paint or batik wax so that the design is built up through multiple selective dyeing. Painters also embellish the exteriors of buildings, either with murals or with signs and symbols indicating the business carried out within. Sculptors mainly make ornaments or portraiture: there are many busts and full figures to be seen within the city. Among other Fellowships there are woodcarvers, stonecutters, jewellers and glassblowers who deserve the title artist rather than artisan, as their works are lovely to behold. Least enduring are the works of the Master Bakers, but some hold them to be among the most satisfying art to be found in Minas Anor.



6.0 COMMERCE



Even though Minas Anor is not a mercantile capital comparable with Osgiliath (of old), there is still a great deal of trade and commerce within the city. The myriad craftsmen producing every sort of finished good sell through their workshops and factories to citizens and merchants alike, sending the goods off to the four corners of the realm and to the lands beyond. Vendors sell all the materials imported by the city from stalls and shops up and down miles of streets. There are scribes, bookkeepers, bankers and lawyers to help with funding and look after profits, wages and bills. If Minas Ithil dreams of silver clouds, Minas Anor washes with a rain of gold. If adventurers wish to purchase anything in this city: goods, services, information; it is generally available somewhere. Ask a Porter or Door-warden for directions to the right area, then ask anyone else.

Most coins are accepted in the city, which has its own mint. Coins and pieces from far off might be taken to a bank for assessing and weighing. The standard Anorian coins are:

Sindarin	Westron	Value
malanor or	orb, sun or	1mp = 10gp
harancor	gold hundredpiece	10gp = 200sp
erin	gold crown	1gp = 20sp
nimloth	silver tree	4sp = 40bp
celebarn	silver royal	1sp = 10bp
tamb	bronze 'copper'	1bp = 5cp
peret	copper half	.5bp = 2.5cp
benhar	copper bit	1cp

Exchange Rate: 1 erin = 5 nimloth = 20celebarn = 200 tamb = 400 peret = 1,000 benhar.

Traders in the city must obtain a license or else will be liable to a tax on goods passing through the Great Gate (in either direction). This tax is usually 5% of the value of the goods, as assessed by the Warden. Should a trader dispute the assessment, he has to wait until an arbitrator from an appropriate Fellowship is summoned (who must himself be paid for his trouble). The license fee varies according to the type of trade the individual wishes to undertake. It is possible, of course, to forge a license and evade the tax.

There are few other restrictions on commerce in the city. Membership of Fellowships is not required in order to conduct business in Minas Anor, although it can help, since the members enjoy many contacts and wield some influence with the city's trade officials.

NOTE: For examples of goods made in the city, see descriptions of workshops and manufactories in Section 10, and the notes on Fellowships in the following section.

CURRENCY TABLE

Mint	Dol Amroth**	Minas Anor	Fornost Erain	Moria	Umbar
Obverse Image	Prince of Dol Amroth	King of Gondor	King of Arthedain	King of Durin's Folk	*
Reverse Emblem	Swan Ship	White Tree	Seven Stars	Durin's Hammer and Anvil	Serpent prowed war galley
Language	Sindarin	Sindarin	Sindarin	Sindarin	Adûnaic
Lettering	Tengwar	Tengwar	Tengwar	Angerthas Moria	Tengwar
Issues	C,B,S, some G	C,B,S, G, some M	T,C,B, S, some G	C,B,S, G,M	C,B,S, some E

Issue Codes: M = mithril; G = gold; E = electrum (gold-silver alloy); S = silver; B = bronze (copper alloy); C = copper; T = tin.

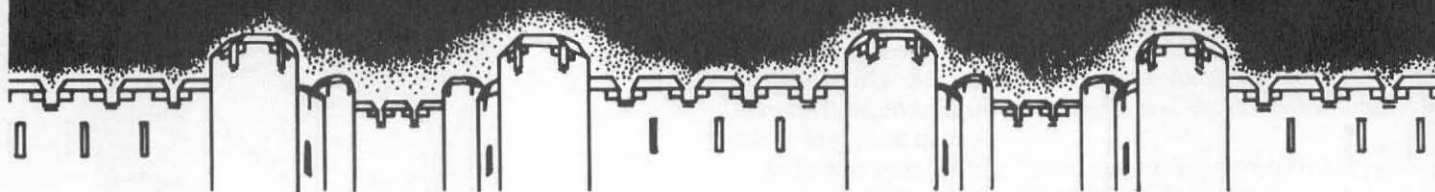
Tin is more readily available than copper in Arthedain, so the mint at Fornost Erain sometimes substitutes tin coins. 1 copper = 2 tin.

To conserve gold, which must be imported, Umbar mints electrum coins. 1 gold = 2 electrum.

* Except for the period between T.A. 933-1448, when Gondor's empire was at its height, Umbar has been an independent city-state ruled by an oligarchy of Lord-captains. Before 933, the Black Númenóreans who controlled Umbar engraved the image of Ar-Pharazôn, last King of Númenor, on their currency, as they still owed a fictitious allegiance to the extinct dynasty. Since 1448, the ruling oligarchy descended from rebel Gondorians has used the image of Castamir, last rightful King of Gondor in their view.

** Linhir's Mint is an arm of the Prince's Mint at Dol Amroth, producing supplemental copper and silver coinage. Its Coinmaster, however, is appointed by the King (or Steward), and any coins produced in Linhir are manufactured only with the leave of the Royal House.

7.0 THE INHABITANTS



There are some 45,000 inhabitants in Minas Anor. The exact number is unknown, despite the efficiency of the city's new administrators. The Plague wreaked havoc on the population, and it is estimated that perhaps a fifth of the city's residents died; but at the same time there was an influx of citizens from Osgiliath. The newcomers swamped the city's authorities.



Vinyaran

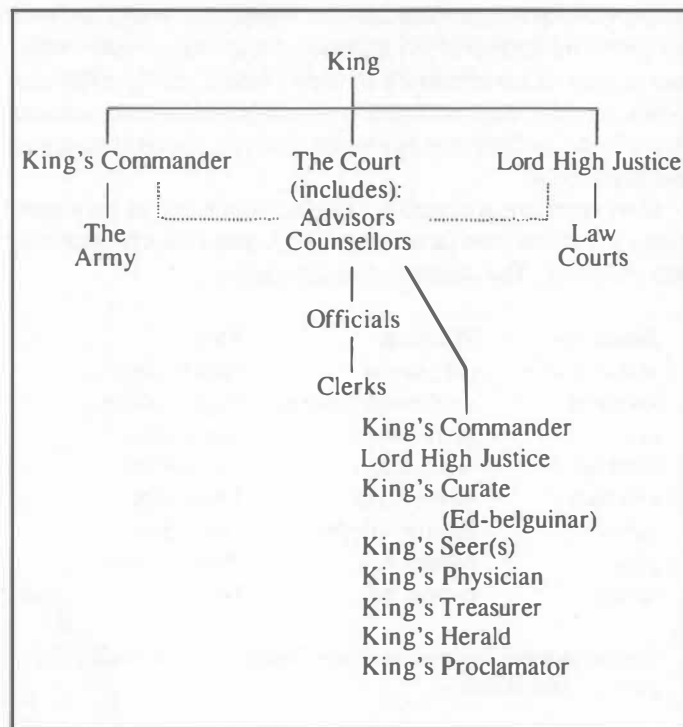
Many of the refugees possess noble blood. The Royal household and the Gondor's governors, all of whom once called Osgiliath home, now live and work in Minas Anor. It is hardly surprising that the native Anorians resent these immigrants.

7.1 THE ROYAL FAMILY

The royal family of Gondor is splendidly represented by the twenty-sixth King, Tarondor. The family tree shown on p. 35 illustrates the recent fortunes of the royal house descended from Elendil and Anárion. (Individual members are detailed in Section 12.1.)

THE ROYAL HOUSEHOLD

The royal court and household is a loosely organized group of people headed by the King and the rest of the royal family. The King is responsible for all major appointments — and can terminate them at his whim. His ministers are responsible for various Offices and their staffing. Some Offices have slightly overlapping areas of authority, which can lead to friction between ministers, but such disputes are seldom serious.



The King's Commander and the Lord High Justice are generally Princes of the Realm. At this time, Vinyaran is Tarondor's Commander and also his Chief Counsellor. This latter title is held by any minister or counsellor serving the King's court. It bears the responsibility of organizing audiences with the King and overseeing the debates in the formal sessions known as Great Courts. These are attended by ranking nobles, officials from all Offices to back up their ministers and all the King's advisors and counsellors. Ranking nobles are ones who have been personally appointed to the Great Court, or who have inherited such a position. As with all positions at court, they are subject to election and dismissal as the King commands.

Dior

Vinyaran is also responsible for the maintenance of order in the royal household, another position he enjoys, although most of the work is left to his capable deputy Othirhan the Chamberlain. When he is not present for court sessions, his mantle as Chief Counsellor had usually fallen upon Córiayan son of Princess Aramberiel, the Lord Chief Justice. However, as the High Court will not be moving from Osgiliath until the royal household is better settled in Minas Anor, the honor falls to Dior Ed-belguinar (Dior the Curate) of House Usulúni.

7.2 THE ANORIANS

The Anorians form the majority of the inhabitants of the city of Minas Anor. Five years ago, they hardly referred to themselves in such terms but since the onset of the Plague and the steady stream of refugees fleeing from the disease-ridden quarters of Osgiliath the natives of the city have taken up the label as a badge of superiority.

Of the three groups of people making up the population, two form the Anorians (the third are the 'new arrivals'). The city has had a simple two-tier class division of the wealthy and the wealth-producers. There is little sign of a middle class based on the merchant trade since Gondor's great mercantile center is Osgiliath. There are a few rich families who have manipulated trade well, but they have also derived money from owning and running productive businesses within the city.

The great bulk of the population is involved in working in the realm's largest manufactory. If something can be made by artisans or craftsmen, with wood, stone or metal, leather, wax, cloth or parchment, then someone can be found to make it in Minas Anor. The six lower levels of the city teem with activity and the sounds of hammers, knives, chisels and treadles.

7.21 NOBLE HOUSES

There are few true noble houses in Minas Anor. All own fiefs in the province of Anórien, holding them from the Prince-President or directly from the King. All these houses are ancient; three derive from leaders of the Elendili in Númenor and one from a martial family of Elf-friends dwelling in Lindon at the time of the Downfall whose patriarch befriended and Isildur and came south with him, dying in the War of the Last Alliance.

DUNMARDO (WEST-DWELLERS)

House Dunmardo is now small and the least of the Anorian noble houses. Its head is Daron, an elderly scholar. House Dunmardo is linked to the Jeweller's Fellowship. Its symbol is an arch with a sloping roof, like a stylized house, surmounted by a setting sun with red rays.

USULÚNI (CHILDREN-WHO-ESCAPED)

House Usulúni is another of the Númenórean families. Their extensive fiefs were taken by Ar-Pharazôn after accusations of treachery and they fled the Isle just before the Downfall. Only the original lord's wife, sister-in-law and his youngest sons escaped a massacre in the form of a blood sacrifice at the Temple of Melkor. They were welcomed by the Faithful living near Edhellond, where their boat put ashore. When the Kingdoms of Elendil were ordered, the lady was given fiefs on the west bank of the Anduin in stewardship for her sons. She became a devout suppliant to the Valar, who she believed had personally spared her sons, and the House has always been a deeply "religious" one. Many Keepers of the Hallows, Minas Anor's houses of the dead, have come from this noble line including Dior, current Ed-belguinar. The symbol of House Usulúni is a sailing ship above which are two silver stars.

Othirhan

ASTIRIAN (SHORE-GUARDIANS)

The Lord of House Astirian left Númenor well before the Downfall. Three generations of lords had dwelt in Lindon before Elendil and his sons came out of the west and established their Kingdoms. Originally the House held lands in the North-kingdom (Arnor), but their head marched with the Last Alliance and fought with Isildur and Elrond. On his death, his heir was granted lands in Anórien and they became one of the first Houses of Minas Anor, dwelling in a towering house on the sixth level. Like all his forefathers, the current head, Carnam, is a Nominee to Conclave and his son is a captain in the Citadel Guard. The symbol of House Astirian is a white diamond superimposed by a sea-blue wave.



Tarassar

ELENA (STAR-WARDS)

House Elena retains the most adherence to the old ways of Númenor and is noted for its aloofness from the common people of the city. Very few members of this House ever marry outside the purest Dúnadan families. Their large house on the Fifth Level is secluded and impenetrable except to invited visitors, who are few indeed. It is said to contain one of the most comprehensive genealogical libraries in all Gondor; this is obviously an invaluable asset when considering the suitability of potential suitors. The House has little to do with the governance of the city. They do throw extremely exclusive parties for the highest of the high, and the current head, Tarassar, joins the Council of Gondor when it meets. The symbol of House Elena is a black band edged with gold, overlaid with a radiant star of white and silver.

7.22 GREAT FAMILIES

There are a number of important families in Minas Anor who have a great influence in the governing of the city. Some of them hold more power than the noble houses, and all aspire to join the nobility themselves although it is very unlikely that any could be ennobled whilst still in the city.

CURMEGIL HARNASTIN

The Harnastin family is the most recent to arise of those mentioned here. The dynasty was founded by Armagor Harnastin, a warrior captain under Rómendacil, who won fame and fortune in the East after leading numerous successful raids and operations. He acquired a vast fortune in plunder and returned home to Minas Anor in triumph to marry a minor noble's daughter. Since the thirteenth century, the family has continued a strong military tradition — the current head is Curmegil. The symbol adopted by the family is a wide-bladed falchion with a winged hilt.

CAMBAL AGARINNA

The Agarinna family are among the more mysterious and exotic of the dynasties and individuals in Minas Anor. The commonly-related story about them tells of three brothers who were sorcerers at the time of founding of Gondor. They were powerful and opposed Sauron, but each one in turn was betrayed to the Evil One's agents by their only sister. They were persecuted then captured, tortured and slain in horrible fashion. The sister had earlier born an unwanted child which she abandoned but which had been found and secretly raised by the three brothers. He learned all their magics and more, and when he discovered why they had died, slew their betrayer; only later did he find out through sorcery that she was his mother. He founded the dynasty, which survives to this day, headed by Cambal. The family's symbol is a small crown dripping blood into a pool.

TIRBELÔR MALRÉD

The fortunes of the Malréd family have been changeable down the centuries although they have never been poor. For the past two hundred years they have been doing very well, mainly thanks to a major discovery at their gold mines in central Belfalas. This has funded an expansion of their mercantile interests and they are also involved in banking. Their influence in the city can be measured by their three effective votes in Conclave. Tirbelôr is a Nominee and financial advisor to Mindacil. The family also sponsors another Advisor, Tirbelôr's son Alúdor, and they also have strong links with the Goldsmiths' Fellowship. The symbol of the Malréd family is a pair of overlapping gold coins and a green tassel.

QUIACIL HERENYAND

The Herenyand family are noted especially for their learning and connections with the Scribes' and Sages' Fellowships. An old, monied family, they embrace a variety of interests in the city including ownership of a bookbindery and a parchment-maker. The size of the Herenyand fortune is not known, but they are able to sponsor the Deputies of both the Scribes' and Sages' Fellowships, as well as Quiacil's position as an Advisor. The family's symbol is a three-piered bridge.

MELLORIEL SINDBAR

The Sindbar family is a scion of a noble house of Minas Ithil. They were rich merchants but otherwise had little importance in this great city until Porothir Sindbar married Melloriel, daughter of a lord of one of Gondor's most remote fiefs in the northern Pinnath Gelin. The symbol of the family is a grey tower, circular and roofed. To this Melloriel has recently added a gold ring.

7.23 THE FELLOWSHIPS

There are twenty-eight Fellowships in Minas Anor. These are akin to Medieval guilds and the Edfrehair of the northmen but are far less restrictive and formal. Effectively they serve two purposes: to gather together workers producing similar sorts of goods so that the economies of having a communal workplace are achieved, and also to provide a fellowship, a sort of club that workers in that industry can join in order to gain political and social benefits. The social benefits include looking after widows and orphans of workers and, on a lighter note, revelries and get-togethers of like-minded fellows after a hard day's work. There are no inns and taverns in Minas Anor, for everyone sups in their Fellowship Hall or some other communal place. (The political benefits and organization of the Fellowships are described in section 8.4.)

The Fellowships are arranged into four groupings, supposedly by age and honor, although such details are hotly debated and contested by the Fellows on occasion.

1st	2nd
Porters & Doorwardens	Stonewrights
Hostelers	Woodwrights
Lampwrights	Goldsmiths
Bakers	Clothwrights
Healers	Waterwrights
Armorsers	Glassmakers
3rd	4th
Street-traders	Cordwrights
Cooks	Cutlers
Coopers	Jewelers
Candlemakers	Artists
Tilers & Roofwrights	Embroiderers
Potters	Locksmiths
Ironsmiths	Scribes
Leatherwrights	Sages

PORTERS & DOORWARDENS

This Fellowship is a small but important one. It is the only one in the city to have a titular head; the Warden of the Keys (see 10.15). All other Fellowships have just a Deputy. The porters and doorwardens look after all the gates of the city including the Great Gate and Fen Hollen, the closed door leading to Rath Dínen. They also manage the liftings in each of the lesser gates and operate two services much used by the rich and powerful: messagedelivery and the r6mesir, a palanquin-like transport operated by two strong men. Few who are rich enough care to walk miles to their homes on the upper levels when they can afford someone to carry them. Similar transport can also be arranged for goods, since few horses or carriages and carts are allowed into the city. Most everyone requires the services of the Fellowship — if only when death comes and they must be escorted to their final resting place.

Melloriel



HOSTELERS

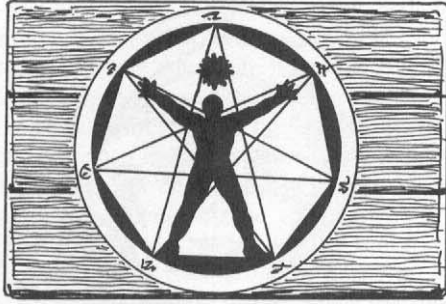
There are no inns or taverns in Minas Anor by an ancient tradition with an unknown origin. However, there is plenty of accommodation for visitors in hostels and guesthouses. Here food and drinks are served (and often flow freely) but only as part of a general fee for board and lodging, or if bought from a wineshop (for prices see Section 6). The arrangement works well for the Anorians, and they ignore outsiders who find it a little peculiar. The Hostellers' Fellowship is moderately small and has a high proportion of women since widows with some inheritance often open or take over a guesthouse.

LAMPWRIGHTS

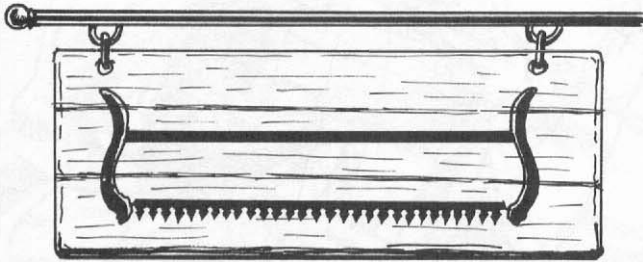
That the Lampwrights' Fellowship is old indeed is testified to by the name of the first main street in the city: Rath Celerdain. Most of its members live on the First Level and are involved in the making of lamps, lanterns, chandeliers, refractory telescopes, magnifying glasses, sundials and other such items. Their work depends for the most part upon materials supplied by the Ironsmiths and Glassmakers of the fourth level. The Lampwrights are also responsible as a body for the maintenance of the street lights of the city, and pay for the upkeep of two lamplighters jointly with the Candlemakers' Fellowship.

BAKERS

Minas Anor's Bakers are accounted above simple cooks. Their Fellowship rose in status after the Kin-strife when a number of skilled Northmen settled in Minas Anor. Now they produce a wide range of provender, from loaves and buns to cakes and pastries. No meal is considered filling without a fresh round of bread or a sweet pastry to finish it off; no dinner entertainment properly complete without a delicate construction of dough, sugar and colored confection.



Sign of the Healers



Sign of the Woodwrights

HEALERS

The Healers of Minas Anor are rightly famed through much of Gondor and beyond. Their splendid Houses of Healing where most of the Fellowship dwell and tend their patients are on the sixth level, facing south and east among scented gardens of herbs. The Healers are skilled as surgeons and homeopaths, and knowledgeable as herbalists, cultivating and extracting the useful essence of many plants with a lore that goes back to the earliest days of Númenor: "...the Eldar ...brought to Númenor many gifts: birds of song, and fragrant flowers, and herbs of great virtue" (*Sil.*, p. 316). They are among the most influential of all the Fellowships, ever valued for their wise counsel.

ARMORERS

Another skill developed in Númenor and continued in practice to good purpose in Minas Anor is the manufacture of arms and armor. Although styles and preferences have changed since the Second Age, the principles have not, and the Armorers hall on the Sixth Level is known as the House of Ringing Sounds because of the incessant beat of steel on steel. The Fellowship is kept busy by the demands of Citadel Guard, Royal Guard and supplies traded to other parts of the realm. The only weapons not made by the Armorers are blades; these are the domain of the Cutlers.

STONEWRIGHTS

The masons of the city have a long-standing rivalry with the carpenters (Woodwrights, see below). It dates back to the very earliest days of Minas Anor. Originally, the Woodwrights were held in higher esteem, owing to the greater beauty of their craft and the elegance of the wood they worked. The Stonewrights built the city walls and towers, but the great houses and halls were made of strong wood and timber brought from a dozen different forests,

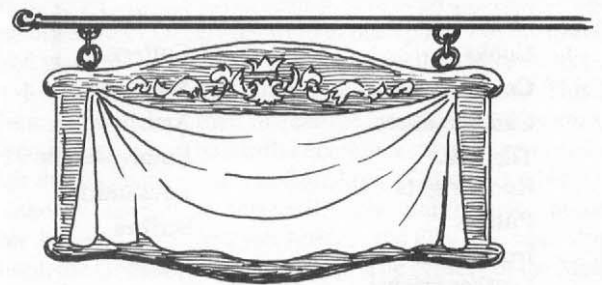
each wood with a specific use. Galleries and screens of intricate fretwork bedecked the early city. However, as time passed and the houses needed renewing and replacing, the special timbers grew more expensive and harder to obtain. Long delays frustrated the grand designs of the few rich enough to be able to afford them. Gradually stone became more favored, not least for its reliability and enduring qualities, and replaced many older works of wood. At the same time, the Stonewrights were themselves attracting more money and power with their increased patronage and could develop their craft to equal the skill of the joiners. Now the Woodwrights are less important and few wooden buildings remain.

WOODWRIGHTS

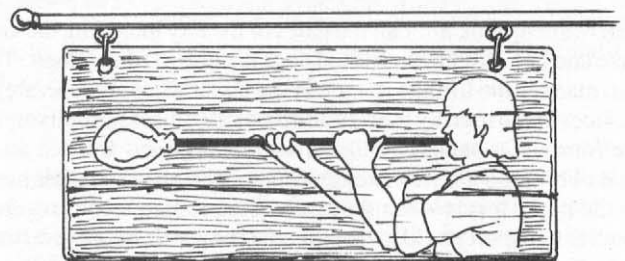
Some of the history of the Woodwrights is related above. From their former glory of housebuilding on a grand scale, they are reduced to the more usual carpentry products: household interiors (doors, window frames, joists, floors); furniture and furnishings; barrows, carriages, carts and rómesir; tool and weapon hafts and pieces; and so on. All their products are of a high quality, and amongst their number are many fine wood-carvers. There are many woodwrights' workshops, the main being the Woodwrights' House in the northern section of the Second Level.

GOLDSMITHS

The Goldsmiths' Fellowship is also an old and respected association. Although the Goldsmiths of Minas Anor might not rival the Elves for the beauty of their craft, their works are as passing fair as any other produced by Men. They turn out gold plate (cups, platters, ewers) as well as special commissions. They also produce gold leaf of fine quality which is traded far and wide, and work in other precious metals including silver, pewter and bronze.



Sign of the House of Tapestries



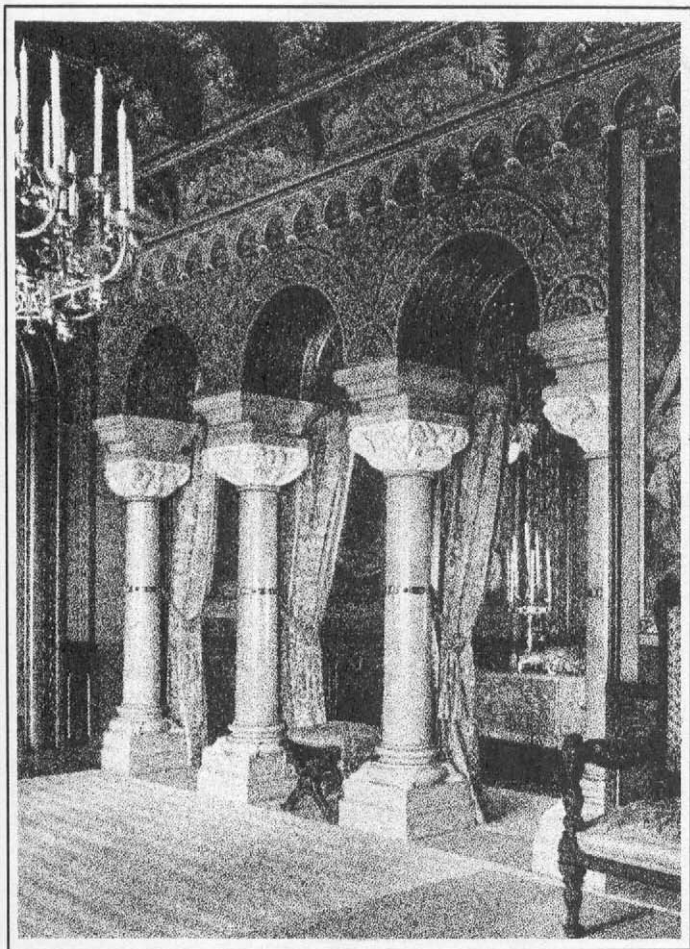
Sign of the Glassworks

CLOTHWRIGHTS

The Clothwrights do not produce cloth; rather they make every sort of garment and item from cloth woven outside the city. Cotton comes from Dor Rhúnen (Rhovanion), linen from Calenardhon and Lamedon, wool from the Pinnath Gelin. They also buy copious amounts of thread, for they are industrious tailors, lace-makers and sewers. Anything from a simple handkerchief to a silken pavilion capable of holding a hundred guests can be made by and bought from this Fellowship.

WATERWRIGHTS

The Waterwrights are responsible for the maintenance of the city's water supply. The Númenóreans devised an ingenious system for getting fresh water into and waste out of the city without compromising its defences (described in Section 9.4). Waterwrights also maintain the plumbing in individual buildings in the city. A branch of the Fellowship is involved in the manufacture of lead piping and other items of lead, such as weights, seals etc.



GLASSMAKERS

The last of the great manufacturing Fellowships, the Glass-makers are mostly to be found at the Glassworks on the fourth level. They make small-piece sheet glass for windows (which is too expensive for most houses), bottles and other vessels, phials, cabinets and cases, ornaments, drinking ware and lenses, along with a host of other, rarer items, usually on a commission basis. Great skill is required of a glassblower or handler, and great artistry can also be exhibited in their craft. There is no larger glass-works in the whole of Gondor and Arnor.

STREET-TRADERS

Another 'loose' Fellowship, the Street-traders are vendors of every sort who work from small shops and impermanent stalls in the marketplaces and side-streets of the city. Some even carry their wares from place to place in trays balanced on the head or slung around the neck. Virtually all of the small wares common to western Endor are sold here. The commonest are items of food, jugs of ale or wine, cheap articles of clothing, cosmetics, herbs, gifts and trinkets, and household items like pots, pans, brushes, needles, cord, and utensils. The Street-traders are perhaps the most-ignored of all the Fellowships — with the possible exception of the Artists — although few Anorians would admit to either snobbery or philistinism.

COOKS

The accomplished cooks of Minas Anor provide for a cityful of stomachs. Some of the Dúnedain's favorite delicacies are described elsewhere (see section 5.3). Closely associated with the Hostellers' Fellowship, the Cooks have a strong antipathy for the Bakers, whom they regard as less substantive specialists. The tall Men of Gondor need solid ballast, not puff pastry, they claim. The Cooks are also skilled butchers and cheesemakers, but although they are known to use wine, ale and stronger spirits in their recipes, they do not brew or distill the drinks themselves; everything is imported from Ithilien, the southern provinces and, for special occasions, from the reaches of Eriador and Rhovanion.

COOPERS

The Woodwrights do not make every wooden item in the city. The Coopers are an important Fellowship whose skilled craftsmanship turns out barrels and wooden vessels of all sorts from The Hundred Tuns, their workshop on the fourth level. Their branded mark is a recognized sign of quality for hundreds of miles around, and barrels they make last for years, often turning up in the most unlikely places.

CANDLEMAKERS

The Candlemakers' Fellowship is a diverse if small group of artisans making both plain and embellished candles along with many other items of wax and oil. These include lamp oil, torches, cosmetic oils, sealing wax, wood polisher and so on. A Candlemaker can often be marked out by the distinctive smell of oil or wax, and this has led to them having few friends, despite the good work they do for the city fueling its street lamps. The Candlemakers tend to be a dour yet uncomplaining lot.

TILERS

The Tilers have strong links with the Potters' Fellowships both use clay, much of it obtained from the low vales of Lebennin and drawn up to the city in special carts which shake the excess water from the clay and let it drain away through holes pierced in the sides. Tilers also make other roofing materials, such as decorated slates and carved wooden tiles. Most tiles for roofs are plain, of a dull red color, but slipware tiles with a glossy finish are popular with richer customers. Some are tinted yellow or green and show up beautifully in the mornings as the rising sun casts its first light upon the roofs of the city. The Tilers also produce bricks and other ceramics, usually for decorative purposes.



POTTERS

The Potters' Fellowship is a loose and friendly one. Most potteries are small, dotted here and there about the city, with their own small kilns and wheels. Many pottery goods are produced, including stoppered stoneware jars for vintners east of Anduin; bowls and dishes and every sort of tableware for the common folk of the city who cannot afford to eat of pewter or silver; troughs and basins for the balconies and tiny, crammed gardens of city buildings wherein flowering plants are grown to brighten the streets and alleys; and so on.

IRONSMITHS

Gondorians are nothing if not organized. Iron is generally smelted in a more convenient and congenial place than the confines of the city; thus the Ironsmiths work not with raw iron ore but with the pigs of iron that come up from the rural foundries. They supply sheet, bar, rod and wire iron and steel to many other Fellowships: Lampwrights, Locksmiths, Armorers, Cutlers and Coopers, for example. Many different tempers of steel are achieved by skilled processes. Some Ironsmiths also produce basic quantities of copper, lead, bronze, brass and pewter.

LEATHERWRIGHTS

The Leatherwrights are a motley load of cobblers, cordwainers, stitchers and toolers. In their scattered workshops one can find everything from the simplest bucket to the most elaborate boot; along with belts, bags, packs, trunks, boxes, purses, jerkins and straps. A wide variety of hides are used, such as sheepskin, cowhide and more exotic skins brought back by adventurers in the south. Much favored also are deer skins (including those from elk, moose and the like) trapped in Eriador. No tanning is done within the city because of the disgusting smell of the process, but the prepared hides are cut and stitched here. Some of the leatherwork is extremely fine, being beaten out, tooled with delicate patterns and stained with dyes of bright color.

CORDWRIGHTS

This Fellowship is also small, manufacturing threads, cords and ropes. Unfortunately, they do not enjoy as good a reputation as the ropers of Pelargir and the Fellowship is in decline, despite the current fashion amongst Anorians for wearing braids. There are even rumors that Conclave is to unseat their deputy.

CUTLERS

In contrast, the Cutlers' Fellowship, though small, is highly regarded and has a deal of authority. Although historically connected more with the manufacture of knives and other implements and utensils, the Fellowship has become renowned for its myriad blades, especially their superb daggers and swords. In Minas Anor, one can obtain every sort of edged weapon, from throwing knives to greatswords. Many are exceedingly handsome as well as fine in their fabrication.

In keeping with Dúnadan tradition, blades are also popular. The Gondorians, like the Anorians and their Númenórean ancestors, frequently wear the eket (shortsword) or anket (broadsword).

JEWELLERS

All Minas Anor knows the Jewellers as a pedantic and deliberate Fellowship: "As slow as a Jeweller," the saying goes. Yet for all their apparent caution and dullness, they can produce works of surpassing loveliness for Men. They are especially noted for two areas of expertise: the carving of stones, such as cameos and cabuchons (rather than the simple cutting of faceted gems), and for their filigree silver and gold — nets and meshes of the finest wire swirled and intricately curled — which are used for brooches, coronets, tiaras, basketwork weapon hilts, bracelets and ornaments.

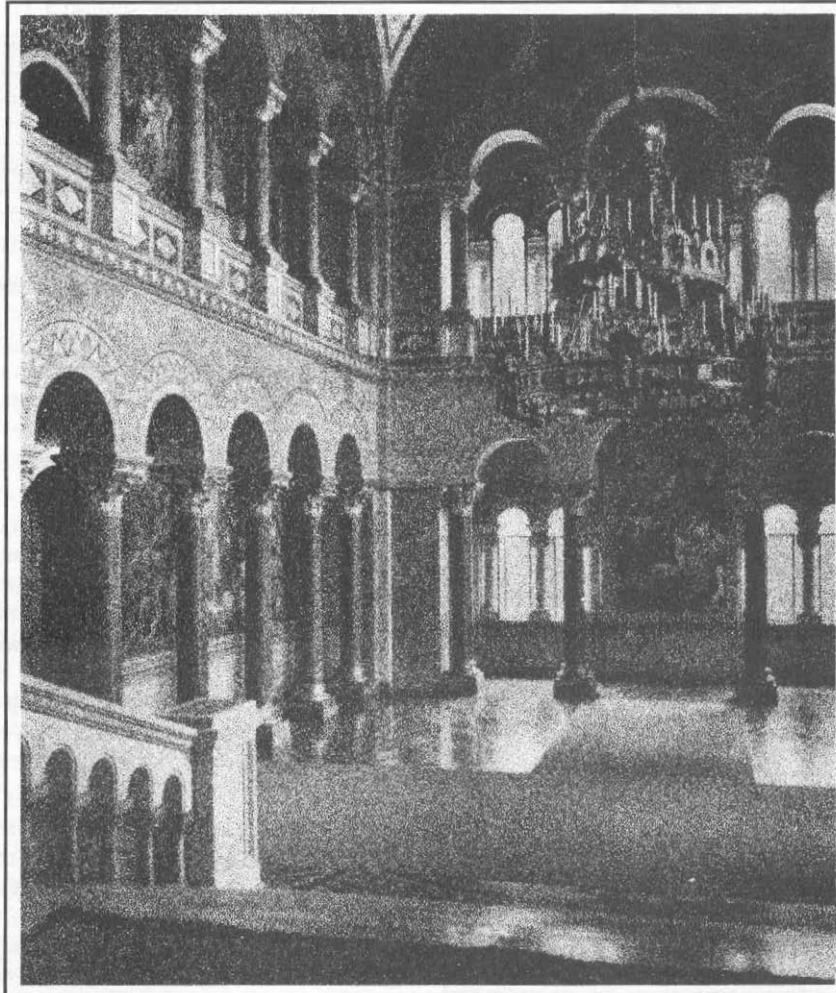
ARTISTS

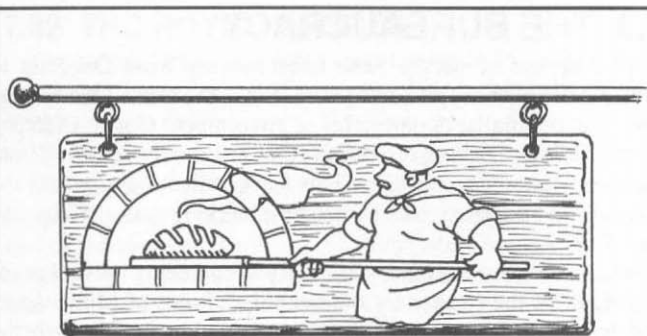
This Fellowship is very diverse and always full of faction fights and disputes. It includes every sort of entertainer, visual artist (painters, sculptors and so on), and musician. While a Jugglers' School has recently arisen under its auspices, however, "fine artists" remain the dominant group. Painters, sculptors, and the like predominate. Entertainers are often ignored and

sometimes have been known to riot. With the consolidation of the royal household in Minas Anor, though, both factions continually strive for increased patronage.

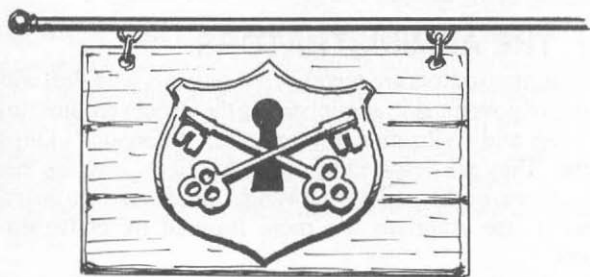
EMBROIDERERS

One of the smallest and most recent of Fellowships, the Embroiderers, shares many workshops with both the Cordwrights and the Clothwrights. Yet their skills are well recognized and in much demand, especially for the fashionable tapestries hung on entrance hall walls. The Embroiderers also decorate clothing and uniforms with personal designs, another symbol of status in the city.





Sign of the Great Bakery



Sign of the Porters & Doorwardens

LOCKSMITHS

The Locksmiths have a long history, developing many branches over the centuries. Although the manufacture of locks, bolts and keys is still perhaps the major part of their business, they also make any device that involves intricate metalwork (or sometimes even woodwork), moving parts and so on. Simple 'machines' such as pulleys and lifts are made by them; the springs and catches for the embrasure shutters of the Outer Wall; clockwork devices (although their sophistication is limited to times of about 3 minutes or less); and every manner of trap mechanism that adventurers are likely to come across. Not every Locksmith makes all these, but would know where they could be found; also some would have to be made 'to order'.

SCRIBES

The Scribes' and Sages' Fellowships are a little unique, being concerned with record-keeping and providing services rather than products. The Scribes include people available for hire to copy manuscripts, write messages and so on; they also function as teachers, translators, mathematicians, accountants, lawyers and many other jobs according to their speciality. This Fellowship has the responsibility for the Rynd Thannath on the Fourth Level. (See Section 10.44.)

SAGES

Alongside the Healers, the Sages are the most respected 'lower class' inhabitants of the city. Anorians revere learning as a great asset, a birthright of sorts. Unfortunately, some of the Sages are quite mad or completely lazy and do nothing all day except soak up more useless information in the vaulted chambers of the Rynd Permaith, a remarkable treasurehouse of books and scrolls of every sort.

Despite the common idea of a Sage as a venerable, balding and grey-bearded man, the majority are younger, a mixture of men and women and with close-cropped hair. Most have an almost religious devotion to their reading and lend a cloistered air to their dwelling and work places.

7.24 KING'S GUARD AND CITY WATCH

Minas Anor is the center for a large garrison of the King's Army, and now also for the King's Guard, the elite corps of men detailed to the royal household. The former is organized, like that at Minas Ithil, along standard lines. There are four Companies or Ohtar-rimion (sing. Ohtarrim) each headed by a Targen or Commander. Each Company consists of 3-4 Troops or Thangion led by a Thangon (Captain). The Troop is composed of 60-100 men ordered into 20-man lines (S. "Erith"). The following table summarizes the organization:

FIRST COMPANY —

Commander: Rodhel Harnastin
Symbol: White Tree
Two 5-line Troops of heavy cavalry
Two 4-line Troops of heavy infantry

SECOND COMPANY —

Commander: Tindiath Malréd
Symbol: Fountain
Two 4-line Troops of heavy infantry
One 4-line Troop of medium cavalry

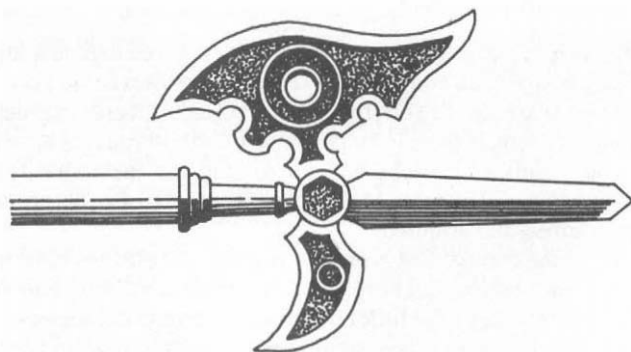
THIRD COMPANY —

Commander: Anarond Astirian
Symbol: Star & Sword
Two 4-line Troops of medium cavalry
Two 4-line Troops of archers

FOURTH COMPANY —

Commander: Dursëvagar
Symbol: Shield & Hammer
One 3-line Troop of heavy mounted archers
One 4-line Troop of miners (medium infantry)
One 4-line Troop of engineers (medium infantry)

In addition to the 1100 fighting men, there are a total of 73 officers and another 20 or so staff, who are permanently in charge of the garrison houses and to serve as messengers, mapbearers, and the like. Individual fighting men are allocated as aides to their commanding officers and deputize others whenever a levy is necessary. The garrison consists of a mixture of troops including many being given training. Minas Anor seldom sees fighting on its doorstep, but trains fine warriors for the defense of lands further afield.



THE KING'S GUARD

The royal bodyguard is organized along slightly different lines. There are two Troops of six lines each in this Company, making 240 men in total. The first Troop is mounted on heavy warhorses with excellent handling qualities and superb training to withstand the noise of battle.

The second Troop is more diverse. Its three lines comprise specialist heavy infantry, each line made up from veterans with their own weapons and armor. One line includes light archers—scouts, extremely skilled at silent maneuvers and deadly with missiles. The second is composed of rangers and skilled horsemen with fast steeds. The final line is composed of the famous Lion Scouts, light infantry accompanied by trained Royal Lions. A lovely tawny color, these beasts sport long claws and vicious fangs. They have good climbing and stalking abilities and are usually given a surcoat of royal crimson edged with gold thread. The Company is led by 99-year-old Lord Rúthion, a pure Dúnadan, tall and dark and awesomely skilled with the blade.



EQUIPMENT

The garrison troops wear a mail hauberk made from forged black steel rings and covered by a short surcoat of thick black material emblazoned with a silver embroidery design depicting the White Tree. Any other Company adorns their left breast. Small raven wings grace the sides of their high-crowned helms, which are set with a silver star in the center of the circlet.

These soldiers carry a black and silver shield (size varies between Troops), a lance or spear, and another weapon or weapons, such as the anket (hand-and-a-half sword), eket (shortsword), handaxe, metal composite bow, and dagger. Heavy infantry warriors wear fuller mail coats, which are reinforced and padded. They always use larger weapons.

The King's Guard, despite the individual appearance and equipment allowed them, are offered plate armor and top quality weapons should they desire them. Their surcoats and shields are silver trimmed with black and crimson, bearing the design of the crown and seven stars. A veteran who serves with the King's Guard is allowed to keep this design on his shield and bear it wherever he goes subsequently. Weapons include halberds, two-handed axes, falchions and more usual blades.

CITY PATROLS

The keeping of law and order in the City is given over to a joint military and civilian body, the City Patrol. Members of the Porters and Door Wardens' Fellowship join with Citadel Guards in groups of four (or more, if there is known to be trouble abroad) to answer the complaints of citizens and try to stop the inevitable law-breaking that will occur in Mannish societies. City Patrols are but lightly armed and armored.

One of the commonest problems is theft. All citizens have the right of thief-taking, but normally it is left up to the City Patrols. Unfortunately they have little coordination, despite the attempts of Conclave on numerous occasions to put an enthusiastic and energetic officer in charge of this difficult operation. The plans to crack the problem once and for all are always mysteriously sabotaged in one way or another.

7.3 THE BUREAUCRACY

Two groups of people have been moving from Osgiliath to Minas Anor over the past few years. Since the start of the Plague, a number of smaller departments of government (for an example, see the Office of Estates in Section 10.42) have been removed from the former capital to the city. This has entailed moving both the officials and the lesser bureaucrats: the clerks, royal servants, and their families.

At the same time, ordinary folk have been fleeing the ravages of Osgiliath for the fresher air and healthier climes of Minas Anor. But despite the houses and chambers emptied by the Plague in the city, its authorities were unwilling to simply allow in a flood of refugee. Proud of its productive economy and well-managed treasury, Conclave decided that only those who could fill a vacated position in a Fellowship would be allowed in. Later, admission was extended to those who could obtain the invitation of three adults who were themselves full citizens, either wealthy enough to contribute to the Refuge Tax or recognized Fellows.

7.31 THE ADMINISTRATORS

The administrators are merely civil servants who deal with the minutiae of government, administering the Offices required to keep law, order and civilization in every reach of Gondor's kingdom-empire. They are despised by many Anorians, who see them as insipid paper-pushers adding unwanted bureaucracy to their lives. Typically, the Anorians are more inspired by craftsmen and artisans.

Still, the administrators are a necessary cog in the royal apparatus. Gondor's far-flung empire provides an unceasing challenge to the civil government, and even the independent-minded manor-men of Pelennor understand the need for the sallow-faced bureaucrats that guide life behind the scenes.

Irhalmir



7.32 THE ROYAL OFFICES

The Royal Offices of government include too many departments to discuss here. Thus, descriptions of only the most important ones follow.

OFFICE OF BURSARY

The Office of the Bursary is overseen by the King's Treasurer. Responsible for collection of royal dues and revenues, the protection of the royal treasury and the funds and treasures it contains, and for the of funds for expenditure in civil areas and the royal household, it is vital department. The Bursary funds all the other Offices, as well as the King's Commander, who receives a large budget to provide for the upkeep of non-maintained troops, defenses and fortifications.

OFFICE OF ESTATES

Overseen by the King's Herald, the Office of Estates keeps track of land ownership and titles. All fiefs are held in chief by the King. Those estates which he does not retain for himself are held by tenants-in-chief, normally Princes and other great lords of the realm. Other lords may then hold fiefs from the tenants-in-chief, and sometimes lesser lords and knights hold individual lands from them. This complex arrangement of landholding is monitored and checked for legality by the Office of Estates. All wills should be registered here, and the Officers adjudicate disputed claims. Similarly, they keep track of hereditary titles given by the king and the right to wear various special devices or bear the arms of a family or House.

OFFICE OF DECREES

The King's Proclamator presides over the Office of Decrees. This department has a high responsibility for the drawing up of decrees and laws agreed upon at Great Courts by the Council of Gondor, or issued by the King. The proper legal style must be followed carefully, and the Office is also responsible for copying the decrees and ensuring their distribution and proclamation around the empire. On occasion, the Proclamators must also rule on the interpretation of the wording of a decree or law they have drawn up, for the King's Justice. All have to be highly proficient in both the ancient Númenórean Adûnaic dialect, as well as the Sindarin more commonly used for such purposes.

OFFICE OF WORKS

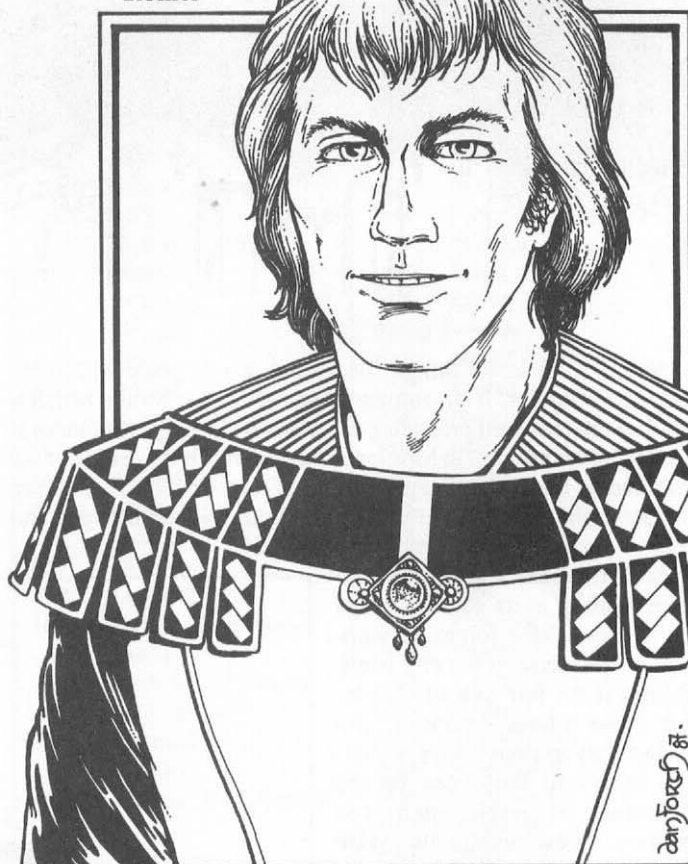
Overseen by the Minister of Works, the Office of Works is a responsible for the maintenance of royal demesnes, forests and chases, and also for roads and other civil structures outside the purview of local lords or towns. The symbol of this Office, a crowned set-square, can be seen stamped on many constructions, from roadside stocks, gallows-trees and milestones to boundary markers, and from town walls to gatehouses and quaysides.

THE HASTE POST

The Haste Post is administered by the Warden of the Post. This Office organizes a postal service for public use, but this has arisen out of its older responsibility to provide the King with readily-available messengers. Sent out to the four corners of the empire at a moment's notice, these royal couriers are exceptionally rugged and trustworthy.

The Haste Post also tends the beacon-fires which stand ready to link Anórien with the provinces of Calenardhon, Lossarnach, and Lebennin.

Romer



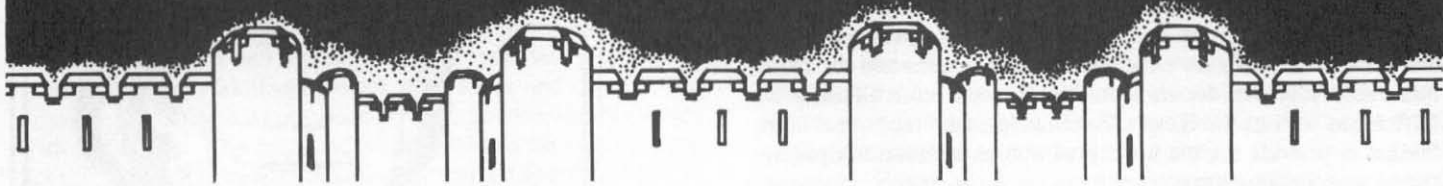
7.4 WOODEN-TOWN'S REFUGEES

But what of the others that have flocked to Minas Anor's gates in the hope of succor and shelter from disease and war? Decrees from Conclave have demanded that they show good health, as well as a means of self-sufficiency or reliable dependents, before entering the city to take up residence. These demands have necessitated the inauguration of a special department to process claims; and whilst some are speedily dealt with, others take longer.

At first people just camped outside the Great Gates in the shadow of the Outer Wall; then, as lines (queues) grew, the tents turned to shacks. Traders wandered amid the confused warren of cannibalized dwellings selling food and other necessities of life, some of them setting up permanent pitches. Scribes put up stalls offering help with claims — for a price. The shacks became sturdier, and ground was cleared for a few timber structures when winter bit more closely. Firewood sellers made a huge profit.

Numerous single-story houses and huts made from mud and timber have sprung up to the north and east of the Great Gate. Most are communal halls for sleeping and eating. The residents go out during the day to hire out as laborers to the landworkers of the Pelennor, or as servants in the city, or to see how their claims are getting on. Meanwhile, children are born and raised amid an unseemly squalor, the administrators and the royal household all prefer to ignore. Some assistance is now given in the form of food and fuel handouts. And it is claimed that the claims are being processed more swiftly and Wooden-town, (or Outre-Mur, as it has also been christened), will soon shrink away. Certainly the military commanders hope to clear the base of the wall as soon as possible.

8.0 POLITICS AND POWER



Minas Anor is, all things considered, a safe place within the empire of Gondor. It sits somewhat smugly below Mount Mindol-luin, its citizens well protected, and casting disparaging glances at the folk of Minas Ithil in Mordor's old shadow, or the people of the coastlands that suffer depredations of the Corsairs. Nothing threatens the capital, for the Sun is still high in the heavens and there is no sign that its setting is imminent.

Still, if Minas Anor lacks enemies beating at its gates, perhaps there are subtler forces at work within the fabric of the city itself. Amongst the fair folk of Gondor are those whose emotions lead them astray: jealousy, love, stupidity, pride; all these can be the downfall of noble men and women. Few among the Wise have yet contemplated the return of Sauron or any other organized threat to their society, but all their wisdom cannot forestall the most basic of the human drives: lust for power, wealth and glory. Not everyone is afflicted with such drives, but the few who are become prominent individuals. And in their quest for personal power, might they jeopardize higher security?

8.1 ROYAL AUTHORITY

The King has traditionally been a visitor to Minas Anor, the guest of the Prince-President for several months of the year. Now he is in permanent residence, his retinue all about him with the machinery to govern a realm such as Gondor with efficiency. King Tarondor, though relatively young, is not insensitive to the effect his presence has on the lordship of the Prince-President, and has tried to stay out of all purely civil affairs. Nonetheless, Vinyaran, Tarondor's chief counsellor, often acts 'on the King's behalf' in trying to curtail Mindacil's dominion. This has mainly been in the area of accommodating the King's household and government Offices; and also, in his capacity as King's Commander, Vinyaran has been trying to wrest control of the Citadel Guard from Mindacil.

Sessions of the Great Court (the Council of Gondor) occur once every three months and are lively affairs, with nobles and officials often travelling from distant parts of the Kingdom to attend. There are feasts and entertainments as well as the serious business of governing, and the people of Minas Anor look forward to doing good business at such times.

The royal Offices naturally come under the King's authority.

Most make a large impression on the citizens — as a useful and stable source of revenue — but they are also frequently resented. When the Offices were in Osgiliath, the bureaucracy of government seemed one place removed; now the very streets seem choked with edicts.

8.2 CONCLAVE

Conclave (W. "With Key") is the governing council for the city, overseen by the Prince-President of Minas Anor. Conclave meets three times a month (or more often in an emergency) in its hall on the Sixth Level. (See Section 10.63.) Most sessions are closed to the public, although members may bring associates with them. Occasionally, though, an open session is held where a matter needing the opinion of all folk of the city is to be considered.

Conclave deals with any matters relating to the laws and governance of the city. It formulates and passes any new legislation — such as the rules restricting immigrants (see 7.32) — and it considers the budget and expenditure from the

city's treasury. Most citizens make a contribution to this through their Fellowships or licenses to conduct business. Other sources of income include gate taxes, fines (the usual punishment for those who break city statutes) and, occasionally, special levies. The latter are only used where a large sum of money is needed for a substantial project like the reconstruction of a public building. Recently a special levy known as Refuge Tax was passed to pay for the temporary support of people in Wooden-town.



The council is made up of three groups of members:

NOMINEES

Upto twelve Nominees, each appointed by the Prince-President for life, serve in Conclave. They can only be removed from the council for serious criminal or moral offences. A Nominee may be anyone the Prince-President wishes to have the advice of, or wishes to reward. Nominees may also hold other posts. They receive an annual pension and may also be granted an allowance for the services of clerks, scribes etc. for business they undertake at the Prince-President's or Conclave's request.

DEPUTIES

There are twenty-eight Deputies in the council, one from each of the twenty-eight Fellowships (guild assemblies). Deputies receive no stipend from Conclave, and hence some are sponsored by rich or powerful individuals.

ADVISORS

Up to ten Advisors sit in Conclave. Each is sponsored by a family, institute or individual for an undisclosed annual sum at the invitation of the Prince-President. Such invitations are rare and can be very expensive. The revenue is added to the city's treasury. Each Advisor is sponsored for four years at a time. In addition to these voting members, the Warden of the Keys sits on Conclave, being the voice of the city's defense. He very rarely votes, although not disqualified from so doing. The Chair at meetings is taken by the Prince-President or, in his absence, by the Warden. If neither is available, the Prince may nominate someone or Conclave may appoint their own Chair. The Chair has a casting vote.

Members may bring a secretary or Fellow to Conclave, and may also call on outside speakers to offer expert opinions and evidence in hotly contested debates. Conclave is also, when necessary, a High Court to decide matters pertaining to the city's own legislation. The Deputy of the Scribes' Fellowship is responsible for supplying a clerk to Conclave in order that a record of proceedings is made.

It can be seen from the composition of Conclave given above that the Fellowships hold the balance of power. However, this is checked by two things. First, the Prince-President has the ability to override decisions of Conclave in many areas. This veto must, like any other, be used judiciously, or else serious disturbances occur. Second, the Fellowships seldom cooperate. Many have rivalries, one with another, sometimes becoming antipathies which lead to their Deputies taking different sides as a matter of course. Some Fellowships' Deputies are also more controlled by their sponsors than by the concerns of their members. More effective power is wielded by the great families and Houses of the city than the Fellowships, for the most part.

8.3 THE PRINCE-PRESIDENCY

Prince-President of Minas Anor is a (usually) non-hereditary title given to a minor member of the royal family. This is unlike, say, the Princes of Minas Ithil and Dol Amroth, who hold their princedoms for their families in perpetuity. Often the Prince-President (so called because he presides over Conclave, Minas Anor's council) is an older man, such as an uncle or cousin of the King. The princedom includes not only the city and its immediate environs—the Pelennor and the Harlond—but also the overlordship of the province of Anórien, stretching from Lossarnach to Calenardhon (Rohan's Eastfold).

THE KINGS AND RULING STEWARDS OF GONDOR

Year of Death	Ruler	Year of Death	Ruler
SECOND AGE		1856	Narmacil I
3440*	Anarion**	1936	Calimehtar
3441*	High-king Elendil**	1944*	Onodohor
THIRD AGE		1944-	Interregnum (Steward)
2*	High-king Isildur	1945	Pelendur)
158	Meneldil	2043	Eärnil II
238	Cemendur	2050	Eärnur
324	Eärendil	Ruling Stewards	
411	Anardil	2080	Mardil ("Voronwë")
492	Osther	2116	Eradan
541*	Tarostar ("Romendacil I")	2148	Herion
667	Turambar	2204	Belegorn
748	Atanatar I	2244	Hurin I
830	Siriondil	2278	Turin I
913	Tarannon ("Falastur")	2395	Hador
936	Eärnil I	2412	Barahir
1015*	Ciryandil	2435	Dior
1141	Ciryaher ("Hyarmendacil I")	2477	Denethor I
		2489	Boromir
1226	Atanatar II ("Alcarin the Glorious")	2567	Cirion
1294	Narmacil I	2605	Hallas
1304	Calmacil	2628	Hurin II
1366	Minalcar ("Romendacil II")	2655	Belecthor I
		2698	Ecthelion I
1432	Valacar	2743	Egalmoth
1437	(deposed) Eldacar	2763	Beren
1447	(deposed) Castamir ("The Usurper")	2811	Beregond
		2852	Belecthor II
1490	Eldacar	2882	Thorondir
1540*	Aldamir	2914	Turin II
1621	Vinyarion ("Hyarmendacil II")	2953	Turgon
		2984	Ecthelion II
1634*	Minardil	3019*	Denethor II
1636*	Telefnar	Reunited Kingdom	
1798	Tarondor	FOURTH AGE	
1850	Telumehtar ("Umbardacil")	120	High-king Elessar (Aragorn II)

* = unnatural death.

** = Brothers Isildur and Anarion ruled Gondor jointly under leave of the High-king Elendil of Arnor.

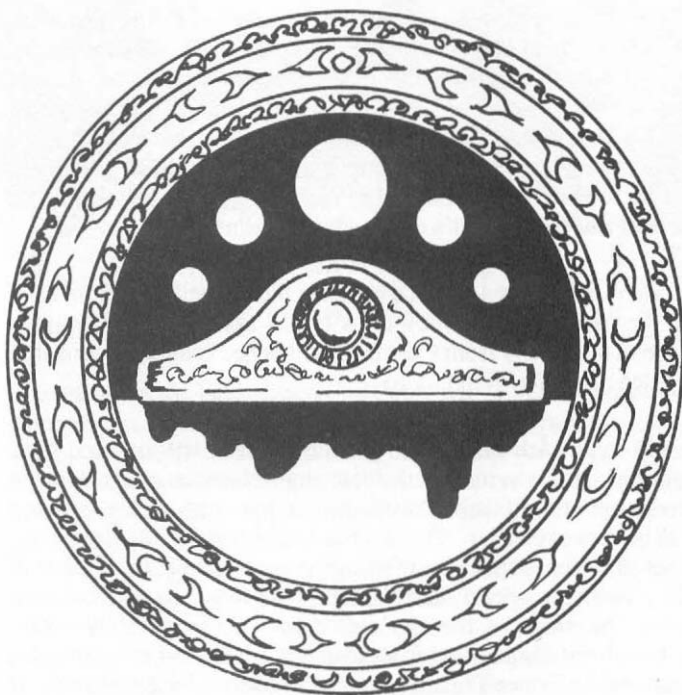
Minas Anor's current Prince-President is Mindacil, Tarondor's nephew. (He is described in Section 12.) He gets on well with Conclave although he seldom exerts firm control. Mindacil prefers to take advice and then side with the most popular faction, so he is able to blame them if anything goes amiss. He is not corrupt, but accepts personal gifts from individuals interested in getting an invitation to send an Advisor to Conclave as a matter of course, and thinks it is what is expected of him.

Mindacil is now in a difficult situation with the translation of the throne to Minas Anor, "his" city. He feels that his authority will be undermined and his office reduced to mere stewardship. Where many of the Fellowships look forward to regal patronage, Mindacil sees only demotion looming ahead. While he remains totally loyal to the King, he seeks to prevent the royal household (and Vinyaran in particular) from taking over the running of the new capital. Mindacil is also suspicious of Haletin, the Minister of Works, whom he suspects is a pawn of the King's Commander.

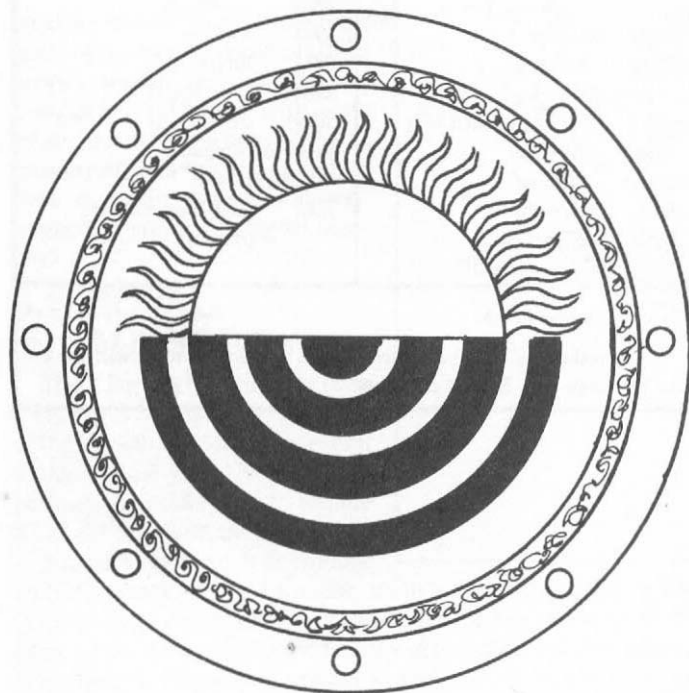
Among Mindacil's closest associates are Carnam Astirian and Curnegil Harnastin (see Section 12.2), both of whom are his Nominees on Conclave as well as being powerful men in their own right. However, he also has his opponents, such as Quiacil Herenyand.

8.4 ORGANIZATION OF THE FELLOWSHIPS

The Fellowships of Minas Anor are guild assemblies; informal associations of workers with similar occupations. All business in the city must be licensed, and it is much easier to get a license if one is a member of the appropriate Fellowship. Fellowships expect a modest contribution from members, a fee which pays for administrative costs and for the upkeep of communal holdings run by the



Symbol of the Blood Ring



Symbol of the Rising Sun

Fellowship. It also may pay for the stipend of the Fellowship's Deputy who sits on Conclave, the city's ruling council. Every Fellowship has such a Deputy, although some are 'sponsored' by other interested parties, such as the Malréd family who sponsor the Deputy of the Goldsmiths' Fellowship, with whom they have strong links.

Membership in a Fellowship is not compulsory, although it brings with it other benefits. For example, all Fellowships have a number of buildings where their members are accommodated. These may be simple dortours, with bedchambers and dining facilities run by the families of the workers; or they may be combined with a workplace. All Fellowships also have a great hall where a large number of their members can meet for festivities and other gatherings. It is at such festivities once a year that the head of the Fellowship is "acclaimed." This procedure is not strictly democratic: after various people have been nominated, they are each in turn "acclaimed" by the members, and the one receiving most "acclaim" is held to be the head. Once established, few heads fail to be re-acclaimed in following years until they resign.

The head of a Fellowship may have a special title or honour by which he is known, although this varies from one to another. For example, the head of the Porters & Doorwardens' Fellowship is hailed "Warden of the Keys," and has a special position within the city. (See Section 10.15.) He also nominates the Deputy to sit on Conclave. This may be the head himself or some other member.

8.5 SECRET SOCIETIES

Minas Anor is a close-knit and complex set of interrelated groups. Most of these are open and accredited organizations, but a few hide behind facades in order to escape the public gaze. Few people know of their existence and fewer are actually members, but it is certain that their influence is felt, in one form or another, in every tier of life in the city.

8.51 THE BLOOD RING

The Blood Ring is a society of practitioners of the sorcerous arts: mages and seers. It was founded by the adopted son of the three Agarinna brothers who were tortured to death by Sauron. Named for the triad of brethren, it is still controlled by the Agarinna family. Cambal Agarinna is now its master. The society accepts only neutrally-inclined spell weavers and scholars, and has a strict code of behavior. In return for adhering to these restrictions, a member has access to excellent tutors and a wide selection of magical texts from which to learn. Some of the rules of the society include:

- Never use magic in purely civil affairs except where treason is involved, or where (for example) detection of a criminal is only possible through the use of spells.
- Only use sorcery against enemies of Gondor if magic is being used by those self-same enemies.
- Never use spells for deceit or for gain by deception; never openly use magic; and never identify yourself as a member of the Blood Ring, or as a spell-caster, except when circumstances dictate such a course of action as imperative.
- Seek out items of evil magic and either destroy them or report their existence to the Blood Ring as soon as possible.

There are usually 20-30 mages in the society. This number fluctuates, for many absent themselves to go adventuring or assist the agents of Gondor. The members include one of the King's counsellors, so that the association may learn the King's wishes and aid his plans without having to openly offer their services. There is no "bad fruit" in the barrel, and anyone evil attempting to join will soon be uncovered and disposed of appropriately.

NOTE: *The Blood Ring has no outward signs or devices to mark its members. However, they are taught a special 1st level spell on entry, "Blood Aura." This has a duration of 15 mins/level, during which time the caster exhibits an aura that appears as a crown dripping with blood above his head. This is visible only to members of the Blood Ring, or any mage, as desired.*

8.52 THE ORDER OF THE RISING SUN

The peculiar, secret organization of mystics called the Order of the Rising Sun includes Healers, Artists, and Doorwardens, as well as non-Fellows. They indulge in simple rituals and hokum which they believe important to the physical and spiritual well being of the city. These rituals can involve the use of mildly narcotic drugs and potent wines, and appear to be as much an excuse for a secret binge as anything else. A number of members are somewhat

crackpot: idealists and pacifists; others may actually have some esoteric powers connected with talking to dead spirits, foretelling future events and tapping the energy of the elements. Adventurers staying in the city are quite likely to be invited to join the society for a bag of silver, and good luck to them. The Tindómë-lië has no formal structure or head.

8.53 COLLEGE OF THE SPOKEN WORD

Within the sedate and quiet halls of the Sages' Fellowship are some less timid and bookish types who have more relish for the living languages of Endor and who take the trouble to do fieldwork and on-the-spot research. This group call themselves the College of the Spoken Word. All the members are sages or Bards (mostly the latter). They maintain many 'safe houses' throughout the north and west regions and travel extensively collecting information on languages and lore to add to the already magnificent libraries of the Rynd Permaith.

Membership is by recommendation and invitation only. The College is not recognized by the Sages' Fellowship and gets no funding; however there is a ready market for the works which the members produce after their visits to foreign lands. The members are known by a variety of names including the Col-bitaran (Rh. "Wanderers"; lit. 'Those Who Go About') from friends in the regions bordering Dor Rhûnen. All the members are roguish but sincere and devoted to their study. They have little impact on Minas Anor, other than providing a surprisingly good source of information on all sorts of topics.

8.54 THE ROGUES' FELLOWSHIP

This 'Fellowship' is so-named in jest by its members, poking fun at the creditable organizations of Minas Anor. Those members are drawn equally from reputable Fellowships and from non-Fellows. It is well organized, although there are naturally still many lone burglars and criminals. Unlike most other associations in the city, it shows little or no discrimination against women. Its one code is honor: members never endanger the security of the city or the realm, and they never divulge information if captured.

There are two levels of the Fellowship. The lower, larger level is made up of pick pockets, petty thieves, smugglers and fences who operate a sizable black market: obtaining a variety of goods nefariously and then reselling at bargain prices. The upper level is smaller but more skilled and comprised of trained thieves and burglars who plan and execute infrequent but audacious thefts. Typically their targets are the very wealthy, and the thieves first gain as much information as possible through their many contacts. Then comes the planning stage, which may include the building of special devices to assist the thieves. After completing the raid, the thieves usually leave behind their token, a carved wooden flower.

The Fellowship is headed by Tirbelôr Malréd, head of the immensely rich Malréd family, together with Erdil, Warden of the Keys. Malréd's banking and merchant operations are the perfect (and most respectable) cover for the black market he operates. One of his best thieves (both for planning and execution) is also his mistress, Linnod the Fair, daughter of Hunthor — Chief Locksmith of the Locksmiths' Fellowship!

9.0 CITY OVERVIEW



Minas Anor's magnificent natural site is in keeping with its exalted status and noble origins. Erected upon a defensible out-thrust knee of a great mountain, the city enjoys commanding views, a secure rear, and fertile surroundings. Its antiquity suggests its resilience, the gift of its design and splendid setting. Of course, antiquity should not be equated with inferior skills; for when Minas Anor was built the artisans were skilled Númenóreans who knew exactly what they were doing.

Current legends and children's tales suggest that Giants aided the Men of Anárion, as the enormity of Minas Anor's foundations might themselves suggest to the unlearned. Too quickly is the proud history and inheritance of the Secondborn forgotten. The way the six lower levels are sculpted out of the bones of the mountain and the towering majesty of walls and towers alike dwarf the achievements of Men today and proclaim the artful grandeur of the Gondorian's Dúadan ancestors. At times, they truly seem like the fabled giants of old.

THE CITY PLAN

It is small wonder that the Woses of the nearby Drúadan Forest (S. "Tawar-in-Drúedain") call the Anorians "Stone-eaters." Carved into the cliffs and constructed of a mountain of carefully-hewn blocks, the city seems to grow out of rock. It is solid and imposing, like the glimmering peaks that rise to the west.

The basic plan of the city is of six greater levels or terraces sliced into the mountainside, fanning gradually ever further back as they rise up the slopes. Each level itself is graded so that between its lower and upper gates there is a gain of around a hundred feet in height. Each level between the first and last is separated by the Citadel Rock:

"Each time that [the road] passed the line of the Great Gate it went through an arched tunnel, pierced by a vast pier of rock whose huge bulk divided in two all the circles of the City save the first." (LotR III, p. 25)

This rock forms a narrow oval ridge which, from the rear of the wide court behind the Gate, rises like a towering bastion of stone, its sharp edge appearing like ship-keel facing east. The rock's

walls themselves are precipitous, sheer and smooth, unassailably solid defenses. These cliff faces march up the mountain slope, becoming less formidable, and eventually giving way to the precipice that stands behind the city.

THE CITY'S DISTRICTS

Within the city, the status of the inhabitants is loosely indicated by the level on which they live. Various types of industry are conducted on different levels, which each have somewhat unique building styles. On the First (and, to a lesser extent, on the Second) Level, a multitude of smaller buildings cluster together, crammed amidst a confusing maze of alleys and enmeshed lanes. Yet throughout this busy hive of Men there is organization and planning. All the city's buildings have a supply of water and something approaching proper drainage, and few stand empty or derelict for want of occupants or proper upkeep.

The Anorians are proud of their capital and see it as a shining example to the world. Minas Anor's citizens understand what it is to be the closest subjects of western Endor's most powerful King.



Symbol of the City of Minas Tirith

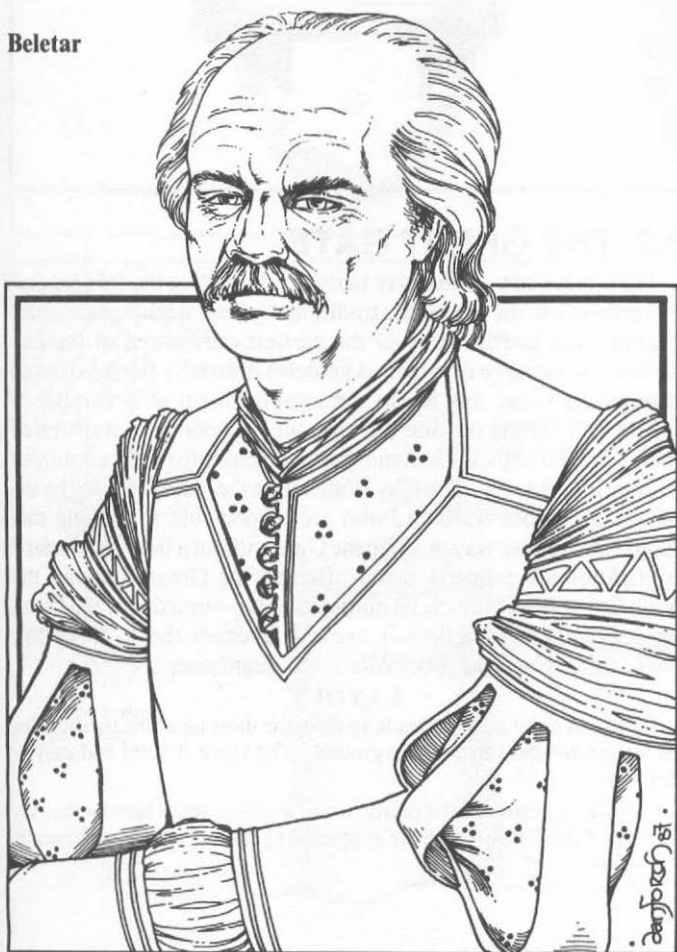
9.1 THE OUTER WALL

As an urban citadel, Minas Anor is only surpassed by Sauron's fortress of Barad-dûr. This is largely due to its site, but a good part of its strength is imparted by its impressive Outer or City Wall. Of great height and marvellous thickness, the hard, dark, curving rampart is tall and smooth and unconquerable by steel or fire. Obviously the superlatively skilled Númenórean masons knew what they were up to when they built it.

In a sense, the wall was forged rather than built, for after the mighty blocks of granitic rock were raised into position, they were sheathed in timber: every square foot of the outer surface encased first with old wood and brush and charcoal, then planks, then damp earth, then sturdy trunks. The innermost layer of combustibles was then ignited at the base and fanned so that a tremendous fire raged between the earth and the stone. When the fires died down, the structure was left to cool slowly for seven days, then the outer layer of trunks removed. Beneath them was the baked earth that turned to crude bricks of dust and then crumbled away; and beneath that the fused, blackened wall became glassy and impermeable. As the stoneworkers finished each curve, they gathered more earth and firewood and the moved the trunks on to the next segment.

The Outer Wall stands one hundred feet from the foot to the top, measured outside the city. Within, the distance varies considerably as the wall has continuous grade while the terraces of the city slope a different ways; and there are also the jumps between circles to take account of. The wall is thinnest at the top, where it measures 30 feet; at the foot it splays out another 15-20 feet.

Beletar



The outer edge of the parapet atop the wall is well rounded, so that grappling irons (if they could be hurled this high) cannot find anything to attach themselves to. This low parapet runs the length of wall's wide crest, guarding the Watch-way. The walk is used primarily as a sentry-route, since it can only be effectively reached by way of a portable ladder. No stairways or permanent footholds permit access to the Watch-way and, in times of war, the top of the wall can be abandoned to an enemy without providing them an easy means into the city. Any enemy gaining the wall will find no way down the other side except by jumping, and the lack of any inward-facing parapet means that defenders on the inner walls can rain missiles down on the unfortunate aggressors that are stranded on the naked walk.

Instead of relying on a defense centered on the crest of the Outer Wall, the great rampart incorporates a series of galleries, each with 36 firing ports. These galleries can be individually sealed off. Reachable only by a narrow spiral stair or up a winch housed in a small tower overhanging the city side of the wall, they are self-contained bastions.

Octagonal towers interrupt the Outer Wall at critical points, enabling the defenders to concentrate against attackers assailing the adjacent curtain. Like the bastions, these towers are self-contained; and like Watch-way, they are vulnerable to missile fire from the inner walls and towers. Minas Anor's defenses are interdependent.

So, unless an enemy can find some way to completely straddle the Outer Wall, it is virtually impossible to storm or blast down. As well as being beautiful, it is an unquestionable marvel of military engineering.

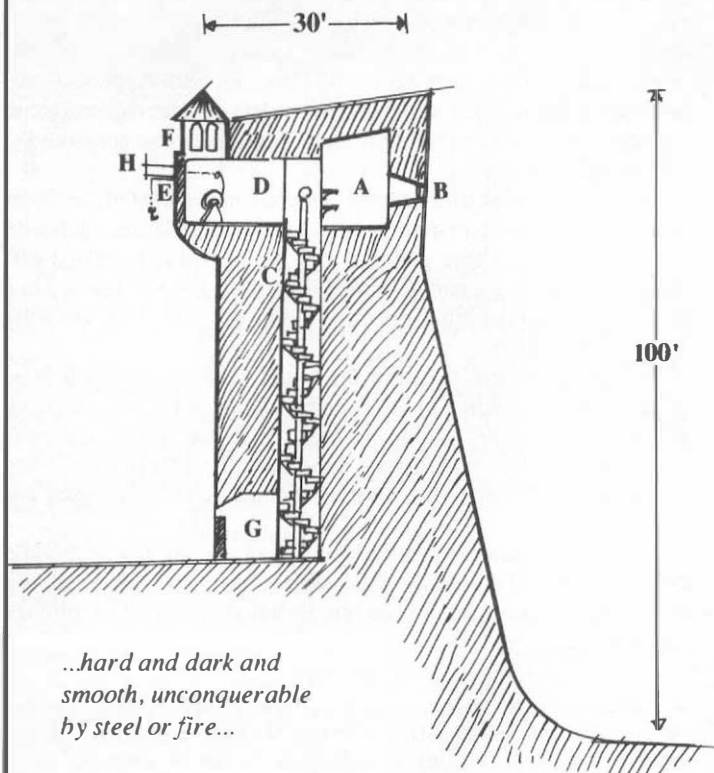
LAYOUT

A. Gallery. Each gallery extends for 320 feet and is isolated from the galleries on either side by 20 feet of stone. The gallery is 10 feet wide and around 13 feet high, making it comfortable for men to move past those occupying firing ports. The rear wall of the gallery has shelves stocked with neatly boxed supplies in case of attack. These can be laid out to hand on the shelves. Supplies include bows, bowstrings, arrows and bolts (the bows are either composite bows or crossbows); there will also be some preserved food supplies, canisters of fresh water, torches and lamp oil for illumination, tools for repairing damaged firing ports, poles for repelling ladders, rocks for dropping and so on. At either end of the gallery is a pivoting stone door with internal iron bolts. Even if the thinner (but still 5') rock separating the gallery from the outer face is breached, the gallery can thus be sealed off.

B. Firing Port. The firing port is a slot pierced through the outer face of the wall from the gallery. Each is a bay wide and high enough for a kneeling man to comfortably fire from; the actual hole through which missiles are fired is just 4" wide and 22" tall. The port is well disguised by a painted steel shutter which perfectly fits the hole. Attached to the shutter is a spring and a lever. The lever is operated by the firer's foot, snapping the shutter to one side; the spring then returns the shutter to the closed position when pressure on the lever is released. This allows the firer to be vulnerable for just a few seconds. As an added precaution, a leather curtain is drawn over the rear of the port (where two steps lead down to the gallery floor. This blocks light from behind the firer (and preserves their night-adjusted vision when necessary), making them less of a target, and also if some missile should penetrate the port, this will catch or smother it.

C. Spiral Staircase. The stair is narrow and allows only single-file movement up or down. Troops can ascend to the loading rooms and galleries using the staircases at either end of a gallery. The staircases are not normally lit; those going up or down should take a light with them.

*...of great height
and marvellous
thickness...*



*...hard and dark and
smooth, unconquerable
by steel or fire...*

CITY WALL

A. Gallery: Extends in isolated 320' sections with staircases (c) at either end. Shelves are stocked with supplies in the case of attack, such as bows, bowstrings, arrows and bolts.

B. Firing Port: These are well disguised and just 24" x 4" slots, covered at the far end by a stove shutter perfectly fitting. It can be snapped aside by a foot-operated lever. Gives 120 degree arc of fire for launched missiles.

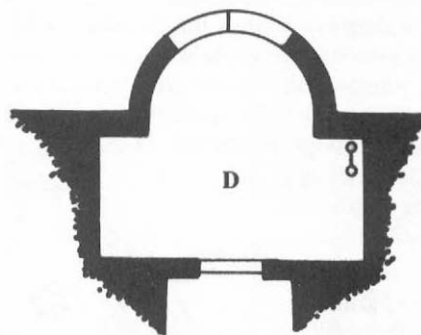
C. Spiral Staircase: Just 5' wide, and used for single-file troop movement. All other things raised by pulley (E). Access from the gallery (A) is gained through a pivoting stove door with its own internal bolts.

D. Loading Room: 15' x 20' room extending into overhanging tower. A wide (10' x 10') double door can be opened in the tower; in the room a winch operates the pulley (E).

E. Rope Pulley: This mechanism is capable of raising up to 500 lb weight on the hook with 2 men on the winch.

F. Tower: A ladder ascends to a cramped upper floor with four arched bays overlooking the first and second levels.

G. Door: These doors are 7' high and 6' wide, made of carved stone slab with steel hinges. Their locks are extremely hard to pick, needing a STR bonus of 20 or more to open, or 10 or more with a key.



D. Loading Room. This 15' by 20' room extends into an overhanging tower; these towers are located every 340' along the wall, between the galleries; each one connects to two galleries via their pivoting stone doors. The room has a wide (9' by 10' high) double door in the overhanging tower so that loads can be brought up in bulk to this room and then distributed to the galleries' shelves. In the center of the room is a drum winch with two handles and a locking ratchet. There is also a ladder to the upper floor of the tower.

E. Rope & Pulley. The projecting beam holds a pulley through which the rope from the winch to the loading hook passes. A net or platform can be attached to the hook and loaded with up to 500 lbs weight, then raised; loads of more than 250 lbs require two men to operate the winch. The pulley system makes winding the load up quite slow (although not too strenuous).

F. Tower. A ladder provides access to a cramped upper floor with four arched bays overlooking the first and second levels. Watchmen are sometimes posted here from the City Watch.

G. Lower Door. Access for personnel is provided by these doors cut through to the spiral stairs. Each door is 7' high and 6' wide, made from an 18" thick stone slab. They have concealed steel hinges and massive locks, requiring a ST bonus of +10 or more to open (the key weighs 21 lbs). To pick the lock requires a ST bonus of +20. It is an extremely hard (-30) maneuver.

H. Watch-way. Folding ladders provide the access to this sentry-walk.

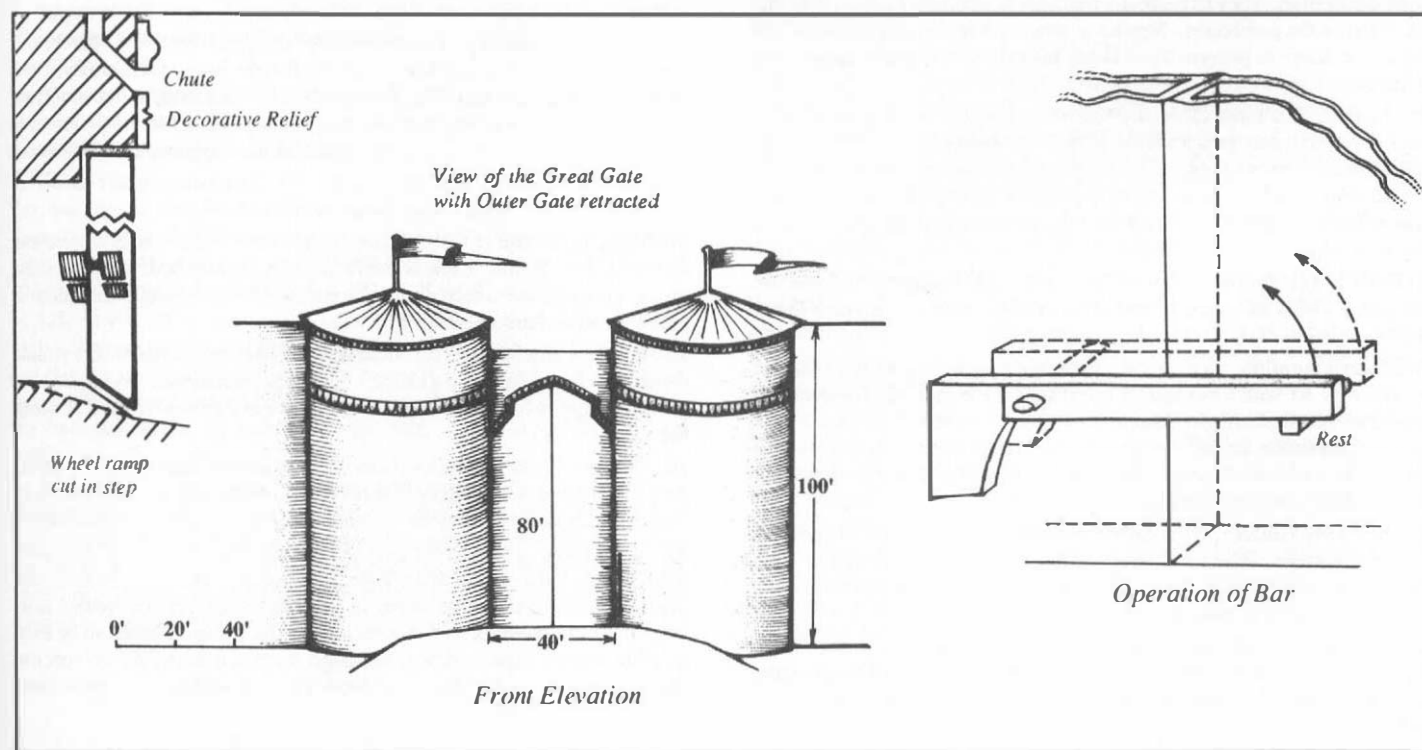
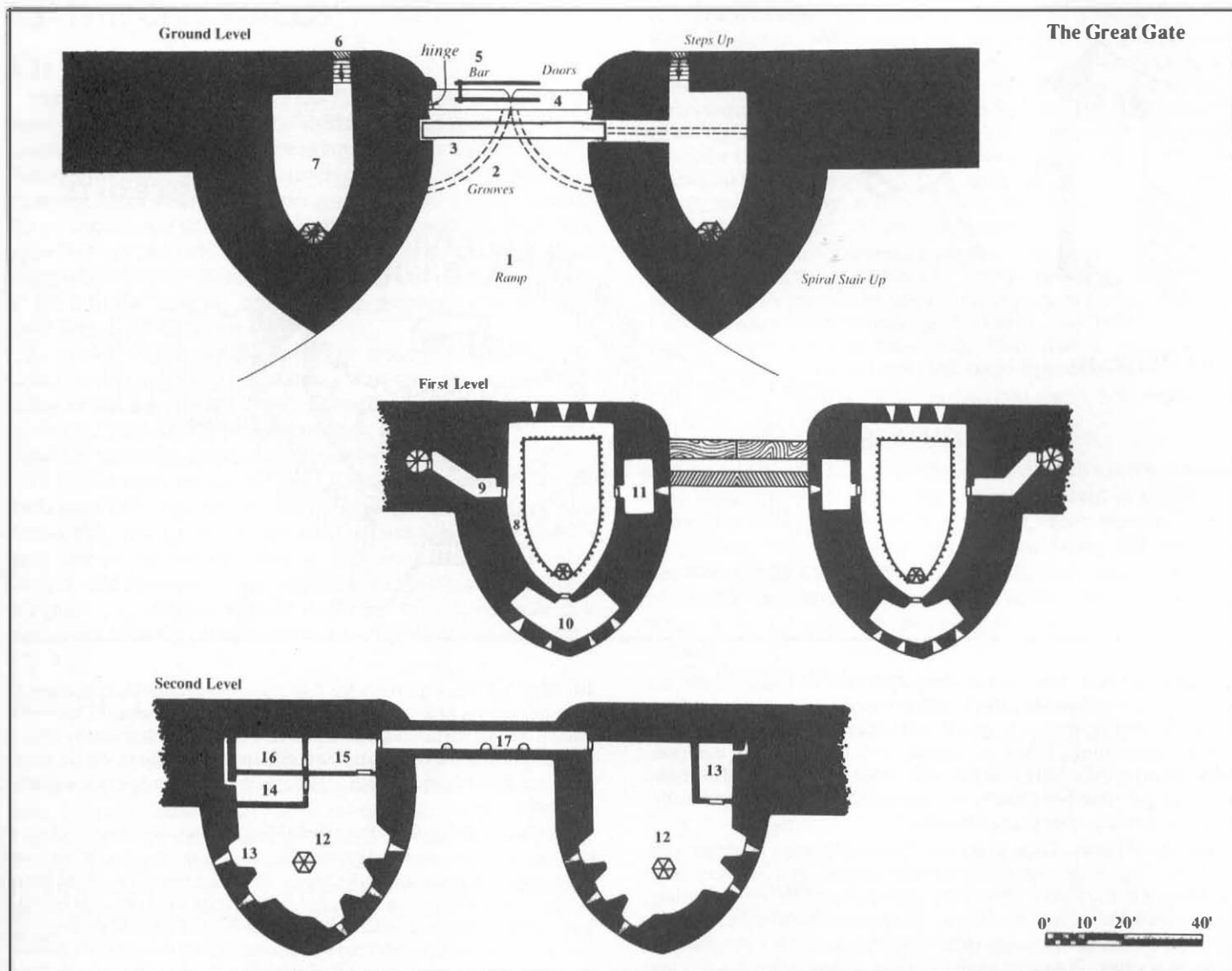
9.2 THE GREAT GATE

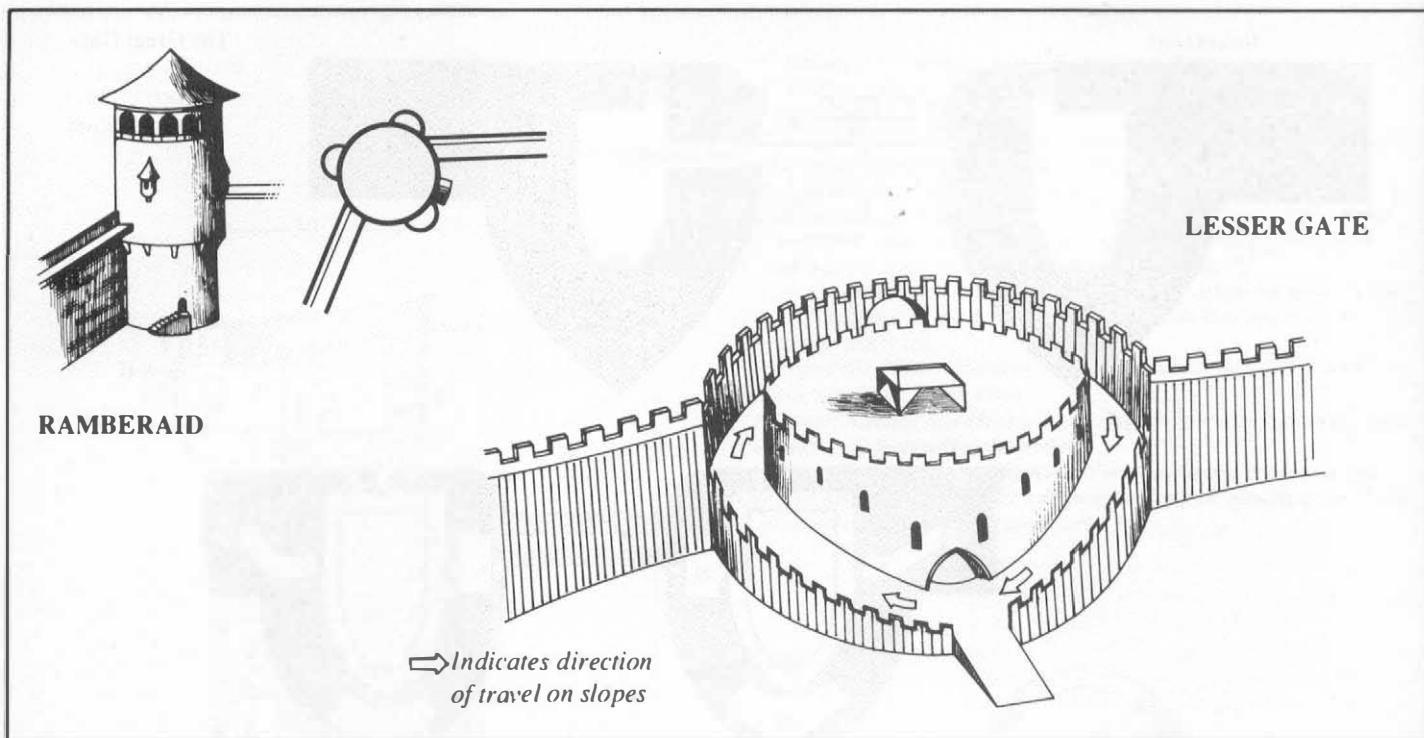
The Great Gate is a massive barbican defending the sole (apparent) entrance to the city. It has traditionally been a busy place, since it so restricts traffic. One of the earliest ordinances of the city forbade the passage of wheeled vehicles drawn by horses or oxen through the Gate; this led to the establishment of a number of stables and carters outside the city, where goods are transferred from wheeled vehicles to hand-porters Úlcaim for their continued journey into the city. The City Watch man the Gate, assisted by the Porters and Door-wardens, who are responsible for seeing that goods taken either way through the Gate without a licensed trader's notification are properly taxed. Behind the Great Gate lies the Wide Court, used for official purposes only—mostly for the Door-wardens to draw travellers on one side to check them. It is also a marshalling place for processions and guardsmen.

LAYOUT

1. Ramp. A cobbled ramp leads up from the meeting of the roads, rising ten feet above the surrounding ground. The ramp is solid and easy to climb.

2. Groove. A groove or slot of iron is set into the cobbles here for the easy opening of the Gates, which are supported by hidden wheels underneath.





3. The Great Gate. The Outer, or Great, Gate is 42 feet wide. 25 feet tall at its center, it is arched and only 20' tall at its edges. It is composed of three 21" thick steel layers, each spaced and separated by an inner frame incorporating springs. Overall, the Gate is 5' thick. Unlike the Inner Doors, it was constructed by the Elves of Lindon and transported to Minas Anor as a gift from Gil-galad to the sons of Isildur. It is exceptionally strong, in part due to its slight flexibility.

4. The Inner Doors. Each of these two rectangular gates is 20 feet wide and 80 feet high at the center (60' high at the hinges). Five feet deep, they are made of 8" thick plate iron. They are hollow and flexible, affording them resilience in the face of battering. The pair was made by the Dwarves in return for certain favors. Held in position by two massive iron bars, the Doors do not rust. Both are completely plain, although their housing has some decoration. They fit perfectly tight, the hinges being cut slightly into the stone of the gatehouse. Similarly, there is a lip against the sides and top of the doors to prevent them being forced inward, and a slanted step at the foot.

5. The Bar. The Inner Doors are barred by a double bar. Each bar is 15" thick solid iron; one set within the doors, the other behind them. They are linked, and are moved together, by a pivot. A counter-weight is attached so that they can be lifted without too much trouble or lowered onto a protruding rest. The inner bar falls through a slot in the thickness of the doors.

6. Door to Gatehouse. The gatehouses on either side of the Gates are identical. The doors leading into them are like other doors in the Outer Wall (see 9.1 at #G).

7. Lower Chamber. Within the gatehouse, up a few steps, is a chamber some 20' by 30' with a hexagonal spiral stair at the far end. The chamber is used for marshalling guards and also by the Door-wardens as a place for rest and relaxation between turns actually manning the Gates. There are some trestle tables and narrow benches here, and some cupboards built into the wall holding oddments.

8. Level One Gallery. This gallery is arcaded and looks down upon the Lower Chamber. The entablature is handsomely decorated, and each pillar is of carved marble. The passage around it leads to several doors, while the stair off it continues up.

9. Passage. This passage leads through a wooden door to a spiral stair. This in turn ascends to the first gallery on each side of the gatehouse; there is no ground-level exit at this end of the gallery save down through the gatehouse.

10. Watchroom. This room has four windows overlooking the immediate surroundings of the gatehouse (from 25' above the ramp/35' above the ground outside). The windows are fitted with foot-thick sheets of arheled (clear, enchanted laen glass) on the inside and are just one foot wide. Here, there are no real weaknesses. The watchrooms are seldom seriously manned.

11. Officer's Chamber. The chief officer on duty (for three weeks at a time) lives in this room and has an office during the daytime in the room in the opposite tower of the gatehouse. There is a bed, table, chair, lamps etc. here, as well as three chests holding uniforms and personal belongings; there will be little treasure here, just 5-50sp. In the Office there will be confidential and/or restricted documents relating to the members of the Watch assigned here, duty rosters and the like. Both rooms are locked; the officer and his deputy have keys.

12. Level Two Gallery. These rooms are the equivalent in the gatehouse towers of the galleries of the Outer Wall (see Section 9.1). They are similarly equipped with firing ports, shelves of equipment and soon. They are also used occasionally as look-out posts. In the center of the room is a post where the standards can be raised up the flagpoles on the towers' roofs.

13. Firing Port. With stone shutter, see 9.1 at #B.

14. Watch Chamber. Off-duty members of the Watch can sleep in these rooms if they desire. Each is provided with several beds and blankets, along with a latrine which drains through a pipe in the wall. The room is heated with a charcoal brazier.

15. Kitchen and Mess. This room serves as a rude kitchen where simple meals may be prepared on a range; cupboards set into the stone walls hold a small range of food and some drink. There are also tables and benches for eating.

16. Stores. Further supplies (both military and culinary) may be stored here when there is a danger of siege or war. Normally, the room is fairly empty and may be used as an additional Watch Chamber. (See #14.)

17. Overpass. The narrow passage is located directly over the Gates themselves, and also acts as a bridge from one side of the gatehouse to the other. There are a number of murder chutes which have concealed exits behind the decorations on the outer side of the Gates. These can be used to pour boiling liquids down, although there are currently no specific facilities devoted to this defensive tactic in either gallery of the gatehouse.

9.3 THE CITY WALLS

9.31 THE INNER WALLS

The Inner Walls of the city are less formidable obstacles than the Outer Wall, which is held to be sufficient defense in the face of virtually any foe. Practically speaking, the lesser walls are simply elaborate divisions between the levels of the city. Each is built into the steep, rocky hillside as a sort grand retainer for the terraced district above. At the lowest point of an inner wall, the outer face is just 70' high, and only 30' of the barrier is comprised of set stone. The rest is a sheer rock face, immaculately cut and smoothed out of the hillside. (There is rarely any problem with the rock crumbling or falling.)

The inner walls are only seven feet thick at the top, and are surmounted by a slightly overhanging walkway atop and outward-facing battlements. Occasional, isolated staircases in the Ramberaid (S. "Wall towers") afford the only access to the walkways. These are normally barred against use by the public.

The inner walls are simple stone-block constructions. Unlike the Outer Wall, they are not fused, although their carefully-cut, interlocking blocks impart tremendous strength. Their battlements are as much decorative as they are essential defensive features, and there are no stores of supplies against siege or attack anywhere. To some extent, the walkways are treated more as a clear road for the City Watch to use than as platforms to defend the city.

9.32 THE LESSER GATES

The lesser gates are a special feature of the road which winds from the Great Gate to the Citadel Gate. They are designed to bridge the height difference between the levels as easily as possible. The main features are oval lift towers around which a sloping road passes. Foot traffic and light wheeled vehicles use the road, whilst heavy loads are lifted to save hauling up the 1:10 gradient. The lift towers are ingeniously devised and handsomely built, and are manned by members of the Porters and Doorwardens' Fellowship.

LAYOUT

- 1. Approach Ramp.** A straight ramp 30' long and 30' wide leads up to the circular ramp surrounding the lift tower. The gradient is 1:10.
- 2. Circular Ramp.** These ramps are one-way only, traffic being channelled clockwise around the lift tower. The ramp begins after a level area in front of the lift tower and ends at another flat segment before the gate itself.
- 3. Gate.** The gates are each 10' wide and 13' high. They are left open all day and closed (but not barred) an hour or so after sundown. Access through the gate after this time, until sunrise, is at the Warden's discretion. He is supposed to check up on vagrants and non-residents. The Warden and his fellows can be found in the offices of the lift tower.
- 4. Lift Tower.** The entrance and exit of the lift tower is a 10' wide, 10' high arched portal with no door. This allows access for heavy loads, which can then be raised using the lift. The tower is built from good stone and faced with blue-veined white marble. Inside the level of the floor is split, the front half about 12' below the rear half. There are several arched windows (with no glass).
- 5. Lift.** The lift is counterweighted and operated by a water wheel, powered by the run-off water supply from the level above (see Section 9.4). The wheel mechanism is concealed beneath the floor, mainly housed on the 'high' side of the hall. It is simply powered and controlled by lowering or raising a sluice gate in the supply pipe. The higher gates may have to be assisted by hand winch in dry periods.

6. Warden's Office. The Warden serves as the co-ordinator of the City Watch for the two levels joined by this gate from the gate up to the tunnel through Citadel Rock (i.e. two half-levels). He is in charge of the 4-6 Porters who man the lift from sunrise to sunset, and also of the 6 Doorwardens who keep an eye on passers-by during the day and man the gate at night. His office is normally kept locked. It contains a large desk, a rack for books and scrolls, a writing table, an easy chair, a hearth for heating the room, and a wall safe for keeping valuables, such as the men's pay (typically 50-80sp; it is locked and Very Hard, -20, to pick, the Warden having the key) or special messages.

7. Mess Hall. Out of the drafty main area of the tower is a rest area for the men who man the gate and the lift. There are two tables with stools and benches, and a warm fire. By one wall is a large chest stocked with things to pass the long hours of the night: games like gwithbél and chess, playing cards, flagons of mild wine, boxes of nuts, fruit and cakes. Pegs on the wall are provided for cloaks and coats, and lamps light the room.

8. Inner Wall. The inner wall is as described above. See Section 9.31.

9.33 THE RAMBERAID

The Ramberaid (sing. "Rambarad") are watch towers mounted atop the Inner Walls of the city. There are eight in all; each is named for some distinctive feature or use. They are over 90 feet tall, solidly built from stone with a marble facing and attractive decorations; they also all have a bell in the roof, rung on the hour to mark the passing of time in the city. The bells are also rung three times when the gates are preparing to close (a half-hour after sunset).

The Ramberaid are:

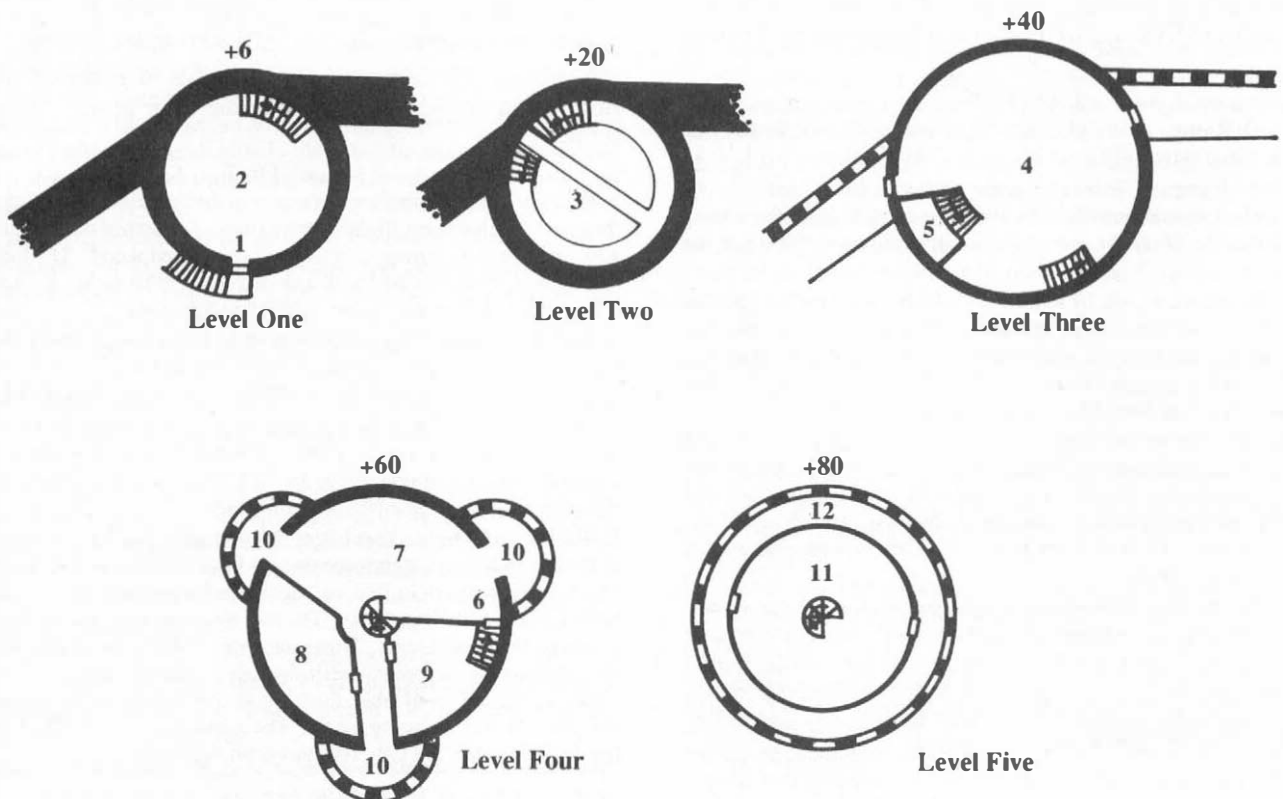
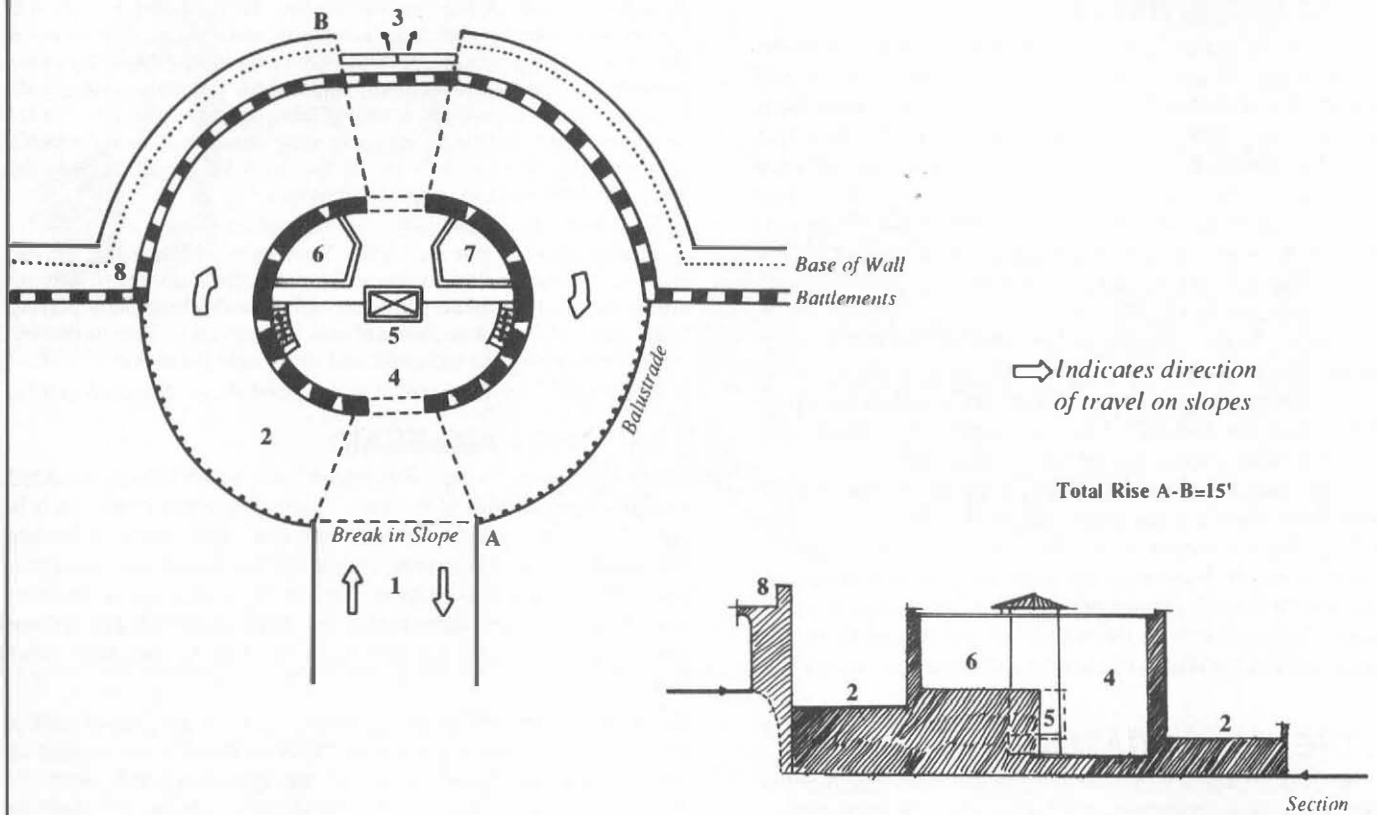
1. Telpëssar	"Silver Stone"
2. Kalërómen	"Morning Sunrise"
3. Lómirë	"Twilight Jewel"
4. Erinnatarma	"Crowned Pillar"
5. Hal lathôl	"Tall Helm"
6. Vilyatír	"Skywatcher"
7. Tinaiglos	"Sparkling Icicle"
8. Kánombár	"Commander's Home"

Telpûssar, for example, has twin bands of glittering silvered stone about halfway up. All have the same general layout described below.

LAYOUT

- 1. Entrance.** The ground level entrance to the barad is some six feet above the ground, gained up a flight of stone steps. The arched doorway is fitted with an extremely strong door of steel-reinforced wood. The lock is of special manufacture, fitted with a shutter device that makes it Very Hard (-20) to pick; however, it is not trapped in any way.
- 2. Hall, Level One.** The ground floor of the tower is equipped with a desk for a Watch Sergeant and serves as a marshalling area for the guardsmen. There are stone stairs up to the next floor. The hall is lit with oil lamps.
- 3. Gallery, Level Two.** Jutting out from the stone stair which continues on up around the walls of the tower is a wooden 'bridge' or pier across to a gallery running around above the hall below. It is a simple (though elegant) structure with a wooden balustrade.
- 4. Hall, Level Three.** This larger hall is used as a mess hall by the men of the Watch and commands access onto the walkways atop the inner wall. Those doors are both locked, and are made from strong wood. It is Very Hard (-20) to pick these locks. The hall is lit with oil-burning lamps and sleeps twelve Watchmen. These men are all drawn from the citizenry; their military counterparts sleep in the appropriate barracks. Each man has a bed, locker and small table; there are also two larger tables and a hearth for eating at and preparing meals. The guardsmen have little of value (a few coins) as they are only on short-term duty here.

LESSER GATE



5. Latrine. Also contains a washstand for simple ablutions.

6. Door to Level Four. This wooden door is normally kept locked, but serves mainly to avoid drafts. The lock is simple (Medium, +0, to pick). The Watch Sergeant has a standard-fitting key.

7. Main Hall. This area is furnished with a simple table and chair; it is open to the air and only used when the Watch need to man the observations turrets (#10).

8. Sergeant's Bedchamber. The Watch Sergeant has a nicely-furnished apartment for his own use; some are married and live with their wives (and possibly even children) here. The room has no window but is lit with candle-lamps. It is heated by a good hearth and has hangings on the walls. There will be a suitable bed (or beds) along with cupboards fitted to the walls with personal effects, clothing and the like. Some may be locked and contain valuables such as adornments and jewelry (50% chance of 3-6 items each valued as a roll on the Normal or Rich column of Table ST-6). Other items, such as books, magic items, weapons etc. may be present, and may be guarded with simple traps if not carried by the Sergeant when absent.

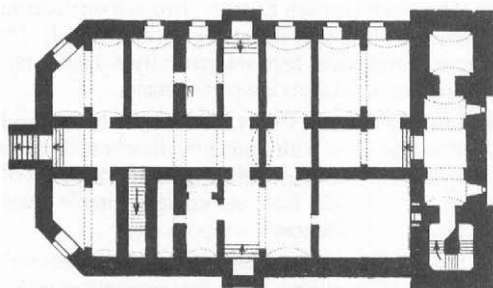
9. Sergeant's Office. The office has some bookshelves and filing racks for scrolls carrying orders, schedules and plans relating to the organisation of the Watch. The Sergeant also has a desk with a writing table and special reading lamps, several easy chairs and a brazier for warmth, some rugs and hangings, a stand for his armour and weaponry, and perhaps some personal touches (such as a butterfly collection, series of paintings or tatting frame). There is a safe concealed in the stonework under the desk where funds for the running of the tower's guardsmen is kept; it is locked (as #6) and contains 100 + 10-100 sp.

10. Observation Turret. There are three such turrets equally spaced around the tower, giving lookout positions to see across the city and beyond. Each turret is arcaded and open to the elements.

11. Bellroom. The bells of the tower are rung in this room. Each tower has two bells of distinct notes which can be used to signal. They also toll the hours etc. as described above. The walls of this inner room are wooden (like the framework supporting the roof) with the upper half louvred so the clear tones of the bells can ring out. Other than the bell ropes there are no furnishings here.

12. Topmost Gallery. An arcaded gallery forms the highest part of the tower's walls, directly below the roof. Men seldom come here, especially since the rather loud bells hang just behind a screen!

Merchant's
Town House



9.4 STREETS

Minas Anor was, initially, a very well planned city. Naturally, nearly two millenia of continuous occupation have modified the plans to some extent, but the sense of continuity inherent in the Dúnedain and the fact that their energies are generally directed to material and territorial concerns rather than technological improvements, have meant that the city is much as Anárion knew it.

There is effectively just one main street in the city. It runs for nearly five and a half miles from the Great Gate to the Citadel Gate, passing through every level, switching back and forth, under and through the Citadel Rock via the clean-cut tunnels. The street has eleven names for the various levels through which it passes, and from it branch numerous lesser streets.

In addition to these thoroughfares there are much smaller alleys, mostly just narrow ways between buildings partly roofed over by the overhanging upper stories. There are also a few open spaces, variously used as gathering places, for markets and so on, such as the Diamond Market on the first level. Many of the alleys (and even some of the lesser streets) are crossed by overpasses connecting two buildings together. (See 10.44 for an example.)

The streets of the city are maintained in excellent condition, with neatly-fitted paving slabs. Lesser streets and alleys may be simply cobbled, but even here the builders laid out the stones in intriguing patterns, making use of their natural colors and so on. Properly drained, the main streets have gutters and subterranean sewers to carry away rainwater and detritus. Lamps mounted on the sides of buildings or on stone and wrought iron posts illuminate these avenues at night, in fog, or whenever the city is beset by inclement weather. The lamps are fueled with tallow and enclosed in cylinders of glass; they are lit by the Lamplighters of the Lamprights' Fellowship.

At the edge of the street is a pavement of around five feet in width for simply pedestrian traffic. The center of the street is used by hurrying rômesiath and Úlcaim, along with other hand barrows, and the few horses and wheeled vehicles in the city.

9.5 WATER SUPPLY AND SEWERS

The sewers and drains carrying away the city's water, both rain that falls here and water brought from the reservoirs, are planned differently. On each level there are a number of underground holding tanks where, through settling, sewage is carried off directly to be dumped in the Anduin, while cleaner water is used for powering a number of water wheels and for other operations such as cooling and industrial processes. This water descends in stages down the city before being taken via a number of large underground conduits (fitted with sturdy barriers, cascade-switchbacks and grills to prevent possible underwater infiltration) to streams leading to the Anduin. There are a number of access points down to the holding tanks; these take the form of man-holes in the back streets. None interconnect. The drains, being cut through the natural rock of the city, never freeze or wear down beyond repair.

Water is brought to and from individual buildings in stone conduits and steel, copper, or (gasp) lead pipes. Most faucets are actually pumps which require manual operation, although some buildings are equipped with cisterns which can provide an easier supply.

The origin of all pure water used in the city is the high vale immediately (south)west of the city. Snowmelt and water falling on a wide area supply a deep reservoir dammed when the city was built, located several hundred feet above the highest point in Minas Anor. From there three parallel aqueducts, for the most part buried below the ground and encased in clay, stone and earth, convey the water to the city. Three are required in case of faults, leaks and breakages. These are maintained by the Waterwrights' Fellowship, who also look after all other matters of water supply and drainage within the city. A number of large holding tanks are delved within the Citadel Rock whence the conduits reach to every level.

The fountain in the Citadel is the only one which is not powered simply by gravity and water pressure. The water supplied to the city is very soft despite coming from a region of limestone; this perhaps is one reason why the finished cloths produced here are so fine and delicate. Superb management of the city water supply is one of the essential contributions to the success and continued flourishing of Minas Anor today.

9.6 A KEY TO SOME CITY SITES

9.61 SITES DESCRIBED IN DETAIL

NOTE: *These references include all those sites described in Section 10.0.*

The sites described here in greatest detail are referenced with two-figure numbers. The first figure indicates the level where the building may be found. For example, the building marked #22 on the color map is on the second level and can be found under the heading 10.22. (It is the Great Bakery.)

There are also the eight Ramberaid, numbered 1-8 on the color map and described collectively in Section 9.33. The Great Gate and lesser gates are fully planned in Sections 9.2 and 9.32, respectively.

9.62 OTHER SITES

The following sites are simply keyed with a letter on the color map and noted below by level. No plans are given for them, just a brief description covering some essential points.

FIRST LEVEL

A. Great Court. See description of the Great Gate in Section 9.2.

B. Kalarin, a Lampwright. He has a small workshop with a couple of partners and some apprentices; they make glass lamps, small table lamps, torch brackets, tinderboxes and lanterns, including some of brass and bronze with elaborate scrollwork for decoration.

C. Bathhouse. Largish building on one floor with both damp and dry steam baths, dipping pools, a gymnasium and relaxation rooms.

D. Diamond Market. Often crammed with small traders, these little stalls serve as a retail center for common goods and cheap snacks. Many of the traders are thieves, and many of the customers are victims of larceny.

E. Lampwrights' Fellowship Hall. Long and low, with lodgings on the first floor (where the Lamplighters, among others, live); at night it is ablaze with lamps of every sort. The hall is made of stone with many windows and holds up to 350 diners.

F. Aerden's Smithy. Ironsmith's shop manufacturing iron and steels in bar, plate, wire and premolded forms. Generally works to commission only, and sells few finished goods.

G. Ironsmiths' Fellowship Hall. A simple hall built from plain, dark stone, sombrely furnished. Kitchens are in the adjacent lodging house used by ironsmiths and street-traders.

SECOND LEVEL

A. Woodwrights Street Guesthouse. Pleasant, reasonably-priced guesthouse for travellers. Erelion is the landlord; his wife Nimelian is a member of the Cutlers' Fellowship.

B. Findumil's Portraiturey. Home of an eccentric painter (though a very good one), a bachelor who allows no women to stay in the house or to work here. The house is painted pale pink.

C. Hostellers' Fellowship Hall. High-vaulted rectangular hall, quite large, with capacious kitchens attached; opens during the day for nuncheon and afternoon meals and snacks. Has a splendid painted ceiling and many canvases on the walls for decoration.

D. The Roundhouse. A lodging house used mostly by members of the Bakers' and Candlemakers' Fellowships. The central courtyard has a fine gilded statue of King Rómendacil and Queen Lúcian.

E. Uwalmë the Astrologer. Uwalmë is a fake, but a good one, and learned of many texts; he is also a good psychologist. He has grown rich from the support of numerous older women.

F. Sundial Court. This open area has a large bronze sundial and some stone benches; often there are traders selling food and drink here.

THIRD LEVEL

A. Bretel Usulúni's House. Built as a townhouse for a predecessor of the current Usulúni family, this is now a guesthouse. It has sumptuous apartments and the vaulted crypt-hall is used as a meeting place by the Tindómë-lië.

B. Sûlanin Ringmaker. Sûlanin is a goldsmith with a particular reputation for (finger) rings. He works closely with a partner who is a jeweler and gemcutter; they have three apprentices. Callers at the shop are usually treated to free wine and civil conversation by Sûlanin's vampish wife Waila, who comes from Mirkwood.

C. The Golden Ball. Named for the symbol hung outside, this impressive stone house is well defended (all windows barred and four guards) as it is a pawnshop and bank run by the Malréd family. There are three secret entrances which members of the Thieves' Fellowship can use to get in and out with their hauls.

D. Potters' and Tilers' Fellowship Hall. This magnificent long hall serves both Fellowships. It has two tiers, the upper being a broad balcony with room for diners, the lower being a hall for dancing or accommodating even more feasters. The hall is open for evening entertainment when not in use by the Fellowships. The floors and walls are extensively decorated with the tilers' art.

E. Sammatho's Wigs. Small, poky shop; poor folk come here to sell their hair, although animal hair is most often used. Sammatho also supplies false moustaches and beards.

F. The Gildhall. The Goldsmiths' Fellowship hall. Mostly wooden construction and very well preserved. Much of the interior is gilded (hence the name) and golden-colored tiles roof it.

G. Laundry. This establishment is run by Pymen, wife of Radelain of the Clothwrights' Fellowship. It offers a full service of cleaning and mending for all garments and other articles at very reasonable prices. Radelain's son and daughter-in-law run a profitable clothes shop on the premises.

FOURTH LEVEL

A. The Hundred Tuns. A combined hall and workshop, both large, used by the Coopers' Fellowship. Here are made barrels and wooden vessels of all sorts. Most work is to order only.

B. Quill & Inkpot. This modest building has three wings extending back from its colonnaded facade. It serves as one of the lodging houses of the Scribes' Fellowship, and there is also a small shop selling inks and stationery.

C. Rodin Cunnan. Rodin is a lawyer who may be hired by the hour for consultation on city and royal laws. He is also a public notary and may thus endorse wills and other official documents. He is a respected member of the Scribes' Fellowship and also a member of the Tindómë-lië, although he would never admit it freely.

D. The Herb Garden Eatery. This is a smallish but pleasant restaurant open all day (from breakfast through to daymeal). The meals are very well prepared and prices here are generally 2-3 times normal. All around the two rooms with tables are potted plants.

E. Lower Fountain Court. This piazza has red and white cobbles and a fountain set about with stone troughs where lilies and irises grow. Bijou trade stalls decked out with striped silk drapery sell all manner of petty finery here: braids, lace, embroidery, simple jewelry and adornments, ornaments and decorated weapons etc.

F. Heledil Glasscutter's Shop. Heledil and his wife work together with a number of employees and a few apprentices making the best engraved glassware in the city; their fine goblets are especially prized and their inscriptions embellish many a window.

G. Papermakers'. This small shop and house has a workshop at the rear where vellum and paper is made and cut to size.

H. Eskerzen the Cobbler. A half-Dunnish refugee from Tharbad and extremely skilled at the delicate stitching and manipulation of leather and skins needed to produce the finest ladies' shoes. He is fairly old, ravaged by the Plague and a widower. He is also the keeper of an ancient Dunlending talisman of necromancy. (See 13.5.)

FIFTH LEVEL

A. The Garment House. This is a large tailors' shop. A dozen men and women serve customers, taking measurements and fittings, whilst another 30-40 work in the rear cutting cloth and sewing seams. The garments sold here are better than average, and a range of prices up to the very expensive is available.

B. Leatherwrights' House. This is a structure similar to the Woodwrights' House (see 10.26). There is the Fellowship Hall and an extensive workshop where all manner of cobblery, cordwainery and leathercraft items are made: shoes, belts, bags and so on.

C. Heth Belanoch's. Heth is a new settler from Osgiliath, a roper and cordwright. The shop is rather tatty and the house in poor condition, for this is all Heth can afford at the moment. He is also a fence for stolen goods, in the Thieves' Fellowship.

D. Mar Elena. This building is a squat, solid-looking house mostly concealed behind a high wall. It is the family home of House Elena (see 7.21) and nigh impregnable. Visitors are not received uninvited, and sinister stories are told about robbers and others who have tried to enter Mar Elena.

E. Hall of the Clothwrights. This Fellowship hall was recently (in the last 100 years) rebuilt. The stonework is fresh, light and mostly plain, for tapestries and decorated cloths hang over most of it. A canopy of cloth-of-gold is suspended over the 'high' end of the hall where the Masters sit.

F. The Silver Cellar. A disreputable house 'of exotic delights where one can obtain and enjoy gambling, drugs, heady wines and the supposedly beautiful staff.' The house is much frequented by certain members of the Citadel Guard, so it is rarely troubled by the Watch. An evening here can get quite expensive, naturally.

SIXTH LEVEL

A. Tirion Astirian. The 'towering house' of House Astirian, a noted noble family of Minas Anor. It is architecturally superb, with a surfeit of stone carving and decoration on the exterior. Within, things are just as sumptuous, most decorations being of a military nature: captured arms and trophies from an hundred campaigns. Naturally there are special precautions taken to safeguard the house, its inhabitants and contents; these include traps and human guards.

B. Kamára Tarn. (Ad. "Great Hall") of the Armorers' Fellowship. Of somewhat different design to other halls, it is square with a flat roof of stone and simple columns (no arches). The interior has floors and walls faced with black and white marble.

C. The Bezel. A jeweller's shop; the finest gems are cut and set in magnificent rings and brooches by the skilled Anaristar. He works alone, obtaining all the settings pre-made from goldsmiths working to his designs.

D. Vilsinwë the Seamstress. A Mistress of Embroidery, Vilsinwë employs a small group of men and women turning out good quality stitchery. She is noted for her life-like flower and plant designs, although her shop will happily provide anything requested.

E. Cerómë's Pastries. The most exquisite baked goods are available here for exorbitant prices; nevertheless many wealthy folk will buy only from this little shop. Cerómë has two partners and four apprentices working with him, and a splendidly-equipped kitchen.

F. Parade Ground. Here guardsmen from the Lower Barracks may exercise and train in various martial skills without having to leave the city for one of the Weapon Fields to the north. The Ground is also used for royal events and ceremonies.

9.63 THE MAIN STREETS

First Level	Rath Celerdain	Lampwrights Street
Second, South	Rath Galedhríldain	Candlemakers Street
Second, North	Rath Cerdain Nanorn	Woodwrights Street
Third, North	Rath Cerdain Nagon	Stonewrights Street
Third, South	Rath Meigíldain	Cutlers Street
Fourth, South	Rath Corgíbirdain	Coopers Street
Fourth, North	Rath Helídhain	Glassblowers Street
Fifth, North	Rath Fledhain	Leatherwrights Street
Fifth, South	Rath Lín wedain (formerly Rath Rimioldain)	Clothwrights Street
Sixth, South	Rant Athegilion	Healers Way
Sixth, North	Rath Ceréngeldain	Armorers Street
Seventh Level	E-tártië	The Royal Tread



10.0 BUILDINGS OF NOTE



KEY

SCALE: 1 cm = 10' (unless stated otherwise)

	solid wall		window
	arcade/colonnade		outer door
	furnishings		inner door
	drapes		hearth/fireplace
	steps (arrow points up)		secret door
	railings		plants
	roof		lawn
	water		pavement
	adjacent building		trapdoor
	spiral stair		

NOTE: In Endor, the lowest floor above the basement is referred to as the "ground floor." The floor above it is called the "first floor," even though it may also be known as the "second level." This usage prevails throughout Section 10.0.

10.1 FIRST LEVEL

10.11 THE OLD GUESTHOUSE

The Old Guesthouse is a venerable stone building, well weathered by the passing years. It has two wings running back from the street, between them a narrow greensward and the many-windowed house, fronted by a pillared porch and a flight of steps down on to the grass. The guesthouse is open to travellers and visitors as well as a few longer-term guests. A couple of rooms are on permanent lease to traders. The Old Guesthouse is owned and run by Brandir, a Dúnadan in late middle age who recently lost both his parents. Brandir spent some time in the army in his youth but has been a Hosteler for most of his life. He is a well-respected member of the Hostelers' Fellowship.

GROUND FLOOR

The ground floor is a couple of feet above street level. Steps in the porch (#1) provide the means of access to its twin entry doors. These sturdy double doors are wooden, with carved square panels depicting different places of interest around the kingdom. The door is locked and barred at night. The walls are also punctuated with numerous windows, all arranged in pairs. Each has a criss-cross pattern of square panes and a decorated surround. On this floor there is the entrance hall (#2) and corridor.

At either end of the corridor are six bedchambers (#3), each provided with two single or one large bed, together with a washstand (water must be conveyed by jug from the bathroom), a wardrobe, a chest for belongings (the key is the same as the door

key), two chairs, a table and a wall lamp. The bathrooms (#4) are furnished with latrines, a large wooden tub, a cold water pump and a large kettle which is heated up in the morning over a stove designed for this purpose; a copper spigot on the side drains the water off. There is also a rack of towels.

The dining room (#5) is set with several long tables and also serves as a dayroom. It is comfortably furnished and hung with a few paintings of Brandir's father and other ancestors; lighting comes from two metal chandeliers each of fourteen candles. Behind it is the kitchen (#6), a busy place with access down a flight of stairs via the storeroom (#7) to the cellars (#8). Goods can be lowered into the cellar from the alley (#9) at the side of the guesthouse so that they do not have to be brought through the front door.

Opposite the store (stocked with household and kitchen items) is a laundry and work room (#10). From here a spiral stair (#11) rises straight up to the garret, where Brandir, his family and the servants who work in the guesthouse reside. Finally, there is a small office (#12) where Brandir keeps records of his guests and the keys to unlet rooms. Under a thick rug is a floor safe containing Brandir's wealth: some 385gp plus more silver and Anorian coins. The doors from the corridor to the work areas are kept locked at night.

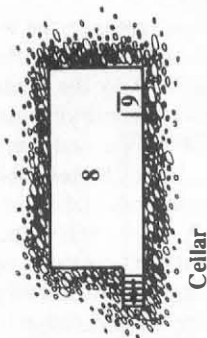
All locks on the doors into the bedchambers and workrooms are Medium (+0) to pick. The mechanism on the door into the office is Hard (-10) to unlock, whilst the safe's lock is Very Hard (-30) to pick. It is trapped, and a lever will slide a rock slab across the top of the safe if the lockpicker is unsuccessful. The trap yields a +30 MCr attack and obviously prevents any further attempt to pick the lock!

UPPER FLOOR

There are another nineteen bedchambers (#3) here, a couple of them larger than normal with additional plush furnishings and their own water faucets, drink cupboards, etc. The central chambers have access onto a balcony (#13) which runs along the rear of the building; these rooms are slightly higher than the wings, as the ceiling height of the dining and work rooms below is greater. The rooms are cleaned and aired daily.

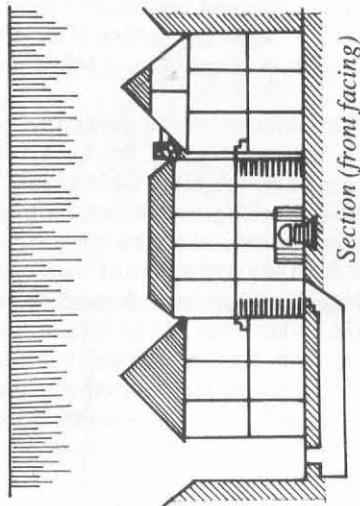
GARRET

The Garret accommodates six small servants' chambers (#14) plus two larger rooms (#15). One is Brandir's, which he shares with his wife; the other is his daughter and son-in-law's, and is also used by their two young sons. These rooms are very basically furnished, and contain little of value, although Brandir's wife and daughter both own a few elegant items of clothing and Brandir himself has a splendid silver-stitched crisiath.

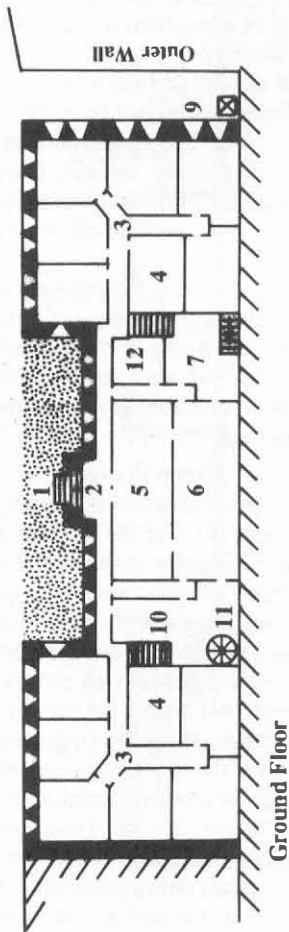


Cellar

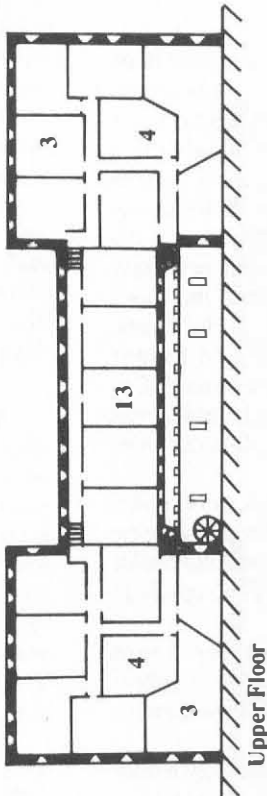
37 Guestrooms



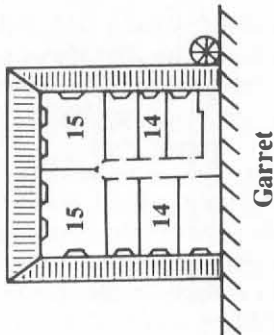
Section (front facing)



Ground Floor



Upper Floor

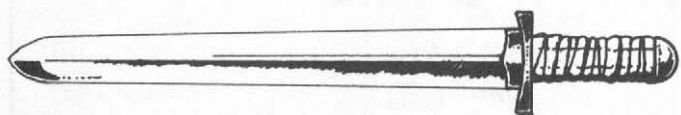


Garret

10.12 THE ORRERY HOUSE

The Orrery House is a large workshop and lodging house producing complex instruments for navigation, astronomy, time-keeping and so on. The orreries for which it is named (and for which it is most famous) are clockwork models with a flat metal upper surface over which wires conduct small spheres to represent the passage of Anar and Isil, the Sun and Moon, driven by Arien and Tilion across the sky. More complex models also show the orbit of the brighter stars such as Borgil. The surface of the device shows the coasts of Middle-earth as discovered in Númenórean times.

Most of the artisans who spend their time creating such beautiful (and mostly useful) objects are members of the Locksmiths' Fellowship, although a few are Lampwrights or Goldsmiths. The building housing these craftsmen is a long, low structure with three raised sections. The House is well off and shows many signs of extra comfort and opulence. Both stories are built of stone and the roof is slate. The ground floor has 20' ceilings; the upper floor is just 11' high. The front of the building has a blind facade; that is, a series of arches and columns built flush with the wall behind and simply serving as decoration. Above the arcade is a much smaller series of arches with windows in; additional windows are between the main arches at the south end. There are numerous doors.



GROUND FLOOR

The main entrance for receiving visitors (#1) is a double door behind a columned portico. The doors have bronze panels etched with examples of the orreries' work. A small lobby leads onto a passage hung on the left side with several large bead tapestries worked in gold and silver thread. A sculptured wood door leads to the hall (#3). This large, stone, vaulted room (over 35' square) is beautifully proportioned. It contains a raised platform (#4) at the far end, where the Masters' Table stands beneath a stained glass window. Sideboards and glass-fronted cases around the room display special examples of products made here: a clockwork carillon inlaid with mother-of-pearl and ebony; a gold banded telescope; a filigree sundial with a magic diamond which amplifies the light of the sun so that the time can be told at any latitude, even when it is completely overcast; and a magnifying glass cut from clear amethyst; etc.

By the hall is the ample kitchen (#5), with a back door, and a pantry (#6) stocked with foodstuffs. The wives of the artisans who live here are responsible for the organization of the household: sweeping, cleaning, shopping, washing, and so on, although there are a couple of craftswomen as well.

Beside the hall at the front of the building are three special alms chambers (#7) provided for the use of retired, injured or infirm Fellows. Each has the same amenities as the bedchambers upstairs. Opposite them is a small bathroom.

At the end of the passage a couple of steps lead through a door into the workshop. Those interested in visiting the workshop or buying a product enter via stair in the street (#2) through a pair of sturdy wooden doors which stand ajar most days. These give onto a raised area (#8) in the center of the workshop (another flight of steps leads down to the floor). Here customers are seen to; there are display cases holding the commoner goods and tables where designs for special models can be sketched or the finished products demonstrated.

The workshop itself is divided into numerous areas; within each a Fellow stands surrounded by workbenches, tools, apprentices, shelves stacked with oddments of metal and wood, steel chests fixed to the floor and locked, containing whatever precious materials are being incorporated in the artisan's current projects. There are normally 60 or so artisans with about as many lads (over half the workers live here).

There are three basic areas on the workshop floor: #9 left of the sales area includes crafters of astrolabes, orreries, sundials and clockwork devices; #10 to the immediate right includes lens grinders and makers of magnifying glasses, spectacles, telescopes and the like; #11 at the far end has makers of special musical instruments, such as bells, chimes, metallic harps and lyres, gongs, cymbals, glass harmonicas and so on. The workers are equally spaced in these areas. At the rear of the workshop are several other rooms. Stores in bulk are kept in the two storerooms (#12). These have racks of shelving and several tubs holding nails, glue and the like. They are kept locked (all artisans have a key; they are Medium (+0) to pick).

There are also two offices. The general office (#13) contains ledgers and records of sales, customers, the buying in of supplies and so on. Notes are sent out from here to allow the tax-free import of materials into the city. There are several desks and bookshelves crammed with years of records. There is also a hidden safe containing 1,500gp in coins and the most precious materials.

The safe has three separate locks — all Extremely Hard (-30) to pick. It also has a clockwork delayed trap ejecting a hemisphere spray of potent acid, hitting everyone within 8 feet. The trap cannot be disarmed from the outside and has a hidden safety catch inside. It is Sheer Folly (-50) to disarm this trap after opening, unless its existence is known. The trap also shuts and locks the door automatically. The acid spray initially does damage as +40 Fireball. Then, it repeats any critical (at one less level of severity) delivered every round, until washed off with a large amount of water or an alkali solution.

Opposite the general office is the drawing office (#14) where four artists work planning the design of instruments with the craftsmen. Their stores, along with hundreds of volumes of records, files and old designs, are to be found in the library (#15). The library is usually locked after working hours, as many of the designs are very valuable.

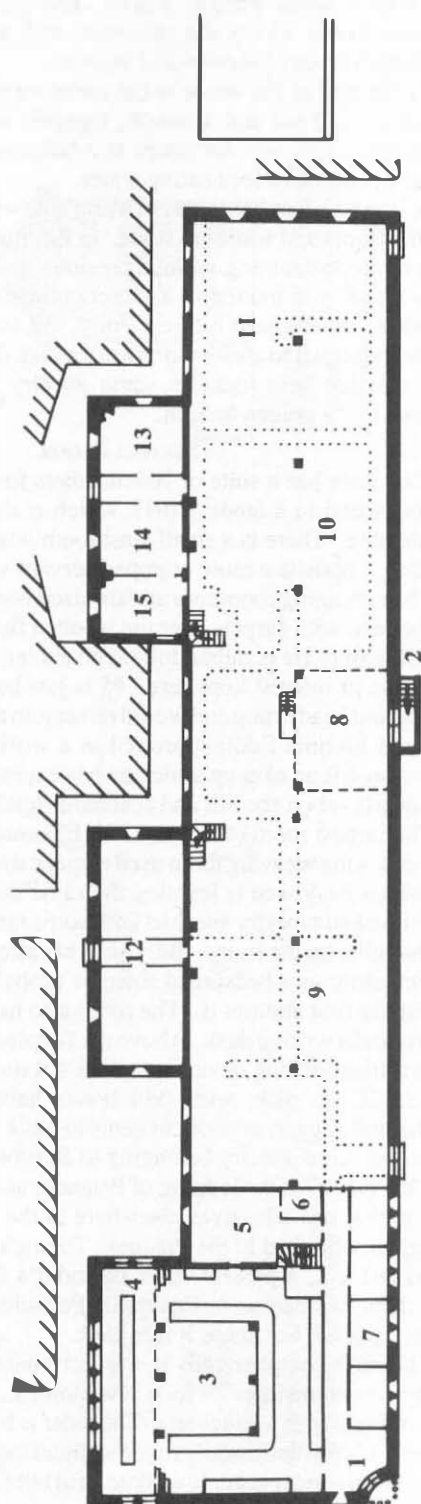
UPPER FLOOR

There are three divorced areas on the upper floor, each with a number of bedchambers (#1) for the workers and their families. Most are a standard rectangular shape; some are bigger or have connecting doors so that a larger family can feel closer. In each section there is also a bathroom (#2) including latrines (see 7.41 and 10.11 for general notes on bedchambers, bathrooms and other living areas). There are a few added rooms here, such as the laundry (#3) and store (#4) where household supplies are kept; washing is dried in the sun gallery (#8) if the weather is inclement. The rooms directly over the workshops are raised a little higher than the others, hence some small flights of stairs.

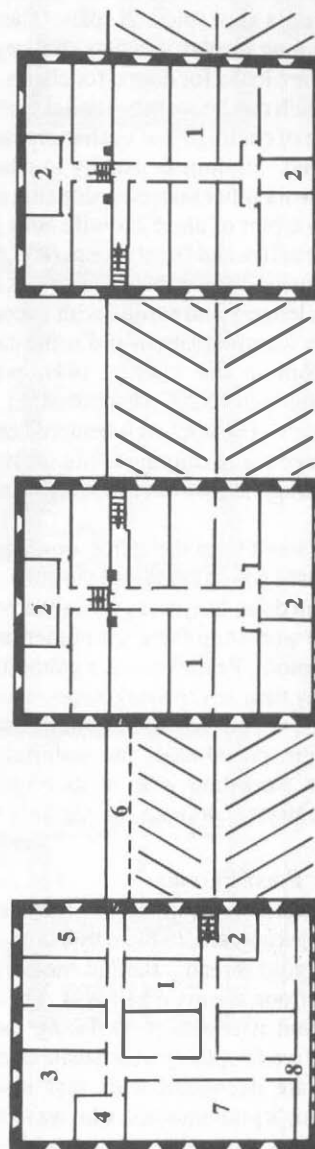
The southernmost section has a loft converted to a dormitory. This is reached by a ladder which also conceals a door in the wall (#5). The door allows access onto a precarious ledge (#6) just a few feet wide, running along the roof to the central section where another tiny, concealed door (behind a wooden relief carving) allows egress.

The loft dormitory is used by the older daughters of parents living here. There is also a boys' dormitory (#7) used by older sons and apprentices. In both there are simple rows of beds and small lockers for personal possessions.

THE ORRERY HOUSE



32 Chambers
 c. 35 male adult workers:
 plus 20 lads & apprentices
 Women: cook, shop, sweep,
 clean, wash & tidy.



UPPER FLOOR

10.13 LITTLE LOCK SHOP

The Little Lock Shop is a modest workshop and townhouse. It is owned by Egilmir and the business run by his son Egalmoth, together with his partner Pelandor; these two were childhood friends and remain very close. They are both Fellow Locksmiths quietly respected for their good work. Both are married, Egalmoth's wife Berylwen has a son and two daughters and works during the day at Eldacar's Breakfast House on the Second Level.

The building is an old one with strong stone vaulting and good foundations; the outer walls have yellowed to a deep ivory colour. The front of the house is raised a few feet above street level.

GROUND FLOOR

The main entrance (#1) to the house is up some steps at the front with an elegantly carved stone balustrade surround. The front door is solid wood banded with steel; the lock is Extremely Hard (-30) to pick. When the door is opened it rings a bell in case no-one is in the shop (#2). This area is kept spic and span. There is an L-shaped counter and three long display cabinets showing varieties of locks and traps. There are locks for doors, for chests, padlocks, even tiny gold locket which can be worn around the neck. There is also a table and a couple of chairs so that customers can sit down whilst waiting to be served. Egilmir is usually in charge of the shop, being a little old to work other than occasionally, and he will treat special customers to a pint of ale if his wife isn't around.

Behind the shop lies the office and family room (#3). Since they do not do a great deal of business, a single desk suffices along with a rack of shelves holding ledgers and scrolls with accounts, sales and so on. There is also a warming hearth and some comfortable chairs. Beside this room is the kitchen (#4), province of Egalmoth's widowed sister who runs the household under the critical eye of her old mother. The kitchen is centered on the range and fire, with the other three walls crammed with shelves holding all manner of utensils, storage jars of food, bottles, hanging meat and so on.

The workshop (#5) is gained from the office, down a few steps, or through the back door (#6) which leads into the alley. This door is less elegant than the front door, but just as well secured (and also has a bar at night). In the workshop there are numerous personal workbenches where Egalmoth, Pelandor and Egalmoth's brother Echthelmir work assisted by their seven apprentices, and occasionally by Egilmir. One of the apprentices is Egalmoth's son Eredin. The walls are stacked with special tools and materials got from ironsmiths. Also in the workshop is a small forge with the necessary accessories. A steep stair leads up, the only way to the first and second floors.

FIRST FLOOR

The stair up from the workshop connects to a landing. From there, another stair continues upward, flanked by a broad curtain of fine brocade edged with gold thread. Behind the curtain is the principal room of the first floor, the main hall (#1). The household gathers here for meals, and it is also used during the day and evening as living space. Two fireplaces in opposite corners warm the chamber. Its walls are decorated with, and insulated by, tapestries woven by Egilmir's grandmother, who was a member of the Clothwrights' Fellowship. Two tables run across the room, and there are sideboards under the windows holding the pewter dinner service; the older men have silver tankards of their own, engraved at their coming-of-age.

At the front of the house are two rooms off the hall, divided by heavy drapes. These are family bedchambers, #2 used by Egalmoth's sister and #3 by old Egilmir and his wife. She has a door onto a wooden balcony clinging to the side of the house; there are four wooden troughs placed here growing flowering and colorful herbs which she preserves and uses for cooking and healing everyday illnesses and injuries.

At the rear of the house is the apprentices' dormitory (#4). It contains six beds and a hearth, together with lockers for their belongings. By the dormitory is a bathroom (#5), with a bath, latrines, and stove for heating water.

All the bedchambers are kept warm with wall hangings and rugs, for the floors and walls are stone. In Egilmir's chamber is a solid iron casket containing various precious items; it has an intricate lock (the key is hidden in a secret compartment of the wooden bedstead, otherwise it is Sheer Folly, -50, to pick) and a shooting blade trap equal to a +75 shortsword attack (Hard, -10, to disarm). The treasure here includes some jewelry and a magic amulet shaped like a golden brooch.

SECOND FLOOR

This floor has a suite of bedchambers for the household. The stairs ascend to a landing (#1), which is illuminated by a triple candelabra. There is a small washroom with no bath (#2) off the landing, opposite a more cramped servant's chamber (#3).

The remaining rooms are all fair-sized bedchambers, hung with drapes and with carpets over the wooden floorboards. #4 belongs to Echthelmir. He is rather dull (in character) and not very tidy; he has little of interest kept here. #5 is just home to Eredin. He is young and headstrong and would rather join the Citadel Guard than spend a lifetime fiddling around in a workshop. His treasured possession is an eket on which he has engraved his own name. It has pearls set on the hilt and scabbard (total value 30gp).

The largest room (#6) is used by Egalmoth and Berylwen. At one end is the weaving loom used to make the tapestries in the hall, on which Berylwen is learning the same skills herself; there is a half-finished tapestry adorned with some rather odd-shaped flowers hanging on the frame. Berylwen has already decided to give it to Echthelmir as a bedspread since he probably won't notice how awful her first attempt is. The room also has a splendid bed, two chairs and a writing desk. Above the fireplace is a secret cupboard with a trick locking device that does not use a key (treat as Very Hard, -20, to pick, with skill bonus halved). It contains an enchanted dagger, several cut gems in a silk pouch, 8 oz of mithril wire and some jewelry belonging to Berylwen.

Chamber #7 is the lodging of Pelandor and his wife. They have one grown son who lives elsewhere in the city (they also had a daughter who died in the Plague). Their chamber is draped with good red silk, a present from Pelandor's father-in-law, a cloth merchant. As partner to Egalmoth, Pelandor has a goodly sum of money put by, but keeps it in a bank.

The next chamber (#8) is a guest chamber, kept vacant for visitors or sometimes let for a few months. The last room (#9) is that of Egalmoth's daughters. The elder is hopelessly in love with Pelandor's son and usually mopes around the house thinking about him. Her younger sister is worked hard but fairly by her aunt in the kitchen and around the house.

LOFT

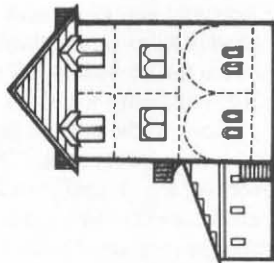
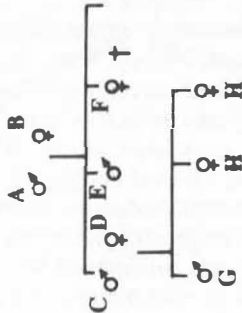
A ladder on the landing ascends through a bolted trapdoor to the narrow loft, where a lot of junk and old furniture is stored. Some of these items are real antiques and may be valuable, particularly a forgotten case of 1410 Ithilien red wine.



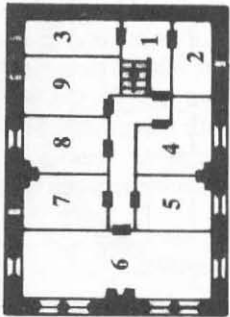
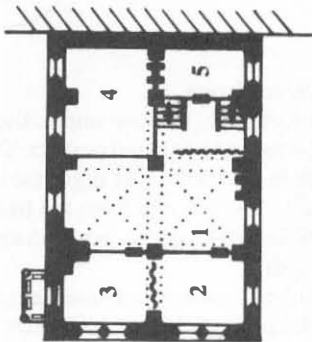
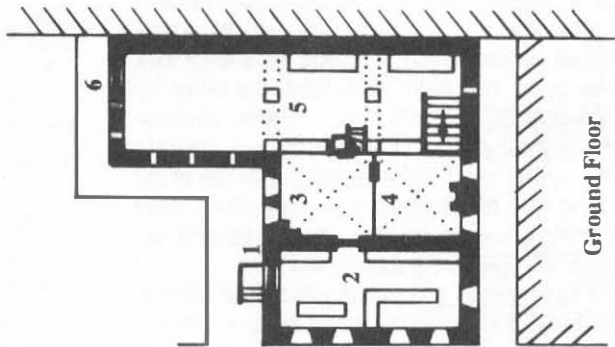
+1 Partner & Wife
+6 Apprentices
+1 Servant



- A) Egilmir
- B) Wife of Egilmir
- C) Egalthoth
- D) Berylwen
- E) Ecthelmir
- F) Widow
- G) Eredin
- H) Berylwen's Daughters



Note split-level: front of house
is raised 3-4' above street level
& level of workshop



10.14 PALACE OF LIGHT

The Palace of Light is one of the most intriguing buildings on Rath Celerdain. Erected five hundred years ago after a fire destroyed a more conventional workshop, it now belongs to Arland and Verdil Calardan. The two brothers serve as the city's Master Lampwrights (Arland spent three years as Deputy some years ago).

The basic structure of the Palace focuses on a high dome, which is set between two three-story wings. An alley runs to one side and behind the building, enabling supplies to be unloaded out of the sight of the main street. Two rings of glazed skylights surround the upper section of the Palace's white marble dome, and numerous windows grace the walls of its two wings. The outer walls are constructed of stone and faced with whitewashed plaster, which lends the building a bright, glimmering air. Among its fine quality furnishings, the Palace noted for chandeliers and candelabras.



GROUND FLOOR

The entrance to the south wing (#1) is quite impressive, with flanking columns, two wide steps, and a covered portico. The pale wood doors are studded with brass knobs. At night the door is locked and barred. Twin fountains (#2) rise from the triangular pools that flank the exterior sides of the dome, both inhabited by floating lilies and small, red fish.

Inside the first room is a shop (#3) where customers are greeted and a number of the smaller items made here (candlesticks, table lamps and so on) can be displayed. Naturally, the room is well lit itself with some twenty different lamps and chandeliers.

Behind the shop are two offices. The main office (#4) contains two desks and numerous shelves that support great ledgerbooks. Hidden behind one of the shelves is the main safe, which harbors about 300 gold pieces (in various coins). The safe has a large lock requiring two keys to open: one held by Arland, the other by Verdil. Neither lock is trapped, but both must be turned simultaneously in order to spring the door. (This requires two separate actors, since each key requires two hands to operate.) In one of the desks is a locked drawer with the day's takings (typically 5-25gp in assorted coins). The clerk manning the shop has the key, but the drawer is easily forced. (A light, +10, maneuver).

The other office (#5) serves as a drawing office and library. Sketches in pencil and ink of various designs of lamp are stored here in large files, which are placed upright in a wooden rack. Artists work on angled easels placed under the nearby windows. In the office section, the room's high shelves accommodate old record books. Beyond them is a corridor leading past a curtain to the workshop.

A door off the workshop opens onto a passage to some stairs and living chambers. The four ground floor bedrooms (#6) are each well furnished and occupied by the Palace's elderly residents, people who no longer care for stairs. In one of the rooms the window swings out in its frame on the release of a secret catch, thus forming a secret exit door. Under the stairs is a privy (#7) with a bathtub and a stove.

The workshop (#8) occupies all the space under the dome. The dome itself is made of stone, supported by eight large angled buttresses linked by a star of tie beams. There is plenty of space for the 40 craftsmen and 20 apprentices who work here producing every sort of light fitting, and other items such as braziers, censers and thurifers. Standard items include wooden and metal candlesticks, table lamps, torch brackets, lanterns (both hand-held and hanging), chandeliers for oil and candles, nightlights and so on. Materials used include metals (especially brass, bronze, pewter and wrought iron), various sorts of wood, and ceramics. Some items are partly made here and part elsewhere (such as a pottery lamp which might be fired in kilns on the third level).

Suspended by ropes from the tie-beams (28' above the floor) is a rectangular platform (#9) of sound wood. A system of pulleys and ropes is linked to a winch in the cellars, powered by a water sluice running through the foundation rock. The platform can be raised (operated by levers on the ground) to a height of nineteen feet where a cantilevered catwalk runs across and around the dome. The wooden walkways are just 3' wide but have railings of rope threaded between iron poles. On either side are hung examples of the chandeliers made by the artisans here: there are ones of brass hung with glass tears; wooden wheels with iron candleholders; six-spoked ones with tiny oil lamps protected by thin horn cases; pewter spiders with dangling drip-fed floating wicks. The variety and beauty seems endless, as any customer can see. Big and small, rich and modest, here is truly a palace of light.

A trapdoor (#10) provides a route into the cellar, which contains not only the winch for the platform but also stores of wax, oil, clay, and pre-cast metal items. Bulkier stores are stacked on shelf racks (#11) at the rear of the workshop, where there is also a door (#12) for deliveries and a path between workbenches to the center.

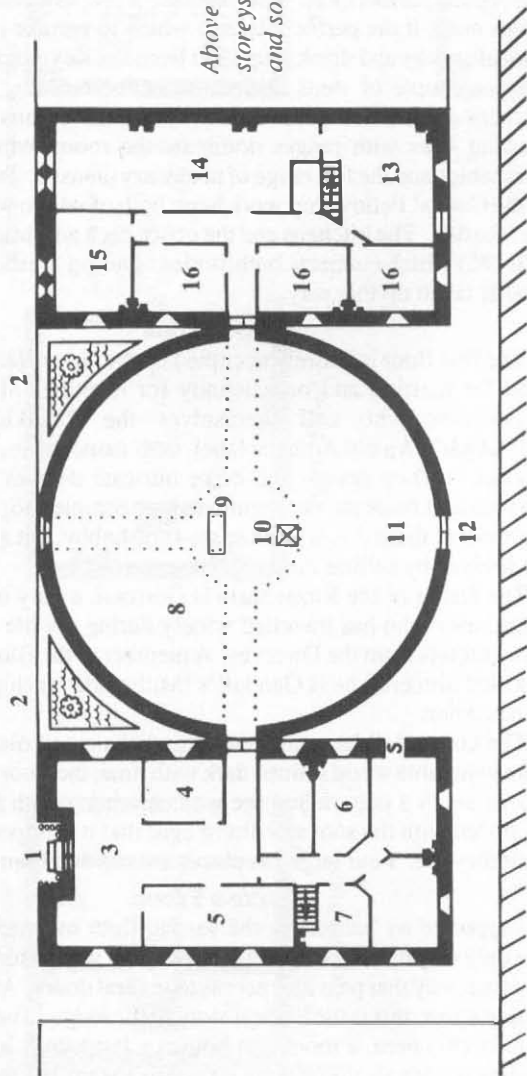
The north wing opens connects with the workshop or through the back door into the kitchen (#13). This has all the usual equipment for feeding a host of hungry Fellows and their families — task which is accomplished in the wood-paneled dining hall (#14). Two splendid marble fireplaces heat the hall, above which are hung wrought copper emblems of the Lampwrights' Fellowship. The hall is busiest in the morning, for many of the craftsmen eat at the Fellowship Hall in the evening. During the day, peace may be found in the quiet parlor (#15), a sumptuous, carpeted chamber adorned with drapes. Its windows overlooking the street. There are also three bedchambers (#16) and a small privy on this floor of the wing, as well as a staircase leading up to the first floor. The passages here all have paintings of previous owners of the Palace.

FIRST AND SECOND FLOORS (NOT ILLUSTRATED)

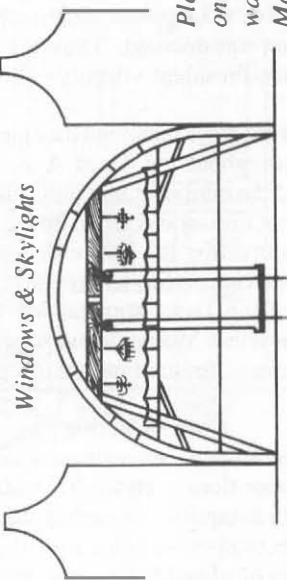
The first floor of each wing has nine bedchambers and a large privy. These rooms have standard furnishings, with wooden floors and rugs. In the south wing, one of the bedchambers is larger than the others and incorporates a nursery for the youngest children. In the north wing, two slightly larger bedchambers are used by Arland and Verdil, both of whom are married. Arland has no children; Verdil has three daughters and a son in the Royal Army, serving in Dor Rhúnen.

The second floor of each wing has five bedchambers, a privy, and a dormitory (girls' in the north wing, boys' in the south). One of the bedchambers in the north wing is occupied by Urthel, a bachelor craftsman who is also a spy for the Corsairs of Umbar. He is of Black Númenórean descent and easily passes for a Gondorian. His contact is a merchant named Clothiel, who often lodges at the Old Guesthouse.

PALACE OF LIGHT

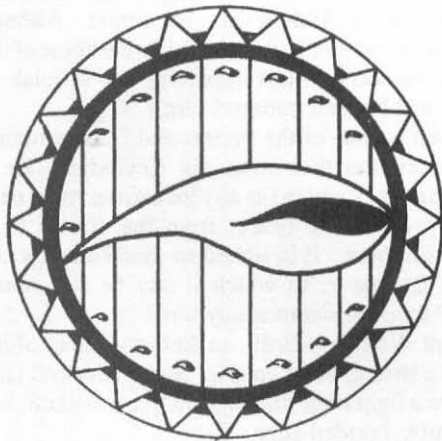


Above the two wings are two more storeys of accommodations, stores and so on.



Windows & Skylights

*Platform: rises up and down on ropes & pulleys, driven by waterwheel in cellar
Many chandeliers and lamp designs hung above catwalk for inspection.*



10.15 KEYLODGE

Perhaps the first building one sees on entering the city, the Keylodge sits by the Great Gate. It is a teetering, rather ancient structure with wooden upper stories (faced with plaster) and (a rarity) a thatched roof. The thatch is specially imported from the lower reaches of the Anduin (i.e., the Ethir). Although small, Keylodge is an important building, for it is the home of the Warden of the Keys, the second most important city official. (Only the Prince-President himself outranks him.)

The Warden is head of the Porters and Doorwardens' Fellowship, the association that owns the Keylodge. He bears the Edrogôl, a magic key which fits any lock in the city's defenses and automatically wards the bearer from the effects of any traps associated with them. It is linked to the Warden's chair in the Chamber of Conclave, to which it can be summoned by the Warden or Prince-President at any time.

The current Warden is Erdil, an ambitious man of late middle age. He has a strong, often cutting, personality and fair hair. He usually wears a light mail shirt shaped like a crisiath, and a velvet cap with a thick, braided edge.

THE WARDEN OF THE KEYS

With the demise of King Eärmur in T.A. 2050, Anárion's line failed and wardship of the South Kingdom was entrusted to the Ruling Stewards. The first Ruling Steward, Mardil, naturally abandoned many of the hereditary royal offices associated with the King's family. Other posts became held in trust or existed only on paper. As the centuries passed, Gondor's bureaucracy evolved away from the old imperial form, one which was more complex and often involved two parallel lines of authority: the first royal and hereditary, the second a meritocracy rooted in scholarly service.

The office of Prince-President, however, was abandoned earlier. After Prince Mindacil died in T.A. 1741, King Tarondor refused to appoint a successor, realizing that there was no need for such an exalted royal administrator in Minas Anor so long as the city remained the King's seat. Once the capital was moved from Osgiliath, the Prince-Presidency of the City of the Sun was doomed. Thus, the mayoral duties passed to the Prince-President's deputy — the Warden of the Keys.

The Warden of the Keys remained the chief administrator in the capital throughout the Third Age, for the Ruling Stewards retained the civil structure they inherited from the Kings. Later, King Elessar elected to do the same, scoffing at the idea of resurrecting the Prince-Presidency. Elessar valued the noble service performed by Húrin the Tall during the War of the Ring (who commanded the city while Gondor's army assailed Mordor), and sought to avoid the unpleasant prospect of future dynastic intrigues

GROUND FLOOR

The entrance to the lodge is behind the row of square pillars (#1) that supports the upper floors. Hewn from seasoned timber, the pillars are black with antiquity. To each is stapled a massive iron key that is purely decorative but holds a great symbolic meaning. The double doors are of ribbed black wood with large iron hinges and great knockers. A passage leads straight along to a grand staircase; a few steps half way along are needed as the kitchens (#4) at the rear of the lodge are slightly higher than the front.

Two rooms open off the passage. The first is an office (#2) containing the Warden's desk, records of the organization of his Fellowship, and two desks for clerks who work for the Warden. Seven large tomes deal with the taxes to be paid on every sort of material and goods brought into the city, for unless they are purchased by a Fellow for manufacturing, a levy must be paid. This is one of the major sources of revenue for the city. The Warden is responsible for its collection and during the day the office and area outside the building is constantly busy with traders and carriers.

A stone safe with a metal door also sits in the office. It can only be opened with the Edrogôl, for it is virtually impossible to pick its enchanted lock!. (This lock mechanism requires twenty-one absurd, that is -70, maneuvers to bypass!) The safe contains a large supply of coin, much of it foreign, which was taken in taxes or exchanged.

The wardens can catch a brief respite from their toil in the sumptuous parlour (#3). The chamber's fire, assorted chairs, and tables make it the perfect place in which to partake of the steady flow of snacks and drinks supplied from the Keylodge's kitchens.

Up a couple of steps to the rear of the building, the nearby kitchens are big enough to cope with a feast upstairs. Two large roasting fires with ranges dominate the room, which contains worktables and the full range of necessary utensils. Two members of the Cooks' Fellowship work here, both of whom were hired by the Warden. The kitchens and the office each adjoin a small spiral stair (#5) which connects both stories. During feasts, most of the food is taken up this way.

FIRST FLOOR

The first floor is entirely occupied by the Great Hall, a chamber used for feasting and occasionally for meetings of a group of Locksmiths who call themselves the Rûzakhârn (sing. "Rûzakhâr). An old Adûnaic label, their name means "Masters of Puzzles." They design and make intricate devices intended to intrigue and frustrate the uninitiated — complex toys for adults. For most of them this is just a spare-time hobby, but a few support themselves by selling their ingenious wares.

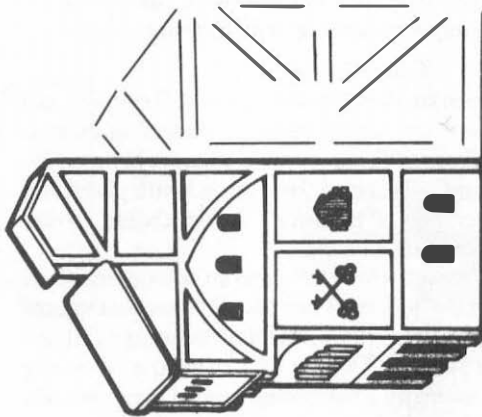
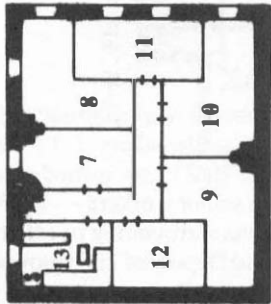
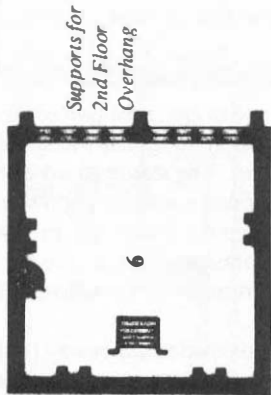
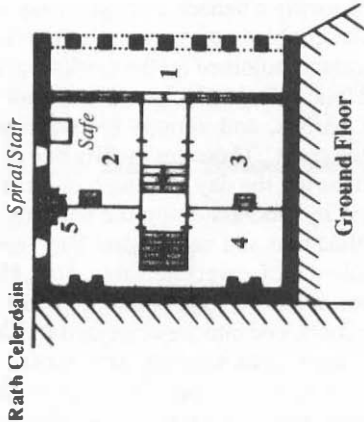
The leader of the Rûzakhârn is Goromil, a very old Dúnadan magic-user who has travelled widely during his life and learned many secrets from the Dwarves. A member of the Blood Ring and a skilled Sorcerer, he is Gandalf's (Mithrandir's) chief contact in Minas Anor.

The Great Hall has many tables and chairs, all old and carved from venerable wood stained dark with time; the floor has wooden blocks set in a pattern and the walls are hung with paintings so encrusted with the soot and dirt of ages that it is impossible to see what they are. Four large fireplaces around the room heat it well.

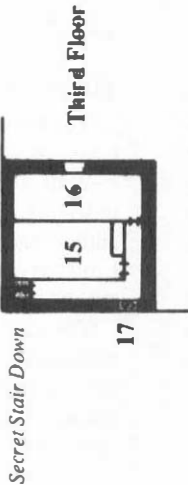
SECOND FLOOR

Supported by buttresses, the second floor overhangs the first. The only way up is by way of a narrow spiral stair, which leads onto a passageway that provides access to several doors. As far as most people know, this is the highest story of the lodge. The warden has a study (#7) here, a room that houses a large desk with drawers crammed with all documents he doesn't want left around in the office on the ground floor. There are bookshelves on three walls of the study, each holding books of history, records, annals of the Fellowship and the city, etc. Several fine woodcarvings decorate the chamber, a legacy of an earlier Warden.

KEYLOGGE



Goromil (wizard, puzzler)
Ruzakhâr (Ad: masters of puzzles)



Home of the Warden of the Keys
Meeting place of the Fellowship of Porters and
Door-Wardens, and used by the Fellowship of Locksmiths
The Warden is Erdil, a close associate of Tirbelôr Malréd.
Between them they control an illegal Fellowship of Thieves.
Only the most skilled are offered a chance to join, but are in return
supplied with excellent information on various good targets.

Secret Staircase (very steep)
Entrance is trapped; the release
mechanism hidden in secret
cabinet in centre of room.

Supports for
2nd Floor
Overhang

Second Floor

First Floor

Third Floor

Painted Motifs

Three bedchambers occupy the second floor, each well furnished with thick, fleecy rugs and warm wallhangings. #8 is occupied by the Warden's Deputy Gamallin, an ex-soldier with a great spirit of camaraderie. Erdil trusts him in all things connected with the Wardenship but not his secret life (see below). Gamallin is a widower whose son of sixteen still lives with him. The son, Gerond, is tall and strong, and wants to become an apprentice Warden. On the other hand, Gamallin hopes he will become a soldier first.

The second bedroom (#9) is occupied by the two Cooks who organize the kitchens downstairs, while the third sleeping chamber (#10) is home to Erdil's clerks. None of them have wives or children.

There is also a guest chamber (#11) used by people visiting Erdil. The room is kept in very good condition and contains a number of valuable objects such as candlesticks, statuettes, and ornaments (up to eight items at 5-50 speech). Its door is normally kept locked, and it is very hard (-20) to pick the untrapped mechanism. A single, large privy (#12) serves the whole floor with all the usual amenities.

The final room on the second floor is the library (#13). Locked like the guest chamber, it is a repository of bookshelves, which cover every available wall and even jut out into the room. A scroll cabinet stands in the center of the library, cleverly punctuated by pigeonhole-like circular holes into which the scrolls are slid. There are books on many learned subjects here, especially those connected with the history of the city and the South Kingdom and, at any given time, one or two magical tomes or books dealing with magical things rest on the library's carved shelves.

A fake bookshelf rises from one corner of the library, concealing a secret (and very steep) stair up to the third floor. Although heavy, it is unlocked, but anyone moving the set of shelves on its hinge will quickly realize that it is trapped.

TRAP: *The trap's trigger can be bypassed if a lever concealed down one of the tubes in the scroll rack is depressed. This lever is extremely hard (-30) to perceive. Otherwise, when the door is opened a hail of (+50) light crossbow bolts fly out from the shelves opposite the door. (The apertures emitting the missiles are also extremely hard, -30, to spot, even with a close search.) The trap delivers 1-5 missile strikes to anyone standing before the secret door.*

THIRD FLOOR

The third floor is much smaller than those below. It contains just two rooms, together with the narrow passage connecting them to the secret stair. The first room is a meeting room (#15) used by thieves for planning raids. This chamber is filled with plans, and maps of the city cover two of its walls. A blackboard covers another wall, its face marked with chalk.

The room is furnished with a long table and an assortment of old chairs. Shelves beside the door hold records of the proceedings of the Rogues' Fellowship, a grave indictment of its heads Erdil and Tirbelôr Malréd. (See Sections 8.54 and 7.22.) The room is mostly used at night, but occasionally a thief being hunted may find safe lodging here.

The other room is the Warden's bedchamber (#16), which is opulently furnished. Many of the items here have been stolen from the best houses in the city and are of untold value: lamps with facets cut from crystal; solid gold plates and cups; a gem-encrusted headboard; a cabinet of ivory and silver; belts and gauntlets studded with tiny pearls; and many, many more. Erdil also

possesses a number of useful magic items including a *Cloak of Shadows*, *Boots of Silent Tread*, a *Ring of Balancing* and a *Girdle of Climbing*. He has had a long and successful career as a thief, which roughly corresponds with his service as a warden. When he rose to become Warden of the Keys, he converted the attic of the old Keylodge to his needs.

The only other thing of note on the third floor is the secret door (#17), which allows access out onto the roofs of neighboring buildings. It affords entry for "guests," who occasionally arrive to plan more involved thefts.

10.2 SECOND LEVEL

10.21 HALL OF WAX

The Hall of Wax is a combined workshop and lodging house. It is the major craft hall of the Candlemakers' Fellowship and serves as their meeting-place. The Hall is not owned by any particular individual or group, but the senior workers — the five Masters of Hall — make all the decisions surrounding its affairs. Of the five, Limlach the Baillie, head and Deputy of his Fellowship, is the first among equals.

The Hall is a fairly old stone building, to which an extra story was added around eighty years ago. It has an attractive cream and grey exterior with a tiled, beige roof. The large, gilded, candle-holder-shaped weathervane that crowns its roof is a noted city landmark.

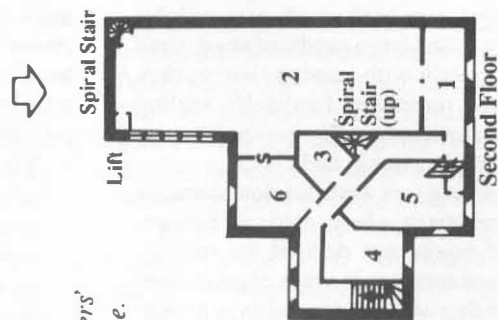
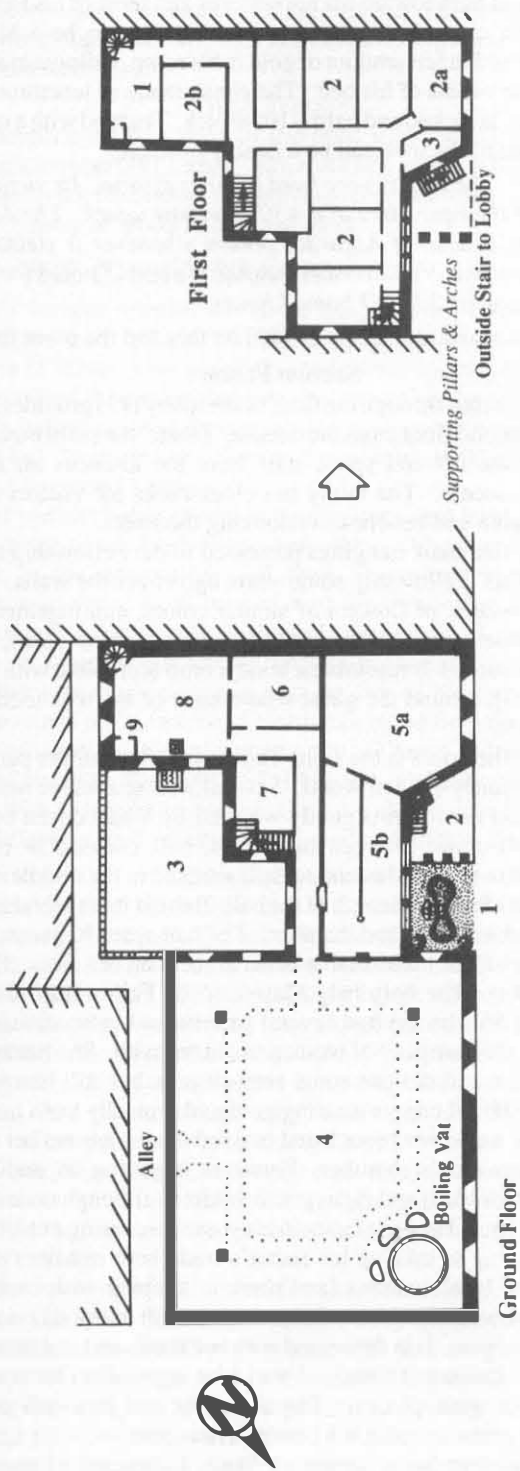
GROUND FLOOR

A small garden (#1) is one of the most notable features outside the Hall of Wax. The garden includes a lawn, some shrubs, and a statue set behind a flower bed. The statue is carved from porphyry and depicts Lîncelien the Brave, a woman Fellow who once saved a whole level of the city from a great fire in S.A. 1325. Her intercession averted the explosion of a massive vat of boiling oil, and Jacelien was made a Nominee of Conclave in recognition of her service to the city.

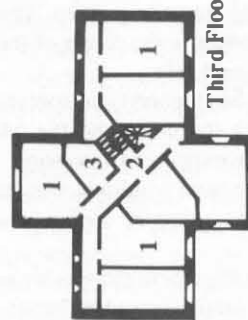
Beside the garden is the covered entranceway (#2) into the shop. The walk is attractively paved with mauve and white marble. This is surrounded by a colonnade, its row of tall columns supporting the overhanging second floor. From here, a stone stair affixed to the outer wall ascends up through the floor of the second floor and opens onto the lobby outside the Long Hall.

On the other side of the building is a fenced courtyard. The wooden wall dividing it from the alley is 9' tall and has but one locked gate. (This is hardly a barrier, since it is easy, +20, to pick its simple lock.) The cobbled courtyard accommodates a water trough and a pump, and is adjoined by the workshop, the kitchen, and a corridor. Several wooden lockers containing Úlcaimion, tarpaulins to cover barrels, and various tools and supplies are positioned around the court. There are usually one or two people out in the courtyard during the day, although on finer afternoons they might be joined by laborers doing the washing and drying using rows of scrubbed tubs and vessels and long lines.

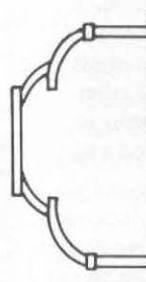
A rare double vaulted roof covers the large, 56' x 46' workshop area (#4). It has three entries: a large entrance on one side into an alley, and two other doors, one into the courtyard and the other into the living house. Stores and supplies are stacked beside the courtyard, while in the opposite corner is the main vat where the candle wax is rendered down and boiled. The refined wax is then drawn off into three heated tanks, each treated and used in a different way.



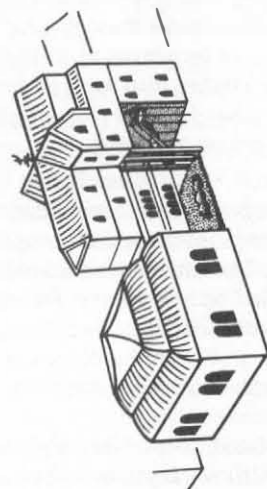
Major workshop of the Candlemakers' Fellowship; also their meeting place.



This area higher.
over Hall.



Workshop is double-vaulted



Dozens of workmen and women manufacture many sorts of candles and wax objects here. Their products include ordinary candles, rushlights made from dipping reeds in thin wax, thick oily wax torches, slow-burning nightlights, fancy candles cast in molds and colored or carved or painted, wax blocks bought by the clothwrights for melting and painting on batik-work, wax dolls for children, waxed sheets which are rolled into a candle of any desired thickness, candles marked accurately with passing time as they burn, wax paper for packing and preserving foodstuffs, sealing wax for documents, as well as many less common goods. They do not, however, make soap, oil, or other liquid fuels.

Small ovens and ranges for keeping wax warm are dotted around the working area, flanked by sand boxes, where molds are formed. The other tools and pieces of equipment devised for making candles are housed here. The most common is a rack of poles from which wicks are hung down either side. Lowered into a deep trough of molten wax repeatedly, these tools allow each coating to set before the next is added, providing the candlemaker with an exceptionally uniform product. As a precautionary measure, many of the workers wear aprons and gloves made of supple leather. Several of the older ones bear the scars of accidents, where they have been scalded with boiling wax — a less than pleasant experience.

The first room one enters on the living side of the building is the shop (#5). It is divided into two areas: the sales area (#5a), which has stocks of the commoner items and two clerk-traders to serve customers and record purchases; and the gallery (#5b). The goods for sale are arranged on racks and tables in the center of the room, while the clerks work on the righthand side.

The gallery is a display area for fancy goods and special items, which are set out in cabinets along the walls and the partition. Many of the items on show here are expensive, and some are not for sale. Both sides of the chamber have windows, but the inner wall's window is aligned with the aperture looking into the courtyard.

Behind the sales area is an office (#6) where records are kept and filed: shelf upon shelf of musty, leatherbound volumes which creak terribly when opened. Another two clerks of the Scribes' Fellowship work here, under the light of a wooden chandelier with sixteen candles. One is a petty thief and cutpurse.

Opposite the office is a large privy (#7). Used for washing, it also contains latrines. The final room on this floor is the commodious kitchen (#8), which serves the Long Hall two floors above. Reachable only by a ladder through a trapdoor, the kitchen's small but well-stocked cellar serves as a store for wine, ale and other foodstuffs. The kitchen also has a double hearth, a spiral stair in one corner, and a hand-pulled plate lift (#9) that enables food and dishes to reach the second floor.

FIRST FLOOR

The first floor is mainly accommodation for Fellows. There are two stairs up; the main flight and the spiral stair from the kitchen to the store (#1). The latter has household supplies such as cleaning materials, bed and bath linen; it is also used for drying herbs and food, as it has underfloor heat channelled from the kitchen hearths. The bedchambers (#2) are hardly special, albeit adequately appointed, and some of the furnishings are a little worn and threadbare.

On the other hand, both of the neighboring Masters' bedchambers (#2a and #2b) are anything but austere. #2a is the home of Lindethin and his wife, the newest Master. Only 40 or so years of age, he is a skilled waxwright and has developed a couple of new and helpful techniques in mold construction and wax dyeing.

Around town, Lindethin often wears a splendid eket (shortsword) around town, a marvelous weapon adorned with seven emeralds and a green snakeskin sheath with a hanging loop.

#2b is the home of a miserable old bachelor, Ascorin. He is scathing and hard toward his apprentices and most of his Fellows, and no one quite remembers how he ever got to be a Master. Ascorin hoards a fair amount of gold in his room, hiding it in a chest beneath the panels of his bed. The chest, made of lebethron with steel hoops, is locked and hard (-10) to pick. Trapped with a sprung poisoned dart, the lock can be a deadly obstacle.

TRAP: *The trap is very hard (-20) to disarm. Its victims receive the equivalent of a +30 shortbow attack. The dart delivers a dose of Asgurath poison whenever it yields a critical strike. Victims must then resist a level 3 poison or be paralyzed for 20-[CO bonus] hours.*

There is also a modest privy (#3) on this and the other floors.

SECOND FLOOR

The stone stair through the floor of the lobby (#1) provides a way up to the second floor from the outside. Inside, the main inner stair and the plate lift and spiral stair from the kitchens all afford additional access. The lobby has cloak racks for visitors and a pleasant table and benches overlooking the street.

Several fine batik hangings presented to the Fellowship by the Clothwrights' Fellowship some years ago cover the walls. Each depicts a swathe of flowers of similar colors, and together they form an interesting nature study. Large wooden doors, each intricately carved to resemble a honeycomb (complete with small gilded bees), remind the guest where most of the wax used here comes from.

Beyond the doors is the Long Hall, a superb chamber panelled with rich, honey-golden wood. Several wax sculptures nestle in alcoves, and the room is gently warmed by a half dozen copper braziers set about between the tables, half encased in carved wooden boxes. The Masters' table is situated in the middle on the left, set back from the length of the hall. Behind it is a secret access panel into Limlach's bedchamber. The hall seats 70 guests.

There are three comfortable bedchambers on this floor. One is Hídril's (#4). The only lady Master of the Fellowship; she is a spinster of 55 who has had several paramours but never married, preferring the company of women to chatter with. She has a good artistic sense and designs some very elegant, but still functional, waxware. Hídril enjoys wearing gold and typically has a number of bangles, a clasp or brooch and braided chains around her neck.

#5 is Finwaren's chamber. Finwaren is getting on, and has a wife, three children and eight grandchildren (although none of the latter live here). He was a sailor in his youth, becoming a chief mate before leaving to take up his father's trade here in Minas Anor. Contrary to local customs (and more in keeping with Umbaran culture), he worships Ulmo daily and has built a tiny shrine at the back of his room. It is decorated with sea shells and is dominated by a tiny fountain that continually trickles into a silver basin worth hundreds of gold pieces. The antiquity and the skill of the fountain's crafting make it a precious heirloom.

The final chamber is Limlach's room. Limlach is a clever and bright-natured man who has worked his way to the head of his Fellowship using guile and the cultivation of many strategic friendships. Still, he holds truest to himself, and is unpopular on Conclave, where the other members see (to some extent) through this facade.

Limlach lives with his wife Andressa and their grandson of four years old, since the boy's parents both perished in the recent Plague. The chamber is set with silver-embroidered hangings and many lamps, for Limlach's wife comes from Morthond and has a mortal fear of the Undead and she believes that these trinkets will protect her at night. On one wall is a tall silver mirror surrounded by perfumed candles.

THIRD FLOOR

A triangular stair ascends to the third floor, which contains seven bedchambers (#1), a hall (#2), and a privy (#3). All are much like those on the first floor. A relatively recent addition, this story is made wholly of wood rather than stone.

10.22 THE GREAT BAKERY

Locals wonder whether the Great Bakery is a workshop or a temple to the "gods of food." Whatever one's opinion (and opinion of bakers in Minas Anor generally tends towards acceptance that they are indeed the earthly minions of some Vala), the marvellous bakery is indeed a splendid monument. It has two octagonal towers each 70' tall. They are linked by a narrower entry-building, as well as by the U-shaped bakery itself.

As the premier baking house of the city, the Great Bakery is also the residence of the High-baker, Palanthrar. Also known as the Hayrick to the apprentices and other youngsters here, he is enormous (easily over 25 stones), with an unruly thatch of dark blond hair and a continually flushed and florid face. His arms and fingers are impressively strong, despite his weight, and he can knead twice as much dough at once as any of his compatriots. Equal amounts of Dúnadan and Northman blood flow through his veins, and some link him with the family of Queen Vidumavi, the wife of Eldacar (r. T.A. 1432-37, 1447-90). Palanthrar rules the Bakery with an iron hand, but remains kind and considerate to any of his Fellows or their families, particularly when they are in need.

GROUND FLOOR

Outside the front of the building is a small area of lawn (#1) divided by a cobbled path. On one side there is usually a temporary stall selling the freshest cakes, pastries and loaves in the city, still warm from the oven. The path passes through the center of the section joining the two towers. This arched passage (#2) is wide enough for the hand carts that bring loads of flour, butter, sugar and other supplies. They are offloaded in the paved central courtyard (#3), and then taken through large doorways into the bakery proper. Here there are three storage areas: #4a for flour (of different varieties), butter, cream and other dairy products; #4b for sugar and confectionery, dried and crystalized fruits and the like; and #4c for the firewood needed to stoke the ovens during the long hours of baking.

The ovens (#5) form the central feature of the bakery. There are two tiers. The lower, broader ovens are 7' deep and are cooler than the smaller ones on top. The lower ovens are for baking cakes and pastries, while the upper ones are utilized for loaves, rolls and biscuits, which require hotter temperatures. Ceramic and stone, the ovens have conduits to circulate the hot air fueled by the fires at either end. The smoke rises through the two large chimneys.

The ovens have metal doors. The lower ones have a movable front section of rungs, behind which the bakers (using large, flat wooden shovels) place the trays of cakes ready to be baked. The upper tier is reached up a short flight of stairs. As the top of the lower ovens gets too hot to walk on, the loaders must wear thick-soled shoes made of rope and canvas, and walk along raised wooden boards, known as the "cakewalk."

The working area of the bakery is divided into varying areas designed for different tasks and products. Bread dough is produced in #6. In #6a the dough is mixed; the standard mix being made in vast quantities. A great pottery basin is surmounted by a steel gantry from which a large hook descends. The toothed stem of the hook is driven round by a cogwheel, which is linked to a waterwheel powered by a cistern full of water. The hook mixes the flour, water, and yeast together and does the initial kneading. Then, the dough is removed from the basin and divided into smaller batches. Taken to the proving rooms (#6b) to rise, the dough sits in little wooden cupboards, each fitted with shelving and gently warmed by flues from the oven fires. Once it has risen once, the dough is divided into individual loaves and kneaded again on wooden tables (#6c). Afterwards, the loaves are arranged on dimpled platters and allowed to rise again until baked.

All the cakes are made by hand in #7. Sweetmeats and pastries are tenderly layered in #8, and delicious, crunchy biscuits are mixed, rolled, and cut in #9. Everything that comes out of the ovens is first taken to the finishing tables (#10). These have many-storied cooling racks, from where the bread, cakes or whatever are 'finished': iced, dotted with seeds or decorations; assembled with cream fillings, and so on. They are then packed into wooden trays for delivery to bakers' shops, eating houses, lodging houses and the like.

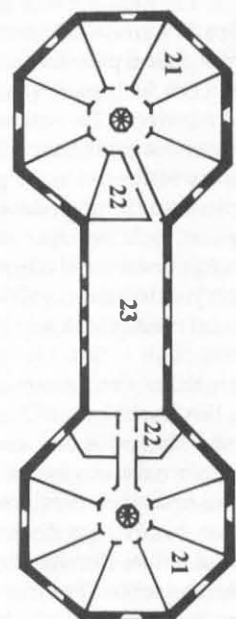
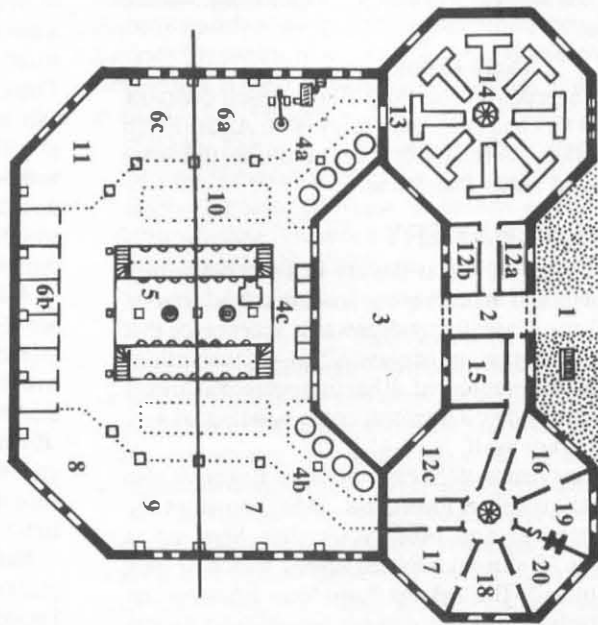
Naturally this makes the whole work floor a busy, bustling place. Everywhere you look, there are people beating, stirring, kneading, trundling barrows, hefting baskets, and trays and sacks, whisking, testing, tasting, and throwing their hands in the air. Finally, everything used in the preparation ends up at the steamy, industrious wash area (#11) — where tall draining racks seem to menacingly loom up to trap the unwary apprentice and hold him prisoner for hours, releasing him only when he is as wrinkled as a prune in one of Palanthrar's famous plum puffs.

After the hectic frenzy of hard day's baking, many of the workers are ready to retire to their living quarters. First they have a scrub down in the twin washrooms (#12a men's, #12b women's) and return their aprons and caps to the store (#12c), along with any special utensils that are freshly washed and dried. Meals are served in the Baker's Hall (#13), an octagonal room with eight supporting pillars and a central spiral stair (#14). This staircase leads down to the kitchens and their cellars. The Hall itself is lofty and a pristine white inside. A large relief sculpture molded in a special variety of unleavened bread (4'x4') is the chamber's only decoration. Inedible, it is changed each week.

The other rooms lie across the passage. Right beside the tunnel is the bakery's office (#15). All deliveries are checked in here and the trays of delivered goods are noted in the sales ledger. Accounting ledgers and scrolls of payment, all kept by two Scribes, occupy the shelves. In the tower is the aforementioned storeroom, and a parlor (#16) for day-visitors that is furnished with comfortable seats, some ornaments of silver and china, and a brazier for heating.

The door to Palanthrar's bedchamber (#19) is normally locked. This mechanism is medium (+0) to pick and bolted at night. No trap guards this filigreed oak entry, but a small bell hangs from the inside of the door.

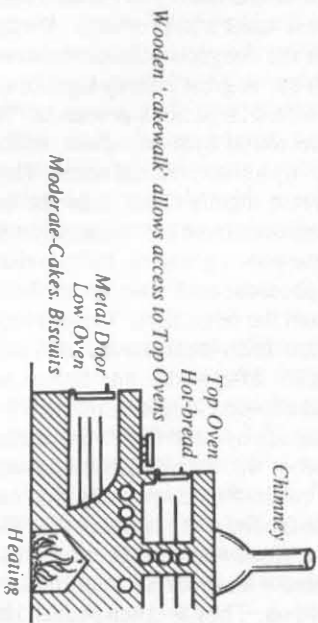
The recipe library (#17) is an important room where the Fellowship keeps many ancient tomes containing the recipes of dishes handed down through the ages, some from Númenórean times. Most are written in Quenya or Sindarin and use an aged system of weights and measures. Some of the most important recipes are not kept here, however, but are locked away in the High-Baker's office (#18).



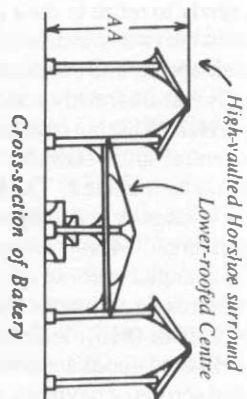
Another level of each octagon above this, with 7 bedchambers in each.



Loft above each octagon, providing two smaller dormitories



Produces c. 1500 loaves per day



Much to-and-fro with barrows of dough, bread & cakes going from one stage to another

THE GREAT BAKERY

A narrow gap between the musty shelves of dark oak leads through to the office. In contrast it is light and almost airy. Bookcases occupy the center of the room, while Palanthrar's desk stands under windows. He has one trusted clerk (a Scribe) to help him in here, a considerable task in light of the plethora of catalogs and files of the Bakers' Fellowship that line the racks on either side of the desk. These bookcases hold many histories and tales of baking, and a number of special recipe books. The latter are shelved behind a padlocked grill, which is very hard (-20) to unlock.

These carefully-guarded recipes are for the special bread and cakes, the most precious of which is undoubtedly Lembas (S. "Life-bread" or "Way-bread"; Q. "Coimas"). The mysteries behind dozens of rare, nourishing, or delicate foods are housed here. (The recipe for Denethor's "White Cakes," which were served to guests such as Peregrine Took, are but one of the special macaroons in this treasury.) Each worth between 10 and 100 gold pieces, the seven dozen books constitute a fortune.

Palanthrar has two other personal rooms in the tower. #19 is his bedchamber. This is heavily draped in old red hangings, most of them in fairly poor condition and equally poor taste. Palanthrar's massive, four-poster, canopied bed, is more comely (albeit very sturdy). Made from a dark wood, it is graced with elaborate scrollwork and carvings. A similar dresser and wardrobe, however, make the room feel very oppressive. There is little of interest or value here, save perhaps a gross ivory statue from the Far South (actually Mûmakan). Carved from a single tusk and stained a reddish brown, the carving represents a voluptuous and grotesque female with a rather diabolical aspect. Behind this prize and a drape, is a secret door permitting entry into the Little Kitchen (#20).

The Little Kitchen is exceedingly well equipped and carefully kept. Everything is personally overseen by Palanthrar himself, for he allows no one else to enter. Emerging triumphantly with his latest creation, he prefers to work unhindered and present only the final fruits of his labors. The door from his office is steel-plated and has a special, complex lock. The star-shaped device is extremely hard (-30) to pick. In the kitchen (whose windows are of frosted glass) are notes on new concoctions, special (and some very expensive) foodstuffs and ingredients; silver and gold-plated utensils, splendidly carved serving dishes and platters, etc. Most are stamped with the symbol of the Bakers' Fellowship.

FIRST FLOOR

The upper floors are reached only by the spiral stairway that rises through the heart of the towers. On the first floor there are a number of fairly ordinary bedchambers (#21) for Bakers and their families. Between the two towers is a dormitory for young lads and apprentices (#23). There are also privy facilities (#22) provided for the inhabitants.

SECOND FLOOR

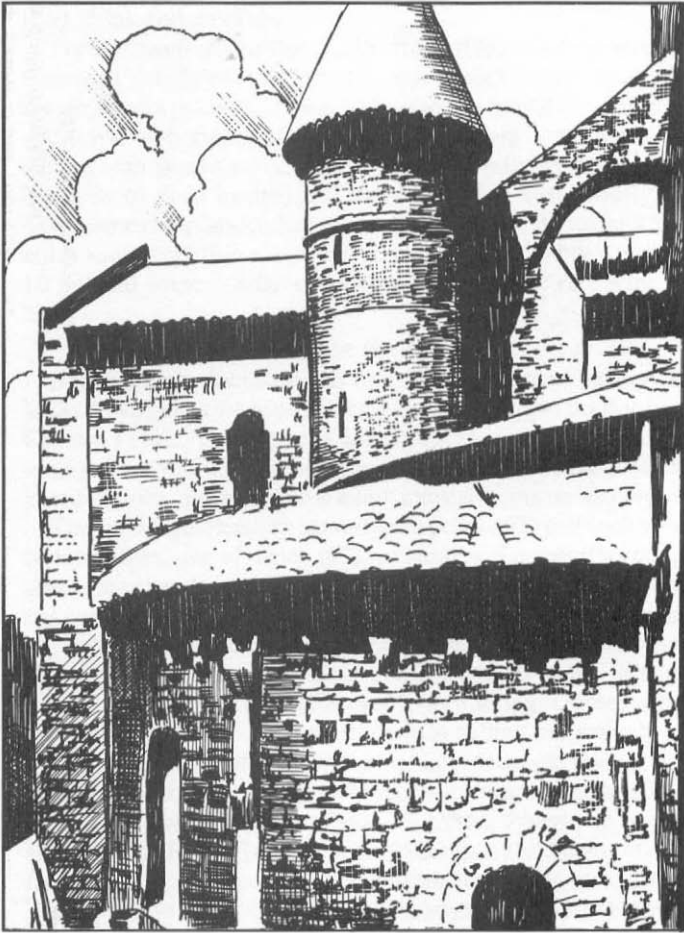
Each of the towers extends further upwards, with another ring of bedchambers; however there is no link between the towers at this height.

THIRD FLOOR

The final floor consists of two spacious dormitories (each with its own private privy facility). The one is for female apprentices and older daughters of the residents; the other a mixed dormitory for younger children. In the latter two older women also sleep, acting as nannies.

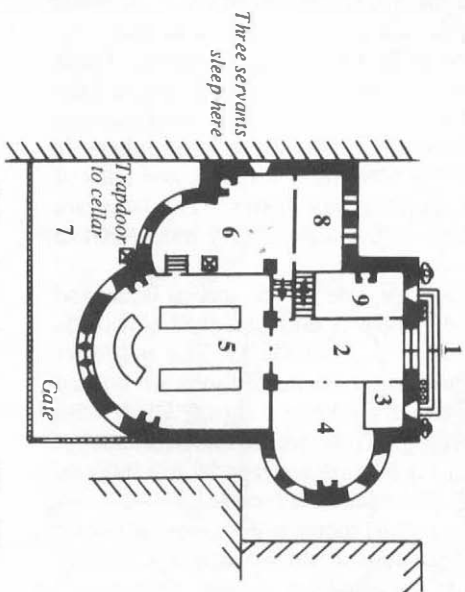
10.23 HOUSE HARNASTIN

House Harnastin is a smallish but elegant townhouse, the home of Curmegil Harnastin and his family. The house is built of stone and tile, its subdued tans and rusty reds set off by the bright galeneland creepers which spread over much of the front. For four months of the year, from late spring, these vines bear yellowish-white bell-like flowers and exude a sweet, light scent.



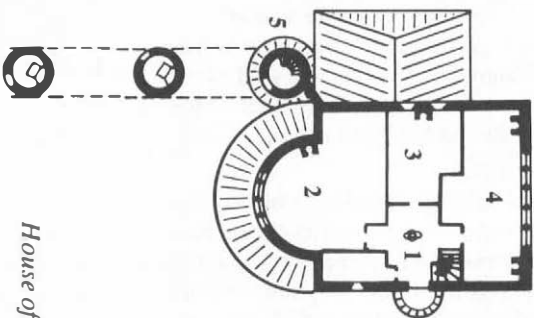
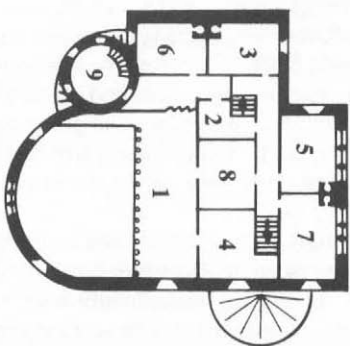
GROUND FLOOR

The entrance (#1) from the street is up an impressive flight of steps and through a deep-set doorway under a semicircular arch. The arch is banded with three rows of incised designs: a row of dagger-motifs, a row of shields, and a row of teeth. On either side of the arch, there are three columns supporting a tympanum (a carved stone fitting the arch) depicting a battle scene which features Armagor Harnastin taking the standard of an Easterling Chieftain. The steps are in turn flanked by two large statues, each larger than life size. One represents Armagor, the other his grandson, the celebrated Marilgon. Both statues are carved from grayish marble and somewhat worn, and both show the figures in full military array. The heavy timber, double doors bear two, crossed Northmanswords (each riveted to the wood), brocs of over six feet in length.

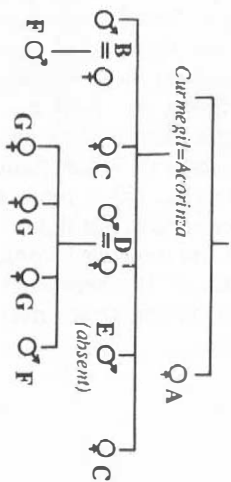


Three servants
sleep here

Cellar below is one room 20' x 12'
Steps down from kitchen.
hatch from courtyard



House of Curmegil Harnastin with his family



- A) Firigil
- B) Rodhel & Rosithil
- C) Luthien, Lindwiel
- D) Luima
- E) Harwain
- F) Children of Luima & Tuorthin

The lobby (#2) is a wooden-floored chamber hung with tapestries of battles past. All the furnishings are elegantly carved: there are doors into several rooms and to a small cupboard or cloakroom (#3), a flight of stairs up and a side table and chairs for waiting visitors. Alternatively they may be shown into the parlor (#4). This has very comfortable furniture and is often used by the ladies of the house during the day. These include Curnegil's wife Acerinza, her sister-in-law Fírigil, and her daughters Lúthien, Luinna and Lindúviel. There are several precious ornaments in here, including a solid gold death-mask of Armagor displayed in a crystal cabinet. A decorated hearth warms the room when necessary, although often the sun is equal to the task.



The major room on this floor is the Captain's Hall (S. "Rond Thangon") (#5), which extends up through the next floor as well. The double doors are flanked by the squat, square pillars which support the stone vaulted ceiling; on the doors themselves are set three bright shields, carried by members of the family at one time or another. The Hall has a high table and two flanking tables. The walls carry an impressive display of weapons and shields, trophies of many long years of campaigning. Some date back to the time of Armagor, including an Asdriag Easterling *usriev* (As. "Sword-lance") of greenish metal said to be enchanted, a falchion studded with six diamonds, and three intricately forged iron helmets that once adorned the heads of Uruk leaders. There are several hundred items in all. An abstract mosaic representation of Tulkas decorates the center of the room.

The Hall is served by the kitchen and workroom (#6), also home to the three servants who help run the house. A cook from the Cooks' Fellowship comes in each day to prepare meals; he lives elsewhere. The kitchen is connected to the courtyard (#7) by the back door, a small, solid affair, and also by the cellars: both have trapdoors down. The courtyard is bordered by an 8' wooden wall with a locked gate. Goods not kept in the cellar are put in the pantry and store (#8). Both are well stocked at all times with high quality food, drink and crockery.

The last room on this floor, at the front of the building, serves as Curnegil's study (#9). It is rarely used as such, and is more often employed as a parlor. Curnegil retires to this retreat for a quiet talk and drink with guests after a meal. There are some bookcases stuffed with unread volumes, mostly boring military histories and accounts of dead campaigns, together with a suspiciously tidy desk, some chairs and a chest. The chest is hard (-10) to unlock and holds some very fine glassware (each goblet probably worth 1 to 10 gp) and some similarly valuable bottles of the rare wine and beer.

FIRST FLOOR

Bedchambers dominate the first floor. A broad gallery (#1) looks down over a wooden balustrade onto the upper portion of the Captain's Hall. This area can accommodate extra diners during a special feast, or for players to entertain those below. It is also used as a dayroom. Its walls have a few martial items on display.

The living quarters are served by a privy (#2) and include six bedchambers, one of which (#3) is Fírigil's. Curnegil's younger sister, she has been afflicted with failing health due to some unknown, wasting disease. The Healers can help her somewhat, but not completely cure her. She has a very fatalistic outlook on life and wears exceedingly plain clothes, usually black. She also carries a staff around as she has problems walking. Unfortunately, this has led to some of the street urchins calling her a witch.

Rodhel and his wife Rosithil are a happier couple that reside in nearby (#4). He is Commander of the First Company of the Citadel Guard, and a very successful soldier. Often, though, he is away, and although Rosithil enjoys both his company and being with his family, she seeks solace with other handsome young men. Of this, Rodhel knows nothing. Their room is bright and tidy and often set about with vases of flowers.

Curnegil's second daughter was unlike her sisters; she thought little of the riches and power of the Harnastin family and instead enjoyed to read and write poetry. Luinna met and married a bookish Healer against the wishes of her father; however Curnegil has come to appreciate Tuorthin and the couple live here (#5) along with their four children. Luinna and Tuorthin are both Healers and sometimes spend long hours at the Houses of Healing; Tuorthin is quite senior now. Luinna's sisters are unmarried and share a room (#6); they are both vain and dislike her for getting such a dreamy husband so young and so easily. However, they do not share her natural beauty and have rather vulgar tastes; this in turn has led to few offers of marriage (despite their good breeding), which they have rejected as 'below them'. Their room is crammed with the latest fashion in dresses and jewelry and all sorts of gaudery.

An elegantly appointed, neat chamber (#7) is kept for guests or the occasional visit home by Curnegil's other child, his second son Harwain. Harwain is a noted adventurer with a wide streak of "good" in him; he travels around helping people out, taking on a variety of fearsome opponents and usually just scraping out with his life. He bears one of the family's heirlooms, a magic broadsword named Tincorava (Q. "High-metal"). The blade has a surface which reflects light strangely, like oil on water.

NOTE: *Tincorava* was made in Númenor. A +20 anket, it is the equivalent of a mithril weapon for purposes of resolving critical strikes. It gives the bearer a +25 RR against Channeling magic and +50 RR against Essence attacks. By wielding it vigorously, its holder can produce the effect of "Breeze Call" spell up to 4 times per day.

The last bedchamber on this floor (#8) is shared by Luinna and Tuorthin's three daughters. It is a typical children's room.

Beside the Hall's gallery there is a locked door to which only Curmegil has the key. The lock, which is Extremely Hard (-30) to pick, is surprisingly good, and both the door and the bars on the window of the room inside (#9) are toughened. Anyone entering the room should notice an immediate chill. The walls are bare stone, and a stone stair winds up around them. The room itself is bare save for a small stone slab on the floor inscribed with Angerthas characters but in an unknown language.

SECOND FLOOR

The second floor is more elegant than the first. The stairs ascend to a landing (#1), which is arranged symmetrically around a bronze sculpture. The beautiful figure stands on a plinth of bronze. Its enamelled panels depict the constellations of the sky, all picked out in gold on a dark blue background. A glittering chandelier hangs overhead. The landing opens onto a small balcony through window-doors. Another door opens into a privy.

The master bedchamber of the house (#2) is large and airy, hung with drapes of cream, peach and pale gold. Gilded lamps are mounted on the walls and the scent of sandalwood from South Ithilien wafts around delicately from hidden sachets. The room also contains a splendid bed, several wardrobes, and many chests, all containing clothes, shoes and miscellaneous garb and accouterments. A gilded and mirrored dressing table, supporting a fortune in jewellery and perfumes, and a stand for Curmegil's armor and personal weapons complete the furnishings. The floor is covered with furs and the windows are of stained glass.

Next door to this room of luxury is the nursery (#3) where Curmegil's children were all brought up; now there is a nurse and two young boys: one of Rodhel and Rosíthil, the other of Luinna and Tuorthin.

At the front of the house is Curmegil's library and study (#4), another fairly spacious and open room devoted to books. It houses several modestly-high bookshelves, a fine, broad desk, a special writing table of brass and silver, numerous silver lamps, and Curmegil's special pride: a map-cabinet. This deep cupboard contains some forty maps, all mounted in strong frames which are safely stored and which can be withdrawn from their slots simply and easily on runners. Special lamps illuminate the cabinet's top, which is equipped with a magnifying lens. The whole cabinet is very robust as well as fair to behold, with much ivory inlay. Easily transported if necessary, it holds a priceless collection of knowledge. Half the maps are historical diagrams of battles, sieges etc.

THE TOWER

The side tower (#5) of the house reaches up to the fourth floor. No entry is afforded from either the third or fourth floors. Instead, access to this area is restricted to a ladder, which connects the tower with the second floor of the house. The base of the ladder is near the top of a stair ascending from the first floor (see First Floor, #9) below.

Constructed of bare, unadorned stone, the tower is a chilly place even during the warmest summer months. An aura of dread surrounds the place, and anyone climbing the ladder to the third floor will experience a disquieting feeling. Upon reaching this level, an intruder must resist a 3rd lvl *Fear* spell. Victims failing to resist the incantation will invariably flee, never to return.

The trapdoor to the topmost floor is shut, but unsecured. If it is opened, the nameless terror becomes overwhelming and a 7th level RR must be made to avoid a blackout. Those succumbing, fall into unconsciousness, and when they wake up will have a terrible fear of heights (this will include, especially, stairs, and its effects can manifest themselves in any way at any time, such as in recurrent nightmares and so on). This affliction can be removed with *Mental Cures*, but the spell will resist the cure (at 7th level).

An extremely disturbed spirit reposes in the tiny circular room atop the tower. Bound to a simple stone-headed axe (once taken as booty by Curmegil's ancestor in the Eastlands), it will not leave the chamber unless its focus is moved. The axe is an *igana* and was the focus of the tribe's worship of the Lord of Night (i.e., Sauron). It is a x3 PP multiplier (evil spells only), casts a 120'r. *Area Protection II* spell twice per day and 360'r. *Courage* spell. Its limited sentience enables it to "Mindtalk" in the Black Speech (at Rank 1) with the axe-holder, as well as defend itself with a combination of *Fear's Song*, *Great Song*, and *Phantasm I* spells. The latter spell is the spirit's last resort, and it will use it on anyone entering the upper room, thereby creating a terrifying undead form. This visage, akin to that of a Barrow-wight, will cause the (mental) death of any intruder who fails to successfully resist a 3rd level Channeling/Mentalism attack.

10.24 LETSEN'S STUDIO

Letsen's Studio is an artists' community and workshop. It has no great reputation and a fair turnover of people. There is always someone leaving or someone new arriving. Letsen, however, is always here. An old man with no family other than a brother who rumor holds deserted him several decades ago, he is a consummate loner. His joy lies in his work. Letsen is a fine sculptor who has made enough money over the years to maintain the house and studio as he likes them. His 'guests' often cannot afford to pay much, and leave tokens of their art behind instead.

NOTE: *The Studio has the same plan as the Little Lock Shop, 10.13; the key numbers below refer to that plan.*

GROUND FLOOR

The Studio has a small gallery at the front accessed by a flight of stairs outside (#1). The gallery itself (#2) is a little shabby with a central partition on which paintings are hung and sculptures set. There will usually be one or two artists lounging around here with a glass of thin wine. A door leads through to a communal area (#3) with odd sticks of furniture, and then to the kitchen (#4), fairly sparsely stocked. At the rear, down a few steps, is the sculptors' workshop (#5). Here Letsen works, usually in wood or ivory, along with three to seven others, working in marble, jade, limestone, porphyry, sometimes even wax or clay. There is a back door (#6) and a flight of stairs up to the next floor. The workshop area is usually cluttered and littered with debris.

FIRST FLOOR

The first floor is divided into three sections by simple wooden walls. The largest is the general sleeping area (#1 & #4). This is scattered with rugs and furs that serve as bedding, a couple of mattresses for the lucky ones, and a few odd lamps. There are numerous small chests, caskets and tied leather sacks holding belongings. Two curtained gaps lead forward to another, slightly more private, sleeping area (#2 & #3) where Letsen rests among others. He has a chest containing an assortment of rather grubby clothes and other useless items. Its false lid conceals 90 gold pieces in crowns and seven, lustrous garnet stones (each worth 1-7 gp).

The last and smallest room at the back of the first floor is a dirty privy (#5). Here the water supply only works 50% of the time (roll 51-100).

SECOND FLOOR

This floor is one large room, with no partitions. It is an absolute mess, with heaps of cloth, frames, rolled canvases, easels, boxes and other unidentifiable objects strewn apparently at random. This is the studio proper; anyone brave enough to want their portrait painted or sketched can come up here. The artists have a variety of backgrounds at hand (drapes, tapestries etc.) and the boxes contain various sorts of paint, charcoal and inks.

A motley bunch of men and women, the residents include: Dúncam, an age-old Silvan Elf; Celena-élen, a 'fallen' young noblewoman with an addiction to Gort; and Amerod, a wildly handsome and powerfully-built young lesser Dúnadan who is well known to many women in the city for his prowess in sketching, singing, and other arts.

10.25 ELDACAR'S BREAKFAST HOUSE

Half way down Woodwrights' Street a lane branches off to the left and a very pleasant sight greets the traveller's eye. A building of warm red, orange and white rises behind a small terrace set out with tables of good solid wood. This is Eldacar's, which has an even better delight in store for the visitor who cares to stop: not only sights to feast one's eyes on, but smells to savor and delicious provender to consume. With the terrace doors flung open one can see the hustle and bustle of citizens adroitly served by aproned waiters. There are warm cakes and biscuits and loaves rushed from the bakeries, steaming mugs of mulled wine and spiced ale if the morning is frosty, pitchers of cool milk and chilled herbal infusions, platters of cheese and cold meats set about with galesen in, fruit and vegetables.

GROUND FLOOR

The arcaded stone lower floor of the House is built from an orange-colored marble set off by plain limestone and red-veined blocks. A low wall of the latter surrounds the terrace (#1). This is reached up two wide steps and holds a number of tables and benches of sturdy outdoor wood. Three large window-doors lead through from the terrace into the main seating area (#2); these are kept open in fine weather to give the whole place a light, airy feel. A number of stone troughs containing plants are placed around this area, along with a multitude of tables and chairs. Up to a score of waiters (both men and women) scurry around, seating and serving their guests with all manner of foods through much of the day. They open at sunrise, although the cooks have been here for two hours before then preparing dishes.

Food is taken from the kitchen in large quantities to the servery (#3). This and the other rooms on this floor (and the corridor) are divided from the seating area by a wooden wall or partition some 8' high, well below the ceiling, some 16' high. Three servery hatches open into the seating area for the waiters to collect dishes from. These are deposited back the other side of the office (#4) at a special hatch (#a). There is a canvas belt here attached to rollers which can be handcranked along to the store and washing-up room (#5). A bell at this end is rung to tell the workers there that the belt is loaded.

The office itself (#4) is run by the Housemaster, Telinnor, together with his wife Emelien. Both are respected members of the Cooks' Fellowship although neither does much cooking any more; Emelien is more a member of the Hosteler's Fellowship; she ran a guesthouse for several years before marrying Telinnor rather late in life. In the office are two large desks and another writing table, bookshelves and racks for their ledgers and records and a small range to provide warmth and a constant supply of food and/or drink for these two and their assistants.

The store and kitchen (#6) are frenetic during the morning, less busy in the afternoon. In the store are towering shelves packed with all sorts of goodies and also with the piles of crockery (mostly wooden platters and cups) needed for all those customers. Beside the shelves are busy sinks with a couple of lads or lasses always up to their elbows in steaming water. In the kitchen there is a row of ovens against the courtyard wall, a massive range in the center and preparation tables all round the outside. There is also a back door into the courtyard (#7). Here there is a water trough, a fuel bin and a stoking hole for the oven fires. There are also numerous crates and sacks under roofed shelters with more bulk food supplies.

FIRST FLOOR

The only way up to this floor is a spiral stair in the corner of the corridor of the ground floor. Most of the floor is taken up with bedchambers (#1). These are well-appointed, for Telinnor and Emelien like to think they look after their large 'family' well. Each room typically has a hearth or brazier for warmth, along with wall hangings of woven felt, and a carpet or fur on the floor. The built-in bed and cupboards provide sleeping and storage space and almost every room has a window. All these furnishings are of good quality, even if not especially decorative. In addition to the workers of the House, some others who work elsewhere dwell here, such as a couple of Bakers and Woodwrights. There are of course a couple of privys (#2).

Also provided is a dayroom for children and workers off duty (#3). This has a broad window overlooking the street and boxes of toys and other pastimes, and also some interesting paintings on the wall of former buildings on this site.

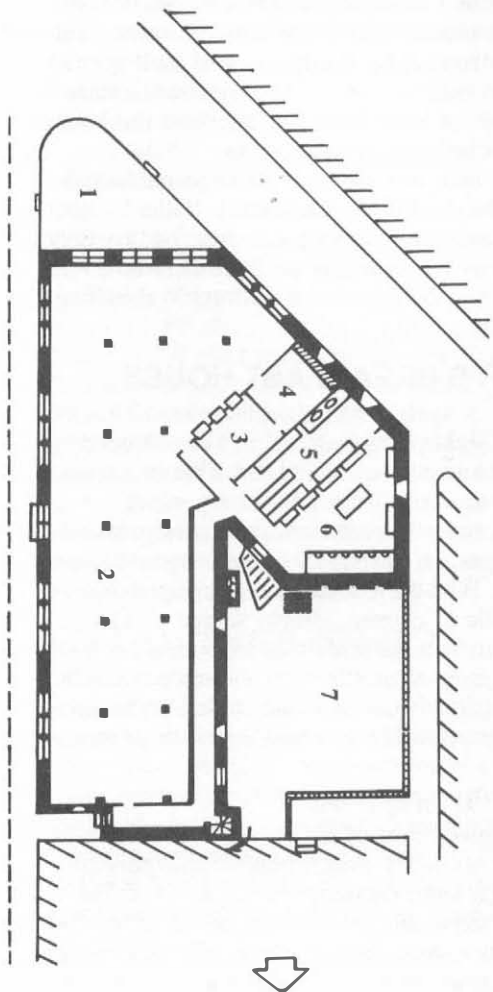
The largest room on this floor is Telinnor and Emelien's bedchamber. This is very comfortably furnished, although not overtly opulent. There are some fine furs on the bed, including some from northern bears which are valuable here. They also have a small collection of ivory figurines, mostly carved into animal shapes. The ivory comes not only from the South, where Oliphaunt (Mûmak) tusks are occasionally available (which in turn depends on the state of war with Harad and Umbar), but also from the westernmost shores of Gondor, where dwells a walrus-like creature known as the Aearochon (S. "Great-horse of the Sea"), with tusks up to half a ranga long.

The room has lamps with fine crystal apertures shedding gently colored light and a delicate wood and gold casket holding a variety of sweetmeats and delicacies they both enjoy. As might be expected, both Telinnor and Emelien are a little overweight. A secret door leads from their room into the back of the cupboard in the adjacent room. It is opened by the application of pressure to two spots on the frame at the same time.

SECOND FLOOR

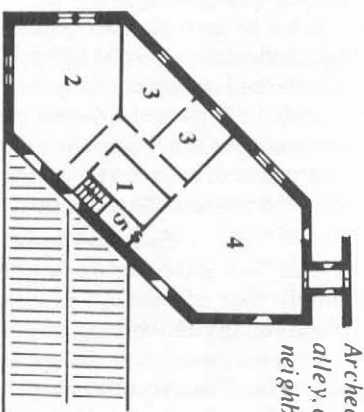
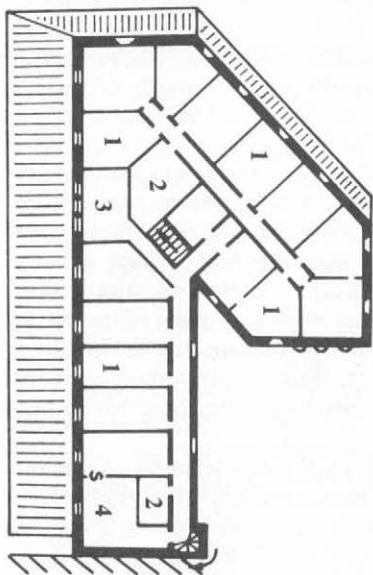
This smaller floor is reached up wooden steps. There is a privy (#1), a simply (but adequately) furnished dormitory for older daughters and young girls working here (#2) and a similar dorm for lads (#4). Between them is a pair of guest rooms available for hire on a weekly basis. The only other room is a concealed hidey-hole (#5) reached through the boys' dormitory. In it is hidden Telinnor's secret collection of butterflies and other insects collected from the vales of Anórien during trips he occasionally makes outside the city.

NOTE: *There is also a bridge-passage to the neighboring building from the boys' dorm.*



Eldacar's Breakfast House is also home to a number of Bakers (in addition to the staff running the kitchen and serving food)

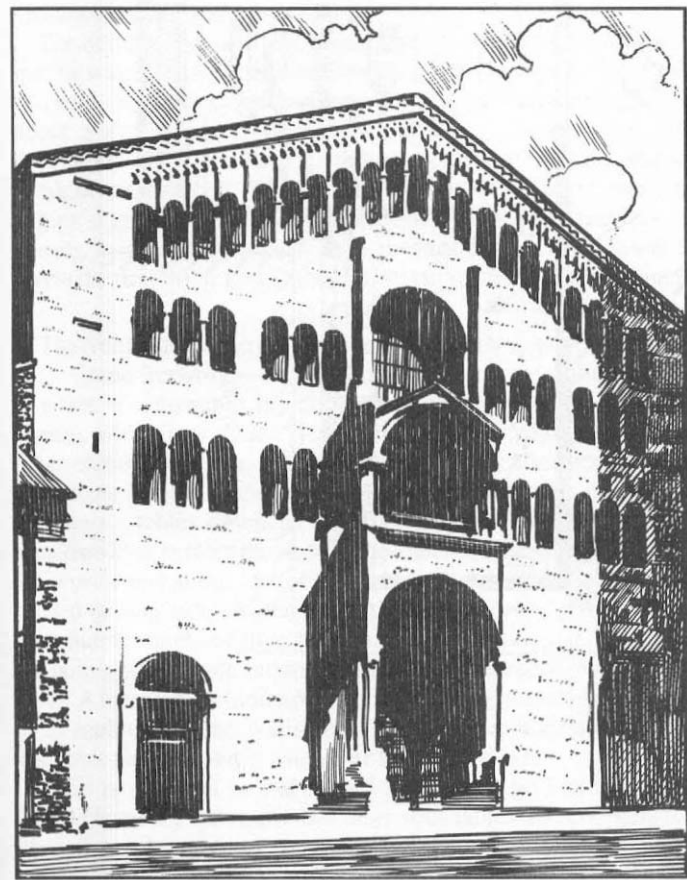
*Telinor
Emelien*



Arched passage over alley, connects to neighboring bldg.

10.26 WOODWRIGHTS' HOUSE

Woodwrights' House was, when built, the most splendid edifice on Woodwrights' Street. The building has mellowed since then, its timbers and stonework rounded and worn with age. The House is one of the finer examples of wooden architecture in the city, and one of the last large structures to be made with lebethron and gethen woods. Since its construction, the scarcity of the wood has made such works prohibitively expensive. The House serves as a major workshop for the Woodwrights and is also their meeting hall.



GROUND FLOOR

The House is set back a little way from the street. This lowest story is strong masonry to support the elaborate upper floor, and has few windows. The entranceway (#1) is a splendid arch foremounted on round columns which also support a balcony overlooking the street. Within the arch is a pair of massive wooden doors of black lebethron, intricately carved with an interlacing design like an open weave. The key is kept by Galadwë, the Master of the House, who has his home in the neighbouring dortoir. The lock is wooden, quite unusual, and Very Hard (-50) to pick.

Inside is a high and spacious reception (#2). Here there are two tables flanking double doors into the workshop; customers for the products of the workshop are met here and their requirements planned and discussed. Senior Woodwrights are always on hand. At one side of the reception area is an office (#3) where four Scribes work, keeping records of sales and purchases, ledgers, records of workers and payments to them, annotating drawings and sketches and making sure they are properly filed for future reference, and so on. These are stored in the library (#4), an arrangement of shelving filling the opposite bay.

Through the doors is the front workshop (#5). Here a broad path extends down the room and branches out to the steps up to the rear workshop (#6); the two are only divided in height, not by a wall. In the front workshop mostly woodcarvers work, along with joiners, responsible for the assemblage of complex wooden items. The woodcarvers have numerous tools and workbenches; including, for example, foot-treadles turning lathes on which furniture legs can be made. Mostly they work with chisels, gouges and fretsaws, making smaller wooden items such as caskets, plates, cups and bowls.

The rear workshop is larger and raised some feet above the front. It is dominated by the massive wheel (#7) thirty feet across, at the far end. It is sunk beneath the level of the floor, as are a number of rectangular pits (#8) in the room. The wheel is wide enough for a sturdy horse to get within it and walk around, causing the wheel to turn. In turning, it rotates a great axle running half the length of the room. Beside the pits there are peg-toothed wheels on the axle which may be used to turn cogwheels which move saws to and from through off-center rods connected to them. The saws in the saw pits are thus driven with much greater force than men alone could muster, and many tasks are made easier, such as the cutting of timber for baulks, doors, floors and so on. Most of the workshop here is concerned with just that; wood being brought to the rear of the building and quickly reduced to the exact size desired.

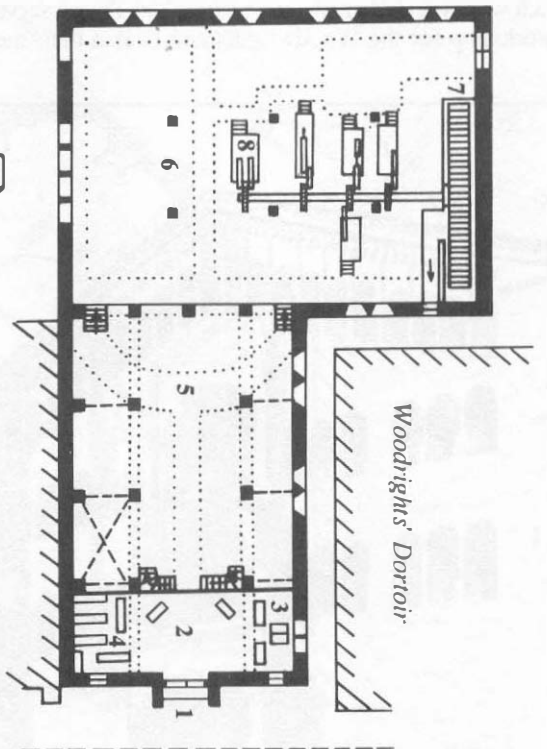
The horses (of which there are three; great beasts half as big again as normal riding animals and bred in the west of Gondor) are stabled in the dortoir.

UPPER FLOOR

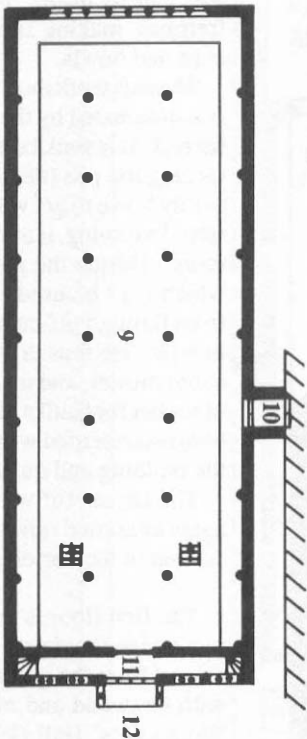
The first floor is reached via two sweeping wooden staircases just inside the doors to the front workshop. Both are identical, carved from the golden wood of the gethen-tree and ornamented with boxwood and mahogany. They rise up to the magnificent Woodwrights' Hall (#9). This upper floor is of entirely wooden construction. The round roof-bearing pillars form a double avenue down the hall, spreading up at the top in a fan vault resembling the spreading branches of a tree. The walls are shining, polished lebethron, immensely strong and enduring. All around the Hall is a gallery set 10' off the floor and balustraded with carved beechwood. At the far end of the hall is a vast stained-glass window depicting the Two Trees, surrounded by examples of every tree known to the craftsmen of Gondor. The Hall seats up to 360 people; connecting it to the kitchens and stores of the dortoir next door is an arched passage over the alley (#10).

The front of the building is divided from the Hall by a wooden reredos fantastically sculpted and showing scenes of woodwrights at work in an hundred different ways. Facing outwards, the screen is laminated with lebethron and forms the back of the lower arcade (#11). This is fronted with a row of arches, the narrower columns of which are oaken, the broader lebethron. Colored lamps which reflect off the polished wood light the back wall.

At each end of the arcade is a curving stair that leads up to the gallery surrounding the Hall and to the upper arcade, which is similarly constructed. From there, it ascends to the stepped arcade that reaches up into the eaves of the roof, where it opens onto a balcony (#12). Known as the talan-na-pediel (S. {wooden} "platform-of-speeches"), the balcony is used to address assemblies in the street below. Access to this exalted spot is provided by the double doors from the lower arcade. The platform is well known to most inhabitants of the city, for in local folk stories the Master of the Woodwrights' Fellowship is a figure of great fun. He usually gets worked up about some minor quibble and raises a mob to frantic pitch before rampaging around the city — only to discover he was at fault all along, and have the mob chase him back to the House and up to the talan-na-pediel once again!



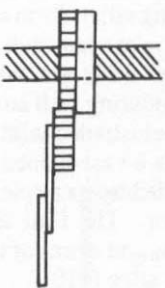
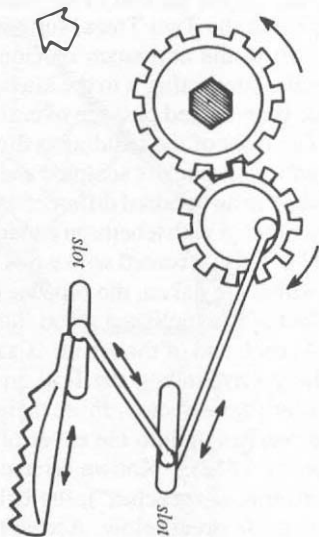
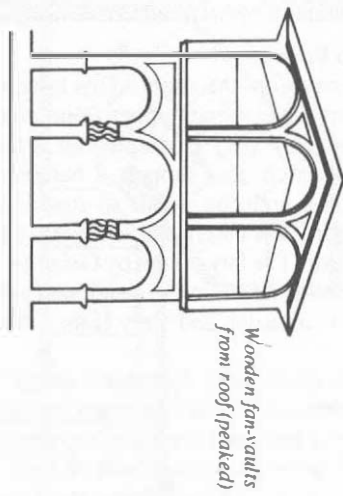
Kitchens are located
in Woodwrights' Dorrtoir



Seats 360 People

Curving stair, leads up
to Gallery & stepped Arcade

Gallery
c. 10' above
floor of Hall.
Another arcade
frons the building
at this level



10.3 THIRD LEVEL

10.31 MORTAR HALL

Naturally, if ever the Woodwrights did something impressive, the Stonewrights of Minas Anor tried to go one better of them. If Woodwrights' House is splendid, then Mortar Hall is bigger and more impressive, at least externally. It occupies an entire block and dominates Stonewrights' Street. Even most of the surrounding buildings are intimately connected with it; so the adjoining is occupied by an apprentices' dormitory, workshops, a guesthouse for visiting masons, and so on.

The building is a brilliant white. Only the purest limestone and marble was used in its construction. Capped with a roof of blue and scarlet tiles, it has a joyful visage. The lower walls are massive, about 3'9" thick, their windows and doors round-arched and decorated. The upper walls are thinner and chased with decorative bands of carved stone, the most prominent of which is a simple zig-zag or dogtooth pattern. A seemingly random assortment of garrets, towers, turrets and bays precariously extend upwards above the first floor, giving the Hall an almost palatial appearance.

GROUND FLOOR

The front entrance to the Hall is a wide doorway set into the wall (#1). Stone fretwork — that is, hollow and carved right through, like lace — surrounds the doorway. The door itself is made of bronze, with silver gilded steel fittings; it booms rather hollowly when closed. Within is the Great Hall (#2), so called because it is one of the largest in the whole city. It can seat 560 persons in continuous tables down its 150 foot length. Four magnificent windows look in from the street, while ten window-doors lead onto the workshops at the rear (#8). Barrel-vaulted, the hall's round-arched ceiling extends some 20' high in the center, from which hang numerous chandeliers of bronze, silver and crystal. The walls are pure white marble and mortared with powdered silver, as is the floor. A tapestry of Númenórean design, rich reds and blues, hangs from each of the end walls, and red-and-blue drapes cover the windows and doorways whenever they are drawn.

Food is prepared in and served from the large kitchens (#3). These chambers accommodate numerous tables and counters for chopping and serving; two roasting hearths, each capable of taking a whole bullock; three capacious ovens; three ranges; and two great kettle-ranges with permanent kettles (huge cauldrons) mounted on them, with mechanical devices for carefully tipping them. There is a store for utensils and tableware (#4) and another for food and drink (#5), which also extends down into a wide cellar space.

The ever-busy kitchens and storerooms are very well supplied, under the charge of Morbasto the Hallmaster, a high member of the Cooks' Fellowship. He is a shrewd man, lean but tall, with long curling hair often worn beneath a broad-brimmed hat decorated with blue and red ribbons. There are some dozen kitchen staff, who have a restarey (#6) where they can relax or enjoy a nap.

Beside this is Morbasto's office (#7), where he keeps a large stone cupboard, a safehold built into the wall. The safe's wooden door has a lock which is very hard (-20) to pick. Behind the door is a money box, his private recipe book, special ingredients, valuable herbs, and precious spices. Morbasto's fairly junior assistants, a Scribe and a Hosteler, both lack access to this cupboard.

Parallel with the Great Hall are the workshops (#8). These are not closed off from the street; instead, they are tucked in an arcade under the overhanging first floor behind a stone colonnade comprised of pillars which are spaced 15' apart. There is little chance of theft, since most of the work being done here involves large-scale masonry for buildings and the blocks are too big to easily cart off. Nevertheless, there are normally 2-4 watchmen here during the night. In daytime it is a noisy place, echoing with the sounds of chisel on stone and mallet on chisel.

At the other end of the Hall are a number of offices and storerooms. Here, tools are kept neatly in racks in the tool stores (#9), while special stonework and other supplies stay safely locked up in the general stores (#10). All these rooms have standard locks to which senior members carry the keys, and all these mechanisms are hard (-10) to pick.

Mortar Hall contains two drawing offices (#11), where Artists work in collaboration with the Stonewrights to design every aspect of a new building or other stone structure. Both offices have high wall cupboards stocked with hundreds of ancient plans. Even more designs are stored in the meeting room (#13).

The trading office (#12) has a small door to the street and is where customer inquiries are dealt with. A Stonewright and a Scribe work in the chamber, amidst furnishings that include a desk, a writing table, and shelves of ledgers and records. The adjacent meeting room (#13) has a polished stone table ringed with plush seats, all reserved for the twelve most senior Stonewrights. This hall provides them a place to meet and discuss the affairs of their Fellowship under the supervision of their Master Mason, Bethéal.

Bethéal has his own office next door (#14). He is a strong and valiant man, very upstanding and somewhat snobbish. A widower, he lost his wife and only son some twenty years ago in the Plague; and, although he has two surviving daughters, both married and moved to Lebennin. His snobbery is largely rooted in loneliness.

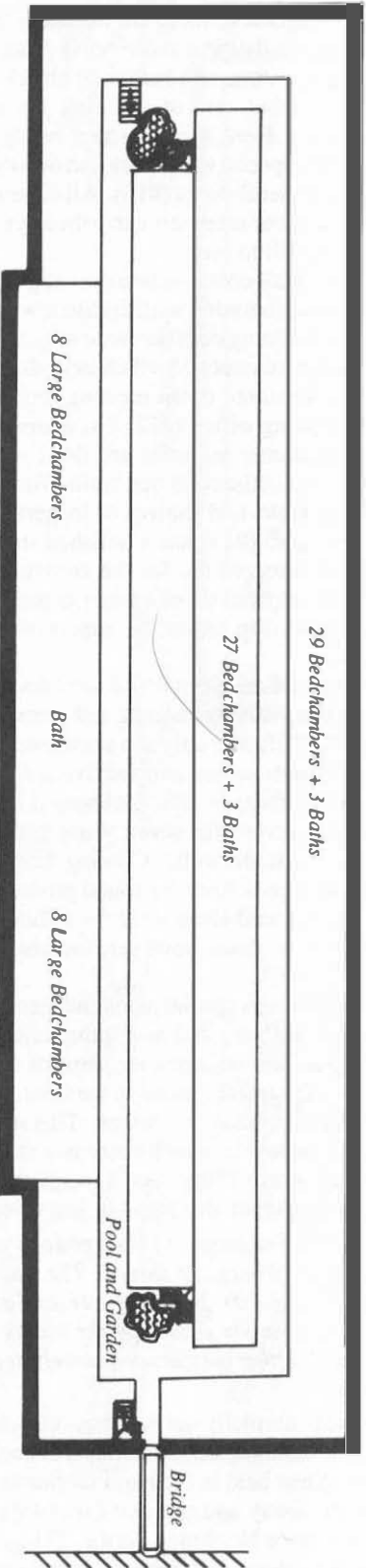
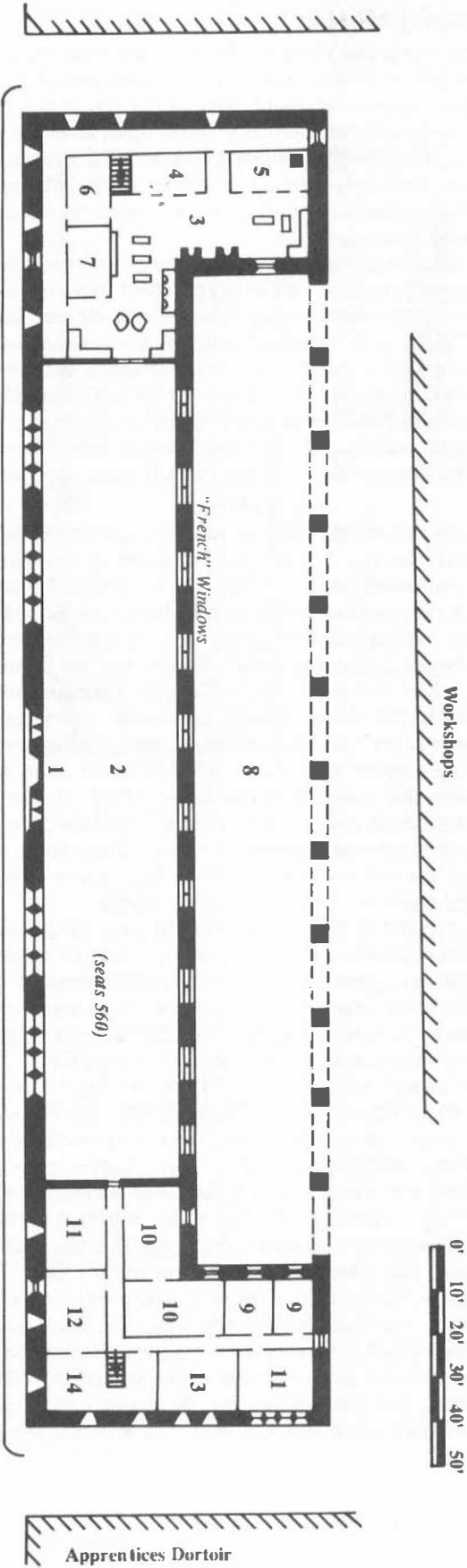
Bethéal served for seven years in the King's Army, where he learned his trade well. Coming from a moderately well-to-do family of Minas Anor, he found promotion within the Fellowship easy and is a well-liked leader — although not one prone to humor. Neither is he dour, however, for his disposition is exceedingly even.

Bethéal keeps special plans and record books in his office, some of which are very old and quite valuable, especially to people wishing to find out accurate plans of buildings they cannot enter legally. A secret flagstone in the floor, which is extremely Hard (-30) to find, conceals his prizes. This stone will turn and rise up to reveal a hollow in which there is a store of valuables, including gold bars worth 750gp, and a magic whetstone which brings any edge to its proper sharpness in just three strokes.

TRAP: *The flagstone is rigged to snap back instantly if any of the gold bars are moved. The trap may be disarmed, but is a Very Hard (-20) maneuver, and any failure to disengage the mechanism results in the victim receiving a +75 HCr attack. Other victims are merely recipients of a +50 HCr attack.*

Bethéal normally carries an eket, which looks ordinary (with sparse ornamentation) but is made of enchanted steel and has a +20 bonus. When held in the hand unsheathed, it also detects enemies up to 100' away and can cast *Light 4/day* at 12th level.

A tall, mute Northman Scribe, Thingrik of Londaroth, works in Bethéal's office. His desk sits in the area on the other side of the stairs, and faces the door to the hallway.



A Second Level is built as a hollow ring, leaving the central bedchambers of the First Floor with skylights to illuminate them during the day. In addition, there are a number of asymmetric garets, wurets and bays reaching up a further 1-3 storeys. In total there are 114 + 64 + (20) bedchambers, c.480 population.

MORTAR HALL

FIRST FLOOR

The first floor houses more than a hundred bedchambers, together with the requisite privies and store cupboards. The bedchambers alternate single and double, and are fairly sparsely furnished: a few luxuries, and only simple carpets, beds, and fittings. All the outer chambers have windows, while skylight illuminate the inner rooms. At either end of the inner array of bedchambers is a small, irregular and shallow pool, one set amidst a few plants in a little garden. A square stair ascends around the water and leads up to an inner gallery-arcade. Above, directly over the garden, is a square glazed skylight that is left open in summer.

The sixteen bedchambers at the front of the building are larger and better appointed. These are reserved for people of importance: Betheal the Master Mason; Morbasto the Housemaster; six of the senior Stonewrights forming the Fellowship's informal council; the chief Scribe to the Stonewrights; and seven rich, retired Stonewrights. Most of these chambers contain some hidden or secreted treasure, valuable objects of art, or decorations.

UPPER FLOORS (NOT ILLUSTRATED)

The second floor is composed of a ring running right around the outside of the building. Here, an arcaded gallery overlooks the roof and skylights of the inner section of the first floor. The gallery has arched openings, which are only covered by shutters and have no protective windows.

The upper floors contain sixty-four bedchambers, with all the associated privies and stores located on the second floor. These are also furnished in an austere manner and, like those below, alternate according to one- and two-person chambers. There are six different winding stairways leading up to various upper sections of the building, the highest being the fifth floor tower. Surmounted by the Mortar Bell — an iron bell with two hammers that striking a double note unique in the city — the tower is city landmark. These uppermost sections of the Mortar hall include another twenty bedchambers, all sharing facilities with those on the second floor.

10.32 HOUSE OF MEMORIALS

The House of Memorials is another house of the Stonewrights, one of Minas Anor's more powerful Fellowships. The House is owned and run by an artisan family called Taithrísan (S. "Mark-cutters"). The present head is Guldúmir Taithrísan, a rather elderly man who is also one of the twelve senior Stonewrights of the Fellowship. His son Úrcamir is rather resentful that his old father doesn't stand down and let him take over; he is impatient and doesn't get on well with his wife, the long-suffering Fienwë. It is left to Úrcamir's son Bordúmir to be the bright spark around the House. He is recently back from a stint with the Citadel Guard and only recently wed the enchanting Darabeth, the daughter of Toquenë, a Master Embroiderer.

The House of Memorials produces inscription stones and all sorts of statuary, reliefs, and other carvings in stone. A number of the workers here prefer to be members of the Artists' Fellowship rather than the Stonewrights. Much of their work is taken up with standard items like the capitals of columns, windowsills and door lintels, but they also produce some very fine carved work and even make some mosaics.

GROUND FLOOR

The House is a rather plain building with no colorful adornments and simple white and grey stones. However, a closer look reveals that the entire surface is covered with carvings and decorations, mostly minute relief-work. The entrance (#1) is double wooden door banded with iron and well secured. Inside, an L-shaped corridor leads round, first passing the sales room (#2).

The sales room displays some examples of stonework and sketches of work previously carried out by the House. It is furnished with a sofa and some chairs for visitors and, like the rest of the House, is adorned with carved stone walls and a few batik hangings. There is also a special case with glass panels exhibiting small carved stoneware made by Darabeth. These are all excellent pieces, most formed of fine stone such as jade, amber, rock crystal and marble.

Guldúmir's office (#3) is opposite the sales room. Rather disarrayed, it reflects the Master's slight absent-mindedness. Guldúmir invariably keeps forgetting to tidy the place up. He has a desk here, as does Úrcamir, and the office is filled with cases of books, ledgers, scrolls, and so on, all piled on shelves. Under several feet of mess is a casket with three pieces of jewelry (worth 110 sp, 125 sp, and 175 sp) that Guldúmir has forgotten about. The office also contains an iron strongbox, which has a complex lock that is extremely hard (-30) to pick. Located in a drawer of Guldúmir's desk, it protects cash for household expenses: 31-80 gp worth of coins.

Down the hall, beyond the foot of the stair to the first floor, is also a drawing office (#4). Filled with several large easels, racks of paper and drawing implements, large folios of old drawings, and records of inscriptions, it serves as a design studio.

The House of Memorials' service area includes the modest kitchen (#5), which is equipped with a range and hearth, a walk-in pantry, and a cellar for food stores. The communal dining room (#6) opens onto the hall and kitchen and is dominated by an elegant High Table and a sideboard holding a very valuable, ancient pewter dinner service inlaid with cabuchons and enamel. Off the dining room are two alms chambers (#7), where retired Fellows of the House may spend their last days.

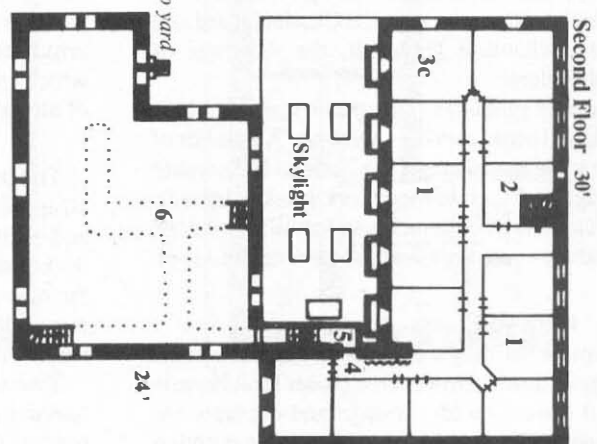
Down a side alley is the yard (#8). Surrounded by the building on three sides, it is separated from the alley by a high fence and a three-bolted gate. From here, doors lead into the adjacent workshop (#9) and the stores (#10). The yard is kept neat and tidy and typically contains nothing other than rubbish (such as barrels of stone chippings) to be taken away.

The large workshop is a busy area divided by pathways. These walks connect the various specialized craft areas to each other, the entries, and the plain stone stairway located in the far corner of the shop. #a is used by masons who cut building stones; workers make headstones and other burial monuments in #b; while #c is devoted to carvings and small decorations on larger pieces. Area #d is restricted to laborers skilled in stone inscriptions and lettering. (They typically employ the Angerthas.) A few other assorted workers make unique products on order, such as mosaics, stone urns, etc. The storage area (#10) has floor-to-ceiling shelves, which are reachable by wooden step-ladders. Stone slabs and tools of all sorts that are used in the workshop remain here at night.

FIRST FLOOR

The plainer first floor is home to numerous bedchambers (#1), all appointed to a fair standard. Most are slightly larger than usual, and each has either a window or a skylight. Those at the front of the building have "inner" windows overlooking the street through the dayroom, apertures that are closed off for privacy with heavy purple drapes. The first floor also contains a couple of privies (#2), fitted with baths, washing basins and latrines.

Two of the larger bedchambers (#3) are used by the House's masters. #3a is Úrcamir and Fienwë's, and is appointed with a number of gaudy (even tasteless) items in the style known disparagingly as "Anorian Matron:" heavy gilded lamps, an ornate mirror with porcelain figures clinging to it, and a gold-embroidered mannequin.



Platform

Beam

Pulley

Ledge

Floor

Lower Window

Úrcamir owns a large wardrobe, which is stuffed with nearly identical clothes of dull, respectable colors. Chamber #3b belongs to Guldúmir and has fittings somewhat worn with age but very comfortable: a little like Guldúmir (or his life). One wall cupboard is made from marquetry (pieces of different colored wood) and has no apparent door: it is in fact a large puzzle box, for Guldúmir is an occasional member of the Rûzakhâran, by invitation of the Locksmiths.

NOTE: *The cupboard requires a static maneuver roll to open, with bonus of Puzzling and IG or IT. Inside there are a number of other puzzles. Each is worth 5-30gp.*

At the front of the House is a long dayroom (#4) with seats and an area for the women and children to get together. There is a small loom and spinning wheel here, along with a large cupboard full of sewing materials and the like.

SECOND FLOOR

The rooms on the second floor resemble those on the first. Some of the bedchambers have balconies; these overhang the roof of the first floor bedchambers and their skylights. Some of the balconies are set with troughs or urns planted with flowers, herbs and miniature shrubs.

#3c is Bordúmir and Darabeth's bedchamber. It is exquisitely decorated although not expensively. The walls are hung with light-colored drapes and the bed is curtained with frothy muslin and lace. Glittering silver lamps hang from the ceiling, their with pared horn shades and strings of glass beads acting to scatter light. White glazed pottery urns hold delicate ferns and blooming bulbs. These are set on pale wood stands carved like the stems of vines or entwining serpents.

At the opposite end of the hall (#4) is a door that opens onto an outside walkway (#5). From here, the walk leads down a flight of wooden steps to the upper workshop (#6). Two other staircases provide access to this area, one a stone stairway from the first floor, the other a set of steps from the workshop on the ground floor.

The upper workshop is devoted to fine arts: small engraved slabs, statues and pedestals, gold leaf work, and so on. Darabeth keeps her work bench here. The work, if too heavy or awkward to be taken down the stairs to the workshop, can be lowered out of the double windows into the yard, for there is a special winch and pulley block. The windows have locked shutters, all of which require medium (-0) maneuvers to negotiate.

10.33 THE CHIMNEYS

The Chimneys comprise a set of three old kilns once operated by the Tilers' Fellowship. They have been extensively renovated and converted into a place of entertainment. After being bought by Master Haurian's father — who 'acquired' a fortune by adventuring (where or how is not known, although his exploits are the subject of many long and usually humorous tales) — the kilns are now a center of cultural attraction.

Master Haurian has invested almost all the money he inherited into making the Chimneys a popular and lucrative enterprise suited to his peculiar and varied talents. Always a man of leisure (as far as most Anorians would consider), Haurian is a playwright, poet and historian. However, he has a practical and energetic side, unlike the dreamers of Minas Ithil. He is now a member of the Artists' Fellowship, having been refused entry to the Scribes' Fellowship.

GROUND FLOOR

The three kilns have been left with their rough stone exteriors. Beside them has been added a small house of whitewashed stone and brown tiled roof. The only entrance (#1) to the complex, a pair of double doors of reddish wood carved with sign of the Artists' Fellowship, leads through this outbuilding. A pleasant vestibule adorned with very fine batik paintings serves as a foyer, which is overseen by a hostess that sits at a table in the hall. The hostess accepts donations, which are of course always recommended! She is an old woman endowed with a piercing stare who wears a great swathe of colored materials rather than the usual clothing or headdress one might expect.

Just down the hall is a door into Haurian's office (#2). The rear of this chamber serves as a small kitchen and is equipped a range and cupboards for tableware, food, and utensils. A low way under the stairs leads to the adjacent hall (#4). In the office Haurian has a desk and some shelves that house general books of no great value. He also has a study upstairs, but he neglects to keep proper accounts and keeps his money in the bank.

A bath chamber (#3) is tucked between the office and the hallway beside the stairwell that separates it from the hall (#4). The hall serves members of the household as a gathering place to eat. When the buildings are open, light refreshments are served here, bought in from the Cooks and Bakers. Naturally, there is also a goodly supply of wine and ale available. Typically, there will be 4-24 people here, conversing loudly and/or drunkenly on all sorts of subjects.

One first enters the central Chimney (#5), which is an art gallery. Pictures of various styles hang around the walls and can be best viewed from a pair of raised walks. #a affords a look at paintings from a range of artists, while #b is similarly arranged but showcases embroidery and batik pictures. In the center of the room is a three-armed plinth (#c) with a round dais in the middle. Here are displayed sculptures in wood, stone, and cast metal. On one side of the room is a pedestal (#d) with a special sculpture depicting the royal family.

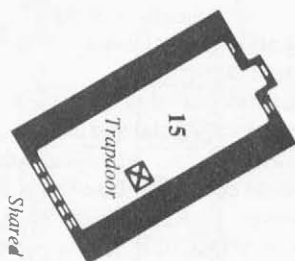
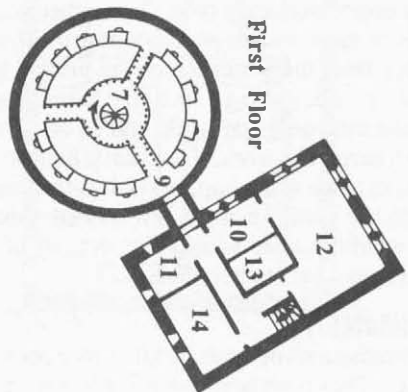
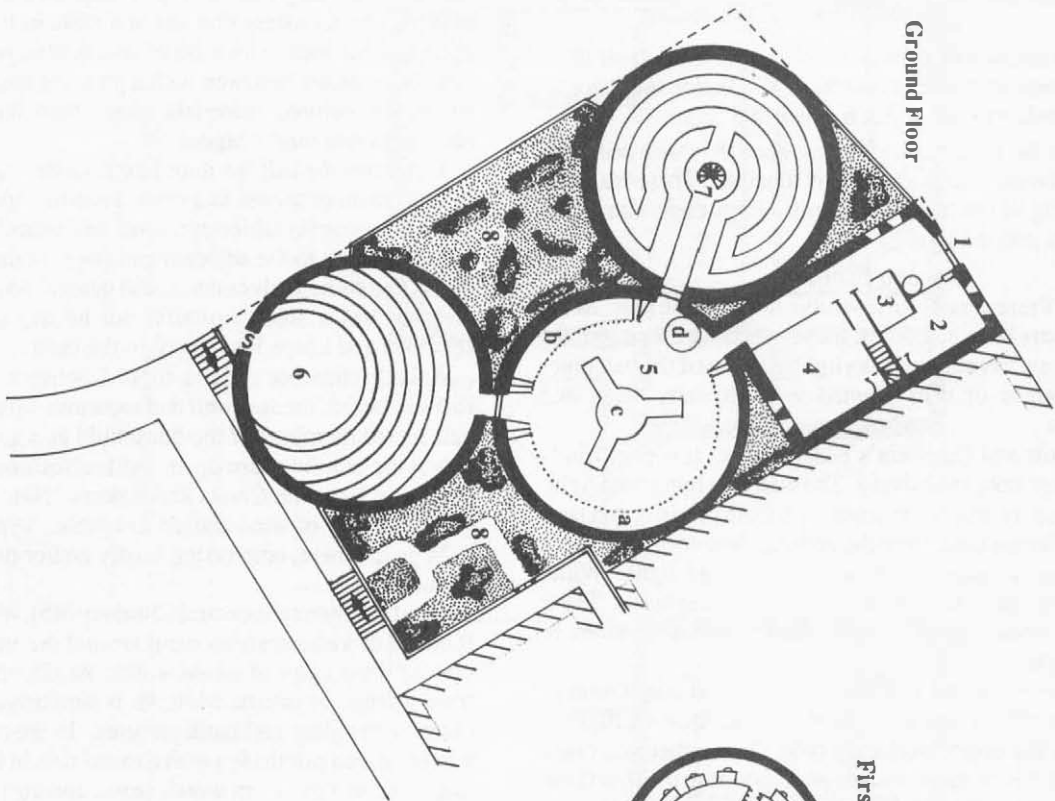
Two doors open out of the central chamber. One leads to the theater (#6), an area which has been sunken to provide stepped seating around a circular stage. A special secret door sits in the wall behind the backdrop of curtains, in order to allow players to enter and leave unhindered. Most of the players reside (if only temporarily) in Haurian's house or the Artists' Dortoir across the road.

The last Chimney (#7) has been converted into a library, mostly concentrating on poetry and cultural history. Books are rarely allowed out of this sanctuary, which contains biographies, drama, literature and art. Its shelves are arranged in a labyrinthine pattern, around a wrought-iron spiral stair in the center that allows access to the upper gallery.

Splendid gardens (#8) laid out with shrub borders, some small trees and many flower beds and gravel paths, surround the Chimneys.

FIRST FLOOR

The first floor of the house is linked to the gallery of the library (#7) through a vaulted passage (#9). The gallery, being higher and thus further towards the neck of the bottle-shaped kilns is necessarily narrower than the ground floor. A wrought-iron gallery has been braced against its walls, and is connected to the central stair by iron bridges with twisted railings. The gallery houses wooden-topped iron desks and seats for people to read the books from the shelves below. A number of large chandeliers illuminate both levels.



Shared by
performers and
artists.
Master Hauntian is
a poet, playwright
& historian

*Library: mostly books on history, biography,
art, literature and drama.
Gallery: paintings and tapestries displayed
around walls, sculpture on pedestals.
Theatre: performances nightly; include
drama, poetry readings and song.
Refreshments (mostly cold) served in Hall.
Hostess sits by table in hall checking admissions.*

The house itself accommodates a number of rooms. Haurian has a small study (#10) panelled in dark wood and with a heavy, somber atmosphere. This reflects one side of Haurian's character, the dual nature of which can be seen in his writings and plays. Some days he falls into bleak, black depression; on others he is bright and jolly. Some say his dark moods are the result of a lover's suicide, but there are many rival tales.

The truth is simpler: he came into possession of a book written by some powerful servant of the Evil One. This magical tome has convinced Haurian of the Darkness that exists in him like every Man, a fact with which he cannot easily live. The torment he suffers and despair he feels has not, as it was intended, driven him into the service of the Necromancer; but he is becoming more and more unstable and prone to commit insane acts.

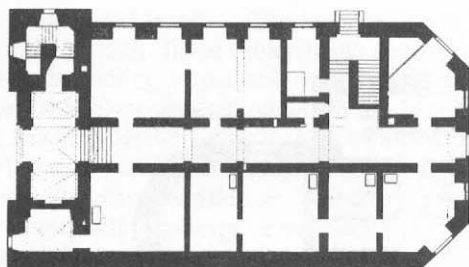
The book is hidden behind a secret panel in the study, a panel which is very hard (-20) to detect. Haurian also has another secret nook. It holds four books, all bound in golden leather and each detailing a Bard spell list (to fifth level).

● Opposite the study is Gysiel's studio (#11). Gysiel is a gifted painter, and here there is a large easel, several part-finished canvases, boxes of paints, brushes, and associated supplies. One of the canvases depicts Haurian, but it has been slashed repeatedly with a knife. Another of the paintings nearly done is of Boromis, wife of Daróin Dunmardo. She comes here for sittings occasionally and wears the fabulous emerald necklace known as the Giliath Gelin (S. "Green Stars").

The other rooms are living quarters. Haurian's bedchamber (#12) is large and spacious, albeit cluttered with manuscripts overflowing from the study. He prefers to work in here on good days, and besides the usual bedroom furniture there is a writing desk and ornate bookshelf of beechwood. Although Gysiel has her own bedchamber, she sometimes sleeps here with Haurian. In front of the windows are two glass sculptures Haurian loves. Both are of seascapes — foaming waves with leaping fish and dolphins, the depths of the glass flecked with blue and green.

Beside the bedchamber is a lavish bath chamber (#13) equipped with a water-heating stove and a pressure-driven pump. The stove also circulates warm air into Haurian's chamber. Across the hallway is Gysiel's (#14) room, a rather scatty but colorful chamber. She was a poor, struggling artist before meeting Haurian; but for all that he has done for her, she is still unsure of her true feelings for him. She accepts few gifts from the Master, preferring to live in the cheap and cheerful surroundings she is accustomed to.

Artists' Dtoir

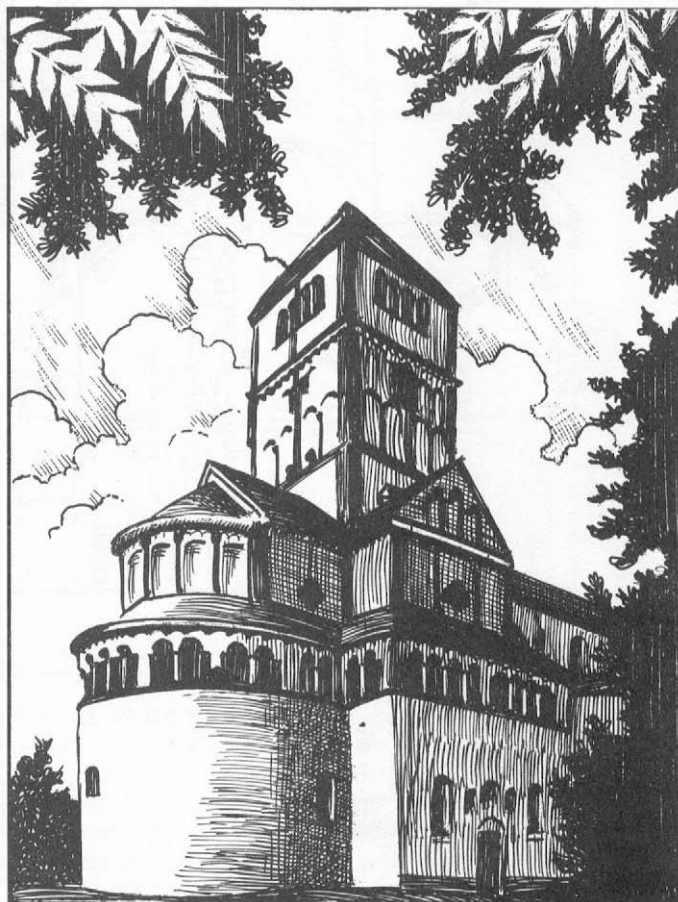


Loft

A ladder beside the bath chamber leads up to a loft space under the roof. This serves as a dormitory (#15) for a shifting population of players and artists, who are always on the move. On average there are perhaps a dozen visitors sleeping here. Haurian provides them with bedding and meals; however, they must earn their own money in the theater or streets. Generally they are a happy, if often inebriated, bunch.

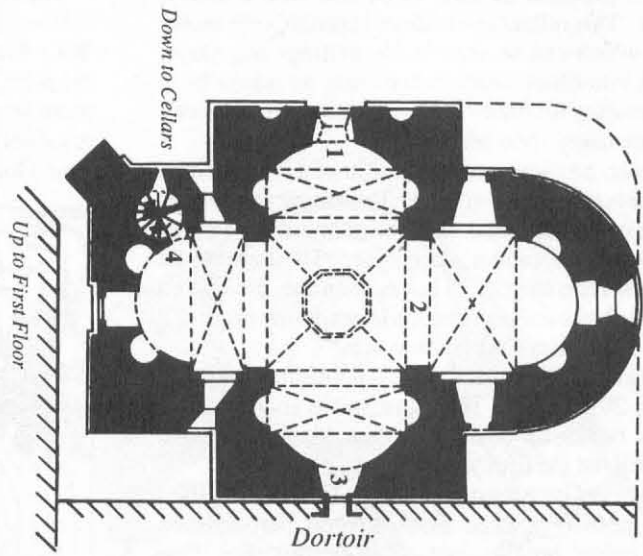
10.34 HOUSE OF GOLD AND SILVER

The House of Gold and Silver is an elegant and rather unique building built as a miniature replicate of a more massive structure from Armenelos in Númenor. It is one of the most important goldsmith workshops in the city, and its hall is used for smaller or more select meetings of the Goldsmiths' Fellowship. The House is solidly built from white stone set off with black granite imported from Gondor's eastern domains.



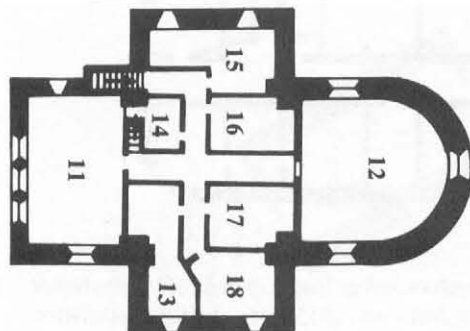
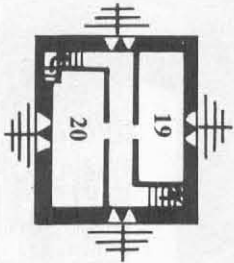
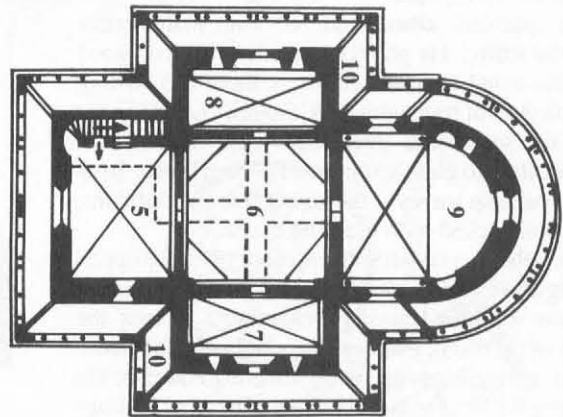
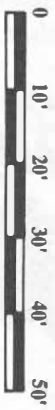
The House was founded with the aid of the noble Astirian family, but no noble lineage has grown up from its Masters. Their inheritances petered out after two or three generations. The current Master is Laurëyulmaya, (Q. "Maker of the Golden Cup"), daughter of the old Master. Her inheritance had to be won, for after serving a long apprenticeship under her father, he died without naming an heir and the elders of the Goldsmiths' Fellowship were loth to grant stewardship of such a House to a woman. Laurëyulmaya challenged their decision and persuaded Conclave to intervene. They allowed a trial by competition to take place, but disallowed a trial by combat on account of her sex (despite, or perhaps because, she is also an excellent swordswoman). The Goldsmiths' nominee spent a month creating a magnificent shield, but Laurëyulmaya's golden cup won her both the position and a new name, on the decision of the Prince-President.

The cup is now displayed for all to admire within the House's hall. It is made from solid, beaten gold, with three handles and a tracery of enamel and tiger-eye. More importantly, it is enchanted not through the casting of magic spells, but rather through the love, effort, and energy its maker put into it, so that it is impossible to steal or covet. It is impossible not to appreciate the cup, and anyone who drinks from it must lay down any enmity with its owner (all these effects may be resisted at 18th level).

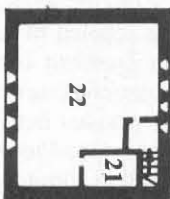


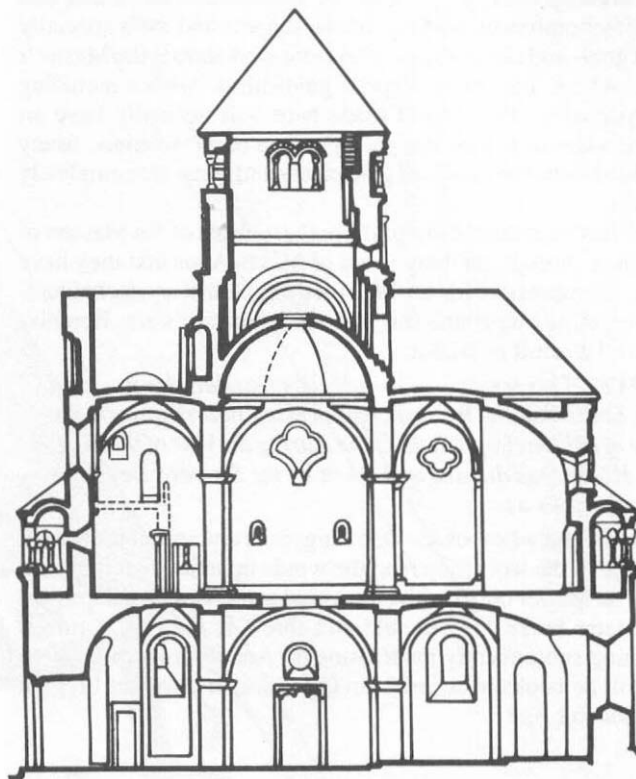
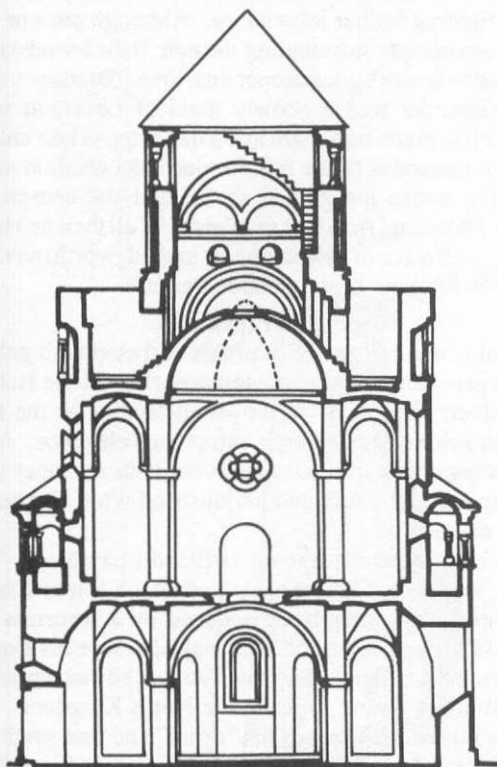
*Cellars hold stores of
precious metals*

*Dortoir next door home
to 25 workers + families*



*Drawing,
Turning, etc.*





HOUSE OF GOLD AND SILVER

GROUND FLOOR

At Ground level, the House has massively thick walls. The main entrance (#1) is an arched portal with a round window set over it. The door is of mallorn wood, a gift from the Elves of Lórien to an earlier Master. It will only open to a invited guest; others must pull the gold-braided bell rope beside the door which rings a sweet peal of bells and summons Annimbë the Butler. He is a personal friend of Laurë (in fact he taught her swordcraft) and is the main guardian of the House.

The Goldhall (#2) occupies the whole ground floor. It has two side bays and numerous niches holding beautiful statues in gold and silver, the whole being lit with numerous lamps and candelabras; there are also several windows of crystal glass, nearly unbreakable, for added security. The main section is about 16' wide and nearly 60' long. In the center, under a unique octagonal vault (where the ceiling is painted with a superb picture of Meneltarma), is a silver pedestal on which the Laurëyulma sits proudly. It has no protection other than its own inherent nature.

Food for feasters in the Goldhall is carried in through a door (#3) from the adjacent kitchens and dortoir. This area provides a home to 25 workers and their families. In a rear corner of the building is a spirial stair (#4) built into the wall. This goes up and also descends to the cellars which hold supplies of precious metals in vaults (typically there will 5-50,000gp worth of metals, gems and materials divided between the twelve vaults, each of which has three locks (all Sheer Folly (-50) to pick); the keys being held in different banks in the city and the Master's safe).

FIRST FLOOR

The spiral stair exits in the middle of the side wall of the finishing workshop (#5). The entrance to the stair up to the next floor is in the corner. This workshop has people burnishing and polishing,

bringing objects up to their best appearance. Some repair and cleaning work is also done here, if customers bring older objects back. A double door opens into the central silver-beating workshop (#6). Silversmiths and their apprentices and assistants work here, producing every sort of silver beaten item: plates, cups, heads, clasps and buckles, and many others.

Flanking this workshop are two others. #7 is the silver casting room, where small furnaces are used to melt down silver ingots. The liquid metal is then poured into molds and cast into solid or hollow objects, such as statuettes, candlesticks, rings and ornaments. The other workshop (#8) houses related crafts and accommodates the silversmiths who plate and enamel objects for decoration. Silver plating techniques are not very advanced, and such objects still cost around half the price of solid silver ones.

The front of the House is a goldsmithy (#9). In this workshop varying techniques including casting and beating are used to produce all sorts of golden items, mostly on commission. There are seven proper goldsmiths working along with a dozen assistants. Each smith has his own individual tools and workplace, but there is also a communal smelter and so on.

Workshops #5, #7 & #8 all have doors that open out onto an encircling balcony (#10). All of metal (a special steel alloy), the doors are locked and bolted from the inside. (Their locks are hard, -10, to pick.) This balcony or colonnade is magically protected, so that anyone passing between the pillars of its arches causes light to issue from points set every 10'. The equivalent of daylight, this glow will naturally bring the immediate attention of the six or so guards who patrol the House after working hours. As an additional precaution, *Signs of Stunning* are inscribed (at 12th level) on the windows to room #9.

SECOND FLOOR

This floor is divided between living and working quarters. The rear workshop (#11) is occupied by some draftsmen-artists and some other craftsmen making molds, shapers and tools specially for the gold- and silversmiths. The front workshop is the Master's (#12), where the most expert goldsmiths work, including Laurëyulmaya. Any object made here will normally have an intrinsic value of at least 100 gp, regardless of its materials. Many are valued in the thousands of gold pieces and some are completely priceless.

Such has been the pursuit of the highest ideals of the Masters of this House through the long years of Minas Anor that they have built up an impressive library (#13) of designs, history, techniques, and everything else connected with the goldsmith's art. Here lies unnoticed a scroll of Isildur.

NOTE: *This scroll is to be found by Gandalf, for it was to this house that the Wizard came seeking information on the lore of golden rings. At that time, during the War of the Ring, the House was disused and taken by the Steward Denethor for the city's use.*

It was Isildur who took the One Ring to the crucible of the Master and alone in the workshop read the words upon it when it did not melt. The Master only received a sealed scroll and here deposited it; but later broke his crucible and threw it out, for it ruined everything subsequently made using it. And not two paces from the scroll lie books obtained from Celebrimbor's folk of Eregion in the Second Age.



The living rooms on this floor include a bathchamber (#14) and four bedchambers (#15-18). All are very handsomely appointed and given over to the favored older goldsmiths of the House (lesser members dwelling next door). #15 is home to the aged but wise and still skilled Camarod, a white-haired gentleman who is always polite and self-effacing. His skill lies particularly in minute and finely detailed work. Hallduril resides next door with his wife in #16. A younger man with two children and a talent for silversmithing, he is in charge of all silver work.

#17 is the immaculately clean room of Turbith, a rather supercilious, beak-nosed man of advancing years who still slightly resents Laurëyulmaya's position as Master—more as a matter of principle than because of any dislike of her. He always talks down to women and has never been 'involved' with them.

The last chamber (#18) is Annimbë's. As the Butler of the House, he is in charge of the guards (who also sleep next door) and security. He is a very good fighter, experienced in several campaigns and many years of adventuring elsewhere. A middle-aged Dúnadan, he has a stern face, a pleasant smile, and longish dark hair.

THIRD FLOOR

The third floor is a smallish square tower divided by a passage that runs between two stairways. On one side of the hallway lies the nursery (#19), which is occupied by a nurse and five children: two of Hallduril's, two of Viorendal's, and Laurë's daughter Taniel. The nursery is plushly furnished and even the children's toys that grace its shelves are valuable.

Viorendal's bedchamber (#20) is opposite the nursery. Viorendal is Laurëyulmaya's closest friend and stood beside her as her only supporter within the Goldsmiths' Fellowship when the Master was fighting for her inheritance. Although once or twice there have been rumors surrounding the pair, their friendship and close association in work goes deeper than love. (Both are married as well.) Viorendal wed a comely maid of Lebennin named Issiwith, who has given him a son and a daughter. Their chamber harbors many memories of the fair province of Lebennin and the seashore. The lamps are golden shells, and the bedspread is stitched with waves and fronds of seaplants. Of all their heirlooms, however, a carved piece of moss agate set in gold (worth over 2,000 gp) is undoubtedly their most valuable treasure.

FOURTH FLOOR

An opulent (some say gaudy) staircase carpeted with gold and silver thread provides access to the topmost floor of the House of Gold and Silver. The floor of the small landing at the top is carpeted with golden, suggesting a sumptuous elegance. A door beside the steps opens into a magnificent bath chamber (#21), which is only used by Laurë and her husband who, like her, has changed his name.

Elendil, who is generally known as Elendil Laurëa (Q. "Gold Star-lover"), was once a Prince of Arthedain. A son of Araphor, he fell into evil ways after being seduced by a sorceress from Angmar; and although in the end he managed to save his kingdom and family from the evil treachery and betrayal he had planned for them, he felt honor-bound to leave the North Kingdom. After betraying his mistress, he staged his "death" and fled southward. He came to Minas Anor after years of wandering and unwillingly fell in love with Laurë, who was then just a goldsmith and daughter of the Master. Elendil told her the story in a note after leaving for Umbar, but Laurë pursued him out of the city for six hundred miles before stopping his flight. She returned his love, and they returned to the city together and made a new life.

Elendil is now a minor Thangon of the Citadel Guard under Anarond Astirian, having refused all further promotion. He is a tall and impressive fellow of pure Dúnadan blood, with jet black hair, piercing grey eyes, and a determined demeanor. By contrast, Laurë has light brown hair, which she wears very long and is usually plaited and coiled on one shoulder. She is lithe and athletic, very intelligent, and quick-witted.

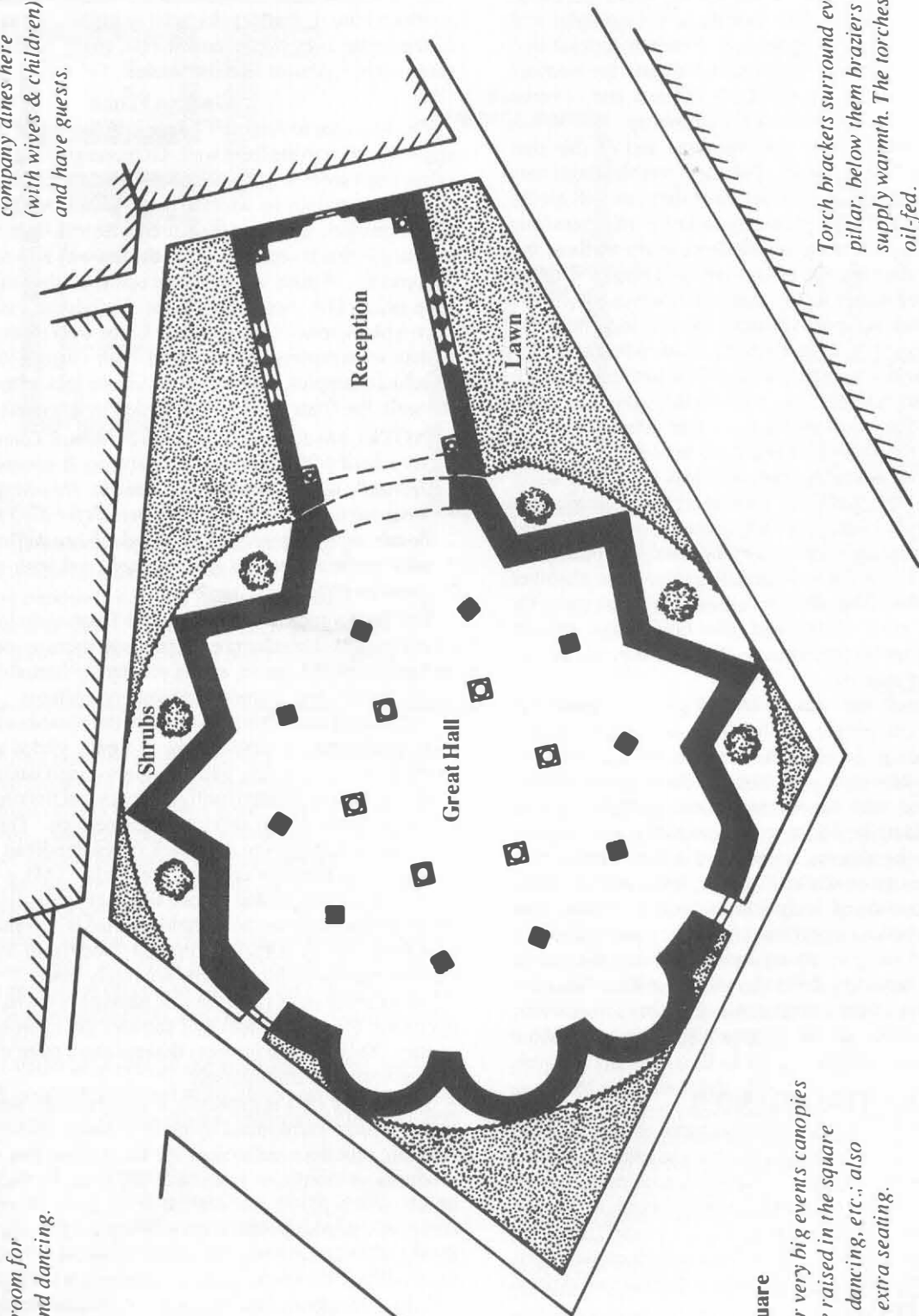
Most of the beautiful golden items in their bedchamber (#22) have been made by Masters over hundreds of years, and the whole room is a museum for a fortune in expensive hangings, furniture, and decorative pieces. Huge wardrobes of beautiful clothes stand along the walls and splendid arms, ornaments, and special treasures hang from the ivory-inlaid racks suspended near the chamber's high ceiling.

10.35 GREAT HALL OF THE GUARD

On the third level, Cutlers' Street opens out into a broad place between the Rambaro Kalarómen (S. "Rambarad Celerúnen") and the Great Hall of the Guard (S. "Belegond Tirith"). The Great Hall is a splendid building built on a circular plan incorporating a multisectioned vaulted dome-like main structure and a square reception room. An adjacent building is staffed by the families of men in the Citadel Guard who keep the Great Hall and serve there during feasts and gatherings.

The Hall can seat 700 guests at most. If there are fewer, there is more room for entertainers and dancing.

Once a month each company dines here (with wives & children) and have guests.



Square

For very big events canopies are raised in the square for dancing, etc.; also for extra seating.

Torch brackets surround every pillar, below them braziers to supply warmth. The torches are oil-fed.

Food for great feasts is cooked elsewhere and brought in carts and trolleys, kept warm on stoves in the alcoves.

Once a month each Company of the Guard holds a feast here. The men and their families gather and dine in good style amidst varying entertainments, including players, music, dancing, minstrels, story tellers, and the like. Occasionally there are other, larger events held here which spill outside to the canopies and pavilions erected in the adjoining square. Beneath delicate lanterns that sway like nightworms glowing in the dark, the warriors and their kin feast on food brought forth in carts and covered trolleys from the kitchens of the Cooks' Fellowship.

The Hall is constructed from the limestone and marble that typifies buildings in Minas Anor. Polished marble flagstones cover the floors. The massive construction of the main hall reaches up some 36' in height, and is supported by two rings of pillars (one of six, one of twelve). There are no windows in the walls of the Great Hall; instead, the eighteen pillars are each ringed with six special torches, all constantly fed by small oil reserves. There are also torches mounted at approximately twelve foot intervals around the walls. Together, these flames provide a bright illumination. Mounted braziers hang below half of the torches, and each is lit when it is cold so as to circulate warmth throughout the Hall. The banners of the four Companies and other standards of the King's Army adorn the walls between these braziers.

The reception room is much lower and less massively built. Windows punctuate both walls and a statue representing the four Companies of the Guard occupies each corner. An honor guard and the hosts for a Company's celebratory daymeal—typically the commander, captains, and wives—usually gather in the chamber by midday. Racks and tables stand on either side of the room for guests to leave their arms, cloaks, and other belongings, and the neighboring serving tables permit easy access to the plethora of drinks offered by the staff.

The Great Hall itself can seat up to 700 guests. Generally, though, there are fewer people, so that there is ample room for entertainers and dancing. Much of the furniture is temporary and stored in the building across the way. Some of the permanent items are massive and used only by certain exalted visitors, such as members of the royal family. Other permanent features include the stone-built stoves in the alcoves, where food is kept warm.

Surrounding the exterior of the Hall is a lawn and carefully tended and trimmed beds of leafy shrubs, mostly azaleas and junipers. There are also six larger trees of a species rare in Middle-earth, a variety which has pale, round leaves that turn silver in the autumn and drop off in rustling drifts like snow in winter. They are called *Losselótë* in the Quenya tongue, which means snowflower, and *Mithengwern* (S. "Turning Silver-grey") in the language of the Grey-elves and local residents.

10.36 JERRIAD THE SHARP'S

Jerriad the Sharp is a master weaponsmith of the Cutlers' Fellowship. He has a great interest in weapons in general, not just in those he makes, and he delights in repairing and restoring old, or even antique, tools of combat (especially swords). Jerriad collects old swords and other blade weapons but he still finds time to indulge his other passion in life: birds. An aviary occupies much of the loft of this house, enabling him to keep a collection of various birds from different lands.

Jerriad's family is not large; however the house is big enough to have some spare rooms to let as lodgings. Adventurers occasionally rent these well-kept chambers, and Jerriad delights in entertaining explorers.

The building is an old one, albeit in good condition. Its bare stonework is kept clean and handsome. It is also well organized, for the residence is insulated and isolated from the smithy in the rear. Divided from the house by a tunnel of round arches, the smithy retains its distinct character as a place of business. The roof of the house is of particular interest, being tiled with slates of a greenish hue, almost like fish scales.

GROUND FLOOR

The entrance to Jerriad's house is at the top of a short flight of steps (#1) set into the front wall. Of worn, greying limestone, these aging steps seem to grow out of the residence. The front door is a solid wooden door on which a heavy sword has been mounted as a doorknocker. The door is secured with iron bolts and opens onto a vestibule that is separated from the hallway into rest of the house by a curtain. A plain wooden door opens off the vestibule to a retail shop (#2). The shop houses many individual cases, each hewn from a plain, teak-colored wood. Lined with cloth, they display a variety of weapons: examples of both custom work and more standard examples. Most of the cases are locked and are bolted to the wall; the front window is guarded by very secure bars.

NOTE: *The locks, like those on the house's outer door, are very hard (-20) to pick. This security is necessary, for all Jerriad's work commands a premium. He can make special weapons using nonstandard materials for a +5 or even +10 bonus, or which weigh less, or which are sufficiently valuable to be enchanted (for example, set with appropriate gems or metals).*

The living rooms on the ground floor include a dining and dayroom (#3). This chamber has enough room to seat all the family and guests of the house, and is pleasantly furnished with carved wood panels and framed embroidery pictures. Two wooden wheel-shaped candelabras hang from the bossed ceiling to provide light, while smaller candlesticks of a pale, gilded wood are fitted to the walls. A shapely and antique wooden casket with beaten silver clasps and panels (itself worth several hundred gp) holds an exquisite silver dinner service for 24 persons. This array is very valuable, and may even date back to Númenórean times.

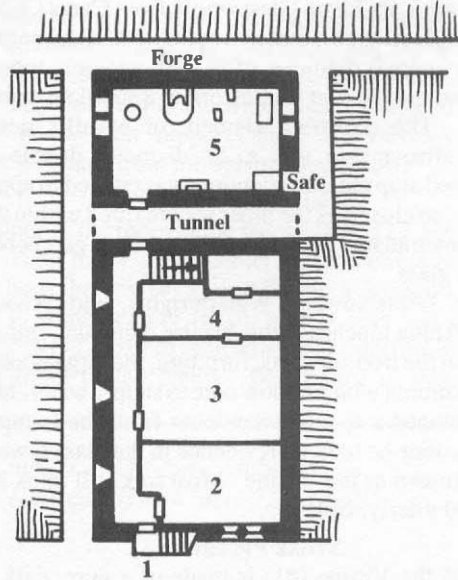
The rest of the floor contains the kitchen (#4), a small but busy room with a store located off one side that holds all the utensils and supplies needed by the household. Jerriad is rich enough to be able to afford to buy already-prepared food from various Cooks' establishments, so his servants are rarely busy.

Down a few steps from the side passage is the back door, which opens out onto the tunnel that sunders the main house from the smithy. This passage protects the rear entry from the elements, as well as from the smithy itself.

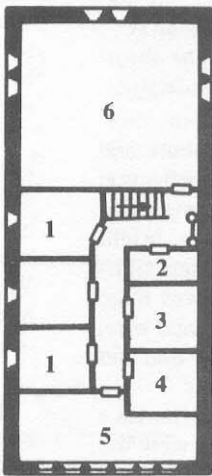
The smithy (#5) is generally a hot and even steamy place. A massive forge surrounded by racks of tools, cooling troughs, and smelting crucibles dominates the far wall of this work area and produces an inordinate amount of dry heat. Jerriad's stone workbench, much pitted and scarred from years of use, occupies a corner of the smithy. His tools and implements, each with its own highly specific use, hang from the stone walls. There are also some torch holders, for the forge is a gloomy place lit only by the forge's dim fires. Beside the door is a large bin of coal and charcoal for the forge (different fuels for different temperatures).

In another corner is a stone safe. Made from a very hard volcanic rock, it has a magic lock.

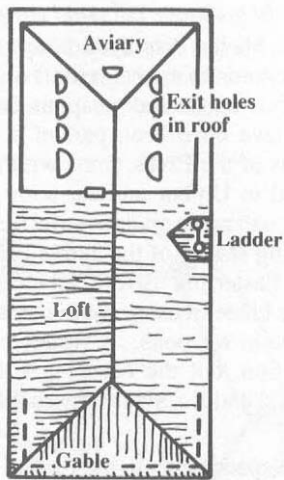
Ground Floor



First Floor



Second Floor



Jerriad is master weaponsmith. He not only makes excellent weapons, he also repairs old (even antique) ones. His collection is well displayed and cleverly guarded - each item has a trace of scent which his trained birds can follow!

JERRIAD THE SHARP'S

TRAP: The lock can only be disengaged by the insertion of Jerriad's own dagger (a +15 weapon with a mithril spike), which fits into a certain slot. What appears to be a keyhole is in fact a trap. Anyone tampering with it will be struck by a hail of iron spikes that spring out of perforations in the vaulting above the safe. Victims of this clever trap receive 2-20 +25MHo attacks.

The safe contains special materials (such as mithril, adarcer, borang, gold and silver) and other items of great value, such as gemstones and enchanted objects to be included in the fashioning of blades. At any given moment, Jerriad keeps a couple of such weapons in the safe.

Jerriad's son Pathirad serves as the smithmaster and Jerriad's sole assistant. A good-natured man in his thirties who still learning the deepest intricacies of swordcrafting, Pathirad is tall, lean, and quiet.

FIRST FLOOR

A single staircase ascends to the first floor, which contains three lodging rooms (#1). These bedchambers are suitable for one or two persons, and are comfortably, if not elaborately, furnished. Each has beds, cupboards, lamps, wall hangings, and rugs, and all are provided with the necessary linens. Guests share the use of the bath chamber (#2) with the family.

Jerriad's elderly mother and mother-in-law reside together in one bedchamber (#3). Both are seldom seen outside the house, and spend much of their time in the dayroom, reading or sewing.

Jerriad has four children. His eldest son is estranged and left the city some years ago. Pathirad, his younger boy, shares a bedchamber (#4) with his sister Perelenna. She is approaching thirty, however, and is betrothed to a promising young man in the Tilers' Fellowship, so this arrangement is quite temporary. Perelenna is often away, for she goes off and stays with her intended's family from time to time. Pathirad has no great interest in women since the death of a girl he loved (but never spoke of) in the Plague four years ago.

Jerriad and his wife Ilmarien enjoy a splendid bedchamber (#5). At the moment they are also sharing it with a recent addition to the family, a baby daughter born very late in lives of two very happy people. The rear wall of the chamber is lined with bookshelves crammed with hundreds of books. These are quite diverse, since Jerriad's interests cover bladesmithing and keeping birds, while his wife enjoys Elvish lays and poetry and stories of the Valar. (Ilmarien is a member of the Scribes' Fellowship.)

The front window of the master bedroom has an upper section of stained glass that depicts many types of birds. These panes are fairly new, having been specially commissioned by Jerriad a few years ago. A number of fine plum and wine-colored drapes adorn the window, which admits little light. The bedchamber is instead primarily illuminated with small oil-fed lamps of bronze, copper and brass. One is especially well-wrought, with superb enamelling and a shade carved from rock crystal. The baby's cot is also quite valuable, its wooden carving having survived over two hundred years.

The other room on this floor is at the rear and houses Jerriad's magnificent collection of blades (#6). These weapons are arranged in open cases, mostly with custom-built wooden or metal mountings; they are dusted regularly.

NOTE: *Other than being fixed in place with loops of steel, the blades are (apparently) unprotected. However, Jerriad has a number of trained exotic birds. This southern variety of crow has dazzling blue plumage under its wings and, more notably, can smell extremely well. Each of the blades is treated with a scent generally undistinguishable to the human nose, but which, if a weapon was stolen, the birds could pick up easily and trace.*

The blades displayed here range from orkish scimitars and shortswords to anketa (enkit) of the Second Age. The collection includes: enchanted weapons bought from dubious sources that may have once been part of a barrow-hoard; sparkling, bright swords of the Elves, lined with silver and gems; and eketa (ikit) crafted in Umbar and set with pearls. Jerriad also owns huge Northman brocs made of solid iron, with hilts of wound brass wire; stabbing seaxes of the native Eriadorians; and wickedly thin and sharp Easterling usrievs, all etched with bizarre symbols.

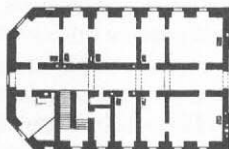
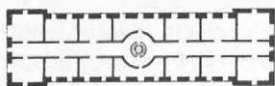
The blade treasury room measures some 25' x 26' and houses a fortune in weapons. A variety of visitors come here to view the collection, but the occasional thieves are always mysteriously exposed and the blades invariably return to their rightful owner.

ATTIC

The space beneath the roof of the house is reached by a ladder mounted against a wall near the stairs of the first floor. The space is low (only 5' high inside) and mostly used for odd storage. The rear of the house is given over to an aviary. None of the birds are caged or kept in, and there are numerous holes of different sizes for them to get in and out. Jerriad knows how to treat them well and does not need bars.

The aviary is home to various species, from small, budgerigar-like birds to larger ones, such as the southern crows mentioned above. Almost all of them are colorful in one way or another. Ilmarien also enjoys the birds, and the family makes a small profit selling the splendid feathers to be used as quills and decorations.

Typical Inns
(Wooden-town and Harlond)



10.4 FOURTH LEVEL

10.41 MYALL'S VITRINE

Myall's Vitrine is a most peculiar structure of recent origin. An eccentric Sage with special interests in the magic arts and alchemy, Myall successfully persuaded a patron of his to grant him land on the Fourth Circle of the city. Here, he built the marvelous and eccentric Vitrine.

The Stonewrights' Fellowship erected a pedestal or plinth some ten feet high and twenty-five feet across and, when this was done to his satisfaction, Myall got the Ironsmiths to construct a six-pillared framework that rose another twenty-seven feet. As it was completed, speculation gripped the whole city as to what Myall was planning: was it a large tent? a wooden hut to be built doubly raised off the ground? a madman's folly?

All became apparent some days later. A mysterious veil of darkness shrouded the pedestal for three nights and days. During this time, Calarhir, an Elven Glasswright from Caras Celairmen on the river Lhûn, fashioned a massive cylinder of glass with 5" thick walls and an internal diameter of 8'. His molders wrapped the heated tube around the iron framework in a spiral resembling that of a whelk. The crowning element of Myall's design and Cararhir's craftsmanship was a 20' diameter double (nested) sphere. Perched atop the iron supports, was created to appear to be a single globe, so closely is the inner sphere fitted within the outer, but Myall contemplated an important two inch gap between the two layers of glass.

Ironsmiths, Glassblowers, Waterwrights, and Woodwrights added the finishing touches to this bizarre construct, fitting doors, steps, drains in the iron supports, furniture, the large bookshelves, and a central column with a hollow core to supply water. Myall had also commissioned a special chandelier from the Lampwrights. When all was done he took up residence in the glass tower, which has become known as the Vitrine. Most folk still think he's mad — totally, and utterly, mad.

STONE PEDESTAL

The base of the Vitrine (#1) is made of a pure, dark marble. Unveined, it has a smooth, blue-grey color and a circular design that arches outward as it ascends. Its double door (#2) is of special construction: alternating diagonal bands of lebethron and mithrom wood (respectively black and greyish) secured by silvered steel hinges. There is no lock, for the door only opens at the command of Myall, or those to whom he entrusts the Word of Opening.

TRAP: *An inscription in ithildin (an enchanted metal which glows in star or moonlight) provides a false Word of Opening. Those who utter it may enter but find themselves, once in the glass tube, in an endless spiral, walking around and around. If they turn round to try and descend, they find themselves perched precariously on the roof of a nearby building, chosen at random.*

Inside the pedestal, a spiral stone stair (#4) winds round to its top. The surface of the pedestal is walled in by the glass between the iron supports (#3) — either the glass of the tube, or flat sheets. The platform is bare and unfurnished; however, there may be lamps hung on hooks on the iron frame. Otherwise, they are used as coathooks.

MIDDLE SECTION

There are two intermediate floors between the pedestal and the upper sphere. Both are linked by the glass tube (#5), which is angled at about 1:15. The tube has an overall length of 330' and is completely smooth; but there is normally a magical aura of friction upon its surface, so that it becomes much easier to walk up. Myall can control the aura by concentrating; thus unwanted guests may find themselves sliding down unceremoniously. Some people claim to have seen the Sage himself gleefully descending, slipping along with a smile, while others claim to have even seen him sliding up the tower!

A simple open arch leads through to the tube from the stone platform. Part way up, there are circular glass doors onto the other floors. The first (#6) is a room about 10' across, furnished with a table and several chairs, with decorative statuettes placed around the perimeter — these also being cunningly disguised lamps. Myall can use this as a more formal meeting place and occasionally entertain guests with dinner here. The furnishings are very high quality and ornamented.

The second floor (#7) is placed at the narrowest point of the iron framework. Its door is inscribed with flowing letters of Fëanorian script, in an archaic form of Quenya; they indicate that to open the door it should be rotated to the right and the word "ADIRO" spoken. The room is bare, but for three glass sculptures and a flight of glass stairs affixed to the walls (#8) that ascends to the sphere above. In the iron supports there are valves controlling the drainage of water from the sphere (see below).

UPPER SPHERE

The floor of the room in the sphere (#9) is 17' across, the domed ceiling rising to 14' at the center. The room is built around the central bookshelves (#13) and forms a hexagon. Around the outside is some seating (#10), with a sofa and a low table, a telescope (#11), a pair of armchairs (#12), and a number of troughs holding small potted plants. Beside one of these troughs is a

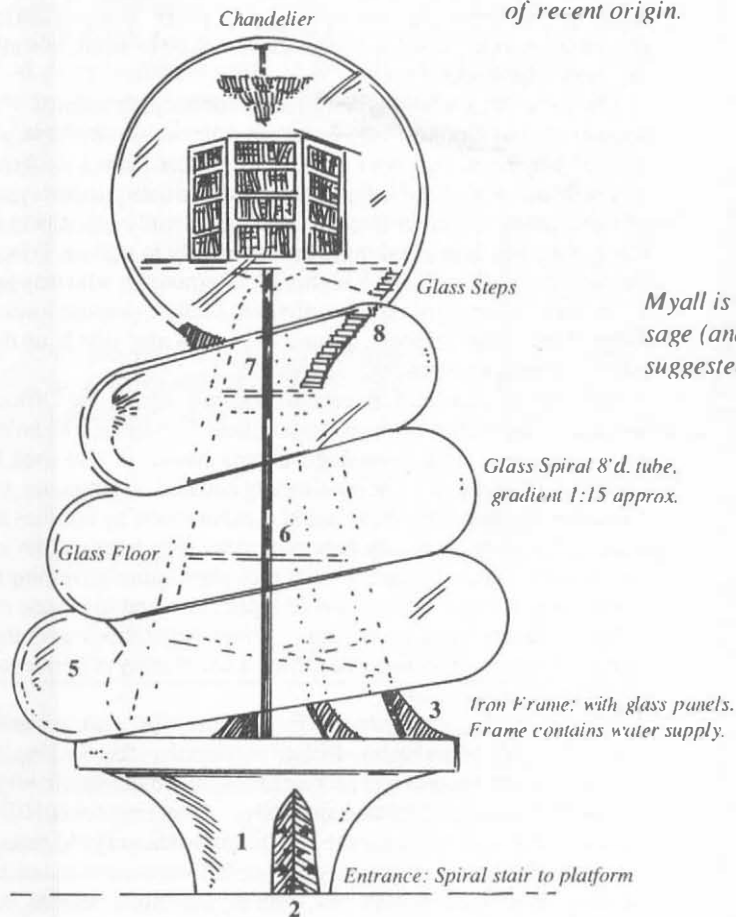
control valve. This allows water to flow up the central iron conduit, through channels in the glass floor, and to the gap between the inner and outer spheres. The valve is also connected to a small copper vessel which may be filled with dye; in this way the water can be colored so that when it fills the space between the spheres, it acts as a sort of curtain. The water can be quickly drained away down the iron framework. (See #7 above.) Myall buys a supply of various different dyes from the Clothwrights.

The bookshelves conceal a private study (#14). This hexagonal room is also lined with books. A secret door opens in one of the shelf-sections, its mechanism hidden behind a heavy book (a dictionary of the Rhovanion tongue). In the study is a desk stuffed with manuscripts and special tomes, including many spell books for Mages and other Essence spellcasters. Unless employed by Myall, a small cache of powerful items is stored here:

The tube is c. 330' long. Sliding down at a constant 10 mph takes 22 seconds!

A most peculiar structure of recent origin.

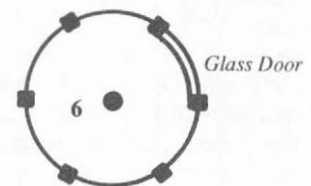
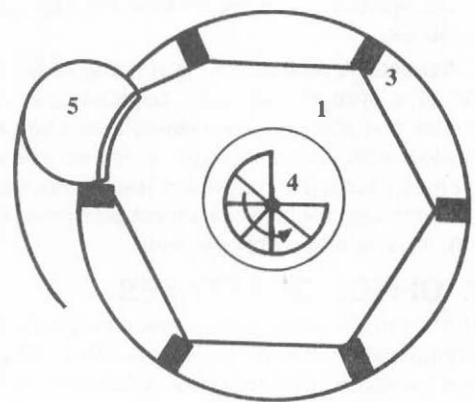
Myall is an eccentric sage (and, it's strongly suggested, a wizard!)



0' 5' 10' 15' 25'

MYALL'S VITRINE

Glass sphere has double skin joined at few points. Space between acts as insulation, or can be filled with coloured water (to varying heights)



— **Hooked Staff of Wizardry:** Made of *dír*-wood, it acts as a +7 spell adder (for Essence), improves RRs against Essence magic by +30, and continually casts *Detect Essence* spells.

— **Magic Crystal of Revelations:** A 3" hexagonal crystal mounted in a mithril band, it casts *Delving* 2x/day and *Observe* 3x/day.

— **Robe:** Made entirely of tiny, interwoven beads on threads, it is enchanted and protects the wearer as unencumbering chain armor (AT 16). It also adds +20 DB, and can cast *Sudden Light* 1x/day.

— **Book of Lore:** When read, the book adds 2 ranks to the reader's Read Runes ability (once per person) and teaches techniques which add +5 to Base Spells and Directed Spells abilities. In addition, the text can be consulted like an *Item Analysis I* spell (usable once for any item).

— **Emerald brooch:** The brooch will Dispel any mind-affecting spell cast at the wearer that fails a RR versus a 20th level attack.

— **Chalice:** A relic of the royal house of Númenor, it is made of a special alloy that magically combines gold, platinum, and adamant. The chalice is set with gems so pure they glow with their own light. It has no known magical properties, except that the drinker is said to succeed in every wish and thought (which can almost precipitate one's worst fears). It is inconceivably valuable.

10.42 OFFICE OF ESTATES

The Office of Estates is both a building and a department of the royal administration, the one housing the other. While the building has stood for several centuries, it was formerly a guesthouse and was only recently requisitioned for the Office. It has a stately charm, although its age is showing. Built under the wall between the fourth and fifth levels on Coopers' Street, it has a stone base that forms the lower half of the ground floor, wooden walls, and vaulting with a timber colonnade along the front of the recessed half. Small gardens and a rather stunted tree have been planted behind the Office, but they poorly maintained by the current occupants.

When the Office took over the building, it was completely gutted. Only the supporting pillars and floors and the splendid period staircase remain as they were originally conceived. Most of the space has now been converted into narrow shelving and storage space, or cubicles for the accommodation of clerks. The Office of Estates is noted for its love of paperwork, administrative detail, pedantry, and bureaucracy.

GROUND FLOOR

The exterior of the building is rather fusty and not too clean. Its stonework is pitted and grubby, while its woodwork is worn and nicked. Constructed of a pale limestone and light-colored timber, the structure now has a greyish ochre hue. The painted yellow painted shutters on the windows are also dusty and a few hang loosely, their hinges askew.

The most interesting feature of the building's facade is the once-splendid arcade (#1) that supports part of the upper story. The timber pillars are square but deeply carved with decorative panels depicting various native flowers in a stylized fashion. Similar panels adorn the solid wooden double doors (#2) that comprise the main entrance. Locked at night, the doors are always guarded by a watchman or a reception clerk (#3). (The lock is hard, -10, to pick.) The clerk's desk is usually neat and tidy, since he has little to do other than proffer directions, ring the time bells, and be unhelpful to visitors.

The entrance lobby extends forward and to the right of the clerk's desk. Here there are some shelves containing reference texts, situated around four large rectangular pillars of carved wood.

Very persuasive visitors may be taken to see Caranlain, whose office (#4) is located to the right — past a small stationery store and the elegant polished wood staircase to the first floor. The office is manically tidy, for Caranlain is an obsessive organizer. His appearance is always precise and his speech clipped and definite. He never repeats himself and generally acts in an obstreperous manner to anyone who actually wants him to do anything. Caranlain can think of at least a dozen reasons why he is too busy now, and will be for the indefinite future.

NOTE: *If visitors insist, Caranlain will ask them ten to twenty quick questions, to which full answers in writing must be given. If the challenges are met and the visitors return with them, he will start picking the answers to pieces. Indeed, the only way for adventurers to get anything done in the Office is to bypass Caranlain—either through one of the clerks (risky, if he/she gets caught by Caranlain) or over his head to Romer who is, unfortunately, usually absent.*

Beside the office is a simple bathroom (#5). Most of the rest of this floor is occupied by 37 cubicles (#6). These are walled off by 6' high wooden panels, which are undecorated except for the odd scrap of parchment tacked up as a reminder of some official procedure or rule. In each is a desk and a chair or stool, as well as the clerk that works there.

The Office as a whole is responsible for keeping records of the large estates of Gondor: who owns them, how they are kept, who will inherit them, and who is responsible for them at different levels. Much of the land in Gondor is held by a complicated system of subtenancy and enfeoffment. It all technically belongs to the King, but some is granted more or less wholly to various Princes. Below them are Lords and Knights (S. "Requain"), who may hold from one to a score (or more) individual estates — some from the King, others from Princes. In turn, the Lords may divide up their lands and give some to their supporters.

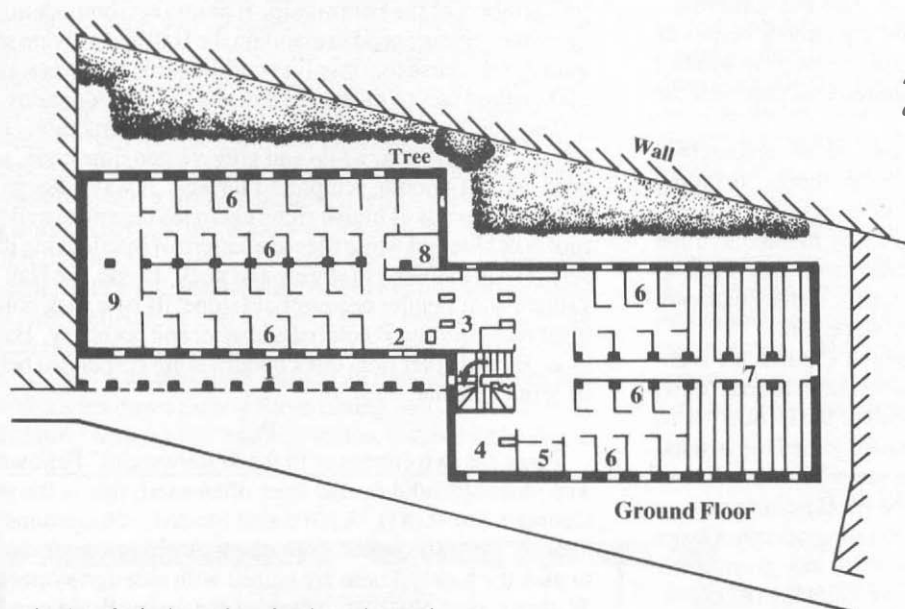
All land titles are held, at least in duplicate, here in the Office of Estates, along with records of the families of all those who hold or have held land. This genealogical information is also used for other purposes and must be continually updated. Contiguous with it is information on the devices and symbols used by families and individuals to mark themselves out, especially heraldic devices used in war. Naturally there are complex regulations governing the use of such devices, so as to avoid replication and the abuse of a family's name, title, or design. These regulations and their continual reenactment keep the Office's small army of Scribes and clerks busy year-round.

The yards of shelving in the East Library (#7) are primarily connected with genealogies. Rolled inside tubes for safekeeping, family trees are kept on special parchment and cloth scrolls which can be easily extended when necessary. There are over 10,000 such scrolls here, in racks some 7' tall. Many are very old, unused and untouched for many years. The Scribes at this end of the building mostly deal with news of recent births, deaths, and marriages, adding those that reach the Office to the official scrolls. They also handle requests for information on families, assuming Caranlain can be circumvented.

Clerks dealing with the generally more complicated realm of inheritance sit at the other (west) end of the Office. Overseen by Caranlain's deputy Perelindrë, an elderly half-Dúndan woman with a monumental memory, they check the claims and counter-claims of inheritors. Most of their labor is devoted to processing wills, bequests, and testamentary dispositions.

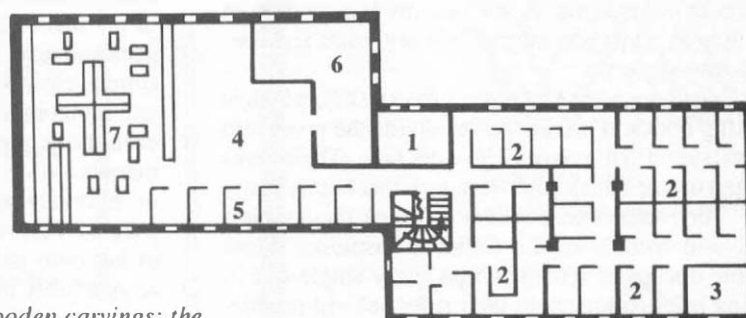
OFFICE OF ESTATES

An old wooden building, formerly a lodging house.



Genealogies & designs date back to the early Second Age. Clerks working here copy books & designs; process wills in probate; check claims and counter-claims; give out information; receive notification of births, deaths & marriages in noble house; etc, etc.

Romer, King's Herald, is seldom here. Caranlain is in charge on a day-to day basis.



Elegant wooden carvings; the staircase is especially notable

Perelindrë is responsible for the splendid organization of her section's records, and has a virtually empty office (#8), occupied only by a table, comfortable chair, heating brazier, and supplies of her favorite drink: heated milk with oatmeal, caramel, and a drop or seven of cúlunor (a cordial made from ginger and orange). She wears somewhat dull clothes, being unconcerned with her appearance, but proudly displays a magnificent gold and pearl brooch given to her by a former King who valued her years of sterling work. (The brooch is worth 350gp.)

The clerks working here frequently need to consult the records and reference tomes in the West Library (#9).

NOTE: *Without a six-month training period, the library "filing system" Perelindrë has devised is virtually unfathomable, and it requires a successful (Absurd) static maneuver in order to discover any particular document or piece of information.*

At one end of this library is a locked and reinforced cabinet containing "delicate" material deriving from the most important noble houses. Both Perelindrë and Caranlain have keys to the cabinet, which is always kept locked. (The lock is extremely hard, -30, to open.)

At the rear of the building are some tatty gardens. Now mostly just overgrown shrub borders with a dying fruit tree in the middle, they are basically ignored. Buried in one of the beds is the five year-old corpse of a murdered thief.

FIRST FLOOR

At the top of the staircase is an imposing door with gold leaf on relief designs of a chariot coming through the waves. This leads to the office of Romer, the King's Herald (#1). He is seldom here.

The office is expensively appointed with gilded lamps and opulent ornamentation. Bookshelves line the walls, housing Romer's personal collection, a gathering of rare but somewhat useless volumes. A well-stocked cupboard containing bottles of various fine wines and spirits, a collection of curios from Mordor (fairly tasteless), and several large, embroidered wall complete the decor.

At the eastern end of the floor there are another 30 cubicles (#2) for clerks and Scribes, who working on different things, including copying frequently-used texts. (Gondor has no printing technology, so all books are copied by hand, usually by members of the Scribes' Fellowship.) Most of these clerks have little need to consult the mass of documents stored downstairs, so they maintain their own store of stationery and reference works (#3).

The eastern end of this floor is the domain of Caranlain's arch-enemy Lalquell. Lalquell obtained his position from his old friend Romer and has never gotten on with the head of the Office. Soon after the Office moved to Minas Anor, Lalquell joined the Artists' Fellowship, just to annoy his conservative superior. Now he has command of the artists and designers of the heraldic section.

Canvases, easels, and special desks for drawing occupy a large open space (#4) where six to ten artists work at any given time. They are joined by the six clerks who have cubicles (#5) here. Between them they compile manuals on the devices and symbols in current and ancient use, referring to those already completed and stored in the Design Library (#6). The multitude of designs, some dating back to Númenórean times, amount to a staggering testament to Adan history. Carefully copied on request, these designs are worked into tapestries, embroideries, articles of clothing, painted or enameled shields and other war gear, carpets and tiles, and other household decorations. Some designs even end up in stained glass windows, cups and plates, saddlery, carts and specially-planted flower gardens.

Beyond the artists' area is the Cataloging Room (#7), which is lined with indexing books. Further shelves divide the room into eight work spaces, suited to the clerks who work here. Their desks are little more than ornate tables with worn tops that betray many years of work. Their crammed books are full of biographies, historical notes, and records of the Office's business. More importantly, some document records about every single fief in Gondor, including information about their revenues and production, and their owners over the past eighteen-odd centuries. While not perfect, they are surprisingly complete for many areas.

The head cataloger is the dull (one might say terminally boring) Hadluin. Unblessed with a completely nondescript appearance, he has a soft voice which is indistinguishable from the rustle of parchment. His total absorption in work often means that he will spend a good quarter hour laboring before realizing that anyone is talking to him or, in some cases, that someone is even in the same room.



10.43 WATERWRIGHTS' HALL

The Waterwrights' Fellowship Hall is primarily a meeting place for members of the Fellowship. It has no accommodations except those the servants need to maintain the Hall and provide service for guests. Of course this involves considerable resources, since up to 300 visitors can be entertained in the Hall of Fountains.

The building itself is an exquisite stone structure. Light and lofty, it is faced with white and grey-veined limestone, which has been cut to a smooth, sculptured surface. A wavy design incorporating two bands of bluish stone encircles the entire building. The roof is of blue and white tiles in a pattern of interlocking diamonds, set off with a silver-gilt edging and peak. Inside, the Hall is round-vaulted with slender beams of cut stone, its bare rock polished and inset with patterns of colored alabaster and porphyry. Hangings of blue silk and other rich, thick materials are suspended between the patterns of stone.

PLAN

There are two entrances to the Waterwrights' Fellowship Hall. The more splendid is also least often used; this is the door from Coopers' Street (#1). A tall round-headed arch surrounds double-doors of burnished steel, normally locked from the inside (no way to pick the lock). These are etched with a design symbolising the Waterwrights' business. Flanking the doorway are two fountains in square troughs. These play continuously, and their height can be controlled between 6" and 6'.

The other door (#2) is off a side street and is less elaborate, being made of wood, although still handsomely carved. It has a normal lock (Medium (+0) to pick). Beyond the 'back' door is the Reception Room (also called the Room of Two Pools, #3). This spacious room accommodates guests gathering for some function in the main Hall; there are padded benches and sideboards for guests to relax and enjoy a glass of mead or wine (or perhaps just simple, clear, sparkling water—for water seems more refreshing and invigorating drunk here). The twin pools are L-shaped and each sports a twisting fountain with a jet around 5' high. Between them is a wide, shallow marble bowl of dark blue color, mounted on an ornate pedestal. During feasts and meetings of the Waterwrights' Fellowship, each member present leaves in this basin his or her own personal token: a piece of wrought metal or stone, recognisably individual. Some members have ostentatious amulets of gold and sapphire or emerald, designed in the shape of mermaids, nymphs and fish; others have worn, carved pebbles, centuries old, passed down through generations of waterwrights.

Through another relief-patterned pair of wooden doors is the central Courtyard (#4) with a paving of mottled blue marble flagstones, shaded from very pale through to a light turquoise. In the middle of this splendid arena is an octagonal pool formed of perfectly jointed dark blue marble blocks, its floor of polished obsidian. In the center is a three-tiered fountain standing 7' high, its jets capable of leaping as high as the eaves of the hall roof: some 22'. Surrounding the courtyard are the windows and walls of the Hall of Fountains; there are silver-traced doors in the middle of each wall, thrown open during feasts so that the great fountain can be seen by all, and dancers can promenade out into the courtyard. The windows are round-headed arched colonnades with stained glass in the upper halves depicting a wide variety of water-scenes, from ships upon the Great Sea to trickling woodland streams.

The Hall of Fountains itself (#5) is a magnificent vaulted room surrounding three sides of the courtyard in a U-shape. The dramatic nature of the hall is heightened by the sixteen fountains which play down its center. Around each is set a circular table, with

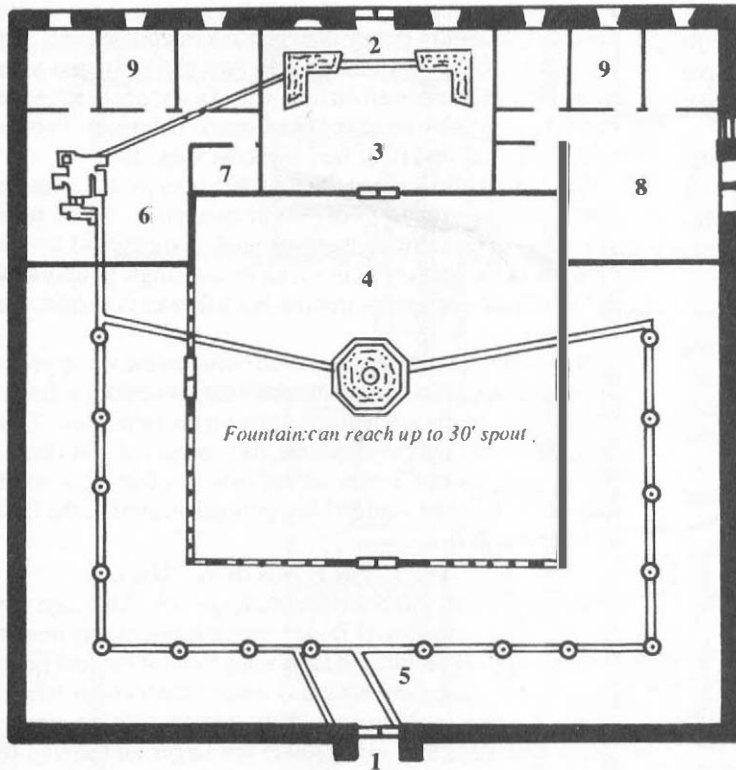
other long tables set down the walls; all in all the Hall seats 300 people. The most powerful and noble figures in the realm have been entertained here and wondered at the splendour of the Waterwrights, not with a little envy, for it outshines most palaces. The fountains are set in shallow collection basins, no more than depressions in the floor, and able to be withdrawn into hollows by a clever water-driven mechanism. The Hall is light and airy, with a combination of blues and creamy-golden colors. The outer walls have no windows, being instead decorated with a series of friezes depicting achievements of the Waterwrights with an 'eternal river' running throughout the whole as theme and thread. There are candelabra of silver and crystal casting bright light across the width of the hall, with reflections and scattered refractions ever dancing over the diners and revellers. At one time it is said that an elevated conduit, on a level with the tables, carried all manner of dishes and delightful draughts down among those dining here. The continuously circulating waters even had tiny yellow fishes swimming in

them, and the dishes were carried in gilded wooden boats and coracles. However, one day the Prince-President clumsily upset one of these vessels, jamming it across the aqueduct and soon causing a dam to form. The waters, fish and all, soon overflowed, drenching all the royal party. Despite the Prince-President's obvious amusement at the time, the Sluicemaster ordered the dismantling of the conduit and more human waiters were provided for the serving of guests. The fountains were built at that time.

The richness of the furnishings of the Hall is manifest. A splendid service of pewter and silverware, together with fine glass goblets, is stored in cupboards set within the thick outer walls. All the tables and seats, of pale golden beechwood, are also dismountable and can be packed away in special recesses and the pump room. Most of the richness of the Hall is in its own construction: the splendid vaulting, the lamps, the fountains, the wall paintings and so on.

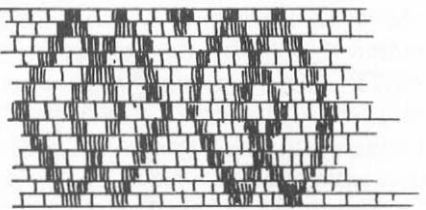
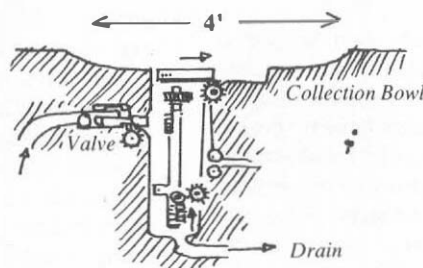
WATERWRIGHTS' FELLOWSHIP HALL

The Hall of Fountains seats 300+ people. The courtyard is also used for entertainments and dancing. Waterworks are controlled from the Pumping Room. A permanent staff of 12 are maintained here.

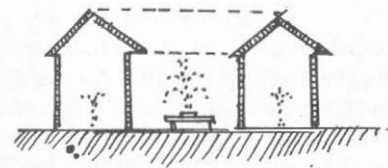


Each feeder conduit is double: one to feed the fountain, the other to pass back collected water (drain).

Tables set around the shallow collection bowls.



Roof tiled with interlocking diamonds



Feeder conduits are accompanied by a high-pressure pipe. This operates a paddle-wheel device to:

- (a) slide back covers to fountains*
- (b) raise the fountains' pipes*
- (c) open the supply valve*

The rest of the Waterwrights' Fellowship Hall is normally secluded from the view of guests. An important room, the Pump Room (#6), powers all the fountains via a system of underfloor feeder conduits. The complex pumping machines controlling the waterworks are themselves powered by waterwheels. These machines have to be constantly tended by experts whilst in use.

Other rooms in this section of the Hall include two bathrooms (#7) for both guests and staff, and the large kitchens (#8), staffed by hired members of the Cooks' Fellowship when needed. The kitchens are used mostly for the cooking and heating of pre-prepared food, since they are not of a sufficient size to cater for the large number of feasters the Hall can accommodate. Finally there are also six bedchambers (#9), each sleeping two persons, these twelve forming the Hall's permanent staff.

10.44 RYND THANNATH

The Rynd Thannath (S. "Halls of Learning") are housed in a venerable building, parts of which date back to the earliest days of Minas Anor. The stone walls are thick, and the narrow windows are grimy with age. Many rooms and passages of the interior are wood-panelled, giving rise to the apocryphal legends of passages within the walls, which all know but none heed. The Halls are divided in two at ground level by a small lane 20' wide. The upper stories are joined by a flying passage that arches from one building to the other.

Within the Halls there are nine lecture rooms, two theaters, the great Scribes' Hall, some twenty-nine offices or studies, and a number of service rooms, storerooms and libraries. There is also a network of connecting secret tunnels.

NOTE: *The dimensions of these secret tunnels have been exaggerated for clarity's sake on the layouts.*

The main entrances (#1) to the two sections of the Halls face one another on the ground floor level. Each is large and solid, the doors being baulks of timber bound and reinforced with bands of bronze and square-headed nails of copper. Much of the outside of the building, including the doors, is covered with graffiti etched by students of one and a half millenia. (The discerning can find some very famous names inscribed here!)

THE EAST HOUSE

The Halls' two halves are known as the East and West Houses. In the East House, the entranceway (#2) is most impressive. A wide corridor flanked by two enormous paintings of former Kings of Gondor (Rómendacil I and Hyarmendacil Ciryaher) leads down to a circular hall with a central pillar supporting delicate fan vaults. White alabaster steps ascend to a landing and split into two staircases that wind up to the first floor. Speckled with green mica and veined with green cuprite stains, the exquisite balusters bespeak an ancient, abiding elegance. Two statues stand opposite the stairs, each portraying a former Master of the Halls. Opening off the entranceway are four offices, given to the most eminent scholars.

The round hall has four double doors, each opening onto a lecture hall (#3). Each chamber is filled with ranks of hard benches for the students that are arranged around a wooden platform raised about 12" off the floor for the lecturer. (Students have no desks; instead, they have to use their own slates and laps.) Much learning here is by rote; that is, memorizing what is said even if comprehension and understanding does not come immediately. One by-product of this system of teaching is that brighter pupils can be recognized and encouraged earlier, assuming they appear at all. Unfortunately, the Halls of Learning are, for the most part, monopolized by the very rich and the titled citizens of Minas Anor. The education of the middle classes rests with the Fellowships.

The four lecture halls, together with four offices (#4) belonging to senior staff, form the ground floor of the East House. The offices are used for small tutorials and personal study. Each of these chambers is designed for sole occupancy, owing to the rank of the staff. Wood-panelled, the walls are and lined for the most part with bookshelves. Each is characterized by some unique peculiarities, such as spy-holes, secret doors into other rooms, store rooms for teaching equipment, and so on. The contents vary from the exceedingly valuable to the disgusting, and for the most part conceal some other purpose! For instance, one office has a secret door in a bookcase, behind which is a step-ladder that leads up to a passageway between the walls of the first floor and across the connecting corridor to the first floor of the West House.



THE WEST HOUSE

While less overtly impressive, the ground floor of the West House is generally busier than its eastern counterpart. It houses numerous offices (#4), another lecture hall (#3), and a teaching room (#5), the latter well-lit by a wide, fancy, brass-edged window depicting the noble beasts of Gondor and Númenor. A broad stair leads up to the first floor beside the Scribes' Hall.

Two terraced theaters (#6 and #7) occupy the southwestern quarter of the ground floor. Both have fixed bench seating on graded wooden terraces that surround, and descend to, a bottom area where the speaker lectures, recites, or sings. Simply appointed as befits hard-used schoolrooms, each theater is a solid, scholarly environment.

A number of secret passages run between the walls, including a secret back exit that opens onto the street just beneath the rear stair that ascends to the kitchen and store on the first floor. Two other concealed halls lead to steps that also rise to the first floor. There floor also contains a library (#8) of special reference works for use mainly by the older students and permanent staff of the Halls, and a bathroom (#9).

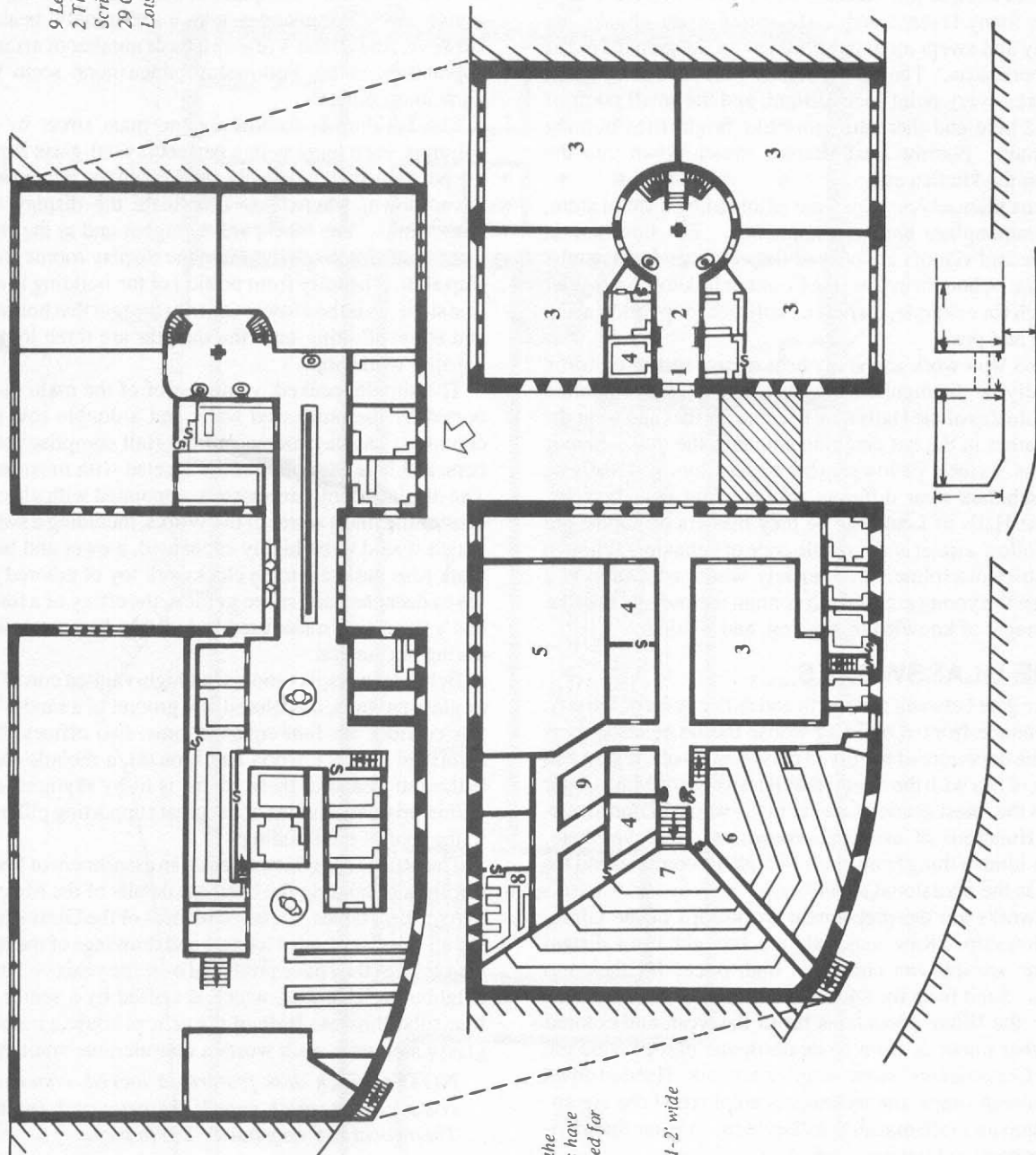
THE UPPER FLOOR OF THE HALLS

The upper floors of both Houses are joined. Although similar in construction to the lower floors, they are essentially one unit.

Another three lecture rooms occupy most of the first floor of the East House. They are arranged around the central landing and balcony, which is ornamented with statuary like the entranceway below (see #2). The offices here are larger and shared by two, three, or four staff members (although they are seldom capable of holding them all at once). Crammed with thumbled texts and dog-eared manuscripts, the panelled walls enclose chambers filled with ancient desks of hard, dark wood, all stained with dirt, ink, sweat, beer, and other signs of the decades of toil. The musty smell of papyrus, vellum, leather, and parchment pervades the atmosphere everywhere, but it is strongest in the inner offices where the spring air never reaches.

A corridor bridges the lane between the East and West Houses. It has picturesque stained glass windows, although they are seldom cleaned, and it is centrally divided by a bookcase filled with commonly-used volumes. These works include gazetteers of many regions of northwestern Middle-earth, catalogs of flora and fauna, and primers on language. They may be freely perused by someone in the company of a Scribe. More bookshelves and another small library can be found in the West House (the Rynd Permaith having by far more books), along with more offices, and the dayrooms of the Scribes' Fellowship.

9 Lecture Rooms
2 Theatres
Scribes' Hall
29 Offices
Lots of shelves, etc.



Dimensions of the
secret passages have
been exaggerated for
clarity.

Passages only 1-2' wide

The latter comprise Scribes' Hall and the kitchens. The Hall is magnificent, if not quite to the taste of other Fellowships or Halls in the city. Several windows adorn the great room, but even on the brightest day the little light penetrating the thick glass of the panes seems only to create contrasts that enhance the fundamental gloominess of the place and throw it into sharper relief. The wood panelling around the walls is so dark a brown as to be black. The furnishings are also terribly somber — the floorboards shiny as new-cleaved coal. Massive, heavy candlesticks of wrought iron and pewter hold thick tallow candles whose smoke accretes upon the rafters in many-layered soot. (In spring great chunks are knocked away and swept up to be sprinkled on the gardens of the Healers and herbalists.) The Hall is neither warm nor cold, but its long size makes every point seem distant, and the small pools of light splashed here and there are more like bright fires burning upon a far plain. Narrow trestle tables stretch down into the darkness from the kitchen end.

The kitchens themselves, which are adjoined by a small store, are fairly commonplace and well-appointed. The fare here is usually simple and visitors are offered little choice. Fortunately, many dishes are bought in from the Cooks or Bakers on a regular basis. At lunch for example, there is usually hot soup followed by greens, bread and pie.

The scholars who work and study here wear a sort of uniform, and can usually be distinguished by their darker, less elaborate clothing. Graduates of the Halls may become Scribes and wear the traditional feather in the hat denoting a man of the quill. Senior members of the Scribes' Fellowship have specially-dyed feathers, while other scholars wear different tokens about their persons. Fellows of the Halls of Learning, be they masters or pupils, are supposed to follow a quiet and sensible code of behavior, although there is no strict discipline. In a society where education is a privilege, even the young are eager to contain themselves in order to learn the magic of knowledge, reading, and writing.

10.45 THE GLASSWORKS

Close to the gate between the fourth and fifth circles of the city, stands a colonnade-fronted building whose facade belies its purpose. Since the departure of the Elven glass-smiths of Eregion and the sundering of ties with the North, the Glassworks of Minas Anor are revered as the finest glazier's atelier in the whole of northwestern Endor. Hundreds of men and women are employed here, making every kind of thing from glass — both the common and the rare, as well as the occasional absurdity.

The Glassworks are the preeminent workshops of the Glassmakers' Fellowship. Raw materials are brought from distant places, for the artisans can command high prices for their top quality goods. Sand from the shores south of Pelargir, limestone from areas in the White Mountains far to the west, and colored stones and other minerals from lands north and east provide the media for the Glassmakers' often stunning artwork. Handed down from Númenórean times, the techniques employed here are ancient, the exquisite craftsmanship self-evident in even the humblest bottle or hand-cut windowpane.

Despite this artistry, the Glassworks are more famous for their prodigious output of fancy glassware: vases, cups, goblets, sculptures, ornaments, candleholders, crystal, stained glass windows, and the like. These products usually receive little attention, but some incorporate greater skill and whimsy than the special originals crafted by the Masters. After all, the glass forgers, who work solely for commissions, justify their great renown.

Chief among them all is the Grand Vitric himself, Gilcúdor. A tall, confident Dúnadan with uncharacteristically tawny hair and

hazel eyes, worn hands and powerful arms, he totally dominates the Glassmakers and also has the mental capacity and energy to organize them on a masterful basis. Thus the Fellowship has risen enormously in prestige and power during his twelve years in office — a term which looks set to continue indefinitely, perhaps for another four or five decades. Gilcúdor has no faults his Fellows know of: he is a skilled craftsman, an excellent draftsman and designer, and most of all a gifted administrator. He has been married and widowed twice, losing both wives to the Plague, but he now has a third companion, Emerie, the young daughter of a senior army commander and a stunningly beautiful blonde. However, the Grand Vitric still has a number of affairs with young apprentices in his Fellowship, since none seem to satisfy his voracious demands.

The building is fronted on the main street by an arcade of columns, each hung with a perfect crystal-glass lamp. Windows are positioned at two levels, the first on the either side of the door lower down, where they illuminate the display rooms of the Glassworks. The others are set higher and to the right, along the facade, casting more light into the display rooms and the Fellowship Hall. The lofty front portion of the building is constructed of fine stone, as is the a lower annex at the rear that houses the kitchens and store. Butting onto the the rear are three long wings, each housing workshops.

The simple, peaked, vaulted roof of the main building is supported by the buttressed walls and a double row of cylindrical columns. Display rooms and the Hall comprise the main chambers, and here the columns are faceted with mirrored inset panes. The display rooms are sparsely-appointed with glass cabinets that display the finest wares of the Works, including a sword and shield which is said to be highly enchanted, a ewer and bowl, a threadwork rose bush, a simple clockwork toy of colored glass, a set of seven decanters and seven goblets, the effigy of a former Princess, and a distorting mask used to hide the Princess' disfigured face during her funeral.

Behind the display rooms is a high-vaulted corridor with a floor of glass pavings, all colored and ground to a sand-like finish. Off this corridor are four square rooms: two offices (both austere furnished in black wood and bronze), a records chamber, and a bathroom. Each of these rooms is lit by skylights and lamps set within prised cavities of the great supporting pillars which reach to the roof of the building.

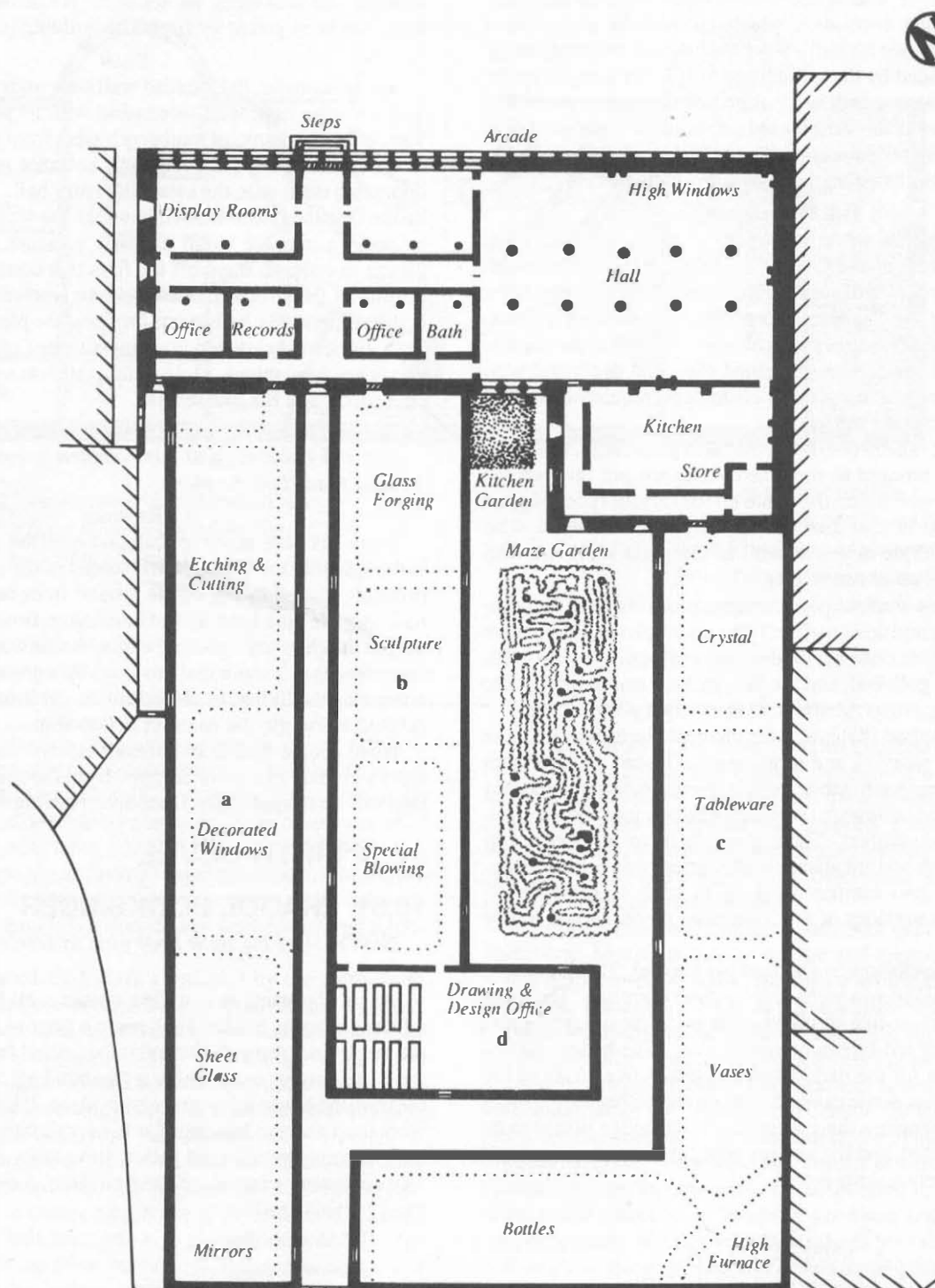
The offices contain two desks, an assortment of low cabinets and scroll racks holding the business details of the Masters there, and two scribes' tables. Detailed records of the Glassworks — including all manner of sales ledgers and drawings of the many magnificent articles they have produced over the years — are stored in the neighboring chamber, which is staffed by a senior clerk and his four subordinates. Both of the offices house a number of elegant glassware items, each worth a considerable amount.

NOTE: *Each desk features a locked, concealed bronze compartment which guards the petty cash (up to 250 sp). Their locks are very hard (-20) to pick.*

THE HALL

The Glassworks' Hall is magnificent, as befits the home of a respected Fellowship of the Fourth Level. It was entirely refurnished around fifty years ago and now has a floor of crystal clear glass sheets, highly polished and supported by a framework of gilded iron struts. Seven steps of glass, each colored as a rainbow, lead up through the entranceway. A multitude of lamps is set beneath the floor during feast times. Lamps set within the pillars high over the feasters' heads provide additional lighting.

THE GLASSWORKS



A wall mural dominates the Hall. It is called the Mistress of the Red Tower, for the central character's dwelling-place beside the Anduin in northern Anórien. This vast painting, measuring seventeen feet wide and eight tall, is said to be the finest depiction of the city ever painted. It is hung above the fireplace on the east wall.

Many concealed cupboards which contain the many place settings required when the hall is used, tuck within the sturdy walls. They are surrounded by the wonders of the glazier's art, all edged with gilt and set with roundels of colored glass in many wonderful hues. It seems as if the varicolored petals of a whole garden of exotic blooms have been scattered here, and even visiting Noldo Elves find comfort in dining in these surroundings.

THE WORKSHOPS

The three long, low workshop wings which extend back from the remarkable hall of the Glassworkers are divided into rough areas for the scores of artisans who work here. The first (#a) is the manufactory for the "simplest" products, where sheet glass is turned out for use in windows and cabinets. Workers here are also involved in the construction of stained glass and decorated windows, etching and cutting glass to customers' requirements, and silvering glass to make mirrors.

The central workshop (#b) holds the main glass forge, where the crude materials brought to the Glassworks are put through the secret processes which turn them into all the various types of glass used here. Also in this area are specialist glassblowers, who produce more unique items, as well as the glass sculptors who make figures and other ornaments.

Attached to this workshop is a separate room (#d) that incorporates the drawing and design office (whose completed volumes are stored in the records chamber) and the general stores, where tools, colorings, paint, gold leaf, and the like are kept under appropriate security. Clerks, artists, scribes and handymen all work here.

The final workshop (#c) is also the biggest. Here there are more skilled workers, weaving and welding glass thread. Apprentices and lower journeymen labor beside them, making everyday bottles, vases, and tableware (stemmed glasses, jugs, bowls, platters, beakers, and carafes). These products travel all over north-west Middle-earth and are always highly prized and priced. Naturally, there are also masters working in each of these fields, creating brilliant versions of the commoner pieces turned out by the hundred.

Between the workshops is a hedged garden (#e). This is actually an amaze that was laid down some four hundred years ago. The walls are of a dense, privet-like shrub which bears white inflorescences in Nóruí and dark red-brown berries in Úruí. The hedges form a perfect backdrop for the dark granite pedestals placed about the maze, and the glass dome canopies that cover the beautiful pieces of glass art complement their presence. Each hedge is said to be magically protected, and the visitors who are often shown around the maze are rarely unimpressed.



10.46 LEADENHOUSE

Leadenhouse is, or rather was, a dwelling place of the Waterwrights' Fellowship. A rather somber building of dark stone and a sloping tiled roof discolored with age, it now has an even more haunted and uninviting air about it. While one wing stands, the other has been gutted by fire. The building is now abandoned.

PLAN

A semi-circular, balustraded wall surrounds the front lawn (#1), now growing rank with weeds and with its grass going to seed. Two spreading banks of mulberry bushes front the arcade windows of the entrance hall (#2). The only entrance is a pair of wide oak doors that open onto the sweeping entry hall. Beyond this foyer, lie the flooded kitchens (#4), in which the waterwrights managed to cause a massive surge in water pressure, bursting its many pumps in order to stave off the fires that consumed much of this portion of the structure. Other rooms, including the office (#5), bedchambers (#8), bathrooms (#6), and the pleasant dayroom (#7) have all been abandoned now and stripped of all easily movable goods and furnishings. Only fixtures such as some lamps, shelves, cupboards, and the like remain.

NOTE: *The upper floor is unsafe in many areas due to the fire and flooding, and has completely collapsed over the area shaded on the plan.*

RUMORS

There has been much speculation over the cause of the fire. It is thought that the blaze, which spread in the middle of the night, probably started in one of the ground floor bedchambers off the hall. A grate may have spilled burning embers onto a hearthrug or soot in the chimney, catching alight. Some wagging tongues have suggested that it was a malicious act by a group of ex-Osgiliathan waterwrights living in Wood-town, craftsmen who had been refused entry into the Anorian Fellowship.

Three people died in the fire, all elderly. About a dozen more were seriously injured or suffered from the smoke and fumes, and two still lie tended in the Houses of Healing.

10.5 FIFTH LEVEL

10.51 ERAGOL BOOKBINDER

NOTE: *Use the same floor plan as Jerriad the Sharp's in 10.36.*

Eragol Parmanil is a skilled artisan well known for his fine editions of many books. He lives in a narrow, two-story house on the north side of the Fifth Level. Its gabled front cleverly carved by Woodwrights to resemble a gigantic half open book lain atop the roof, the house is a warm, clever place. It incorporates Eragol's workshop and the lodgings for his apprentice scribes, which are built of finely grained old yellow limestone. Below the light and airy decorated window on the first floor is one of Minas Anor's most famous graffiti:

"Pedo abo dago

Kar málo gûormo!"

which can be loosely translated as:

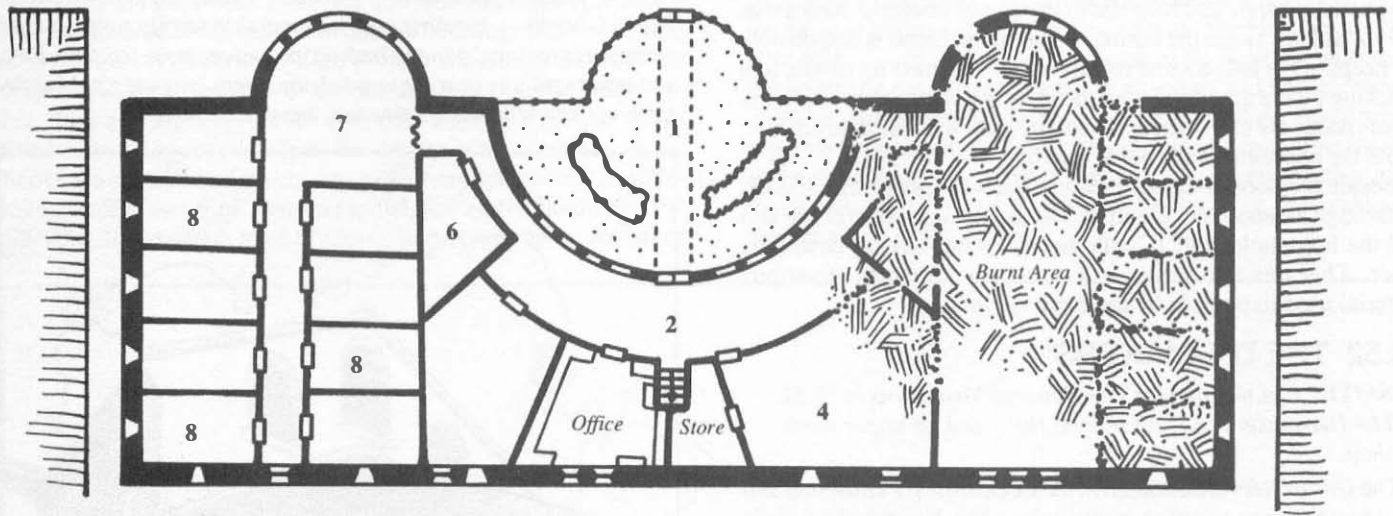
"Speak, refuse to fight

Conjure friendship not wrath!"

The mysterious engraving appeared during the Kin-strife when seven supporters of exiled King Eldacar were hung in the city by Castamir's deputy Ciryang. No one ever claimed credit for the deed, but after the war was over the stone was framed with a black marble border and preserved as a memorial to the seven Fellows and the thousands of others who died for the King.

LEADENHOUSE*Now partly ruined after a fire*

Rath



First Floor has more bedchambers, etc., with the floor missing above the 'burnt area' marked here.

Cause of the fire unknown, but rumors suggest it was done by a group of waterwrights from Woodentown who had been refused entry to the Fellowship.

Eragol is a bookbinder: he publishes books on all sorts of subjects, although he is perhaps best known for his historical and cultural treatises. His small shop (#2) is situated downstairs at the front of his house, at the top of a notable stone outer stair (#1) whose treads and risers have marquetry-inset stars of obsidian, supposedly to denote his ancestors' royal patronage. Books are expensive — typically involving many man-hours of scribe-work and binding — and Eragol's wood- and/or leather-covered tomes are no exception.

The shop is manned by a clerk employed by the Herenyand family, for they purchased the business from Eragol's father. Eragol now has a handsome stipend and a freer hand to manage the business without the responsibility of ownership. The clerk, Leffwen, is of Northman stock, his grandparents coming from Dorwinion. He enjoys meeting people he might still call countrymen, although his manner is now very Gondorian.

Behind the shop are the living rooms, which include a dayroom/dining room (#3), the kitchen, and the store (#4). Eragol's wife Imisiel is nominally in charge here; however, she has a superb cook and housekeeper called Claith who is so good at her job that Imisiel is usually out following other pursuits. Unknown to any in her family, these activities include membership of the Blood Ring. (See Section 8.51.)

Beyond a narrow covered passage at the rear of the house (which connects with an alley) is the bindery (#5). Here are various workbenches and frames with tools for cutting wood, stretching and tooling leather and engraving or embossing the covers. A large rack holds notes on designs for particular customers, so that extra volumes they order look similar on their library shelves. Extra stock not placed on display in the shop is stored here.

The upper story of the house contains lodgings (#1) for Eragol's two craftsmen, Parion and Malquen, who assist him in the bindery. Dior-Lassë, the scribe who oversees the apprentices, resides here as well. Parion is married and supports a small child, while Malquen is old, widowed by the Plague, and has no children. An attractive young and talented man, Dior-Lassë is openly courting Eragol's eldest daughter Mistria.

The upper floor also contains a bathroom (#2) and the family's chambers. Mistria possesses a large and elegant bedroom (#3), which is appointed with silk hangings and pleasant rosewood and mahogany furniture. She owns a fine wardrobe of clothes and an expensive collection of scents and cosmetics, but she rarely wears any jewelry other than a braided pearl choker or bracelet.

Next to Mistria's room is a bedchamber shared by her younger sister and brother (#4), Erwien and Goldór. Erwien is sixteen and has a terrific fondness for Dior-Lassë, becoming very spiteful towards Mistria on occasion. Her mother Imisiel is aware of this passion but can do little about it except spoil Erwien in order to distract her affections. Eragol's youngest child is Goldór, a strapping youth of fourteen who disdains his father's profession and wants to become a warrior general. Dior-Lassë is hopeful that with Goldór in the army, he can marry Mistria and inherit Eragol's business one day.

Eragol and Imisiel share the lovely front bedchamber (#5). Decorated with golden yellow drapes and maple and sycamore wood furnishings, it is splendidly appointed. Still, the scattered colored light that comes in through the decorated window lends the room appears an attractive, cosy air. There are many valuables here, for Eragol is well off and loves his wife well, dressing her in fine things, especially the gold that complements her fair hair and complexion.

At the rear of the house is the scriptorium (#6), where Dior-Lassë oversees six apprentice scribes who work at slanted desks, copying out volumes by many noted and accomplished authors, including Wilhnor, Gehdan, Fëanlon, Amsor and Soharad. Mistria also labors here, as does Ervien (on rare occasions). Both women have artistic hands and help illustrate special books — tomes that sell for at least twice the normal price. Dior-Lassë is responsible for keeping the ledgers and records of the business up to date and checking on the quality of work done by the apprentices under his supervision. He can often be found dallying with his beloved here while the apprentices are out at lunch!

Beside the door to the scriptorium is a wall ladder which leads up through a trapdoor to the attic. The apprentices sleep at one end and the household staff (Claith and a serving-boy) at nestle the other. This area also serves as a repository for stores of various material used in household and bindery work.

10.52 THE DIE-MAKERS'

NOTE: Use the plan for *The House of Memorials* in 10.32. *The Die-makers' has no second floor and no upper workshop.*

The Die-makers are a branch of the Locksmiths' Fellowship and only maintain one establishment in the city. Nevertheless, their work is very important, and they have to be highly trusted by all high officials and powerful nobles in Minas Anor, since they are responsible for the manufacture of seals and the coin stamps used in the Mint. Such items are extremely valuable and must be kept well guarded so that forgeries and illicit duplicates might not be made.

The Master of the Die-makers is Curúlam Thoron. His aunt is Remerië, the wife of Trelas Erhir, Master of the Mint of Minas Anor. Curúlam is an ambitious man with only moderate talent in his chosen field. Using his family connections, inherited wealth, and (when necessary) a little applied pressure, he rose to where he is today. He never relied on his talent as a craftsman and would be a serious liability for the city, but for the fact that he delegates authority quite effectively. Curúlam suffers from premature baldness and a recurring skin disease on his hands and arms, so he is often seen wearing a long-sleeved jacket and gloves, together with matching hat, all of plush velvet. He rarely goes out without his chain of office. His invalid wife, Auriën, suffers from both obesity and her husband's scorn and antipathy, and Curúlam hopes she will die soon so he can marry again. Of course, such a marriage would be for personal gain rather than love.

PLAN

In the workshops the die-makers manufacture metal tools for stamping designs, cutting shapes, and punching holes. These tools are mostly used by artisans working in leather, paper, and soft metal goods (copper, tin, lead etc.), although some are also made for woodwrights and stonewrights. Specialty goods are all made in a walled-off area of the workshop close to the drawing office, and they are kept apart during manufacture and stored in a special safe in the Master's office.

The living rooms for workers and the household are poorly appointed and meanly furnished. Curúlam does not care for his fellows very well and cheats them of money, aid, and comfort whenever he can.

10.53 RYND PERMAITH GWAIN

NOTE: *The original library, the Rynd Permaith Iaur (S. "Old Halls of Books"), is detailed below in Section 10.54.*

The Rynd Permaith (S. "Halls of Books") are one of Minas Anor's greatest treasures. Between them, they hold nearly 525,000 books — together with innumerable scrolls, notes, etched tablets, engravings, painted bark strips, woven texts from the East, and other artifacts bearing words from every language in Middle-earth spoken where the Dúnedain have penetrated.



The Rynd Permaith Gwain (S. "New Halls of Books") are smaller and hold the overflow that has built up over the years. Volumes come to the Halls in various ways: by donations, as a part of property is seized by the Crown in law, and also through the labor of a small troop of scribes in the Rynd Thannath. Sometimes volumes are lost through accidents, and the fingers of age which corrupt with mold, pests, and dusty dryness. Much of the librarians' work here is concerned with the preservation and restoration of the oldest tomes, some of which are over a thousand years old (albeit rarely handled).

GROUND FLOOR

The New Halls are built according to the new Stonewright tradition, with blind colonnades, arches, rounded rooms, and gently sloping roofs. Situated happily among the rich architecture of the northern Fifth Level, the library is a fine example of modern monumental construction. It is quite clearly a A cobble mosaic in russet, black, and tawny yellow that depicts an open book with the Fëanorian letters "r" and "p" on either leaf covers the open area outside the main entry.

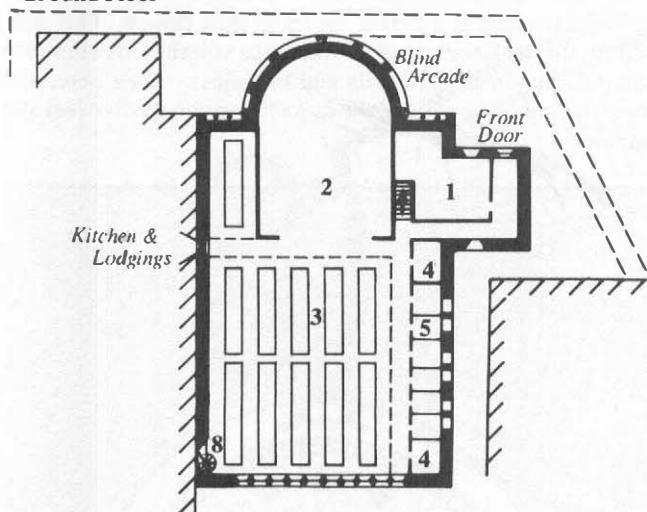
A massive door of some dark, coarse-grained wood guards the only entrance from the street. Tight-fitting and studded with dozens of square head iron nails, it is a formidable obstacle. At night the door is double-locked with large, ornate steel bolt mechanisms that are both extremely hard (-30) to pick.

Beyond the door is an L-shaped corridor that is protected by a low gate located about ten feet inside the building. Beside the gate is the office (#1), at whose "stable" door sits a clerk to check on people passing in and out of the Rynd. A number of desks for librarians and sages clutter the chamber, a generally untidy place filled with odd books taken from the shelves or awaiting allocation. Books are scattered all about, amidst half-completed lists on half-rolled scrolls, boxes of worn-out quills, and empty inkpots. Gil-mecudor, the assistant head librarian, is in charge here. An aging

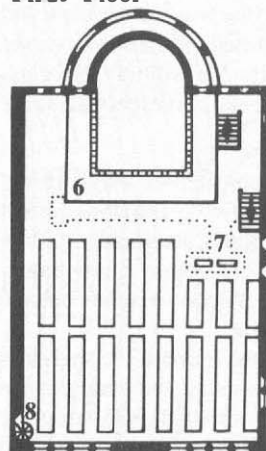
and passed-over sage, he maintains a special interest in the culture of the southern Mannish tribes influenced by the Númenóreans, including the Haradrim and peoples of Umbar. He has greying hair and a myopic stare.

Beside the office are stairs to the first floor and the Meeting Hall (#2), where meals are served to the scholars and librarians during the day and lectures are held in the evening. The kitchens, together with other living facilities, are housed in the building adjacent to the Rynd and the two structures are joined by an internal connecting door. Rows of benches fill the Meeting Hall. Arranged around separate tables during the day, they are used as spectators' seating in the evening hours. Then, the tables are pushed together at the round end and covered to form a platform for the speaker or demonstrator in the lecture.

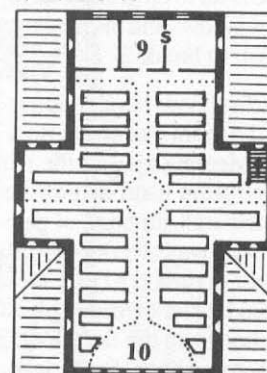
Ground Floor



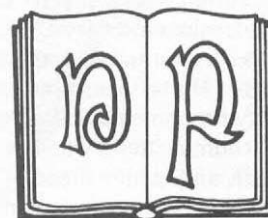
First Floor



Second Floor



*Most of the texts here deal with -
Natural History/Sciences
Arts & Crafts
Other Mannish Cultures (Customs,
Dress, Beliefs, Literature, etc.)*



Cobble Mosaic Design

Most of the floor is occupied by shelving in great, tiered, 12' tall racks, all crammed with books. Locked doors protect some of the shelves, forming repositories for the more precious editions in the Rynd's possession. The main area of this book chamber (#3) contains eight narrow passages, each flanked with 42' long shelves. What they cannot hold is housed on the additional shelves located beside the Meeting Hall.

The Rynd Permaith Gwain holds texts dealing with only certain subjects, namely Natural History and the Sciences, Arts and Crafts, and Other Mannish Cultures. Books relating to Customs, Dress, Beliefs, Literature, etc. are kept there organized in a manner known only to the librarians. There are some 15,000 books on the ground floor alone, covering both the practical and artistic aspects of the subjects.

A row of six quiet reading rooms (#5) runs along one side of the racks. These nooks accommodate scholars and sages, who come to the library to study in peace and quiet. Simply appointed with wooden chairs and desks, they are cleaned every night and used in accordance with prior arrangements or, as is the case for three of the booths, on a first-come first-serve basis.

The clerk in the office sells stationery to those that need it. These tools — items such as quills, ink and parchment — are stored in store rooms (#4), along with the cleaning materials and other supplies used by the library staff.

In order to safeguard the books, none of the windows in the Rynd open. Smoking and candles are not permitted for the same reason, for fire is an even greater threat than theft. Accordingly, the glass of the windows and the lamps that light the Halls, is especially thick and hard to break.

FIRST FLOOR

The first floor is very simple in plan: bookshelves march up and down the room like on the floor below. A balcony (#6) looks down on the Meeting Hall at the front of the Rynd, its arcaded pillars sculpted from lustrous polished marble. Edged by a low balustrade and arch supports of pale stone, the balcony extends outside into a walkway overlooking Rath Fledhain.

A pair of desks (#7) are tucked within the maze of the shelving. Manned by clerks responsible for the cataloging and maintenance of the books on the first floor, records for about 20,000 works are administered here. Both clerks are dull, middle-aged men with an appearance as leathern and dusty as the books about them.

A secret stair (#8) connecting the first and ground floors is concealed within the wall at the rear corner of the chamber.

UPPER FLOOR

The upper floor is cruciform and has transverse bookshelves holding a further 15,000 or so volumes. Three offices (#9), including that of the head librarian Cimrion, occupy the front end of the building. Cimrion works directly under the Master of the Rynd Permaith, who resides in the Rynd Permaith Iaur. A vigorous Dúnadan with hawkish nose and smooth, unlined face, he is a very fast reader and scribe. His brilliant mind affords him an enormous memory and facility for immediate recall of facts and figures. He is a very competent administrator who reads voraciously, inspires one half of his staff, and instills dread in the other half — who would rather take things a great deal more easily. Much of Cimrion's energy comes from his dread fear of death, for he wishes to do as much as possible before his time in Middle-earth ends. He is in his mid-fifties and fit as ever, having passed through two bouts of the Plague with no ill effects. His office is neat and tidy, although he has eventually given up trying to persuade his underlings downstairs to emulate him in this. He has fourteen locked, floor-to-ceiling cabinets that contain all manner of precious manuscripts. His desk is inlaid with ivory and mother-of-pearl and has a solid silver inkstand, quill holder, ruler, and silver gilt lectern.

The other two offices are shared by other subordinates who keep catalogs and records of the borrowers (although not that many books are lent out). They maintain subject indices and compilations on the author, title, and year of writing (or acquisition when unknown) of every work, and their special numbering system enables them to locate any given book's position in the library.

Another area for reading (#10), which contains benches and three long tables, occupies the rear of the upper floor.

10.54 RYND PERMAITH IAUR

The Old Halls of Books are old indeed, being of the antique stone and wood architecture now almost extinct in the city. The Halls butt onto the base of the wall between the southern sections of the fifth and sixth levels and fan out in a great arc. The magnificent high vaulting of the Halls is nearly unbelievable, so lofty are the timber baulk pillars and spreading cross trees which hold the rafters and roof. The Front Hall and the Rear Hall comprise the two main sections to the Rynd.

REAR HALL

The Rear Hall (A) is trapezoidal in shape and enclosed within a wood-panel screen wall (#1). A passageway (#2) runs between this and the exterior wall of the Rynd. At the back of the Rear Hall is a Reading Room (#3) appointed with long tables and many seats for sages to come and peruse tomes of their choice. This area is well lit; the back wall contains reference volumes in common use (such as dictionaries, herbals and histories). Even here, at the lowest height of the ceiling, the racks tower twenty-five feet above the floor.

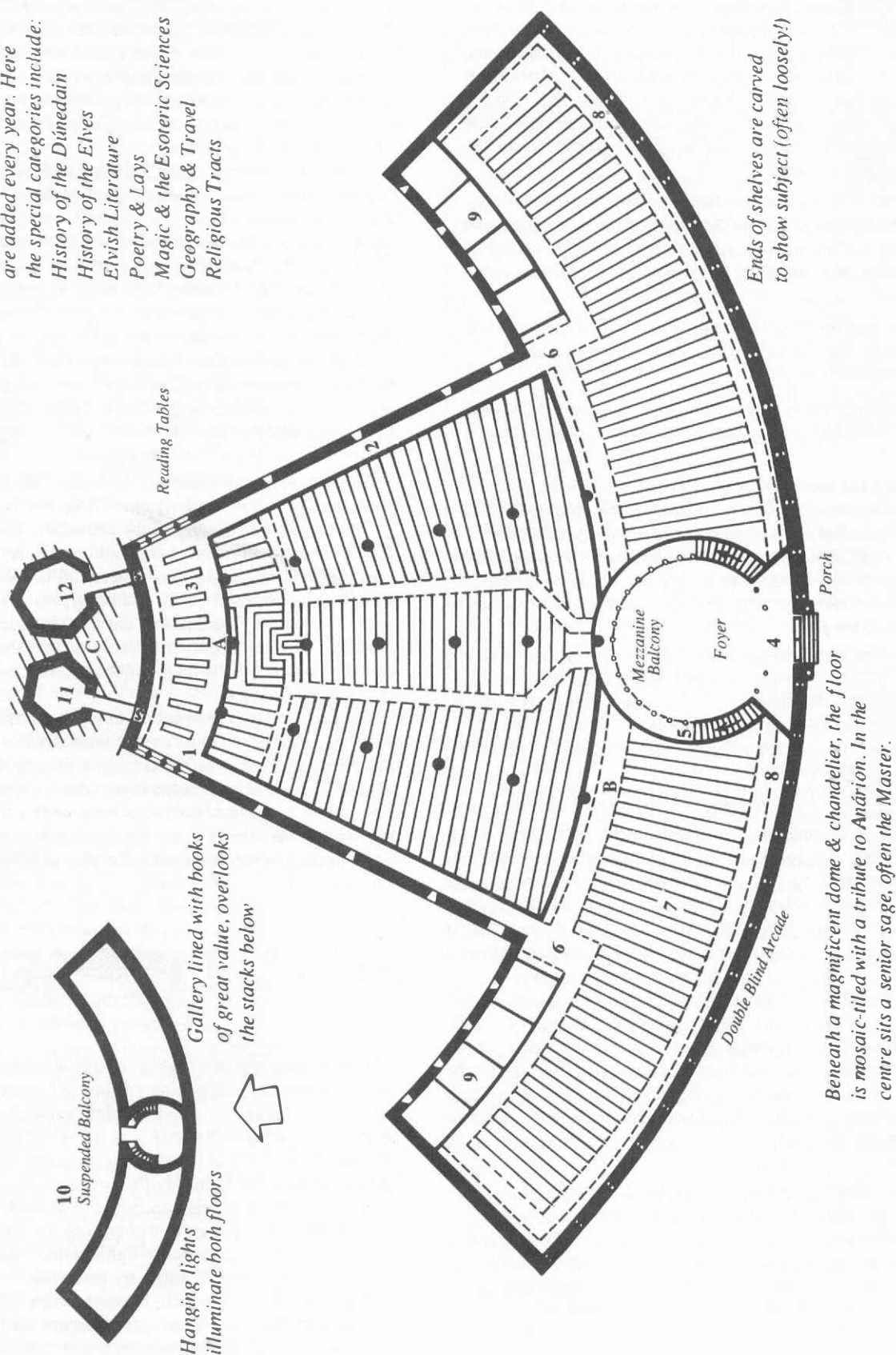


Symbol of the College of the Spoken Word

RYND PERMAITH IAUR

There are perhaps 525,000 books stored in the two Rynd Permailth; some 300 books are added every year. Here the special categories include:

- History of the Dúnedain*
- History of the Elves*
- Elvish Literature*
- Poetry & Lays*
- Magic & the Esoteric Sciences*
- Geography & Travel*
- Religious Tracts*



THE GREAT SHELVES

"Let me explain," says the Master of Rynd Permaith, Verylen Ngoldath.

"The primary requisite of our assistants here is that they be bright and able to read, in both the Fëanorian script and the Angerthas. But they must also be light and agile. When we have so many valuable books, storing them is a real problem. Our shelves reach up to forty-five feet high! The wood is reinforced with an iron frame and cross-struts prevent them from falling over. Hooks and platforms project from the shelves, as you can see."

He points to a place in the darkness way above your head, outside the light of his lamp. Suddenly there is a rustle and a light appears, illuminating a small form hanging precariously over the edge of a miniature balcony, barely a foot deep and two wide.

"That's Bethiel. She has a pole and a rope ladder, as you can see. Now, with the pole, she can hook the ladder above any shelf she needs. There."

The little figure has reached out with a pole some five feet long and the ladder hangs looped between her plinth and the shelf.

"Now all she has to do is to work her way along the shelf edge — like that — and then drop down the ladder. There, she's got the volume I need, so she puts it in the book-net, clips it to her line, and can lower it down to us. And here it is! Then she just has to hook the lower end of the ladder to the shelf, release the top with her pole, and she can drop down quickly and safely to the floor."

The smiling girl with her bob of brown hair is soon beside you with her pole, rolled ladder, coiled line and the net returned to her. She adopts a serious face and nods to the Master, who pats her and fishes a white cake from his pocket. "Thank you, Grandfather!" she laughs, then skips off, munching happily.

The feat of organisation and engineering which the Rynd represents is truly staggering. An individual shelf rack in the Rear Hall is perhaps 30' long with twenty tiers: that's over three and a half thousand books. Of course, some are larger! When the New Halls were being built, it was decided not to attempt anything so ambitious again. "To tell you the truth," the Master states slowly, "I don't know if there's anyone left with the skill to do it."

Verylen, the Master of Rynd Permaith, is a very genial, scholarly Dúnadan of advancing years, still hale and hearty. He habitually dresses in rich purple or royal blue and enjoys his job immensely. Verylen manages to infect almost all of his visitors, be they royal or rural, with his enthusiasm for his half-million charges. It is almost as though he could name every one. Not all the books are racked, even: many are simply stored in crates in the Rynd's cellars.

NOTE: A superb Sage, Verylen is the Master of the Sages' Fellowship. He is learned in certain branches of magic, although not a member of any magical order. His magical Ring of Warding adds +25 to the wearer's DB and all his RR's. It also confers an added 50PP for the casting of all Essence Ways and Spell Ways spells (to 10th level).

FRONT HALL

The Front Hall (B) is divided into two great sweeping arcs by the forty-foot wide entry chamber (#4). A mosaic tribute to the city's founding Prince, Anárion, covers the floor of the circular foyer. The floor's shining white marble is polished to reflect the light from a vast chandelier suspended beneath a painted dome. A senior Sage who greets visitors to the Rynd Permaith Iaur sits behind the semicircular desk that is situated below the chandelier. This duty is often undertaken by Verylen who, in his boundless enthusiasm, invariably takes any group of visitors on a guided tour of the ageless library.

Twin staircases (#5) flank the foyer and ascend to an overhanging mezzanine balcony which is supported by slender, white-painted columns. The foyer is enclosed by walls of wood and plaster, also painted a brilliant white. Beyond the foyer, in the two sections of the Front Hall, are seemingly endless rows of books. Here stands one of Gondor's finest treasures.

Although these chambers have higher ceilings than those in the Rear Hall, their shelves are the same height. Passages (#6) lead off the foyer and connect with those of the Rear Hall (see #1). The aisles between the main shelves (#7) are not always easily accessible as the iron struts supporting the towering bookshelves criss-cross diagonally to provide maximum stability.

SUBJECTS

The Rynd Permaith Iaur has hundreds of thousands of books, but some subjects have been removed to the New Halls, leaving groupings such as History of the Dúnedain, Elvish Literature and History, Poetry and Lays, Magic and the Esoteric Sciences, Geography and Travel, Religious Tracts and the Words of the Valar, Languages of Middle-earth, and many, many more. The ends of the shelves in the Front Hall are carved with a depiction (often very loose) of the subject matter covered on that shelf. Some are hard to discern, owing to their age and the ignorance of the woodwrights who carved them.

Around the walls are shelves of easily-accessible index books, catalogs, and common reference works (#8). Eight offices (#9) line the rear walls near the corridors linking the Front and Rear Halls. They are shared by the sages who are retained here full time. The forty-five assistants who work all day fetching and returning books live in a nearby lodging house. All are aged 14-34, a mixture of men and women, many of whom go on to become sages.



There is an upper level to the Front Hall, where the most valuable books on public display line are housed. Access to this area is usually very restricted, which is a simple matter since the staircases in the foyer provide the only way up. Formed by the suspended mezzanine balcony (#10) that sits atop the foyer's wall and the gallery around the Front Hall's own wall, this upper structure is entirely wooden and very handsome — all dark and curlicued with swirling designs. The gallery overlooks the uppermost tiers of the bookshelves and the hanging lights which illuminate the whole area. Lit all day and all night by gaslights, it is a timeless place without windows. No sunlight reaches through the blind double arcade with which the Rynd is fronted; nor are there any skylights in the roof, since they might leak and ruin the precious tomes beneath.

ROOMS OF SECRET LORE

The last area of note in the Rynd Permaith Iaur is one very few people even know of — and fewer have ever seen. Beyond the Rear Hall, delved into the Citadel Rock, are the Rooms of Secret Lore (C). There are two such rooms (#11 and #12), each accessed by separate doors concealed within the bookcase covering the end wall of the Reading Room. The secret doors can only be opened for seven hours each day, while the library is closed. The exact time of their opening is determined by the time the moon rises.

One door (to #11) can only be opened when a complex hexagonal plaque is pressed into the space behind a certain book. The Master has the only plaque, although its existence and use is told to his deputy and noted in secret instructions left in the Master's house in case he should die suddenly. The other door (to #12) is opened by the reversed recitation of the first seven words of a poem about the Vala Oromë (Araw), together with the triggering of a release mechanism again concealed behind a book in the frame of the case.

The Room of Essence (#11) has six sides and each is lined with a bookcase that is individually compartmented. The tome in each compartment is a great work of sorcery, although there are none relating to the evil magic of Sauron and Morgoth and their misbegotten minions. The books here include all 46 volumes of Antogûl Anfri's *Essential Encyclopedia*. They are well protected.

TRAP: *Unless the appropriate side of the hexagonal plaque is pressed against the shelf below the book, anyone touching the book is treated to an automatic +40 Shock Bolt attack. If they do it again, a Death Cloud is released, filling this enclosed area. If they persist, on the third and all subsequent occasions they receive an Electricity Critical Strike (beginning with a "C" severity and adding once severity level thereafter). The correct side of the hexagon is described by a complex, coded series of symbols (or a roll of any specified number between 01 and 10 if one is trying at random).*

The Room of Channeling (#12) has seven sides for the Seven Aratar primarily revered by the Dúnedain. The greatest and most powerful votive tomes relating to the Valar are stored here, and access is only allowed to the mightiest priests in the service of the King. There are descriptions of rituals of worship of the Valar in other guises amongst the varied tribes of Elves and Men in Middle-earth, for example in the *Book of Hours and Seasons* from the sixth century T.A., *E MereVardo* (Q. "Varda's Wish") of the Elves of Harlindon, and the *Maranwe Kunduro* (Q. "Fate of Princes") of Forlindon. There are ceremonies for exorcism and banishment of Evil in its many guises, and devices used to counter the Dark Ones from Utumno and Mordor. And there are enumerations of the ways of the Gildain (Star-priests) and Ulmedain (Water-priests), and of the Ed-belguinar (ministers to the afterlife).

TRAP: *These books are protected in a similar manner to those in the Room of Essence. Without the recitation of the appropriate sacred words as indicated by a secret code on the shelf edge, those touching a book will suffer first a Shock Bolt, then Blinding at 25th level, and then Lifedrainning: the reverse of Lifekeeping, whereby the soul is forced from a live person (or the reverse of any Channeling spell at whim — e.g., Mass Cut Opening or Mental Disease).*

10.55 FELLOWSHIPS' HALL

About three hundred years ago, three Fellowships' masters — each powerful in his own right — formed a lasting bond of friendship. Their collaboration and coalliance enabled them to dominate the Deputies on Conclave and wield such power that the Prince-President of the day hardly had any say in the running of his own city.

These men were Esteval of the Stonewrights, Gurmancir of the Bakers and Adanethron of the Scribes. As old age grew near to them, they determined a plan to ensure their immortality (at least in memory). They conceived the idea of a great meeting hall shared by the Fellowships of Minas Anor and organized its funding, design and construction. Today it still stands, a monument to their power, and the pride of the city's artisans.

PLAN

Fellowships' Hall is a magnificent structure built on a principle of three-way circular symmetry. The building is essentially a single lofty hall with a sunken area in the center. The main materials used in its construction were a bluish marble and a blue-tinted limestone. Both came from the cape called Andrast, over seven hundred miles away, transported on great barges along the coast and up the Anduin.

The limestone was used to form an outer circular ring of massive pillars which were, in turn, joined in three sections by marble (#1). These three wall sections were then linked by lower bays at the base of flat triangular roof sections that overlapped, and alternated with, the conical roof areas. Supported by the circular wall and pillars, the three segments of the conical roof covered the insets (#2) between the three bays. This portion of the roof is tiled with unglazed white pottery, tiles which contrast with the blue marble slates on the triangular segments.

Polished marble or carved limestone is used throughout the rest of the structure. The outer pillars (#3) have magnificent carved capitals accented with elaborate geometric designs. These pillars surround an inner ring of marble columns, a six-sided colonnade (#4) that edges the hexagonal sunken area. These columns rise up like slender tree trunks spreading out with a network of trusses and flying buttresses to support the roofs.

The floor is decorated with hard glazed white tiles, hexagonal in shape. Every seventh one has a gold embossed decoration representing the symbol of one of the Fellowships. Overhead are hung trailing banners of white, blue and gold, each also stitched with a Fellowship's symbol.

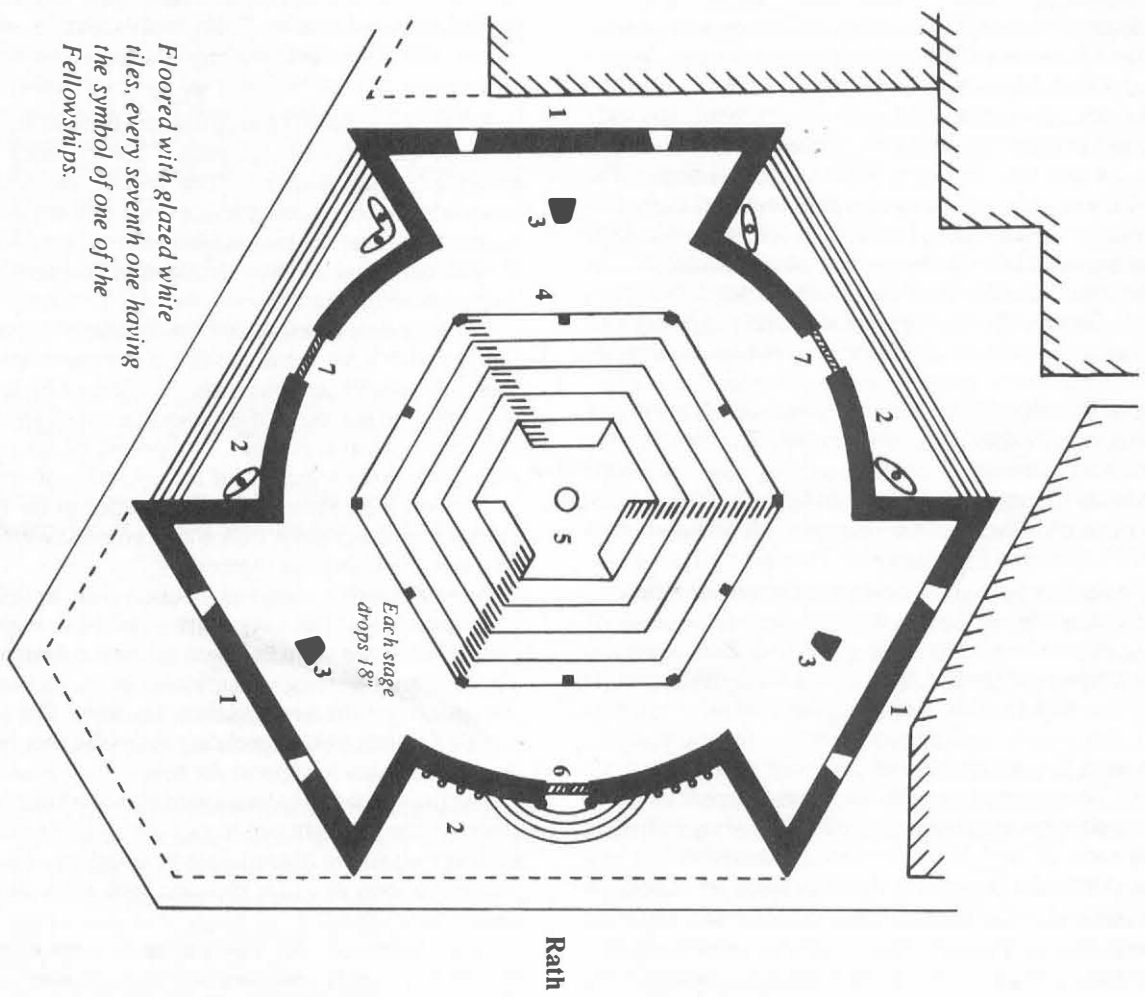
The sunken area (#5) has four broad steps down on each side. The Hall is mainly used as a debating chamber and meeting hall. Sometimes all the Fellowships gather together here to discuss some matter concerning themselves or the city; at other times just a single Fellowship will call all its members to a discussion. The sunken tiers seat around 250 people, and allow for plenty of additional space for spectators to stand around the edge. Thin cushions of dark blue material cover the seating area, which is divided by three flights of steps. The stairs lead down to the well of the sunken area, where a circular podium stands. Speakers deliver their orations from this point, which can be seen from virtually anywhere in the chamber.

Access to the Hall is provided through three magnificent doors in the center of the circular inset sections. The door from Rath Línwedain (#6) is the most magnificent. Here, four sweeping marble steps join the entry landing with the street. The steps are inset with solid gold letters designating the twenty-three Fellowships. Plated with bronze, the door is flanked by two dark blue marble columns and eight smaller pale blue ones in a colonnade.

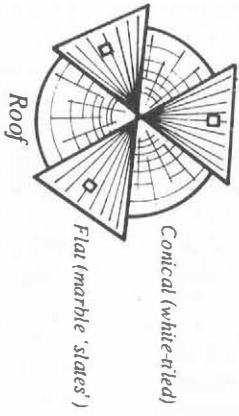
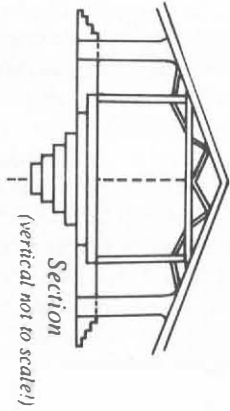
The other doors (#7) are also splendid, albeit less so than the main entrance. Each has a raised area flanking the door, a porch paved with ordinary marble slabs. Both are also complemented by two larger-than-life statues. Three represent the founders of Fellowships' Hall as mentioned above, while the fourth — a gift from the Prince-President on the completion of the Hall. — shows Isildur and Anárion supporting each other after a terrible battle.

FELLOWSHIPS' HALL

Used as a debating chamber and meeting hall for gatherings of all Fellowships (or individual ones). Seats 250+ lots standing.



Rath



Constructed from blue marble and tinted limestone. Carved pillars.

Floored with glazed white tiles, every seventh one having the symbol of one of the Fellowships.

Fellowships' Hall is looked after by members of the Porters and Doorwardens Fellowship. It is normally locked, the keys being kept in the nearby gatehouse connecting the fifth and sixth levels. These keys and locks were specially designed by the Locksmiths. The locks are Sheer Folly (-50) to pick and Hard (-10) to open, even with the keys (assuming the correct procedure is not known).

10.56 HOUSE OF TAPESTRIES

Dorelas's House of Tapestries fronts onto one of the more picturesque squares in Minas Anor: Pheig Araneir (S. "Place of Beauty"). The buildings surrounding the square are mostly low and elegantly proportioned, it affords stunning views across the Pelennor and the whole is set off by the tall spire of Rambarad Hallathôl. (See Section 9.33.)

During the day, the square is full of bustling, if refined, merchants and traders plying their costly goods. It is the city's most exclusive market place, where the finest bakers sell delicate pastries alongside weavers vending brocades and silks. The wares here include all manner of things for the idle rich: from parrots to portraits, and from plaits of golden wire to pies of shark steak.

Dorelas is Master of the Clothwrights' Fellowship. His House is the most prestigious of all cloth manufactories, although not the largest. He employs several dozen people as weavers, tailors, and stitchers, including some members of the Embroiderers' Fellowship.

The House of Tapestries sits just a little back from its neighbors. An arcade (#1), however, projects forward, providing a sheltered area (most often sheltering visitors from the sun, rather than the rain) where prospective buyers can gaze at fabrics and designs. A short flight of steps (#2) leads up to the wide-open interior of the shop. The front is set aside as a bazaar-like display area (#3), where the finest workers can be seen sewing and weaving at beautiful tapestries or cloth-of-gold. Behind this are two work areas (#4) where other employees make garments, linen goods, and banners. Each has their own personal wooden chest full of needles, threads, frames, chalk, tape, brocades, and other clothwrights' paraphernalia. They also have other aids, such as tables, upright frames, dummies, and the like.

Many of the workers live in the House. At the rear of the workshop is an office (#5) where Dorelas keeps accounts with the help of a scribe, a kindly middle-aged woman named Tessilin. Dorelas keeps the strongbox for his daily takings and expensive materials in a nook beneath the office window. This small repository houses the real gold, silver, and precious stones used in the manufacture of House's most elaborate and luxurious items.

The ground floor also contains day and living rooms for the staff, including a dining room, a kitchen, and a bathroom. The household staff are under the charge of Mirabeth, a stern Cook with a weakness for alcohol. She has thick black hair and an annoyingly screechy voice, and wears rather voluminous white clothes at all times. Unfortunately, Mirabeth does not get on well with Torredel, being ignorantly suspicious of her Elvish nature.

At the rear of the House is a yard (#6). A ramp leads down from the workshop to this cleanly-swept area where, on fine days, some workers take their day's work outside to be in the sun and air. A trapdoor in the base of wall on one side of the yard leads down some stairs (under the stairs inside the house going up to the first floor) to a cellar that accommodates three storage areas.

The smallest storage area is a partitioned-off room with a locked door (very hard, -20, to open) where Dorelas keeps personal and precious items. This hoard includes his predecessor's accounts, patterns and designs of work, expensive materials, some antique paintings he has collected and also, most surprisingly, a small collection of books relating to certain aspects of Elvish culture (specifically their mental characteristics and behavior and their religious beliefs).

Dorelas's father fancied himself as a bit of a mystic and even thought he had some strong trace of Elven blood. Under his influence, Dorelas sought out a wife from Dol Amroth in the hope that she would have even more Elven blood, and he is now trying to raise his young son and daughter in what he hopes is an Elvish manner. The other storage areas contain materials for working and household supplies.

UPPER FLOORS

The first floor of the House resembles a typical lodging house, with many (13) bedchambers and two bathrooms. There is also a two-room suite (#7) that is occupied by Dorelas together, his wife Torredel, and his children Edalion and Mellas. Their room is sumptuously furnished, and many of the items are of Elvish manufacture from Edhellond and Lindon.

A panel concealing a safe is secreted behind Torredel's wardrobe. It has no key but a special lock, which is Extremely hard (-30) to pick.

NOTE: *In the safe are six items of Gondorian jewelry (each worth 1-10 gp), an Elf-make brooch worth about 100 gp, and a magic cloak woven by Dorelas himself. The cloak adds 11-20 points to the wearer's Appearance stat.*

The largest room on this floor is a nursery dormitory (#8). This chamber is home to the House's fifteen youngsters, who share beds in a brightly-decorated room. Two young nurses, attractive sisters and relatives of Torredel, also reside here.

A spacious attic with three dormer windows is situated above the first floor. The windows provide light and air for the apprentices' dormitory, the only attic chamber. This room can be reached by two ladders from the floor below. The apprentices have few possessions; but at least they all get a bed and decent clothing — even if they have to make the latter themselves, as their first job!

10.6 SIXTH LEVEL

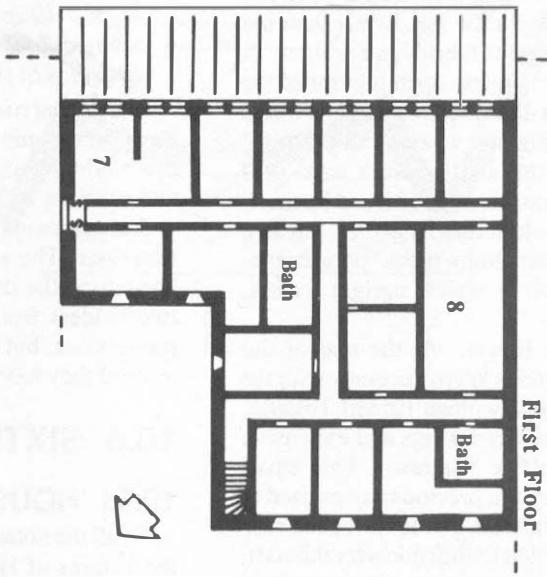
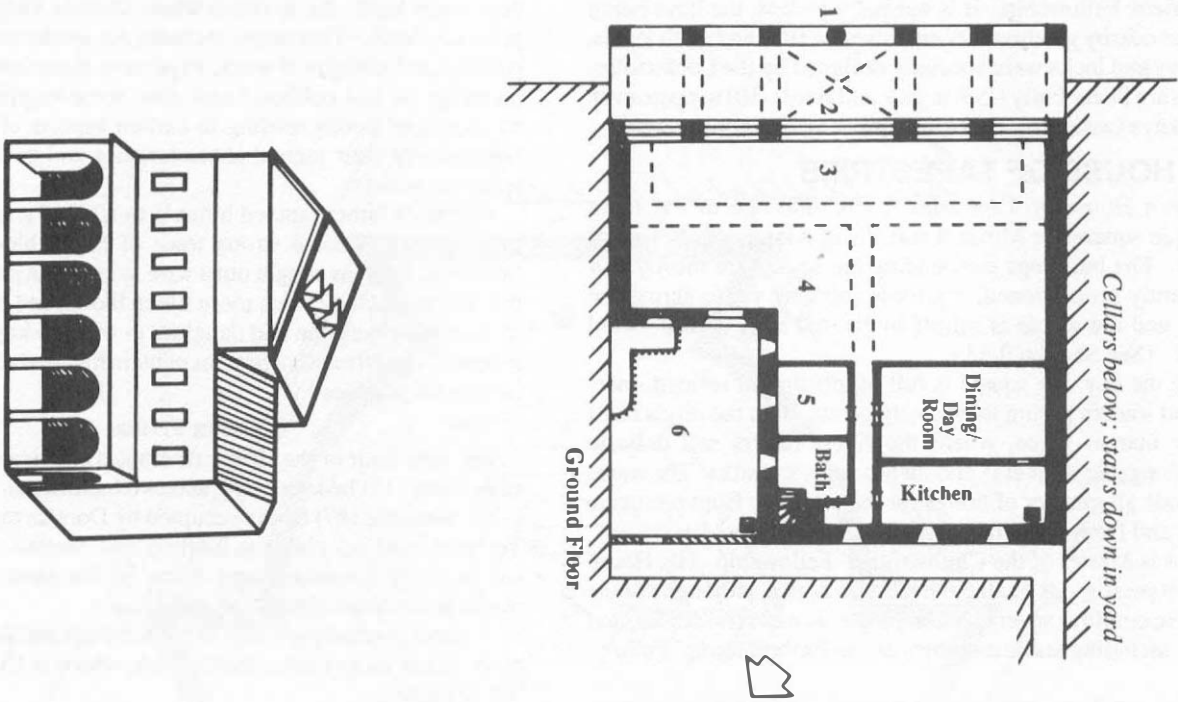
10.61 HOUSES OF HEALING

Of all the notable sites in Minas Anor, the most famous is surely the Houses of Healing. Its reputation has spread far and wide, throughout the kingdom of Gondor and beyond. Occupying nearly half the area of the south side of the Sixth Level of the city, it is huge complex blessed with the only extensive gardens within the seven walls. These well-watered plots are deep with imported soil and manured every year, and they form a placid setting for recuperation.

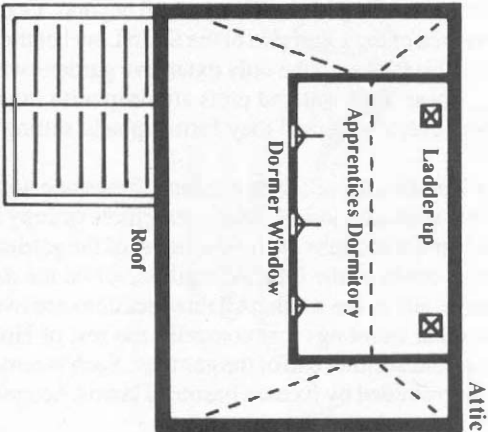
The Houses are built from a creamy limestone with large blocks and well-mortared joints. Many structures occupy the yards, but the three main sections join at the center of the gardens. Two of the wings lie north of the Rant Athegilion, while the third, and most exclusive, sits to the south. All three sections are two stories high.

The other buildings that comprise the rest of Houses are scattered around at either end of the gardens. Each is somewhat distinct and is surrounded by its own beautiful lawns, hedges, and garden-beds.

HOUSE OF TAPESTRIES



The House of Tapestries is owned by Master Dorelas of the Clothwrights' Fellowship. As well as tapestries, his weavers and tailors make garments, linen goods and banners. Members of the Embroiderers' Fellowship also work here.



MAIN HOUSE

The Main House (#1) has a large double-door entrance. The doors are of massive oak, carved with a border of wild herbs. There are no steps to hamper the unwell and the doors most often stand open, except late at night. Inside is a black and white tiled floor and wood panelling, with alcoves housing vases of sweet-smelling flowers. A long, low table stands at the far end of the entry hall, where a number of attendants sit on duty.

The Healers are an almost religious group, following their chosen calling with a devotion akin to clerics. Indeed, their most effective tool in the fight against mortality is prayer and supplication. The attendants wear white robes, so that they might preserve their cleanliness more easily. Equal numbers of men and women serve here, welcoming anyone appearing in the entrance hall (#a) and offering help and advice. Healers happily venture out from the House to visit those too sick or badly hurt to come to them.

Long wings (#b and #c) angle away from the street and toward the Seventh Level on either side of the entrance hall. Kitchens and storerooms occupy the rear portion of the central wing (#d), just beyond the end of the entrance hall, where a stair and lift to the first floor are situated. The lift is operated from one of the storerooms.

The west wing (#b) is named the Wards of Sicknesses, the east wing (#c) the Wards of Injuries. However, these names are often ignored, for during plagues nearly all the beds in both wings were filled with 'sick' victims. On each floor of each wing are two long wards, divided by a small area composed of three rooms: a rest area for the attendants, a bath chamber, and a room for the preparation of compounds and remedies for those requiring treatment. Rows of beds run along each wall in each ward, forming a dormitory with enough space for the attendants to get to each bed. At the end of the wing there is a door out and a stair providing access to the other floor.

Offices for the Warden and the other Wise Men and Wise Women are located on the first floor, above the entrance hall. The Wise serve as consultants about various patients who require more than simple nursing or medication and their offices are stuffed with books and odd bits of equipment and generally include a well-stocked laboratory. Their myriad volumes encompass learned discourses on anatomy and physiology (even one or two dealing with Elven and Dwarven races), as well as on diseases, ailments, and conditions of every sort. Other works cover medications, preparations, potions, herbs, and magical substances which may heal and preserve, together with studies of the secret arts of mystical healing known only to those initiated in the ways of Channelling.

The offices are in part built out on an overpass (#2), crossing Healer's Way. A wide corridor, richly decorated with painted friezes and set with fresh flowers every day, leads from the lift to the southerly wing of the Houses (#3). No more than four beds crowd a given room in these wards, and there are many rooms divided off for the sole use of a single person. This wing is reserved for patients of noble birth or rich family, so experienced attendants provide the very best care. There are numerous store rooms, preparation rooms and day rooms dotted about in this wing, which also has doors (usually kept locked) opening onto the street.

The Main House is surrounded by excellently kept gardens (#g). These are, for the most part, pleasant lawns dotted with shrubs and some flower beds. To offer patients some privacy from the busy roadway a beautiful arcade (#e) walls the garden. Built on square-based pillars, the arches are sculpted from gracefully intertwined loops of stone. A hedge grows about the base.

The finest garden is situated between the south wing and the wall (#f). Here there are azaleas and juniper bushes, banks of chamomile and cowslip and nasturtium, charming carved wooden seats, stone urns planted with delicate flowers and miniature oranges, and stone-flagged paths overlooking the southern city and lands beyond. Its views stretch across the Anduin to Ithilien and on a fine day are indeed breathtaking.

OUTER BUILDINGS

The other buildings of the Houses of Healing are less imposing. East of the Main House, across a narrow way, lies a grassy sward set round with trees on three sides: tall, stately, aromatic pines to give greenness all year. Upon this sward is a large square building with a dome (#4) of blue mosaic. This is a spring pool, where special waters well up and are heated, so that patients and victims of various hurts might bathe and take the waters for their beneficial effects. The pool is handsomely decorated with turquoise and green mosaic, its heating fires conveniently hidden away in cellars.

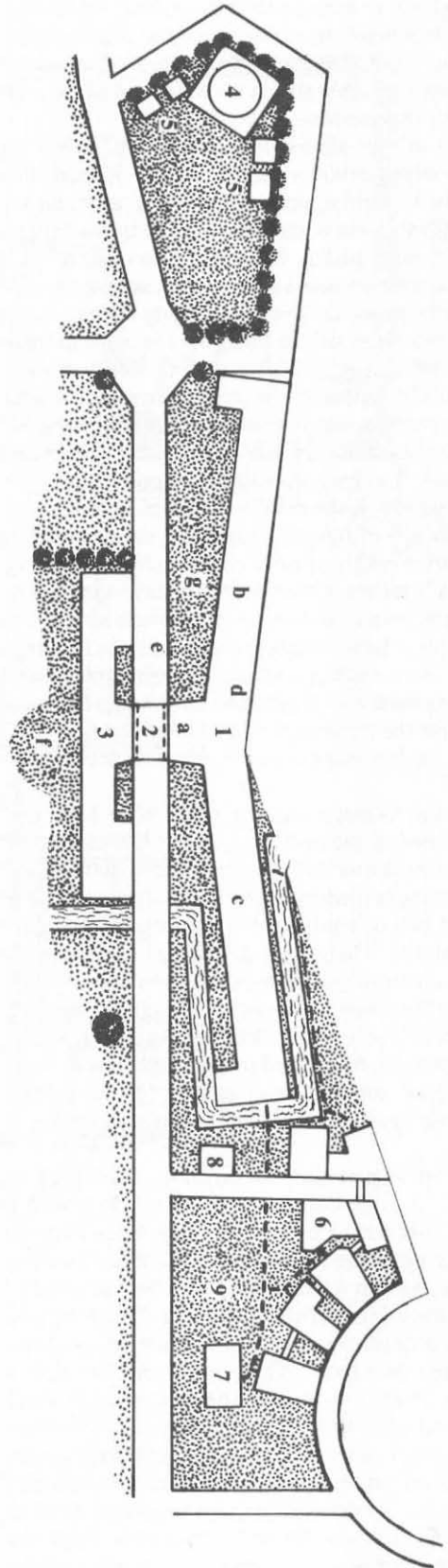
Close by the spring pool are four nursing houses (#5) where elderly or infirm patients are personally tended. Each house harbors some six patients (if full) and two attendants. Families and Fellowships donate fair sums to keep elderly people here in quiet seclusion and excellent care.

At the other end of the Houses is a collection of buildings put to various uses. Many of these are homes of the attendants and Healers who work in the houses (#6). They are typical small lodging houses, although all are linked by covered ways and overhead foot passages into a small warren of dwellings. There are also numerous extensions and rooms converted into herbariums and laboratories and the like. Some are very strange, with half-dissected animals pinned out on boards and bubbling crucibles and stills producing all sorts of wonderful decoctions and infusions. Others are more like tiny, cramped libraries hung with bunches of drying herbs and flowers.

Apart from these is a more somber building, a hospice (#7) for incurable invalids and those who are doomed to die. Although the Healers are knowledgeable and dedicated, they cannot cure all ills nor every injury. Those unfortunate enough come here during their last days or weeks seeking peace and contentment. For those the Houses fail, there is the Porter's House (#8) set just off the main street. The members of the Porters' Fellowship who make coffins and act as undertakers reside here.

The Sweet Garden (#9) surrounds these western buildings. Mostly comprised of beds planted and carefully tended by herbalist-Healers, all of the gardens are meticulously situated for warmth and sunlight. They are sheltered or exposed as necessary, on wet or dry ground, acid or lime soils, and treated with special compounds. Just about any useful herb can be found here in its most flourishing cultivated form.

The Warden of the Houses of Healing is Doreorn the Skilled, who is also Master-General of the Healers' Fellowship. His Deputy, Malegorn, also works here and has charge of the hospice. Known in his younger days as a phenomenal surgeon, Doreorn is a white-haired old man known for his penchant for surgical and magical skills and his relative disdain for herbal and homeopathic remedies; thus, he gives little attention to the latter side of the House's operation. The more subtle practices are entrusted to Imorial, a matronly Healer who commands far wider support from the lower ranking attendants. It was she who tutored Emelduin, the King's new Physician (see 12.12), and it is likely that Doreorn's mantle will one day fall upon her shoulders—all that stands in the way are a few stalwart supporters of Doreorn's favorite Malegorn.



- 1=Main House Wards
- 2=Overpass
- 3=Wards for Rich/Noble Types
- 4=Pool, Spring, Baths
- 5=Nursing Houses
- 6=Homes of the Healers & Laboratories, Herbariums, etc.
- 7=Incurables Hospice
- 8=Porter's House (Undertakers)
- 9=Sweet Garden

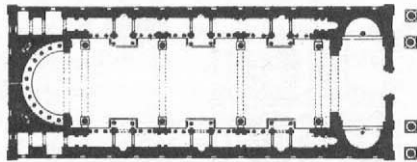
Sign of the Healers



10.62 TERIMBREL THE RATTER

A strange (actually unique) occupation is Terimbrel's: he is Minas Anor's ratter. As such, he occupies an equally unique house and a unique position in Anorian folk history.

So the story goes (and it can be heard many times in a single visit to the city), back in the days of Ciryandil there was a dispute between Conclave and the Waterwrights' Fellowship, so that all the senior Fellows, and many of their journeymen and apprentices, left the city. The Sluicemaster, it is said, was slighted by the wife of the Prince-President and a long-held grudge aggravated the situation. Whatever the cause, the effects were soon felt by Minas Anor's citizens—from the lowliest worker to the Prince-President himself, up on Citadel Rock. With no one to man the sluices and operate the city's complex system of water basins and discharge pipes, effluent soon backed up. Filth poured out onto the streets and the fresh water supply became so unreliable that people dared not use it to wash the muck from their door, lest they were left with none to drink. And what was the point, when more would flood down from the higher levels in an hour or two?



Typical Market Hall

With the dirt and sewage came something worse, however. Minas Anor, built on solid rock and with its wonderful plumbing, always held itself above other cities, for it had no rats. There was nowhere for the vermin to hide or breed or feed, and the few that managed to smuggle themselves in with a cartload of grain or cabbages were soon discovered and killed or starved. Then, as if from nowhere, rats appeared. They thrived on the rotting rubbish and decaying filth that littered the streets, piling up in gutters and against walls. Swarms would occupy cellars and basements, scurrying out at night to scavenge what they could and even occasionally attacking lone people or biting children at play.

Conclave decided something had to be done, but the Prince-President was ruled by his waspish wife and would not invite the Waterwrights back to wash the city clean. Many doubted they could accomplish the task, anyway, so few lobbied for their return. In the midst of this despair, a stranger came to the city, who stopped at the Keylodge and spoke with the Warden. He asked to be taken to Conclave, saying that he could help them with their problem.

The Prince-President hurriedly summoned Conclave and invited the stranger to address them. He was a tall, wiry fellow, dressed in russet-brown garb, with a longcloak which he would not remove. He introduced himself as Als-afar-Laistan and spoke with a thick Northman accent, refusing to reveal his face, which he kept hidden in the darkness of his hood, since he was, he said, hideous to behold. The visitor stated that he could help the wise men of the city, who were afflicted with a plague of rats. Als-afar-Laistan produced a small lyre and said that when he played it, the rats would follow him and leave the city. When the city's masters laughed, and the wife of the Prince-President laughed loudest, Als-afar-Laistan kept playing, walking around the Chamber and out of the door. Within a minute he returned, and behind him was a line of twelve rats. Then Conclave stopped laughing and the Warden of the Keys asked him what payment he would require for his services, which were, it appeared, most useful.

Als-afar-Laistan turned to the Prince-President and said that he would like a house on the highest level of the city and a hundred thousand erenion or gold crowns. All the wise men gaped at his effrontery, and the wife of the Prince-President stamped her foot indignantly. But Als-afar-Laistan stood firm and declared that such was his price, and they could take it or leave it. The Warden escorted Als-afar-Laistan from the Chamber and let Conclave debate the matter. Amidst an outpouring of hasty words, the wife of the Prince-President cried out against the man's outrageous demands; but eventually the votes of the Fellowships, for once thinking of their suffering members, won the day and Als-afar-Laistan was instructed that the city would purchase his services for the fee he prescribed. The Prince-President then stood up (at his wife's urging) and, glowering mightily at Als-afar-Laistan, told the strange lutist that if a single rat remained in the city his fee would be forfeit.

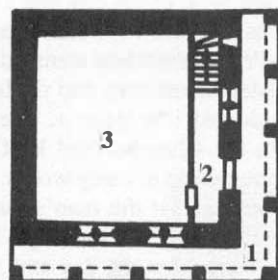
Als-afar-Laistan merely bowed and thanked the persons assembled, mentioning to the Warden that he would be back on the morrow to collect his fee. Then he made his way to the highest gate of the city, where the Lamplighters assembled. Following them when they set off, Als-afar-Laistan strummed his lyre in a dainty melody and swarming shadows gathered behind him in the new pools of light. The sounds of the scratching of tiny claws on the cobbles and the pitter-patter of a hundred thousand paws upon the stones cut clearly through the air, for none of the rats squeaked or squealed. All were silent, intent on the dancing notes that hung in the dark night.

Eventually, the lamplighters reached the Keylodge and hurried inside, while Als-afar-Laistan marched on through the Great Gate; and all through the city, the people marvelled at their empty cellars, abandoned basements and uninfested streets. The rats had even cleaned up almost all the filth as they departed, as if hungry for one last meal. From every window and under every door they had jumped and squeezed and poured in their teeming multitudes. Now all was quiet and not a single rat was left.

That evening the Prince-President got no sleep. Not only was he worried about having to pay Als-afar-Laistan, but his wife continually berated him, nagging him about his incompetence. Afterwards, she stormed off and summoned her most trusted servant.



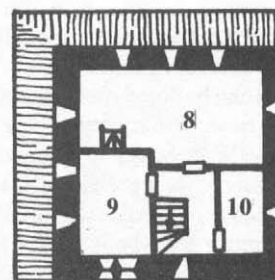
The next day Conclave met again, and again Als-afar-Laistan came before them, this time proclaiming that he had cleared the city of rats. The members sat stony faced, for they knew it was true. Each of them had been busy since sunrise, searching every nook and cranny and asking everywhere they went if anyone had seen a rat since the previous night. But nowhere was there a rat to be found. They would have to pay Als-afar-Laistan his fee. Just then there was a peculiar sound, and everyone turned to look at the fiery wife of the Prince-President. Shrieking, she jumped up on her chair and silenced the assembly. Around the ornate table she shared with her husband came a little snout and then a hairy body. All the members gasped with relief while the Prince-President thundered for his guards to come and carry off both rat and ratter.



Ground Floor



First Floor



Second Floor



Third Floor

*Terimbrel is smelly and disgusting;
also a Blood Ringer
Has terriers to do the ratting.
Occasionally takes in paying
guests but few stay long*



TERIMBREL'S HOUSE

TERIMBREL THE RATTER

Before they could lay a hand on either, Als-afar-Laistan had produced his lyre and started playing, a different air this time. The guards stopped and stared at the ceiling, suddenly calmed like ships with the wind out of their sails. It was at this moment that the culprit appeared. As if calling, the song magically summoned the servant of the Prince-President's wife from her hiding place behind a tapestry. Clutching a small leather bag, she danced out before Conclave while Als-afar-Laistan played on. She scooped up the rat and popped it into her bag, drawing its string tightly so the rat could not escape. Then, the wife of the Prince-President got down from her chair, took the bag, pirouetted, and followed Als-afar-Laistan from the chamber. She danced all through the city with her rodent partner, out of the Great Gate, and was never seen again.

Als-afar-Laistan returned the following day. None dared to lay a hand upon him. In the Chamber of Conclave there were twenty sacks, each with five thousand gold crowns, and the Master Mason ready with a clutch of drawings detailing the plan for a new house. The Prince-President was downcast, but at least had slept well the night before. Als-afar-Laistan declared, with a chuckle, that he was sure there were no more rats of any sort in the city. However, he had lost all inclination to stay. Als-afar-Laistan turned to the Prince President and asked him to summon the servant. When he appeared, Als-afar-Laistan asked that the servant accept his fee instead — on condition that he took up rat-catching as his occupation, for which he was to be granted the house, and that he spent none of the money on himself. Relieved, the Conclave readily agreed.

After that day, nothing more was heard of the stranger from the North. Some claim he was a magician, others an agent of the Dark Lord who had rebelled, others that it was the wizard Radagast the Brown in disguise. But his legacy has remained, and the Ratter's House stands on the Sixth Level of the city.

The ratters through the centuries have been good, honest men every one, enjoying wealth few can match, and they are always ready to help out the needy, poor, and desperate. Whoever Als-afar-Laistan might have been, the common folk of Minas Anor regard him as a saint and their benefactor.

THE HOUSE

Terimbrel's House is the self-same house mentioned in the story, that built at the behest of Als-afar-Laistan. It is a somewhat peculiar shape, since the servant who became Minas Anor's first ratter had little idea of practical architecture. But the Master Mason tried hard to build according to his desires.

On the ground floor is a large square room flanked on two sides by an arcaded cloister (#1), which is painted a dull cream. Two barred, double windows face the street. The entrance (#2) is a sturdy wooden door with bands of iron that opens onto a plain unadorned corridor leading to a staircase. There is also a plain door, the base of which is plated with iron and much scratched. Behind it are Terimbrel's kennels (#3), where he keeps some twenty terriers, small dogs with short wiry hair suitable for tracking down rats and catching them. They have sharp claws, sharp teeth, and a sharp sense of smell to help them. Seldom cleaned, their den is smelly, although the dogs are well-looking after by Terimbrel, as such things go. There is a trapdoor in the low ceiling of the kennels through which they are easily fed each evening.

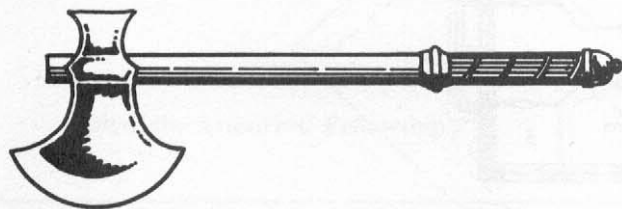
On the first floor there are two large rooms opening off the corridor which also has more stairs up. On one side is Terimbrel's workroom (#4) and kitchen (#5). These dayrooms are where he spends much time when not at work chasing vermin. They share a fireplace-cum-hearth for warmth. In the workroom, Terimbrel repairs his nets, leads, collars, poles, snares, traps and other paraphernalia associated with his dogs and other aspects of ratting. In the kitchen are a table and chairs and cupboards for food stores.

Opposite is his office (#6) and store (#7). The office is untidy, with a battered old desk and scrawled journals with entries by the past two hundred years' worth of ratters. Few were particularly literate. The storeroom is even worse, its shelves piled with old junk of every sort. There is literally nothing of value in the room. Except... a secret door lies hidden behind some shelves. Part of the storeroom and office form a tiny secret room where Terimbrel's true identity becomes better appreciated, for he is a member of the Blood Ring and the master of the fortune left to the first ratter by Als-afar-Laistan. The fortune, real rather than fabulous, was carefully invested by the servant and his successors and now resides here in part, exchanged into the most valuable of goods and handled in the most surreptitious manner, so that none might guess at its size. Tens of thousands of gold crowns have been given away by the ratters over the years, yet this hoard includes the 5,000 gold pieces worth of jeweled and magical items housed here and another 10,000 gp stored in Terimbrel's other secret caches. Terimbrel's magical books and tomes complete the magnificent treasure, which is well protected against chance discovery by some lucky thief.

TRAP: *The secret chamber is absurd (-70) to perceive and is guarded by a lethal wall trap. Its mechanism is extremely hard (-30) to unlock and any failure to successfully bypass the lock will unleash a spring-driven wall panel that comes out of the rear of the opposing shelf section. Anyone within 5' of the trap must make a foolhardy (-50) maneuver or they will be victims receive a +75 Fall/Crush attack as the sprung panel seals the secret door.*

On the second floor is Terimbrel's large and once-spacious bedchamber (#8). Cluttered and dirty and untidy, the room has a somewhat offensive aroma. Numerous old, grimy suits are crammed into the wall cupboards, along with a few once-hand-some furnishings. A winding stair ascends to the pergola (#11), a tiny lookout upon the city a story taller than its neighbors.

A spare bedchamber (#9) also occupies the second floor. Terimbrel occasionally takes in paying guests, as much to keep up the appearance of poverty as anything, but they seldom stay long. Even Terimbrel suffers from a few odorous problems, in keeping with the rest of his lodgings. Only the tiny, apparently little used, bath chamber (#10), remains tidy.



10.63 CHAMBER OF CONCLAVE

Conclave: Minas Anor's great ruling council, a body second only to the King's Court itself in power and prestige. Conclave: from ancient words meaning "with a key." Each member bears a key as symbol of authority and presents it upon entering. Is it just coincidence that the magnificent Chamber of Conclave resembles in shape a massive key-hole?

In fact the Chamber of Conclave serves a dual purpose. Not only is it the weekly meeting place of the Council, but it is also the daily work place of two score scribes who busily handle the most important aspects of city administration — from payments to the Waterwrights to applications for citizenship filed by fleeing refugees.

The Chamber is a tall and imposing building dominating the Noble Saltire, a great square on the north side of the Sixth Level. Surrounding it are residences of noble and powerful families. Immediately before and flanking the building are intriguing pavements (#1) formed from round white stones set into red mortar. The stones are said to have come from the beaches of Pelargir while the mortar is supposed to be crushed coral. Whatever the truth of the matter, the pavement splendidly sets off the white stone columns of the building, each topped with a capital of reddish or dull pink alabaster. Two bands of the colored stone encircle the rotunda, as the Chamber proper is known (see #9 below).

The only entrance to the Chamber is under a projecting portico (#2) at the top of a set of three broad steps. The topmost step is paved with dark red marble with gold-leaf edging. Here, two massive double doors flank a central pillar of white whereon the names of the past Prince-Presidents are engraved in sharp black characters. On either side of the portico are massive golden suns, the city's symbols (#3), which are cast from metal and plated with gold. Hung like huge shields, they burnished every week. Sentries stand beside the doors, six in all. These are men of the elite Citadel Guard who deter anyone from entering unofficially.

Both doors open onto an imposing entrance hall (#4). Some 25' high and furnished only with a arc-shaped desk, the room immediately dwarfs all but the strongest visitors. The ceiling above is painted with scenes from the life of Anárion, including the Fall of Númenor and the War of the Last Alliance. The walls are plain white for the most part, set with discreet lamps and eight statues dedicated to aspects of the Aratar, such as Oromë's horse Nahar, a flowing pitcher of Nienna's tears, a stylized crown for Manwë and a wreath of stars such as Varda wrought. The hall is guarded by another six men in their full regalia of mithril-bright mail and gleaming swords, and their sergeant sits at the desk with two Wardens who take the names of all those entering or seeking help or advice from the scribes and administrators within.

The guardsmen are quartered during the day in the guardroom (#5) just off the entrance hall, although they troop up (or down) from their barracks. The outside sentries keep guard all night long as well. Guards are changed every two hours, men serving three two-hour periods each day. At night there are two six-hour rotations. The guardroom contains seating and space for relaxing; food is brought from the barracks at appointed times. Off-duty men occupy themselves with games or attending to their accoutrements.

The Wardens' Room (#6), where the Wardens who are in overall charge of the building maintain a small office, is opposite the guardroom. A number of messengers are stationed here, waiting to be called by the administrators or members of Conclave who require an errand run or a letter delivered. Although filled with records, the room is kept neat and tidy under the stern eye of Gailong, an elderly Warden of lesser Dúndan stock who has a keen interest in poetry. His job allows him to sit and read most of the time, for he has his staff organized to perfection.

A splendid corridor (#7) joins the entrance hall to the rotunda. This broad passage is walled with wood panelling carved with a honeycomb-like pattern of upright lozenges. Fifty banners, representing the fifty members of Conclave, hang from the two rows of poles that project out high on the walls. Sometimes there are fewer, when less than ten Advisors have been appointed. Portraits of past Wardens and other notable members of Conclave adorn the walls below the banners. These tend to be rather old and either faded or dark with grime.

Large, open-plan offices (#8) open onto either side of the corridor. These long rooms are each divided by a low screen of light wood that is surrounded by twenty desks. Scribes and administrators who conduct the official business of the city labor in these halls, copying edicts and transcribing proceedings of Conclave, recording judgments in the courts, processing all matters of finance and the Treasury, and keeping accounts of the tax collectors and public services. The task is a mammoth one, so there are other small offices dotted about the city that house other organizations (such as within the appropriate Fellowships) that deal with the law.

The Chamber of Conclave itself, the larger half of this fine building, is formed by a huge rotunda (#9). This is a circular chamber with straight walls and a slightly domed roof. At the apex of the dome is a large circular window that sheds light down onto the Floor of the Chamber and the Chair. The Floor (#e) forms the center of the room and is situated in a slight depression, with a gradual slope down through four rows of seating. The seating is arranged into four blocks, the largest of which (#a) occupies half the central area of the chamber. Its front two rows of twelve and sixteen seats with desks are for the Deputies of the Fellowships, in their order of precedence. Behind them are two rows of benches which can seat up to fifty people: these are for the use of the Deputies' scribes and secretaries, and any guests they have invited.

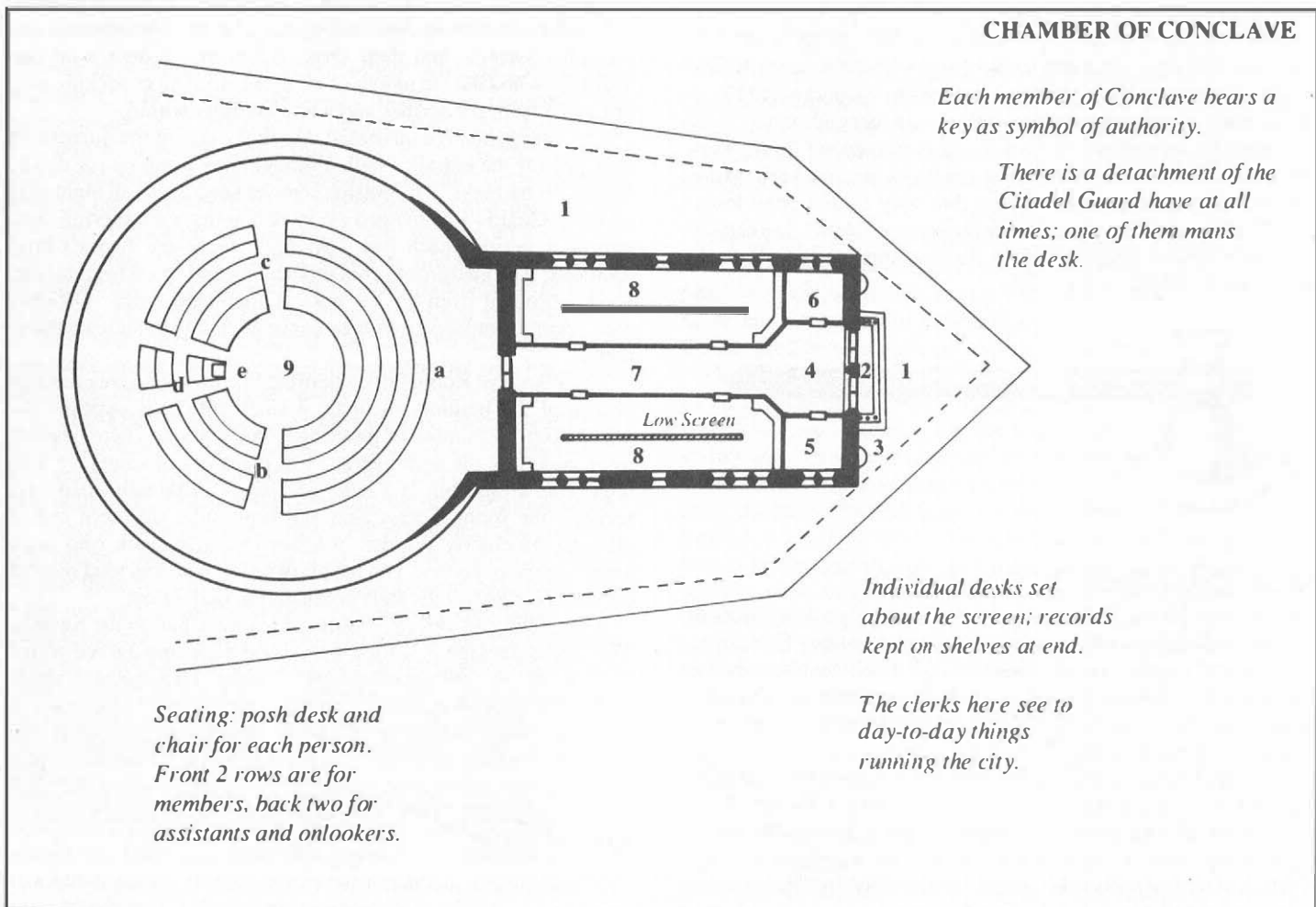
The other blocks of seating are similar; one (#b) for the twelve Nominees and their aides; the other (#c) for the ten Advisors. The smallest block (#d) seats the Chair, taken by the Prince-President or, in his absence, the Warden of the Keys. While all the members'

seats are finely made, being of carved honey-colored wood smooth and mellow with age and polish, the contrasting detail work in the Chair is particularly superb. It is constructed from lebethron, a black wood, and has a high, straight back and a canopy, from which hang silver drapes. So different is it from the plush chairs and the desks and other furnishings of the Chamber that it forms an immediate focus.

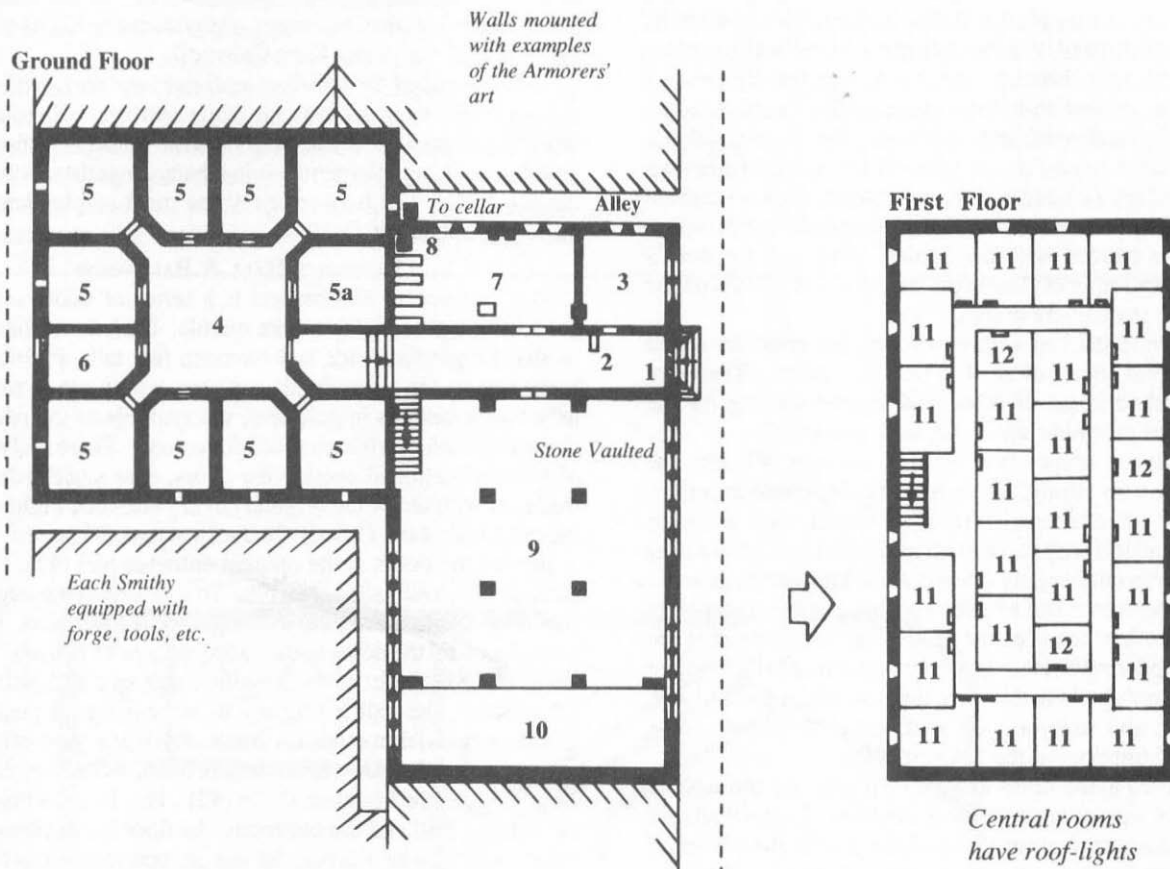
The Chair looks out over the open Floor (#e) where speakers address their colleagues. The Floor is decorated with a marquetry pattern of inlaid wooden blocks of the golden wood and lebethron depicting a splendid sun, its radiant arms reaching out to every member's seat. Wall lamps, brightly wrought in silver and gold, surround the assembly area, as do stations for servants to wait in attendance. Another wooden floor, this one marked with thin bands of dark timber, circles the seating area. Ordinary citizens are allowed to file in here and watch the proceedings (supposedly in silence) when Conclave sits in open session.

10.64 HOUSE OF RINGING SOUNDS

One might imagine this building as having been picked up from some other city and placed here—perhaps even brought from grim Mordor. The dark grey stone and squat outline appears brooding and heavy, so that it might sink into the very rock beneath it. But although this place appears gloomy from the outside and embodies some of the fiery aspects of Ūdun within, it is home to a very respected group of Anorians from one of the six foremost Fellowships: the Armorers.



THE HOUSE OF RINGING SOUNDS



Hall of the Armorer's Fellowship

The House is one of the oldest buildings in Minas Anor, for it was built of stone in the days when so much was being built in wood. It is said that a thousand or more years ago there were a number of Dwarves amongst the Fellows, and that they had a hand in the design of the structure. Any signs of the Naugrim have now long gone, although Dwarven travellers are still occasionally welcomed here.

Four plain steps lead to the entrance (#1), which is a stout, iron-plated door. Behind it is a long but dimly lit passage. On the right is a desk (#2) where Mattonor, an elderly smith-turned-scribe sits patiently and takes orders from customers, or sends an errand boy from the office (#3) to fetch a Fellow of the House. Rarely is

anyone other than an Armorer allowed past the desk and down the passage. The office (#3) is kept in fair order by two scribes attached to the House.

The passage leads to a descending stairway and then ends at a door, a heavy wooden door reinforced with iron bolts which is usually barred from the other side. If anyone knocks, a slot in the door will be opened and the person knocking identified before the door is opened. There is a staff of eight attendants who wait in the open courtyard (#4) to perform this task and see to the needs of the armorers at work in the ten smithies (#5). If the weather is poor, they shelter in the storeroom (#6), which has a similarly barred and protected door that opens out onto the narrow road passing between the House and the inner wall overlooking the fifth level.

These smithies are arranged around the square courtyard and are shared by a number of armorers, so that their use is maximized. The continual ringing sounds emanating from the stone chambers—the echoes of metal being hammered out upon anvils—give the House its name. Each smithy contains a large forge comprised of a number of tiers, providing a variety of temperatures. They are also equipped with all the tools imaginable: including three or four anvils of different sorts, plunge baths, cooling racks, shapers, trays, and shelves stocked with raw materials from the Ironsmiths. At any given time, up to three armorers work here, and each smithy is also served by apprentice-helpers. One smithy (#a) is special; this is Drégon's, and used only by him. As Deputy of the Armorer's Fellowship and Armorer-in-Chief he ranks his own workshop. All of his tools are of superb quality, not to say magical, including several gifts from renowned Elven and Dwarven smiths. Its stone door is banded with the hardest steel, and the door's fiendish triple lock requires three separate keys—or three separate sheer folly (-50) maneuvers to pick.

The storeroom is stocked with everything the armorers might require, from great sheets of steel to tiny iron rivets. There are many semi-finished items of wood and leather waiting for the craftsmen here to assemble and finish with fine metals.

Within the House proper is a massive kitchen (#7), for the armorers tend to be very strong, big men with comparable appetites. A meal fit for an armorer, it is said, would feed a dozen clothwrights. And it is well known that armorers often have eating competitions, even challenging other Fellowships on occasion—not that they ever lose. The kitchen staff are double the number required in any other house of the same size, so their stores are extensive. A trapdoor (#8) leads down into rambling cellars (under the main House only) where there are innumerable sacks of flour, barrels of meat, and tuns of wine and beer. Deliveries come through a bolted trapdoor in the adjacent alley.

Meals are served in the stone-vaulted Hall (#9). Its atmosphere resembles that of a crypt or some castle chamber, for the walls are untouched stone and are surmounted with displays of the armorers' art: shields, breastplates, chainmail suits, hauberks, helmets, gauntlets, and the like. The windows are small, high on the walls, made of thick glass and grimy with dirt, so that they hardly let in any light. The ceiling is black with soot and smoke, for numerous huge fireplaces are set about the Hall to provide warmth, and the torch brackets are fitted with flaming brands for light. Dark wooden trestle tables and benches fill the main part of the chamber, and are built incredibly well in order to withstand the nightly punishment of great laden dishes and riotous diners. At the far end of the hall is a raised platform (#10) where the highest ranking armorers sit and survey their awesome collection of workmates. Such a band even a troll horde might fear, and rightly so. Still, the armorers are decent and kind folk, many with a gentle sense of artistry and a caring, courteous nature.

Above the Hall is a large and equally grim living area: a floor of somber, wooden-partitioned bedchambers (#11) and bathrooms (#12), each housing one or two armorers and families. Few enjoy much illumination, although the central bedchambers are fitted with roof-lights; all the windows are as dirty as the ones downstairs anyway. The bedchambers are furnished quite barely for such a prestigious and relatively wealthy House, but then the armorers involve themselves so greatly in their work that they pay little attention to such things. As long as there is a strong bed, they are unconcerned. The wives and children of the armorers receive the worst deal; but then, to be able to boast of an armorer father or husband is sufficient, and there are other places in the city to escape to during the day.

10.65 MERETHROND

Merethrond, the Great Hall of Feasts, also known as Kingshall, lies on Rath Ceríngeldain opposite the Citadel Guard's Parade Ground. It is a lovely building marred only by a slightly disjointed appearance. There are two sides to the Hall—a Feasting Hall and a Ballroom. At one time there were twin rooms for feasting, but two hundred years ago one burned down in a terrible fire, so a new, somewhat whimsical ballroom was constructed in its place at the command of the young King Calmacil.

The new end of the building is all light and airy, with adventurous architecture in golden and white marbles. The older end is more traditional in style, with typical Anorian limestone and wooden vaulting. Somehow it just hangs together without clashing too badly, and it is certainly the most resplendent of royal buildings outside of Osgiliath.

ENTRANCE HALL & BALLROOM

The entrance to Merethrond is a series of doors set between gold-veined pillars of quartzite marble. Each door (there are four in all) is eight feet wide and nineteen feet tall. Fashioned from bronze, they are set with silver plates, which are in turn embellished with designs in gold leaf: the symbols of the royal family alternated with the rising sun of Minas Anor. There is always a pair of sentries stationed outside the doors, ever since a daring thief made off with ten of the original silver plates one night—despite the presence of the Guards' barracks across the street!

Behind the doors is the opulent entrance hall (#1), faced with more golden and yellow marble. To one side is a trough planted with tropical blossoms of almost impossible loveliness. Facing the outer doors are the doors to the ballroom (see #5 below). These are made of ivory inset with carnelian, tigereye and yellow agate cabuchons. The hall is brightly lit by seven gold-plated crystal chandeliers and numerous oil lamps which also give off a delicate scent. Down a corridor, lined with rich tapestries from all over the kingdom, lies the Fountain Court (#2). This forms a link between the feasting hall and the ballroom. Its floor is paved with seven-sided flagstones of marble, the star-shaped interstices filled with special crystalline glass tinted with silver threads and rainbow hues. In the center is a triangular basin of pure white porphyry. It is filled with water; rising from its center is a golden replica of one of Ulmo's seashells, spouting seven jets of water up to cascade into the pool. Two smaller rooms off this, which also connect with the feasting hall, are powder rooms for noble men (#3) and women (#4), complete with every luxury for one's toilette.

The six-sided Ballroom (#5) is tremendous. Seventy feet across from corner to corner with no interior pillars, it has a pyramidal roof supported by tapering columns of stone. The walls are faced with yet more marble, surmounted by a gigantic circular mural representing the view from Meneltarma. It reputedly took seventeen artists from the Anorian Fellowship three years to complete the painting. From the roof hang thirteen chandeliers, the most magnificent being in the very center. On one side, two short flights of steps from the ballroom floor ascend either end of a balcony (#6) fronted by an elegant balustrade. Here there is some seating for those who wish to catch their breath from the typically hectic Gondorian dances. Music for the dancers is sometimes provided by players on the balcony, but more often from the gallery (#7). This is a wooden platform reached by a somewhat rickety metal ladder-stair. The gallery is ornately carved and fixed to the ballroom wall some nine feet above the floor, projecting forwards and also stepped, so that the back of it is another six feet higher still. There is seating for up to eighteen musicians. A common joke has it that they have to be paid danger money for putting up with such vertiginous perches.

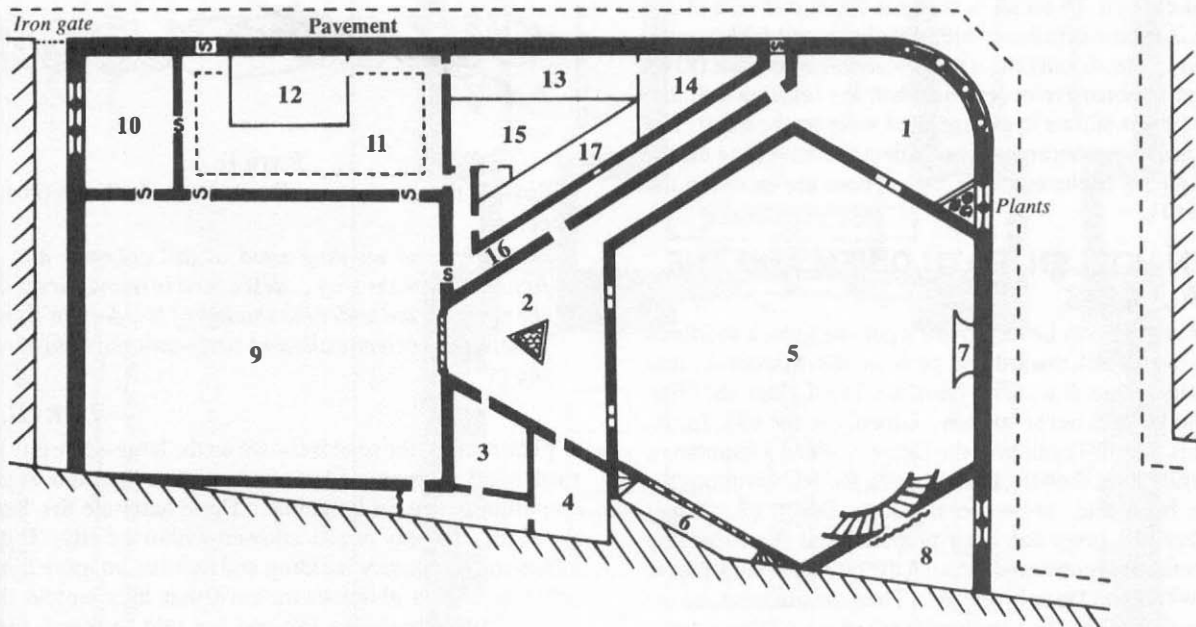
If the dancers want to retire for more than a moment, a most elegant twin staircase leads up to a gold-edged arch backed by tawny velvet drapes. These lead through to a smaller withdrawing room (#8) with high windows and cozy, low lamps and furniture. Servants are in attendance here to see to guests' needs.

FEASTING HALL

At the older end of the building, the Feasting Hall (#9) fits more with the accepted image of royal chambers. Lofty yet reserved, with walls of stone and elegant, ancient timber, the feasting hall gives one a sense of history and dignity. The grand doors from the fountain court are dark wood, seasoned with time and years of ceaseless polishing, their lustrous grain showing in perfect detail, their hinges swinging open noiselessly. Inside, the furniture is superbly proportioned and perfectly suited to its surroundings, from the elaborate vine-leaf motif carved into every nook and

cranny of the high table and royal seats, down to the wooden brackets supporting smokeless torches and oil lamps, shaped like bunches of grapes. The wood panelling around the walls cleverly conceals several doors through which servants tracelessly come and go, bearing jugs and steaming platters. The hall seats a hundred revellers in comfort, and sometimes more are squeezed in for major social occasions.

When necessary there is also a private room (#10) for the King or Prince-President to retire into, or entertain a very few guests. Luxuriously appointed, only a single exquisite dining table and a dozen elegant chairs occupy the chamber. Golden, sculptured lamps grace the walls, their carved bone shades casting light out of individual niches. This room is also used for the storage of the silver dinner service used at every feast, and has its own secret connection with the kitchens.



*The Feasting Hall of
45' x 47' holds up to
100 revellers in comfort*

The servants' area of the Hall is dominated by the kitchen (#11). Here a gangway around a central working area allows free access to the outside, the feasting hall and the private dining room through special concealed doors. The working space is dominated by numerous ovens, ranges and two open hearths where food is prepared and cooked. Some twenty staff are involved in these areas. Further staff work in the pantry (#12) where the utensils, platters and dinner services used in the kitchens and feast halls are washed and dried, then returned to their proper storage. The pantry also holds supplies of basic food (most other food for feasts arrives here fresh each day from the city's finest provenders) and has a cellar for bulky goods.

Next to the kitchen is a long, narrow room where preparation tables are laid out (#13). When food is cooked and ready to be served, it is taken up and carried here where ranks of platters await. As the carrier progresses down the room, other servants pile the food on platters for a first course; then the carrier whisks the platters away on trays to the guests. The carriers then reload their serving dishes and go out to the feasting hall with additional fare. Beyond this room is one with a locked door only open to the butlers: it is the wine store (#14), where butts of high quality wine from across the kingdom are stored. The butlers broach a suitable cask and decant it into their tall pitchers to serve the guests at table.

The servants labor furiously during a feast, but they are provided with a somewhat cramped rest chamber (#15) so that they might recover a while, assuming their overseer thinks they have been working hard enough. A small lavatory is set in one side of the room, which is barely furnished with old chairs and tables and a few odd games. It leads out onto a narrow servants passage (#16), allowing them unobtrusive access between the feasting hall and entrance hall (this is shown in exaggerated scale on the map). It is of particular use to the doormen who collect the travelling cloaks and robes of guests in the entrance hall. These are stored in the cloakroom (#17).

10.66 FEN HOLLEN, RATH DÍNEN AND THE HALLOWS

At the rear of the Sixth Level, where a polished black saddle of rock reaches westward toward the peak of the Mindoluin and sunders the city, there is a secret door, a Closed Door (S. "Fen Hollen"). The Door is never spoken of openly in the city, for its only purpose is the conveyance of the Dead — when a member of the Royal Family dies, then the Porter of Fen Hollen summons the Ed-belguinar from their house on the Rath Dínen (S. "Silent Street"). When the body has been prepared and the necessary rituals performed, it is conveyed through the city on a black bier to Fen Hollen, where the Door is opened. Then the porters take the body in procession along the winding length of Rath Dínen, down and then up the narrow rock ridge to the vale harboring the Hallows, where it is laid at rest.

FEN HOLLEN

From the city side, Fen Hollen resembles nothing more than a tiny cramped house built up against the side of the Outer Wall. This is not unusual in itself, and strangers often pass it unawares. They may note, however that there are no windows on the ground floor, just a large and rather ornate door (#1). The door is, in fact, constructed from lebethron and mithril, giving it the strength to withstand almost any attack. There is also a secret entrance to the Porter's House concealed by decorative plasterwork. The black and silver door is Fen Hollen proper. Beyond it lies a short, winding passage, ending in a massive stone door (#2) with seven oiled bolts of mithril-steel to keep it in place.

NOTE: *From the outside, the door is almost invisible, being set flush with the stone face of the wall. It is an absurd (-70) Perception roll to spot.*

The Porter's House is divided into two rooms. The upper floor with windows is a sham, designed to draw attention away from the Door's true nature and purpose. One of the windows actually acts as a skylight for the front Porter's Room (#3), where a black-robed porter and doorwarden sit vigilantly, yet hoping they will not be called. Service in Fen Hollen is purely voluntary, and while some avoid it, other porters and doorwardens vie for the opportunity to keep such an important position.

The porter and doorwarden have living space in the Porter's Lodging (#4), which is situated so that they need never be far from their post. A desk and some easy chairs occupy the front room. Lit with a magical, ever-burning lamp, the lodging is furnished with comfortable beds and a table, a washbasin and latrine, and chests and cupboards for the men's possessions. A group of wardens visits twice daily to bring them food, clean clothes, and the like.

Across the passage from the porter's house is a guardroom (#5). This has metal doors and is normally kept securely locked, but it can be manned as a contingency measure in time of war. The doorwarden in the porter's house keeps the keys to this room, which has supplies of military equipment, such as metal crossbows and bolts, shields, etc.



RATH DÍNEN

Beyond the stone Outer Door lies Rath Dínen (#6) the Silent Street:

"... steep and winding road ... tall columns and carved figures beside the way ... descended in many curves down to the narrow land under the shadow of Mindolluin's spire ... between ancient walls and many-pillared balusters looming ..."

— *LotR III*, p. 121

[The route of the road is shown on the large-scale city plan.] The road itself is even underfoot, well cobbled and kept in good condition by the Ed-belguinar. These latter are the "holy men of the dead", the only priests allowed within the city. They dwell in a freezing monastery building and number no more than a dozen. Little is known about them, save that they isolate themselves totally from day-to-day life and are said to revere the Fëanturi above all other Valar. From this intensely ascetic life style and introspection the Ed-belguinar are said to draw on great power and are much enlightened. Such is their reputation that the King has a Curate appointed to the Court from among their number.

Their House is easily recognized from its dull grey and black construction. It is a simple, long, low building. There is a door at either end, never locked, and within is but a single room. A hearth is situated in the center for cooking (not for heat, for there are unshuttered windows down both walls), while simple mattresses serve for beds. Tiny rushlights are set in holders on the walls, while the inhabitants work either outside or within, studying texts at low desks while seated on the floor. The Ed-belguinar do not fight; however, they have means to defend themselves, ranging from their ability to command others to the use of Channelled Power in the form of spells. It is unwise to cross one of these holy men.

RATH DINÉN

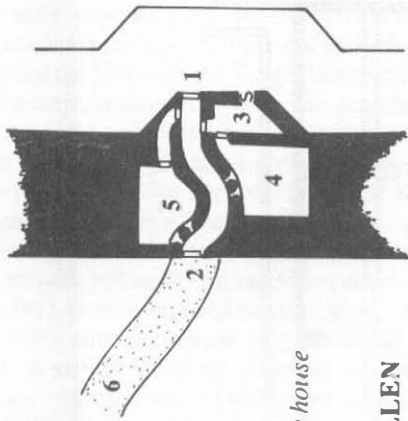


' steep winding road....tall columns and carven figures beside the way...'

'...a winding road that descended in many curves down to the narrow land under the shadow of Mindolluin's precipice...'

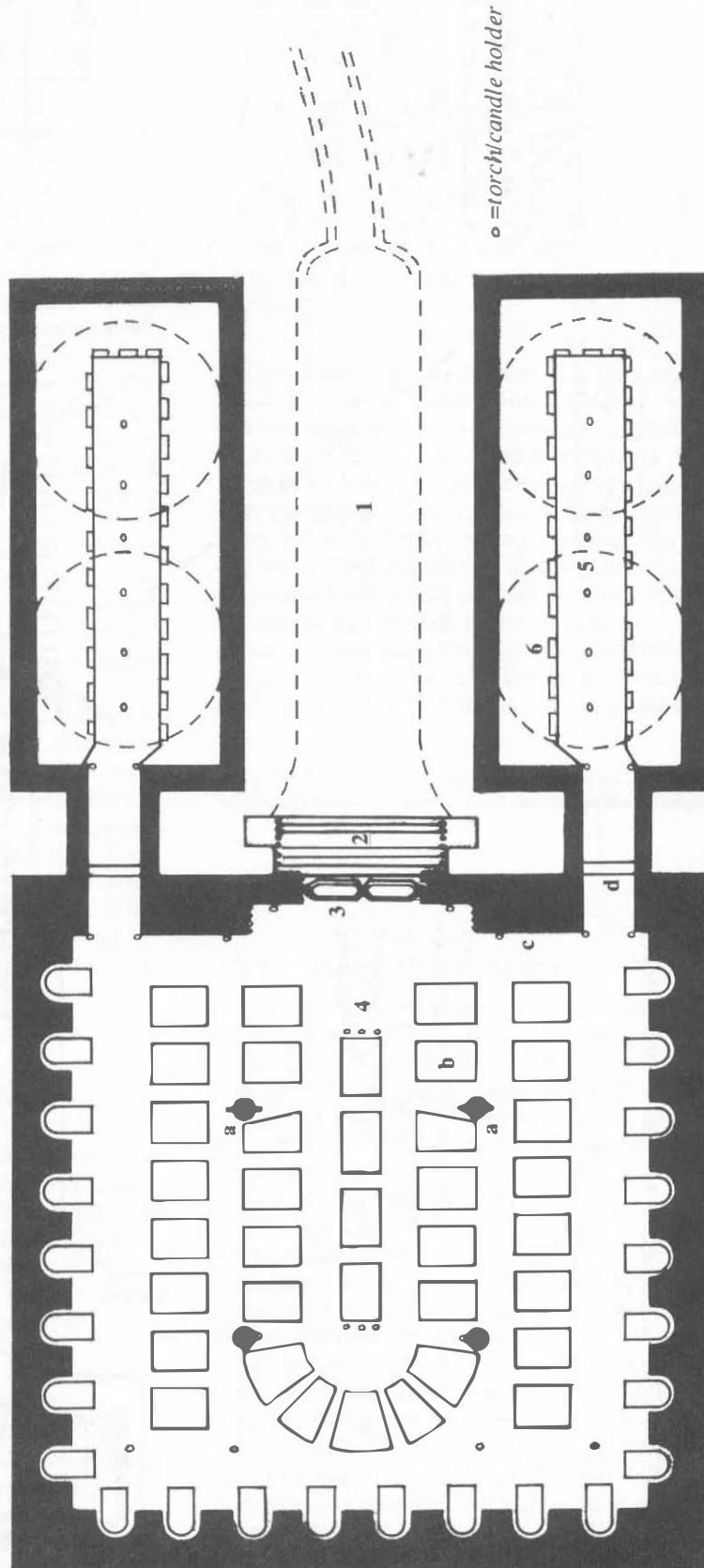
' the climbing road between ancient walls and many-pillored balusters looming...'

- 1=Fen Hollen (Lebethron & Mithril)
 2=Outer Door (Stone)
 3=Porter's Room
 4=Porter's Lodging
 5=Guard Room
 6=Rath Dinén (Silent St.)

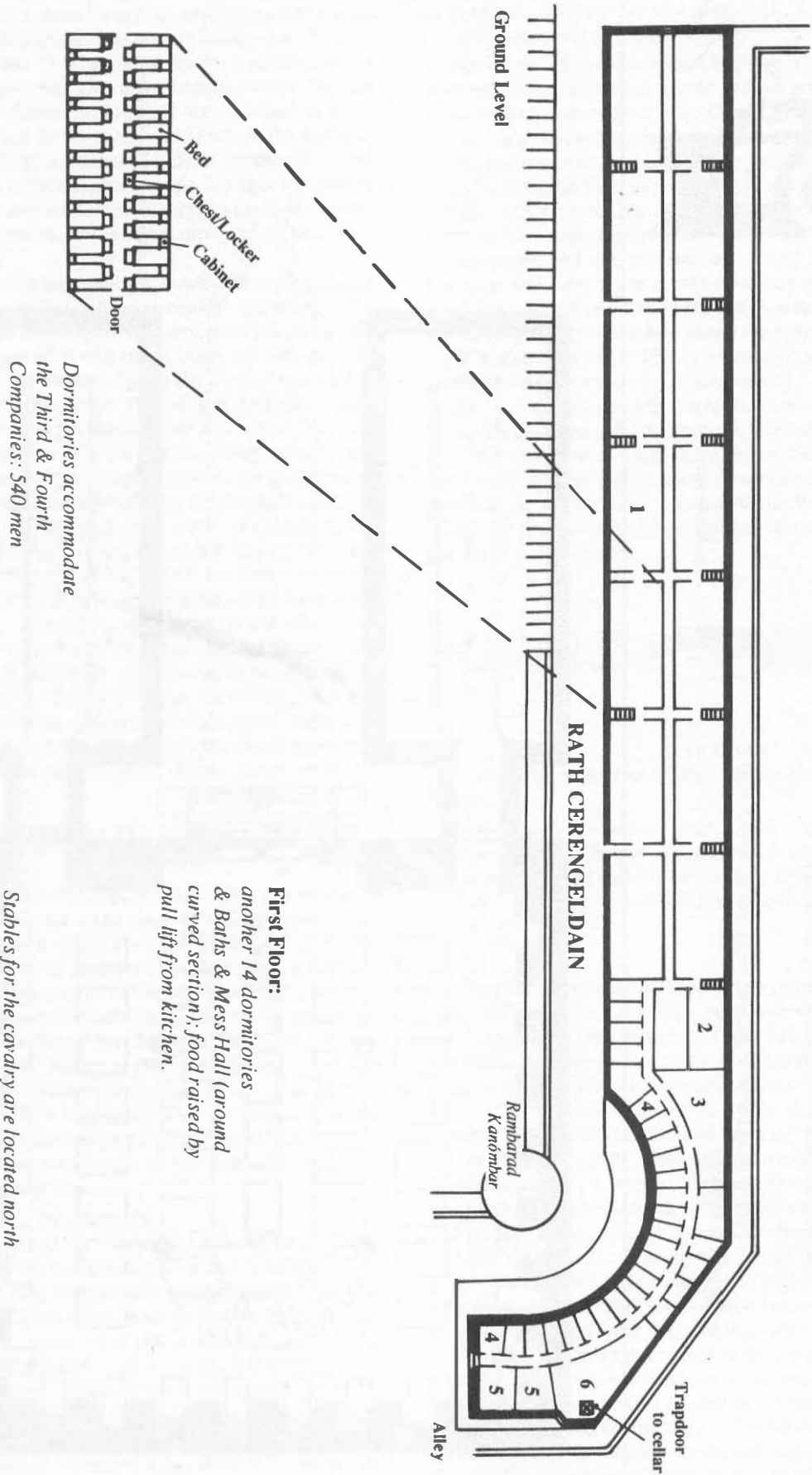


' A porter sat in a little house beside the way '

FEN HOLLEN



'A wide vaulted chamber draped as it were with great shadows...many rows of tables, carved of marble; and upon each lay a sleeping form...'



First Floor:
another 14 dormitories
& Baths & Mess Hall (around
curved section); food raised by
pull lift from kitchen.

*Stables for the cavalry are located north
of the Great Gate outside the city.*

LOWER BARRACKS

THE HALLOWS

The Hallows is a massive building surmounted by five domes and only reachable via the Rath Dínen. Two arms housing mausoleums for royalty reach out from the main structure, which is called the House of the Kings (later the House of the Stewards). The exceptionally thick walls are practically unbreachable and show no signs of mortar-work, the stones being so carefully fitted as to conceal any joints. A great hemispherical dome — 35' high and 70' across — crowns the House of Kings, while two lesser domes cover each of the mausoleums. All are built from a dull greyish igneous stone of hard and enduring nature.

The path before the entrance broadens out into a wide cobbled area (#1), lined with black pavings slabs. An imposing porch (#2) fronts the entrance, where seven broad steps lead up to the doors (#3). A slender pillar on each step supports a projecting straight canopy of grey stone. Flanking the steps are two niches set about by columns; set within them are pure white alabaster statues depicting Nienna on the one side and Mandos on the other. The doors are hollow and cast from bronze. Each measures some ten feet wide and sixteen feet high. They only open at the command of the King, the chief Ed-belguinar, or someone sent by either of these with express permission for that occasion. This enchantment resists all magic as if 60th level.

Within the doors is the House of the Kings. At the time of King Tarondor, twenty-two of the marble slabs (#b) around the outside, set into rounded hollow niches, are occupied by the preserved forms of the former Kings of Gondor, from Anárion to Telemnar. There are twenty-four such slabs, together with another thirty-seven laid out in rows in the middle of the room.

The House has low vaults which are supported by four great cylindrical pillars banded with graven designs (#a). Numerous brackets for torches (#c) punctuate the walls, but these are only set and lit when a funeral is due. The only other feature of the vast, cold room is a pair of two stone doors edged with black-enamelled metal (#d). These lead through to the mausoleums (#5). Each mausoleum has a central gap with a row of stone torch brackets; built out from the walls are repositories for the dead relatives of the Kings and Queens of Gondor (#6). Monumental engravings on stone and metal plaques carry dedications to princes and princesses of the past seventeen hundred years, who lie waiting here behind the square tablets, on shelves of stone.

10.67 LOWER BARRACKS

The Lower Barracks are an unstimulating building of simple pale sandstone block construction. Accommodating the Third and Fourth Companies of the Citadel Guard. This is accomplished by packing the poor guardsmen into rather cramped quarters. Since the two companies have 27 erith between them (see 7.24) there are two floors of fourteen dormitories (#1), each big enough to sleep the 20 men of the erith. The men each have a bed and a locker for their belongings (including their armor, weapons and uniforms), but precious little else. The barracks is also provided with bath rooms (#2) on either floor.

On the ground floor there is also a large store room (#3) for special trappings and equipment, such as ceremonial helmets used for parades. There are 26 individual bedchambers (#4) for officers of the Companies and their elite staff. The two Commanders, Anarond Astirian and Durfëvapor, have their own handsomely-appointed bedchambers (#5). Finally there is a kitchen (#6) with extensive cellars beneath kept well stocked to supply the guard in times of need. The men eat in the mess hall above, on the first floor over the staff chambers and kitchen.

NOTE: Across the neighboring alley is a small stable. Very few horses are allowed within the city, but the royal family and the Commanders of the four Companies maintain steeds here, and keep grooms to tend them. The cavalry's mounts are stabled outside the city, in buildings just north of the Great Gate.

10.7 SEVENTH LEVEL — CITADEL ROCK

"Thus men reached at last the High Court, and the Place of the Fountain before the feet of the White Tower: tall and shapely, fifty fathoms from its base to the pinnacle, where the banner of the Stewards floated a thousand feet above the plain."

— *LotR III*, p. 25

The Citadel of the city is synonymous with the seventh level and, unlike the rest of Minas Anor, is devoted entirely to defense, administrative affairs, ceremonial needs, and other royal interests. Here, all the property is owned by the crown. No private matters interfere with the daily life of this rather closed environment.

In keeping with this role, the entrance to the Citadel is carefully protected, being located beneath the outthrust mass of rock that cuts through the eastern side of the sixth level. Facing eastward, the simple subterranean door opens inward onto a sloping, lamp-lit passage that ascends to the seventh gate. A series of seven portcullis guards this arched gate, which serves as the end of the Royal Tread (S. "E Tartie"). Inside the gate are the pavings of the High Court, where no horse is allowed to tread.



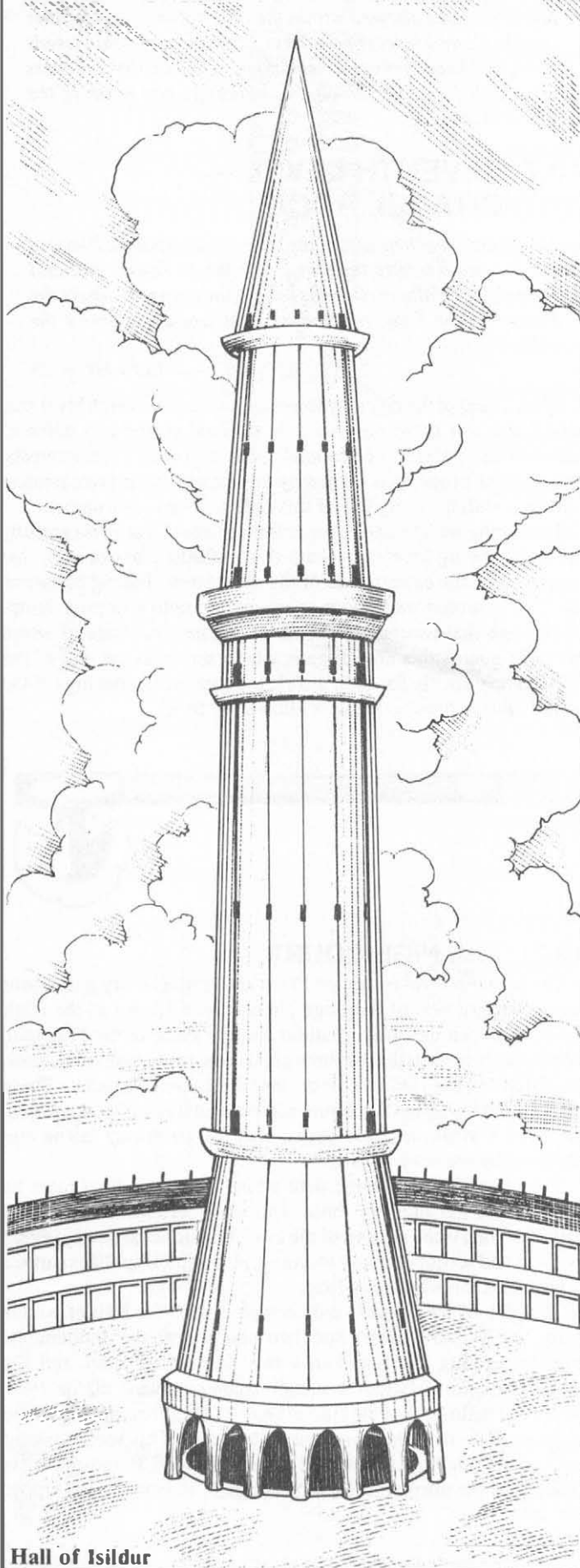
10.71 THE HIGH COURT

The seventh level is shaped like a key, and its entry gate opens on the eastern side of the large circular area known as the High Court, between the Hall of Isildur and the Place of the Fountain. The Court is surrounded by three great crescent-shaped structures: the Kitchens, the Hall of Guests, and the Upper Barracks. These colonnaded buildings are in turn surrounded by another open area, the King's Walk, a circle dotted with seven grassy lawns and enclosed by the seventh wall.

The High Court is paved with white stone. Nothing mars its surface, and the shoes of those who walk here must be without nails, for such is the custom of the city. The stones are swept every evening and scrubbed every morning, so that their spotless surface is unsullied the whole day long.

The plan of the Court is uninterrupted, save for Hall of Isildur (later the White Tower) and two sculptures: the monuments commemorating the kingdom's two founders, Isildur and his brother Anárion. Isildur's statue stands southeast of the Hall, before the main door of the Hall of Guests. A corresponding statue of Anárion — mounted on a rearing horse with his spear lunging out towards the East against the nameless foe of Barad-dûr — is situated to the north and west of the gate, in front of the Upper Barracks.

Tower of Ecthelion (The White Tower)



Hall of Isildur

10.72 UPPER BARRACKS

NOTE: *There is no illustration of this floorplan.*

The Upper Barracks house the First and Second Companies of the Citadel Guard. Curving along the northeastern edge of the High Court, the building is adjacent to one of the two great parks that dominate the eastward side of the Kings Walk. The longer portion of the colonnade that encircles the ground floor looks toward this carefully-manicured park, which serves as the Guard's upper drill field. Twenty-one doors open beneath the covered walk that adjoins the lawn, so the soldiers housed here can muster quickly.

The Upper Barracks is three stories high and serves as the residence for a fighting force of six hundred men, together with their officers, staff, and servants. In addition to lodgings, it contains rooms for recreation, meals, and training. More splendid than the Lower Barracks, its creamy limestone face is kept clean and crisp, so that the elegant stonework and carvings are displayed to their fullest.

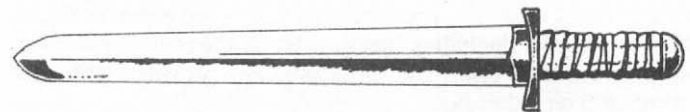
10.73 THE HALL OF ISILDUR

The graceful Hall of Isildur, an ancient granite chamber without walls, occupies the center of the High Court. Opposite the gate, it forms the western apex of the city's ceremonial center. No structure in Minas Anor is more revered. Its stout but graceful columns date from the city's founding, while its gleaming white dome was constructed during Isildur's brief reign. The pillars surround an open room, a meditative place of understated grandeur.

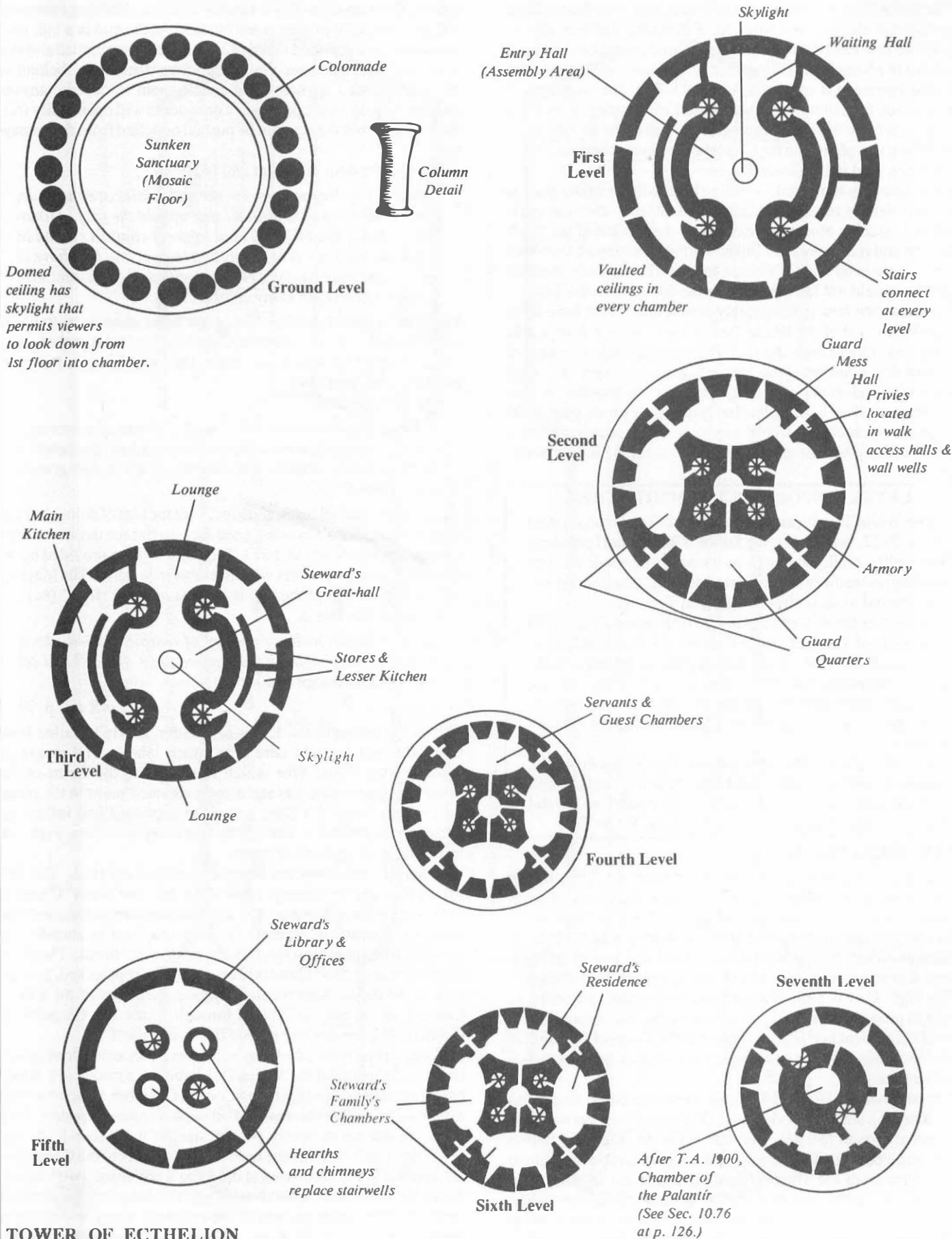
NOTE: *The Hall of Isildur occupies the center of the Seventh Level throughout history. In T.A. 1900, however, it is incorporated into the base of the 300' tall White Tower, which was built by King Calimehtar as his great keep. The White Tower serves as the principal bastion in the city after that date. Later, this Spire also became known as the Tower of Ecthelion, for it was rebuilt by the Steward Ecthelion I (r. T.A. 2698-2698). (See the special section on the White Tower located later in this chapter.)*

10.74 THE PLACE OF THE FOUNTAIN

The Place of the Fountain is east of the High Court, between the gate and the High Hall. Here, the large, round pool that gives the site its name stretches across the entry to the narrow eastern section of the Citadel. The pool harbors an enchanting fountain set in a bowl edged with white marble of so fine a quality that it appears translucent. Fed by a deep and powerful spring, the clear water naturally dances, rising some eight feet above the cool surface.



In the center of the Place of the Fountain is a small grassy sward, the home of a dimure but wonderful sapling of a tree. The tree's branches spread over the large round pool that gives the court its name, and the sweet waters of the fountain tickle the whitish boughs and their spray glistens in the sunlight that dances off the silvery leaves. It is almost as if the rays are drawn to this point; which is hardly surprising, for this sapling is the mystical White Tree.



TOWER OF ECTHELION

THE WHITE TREE

The White Tree is a descendant of Telperion and its descendants Galathilion, Celeborn, and Nimloth. Elendil the Tall brought the fruit of the line to Middle-earth when he fled Númenor, and later planted it in Minas Ithil. Unfortunately, Sauron later captured the city and burned this tree in S.A. 3429. The line would have perished but for Isildur, who succeeded in rescuing a seedling during his retreat. Kept in Arnor until the end of the Second Age, the seedling was planted in the Citadel and endured there until T.A. 1636, when died in the Great Plague.

King Tarondor replanted a seedling here, which rapidly grew to become a slender ten-foot sapling. Undoubtedly the most cherished and valuable object in the city, it is the symbol of the South Kingdom and it is intimately linked with the destiny of Gondor's Kings. There is no man or woman in Gondor who calls himself loyal who would not lay down his or her life to save the Tree.

Consider then how unimaginably prestigious it is to have some sliver of the wood of the White Tree, such as when a branch falls and dies, as sometimes happens. There are just a few examples known of this wood being used to craft an item as a gift, and each one is a relic and treasure in itself. The Tree has pale leaves with dark tops and silver undersides, but it is named for its pure white blossoms, which can flower at any time. The appearance of a blossom usually heralds some significant event in Gondor's destiny.

LATER HISTORY OF THE WHITE TREE

The White Tree located in the Court of the Fountain died in T.A. 2852, the year that the Steward Belecthor II perished. No seedling could be found, so the withered trunk was left standing, as memory of the spirit underlying Gondor's glory. It is referred to thereafter as the Dead Tree.

Soon after the War of the Ring, King Elessar (Aragorn II) accompanied Gandalf up the slopes of the Mindolluin, where he discovered a three foot sapling at the edge of the snow. The young tree, which was less than seven years of age, was crowned with a single cluster of white flowers. Thus, the line of Telperion, the Eldest of Trees, was rediscovered.

Elessar replanted the sapling in the Place of the Fountain; but rather than burning the Dead Tree, he had it carefully laid to rest in Rath Dínen. As the sapling flourished, so too did Gondor, which once again the home of the White Tree.

10.75 HIGH HALL

High Hall is one of the largest buildings in the city. The summer palace of the King in former years, it is now the principal royal residence. Since it was erected as a place of refuge, however, it lacks many of the comforts and frills associated with other regal residences. High Hall is not the most light and airy of palaces; instead it is somewhat of a fortress, albeit a place of reverence.

The High Hall is built from sturdy, dark stone. Its architect sought to produce a hall which would awe the visitor and remind them of the ancient heritage and power of the Kings of Gondor. In this he succeeded, for the structure invites wonder and commands sober respect.

The entrances to High Hall lie one above the other. At ground level, there is a simple wooden door (#1), unadorned yet massive, fully twenty-seven feet high and ten feet wide. Opening in two halves, each portion of this door requires considerable strength to move. Men from the Throne-guard have its defense charged to them, and they admit visitors only on the invisible acknowledgement of the doorwardens who wait in the shadows. On the inside of the door is a representation of the Winged Crown of Gondor, picked out in silver studs struck into the solid wood.

The door itself opens onto a long, empty, paved passage; long indeed, for it stretches (20' wide) for 170 feet. Nothing adorns the walls of perfectly jointed stone blocks. At the end is a tall, two-section door of polished metal (#2). It appears unguarded and shut at most times, but ever-vigilant doorwardens stand behind it, beside concealed spyholes that enable them to observe anyone approaching down the passage. These doors will open easily from the Hall side, but they cannot be pushed or pulled from the passage side.

Beyond the door is a great hall (#3):

"It was lit by deep windows in the wide aisles at either side, beyond the rows of tall pillars that upheld the roof. Monoliths of black marble, they rose to great capitals carved in many strange figures of beasts and leaves; and far above in shadow the wide vaulting gleamed with dull gold, inset with flowing traceries of many colors."

This is the center of the High Hall, a space like some cathedral, with room enough to hold the entire Guard marshalled together, or an assembly of all the nobles in Gondor. Half way down the hall there are two short steps (#a).

The hall is austere:

"No hangings or storied webs, nor any things of woven stuff or wood were to be seen in that long solemn hall; but between the pillars there stood a silent company of tall images graven in cold stone" (#b).

The colorings are all black and grey, with the hint of color aloft and at the far end, if one's eyes are good enough (for the throne sits over a hundred yards from the door). But color is often provided by the dress of courtiers or others who assemble here before His Majesty. At the western end of the hall is *"a dais of many steps"* (#c).

Set upon this dais is:

"a high throne under a canopy of marble shaped like a crowned helm; behind it was carved upon the wall and set with gems an image of a tree in flower." (#d)

— *LotR III*, p. 28

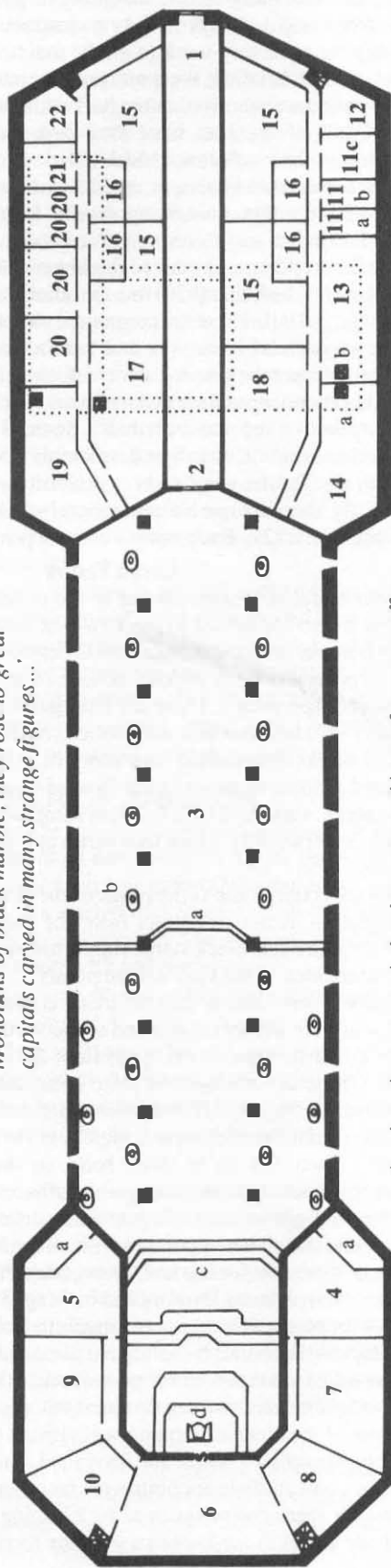
This is the throne of the Kings of Gondor, newly installed from Osgiliath, and brought here with much labor. The image is, naturally, the White Tree which flourishes in the Court of the Fountain. The throne sits at the most elevated point in the room; the counsellors of the King and other important and influential persons take positions closer or further away from him, higher or lower, depending on their status.

A number of rooms are situated at end of the Hall. The two rooms flanking the lower portion of the dais, the Lords' Chamber (#4) and Ladies' Chamber (#5), are both devoted to the courtiers. Each incorporates a separate lavatory (#a) and is attended by servants who see to their masters and mistresses' needs. The doors from the rear of these Chambers are normally kept locked, for they lead to the Royal Apartments; however, members of the Crown Council are usually permitted through, since the Chamber of Council (#6) lies directly behind the throne itself.

To reach this room, the King often uses a concealed door tucked beneath the image of the White Tree behind his throne (d). Black panelling adorns the walls of the Council Chamber, which contains a dark wood oval table mounted on massive stone supports. This table can seat up to twenty people, since it is 70' round. At any given time, an indeterminate number of members of the Council — all appointed and dismissed at the King's command (with immediate effect) — sit in session here. Typically the councilors include senior princes and noblemen of the kingdom, along with those in personal service to the King, such as his Commander, Curate, Seer(s), Treasurer, Herald, and Physician.



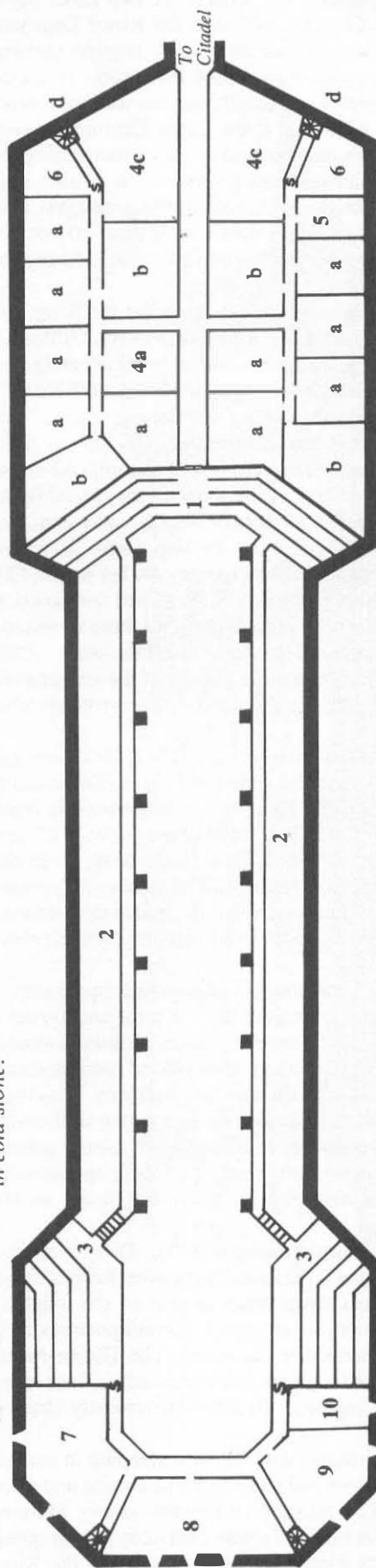
Ground Floor



'no hangings or storied webs, nor anythings of woven stuff or wood were to be seen in that long solemn hall; but between the pillars there stood a silent company of tall images graven in cold stone.'

'a tall door of polished metal'

Upper Floor



To one side of the Chamber of Council are two lesser royal chambers: the Prince's Chamber (#7) and the Royal Dayroom (#8). A large bedchamber used by an olderson or daughter (or two) of the King, the former room is pleasantly furnished. It houses every luxury, as well as plenty of storage space for wardrobe items and other possessions. Next to it is the Royal Dayroom, where members of the royal family and their guests may retreat during the day for informal entertainment and diversion. It is also well furnished with couche, chairs, and superb lighting, and it is well supplied with provisions of every sort. Both these rooms are connected by bellcords to a servant's room above, and during the night servants attend in the dayroom.

Opposite these rooms are similar chambers for the King: the King's Chamber (#9) and the King's Dayroom (#10). Although the latter is not employed as frequently, since the King and Queen are often busy elsewhere in Court or with other duties, both are well appointed and always ready for use.

ROOMS OF THE HOUSEHOLD

A great variety of rooms occupy the other (eastern) end of the Hall. People who serve the Court utilize those on the ground floor. Of these chambers, the most important are those private rooms that house the doorwardens (#11a & 11b), the two senior Wardens. Five underwardens share an adjacent chamber (#11c) which, like all the chambers of servants in the Hall, is furnished with good, if rather plain, furniture. Typically the walls of all these rooms are hung with simple tapestries to preserve warmth, while small hearths or braziers provide the heating. Many of the servants are older than the average, having been honored with service here after years elsewhere.

Beside the wardens' rooms is a large closet (#12) for cloaks and outer drapes discarded by courtiers when they arrive. There is also a stair to the upper floor so that servants can unobtrusively reach the guest suites. Also on this side of the Hall are stores (#13) and kitchens (#14) serving the Court. Both are kept busy, given the constant demand for supplies of food, drink, and other necessities (from spare hairpins to parchment scrolls). A capable storemaster and cook oversee proceedings with calm certainty, for the most part.

In either room there is a trapdoor (#s a&b) which opens onto a set of steps. Each set of stairs descends into the same underground cellar, which serves as a coldroom and houses additional stores. Two passages from this huge vaulted underground room descend further to another cellar, beneath the servants' hall (#c). They then lead down a final flight of stairs to a secret door on the sixth level. Located behind the Lower Barracks, this passage admits special supplies and serves as a covert sally port. It can only be opened with a key held by the storemaster, who never lets it out of his possession.

Also on this floor are four dormitories (#15). These sleep the elite Throne-guard, the King's personal bodyguard. Each of these men has at least five years experience in one of the toughest regiments of the Royal Army — always in frontier postings such as in Dor Rhúnen (Rhovanion) or Harondor. The Throne-guard contains four units: two of forty men and two of fifty. Each is led by two sergeants and a captain, officers who typically share a bechamber (#16).

The dormitories are arranged with the men sleeping in double bunks, thus giving them plenty of room to move around and store their accoutrements. The hundred-and-eighty strong Throne-guard have their own mess hall (#17), where off-duty guards spend their time. The soldiers form a guard of honor for the King whenever he appears anywhere in the city, from the throne room to the Merethrond. Thus, they always ensure his protection from evil agents.

Guards are also posted throughout the High Hall as a matter of course. Each troop in turn assembles in the guard assembly room (#18) each morning for the assigning of posts and duties for the day. One troop is always off duty and can also use this room during the day for necessary work (e.g., the maintenance of their equipment, tuition, briefing, weapons practice, etc.).

The servants who look after the needs of the noble and royal inhabitants of the Hall have their own hall (#19), which also doubles as their refectory and kitchen. Equipped with a large hearth where two kettles or cauldrons hang, this is a relatively comfortable refuge containing several long tables and benches. Like the kitchen and storeroom noted above, these chambers also conceal a trapdoor and stair to the lower cellar (see #c above).

Servants' chambers (#20) line the outer wall on the northeastern side of High Hall. These are communal sleeping rooms, two for the lesser servants of either sex and two others: one for the senior servant and porter; one for the chief cook and hallmaid. Some servants also sleep at their place of work, such as in the storeroom, the kitchen, or the servant's hall. Some work and sleep in the Throne-guards' mess hall and assembly room for, unlike other troops, the Throne-guards never perform menial tasks.

Finally, there are two bath chambers for the use of the guards and servants (#21-22). Each houses a small privy.

UPPER FLOOR

Four spiral staircases ascend to the upper floor of High Hall, which is also connected to the Tower of Anárion (see 10.76). Its main features are the galleries at either end of the main Hall. These are stepped and have padded benches that accommodate a fair number of spectators. There are three galleries in all. The Golden Gallery (#1) has four tiers and, although situated at the rear of the Hall, it has a commanding view down its length. It is so named for its gold-painted seats and gold-flecked obsidian restraining rail. Two aerial walkways (#2) link this sumptuous gallery to the twin Black Galleries (#3), which look down upon the stepped dais of the throne.

All the fixtures and furnishings of the Black Galleries are dark as night, so as not to detract from the throne's splendor. The walkways are also black stone, supported by piers projecting from the outer sides of the Hall's main pillars. The rails on either side are rather low, and a careful tread is needed to be safe: the walkways are not recommended to the vertiginous.

At the eastern end of the upper floor are numerous guest suites (#4). These are arranged in three basic categories. Eleven are minor suites (#a), small but uncramped and still very elegant. They are reserved for noblemen and important but untitled guests of the Court. Each has up to three beds, so that a family may be accommodated together, along with sufficient room for travelling clothes and possessions. Tapestries and fur rugs decorate these chambers, which are appointed with silver fittings.

Next there are four grand suites (#b), each endowed with a magnificent personal lavatory and bathing facilities, in addition to niches for personal servants and maids to sleep in. The furnishing here include luxurious furs and gold plate, silks, and warm fleeces. These suites are reserved for princes and others of like status.

Finally there are two regal suites (#c). Reserved for the exclusive use of the most important royal visitors (e.g., kings), they are seldom occupied. Both are furnished with every imaginable comfort, and all their appointments incorporate gold and jewels. Stores for these rooms (such as for cleaning and replacing linen, rugs and the like) are kept in a separate room (#5).

A bath chamber and privy (#6) for the use of guests in minor suites flanks each of the eastern stairwells (d). Secret doors guard the access to these steps. Both are located in wall panels at the end of the upper hallways and are very hard (-20) to perceive. (Neither is locked.)

More rooms of the royal apartments fill the other (western) end of the High Hall. Here, the King maintains a spare bedchamber (#7), should he feel bored with the same one every night. This is even bigger than the one below and has windows of glass which may be opened. Numerous clothes, typically those more formal and less often used, hang in the huge armoiries that line the walls of this room.

At the end of the building is a lighter dayroom (#8), which again serves as an alternative to those downstairs. This is typically the King's favorite room for gathering with his family, although such occurrences remain rare. The room is probably the brightest and lightest in the Hall, especially in the afternoon when the sun comes through the west-facing windows, before it sets behind purple-headed Mindolluin. Cleared of much of the old furniture, which has been replaced with lighter and gayer stuff, the chamber is a joyful spot. Even its wall hangings are bright and the present King hopes for the day when he might share his enjoyment of them with his bride, and then his children — in preparation for whom is the currently empty nursery (#9).

Beside this children's room is a serving room (#10), where servants and serving maids are stationed. Summoned by a system of bells, the servants wait upon the call of those staying in the royal apartments. Simple kitchen arrangements and some stores fill this chamber, which is plainly decorated. It is a little cramped at times, particularly in the middle of winter, when Court is here and everyone wants a cup of hot spiced wine or an extra quilt or fur.

10.76 THE TOWER OF ANÁRION

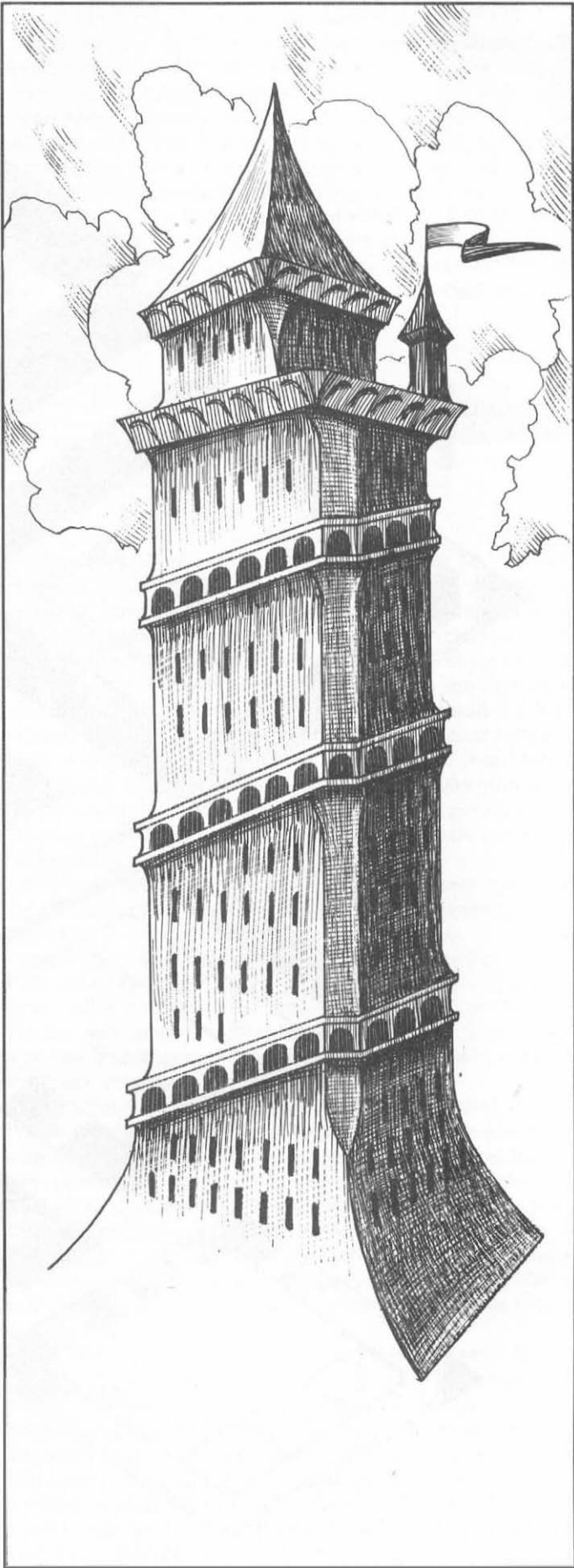
Since S.A. 2350, a tower has stood upon the very pinnacle of the Citadel Rock, seven hundred feet above the Great Gates that lie directly below. The first keep was named Mindon Alata, which was built before Númenor warred with Sauron. Now nothing of it remains, for it has been replaced by the Anárion's Citadel, a gleaming grey-white tower with red roof.

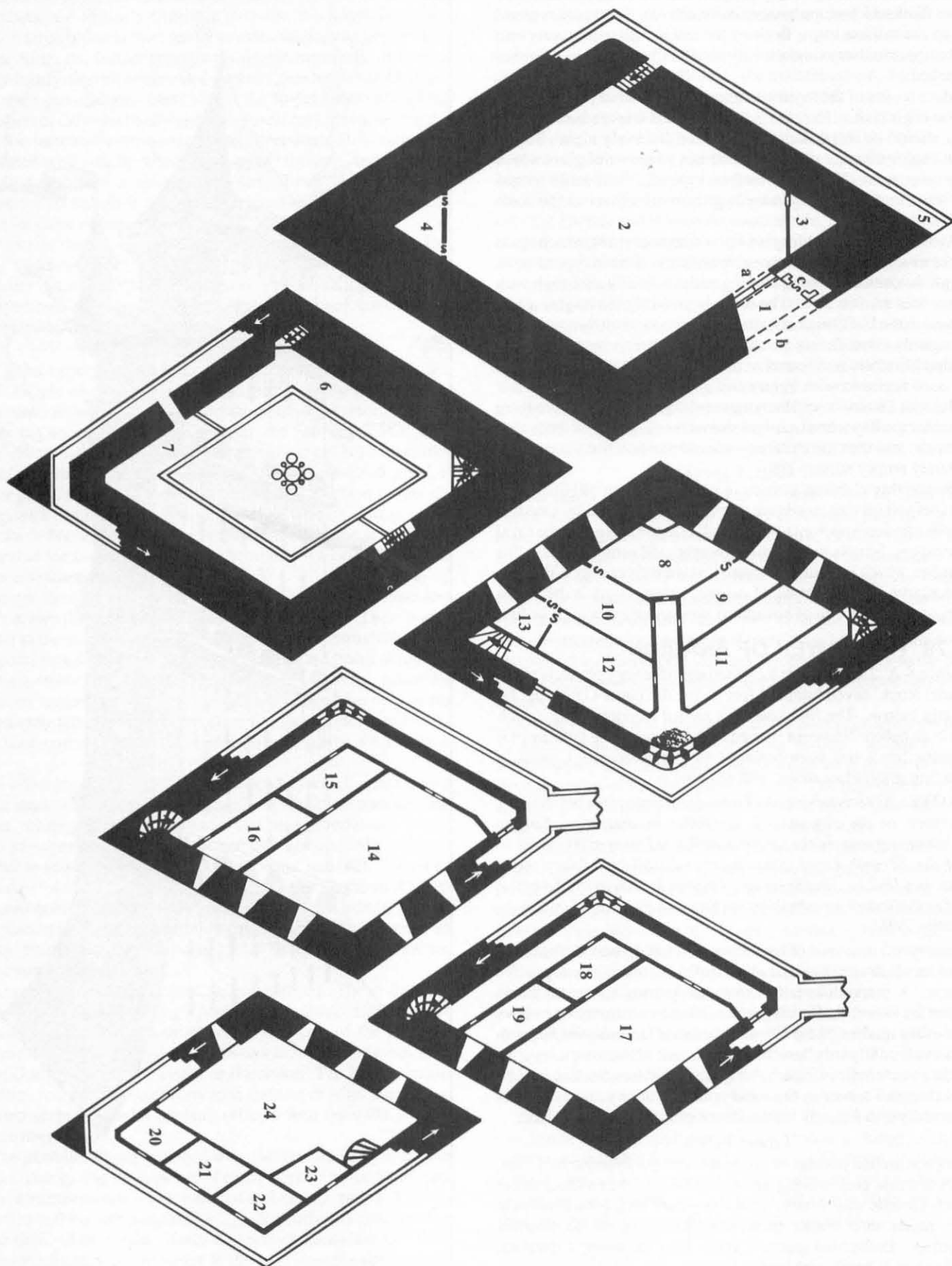
NOTE: As noted above, the Tower of Anárion is the principal bastion in the city until T.A. 1900. In that year, King Calimehtar erected the spectacular White Tower at the center of the Seventh Level, atop the round Hall of Isildur (see Section 10.73). This Spire also became known as the Tower of Ecthelion when rebuilt by the Steward Ecthelion I (r. T.A. 2698-2698).

Jutting out on a spur of rock from which it derives its form, the Anárion's Tower is diamond-shaped in plan, tapering in stages like a spire. A marvellous path known as Anárion's Ascent, winds around the its walls, affording continual and ever-improving views over every quarter of the city and the lands far and wide beyond. Two small courtyards flank the western side of the tower, separating the structure from the adjoining High Hall (see Section 10.74). This complex serves as the focal point of the city and as such is deservedly and fittingly the residence of the Prince-President.

LOWER FLOOR

A great arched passage (#1) cuts through the fourteen foot thick walls of dense grey-white granite and serves as the entrance to the tower. Granite was chosen, since a very pure local form bears pale blue, rather than black, mica, and the beauty of the stone is inspiring. Embedded quartz crystals lend the tower a dazzling appearance in bright sunlight.





The broad Doors of Anárion (#a) — which are cast in iron, painted with a lustrous silver material, and emblazoned with a radiant sun — offer an obvious barrier to intruders; however, they are but one means of protecting the passage. Although they are guarded by sentries who stand to either side of the gateway in full formal regalia, the entryway's real strength is rooted in the hidden defenses buried in the wall above the aperture. Concealed slots above the arch contain massive blocks of granite, which are suspended by chains and can be lowered rapidly into positions (#b) before and behind the doors. Pulleys located within a guard room (#c) set into the Citadel's wall control their descent, enabling the guards to drop the stones at any pace they deem necessary.

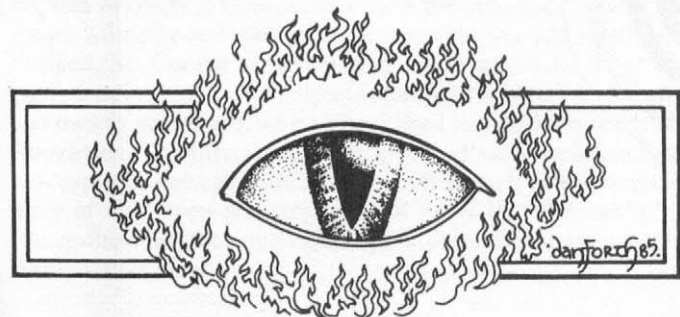
Inside, the ground floor is almost wholly occupied by the Great Hall of the Sun (#2). A thirty foot ceiling covers the chamber, which is lit by one massive chandelier that hangs twenty feet over the polished floor. It takes six servants three days to replace all the candles. However, the main feature of the Hall is the white marble floor, which is a mosaic made of gold and an assortment of every golden precious stone. Depicting the sun — Anar, as the Maia Arien in majesty — the fiery female formed by the stones draws her chariot across the heavens and she is crowned with the crown of Gondor.

The chamber's walls are white and decorated with a few chosen embroidered banners, shields and weapons of former Kings and Prince-Presidents, together with a tapestry portrait of Tarondor that measures eight feet square. High above the floor is a glass balcony (see #s 6&7 below) in two stages. There is no furniture in the Hall, for it is used only by the Prince-President or the King, in whose presence all usually stand.

However, the lower floor contains two storage rooms (#3 and #4), where some elegant chairs and small tables are kept along with other frequently-used items. The concealed store room (#4), whose secret doors only open with the key of the Citadel's Commander, contains the royal throne, a chair with a tall narrow back and splayed-out arms. It is made of rich, dark wood and padded with cloth-of-gold; but it is otherwise simple and relatively unadorned — perhaps so as not to detract from the sitter. There are a number of smaller chairs, styled similarly for the Queen or other high-ranking personages who may be attending.

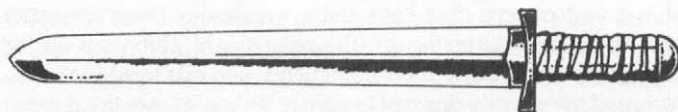
A marvellous glass balcony surrounds the lower floor, some twenty or so feet above the Great Hall of the Sun. It can only be reached via a stair (c), which cuts through the thickness of the wall and ascends past the balcony level at the Lower Gallery (#5), which spans half the inner circumference of the tower. The floor, supports and railings of the balcony are all wrought from toughened glass crystal; as they hang almost on a level with the huge chandelier, they are all lit up and sparkle like frozen waterfalls in winter sunlight.

A small stair (d) within the wall connects the Lower Gallery with the Upper Gallery (#6), which has access to the inclining walk called Anárion's Ascent via a short hall (e). Another stair (f), joins the Ascent to the Lower Gallery.



ANÁRION'S ASCENT

Anárion's Ascent (#7) is a sloping pathway which winds its way around the tower. Only five feet wide and open to the air on the outside, it is relatively unprotected. Only a low wall and a magnificent colonnade interfere with the stunning view. The columns are hewn from pale blue marble with a gold leaf banister and capitals. The path is quite steep but both smooth and sure underfoot — since the actual slope is only 1:5.25. Races occasionally take place here, from the top to the bottom of the citadel, using Anárion's Ascent — the runners timed by the clock in Anárion's Court. At least once, the contestants employed horses, although they can only go down only one at a time (and their descent is exceedingly dangerous).



MIDDLE FLOOR

The Middle Floor is employed for personal use of the Prince-President and is the first level whose walls are punctuated with windows. Here all the rooms are connected to an arrow-shaped, wood-panelled corridor complex (g) that joins the chambers to the rest of the floor and its two stairwells. The focal room on this floor, though, is the Reception Room (#8), which is sub-divided by wooden inner partition walls. On the outer stone walls there are paintings flanking a low circular dais on which sits the Prince's Chair, a simple mahogany throne with a high back. A lectern and desk stand beside the Chair, while the numerous other plush chairs fill the rest of the room. Together with the thick carpet, they an intimacy conducive the Prince-President's private day-to-day business.

A robing room (#9) lies beyond a concealed door to one side of the main chamber. Used whether the Prince is to appear in the Reception Room or the Great Hall, it houses many valuable ceremonial robes and serves as a sort of private refuge.

On the other side of the Reception Room is a counselling room (#10) where the Prince can obtain confidential advice from his servants and officers while entertaining a visitor. This room is furnished with large desks and tables and is also used by scribes in the Prince-President's household.

The other rooms on this floor are more exclusively for the Prince-President's use. The largest is an impressive library and map room (#11). Glass-fronted cabinets holding several hundred tomes line the chamber's walls, and low chests fill the center of the room. The thin-drawered chests protect maps of all parts of the known world and double as tables on which the maps may be spread and consulted. In this very room past Kings and Princes have planned battles against Easterlings and the renegades of Umbar, and it was here that Coratar plotted the return of Eldacar to overthrow Castamir the Usurper.

The Prince-President also maintains a dayroom (#12) for less cerebral pursuits. Very comfortable indeed, it is adorned with couches, chairs, tables, warming braziers cast in brass to resemble dragons, and cupboards with all manner of diversions and entertainments (such as hobbies, games, and musical instruments). A little room concealed off this dayroom accommodates a few servants, most of whom work in the kitchen (#13). This small chamber enables the Prince-President or his guests to get the food they desire immediately.

UPPER FLOORS

The Prince-President's retiring rooms occupy the lowest of three upper floors. Both he and his wife share a sumptuous bedchamber (#14), which is draped with furs and silks to keep it warm and cozy. Rugs and cushions cover the floor, while perfumed bowls of flower petals scent the air and small golden chandeliers light the room. Great salamanders heat the quarters during the cool winter. The bed and furnishings are mostly of brown and gold. A vast wardrobe runs along the rear wall (more clothes of the Prince-President are stored in the robing room, #9), and other assorted chests and cupboards and dressing tables hold all manner of jewelry and finery — along with perfumes, oils, cosmetics, and decorations.

Adjacent to the bedchamber are a bathroom (#15) and nursery (#16), both equally well-appointed. The bathroom is endowed with a vast pottery-tiled bath and a wonderous Dwarven water pump that forces the water up to this great height. Cupboards stuffed full with towels, robes, special unguents, and oils to add to baths, surround the room's discreet lavatory. When in use, the nursery houses two nannies who look after the children of the Prince-President.

Three bedchambers (#17-19) for members of the Prince's family occupy the second of the upper floors. These are all very well furnished and may or may not be in use, depending on who is here at the time. When not in use, they are cordoned-off by tightly-shuttered windows, their furniture covered with dust sheets.

The uppermost upper floor, the highest stage of the main tower, is divided into several small rooms (#20-22) and one large chamber (#24), all for the use of servants and officers of the Citadel. The maids, pages, butlers, footmen and cooks share the communal chamber, each with their own bed and cupboard. The individual rooms are for the use of the Chief Steward and the Commander of the Citadel, and one is shared by ladies-in-waiting who serve the wife of the Prince-President. They are all fairly plainly furnished, like fairly decent lodgings found elsewhere in the city. There is also a bath chamber to be shared by the servants (#23).

THE ROOFS & FLAGTURRET

The upper floors are joined to the roof of the tower by way of Anárion's Ascent. The roof is flat, providing a platform for wonderful views and battlement for keen-eyed archers intent on defending the city below. From here, bowmen can easily cover the Great Gates with a rain of deadly arrows.

A flagturret (#25) perches on one corner of the roof. It is only five feet wide, but it is large enough to contain a number of banners, all furled and ready to grace the Tower's twenty-one foot flagpole.

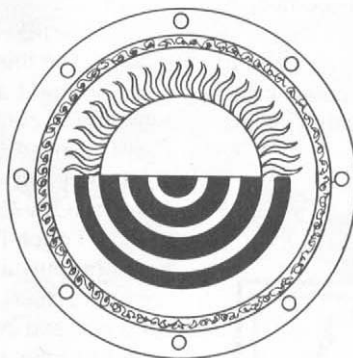
THE HALL OF THE PALANTÍR

Another, larger structure (#26) dominates the center of roof, and is essentially an extension of the main tower; but it is specially protected, since it houses the Palantír of Minas Anor. This tower's single, unadorned door of mithril steel is virtually unbreachable. The keyhole is cunningly concealed, and there is but one key, belonging to the King and entrusted to the Prince-President. Stored in a Box of Returning, it can be instantly summoned, from any distance, to whoever wears the Crown of Gondor.

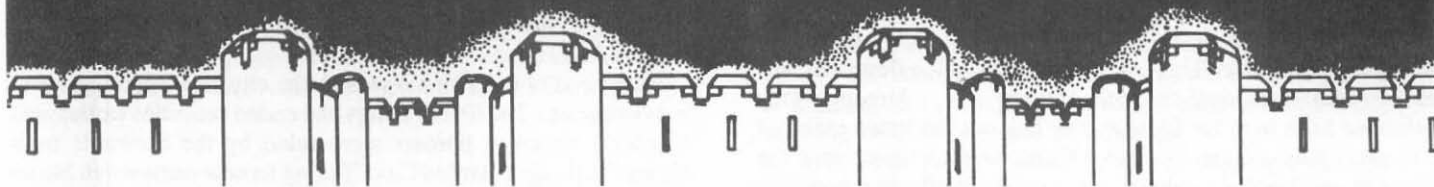
TRAP: *The keyhole is very hard (-20) to find and its lock is very extremely hard (-30) to pick. However, even if it is successfully unlocked, it is still connected to an enchanted laen thread that draws and stores power from the sky. Assuming the proper key is not employed, this filament delivers a point-blank +90 Lightning Bolt every round to anyone who touches the door — regardless of the status of the lock.*

The tower has a peaked roof, walls of solid stone, and narrow, mithril-barred windows that are normally sealed with steel shutters. Within its basalt-lined confines is stored the Palantír, a sacred and powerful device rooted in the Dúnedain's distant past. This Seeing-stone is a magical crystal sphere created in Númenor and brought to Endor during the Downfall. It communicates with the Palantíri of Minas Ithil and Orthanc, and was once tied to the Master-stone in Osgiliath.

The Palantír is set in the bottom of a wide silver dish which has been treated to take on a black hue. This non-reflecting bowl is never illuminated with light and affords skilled users access to the Stone from any angle. The Palantír can be viewed from any angle, deriving sounds and images from anyone at any distance. The positions for viewing the Orthanc-, Osgiliath- and Minas Ithil-stones are designated by platinum and diamond markers, which are precisely set on the basin's rim. The bowl is firmly fixed in position and the Palantír, although loose, is seldom if ever touched, since it works best when its poles are properly aligned.



11.0 THE CITY IN OTHER TIMES



The following sections describe Minas Tirith in the context of eras other than T.A. 1640. Suggested adventures associated with these periods are located in Section 13.0.

11.1 THE KIN-STRIFE

"But Eldacar eluded his enemies...and many... came to hate his usurper. This was Castamir, grandson of Calimehtar, younger brother of Rómendacil II. He was not only one of those nearest by blood to the crown, but he had the greatest following of all the rebels; for he was the Captain of Ships, and was supported by the people of the coasts and of the great havens of Pelargir and Umbar." (*LotR III*, p. 406)

Two hundred years before Tarondor's momentous decision to move Gondor's capital, Minas Anor was still the second city of the realm. While Gondor's greatest citadel and symbol of defense, it remained a quiet, stable city of workers rather than a haven for sometimes irrational dreamers, like Minas Ithil, or a surging, enthusiastic, mercantile center like Osgiliath. Such was the state of things at the outset of the Kin-strife (T.A. 1432-47).

When the Sea-lord Castamir claimed the crown and exiled Eldacar son of Valacar, the Prince of Minas Ithil openly threw in his lot with the new usurper. The citizenry of the capital of Osgiliath seethed this way and that, eventually supporting the true claimant when he was besieged there by Castamir's host of southern Gondorians. Minas Anor held quietly out of the struggle, and the Prince-President — even though he was a long-lived appointee of Rómendacil II and related by blood to Eldacar — allowed himself to be swayed by the vote of Conclave to send tentative support to Castamir. With his flanks secure, Castamir seized Osgiliath in a bloody struggle and began a reign of ten thankless years (T.A. 1437-47). The southerners torched the Citadel of the Stars and executed Eldacar's son Omendil. Its Tower of the Dome destroyed in the fighting, Osgiliath was ruined, its unsurpassed Palantír lost in the Anduin's waters.

Coratar, the Prince-President, saw from the outset that Eldacar could not hope to defeat Castamir with the forces he then commanded. But Coratar had also witnessed Castamir's rise as the Captain of Ships in Gondor, and knew the pretender's true, cruel nature would be revealed when he seized power and ruled unrestrained. So, Coratar began working circumspectly for the ousted King, sending him covert help and directing a network of deserters and friends northward, where they joined with Eldacar in exile in Rhovanion. After ten years, while Castamir sat complacent in his new capital at Pelargir and Eldacar marched south with a combined army of Northmen and Gondorian Knights (S. "Requain"), the Prince-President took quiet and hopeful comfort in the fruits of his surreptitious labor.

During this time, there was tension and anxiety of many sorts in Minas Anor. While he suffered Coratar to remain as Prince of the city, Castamir sent one of his most trusted friends, Ciryang, a former Master of Pelargir, to become President and take charge of Conclave. Ciryang was, naturally, a harsh and unforgiving character. He was used to dealing with the rougher and more warlike southerners and thought nothing of sending out press gangs to recruit for Castamir's army and (especially the) rapidly-expanding navy. Ciryang also forcibly deposed a number of Fellowship heads, including the Warden of the Keys, who was hung from Citadel Rock. Ciryang placed more of his own men in charge of the garrisons and wardens, so that often freedom of movement about the city and through the gates was arbitrarily restricted or subject to impost. These taxes proved the easiest way of raising extra revenue.

Anarond



Another cunning ploy he employed was a tax in kind, so that the Ironsmiths might be called on to supply four hundred ells of chain and sixteen score barrels of assorted nails and rivets one year, all to be sent south for the construction of warships. During Ciryang's time as President of the city, few folk were happy — only those who wormed their way into his favor with presents of valuables or information about supporters of Eldacar active in the city.

But the President by no means enjoyed everything his own way. Collections of revenues often went astray and Ciryang utterly failed to penetrate the Thieves' Fellowship, which flourished and always remained loyal to itself and the city. Although they exhibited little love for Eldacar, the Thieves frustrated many of Ciryang's plans. Even worse for Castamir's administrators, the members of Conclave realized their mistake in offering support to the Usurper; and when Eldacar's southward march became known, old loyalties re-emerged and for once the citizens acted in unison to drive out the President's supporters.

Ciryang himself vanished, and is now rumored to have been either torn to pieces by a mob, chased to the top of the Citadel of Anárion and forced to jump off, or to have made good his escape via Fen Hollen — only to freeze to death while lost in the White Mountains. Others say he managed to escape dressed as an old crone.

REGARDING ADVENTURES

Adventures set in the time of Castamir and Ciryang need not be very different to those rooted in TA 1640. Check the descriptions of buildings, for few have actually change much in the intervening 200 years. Of course, there are also some sites specifically connected with Ciryang's occupation of the city and the conflict that surrounds the Kin-strife. The civil war offers an excellent chance to involve characters in plots and counter-plots of the secret supporters of Eldacar and the agents of Ciryang, regardless of whether the characters favor one side or the other — or are simply out to make what they can from the struggle.

During this period, both the Tindómë-lië and the College of the Spoken Word are very small and minimally active as secret societies. Meanwhile the Blood Ring holds itself aloof from the conflict, for the most part seeking only to preserve Gondor's best interests above those of either faction.



11.2 THE WAR OF THE RING

"Grond crawled on. The drums rolled wildly. Over the hills of slain a hideous shape appeared: a horseman, tall, hooded, cloaked in black. Slowly, trampling the fallen, he rode forth, heeding no longer any dart. He halted and he held up a long pale sword. And as he did so a great fear fell on all, defender and foe alike; and the hands of men drooped to their sides, and no bow sang. For a moment all was still." (LotR III, p. 124-25).

At the end of the Third Age both the city and Gondor were in heavy decline. The line of Kings had ended centuries earlier, and Gondor's shrunken borders were ruled by the Stewards from Minas Tirith, the Guarded City. Taking its new name when Minas Ithil fell to the Nazgûl, the capital was unrelentingly vigilant throughout the subsequent reoccupation of Mordor by Sauron. With the frontier (i.e., the Anduin after Ithilien's fall) just leagues away, Minas Tirith became Gondor's spearhead rather than its heart.

The heart had certainly gone from the city. Men dreamed of the glory that was, and cared little for the crumbling stone that remained within. Many buildings stood wholly unoccupied, since Minas Tirith supported only half its former population. Trade with the North had diminished to virtual extinction and Gondor had become introspective, obsessed with the foreignness of anything beyond their borders, and unwilling to trust anyone. The Gondorians waged an unwinnable war against the might of the Dark Lord, with Minas Tirith serving as a springboard for hopeless sorties and sallies across the river.

When the storm finally broke in T.A. 3018, the city stirred itself into something resembling its former self, and people busied about repairing defenses and stocking up for war — but with no heart. As Denethor the Steward lost his spirit, broken in despairing encounters with the will of Sauron through his Palantír, his subjects' will eroded. The city's leader became the epitome of Gondor's obsession and introspection and merely went through the motions of preparing himself, his family and his people for a final, apocalyptic struggle in which Gondor, lynch-pin and keystone of the Free Peoples, would collapse and after all would come only Darkness.

REGARDING ADVENTURES

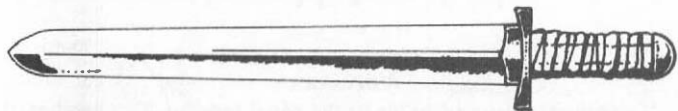
This is the setting for adventures at the close of the Third Age, a period in which Minas Tirith is full of many enigmatic possibilities but labors beneath an omnipresent but unmentioned cloud. It is an exciting, intriguing time, for as the War of the Ring rages and the siege Minas Tirith continues, dreadful harm comes to the lower levels. Many of the city's institutions collapse under the weighty gloom and treason grips many of the panicked residents.

This period affords players an opportunity to risk their lives in the defense of the capital, either as warriors or volunteers working to keep the peace within the walls. It also is a point in history where tension in court and among the city's many urban offices and associations reaches a feverish pitch. Adventurers hoping to support or combat espionage and subterfuge will find a wealth of attractive opportunities to try their hand.

Eventually, the chief Nazgûl orders his minions against the Outer Wall and the Great Gate is destroyed by the might of the great ram Grond, the Hammer of the Underworld. Only Gandalf's intervention acts to stay the breach. Fortunately, the White Wizard's gallantry is enough to buy the precious time necessary to turn the tide. Minas Tirith is saved by the victory on the Pelennor Fields, where the combined valor of Gondor, Rohan, the Rangers of the North, and the Army of the Dead prevails over the armies of the Lord of the Rings. Led by Aragorn — the King who returns to claim Elendil's sundered realms of Gondor and Amor — the Free Peoples rescue the capital from the deprivations of the Witch-king.

11.3 IN THE FOURTH AGE

"At last an evening came when from the walls the pavilions could be seen upon the field, and all night lights were burning as men watched for the dawn. And when the sun rose in the clear morning above the mountains in the East, upon which shadows lay no more, then all the bells rang, and all the banners broke and flowed in the wind; and upon the White Tower of the citadel the standard of the Stewards, bright argent like snow in the sun, bearing no charge nor device, was raised over Gondor for the last time." (LotR III, p. 301)



At the dawn of the Fourth Age, Minas Tirith is Telcontar's capital. Osgiliath is being rebuilt, and its people marvel at the invigorating effect of the new King, a true monarch with an Elven wife and friends of all races: even Pheriannath and Naugrim (S. "Dwarves"). New citizens from all over Gondor and the rest of the liberated regions of northwest Middle-earth flock to the city, which becomes, perhaps for the first time, a humming metropolis. Dozens of languages are spoken in the streets and adventurers from all over meet to form itinerant bands. With the blessing of the King, these groups seek out lingering traces of Evil, in return for official rewards.

Before the war the remaining citizens of Minas Tirith are reactionary and conservative to an extreme degree; nothing new is learned or suggested, and life is a mere ritual of existence. After the Shadow is banished, the city is revived, as if from some creeping sickness which sapped strength and vitality and energy. Where the Fellowships had become creaking, closed societies where observation of the past was everything, now they threw open doors to newcomers and vied with each other once more to rebuild the splendor of the city and outdo rivals. Old streets burnt out by Orc-fires were replaced with bright new buildings housing Men and other folk from Eriador, Rhovanion, South Gondor, the coastlands, even from the fastnesses of Lindon and the unshackled slave-camps of Núrn and the other lands which had been under Dark Lord's dominion for so long.

During the Age of Men, there is no Prince-President or Steward to head Conclave and rule the city, for the King once again sits on the throne. Prince Faramir departs for Ithilien with his new bride Éowyn, while Elessar smiles benignly on the city and showers it with money. Instructing the citizenry to rule themselves, and rule wisely, the King promotes republican rather than royal government. While Elessar retains the power to appoint Nominees to Conclave, as much to reward his valued servants as anything, there is no overlord in Minas Tirith—only such advisors and administrators as Conclave sanctions and the townsfolk elect.

REGARDING ADVENTURES

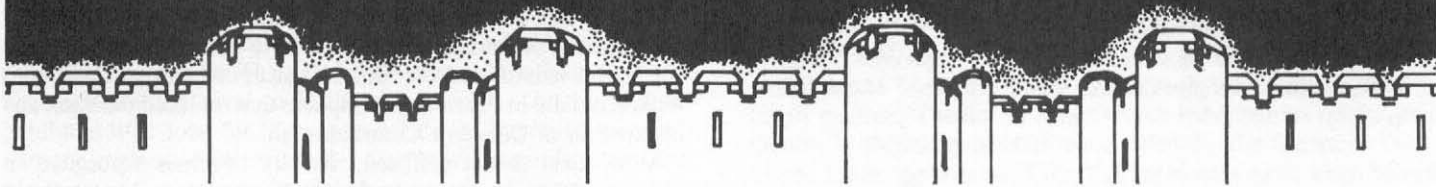
Adventurers might only stop a day or two, but any sojourn in Minas Tirith in the Fourth Age is likely to be beneficial, or at least interesting, in some way. This period affords adventures aplenty. The city has become more relaxed in general, but just as the people are quicker, so too are the Guards. With the garrison newly alert and keen to serve, and many folk able to make an honest profit, the Thieves' Fellowship performs poorly, its members reforming and even turning on unrepentant fellows. No longer can the Warden sustain his habitual double life. It is an era when corrupt families wither and die in the fresh atmosphere that replaced the dank and choking air of Denethor's morbid reign.

With local power diffused, the city becomes embroiled in politics. Opportunities exist for factions to carve out small but lucrative domains and work toward the consolidation of private interests. Thus, brave souls are often required to tackle problems within the city, particularly with respect to the jealous oligarchy and the myriad commercial and cultural rivalries. There is much news to be had here which might lead to considerable bounties, and there is a never-ending list of tasks for the bold to undertake.

Quiacil



12.0 PEOPLE OF NOTE



NOTE: *Aside from the material on the royal family described in 12.1, the individuals discussed in this section can be found in the city at any time during the late Third, or early Fourth, Age. Prominent Kings and Stewards and their kin, however, are necessarily tied to one specific era. Therefore, they are detailed according to the time in which they appear in history.*

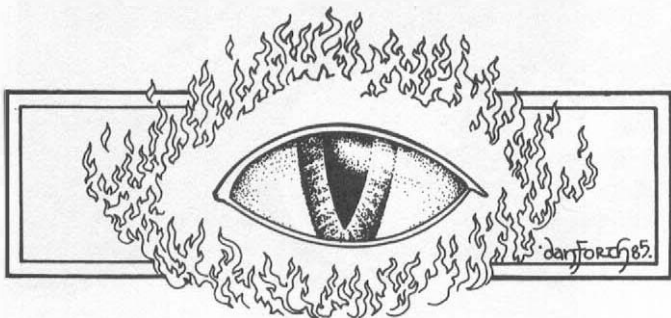
12.1 THE ROYAL FAMILY

KING TARONDOR

The young King of Gondor is just 49. When took the throne in T.A. 1636, many were unsure of his ability to rule strongly and deal with the crisis presented by the Great Plague. Fortunately, Tarondor displays a very good feel for government, and in the four years since his rule began he has shocked many older counsellors by enacting strong (yet necessary) measures.

Not the least of these has been his recent command to move the entire royal household to Minas Anor. In this, like other matters, Tarondor was well advised by his uncle Vinyaran, the brother of Minastan. Vinyaran might easily have claimed the throne for himself; but instead, he has ensured Tarondor's safe passage to power. The King has a good sense of the worth and motivation of counsel offered to him, and has rid the court of several schemers, making a few enemies but many more loyal friends.

Tarondor's biggest looming problem is his unhappy marriage. He understood the importance of his choice for his bride — since the memory of the Kin-strife still burns deep in all Gondorians; but unfortunately he has fallen in love with Fimalcá, the daughter of one of the three Dúnadan Lords in Edhellond (the Elf-haven near Dol Amroth). Since she is but minor nobility — and (worse) is Half-elven (S. "Peredhil") — Vinyaran chose to wed a more noble and acceptable lady: Mírien of Nan Requain. She is the younger sister of Meriel, the wife of Celdrahil (the Prince of Dol Amroth). Her nieces, Merien and Edhetariel, are the daughters of Celdrahil, and they presently reside here in attendance to the King's Court.



VINYARAN

Vinyaran is a trusted pillar of the royal family. The brother of the late Prince Minastan and King Telemnar (r. T.A. 1634-36), he is the third son of King Minardil (r. T.A. 1621-1634). Aside from being the King's uncle, he serves as chief counsellor, the King's Commander (in overall charge of Gondor's army), and the newly created Lord of Osgiliath. He wields a great deal of power, yet with a statesman's authority.

Vinyaran is a dedicated military man and fought beside his father when he fell to the Corsairs at Pelargir. Helping regroup the shattered King's Guard, he led them in a decisive charge to that saved the day. He is a superb military strategist and tactician, and at 82 still rides and fights as well as any other Knight (S. "Roquen"). However, because of his many duties, he cannot always be with the King. Still, he is frequently seen in the capital, between visits to Dor Rhúnen, Angrenost (Isengard), and South Ithilien.

Vinyaran is not entirely without secrets. In their youth, he and his older twin vied for the love of Lady Melabrán. His brother Minastan won her favor after both had excelled in trials of song, poetry, arms, and athleticism, but Vinyaran remained her fast friend until her death. The Lady came from Aranelait (S. "Beautiful Wilds"), the fief between Dol Amroth and the Ringló, and was exceedingly beautiful. Vinyaran loved her so that, after failing to win her hand, he forsook all interest in love and never married. Recently, however, he has been wooed in secret by the mysterious Ethudil, who is now his mistress. There is something in her that strongly reminds him of his lost love, and he often seeks her company.

BELETAR

Historically, the eldest Prince of the royal house bears the Helm of Isildur, which was recovered from the banks of the Anduin after the Disaster of the Gladden Fields. This is the origin of the title "Helm-prince of Gondor." Tarondor's great-uncle Beletar holds this title at the moment but, while still hale, he is now 117 years old and he therefore restricts his activities to a pleasurable retirement in Lamedon (where he holds a number of small fiefs).

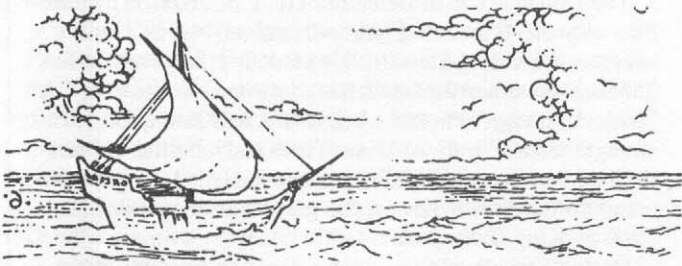
Beletar is close to the people of Gondor and a well-liked and respected member of the royal family. He has always attended court for official functions, but he dislikes Osgiliath and was rarely seen there while it was the capital. With the royal seat's move to Minas Anor, Tarondor hopes to see Beletar more often.

Beletar's wife bore him three sons and three daughters. Two of his sons have since died in battle, while the Plague claimed his daughter's whole family. His son Velarian led a successful campaign in Rhûn in 1625 and now has command of the elite units of the army, which are currently stationed in Southern Ithilien as the Corsairs of Umbar are perceived as the major threat currently.

TELEMEHTAR AND ELATAR

Telemehtar, Tarondor's oldest son, is the current Crown Prince and heir to the throne, but Tarondor's brother Elatar believes that he has a strong claim to the crown. This concerns Vinyaran, since Telemehtar lives in Pelargir as Lord of Lebennin and High-captain of the fleet. Thus, the wise counsellor has seen to it that the youthful Elatar is now training with the Dagarim Harren (S. "Southern Army") along the Poros for the next four years.

Despite being only twenty, Elatar is a keen soldier and looks forward to a life of command in all corners of Gondor's empire. He relishes the thought of becoming King and hopes that Telemehtar's frequent skirmishes with the Corsairs will result in his eventual elevation to the throne. Elatar has no romantic connections as yet.



MINDACIL

Tarondor's cousin Mindacil is Prince-President of the capital. A short and serious fellow, Mindacil enjoys his authority. His bustling, muscular frame is often seen hurrying from Conclave to the Chambers or High Hall, usually attended by a small flock of ministers and deputies. While not really a military man, he is the consummate bureaucrat.

The Prince-President dotes upon his wife and children. He married Daenya despite attempts within the government to dissuade him. Rumors arose regarding her purported lover, a fellow she supposedly dallied with before she was courted by Mindacil — a nobleman of half Haradan or (even wilder) Umbarean descent — but the Prince-President courageously avoided yielding to the cruel pressures.

Now happily wed, Mindacil wishes he and his wife could have more children; but after several attempts since Minadir's birth, physicians from the Houses of Healing have reluctantly concluded that Daenya can no longer endure a pregnancy. This trial has drained the Prince-President and diverted him from recent affairs. As a result, Mindacil does not get on well with Vinyaran, who refuses to condone anyone who lets his family interests come before his loyalty to Gondor. (Also see Section 8.3.)

MERIEN & EDHETARIEL

The Ladies Merien and Edhetariel are both daughters of the Prince of Dol Amroth, and are born of one of the most noble houses in the land. They are also nieces of Tarondor's wife Mírien, and frequently come to stay in the city's Hall of Guests. Both regularly attend court, where they represent the dowry-fiefs of Dol Amroth.

Merien is a lovely, well-spoken woman of 38 who gets on well with the King. However, she hopes to match herself with Elatar, despite their differences in age. Having twice been betrothed to young noblemen — one of whom died in battle and the other in the Plague — she is somewhat desperate. Merien is an accomplished dancer, singer and musician.

Edhetariel on the other hand is only 27. Rather more lively than her older sister, she enjoys practical jokes and her parents (Celdrahil and Merial) had many reservations about sending her to court. However, they hope the King will shock her into quieter ways.

MELABRIÁN/ETHUDIL

The darker side of the royal family is represented by the Lady Melabrian, a tragic figure descended from a cadet branch of the royal house (through a daughter of Eldacar). Born in T.A. 1576 to the Lord and Lady of Aranelaith, she is a stunningly beautiful maiden who, in her youth, delighted in many things: riding, running, and other sports; dancing and music; and most of all exploring the wilderness of nature that formed her father's lands. Then, Melabrian was presented at Minardil's court and all declared her ravishing, especially the twin Princes. She was wooed by both of them for two years, and loved each dearly — favoring Minastan in the end only because he lost many of the twins' competitions, and did so with a charming grace, while Vinyaran showed pride in his victories.

However, her marriage proved short-lived. She bore Minastan two children, fair and strong boys, hardly contemplating that one day one would sit upon the throne. She loved the children dearly but somehow grew a little estranged from her husband, who was studious and spent much time with books, dabbling in astrology and other lesser magics. Seeking to win him back, she started delving into the arcane arts that fascinated Minastan, and soon she discovered an unsuspected but adroit skill. She delved deeper, surpassing her husband's meager talent and discovering untouched realms of lore, sources others avoided because of the sources of power involved. Still, she let no one know of her talents save a magician-sage and one of her maids.

In T.A. 1629, both Minastan and Vinyaran entered a jousting contest as part of a celebration of their father's rule. Once again they found themselves vying for Melabrian's favor, for such was the "prize." Unfortunately, Vinyaran's enthusiasm led to a serious injury for Minastan, who ignored the wound all the next morning. Later, while out hunting boar with the whole royal family, he fell from his horse and was fatally wounded. The Prince died two days later.

Melabrian was struck with grief, having nearly forgotten how much she loved the man she had just lost. For many days she dwelled upon the untimely and unjust end to which he had come, sinking deep into a dark depression. Some months later, still shut away in black mourning, a man came unannounced to her house in Osgiliath. Three days he stayed, and no one knew his name, but he spoke with Melabrian for many hours. Then, on the fourth day, a servant entered the Lady's rooms with the morning repast and discovered a shocking scene: there laid a slain maid, but there was no sign of her mistress; Melabrian had vanished.

No trace was ever found of the Lady, nor the mysterious man who disposed of her or spirited her away. A day later her sage-confidant was found murdered; yet (strangely) no connection between the two events ever drew suspicion.

NOTE: *In fact, Lady Melabrian killed both the maid and the sage, and then used her magical arts to leave Osgiliath along with the Necromancer's emissary.*

After some years of tutelage and practice, Melabrian returned, first to Osgiliath and then to Minas Anor. Now she calls herself Ethudil and lives a very private and veiled existence on the fifth level of the city. Recently, she has succeeded in conquering the heart of Vinyaran, becoming his mistress. With every visit to her, he grows more in her power, and she learns from him much that is useful to her Master. Her disguise is perfect, containing elements of her former self as an echo to lend an aura of trustworthiness. She remains a mysterious Lady; no one in the city suspects her true identity or guesses at her occupation.

ROYALTY WHO SHAPED THE CITY

NOTE: *For a more complete listing of royal figures drawn from the history of Minas Tirith, see ICE's **Lords of Middle-earth, Vol. II**.*

ANÁRION

The younger son of Elendil the Tall, Anárion was born and raised in Númenor prior to the Downfall (A. "Akallabêth"). Together with his father and his older brother Isildur, he led the Faithful to Middle-earth during the fateful cataclysm and helped found the Kingdoms in Exile.

Anárion and Isildur landed in Pelargir in what later became Gondor in S.A. 3320. They co-founded the South Kingdom that year. Subsequently, Anárion established a personal fief along the western banks of the Anduin, calling the land Anórian. He chose the site of Minas Anor for his seat, and so the city was born.

Although both Isildur and Anárion co-ruled Gondor during the late Second Age (r. S.A. 3320-3440) from the capital at Osgiliath, Anárion always called Minas Anor home. He resided there periodically until he left for the last time during the War of the Last Alliance. Between T.A. 3434 and his death in T.A. 3440, Anárion campaigned in Mordor and participated in the siege of Barad-dûr. He was slain when an unknown defender cast a rock from the Dark Tower, crushing his skull.

Anárion had four sons, all of whom were born in Númenor. (Three perished in the struggle against the Lord of the Rings.) His wife gave birth to the youngest, Meneldil, in S.A. 3318, and the child was the last person who survived the Downfall to be born in Westemesse. Later, in T.A. 2, Meneldil succeeded Isildur as King of Gondor (r. T.A. 2-158), thus beginning the royal line based on his father's blood.

EÄRNUR

Eärmur was the eldest son of King Eärnil II (r. T.A. 1945-2043). Like his father, he was a superb seaman and warrior; however he lacked Eärnil's skills in statecraft and proved to be a poor ruler. He preferred competitions and adventure to cooperation and administration, and he loved fighting more than women. Eärmur's reign was marked by inefficiency, corruption, and constant strife.

Eärmur ascended the throne as Gondor's thirty-third monarch in T.A. 2043, the year that Minas Anor was officially renamed Minas Tirith. During the ensuing seven years, the young warrior-king sought to reclaim control of Ithilien from the Witch-king, and the Gondorians fought a

series of battles between the Anduin and the Morgul Vale. In the end, Eärmur rashly accepted the Nazgûl's challenge to personal combat and, in T.A. 2050, he lost his life at Minas Morgul (then the Witch-king's headquarters).

Having never married, Eärmur died childless. His passing created a succession crisis and, since no one in the line of Anárion could be found, Mardil the Steward became Gondor's ruler. From that day until the crowning of Elessar, the Ruling Stewards presided over the South Kingdom.

ECTHELION I

The Dúnadan son of Belecthor I (r. T.A. 2628-55), Ecthelion was the father of Egalmoth and served as Gondor's seventeenth Ruling Steward. He ascended the throne in T.A. 2655 and governed the South Kingdom until his death in T.A. 2698. His reign is notable because it was Ecthelion I who strengthened the walls of Minas Tirith and rebuilt the Citadel. He died less than a year after his men finished the improvements to the White Tower, the great spire erected in T.A. 1900 by King Calimehtar.

During Ecthelion's day, Minas Tirith flourished. It was a relatively peaceful time, a lull before the stormy years of that characterized the subsequent century.

ECTHELION II

A Dúnadan Warrior, Ecthelion II was the son of Turgon, the father of Denethor II, and the grandfather of Boromir and Faramir. He served as Gondor's twenty-fifth Ruling Steward from T.A. 2953-2984. It was during his reign that Aragorn II frequented the city of Minas Tirith under his guise as Thorongil.

In T.A. 2980, Ecthelion II commissioned Thorongil's raid against the Haradrim. Thorongil took a small fleet southward and, under cover of darkness, destroyed a great number of ships docked in Umbar. He slew the Captain of the Haradan Haven before withdrawing with modest losses. Returning to Pelargir, Thorongil refused to journey to Minas Tirith in triumph; instead, he left on another urgent mission. The Steward never realized the Ranger's identity, despite the fact that Thorongil acted as his counsel prior to the raid against Umbar.

Ecthelion II was tough, compassionate, and brave. Although he was not particularly wise or brilliant, he was a good judge of character and an able and honest administrator. His reign, while marred by sporadic fighting and the spectre of the growing shadow in the East, turned out to be relatively stable, enabling Gondor to prepare for the coming war.

DENETHOR'S FAMILY

NOTE: For a more complete listing of royal figures drawn from the history of Minas Tirith, see ICE's *Lords of Middle-earth*, Vol. II.

DENETHOR II (BORN T.A. 2935)

The twenty-sixth and last Ruling Steward of Gondor, Denethor II presided over the South Kingdom during the dark hours before and during the War of the Ring. He was the handsome, powerful, and lordly son of Ecthelion II and came to the throne in T.A. 2984, only a year after the birth of his younger son and five years before the death of his beautiful wife.

In T.A. 2950, Denethor married Finduilas, the daughter of Prince Adrahil II of Dol Amroth. The two were very much the opposite in character and disposition, but their love proved deep and their union gave Denethor great strength. Finduilas gave birth to two sons, Boromir (T.A. 2979) and Faramir (T.A. 2983), and provided the Steward with both a family and good counsel. Her premature death struck Denethor with a deep and unhealable wound.

Alone with his sons, Denethor withdrew and was often given to bouts of severe depression. He favored Boromir and gave little outward love to Faramir, who resembled his deceased wife in both his manner and nature. Slowly, the Steward's life eroded. Denethor became bitter and resolved that the role of Steward was demeaning in light of the responsibility it carried and the apparent unlikelihood of the return of the "rightful King." Hoping that his son Boromir would someday rule as a true monarch, he sought a way to legitimize his office and make it synonymous with the crown.

As war loomed, Denethor attempted to discern his enemy's plans by using the Palantír, but the Seeing-stone sapped his strength and eventually the Steward fell prey to Sauron's machinations. Manipulated by the Dark Lord's deceptions, Denethor aged rapidly and became slowly gripped by a feeling of doom.

When Boromir was slain by Orcs in T.A. 3019, Denethor finally lost touch with reality. Although wise and strong-willed, he no longer possessed the will to fight or the spirit to live. He resolved to cremate himself, and he erected a pyre upon which he laid — alongside the wounded Faramir. Gandalf and Beregond succeeded in foiling his deranged plan by rescuing his only surviving son, but Denethor's ploy succeeded in part. Gondor's last Ruling Steward perished by his own hand, consumed by the flames on the eve of the victory over his sworn enemy — the Lord of the Rings.

BOROMIR (BORN T.A. 2978)

The eldest son and heir of Denethor II, Boromir was a proud, handsome, and strong warrior who delighted in physical contests and shunned Court life. He embodied very little of his mother Finduilas' gentle nature, since she died when he was only ten. Unlike his younger brother, Faramir, he was not given to tender emotions, preferring the passions of honor and loyalty to feelings of love and empathy.

Boromir served as the Captain of Gondor's armies prior to the War of the Ring. After a prophetic dream, however, he left his post and journeyed north to Imladris (Rivendell), where he sat in the Elrond's Council and joined the Fellowship of the Ring. Later, as the Fellowship was journeying south past the Rauros on the Anduin (in T.A. 3019), he fell under the spell of the One Ring and attempted to wrest the evil device from Frodo. Although Boromir's desire to assist his fellow Gondorians was the underlying rationale for this rash act, and he repented, his transgression led Frodo to leave the Company. Soon afterwards Boromir died while fighting Orcs. An arrow claimed his life as he defended the Hobbits Merry and Pippin, the last noble act of a bittersweet life.

FARAMIR (BORN T.A. 2983)

The younger son of Denethor II, Faramir was Boromir's younger brother. He proved to be more like his mother (Finduilas of Dol Amroth) than either his father or Boromir, however, and grew up without Denethor's favor. His mother's death in T.A. 2989 left him without much emotional support, but Faramir nonetheless grew to be a gentle, capable, and wise man.

While Faramir differed from his elder brother, he still proved to be an excellent outdoorsman and brave warrior. He applied these skills outside of Minas Tirith, though, for he loved the wilds more than the jealous confines of the Steward's Court. Thus, Faramir crossed the Anduin into Ithilien, where he led a band of Rangers in the struggle against Sauron prior to, and during, the War of the Ring. His ambushes and reconnaissance missions created havoc behind the Dark Lord's battlelines.

In T.A. 3019, Faramir came upon the Hobbits Frodo and Sam, who were then tired and disoriented after struggling toward Mordor with the One Ring. The Ranger provided the halflings a refuge — counseling, healing, and resupplying them when they most needed aid. All the while, Faramir resisted temptation and refused knowledge of the Ring, thus enabling the Hobbits to find a brief peace before resuming and completing their quest.

Later, Faramir led the Rangers during the skirmishes amidst the ruins of Osgiliath. His band covered the retreat from the abandoned capital, and then joined the main army in Minas Tirith before the city was besieged. During the struggle, though, Faramir was wounded by the Black Breath of a Nazgûl. His mad father attempted to cremate him, but Gandalf the White and the Guardsman Beregond rescued him, and Aragorn II (Elessar) nursed him to health. His subsequent convalescence resulted in his meeting with Éowyn, the Princess from Rohan to whom he pledged his undying love.

After the War of the Ring, Faramir wed Éowyn and was granted the titles of Prince of Ithilien and Lord of Emyn Arnen. He moved east of the Anduin, where he ruled those fiefs on behalf of King Elessar until his death in F.A. 82.

12.2 COURTIER

The following courtiers are usually to be found in the city, either at the buildings where their Offices are housed, or with the royal household.

IRHALMIR: KING'S TREASURER

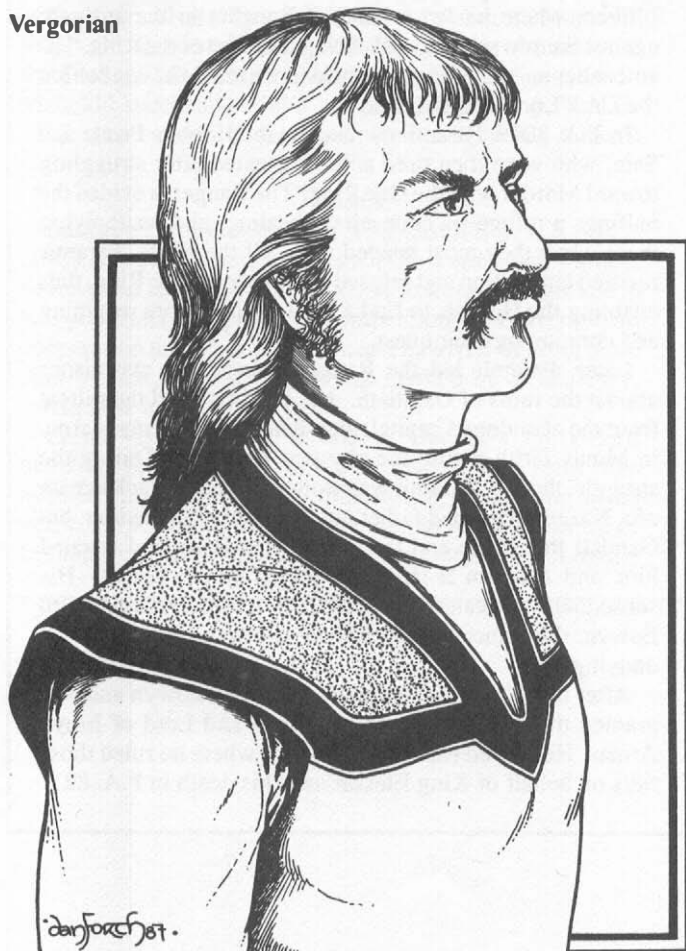
Irhalmir is an old Dúnadan who served in the army for a few years in his younger days, and then took up an inherited fief in Lebennin. An ambitious figure, he married well and obtained a position in the Council of Gondor. After many years of service, he was made Treasurer, and now he keeps a firm hand on the purse strings. He manages his Office well, although he is rather short-tempered. He suffers from a disturbing weakness, however, a propensity for prejudice: Irhalmir dislikes "foreigners," including anyone not of good Dúnadan blood.

ROMER: KING'S HERALD

A youthful and vigorous man, Romer is a lesser Dúnadan who won renown for his exploits in the Drúano (Q. "Ranger") patrols of South Ithilien. Later, he was presented to King Minardil, who was equally impressed by Romer's skill with words and his learning. He took up a junior appointment in the Office of Decrees and then moved to become Herald in the Office of Estates. King Tarondor recently elevated him and now he heads this important department.

Romer is exuberant, energetic and helpful, but has so far utterly failed in his attempts to instill a similar feeling into the clerks he manages. His personal life, however, is less unsure. One of the Court's most eligible bachelors, he is popular among the young women of the city and is rarely seen without an escort.

Vergorian



VERGORION: KING'S PROCLAMATOR

A dour and apparently humorless man endowed with a biting wit, Vergorion is the head of the Office of Decrees. He is devoted to the royal family and is a valued counsellor — not least for his ability to cut anyone down to size, be it in private debate or open Court. Vergorion comes from a minor noble family of the Pinnath Gelin, but he speaks (if rather slowly and pedantically) with the formal accent of an Osgiliathan.

OTHIRHAN: COURT CHAMBERLAIN

Othirhan is Prince Vinyaran's deputy and is responsible for the royal household. Very much Vinyaran's man, he enjoys an uncanny ability to organize and keep abreast of everything and everyone around him. This skill makes him very useful indeed, but naturally annoys others who would rather have their activities less closely monitored. Nonetheless, having been a senior captain in the army for thirty years prior to his current appointment, Othirhan can rely on the most powerful and well-armed figures in the city for support and few contest his covert reign.

DIOR ED-BELGUINAR: KING'S CURATE

Dior, an Anorian of the House Usulúni, is one of the keepers of the Rynd Guinar (S. "Halls of the Dead"; better known as "The Hallows") on Rath Dínen (S. "Silent Street"). He is not only a "priest" concerned with the rituals of death and burial (see Section 5.4), but also a counsellor to the King and overseer of the royal family in spiritual matters. Stern and conservative, he is an aged man, with white, wispy hair, and strictly formal attire. Dior rarely condescends to speak to anyone other than the members of royalty and their subordinate officials.

EÄRBALDOL: KING'S SEER

Although the wisest counsellors of the royal court in Gondor have kept the title "Seer," they are not watchers of crystal balls in the manner of the Seers of Arthedain. Instead, they are learned sages, tutored in the libraries and schools of Minas Anor and Osgiliath and summoned to the King's side. Eärbaldol is no exception, having served the crown for his entire adult life. Now, he is fairly old, although still hale (and a good rider).

Above all Eärbaldol is comfortable in the new capital, where he feels much more at home, and he can often be seen going between the High Hall and the Rynd Permaith or the Rynd Thannath to consult the lore of either his peers or previous generations about some weighty subject. His dislikes so-called "men of action," as well as those who wield magical power openly (such as Gandalf the Grey).

EMELDUIN: KING'S PHYSICIAN

A shocking revelation stunned the Court just three months ago: Tarondor had appointed Emelduin as his Royal Physician. Emelduin, a woman! And a woman of no special birth or rank or title. However, she was the most gifted healer to have attended the Houses of Healing in many long years.

Emelduin is extremely good looking; she has rich, waist-length hair and sparkling green-blue eyes. Her hands are delicate but strong and her forthright opinions often strike the entire court dumb — perhaps, for once, making them think again!

FALMATHIL: LORD OF NA-TYLIAND

Falmathil is a pure Dúnadan and lord of Na-Tyliand (S. "Country by the Many Isles"), a fief he holds from his cousin Prince Celdrahil of Dol Amroth. Consisting of the coastlands south of the city, this domain centers on the town of Endil, where Falmathil maintains a small fortress. He is often the Prince's voice on the Council of Gondor (save Great Courts), and a valued source of knowledge concerning naval matters. Now settled in his life as a Councilor and courtier, Falmathil resides in a house in Minas Anor with his wife Odomel.

Thorûth

12.3 THE CITY'S NOBILITY

DAROÍN DUNMARDO

Now rather small, House Dunmardo is the least of the Anorian noble houses. Its head is Daroín, a scholarly man who once served in Gondor's Navy. For a time, he was Gondor's Legate to Lindon, dwelling for nineteen years in the Grey Havens with Círdan's Elves. After his return from this mission, Daroín was made a Nominee of Conclave. He has since served his city well, although he occasionally misses meetings of Conclave. This is due to an unknown affliction he suffers, one that reduces him to a lethargic, near-immobile state once or twice a year.

BOROMIS DUNMARDO

Boromis is the wife of Daroín. One of the foremost matrons of the City, she enjoys attention from flatterers and often dispenses her husband's wealth rather liberally to dubious individuals. On the whole, however, she thinks she gets her money's worth. Boromis attends every social event possible, and is currently in the process of trying to matchmake for her four granddaughters, one of whom lives at House Dunmardo.

THORÛTH USULÚNI

Thorûth is the current head of House Usulúni. His father was Dior Ed-belguinar's younger brother and assumed the headship after Dior took the full vows of priesthood. Both of Thorûth's elder brothers previously enjoyed his station, but only for a short time: one died in the Plague, the other after a tragic accident at home.

Actually, Thorûth's short time of training with the Ed-belguinar gave him a darker insight into life than he might otherwise have had. He hastened the death of his father by secret conversations which convinced the old man of the pointlessness of life; then he poisoned his eldest brother and drove the other insane with drugs, so that he nearly strangled his wife — after which he committed suicide (although the death was officially described as an accident).

Outwardly, Thorûth is an amiable man; however, inside he seeks power and election to the Council of Gondor. Already considering himself above Conclave, he does not even seek a nomination there. He prefers to stay at Court trying to wheel and deal, and his wife is little more than an elegant hostess for his select parties.

TARASSAR ELENA

A haughty and actually brilliant man, Tarassar seldom attends Court social functions. He is an appointee of the Council of Gondor and the third highest judge in the land, sitting below the King and the Lord High Justice (Prince Kóriyan) as the final part of the city's judicial triad. As such, Tarassar is entrusted with the Crown Tribunal, also known as the Star Court, which meets on the sixth level and in the Chambers of the seventh level.

Although he is not widely read or learned in a scholarly way, Tarassar possesses the kind of mind that can quickly assess facts presented to him, analyze them, and logically deduce conclusions. He has no preoccupations other than revealing the truth and perfecting his own self. Naturally, he likes things he is involved with to be worked out as neatly and effectively as possible.



SERNESTA: LADY SPEAKER OF CALEMBEL

Sernesta is a strong woman of late middle-age, the younger sister of Princess Elabriel of Lamedon. When Elabriel became Queen of Gondor, her title to Lamedon passed to her brother, whose son now rules the great inland fief. He holds a Prince's Court at Calembel, from whence the Lady Sernesta, widowed for some years, hails. She is very fond of her nephew and speaks well for him on the Council of Gondor. Of course, having married an army man (Lord of Ethring), she can follow all debates, be they domestic or military.

DOSTIR MALDRING: HÍR ETHIR

Maldring's title is not widely used; he is better known as Lord of Haerlond-ena-Lefnui. Haerlond is about as far as you can get westwards from Minas Anor without falling into the Sea — which is a good thing, for there is no one from that far away to challenge his identity. Tarondor's Hír Ethir is Lord of Spies and master of an intelligence network primarily concerned with keeping tabs on Gondor's potential enemies. Much information passes through the hands of this unobtrusive courtier, an expert on matters such as the Corsairs of Umbar.

Dostir's only known attribute is his bumbling ineptitude with women. From Tharbad and even Fornost Erain in the North, to the southern Havens and the Watch on Mordor, he is known as a shy, unsubtle, ungracious, or simply desperate man. In light of this problem, Maldring's double life as representative of the Blood Ring on the Council of Gondor is quite surprising. He sits in the Council as a quiet representative of Gondor's westlands, always having given Vinyaran and Tarondor a private briefing before every session.



FAIVĚ ELENA

Born Vordenië, the eldest daughter of Tarassar's son Haranessë Elena rebelled from the strict confines of her family. Contrary to her noble upbringing, she took the name Faivë, which means "freedom" in an ancient Elven tongue. She has since become the audacious and self-appointed leader of the young ladies of the Court. Her wide circle of friends and admirers, envy her good taste and elegance (perhaps her most favorable aspect) and enable her to act independently and often irreverently.

Faivë is intelligent and witty and not unattractive, although there are many women in the city who might be counted more beautiful. Determined not to be married-off by her family, she seeks her own mate; however, she sets her sights no lower than those of her kin, and has not so transgressed the etiquette of Anorian society as to allow them to disown her. Faivë is on intimate terms with a score of dressmakers and other suppliers of finery and habillements and is currently allowing a number of noblemen to court her — on her own terms!

ANAROND ASTIRIAN

A noble and brave Dúnadan in his last youth, Anarond is Commander of the Star and Sword, the Third Company of the Citadel Guard. As he approaches forty, he is seeking either a high position somewhere in the forefront of the Kingdom, where he can dedicate his life to fighting for the King, or a wife and a settled home somewhere close to the city. He stands to inherit his father's title as Lord of House Astirian but would forego it for a generalcy elsewhere.

Anarond has had a number of mistresses — although never more than one at any time — but none of these women have tempted him into marriage. When his duties allow, he attends the Royal Court as representative of his House — which is often, since his father Carnam is busy with matters of the City and Conclave, as well as his fiefs in Anórien. Carnam also would like to see his son married rather than become an "army bachelor."

12.4 POWERFUL ANORIANS**12.41 THE WEALTHY & INFLUENTIAL****CURMEGIL HARNASTIN**

Curmegil, a talented Knight, devoted many years service to the Gondorian army. The veteran of many campaigns, he now sits on Conclave as the Prince-President's Advisor for all military affairs. He married Acerinza Astirian, a younger daughter of one of the city's noble Houses, and they had six children. The eldest, Rodhel, is the Targen of the First Company of the Citadel Guard. His three daughters — Lúthien, Luinna and Lindúviel — live with him, but one of his other sons is dead and the other (Harwain) resides in the city only on an official basis (see 10.23).

QUIACIL HERENYAND

Quiacil is a venerable man with greying hair and a wrinkled face. His body is large and broad at first sight, but he is actually gaunt and spare: as if his flesh dropped from his skeleton as he entered his declining years (although he has always appeared this way).

Quiacil is currently an Advisor on Conclave. Put forward as an elder of the city and because of his knowledge, which is wide-ranging and deep on many subjects, he often lectures his peers on history, languages, and literature. Quiacil is an old friend of Verylen Ngoldath, and helped him to his current position as head of the Sages' Fellowship.

MELLORIEL SINDBAR

The Sindbar family is a scion of a noble house of Minas Ithil. They were rich merchants but otherwise had little importance in this great city until Porothir Sindbar married Melloriel, the daughter of a lord from northern Pinnath Gelin (one of Gondor's most remote fiefs). Those who despised her rural origins soon came to respect her as a shrewd commercial mind and, in only a few years, Melloriel multiplied her husband's fortune fourfold. Thus, she established the family as among the finest trading concerns in Gondor.

Melloriel lived in Osgiliath with Porothir before he died in the Plague. His passing left her as the only female Nominee on Conclave, so she moved when the royal seat was transferred. Now she is reknowned as one of the capital's preeminent hostesses and collectors of fine art.

CAMBAL AGARINNA

Cambal is one of the few known practitioners of magic in the city. However, it is rare that a son of the house of Agarinna is not adept in some branch of mystical knowledge, for this has been their tradition for centuries, back to the times of Númenor. Cambal is respected as a sage and some members of the Court, including Dostir Maldring, are pressing for his appointment as a Royal Seer. However, this move is equally and strongly opposed by Eärbaldol (who fears for his position) and Vinyaran. The latter mistrusts magicians, deeming them all servants or, at best, dupes of the Necromancer, and inheritors of Sauron's malign power.

Faivë

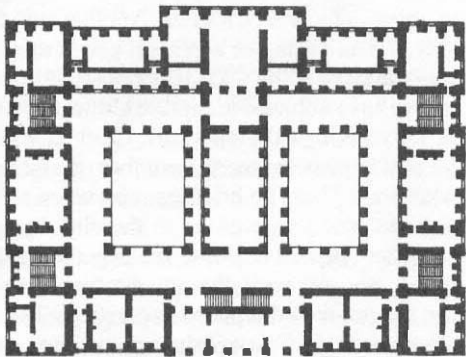
Cambal lives a life of moderate seclusion and married late. He has no children but adopted his brother's son after both of the child's both parents perished in the Plague. His wife Diriel is content with a life of quiet luxury, and especially enjoys hunting.



Curmegil

12.42 NOTED FELLOWSHIP MEMBERS

The following list gives the names and titles of the heads of all the Fellowships of the city. Where there is a separate Deputy, this is indicated by a D; Clerks are denoted by a Cl.



Great Hostel

Fellowship	Title	Name
Porters & Doorwardens	Warden of the Keys	Erdil D: Gamallin
Hostelers	Lord Taverner	Berendúr
Lampwrights	City Lampmaster	Chiarold Estûvan
Bakers	High-Baker	Palanthrar
Healers	Master-General of the Houses	Doreoren D: Malegorn
Armorsers	Armorer-in-Chief	Drégon
Stonewrights	Master Mason	Betheal
Woodwrights	Wrightsmarshal	Weriúch
Goldsmiths	Paramount Aurifer	Aradacer Ciril
Clothwrights	Master Tailor	Dorelas
Waterwrights	Sluicemaster	Tharendin D: Ostisen
Glassmakers	Grand Vitric	Gilcúdor
Street-traders	Merchant-General	Herumir
Cooks	Piemaster Puissant	Damrod Taurleth D: Forlong
Coopers	Master of the Tuns	Sarador
Candlemakers	The Baillie	Limlach
Tilers & Roofwrights	High Tiler	Perorren
Potters	Kilnmaster Clay	Galdor
Ironsmiths	Smith Of That Ilk	Aranel 'Strong-arm'
Leatherwrights	Great Cordwainer	Celefaroth D: Maeflad
Cordwrights	Master Roper	Luinand
Cutlers	Swordcrafter Champion	Angbor D: Jerriad
Jewelers	High Lapidarist	Telissëring
Artists	—	Súlinwë † D: Turin
Embroiderers	Keeper of the Threads	Lain Eriol
Locksmiths	Chief Fellowshipsmith	Hunthor
Scribes	Master of Rynd Thannath	Geiri the Old Cl: Dinturien †
Sages	Master of Rynd Permaith Ngoldath	Verylen D: Cimrion

† indicates female.

13.0 ADVENTURES



All the adventures which follow are set in the city of Minas Anor. Most of them are built on hints and suggestions mentioned in the text above, and you may wish to use other ideas you get from the descriptions of people, places and things in the previous sections — either to expand the adventures hereafter or for totally new adventures.

13.1 A SPY FROM UMBAR

This is an adventure in which Gondor's deadliest foe is revealed to have an agent in the city — an agent that the adventurers must uncover in order to save a lady's reputation and the life of the Crown Prince.

Requirements: A group of mid-level adventurers skilled in tracking in the city and capable of stealthily undoing another's treachery.

Aids: None.

Rewards: Rosíthil will give the adventurers any reasonable reward they ask for. This might include an introduction to her family, or entail her family's support on some matter. She might offer a monetary reward in the form of jewelry (perhaps to the value of a hundred gp per adventurer), or anything else suitable.

THE TALE

Rosíthil Harnastin (see 10.23) is an elegant Lady. She comes from well-established and wealthy stock, although her family is not counted among the nobility. Since she is married to Rodhel Harnastin, the son and heir of one of the city's foremost families, she travels in royal circles.

Rosíthil's husband Rodhel is the Commander (Targen) of the First Company of the Citadel Guard. The son of the Prince-President's military advisor, he is one of Gondor's most valuable generals. (Technically, the Commander of the Citadel who heads the City Watchenjoys a higher status, but the Harnastini have more responsibility.) Thus, he is entrusted with overseeing Prince Elatar — who serves with a detachment of the Citadel Guard in the Dagarim Harnen and is currently stationed in South Ithilien. This is no mean task, since Elatar is often required to return to the Court for certain duties and functions.

Now Rosíthil is in trouble. Her husband is often away and she has sought solace with other young men. One of them related a tale to Telkurhâd, a spy from Umbar who is posing as a lampwright named Urthel. He anonymously contacted Rosíthil and threatened to expose her if she does not comply with his demands. Terrified of the effect it would have not only on her, but also on Rodhel, she gave in, she has been feeding him information gleaned from her husband for four weeks. She recently told him about Elatar's plan to secretly return to the city and surprise the King on his birthday.

Desperate, Rosíthil realized she has endangered Elatar's life and now she seeks someone to help her.

THE TASK

Assuming they are well-known, Rosíthil will contact the adventurers either openly or through a trusted maidservant. She will beg them to track down the man she meets each week and capture him. By doing so, they should be able to compel him to tell the truth regarding his mission and intentions. If necessary, the adventurers may need to take action against Urthel's (Telkurhâd's) compatriots, since they intend to act on his secrets. Naturally, Rosíthil will not explain how the blackmail arose.

Rosíthil has to meet the man, whose face she has never seen, in a different place each week, and on different days. Each time an anonymous note containing terse instructions is delivered to her house. If she has no information to give, she is supposed to wear a white lily.

Within two days of the adventurers agreeing to help, Rosíthil will receive a note instructing her to be at Eldacar's Breakfast House in time to hear the fourth bell rung after noon (Urthel will be there disguised as a Baker). The adventurers will have the morning and afternoon to prepare themselves. Unfortunately, the Porter who brings the message will not recall who gave it to him.

A major problem for the adventurers will be getting Urthel into some secluded place. If they follow him back from the meeting after he has talked to Rosíthil, he will prove to be a wary and dangerous quarry. Urthel knows the city well, and should be able to lose newcomers.

NOTE: *Be careful to check to see if Urthel spots those who seek to tail him. If so, a game of cat and mouse ensues.*

Urthel lives in lodgings at the Palace of Light on the First Level, posing as a bachelor craftsman-lampwright. He will return there immediately after meeting Rosíthil, taking his daymeal, and then in the evening going out to visit Clothiel. Another spy, Clothiel is Urthel's contact, a man posing as a general goods merchant who lodges (when in the city) at the Old Guesthouse.

The adventurers have a chance to capture Urthel in his chambers before or after his meeting. If afterwards, Clothiel will immediately leave the city in order to meet a number of assassins at the docks in the Harlond. There he brief them on when to attack the Crown Prince, who will be travelling to the city disguised as a simple Knight. Clothiel will return to the city on the day of the attack (three days hence), so if the adventurers have failed to apprehend him, the attack will proceed as planned. The adventurers will have to shadow the Crown Prince themselves and protect him, or somehow warn him without compromising Rosíthil.

THE ENEMY

Telkurhâd is an experienced fighter and a clever man. A half-Dúnadan from Umbar, he served as a castle lord's captain before volunteering for this mission. When not at work, he wears moderately good clothes, including an eket (shortsword). Although it is not magical, this sword is of extremely fine workmanship (+10) and has a grooved blade that normally accommodates a dose of a sticky poison (01-75 = karfar; 76-100 = acaana).

Telkurhâd habitually carries 2-3 concealed daggers and has two magic items. The first is a Pearl Ring which can cast *Hold Kind* 1x/day at 12th level. The second is a Pouch of Concealment, a leather bag about 9" square. Anything placed in the pouch can be commanded to vanish, so that a search of the bag reveals nothing. The pouch cannot be filled beyond its normal capacity.

Telkurhâd keeps a locked steel box containing supplies of asgurath and rock viper venom in his room. The box has a well-concealed keyhole that is hard (-10) to perceive. The false lock is trapped with contact poison and, if found, is very hard (-20) to pick.

Clothiel is a scout; a Gondorian turned by the lure of easy money from Umbar. He has been organizing a spy network in northern Gondor for some years now and maintains a number of other contacts. However, if captured, he will poison himself before talking, using the karfar concealed inside his false wooden tooth. Among others, his contacts include soldiers in the Royal Army, in Osgiliath, in Cirith Ungol, in the Harlond, and in three Anorian towns. Most are infiltrators from Umbar.

Clothiel typically travels light and is based in a remote house in rural Anórien where he has a hoard of 1,500gp, several servants, and horses. He carries an ivory rod capable of casting *Shield* 1x/day, *Confusion* 1x/week and *Sleep X* 1x/month. The rod also has a hidden spike, which can be extended instantly and used as a +15 dagger. In addition, the rod acts as a continual half-strength *Locklore* spell.

The thug-assassins from the Harlond are all urban men. They will come ready for the attack on Elatar armed with swords and maces, clad in leather armor, and sporting with cloaks which conceal their intentions. They will flee if overpowered or outnumbered, or as soon as the Prince is dead or down.

13.2 RIOT IN WOODEN-TOWN

Requirements: A party of any level willing to undertake a covert action to uncover the fomentors of recent disturbances in Wooden-town.

Aids: A low level party may receive support from the City Watch if things get out of hand — assuming they can warn someone in time! All parties will be briefed beforehand.

Rewards: A successful party can expect some privileges in the city from a grateful Conclave/Citadel Commander. Alternatively, they may each be rewarded 100-200 gp.

THE TALE

Wooden-town (Q. "Karas Taurina"), the rabble of crude houses and shelters before the city's gates, is an oppressive and mostly gloomy place. When it rains, the town is wet and dank and sodden with despair. When the sun shines, it is steamy and ugly and sharp with hopelessness. Some people here, it is true, eventually pack up their few belongings and leave, at last admitted to the great city after their sponsors finish battling with the bureaucracy; many, many more must sit and wait, begging for food or working as laborers and drudges for a pittance.

Given such circumstances, problems often erupt into violence and members of the City Watch break up quite serious fights on numerous occasions; but never before have there been attacks on Anorian traders or visitors to the city. In recent weeks there have been six such attacks, each involving murders, the belongings of the victims stripped and gone. Two of the attacks were on merchants with several carts of goods — items which have apparently been distributed in Wooden-town.

An attempt by a large force of Watchmen to round up the culprits and the stolen belongings met with newly unified opposition within Wooden-town, and a major riot almost ensued. Thus, the Commanders of the Watch and Conclave have decided to try a more subtle tactic.

THE TASK

The adventurers are approached by an important Anorian or member of the City Watch whom they have previously met. They are asked to help in a covert operation to flush out the ringleaders who are organizing these attacks from Wooden-town. None of the Watch can be used, for they are too easily recognizable from their Anorian accents; but as "foreigners," the adventurers will easily fit into the culture of Karas Taurina.

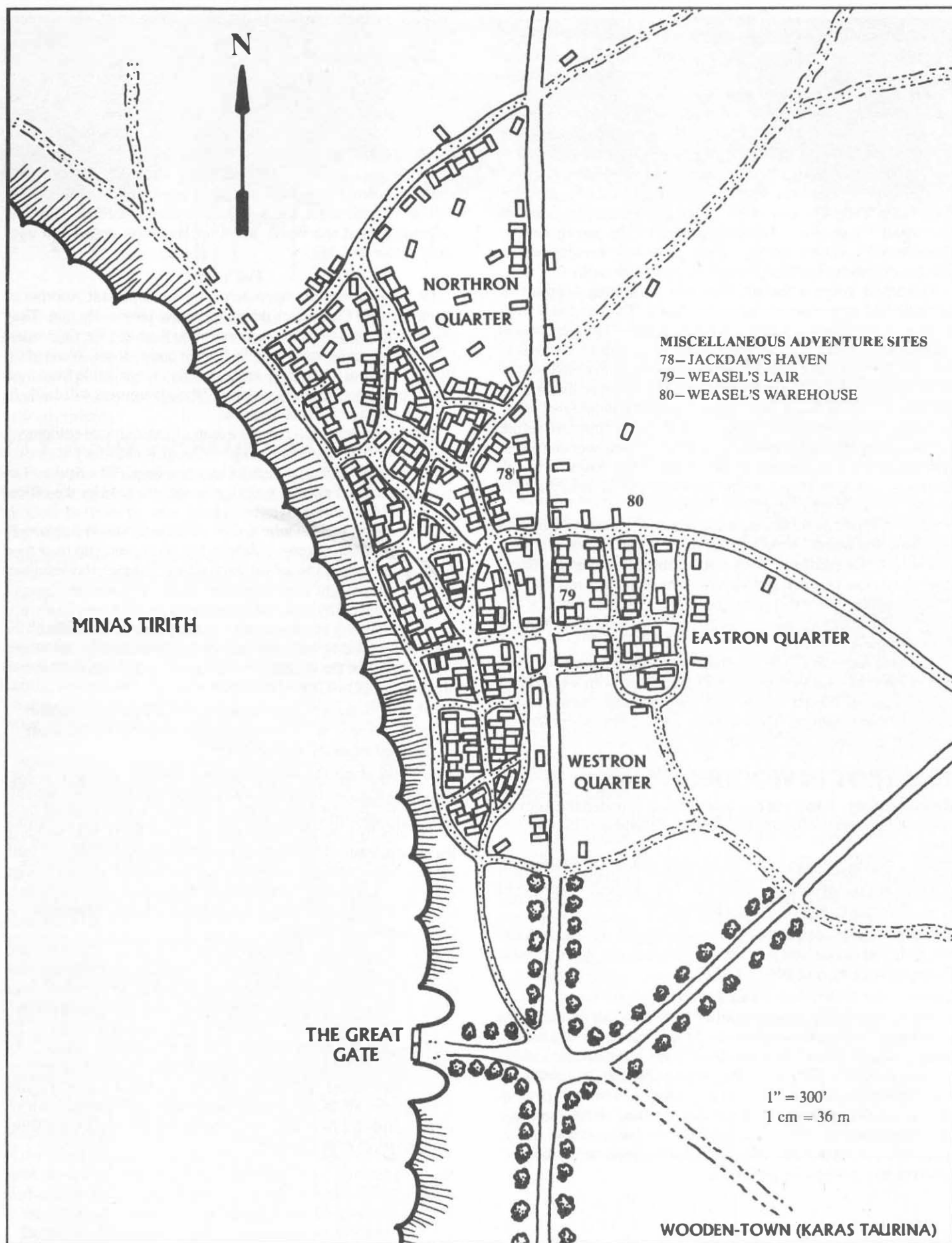
The adventurers will receive a loan of some simple equipment, should they feel they are missing anything. If necessary, they may also acquire a magical device to summon help. This device is an amulet which is linked to a similar jewel, one held by the officer in charge of the Great Gate.

The adventurers should arrive in Wooden-town apparently weary after a long journey. After a few days eating up their food supplies they should be able to start mixing with the other refugees. By then, they might witness another attack, although this assault will be beaten off by the extra bodyguards the merchant concerned has hired. During the attack some dozen youngish men assault the cart with hurled stones and then rush it brandishing staves and clubs. Three of the attackers are badly wounded and another two are carried off by City Watchmen.

NOTE: A hard (-10) perception roll will allow the adventurers to spot an older man some way back who looks annoyed when the attack fails.

After the attack the adventurers may talk to any of the attackers and get themselves involved in a subsequent plot (devise a suitable victim). If they perform well, the adventurers will be thanked some hours later by a middle-aged man in a dark hood, who will also leave them some of the booty as a reward (if they perform too well, the attackers might get suspicious!). If they follow this up, talking to the man, suggesting ideas and expressing a keen interest, he may (make a reaction roll) invite one (or at most two) adventurers to come to a secret meeting.

The meeting takes place in the dead of night in one of the few wooden buildings in Wooden-town, where a secret cellar has been excavated. There is only one way into the cellar, and two burly men stand guard over the steps down, armed with nail-spiked cudgels (treat as morningstars). There are eight people present at the meeting plus the adventurer(s): five men and three women. All give aliases rather than their real names (and expect the adventurers to do the same), and briefly explain that they are merely trying to better the lot of the poorest inhabitants of Wooden-town by stealing from the rich. Only desperation and the city's inhumanity have led them to this course.



It will be hard for the adventurers not to be convinced by these statements, and they should be encouraged to question their loyalty to the city. If they admit who they are, a heavily-built man called "Weasel" will shout for the guards, who will attempt to seize the adventurers. If the adventurers are captured, other guards will go off to seize any known friends of theirs, and all will be stripped, tied up, and dumped at the Great Gate. Only half the people at the meeting will fight, but up to eight guards are in the immediate area.

If the adventurers go along with the meeting, they might remember everyone present and identify them later. They may help to plan and execute a further raid and lead many of the rogues into a trap, where they can be rounded up by the Watch; however this might spark a riot again.

Given a sharp eye, the clever will see after one or two more of the "usual" attacks that the plotters are being duped by two of their members: "Jackdaw" and "Weasel." Jackdaw is an oldish woman with a huge grudge against the Anorians, and has been manipulating the meetings, urging ever more daring and violent attacks on Anorians in the hope of a full-scale riot which will lead to much damage and bloodshed in the city. Weasel is simply a brutish thief who has conspired with Jackdaw. He sees that most of the takings go to his bully-boys and only a token amount to the needy — just enough to allay any suspicions. Naturally, if either are discovered for their real intentions, the adventurers are liable to be set upon by Weasel's guards. But if they can be unmasked before a meeting, the adventurers may well be able to persuade the other members to give up the attacks, surrendering to the Watch. Such a gesture is likely to lead to pardons for all but the real malefactors, resulting in a renewed feeling of generosity towards Wooden-town from the citizenry in the city, in the form of charity and assistance with immigration.

THE ENEMY

Jackdaw is an ordinary woman from Osgiliath with no special abilities other than a false sincerity. All of her family perished in the Plague after being denied entry to the capital. Fallen on very hard times, they had been hostellers who lost everything when disease kept travellers from coming into Osgiliath.

Weasel is of entirely different roots. An ex-soldier who has served in Dor Rhúnen and the Mordor garrison, he was cashiered for looting a fellow who had been killed in an Orc ambush. He took to the North as a mercenary for some years, then settled in Osgiliath as a bodyguard. When his employer died of the Plague, he decided it was time to seek employment elsewhere, so Weasel journeyed to Minas Anor. Ever since he has been working various ploys including being part of a protection scheme, a ring of pickpockets, and a gang of common street rogues. He tries to portray himself as a gallant outlaw-rebel, however he would never convince a skeptic. Fortunately for him, he is wise enough to be happy to let others do the talking.

Weasel keeps a fair store of goods in a dingy hovel he appropriated to use as a warehouse. Late at night, he occasionally offloads some of it to shady merchants and dealers in contraband. The adventurers may well be offered an additional reward if any of this is recovered.

Weasel's "guards" are a motley assortment of manual workers turned rogues and professional thugs. Many of them have done militia service or learned to fight in less pleasant circumstances. Some might well go back to being more law-abiding citizens, but have been affected badly by the situation in Karas Taurina.

13.3 THE SECRET OF THE RING

Requirements: A party with a mage seeking a tutor, or any group seeking help from a magician for some special reason.

Aids: A cryptic scroll or message left for the adventurers, should they find themselves in those circumstances.

Rewards: The friendship of a powerful secret society which extends through Anorian society and beyond.

THE TALE

The adventurers are in (or in the vicinity of) the city when they find themselves in need of a mage. Perhaps, a member of the group wishes to learn a new spell list or derive information about a strange item, one which a mage might be acquainted. (While the adventurers might already have knowledge of someone with a little magical or divinatory skill, this individual cannot help them in this instance.) Most of the typical inhabitants of Gondor dislike magic and seldom is it practiced openly. Many attribute all magic to evil sources, and hence practitioners keep quiet about their unusual talents.

The options for finding a mage of suitable stature in Minas Anor (the obvious place to look — a big city) are therefore limited by the need not to broadcast at large the search. They might try speaking with previous contacts, seeking out a known practitioner (individuals such as Myall the Sage or the Agarinna family) after careful questioning of locals, or visiting places such as the Rynd Thannath or Rynd Permaith in the hope of coming across information from scholars or books. During this initial period, you might run some typical city encounters. Any open approach to a known mage will be rebuffed (perhaps a cutting remark about the status of the adventurers is delivered by a servant). However, word should get back to some member of the Blood Ring before too long. They will secretly investigate the adventurers (for example, using *Familiaris*). If they deem them to be worthy (i.e. they won't use any help for an evil end, and support the general aims of Gondor in the world), they will make contact with the adventurers. Exactly which member of the Ring does this is up to you: a number are mentioned in the text above, from Imisiel (see 10.51) and Terimbrel the Ratter (see 10.62) to Goromil (see 10.15).

The contact takes the form of a scroll, delivered anonymously (perhaps placed by magic amongst the adventurers' belongings). It is contained in a red-stained wooden tube with brass caps and bears a riddle. This is a 'test' for the adventurers: if they pass it, they will be able to meet a member of the Blood Ring in person. The scroll reads:

*"Born were we in the gore of three
Life's essence dripping endlessly
Over the Dark Lord's pit of sorcery.
One came to avenge them; their betrayer
Dooming sister, begetter of her slayer;
Right powerful through arms and lore and prayer.
In that day set he this circle red—
Now can our secret name he said—
Gondor's ward 'gainst Sauron's magic dread.
WHEN YOU KNOW IT, SPEAK OUR NAME AND YOU
WILL BE HEARD."*

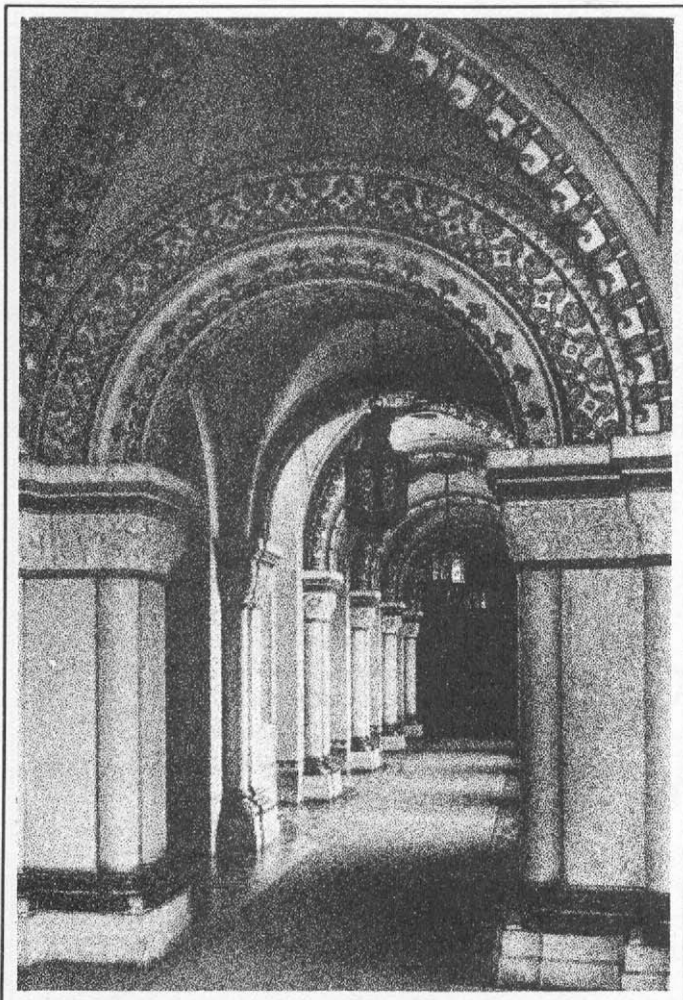
The answer to the scroll's riddle is Blood Ring. After the scroll is delivered, the adventurers will be spied on with a *Long Ear* or *Familiar*. If they speak the name of the Blood Ring, a message will be delivered within minutes (if this is possible realistically), inviting them to be at the stall of Serendur in Pheig Araneir on the morrow. Serendur is a respectable member of the Street-trader's Fellowship, a vendor of fine glass and pottery ware, from plates and cups to brooches and beads.

THE TASK

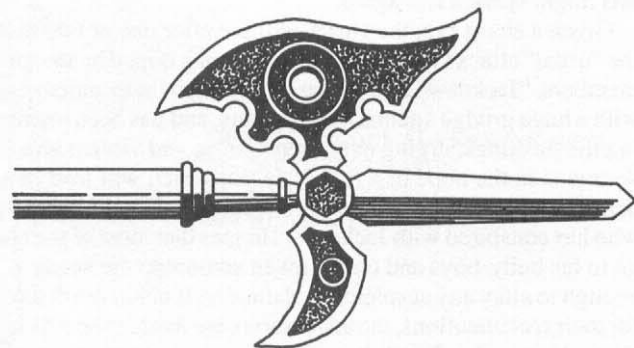
The next day, the interested member of the Blood Ring will meet the adventurer(s) at the stall and invite them to purchase a drink at a neighboring stall and then join them on the wall-walk overlooking the city. Here, the adventurers will be asked why they seek a mage. If the request seems reasonable, the mage will tell them they are happy to oblige — after the adventurers have performed a task for them. The task involves tracking down a magic item stolen from one of their members. The item was greatly valued, but the mages do not have time to go seeking it themselves.

The item is an *Orb of Seven Stars*. It has many powers, including being a x2 PP multiplier, and the user can cast *Detect Essence* 1/turn, *Shock Bolt* 7/day and *Telepathy* 1/day. Only a mage can use the device properly, although others can use it to cast *Detect Essence* 1/day. It appears as a clear glass sphere, practically unbreakable, and with seven tiny glinting sparks set deep within it. It was in a box of dark cherry wood lined with velvet the color of the night sky. It belonged to Cambal Agarinna, but this will not be told to the adventurers.

If they ask for assistance, they may be given a magic *Mirror of Location* which can cast that spell 1/day. With this they should be able to travel round the city and triangulate or otherwise discover the orb's current resting place. It was stolen from Imisiel, wife of Eragol Parmanil, while she borrowed it, by a thief named Fanuilë, who was taken with its beauty, not realizing that it was a magic item of power. She has sold it to a contraband dealer, Heth Belanoch, a cordwright dwelling on the Fifth Level (see 7.5).



The orb will not stay still for long. On the same day that the adventurers are asked to find it, Heth manages to sell it to Úrcamir Taithrísan (see 10.32). Úrcamir is a disreputable adventurer who has recently met Emerie, a beautiful young woman married to Gilcúdor the Grand Vitric. Now, he lusts after her and has bought the orb to give to her as a present. To prevent anyone in his family discovering the orb, he has concealed it in a metal box up the chimney of the hearth in his bedchamber. Unfortunately for the adventurers, this backs onto the puzzle box cupboard mounted on the wall of Guldúmir's chamber, to which they should be led by the *Location* spell.



If the adventurers delay for more than three days in retrieving the orb from Úrcamir's house, he will give it to Emerie. She, of course, will be very embarrassed but forced to accept the gift by Úrcamir's sudden departure. Since she doesn't want it (and certainly doesn't want her husband to see it), she decides to send it to her mother, the wife of an army commander (Targen) stationed in eastern Dor Rhúnen. Once it leaves the city, a day and a half later, the adventurers have no chance to trace it any more.

THE ENEMY

There is no 'enemy' as such in this adventure, except perhaps time. The adventurers will certainly need to be circumspect in their behavior, and either very good at conning their way into people's houses and searching them, or else clever enough to break in undetected (or at least without getting caught by the Watch). Most of the locations are described or can be put together from the descriptions in the appropriate sections above. The Blood Ring will take a very dim view of adventurers who steal other things while in the pursuit of the orb, or those who cause considerable damage or harm. However, they would be especially pleased to have a fence like Heth Belanoch exposed and caught — he will easily confess who brought him the orb, so the original thief (Fanuilë) can be found and brought to justice. Both Heth and Úrcamir will fight to defend themselves if they discover intruders in their homes, although if the adventurers have already got the orb when Úrcamir finds them, he might hesitate in calling the rest of the household, since he doesn't want his secret found out.]

There is a 25% chance at any time for there to be other thieves visiting Heth: they will also assist him fighting off adventurers, although not to the endangerment of their own lives. Other opponents, from City Watchmen to passers by, may be added as you see fit.

13.4 THE HAUNTED HOUSE

Requirements: An adventurous party that either lodges on or comes to the second level of the city. It might be helpful if the party includes adventurers who have encountered undead before!

Aids: The adventurers must rely on their own wits and skills in this adventure, for few in the city will believe their tale or offer assistance. The only possible source might be the Ed-belguinair, but this will mean either penetrating Fen Hollen to find the priests' house on Rath Dínen or else contacting Dior the King's Curate. The nature of any help they give is likely to be very unexpected.

Rewards: Unless they are doing a friend a favor, the adventurers can expect little reward from this adventure, in which case the reward might be in kind or monetary at your discretion.

THE TALE

Some two years ago, Eskerzen the Cobbler came to the city from Tharbad. He is an extremely skilled and fine leatherworker and possessed a letter of recommendation from the Gondorian legate in Tharbad, whose shoes he made and mended; thus he had no trouble in securing entry to the city and a loan from The Golden Ball establishment run by the Malréd family. With this he was able to purchase a tiny house on the fourth level, barely twelve feet wide, jammed between two genteel lodging houses on a busy thoroughfare.

The house has three rooms, each occupying a floor: the ground floor is his workroom and shop, the first floor is a kitchen and store, while the topmost floor is his bedchamber. Eskerzen scrimped and saved on everything to pay back his loan. This he has just accomplished, but his house is still, for the most part, bare, with little other than necessities to furnish it. He has one apprentice, Cendralion, who lives in his parent's lodging house on the Second Level.

When Eskerzen moved from Tharbad he brought with him very little: a few spare clothes, his cobbling knives and needles, and his only treasure, a family heirloom. This is an intricately shaped, gilded bronze ball, its surface carved in relief with a very peculiar design. There are a number of loops through which ribbons are threaded, by which Eskerzen has hung it up on a nail in his bedchamber. The item is, unknown to the cobbler, an ancient Dunlending talisman of Necromancy. Eskerzen is half-Dunnish and obtained it through his father's family who at one time were priests of a Dark cult worshipping Sauron in the guise of the "Eater of Night". The ball is in fact hinged and can be opened (this requires an Extremely Hard (-50) pick lock/puzzling roll). Inside is a shrunken, mummified head, its skin black with age and ritual treatment, together with nine black crystals. All these items detect as magic (Channeling).

The power exerted by this evil item has recently been growing and it has in turn disturbed the resting souls of a family murdered during the Kin-strife in the neighboring lodging house. One by one, the five ghosts have started to appear. While at first they only startled one or two people, materializing but faintly and for a few seconds, they are daily getting stronger. They now menace the adventurers/the friend(s) of the adventurers.

THE TASK

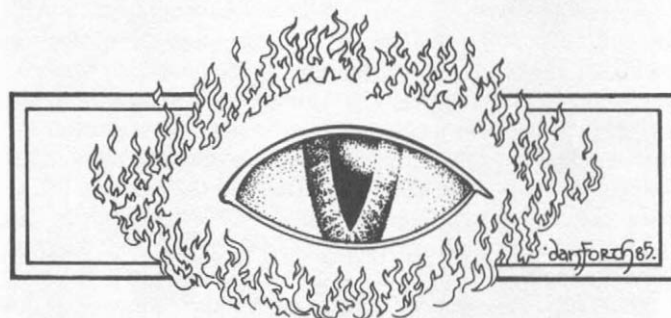
At first, the adventurers simply have to rid the lodging house of the ghosts. Of course, they will not know how many ghosts there are; and, interestingly, three of the five spirits do not realize that they are in fact dead. These ghosts are the children of the couple caught spying for Eldacar, Lesser Ghosts who act as if they are still living. They do not appear insubstantial in any way and can easily be mistaken for ordinary children — until they walk through a door or into a room with one exit but do not emerge!

NOTE: You might wish to insure that there are real children living in the same lodging house.

Anyone within 10' of one of these Lesser Ghosts is drained of life energy at a rate of 1 point of Con/round. Half of this energy is claimed by the talisman. (Make sure all the Con drained is recorded as lost.) When an individual Lesser Ghost has drained 10 pts for itself, it is no longer reliant on the talisman for energy and can manifest at will. Otherwise, the talisman can only cause one ghost to form at a time. One of the ghosts, a girl of about eight, can talk with the adventurers. She will only reveal that she believes Castamir ("the Bad Man") to be the king.

The other two ghosts are the parents of the children. They are normal Ghosts, with more identity and awareness of their undead existence. Cunning when it comes to tricking their prey, they can drain Con energy at a rate of 3 points per round. As with the Lesser Ghosts, the talisman takes half the energy they drain, but they become self-manifesting when they have drained 20 points for themselves. These Ghosts are more recognizably undead, since they have a somewhat spectral appearance and glow faintly green. Whenever they form, they affect everyone viewing them, attacking their victims with a *Fear* spell of 7th level. If he fails, a victim flees; but if the failure exceeds 30, the victim is stunned for 1-6 rounds. Fortunately, they can attack only once per manifestation.

None of the Ghosts can leave the lodging house, nor can they interfere with anything material. They all act irrationally, causing mayhem whenever possible. The talisman is trying to use them to drain sufficient energy for it to store up. Then it will try to kill someone by draining all their life energy; afterwards using its stored energy to resurrect the dead person as a Greater Ghoul and attack Eskerzen. The creature will then carry off the talisman to some suitably horrible place, where it can grow even greater in strength and resurrect a Skeleton Lord, Wight, or Wraith.



The adventurers will have a difficult time simply trying to keep the ghosts from gathering. Initially the ghosts appear singly, and may be put to rest individually; however others will appear, and those quieted earlier may reawaken. The ghosts may be affected with *Neutralize Curse* and *Remove Curse* spells, but such spells must be pitted against the 18th level talisman (which will try to resist). Even if a *Remove Curse* succeeds, there is a chance the talisman will be able to revive the spirit after 1-10 weeks.

If the adventurers try to force the evacuation of the lodging house they will have a big problem on their hands, but it should not prove too hard to demonstrate the bad effect on the guests to the landlord. Unless they keep a very vigilant watch, though, two homeless laborers from Wooden-town will creep in one night to sleep. Other possible victims might be young boys entering the haunted house for a dare, or disbelieving officials of the city's bureaucracy trying to house people from Karas Taurina and issuing billets.

Boromis



After a while, the adventurers might try to look for the source of the disturbances. Naturally, they will find nothing within the house, and no signs from detection of anything controlling them from some distance away. Even if they keep a suspicious watch on neighbors, they will discover nothing — the hauntings continue even while everyone is away. However, with detection spells (on evil, magic, curses or Channeling), they might be able to locate the talisman. It is capable of defending itself with the energy it has stored (= power points), using spells from the *Calm Spirits* list, as well as *Curse* (6pts) and *Dark Bolt* (7pts, as *Shock Bolt*) spells. For 1 pt/rd it can affect itself as a *Chill Solid* spell, and for 2 pts/rd as a *Shadow* spell.

If it manages to create a Greater Ghoul (this requires 30 pts of energy), the talisman will try to head for a place where there is death, such as the graveyards outside the city (see section 5.4) or the Houses of Healing on the Sixth Level. Here, at the very least, it can raise other ghosts to drain more energy on its behalf. The talisman might also be better able to hide; for even if the Ghoul is discovered, the talisman will try to stay hidden in some nook or cranny. Further mayhem may follow.

THE ENEMY

The only real enemy here is the talisman. After it leaves, any Ghosts which were dependent upon it will vanish, and self-manifesting Ghostscan be exorcised with a *Remove Curse*. In such a case, they will resist at 7th or 4th level, with failure precluding them from rising again. Any Ghosts will instantly vanish if the talisman is broken or destroyed, but this is not easy. It cannot be harmed by fire and has the equivalent of plate armor, requiring 100 hits to smash it open. The contents must then be dissolved in acid (any acid will do — weaker solutions just take longer) or frozen and shattered to pieces and then pounded to dust and the dust scattered on the wind.

13.5 LIGHTFINGERS AND LOCKPICK

Requirements: A high-level party willing to act on the spur of the moment in an exhilarating chase and surprising denouement. The party should have an important contact in the city or be interested in art and theater.

Aids: The adventurers will probably be moving too fast for anyone else to help them — but there are plenty of folk who might have a reason for stopping them.

Rewards: If the whole truth comes out, the rewards might be very high indeed, for there is nothing less than the security of the kingdom at stake. After all, Gondor is under a threat from a powerful agent of Sauron.

THE TALE

This adventure is a number of set pieces running on from one to another. Just as the adventurers think they've solved something, another mystery appears, leading up to a grand finale against a major opponent. The settings include several places described in the text, starting with The Chimneys, a place of entertainment on the third level, one night.

Here Lightfingers and Lockpick, a pair of thieves and conmen who pose as scribes during the day, pull off a daring robbery, stealing the fabulous emerald necklace (the Giliath Gelin) from Boromis Dunmardo while she sits having her portrait painted by Gysiel. The adventurers are attending a poetry reading by Haurian, Master of the Chimneys, when the distracted artist and noblewoman burst in with their tale of woe. Gysiel will mention how she managed to throw paint at one of them but just missed his face. The adventurers should act fast to chase the thieves, who were seen heading across the marketplace outside. By the time the adventurers get out of the chimneys, they are just in time to see, in the moonlight, two figures climbing up the sheer rock face of Rambarad Erinnatarra.

That these are the thieves is attested to by the drops of paint spattered on the pavement below them. Other people from The Chimneys will also mill around outside, so the adventurers will have witnesses for any actions they perform (hence excluding most magic). They can attempt to follow the thieves up the tower (an absurd, -70, climbing roll without a rope) or race round all the way to the southern gate between the levels and back again. Other possibilities include shooting at the thieves (there is time for one shot against Lightfingers and two against Lockpick — but only if the adventurer has a bow to hand. At a poetry reading?). Still the adventurers should be encouraged to do something, especially by Boromis's rash promise of a thousand gold pieces reward for the return of her necklace (a price her husband will decline to pay).



By the time the adventurers reach Glassblowers' Street there is no sign of the thieves. The sleepy Watch has been roused but has seen nothing of them. Astute adventurers may think to look around for any witnesses up here; and who should there be but a tramp, previously curled up in the deep shadow of a doorway and unnoticed by the Watch. Perturbed by the alarm, he may even stop the adventurers himself, worrying about what has transpired. If questioned, the tramp will describe two men dashing a short way down Glassblowers' Street and slipping between the houses of Rynd Thannath. (This looks like a sure lead!)

And so it is — for on the paving beneath the overpass connecting the east and west houses is another spot of paint, and round the back, another. The Halls are all locked up at this time of the evening — so what are they doing here? A further drop of paint can be found beside the staircase at the rear which leads up to the kitchens — but the kitchen doors are locked tight. On the ground floor wall beneath the staircase, however, is another smear of paint. Here, adventurers may attempt hard (-10) perception rolls to detect the concealed door set within the stonework. It opens to reveal a narrow passage just under 2' wide (refer to plans of Rynd Thannath 10.44).

The thieves are within the Halls, admiring their spoils in the easternmost of the three offices on the first floor of the East House. If the adventurers make a lot of noise hunting through the secret passages and Halls while seeking them, they will be alerted and will try to escape. They know all the secret doors and passages in Rynd Thannath, even in the dark. They will try to get down the secret staircase to the office beside the Lecture Room (#3) on the ground floor of the West House (via the Library). The adventurers should have a final battle with them here, with both thieves fighting to the death.

While the chase and battle ensue, the Watch should catch up with the tramp and the adventurers, hustling the Warden of the Halls out of bed so that he can unlock the door. Just as the last thief drops, the Watch bursts in and takes over — telling the adventurers they have just one chance to grab the necklace if they want it themselves. The Watch will then insist they leave, a sergeant taking them to the nearest gatehouse to take their statements.

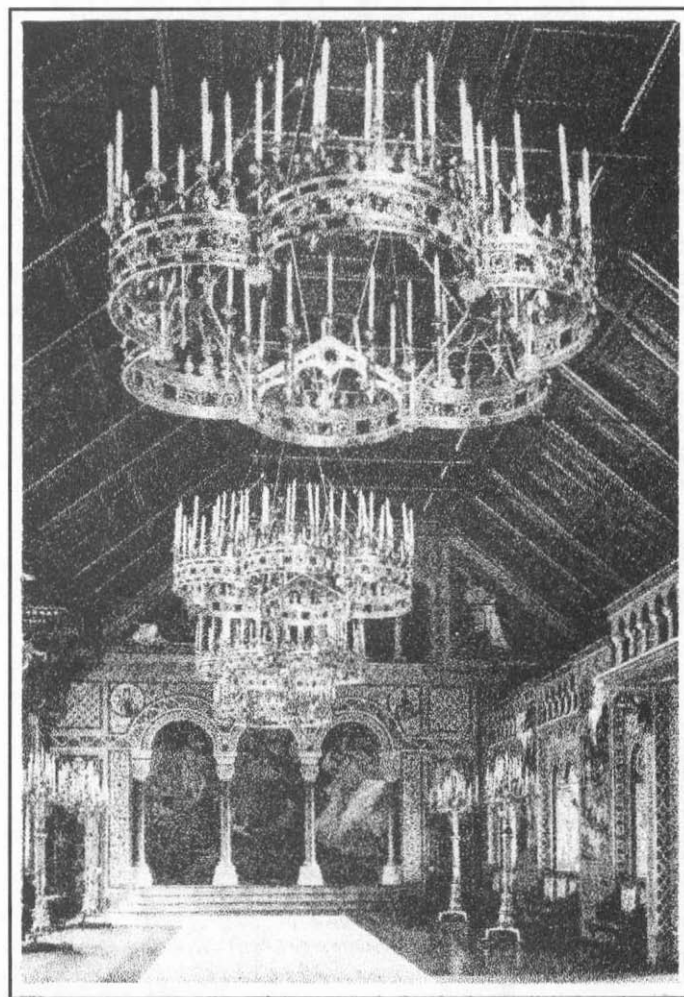
If they desire, the adventurers may try to return the necklace the next day. Unfortunately, House Dunmardo (on the Sixth Level between the House of Ringing Sounds and the Houses of Healing) is under a heavy guard and the soldiers are under orders not to allow any uninvited guests in, nor to accept any strange packages (this was how Boromis was duped yesterday evening!). If the adventurers brandish the necklace, the guards will attempt to seize them: if the adventurers resist the Watch will be summoned and they will be thrown into jail, only being released with some apologies two days later. If the adventurers are seized, the guards will take the necklace and then throw the adventurers out unceremoniously.

Three days after the robbery, the adventurers are sent a note asking them to come to House Dunmardo. The note is polite and hints at the adventurers gaining "something to their advantage." It has been sent by Kelvarguin and Morchaint. Kelvarguin is a scholar who works at Rynd Thannath; he is also an obsessive taxidermist who recently conceived the foul notion of preserving a human corpse as an experiment. He is in league with Morchaint, a puppeteer from the Jugglers' School of Duoervis Cleg in Cabed Angren in Lamedon. Morchaint is a thoroughly tainted woman who enjoys a dark life of crime in addition to her daily routine of entertaining children (and adults) with her talented strings.

In just three days (such is Kelvarguin's skill — or is something more sinister at work?), these two have obtained the body of Lightfingers, preserved it and practiced its use as a ghoulish puppet, even to the extent of having the corpse fight. When the adventurers arrive for their evening assignation at House Dunmardo, Morchaint will be atop the wall that surrounds the property, cloaked with a spell from her magic ring (casts *Shade* 4/day, *Dark* 10' 3/day, *Unseen* 2/day, and *Silent Moves* 1/day). Before the adventurers reach the gate to knock, the figure of Lightfingers appears causing Fear (make RR at 3rd level or be stunned 1 round) and attacking with a bastard sword; its OB is half Morchaint's. Only criticals have any chance of putting the puppet off e.g. a head strike might slash one of the invisible strings by accident.

When they hear the sounds of fighting outside, the House's two remaining (permanent) guards will rush out. If they recognize the adventurers, they attack immediately, suspicious of their presence. Otherwise, they will distract the adventurers long enough for Morchaint to whisk the "puppet" up over the wall. (Let the adventurers explain that!) While they try, the rest of the House, who have not yet gone to bed, come out and join in the commotion.

During this time Kelvarguin will sneak into the House from the rear and steal the Giliath Gelin from Boromis's room. (Another difficult scenario for the adventurers to explain!) If the adventurers can overcome the guards and rush into the courtyard surrounding the house, they will discover the puppet of Lightfingers. Meanwhile, Morchaint and Kelvarguin will try to make their escape.



Boromis will immediately go to look for the necklace, which she was just about to put on for a celebration supper, and scream about its loss from the upper window. Two shadows vanish... They gain the wall walk behind the House and make for lower gate to the Fifth Level; if the adventurers are fast, they will jump down into the garden of the rich side of the Houses of Healing to hide or, if desperate, down to the roof of the Rynd Permaith Iaur. This is a 30' drop and only Morchaint (sometime trained as an acrobat) makes it; Kelvarguin breaks both his legs and an arm and falls unconscious. If in the garden, Morchaint makes it through an open window after taking the necklace from Kelvarguin, then Kelvarguin is spotted, and out of a misplaced loyalty leads the adventurers astray, finally attacking them suicidally. In any event, Morchaint is likely to make it down to the Fifth Level, with the adventurers still in pursuit (albeit some way behind).

Morchaint decides to head for the back streets to lose the adventurers and avoid Watchmen.

NOTE: *Adventurers may make very hard (-20) Tracking rolls to follow her, or spread out and try Perception rolls. Once again they are a few steps ahead of the Watch and need to catch the thieves again in order to prove their innocence, being well set-up by the puppeteer. Look kindly on the adventurers and eventually allow one of them to spot either Morchaint's hiding figure or some sign of her recent passing.*

The chase is on, Morchaint's lithe figure darting through the dark streets ahead of them. Once again she is desperate and looks for a building to lose them in. Abruptly, outside a discrete but very exclusive looking townhouse, they see her figure swing up from a ground floor window to an arcade, to another window whose shutters stand ajar, then inside. This is plain to see, for there is a full moon. A sudden, terrified scream comes from within the house, then an unearthly growl. The slender figure flies, hurled with immense force, out of the window, to splatter against the house opposite and fall into the gutter, a crumpled mess.

This is the house of Ethudil (formerly Melabrian, mother of King Tarondor, who disappeared in 1630) a servant of the Necromancer. She is 64 years old and still beautiful with classic Dúnadan features; her accoutrements are black and edged with evil designs, since she is a sorceress embodying great evil power, one who has just completed a ritual evoking a demon on the strength of the full moon (from beyond the Doors of Night). For she has learned through Vinyaran of Tarondor's secret love for the Half-elven maid Fimalcá, who tonight attends a ball with her parents at the Merethrond.



Melabrian/Ethudil

The demon is a vampire — now commanded to assume a fair guise and infiltrate the ball, then return to its more usual form, seize Fimalcá, and fly off to Dol Guldur. In this, she hopes to provoke Tarondor into precipitate and dangerously rash action, or at the very least break his heart and cast him into bleak, black despair. The vampire will shortly fly out of the window and over Citadel rock, heading for the Merethrond while Ethudil defends her house.



THE ENEMIES

The final enemies are Ethudil and the vampire. Ethudil is a 14th level Mage. She speaks all major languages (including Black Speech) fluently and has 84PP with 14 spell lists: all Mages Only spell lists plus Physical Enhancement, Essence Hand, Illusions, Spell Ways, Essence Ways and Spirit Mastery. She has the following items: ebon neck chain of black plates linked by gold, a x2PP multiplier which allows her an Influence check against any opponent (no matter how violently inclined) at +20; an evil +20 long knife which triples all bleeding inflicted in critical hits and acts as a shortsword; a onyx ring which doubles the range of all Bolt spells and adds +20 to their OB; three pouches of blackfire powder which is thrown over a 15' radius and combines *Call Flame* and *Dark* in that area; black robes which give +10 DB and protect like AT10/RL and also give +10 bonus to Rituals, Dance and Meditation skills; and a scroll of fell beast summoning: drains 20PP from the summoner and gives servitude of the beast for 24 hours.

NOTE: *Ethudil has the following skills: Climb +40, Ride +60 (Fly +45), Swim +40, Track +50, Stalk/Hide +30, Read Runes +90, Use Items +60, Directed Spells OB +78 (Bolts +98), Perception +58, Rituals +94, Leadership/Influence +55, Essence RR +30, Poison/Disease RR +15.*

Ethudil will use her skills and items to maximum effect, attacking the party and then escaping while using the scroll of summoning (once she can delay the adventurers). Her house is simple, like that of House Harnastin or Jeriad the Sharp's abode. There is no tiled roof to the house; it has a flat roof garden. The fell beast will pick her up here, defending her if necessary.

The vampire is a 15th level creature (see rulebook for details). It may assume the form of a man, a woman or a giant vampire bat. Both the human forms are very attractive (AP and PR of 100) unless they smile to reveal horrible teeth. In human form, the vampire acquires a needle-thin longsword with both keen edge and point (the sword is +20 and does both Slash and Puncture critical strikes, one secondary and one primary at the vampire's choice). In all forms, the vampire has a Strength of 102.

Weapons striking a vampire must make an RR against a 3rd level disintegration effect (see rulebook). This vampire is demonic and has magical abilities: it has 50PP and can use them to cast *Holding Song*, *Stun Song*, *Charm Song* or *Fear Song*. Its eyes can glow red to cause Fire Starting at will (no PP expenditure). In human form, it can also utilize the following spells: *Haste*, *Aura of Flame*, *Dispel Essence* and *Protection III*.

If the vampire and/or Ethudil are too tough for the adventurers, there are two possible sources of aid — Terimbrel the Ratter at Ethudil's house and Cambal Agarinna at Merethrond. Both are magicians of the Blood Ring. Terimbrel has been suspicious of Ethudil for some time and tonight sensed her evil power surging. He arrives shortly after the adventurers and may take her on while they chase the vampire. All the while, Cambal Agarinna is at the ball and may well be the only one able to take action against the demon, since the guards will be too frightened and the others here lack suitable weapons and armor.

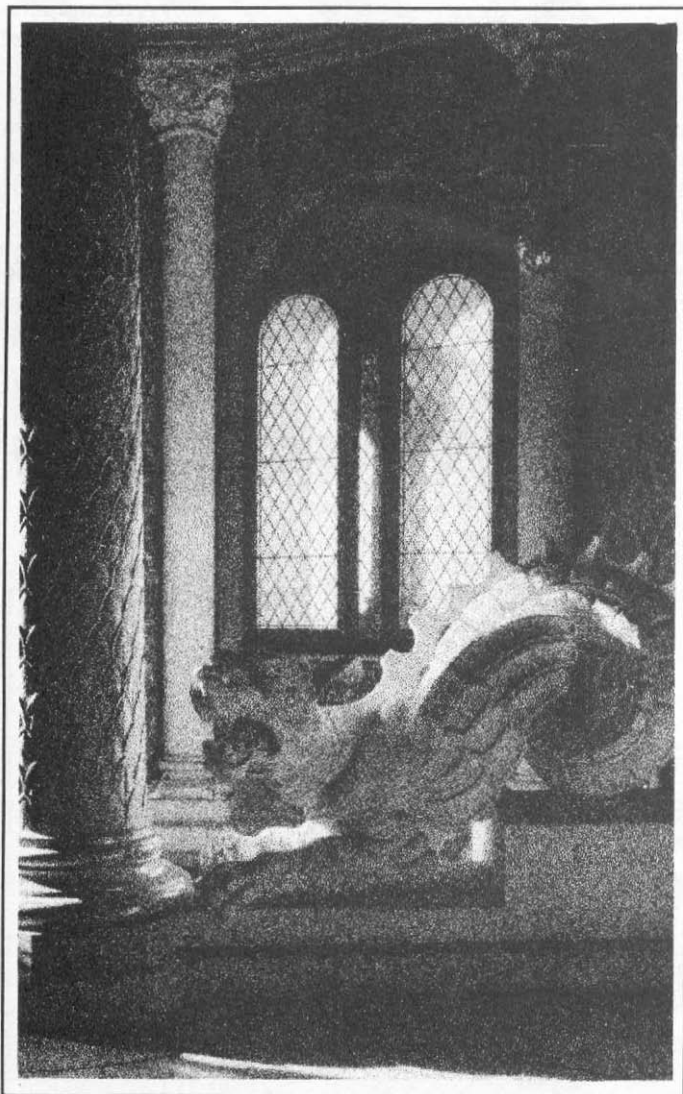
NOTE: Another possible source of aid, though, is Elendil "Laur  n" (see 10.34), who may be one of the guards here. If he is present, he will be brave enough to face the monster. Make sure you don't make this one a walkover for adventurers, however. They may well deserve to acquire the Giliath Gelin at the end of the adventure—Boromis by now deems it is far too unlucky an item to possess. Perhaps she's right.

Cambal



14.0 ADAPTING THIS MODULE

This module is adaptable to most major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.



14.1 HITS AND BONUSSES

When converting percentile values to a 1-20 system, a simple rule is: for every +5 on a D100 scale you get a +1 on a one-twenty (D20) or three to eighteen (D18) scale.

The concussion hit numbers listed in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike attacks and damage are used to describe serious blows and wounds (respectively). Should you use a FRP system that employs no critical strike results (e.g., TSR Inc.'s *Advanced Dungeons & Dragons*® game), simply double the number of hits the PCs take or halve the hit values found in this module.

14.2 CONVERSION CHART

If you play an FRP game other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

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

15.0 TABLES

15.1 LESSER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	OB	Melee OB	Missile M	Mov Notes
Courtiers (Sec. 12.2)										
Dior Ed-belguinar	21	119	No/I	10	N	N	75ss	35sp	10	Dúnadan Animist/Cleric. King's Curate and a priestly Keeper of the Rynd Guinar. Knows 12 lists to 20th lvl, 6 lists to 10th lvl. 42 PP.
Eärbaldol	22	110	No/I	-5	N	N	65ma	—	-5	Dúnadan Mage/Seer. King's Seer. Knows 14 lists to 20th lvl, 4 lists to 10th lvl. 66 PP.
Falmathil	17	144	PI/18	40	Y20	A/L	160ss	155sp	5	Dúnadan Warrior. Lord of Na-Tyliand in Dor-en-Ernil, spokesman for the Prince of Dol Amroth on the Council of Gondor. 1 list to 5th lvl. 18 PP.
Irhalmir	25	85	SL/6	30	N	N	90fa	70lb	25	Dúnadan Scout/Rogue. King's Treasurer.
Maldring	14	133	RL/9	20	N	N	135ss	130cp	10	(Dostir) Urban Man and Warrior. Lord of Haerlond in Anfalas. King Tarondor's Lord of Spies.
Othirhan	15	66	Ch/14	40	Y10	L	120bs	120lb	5	Dúnadan Animist/Mentalist. Court Chamberlain. Knows 8 lists to 20th lvl, 8 lists to 10th lvl. 45 PP.
Romer	15	149	RL/10	45	Y5	A/L	140ss	110sp	5	Dúnadan Ranger. King's Herald. Knows 2 lists to 20th lvl, 2 lists to 10th lvl, 1 list to 5th lvl. 30 PP.
Sernesta	4	33	No/I	20	N	N	50da	40cp	20	Dúnadan Bard. Lady and Speaker of Calembel. Sister of Queen Elabriel.
Lesser Nobility (Sec. 12.3)										
Anarond	14	157	PI/19	45	Y10	(A/L)	160ss	150lb	5	Dúnadan Warrior. Commander of 3rd Co.
Boromis	5	36	No/I	15	N	N	55ss	50sp	15	Urban Man and Bard. Wife of Daróin. Knows 3 lists to 10th lvl. 10 PP.
Daróin	14	67	No/I	15	N	N	45fa	25cp	15	Dúnadan Bard/Astrologer. Master of House Dunmardo. Knows 6 lists to 20th lvl, 7 lists to 10th lvl, 1 list to 10th lvl. 28 PP.
Faivë	3	33	No/I	25	N	N	55da	30da	25	Dúnadan Bard. Leader of young Court ladies. Knows 2 lists to 10th lvl. 9 PP.
Tarassar	13	59	Ch/13	15	N	N	65ma	25lb	5	Dúnadan Animist/Mentalist. High Justice. Knows 8 lists to 20th lvl, 7 lists to 10th lvl. 39 PP.
Thorûth	14	61	RL/9	10	N	N	60ss	—	0	Dúnadan Animist/Cleric. Master of House Usulúni. Knows 10 lists to 20th lvl, 7 lists to 10th lvl. 26 PP.
Powerful Anoriens (Sec. 12.41)										
Cambal	16	53	No/I	40	N	N	70ss	15cp	10	Dúnadan Mage/Magician. Master of House Agarina. Knows 11 lists to 20th lvl, 6 lists to 10th lvl. 48 PP.
Curmegil	13	130	PL/17	40	Y15	L	130fa	118sp	0	Dúnadan Warrior. Prince-President's advisor.
Quiacil	17	49	No/I	5	N	N	65ss	20sp	5	Dúnadan Mage/Seer. Master of Sage's Fellowship. Knows 12 lists to 20th lvl, 4 lists to 10th lvl. 51 PP.
Masters of the City Fellowships (Sec. 12.42, 7.23)										
Anghor	15	152	PI/17	15	N	N	165fa	135ss	5	Dúnadan Warrior. Swordcrafter Champion.
Aradacer	16	49	No/I	30	N	N	80ss	40lb	15	Northman Mage/Alchemist. Paramount Aurifer, the Master of the Goldsmiths. Knows 12 lists to 20th lvl, 3 lists to 10th lvl. 32 PP.
Aranel	14	148	Ch/13	35	N	N	155th	140ja	10	Dúnadan Warrior. Smith of the Ilk, Master of the Ironsmiths.

Berendûr	13	129	RI/10	45	Y5	A/L	135bs	140lb	15	Dúnadan Scout/Rogue. Lord Tavemer. Knows 2 lists to 5th lvl. 13 PP.
Betheal	13	124	Ch/13	25	N	N	145bs	130cp	10	Dúnadan Warrior. Master Mason.
Celefaroth	12	113	RI/9	25	N	N	125ra	115ja	10	Dúnadan Scout/Rogue. Great Cordwainer. Knows 2 lists to 5th lvl. 24 PP.
Chiarold	14	117	No/I	20	N	N	50da	30da	10	(Estûvan) Eriadoran Mage/Alchemist. City Lampmaster. Knows 10 lists to 20th lvl, 6 lists to 10th lvl. 28 PP.
Cimrion	8	60	SL/5	30	N	N	65sp	50sp	20	Dúnadan Bard. Verylen's deputy. Knows 5 lists to 10th lvl. 16 PP.
Damrod	16	52	No/I	35	N	N	70qs	25da	20	(Taurleth) Dúnadan Mage/Alchemist. Piemaster of the Cooks' Fellowship. Knows 12 lists to 20th lvl, 3 lists to 10th lvl. 48 PP.
Dinturien	7	51	RI/9	30	N	N	55ma	55cp	15	Dúnadan Bard. Geiri's deputy.
Dorelas	15	146	Ch/14	45	Y10	A/L	140ss	110lb	10	Urban Man and Warrior. Master Tailor.
Doreoren	20	109	No/I	30	N	N	80ma	40lb	20	Urban Man and Animist/Healer. Master-General of the Houses of Healing. Knows 16 lists to 20th lvl, 2 lists to 10th lvl. 60 PP.
Drëgon	17	54	No/I	20	N	N	70th	5da	0	Dúnadan Mage/Alchemist. Armorer-in-Chief. Knows 16 lists to 20th lvl, 3 lists to 10th lvl. 51 PP.
Erdil	19	162	PI/19	50	Y15	N	170ss	160lb	0	Dúnadan Warrior. Warden of the Keys.
Forlong	8	33	No/I	25	N	N	35ma	—	15	Eriadoran Mage/Alchemist. Damrod's deputy. Knows 14 lists to 10th lvl. 24 PP.
Galdor	13	144	PI/17	40	Y10	N	150wh	135cp	5	Dúnadan Warrior. Kilnmaster Clay.
Gamallin	11	99	SL/6	35	Y5	A	125ss	115lb	15	Dúnadan Scout/Rogue. Erdil's deputy.
Geiri	17	63	Ch/13	45	Y10	N	70ss	55-b	5	("Geiri the Old") Dúnadan Bard. Master of Rynd Thannath (S. "Halls of Learning"). Knows 2 lists to 20th lvl, 4 lists to 10th lvl, 1 list to 5th lvl. 51 PP.
Gilcúdor	18	110	Ch/13	35	Y5	L	110ma	115lb	-5	Dúnadan Mage/Alchemist. Grand Vitric.
Ilerumir	14	88	RI/9	40	N	N	120ss	90sl	20	Urban Man and Scout/Thief. Merchant-General of the Street-traders. Knows 1 lists to 5th lvl. 28 PP.
Hunthor	15	92	No/I	45	N	N	130ma	110da	25	Dúnadan Scout/Thief. Chief Fellowsmith of the Locksmiths. Knows 2 lists to 5th lvl. 45 PP.
Jerriad	9	106	PI/17	25	N	N	125th	115ss	5	Northman Warrior. Angbor's deputy. (See 10.36).
Lain Eriol	14	84	SL/5	35	N	N	100sc	105cp	20	Northman Scout/Thief. Keeper of the Threads. Master of the Embroiderers. Knows 2 lists to 5th lvl. 14 PP.
Limlach	15	56	No/I	30	N	N	55ss	20da	15	Rural Man and Mage/Illusionist. The Baillie of the Candlemakers. Knows 10 lists to 20th lvl, 7 lists to 10th lvl. 45 PP.
Luinand	17	140	RI/10	60	Y20	L	100th	55cp	10	Rural Man and Ranger. Master Roper of the Cordwrights. Knows 5 lists to 20th lvl, 1 list to 10th lvl. 34 PP.
Maeflad	8	107	Ch/13	35	Y10	N	125ss	110cp	10	Urban Man and Warrior. Celefaroth's deputy.
Malegorn	13	91	No/I	35	N	N	55da	30da	25	Urban Man and Animist/Healer. Doreoren's deputy. Knows 7 lists to 20th lvl, 7 lists to 10th lvl. 26 PP.
Ostisen	7	94	Ch/13	35	Y5	L	95bs	85sp	5	Urban Man and Warrior. Tharendin's deputy
Palanthrar	14	52	No/I	35	N	N	50fa	30cp	20	Urban Man & Mage/Alchemist. High Baker. Knows 9 lists to 20th lvl, 8 lists to 10th lvl. 28 PP.
Pathirad	4	64	RI/9	15	N	N	95bs	85da	10	Northman Warrior. Jerriad's son (see 10.36).
Perorren	15	151	Ch/14	45	Y10	L	155ha	130ha	5	(Roofwright) Dúnadan Warrior. High Tiler.
Sarador	14	142	RI/10	50	Y5	A	135fa	130sp	15	Urban Man and Warrior. Master of the Tuns, the head of the Coopers' Fellowship.
Súlinwë	14	127	No/I	80	N	A/L	80MA	65sp	25	Dúnadan Monk. Master of the Artists. Knows 2 lists to 5th lvl. 42 PP.
Telissëring	18	56	No/I	50	N	N	65ss	35lb	25	Harondorian Mage/Mystic. High Lapidarist, Master of the Jewelers. Knows 7 lists to 20th lvl, 12 lists to 10th lvl, 7 lists to 5th lvl. 36 PP.
Tharendin	14	137	Ch/14	40	Y10	L	145bs	140lb	10	Urban Man and Warrior. Sluicemaster of the Waterwrights. Knows 1 lists to 5th lvl. 14 PP.
Turin	9	41	No/I	35	N	N	35ss	25ja	20	Dúnadan Mage/Illusionist. Súlinwë's deputy. Knows 17 lists to 10th lvl. 27 PP.
Verylen	21	72	Ch/14	25	N	A/L	80ss	55cp	10	Dúnadan Bard. Master of Rynd Pemmath Ngoldath (S. "Halls of Books") and chief of the Sages. 6 lists to 20th lvl, 1 list to 10th lvl. 63 PP.
Weriúch	15	118	RI/9	25	N	N	135ha	125ha	20	Northman Scout/Rogue. Wrightsmarshall of the Woodwrights. Knows 3 lists to 5th lvl. 15 PP.

NPCs During the War of the Ring (ca. T.A. 3019)

Barahir	25	85	SL/6	30	N	N	90ss	70lb	25	Dúnadan Bard. Served the King of Gondor.
Baranor	15	149	Ch/14	45	Y5	A/L	140wh	110lb	5	Dúnadan Warrior. Father of Beregond.
Beregond	10	117	Ch/16	40	Y10	L	120bs	120lb	5	Dúnadan Warrior. Cpt. of Faramir's guard.
Bergil	2	38	Ch/14	35	Y5	A/L	55fa	50cp	0	Dúnadan Warrior. Son of Beregond.
Derufin	9	110	Ch/13	35	Y5	L	110ma	115lb	-5	Dúnadan Warrior. Son of Duinhir.
Dervorin	13	130	Ch/13	40	Y10	L	130sp	118sb	10	Dúnadan Warrior. Soldier of First Company.
Duinhir	18	140	PI/17	40	Y20	A/L	140ls	135cp	5	Dúnadan Warrior. Son of Sam Erech.
Hurin	21	124	PI/18	25	N	A/L	145bs	130cp	5	(Hurin of the Keys: the Tall) Dúnadan Warrior. Warden of the Keys of Minas Tirith during the War of the Ring. Presided over city during Morannon Campaign.
Targon	7	99	SL/6	25	N	N	95ha	85ha	20	Urban Man and Warrior. Cook of Third Co.

15.2 ROYAL NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Anárion	45	173	PI/20	55	Y20	A/L	185bs	175cp	10	Dúnadan Warrior. King of Gondor with Isildur.
Arwen	15	90	RL/12	95+	N	A/L	160rp	135ky	50	Half-elf Bard. Daughter of Elrond, wife of Elessar, and Queen of Arnor and Gondor.
Belecthor I	28	163	PI/18	45	Y20	A/L	160bs	155lb	5	Dúnadan Warrior, 21st Steward of Gondor.
Belegorn	28	157	Ch/14	40	Y20	A/L	150bs	160lb	15	Dúnadan Ranger, 4th Steward of Gondor
Beregond	30	150	Ch/14	50	Y20	A/L	135bs	140cp	10	Dúnadan Ranger, 20th Steward of Gondor
Beletar*	27	119	PI/17	20	N	N	140ss	105cp	0	Dúnadan Warrior. Helm-prince and King's Commander. Great-uncle of King Tarondor, he is the eldest member of the royal family in T.A. 1640.
Beren	25	91	SL/5	40	N	N	100bs	105ha	35	Dúnadan Bard/Monk, 19th Steward of Gondor.
Boromir (I)	28	161	PI/18	45	Y20	A/L	165fa	165lb	5	Dúnadan Warrior, 11th Ruling Steward of Gondor.
Boromir (II)	20	150	Ch/16	55	Y25	A/L	155bs	140cp	10	Dúnadan Warrior. Eldest son and heir of Denethor II.
Calimehtar	30	155	Ch/14	45	Y10	A/L	145fa	140cp	10	Dúnadan Ranger. Son of King Calmacil.
Calimehtar	30	160	PI/18	55	Y20	A/L	160bs	155lb	5	Dúnadan Warrior. Son of Narmacil.
Calimmacil	24	165	PI/18	40	Y5	A/L	155bs	130sb	0	Dúnadan Warrior. Gondorian Prince.
Cirion	31	130	Ch/16	45	Y20	A/L	140bs	140sb	5	Dúnadan Ranger. 12th Ruling Steward.
Denethor I	27	120	PI/17	45	Y15	N	110bs	105cp	10	Dúnadan Bard/Seer. Last Ruling Steward.
Denethor II	27	120	PI/17	45	Y15	N	110bs	105cp	10	Dúnadan Bard/Seer. Last Ruling Steward.
Dior	28	95	SL/6	25	N	N	95ss	75lb	20	Dúnadan Bard. Son of Barahir and father of Denethor I.
Eämil II	34	170	PI/18	50	Y20	A/L	165bs	160lb	0	Dúnadan Warrior. 32nd King of Gondor.
Eärnur	31	162	PI/18	55	Y20	A/L	163bs	160cp	-5	Dúnadan Warrior. 33rd and last King.
Ecthelion I	27	148	Ch/16	50	Y15	A/L	160fa	148cp	10	Dúnadan Warrior. 17th Ruling Steward.
Ecthelion II	27	146	Ch/15	45	Y10	A/L	159ss	160cp	5	Dúnadan Warrior. 25th Ruling Steward.
Edhetariel	5	37	No/1	25	N	N	50ss	25da	25	Dúnadan Bard. Sister of Merien. Knows three Base Bard lists to 10th lvl.
Egalmoth	26	142	PI/18	35	Y10	A/L	155bs	150cp	0	Dúnadan Ranger. 18th Ruling Steward.
Elatar	27	149	PI/18	40	Y10	A/L	150bs	155sp	5	Dúnadan Warrior. Prince. Tarondor's brother and Telemehtar's rival for the throne.
Elessar	36	185	PI/19	75	Y25	A/L	200bs	180lb	20	(Aragorn II) Dúnadan Ranger. King of the Reunited Kingdom of Arnor and Gondor.
Ethudil	14	51	No/1	50	N	N	50ss	15da	10	(Melabrian) Dúnadan Mage/Evil Magician. Vinyaran's consort. Knows all Base Mage, four Open Essence lists to 20th lvl; eight Open and Closed Essence lists to 10th lvl.
Faramir	24	160	Ch/14	45	Y5	A/L	150bs	145lb	5	Dúnadan Ranger. Later, husband of Éowyn and Lord of Ithilien.
Hador	25	71	No/2	25	N	N	85qs	55sb	10	Dúnadan Mage/Astrologer. 7th Ruling Steward. Adjusted Steward's Reckoning in T.A. 2360.
Hallas	26	161	PI/17	30	N	A/L	145th	140lb	5	Dúnadan Warrior. 13th Ruling Steward.
Herion	25	136	PI/17	40	Y15	A/L	145bs	130cp	5	Dúnadan Warrior. 3rd Ruling Steward.
Húrin	28	136	PI/18	50	Y20	N	165bs	160lb	5	(Húrin of Eryn Arn) First Steward.
Húrin I	26	128	PI/17	45	Y15	L	155bs	155cp	0	Dúnadan Warrior. 5th Ruling Steward.
Húrin II	25	130	PI/17	30	N	A/L	150th	135lb	5	Dúnadan Warrior. 14th Ruling Steward.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Mardil	28	165	Pl/18	40	Y10	A/L	157bs	160lb	0	("Voronwë") Dúnadan Warrior. Steward under Eärnur and afterwards 1st Ruling Steward of Gondor (r. T.A. 2050-80).
Meneldil	23	160	Pl/20	45	Y15	A/L	160bs	155lb	0	Dúnadan Warrior. 4th son of Anárion and 3rd King of Gondor, he was the last Eñdorian born in Númenor.
Merien	7	39	No/I	10	N	N	45da	—	10	Dúnadan Seer. Sister of Edhetariel. Knows eleven Channeling/Mentalism lists to 10th lvl.
Mindacil	21	141	Pl/17	40	Y15	N	145ss	140lb	5	Dúnadan Warrior. Prince-President.
Narmacil II	21	160	Pl/20	45	Y15	A/L	155ml	160cp	0	Dúnadan Warrior. 29th King of Gondor.
Ondoher	26	150	Pl/20	45	Y10	A/L	155bs	150lb	-5	Dúnadan Warrior. 31th King of Gondor.
Pelendur	24	143	Ch/16	45	Y15	A/L	155bs	145lb	5	Dúnadan Bard. Regent Steward during Interregnum (T.A. 1944).
Tarondor	35	150	Pl/20	55	Y20	A/L	168bs	155lb	10	Dúnadan Warrior. 27th King of Gondor.
Telumehtar	23	165	Pl/18	55	Y20	A/L	175bs	165cp	10	(T.A. 1640) Dúnadan Warrior. Crown Prince of Gondor and Lord of Lebennin. Resides in Pelargir as Captain of the Ships.
Telumehtar	33	163	Pl/20	50	Y20	A/L	160bs	160lb	5	(T.A. 1850) ("Umbardacil") Dúnadan Warrior. 27th King of Gondor.
Thorongil	27	180	No/I	60	N	N	185ss	180lb	30	(Aragorn II) Dúnadan Ranger posing as a mercenary captain.
Thorondir	26	152	Ch/16	40	Y15	A/L	150bs	135lb	5	Dúnadan Warrior. 22nd Ruling Steward.
Turgon	28	147	Ch/16	40	N	L	155th	150cp	5	Dúnadan Warrior. 24th Ruling Steward.
Túrin I	28	144	Ch/15	40	Y10	L	140fa	135cp	5	Dúnadan Warrior. 6th Ruling Steward.
Túrin II	29	152	Pl/17	40	Y10	N	155bs	130lb	10	Dúnadan Warrior. 23rd Ruling Steward.
Vinyaran	27	140	Pl/18	35	Y10	A/L	175ss	125lb	0	Dúnadan Warrior. Prince and King's Commander. Brother of Telemnar, 3rd son of Minardil, and uncle of King Tarondor.

*Bold names indicate characters described in the main body of the text found in Section 12.1

KEY (Also applies to Sec. 15.3)

CODES The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be found in the main text. Some of the codes are self-explanatory **Lvl** (level) **Hits**, **Sh** (shield), and **Mov M** (movement and maneuver bonus). The more complex codes are listed below

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

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

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

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

15.3 ADVENTURE NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	OB	Melee OB	Missile M	Mov	Notes
NPCs in "A Spy From Umbar" (Sec. 13.1)											
Clothiel	5	54	Ch/13	40	Y5	N	75bs	80lb	10		Urban Man and Scout/Rogue. Spy in league with Umbar. Knows 1 list to 5th lvl. 5 PP.
Elatar	27	149	Pl/18	40	Y10	A/L	150bs	155sp	5		Dúnadan Warrior. Prince. See 15.3.
Rodhel	18	161	Pl/19	45	Y10	(A/L)	160bs	165lb	5		(Hamastin) Dúnadan Warrior. Commander of the 1st Company of the Guard.
Rosithil	5	36	No/I	30	N	N	45da	25da	25		Dúnadan Bard. Lady and wife of Rodhel. Knows 2 lists to 10th lvl. 10 PP.
Urthel	10	117	Ch/14	40	Y10	L	125sc	110cp	10		(Telkurhâd) Corsair Scout/Rogue. Leader of some Umbarcan spies. Knows 2 lists to 5th lvl. 20 PP.
NPCs in "A Riot in Wooden-Town" (Sec. 13.2)											
Jackdaw	6	32	No/I	10	N	N	60sp	50da	10		Urban Man and Scout/Rogue. She is an old larcenous troublemaker, a refugee from Osgiliath. Knows 1 list to 5th lvl. 6 PP.
Weasel	4	35	SL/5	15	N	N	55ss	40sb	15		Rural Man and Scout/Thief.
NPCs in "The Secret of the Ring" (Sec. 8.51 & 13.3)											
Cambal	16	53	No/I	40	N	N	70ss	15cp	10		Dúnadan Mage/Magician. Master of House Agarina. Knows 11 lists to 20th lvl, 6 lists to 10th lvl. 48 PP.
Emerie	6	39	No/I	20	N	N	60da	45da	20		Dúnadan Bard. Wife of Gilcúdor the Grand Vitric. Knows 3 lists to 10th lvl. 12 PP.
Fanuile	4	47	No/I	25	N	N	65ra	40da	25		Dúnadan Scout/Thief.
Goromil	19	56	No/I	30	N	N	60ss	—	5		Dúnadan Mage/Sorcerer. Leader of the Rúzakhârin and Gandalf's contact in the city. Knows 7 lists to 20th lvl, 13 lists to 10th lvl, 1 list to 5th lvl. 57 PP. See 10.15.
Guldúmir	13	139	RL/9	10	N	N	130wh	125sl	10		Dúnadan Warrior. Master Stonewright and caretaker of the House of Memorials. See 10.32.
Heth Belanoch	5	70	SL/6	15	N	A	90bs	80sp	10		Northman Warrior. Cordwright dwelling on fifth level who deals in contraband. See 7.5.
Imisiel	5	37	No/I	10	N	N	55da	15da	10		Dúnadan Bard. Wife of Erador (Bookbinder) Pamanil. Knows 2 lists to 10th lvl. 10 PP. See 10.51.
Myall the Sage	17	48	No/I	20	N	N	45ss	25da	20		Urban Man and Mage/Alchemist. Knows 14 lists to 20th lvl, 3 lists to 10th lvl. 34 PP. See 10.41.
Serendur	4	49	SL/5	20	N	N	80ss	75lb	15		Urban Man and Scout/Rogue. Member of the Street-traders' Fellowship who operates a stall in Pheig Araneir. Knows 1 list to 5th lvl. 8 PP.
Terimbrel	8	102	RL/9	25	N	N	110bs	95sp	10		("the Ratter") Urban Man and Warrior. See 10.62.
Úrcamir	4	66	SL/10	30	Y	A/L	85bs	70sp	5		(Taithrisan) Dúnadan Warrior. Disenchanted son of Guldúmir and husband of Fienwë. Adventurer fascinated by Emerie. See 10.32.
NPCs in "The Haunted House" (Sec. 13.4)											
Cendralion	5	34	No/I	20	N	N	25ss	—	15		Urban Man and Mage. Eskerzen's apprentice. Knows 9 lists to 10th lvl. 10 PP.
Dior	21	119	No/I	10	N	N	75ss	35sp	10		Dúnadan Animist/Cleric. King's Curate and a priestly Keeper of the Rynd Guinar. Knows 12 lists to 20th lvl, 6 lists to 10th lvl. 42 PP.
Eskerzen	11	39	No/I	25	N	N	45ss	—	10		Eriadoran Dunman Mage/Evil Magician. Cobbler from Tharbad. Knows 19 lists to 10th lvl. 22 PP.
Ghost (Greater)	7	100	(No/I)	(40)	—	—	Special	—	15		2 Dúnadan adults slain in Kin-strife. Drain 3 pts Co/rd from victims within 10'. When they form, victims must make RR vs Fear.
Ghost (Lesser)	4	50	(No/I)	(40)	—	—	Special	—	20		3 Dúnadan children slain in Kin-strife. Drain 1 pt Co/rd from victims within 10'. When they form, victims must make RR vs Fear.
NPCs in "Lightfingers and Lockpick" (Sec. 13.5)											
Boromis	5	36	No/I	15	N	N	55ss	50sp	15		Urban Man and Bard. Wife of Daróin. Knows 3 lists to 10th lvl. 10 PP.
Ethudil	14	51	No/I	50	N	N	50ss	15da	10		(Melabrian) Dúnadan Mage/Evil Magician. Vinyaran's consort. Knows 14 lists to 20th lvl. 84 PP.
Fimalcá	4	32	No/I	30	N	N	55sp	40sp	30		Half-elven Bard. A maid, she is the object of Tarondor's desire. Knows 2 lists to 10th lvl. 16 PP.
Gysiel	5	32	No/I	25	N	N	60da	45da	25		Dúnadan Bard. She is an artist.
Haurian	13	118	No/I	30	N	N	130ss	120lb	20		Urban Man and Scout/Rogue. Master of the Chimneys.
Kelvarguin	6	37	No/I	20	N	N	50da	—	15		Dúnadan Animist/Lay Healer. Taxidermist at Rynd Thannath. Knows 13 lists to 10th lvl. 18 PP.
Lightfingers	7	50	No/I	35	N	N	60da	75da	25		Dúnadan Scout/Thief. Scribe and pickpocket. Knows 1 list to 5th lvl. 7 PP.
Lockpick	6	44	No/I	30	N	N	70ss	55cp	20		Dúnadan Scout/Thief. Scribe and burglar.
Morchaint	8	56	No/I	35	N	N	75sp	65sp	20		Dúnadan Scout/Thief. Puppeteer from Lamedon. Knows 1 list to 5th lvl. 16 PP.
The Vampire	15	124	(No/I)	90	N	N	180ra	—	5		Undead Warrior. Can attack with +90 Med. Bite. Touch drains 3 Co pts/rd. See text re spells, etc.
Vinyaran	27	140	Pl/18	35	Y10	A/L	175bs	125lb	0		Dúnadan Warrior. Prince and King's Commander. Brother of Telemnar, 3rd son of Minardil, and brother of King Tarondor.

The following abbreviations are used below: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.

AT — Two letter codes give the character/creature's *MERP* armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent *Rolemaster* armor type: 1=No Armor; 2=Robes; 3=Soft Hide (as skin); 4=Heavy Hide (as skin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Chirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Metal Breastplate and Greaves; 19=Half-plate; 20=Full Plate.

Weapons — Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.

DB, Sh, Gr — Defensive bonuses include stats and shield. Shield references include quality bonus (e.g., “Y10” means “yes, a +10 shield.”). “A” and “L” indicate arm and leg greaves respectively. Parenthetical references indicate some equivalent covering.

Animal Attacks — Animal attacks are denoted by an OB followed by three letters. The first letter indicates the size of the attack: T=Tiny; S=Small; M=Medium; L=Large; and H=Huge. The second and third letters refer to the attack type: Ba=Bash; Bi=Bite; Cl=Claw; Cr=Crush; Gr=Grapple; Ho=Horn; Pi=Pincher/Beak; Ti=Tiny Teeth & Claws; Tr=Trample/Stomp; St=Stinger.

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim. OB	Sec. OB	Mov M	Notes
CITY GUARD (SEE SEC. 7.24)											
Guard members wear black mail armor and a short black surcoat emblazoned with a silver image of the White Tree, symbol of Gondor. Their black, leather-faced shields are also embellished with the same silver symbol. Small raven wings adorn the sides of their high-crowned helms, which are set with a silver star in the center of the circlet.											
Commander	Dúndan	17-18	160	PL/19	45	Y10	(A/L)	160bs	160lb	10	Warrior/Fighters.
(Targen) These elite Guard Knights command a company composed of 3-4 troops of about 60-100 men. Each knows two base spell lists (1 Animist and 1 Ranger) to 5th lvl, has 40 PP, and wears a Commander's Brooch (+3 spell adder). Their +10 silver plate mail wears as AT 10. They carry +15 round-shields, +15 broadswords (enkit), +10 shortswords (ikit), and colored lances. Each is provided three loyal War-horses (only two of which accompany them, and only one of which is armored, at a given time). Most know four languages: Westron, Northman (e.g., Rhovanion or Rohirric), and Sindarin, and either Adúnaic, Dunael, or Haradaic.											
(War-horses)	Great-horse	4	157	SL/3	20	—	—	LTr70	—	20	Heavy horse, yet very fast. When armored, they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-10).
Captains	Dúndan	11	111	Ch/18	45	Y10	A/L	125bs	100cp	10	Warriors/Fighters.
(Thangon) These Guard Knights command troops of about 60-100 men. Each knows one base Animist or Ranger list (to 5th lvl), has 30 PP, and wears a Captain's Ring (+1 spell adder). Their +10 silver plate mail wears as AT 10. They carry +10 round-shields, +10 broadswords (enkit), +5 shortswords (ikit), and colored lances. Each is provided three loyal War-horses (only two of which accompany them, and only one of which is armored, at a given time). Most know three languages: Westron and Sindarin, and either Northman (e.g., Rhovanion or Rohirric), Adúnaic, Dunael, or Haradaic.											
Men-at-arms	Dúndan	6	100	Ch/16	45	Y5	(A/L)	105bs	80sp	5	Warriors/Fighters.
(Heavy Infantry.) These Ohtari use +10 broadswords as their basic weapons. They carry two daggers, a +5 spear, and a +5 anket (longsword).											
Men-at-arms	Dúndan	5	88	Ch/16	40	Y5	(A/L)	95ss	75sp	5	Warriors/Fighters.
(Medium Infantry.) These Ohtari use +10 ikit (shortswords) as their basic weapons. They carry two daggers, a +5 spear, and a +5 anket (longsword).											
(Horses)	Midhorse	3	135	SL/3	15	—	—	LTr50	—	10	Medium horse.
Tough and moderately fast, they operate effectively in varied settings. Cavalry warriors use them to ride to battle.											
Archers	Dúndan	4	81	Ch/13	30	N	N	70bs	95cp	20	Warriors/Fighters.
Lesser Dúnedain and Urban Men. They carry a spear as a secondary weapon, but employ it in battle formations. They rely on +5 broadswords when in close quarters.											
CITY PATROLS											
Militiamen	Urban Men	3	72	RL/9	35	Y	N	70sp	60sp	10	Warriors/Fighters.
Lesser Dúnedain and Urban Men. Members of the Porters' or Doorwardens' Fellowships.											

DAGARIM ARAT ENA PELENNOR (ROYAL ARMY AT PELENNOR)

Royal officers (princes, captains, and sergeants) wear silver armor and a black surcoat emblazoned with the White Tree, symbol of Gondor. Their black, leather-faced shields are also embellished with the same symbol. Men-at-arms carry identical shields but wear unadorned black surcoats. Rank is determined by the color of a man's cloak and plumage. Royal Warriors (Q. "Arohtari;" sing. "Arohtar") wear silver helmets topped by two white wing-plumes. Royal Knights (S. "Arequain;" sing. "Aroquen") wear black helmets with black plumes, and sergeants have silver with black plumes. Princes and other Lords wear unique helmets and use completely distinct liveries, although black surcoats are mandatory.

Lord-Captain Dúnadan 20 165 PL/20 85 Y25 (A/L) 185bs 160cp 10 Warrior/Fighters.

These Old Royal Knights (S. "Arequain Iaur") command three to seven companies, each of about 100 men. Each knows two base spell lists (1 Animist and 1 Ranger) to 5th lvl, has 40 PP, and wears a Lord-captain's Brooch (+3 spell adder). Their +10 silver plate mail wears as AT 10. They carry +15 round-shields, +15 shortwords (ikit), +10 broadswords (enkit), and colored lances. Each is provided three loyal War-horses (only two of which accompany them, and only one of which is armored, at a given time). Most know four languages: Westron, Northman (e.g., Rhovanion or Rohirric), and Sindarin, and either Adúnaic, Dunaël, or Haradaic.

Captains Dúnadan 15 160 PI/19 50 Y15 (A/L) 155ss 150cp 10 Warriors/Fighters.

These Royal Knights command companies of about 100 men. Each knows one base Animist or Ranger list (to 5th lvl), has 30 PP, and wears a Captain's Ring (+1 spell adder). Their +10 silver plate mail wears as AT 10. They carry +10 round-shields, +10 shortwords (ikit), +5 broadswords (enkit), and colored lances. Each is provided three loyal War-horses (only two of which accompany them, and only one of which is armored, at a given time). Most know three languages: Westron and Sindarin, and either Northman (e.g., Rhovanion or Rohirric), Adúnaic, Dunaël, or Haradaic.

(War-horses) Great-horse 4 155 SL/3 25 — — LTr65 — 25 Heavy horse,
yet very fast. When armored, they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-5).

Ring-sergeants Dúnadan 10 105 Ch/15 45 Y10 (A/L) 120ss 93cp 10 Warriors/Fighters.

Dúnadan or Lesser Dúnadan warriors are the most experienced and/or decorated warriors in the army. Superbly trained, they are fine horsemen and adept bowmen. Their chain shirts are suited to missile weapons. They often ride to battle, but they usually fight on foot. An Arohtar uses a +10 eket (shortsword) as a basic weapon. They carry two daggers, a +10 spear, and a +5 anket (longsword).

Sergeants Dúnadan 6 100 Ch/14 40 Y5 A/L 105ss 80cp 10 Warriors/Fighters.

(See Ring-sergeants.) These Arohtari use +10 ikit (shortswords) as their basic weapons. They carry two daggers, a +5 spear, and a +5 anket (longsword).

(Horses) Midhorse 3 130 SL/3 20 — — LTr45 — 15 Medium horse.

Tough and moderately fast, they operate effectively in varied settings. Sergeants use them to ride to battle.

Men-at-arms Dúnadan 4 85 Ch/13 40 Y5 N 90bs 75sp 10 Warriors/Fighters.

Lesser Dúnadan and Urban Men. They carry a spear as a secondary weapon, but employ it in battle formations. They rely on +5 broadswords when in close quarters.

CRAFTSMEN & SERVANTS

Cooks	Urban Man	3	45	No/1	10	N	N	60ha	35da	10	(Warriors/Fighters).
Smiths/Laborers	Urban Man	4	50	SL/6	15	N	A	75wh	65sp	10	(Warriors/Fighters).
Artisans	Urban Man	3	40	No/1	20	N	N	55ss	30da	20	(Warriors/Fighters).
Servants	Urban Man	2	20	No/1	5	N	N	35ma	10da	5	(Warriors/Fighters).

OTHER CITY RESIDENTS

Pilgrims/Refug.	Variable	2	20	No/1	5	N	N	35sp	10da	5	(Warriors/Fighters).
Warriors	Variable	4	65	RL/9	30	Y	L	70ss	75cp	10	(Warriors/Fighters).
Thieves	Variable	3	45	No/1	15	N	N	65ss	53sb	15	(Scouts/Thieves).
Merchants	Variable	3	52	No/1	5	N	N	55da	45sp	5	(Warriors/Fighters).
Ruffians	Variable	3	54	RL/10	35	Y	L	75bs	75sb	10	(Scouts/Rogues).
Dogs	Variable	4	80	No/3	30	—	—	45MBi	35sC/—	30	Street beasts. FA/VF.

15.5 MASTER ENCOUNTER TABLE

Encounter*	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Wooden Town	Pelennor	Harlond
Chance (%)	70%	65%	60%	50%	40%	30%	20%**	70%	25%	65%
Distance (miles)	.25	.25	.25	.25	.25	.25	.25	.25	1	.5
Time (hours)	.25	.5	.5	.5	.5	.5	1	.25	.5	.5
Inanimate Dangers/Traps †	01-05	01-05	01-05	01-05	01-04	01-04	01-03	01-07	01-10	01-06
Animals ‡	06-08	06-08	06-08	06-08	05-06	05-06	04-05	08-11	11-25	07-10
Local Common Folks										
Working/Playing/Lounging ††	09-25	09-28	09-30	09-33	07-37	07-35	06-35	12-28	26-48	11-21
In Transit	26-30	29-33	31-36	34-39	38-43	36-42	36-40	29-32	49-63	22-25
Rowdies	31-35	34-37	37-40	40-42	44-45	43-44	41	33-41	64-65	26-27
Commercial §										
Assayers/Tax Collectors	36	38	41	43	46	45	42	42	66	28
Blackmarketeer	37-41	39-42	42-44	44-45	47	46	—	43-47	67	29-34
Merchants	42-43	43-44	45-46	46-47	48-49	47-48	43-45	48	68	35-39
Vendor	44-53	45-53	47-54	48-54	50-55	49-53	46-48	49-56	—	40-49
Casual										
Actors/Minstrels	54-55	54-55	55-56	55-56	56	54	—	57	69	50
Beggars/Cripples	56-58	56-57	57-58	57	57	—	—	58-59	70	51
General Travelers	59-61	58-60	59-60	58-59	58	55	49	61-62	71-74	52-55
Messengers	62	61	61	60	59-60	56-57	50-52	63	75	56
Nobles	63	62	62	61-62	61-63	58-61	53-56	—	76	57
Pilgrims/Refugees	64	63	63	63	64	62	57	64-65	77	58
Priests/Clerics	65	64	64	64	65	63	58	66	78	59
Potentially Dangerous										
Adventurers	66	65	65	65	66	64	59	67	79	60
Mercenaries	67-68	66-67	66-67	66	67	65	60	68-69	80	61-62
Refugees/Pilgrims	69-71	68-69	68-69	67-68	68-69	66	61	70-73	81	63-65
Sailors	72	70	70	69	70	67	62	74	82	66-69
Soldiers	73-74	71-73	71-72	70-71	71	68	63	75	83	70-71
Spies	75	74	73	72	72	69	64	76	84	72
Trackers/Searchers	76	75	74	73	73	70	65	77	85	73
Vigilantes/Fanatics	77	76	75	74	74	71	66	78	86	74
Dangerous										
Criminal	78-80	77-78	76-77	75-76	75-76	72	67	80-83	87	75-79
Cutpurses	81-83	79-81	78-80	77-78	77-78	73	68	84-87	88	80-83
Muggers/Brigands	84-86	82-84	81-82	79-80	79	74	69	88-92	89-90	84-87
Pickpockets	87-89	85-87	83-85	81-83	80-81	75-76	70	93	91	88-89
Military/City Guard ¥										
Watchman	90-91	88-90	86-89	84-88	82-87	77-83	71-78	—	—	90
Guardsmen Patrol	92-95	91-95	90-95	89-95	88-95	84-92	79-88	94-97	—	91-95
Militia Unit	96-97	96-97	96-97	96-97	96-97	93-95	89-92	98	92-96	96-97
Military Unit	98	98	98	98	98	96-98	93-98	—	97-98	98
Unusual/Special	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00

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 of 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.

* — Depending on the period, Minas Tirith has a unique and very varied mix of inhabitants. Generally, if there is an encounter the probability of meeting someone from a given race/culture breaks down as follows (roll D100): 01-60 = Dúnanan/Lesser Dúnanan; 61-75 = Northman; 76-90 = Rural Men (e.g., Eriadorans, Eredrim, mixed Gondorians, etc.); 91-95 = Dunlendings; 96-98 = Sothrons; 99-100 = Other (inc. Elves, Dwarves, etc.).

** — These figures assume that one belongs on the seventh level, which is a heavily guarded and restricted area. If one does not belong there, "encounters" are much more likely to transpire.

† — Traps as defense mechanisms in the walls and the upper levels. Standard street hazards in the lower levels; e.g., heavy traffic, a runaway wagon, garbage thrown from a window, an open sewer hole, a falling roof tile, etc.

‡ — Animals in Pelennor can be of the normal type. Other animals would include: dogs, cats, pigeons, other birds, bats, horses (runaway), snakes, fleas, spiders, rats, mice, etc.

†† — Depends on the time of day and the neighborhood.

§ — In lieu of the usual determination for race/culture, use the following: 01-80 = Dúnanan/Lesser Dúnanan; 80-87 = Northman; 87-95 = Rural Men (e.g., Eriadorans, Eredrim, mixed Gondorians, etc.); 96-97 = Dunlendings; 98-99 = Sothrons; 100 = Other (inc. Elves, Dwarves, etc.).

¥ — The King's Guard, City Patrol, and Royal Army are almost entirely composed of Dúnanan or Lesser Dúnanan soldiers or militiamen.

16.0 APPENDIX



Because of space considerations, we cannot reasonably discuss all the peculiar terms found in this module. We can, however, provide a sampling of the most commonly used terms and concepts. Remember that the majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* appear in the text proper.

16.1 TERMINOLOGY

Andor — (S. “Land of the Gift.”) Sindarin label for Númenor (Westernesse).

Anórien — (S. “Land of the Sun;” R. “Sunlending.”) Although technically a province, Anórien is essentially a royal fief in northern Gondor. Founded by Anarion, its capital is located at Minas Anor (later called Minas Tirith). Anórien encompasses all the lands north of the river Erui, south of the river Onodló (Entwash), east of the Mering Stream, and west of the Anduin.

Arnor — (S. “Land of the King” or “Royal Land.”) Encompassing most of Eriador, Arnor is the northernmost of the two “Realms in Exile.” It constitutes the North Kingdom, while Gondor — its sister land — is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states — Arthedain, Cardolan, and Rhudaur.

Arthedain — (S. “Realm of the Edain.”) Originally the northwestern portion of Arnor, Arthedain is independent after T.A. 861. It survives as a Dúnanadan realm until overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the Northern Kingdom passes into oblivion. Arthedain’s name is shared by its relatively uniform, albeit small, Adan (Dúnanadan) population (sing. “Arthadan”).

Bailey — An enclosed courtyard.

Baranduin — (S. “Long Gold-brown River;” W. “Brandywine.”)

Barbican — An outwork containing a castle gateway.

Barrow-downs — (S. “Tyrn Gorthad.”) An ancient burial ground, the Barrow-downs constitute the oldest and most revered of Adan gravesites. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan.

Bartizan — A small tower suspended from a wall or tower to provide flanking fire.

Battlement — The protected defensive position located atop a wall or tower.

Beffraen — A relatively primitive folk found in southern Minhiriath, the Beffraen are relatives of the Drúedain, or Woses, of Drúwaith Iaur (Old Púkel-land). Like the Hillmen of Rhudaur and the other foothill regions of the Misty Mountains, they are also descendants of the ancient folk known as the Mebion Bron.

Cardolan — (S. “Red-hill Land” or “Land of Red Hills.”) Cardolan is the most densely populated area of old Arnor and contains sizable populations of Dunlendings, Eriadoran Northmen, and Dúnedain, as well as scattered groups of Beffraen. The southernmost part of Arnor, Cardolan is a separate Dúnanadan kingdom from T.A. 861 until T.A. 1409. It collapses under the weight of the Witch-king’s Angmarim, and its last Ruling Prince perishes while fighting in the Barrow-downs, at the edge of the Old Forest.

Corsairs — Originally descendants of Castamir (“the Usurper”) of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled “Corsairs.” The term later became associated with any pirates based in Umbar or along the coasts of Harad.

Crenelation — A notched battlement (parapet) resembling “spaced teeth” with alternating openings (embrasures called crenels) and sections providing cover (merlons).

Curtain — A straight section of defensive wall.

Daen Coentis — (Dn. “People of Skill.”) Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. The Eredrim of Dor-en-Enril are descendants of the Daen Coentis. This forgotten race is the indigenous Mannish population in most of what is now central and western Gondor. Animistic, superstitious and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high vales they find so sacred. They trace their lineages through the female line and revere the Earth Mistress (a manifestation of Yavanna) as high goddess. Their tongue, Daenael, is often called Old Dunael, since it spawned the Dunael speech of the Dunlendings.

Dike — An artificial embankment such as a man-made earthen wall; also an excavation.

Drawbridge — A bridge that can be raised and lowered.

Dunlendings — (Dn. “Daen Lintis.”) A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Most settled in Eriador, with the heaviest concentration in Dunland, in eastern Ered Luin. Descendants of the Daen Coenis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names — Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc.

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

Eldar — (Q. “Elves”; “People of the Stars.”) The Calaquendi (Q. “High Elves”), who made the Great Journey to the Undying Lands.

Embrasure — A specially designed opening from which a defender fires missiles, such as a crenel or a space hollowed in a thick wall which provides access to a loop.

Eriador — All of the territory north of the river Isen and between the Blue Mountains (S. “Ered Luin”) and the Misty Mountains (S. “Hithaeglir”). Its northern boundary lies along the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. “Gwathló”) and Swanfleet (S. “Glanduin”). Most hold it to be that area north of Gondor’s traditional western border. Eriador loosely translates as the “Empty Lands” and includes the regions of Minhiriath, Eregion, Cardolan, Rhodaur, Arthedain, and, by most, Dunland, and Ered Luin.

Gondor — (S. “Stone-land.”) Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions — (clockwise from the north) Calenardhon (Rohan after T.A. 2510); Anórien; Ithilien; Lossarnach, Lebennin; Belfalas; Lamedon; Anfalas (including Pinnath Gelin); and Andrast. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith).

Great Plague — Awful plague that struck Rhovanion in T.A. 1635 and swept through Gondor in T.A. 1636-37.

Greenway — (S. “Men Galen.”) The section of the Old North Road between Bree and Tharbad, the Greenway cuts across Cardolan. It is so named because of the grass that grows between its paving stones.

Ithilien — (S. “Land of the Moon”; R. “Moonlending.”) Although technically a province, Ithilien is essentially a royal fief in northern Gondor. Founded by Isildur, its capital is located at Minas Ithil (later called Minas Morgul). Ithilien encompasses all the lands north of the river Poros, south of the Dead Marshes (Nindalf), east of the Anduin, and west of Mordor. The river Ithilduin flows through the center of the province, dividing it into two parts: Forithilien (North Ithilien) and Harithilien (South Ithilien).

Harad — (S. “South.”) The vast region located below the river Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad. (See Umbar below.)

Harlond — (S. “South-haven.”) A port suburb of Minas Tirith, Harlond is situated southeast of the city. It lies on the northern bank of the Anduin, just outside the Rammas Echor, and serves as the capital’s principal commercial entry-point. Harlond’s five anchorages are surrounded by a landward wall.

Hourd — An often temporary, overhanging timber galley projecting from the top of a wall.

Keep — Also called a Donjon, it is the independent, self-defensible, inner stronghold of a castle or manor.

Khazad-dûm — (Kh. Dwarf-mansion”; S. “Hadhodron”; W. Dwarrowdelf.”) It is also known as Moria — (S. “Black Chasm”), the Black Pit, and the Mines of Moria.

Kin-strife — The Gondorian civil war. The Kin-strife took place between T.A. 1432 and T.A. 1447 and pitted the forces of Castamir “the Usurper” against King Eldacar.

Loop — A narrow opening in a wall for the discharge of missiles.

Lórien — (S. “— Dream.”) Also known at various times as Lothlorien (S. “Dreamflower”), Laureldorenan (S. “Land of the Valley of Singing Gold”), Lorinand, Lindórinand (N. “Land of the Singers”), and Dwimordene (R. “Haunted Valley.”) The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nandor Elves preceded her there.

Lossarnach — (S. “Flowery Arnach.”) Region near the headwaters of the river Erui. Lossarnach is tucked between the White Mountains (to the north) and the provinces of Anórien (to the northeast) and Lebennin (to the south).

Machioculation — A projecting gallery at the top of a wall or tower with slots (murder holes) in the floor from which missiles can be dropped or fired down against an enemy.

Moat — A defensive ditch.

Motte — A large defensive mound.

Noeg Echor — (S. “Encircling Dike.”) See the Rammas Echor below.

Noldor — (Q. “The Wise”; alt. “The Deep Elves.”) The Second Kindred of the Eldar.

Númenor — (S. “West-land” or “Westernesse.”) The large, fertile island continent located in the middle of the Great Sea (S. “Belegaer”) from its creation at the beginning of the Second Age until its destruction in S.A. 3319. The westernmost home of mortal Men, Númenor was often called Andor (S. “Land of the Gift”), for it was a reward for the Edain’s aid in the struggle against Morgoth during the First Age. From S.A. 32 until its Downfall (A. “Akallabêth”), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúnadan race that later dominated western Endor.

Osgiliath — (S. “Fortress [or ‘Citadel’] of the Stars.”) Originally founded as the capital of Gondor, Osgiliath is situated on both sides of the Anduin, just north of the confluence of the Great River and the Ithilduin and a short distance northeast of Minas Tirith. It is the largest city in the South Kingdom, and is the home of the Master-stone, the chief Palantír (until the device is lost during the Kin-strife). Osgiliath is sacked in T.A. 1437 and suffers great hardship during the Great Plague of T.A. 1636-37. After the Plague, the royal seat is transferred to Minas Anor (Minas Tirith), but the great port remains important until it is ruined by Orcs in T.A. 2475. The eastern half of the city is captured by Sauron’s minions in T.A. 3018, the western half in T.A. 3019.

Parapet — A bank of earth or a wall over which a defender may fire.

Pelargir — (S. “Garth of Royal Ships.”) Great port city on the Anduin. Founded by the Faithful of Númenor in S.A. 2350, it is the oldest city in Gondor. Pelargir is the capital of Lebennin and serves as the home for the Royal Fleet.

Pelennor — (S. “Enclosed Lands.”) The 96,000 acre area surrounding Minas Tirith that is enclosed by the Rammas Echor. It is about fifteen miles in diameter. Pelennor consists mostly of rolling pastures and farmland.

Portcullis — A vertical, sliding grill with spiked tips that serves as a barrier gate.

Rammas Echor — (S. “Great Wall of the Outer Circle.”) Originally called the Noeg Echor, the Rammas Echor is a massive wall system that surrounds the Pelennor Fields. It first consisted of a high earthen embankment encircled by a broad, deep ditch. Later, after T.A., a formidable wall surmounts the embankment.

Silvan — All of the Elves who are not Eldar.

Sindar — (S. “Grey Elves”, alt. “Elves of Twilight”.) The Sindar are neither Moriquendi nor Eldar.

Sothrons — Term used in Gondor for Men from Harad (Haradrim) or Umbar (Umbarim or Umbareans).

Splay — A sloping base of a wall or tower, which frustrates ramming by deflecting strikes upwards.

Talus — A sloping wall, thicker (splayed) at its base.

Tharbad — (S. “Crossing-way.”) The fortified river-port that straddles the river Gwathló at the point where the Old North Road meets the Old South Road. Founded by the Númenóreans in the Second Age, it is the principal city in Cardolan.

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

Turret — A bartizan.

Umbar — (S. “Fate;” also “Evil Dwelling.”) Port city and surrounding coastal region located in eastern Harad, across the Bay of Belfalas from Gondor. Umbar’s great firth and numerous smaller bays provide havens for the Corsairs that raid Gondor’s southern flank. Founded in the Second Age by the Men of Númenor, Umbar has been held by various groups at odds with the South Kingdom: Black Númenóreans, Corsairs, and Haradrim.

White Mountains — (S. “Ered Nimrais.”) Snow-capped mountains which run eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of the Dead cross under the White Mountains between Harrowdale (on the north) and Erech (to the south). Alpine in character, the White Mountains rise to heights of well over 11,000 feet.

16.2 ABBREVIATIONS

GAME SYSTEMS

MERP *Middle-earth Role Playing*

RM *Rolemaster*

CHARACTER STATS

Ag Agility(**RM/MERP**)

Me Memory(**RM**)

Co Constitution(**RM/MERP**)

Ig Intelligence(**MERP**)

St Strength(**RM/MERP**)

Re Reasoning(**RM**)

PR Presence(**RM/MERP**)

Em Empathy(**RM**)

It(In) Intuition(**RM/MERP**)

Qu Quickness(**RM**)

Sd Self Discipline(**RM**)

GAME TERMS

AT Armor Type

Lvl Level (exp. or spell level)

bp bronze piece(s)

MA Martial Arts

cp copper piece(s)

Mod Modifier or Modification

Crit Critical strike

mp mithril piece(s)

D Die or Dice

NPC Non-player Character

D100 Percentile Dice Result

OB Offensive bonus

DB Defensive Bonus

PC Player Character

FRP Fantasy Role Playing

PP Power Points

GM Gamemaster

R or Rad Radius

gp gold piece(s)

Rnd or Rd Round

ip iron piece(s)

RR Resistance Roll

jp jade piece(s)

Stat Statistic or Characteristic

tp tin piece(s)

MIDDLE-EARTH TERMS

A Adûnaic

Kh Khuzdul (Dwarvish)

BS Black Speech

LotR ... *The Lord of the Rings*

Cir Cirth or Certar

Or Orkish

D Dunael (Dunlending)

Q Quenya

Du Daenaal (Old Dunaal)

R Rohirric

E Edain

Rh Rhovanion

El Eldarin

S Sindarin

Es Easterling

S.A Second Age

1.A First Age

Si Silvan Elvish

F.A Fourth Age

T.A Third Age

Hi Hillman

Teng ... Tengwar

H Hobbitish (Westron variant)

V Variag

Har ... Haradrim

W ... Westron (Common Speech)

Hob ... Hobbit

Wo Wose (Druidain)

Kd Kuduk (ancient Hobbitish)

CREDITS

Dedication: for Bélanda, the Sublime Singer
Author/Designer: Graham Staplehurst.
Editor: Peter C. Fenlon.
Cover Art: Angus McBride.
Art Direction & Cover Design: Richard H. Britton.
City Map: Carolyn Savoy.
Color Area Maps: Pete Fenlon.
Layouts: David Martin and Ellisa Martin, Steve Sullivan, Elizabeth Mitchell, Nick Smith, Graham Staplehurst.
Interior Illustrations: Liz Danforth, Shawn Sharp, Jason Waltrip.
Charts: Pete Fenlon, Coleman Charlton.
Editorial Contributions: Terry K. Amthor, Leo LaDell.
Production: Kurt H. Fischer, Jessica M. Ney, Suzanne H. Young, Leo LaDell, Coleman Charlton, John David Ruemmler, Paula Peters, Larry Brook, Eileen Smith, Marcia Sterrett.
Page Design: Leo LaDell.
Special Contributions: Deane Begiebing, Rob Bell, Karl John Breckenridge, Ernest Lewis, David Johnson, Tappie Lee, Regina Spottswood, Beth Preston, Olivia Johnston, Amy Vandenburg, Virgil & Vicil (the other ferrets).
Series Editor: Pete Fenlon.
Special Thanks to: Mary, Carole and Brian.

SELECTED READING

Fonstad, Karen Wynn. *The Atlas of Middle-earth*. Boston: Houghton Mifflin Co., 1981. Copyright© 1981 by Karen Wynn Fonstad.
 Foster, Robert. *The Complete Guide to Middle-earth*. New York: Ballantine Books, 1978. Copyright© 1971, 1978 by Robert Foster.
 Tolkien, J.R.R. *The Hobbit*. Revised Edition. New York: Ballantine Books, 1966. Copyright© 1937, 1938, 1966 by J.R.R. Tolkien.
 ———. *The Fellowship of the Ring*. Boston: Houghton Mifflin Co., 1965. Copyright© 1965 by J.R.R. Tolkien.
 ———. *The Two Towers*. Boston: Houghton Mifflin Co., 1965. Copyright© 1965 by J.R.R. Tolkien.
 ———. *The Return of the King*. Boston: Houghton Mifflin Co., 1965. Copyright© 1965 by J.R.R. Tolkien.
 ———. *The Silmarillion*. Boston: Houghton Mifflin Co., 1977. Copyright© 1977 by George Allen & Unwin Ltd.
 ———. *Unfinished Tales*. Boston: Copyright© Houghton Mifflin Co., 1980. Copyright© by George Allen & Unwin Ltd.
 Tyler, J.E.A. *The New Tolkien Companion*. New York: Avon Books, 1978. Copyright© 1976, 1978 by J.E.A. Tyler.

This work is based on *The Hobbit* and *The Lord of the Rings*, particularly the appendices from *The Return of the King*, the third volume of the trilogy. Great pains have been taken to assure no conflict with any other primary source material. Since the material in ICE's series is derived from the histories of the Third Age, *The Lord of the Rings* stands as the most instrumental resource.

The Silmarillion and *Unfinished Tales* may provide crucial data for campaigns set in the First or Second Ages of Middle-earth. The former is certainly key to any in-depth cosmological overview.



PRODUCT LISTING



Look for these I.C.E. and Hero product lines at your favorite retail outlet! Each of the role playing systems is supplemented with a variety of support material.

ROLEMASTER

I.C.E.'s classic FRP system. A complete set of advanced, realistic, & sophisticated rules. The components of the Rolemaster system can be used separately with most major FRP systems.

SPACE MASTER

The ultimate adventure frontier is brought to life with I.C.E.'s Science-fiction Role Playing system. A complete game in one box, Space Master provides everything necessary to run a realistic, richly detailed science fiction campaign.

MIDDLE-EARTH ROLE PLAYING

Middle-earth Role Playing (MERP) is perfect for the novice as well as experienced gamers. Designed with faithful attention to Tolkien's world, MERP provides rules covering combat, magic, professions, and everything necessary for adventuring in Middle-earth. MERP is the perfect lead in to the more complex Rolemaster system.

CHAMPIONS the Super Role Playing Game™

Don't just read comic books! Recreate your favorite hero or design your own the way you want!

DANGER INTERNATIONAL

Jump into modern adventure with fast cars, vital secrets and high-tech hardware. Play Soldiers of Fortune, Secret Agents, Detectives or Investigative Reporters!

FANTASY HERO

Fashion your own fantasy universe of Epic Adventure! Bring to life your favorite character from fiction or create your own exciting hero.

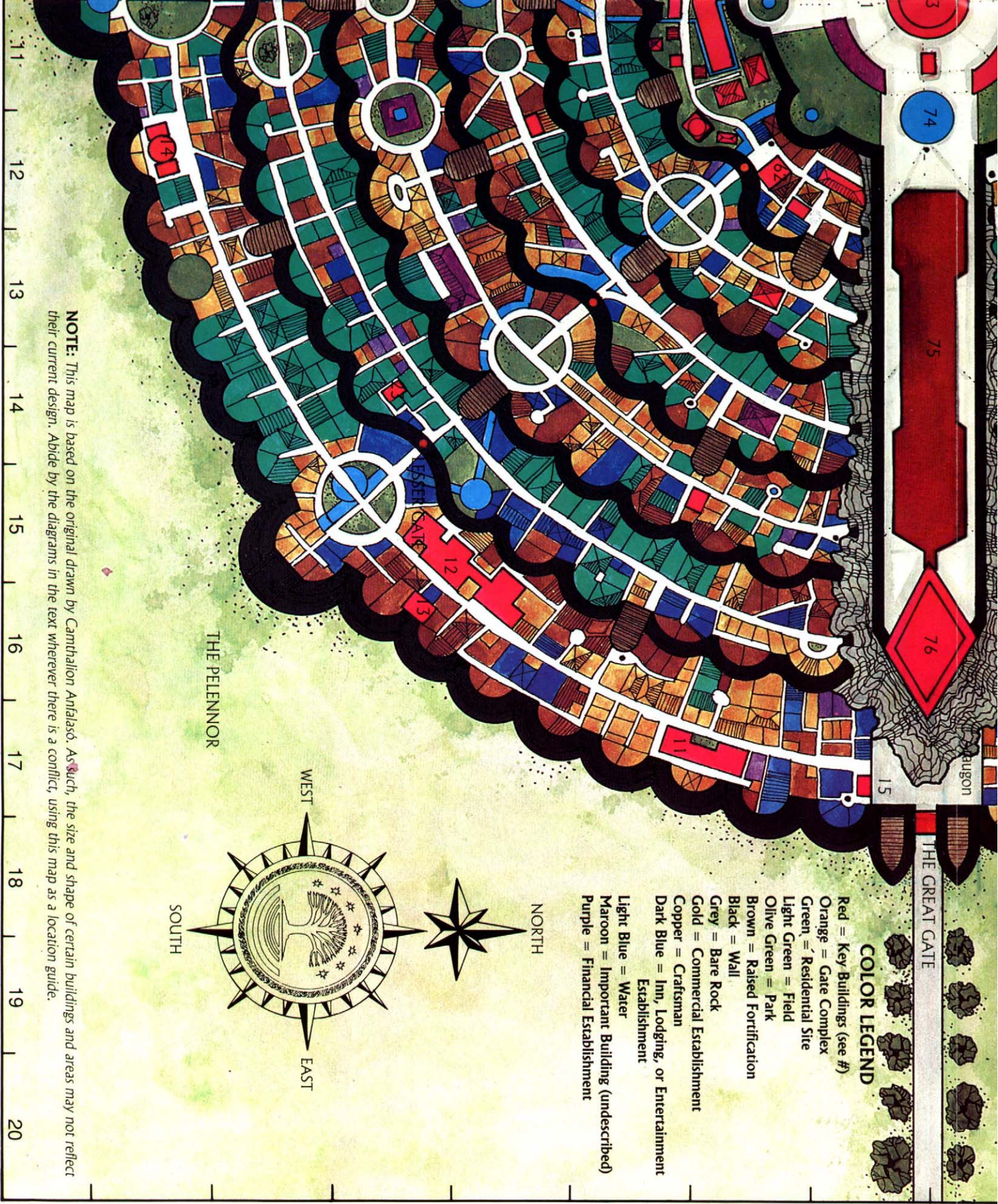
ADVENTURER'S CLUB MAGAZINE

The mag for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of Hero Games. And there's a ready-to-play adventure in every issue!

IQ (ICE QUARTERLY)

In the immortal tabloid format, the IQ is sixteen pages packed with advance product info, inside ICE stuff, humor, occasional fiction and reviews, and featured MERP/ROLEMASTER/SPACE MASTER material!

These fine products are sold at better retail outlets worldwide. Ask for them at your favorite store... or order directly from us. VISA & MASTERCARD orders call (800) 325-0479. VA residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9AM-5PM, Eastern Standard Time, Mon.-Fri. Allow 4-6 weeks for delivery.



- COLOR LEGEND**
- Red = Key Buildings (see #)
 - Orange = Gate Complex
 - Green = Residential Site
 - Light Green = Field
 - Olive Green = Park
 - Brown = Raised Fortification
 - Black = Wall
 - Grey = Bare Rock
 - Gold = Commercial Establishment
 - Copper = Craftsman
 - Dark Blue = Inn, Lodging, or Entertainment Establishment
 - Light Blue = Water
 - Maroon = Important Building (undescribed)
 - Purple = Financial Establishment

NOTE: This map is based on the original drawn by Camthalion Antalasó. As such, the size and shape of certain buildings and areas may not reflect their current design. Abide by the diagrams in the text wherever there is a conflict, using this map as a location guide.

KEY BUILDING LEGEND

THE FIRST LEVEL

- 11 – THE OLD GUESTHOUSE
- 12 – THE ORRERY HOUSE
- 13 – LITTLE LOCK SHOP
- 14 – PALACE OF LIGHT
- 15 – KEYLODGE

THE SECOND LEVEL

- 21 – HALL OF WAX
- 22 – THE GREAT BAKERY
- 23 – HOUSE HARNASTIN
- 24 – LETSEN'S STUDIO
- 25 – ELDACAR'S BREAKFAST HOUSE
- 26 – WOODWRIGHTS' HOUSE

THE THIRD LEVEL

- 31 – MORTAR HALL
- 32 – HOUSE OF MEMORIALS
- 33 – THE CHIMNEYS
- 34 – HOUSE OF GOLD AND SILVER
- 35 – GREAT HALL OF THE GUARD
- 36 – JERRAD THE SHARPS

THE FOURTH LEVEL

- 41 – MYALL'S VITRINE
- 42 – OFFICE OF ESTATES
- 43 – WATERWRIGHTS' HALL
- 44 – RYND THANNATH
- 45 – THE GLASSWORKS
- 46 – LEADENHOUSE

THE FIFTH LEVEL

- 51 – ERAGOL BOOKBINDER
- 52 – THE DIE MAKERS'
- 53 – RYND PERMAITH GWAIN
- 54 – RYND PERMAITH JAUR
- 55 – FELLOWSHIP'S HALL
- 56 – HOUSE OF TAPESTRIES

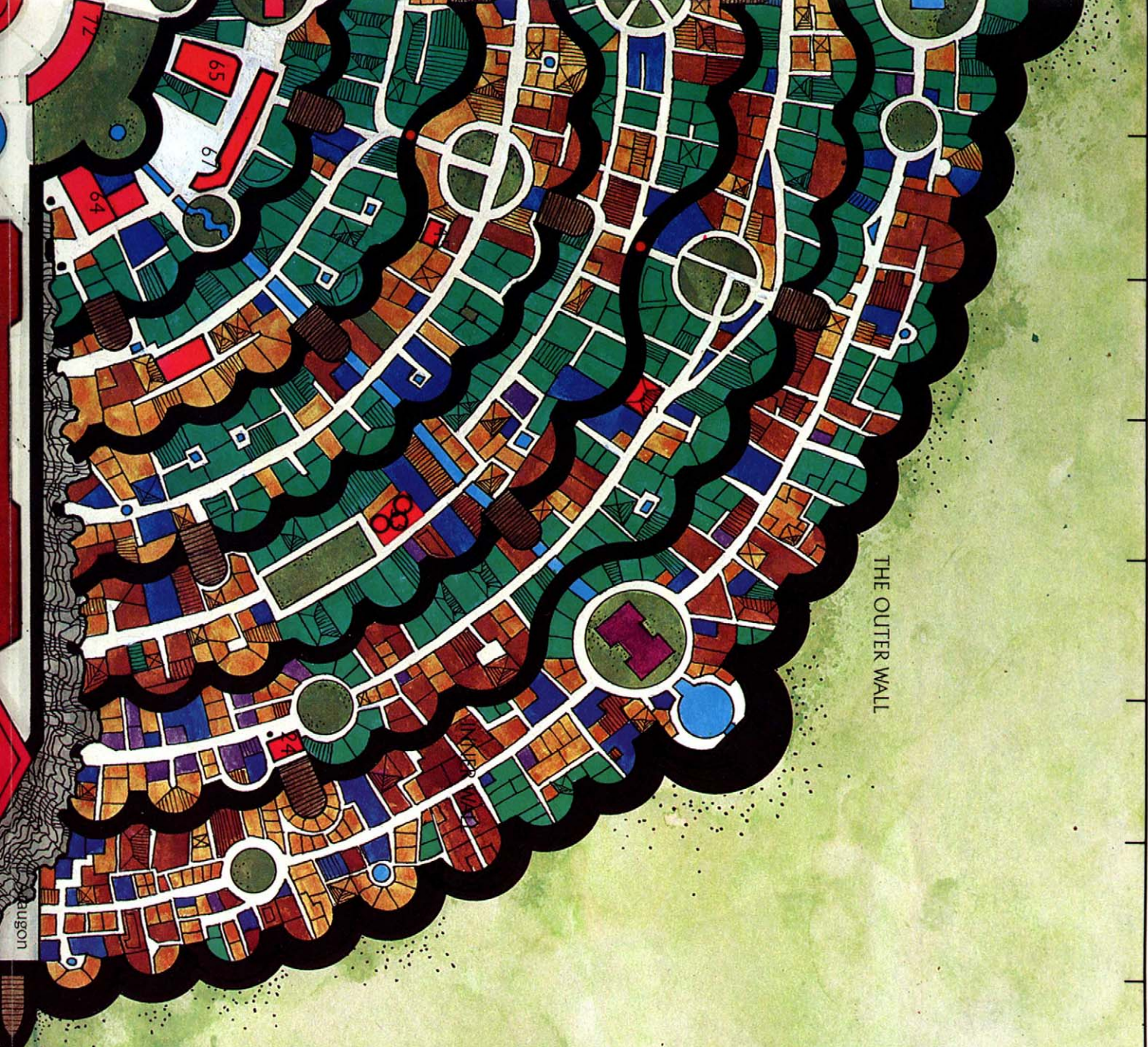
THE SIXTH LEVEL

- 61 – HOUSES OF HEALING
- 62 – TERIMBEL THE RATTER
- 63 – CHAMBER OF CONCLAVE
- 64 – HOUSE OF RINGING SOUNDS
- 65 – MERETHROND
- 66 – FEN HOLLEN, RATH DINEN, THE HALLOWS
- 67 – LOWER BARRACKS

THE SEVENTH LEVEL – CITADEL ROCK

- 71 – THE HIGH COURT
- 72 – THE UPPER BARRACKS
- 73 – THE HALL OF ISLUDR (THE WHITE TOWER)
- 74 – THE PLACE OF THE FOUNTAIN
- 75 – HIGH HALL
- 76 – THE TOWER OF ANARION

THE OUTER WALL



MINAS TIRITH

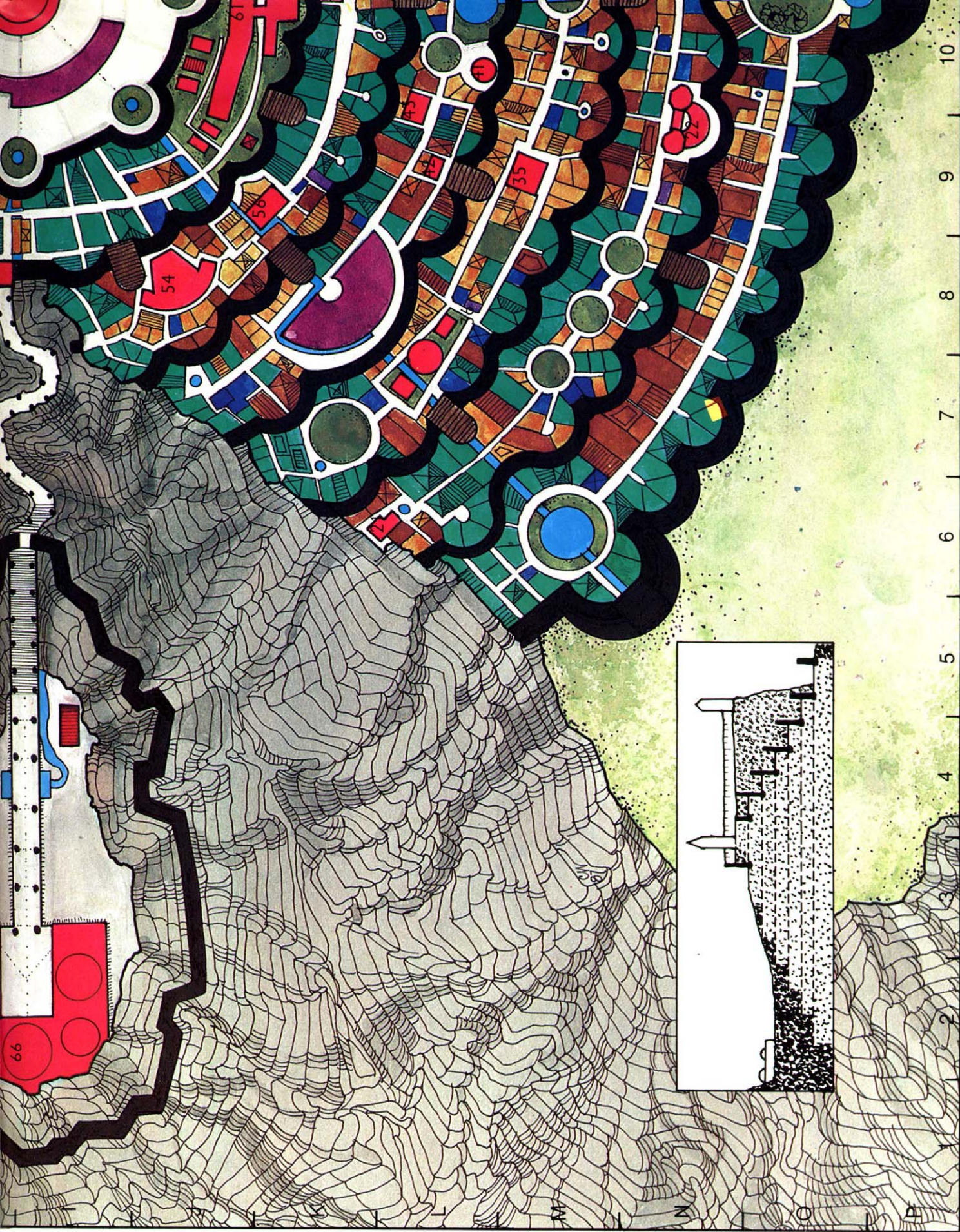
The City of the Sun

Scale 1" = 300'



1 cm = 36 m













CITIES Middle-earth™

The CITIES OF MIDDLE-EARTH™ series provides Gamemasters (GM's) with detailed presentations of the most significant cities in J.R.R. Tolkien's world. Each book documents the history, design, layout, garrison, and inhabitants of the city. Painstakingly elaborate maps, floor plans, and full-color maps highlight each product. Here you'll find a wealth of adventures and settings for use with the MERP™ and ROLEMASTER™ fantasy role playing (FRP) game systems, material easily adapted to most other FRP lines. Why adventure anywhere else when you can journey to the CITIES OF MIDDLE-EARTH™!

MINAS TIRITH™

Minas Tirith, the Guarded City, rises from the base of Mount Mindolluin. Capital of Gondor, it is the preeminent symbol of the struggle against Sauron of Mordor. No other city in western Middle-earth offers greater hope for the defense of the Free Peoples.

Minas Tirith commands the wide gap between the White Mountains and the Mountains of Shadow that encircle the Dark Lord's homeland. Its seven walls and seven levels seem to grow out of the stone, as if carved by Giants. Each tier of the Royal City wraps around the rock and looms above the surrounding quarter, its ramparts glimmering white with each sunrise.

High atop the capital, on the uppermost level, the Tower of Ecthelion reaches skyward like a pearl-and-crystal spire. Amidst the storm spawned by the Lord of the Rings, this citadel is the last hold in Minas Tirith, an unparalleled bastion in an ominous time.

MINAS TIRITH™ features:

- A double-sided 16" x 20" full-color mapsheet
- 40 pages of floorplans and layouts
- Detailed descriptions of key locations in the city
- Complete overviews of Minas Tirith's seven levels, the Pelennor, and the port of Harlond
- Descriptions of Boromir, Faramir, Denethor, and other famous figures

Printed in U.S.A.

St. #8301



©1988 TOLKIEN ENTERPRISES. THE LORD OF THE RINGS and THE HOBBIT and all characters and places therein are trademark properties of TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, INC., Berkeley, CA. No unauthorized use permitted.

Playable with



Rolemaster™

