

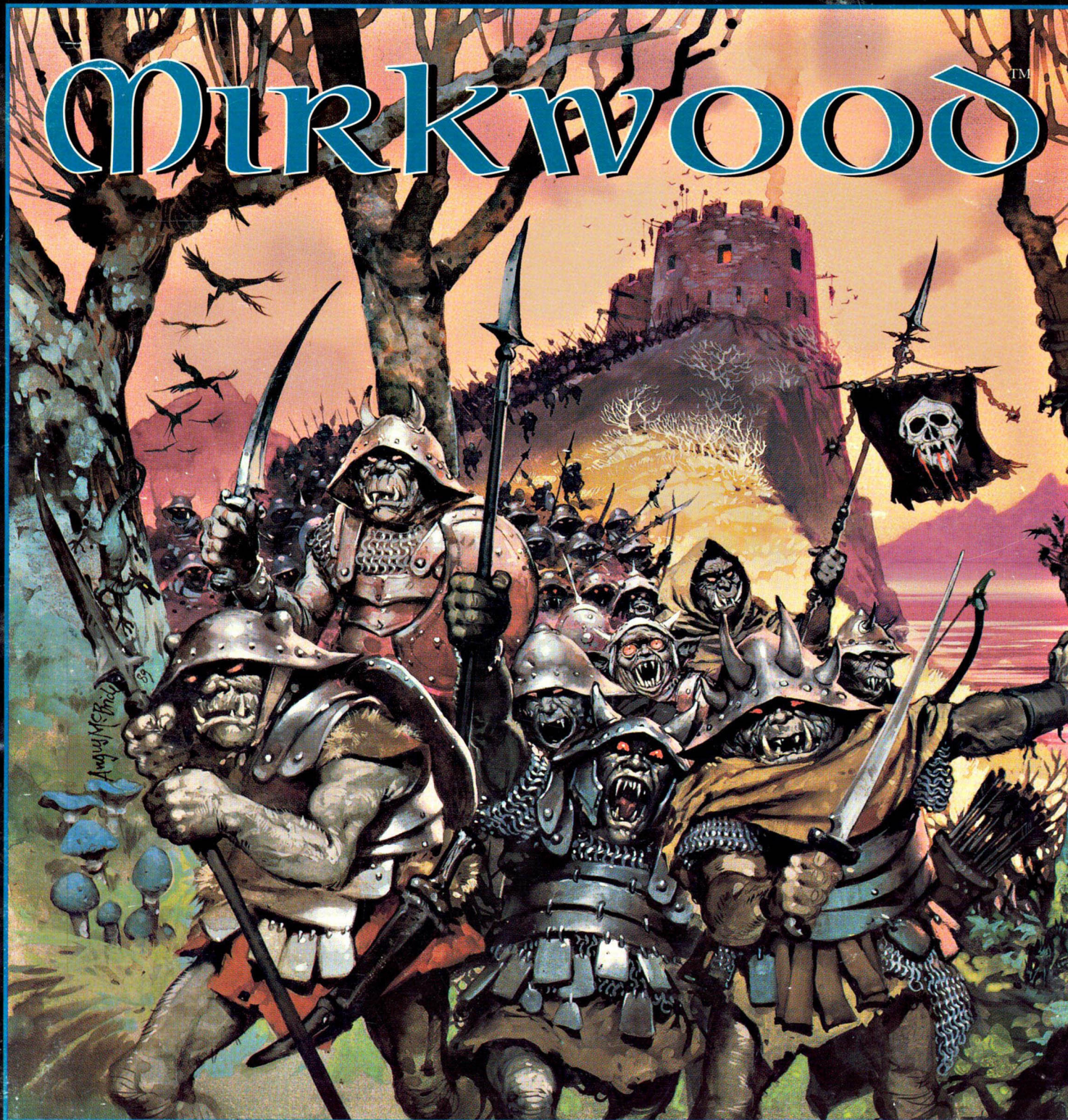
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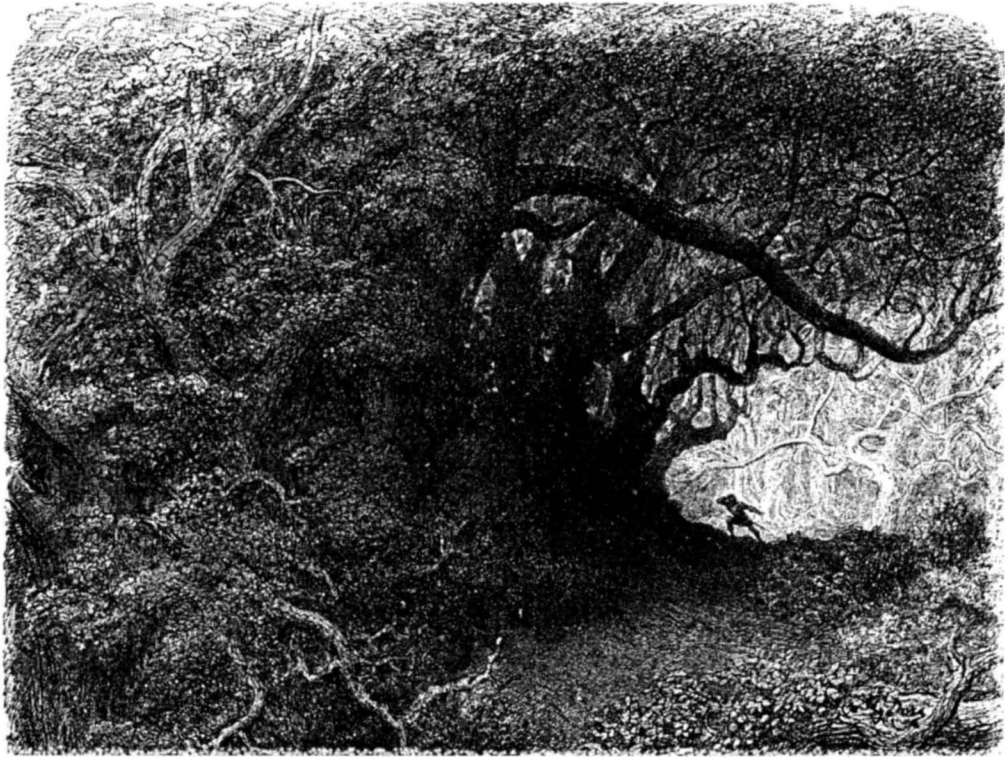
#2019



Mirkwood™



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



MIRKWOODTM

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Note: ICE’s “Mirkwood” is a revision of a previously published work entitled “Mirkwood, the Wilds of Rhovanion.” While ICE has added some new material and reorganized the data, most of the prose here was already in print when we began our revision.

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1.0 INTRODUCTION

"By the afternoon they had reached the eaves of Mirkwood, and were resting almost beneath the great overhanging boughs of its outer trees. Their trunks were huge and gnarled, their branches twisted, their leaves were dark and long. Ivy grew on them and trailed along the ground.

"Well, here is Mirkwood!" said Gandalf. "The greatest of the forests of the Northern world. I hope you like the look of it. Now you must send back these excellent ponies you have borrowed."

The Hobbit, pp. 134-135

Like Bilbo and the Dwarves on the quest of Erebor, other bold adventurers might discover in their hearts a reluctance to enter the shadows of Mirkwood. They have reason for their caution! Giant spiders, enchanted streams, and the chance of losing one's way are the least of the perils of the forest. The Necromancer's minions comb the treelands in the south for victims, while Thranduil's Elves loose a beguiling, confusing magic in the north when feasting abroad under leafy arches. No path is safe; no trail is certain. Let the traveller beware!

ADVENTURE GAMING

Mirkwood is the fourth title in ICE's *Realms of Middle-earth*® adventure game series. Each work in this collection documents a specific geographic region or political entity in Tolkien's Middle-earth. Other volumes include *Arnor*,™ *The Shire*,™ *Angmar*,™ *Southern Gondor*,™ etc. Each is a comprehensive compendium describing notable events, sites, and characters from a host of Endor's most storied locales. This realm module details Rhovanion, the wild lands of which Mirkwood is the heart. In addition, *Mirkwood* provides you with summaries and charts describing the region's inhabitants, sites, and challenges in a fantasy gaming context. These works are, after all, adventure game supplements.

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

Mirkwood serves as a helpful tool for gamemasters and players seeking knowledge about Hobbits and that portion of Eriador in which they come to dwell. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, in particular ICE's *Middle-earth*® series. Those wishing to explore Endor in the context of an adventure game will find this work invaluable.

USING THIS WORK

Mirkwood begins with an overview of Rhovanion (Section 2.0), sketching the conflicts that arose with the arrival of Easterling invaders, a pestilence of surpassing virulence, and the advent of the mysterious Necromancer in Dol Guldur. It is followed by a history (Section 3.0) that focuses on the events of the Third Age. Sections 4.0, 5.0, and 6.0 discuss the geological, climatic, and ecological character of the land, while Sections 7.0 and 8.0 relate pertinent particulars of the plants and animals native to the area. Section 9.0 presents the dark creatures that haunt Mirkwood. Section 10.0 covers the roads and waterways that traverse Rhovanion's board leagues. We then examine the diverse peoples dwelling in the wilderland (Section 11.0) and delve into the complex politics of the region (Section 12.0). Sections 13.0, 14.0, and 15.0 place the sites of Men, Elves, and Dwarves in their proper context, along with detailed descriptions. Section 16.0 deals with the unique home of the Wizard Radagast the Brown. Section 17.0 gives an overview of Dol Guldur, while Section 18.0 discusses other dark sites. People of note—the Necromancer, the princes of the plains, and the Lords of Dale, among others—appear in Section 19.0, followed by adventures likely to strike wayfarers in Mirkwood. We finish with an array of appendices, tables, and charts pertaining to ICE's *Middle-earth Role Playing*,™ *Rolemaster*,™ and *Lord of the Rings Adventure Game*™ systems.

THE SOURCES

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

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

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

2.0 RHOVANION

NOTE: *Mirkwood forms the heart of Rhovanion. This work covers all of this dramatic domain. Where necessary, the material in this work is set in T.A. 1640; however, we have taken care to delete time-specific references wherever possible.*

Rhovanion, or Wilderland, is home to Thranduil's Wood-elves, the Dwarves of the Iron Hills, and various Northmen groups of the mountains, woods and plains. It is a rugged region untamed by any dominant civilization. Encompassing the ancient forest of Mirkwood, once called Greenwood the Great, this wild country is also the abode of Giants and Dragons and other powerful beasts, creatures who inhabit the mysterious Mountains of Mirkwood and the cold but serene Grey Mountains.

Rhovanion is vast, varied, and strategically located. The rich Anduin Valley comprises its western flanks, a border fronted by the sheer cliffs of the mighty Misty Mountains. To the north, the Grey Mountains stand along the frontier, separating the area's cool, wooded highlands from the bleak Northern Waste. Wilderland's vast plains border the great Kingdom of Gondor to the south and the wide, unfriendly country of Rhûn to the east.

2.1 A VARIED LAND

The Northmen of Rhovanion reside amongst others who ordinarily shun the Secondborn. Wood-elves live throughout northern Mirkwood, particularly in the eastern eaves where the Forest River feeds the Long Marsh. Immortal minstrels, linguists, lovers of the good life, these Silvan Folk cast their spells as they have for centuries—albeit in an ever-shrinking domain. Meanwhile, to the east, a small group of Durin's Folk mine the Iron Hills. These Dwarves, relatives of the masters of Moria (K. Khazad-dûm) and Dwarf-smiths of the Blue Mountains, also covet the riches of the Ered Mithrin. The Northmen, too, reside in Rhovanion. Wild men live here, not many, but a few genuine wild men of the woods, men of little learning and culture who live closer to beasts than to other men. (Some seem more bearlike than human.) Other bands of more-sociable Northmen have settled in larger numbers along the vales of the Anduin and on

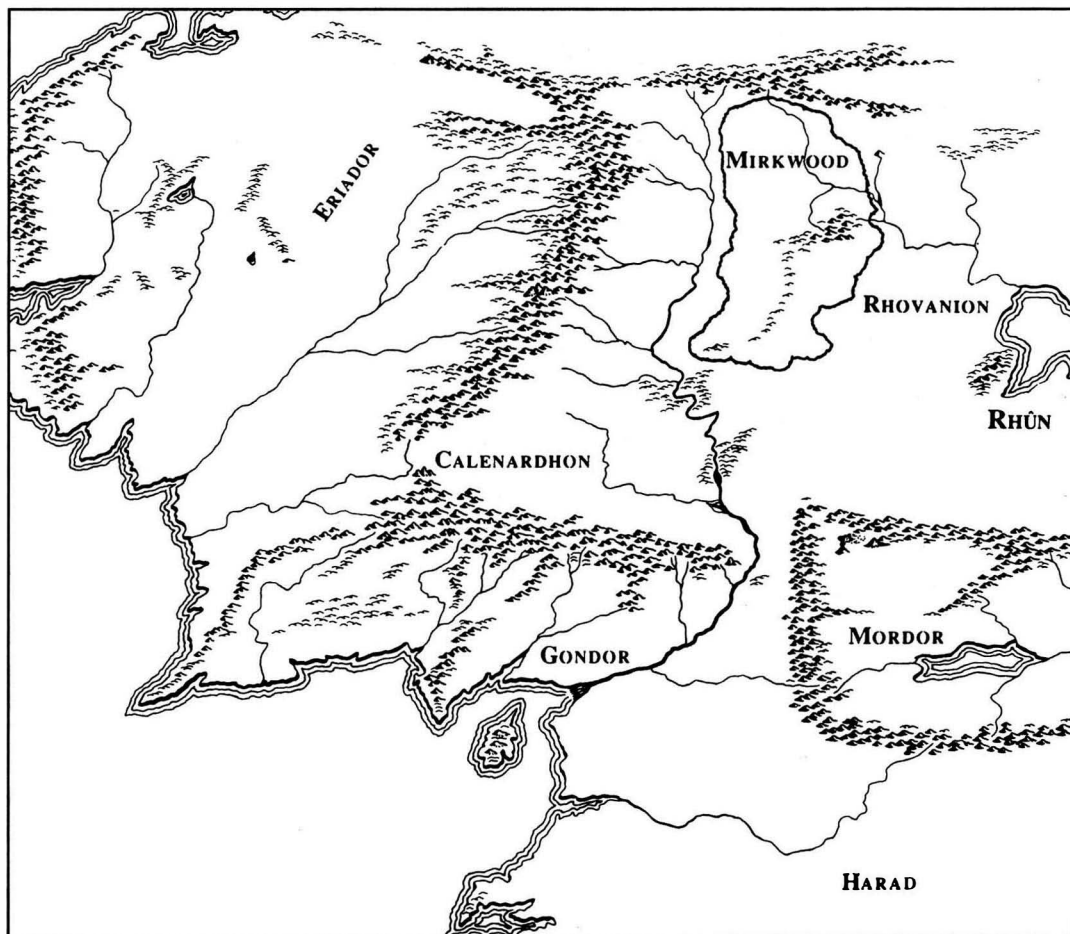
the wide plains of Rhovanion to the east and south of the forest, to farm and hunt and to a small extent, trade. These men maintain bonds, however loosely, with their kinsmen in Gondor. Bound to the soil and woods of the region, these proud and independent descendants of the Edain lead a clannish existence, answering to no one but themselves.

2.2 A LAND BESIEGED

Never a center of government or a cultural magnet, Mirkwood is recovering from the recent Dark Plague, a pestilence which struck down half of the men and beasts of the area and led to famine and great suffering in the winter that followed. To add to the region's ills, Smaug the Destroyer and his winged cousins make their homes in the frozen wastes north of the Grey Mountains and breed in the Withered Heath of Desolation, a forsaken zone that testifies to the Dragon's powers of ruination. Far to the south, below Rhosgobel and the Narrows of the Forest, juts Dol Guldur. This gloomy, mist-enshrouded fortress stands as Sauron's outpost in Mirkwood, his stepping-stone between Mordor and Angmar. From there, the awful Necromancer has cast his sickening and strangling Shadow across the game and primeval greenery of what was once Greenwood the Great.



Northwestern Endor



No one travels or lives in the region without falling under the shadow of Dol Guldur. While only the wise have any notion of why this mountain sheds such a ghastly spell, all can sense the foul stench of evil and death that surrounds Amon Lanc (S. "Naked Hill"). Most hardships that befall one in Rhovanion can be traced back in one way or other to the influence of the accursed craggy peak.

Yet conflicts have arisen that apparently have nothing to do with the Evil of that mountain. Rhovanion, the pastoral gateway between the West and the rest of Middle-earth, has become the warring ground of forces beyond its bounds. The great Kings of Gondor, in their quest for empire and the subjugation of the Easterling tribes, have brought constant conflict and bloodshed to a land which was once little more than a corridor for wandering folk. While few great wars originate in Wilderland, many battles scar the hills and plains of the region, forcing Rhovanion's inhabitants to take up arms to protect and defend their homes and fragile resources. This is a country under siege, a beautiful and bountiful domain gripped by the omnipresent threat of war and pestilence, drought and deluge, and insidious Evil.

Great Plague



3.0 HISTORY

In the Elder Days, Rhovanion was the domain of Elves. The Vanyar, the Noldor, and the Teleri all passed through its wide lands on their Great Journey into the West. Of the Teleri, one branch turned away from their kin to dwell in the vales of Anduin. These were the Nandor, and they spread through the forests dominating the region at the time. The Nandor, although technically among the Eldar due to their Teler heritage, never came to the Undying Lands, nor witnessed the light of the Two Trees. Thus they are considered to be Moriquendi (S. "Dark Elves") and are grouped among the Silvan peoples.

The Nandor survived on roots and berries gathered in the woodland, along with game hunted as part of their song-laden festivals. They were a primitive folk who yet retained the exquisite grace and finesse of their Elda heritage. Their roving lifestyle carried them on regular pilgrimages from the eastern slopes of the Misty Mountains to the edge of the immense grasslands surrounding the Sea of Rhûn. They regarded the trees, the glens, and the streams by which they passed as under their guardianship, but did not feel a sense of ownership. Dwarves, fairy beings, and later Men and Hobbits might come and go without inviting significant Nando attention.

After the rising of the sun, when Men awoke, the Edain who would eventually meet with the Elves in Beleriand passed through Rhovanion on their journey westward. They did not stay. Only their strange burial mounds and their monuments to the mysteries of the natural world remain to mark their slow, centuries-long passage. The Daen peoples who came to rest in the valleys hemming the White Mountains also migrated from east to west, but their route took them south of the Nando realms. They passed through the prairies spreading between the flanks of the Ash Mountains and the lower edges of Rhovanion's forest, crossing Anduin at the South Undeeps. The Wilderland continued as a primarily Elven domain.

In the Second Age, the silver mists, the golden dawns, and the contemplative quietude of Rhovanion gave way to a more energetic milieu in which diverse peoples mingled and interacted. Descendants of the Edain who had passed through millenia before and halted in the lands between the Blue Mountains and the Misty Mountains now returned, this time to settle and build homesteads. Named Eriëdain by the Sinda Elves, these mannish newcomers began carving meadows and fields out of the ancient forests, chopping trees at a dismaying rate.

In the mid-Second Age, Galadriel came to Lindórinand (later Lórien), where she was hailed as Queen. Her rule spanned the Anduin and encompassed much of what was then named Greenwood the Great. At the end of the Age, Oropher of the Sindar left Lindon for northern Rhovanion and there founded his Woodland Realm. With both these great monarchs came the concept of sovereignty over the land as well as over its peoples. Oropher, and later his son Thranduil, claimed the forests of the north as his and held them against the encroachments of Man on into the Third

Age, while Galadriel did the same in the south. The Eriëdain stabilized in the Anduin Vales and the prairies between Greenwood's eastern eaves and the shores of the Sea of Rhûn. The shifting political scene steadied, and peace reigned between these dissimilar neighbors.

3.1 RHOVANION IN THE THIRD AGE

THE FIRST MILLENIUM T.A., A QUIET TIME

For the men of Rhovanion, life during the first millennium of the Third Age was prosperous and happy. Predictably good weather and copious harvests marked those happy times. The (now-abandoned) terraced fields below the Undeeps date back to this placid era, when the Elves and Men of the region enjoyed comfortable lives and traded their bounty for a wealth of other goods from Gondor, Eriador, and Dorwinion. Many came to settle in Rhovanion, hoping to share the modest wealth born of its fertile landscape. From Eriador there came rugged Northmen, friends of the Dúnedain of Gondor. Out of Gondor flowed a steady stream of farmers who crossed the Anduin in search of free, open land. These folk overwhelmed the indigenous folk (who were largely "common men") and blended to form the core of the Plainsman civilization of Talath Harroch (southern Rhovanion). Differences in their lifeways, language, and outlook initially kept the two groups apart, but trade and the common setting of their new homes eventually eroded most of the cultural barriers.

Some Northmen, however, remained apart. The insular Woodmen who entered Rhovanion soon after the end of the Second Age travelled south of the Old Forest Road and settled in relative isolation in the deep woods near the Gladden Fields. Their eccentric Beijabar brethren, scattered families tied to the mystical Bear Cult, helped guide the Woodmen clans across the Great River. Like the Woodmen, the Beijabar kept to themselves and clung to their ancient traditions. Residing in manors scattered at the edge of the woods or along the flanks of the Misty Mountains, these stalwart Northmen insured that the new roads remained safe, but they rarely mixed with others.

All the while, the Silvan Elves, or Tawarwaith (S. "Forest-folk"), lived happily in Greenwood the Great. Angálaladh, their "Elven Ring," dominated the depths of the Forest and served as the heart of their Woodland Realm. They remained fast, albeit competitive, allies of their Elven neighbors: the Galadhrim (S. "Tree-people") of Lórien. (Lórien was, after all, once home to King Thranduïl and his Sinda retainers.) They also tolerated the Northmen. Despite incursions of Plainsmen into the Forest for lumber, the mostly Avar Forest-folk coexisted with the newcomers.

Nonetheless, Thranduïl felt compelled to reduce the size of his kingdom as the influence of Men waxed. The retreat of the Wood-elves left the southernmost part of the forest open. Into this void came the Shadow.



NORTHWEST ENDOR

Arrows depict thrust of Wainrider invasion, T.A. 1854. 1=Arthedain; 2=Angmar; 3=No Man's Land (Rhudaur); 4=Cardolan; 5=Core Territory of Gondor; 6=West Gondor, including the Westfold; 7=Calenardhon or North Gondor; 8=Gondor's Eastlands, weakly ruled after Great Plague of 1635-37, relinquished in 1854-55; 9=Harondor, contested by Gondor and the Corsairs of Umbar; 10=Wainrider Kingdom in Rhovanion 1854-99; 11=Umbar.

THE COMING OF THE SHADOW

While the fertile hills by the Undeeps became known as the Brown Lands during the Second Age, the changes that transformed Rhovanion into Wilderland began taking place around T.A. 1000. The great Lady Galadriel, whose influence spread outward like a halo from Lórien, even into and over Greenwood the Great, saw the first clouds from the East. In time, those clouds begat great rumblings, and new enemies came forth.

Galadriel could not explain what she felt, but she slowly realized that another force entered the forest. Soon, King Thranduïl sensed the intruder as well. As the songs of the Woodland-folk inexplicably took on a quieter key and the crops mysteriously dwindled, the Elves could do nothing to stay the tide of Darkness. By the year T.A. 1100, Thranduïl's people had removed themselves to the northern reaches of Greenwood, and Galadriel found herself without power beyond the western edges of the forest. Many Elves moved back across the river to Lórien, while others fled north to refuges near the Aradhrynd (S. "Halls of the Elven-king"). Little did they know that they were easing the way for the spread of their worst nightmare: the Evil that had come to Dol Guldur was the Lord of the Rings.

The Elves date Sauron's entry into that mountain at about T.A. 1050. No one knew it then, though. The Dwarves who had lived within Amon Lanc and mined its volcanic depths at the leave of Thranduïl's father Oropher had long since departed in search of greater riches. No one lived near the Naked Hill. No one noticed the dark-robed figures lurking in the caverns' corners, preparing the mountain for the coming of their resurrected master.



THE RISE OF RHOVANION'S NORTHMEN

The years surrounding the beginning of the second millenium of the Third Age mark the height of the Northmen's civilization on the Plains. Gondor's empire (after 750) stretched across the Talath Harroch to the western shores of the Sea of Rhûn (the area corresponding to the Gondorian province of Dor Rhúnen), and the varied Northman groups resided throughout Rhovanion. Although their loyalties were divided between their own chieftains and the kingdom of Gondor (which held titular control as far north as the forest edge), no conflicts arose that were serious enough to threaten the bond between Northman and Dúnadan.

The Northmen who lived in Dor Rhúnen prided themselves on being able to combine the best of both worlds; they had security, and learned much from the Dúnedain; they were independent. They traded with the Northmen outside the borders of the Gondorian empire: the Woodmen of Mirkwood, the tribes of the East Bight and the Celduin Valley, and the entrepenurial folk of Lake-town and Dale. Thus, Dúnadan knowledge passed northward and sowed the seeds of the fledgling Northman Kingdom.

Numerous individual homesteads dotted the eastern eaves and the plains to the east of the great forest. Most sprang up along the great highways, notably the East Way (S. Men Romen), the Horse Road (S. Rathon Roch), and the Way of Araw (Men-in-Araw). The greatest concentration of Northmen, though, was in the hills and breaks of the East Bight. There, a budding but crude urban subculture grew up in towns like Buhr Ailgra, Buhr Walldlaes (Strayhold), and Buhr Widu. The Waildung tribe dominated this area, and their Prince, while not recognized as King of the Northmen, became an increasingly important figure in trade and politics. After Gondor's overlords established an embassy in the Waildung court at Buhr Widu, other Northmen began to see the Prince of the Bight as a symbol of the land's prosperity and progress. More importantly, they found themselves forced to reckon with the more settled Waildung.

Finally, around T.A. 1248, Prince Vidugavia, the Huithyn of the Waildungs, proclaimed himself King of Rhovanion. His self-styled Kingdom included all of the lands north of the line stretching eastward from the southern boundary of Mirkwood and roughly corresponding to the territory above the East Way. Vidugavia respected the borders of Dor Rhúnen, which remained the province of his friend and supporter, King Rómendacil II of Gondor.

Although resisted by many Northmen, Vidugavia's rise proved fortuitous for the Gondorian King. His united Northman allies provided the strength necessary for Rómendacil to defeat a great Sagath Easterling invasion. Were it not for the aid, all of eastern Gondor might have been lost to the barbarians. The Northman alliance insured the survival of a free Wilderland.

Sadly, Vidugavia's Kingdom proved short-lived, and the pact that afforded safety and momentary peace to thousands soon resulted in bloodshed. The union of Rhovanion dissolved in the wake of the inter-tribal disputes following Vidugavia's death. Meanwhile, Vidumavi, the Northman King's daughter, married Valacar and became Queen of Gondor. Her marriage served as the unfortunate catalyst for the tragic Kin-strife.

THE GONDORIAN KIN-STRIFE

Valacar, blonde-headed son of Rómendacil, was sent with glad tidings into Rhovanion soon after the Easterlings had been rebuffed. Indeed, his move into Rhovanion marked a minor migration of men and women from Gondor into the pastoral lands to the east. He fell in love with the beautiful dark-eyed daughter of Vidugavia. They married, and the alliance between the two lands seemed safe forever.

Eldacar, son of Valacar and grandson of both Rómendacil and Vidugavia, took over the rule of this greatly extended realm of Gondor in T.A. 1432. His ascension sparked rebellion. Many of his subjects, particularly those in the southern or "seaward" provinces, chafed in the face of another monarch whom they perceived to favor northern interests. The powerful Sea-lords of Lebennin, Harithilien, Harondor, and Anfalas had long assailed Eldacar's "impure" lineage. Citing that their families were pure in Dúnadan blood—unmingled with the blood of the Northerners—the southerners voiced concern that Eldacar was unworthy of the crown. When King Valacar died, the Sea-lords and their followers offered their own candidate for the throne: Castamir of Pelargir. The unrest that tarnished the last part of Valacar's reign erupted into bitter civil warfare.

Too weak to resist the rebel army, Eldacar fled to Rhovanion in T.A. 1437. His rival ruled the South Kingdom for the next ten years. These were dark years in Rhovanion, for the Gondorians stopped trading with the Northmen and persecuted the non-Dúnadan residents of northern Gondor and those of Dor Rhúnen under Castamir's yoke. All the while, the rightful King mustered his allies in the North and laid the foundation for the reconquest of his Kingdom. In T.A. 1447, Eldacar returned to Gondor at the head of a largely Northman army and crushed the Usurper's forces at the Battle of the Crossings of Erui. From this point onward, the Northmen and Dúnedain grew closer, and relations between Gondor and Rhovanion were never quite the same.

THE GREAT PLAGUE

Nearly two centuries passed before the next great tragedy struck the peoples of Wilderland. In T.A. 1635, during the second year of the reign of Telemnar, a terrible wave of darkness came out of the East in the form of the Great Plague. Rhovanion was devastated by a wide variety of unprecedented and unspeakably terrible ills. No plague before or since rivals the scale and horror of this awful holocaust.



The following year the Evil spread across the Anduin and northward beyond the Celduin. There, the symptoms took fewer forms, but the effect was almost as great. Gondor and her allies reeled, and the King perished with all of his heirs. The White Tree, symbol of Gondor's might, withered and died. Osgiliath suffered the most, prompting the new monarch, Telemnar's nephew Tarondor, to lay plans to move the government from the half-deserted city to Minas Anor. Four years later the court transferred to the fortified summer capital at the foot of the White Mountains. The Watch on Mordor was abandoned that same year. Nonetheless, the young King vigorously restored order. Tarondor replaced the White Tree with a seedling planted in the citadel of Minas Anor and gathered the shards of a shattered society together, insuring the recovery of the South Kingdom.

After the Plague, however, the Gondorian King could no longer rely on duties and taxes to fill the treasury. The old imperial tax programs waned in the face of massive depopulation, displacement, and financial depression. This change affected Rhovanion, for the Kings of Gondor stopped taxing their subjects east of the Anduin. Incentives were needed to keep the population of the strategic province of Dor Rhúnen stable. Many of the Northmen resettled on the plains of southern Rhovanion at this time, providing the South Kingdom with added military assistance in return for grazing and farming lands.

THE WAINRIDERS

Although trade in and through Rhovanion recovered during the two centuries after the Plague, many of the region's towns remained in ruin. The population, particularly in the Celduin Valley and on the eastern plains, never again reached its pre-Plague level. Towns like Londaroth Below the Long Lake were forever abandoned. The numbers of Northmen climbed, to be sure, but the area was still sparsely settled when another devastating blow struck.

Summoned out of the East, the next ill wind struck Rhovanion in T.A. 1854. It came in the form of hordes of migrating Easterlings, the so-called "Wagon-folk" or "Wainriders." These fierce, swarthy nomads were actually of the Sagath confederation, the western branch of the Logath peoples of Rhûn. Pressured by their relentlessly bloodthirsty neighbors, the Asdriags, the Wainriders poured out of western Rhûn in countless numbers. They overwhelmed the Gondorians and the Éothraim Northmen of Dor Rhúnen at the Battle of the Plains and swept across the Talath Harroch like an unbroken storm.

Once more, the Dwarves and Elves retreated into their well-guarded bastions while the Northmen fled or suffered the ravages of war. The Wainriders crushed the relatively disunified Northmen in months and, for the next forty-three years, the Wainriders alternately brutalized and slaughtered most of Rhovanion's inhabitants. Many of the Northmen escaped into the Vales of the Anduin with Marhwini and the remnants of the Éothraim tribes, but many more perished.

The carnage ended in T.A. 1899, when the Northman Princes and their men arose in revolt and toppled the brutal Wainrider Kingdom. However, for the next 600 years the Wainriders, the Asdriags (aka "Balchoth"), and the Orcs of the Grey Mountains terrorized Rhovanion and insured that Gondor would never again lay claim to the lands once called Dor Rhúnen.

THE DWARVEN MIGRATIONS

But not all bad luck befell the Men of Rhovanion alone. In T.A. 1980, Dwarves mining for mithril in Moria accidentally released a Balrog, an awesome and abhorrent "Demon of Might" who had been entrapped in the Underdeeps since the end of the Elder Days. Fleeing the beauty and protection of their subterranean city, the Dwarves wandered for years before Thráin I, King of Durin's Folk, led his people to Erebor (S. "Lonely Mountain") in northern Rhovanion. There, at the headwaters of the Celduin (S. "River Running"), they founded the Kingdom under the Mountain in T.A. 1999. Soon after, Thráin discovered the priceless jewel called the Arkenstone in the heart of the solitary peak. Thráin's prize became the House of Durin's most-revered heirloom.

The discovery of gold and gems in the Grey Mountains, however, spurred Thorin I to lead his folk out of the Lonely Mountain to found another colony and tap this immense lode to the north. The new Dwarf-hold prospered for nearly six hundred years but the success of its industrious inhabitants eventually proved to be its undoing. In the course of mining, the Dwarves stirred the long-dormant Dragons residing in the heights near the Withered Heath. Cold-drakes assailed Durin's Folk. The greatest of these beasts, Ando-anca, slew King Dáin I in T.A. 2589 and captured the Dwarven treasury. Dáin's son, Thrór, rallied his people, but the Naugrim lost any hope of reclaiming their stronghold. King Thrór led the majority of the Dwarves back to the Lonely Mountain, while his youngest brother Grór took a smaller party further east. Grór founded a realm in the Iron Hills, which, albeit poorer, proved safer than the refound Kingdom Under the Mountain.

THE COMING OF SMAUG

Smaug the Golden, the greatest winged fire-breather to reside in the Grey Mountains, flew southward out of the Withered Heath in T.A. 2770. Smelling the newly-mined wealth of Erebor, the covetous drake sacked the Mountain, roasted or drove off the Dwarves, and settled into the Great Hall of Thrór. There, he nested upon an inestimable bounty of gold, silver, mithril, and gems—not to mention jewelry and arms defying description. For the better part of two centuries Smaug ruled his roost in Erebor as the Dwarves licked their wounds at Grór's court in the Iron Hills, or in the Blue Mountains beyond Eriador (where they worked disheartedly as smiths and iron-mongers).



Entwife

Smaug also laid waste to the entire upper Celduin Valley, including the Northman town of Dale. The Dragon left a barren, blackened wasteland where there was once a pleasant, profitable (and unprotected) town on the banks of the River Running. The few surviving Dalemen fled south to Esgaroth on the Long Lake, where most became fishermen. None sought to resettle Dale for the next 170 years.

THERE AND BACK AGAIN

In the middle of the twenty-eighth century, the Istar Gandalf reentered Rhovanion's history. The Grey Wizard penetrated the Necromancer's dungeons in Dol Guldur and discovered the dying and tormented Dwarf-king Thrain II. While he failed to save Thrain II, Gandalf secured the Dwarf's magic key to Erebor and a long-secret map of the Lonely Mountain. More importantly, he discovered what he suspected and feared: that the Necromancer of Mirkwood was in fact Sauron.

Gandalf's discovery prompted the White Council to act in unison. Sauron fled in T.A. 2941 and reentered Mordor, leaving Dol Guldur temporarily unoccupied. For only the second time in nearly nineteen hundred years, the Evil One left Mirkwood.

That same year, the Grey Wizard persuaded Thrain's heir, Thorin II (Oakenshield), to join him on an expedition back into the Lonely Mountain. Gathering other Dwarves—Balin, Bifur, Bombur, Dori, Fíli, Glóin, Kíli, Nori, Óin, and Ori—and the Hobbit Bilbo Baggins, Gandalf and Thorin set out on the seemingly hopeless task of retaking the Lonely Mountain from Smaug.

As recounted in Bilbo's narrative, *There and Back Again* (also known as *The Hobbit*), the unlikely adventurers achieved remarkable success. Bilbo secretly entered Erebor and, after stirring Smaug, indirectly led to the Dragon's demise. When the golden Fire-drake subsequently attacked Lake-town, Bard slew him with a bowshot. Thus, the Lonely Mountain was open to Thorin's claim and the Dwarves refound Thrór's realm. Their celebration, though, was exceptionally brief, and it took a great victory at the Battle of Five Armies before the Kingdom Under the Mountain could be reestablished.

THE BATTLE OF FIVE ARMIES

This fateful clash transpired at the base of Erebor, and the fighting raged across the waste between the Mountain and the ruins of Dale to the south. Thorin and his Dwarves, many of whom marched to his aid from the Iron Hills, counted Wood-elves of Mirkwood and the Men of Esgaroth and Dale as their allies. The Elf-king Thranduil and Bard the Dragon-slayer led their forces against the dreaded Orcs of Bolg and a horde of blood-thirsty Wargs, while Thorin held the gate into the Lonely Mountain. The Free Peoples prevailed and, aided by the Great Eagles and the mighty Bejaba Beorn, routed and slaughtered the Goblin-host and cut down the foul Wargs by the score.

In the aftermath of the battle the Dwarves' new King, Dáin Ironfoot (King of the Iron Hills) wisely granted the Wood-elves and the men of Esgaroth and Dale generous compensations for their efforts in retaking Erebor. Then Dáin buried his slain predecessor with the honors he so richly deserved. The fallen Dwarf-king Thorin Oakenshield was laid to rest with the Arkenstone on his breast and the magic Elf-sword Orcrist at his side.

Meanwhile, Thranduil returned to Aradhynd and Bilbo went home to the Shire in Eriador. Bard the Bowman, slayer of Smaug, resolved to rebuild his ancestor's home in the shadow of the Mountain. Bard ruled as King of Dale and restored the once-thriving trade of the upper Celduin Valley.

THE SPREADING SHADOW

With each passing year the strength of the Dark Lord grew and his enemies became fewer. By the end of the third millenium the Shadow of Mordor extended over most of Middle-earth. Arnor, the North Kingdom, had fallen and Eriador became largely deserted as a result of the constant fighting between the Dúnedain and the Witch-king of Angmar. Even Saruman, the Master of the White Council, had fallen prey to the Evil woven by the Lord of the Rings. The White Istar began to embark on his own dark course, vainly seeking the lost Ruling Ring.

THE TALE OF THE ENTWIVES

There once was a time when birds sang sweetly and flowers bloomed throughout this realm. One must remember that Southern Rhovanion was once the happy home of the Entwives, the keepers of small growing things and the teachers of agriculture. During the First Age—no one is quite sure when—the Ents and Entwives left their ancestral home of Beleriand and moved eastward into Eriador. They roamed these reaches for centuries, slowly moving to the south and east until they passed through the mountain gap below Isengard and came near the shores of the Anduin. Strangely, they separated, and the Ents remained to tend the Ancient Forest (where they cared for the Tree-spirits, the Huorns) while the Entwives chose to cross the Anduin River. There they planted gardens more sumptuous than any known before or since. Luscious fruits hung on the vines. The sweet scent of nectar wafted through the air. Harmonies between the earth, the water, and the air could almost be heard, and could always be seen, thanks to the special touch of the Entwives. Those few Men who lived in this region learned the art of agriculture from the Entwives. These Men revered the mothers of the soil.

The Entwives dwelt in the region now called the Brown Lands, but those lands were far from brown in those years gone by. When Ents and Entwives (S. Enyd or Onodrim) lived together, a harmony was formed much like the partnership of Heaven and Earth, and their parting was sorrowful. Nonetheless, each gave his own gift to the olvar. The Ents secured a link with the elements of air and fire, and spoke to the winds and the birds in the skies. The Entwives provided a link with the elements of earth and water, and it was their way to sing to the rivers and the stones, and order

their plentiful gardens. Ents favored greater trees, the tallest of the olvar; their Wives looked to all the other plants. Just as the Ents saw to the healthful growing of plants upward to the sun and sky, the Entwives performed a complementary task by seeing to things closer to the soil, and to the underground necessities of the olvar. They created intricate underground networks of chinks and holes, tunnels and waterways, and their needs were lovingly served by earthworms, moles, millipedes and grubs.

Once the Ents had abandoned their Wives, they began to dwell on their own passions and slowly took root in the Great Western Forest (which once stretched from Fangorn and the Field of Celebrant to the reaches of the Old Forest in Eriador). In their absence, the Entwives gradually forsook the bond they shared with the Ents. No one knows quite what became of them, not even their husbands. Many speak of the “moving trees” periodically seen in Eriador; others say they fled to the East when Sauron of Mordor laid waste to their home. Some conjecture that they migrated under the earth, to mingle with their own elements. Indeed, one might delve beneath Brown Lands today and still find evidence of the Entwives, although the traces of their gardens are now lost in the parched hills along the Anduin south of Mirkwood and east of the Limlight and the Wold, a region made “brown” in the last days of the Second Age. Only the eroded hill-folds that were once terraces give one a hint of the green plots that once graced this land. Without the deft touch and gentle love of the Entwives, growth could no longer prosper. Some say that if only the Ents would return with their songs to the sky and the wind, the Entwives would also resurface, and the Brown Lands would grow green again.

Gondor remained the chief obstacle in the path of Sauron's plan to become King of Men. However, the South Kingdom was greatly weakened: its line of Kings ended, its Dúnanan armies driven out of the East and South. Gondor's sparse allies in Rhovanion were forced to rely on their own resources to survive the depredations of Orcs and Easterlings. The Woodmen retreated deep into Mirkwood, and the Bejjabar rarely strayed from their scattered homesteads. Only the Celduin Valley stayed clear of the Shadow. With the aid of their Elven neighbors in northern Mirkwood, the Men of Esgaroth and Dale retained their freedom and fostered trade in the North.

Much of the rest of the story has already been told: the young Stoor from the Gladden Fields who rescued the One Ring from the depths of the Anduin and died at the hands of his jealous cousin; Sauron's fear that another great lord would employ his precious Ring against him; the long search, and the coming of the Nazgûl to the Shire of Eriador. Then came unleashing of the forces of Evil—as Saruman's servants assailed Rohan and Gondor from his hold at Isengard, and Sauron of Mordor sent armies into the unconquered lands east of the Misty Mountains. Hordes of Orcs and Easterlings, Trolls and Haradrim, wolves and Mûmakil assailed Gondor and Rhovanion as the War of the Ring reached its climax. The Shadow grew

stronger until the Hobbit Frodo took the Ring to the Crack of Doom and (with the “help” of Gollum) sealed the fate of Sauron.

During this apocalyptic struggle, the Elves of Lórien and the Woodland Realm crushed repeated attacks from the Armies of Dol Guldur. Bard II of Dale and the Dwarves of Erebor also beat back savage assaults, withstanding a fierce host of Easterlings and the Orc-hordes of Mount Gundabad in the three-day Battle of Dale. When the forces of Darkness took to flight, Celeborn and King Thranduil marched to take the citadel of Dol Guldur. The vast complex fell after a brief fight and Galadriel cleansed its halls of Sauron's legacy. At last, Rhovanion was once again free of the great Evil.

INTO THE FOURTH AGE

With the Ring destroyed and the Evil One forever cast into the Void, the Fourth Age dawned. Good feelings stirred throughout Wilderland as the Age of Men began. The forest for so long called “Mirkwood” now rang with the songs of the birds who had lived through all the sadness with the unwavering help of the Wizard Radagast the Brown. Many Elves returned across the Anduin from Lórien and reclaimed their ancient homes. They renamed Mirkwood, recalling its old name: Eryn Lasgalen—Greenwood the Great. Reopening its leafy shades, the Elves brought light into the primeval forest.

The Northmen of the Plains prospered as they moved their herds into lands long threatened by the spectre of Easterling barbarism. Farmers began enjoying plentiful harvests. The Woodmen and the Beijabar rejoiced, no longer in fear of Orcs attacking out of their myriad lairs in the Misty Mountains.

The hold in the Hill of Sorcery had been ruined, the walls cast down by Galadriel, although it took the Elves and Men long months to cleanse the mountain. Indeed, legends say that the minions of Darkness have reclaimed the caves underground. But servants of Evil have (at least for now) greatly dwindled, and the harm they can inflict, now that Sauron has been overwhelmed, will amount to very little compared to the past horrors.

3.2 THE TALE OF YEARS

THE SECOND AGE

- ca. I The Entwines cross the Anduin and settle in eastern vales around the fords known as the Undeeps. They teach Men of agriculture.
- ? The Entwines mysteriously desert their gardens, which fall into ruin. Their farmland eventually becomes known as the "Brown Lands" (S. Dor Firnen).
- ca. 225I After a dispute with the Noldor, Oropher leaves Lórien and enters Greenwood the Great. A small group of Sinda exiles, including his son Thranduil, accompanies him across the Anduin. Uniting the Silvan Elves (Avari), he founds the Woodland Realm.
- ca. 2500 Disturbed by the rising power in Mordor, and the closeness of Celeborn and Galadriel in Lórien and the Dwarves of Khazâd-dûm, Oropher moves his people away from their settlements around Amon Lanc (S. "Naked Hill"). The Dwarves abandon their mines in the great, extinct volcano.
- 3434 Oropher is slain in the War of the Last Alliance. Leading a large contingent of his Forest-folk during the first assault on the Black Land, he prematurely rushes the Mordorean defenses and dies in the fighting before Gil-galad's forces arrive to stave off disaster. Thranduil succeeds Oropher as King of the Wood-elves.
- 344I The forces of the Last Alliance enter Barad-dûr. Elendil the Tall and Gil-galad die fighting the Evil One, but the Dark Lord is overthrown when Elendil's son Isildur cuts the Ruling Ring from Sauron's finger. Sauron and the Ringwraiths pass into the Shadows as the Second Age ends.

THE THIRD AGE

- ca. I-500 Migrating in waves out of Eriador to the west, the Northmen arrive in Rhovanion. The Beijabar occupy the area around the Misty Moun-

tain passes, while Woodmen forge a new life beside Thranduil's Elves in the southwestern part of Greenwood the Great. Later, the Northmen entering southern Rhovanion through the Gap of Rohan settle the open lands of Talath Harroch. Most become Gramuz or Plainsmen, but the six semi-nomadic tribes of herders evolve into the Éothraim—the Horse-lords. Others push northward, building towns along the roads and riverways of central and northern Rhovanion. These groups become known as the urban Northmen, and include the Lakemen and Dalemén of the Celduin Valley.

- ca. I-1000 Loosed from Sauron's grip, Easterlings stage erratic attacks on southern Rhovanion. Galadriel extends her influence beyond the borders of Lórien into the southern eaves of Greenwood, settling many of her people in the area near Thranduil's Wood-elves.
- 2 Isildur, the King of the Realms in Exile, leaves Gondor and heads northward up the Anduin Valley toward Arnor. His party is attacked by Orcs near the Gladden Fields (S. Loeg Ninglor). During Isildur's flight across the Gladden River (S. Sîr Ninglor), the One Ring drops from his finger. The Orcs slay Isildur but the Ruling Ring is lost in the depths of the marshy river delta. From this resting place the Ring begins to exert an eerie influence on the nearby lands.
- 379-89 King Anardil of Gondor sends his son to claim great tracts of land east of the Anduin. The Gondorians call this region Dor Rhúnen (S. "Eastern Land").
- 41I Death of Anardil. His son is crowned Ostohér, "Commander of the East."
- 420 Ostohér rebuilds Minas Anor.
- ca. 500 Easterlings invade Gondor.
- 492 Death of Ostohér. His son Tarostar immediately drives the Easterlings back, and with the aid of the Northmen, crushes them. Tarostar takes the name Rómendacil (I), the "East-victor."
- 54I Tarostar is slain in a skirmish while trying to drive a new Easterling horde out of Dor Rhúnen. His son, Turambar, ascends the throne and quickly avenges his father's death.
- 748 Atanatar I dies after subduing the invaders. His son Siriondil takes the Gondorian throne. He officially exacts a tribute from the Northmen and absorbs Dor Rhúnen as a Royal Territory of Gondor.
- ca. 1050 Sauron secretly enters Amon Lanc, renaming it Dol Guldur (S. "Hill of Sorcery") and making it his refuge.
- 1050-1100 Thranduil builds the Halls of the Elvenking (S. Aradhrynd) in a hill overlooking the northern bank of the Forest River (S. Taurduin) in northeastern Mirkwood.

- 1050-2063** The Shadow grows over Greenwood the Great. The forest eventually becomes known as Taur-e-Ndaedelos, or "Mirkwood." The power in Dol Guldur is simply called the "Necromancer," for no one save the Úlairi (Nazgûl) know that the Lord of the Rings resides in the solitary volcano.
- 1149** Death of Hyarmendacil I. Peace settles upon the Talath Harroch.
- 1248** Vidugavia, the Prince of the Waidung tribe of the East Bight, proclaims himself King of Rhovanion. He helps the Gondorian Crown-prince, Minalcar, defeat the Easterlings of Rhûn. This valiant stand cements the ties between the Dúnedain and the Northmen of Rhovanion. Minalcar takes the name "Rómendacil II" and builds the Argonath.
- 1253** Valacar, son of Rómendacil II and emissary to Rhovanion, marries Vidugavia's daughter Vidumavi. Soon after, their son Vinitharya (Eldacar) is born.
- 1253-1432** The Sea-lords of Gondor grow discontented with the King's apparent favoritism toward the North. Disturbed that King Valacar's heir has mixed blood, they begin challenging the Crown. Led by Rómendacil's grand-nephew, Castamir, the Sea-lords question Eldacar's loyalty. They fear that he will serve two masters: both Gondor and the Northmen of Rhovanion.
- 1276** The Witch-king founds his realm in Angmar, in the northern Misty Mountains. Members of the last Hobbit tribe to leave Rhovanion, the Stoors, begin departing from the Anduin Valley. Many Stoors enter Eriador and resettle in the Angle of Rhudaur. Thus, they join the Harfoots and Fallohides west of the Misty Mountains.
- 1300-1975** The Witch-king wars on the Arnorian successor states: Arthedain, Rhudaur, and Cardolan.
- 1432** Death of Valacar. Civil war breaks out in Gondor.
- 1432-37** The Kin-strife rages. The King's allies in the sparsely-settled northern provinces struggle against the Sea-lords' forces from the densely-settled southern regions. Castamir of Pelargir leads the rebels, who besiege Eldacar in the capital of Osgiliath.
- 1437** Osgiliath falls. Eldacar is forced to flee to Rhovanion. Ornendil, his eldest son, is captured and put to death.
- 1447** After ten years in exile, Eldacar returns to Gondor at the head of a largely Northman army. The rightful King slays Castamir and defeats the rebels in the Battle of the Crossings of Erui. The rebel survivors flee to Pelargir, where they seize the Royal Fleet.
- 1448** The Gondorian rebels land at Umbar and take the great port. There they found the Corsair state.
- 1490** Death of King Eldacar of Gondor.
- 1635-36** The Great Plague strikes Rhovanion.
- 1854** The Wainriders, a confederation of Sagath Easterlings, sweep into southern Rhovanion. They defeat a combined army of Northmen and Gondorians in the Battle of the Plains.
- 1854-1855** Gondor relinquishes its dominion over Dor Rhúnen and abandons Rhovanion.
- 1854-1899** Wainrider Kingdom in Rhovanion.
- 1856-1944** Recurrent battles between the Wainriders of the East and Gondor.
- 1857-99** The Éothraim and other refugee Northman groups leave the open country of Rhovanion and settle in the middle vales of the Anduin: the area between the Athrad Iaur (S. "Old Ford") and the Gladden Fields.
- 1899** The Northmen revolt and overthrow the Wainrider Kingdom in Rhovanion. Nenedan Northmen found the hill-town of Maethelburg on the banks of the river Sirros.
- 1977** Two years after the departure of the Witch-king from Angmar, the Éothraim are led northward by the Althayn Frumgar. The Horse-lords, who are now called the Éothéod, settle near the sources of the Anduin. Their new domain is northwest of Mirkwood and south of the Ered Mithrin (S. "Grey Mountains").
- 1999** Leading refugees from Khazad-dûm (Moria), Thráin I founds a new Dwarf-hold in Erebor (S. "Lonely Mountain"). The Dwarven King discovers the priceless Arkenstone in the heart of the solitary peak.
- ca. 1999-2200** Dwarves settle in the Grey Mountains.
- ca. 2000** The Althayn Fram, son of Frumgar, slays Scatha the Cold-drake. He claims Scatha's hoard in the face of Dwarven protests. When Fram is murdered in T.A. 2005, the Northmen of the Éothéod accuse the Dwarves of the dark deed.
- 2001-05** Fram rebuilds the hillfort of Wraecaburg above the river Langwell. He creates a new capital for the Éothéod and names it Framsburg.
- 2050** The Witch-king slays Eärnur. This is the end of the line of Kings of Gondor, and the beginning of the era of Ruling Stewards.
- 2063** Attempting to discover the nature of the Necromancer, Gandalf enters Dol Guldur. Sauron eludes him by fleeing into the East.
- 2460** The Dark Lord returns to Dol Guldur.
- ca. 2460** The Balchoth (aka Asdriags), another Easterling confederation, invade Rhovanion. They sweep across the Talath Harroch and raid the Northmen of the Vales of Anduin. The Easterlings threaten Gondor's border outposts.



- 2463 Déagol, a Stoor living near the Gladden Fields, discovers the One Ring in the murky river waters. Sméagol, his cousin (later known as Gollum), slays Déagol and takes the Ring.
- 2510 The Asdriags cross the Anduin and invade Calenardhon. With aid from Eorl and his Éothéod, Cirion of Gondor annihilates the Easterlings and their Orc allies at the Field of Celebrant (S. Parth Celebrant). Cirion grants to Eorl all of Calenardhon, which is known thereafter as Rohan. The Éothéod, or Eorlingas, migrate south and settle in what is later Rohan.
- 2589 Ando-anca the Cold-drake slays the Dwarf-king Dáin I and captures the Dwarven treasury in the Grey Mountains.
- 2590 Dragons drive the Dwarves out of their holds in the Grey Mountains. Many of the Naugrim return to the Lonely Mountain with Dáin's son Thrór. Thrór's youngest brother, Grór, leads others into the Iron Hills, where they found a new realm.
- 2770 Smaug the Golden flies out of the Grey Mountains and lays waste to the upper Celduin Valley. He destroys Dale and drives the Dwarves out of the Lonely Mountain. The terrible Fire-drake occupies Erebor, using the Hall of Thrór as his lair.
- 2841 Sauron captures Thráin II and imprisons him at Dol Guldur. The last of the Seven Rings is taken from the doomed Dwarf-king.
- 2850 Gandalf again enters Dol Guldur, this time discovering Sauron in its depths. The Wizard speaks with Thráin, the dying Dwarf, and is given a map and a magic key.
- 2941 The White Council drives Sauron from Dol Guldur. Sauron reenters Mordor, leaving Dol Guldur temporarily unoccupied. Later, the Grey Wizard persuades Thráin's heir, Thorin II (Oakenshield), to join him on an expedition back into the Lonely Mountain. En route, Bilbo takes the One Ring from Gollum. The Hobbit later enters Erebor. Stirred, Smaug the Golden attacks Lake-town. There the Dragon is slain by Bard the Bowman. The Battle of Five Armies follows, and the combined forces of the Men, Elves, and Dwarves defeat the Orcs and Wargs led by the Uruk Bolg of Gundabad. Thorin II is slain but his heir Dáin II (Ironfoot) reestablishes the Kingdom Under the Mountain. Bard begins rebuilding Dale.
- 2951 The Dark Lord sends three of his Nazgûl back to Dol Guldur. Khamûl the Easterling becomes Lord of the Naked Hill.
- 3019 After the War of the Rings, Celeborn and Galadriel lead an army out of Lórien and attack Dol Guldur. Their Elven forces destroy the remnant of the Orc population. Galadriel lays waste to the myriad halls of the cursed volcano, cleansing it of Sauron's Evil.

4.0 THE LAND

Rhovanion is called Wilderland in the common tongue for good reason. No race has ever tamed or claimed dominion over the entire region, and no place in Endor more completely recalls the Elder Days. Rhovanion is a geographical and racial microcosm of Middle-earth. Here live creatures that many Men consider merely legendary: Giants, Snow Trolls, Dragons, Great Eagles, giant spiders, and others. From the depths of the ancient forest of Mirkwood to the heights of the Grey Mountains, from the golden steppes of the Talath Harroch to the steaming fens of the Withered Heath, the terrain is immensely varied. Few lands offer such excitement to the traveler.

4.1 NORTHERN RHOVANION

Northern Wilderland traditionally comprises all the lands north of the Men-i-Naugrim (S. "Way of Dwarves;" aka "Old Forest Road") and the lower Celduin Valley.

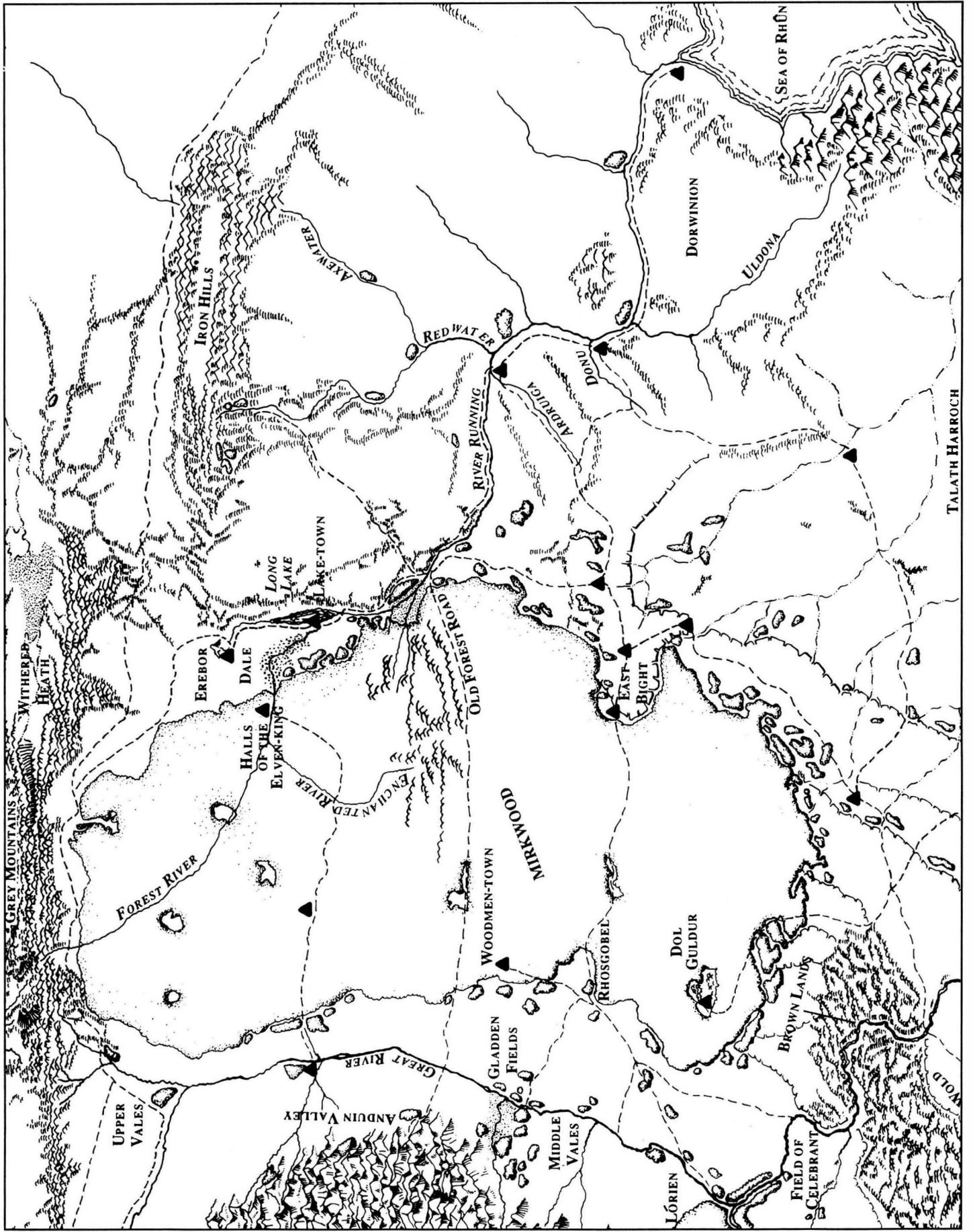
THE NORTHERN WASTE

The Northern Waste (Forodwaith) stretches north of the Grey Mountains. Full of rocky hills and barren tundra, it is seldom visited by Men or Orcs, being of little value to either race. It is also one of the most dangerous places in Middle-earth, since it is inhabited by huge bears, Snow Trolls, and drakes. Morgoth's ancient legacy still touches this region and its weather.

Snow-covered for most of the year, the Northern Waste is exceedingly cold. Worse, it is windy, for it offers no barrier to stop the icy gales screaming southward from the Ekkaia (S. "Encircling Sea") in the Utter North. While some silvery pines nestle behind the cliffs and hills to survive these blasts, most of the vast Waste is home to little more than lichens, scrub evergreens, mosses, and hardy grasses.

However, there are trails here, some made long ago in the First Age, but most are paths used by wandering Snow Trolls and rare bands of Ice orcs. Even the Lossoth (Snowmen) avoid travelling near the northern edge of the Ered Mithrin.





THE ERED MITHRIN

While hardly the mightiest of Middle-earth's mountain ranges, the Grey Mountains (S. Ered Mithrin) are nonetheless a daunting wall. By the local standards they rise like jagged peaked Giants, some reaching over 6000 feet in elevation. All are snow-capped in winter, and some retain their white crowns throughout the year. The southern face of the chain is virtually sheer, making entry difficult for the traveler. Virtually untouched (except by Dwarven miners) the region abounds with wildlife.

On the northern side, the Ered Mithrin rises relatively gradually from the rolling plains and broken hills of the Waste. Unlike the southern face of the range, this side presents no sheer mountain wall. Instead, glaciers cascade down narrow U-shaped valleys and spawn tumults of cold water which find their way north to the Encircling Sea. Stands of fir line the middle slopes of the more sheltered valleys. Deep glacial lakes dot the countryside, while loose scree—the crushed rock churned up by the seasonal movements of iceflows—impedes travel in many areas.

THE IRON HILLS

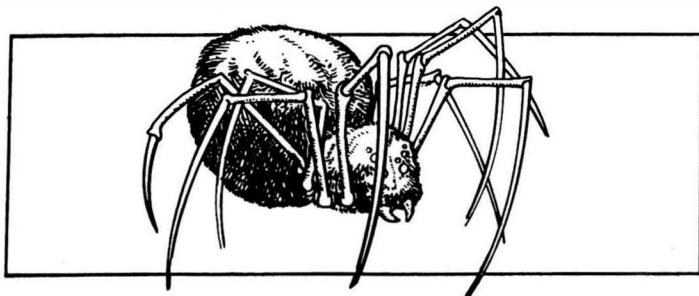
The Iron Hills (S. Eryn Engrin) may once have been an extension of the Grey Mountains. Both chains share a similar appearance, each having a precipitous face looking south, and both align readily, suggesting that the Valars' destruction of the great parent chain was incomplete. They simply scattered the foothills of the bygone Iron Mountains like links tossed from a broken chain.

The Iron Hills have an apt name, for the ridges appear barren and inhospitable, offering little of obvious interest to the prospective settler. They are poor in precious minerals but contains a wealth of fine iron. Thus, the Dwarves have mined the hills for centuries.

THE WITHERED HEATH

As the name implies, the great basin tucked in the eastern side of the Ered Mithrin is hardly hospitable. Dry lakebeds, dehydrated or steaming swamps, and scorched moors mark the Withered Heath (Q. Sarch nia Linguelië), a notorious breeding ground for Dragons. For thousands of years, the Great Worms have claimed this valley as a vast abode for their nests. Some, particularly the lordly Fire-drakes, inhabit the many caverns and hollow hills found in the Heath. The more prevalent Cold-drakes, on the other hand, prefer nearby mountain homes.

Spider



4.2 MIRKWOOD

Dominating Rhovanion is the forest of Mirkwood itself. Once called Greenwood the Great, it is all that remains east of the Misty Mountains (S. Hithaeglir) of a vast, largely-coniferous forest that covered much of northern Middle-earth in ancient times. Now it is dense with oak and beech as well as innumerable varieties of evergreens.

The forest of Mirkwood is over 400 miles long and 200 miles across at its widest point, where the old Forest Road cuts west to east from the Anduin to the River Running (S. Celduin). The trees provide shelter to man and beast and stand as a natural barrier to sweeping invasions from the East. After all, in the heart of Mirkwood, the hollows and wide valleys are lined with tall oaks standing almost trunk to trunk.

The Eryn-nu-Fuin (S. "Mountains of Mirkwood") provide an ideal locale for adventure. Girdled by stands of tall conifers, these giant, bald, rugged hills rise 3-4,000 feet out of the sea of trees. They are covered by various grasses, scrub trees, and bushes in the higher reaches, where high winds, shallow soil, and tortuous inclines have prevented more extensive growth. Here lie the sources of the Gûlduin and Eryn, substantial springs fed by generous rains and considerable groundwater. Despite the Necromancer's dehydrating enchantments that sap strength from the forest, these streams make this one of the wettest parts of Rhovanion.

These mountains dominate much of Mirkwood and command the north-central section of the forest. The once bustling Men-i-Naугrim lies like a ribbon in their southern shadow. The uplift's strategic value, together with a generous offering of mineral deposits, make it an important target for forces seeking to control Wilderland.

4.3 DOL GULDUR (AMON LANC)

Dol Guldur stands a day's walk into the forest; yet its harsh, black, jagged fingers of rock threaten the heavens from such heights that the mountain can be seen for scores of miles. To the far-sighted Elves, there is no place along the Anduin River valley—not until they pass beyond the South Undeeps, not until they cross the Great River along the Silverlode into Lórien—where their view of the bright blue southern Rhovanion sky isn't punctuated by the needle-sharp crags and crevices of the Hill of Sorcery.

Once called Amon Lanc, the "Naked Hill," Dol Guldur was at one point an active volcano. All that remains today is a frightful empty cone, a circle of sharp edges jutting up into the sky. Iron-clad fortress walls weave in and out around the heights halfway up the mountain, making the threatening summit seem even more insurmountable than in its natural state. This bastion is shrouded in foul clouds, as if a perpetual storm engulfed the hill. Behind this omnipresent facade is the lair of the Necromancer.

To travellers unschooled in the secrets of this awful abode, the dense gloom of Mirkwood appears almost cheerful compared to the imposing, impenetrable heights of this cruel peak. Magic is thick in the air here, defying all explanation. For those foolish enough to embark on (and lucky enough to survive) a visit to the Naked Hill, it is a place of mystery. To someone peering down into its depths, it appears abandoned, but rumors suggest that a ruthless band of Orcs led by an evil Mage called the Necromancer make the rotting fortress their home. Cracks in the fortress walls and rotting timbers in the scaffolding visible from the outer rim make the ancient mountain-citadel appear vulnerable, although this outer appearance of decay is merely a deception, a ruse created by the Dark Lord from deep within the cinder-cone.

The thick, sometimes choking clouds and occasional rumblings from deep within the earth under Dol Guldur have made Elves and Men steer clear of the stern peak. Even those who believe it is deserted stay away from the hill and the open ground nearby. Now, few dare sing of the primeval spirit that fashioned those jagged mountain peaks in times long past. While a source of ballads in the past, songs about Dol Guldur are so frightening that they scar the dreams of children. This music came to be sung less and less during the last century, and today has been all but forgotten.

4.4 THE ANDUIN VALE

Not all corners of Rhovanion loom as evil as Dol Guldur. Indeed, even within the shadow of that dread peak, friendly, fertile valleys stretch outward to the west. Wherever the river Anduin curves around, embracing some arm of land between the water and Mirkwood's edge, there is a lush, green pocket of land. In the northern Nan Anduin (S. "Anduin Valley"), these areas are prime pastureland, especially in the cooler months. The scattered residents to the south employ the bottomlands and the adjacent open ground for farming.

NOTE: See *ICE's* supplement entitled *The Robirrim and other Northmen* for more information regarding the northern part of the Nan Anduin.

Four areas of the middle part of the Anduin Valley deserve particular note: the Carrock Vale, Thorlóríen, and the two Undeeps.

THE CARROCK VALE

The Carrock Vale extends from the confluence of the Sirros and the Anduin in the north to the Old Ford (S. Athrad Iaur, or Iach Iaur) in the south. Nearly eighty miles in length, it is a particularly rocky area containing very little arable land, at least down by the river. Here the Anduin contains thousands of small rock outcroppings, the largest of which form the ten-mile long Isle of Bears and the huge stone at Carrock Ford (S. Athrad Gynd, or Iach Gynd). Travel on this part of the Great River can be exceedingly hazardous.

THORLÓRIEN

Thorlóríen, also named Lorréna (S. "Golden Hem"), ranges westward to where the river Silverlode (S. Celibrant) joins the Anduin. The Râd Angálaladh (see Section 10.1) runs through this area to Lórien, and was once a well-used Elven way that brought a lighter load with every westward step. With the closing of the Golden Wood, however, few journey beyond the Great River.

NOTE: After F.A. 1, Thorlóríen comprises the western portion of a new Elven realm founded by Celeborn. Called East Lórien (S. *Rhúlórien*), the region includes Thorlóríen and all of Greenwood below the Narrows.

THE UNDEEPS

South of Thorlóríen range two pockets that have crucial strategic value: the North and South Undeeps. These regions are an extension of the porous, down-like folds of the Wold, and are laced with long exposed ribs of sedimentary rock. The great fords of the Undeeps are located where the Anduin crosses shelves of such rock. In both places, the river widens and rushes forth in the form of a vast, shallow tumult before sweeping into the narrows downstream.

The North Undeeps lie just south of the confluence of the Limlath and the Anduin and north of the junction point of the arid Brown Lands and the Wold. The South Undeeps, where the Men Romen crosses the Great River, are just beyond the Brown Lands and above the rugged Emyr Muil. Both points enable travellers to cross Endor's mightiest waterway.

Accordingly, many folk have passed over the Undeeps. The fords serve as the traditional communication and invasion route into Calenardhron and Gondor proper. It was for this reason that Rómendacil II fortified the heights above the crossings. His engineers erected Tir Limlath (S. "Watch on the Limlight;" aka Tir Limlight) west of the North Undeeps and Tir Anduin east of the South Undeeps in order to protect his two principal routes into the East.

NOTE: Rómendacil erected the Argonath (S. "Royal Stones")—the regal pillars which preserve the images of Isildur and Anarion—above Nen Hithoel in the Emyr Muil to mark the northern boundaries of the Kingdom of Gondor proper. Calenardhron and Dor Rhúnen both extended beyond his mark.

4.5 THE PLAINS

The eastern slopes of the hills in Mirkwood descend rather gently when compared to the drop on the western side of the forest. In the north they fan out to form the flat plains and widely separated ridges that characterize the land around the rivers Celduin and Carnen. In the south, they eventually give way to the grassy prairie of the Talath Harroch. Other than a few little streams and patches of rolling hills, very few discernible topographical features interrupt this prairie, hundreds of square miles of gently rolling hills and wide, grassy steppelands.

5.0 CLIMATE

The seasons turn in Nan Anduin, yet for the most part not with the extremes of winter and summer that inflict other parts of Middle-earth. Particularly in the past, weather in the river valley has been pleasant and reliable. Recently, however, it seems to have been getting much colder in the wintertime.

RHOVANION'S WEATHER CALENDAR

Months	Mirkwood	Lowlands	Highlands	N. Waste
—Yestarë (intercalary day: Yule)				
1) Narwain (Winter)	10-45° Moderate	10-40° Moderate	-10-30° Moderate	-25-25° Dry
2) Ninui (Winter)	10-40° Dry	5-35° Dry	-15-25° Moderate	-25-20° Very Dry
3) Gwaeron (Winter)	20-50° Moderate	15-45° Dry	-5-30° Moderate	-10-25° Dry
4) Gwirth (Spring)	30-60° Heavy	25-55° Moderate	5-40° Heavy	0-30° Moderate
5) Lothron (Spring)	40-65° Moderate	30-60° Moderate	15-50° Moderate	5-40° Dry
6) Nórui (Spring)	50-70° Heavy	45-65° Heavy	25-60° Heavy	10-45° Moderate
—Loëndë (intercalary day: Midyears)				
7) Cerveth (Summer)	50-75° Very Heavy	50-80° Very Heavy	25-65° Heavy	10-50° Heavy
8) Úrui (Summer)	55-85° Very Heavy	55-90° Heavy	25-75° Heavy	10-60° Moderate
9) Ivanneth (Summer)	55-80° Moderate	55-85° Moderate	20-65° Moderate	5-45° Dry
10) Narbeleth (Fall)	45-65° Heavy	30-65° Moderate	15-55° Moderate	0-35° Moderate
11) Hithui (Fall)	35-60° Moderate	25-60° Moderate	10-50° Dry	-5-30° Dry
12) Girithron (Fall)	20-45° Moderate	15-45° Moderate	0-40° Dry	-10-25° Very Dry
—Mettarë (intercalary day: Yearsend)				

Climate Note: The mean annual temperate south of the Grey Mountains is 40-50°; there the annual precipitation mean is 20-40 inches. In the Grey Mountains the mean annual temperature is 25-35°, and the mean annual precipitation is 20-40 inches. North of the mountain barrier the annual temperature mean is 15-25°; the mean for precipitation there is 10-20 inches.

Precipitation Codes: Very Dry = less than one inch; Dry = one to two inches; Moderate = two to three inches; Heavy = four to five inches; Very Heavy = over five inches. **Climate Note:** The mean annual temperature on the Dagorlad Plain is 50-60°; there the annual precipitation mean is 15-35 inches. On the southern Rhovanion Plain the mean annual temperature is 45-55°, and the mean annual precipitation is 20-40 inches. Within Mirkwood itself the annual temperature mean is 45-55°; the mean for precipitation there is 20-40 inches. In the Nan Anduin, the average temperature is 45-55°, and the mean annual precipitation is 25-45 inches.

NOTE: *The Nan Anduin traditionally enjoys temperatures between a minimum of 75°E and a maximum of 225°E. These readings correspond to 30°F and 90°F, and -1°C and 32°C, respectively, for the Northmen use the ancient Ehibor reckoning when calculating weather. Degrees "E" are equal to 2.5 times the same Fahrenheit reading.*

The same change seems to be occurring in Mirkwood. There, the density of shadows keeps summer temperatures from rising much above 175° or 200° E; but in winter, when the deciduous trees have lost their leaves, the increase of sunlight filtering down to the forest floor is more than offset by the increasingly icy winds blowing down from the mountains to the west and north. While the region's prevailing winds have always come out of the southwest, weather patterns are no longer predictable.

As far back as living memory reaches, the Talath Harroch has always suffered through snow-blown, freezing cold winters, since no great mountains or stands of wood bar the winds and snows from whipping across the land. Snow drifts pile up over the four months of hard winter. Soon after the thaw, the spring rains come. Natives of the Plains call these springtime downpours Fonwindar (Rh. "Fang-winds"), for the winds that regularly sweep the fields in mid-Gwirth (April) or early Lothron (May) bring torrents of nonstop precipitation for days on end. Some storms last as long as two or three weeks. In order to protect their homes and croplands from the water surges and to collect some of the water for their cisterns, the Gramuz Northmen build extensive ditches and construct water-troughs on their homesteads. As devastating as these Fonwindar might seem, they are in their own way a merciful gift, for they are the Northmen's only reliable source of water in the Talath Harroch during the hot summer.

Until recently the Talath Harroch was the only area in southern Rhovanion that was consistently smothered in snow during wintertime. Now, though, frequent snows fall upon the forest. Dol Guldur started receiving heavy snowfalls in the late eleventh century of the Third Age, and with each passing century since silent, changes have gripped the woods to the north.

This phenomenon magnified the devastation of the Plague Years (T.A. 1635-36). For the first time in the recorded history of southern Wilderland, snows fell and stayed on the ground and in the branches of the ancient trees of Mirkwood—not just for days or weeks but for months, and well into the spring. Biting winds and shifting snows besieged the Brown-lands as well; and there only those who had discovered the region's numerous underground caverns survived the winter of the Plague Year.

Meteorological predictions have never been of much use before in Rhovanion, but now Seers find themselves in great demand. Today rumors proclaim that if the winter was so wretched, the coming summer could only be worse.



6.0 ECOLOGY

Wilderland is blessed by a temperate climate, plenty of fresh running water, and the protection of the Grey Mountains to the north and the Misty Mountains to the west. Here, the dense woods and grassy plains normally abound with a great variety of plant and animal life. Unfortunately, the Great Plague, while mostly a memory, has left its mark. The forest is a quieter place; the grass is higher, the thickets wilder.

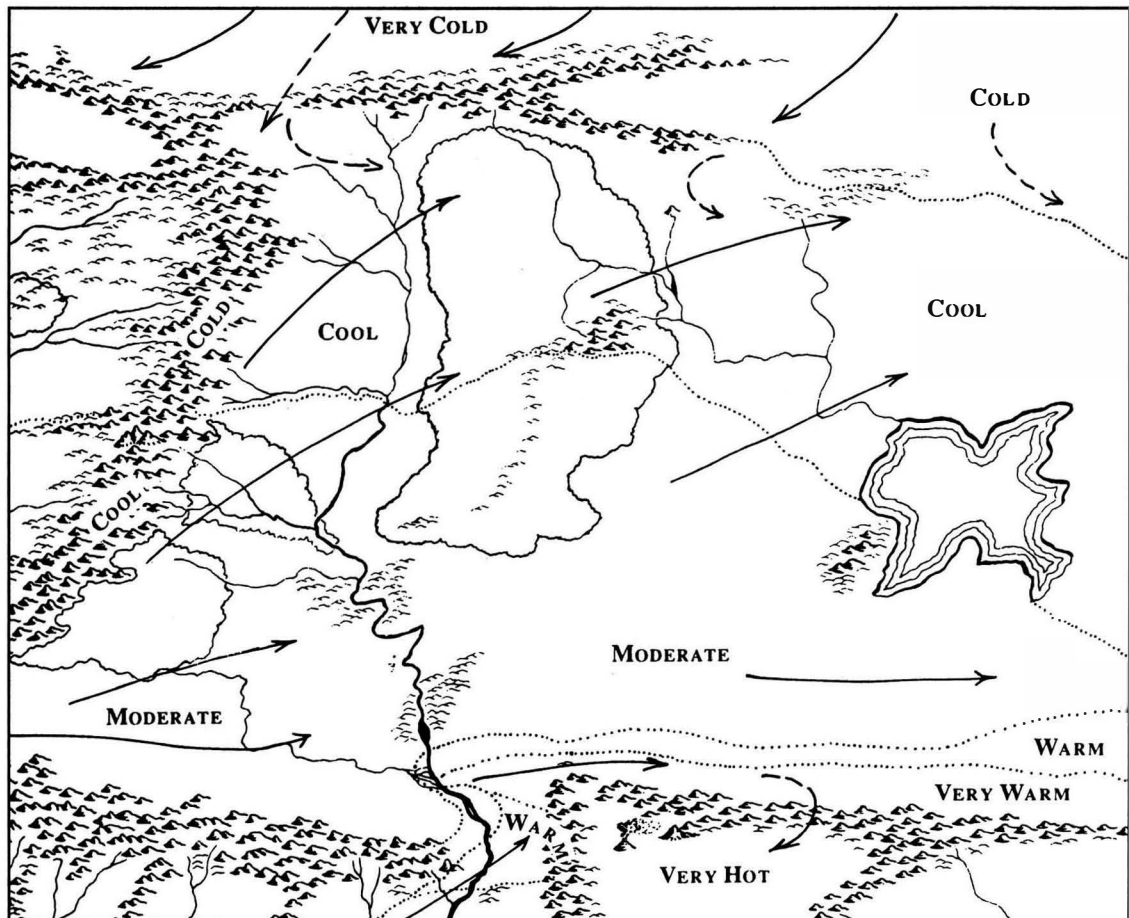
NORTHERN RHOVANION

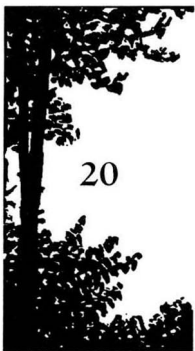
Along the Long Lake, three distinct types of vegetation illustrate the interaction of water and land upon the growth and distribution of plants: the aquatic community of the Lake; the shoreline community of grasses; and the mixed, sub-boreal forest, largely an extension of the cathedral-like woods nearby. This balanced, sound ecosystem, provides rainfall, normal temperatures and possesses the stamina to continue flourishing indefinitely.

The soil of the plains of Rhovanion is rich, and once again with normal rainfall and kind temperatures, vegetation thrives. In turn, the vegetation—grasses to support sheep and cattle, crops—holds the topsoil, thus preventing erosion. However, Sauron's influence, or a drake's, can reverse in little time growth that has thrived for hundreds of years, and reduce to cinders and smoke a living green ecosystem that appears indestructible. The Desolation of the Dragons provides gross proof of the delicate nature of plant growth and survival in Middle-earth.

In the mountains nuts, blackberries, and hawthorn berries grow and prosper, but not so abundantly as before, while in the bushy grasslands thyme, sage and marjoram sprout. In oak-lined dales patches of purple and white clover permeate the air with their scent while bees bigger than hornets continue their sweet labors in the upper vales of the Anduin, near the Carrock. Deep in the forest grow fungi—some of it edible—and pale medicinal herbs with unpleasant odors. In the Woodland Realm, near solid stands of mighty oak and beech trees, the sweet, pungent aroma of the healing athelas (kingsfoil) plant is in the air.

Climate





SOUTHERN RHOVANION

The clans of Northmen who dwell in the northwestern regions of Angáladh in the south of Mirkwood —the Woodmen and the Beijabar—now worry not about Dragons, but about the effects of an unusually long, hard freeze upon the forest's timber. Fully a third of southern Rhovanion is densely wooded, and for most of the peoples living there, the trees are essential to life. The northern reaches of Angáladh, up to (and even beyond) the Old Forest Road, grow predominantly in deciduous hardwoods and broad-leaf evergreens, but along the edges of the forest and particularly in its southern end, tangled thickets of deciduous shrubs and needle-bearing conifers grow.

THE SHADOW ON THE FOREST

Only around Dol Guldur does the vegetation deviate from this natural pattern. Although the forest edge once crept up the mountain slopes, trees are now all but absent from both the hill and the surrounding waste. The remains of these tall, majestic pines now stand like bare and ragged driftwood, and beneath them gnarled scrub-trees encircle this dire spot. Elves who venture into the forest tell of times within their memory when yellow rose bushes, not nasty scrub, ringed the peak of Dol Guldur.

Amon Lanc rises from a circle of barren hills, never offering the rich, fertile ash that spews from other volcanoes. Instead, the Naked Hill stands silent. Yet the Hill affects the forest in insidious ways, as if some foul potion leaches through the earth beneath this part of Wilderland. The Necromancer's poison permeates all of southern Mirkwood and threatens to strangle life on nearby plains.

At first glance all appears normal. But the trunks of the oaks are torturously gnarled, their branches twisted in pain, as if arthritic. Leaves darken and lengthen in their struggle. Ivy strangles the trees and trails to the ground like a serpent. Mirkwood has survived the pestilence, true. It is a deeper, darker place than before; no one goes to the woods for a picnic anymore. They are afraid, afraid of what has happened—and what is yet to come, for the shadow of Dol Guldur is ever-lengthening and as unrelenting as death.

7.0 PLANTS

As its name suggests, Wilderland is a relatively untouched setting. It is the home to countless forms of plant life, many of which can be found nowhere else.

7.1 FLORA OF THE FOREST

The dark and dingy atmosphere of Mirkwood began to develop when the trees that now predominate the forest claimed that domain. Once feather-leaved locusts and low-spreading chestnuts grew here, gracefully spaced so that the sunlight sifted down through their shifting leaves, giving the forest its name, "Greenwood the Great." When the shadow fell upon these lands, gnawing insects invaded the locusts and the thousand-year blight struck down the chestnuts. The furry oak, conifers, and the chap-beech remained unscathed, growing in dense, overpopulated thickets, trunks of ten standing not three feet apart. The trees grow tall and branchless, with skinny trunks and a parasol of leaves and branches forty feet above ground level, creating the dim, dark, moist, and foggy wood traversed by Bilbo and the Dwarves.

FURRY OAK

Despite the dampening effect it has on a forest, the furry oak is a benign and valuable tree. Related to the white oak, its round lobed leaves, deep red throughout the summer, have a quarter-inch of soft fuzz on their undersides. A bed of these leaves is comforting and warm. Furry oaks grow very large acorns, fat and round and big as plums, their caps growing fuzz like the leaves do. They ripen in late autumn and of ten all fall on the very same day. Squirrels and the Woodman-wives scramble to gather the harvest each year. The Elves of Lórien frequently send sorties across the river to gather acorns sweet enough to eat, even raw. Baked into bread or dumplings, they taste even better. If harvested quickly, they can be stored for excellent food value lasting indefinitely. Occasionally hollows and burrows of furry acorns can be found throughout southern Mirkwood, and as long as they stayed dry, they offer sustenance equal to a fresh harvest.



*Deadly milk-white
trumpet*

CHAP-BEECH

The chap-beech, though at first glance beautiful, is considered by many to be a haunted tree. Its bark gleams an unearthly white color, particularly under the phase of the new moon. Its papery leaves grow so close together that the slightest ruffle of wind causes a chain reaction of endless hissing, produced by leaves rubbing against nearby leaves. In midsummer, chap-beechnuts tumble down. Numerous and nutritious, they mature in spiky seed pods, and when touched by bare skin, they produce a stinging venom which can immobilize the victim. "Walls" of these trees guard the paths to Dol Guldur. If one finds a way to remove the stinging husks he can enjoy the pleasant flavor of chap-beechnuts, but only the Beijabar (and Radagast) make use of this harvest, sending out their raccoons, creatures whose leathery paws are immune to the chap-beech venom. The raccoons bring home sacks full of nuts, which the Beijabar roast by the side of their great fires. Fire cracks open the stinging husks, and the toasted kernels inside are easy to pick out without danger.

GRAPE-LEAF MAGNOLIA

The most abundant of the broad-leaf evergreens growing in Mirkwood is called the grape-leaf magnolia. Its bark is soft and pitted, its growing shape slender but not as tall as the oak and beech. It does not compete with the larger trees, but forms its own pockets in the forest. Its foliage grows dark green and leathery, resembling huge holly leaves. Its flowers open up in summertime with blood-red petals, blooms hanging downwards. At the peak of their blooming—through the month of July—groves of grape-leaf magnolia are unapproachable, so swarming are they with the bees raised by the Beijabar.

Honey made from grape-leaf magnolia nectar is colored dark red. Not only is it sweet and nutritious; it can also have an intoxicating effect if eaten to excess. The Beijabar make magnolia mead from this honey and drink it only at the most solemn or most festive of their feasts.

ROSE TREES

Mirkwood is known for two characteristic shrubs, one very beautiful and one very deadly. The famous rose trees of southern Mirkwood grow dense and tall like a hedge of lilacs. Rose, burgundy, and pure white blossoms cluster together over almost every inch of these trees as they bloom. As beautiful as the flowers are, blooming from Lothron to Ivanneth (May to September), the hedges themselves puncture any skin with needle-sharp thorns, making a rose tree hedgerow impervious to all intruders except the wild goats, which eat right through them, thorns and all.

Legend has it that an ancient Elf-maiden once collected the nectar of these beautiful trees, and that whosoever succeeds in extracting a vial of their nectar, called "Mirmellen," has a potion of great value in enchantment. Such tales have merit, for the rose trees were planted by Elves long ago in an effort to mark the boundaries of their realms; even today, the healers of Lórien use the trees' precious gift to cleanse the body of any foul poison. The highest concentration of rose trees still can be found in the deeps of Angáladh, near the Great Elven Circle (Cor Angáladh), but chance hedges can be found throughout the wood.

DEADLY MILK-WHITE TRUMPET

No plant grows more perniciously in Southern Mirkwood than the milk-white trumpet, or "datura." A shrub that reaches up to twelve feet tall, its every growing part exudes a sickening odor when bruised. Huge, pale trumpet-shaped flowers, some a foot in length, bloom in late summer. If one happens by during pollination season, one risks being overwhelmed by this odor, multiplied many times over, for the flowers eject their silky white pollen forcefully. Contact with milk-white trumpet pollen has been known to produce blindness and nausea lasting a week and, in extreme cases, madness. Cruel Northman assassins have employed a paste derivative as a means of securing information, since the delirium acts to release one's innermost thoughts.

But the flowers are not the worst of the milk-white trumpet. By mid-autumn it produces a prickly seed pod as big as a Hobbit hand. Inside grow black and bitter seeds the size of a raisin. One seed, when dried over three days and pulverized, gives a sense of euphoria and false firmness in battle. More than one seed will kill a man or Hobbit swiftly; three seeds will kill a Dwarf. It takes ten seeds to kill an Orc. Only Elves are immune to the deadly datura poison.

No one knows how the milk-white trumpet made its way into Mirkwood, but it is known to be a relative late-comer. Some surmise that seeds came into Mirkwood via the exodus from the South during the Plague. Whereas this same datura plant grows to be only ten inches tall on the banks of the river, in the shadows of Dol Guldur it seems to find its element, growing to its full twelve-foot height.

DIN FUINEN, THE DEADLY MOSS

Many rocks and forest slopes of Mirkwood seem carpeted by a thick and temptingly restful moss called din fuinen (S. "Night's Silences"). Any passerby would gladly take a moment's rest on such a cool and comfortable bed. But travelers should be wary: when this moss is at its ripest, the pressure of a human body causes it to exude a volatile oil known to cause amnesia which lasts anywhere from overnight to a week, depending on the victim's intellectual strength.





SARAH-POKES-HER-HEAD

The most common flower now found in Mirkwood is the so-called "Sarah-pokes-her-head," distantly related to the "Jack-in-the-pulpit." Dramatic in its bloom, this foot-tall plant holds a purple-colored sheath around its bright red flower. It can bloom even in the darkest of places; its usefulness as a food occurs only outside its blooming, however. When it blooms, its egg-shaped root would prickle and burn on the tongue. If gathered and carried with one for the cycle of one moon, the root becomes sweet and tender. A single root can sustain three people for one week.

LICHEN GLORIOSA (LOTH-NU-FUIN)

One cannot forget to mention, when discussing the plants of Mirkwood, the lichens for which this forest is famous: the lichen gloriosa. (The Elves call them loth-nu-fuin, or "flowers-under-the-night.") Growing out of rocks and stumps like underwater coral, these finger-like clusters of bright orange and green not only have a delicately pleasant taste, but literally glow with life and are used to illuminate dark places. In the moonlight, they often move and sway. They are becoming more and more rare, since invaders from the South have discovered their fine flavor.

But the hidden value of the lichen gloriosa is not in its edibility. Despite their full-bodied taste, they do not provide enough sustenance for someone with a difficult path to follow. They do contain secret magical constituents, however, which serve to sharpen any blade, enabling it even to cut through stout rock without need of subsequent sharpening. For this purpose, the lichen gloriosa must be used immediately upon gathering. It cannot be picked and stored for later use as a blade-sharpener.

7.2 FLORA OF THE PLAINS

Sparsely treed, and watered by generous rains, a variety of grasses and flowers flourish upon the plains. The soil is fertile, and farmers have been very successful in growing plants imported from the south and trees about their homesteads.

TOUCH-GRASS

Although its numerous growing patterns make it seem to the uninitiated many different plants, one single grass dominates the prairies of southern Rhovanion. It is called "touch-grass," because a touch from any passing creature makes it change its shape. Curiously enough, this plant has the uncanny ability to distinguish races and breeds, so that the shape it takes can be used by an informed scout to discover what sorts of travelers have come before him. Since the touch-grass retains its shape for one hour after being touched, it offers quite up-to-date information.

For example, the touch-grass shrivels to nothing when touched by an Orc. It flattens to the ground when touched by humans. It stands straight as a tree when touched by Dwarves. It tangles into curlicues when touched by a Wizard. Only when touched by Elves does it regain its naturally graceful, simple draping shape.

At a certain harvest time each year, Elves make a trek out of the deepest forest to gather the nutritious grain of the touch-grass. At that certain time of the year, the touch of an Elf makes the plant gather all its seeds at the end of a tall cluster, allowing for quick and easy harvest. At the same time of year, however, if an Orc or Man comes along, the touch-grass falls and its seeds rapidly burrow into the earth, seen only by those with the quickest vision.

BRIGHT BLUE EYES

Early springtime is beautiful in the plains of Talath Harroch, thanks to the little wildflower called bright blue eyes. This tiny flower sprouts and blooms before the grasses, sometimes emerging out of the last of the snow. It transforms the steppes into a sea of blue under the first full moon of spring. For those who have the patience, great good can come of gathering bright blue eyes. If twenty-five of these flowers are collected under the full moon and brewed into a cup of tea, they will ensure enhanced vision, as sharp as that of the most observant Hobbit or far-sighted Elf, for a period of three hours. Unfortunately, like the lichen gloriosa, the blossom cannot be stored without losing its potency.

BOG-LAND GRASS

One pernicious weed has recently begun to invade the plains. This bog-land grass originates in the swamp-like bowls set between the ridges of the Wold and Brown Lands, along Anduin within the area of the Undeeps. Since T.A. 1000 these marshy plants have migrated eastward, bringing with them miring bogs and their accompanying ills; thus, the label "bog-land grass."

This species seems to need less standing water than other marshy Undeep plants, so already it has overtaken the Anduin Valley pools in and around the Brown Lands and threatens to blot out all diversity remaining in the plains as well. It grows thick and matted, creating a groundcover easy to walk and sleep on but useless for food or sustenance. Even the wispy leaves of touch-grass or bright blue eyes can be chewed on for a thirst-quenching nibble, but the bog-land grass grows dry and hollow. Its only value has been discovered by the Northmen of the Plains, who have passed on this knowledge to other neighboring tribes and races. After a considerable struggle necessary to pull the bog-land up by its roots, the tough fibers can be woven together to make waterproof ropes and baskets.

7.3 ANDUIN VALLEY FLORA

Willows and alders dominate the banks of the River Anduin to the north, across the river from the region called "Stoorharbor." (This, the home of the Hobbit tribe called Stoors, is located on Anduin's west bank just south of the Gladden Fields.) Neither tree grows edible nuts. But moving eastward, toward the edge of the forest which houses the Tree-town of the Woodman tribes, smooth oak and curly-bark hickory grow more and more abundantly. Each grows edible nuts, although the smooth oak acorns take one full day of laborious processing before they can be eaten. (The nuts are boiled, crushed, and then soaked.) Furthermore, both oak and hickory provide excellent firewood for Beijabar and sturdy lumber for the buildings central to the Woodmen's society. Some disputes of territory and ownership have arisen between these two groups over the use of forest trees now dwindling along the western edge of southern Mirkwood.

WILD PERSIMMONS

One other tree of note mingles in among the Anduin Valley region running westward from the forest, and that is the wild persimmon tree. In Middle-earth the persimmons grow as large as tomatoes. They stay green until the first of the new year, when ripeness comes upon them and they glow a coral red. Those persimmons that grow at the edge of the riverside have always been counted by the Hobbits of Stoorharbor to be a special feast. The trees bend down over the river, so the nuts must be harvested either from a boat on the river, or by someone skilled at climbing trees.

CAREFREE MUSTARD

Since the fields of Gladden, Thorlórien, and the Undeeps once were cultivated, many plants still thriving there are offshoots from vegetable crops of years gone by. Perhaps most prominent is the carefree mustard. Its blue-green leaves branch from a stalk standing two feet tall, and they have a sweet taste like broccoli until they flower in late summer. They produce purple seeds the size of pinheads, small and difficult to collect, but valuable as a mustard plaster. If a cup full of carefree mustard seeds is placed in a mortar with a few drops of water, and pounded with a pestle, the resulting paste used as a poultice will heal superficial wounds within an hour's time and soothe, if not heal, more serious wounds. The seeds can be harvested and stored for later use, but the plaster must be used immediately upon preparation.

HERB EFFECT CHART

Format: Location; Name; Effects and dosage.

Location Abbreviations: F- Forest, V- Vales, P- Plains, R- Rhosgobel.

Edible Plants

- F, R; Furry oak acorns; Harvest immediately. 10 acorns, raw or cooked= 1 meal.
- V; Smooth oak acorn; Process 1 full day before eating. 12 acorns= 1 meal.
- F, R; Chap-beechnuts; Stinging husk must be removed by roasting. Nuts small but nutritious. 25 nuts= 1 meal.
- V; Curly-bark hickory nuts; Small but nutritious. 50 nuts= 1 meal.
- F, R; Grape magnolia honey & mead; Deep red honey, highly valued among Beijabar. Magnolia mead (a honey wine) highly intoxicating, used only on feast days by Beijabar.
- F, R; Sarah-pokes-her-head; root, gathered when plant flowers for one month, provides 1 week's sustenance for 3 people.
- F, R; Lichen gloriosa; Tasty but not nutritious. Of greater value in weapon and tool maintenance.
- V; Carefree mustard; Leaves edible before flowering, up through mid-summer.
- V; Wild persimmons; Ripens at New Year. Must be harvested from river. Tasty, but not nutritious. 100 fruits= 1 meal.

Medicinal Plants

- F; Mir-meallen, nectar of Mirkwood rose; Ripens in mid-summer. Difficult to collect and store. Useful in enchantment (+25 to spells on object so covered).
- F, V; Milk-white trumpet seeds; Poison. Ripen in mid-autumn. One seed gives euphoria and false firmness (-25) in battle. 2+ seeds kill Men and Hobbits. 3+ seeds kill Dwarves. 10+ seeds kill Orcs. Elves immune to poison.
- V, F, R; Athleas; Legendary healing herb whose effects are keyed to the user. A knowledgeable, "rightful" King can employ it to cure the worst of maladies, so long as the patient still lives (for it will not keep or give life), while a "lesser" Man will find more modest uses.
- F; Dinen fuinen; Volatile oil causes amnesia for 1-100 days (rarely permanently). Usually contacted by sleeping on moss covered banks.
- P; Bright blue eyes; Essence of flower enhances vision. Gather 25 flowers under full moon to brew to brew 1 cup of tea. Enhances vision lasts 3 hours. May not be stored.
- V; Carefree mustard; Soothing poultice made from seeds, ripe for harvest in autumn. Heals superficial wounds, soothes more serious wounds in 10-60 minutes. Mix 1 cup seeds + water and pound with pestle. Mustard must be used immediately upon preparation, but seeds may be stored.
- V; Splayfoot goodwort; Seeds, ripe by mid-autumn, mashed together and mixed with water to drink. Instills confidence in good Men, causes dizziness and confusion (-50) in evil Men. Effects last 1 to 4 hours.

Useful Plants

- V, P; Touch-grass; Inedible reed, but shape represents race passing by plant in last hour.
- F; Lichen gloriosa; Use upon gathering to sharpen metal blades. Glows sufficiently for one ounce to illuminate 30 cu. ft. area. May not be stored for future use.
- V, P; Bog-land grass; Waterproof material used for ropes, mats, and baskets.

SPLAYFOOT GOODWORT

Wild reeds and irises crowd into the marshy Anduin riverbanks, not only at Gladden Fields but also in the rare bogs nestled within the arid Undeeps. If one can discover the abandoned causeways of earlier days, or can maneuver a river boat through the reeds, one may also discover the beneficent marsh plant called splayfoot goodwort, one of the only possible blessings for the development of wetlands where farmlands once held sway.

The splayfoot goodwort is a tall, water-dwelling plant. Its slender upright stalks are anchored in the water by roots that emerge as high as one foot above water level.

The plant itself can stand five to seven feet tall, branching into delicate stalks with paper-thin, scalloped leaves and dangling, delicate lavender-colored flowers. When the seed pods ripen in mid-autumn, they take the shape of curved pea pods, like little green crescent moons dangling over the marshes. Each pod carries three or four shiny black seeds. When mashed and mingled into any drink, these seeds instill confidence and singleness of purpose into the hearts of the good and honest. If fed to Men or creatures of evil, the seeds bring on dizziness and confusion, lasting one to four hours.

ATHELAS

Clumps of athelas, or "kingsfoil," nestle in dry and fertile regions of the eastern Anduin vales, marking spots where long ago Númenórean travelers camped for a season.

Radagast's herb garden,

which circles round Rhosgobel, also contains a patch of athelas, (as well as samples of just about every other medicinal and magical herb found in Middle-earth. Radagast has long been keeper of the original rootstock of magical herbs, although he rarely harvests them and never gives permission to anyone, friend or foe, to pick his herbs, unless picking them would mean saving life or limb. He takes very seriously his task of conserving samples of every herb, many of which are becoming rare in gardens and in the wild.)

8.0 ANIMALS

The fauna of Rhovanion are diverse. Here, Dragons are no longer "comfortably far off, and therefore legendary," but a very real danger. Grotesque spiders spin their webs in the forest in hopes of capturing the unwary traveler. Indeed, the region abounds with enchanted creatures, many of them distinctly unfriendly. Even the "ordinary" animals are unusual and noteworthy; among others, Rhovanion is home to the Wild Kine, hunted by the Vala Oromë (Rh. Béma; S. Araw, aka "The Hunter") in the First Age.

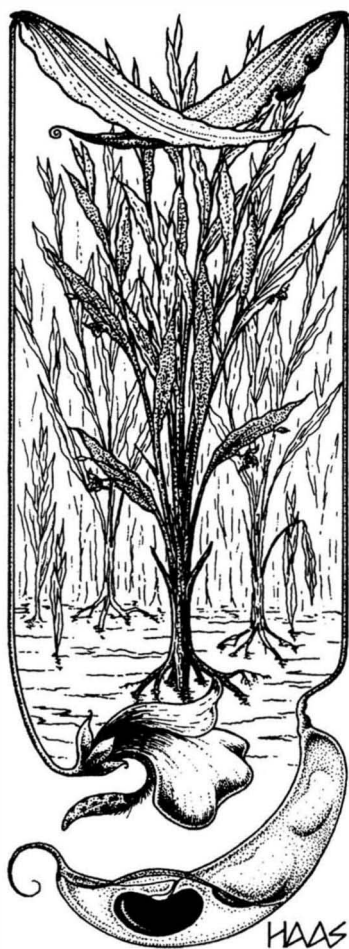
8.1 FAUNA IN MIRKWOOD

Although the insidious influence of the Necromancer has been ever increasing upon Mirkwood over the past five hundred years or more, many of the animals that live in the forest here are still gentle and benign creatures, frightened of human intruders. Charcoal-grey squirrels jump from branch to branch well above the heads of men, trying to get to ripening nuts before they fall to the ground. bears, wild cats, wolves and giant spiders abound. Cuckoos seem to enjoy the growing shadows of Mirkwood, for their numbers have increased noticeably in the past ten years. Their songs echo back and forth through the woods at dawn and sunset.

BEARS

The great bears and their lesser brethren the black bears are the mighty monarchs of the woods. Unlike the covetous Dragon or the wily great spider, the great bear feeds himself on a diet consisting largely of nuts, fruits, berries, roots and insects, although like Man and the rat, he is omnivorous and will eat anything to survive. A bear's only "crime" is raiding the Northmen's precious honey bees' hives at every opportunity. Bears enjoy fishing and eating fish; the great bear's six-inch claws and steel-trapped jaws more than compensate for any disregard of poles and bait. With such a varied diet, he has adapted varied teeth for survival: strong, conical canines up front, grinders for cheek teeth, and molars in the rear for crushing nuts and berries.

The great bear's senses—hearing, smell, taste and vision—are extraordinarily sensitive. An adaptive opportunist in diet and prey, he can hunt and enjoy mice, beetles, ground squirrels, boar, elk, deer, and carrion, all of which flourished in Mirkwood before the Plague and most of which survived in substantial numbers the disease that so weakened the Northmen. And unlike Man, the bear passes the winter alone, hibernating, thus resisting the spread of the Plague by the very nature of his more solitary existence.



Splayfoot goodwort

With a galloping stride of seventeen feet and a common walking speed of six miles an hour, the great bear is difficult to elude in his home, the thickets of the wilderness. When encountered, the bear will most likely rise to his hind feet—a bear's feet are flat and have non-retractable claws—sniff the air, and scurry off. However, in mating season the male bear will chase his chosen mate for miles: through, over and around any obstacle. It is wise to avoid the bear at this time, as he is even more short-tempered than usual.

Black or lesser bears mature at five or six years of age and can grow to be seven feet tall and weigh over 400 pounds. (Those thinking of eluding one by climbing a tree should consider that the black bear can scurry up a tree faster than a squirrel.) Lesser bears have been known to live over forty years, but they can suffer from dehydration in the heat and often require a good deal of fresh water in the summer months.

It is no accident and no insult that Men living in the wilds of northern Mirkwood are rumored to be bear-like; in fact, when flayed, the body of a bear—but for its size—looks very much like a Man's. And like Man, the bear is a survivor, a generalist in a world of specialists.

MIRKWOOD SQUIRRELS

A friend and ally of the Elves and the Beijabar, the black squirrel is often a source of uneasiness for visitors. New-comers assume that the squirrels are evil on account of their color, an assumption which is patently false. Centuries ago the squirrels were like any other; however, as the forest darkened, their coats gradually grew darker. Mirkwood squirrels often act as eyes and ears for the Wood-elves.

MOUNTAIN BATS

The Mirkwood or mountain bat is another animal whose nasty reputation is undeserved. Living in the Mountains of Mirkwood, these small bats roost in caves and emerge in the evening to feast on such delicacies as insects and acorns. Though they are completely harmless, and even beneficial, the haunted reputation of the ancient mountains has rubbed off on this small creature.

8.2 FAUNA ON THE PLAINS

In addition to the animals under harness among the remaining Northmen of the Plains, wild beasts still wander over the Talath Harroch. These animals maintain themselves on the rolling plains, surviving on wild grains and grasses, taking refuge either in the forest or underground during snows. Seven dominate the scene: (1) wild horses, the very herds from which the Northmen of the Plains have been selecting the finest and fiercest for their own; (2) wild goats, carefree herds that roam between plains and forest, undoubtedly the vestiges of herds raised for meat and milk by Northmen of years gone by; (3)



Beijabar and a friend

clusters of culcarnix, a wild though docile beast found nowhere but in these plains; (4) occasional herds of the wild kine (white oxen), which are native to the lands by the Sea of Rhûn and wander the eastern grasslands of the Talath Harroch; (5) the heinous Ēgil's viper; and (6) the foul uindarlaif, packs of jackals which appeared at the time of the Plague's coming (winter of T.A. 1635-6) and still haunt the hills; and (7) packs of wolves.

WILD HORSES

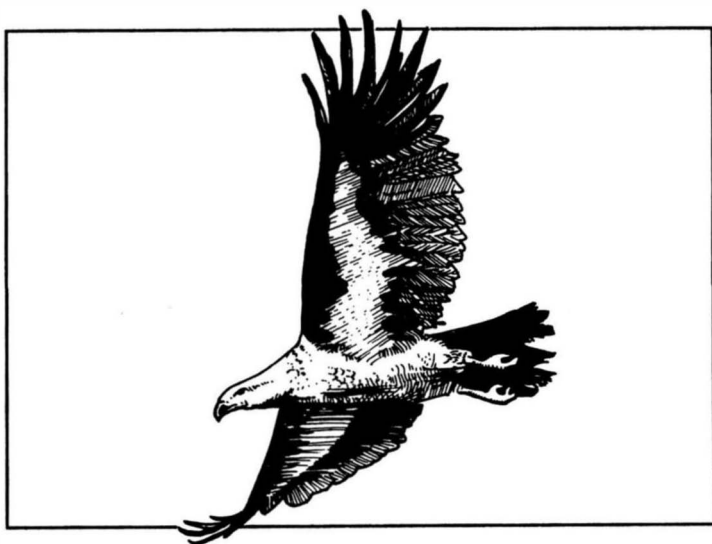
The Northmen of the prairie, particularly the Éothrain or "Horse-lords," have always been accomplished breeders of fast and beautiful horses, animals they ride at top speed without sacrificing maneuverability. Many of their herds, however, have escaped over the years. Domesticated horses regularly join their wild forebearers, who have always roamed these plains. (Fate and a careful eye see to it that some of the stronger steeds stay behind to provide ready stock for the future.)

The horses of the Talath Harroch are large and heavy, colored either white or grey or a mottled combination of both. They are skittish when approached by strangers; but if one feeds them raw furry oak acorns, they quickly become docile, for the nuts hold strange sway over these swift animals.

WILD GOATS

The horses' sometime companions are the wild goats, also left behind by Northmen. The goats are not as docile as the horses. Their horns grow to be two feet long and they have learned to use them not only to butt, but also to stab a threatening foe. Only the Elves seem to quickly befriend them; all other peoples evoke an unfriendly response.

Goats eat anything and are impervious to poisons except those concocted by an evil Animist or Mage. Their one vulnerability comes from an unquenchable desire to be scratched on the head between the horns. If a person manages to sneak up on a wild goat from behind and gently scratch between its horns, that goat will be ever loyal—as long as it gets plenty of leaves and bark to eat, and suffers no abuse.



Bird of prey

CULCARNIX

The most curious beast of the Talath Harroch, the culcarnix burrows into the grassy plains just like a giant rodent. In elder days these magnificently furry animals were raised in great fenced colonies by furriers among the Northmen, who favored their thick, silky, chestnut-brown fur above all others. Reddish-brown and often growing as large as three feet tall, the animals are harmless and rather cute. It seems a shame to hunt them, so easily are these trusting beasts taken down with bow and arrow. But trade in culcarnix pelts is rare indeed these days, and among the settlements of Northmen throughout Rhovanion, an extremely high price (as much as Sgp) will be paid to anyone offering to sell culcarnix fur.

WILD KINE (KINE OF ARAW)

The white oxen of the eastern Talath Harroch, Dorwinion, and Rhûnnish coasts are considered by both the Northmen and Dúnedain to be a gift of Béma or Araw (respectively), the "Huntsman of the Valar." They are huge beasts, often standing six feet at the shoulder and weighing as much as one and a half tons. As work animals

they are unparalleled, and the Easterling tribes use them to pull their chieftains' Great Wains (wagons). Their long greyhorns are prized as instruments by the Dúnedain, and are used by both the Easterlings and Northmen for making superb (+10) composite bows and (after being ground) healing potions. Only Dragon-horn is more valuable. The Kings and Regents of Gondor have hunted the wild kine since the time of Ostohor.

ËGIL'S VIPER

Before the coming of the uindarlaif, the huge Ëgil's viper stood as the Plainsmen's greatest nemesis. During the early days of the Third Age one of these serpents slew the first Rhovanion Northman Prince—Ëgil Éohari—by striking him from the high grass of the East Bight. Following Ëgil's death the Northmen drove the snakes eastward into the Talath Harroch. The men used dogs, bows, and boar-spears to hunt their formidable foe.

The Ëgil's viper is a quick, grass-dwelling predator that feeds on rodents, eggs, small cattle, and occasional man-nish fools. Stalking in the late afternoon or early evening, these yellow-brown snakes quietly follow the scent of the chosen meal; they then strike in one of two ways: (1) by immobilizing the prey with a precisely aimed spray of venom which can be directed into the target's eyes from a distance of up to 30 feet; or (2) by biting the unwary victim and injecting the deadly poison into the wound. Their 3" fangs have been known to penetrate rigid leather and chain mail, and their speed and size (up to 20 feet) allow them to reach horsemen. Fortunately, however, they hunt alone or in pairs, and are rarely sighted west of the eastern Talath Harroch.

UINDARLAIF (JACKALS)

During the early days of the Great Plague a new danger came to the Talath Harroch from out of the East. Packs of black jackals now inhabit most of the hill country not regularly patrolled by Gondorian troops or Éothraim outriders. There are actually several different types, but the most prevalent group is the uindarlaif (Rh. "Under-leavings"). These dog-like predators are the largest of their kind (often as long as five feet and weighing as much as 120 pounds), and are quite capable of eating right through the body of a substantial "kill;" hence their name. Uindarlaif hunt mostly at night—in groups of 4-20—traveling quietly and virtually unseen. Their black coloring is ideal for nocturnal prowling; only their bright blue eyes and scarlet ear flaps act to break the darkness. With tremendous night-vision and a keen sense of smell, they kill two-thirds of the animals they stalk. This is largely due to the manner in which they strike: first they circle in small groups; then decoys draw off the strongest defenders; finally, pairs or trios attack choice targets. When food is scarce they scavenge (even in daylight hours); when there is famine (as now), uindarlaif have been known to approach settlements. These jackals are exceedingly swift and, as of late, a number of weak and unwary folk (particularly children) have disappeared.

WOLVES

While the bear is the loner in the societies of the wilderness, the wolf is the most communal of Rhovanion's beasts. (These opposite lifestyles are especially interesting because the bear and the wolf apparently share a common ancestor). Wolves travel, hunt, feed and rest within a well-developed social system. Order is established and maintained by dominance; a preeminent pair rules the rest of the pack. The toughest, wisest, largest male—often approaching 90 pounds in weight—and the female most likely to produce pups exactly like the father, mate and form a ruling family. Should a rival male displace the leader—usually by chasing him off after a fight—he will kill the pups of the ex-leader and mate with the dominant female himself. Juveniles join the pack as full-fledged members of the hunt at two years of age. The pack is not a true autocracy: leaders are replaced by duel.

Some wolf packs contain as many as forty members, but the size of the pack—usually between two and eight—depends upon the area of the territory they roam (often several hundred square miles) and the abundance of prey and other wolves in the area. Pack size is naturally limited by mortality, disease and reproductive rates: the Plague decimated the wolves of northern Mirkwood, but they certainly survive in numbers large enough to prove a threat to the Men, Dwarves, and Elves of the region.

The pack communicates through smell, hearing, vision and of course, speech and howls. The larger wolves of northern Mirkwood speak the language of the Wargs and are large enough to be ridden like horses by Orcs.

8.3 FAUNA OF THE NORTH

LOSRANDIR

These animals are much like reindeer and spend their days foraging for food in the Northern Waste. Once hunted by Men in the First Age, the losrandir herds have now swelled to enormous proportions. The herds are always on the move, searching for the best grazing. They are hunted by snow wolves, white bears, and an occasional drake or Snow Troll.

SNOW WOLF

Named for their snow-white coats, these elusive creatures are larger and tougher than their brethren who prowl the plains. Snow wolves are truly independent and steer clear of Orcs and Men. Their thick coats are superbly adapted to handle the icy winters of the Northern Waste, and their coloring makes them virtually impossible to see in the winter months. During the brief spring and summer, the coats of the wolves darken to a greyish brown. The favorite prey of the snow wolf is the losrandir, but they have been known to hunt even mice during lean years. Snow wolves will not attack Men unless provoked or threatened.

WHITE BEAR

The undisputed ruler of the Northern Waste, the white bear rivals the great bear of Mirkwood in size and strength. While the bears of Mirkwood are primarily omnivorous, the white bears are almost pure carnivores with tempers to match. One swipe of a paw can effortlessly bring down a full grown losrandir. Their appetites are voracious, and these bears will attack anything that looks edible, including Men or Orcs. Fortunately for the traveler, white bears are solitary animals who roam within a set territory. They will confront intruders who invade their "turf." If the intruder leaves, then the bear will not strike; however, failure to leave the bear's territory will invite attack. A single white bear is a terrifying, relentless opponent whose fierceness is legendary. The pelt of such a bear can easily fetch 100 gp.

SNOW LION

The snow lion is a rare animal native to the high vales of the Ered Mithrin. Smaller and more compact than a mountain lion, the snow lion remains white throughout the year, and its eyes are a beautiful shade of azure. It favors small game, although it will occasionally prey upon mountain goats and deer. Snow lions mate for life, and both parents raise the single cub born each year. Occasionally, a bold Beijabar will ascend the Ered Mithrin to befriend a snow lion. Those who succeed in such a quest have won a faithful ally for life.

8.4 CREATURES OF NOTE

Rhovanion is the home to many rare and magical creatures of story and song. Many are the foul creations of Morgoth, left to trouble the world after his demise. Since the Plague their numbers have increased, for Men lack the strength of arms to hunt them effectively. Many of these have also grown bolder, and will now attack farms and homesteads in search of food, something unheard of prior to the Plague.

GREAT EAGLES

The Great Eagles are absolute rulers of the air in the northern mountains (barring only a Dragon in full rage). They are thought to be of divine creation. Legends state that the Great Eagles are direct manifestations of the thought of Manwë, Lord of the Valar. The mighty and majestic fliers certainly seem worthy of such worship. Never evil, they lived in the treetops of the world until Manwë ordered them to build their eyries in the peaks and crags of Middle-earth's greatest mountains and keep an eye on the mortal lands below, reporting to him what they saw and heard.

In the turmoil of the First Age the Eagles served the Eldar valiantly; after Beleriand was swallowed up by the Sea, the Eagles flew east, some to settle in the high peaks of the Misty Mountains (then a home to the inhospitable Orcs), and some to the Grey Mountains, where Dragons slept and mated. In these high snowy peaks the natural rivalry between the giant beasts grew more acute.



Thorondor, the first King of the Eagles, is said to have had a wingspan of 180 feet, although his smaller Third Age descendants average thirty-foot wingspans. These imperious and swift hunters show no mercy to foe or prey. Clashed in the Eagle's talons, the captive may as well shut his eyes and prepare for eternity, be he unallied with the princes of the sky. Armed with a hooked beak and vice-like, four-toed talons to clutch and crush or impale its prey, an Eagle cannot be overcome by struggle or deceit. They rarely intervene in the doings of Men, but despise all the creations of Morgoth, particularly Orcs. The Great Eagles can, and usually do, put an end to any orc-mischief that they are aware of.

One of the Great Eagles' most wondrous gifts is their eyesight. Soaring, they can perceive details in a landscape eight times better than a man. For example, the Lord of the Eagles can spot a rabbit dashing for cover a mile below him—in the moonlight. There is, therefore, little which escapes the notice of the Great Eagles.

The great natural gifts of the Eagles make them valuable allies in war; however domineering and lacking in sentiment, the Eagles are well-spoken and rational. Unlike Dragons, who have—one-on-one—greater destructive power, the Great Eagles of Middle-earth operate as a squadron, and their wisdom and knowledge make them a match for almost any evil force Sauron can gather, except the awesome Balrog.

8.5 BIRDS OF RHOSGOBEL

Many other birds make their homes in the trees of Mirkwood, but nowhere do they congregate in such great numbers as in the area at the western edge of the forest where the Wizard Radagast the Brown makes his home. Called Rhosgobel, this comfortable residence is like a wondrous aviary. There, not only are the trees hung with every variety of bird's nest imaginable, but also the outer walls of Radagast's own woodland home are constructed, quite artfully, with Wizard-wrought bird houses, feeders, roosts, perches, and baths. At sunrise and sunset the sound is deafening and yet magical in its natural harmonies. Many of the birds seen in the southwest reaches of Middle-earth, even as far south as Umbar, make a summer pilgrimage home to Rhosgobel forming the great migrations that sweep the land—millions of birds coming north during spring, and scattering to the south, west, and east again under the Harvest Moon.

8.6 ANIMALS AND THE BEIJABAR

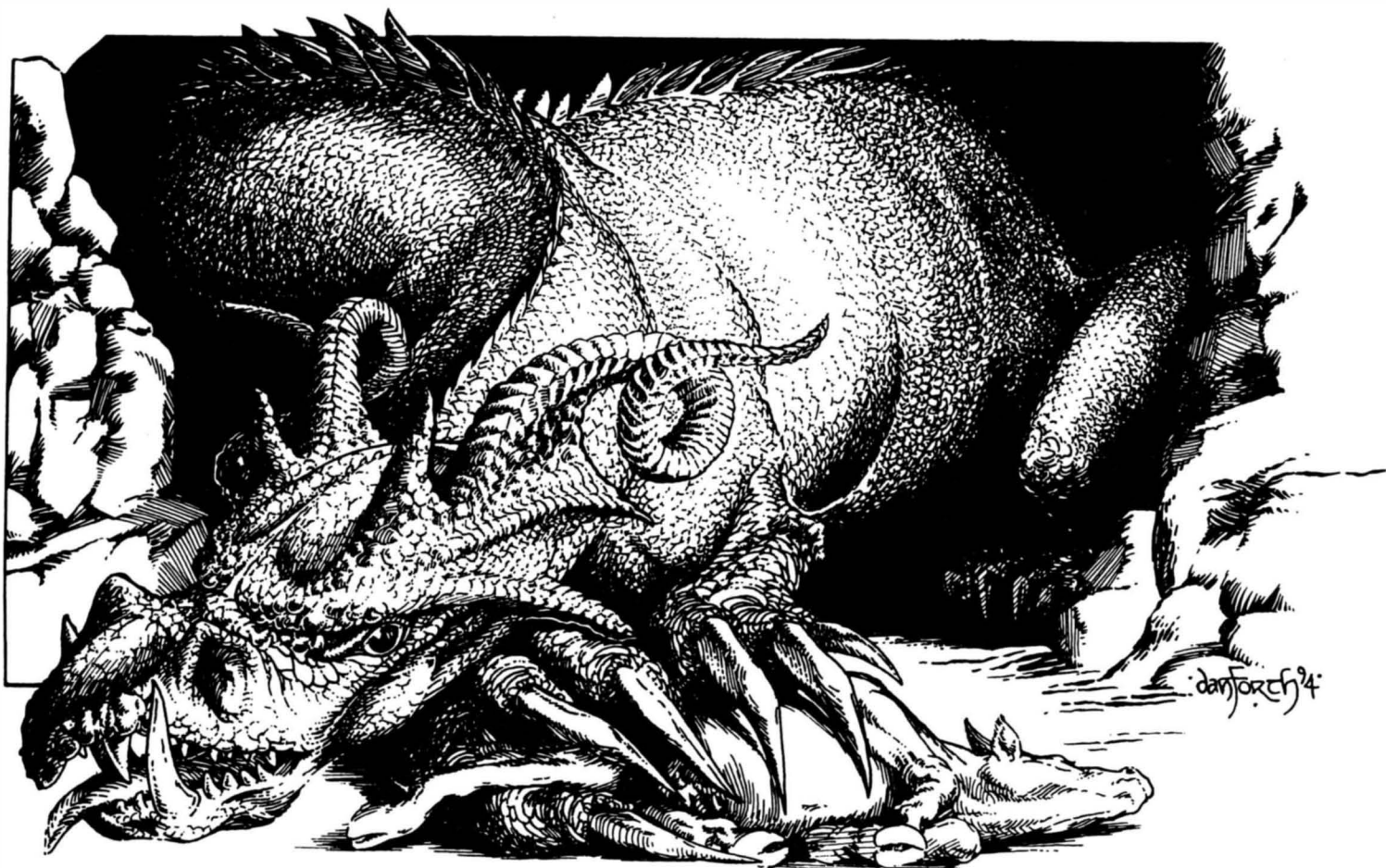
The other settlement that harbors animals is that of the Beijabar. Their relationships with the fauna of Wilderland are legendary. Few animals are at odds with the Beijabar, and most beasts count them as great friends. This is largely due to their ancient cultural emphasis on the ways of nature, particularly the mystical delvings which gave birth to the Cult of the Bear (Rh. Bairakyn), and the associated ritual called "Skuiftlaikan" ("skin-" or "shape-changing").

Only a few handfuls of today's Beijabar practice the ancient art of skin-changing, as it is said that all their forefathers could do—shifting from human form into an animal, prowling in the night as lordly bears. The two most prominent in the region, Beoraborn (the current leader or "Waildanbair") and his youthful son Bornbeneor, are both gifted with the skill; yet they use it sparingly—only in rituals or when their kinsmen's lives are at stake.

The vestiges of the Beijabars' skin-changing heritage remain, however, in their kindly interaction with animals. Because they still experience the empathy with animals that arises from a racial memory of being one with them, they can communicate by words, thoughts, looks and gestures with the animals around them. Their rustic homes are shared with dogs, opossums, raccoons, bears, wild cats, sheep, and ponies, all of whom perform household chores. The dogs and raccoons gather, prepare, and serve food (which is exclusively vegetarian). Opossums keep the nocturnal watch. The bears and snow lions serve as guards and messengers, while the sheep and ponies help in hauling lumber and tending children.

In exchange for all these services, the Beijabar offer their animals food, warmth, and shelter. Thus, the animals live among the Beijabar as if all were members of the same family. They will not hesitate to strike if an intruder threatens. They also stay quite close to home, although the Beijabar's snow lions and bears have been seen as far south as North Undeeps and as far east as the inner edge of the East Bight.





9.0 DARK CREATURES

The coming of the Necromancer upset the delicate balance of nature in Wilderland. Foul creatures began to invade the land, increasing in numbers and haunting the lives of Rhovanion's inhabitants. Packs of unusually aggressive wolves began to appear; huge spiders began preying on travelers; Orcs and Trolls haunted the edges of nearby settled lands. Worse, the Dragons of the North began to stir.

9.1 DRAGONS

With a roar like a full-force hurricane, a flying Dragon can set a river steaming like hot tea and reduce to cinders and blackened stumps a thriving settlement of Men. Dragons first appeared in the late First Age when Morgoth, intent upon destroying the Valar, unleashed a host of winged, fire-breathing monsters led by Ancalagon the Black, mightiest of all the drakes of Middle-earth. These Great Worms, while unwise, are cunning and cruel creatures who can reason, dream and even prophecy; they are always ready to suspect the worst of others, since they themselves always intend the worst. Nothing pleases a Dragon more than sacking a town of its treasure, gathering the booty into a golden heap, and nesting upon it for a century or two.

NATURE

However, Dragons do have genuine weaknesses: they tend to grow complacent and vain if unchallenged, giving themselves away in riddling talk; and each seems to have a vulnerable spot, a flaw where its armor is weak. Thus, a lucky foe can pierce the drake's hide and damage or destroy its vital organs. The dreadful shriek of a mortally wounded Dragon is a sound not soon forgotten by those who hear it.

Dragons generally take but one mate for a lifetime, but choose to live alone, visiting only during the rare mating seasons. Legends originating with the Silvan Elves indicate that such courtships occur no more than once a Yén (the Elven year, equal to 144 of mankind's). The favored location for this ritual is the Withered Heath.

VARIETIES

Dragons come in a variety of types. The original, and generally older lineages are flightless, altogether lacking wings. These land-bound beasts are amazingly nimble and exceedingly quick when they find the effort necessary (approx. 30 mph or 48 km/hr). Usually they rely on sheer force, fire, or frost. The majority of Cold-drakes are wingless and must make use of their considerable strength and whip-like tails to demolish an obstacle. Many Cold-drakes have no breath weapon, although a

Dragon

few employ exhaled streams of frigid moisture-laden air, analogous to a blast of icy sleet. Their habits are much akin to Fire-drakes (although few Cold-drakes can fly), except that they shy away from extreme heat, such as that of a lava field. Winged Dragons on the other hand, are often “breathers”. Their mobility on the ground is somewhat less heralded than that of their brethren, but nonetheless more than adequate. The ability to fly is still their greatest gift; their 20 mph land speed pales before the speed they achieve in the air—50 mph in level flight and up to 100 mph when diving. (Some, like Smaug, can travel considerably faster.)

DEFENSES

The scaly armor-like skin of Dragons provides two principal functions: it enhances their inherent resistance to spells; and it makes them nearly invulnerable to weapons. Due to differences in skin texture, their head area remains somewhat unguarded. In addition to this weak point, most mature drakes have one or more areas where their scales have fallen off or failed to develop. Whatever the reason for this, makers of “Dragon-slaying” arms learned early that the beasts could be felled if hit in the proper place. Young drakes, of which there are few, have scales which are softer and less developed; thus, they are accorded less protection. Armor made from the scales of mature Dragons is extremely rare, but affords superb protection from the elements as well as from weapons. The horn found on some older beasts can also be valuable. The substance is hard enough to batter stone, makes a fine signal horn, and can be used to construct composite bows of unparalleled quality.

The Dragons of the Withered Heath and the Ered Mithrin are loners and repose upon their hoards. Only on rare occasions do they sally forth. When they do, they respect each other’s territories, preferring instead to feast upon simpler, more palatable prey.

9.2 FELL BEASTS

Large, black, flying beasts with whip-like tails and great bat-like wings have been sighted in the night skies; some herders in the East Bight claim that these creatures have claimed more than one of their strays. The reports have given birth to a revival of the old, doom-saying tales of the coming of a great Darkness. Few have failed to suspect Dol Guldur as the source of the unsettling events.

In recent years, “Fell Beasts” (Rh. Winanbanar, or “Friend-slayers”) have made their home in the highlands of Mirkwood, usually in high caves or on shelves beneath overhangs of rock. A number of them are spread throughout the Eryn Guldur (S. “Hills of Sorcery”). These creatures grow to lengths of 30 feet (with 30-35-foot wingspans) and may be distant relatives of ancient Cold-drakes. Morgoth seduced their kind in the Days of Ire, so hatred and the curse of Darkness runs in their hot blood. Unlike the great Urulóki (Q. “Hot-serpents” or “Fire-drakes”), they cannot breath fire, but they nonetheless

remain formidable. Their huge claws (up to 9”) and awesome jaws (which hold 6” fangs) have persuaded many that death can be a swift affair. In addition, their love for the dark sky—together with an uncanny ability to glide quietly—allow them to strike at night with utter surprise. During daylight hours they favor the direct approach; using their considerable speed, they simply dive upon a foe with outstretched claws. The impact alone can be devastating. Perhaps worst of all, they often stalk in pairs; for unlike Dragons, they are relatively “cooperative” creatures.

Large Fell Beasts can support the weight of two strong men and are frequently used as mounts by Sauron’s Nazgûl. Occasionally the Olog-hai warlords employ them as well. Their coming may have coincided with the opening of Angmar, since communications with that remote northern realm are tenuous. Even as messenger-bearers, however, they have a disquieting effect on the neighboring countryside.

9.3 SPIDERS

The nastiest beasts one might run into while traveling through southern Mirkwood are the spiders. Two distinct varieties of spiders spin their sticky webs in southern Rhovanion. One variety, those moving southward from northern Mirkwood across the Old Forest Road, grows large (up to eight feet across, including legs) and black, and spins webs from tree to tree in the northeast corner of the wood, making one’s passage through that region particularly difficult.

These spiders live and attack as a group, apparently cooperating amongst themselves to a remarkable degree (considering their appetites), debating in thin creaks and hisses how best to devour their drugged prey. Spiders can only eat living beings; their digestive systems are too specialized to deal with vegetation or ordinary carrion of any kind; they are not blood-suckers. Spiders inject a poison into the victim, turning his or her innards to a delectable jelly which the spider then pumps out (with the aid of a “sucking stomach”) and consumes, leaving its prey little more than an empty carcass. A spider possesses a pair of fanged mandibles connected to a poison gland; another pair of clawed appendages manipulates the prey as needed. The eight primitive eyes of a spider are vulnerable to attack, as is the soft underbelly.

The most noticeable sign of the spider is of course its web, made of fine silk proteins which emerge through minute nozzles or spinnerets at the rear of the body. The proteins solidify in the air, forming wrapped fibers which the spider shapes into a distinctively patterned web. So sensitive to stirrings in its web is the spider that it can discriminate between the wind blowing through the web and a fly—or something larger—landing on it. (Vibration receptors in its legs enable the spider to interpret the web’s movements so aptly.)

The other variety of spiders—concentrated in the southwestern leg of Mirkwood and more abundant as one approaches Dol Guldur—is native to the southern region. These spiders are the many offspring of the white spider Enna San Sarab, eldest offspring of Shelob. The child now makes her home in the depths of Dol Guldur, while her mother prefers the bizarre comforts of Mordor's Ephel Duath (S. "Dark-shadowy Outer-fences"). Every thirty-six days Enna San Sarab hatches a new filmy egg case full of spiderlings, which scatter from within the volcanic depths out into Mirkwood Forest. They rarely grow to the size of their mother who, since she has not moved for hundreds of years, now has attained gigantic size: ten feet to the top of her body, thirteen feet from head to hind, each of her six hind legs measuring at least twenty feet long, her two forelegs measuring only 6 feet, but equipped with stinging pincers at their tips.

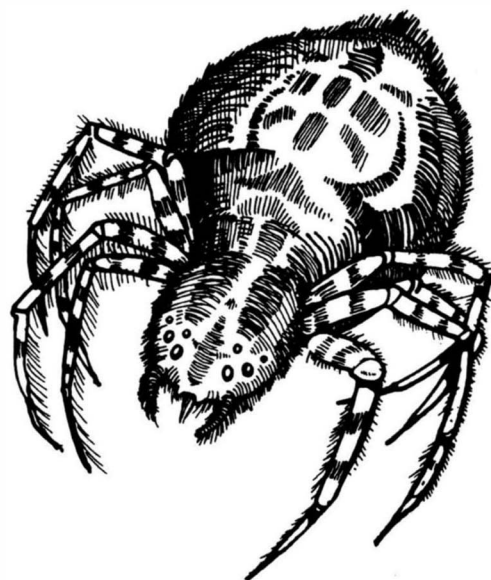
Her offspring (Ennerlings) ordinarily remain small enough to hold in a human hand—and are white colored, with a blood-red dimple on their undersides. They spin dewy webs among the trunks of southern Mirkwood, which can be seen (and then only dimly) under full moonlight. Otherwise, it is all too simple to walk straight into an Ennerling web. The spiders sting fiercely if handled or stepped on, but will not attack without cause. Ennerling stings do not kill, unless inflicted in numbers greater than a dozen within one hour. They debilitate men for twelve hours, but they do not affect Elves.

9.4 GIANT RACES

TROLLS

Trolls (S. Tereg; sing. Torog) are another creation of Morgoth, bred it is said in mockery of Ents. Trolls vary in height between seven and ten feet, and are exceedingly tough and strong, having been made of stone. Trolls are omnivorous, but their favorite dish is Man. Fortunately, for all their strength, they are very slow-witted and can be tricked and outwitted. In addition, Trolls turn back to stone in the sunlight.

The Stone Trolls of Rhovanion are the traditional kind, usually 9 to 10 feet tall, perpetually hungry, stupid, and greedy. The Snow Trolls are smaller, rarely taller than 8 feet. They are also more reclusive and generally content with hunting game. Snow Trolls are distinguished by their grayish-white hide and the fact that they hibernate during the warmer months. The brief nights of the northern summers make this necessary for their survival. Snow Trolls prefer to hibernate in carefully sealed caves or snug burrows of their own construction. They emerge from their hibernation in the fall ravenous and prepared to prey on the terrified Losrandir. Like their southern cousins, Snow Trolls are indiscriminate eaters who have even been known to feast upon Orcs.



GIANTS

The origins of the Giant race are clouded; it is not known if they were created by Morgoth or merely corrupted by him. They are, if it is possible, even stupider than Trolls, though Giants are not always evil (just hungry). Whereas a Troll can be stealthy and quiet, Giants can be neither. A person can always avoid a Giant simply by getting out of the way. Also, since their eyesight is poor, it is very easy to hide from a Giant.

A Giant's primary interest in life is a steady supply of food. A troublesome Giant need not be slain; simply provide him with regular meals, and he will become your friend and ally for life. Due to this intense competition for food, they are generally solitary, but will sometimes get together for a rousing session of boulder-and tree-hurling. Giants are naturally indolent and not inclined to mayhem unless infuriated. (The destruction that accompanies a Giant is usually purely accidental.) Some particularly wicked or desperate individuals will eat Men, but most prefer beef or mutton. Though stupid, the Giant race has learned that preying on the Secondborn generally brings trouble. If caught in the right mood, a Giant can even be friendly and inclined to chat with a passing stranger.

Giants come in two varieties: Greater and Lesser Giants. Lesser Giants are usually about 10 feet in height, while the Great Giants are between 15 and 20 feet in height. The latter tend to look down upon the Lesser Giants, pitying their comparatively puny strength and size.



AWAKENED TREES

The awakened trees of Mirkwood may be Huorns, but only an Ent could say for sure. The Silvan Elves will affirm that there have always been awakened trees in the forest. The trees of Mirkwood are allies of the Wood-elves, who tend them lovingly. An awakened tree can sense passers-by and will report the presence of strangers in the forest. They can also move their branches and roots, entangling and waylaying travelers who have displeased the Elves.

9.5 OTHER EVIL CREATURES

GIANT CAVE BATS

The giant cave bats of the Iron Hills are large, carnivorous predators. Ranging between 3 and 5 feet in length, the bats emerge from their caves at twilight to hunt small game. They are excellent hunters, paralyzing their prey with their venomous bite, and then carrying it off to their lair. (Their poison is a fifth level nerve poison that will incapacitate a man for approximately 10 minutes.) The bats rarely attack Men, unless a passing stranger disturbs their roosts. The poison can be fatal in large doses.

WIGHTS

Wights are undead spirits who inhabit ancient tombs. They are drawn by treasure, greed, and violence, and they have power only in darkness. Wights appear as dark, shadowy human forms with eyes akin to faint lights. They inhabit the same world as the dreaded Ringwraiths and are difficult to perceive as anything other than dark shapes. If seen with the power of the One Ring or with other special magics, wights seem to take on the tattered forms of great lords of Men with cold, cruel eyes.

Those encountering a wight must resist versus the terror of the wight's presence. If they fail, they are literally paralyzed with fear and unable to move. Only great power, luck, self discipline, or presence of mind can save such a victim. Flight is often the best recourse, particularly since the touch of a wight is much like that of a Nazgûl: cold, lifeless, and deadly. It yields a deep sleep that can only be magically broken; otherwise the victim will never awaken. When stricken, the unfortunate victim dreams of the final hours and most terrible moments of the original inhabitant of the tomb. Wights normally carry their victims into tombs or barrows, deck them with jewels, and then perform a ritual sacrifice.

Wights are extremely difficult to maim or kill. A wight cannot bleed to death, and cutting off a limb only hinders it. They can only be "killed" by impaling them through the heart, cutting off their head, or giving them over the maximum number of hits. To destroy a wight, the spell laid upon the tomb must be broken and the wight dispelled. If the spell remains unbroken, the tomb will shortly be reoccupied by another wight.

To break the spell of a wight, the treasure within the tomb must be left free for all finders, although the slayer is permitted to take a few items from the hoard. Treasures in haunted tombs are cursed, and to take them for oneself invites a terrible doom; the thief will gradually be transformed into a minor wight. To take all of the treasure for a purely good purpose would also break the spell.

WARGS

Wargs are huge wolves endowed with strength and intelligence that far exceeds that of their brethren. An evil racespawned by Morgoth, they come in many sub-forms. Thus, Men have long been confused with regard to their true nature. Northmen call any large wolf a Warg, but they are inaccurate, for Wargs are always cursed (or enchanted) beasts. Immortal, they are undead creatures whose bodies disappear soon after they are slain.

WEREWOLVES

Werewolves (S. Gaurin; sing. Gaur) are special servants of the Necromancer who are often confused with Wargs. They are larger than Wargs, though, and they are not true wolves. Although undead (as are wights and the Nazgûl), Werewolves are spirits that shape-change. They take on a tangible, physical presence for short periods of time. A Gaur can take on the shape of a Man or a wolf. When in the form of a Man, they are tall and slender, their skin has a greyish cast, and their eyes are black. When in the form of a wolf, the Gaurin stand 6 feet at the shoulder and have black pelts.

Werewolves radiate a spell of fear akin to that of wights, though they can cloak this spell if they choose. They can only be harmed by magic or silver weapons, and can never be killed permanently unless slain by a blessed object driven through their heart. Otherwise, a "dead" Gaur returns after nine days. Occasionally, a Werewolf will take on human form for a prolonged period and act as a spy for the Necromancer.

10.0 AVENUES OF TRAVEL

Numerous roads and trails crisscross the length and breadth of Wilderland. Like the waterways, they bind this wide and varied region.

10.1 THE ROADS

Since the Plague, there is relatively little travel on many highways, particularly in northern Wilderland, but some routes nevertheless deserve mention.

MEN-I-NAUGRIM

The most famous of these is the Men-i-Naugrim, the "Way of Dwarves," one of the most ancient paths in all of northwestern Middle-earth. Actually a combination of a number of linked trails and highways, the Men-i-Naugrim begins in the Dwarf mines of the Blue Mountains, crosses Eriador and the Misty Mountains, and runs through Mirkwood. There it is also called the Old Forest Road. East of the great wood, it crosses the River Running at Iach Celduin (aka Athrad Celduin) and then cuts northeast toward Dáin's Kingdom in the Iron Hills.

MAJOR NORTHERN ROUTES

Aside from the Men-i-Naugrim, there are five other major northern routes, three of them converging at Iach Celduin. Two enter the area from the South: 1) the Men Dorwinion (S. "Wineland Way") and 2) the Men Celduin (S. "River Running Way"). The Men Dorwinion, or "Horse Road" (S. Rathon Roch), links northern Wilderland with the lower Celduin and Carnen valleys and the wine country of Dorwinion. A major trade route for both Men and Elves, it runs alongside the region's major rivers and passes through the river ports of Buhr Mahrling and Ilanin. The Men Celduin joins the towns of the East Bight with the markets of northern Rhovanion. It runs from Iach Celduin almost due south through Aur Esgalabar to Buhr Ailgra, where it meets the Men-in-Araw.

The third major route, the Men-in-Erebor, connects Iach Celduin to the towns of the northern Celduin Valley. This road's surface is frequently planked, since it cuts through or beside the myriad marshes that flank the river and the Long Lake. Passing between the lake and the Long Marshes, it swings through Dale and ends at the base of the Lonely Mountain.

In Dale, the Men-in-Erebor meets the Men-i-Mithrin, the "Grey Road" of the North that sweeps around northeastern Mirkwood and brings travelers within sight of Dragon Country. The Men-i-Mithrin bisects the dangerous highway linking northern Rhûn to the Witch-realm of Angmar. Called the Men Rhûnen (S. "Eastern Way") or the "Rhûnnish Road," this fifth major northern route is used by the Witch-king's Men and Orcs to carry supplies and fresh troops westward from Rhûn. It runs north of the Iron Hills and along the southern edge of the Ered Mithrin before meeting the Grey Road in the gap north of Mirkwood. Further west, it passes above the great forest, across the river Mithlin (Greylin), up the Langwell Valley, and through the Misty Mountains at Gundalok, eventually reaching Carn Dûm.

MAJOR SOUTHERN ROUTES

Southern Rhovanion contains a network of lesser roads and two major East-West highways. The greatest was built by the Gondorians, who joined a number of ancient caravan paths to make a highway capable of quickly and efficiently moving armies and goods between the Anduin Valley and Rhûn. This is the Men Romen, or "East Way," a route beginning at the South Undeeps in the west and forking into northern and southern routes at the town of Ohtalepet (Q. "Warfinger") in the midst of the Talath Harroch. Sometimes paved and always marked by cairns

Orcs on the
Necromancer's Road



or signposts, the Men Romen is one of the most strategic roads in all of Endor. Its northern fork connects southern Rhovanion with the Donu and Celduin valleys and marches northeast from Warfinger to Ilanin ("Wain-town"). The southern fork dissects Warfinger's "Tent Quarter" and winds across the Talath Harroch toward the southwestern tip of the Sea of Rhûn. Since the rise of the Easterlings, the latter road has been devoted more to local trade and the movement of garrisons than to major commerce.

The Men-in-Araw, the region's second major highway, serves as the chief avenue of trade in central Wilderland. Beginning at the Waildung capital of Buhr Widu (Rh. "Forest Hold") in the East Bight, this corduroy (wood-plank) road also forks. The northern branch continues eastward out of Buhr Waldmarh, meets the Men Celduin outside Buhr Ailgra, and then descends through the breaks and ridgelands above the river Ardruga before merging with the Horse Road at Buhr Mahrling on the river Celduin. The southern fork swings southward from Buhr Waldmarh, passes by Buhr Waldlaes (Rh. "Lawless Hold;" W. "Strayhold"), and skirts the edges of Mirkwood until it runs into the Men Romen.

An ancient road, the Men-in-Araw cuts straight through the East Bight, up into the Mirkwood Narrows. Locals call it the Glorious Road, for it leads to the Hill-citadel of Buhr Ailgra, Vidugavia's capital. Although partially ruined, Buhr Widu still stands strong, not five miles from the Wood. The settlement remains the center of Waildung culture as well as the focus of a rich lumber trade. Northman axemen still harvest timber in the surrounding woods, using teams of huge work-horses to drag the ancient logs out of the forest.

TRAILS IN MIRKWOOD

The shadow of a roadway—still visible today, although it is little traveled—leads beyond the forest edge to the Northman ruin at Cor Angálaladh (S. "Long-laughing Light Ring"). A ring of ancient oak trees and a circle of stone graves, this exalted site is the burial place of Waildung Princes. It is tucked in the forest about a mile and half north of the trail.

The forest path, which is called the Râd Angálaladh (S. "Long-laughing Light Path") continues southwestward and then splits. Continuing almost due west, the main trail weaves through the Narrows of Mirkwood, past Radagast's home at Rhosgobel, and then southwestward across the Nan Anduin to Lórien. This route was once the principal Elven highway in Mirkwood. (The lesser fork passes south, eventually joining a route that reaches Ithilien.)

An intricate web of trails connects Thranduil's Woodland Realm in the North to the Old Forest Road and the Râd Angálaladh further south. Aside from some Elves and Woodmen and a handful of the Necromancer's guides and trackers, almost no one has hope of navigating this arboreal maze. The dreary light filtering through the twisted trees offers little aid, even on a clear afternoon. However well-worn at times, the paths seem to lead nowhere, or they disappear amidst the sandy beds of now-dry streams or in the rocky crags and dense foilage of the deep wood.

One trail in northern Mirkwood is relatively well-marked. Known as the Râd Annon (S. "Gate Path"), this long path links Thranduil's capital at the Aradhrynd with the Carrock Vale and the Northman hill-town of Maethelburg in the Anduin Valley. En route westward from the bridge at the Elven-king's Halls, the track crosses the Gûlduin, passes the Avar ruin at Caras Amarth, and leaves Mirkwood via the Forest Gate.

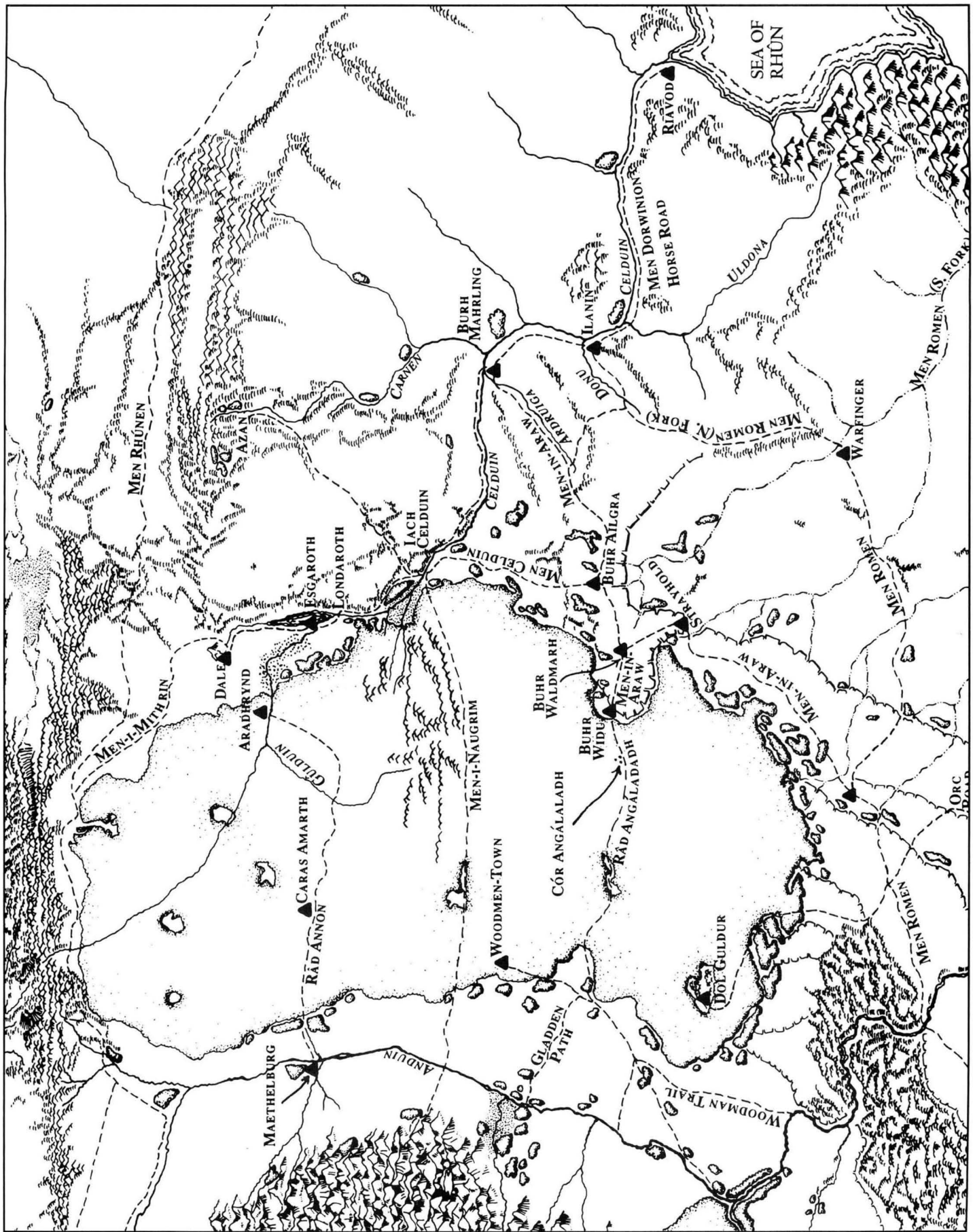
ROUTES IN THE NAN ANDUIN

Numerous tracks parallel the banks of the Great River, but most of the secondary roads in the Nan Anduin stay close to the forest eaves. Even these, though, are little more than intermittent animal trails. The Woodman Trail, which runs from Woodmen-town south past Rhosgobel to the Parth Celebrant, is the sole exception. Navigation on the eastern bank of the river is difficult, for the ground constantly rises and falls across countless streambeds. Generally, the only easy means of north-south travel is by boat, using the Anduin itself.

On the other hand, east-west routes are quite prevalent, since most follow the courses of the Anduin's shrinking tributaries. Of these, the Men-i-Naugrim and the Râd Angálaladh are the most important roads. Two others—the Men Rhúnen in the North and the Gladden Path between Rhosgobel and the Gladden Fields—are also significant, although the former is quite dangerous and the latter is rarely used nowadays.

THE NECROMANCER'S ORC ROAD

The Orc Road is actually a crude trail that winds southward through the Nan Lothanduin and leads to Morannon and the Gates of Mordor. Ostensibly an animal track and hunting path, this trail holds increasing importance, as Sauron's forces begin migrating between Dol Guldur and the Dark Land. None of the Gondorians or Northmen who have discovered the nature of the route have survived, for the Evil One and his minions have been careful. Orcs, Wargs, and Trolls travelling along the rude highway move only at night and in small groups, and generally during storms. Their camps are confined to pre-selected caves and marshlands located off the path. Since the settlements in southwestern Rhovanion are concentrated along the Men Romen on in the Anduin Valley, these foul servants of Darkness are rarely discovered. When they are, they invariably hunt down the unfortunate witnesses, slaying them before word reaches anyone concerning the presence of the Necromancer's forces.



10.2 THE WATERWAYS

Three major rivers—the Anduin, the Forest, and the River Running—bless the region with fresh running water and provide transportation for commerce and adventure.

THE ANDUIN

Largest of all rivers in Middle-earth, the Anduin flows south for almost 1400 miles from its origins in the mountains of the northern Wilderland. A major obstacle to east-west travel, the mighty Anduin also serves as the principal commercial avenue in western Rhovanion

THE FOREST RIVER

The Forest River (S. Taurduin) rises in the Grey Mountains and races east and south through Mirkwood before feeding into the Long Lake (S. Annen), a small but significant body of fresh water lying beyond the eastern edge of the forest. Low hills line the northern and eastern shores of the Lake, obscuring everything beyond from view except the peak of the Lonely Mountain. (It takes about two days to row up the Lake to the Lonely Mountain.)

The Forest River empties slowly into the Lake. Although it cuts through low, stone cliffs—coarse, waterworn, glacial gravel called “shingles”—the widening

river picks up only a little speed after virtually stopping in the Long Marshes (S. Aelinann) between Mirkwood and Long Lake. The Marshes’ pools of brackish water and wetland islets seem to swallow the river after it leaves the forest.

An eighty-foot waterfall called the Mere’s End (S. Lindal) stands south of Long Lake. The Lakemen of Esgaroth hear these tumbling waters as “a distant roar.” Once the site of the Northman town of Londaroth, Mere’s End is now only a portage point marked by two great mills.

THE CELDUIN (AND CARNEN)

The Celduin (S. “River Running”) flows through the Long Lake, where it mingles with the cool, green water of the Forest River. Originating in the bowels of the Lonely Mountain, it flows south past the eastern eaves of Mirkwood before turning east to join the River Carnen (S. “Redwater”). It then passes through Dorwinion and empties into the Sea of Rhûn near the city of Riavod. Together, the River Running and the Forest River wind for more than 800 miles through the woods and plains of Wilderland.

OTHER NOTABLE WATERWAYS

Mirkwood possesses two great waterways worthy of mention: the Enchanted River and the Mountain Water. Both are swift-moving runs that arise in the Mountains of Mirkwood (S. Emyr-nu-Fuin). The former cuts northward and feeds the Forest River just west of the Halls of the Elven-king, while the latter flows eastward into the swamps that surround the River Running above the ford at Iach Celduin.

A magical water polluted by the Necromancer’s Evil, the Enchanted River contains spells that confer forgetfulness and drowsiness on anyone who samples the stream’s waters.

NOTE: *These waters befuddle Bombur during the journey recorded in Bilbo’s tale *There and Back Again*.*

Northmen refer to the creek as the Sorcerer’s Stream, while the Wood-elves call it by its Sindarin names: the “Gûlduin,” or “Gûlhir.” A black, swift stream some twelve yards wide, the Enchanted River lies in the bowels of the forest, a good four-day hike from the eastern edge of the woods. Like the Mountain Water (S. Emynen), it is rarely encountered by anyone other than the Forest-folk or Sauron’s minions, and even they consider the waterway more of a hindrance than an aid to travel.



Wood-elf

II.0 PEOPLES AND CULTURES

Great changes have overcome this region during recent years, changes most dramatically observed in the shifting communities of Wilderland's inhabitants. For not so many years ago, Rhovanion was the broad and thriving homeland of Northmen, merchants, farmers, agriculturalists, and breeders of horses—many of whom who proudly traced their lineage back to the great Prince Vidugavia. Despite its loose-knit social organization, the community of Northmen of Rhovanion played a crucial role in the vast, centuries-long struggle between the kingdom of Gondor and the threat of the Easterlings who lived near the Sea of Rhûn and further east. No organized military scheme held the Easterlings back from attack, but the very fact that Men sympathetic to Gondor inhabited southern Rhovanion—both the impenetrable Mirkwood Forest and the Plains—discouraged incursions from the East.

Since the Plague Years (T.A. 1635-36), all that has changed. The once-pastoral neighborhoods and fruitful farms within view of one another, lost their caretakers and the animals they housed so swiftly and so mercilessly, that many settlements are little more than ruins, ghostly reminders of the communities of Men that once lived here. Remnants of houses, barns, sheds and storehouses tumble down in the snow and wind. Food stores, fine leather work, ropes, and farming tools remain behind, often in tidy order inside the wooden buildings that crumble all around them.

In addition to the dwindling of the Northmen on the Plains, the Plague brought new dangers to the region: incursions from the East, bandits, Orcs, Trolls, and Dragons. Little order or political organization exists today, but life goes on.

Elves and Dwarves have often been called isolationists, with little interest in the affairs of Men. It should be pointed out that the reverse is also true: Men have little interest in the affairs of Elves and Dwarves, except when they think they can gain by it. Such conditions do not encourage intermingling; rather, they encourage the inhabitants to seek places of safety wherever possible. For the most, this safety is in a defensive isolation.

II.1 THE WOOD-ELVES

The forest of northern Mirkwood is home to the immortal Wood-elves, who are immune to but not untouched by the shadow that has fallen upon the forest. Reclusive, with little interest in the outside world, the majority of the Forest-folk make their home in the Woodland Realm, in and around the Aradhrynd (S. "Halls of the Elven-king"). These lovely caves offer them a safe refuge in times of trouble.

The Forest-folk are comprised of Grey Elves, or "Sindar," and Silvan Elves, or Avari (Q. "Refusers"). The former compose the aristocracy, while the latter make up the bulk of the population. The Avari are smaller than their brethren, with sandy hair, although both groups share fair skin and blue eyes.

The Wood-elves are wise in the ways of the forest and the natural world. Of all who venture into Mirkwood, only the Elves can tread the forest trails in safety, for they know its dangers and can avoid them. For the Forest-folk, Mirkwood is not a perilous forest, but a friendly and fair home, with dangers that can be avoided easily enough. Indeed, for the Elves, the perils of the forest are something of a blessing, for they discourage travel through their realm and the incursion of men. The Wood-elves spend most of their waking hours in the forest hunting, singing, speaking to the trees, feasting, or keeping the borders of their realm safe.

While not hostile towards Men, the Elves prefer to avoid their company and enjoy the forest in peace. Dealings with Men are limited to trade with the Northmen of the Celduin Valley and the Men of the Land of Maidens (Dorwinion) through the Raft-elves of Celebannon (on the Forest River).

NOTE: *The Elves guard the borders of their realm jealously and consider all who leave the forest road trespassers. Travelers through Mirkwood may catch a glimpse of the Wood-elves or hear their feasting through the trees, but they would do well to keep their distance. When approached, the Elves will simply melt into the shadows and vanish, leaving the traveler lost and confused. For those who wish to deal with Thranduil's Folk, their best hope lies with contacting the Raft-elves of eastern Mirkwood.*

II.2 THE DWARVES

Called Naugrim (S. "Stunted People") by the Elves, the Dwarves of Rhovanion dwell in the Iron Hills. Like the Elves, they avoid dealings with Men, except in trade for foodstuffs. Small, broad, bearded, secretive folk, Dwarves are cunning workmen and fierce warriors. Dwarves make valiant and loyal allies and terrible, unrelenting enemies. Generally, Dwarves are honorable, except when blinded by gold-lust. They are, however, touchy and quick to take offense and always ready to espouse the cause of a fellow Dwarf. Though some Dwarves have turned to evil, most are filled with an implacable hatred towards Orcs and the creations of Morgoth and Sauron.

They spend their days mining and at smith-craft, creating objects of rare and wondrous beauty. The Elves may dispute it, but the Dwarves have a keen appreciation of aesthetics, and constantly work to beautify their surroundings. The Dwarves of the Iron Hills have spent centuries enhancing the natural beauty of their holds. Their caverns are not dark and gloomy, but filled with the magical light of Dwarven lamps.



THE ÉOTHRAIM

Racial Origins: A Northman group—actually a collection of clans who share a similar sub-culture based upon extensive use of the horse. The term “Éothraim” is one of convenience and is derived from the label used during the brief period that these scattered clans broke tribal bounds and were united as one “Great Tribe” or “People” (Rh. Uillthuid). The six “tribes” (Rh. Thiud or Théod) of Northman Horse Lords are the descendants of Eriadoran groups which migrated through the Misty Mountain Passes or through the Great Isen Gap in six waves during the first six centuries of the Third Age. These folk served as infantry and (later) cavalry in the armies of Arnor and Gondor and were the first Northmen to make widespread use of the horse. The lack of Eriadoran horse herds and opportunity to secure vast pasture land made Gondor’s offer of Rhovanion territory exceedingly attractive.

Home Region: Rolling plains of Rhovanion, with primary concentrations south of the Celduin and north of central Dagorlad. Heaviest numbers east and southeast of Mirk-wood’s East Bight.

Ecosystem: Cool regions which contain vast expanses of open grassland. They favor areas marked by long grasses, scattered woodlands, rolling hills, and plentiful water.

Political Structure: Basically a clan-based society led by Chieftains (“Thynas” or “Eorlas”). The clans generally occupy specific territories and jealously guard their boundaries. Those near the East Bight, however, often live beside one another in the same village or on joint land-holdings. The clans are grouped in six “tribes” (Rh. Thiud or Théod) which meet thrice yearly. Tribal leaders (Rh. Huithynas) are chosen from the strongest of the Thynas. (Gondor calls them “Princes”.) Between T.A. 1000 and 1500 the clans were loosely governed by the Thyn of the Waidlungs, who was overlord of the East Bight and oversaw a unified council (the Frathing) which settled inter-tribal disputes and dealt with neighboring Gondor.

Social Structure: Strictly patrilineal (traced through one’s father) and patrilocal (the wife resides with the husband’s family). Marriage can occur outside of the clan and, particularly in the case of “royalty,” outside the tribe.

Settlement Pattern: The fortified village, a collection of long-houses surrounding the ceremonial Hall (Rh. Saicghuil) serves as the center of clan territories. Most able-bodied Men are away managing the clans’ resources (e.g., horses) and the borderlands during the non-Winter months. These groups ride a circuit and occupy semi-permanent camps. Constant contact with the home village is the norm, for good horses and an intricate network of trails afford swift communication. Certain clans and some of the wealthier nobility among the others live on fortified “manors” during the winter and retreat to the village only in cases of outright war.

Military Structure: All males above the age of seven receive training in survival and hunting skills, and all those fourteen or older receive training in weaponry and rudimentary tactics. The whole of the clan’s able-bodied male population serves as the primary levy (Rh. Faird), while the remainder is schooled in the arts of stationary defense. The clan chieftain maintains a standing “house-guard” (Rh. Kuzdrauhtan), part of which accompanies him on his travels; the remainder guards the village and/or the lord’s manor. Fighting is exclusively from horseback, except where the enemy has driven the clan’s forces into a surrounded defensive site. Family leaders serve as sub-commanders of the Faird, while the overall structure is keyed to the seniority of the knights (Rh. Driug) of the Kuzdrauhtan.

Currency: None. Gondor’s currency is quite commonly used, and precious metals are readily accepted, but the society is nonetheless keyed to barter.

Language: Variations of the Rhovanion tongue Eothrik. Use of Westron is widespread, particularly in commercial circles or in areas in close proximity to Gondor.

Appearance: Generally blond, blue-eyed folk. They are tall, the men averaging 6’1”, the women 5’5”. They have considerable amounts of facial hair, but are not otherwise hairy. They wear linen and/or woolen shirts, medium-length pants, and leggings. The Driug sport chain or scale mail shirts and open helms. The Éothraim usually have an average to stocky build.

Housing: Depending on locale and social status, the Éothraim live in wood or stone “long-houses” (Rh. Lainghudan). Roofs are of woven grass over a light wood or twig frame and have a smoke-hole. The interior is normally one room with an associated storage area and/or loft(s). The few high windows can be covered with shutters, and the walls are insulated with earth and wool blanketing. Entry is via sloping earth ramp, for the floors are set 2-4 feet into the ground. Light wood or twig fences surround manors or the garden areas of the more prominent villagers.

The nobility live in sprawling homes which may have ten or more rooms. Their floors may be carpeted or have a covering of stone. Generally, however, they are nothing more than an elaborate variation on the basic long-house.

Diet: A mixed diet prevails, with heavy leavened or unleavened breads providing most of the bulk. Wild or domestic fowl, fresh-water fish, and game are in abundance, and dairy products (e.g., goat or Kine milks and cheeses) are usually available. Spiced or watered wine, beer, and imported meads are the favored potables.

Worship: The structure is typically Northman. The Cult of the Stag (Rh. Ailgrakyn) is central to this group’s rituals, although the Cult of the Earth (Rh. Uerdakyn) maintains significant sway.

11.3 THE NORTHMEN

The hardy folk now considered indigenous to Rhovanion are collectively called the "Northmen" by the Dúnadan scholars in Gondor and Arthedain. They are fair and tall and strong, noble by the standards of Men. Their fierce sense of independence, however, has led to a splintering of the ancient ways they brought with them from Eriador during the first centuries of the Third Age. Five sub-cultures—the Éothraim, the Gramuz, the Lakemen, the Beornings, and the Woodsmen—have

emerged, groups bound by their way of life and not through any sense of political unity. Common enemies and unique Men of great stature have occasionally forged alliances and welded fleeting kingdoms, but the Northmen have always moved their separate ways. Even the mixed Northmen citizenry of the towns along the Celduin and in the East Bight have generally kept to themselves. Nonetheless, they are aware of their common ancestral bond and remain brethren in the struggle against the Shadow.



THE GRAMUZ

Racial Origins: A Northman group whose sub-culture is based on agriculture. They became a distinct unit (tribe) during the first millennium T.A. The urban Northmen sub-culture found in northern Rhovanion at Dale, Esgaroth, and Londaroth has often been associated with this group, but is in reality quite distinct.

Home Region: Rolling plains and river valleys of Rhovanion, with primary concentrations north of the Nan Celduin. They generally prefer sheltered lowland areas where the soil is rich and the winds subdued.

Political Structure: Essentially a clan-based society led by hereditary chieftains (Rh. "Thynas"). The twelve (Rh. Twa-lif) Thynas compose the traditional tribal Council of Elders (Rh. Fadarthing), which meets three times a year or during periods of great emergency. Their sacred meeting site in the ruins east of the Iach Celduin has never moved.

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage can occur outside of the clan or tribe, but unions with non-Northmen are extremely rare.

Settlement Pattern: Scattered farming units are occupied by one to three families. Generally, a number of these household groups compose a sort of loose village (Rh. Alanburh) located by a protected refuge—such as a terraced hill surmounted by a modest wooden wall and surrounded by a moat. These "forts" are normally used to confine domestic animals. Aside from the urban Northmen, this is the only truly non-nomadic Northman group, for the residences are permanent sites which are occupied on a year round basis.

Military Structure: All males above the age of seven receive schooling in farming skills, but training with weapons does not begin until a youth has reached the age of fourteen. All residents of the Alanburh are taught to use the traditional 8' spear; certain able-bodied males learn the use of the short or long bow, and most folk are skilled with a hand axe, short sword, or broadsword. Essentially, the Alanburh acts as a military sub-unit of the clan's Faird. No standing army exists among the Gramuz, and the elite warriors are an

informal grouping of men recognized for their noble blood or battle experience.

Currency: None. Gondor's coinage is accepted in most Alanburh and precious metals are always acceptable. Barter is still the norm, although garnet jewelry is often in circulation as a sort of quasi-currency.

Language: Variations of the Rhovanion dialect Gramuik (from which we derive "Gramuz"), the "Tongue of the Open Country." Westron is prevalent along major trade routes.

Appearance: Generally blond, blue-eyed folk. They are taller than "common men," the men averaging 6'0", the women 5'4". Their grain-oriented diet has resulted in a group which is shorter than other Northmen. Although they are not particularly hairy, men usually have beards. They wear cloths of linen or wool: pants or (for women) short shifts with leggings, medium length shirts, fabric cloaks, and soft-soled shoes. Wealthier warriors may don chain or scale mail shirts, but the norm is leather armor—generally a rigid leather breastplate, a soft leather jerkin, or a long leather hauberk.

Housing: Most of the Gramuz live in rectangular structures which are little more than short versions of the typical "long-houses" (Rh. lainghudan) of their Northmen brethren. These are one-room structures (called "bida-hudan") set two to three feet into the ground. They have high roofs, wooden frames covered with layers of grass, which often have a storage loft. A small grain room is attached to the side of the house and is entered via a separate door; it doubles as a pantry of sorts. One enters through a low doorway, and descends into the earthen-floored main room by way of a ramp or steps.

Diet: Generally grain and dairy oriented, with occasional small portions of fish or poultry. Red meat is relatively rare except at festival time.

Worship: Typical Northman holidays and clerical structure. The Cult of the Earth (Rh. Uerdakyn) is predominant, but the Cult of the Growing—a sub-cultural equivalent of the traditional Cult of Trees (Rh. Alanakyn) is common in certain areas.

11.3.1 THE NORTHMEN OF SOUTHERN WILDERLAND

One hundred years ago, southern Rhovanion was the prosperous homeland of agricultural Northmen whose farms clustered along the southern eaves of Mirkwood, particularly in the clearing called East Bight. But the Plague swept through, bringing illness and death, and in its wake bringing vagabonds as well, who combed the countryside looking for any place and any way to live through the difficult years. This sequence of hardships cut deep into the Northmen's culture, leaving only the toughest families alive on the Plains. One out of three homesteads still houses some Northmen who trace their ancestry back to Vidugavia, but whereas these people were once peaceful farmers and trainers of horses, they are now fierce defenders of what little remains. They have developed weapons far beyond the ordinary in their ability to fire true to the mark, and these Men rarely speak before shooting. They have chosen to let the outside of their farmhouses fall to ruin, hoping that then invaders will pass them by for abandoned. But this decision means to any traveler through Talath Harroch and East Bight that no matter how abandoned a farmhouse may look, it might well harbor a Northman with weapon in hand.

11.3.2 THE URBAN NORTHMEN

The "urban Northman" of Rhovanion occupy the principal towns of the Nan Celduin and Nan Annen in the North, and Mirkwood's East Bight in the South. The Dalemén, Lakemen, and Waildungs are all urban Northmen. No monolithic sub-culture exists among these folk; instead, they enjoy a relatively advanced, mercantile-flavored lifestyle which is colored by the more distinct ways of their rural neighbors.

Northern Rhovanion's townfolk migrated from Eriador at a relatively early date, making their way across the "High Pass" of the Misty Mountains. The first group settled at Dale. The founders of Londaroth, Esgaroth, and the smaller towns of the Nan Celduin (S. "River

Running Valley") followed later. These people had been at the center of trade before the migrations and left behind modest towns in Eriador when the lands of Rhovanion became safe for settlement. Opportunities in the "new territory" were appealing, and pressures from the Witch-king, migrating Dunlendings, and the omnipresent Dúnedain made the journey even more attractive. Most of the citizenry remaining followed during the next two hundred years.

This second wave of Eriadoran townspeople migrated to Rhovanion by way of the "Great Road" or "King's Way", through the Great Isen Gap (Gap of Rohan) south of the Misty Mountains and across the Undeeps. They settled south of the Celduin, where the vast open plains were occupied by scattered clans of Horse Lords. Still, their penchant for cool hills and protected town sites resulted in a remarkable degree of concentration, and nearly all of the new urban groups gathered in the highlands of the East Bight. There they built their towns—large collections of wooden long-houses, surrounded by palisades set atop great walls of earth.

The townsmen maintain close contact with the great kingdom of Gondor to the immediate south, for a healthy portion of their trade is derived from the neighboring Dúnedain overlords. In addition, these Northmen have a mercantile past; when they still called Eriador home, they were in close contact with the High Men of Arnor and learned the benefits of dealing with others, particularly the rich and powerful. Their contacts have led to Gondor's recognition of the Princes of the East Bight as the rightful masters of the "Kingdom of Rhovanion," even though the Northmen themselves recognize no one authority. Nonetheless, the townfolk are the focus of trade and act to tie together the more independent groups of their brethren. Their preoccupation with, and talent for, politics also give them the ability to organize and act as intermediaries. Such a foundation allowed Prince Vidugavia and his immediate descendants to call themselves "Kings."

THE BEIJABAR (BAJAEGA HAR OR BEORNINGS)

Racial Origins: A collection of small Northman groups, generally family groups, which compose a loose clan. Their social structure, physical type and norms are radically different from their Northman brethren, so much so that they are considered to be culturally distinct; they are not simply a Northman sub-unit. Originally they were the masters of the Northman Cult of the Bear (Rh. Bairakyn) and became increasingly isolated from the other Northman of Eriador as the Second Age passed. By T.A. I they had retreated into the high foothills and passes of the northern Misty Mountains (S. Hithaeglir). During this period the Bairakyn splintered and the Beijabar assumed the role of "protectors" of the east-west trade routes.

When the Northmen migrated across Misty Mountains during the first part of the Third Age, their passage was guarded by these hardy folk.

Home Region: The Nan Anduin (S. "Anduin Valley") and highland passes of the Misty Mountains. Most lowland (valley) groups reside along the western edge of Mirkwood, while the highland families stay close to the refreshing headwaters of the Anduin's numerous small tributaries. The highest concentrations are found in the Nan Anduin between the Gladden Fields (S. Loeg Ninglören) and the Carrock. These folk help guard the Old Ford (S. Athrad Iaur) and make the valley safe for modest traffic and commerce.

Favored Ecosystem: Well-watered highland areas which have cool weather and contain substantial stands of primary forest. They favor rugged places, rushing freshwater streams, and plentiful animal populations.

Political Structure: Although they are widely dispersed and seemingly apolitical, the Beijabar are a remarkably unified clan. The hereditary leader—the High Shape-changer or “Ruling Bear” (Rh. Waildanbair)—is the religious and political leader, and acts an intermediary with other folk. He is generally the closest eldest male in the line of the last leader, but there is no firm principle of primogeniture and further removed men of exceptional ability have been chosen as successors on at least one occasion. One absolute prerequisite exists: the Waildanbair must have the power to Shape-change (Rh. Skuiftlaik). This ability is central to both the leader’s political and religious roles. Upon the death of his predecessor, the new Waildanbair removes himself from his family manor and takes up residence at a traditional site near the Carrock. From this point on, he lives alone and visits his family only periodically. His word is absolute, although he frequently consults with his hand-picked advisors.

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

Settlement Pattern: Extended family units live on isolated manors (Rh. Haiman). Each Haiman has an associated territory of substantial size (often 400 sq. miles), and the family maintains and utilizes this fief’s resources. The eldest male(s) frequently leave the Haiman in order to maintain contact with other members of the clan, or participate in extended hunting or fishing expeditions.

Military Structure: The oldest male in the family is called Frathaguim (Rh. “Wise One”) and is responsible for training, maintaining, and leading warriors who serve the clan during times of need. The whole of the male population forms the Faird (levy), since all males above the age of seven learn military and outdoor skills. By the age of ten, Beijabar youths are skilled trackers, superb bowmen, and animal masters. Men above the age of fourteen are eligible to serve in the main body of the Faird. Normally, this force is assembled at one of ten meeting places in the Misty Mountains or northwestern Rhovanion. The Waildanbair traditionally initiates the call through a network of “messenger beasts” (Rh. Haurnwinar) and heralds (Rh. Haurnwair).

Currency: None. Trade is strictly by barter; and since the Beijabar have an insulated culture and are essentially self-sufficient, interaction with other groups is

on a relatively modest scale. Only the Wood-men and Wood-elves have regular exchanges with Beijabar families. A close friendship is a prerequisite.

Language: The Beijabar employ two forms of communication. Their standard tongue is a derivation of ancient Eriadoran Northman Speech and is called “Atliduk”. (The word “Beijabar” is the Atliduk equivalent of “Bajaegahar,” the latter being the standard label used among other Northman groups living east of the Misty Mountains.) Each of the Beijabar is also capable of communicating in “Waildyth,” a system of signs and equivalent “nature signals” which can be used in the wild without betraying one’s presence.

Appearance: Physically, the Beijabar are the largest of the Northmen. Men average 6'4", women 5'7". They are uniformly strong in build and bone structure. Their complexions are fair; but unlike most Northmen, most folk have reddish hair, and considerable amounts of it. They wear fur tunics and capes, woolen pants with leggings, and no armor. Warriors often fight in hardened and reinforced leather helms which are covered with fur and/or the horns of fallen beasts.

Housing: Beijabar live in relatively comfortable long houses which they call “Laenganhuida”. These are usually one-room structures made of beautifully fitted wood. Unlike other Northman buildings, they are raised above the ground on pillars. They have high ceilings with substantial rafters and occasional lofts. Huge cooking pits are set into the center of the house floor, and smoke holes are cut into the roof peak in order to assist ventilation. Most Laenganhuida have one or two covered porches. The manor itself is called the “Muidwe”, and is typically the site of numerous bee hives, gardens, and feeding structures for forest beasts.

Diet: An exceptionally balanced bill of fare which includes fish, poultry, red meat, cheeses, fruits, berries, a wide variety of breads, numerous honey-based dishes, and hundreds of different edible plants and spices. These folk enjoy a good meal.

Worship: The Cult of the Bear (Rh. Bairakyn) is the center of Beijabar worship. The Waildanbair is master of the cult; but he is assisted by lesser lords or “Waetan”, some of whom can Shape-change. Ceremonies occur in well-defined, protected glens and involve Men costumed as beasts. The Waildanbair and any other Shape-changer(s) take the form of bears and recreate ancient epics (e.g. depicting the origin of the Beijabar, the Creation, the Ancient Wars, etc). Other religious rituals surround the burial of the Waildanbair at the Holy Carrock (one of many river rocks which is normally labeled simply “the Carrock”).



II.3.3 THE BEIJABAR

Along the eastern banks of the River Anduin, the benign race of Men called the Beijabar have made their homes for who knows how long. Their dwellings can be found from the point where the River Silverlode joins the Anduin, northward even beyond the isle later called the Carrock (not far from the greatest of all the Beijabar: Beorn the Big.) One might wish to call their loose gathering a community, but to better describe it one must borrow a term like “pack” or “den” from the world of animals. For the Beijabar, Men though they are, live together in that sort of languageless, ruleless, instinctive way that a pack of beavers or a den of bears might live.

Leadership rests with the oldest male member of each family unit. Because of their skills in skin-changing, Bornabeor and his son Bornbeneor were well known and held in highest regard by all the Beijabar. If any crisis required leadership among the Beijabar, those two would take charge. Otherwise, no ideas of government, of power by one Man over another, or of dominion by the Beijabar over other races have ever crossed their minds.

The Beijabar’s daily concerns remain focused on the rigors of daily sustenance: gathering the fruits and nuts on which they live exclusively, tending to their homes of earth and wood. Their great strength is in animal husbandry, for they raise animals so shrewd and gentle, from Cows and Bees to Bears and mountain lions, that they have come to be able to depend on those animals for the care of their homes, their household tasks, and their children. A Beijabar household is a bustling menagerie of animal workers, none speaking in an articulate tongue, but all moving together intuitively in productive harmony.

The Beijabar speak a curious language, distantly related to other Northman tongues, but enhanced by sounds learned from the animals with which they dwell. They have also learned to dress themselves through lessons from their animals, for they gather shedding fur and spin and weave it together into dense, thick cloth. The Beijabar mate for life. They raise their children together as a couple, and as a couple they also tend and train their own household beasts, although no Beijabar would consider that he owned his animals.

THE CULT OF THE BEAR

The religion of the Beijabar is pantheistic, worshiping the forces of Nature in every form that manifests its overwhelming powers, from lightning to sunshine, from the full moon to the ever-running waters of the Anduin. Only one force is esteemed above all others, that of the Great Bear Spirit, sacred to the pre-eminent Cult of the Bear (Rh. Bairkyn), for the very being of the Beijabar is associated with the blood of these awesome beasts.

The focus of this cult is the worship of Béma (Oromë) in rites involving elaborate dancing accompanied by skin-changing and costumes. These rituals commemorate the gift of Skuiftlaik (Rh. “Shapechanging”) bestowed by Béma upon the Beijabar in the Elder Days. The Bear shape is said to bring the Beijabar close to their beloved Béma, for the great Vala is a hunter of foul beasts and master of changing ways. (All Valar, of course, possess the latter trait.) In the Elder Days, the Beijabar, in the shape of Great Bears, accompanied Béma into battle against the armies and servants of the Black Enemy. Now they gather in one of their traditional glades to dance and commune with their Fathers. Then they go forth in search of the creatures of Darkness, hunting and killing with brutal determination. This instinctive slaughter runs deep in their blood, and in times of war, or at the sighting of one they call a “monster” (e.g., an Orc or Troll), the Beijabar lord might see fit to revert to the ways of his venerated bear-cousins.

II.3.4 THE MEN OF WOODMEN-TOWN

Unlike other Northmen who shun Mirkwood, the Woodmen are at home in the great forest. In fact, they live in trees, much like the Elves of Lórien.

This community of Woodmen—the Sairthéod—long ago reflected the same animal-like patterns of organization still found among the Beijabar: individual families lived in their own houses in the trees, gathered and hunted for themselves, and quietly subsisted. In fact, examples of this sort of primitive Woodmen settling still abound in northern Rhovanion, from whence this more sophisticated southern tribe of Woodmen migrated. For whether through intelligence, mutual enemies, or learning gained by contact with the Elves, the Woodmen of southern Rhovanion, even back before the turn of the Third Age, learned the benefits of an organized community.

Today the sophistication of their woodland society is reflected in the network of houses that they have built at a height of twelve to fifteen feet above ground level, among the trees. The complex of tree-buildings began centuries back as children married children and wished for passageways between their old homes and their new, without descending to ground level. Today no Sairthéod house stands alone, and ingenious methods of carpentry provide both solid support and artful walkways from dwelling to dwelling, all in among the leaves and branches of the woods.

The roles of the sexes are sharply divided among this tribe, although without bitterness. But so important to daily life are the responsibilities of both Woodmen and their wives that marriage is essential by the age of fifteen. From the time of marriage on, the Woodman must always tend to the safety, comfort, and beauty of the home in

THE WOODMEN

Racial Origins: Descendents of Rhovanion Northmen who, under pressure from Númenórean colonists, migrated eastward over the Misty Mountains during the Second Age. These wandering bands adhere to a relatively primitive lifestyle which reflects the state of greater Northman culture as it was prior to the mid-Second Age. Eleven relatively independent clans make up the larger tribe.

Home Region: Mirkwood. Most can be found in the westernmost section of the forest, just north and south of the Men-i-Naugrim; but many bands roam the northwestern section of the wood.

Favored Ecosystem: Dense, mixed primary forest found in cool climates. Area must support large populations of elk and other sizable herd animals.

Political Structure: No overall unity. The clans are composed of bands which gather three times a year (at each equinox and during mid-summer) for purposes of trade and religious rituals. The Starend ("summer solstice") gathering takes place in the northern part of the forest and serves as a union of all the clans. It is at this time that the annual political assembly, the "Motadan" meets to rule on inter-clan disputes and other overall tribal matters. Each clan council is represented. Band leaders comprise the clan's council ("Aldiarthing"), and elect an elder to preside over the clan until the next gathering. The political center is the traditional meeting place, but this focus remains unoccupied during much of the year.

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

Settlement Pattern: Groups of two to four families live and travel together as "bands." Each band maintains its own small territory and a number of campsites within that area. Their existence is essentially a semi-nomadic one, based mainly on hunting and supplemented by the gathering of nuts and berries. Weaker men, women and children reside in the camp while the stronger men pursue the hunt for one- to three-week periods. In addition to the thrice-yearly ritual gatherings, the whole band joins the rest of the clan during the winter months, when game is scarce and the community resources must be pooled. One clan, the Sairthéod, lives in a settlement at "Woodmen-town" and enjoys a sedentary, unified structure. (See Section 13.4.) Their culture is an exception which has been derived from close contact with the neighboring Elves of Lórien, from whom the Sairthéod learned the fundamentals of forest agriculture.

Military Structure: All males above the age of seven are engaged in training with weaponry and possess exceptional hunting skills. Because of this, they make fine warriors, despite their lack of formal military

training. The clan's military structure is informal; the council can call upon the bands to provide Men for the defense of their territory. Accomplished warriors command by virtue of their hunting skills and previous military experience. Armor consists of helms with leather jerkins or hardened leather breastplates; round wooden shields covered with leather and reinforced with iron are the norm. All warriors are proficient with long bows, and short swords and hand axes serve as the principal hand arms.

Currency: None. Barter is the norm, and precious metals are prized primarily for their value in making ornaments. The use of coinage is virtually unknown outside of Woodmen-Town, and it is extremely rare there.

Language: Rhovanion sub-group Nahaiduk. Westron is spoken by few outside of Woodmen-town. The Woodward is their secret tongue.

Appearance: Generally blond, blue-eyed folk. They are tall—the men being 5'10" to 6'4", the women averaging 5'5"—and have large amounts of facial hair. Their build is average to stocky. They wear crude woolen tunics and short pants with leggings, and favor coats, cloaks, and hats of fur.

Housing: Primarily long, rectangular, arched structures of woven wood covered with hides. The single-room interior is set approximately three feet into the ground and is entered by a sloped opening. Smoke from the interior fireplace finds its way out through a small vent in the center of the roof. Woodmen-Town is an unusual setting—the houses are set up in tall, stout trees and built upon platforms of wood, normally elevated 15-20 feet. Most have but one room, and are composed of small wooden planks or sections set over an inner frame and chinked with mud. The roofs are of woven hide and are secured to the trees' trunks (which usually run up through the center of the abode). Open platforms serve as meeting places, and communal cooking areas have walls but no roofs.

Diet: Generally meat in the form of fresh or dried and salted game. Fish is eaten on occasion. Berries and wild grains supplement the meals.

Worship: Each band has a member who is formally designated as one of the "Wuitan" (Rh. "Knowing Ones"). These folk are generally women, shamans who act as healers, seers, and spiritual leaders. They uniformly adhere to the norms according to the tribe's ancient "Alanakyn" (Rh. "Cult of the Growing"). All of the Wuitan belong to the Alanakyn, but the cult's leadership resides in a band of "Arivwiutan" (Rh. "Ever-knowing Ones"). This grouping of four family units maintains its own through rigid training, and enjoys a relatively sedentary existence. Other bands help support these shamans through constant contributions, particularly at the times of the great tribal gatherings.

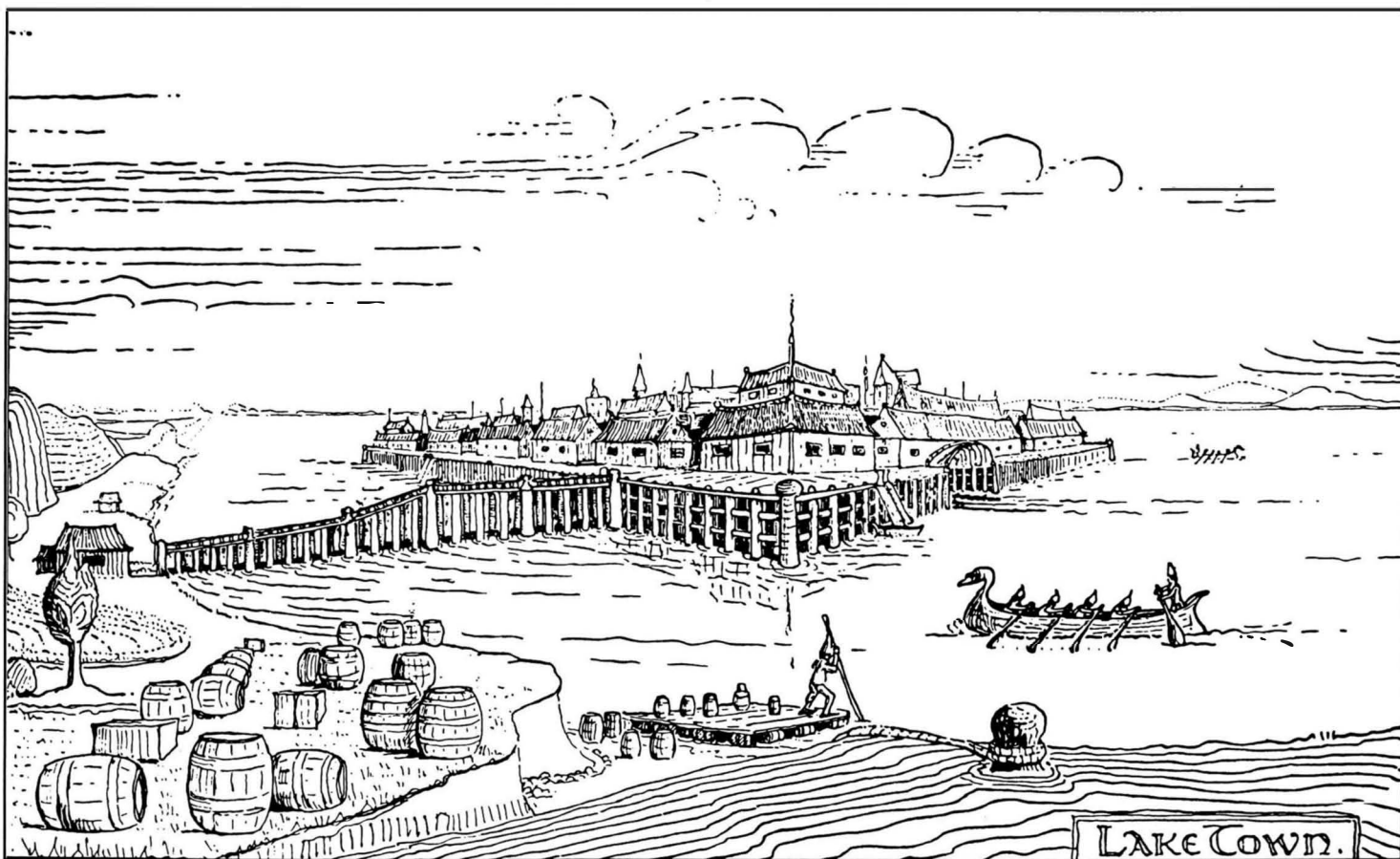
which he and his family live. The wife of the Woodman, benefiting from his labors, does her share by seeing that the family eats well throughout the year. Both wife and husband, therefore, must sometimes sojourn outward from the community, he in search of useful lumber, she in search of food not found under forest eaves. Usually men or women travel together in groups on these outings, and usually they do so during different seasons: the men travel out in search of wood during spring and winter, and the women forage regularly together during summer and fall, meaning that at any time of the year one or the other adult within a Woodman family can stay home and tend the fire and the children.

Religious myths and beliefs among the Woodmen center revolve around the seasons of the year. For them, each of the four seasons is a goddess, bringing good as well as bad. Necessary homage must be made by seasonal meditations, performed together by the entire community, reflecting upon the powers of Nature and expressing thanks for the world of trees.

Most Woodmen and their wives are proficient in three languages: Naihaiduk, their principal dialect; the ancient Woodward, which they shared with more primitive Woodmen to the north but with no others around them; and the Common Speech of Westron, which they had learned during the influx of groups of Men into the Vales of the Anduin. Children are trained in Woodward early, but upon reaching the age of fourteen they spend a year learning the geography and language of Wilderland in a forest school.

This Woodman community is fairly self-sufficient, isolated as it has been from other societies. But over the last few centuries and particularly during the last few years when fugitives fleeing the pains of the Plague have been passing through their lands, the Woodmen have found that their facility in whittling and joining fine woods has provided them with items worthy of trade with others. They are especially known among Rhovanion and Gondor for their intricate boxes, called "Inerenerabia" (pronounced "inner-enner-ah-bee-a"; sing.: "Inerenerab," pronounced "inner-enner-ab") by those who construct them. No wider than a foot, no deeper than eight inches, rarely taller than six inches, from the outside these boxes look like simple oaken constructions, only occasionally decorated with inlaid ornaments of other woods.

Open an Inerenerab and inside one sees numerous compartments. Even more compartments exist within the boxes, hidden to the intruder's eye. Magical powers reside in these boxes, powers reined in by the Woodmen's skills in harvesting and curing woods. Food put into an Inerenerab stays fresh and nourishing for one month. Herbs and roots placed in an Inerenerab retain their medicinal potency; needless to say, poisons maintain their powers there as well. If one obtains an Inerenerab from a Woodman with good will, then the secrets of the hidden compartments work to one's everlasting advantage, allowing one to hide precious items like rings or bracelets out of view of robbers and thieves. But if one obtains an Inerenerab without the good will of the Woodmen who made it, none of these exceptional qualities hold true.



THE SETTLERS FROM GONDOR

Racial Origins: "Lesser Dúnedain," a varied mix of folk who are in part Northmen, derive some blood from the indigenous "Common Men" of Second Age Gondor and are directly related to the original Dúnadan settlers who arrived from Númenor after T.A. 1800.

Home Region: The plains, rolling hills, and scattered woodlands east of the Anduin, north of Mordor and south of Mirkwood—stretching as far as the Sea of Rhûn. The highest concentrations are along the Anduin. The larger settlements further east are concentrated along the Men Romen (S. "East Way"), the road which serves as the principal communications link with the region. The largest concentrations of Dúnedain are near Tir Anduin, Thorontir, and Warfingar.

Ecosystem: Largely varied. The Men of Gondor generally prefer mild winters and warm summers, but these hardy refugees have become used to cooler temperatures. Most of the folk prefer well-wooded hills which overlook a source of freshwater.

Political Structure: Gondor's eastern territory, generally called Dor Rhúnen (S. "Eastern Land"), is officially a royal holding administered by a Regent (S. Namion, or "Ordained" is the title, and the prefix "Nm" is affixed to his name). He acts as military and civil commander. Like the first official Regent Minalcar (Rómendacil II), this Lord also serves as an ambassador to neighboring peoples, notably the Northmen and tribes of Dorwinion. The locals call him the "Mund" (Rh. "Guardian"). Regents usually act through the military structure, but are empowered to work with the retired "Requain" (S. "Knights") who make up the aristocracy and are the area's chief freeholders. Each Roquen who has settled in Dor Rhúnen maintains a fief of up to 1000 acres and is responsible for all the citizenry located within its bounds. He is also bound to provide levy troops and/or "Ohtari" (S. "Warriors") in time of need.

Social Structure: Descent is bilineal (traced through both one's father and mother). Marriage must occur outside of the family and can involve "non-Dúnadan" (this has generally meant Northmen). Residency is bilocal: one may live with either the wife's or husband's family.

Settlement Pattern: Most settlers reside in very small towns, some of which are fortified. Outside the Nan Anduin area, settlement is sparse and long distances separate town sites. The Great Plague has compounded the problem, and a number of towns are entirely abandoned. Few exist with more than half their pre-Plague population. Most of the towns are located along the Men Romen beside military outposts and/or the fortified manors of the Requain. In fact, the Men Romen serves as the main or only street of the majority of towns in the Dor Rhúnen.

Military Structure: The organization of Gondor's Eastern Army is unique. Wide distances and tenuous communication lines make any reliance on a levy-based force unfeasible; the limited resources have dictated that an elite, semi-mobile army serves better than the usual men-at-arms. The Targaen serve as the sub-commanders directly beneath the Regent. They command the standing army of over 2,000 warriors housed in a series of outposts by the Anduin or along the Men Romen. This field force can be supplemented by retired Requain and Ohtari, as well as by allied Northman cavalry. Each Targen commands a unit of 500 Men called an "Ohtarrim" (S. "Warrior Host"), which is in turn divided into five "Falmarnak" (S. "Battle Waves"). The Falmendak contains 100 troops commanded by a Thangon (pl. Thengyn) and organized into five 20 man Falmarcel (S. "Running Waves"). An Ohtarin leads this, the smallest of Gondor's battle formations. Both the elite Requain (S. "Knights") and the noble Ohtari (S. "Warriors") are organized according to this structure, although the Men are segregated according to rank. Thus, a Falmecel of Requain will be used differently from one composed of Ohtari.

Dúnadan tactics are based on the widespread use of well-trained heavy infantry; although the Eastern Army has an unusually large proportion of mounted units, for half of Gondor's cavalry is deployed on the plains. The typical attack involves drawing part of the line into a "Dirnait" (S. "Man-spearhead"), or "wedge," which is used to sever an enemy line or disrupt an assembling foe. A "Thangail" (S. "Shield-fence") is employed in times of trouble, when defensive emphasis is crucial. The Thangail can bend to form a circle of steel which dissuades even the most determined charge. Outposts are manned by 60-100 men. The commanding Thangon—who may be either an infantry or cavalry leader (depending on locale)—will have varying proportions of foot and horse soldiers, but no more than one Falmecel of Requain. And, since a Roquen is allowed to live in private residence on a small fief, the Knights require mustering and are used only in times of great need. The Ohtari perform the patrol and relay duties. Gondor's banner of royal blue emblazoned with the image of the White Tree is carried into the deepest outland nooks.

Gondor's troops favor the broadsword and composite "steel bow"—the latter being an effective weapon, but nonetheless a pale shadow of its Númenórean ancestor. A number of the mounted Requin and leaders prefer two hand weapons. Lances and spears are the province of others, for the Men of Gondor rely on their silvery chain or scale mail and heavy mounts to great effect in close melees, and have no qualms about fighting in close quarters when a charge fails to break a foe. After all, Gondor's cavalry is in many ways "mounted heavy infantry."

Currency: The settlers usually barter with their neighbors, although coins minted at the royal treasury at Minas Anor are in wide circulation. The silver piece is the standard, although most folk deal mostly in bronze (10 bp = 1 sp) or copper pieces (5 cp = 1 bp). A sprinkling of gold (20 sp = 1 gp) can be found among merchants or the wealthy. Due to Gondor's economic impact, these exchange rates and coins are respected in bordering areas. The images of the White Tree and the King (later Steward) are widespread.

Language: Westron or the "Common Tongue" is the language of the citizenry throughout Gondor, and Dor Rhúnen is no exception. Labels and place names are often in Sindarin, and personal names frequently take older Adúnaic forms.

Appearance: The Dúnedain are generally dark-haired and fair-skinned folk with grey or green eyes. They are tall, the men averaging 6'2", the women 5'6". Most have little or no facial hair. They wear brightly colored, elaborately trimmed tunics of fine linen, cotton or silk. Leggings are preferred over pants.

Housing: The common folk live in rectangular stone structures with thatched roofs. Most are one story buildings with two rooms, one for sleeping and the other for general use. The main floor is level with, or slightly raised above, the surrounding terrain. Chimneys with cooking niches are universally utilized, and shuttered windows provide thorough ventilation.

Diet: Dor Rhúnen's widely varied bill of fare includes fish, poultry, game, a few hearty vegetables, and numerous breads. The Dúnedain are superb gardeners.

Worship: Most worship revolves around the numerous holy days. The Dúnedain have no formal organized religion per se; rather, they conduct quiet and highly personal ceremonies which largely involve meditation. They respect the Valar and the dead heroes of old, but avoid dogmatic texts, discussions, or inscriptions. Much of the ritual life centers on elaborate burials.

II.4 THE DÚNEDAIN

The vast Talath Harroch has always been a land of changing tides. Residents more often than not roam with the seasons or move when the land has been exhausted. Frequent visitors find the lightly-guarded expanses ideal for travel, for few obstacles lie in the way of those seeking richer lands on the other side. The grassy plains and gently rolling hills stand as a wide highway for wanderers and invading hosts. Not invaders, Men from Gondor naturally settled upon the empty plains of Dor Rhúnen when land became scarce in the South. The fertile plains made ideal sites for farmsteads, and Gondor peacefully annexed the region. Over the centuries the lesser Dúnedain settlers intermarried with the Northmen of the region, and customs and cultures mingled. Militarily, Gondor built watchtowers and patrolled the region's borders to protect it from incursions from the east.

This changed dramatically during the Plague. Dor Rhúnen was devastated; more than half the population was wiped out and many of the farmsteads abandoned. Military control lapsed, and survivors returned south, where there was safety and space a plenty. A few tenacious and hearty souls have remained however, and it is encouraging to note that Gondor is once more reasserting control over the region.

II.5 THE EASTERLINGS

The racial and cultural links between the Men descended from the Edain have forged strong bonds, and the relationship between the Northmen and Dúnedain has been based on more than mere political convenience. Scattered Northman folk in both Eriador and Rhovanion have always looked to the lords of Gondor and Arnor as military, cultural, and economic partners. This link has been further strengthened of late, particularly between the Men of Wilderland and the South Kingdom, for both have experienced the turmoil and terror associated with the Great Plague. The common experience of witnessing fallen brethren burning or rotting in the streets and fields has created new grounds for understanding.

On the other hand, the Northmen of Rhovanion have generally turned their backs on the East. Vast distances, ethnic barriers, and the lack of clear political channels make dealing with Easterling groups difficult, dangerous, and unprofitable. Regular bartering with those of Rhûn and beyond only occurs along the Celduin and Carnen corridor—where the watery highway affords swift passage, and the partnership involves the relatively settled inhabitants of Dorwinion. (The fact that Northmen enjoy the stupefying effect of fine Dorwinion wines is also a factor.)



*Easterling
raiders*

Nonetheless, there are substantial numbers of people living to the east of Rhovanion's Northmen. Semi-nomadic tribes reside in the wild reaches of the eastern Talath Harroch. More sedentary groups occupy the great river valleys as far west as the lower Nan Celduin. Northmen and Dúnedain alike use the collective label "Easterlings" to describe these folk, but while their communities are all located to the geographic east, they are often largely dissimilar. The nomadic groups share similar settlement and migration patterns, and collections of tribes are racially and culturally related. There is, however, more than one unique Easterling race. Dorwinion's residents differ as much from their neighbors as they do from the Northmen.

II.5.1 THE ASDRIAGS

The high grasses and rolling hills of the eastern Talath Harroch have been recently invaded by a nomadic race migrating westward out of the plains east of Mordor. Pressure from the Variags and Nûriags (of Khand and Nûrad respectively) has forced the smaller Asdriag tribes to journey to safer ground, and the first few tribes have sought refuge in Rhovanion. The Asdriags are related to the dark, utterly brutal races which drove them out of their most recent homeland, peoples who equate compassion with painless executions. Nonetheless, they are relatively gentle, not unlike the other Easterlings (i.e., Sagath) they have encountered in eastern Wilderland.

Sagath tribes hail from the region by the Sea of Rhûn and enjoy pastimes like shooting scurrying rabbits from horseback. On the other hand, the Men of Khand and Nûrad (Variags and Nûriags, respectively) find sport in burning villages or making decorations from the skulls of their vanquished foes. Their Asdriag brethren, being fewer in number and less warlike, quickly took the hint when a large Nûriag army slaughtered a half-dozen Asdriag clans. New pasture land was abandoned to the Nûriags, as the Asdriags fled to the north and then westward.

Despite their inability to deal with the incursions into their home territory, the Asdriags remain fine warriors. Lightly armored Asdriag horsemen ride lean, swift mounts and carry short horse bows and long *Ûsriev*, eight foot long weapons which look like a cross between a spear and a thin two-handed sword. Their open battle formations either encircle an enemy while peppering them with wide-tipped arrows, or sweep along the foe's flanks, using their razor-sharp *Ûsriev* to cut their enemy to pieces. Asdriag fighters also favor brightly-colored beast motifs on their small, reinforced oval shields and adorn their layered leather helmets with brilliant plumage which suitably complements their equally gaudy capes and cloth saddles. An Asdriag warband rarely escapes notice.

Although the whole of the able-bodied male population is trained for combat beginning at the age of six, the Asdriags enjoy more peaceful pursuits. Women dominate

religious and domestic life because property and descent are traced along their line. They are the rulers of the household, which normally consists of the family's women, their children, and their brothers. Men live with their sisters and help raise the women's children, not their own. One learns from one's mother and uncle. Single-roomed homes are shrouded in one layer of heavy felt, which is sewn to an outer layer of tanned hide and stretched over an interlocking wood frame; floors and doors are covered with thick blankets. The priestesses and chieftains live in multi-roomed complexes of the same fundamental design. Since the covering is tied together in sections, a whole Asdriag house (As. Arsht) can be broken down and moved in a remarkably short time. The only other structures the Asdriag depend on are equally mobile. Outdoor cooking areas—accessible through a flap opening in the household wall—consist of thin stone fire slabs placed in pits beside the Arsht, and smaller frames of wood provide shelter in inclement weather. Sharp, iron-reinforced stakes of varying sizes are driven into the soil in a staggered pattern which surrounds the camp and slows the charge of enemy horsemen.

When a camp is moved, the stakes, frames, wall-shrouds, and fire-rocks are loaded into specially designed hide saddle bags and packed by horses to the next site. Each extended family owns five to ten horses suitable for bearing large burdens, and maintains a number of mounts for riding. Normally, a group will possess two horses per person. There are nine small Asdriag tribes of approximately 750 people each which form an occasionally close-knit union under the leadership of a Hûrdriak (As. "King of All the Tribes"), a man generally chosen from one of a few respected families in the large Kus tribe.

Asdriag religion centers on the priestesses, older women who are the matriarchs of specific "exalted families." Priestesses train the tribal healers and anoint certain warriors who have distinguished themselves in battle. The healers in turn act as prophets and physicians, while the chosen fighters (Hûka) form an elite class of combatants exempt from usual domestic duties; instead they guard the camp perimeter and act as scouts, trackers, and light cavalry. It is they who lead the charge or cover the retreat. Like all Asdriag fighters, the Hûka believe that death in battle will result in glorious reincarnation. This belief is tied to the birth ritual, which is seen as a reunion with a returning warrior ancestor. All women who have given birth to a child who survives puberty will also be reborn, while fallen Hûrdria join the tribe's large pantheon of Guardian spirits. Most of the religious rites concern interaction with the dead who have not yet been, or cannot be, reincarnated—since they "can see the future"—or sacrifices to the Guardians (As. Hûr-hûrdria). Associated rituals involve the whole community (excepting the Hûka); dancing and drinking and song dominate ceremonies which often last for days on end. (The best time to attack an Asdriag camp is during the week-long recovery period after such ceremonies.)

11.5.2 THE SAGATH

Like the Asdriags, the Sagath are also nomadic "Easterling", but unlike the other invaders, Sagath tribes migrated westward from the eastern shores of the Sea of Rhûn. These people are related to the race the Wood-elves call "Talathoth" (S. "Plains Host"), a huge tribal nation whose culture is based on the horse and wain (wagon). Thus, they are considered "Wain-easterlings."

There are three Sagath tribes in Rhovanion: two on the northeastern Talath Harroch and one located on the northern flank of the Iron Hills (S. Eryn Engrin). Many more Sagath and Logath reside on the plains just to the east. Most of these tribes are small (approx. 250-500 members) or travel as collections of clans, joining together only when a semi-permanent campsite is established. Great wains built of lavishly decorated but stout wood (reinforced with iron) serve as the principal mode of transporting goods and families, although sturdy pack horses are in good supply. Warriors own at least two small, tough mounts.

WARCRAFT

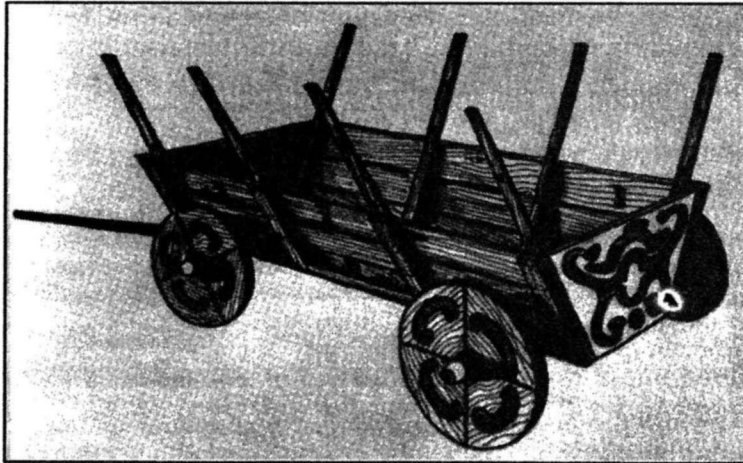
Sagath fighters operate from horseback in five-man units called Yunovi (sing. Yunom). A skilled tracker leads three moderately-armored spearmen and a lightly armed horse-archer. Field formations of Yunovi are commanded by the clan headmen (Sa. Lywif), who are in turn overseen by the tribal chieftain (Sa. Lyhud). The Lyhud also retains an elite bodyguard (Sa. Yunovas; sing. Yunovadi), 10-20 men selected from the veteran ranks of trackers. Short throwing spears (Sa. Yurgol; sing. Yurgas) and finely crafted short bows serve as the principal weaponry. More heavily-armored Yunovadi often employ long, curved swords and colorful, elliptical shields decorated with spiked bosses (center-plates). Most Sagath tribesmen prefer to harass an enemy before closing on the foe's broken ranks, so light, accurate missile weapons serve them well. Few races count so many fine mounted bowmen, and one pursuing fleeing Sagath horse-archers should take care to avoid arrows fired from the peculiar backward riding position perfected by the warriors of Rhûn. The Yunovas present an entirely different danger: each carries a Yurgas which appears to be a fairly standard weapon, but which is actually cunningly crafted; the grey-steel tips break off upon impact, exposing a well containing a strong dose of the poison Pursrak.

SHELTER

Sagath communities in Rhovanion are no more than camps set atop small hillocks. In the more temporary camps the wains are drawn around in a circle to protect the site as sort of a mobile wall. Those settlements which are considered semi-permanent are usually surrounded by a low, wooden stockade which is occasionally used in conjunction with a dry moat and earthen rampart. Like all Sagath sites, they are filled with low one-room homes which are shaped like 30' long rectangles—6' wide at the ends and 12' wide in the middle—and are constructed of



layered hide “shingles” drawn over a wood and sinew skeleton. One enters by way of a low hide-covered doorway at one end. Windows are exceedingly rare; when they are present, they consist of no more than a narrow opening in the wall just below the roof line. The peaked roofs are completely shrouded in thick thatch, although a “smoke hole” is often cut in the center (along the upper spine). Residents sleep on grass and fur-covered earthen ledges, alongside the usual complement of fleas, mites, and other vermin. Cooking fires are built inside in a sunken hearth. Horses are kept outside the camp except in times of war or social stress.



Easterling wain

KINSHIP

The Sagath count their descent through their father's line and revere the patriarch of the extended family above all but the Lyhud (who is essentially the patriarch of the whole tribe). One becomes patriarch by virtue of age and competence; the oldest male who is considered sound of mind holds sway and is entitled to carry the family's garnet-encrusted, gold “blood knife” (Sa. Nulusav; Rh. Domecg). This blade serves as both a symbol of the line and a sanctified tool of enforcement. It is frequently employed by the patriarch, whose word is law within the family household, to the extent that he can order the execution of a family member with no more than a word of “banishment.” Accordingly, the Lyhud can dictate the life or death of any tribal member. It is he who decides inter-clan disputes and acts as the ultimate arbiter. The clans' Lywif serve as his counselors and act as the clan patriarchs in times of disunity; but they never question his final decision.

WORSHIP

Sagath religion is a curious combination of animism and reverence for the Black Master. Daily life centers around the belief that certain objects are “alive” and have souls, just like plants and animals. Red stones (e.g., garnets) are thought to be particularly strong animals which move extremely slowly. During the night, however, the dormant “beasts” are about, and traditional Sagath priests note that the quiet spirits dominate the darkness. Up until recently this meant that the Sagath rarely ven-

tured outside the protective mantle of the firelight during the night, but this has now changed. Warrior priests now pass most of their waking hours after dark, for it is the time of the Black One, and his servants are then strongest. After all, the revelations spread by his servants (i.e., the agents of Sauron) have shown that the powerful “quiet spirits” which abound in every rocky hollow, thrashing stream, and wine-swept field are his minions—captured souls of Men who did not serve him properly. The priests respect their new-found master's needs and take great care to perform sacrifices during each night when no moon can be seen. Perplexed Northmen rarely understand these ceremonies, although they comprehend the general purpose of the Sagath ritual stone blades. Perhaps it is for this reason that the sight of brightly-colored, dyed-fur and steel Sagath war-helms strike fear into isolated Northman villages and homesteads.

CLOTHING

Cloaks spun from vividly-patterned linen serve to protect against harsh winds. Most folk also wear fur hats with ear flaps, or fur-covered, skull-cap helmets.

These Easterling folk wear woolen tunics and rough-leather pants which cover the leg to just below the knee. Boots made of fur and wrapped with leather and sinew help protect the lower leg from the abrasions of riding.

SAGATH WAINS

Sagath Lywif fight from rugged war chariots drawn by two horses. Rare four-wheeled chariots are occasionally employed as mobile archery platforms; these are drawn by two or three horses. Both varieties are square or rectangular and built of oak and ironwood, and reinforced with leather and steel. Painted inlays adorn the waist-high sides of chariots used by the more privileged Lywif. When not in use, the warriors' shields are slung over the rims of the side walls on specially designed hooks. A warrior/driver handles the horses and carries a spear for emergencies.

II.6 ORCS OF DOL GULDUR

Dol Guldur's halls, some of them once tended with care by the very Dwarves who carved them, now house only one horrifying race: Orcs. With the arrival of the Necromancer came the hateful Orcs. Sauron himself did not call them to the mountain, but Orcs have a way of following Evil. They smell it through their skin, and their fingers tingle. They seek out stinking, overheated, airless dwellings, and once Sauron inhabited Dol Guldur, the mountain became just that.

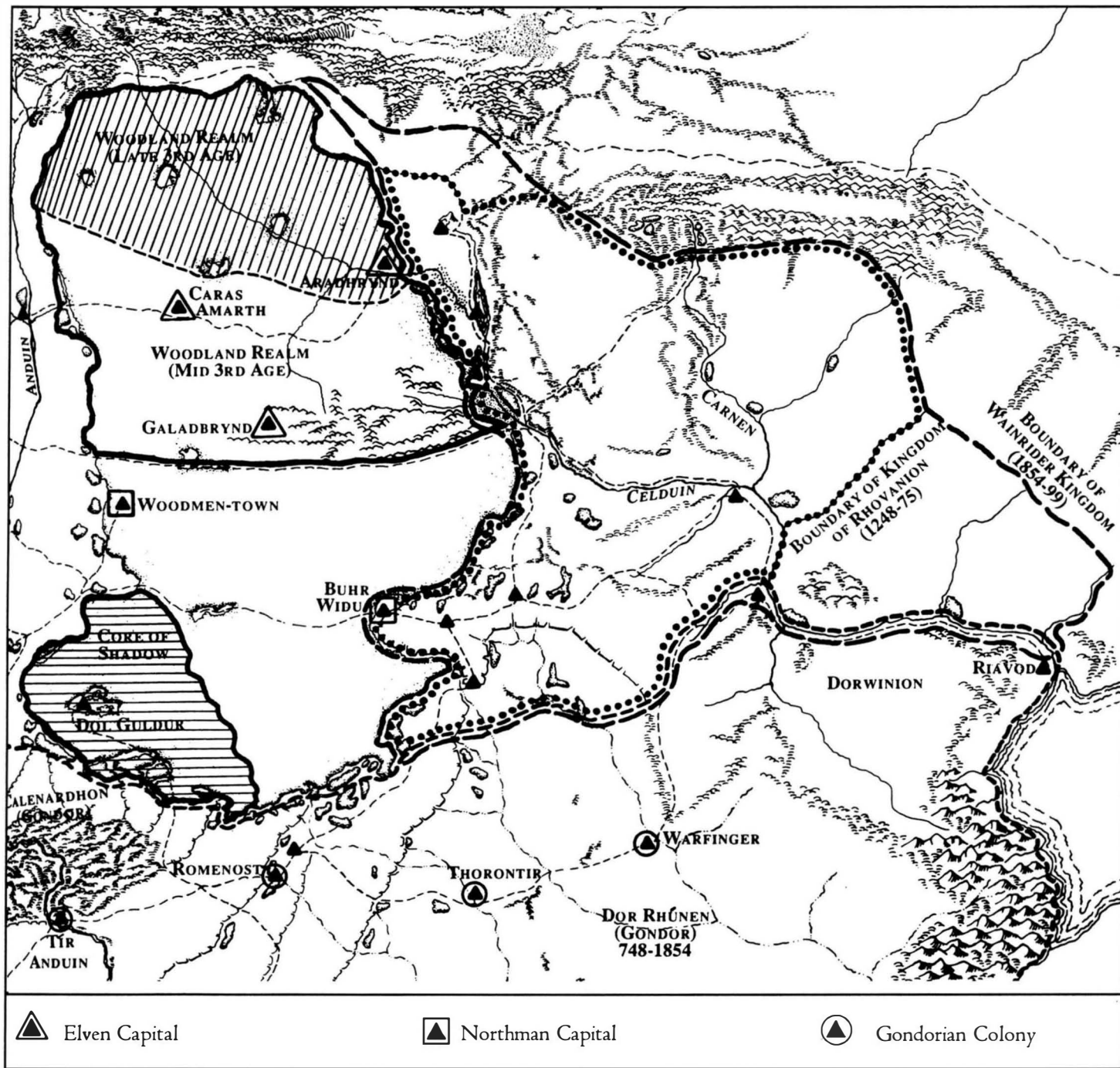
No one would try to call the Orcs who hover in Dol Guldur a society or community. They owe allegiance to tribes that disdain each other's company as much as any other race's. Only in battle can they agree to any form of societal organization. Even then, no leaders or rules hold sway; just the sheer desire for blood, gore, and destruction motivates every Orc no matter where he may be. Most items of medicine or trade these Orcs have gathered within the shadowy pits of Dol Guldur are nothing more than booty from countless raids.

12.0 POLITICS AND POWER

Rhovanion is too wild and sparsely populated to contain a viable political state like Gondor. No lasting dynasty of rulers has ever controlled the region or its diverse peoples. The powerful, closely-knit society of Wood-elves in Thranduil's caverns possesses all the tools of domination except desire: the clannish Northmen—

loosely confederated by Vidugavia in the 13th century—have split into splinter-groups scattered across the mountains, woods and plains of Rhovanion. These Men ask only to be left alone to fish, hunt, tend their animals, grow their crops and, to some extent, trade with Thranduil's Elves and the merchants of the East. Whatever drive toward union that existed before the Great Plague was thoroughly squelched by the gruesome suffering and death which raced from trading settlement to clan to family with dizzying, deadly speed.

*Third Age
political map*



Thus Wilderland, once and always a sprawling, sparsely-settled land, remains essentially unchanged at the time of our concern: Men and Elves eye each other with suspicion and tend solely to their own needs and desires; scattered enclaves of Dwarves hide away in the Iron Hills; while along the eastern and southern borders of the forest, gathering forces of Darkness loom and threaten. Battle is inevitable...and all too near.

Fulla III



12.1 POLITICS IN THE NORTH

One obvious exception to the Northmen's anti-social sentiments is the trading community on the shores of the Long Lake, where Lake-town would later arise. Here, entrepreneurs founded and maintained a center for the exchange of hides and Elven-goods from the West for the highly-admired wines of the East. Built upon barter and banter, the community flourished so long as all groups stayed on amicable terms and the sleepy Dragons of the Grey Mountains continued dozing. Ideally located at the meeting of two rivers and upon the shore of a calm, wide lake, the trading center might have quickly grown into a bustling village but for three strokes of doom: the spread of the Plague; the growing threat of invasion from the East; and most importantly, the long shadow of the Necromancer (which had soured and darkened the fruits of the forest for the past six centuries).

Thus politics in northern Rhovanion are in flux. Men are scattered about and distrustful of each other and everyone else, the Wood-elves are secure in their own kingdom but uninterested in anything and anyone else, and the Dwarvish population—however small—lives in their comfortable underground halls, forging swords and axes and things of beauty, awaiting their time to rise and act. Unfortunately, the ravage of the Plague spawned the seeds of distrust and disunity in the already suspicious soil of northern Wilderland.

Only Thranduil, Oropher's heir and the King of the Woodland Realm, possesses the power and vision to unite Wilderland's peoples; however, he is concerned first and solely with his own Forest-folk. The Elven-king possesses little empathy for the Northmen and holds the Dwarves in disdain. United, Men and Elves might discourage the Necromancer, but the Elves are the Firstborn, the Immortals, and Men are the Secondborn, and the two peoples have yet to harbor the same priorities and passions.

12.2 POLITICS IN THE SOUTH

Over the course of the Third Age, Rhovanion has seen numerous skirmishes and conflicts. Powerful armies from Gondor and the steppes of the vast East have used these grassy plains, broken woodlands, and tumbling hills to play out their own games of war and power. The Northmen living on the plains and in East Bight came to the aid of their allies to the southwest when they had to, finding themselves in closer tune with the moral and cultural philosophy of the Dúnadan Kings of Gondor than that of the strange, barbaric Easterlings from beyond the Sea of Rhûn. Today, Gondor retains a weakened hold over all the territory below the line that runs along the

southern border of Mirkwood eastward to the shores of the Inland Sea. Some Northmen live as vassals of the glorious South Kingdom, others as allies; but deep down in their hearts, the Men of southern Rhovanion would prefer to be left alone to tend their land and animals in peace.

The Great Plague of 1635-36 changed the balance of power in the south of Wilderland. Suddenly Gondor was stricken helpless; suddenly the people found that they must fight for their own land and lives, not just for others. Waves of fugitives from the southwest struggled across the wide Undeeps, avoiding the parched and tortured Brown Lands that divide Gondor from Rhovanion. They found what food and shelter they could, often bringing disease with them into the Anduin Valley, an area which suffered as badly as the lands they fled. So different from the noble Dúnedain were these suffering refugees that the long-standing Northman reputation for power and majesty crumbled quickly.

THE GREAT PLAGUE IN WILDERLAND

1635	The Great Plague (of Gondor) spreads through Mirkwood, killing man and beast in large numbers. Trade is disrupted. Wood-elves lay low, offering no help to the suffering Northmen; the Dwarves hide and wait.
1636	Refugees of the Plague leave Mirkwood, heading west or north to the Mountains. The bitterly-cold winter sends man and beast indoors, spreading the pestilence faster (although the cold itself destroys the Plague germ).
1637	Continued chaotic flight to avoid the Plague, which by now had killed about one-half of Mirkwood's inhabitants.
1638	The Plague subsides, but its ghastly effects continue to haunt the living. Men slowly rebuild their abandoned homes.
1639-40	To the survivors, the Plague is now a bad memory. The bodies are burned or buried, the disease at rest. Men return in numbers to the woods and resettle the plains east of the Celduin. Commerce resumes along the rivers.

12.3 THE WOODLAND REALM

The northern section of Mirkwood proper includes all the densely wooded territory north of the Men-i-Naugrim (S. "Way of Dwarves"). Within this area lies the Silvan Elf-kingdom of Thranduil, the Enchanted and Forest River Valleys, and the wilds of the northwest forest.

Thranduil's folk enjoy loose dominion over all the forested territory north and east of the Taurduin (S. "Forest River"). This is the Woodland Realm proper. The Elves range to the south and west as well; a considerable number spend time in the glens south of the Taurduin and east of the Gûlduin (S. "River of Sorcery;" aka the "Enchanted River").

Within the Woodland Realm there a myriad of paths penetrates even the densest sections of Mirkwood, and the elves can relay information at an amazing rate by utilizing sounds, lights, and occasional runners. Treehouses constructed of living wood, and impossible for outsiders to see, are located at strategic intervals. These "guard towers" generally contain three Silvan bowmen. Thranduil's bird-friends supplement these watchers. Thus, despite the fact that the bulk of the population lives along the Taurduin in the eastern end of the wood, the Wood-elf territory is well-guarded. The occasional groups of the Cuivetpel (S. "Awakening [Outer] Fence")—units of nine warriors (one 5th, three 3rd, and five 2nd levels)—follow ever-changing circuits and are capable of covering the bulk of the woodland.

Adventurers will be hard pressed to enter, much less abuse a welcome to, the Halls of the Elven-king (S. Aradhrynd or Amon Thranduil). There Thranduil maintains the Tirduin and an additional standing force of regular warriors: a royal guard, a garrison, four brotherhoods of infantry (Gwador), and the Woodland Warders. Organized in the favored nine-Elf units called Uialcu (S. "Twilight Bows"), the Warders patrol the forest utilizing a network of tree-forts. Thranduil's young son Legolas commands one such Uialcu, the Tauranca.

NOTE: See *ICE's Halls of the Elven-king* for more detail regarding Thranduil's capital.

One of the most noticeable features of the Elf-lands in northern Mirkwood is the apparent lack of activity. There are occasional night-time festivities in the more scenic glens (even those which seem quite remote), parties which the Northmen of the region consider oddly frivolous or outright silly; but most of the elf occupation is heavily dispersed and seems rare and random. The few Elves around are masters of the wood, however, and are skilled trackers.

Adventurers spotted by these Silvan folk are either captured and taken to Aradhrynd, or trailed carefully. In either case, word spreads quickly through the forest, and the Elves take care to remain concealed until they wish to "strike." One should always remember that moonlit nights and holidays are favorite times for Elven activity.



12.4 THE IRON HILL DWARVES

Since T.A. 927 the Dwarves of the tribe of Balli Stonehand have mined portions of the valleys which are the source of the Carnen. (The river is so named for the reddish iron dust which colors its water.) Balli's folk are part of an eastern Dwarven group. Their leader Fulla II (the 14th level "Demon-slayer"), led them to the Iron Hills after a great journey which took over a century and carried them across the northern part of Endor. His son, Fulla III (the 18th level "Hammer of Fire"), presides over seven hundred hearty Dwarves who now work the land. The main site and capital at Azanulinbar-dûm (Kh. "Red Valley Mansion"), called "Azan" by most knowledgeable folk in Rhovanion, houses three quarters of the population. The rest live in Barak-shathur (Kh. "Axe Mountain") and are led by young Azaghal, the (11th level) great-grandson of Fulla's brother Zigli (Ryk). It was Azaghal who acted as an envoy to Durin's Folk and made the pilgrimage to Khazad-dûm (Kh. "Dwarf Mansion") in T.A. 1580, thus establishing a trade link and bond of friendship which was to last over a thousand years.

Dwarves have no interest in world domination, and little in the affairs of Men. They do, however, hate the Necromancer and his servants fiercely, as Easterling raiders in the Iron Hills have learned. The Dwarves of the Iron Hills would never take sides in a war between Men, such as a dispute between Northman clans; however, they will intervene if the Necromancer shows his hand, and they are a force to be reckoned with.

12.5 NORTHMAN POLITICS

The people of Rhovanion are led by a number of different lords and princes; they owe their loyalties to varying masters. Those who reside in the region Gondor calls "Dor Rhúnen" pay homage to the Dúadan masters in Osgiliath and Minas Anor, but generally deal with the King's Regent (Rh. Mund) Vagaig. Woodmen and Beijabar look to their clans' headmen or Thynas for guidance. The "Plains Northmen," the Éothraim and Gramuz, also follow their local lords (Eorlas or Thynas), although a few "Princes" (Rh. Huithynas) have risen of late; they control a number of clans, and count their followers as true "tribes." Among all these independent Northman groups, unions are struck only of great need: war, rare charismatic lords, and brute external force (e.g., the Plague or Easterlings) act to cement usually fleeting ties. All of these factors are now present in Rhovanion.

Only one prince of the Northmen, Atagavia, has the ambition to unite the people of Rhovanion. If the population were greater he might succeed, but the inhabitants of Rhovanion are too far-flung to unite under a single ruler. Nor could Atagavia muster a sufficiently large fighting force to conquer the region. Only a large-scale invasion by the Easterlings could unite the scattered tribes of the Northmen; nothing less could shake them from their insularity. Fortunately for the inhabitants of Rhovanion, the Men of the East lack effective organization; otherwise they would have swept the area long ago.

Politically, the power and influence of the various Northman factions is limited. Militarily, however, it is another story. Though widely scattered, all of the clans are superbly trained for warfare, and all enjoy a good battle. Never a group to take a challenge lightly, the Northmen have managed to hold down Easterling incursions to a minimum since the Plague, acting as an effective barrier between the east and Dor Rhúnen.

12.6 THE GONDORIAN PRESENCE

The power of Gondor has waned considerably since the Plague. Vagaig, Gondor's overseer, simply lacks the forces to establish control over Dor Rhúnen. The decline in population has also made this unnecessary. The "government" of the region is primarily military; bureaucracy is virtually nonexistent and taxes are collected at irregular intervals. The focus of Vagaig's efforts have been to keep the peace. Since he has come to power, banditry has virtually ceased, and Easterling incursions are pursued more aggressively. The peace of the region is shaky, however; the forces of Dor Rhúnen, while capable of dealing with raiders, could not stave off a large scale Easterling invasion.

12.7 EASTERLING POLITICS

Warrior societies such as the Asdriags are frequently diverted from Rhovanion by blood feuds among themselves. Only a tremendously charismatic and powerful force could unite these scattered tribes; in the meantime, they are more interested in lightning raids that result in booty and personal glory than in massive campaigns of conquest.

12.7.1 THE SAGATH TRIBES

The first and largest Easterling group is the Sagath confederation, a tribal grouping of Easterlings associated with the Talathoth (S. "Plains Host") of Wood-elf tales. The Sagath are actually from the eastern shores of the Sea of Rhûn. They serve a number of roles in the context of local politics, including acting as guardians of Sauron's precious supply road running from Rhûn to Angmar. Led by the fierce (12th level) Huz of Amov, these mounted warriors patrol the lower hills along the northern flank of the Emyn Engrin. "Intruding" parties are either killed or blinded and sent home. The latter practice is used to stay further incursions, and has been most effective. Sagath horsemen are most active during the warmer months, when the wagon trains are on the road westward; but their vigil is constant enough to make any time dangerous. Huz's Men operate in units of five called Yunovi (Sa. sing. Yunom)—traditionally a force of three (2nd-3rd level) moderately armored spearmen, one light (2nd-4th level) horse archer, and a (3rd-5th level) tracker. They use small, but rugged mounts. A total of forty Yunovi reside with a fifty-man support force at the rude citadel of Larhuz (Sa. "Place of Huz"). Few speak Rhovanion or Elven Tongues, for diplomacy is not a part of their culture.

12.7.2 THE ASDRIAG TRIBES

Even compared to the Sagath, the exceedingly brutal Asdriags are relative latecomers in the affairs of Wilderland. They have only recently begun migrating out of their old pasturelands and into the southeastern portions of Rhovanion. Scattered Asdriag groups occupy the foothills of the Ered Lithui (S. "Ash Mountains") and the rolling highlands of the southern Talath Harroch and now threaten the Sagath, Gondorians, and Northmen alike, but none of these Asdriag have reached as far north as the Men Romen or as far west as Thorontir.

Although dominated by Sauron's machinations, the Asdriags are not allied with, or even aware of, the Necromancer. They came to Rhovanion as a result of war. Their clans came westward under pressure from the Nûriags of Nûrad, who were in turn incited to attack as a result of Variag movements. The Dark Lord controls the Variags of Khand, and thus set in motion the chain of events that brought the Asdriags to Wilderland.

The Asdriags seek rich prairies, secure watersources, and mobile wealth (booty). These needs spur them westward and northward, but they have yet to organize sufficiently to mount any sort of migratory offensive. Their disunity keeps them from challenging the Gondorians or Northmen, while their lack of numbers prevents them from assailing the Sagath. Raiding remains their primary source of pleasure, income, and survival. Still, the numbers of Asdriag horsemen grow and, with each passing year, they present a greater danger to their neighbors.

12.8 THE NECROMANCER

Few had any knowledge of it, but all these changes could be traced to one great event: the coming of "the Necromancer" into Dol Guldur in the winter of T.A. 1050. As secret and invisible as this evil figure remained, for well over a thousand years after his entry into the Naked Hill, no one can doubt that from that cursed moment on, all vectors of power in southern Rhovanion could somehow be traced back to the Shadow in Dol Guldur. After all, "the Necromancer" was the Evil One: Sauron of Mordor, the Lord of the Rings.

12.8.1 THE SHADOW ON WILDERLAND

It was Sauron's influence—even in his absence, fallen as all believed him to be—that stirred the barbarous Easterlings in the early years of the Third Age and led them to plot westward attacks through Rhovanion. It was the Dark Lord's influence that cast the Shadow on the great forest, changing it in more than name from Greenwood to Mirkwood. What once was an enchanted forest, full of the music of birds and Elves, became a dense and gloomy region which evoked fear and suspicion, weariness and travail. Some even venture to say that it was Sauron's influence that brought forth the Great Plague upon Rhovanion and Gondor. Thousands of Men, beasts, and Hobbits caught chills, and watched as first the young and

weak, then their neighbors, then their own elders and children, then their stronger loved ones, and finally they themselves, experienced boiling glandular growths, cramping fluxes, searing fevers, disfiguring pustules, and agonizing weakness. Half of Wilderland was stricken senseless with the Plague. The Northmen of southern Rhovanion were in many ways the worst hit, for the disease and pestilence manifested itself in many ways. Parasites and water, even the very breath of life, all carried some form of death. Some passed slowly; others found a quick and hideous end.

Darkness had touched the whole of southern Rhovanion. By T.A. 1636, the Lord of Dol Guldur had infiltrated every part of every life.

Most everyone knew that some change for the worse had taken place as the first millennium of the Third Age passed, but no one knew quite how to explain it. The Beijabar sought reasons in the forces of Nature. The Woodmen looked for changing patterns in the leaves of the trees. The Northmen, wiser in the ways of the world, knew that influences from the East carried some ill wind with them. But no one seemed able to explain or counter the change that occurred.

What indeed happened was that the Prince of Evil, who had not been thrown down for good as was believed, singled out the dormant, naked cinder cone called "Amon Lanc" for his new abode. Although by outward appearance it did not take on any changes for centuries after T.A. 1050, inside Sauron built upon the natural lava channels



and Dwarven tunnels and halls, creating the most dreadful edifice, an underground complex of cavernous pits and crevasses in which only Evil could thrive. From these pits he sends out constant emanations of Darkness; on and on these clouds of sorrow have spread, bringing suffering throughout Rhovanion. His terror is omnipresent, but since his power dwells in his secrecy, the ways and means by which he deals his blows are difficult to detect and harder still to counter.

12.8.2 THE NECROMANCER'S NATURE

The Shadow that arose in Dol Guldur during the dawning days of the second millennium T.A. could not be explained; even the Istari and the noblest Elven and Dúndan masters believed it to be an insidious legacy of the downfallen Lord of the Rings. Their fears and suspicions yielded a number of disturbing answers, but no one perceived that Sauron of Mordor had indeed arisen from the ashes of his defeat at the hands of the Last Alliance. The Dark Lord's guise as the "Necromancer" was adequate enough to hide his nature and true purpose for many lifetimes, for his subtle mastery of Evil brought destruction without tying him to it. His Eye was everywhere, and yet always unseen. Even now, over five hundred years after the "regathering of his spirit," the effects of his hatred manifest themselves while the Necromancer's nature remains cloaked.

As the Necromancer, Sauron is ever-growing in power but must constantly restrain any obvious outbursts of irresistible horror. He acts solely through his agents, and only those captured unfortunates who are destined for certain extinction in the pits of Dol Guldur gaze upon his awesome presence. His Shadow confines itself to the depths of his temporary lair. There he continues to gather the might that he lost in the last moment of the Second Age, when the One Ring was cut from his hand by the deft blade of Isildur. His power is such that he has been able to take shape again, an act crucial to his involvement with those of Endor—for as a Maia or "Lesser Vala" he is not truly of Middle-earth, not in the sense of the beasts or Free Peoples created during the Song (Q. *Ainulindale*). Sauron has no innate structure; instead he is a spirit which assumes a necessary shape according to his desire, within one restriction: since his envelopment during the Downfall of Númenor in S.A. 3319, he has been unable to take fair-seeming form. Physical tools, including a body and all that surrounds it, are prerequisites to his dominion. A certain sturdiness of soul is required to complete this transition, and without the Ring which embodies much of his essence, Sauron regains his strength less quickly than in the days before his last passing. Now he stands as the greatest of the lords in Middle-earth, but he is still but a part of his whole self, acquiring more and more of his lost

power with each day. Since his reawakening in the Third Age, Sauron has chosen the red, lidless eye to be his symbol and focus of form. He is of both this and the shadow world and is therefore wholly in neither. He appears as an inexplicably elusive image, with a black and mottled "surface" which burns with an intense but often invisible fire. The flaming eye, however, is always there, be it in mind or one's clear, unbelieving view.

The Abhorrent One is as ever a servant of the Darkness that is the gift of his master, Morgoth. He and his followers, and those they dominate, worship the Black Enemy in many ways, and it is this reverence of Evil incarnate and the promulgation of overwhelming terror that makes Sauron so dangerous. He preys on the souls of Free Peoples and remolds whole societies. Like his lord, he perverts the living creations of Eru and his Valar, breeding Orcs and other crippled denizens of Darkness. The Evil One feeds on misery and the unbridled anticipations of pain and suffering which grip each of his countless victims. Through his minions he has strangled nations and cultures all over Middle-earth: in the East and South his whip is greatest, but in the West the lands of Rhovanion and Angmar are plagued as well. His agents use sheer force and deceitful ploys to achieve Sauron's goals in many ways; so, although the ends are one and the same, the overseer is not revealed. To the Wise, Sauron is simply "the Necromancer," a dangerous thrall of the Evil which has scarred Endor since its first days, a sore in Mirkwood which is but an impurity to be excised when the opportunity presents itself.

12.8.3 THE NAZGÛL

Although the Orcs throng around and inside Dol Guldur, slaving and slobbering about and hoping in their black hearts to become more favored servants of the Dark Lord, he in his wickedness neglects and debases them. It is the Nazgûl (Úlairi) that best serve his vile ways.

Sauron ordered these nine wretched lords to dwell in and rebuild Dol Guldur. When he fell at the end of the Second Age, they retreated into the cinder cone, there to reside and torment the Elves who lived nearby until their master arose in strength and form once again. Upon taking his place in the mountain, Sauron empowered the greatest of the Nazgûl to go further north and establish a realm to contest and ultimately destroy the Dúnedain's North Kingdom of Arnor; this Nazgûl became the Witch-king of Angmar. Of the other eight Ringwraiths, most went to the East or South to do his bidding. Two, Khamûl and Adûnaphel, remained by the Necromancer's side in Dol Guldur as his immediate tools, messengers and envoys to serve his will and spread the clouds that would beset the great Wood. Of that pair, Sauron named Khamûl the Easterling, the second of the Nine, to stand as Keeper of Dol Guldur.

The other seven were free to make the Naked Hill their home when they were summoned to the Evil One's side, so their quarters remained ever-ready. These chambers were constructed to reflect their vague, remaining ties to their mannish source; since most were once Dúnedan lords, a peculiar opulence was reserved within the black depths of the accursed volcano. Today as seemingly always, the few wanderers in the area often feel a cold chill, and hear sickening cries on winds which rush by moving no leaf, yet which stir fear in the bravest of souls.

The Nine themselves fear only their master, for it is he who enslaved them with the Nine Rings of Power, and it is he who holds those rings. Their power, even before their corruption, was considerable; now it is far greater. After all, they are in a sense immortal lords who have roots in the Second Age of Middle-earth. Like their Dark King, they are of both this world and the realm of the shadows, but wholly in neither. Everything they have gained is balanced by humanity lost. They speak as those who have seen death and are in a sense perpetually in their last throes of life, but their tone can cause hardy Men to cringe or flee. They are virtually blind, but their "dark-sight" and sense of smell enable them to find things which would be invisible to others. Great and terrible beasts do their bidding, but they trust nothing and call no one friend. Armies of Men will die for them, but they cannot step without Sauron's favor. Normal weapons or spells do not effect them; yet at the same time, they are upset by what would seem commonplace: water, natural fires, and the name of the Vala "Elbereth" (Varda).

Wise observers have reason to believe that monstrous changes are emerging from the depths of the Hill of Sorcery. Sauron is in the midst of preparing his takeover of the vast East and South, and continues to plot against the remnants of the Dúnedain in Arnor and Gondor. While the Witch-king is crushing Cardolan and closes the vice around Arthedain, the Dark Lord is sapping the strength from the peoples and plants of Wilderland. The gloom which has been ever-growing since T.A. 1050 is now spreading with increased vigor. Fewer travelers brave the roads and trails in and by Mirkwood, and those that do must keep constant vigil or be swallowed by the Shadow. Nazgûl now move with less fear of discovery. The road from Dol Guldur to Morannon has been quietly reopened to secretive yet dangerous traffic. Any day this trail may again present the vicious threat of Ringwraiths or their minions, waiting to grab an innocent soul.

12.8.4 THE NECROMANCER'S TROLLS

In building his kingdom of awful ire, Sauron has carefully selected capable instruments of terror. Just as his master Morgoth once molded peoples into mockeries of Eru's children, Sauron has sought to develop new warrior stock from those creatures he has at hand; although he cannot create life, his mastery of breeding and manipulation has enabled him to forge stronger servants through

selective spawning. The Dark Lord has forever sought to increase the wits and strength of the Orcs and Trolls who have comprised the bulk of his armies since his rise in Mordor around S.A. 1000.

Like the Orcs, the Trolls or Tereg were originally bred by the Black Enemy during the First Age, created as hideous mockeries of Ents. At first they were as stupid as the stone from which they came, although later they became able to speak in dull, guttural ways. No subtlety or intelligent action could be associated with their kind. They were huge (up to 10' tall), broad, strong like rock, and capable of crushing their foes with brute force.

Sauron sought a better breed, however, and with his rise in the Second Age he resolved to forge an unstoppable Troll-host. Since that time he has remolded the works of his master, renewing his efforts in secrecy since his last coming. Now he has begun fielding a small but growing force of Mortereg (S. "Black Trolls") who are relatively quick, capable of independent decision-making, and able to operate at any hour. Unlike the slow Hill and Stone Trolls which are their more numerous kin, Black Trolls can operate on their own and survive the light of day without fear (although they despise it). Hill Trolls, on the other hand, become blind when exposed to sunlight, while Stone Trolls return to the rock they were made from.

A few of the finest Black Trolls in Sauron's service act as an elite guard or (more rarely) lords of selected Orc-groups. These underlings are called Olog-hai (B.S. "Troll-people") by those who understand the Dark Lord's tongue. They are kept secluded from the view of Sauron's enemies, for the Evil One plans to unleash their might only when he has them in sufficient numbers, and only when the appointed day has dawned.

12.8.5 THE NECROMANCER'S ORCS

Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness. It is likely that they were not inherently evil, but were culturally and mentally predisposed toward the foul life. Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Orcs are of two types: the lesser or common Orcs which average about four to five feet in height with grotesque, fanged faces; and the greater Orcs or Uruk-hai, who reach heights of six feet and have more "mannish" features. All have heavy builds, long, thin arms, and thick hides.

Bred as laborers and warriors, Orcs respect little but brute force, and are most potent when serving under a focused will. They are without exception cannibalistic, bloodthirsty and cruel, and care little for social organization. Generally, smaller tribal units are the norm, based on a strong leader; each employs its own sub-dialect. Most are stellar smiths, and although the appearance of their items is often poor, the performance is excellent. Orcs rarely make items unassociated with fighting, however.

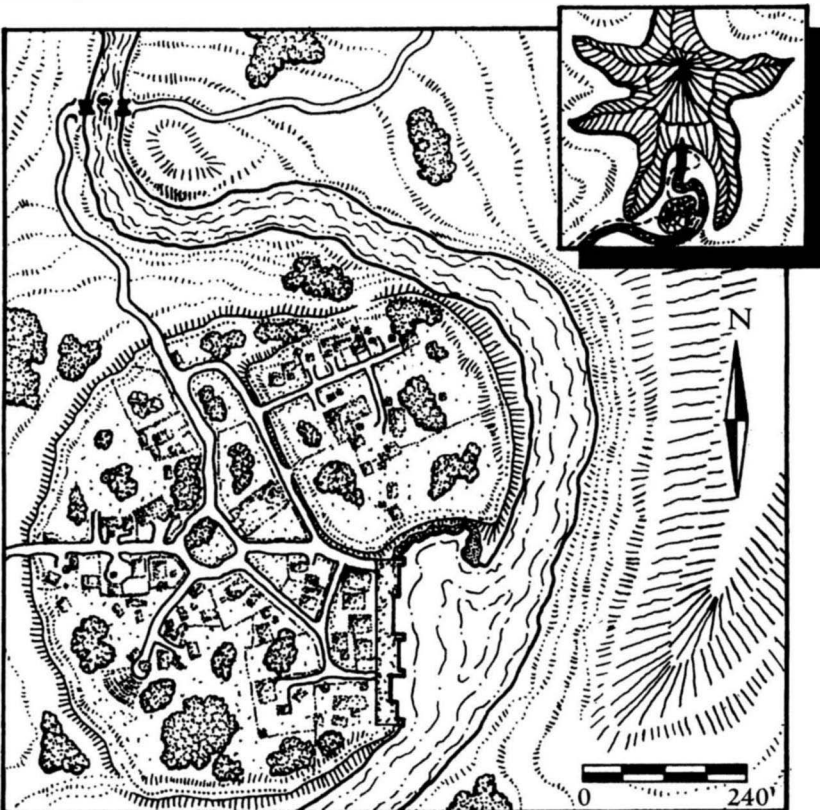
Lesser Orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater Orcs are a more recent phenomenon: they are carefully bred to operate in daylight. Their abilities to speak, organize, reason, and fight are more developed than in their brethren. They are called "Uruk-hai" (B.S. "Orc-race") by the few that know them as anything more than huge lesser Orcs.

Some claim the Uruk-hai are products of Saruman's White Hand and were first spawned from Orcs and Men. It appears, however, that they first arose in Mordor, and that their lineage has nothing to do with the Secondborn. Sauron is breeding them in hopes of eventually producing a great army of foul warriors with which to defeat the tall Men of the Dúnadan Kingdoms. While the lesser Orcs favor curved scimitars and wicked axes, the Uruks bear straight swords and a wider variety of superior arms.

12.8.6 THE WITCH-KINGDOM

The power of the Witch-king is curtailed in Rhovanion, and centered primarily upon the Rhúnnish Road. Occasionally, upon the instigation of a spy, Easterlings or Orcs from the Ered Mithrin will be persuaded to raid Northman sites sent to attack towns and farmsteads. The Nazgûl-lord's spies prefer to work in secret, spreading lies, sowing the seeds of distrust among Northmen, starting dark rumors, and passing information to the Necromancer and his servants. Using the chaos of the times to their advantage, the Witch-king's have contributed to the disunity of the Northmen and continue to work to keep the people of Rhovanion divided.

Ruins of Dale



12.8.7 THE CULT OF THE LONG NIGHT

The terrible Cult of the Long Night is headquartered in a secluded vale north of the Iron Hills, some twenty miles southwest of Lar-huz. These are a secretive lot comprised of ten animistic Northman shamans. Servants of Sauron, they preside over the teaching of the Dark Religion in eastern Rhovanion. Their adherents journey into the highlands on the nights of no moon to learn ways of mysticism, astrology, and sorcery at a place called Nan Morsereg (S. "Vale of Black Blood"). Woodwyn of Lindal and Súlwyn of Dale have often been among these followers. The Nan Morsereg is only a place of learning, and the real hold of the Ten is located in the cliffs above; it is a grouping of twelve dome-shaped "Hives" of stone set upon a ledge beneath an overhang of pitch-black rock. Two of the halls are sixty feet in diameter, multi-roomed structures for meetings, the libraries, and the stores. The other ten are the individual quarters for the cult.

The Ten call themselves Maeghirrim (S. "Piercing Lords") and wear long robes of white linen lined with black cloth made from human hair. Beneath this garb are the varied clothes of a diverse group. For instance, Orduclax the "Tar-Maeghir" and leader, is a (17th level) sorcerer and favors light clothing; small, finely worked leather belt pouches and a black teak and silver staff are his only burdens. On the other hand, Orduclax's lieutenant, Daeg-udra, is actually a 13th level warrior, and wears a carefully hidden breastplate of beautifully etched black steel beneath his robes. The ornate appearance of his reinforced leggings belie their strength. Daeg-udra also carries an invisible broadsword. The ten Maeghirrim are listed below:

Name	Lvl	Profession	Status
Orduclax	17	Sorcerer	Lord of the Ten.
Daeg-udra	13	Fighter	Orduclax's high guard
Haed	10	Rogue	Assassin and envoy
Thraear (F)	11	Mystic	Keeper of Nan Morsereg
Broehir	12	Astrologer	Keeper of Visions
Fréahar	10	Magician	Keeper of Fires
Edwodyn	9	Animist	Master of the Living
Fréowyn(F)	9	Cleric	Mistress of the Dead
Brëor	8	Sorcerer	Master of Dusts
Brego	7	Ranger	Watcher of Trails

The Maeghir rogue Haed occasionally journeys westward to the hilly lands on the central Rhovanion plain. There he deals with various raiding parties and renegade groups and makes sure that the trouble they bring to the land is continual. His influence dictates the course of many a raid, and Haed will often stand by to trade for particularly interesting booty. By this means he acquired his beautiful Elven servant girl, Narmirë of Celebannon. Haed's capabilities as a rider, warrior, and thief are legendary; he also serves as Orduclax's (10th level) assassin.

13.0 SITES OF MEN

Besides Elves, Dwarves, and the fell servants of the Necromancer, Wilderland is inhabited by a wide sampling of Men. Gondorians, Northmen, and a host of Easterlings reside in Rhovanion. Of these groups, the Northmen are most prevalent.

13.1 PLAINS NORTHMAN

Despite their dwindling numbers, the Éothraim and Gramuz (Rh. "Plains Northmen") still manage their farmstead homes throughout the Plains, particularly up under the eaves of Mirkwood around East Bight. Every Northman brings to his homestead his own preferences for crops and animals, but certain building practices are shared among all the Northmen of the Plains, be they Gramuz, Éothraim, or "Urban" folk.

Central to a Northman's homestead is, of course, the family home. Most are built of wood, harvested from the southern eaves of Mirkwood; occasionally a stone home can be found in the region, particularly where trees are scarce or the exposed rock provides ample construction material. Rarely higher than one story, Northman houses are low, rugged affairs designed to withstand the rigorous Rhovanion winds. The homes of the Thynas and Eorlas often spread very wide and broad, since they may contain ten or twelve rooms. Thatched roofing, often of the plentiful Touch or Bog-land grass, usually tops the Northman home and needs annual tending. Few windows disturb the plain exterior, and those face only to the west and south, from whence come warm breezes and sunshine.

Auxiliary buildings play a large role in the Northmen's homestead. Standing directly opposite the family house, across the courtyard, is the horse stable, often of larger proportions than the house itself, for every homestead maintains at least a dozen steeds. Gramuz mounts and the horses of the Urban Northmen are allowed to graze freely on the Plains during daylight hours of the spring and fall, but they are returned nightly to fenced pens for food and water. In summer, herds are often led into the cooler hills; in Winter, the majority are confined to the stable or yards. The Éothraim tribes accompany their herds away from their homesteads, manors, and villages on six- to nine-month journeys which follow favored circuits. Nonetheless, they keep fine pastures beside their settlements, and their herds winter in good quarters.

At least two other barns are commonly found on larger Northman manors: one usually for livestock, and the other for birds such as chickens and geese. Tools are usually kept in another small shed. Almost every homestead has a well, which is sometimes housed in its own shelter. Sometimes a work shed, wood shed, or dog house sits alongside the main house as well.

Most characteristic of the lone Northman homestead is the woven-sapling walkway that connects each of the buildings to another and creates a guarded courtyard and garden within the ring. Northman wives discovered long ago that the young saplings of the chap-beech, if cut when less than twelve feet tall, can be woven together to form an attractive garden wall. They then bend the walls over at a height of six to eight feet and interweave them, creating a covered waterproof walkway that connects each of the essential buildings. These walls provide comfort from wind and rain, but little in the way of protection from ill-meaning invaders. They are often exquisitely ornamental, creating a pleasant union of the diverse farm structures and allowing space for a quiet, private yard.

Unfortunately, the innocent quietude afforded by these woven-sapling walkways is enjoyed less frequently these days, with the incursions from the East, the onslaught of desperate fugitives, and the dreadful depopulation resulting from the Plague itself. The remaining occupied homesteads house cautious families who frequently erect great stone walls to supplement the slender ramparts, often making the manor more like a fortress.

13.2 DALE

NOTE: *Dale is nothing more than a ruin during the period between T.A. 1977 and T.A. 2941. See Section 3.0 for a history of the area.*

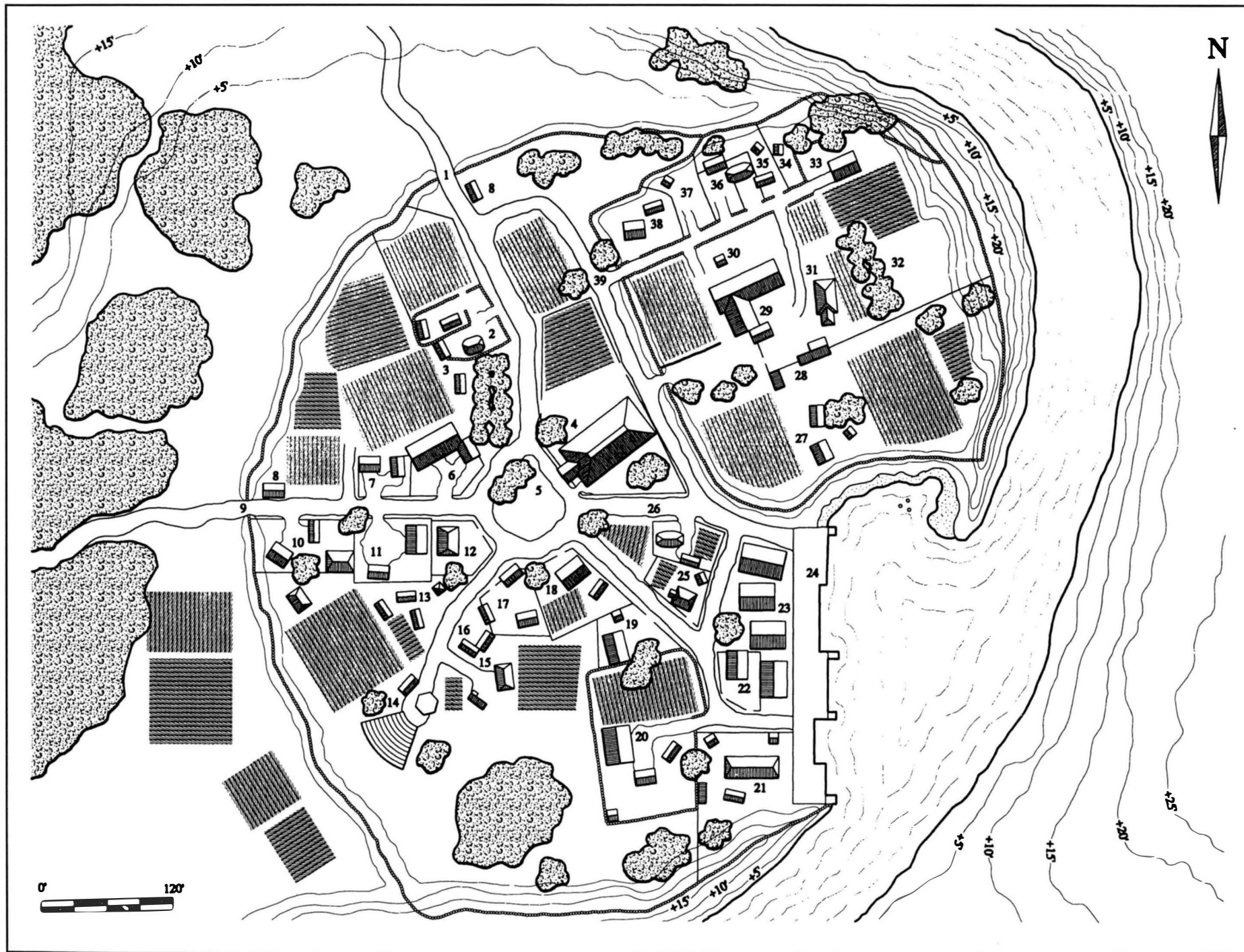
Erebor (S. "Single Mountain") is the dominant landmark between the Annen and the Ered Mithrin. Although it has neighboring hills and is part of a vast series of ridges, Erebor stands over 2,500 feet above the surrounding landscape; the peak reaches an elevation of 4,213 feet. Among the ancient Edain and some Northman groups it was revered as a holy place, a site where man could be close to the heavens. This may account, at least in part, for the near-continuous settlement within the shadow of what has always been called the "Lonely Mountain."

Dale's origins reach back into the Elder Days. The Edain were the first to come here, and their cultural influence remains strong, although the local speech reflects the more recent Northman settlement. As in the late First Age, the Erebor region lies on the very frontier of the "settled lands," and the tough lifestyle has acted to unite these groups.

13.2.1 THE TOWN OF DALE

Dale is a town whose character reflects its rugged location. Built within the protective vale beneath the southern flank of the Lonely Mountain, it has always been sheltered from the harsh winds of northern Rhovanion. The sweep of the narrow but swift headwaters of the Celduin guards the town's eastern approach, and defensive positions have always been maintained on top of the two surrounding mountain spurs. Since Erebor itself presents a formidable barrier on the north side, Dale has rarely been in danger of falling.





THE NATURE OF THE TOWN

Stone construction has always been employed here. The building material must be durable in the face of the sometimes cruel weather, and the nearby mountainside has always ensured a reliable supply of rock. Even the roofs of some buildings are made of stone. Wood for doors, some roofs, and interior work is brought up from the Nan Taurduin (S. "Forest River Valley") and Mirkwood, by way of the Men-in-Erebor or upstream on the Celduin.

Adventurers seeking a fortune in the rich mines of the Ered Mithrin, booty from Rhúnnish supply trains, treasures from the great tombs and holds of old, or wealth at the gaming tables in local taverns will find Dale a comfortable base of operations. Although small, the town can provide most necessities, as well as a wide variety of weaponry and specialized items for sojourns into the harsh North. Groups of explorers trained in mountaineering and cave exploration meet at their favorite inns and plan trips into the wilds, where they seek to discover new veins of precious ore or ancient deposits of lost booty.

THE RESIDENTS

The Lord of Dale is actually a Northman chieftain (the 15th level warrior Eroder) whose bloodline can be traced to the ancient Adan house of Bëor (Rh. "Vassal"). His position is hereditary, but an advisory body composed of old fighters drawn from the local clans acts as a check to his power. These Kraethingas (Rh. "War Councilors") actually serve as territorial representatives as well, for the clan holdings, or "Fyrgas," long ago became simple administrative districts with thoroughly mixed populations. Certain families are traditionally chosen to have a seat on the "Kraething". (The warriors—both men and women—who are allowed to vote each mid-winter respect tradition. The council meets monthly on the night of no moon, when a little "doom" is in the air. In times of war, sessions are held when they are needed.

Eoder's position as "Thyn" has been challenged of late by Jirfelien, the leader of the Aldurlingas clan, a fierce young female mystic who is credited with the slaying of a cold drake which threatened her family's Fyrga in T.A. 1629. Eoder claims that the Aldurlingas are actually worshippers of some perverse "Darkness." This claim is quite suspect, for Jirfelien's clan embraces most of the healers found in the Dale area and is known for its "good works." In actuality, Eoder has been misled by his beloved wife Súlwyn, who is jealous of Jirfelien. Súlwyn's clan, the Dalethéod, also heals folk, but chooses to use a peculiar form of magic. Their claim that Aldurlingas can be construed as "children of an ancient darkness" is based on their need to hide their own allegiance to the Dark Lord. Perhaps unfortunately, Eoder's powerful Krythéod clan (an Adan group) seems to favor the Dalethéod rumors.

THE NEARBY LONELY MOUNTAIN

Adventurers seeking the source of the Celduin will find their way to the "Gates of Erebor," a thirty foot waterfall pouring forth from the cave entry on the mountain's south side. Many of the local folk claim that spirits reside in the darkness within, and few have sought entry; but certain brave explorers realize the truth. Extensive and elaborate natural cavern formations penetrate deep into the bowels of the Lonely Mountain. It will be some time, however (until T.A. 1999), before the Dwarves of Durin come to settle here, and reports of vast wealth locked in the rock beneath Erebor have been greeted with laughter.

A few of the Dalethéod know better. At night, hand-picked groups make their way up the mountain's west flank and enter through a secret cleft at the 2100 foot level. Once inside, they quietly work the vein of gold which provides for so much of the clan's fortune. The foul beasts which are rumored to live deep within the depths of the land apparently have not bothered them.

13.2.2 NOTABLE DALEMEN

JIRFELIEN

Jirfelien assumed the leadership of her clan, the Aldurlingas, in T.A. 1629, after she killed the Cold-drake which had slain her father, the clan leader. Although clan leadership is generally male, her clan agreed that no warrior could have been braver or bolder and unanimously proclaimed her their chief. Her healing skills helped the clan and Dale remain in good stead during the Plague, and she was able to mitigate its effects upon the people of the region. Memories are short, however, and already many are listening to Súlwyn's rumors that Jirfelien and her clan are the "children of Darkness."

However fiery her temper, Jirfelien is an unrelenting foe of evil. She has learned something of the Cult of the Long Night and suspects that Súlwyn may be a member. Fearing the spread of evil in Dale, she precipitously challenged Eoder's position. Unfortunately, she had no proof of wrongdoing, and the move cost her many friends, for Eoder is a popular Thyn.

Jirfelien stands six feet tall, and has long red hair, creamy skin, and deep blue eyes. Her beauty and spirit have won her many suitors, but thus far she has refused them all. Jirfelien is still young (27) but well-versed in the responsibilities of clan leadership. She is a secret friend of Béawyn, who has taught her much.

BÉAWYN THE SEER

Béawyn the (10th level) Seer lives as an outcast on the outskirts of Dale in a ramshackle cottage. Some accuse her of being mad, for she wanders into the wilderness for long periods of time and has the tendency to prophesy. Her claims that a tremendous Dragon will one day destroy Dale are treated as proof of her insanity.





Jirf

Dale's oldest seer (67) is not mad; quite the contrary: she knows a great deal about Erebor and the surrounding region. As a young girl, she and her brother Théaláf explored the cavern complex of the Lonely Mountain, delving deep into its lower reaches. When Théaláf was killed going into the mountain alone, Béawyn attributed his demise to a group of demonic "Cave-drakes." Her parents and the townsfolk thought otherwise, believing it to be a fall. Entries into the cave without permission of the Thyn were banned, and Béawyn's reputation was permanently scarred.

Cast out by the people of Dale, Béawyn took to wandering through Rhovanion. It was on one such a journey that she met the Elf-seer Thorontir (S. "Eagle's Watch"), who took pity upon her. Thorontir trained her in his art, making her his heir and teaching her much the ways of fate.

13.3 LAKE-TOWN

Lake-town, or "Esgaroth", is a bustling, wooden, trade settlement built on pilings and set out over the waters of the Long Lake. It is located just off the western shore, within sight of the mouth of the Forest River. A port and major commercial center, Lake-town is a town where an adventurer can barter for or purchase the majority of goods and equipment necessary for extended wilderness

campaigns. Merchandise shipped up the Celduin from Rhûn and the Carnen Valley, Dwarven items from the Iron Hills, Elven work from Mirkwood, and goods brought from the Anduin on the Men-i-Naugrim all find their way into the warehouses of Esgaroth.

13.3.1 LIFE IN LAKE-TOWN

The main authority in Lake-town resides in a Master elected by the Umanathrain (Rh. "Council of Men") ostensibly composed of all the "citizens in good standing." Merchants, warriors, and landowners all belong to this class, for even the common men of Esgaroth are shrewd in the ways of politics. Real power, however, is often concentrated in the hands of a select few. The current Master, Odagavia (12th level), is probably the strongest figure in town.

COMMERCIAL ASSOCIATIONS

The Edfréaharan (Rh. "Associations") are a major part of commercial life in Lake-town. Unlike traditional guilds, they require no universal membership; instead, they are voluntary organizations of merchants and craftsmen, and a number of them may serve the same segment of society (e.g., four coopers' Edfréaharan compete in the barrel-making market). They act to allow folk to group themselves for commercial and social purposes—giving them training, business leverage, and a means for having parties. Some wealthy folk join more than one, but this is generally frowned upon. Others belong to none, apparently hoping to protect secrets and avoid dues. The competitive atmosphere of Esgaroth is intense, so a wise merchant or craftsman must choose his/her course carefully. While women do not normally sit with the Umanathrain, they are free to join an Edfréahar. These groups often set their own prices on goods and services, but the free market plays an important role. Commerce in Lake-town, unlike that found in "guild cities," is hardly a rigid matter.

ADVENTURE AND ENTERTAINMENT

A permissive air also permeates Esgaroth's social life. Rowdiness is the order of the night, when life in the narrow streets is given to song and drink. As the shops and stalls around the central harbors close each dusk, the taverns, pleasure-halls, and fest-halls lining the outer fringes of town open their doors to townsfolk and travelers.

Adventurers in Esgaroth will usually stay in one of the town's six inns. Most are small affairs attached to, but not incorporating, a tavern. They are two stories high, with a high-roofed attic/loft area. The innkeepers generally keep their families in a set of rooms on the second floor. Stores are kept up above, and rooms for travelers and long-staying guests are maintained on the first and part of the second floor. The going rate for lodging is about copper piece per night.

13.3.2 NOTED SITES IN ESGAROTH

THE VODAGARAZUN INN

The Vodagarazun is the largest inn in Esgaroth. Located in the southwestern portion of town, just to the right of the bridge entry, it accommodates a relatively wealthy clientele. Room rates are 2 cp a night, 3 cp with meals, and the guest is given complete privacy. The founder Vodaga was Master during the period T.A. 1591-98, and Kyrn of the city's largest woodcraft Edfréahar; thus, he was able to acquire the location and manpower necessary for such an ambitious project. While most buildings in town are one or two stories with a high roof, the Vodagarazun is a three-story main building adjoined by a four story tower.

The tower serves as quarters for the family of the current innkeeper (5th level) Odavacer; his two daughters (16 and 18) live in the upper chambers, while he and his wife stay on the third level. (Odavacer's 4th level son Eodoric lives and serves with the town guard.) Elaborate woodcarving is used to embellish the interior and exterior of the building. This is a common practice in Esgaroth, although most craftsmen use a combination of carving and painting to achieve a sometimes elaborate (albeit usually crude) effect. Vodaga used a number of different woods shipped in from Mirkwood and had them stained in varying shades. As in all town structures, wood is the principle building material; the Umanathrain voted long ago to restrict stonework to modest chimneys. After all, wooden piers, even those driven into a substantial lake bottom, can only support so much weight.

The Vodagarazun has its own spacious tavern which occupies one quarter of the first and second floors overlooking the lake. Twenty-five oak tables are scattered about the lower common room, and more private booths line a narrow balcony above. The balcony opens onto an exterior second-story porch which is used for guests in warmer months and acts as a food-cooling spot on windy summer days.

The hallmark of the tavern, however, is the great circular bar which surrounds the fireplace in the first level common area. Forty feet in diameter and built of cedar and hickory, this assemblage is used for serving both drinks and victuals. Beers, mead, and watered or spiced wines are prepared both warm and cool. Fish, fowl, and spiced lentil porridge are the house specialties.

The friends of Odavacer are legion, and impromptu music (mostly woodwinds and stringed instruments) is common most evenings. In addition, Waggaern and Freaga, two of the town's finest warriors (7th and 6th level respectively) spend most of their nights entertaining ladies and poor gamblers in their special balcony booth. Order in the Vodagarazun is rarely a problem, although Waggaern's rude son Breagla (a 2nd level fighter) causes his share of fights. Usually, the altercations stem from Breagla's infatuation with Shagelda, one of the five barmaids and Odavacer's eldest daughter. Like the (5th level) Dorwinadan thief Dudannis, the (4th level) Northman bard Raendoric, and the Nûriag mage Urdrath (a 3rd level from Nûrad), Breagla is a semi-permanent resident of the inn and resides in a third floor suite.

SHOPS AND THE HARBOR

Purchases of goods in Esgaroth usually occur in the central squares which the locals call the Thorbivaga (Rh. "Bay Towns"), the areas surrounding two the Woetsala (Rh. "Market Pools"). Here most of the items indigenous to Rhovanion find their way into the stalls and shops of the wily merchants. Bartering is extremely common here, but a wide variety of "high quality" coins are also accepted. On the rare occasions that the town mints its own small silver piece (actually a half-silver equivalent to ten "Great Coppers"), coinage is much more common. Generally, prices in Esgaroth are modest for food and lodging, high for certain raw materials, and low for most "finished" items.

Shops are open from a little after dawn to just before dusk, but merchants will open or close on a whim, particularly when demand dictates. Market days are held each month on the day of the full moon and are characterized by an influx of rural folk bringing in cheap goods for sale or trade. All this is accompanied by entertainment; musicians, bards, magicians, jugglers, and playactors hold shop on the Huwaerkyn (Rh. "Great Wharf").

THE ERANNUN INN

A good deal of illicit trade occurs in Lake-town, more a result of the high tariffs than any insidious plots. Much is controlled by one Kynoden, the (11th level) head of the town's only boat-building Edfréahar, the Boed-bylgas. Many of the boats designed for trade on the Annen (S. "Long Marshes") and Celduin are "specially" designed by Kynoden's men, and the grateful recipients find the Boed-bylgas to be effective allies in the cause of profit. Kynoden and his Edfréahar receive twenty-five to fifty percent of the take in town.

These operations are run out of the Erannun (S. "Lone Sunset") inn on the wild western side of Esgaroth. Located right on the water and beside the small, protected boat-building inlet utilized by the Boed-bylgas, this demure one-story tavern is ideal as a shipping area for the illegal furs, gems, and rare Elven wines that are favorites of the smugglers. The goods are moved down one of the two movable refuse ramps (the clean one) located in the kitchen of the inn and are emptied directly onto boats in the inlet. Incoming merchandise arrives as part of the inn's regular food shipments and is inserted into the bags of ground grain while en route from the mill down the lake.

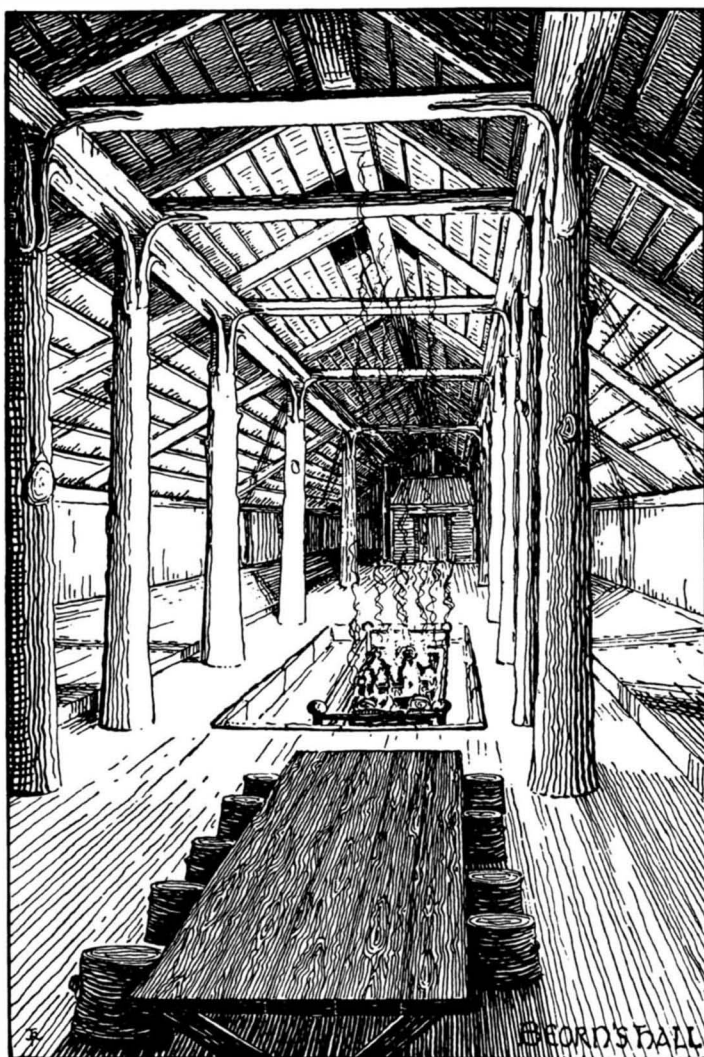
The Erannun itself contains but three rooms set aside for guests: one with threebed shelves of fur and straw able to sleep six, one with two resting shelves and suitable for four, and a third "single" which is designed for one or two travellers. Each faces directly onto the tavern room and has a single window with bars which can be opened from the inside. The tavern room itself has four finished-pine tables, and is often used as a meeting spot for the eight men who control both the smuggling and the Boed-bylgas. One of them, the (6th level) thief Vogir, stays at the inn nearly every night.

13.3.3 THE MASTER OF LAKE-TOWN

Odagavia was selected as Master two years ago, and the council is pleased with its choice. Charismatic, firm, intelligent, and perceptive, Odagavia has had much to do with Egaroth's newfound stability. It was Odagavia who managed to hold the demoralized townspeople together in the aftermath of the Plague, obtaining precious food from the Elves of Mirkwood. Through his unceasing efforts, Esgaroth is once again beginning to prosper as trade returns to the region. His tactful diplomacy has enabled his village to establish good relationships with all the other Northmen groups in Rhovanion.

He is equally skillful with a sword. Odagavia is a redoubtable warrior, who is rumored to have slain a giant in his younger years. When pressed for the truth of this story, the Master will simply smile and shrug. His appearance, however, lends credence to the tale, for Odagavia stands 6'6" and weighs 270 lbs., and often wears a large two-handed sword. His looks belie his manner, for the Master is well-liked for his pleasant, friendly temperament. Odagavia is 46, and unmarried.

Beorn's Hall



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13.4 WOODMEN-TOWN

As the Sairthéod clan of Woodmen in western Mirkwood have banded together, growing closer through ties of kinship and fear of common enemies, they have built a remarkable edifice: an interlocking network of houses high among the trees. Called Woodmen-town, this arboreal community is tucked inside Mirkwood about ten miles from the west edge of the forest and approximately fifty-five miles north of Rhosgobel. A well-kept trail named the Woodmen's Walk runs southward from the settlement and connects the town with the Râd Angálaladh, the area's chief road.

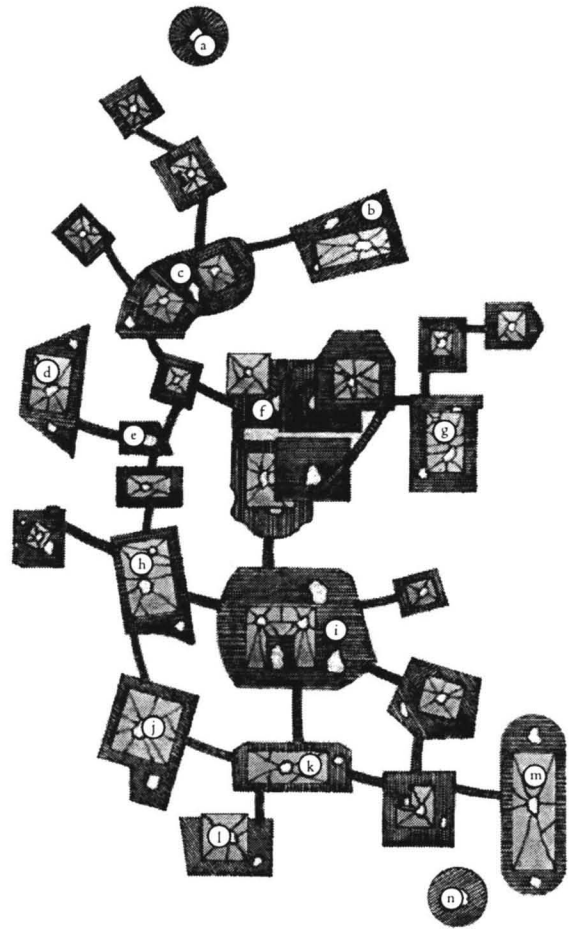
13.4.1 THE NATURE OF THE SITE

The area began with individual tree-houses, a much more elaborate version of the kind that every child loves to build. Given the fact that nails are scarce among the Woodmen, though, they would sometimes trade fine woodcarvings for a handful of Dwarven nails. But few nails went into the construction of the Woodmen-Town. Instead, the skills of whittling, joining, and dovetailing serve these Woodmen very well.

One reaches the height of the houses, ten or twelve feet above ground, by ladders of wood or Bog-land Grass rope that hang from above. Each family unit has its own ladder entrance, which can be pulled up into the home in time of siege. Horizontal walkways made of similar material now connect one family unit to another, and sometimes a hanging ladder can be pulled up and stretched out to form a walkway as well.

Since the trees of Mirkwood grow straight and close together, each Woodman home stretches across the limbs of several trees. The upswept limbs all around form a foundation onto which the Woodmen lash hewn logs up to eight inches wide, creating a log-frame wall structure. The Woodman-wives, when a new home is being built, travel to the banks of the Anduin and sometimes as far south as North Undeeps to gather the mud from the river bottom, which packs in and dries up for chinking in their walls. Logs of a similar size lie crosswise across the top of the walls, which always stand at least ten feet above the polished floorboards.

Woodmen homes would be cold and windy were it not for the talent of Woodmen's Wives in weaving wool. They are far from a pastoral community, living high above the ground and in the forest. But trade has continued over many years between the Plains Northmen and the Woodman-wives, who annually offer large quantities of tasty woodland nuts they can easily gather in exchange for large bags of wool sheared from the sheep that graze in the Talath Harroch. Numerous thick, warm, woolen tapestries decorate the walls and warm the floors of Woodmen's houses in the wintertime, although this trade has declined somewhat since the Plague.



13.4.2 LAYOUT OF WOODMEN-TOWN

The platforms shaded in deeper brown are set 15-20' above the ground; those shaded lighter (see a, f, n) are built higher. Unmarked buildings are solely extended-family residences, although extensive craft activity occurs in every dwelling. Roofs are of hewn logs secured to the tree trunks. For purposes of clarity the trees themselves have been omitted from the picture, so holes in the roofs and platforms show the pattern of the trunk and branch structure. Unless otherwise stated, the other structures also provide shelter for extended families; but these also serve as informal places of "business."

- a. Northern watch platform.
- b. Athaulf the bow-maker.
- c. Hechila the box-maker.
- d. Atahis the rug-weaver.
- e. Thuidihis the astrologer's watch.
- f. The central place. (See A-F below.)
- g. Authanand the weapon-maker.
- h. Waccho the master carpenter.

- i. Ulfhis the rope and hide maker.
- j. Thasulf the jewelry-maker.
- k. Sylvaric the cloth-maker.
- l. Uthila the healer.
- m. Sylbrand the carver.
- n. Southern watch platform.
- A. Waulfa, Althyn of the Sairthéod.
- B. Great meeting place of the clan.
- C. Witihis the herb master.
- D. Training place: both platforms.
- E. Great kitchen and village hearth.
- F. Odagia the tracker and envoy.

13.5 BEIJABAR SITES

The Beijabarreside along the western edge of Mirkwood and in scattered sites throughout the Anduin Valley. The characteristic home of the Beijabar is the long-house, or "Laenganhuida." These stout structures serve as the center points of secluded and well-tended manors.

13.5.1 BEIJABAR MANORS

Typically, a long-house is a long, narrow hall made of logs, dirt, and stone. Its design emphasizes right angles: 15 to 20-foot posts stand straight up to form its walls; 10- to 12-foot beams lie across the posts, to form a roof. At roof center, a hole in the ceiling provides a vent for smoke from the great fireplace within, which sits in a pit at the house's center. At one end of the long-house is the entryway, often served by a baffled door to prevent cold winds from entering. Near the other end stands the oaken table and stools around which Beijabar family members sit to work, tended by animals who stoke the fire and cook the food.

NOTE: *The Beijabar are craftsmen. They do not eat their animal friends, but rely on fish, reptiles, and fowl for food.*

The inner hall of a Beijabar home measures at least twenty feet in length and eight to twelve feet in width, and always has a rectangular floor-plan. Separate rooms mean nothing to the Beijabar, who mingle with family members, animal and human, and would consider it ungainly to sequester one's self behind a wall apart from one's family and friends. Lighting is dim inside, but every Beijabar homestead is surrounded by bright and colorful gardens that grow right up to the home, with walkways and patios where family members gather when the sunshine and temperature allow them to enjoy the outdoor air.

The Carrock

13.5.2 THE HOLY CARROCK

The Carrock is sacred to the Beijabar. It is, perhaps, for this reason that the manor of the High Shape Changer is traditionally located nearby. The rock itself lies in the middle of the Anduin, a little closer to the eastern shore, by the Iach or Athrad Carrock (S. "Carrock Ford"). The Old Ford and the Meni-Naugrim lie twenty-five miles to the south.

The Carrock is a huge (65' high) granite boulder, surmounted by a carved stone throne which faces upriver. Stairs cut in the side of the rock lead down to the water's edge and a ford which takes one to the eastern bank. A fissure which knifes into the Carrock's east side has been cleverly widened into a hall which leads into the interior chambers. From the outside, the cleft appears as no more than a small cave. It is deliberately innocuous. While the Holy Carrock is often watched by the lords of the Beijabar, and they are quite capable of dealing with intruders, the Beijabar realize that secrecy is the site's best defense.

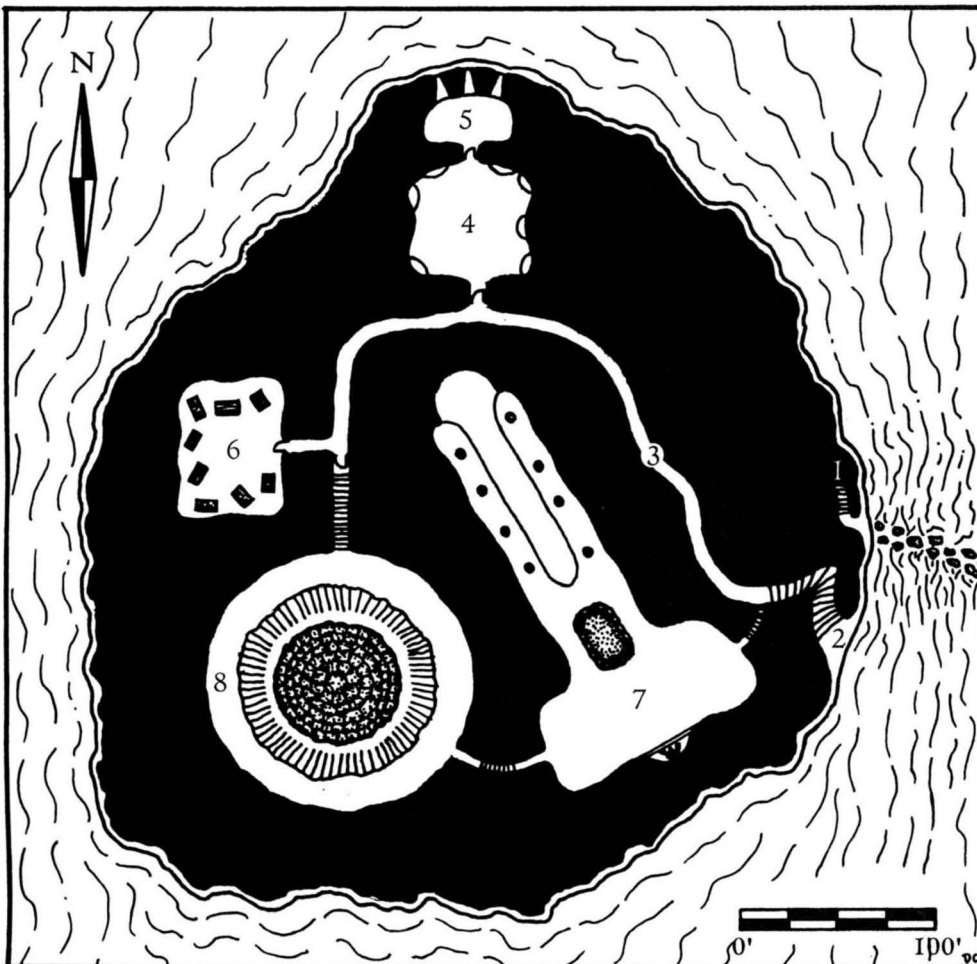
LAYOUT OF THE CARROCK

1. **Stairs.** These wind up the outside of the rock to the open throne area above. They are cut directly into the rock and permit no more than single-file passage.

2. **Entry Cave.** A twenty-foot wide natural chamber, never exceeding ten feet in height. At the back of the cave is a flat basalt wall. Runes and paintings cover the wall's surface and tell the tale of an ancient saga involving a Great Bear. A real metal-shafted arrow sticks into one of the figures. When the arrow is rotated, the wall slides five feet to the left and partially reveals an ascending stair behind. It is sheer folly (-50) to perceive the nature of the arrow at a mere glance, and even a careful examination makes this discovery very hard (-20).

3. **Hall of Claws.** This winding passage was cut out of a gas channel which pierced the boulder when it was first formed. The iron tools used to shape the ceiling and walls bore claw-like serrated edges and left jumbled marks in the rock which look akin to those left by bear scratches; hence the name. The passage is ten feet by ten feet in most places, and has notches for the placement of torches. Small air holes are cut in the ceiling at intervals of thirty feet.

4. **Sleeping Chamber.** This room has been cut out of the rock in order to provide a resting place for a family of seven. Bowl-like rock shelves line the walls and can be filled with straw in order to provide a semblance of comfort. Fine runes (modified Cirth) circle the walls near the twelve-foot ceiling and tell the tale of the Beijabar's



ancestors, relatives of the Edain who settled in the passes of the northern Misty Mountains in the late First Age.

5. Water Chamber. Here lies a well, cut fourteen feet deep to reach a catch pool in the river. A small fire pit is set into the western wall; a smoke hole is set above it in the nine-foot ceiling. Watch positions are placed in the northern wall.

6. Store Room. Rectangular stone receptacles cover the floor. Each is carved in such a way as to appear to be of wood. The lids mimic roofs, and the receptacles represent Beijabar long-houses.

7. Chamber of the Dancers. This room is akin to the mainroom of a long-house, except for the 28-foot ceiling, and contains a large fire pit and a raised stone platform which acts as both an eating table and a "stage". The walls are covered with bizarre cave paintings which depict countless battles. A huge block of resin is set into the nook in the southeast wall; within it is a perfectly preserved Great Bear. Normally the nook is concealed by a counter-weighted stone which can only be raised by pulling up on its raised surface; the lift involves some 300 pounds. This preserved beast may be some ancient leader whose presence inspires the dancers when they are properly frenzied. Huge mead jars are set in wall niches around the room. The floor of the room is seven feet above the river's waterline, and seven feet below the norm for the rest of the complex.

8. Burial Chamber. This round room has a floor set fourteen feet below the water surface, and a 56' ceiling (42 feet above the waterline). At the river level, fourteen feet above the room's base, is another floor surface, a circular walkway which surrounds the central pit. The fourteen-foot deep pit holds a large, beehive-shaped tomb of loose rock. The top of the curved roof of the tomb is twenty-eight feet above the base floor and fourteen above the surrounding ledge. This "hive" can only be entered seven feet above the base, through an aperture (7' dia.) blocked by a round discus-like stone. This stone can be rolled to the side in its crude track, but it requires the strength of two normal men. The rock moves up the runners which wind around the tomb some ten feet, and can be locked in place by moving the obvious block-stone underneath its curve.

Should one enter the tomb without pulling on a bear claw-like iron stave to the left of the entry, the block stone will be pulled aside and the stone allowed to slide back down the runners. The stave mechanism is very hard (-20) to perceive. Within the tomb lie the remains of the eight Beijabar lords, each buried in a hive-shaped clay jar. The chute into the tomb slopes down at a 45 degree angle and drops seven feet. It is lined with mud which conceal hidden spikes. The razor-sharp iron spikes are covered

with a 10th level bee venom which destroys one or both of its victim's eyes (those failing a RR) by converting the optic juices to honey. The tomb holds 100 mp, three +20 battle axes, four +20 two-hand swords, one +30 club, ten +15 short swords, seven +10 hand axes, one +15 long bow, two +10 helms, a Horn of Bear Summoning, a Stave of Water Walking, six +10 shields, and 2,000 gp in gems.

Another treasure chamber once existed below; but unlike the rest of the room, it was not of carved rock, and caved in centuries ago. It is extremely hard (-30) to perceive this rebuilt burial chamber. Entry into the room is afforded through secret stone doors which can be moved to the side by 2-3 strong men. Both openings lie above stone stairways. Every other stair is of an enchanted resin which is very hard (-20) to perceive and will instantly harden around things immersed in it. The resin is grey and appears as rock.

13.6 BUHR AILGRA

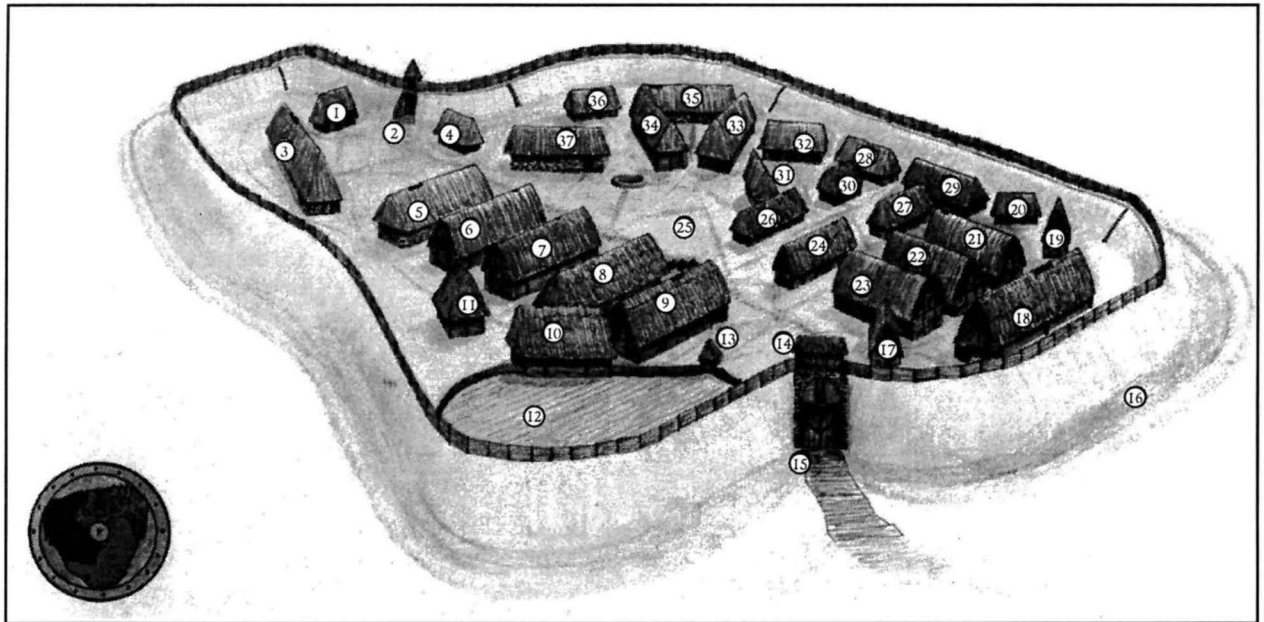
Buhr Ailgra is the capital of the Ailgarthas, the oldest of the six Éothraim, or Horse-lord, tribes. A powerful force in Northman affairs, the Ailgarthas control territory stretching from the Waidung lands of the East Bight eastward as far as the confluence of the rivers Arduiga and Celduin. They are the northernmost of the Éothraim.

Buhr Ailgra's position at the junction of the Men Celduin and the northern branch of the Men-in-Araw accentuates its status as one of the three most important Éothraim communities (the others being Buhr Mahrlling and Warfinger). Nearly everyone traveling north or east out the East Bight passes by the town on one of the plank highways of the region. Mirkwood looms thirty-five miles to the west, while Buhr Waidung is forty miles to the southwest. The river Celduin is less than ninety miles to the north.

Situated where the wide prairie escarpment called High Hand begins to descend to the fertile plain of Aur Esgalabar, Buhr Ailgra is also a major stop for horse-herders. Ailgartha herders keep their horses out on the High Hand during the warmer months, but as chilly weather arrives they drive the beasts northward into the lowlands. Those in the western part of Ailgartha territory invariably rest their herds, and their bodies at Buhr Ailgra—albeit in their own tents.

13.6.1 THE NATURE OF THE TOWN

Buhr Ailgra's buildings are constructed using the typical Éothraim "Lainghud" (Rh. "long-house") style: floors set 2-4 feet below the ground with access by ramp and/or steps, wood-reinforced thatch roofs, occasional "smoke holes," and smoothed earthen floors. Unless otherwise stated, the structures serve as both extended family residences and work places.



Burb Ailgra

13.6.2 LAYOUT OF BUHR AILGRA

1. Gambaswinth the Smith. This house contains one 15' x 7' room with a 6' x 7' loft.

2. Main Gate. 13' x 13' break in earthen wall lined with mortared stone. "Murder-holes" and firing slits allow defenders in parapet above to discourage entry.

3. Stable, smithy, and iron works. 35' x 8' area can comfortably house seven horses. 10' x 8' work area contains two forges, three anvils, and a wide assortment of tools. A 4' deep loft runs the interior length of the structure, and a larger fair-weather forge is built into exterior wall.

4. Guard house. Built of spruce and oak, it contains one 17' x 7' room. Watch commander and his runners use these quarters while on duty. A small assortment of weapons which serves as a "ready arsenal" is stored along the walls.

5. Hall of the Kuzdraughtan. (Rh. "House-guard"). Here the Thyn's fifteen-man guard resides, ready for battle. One 40' x 8' room contains sleeping shelves, a hearth, a table and benches, and assorted chests. The guards' arms are stored in a great iron-reinforced bin. One to fifteen +10 spears, five to forty-five +5 daggers, one to thirty +10 shields, one to five +5 horse/short bows, and one to fifteen +5 long swords and/or hand axes can be found here together with one to twenty +5 chain shirts (all non-magic).

6. Aduila the Leatherworker. Containing one 40' x 9' room with two 9' x 9' lofts (akin to houses 7-9), this house is built of oak, cedar, and birch.

7. Vodoacer the Carpenter.

8. Éovigald the Iron-worker.

9. Marhgilulf the Weaponsmith. Marhgilulf is the strongest individual in town, yet is a renowned artisan.

10. Wamalsuntha the Seer. Wamalsuntha lost her husband to the Asdriags, but has maintained her family

well. She serves as an herbalist and tends the village gardens. Her wooden residence houses one 30' x 9' room, a 10' x 9' loft, and a 6' x 9' "drying rack" for herbs.

11. Smoke house and meat stores. 8' x 8' room serves as repository for smoked, dried, and salted meats.

12. Village gardens. This area also doubles as an emergency pen for horses and the few cattle the tribe possesses.

13. Village well. 80' deep

14. Parapet over rear gate. A two man watch is on duty at all times. (There are eight shifts of three hours each.) Thatch is soaked in mud to resist flames. Firing slits and a viewing port aid defense and provide view of locality. Murder-holes ("Machicolations") in floor allow guard to pour hot oil on invaders who enter gate breach below. An iron bar is lowered from this position and serves to supplement the main wooden gate lock.

15. Rear gate. Like the main gate, it is reached by way of a wood-lined roadway which gently dips across the dry moat. A heavy cured-oak log is used to prevent entry, and a guard is constantly on duty. (Each one comes on one hour after the parapet guard.)

16. Dry moat. Becomes muddy after a storm. It is 6' to 10' wide and 2' to 4' deep.

17. Uthari the Tracker. As is typical, Uthari's residence contains one 6' x 8' room.

18. Eothaulf the Saddle and Harness-maker. One 35' x 8' room houses most of the family and acts as the living and work area. The 14' x 8' rear room is used for stores and serves as Eothaulf's bedding place.

19. Windaswinth the Fletcher and Bow-maker. One 6' x 8' room with a 3' x 8' loft.

20. Olboin the Mason. One 6' x 11' room.

21. Swinthal the metalworker. Contains one 37' x 10' room (like houses #22-23).

22. Rindaswint the Horse-master. Rindaswint is the community's chief trainer and animal healer.

23. Witigis the Carpenter. Witigis occasionally serves as village cooper.

24. Chisebuth the Leather-wright. Chisebuth is a rein-, whip-, and rope-maker. His house contains a single 37' x 7' room with three 7' x 7' lofts and a 9' x 7' storage cellar built beneath the rear floor. Unlike the usual earthen-floored long-house, this floor is covered with wood.

25. Village center. A grass-covered common crossed by numerous dirt paths. Most assemblies, drills, markets, and ceremonies are held here. The main cistern located by the armory serves the whole village, and is frequently replenished with well water.

26. Ularic the Healer. One 18' x 8' room serves as his healing place, while another 18' x 8' area is his sleeping and living chamber.

27. Wumba the Miller. In keeping with his job as the miller, Wumba is also the town's beer maker. His house contains one 32' x 8' room and a 20' deep 10' x 8' cooling and storage cellar.

28. Thuidamer the Miller. Thuidamer is also the bread maker. His home is built like Wumba's home, above (#27), but also contains two baking hearths set into the floor and rear wall.

29. Eolaric the Weaver. One 41' x 10' room with a 10' x 10' loft.

30. Ruidariks the Carver. A single 16' x 8' room.

31. Botila the Priest. Botila is the Keeper of the Uerdakyn (Rh. "Cult of the Earth"). One 26' x 10' room, with a secret 4' x 10' area housed behind the "drying wall" (where the family hangs everything from meats and fish to wet wool). The latter can be reached by turning a false spigot in the red cask set up and into the wall.

32. Thuidalindaf the Priest. Thuidalindaf is the Keeper of the Ailgrakyn (Rh. "Cult of the Stag"). His house is built like Botila's.

33. Vuric the Huntsman. Vuric is a skinner, tanner, hideworker, and the Master of the Hunt. (He serves as the Thyn's "right hand.") His home contains a single 34' x 12' room with two 12' x 6' lofts adjoining an 11' x 12' sleeping area.

34. The Saicghuil. (Rh. "Ceremonial Hall"). A 47' x 12' holy place which serves as the sacred center of the outpost. Elaborate wood-carvings, brilliant inlaid animal motifs, and numerous horns adorn the walls. The stone floor with a raised stage at one end has an elaborate iron and garnet inlay. (See Sec. II for notes on Northman worship.)

35. House of Mahrcared. This is the home of the Thyn of the Ailgharas (Rh. "Friends of the Stag"). Contains five rooms: a central 14' x 22' living area; a 14' x 10' cooking and storage space; a 14' x 14' bedchamber; a 14' x 46' family storage and sleeping chamber above the main floor; and, off the living room and to the rear of the main structure, a 9' x 14' meeting and planning room.

36. Luidariks the Learned One. Luidariks is a scholar, Mage, embroiderer, bone worker, and counselor. His house contains a single 21' x 10' room with a 10' x 4' loft.

37. Armory. A single 38' x 9' room.

I3.7 BUHR WIDU

The center of Waildung culture, Buhr Widu (Rh. "Forest Hold") is the capital of the most powerful of the Northman tribes. Tucked in the East Bight, between Mirkwood the escarpment called High Hand, it is a well-protected settlement. The town is ideally suited for its role as a refuge for Waildung princes. Here, a trio of fortified hills linked by earthworks overlooks the deep lake called the Mere of Roots.

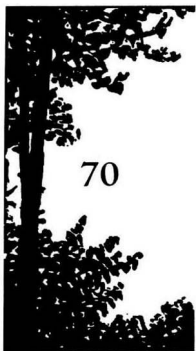
The Men-in-Araw ends at the eastern gate into Buhr Widu. On the western side of town, another trail begins: the ancient Râd Angálaladh. A third major path leads northward to the ruins of the Old Forest Hold, a solitary hillside halfway between the Mere of Roots and Wood Mere. This track is called Mere Walk, and runs deep into Mirkwood.



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Buhr Widu





*Thorontir,
The Bailey*

*Thorontir,
The Keep*

13.8 THORONTIR

Thorontir (S. "Eagle's Watch") is a Gondorian border outpost erected to keep watch on the Asdriag Easterlings. It is situated just off the Men Romen, about ten miles east of the town of the same name and some sixty miles southwest of Warfinger.

OUTPOST LAYOUT

1. Gate. The portalway is fifteen feet high and ten wide, protected on the outer side by a set of four-inch thick ironbound wood doors, which can be reinforced by two huge wooden beams laid across them. A few feet further, a portcullis can be dropped to seal the passage. The grate is made of oak and reinforced with iron straps. The portcullis is operated by a counterbalance in the left (inner) tower.

2. Tower. All of Thorontir's towers are of similar construction, having a spiral stair in the

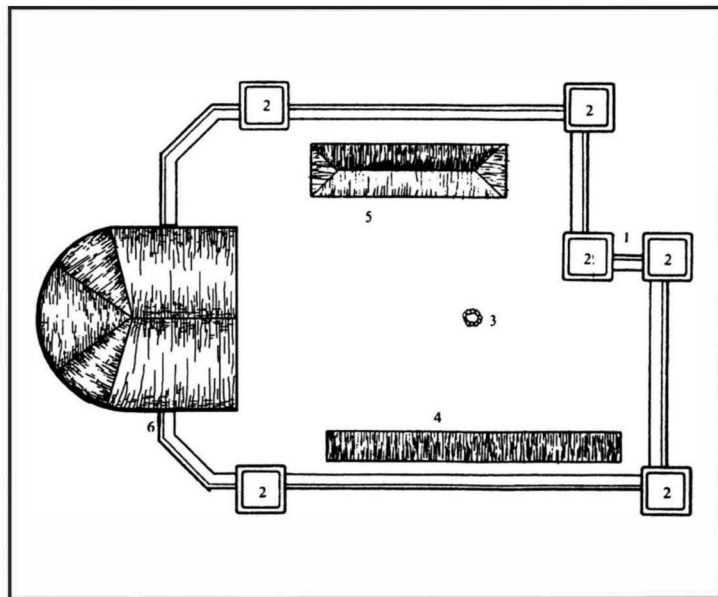
center, with landings at each of the three stories. There are no windows on the first floor and arrow slits on the second and third. The roof walls are crenellated. All are 35 feet high. The walls connecting the towers are also crenellated to provide protection for bowmen and are accessed via narrow doors on flanking towers on the third floor. The walls are 25 feet high. Shifts change every 8 hours, one man is stationed on each tower, and one patrols each wall-section.

3. Well.

4. Stables. The stable's main room houses over seventy steeds: sixty for the cavalry and ten for couriers and the officers. Additional horses and feed-stores occupy the western third of the building.

5. Barracks. The barracks shelter 100 warriors (Q. Ohtari): forty infantry (garrison) and sixty cavalry.

6. Postern gate. Deeply inset in the wall, the gate is set at an angle to make battering rams unusable. The door is 3" thick oak bound with iron straps and reinforced by an iron bar.



THE KEEP

Level 1

7. Main Hall. The Main Hall acts as a meeting place, dining hall, and staging area.

8. Kitchen/pantry.

9. Stairs.

10. Storage.

Level 2

11. Armory.

12. Firing hall. Here, arrow slits are placed every ten feet.

13. Guardpost. Access to adjacent wall.

14. Meeting room. The large windows of this room overlook the courtyard, though there are heavy wood shutters which can be closed over them. Here, the officers of the outpost meet to discuss various issues. Maps and charts of all the lands nearby are kept in this chamber. Rolled and/or bound, they are stored in a wall rack.

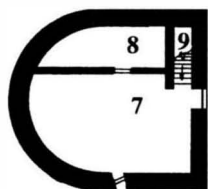
Level 3

15. Quarters. These rooms house the five Ohtarrina: three cavalry leaders and two who supervise the garrison troops.

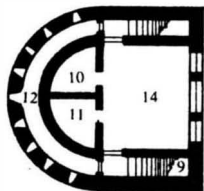
Level 4

16. Office. This is the office of Aegnor, the Commander (S. Thengyn) of the outpost. It is simply furnished, but the existing furniture is of high quality.

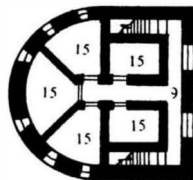
17. Quarters. Aegnor's quarters include a suite of rooms. The windows are tall and narrow, and all have thick wooden outside shutters. The furnishings here are of fine workmanship, reflecting the height of Gondor's glory by their very presence in a military outpost.



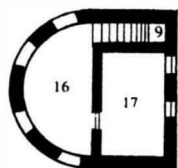
Level One



Level Two



Level Three



Level Four

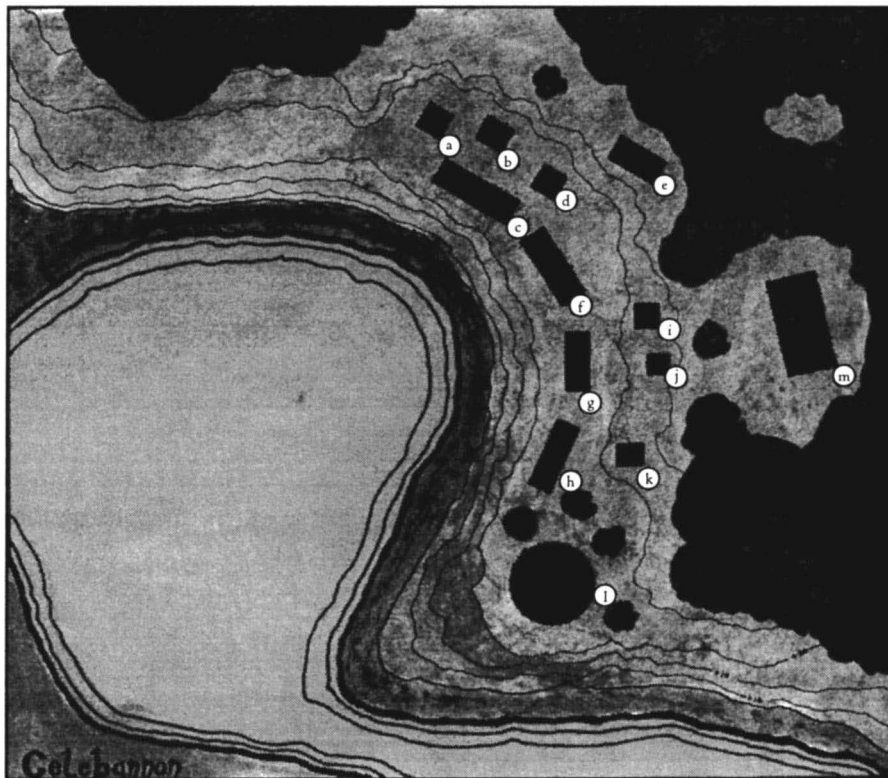
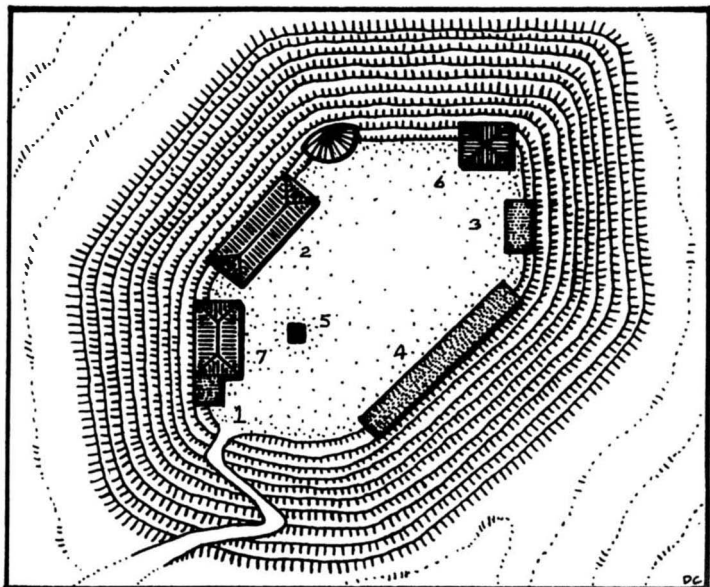
13.9 URSH LANNA

Located about fifty miles south of the point where the Men Romen passes Thorontir, Ursh Lanna (As. "Defiant Hill") is the westernmost of the Asdraig Easterling outposts. The Asdriags' fortification design bears some resemblance to Dunnish works. Where possible, these Easterlings utilize a natural hill and, by terracing the sides, they create a series of walls, reinforced by wooden buttressing.

In addition, many of the structures in the confines of the fort are actually built against the inner sides of the wall, to add further to its strength. Access to the fortress is gained via a narrow, winding footpath, easily defended by a handful of warriors.

LAYOUT OF URSH LANNA

1. **Entrance.** Cut into the uppermost wall, the entryway is essentially a wooden portalway, closed by a thick door of chestnut planks.
2. **Guard quarters.** The quarters house 80 warriors ("Hûka").
3. **Smithy.**
4. **Stables.** The stables shelter 50 horses—all rugged cavalry steeds well suited for long journeys or battles.
5. **Cistern.**
6. **Quarters.** These chambers serve as the abode of the Lord ("Hûdria") of Ursh Lanna, who in this case is Cherechyana.
7. **Mess hall/kitchens.**
8. **Storage.**



14.0 ELVEN SITES

Despite their opposing cultures, both Elves and Dwarves create grand underground halls of grace and beauty. They approach their work differently, though, for the Elves prefer to work with the land rather than against it. Elven craftsmen cut chambers from natural cavern formations, altering the rock as little as possible and designing their homes purely within nature's framework. The Firstborn make use of the sloping, uneven floors, the towering stalagmites, and the smooth pillars of granite and basalt that protrude through softer stone. Their tapestries hang amidst chambers with natural vaults and tapering limestone columns, rooms decorated with delicate carvings and subtle lamps that complement rather than overwhelm the surrounding setting.

14.1 THE ELVEN-KING'S HALLS

The Halls of Thranduil, the Elven-king of Mirkwood, are no exception. These palatial chambers in northeastern Mirkwood recall the design of Menegroth and Nargothrond, the superb Noldo cities of the Elder Days. Like those virtually impregnable citadels, the Halls are cut deep into the side of a hill. The main doors into this spectacular delving open southward onto a stone bridge that spans the cool, swiftly-flowing Forest River. This strategic crossing serves as the principal overland entry into the Woodland Realm.

Celebannon

Ursh Lanna

All of the northern forest is controlled by Thranduil, but south of the river, his influence is weak and sporadic. Thus the bridge essentially marks the point where the forest becomes safe.

The Forest-folk refer the palace complex as the Aradhryand, the "Halls of the Elven-king." It is also called Amon Thranduil (S. "Thranduil's Hill"), or "Mardo Edhetaro" in the Quenya tongue. Built between T.A. 1050 and 1100, Thranduil's hold replaced Caras Amarth as the preeminent Elf-hold in northern Mirkwood. Soon after it was completed, the court moved there and, with the drying of the Avar Stream, the Aradhrynd quickly eclipsed the old capital to the west at Caras Amarth. (Eventually, of course, Oropher's Halls were abandoned altogether.)

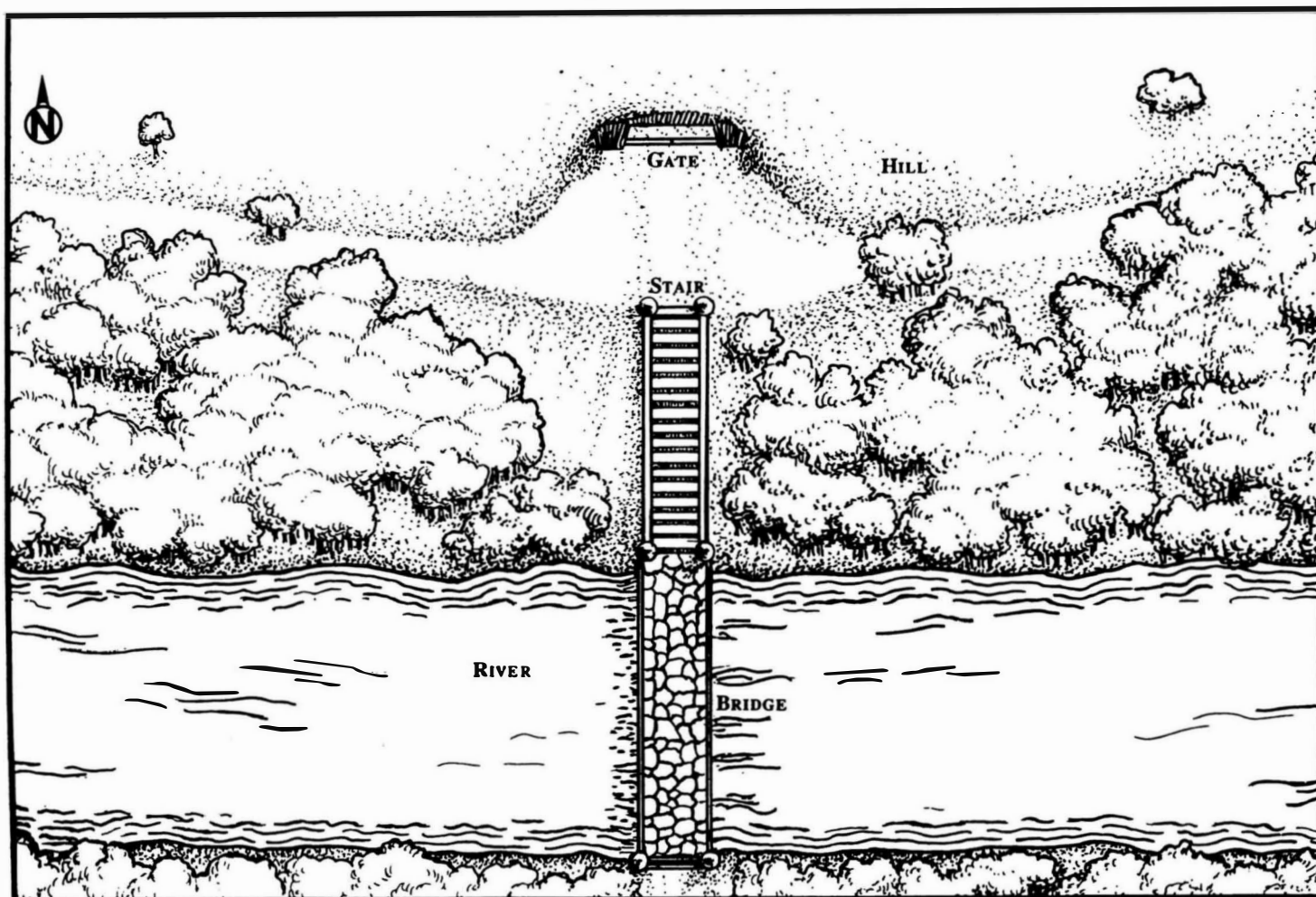
The Aradhrynd serves many roles. The citadel guards the bridge, and acts both as the capital of the Wood-elves (S. Tawarwaith) and as a refuge for the Elves. Located only ten miles from the point where the Forest River surges out of the woods and into the Long Marshes of Wilderland, it also stands as the gateway into northern

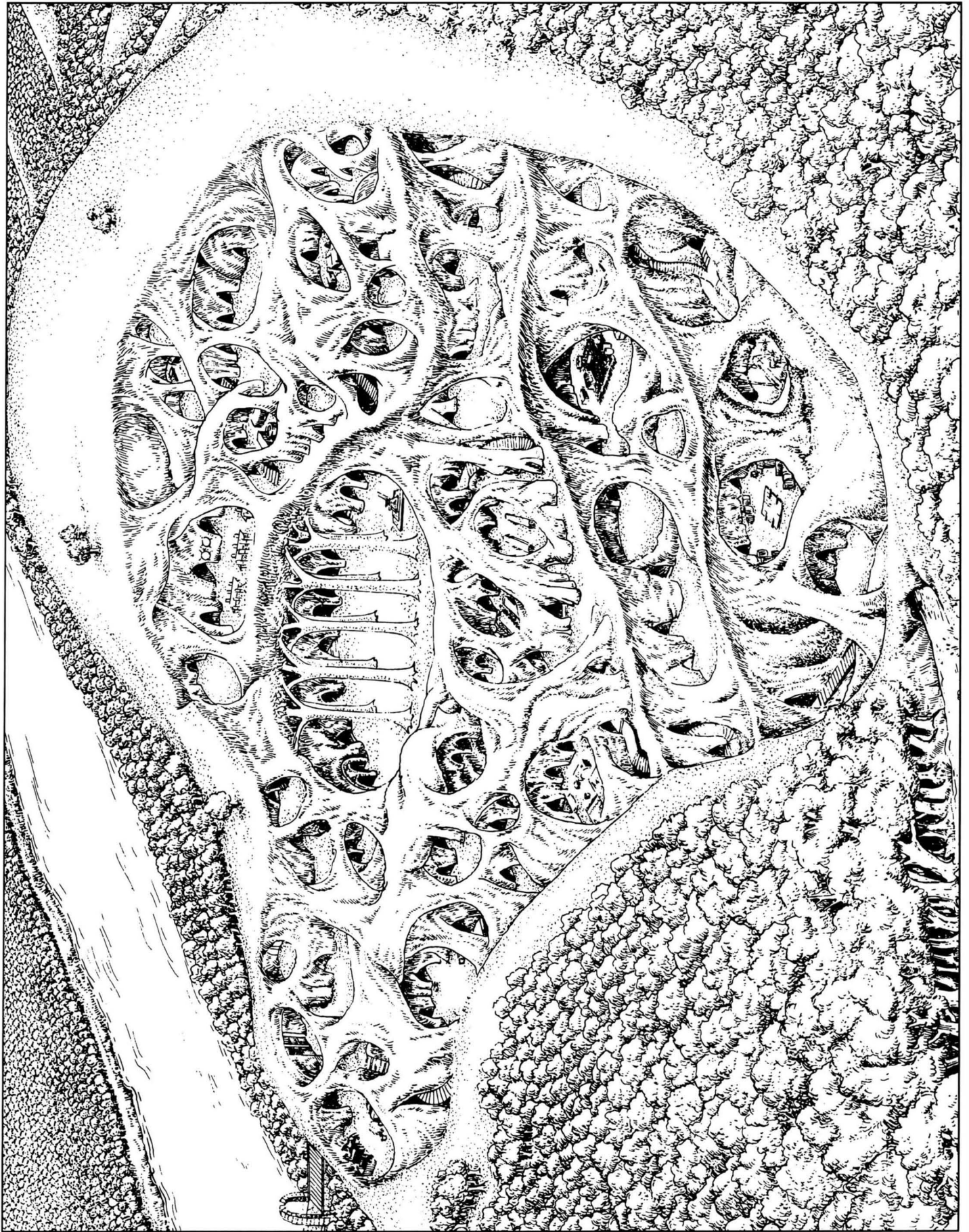
Mirkwood. Here, the Elven-king greets the travellers who journey westward up the Taurduin valley, visitors who rarely sojourn further into the Woodland Realm.

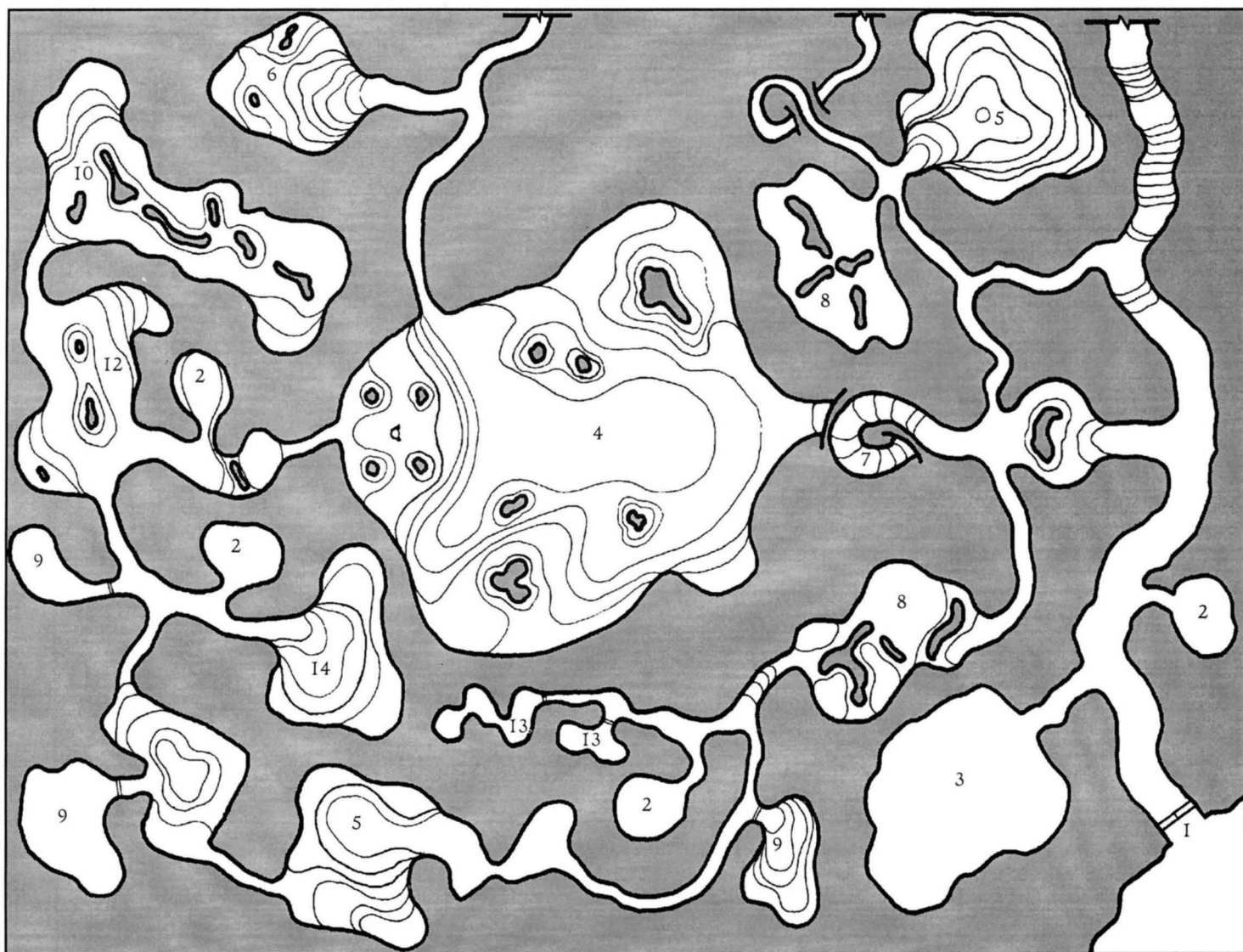
NOTE: For more information on the Aradhrynd, see ICE's *Halls of the Elven-king*.

14.2 CELEBANNON

Adventurers entering the Woodland Realm by a boat bound upriver on the Taurduin find the going slow; the current is swift west of the Long Marshes. This may account for the fact that nearly everyone disembarks at Celebannon (S. "Silver Gate"), the principal trade center of the Wood-elves. Here the so-called "Raft-elves" prepare goods for shipment downriver to the communities along the Annen, Celduin, and Carnen, as well as points further east (e.g., Dorwinion). Some stores are sent in large floating casks, while others are collected on finely crafted rafts of cedar and hardwood. Goods received from downriver come in a wide variety of forms, but are generally repacked in barrels while in Lake-town.







Caras Amarth

All of this modest commercial bustle makes Celebannon a relatively cosmopolitan village, at least as far as the Silvan Elves are concerned. Travelers seeking excitement can become involved in trade, hiring on as guards or acting as inexpensive transporters of finer merchandise; they can also frequent the Dindraug (S. "Silent Wolf"), Celebannon's only inn. All should beware, however, of the fact that Thranduil is well-informed of any goings-on involving outsiders, particularly non-elves.

Twenty-seven warriors of the elite Tirduin (S. "River Watch") fighters keep order. In addition, further scrutiny is offered; the watchful eye of Camthalion (S. "Steadfast Hand") is ever-present. Being second in command to the Master of Celebannon, Ohtar (S. "Warrior"), Camthalion wields considerable local power. His daughter Narmirë (S. "Fire Flower") was abducted by a Hildo raiding party while gathering fruit only a year ago, and the elven ranger is hungry for information regarding her fate.

NOTE: For more information on Narmirë's captor, see Section 12.8.7.

A small Elven village composed entirely of wooden cabin-like structures with thatched roofs, Celebannon is yet a town of some elegance, as are all places graced by the Immortals. All of the structures are extremely well made, with subtle decoration, and a modest grace which whispers of comfort and veiled beauty within. There is but one inn in the village, implying perhaps that there is not much in the way of revelry done here. Travelers and visitors should not be deceived, however, for often there is feasting in Ohtar's Hall nestled within the trees, open only to residents and their guests.

LAYOUT OF CELEBANNON

Residences. (a,b,d,e,i,j,k) Each of these single-story buildings houses one or more extended family units, depending on the size of the structure.

Storage Halls. (c,f,h) These are holding areas for the various goods traded by the Elves. Many barrels are also stored here, as well as the lighter boats during bad weather.

Inn (Dindraug, "Silent Wolf"). (g) The only inn in Celebannon, it is quiet but comfortable, the prices are reasonable, and the food is excellent.

Trading Hall. (l) A relatively large, circular structure, the trading hall is just that. The walls of the building are movable, so that a great percentage of its circumference can be opened to the outdoors during fair weather. This is the general marketplace for the villagers, as well as a trading post for travellers.

Ohtar's Hall. (m) A two-story building which encloses a feast hall and kitchens on the first floor, as well as the quarters of Ohtar and his guards on the second floor, accessed by a balcony extending around the perimeter of the interior.

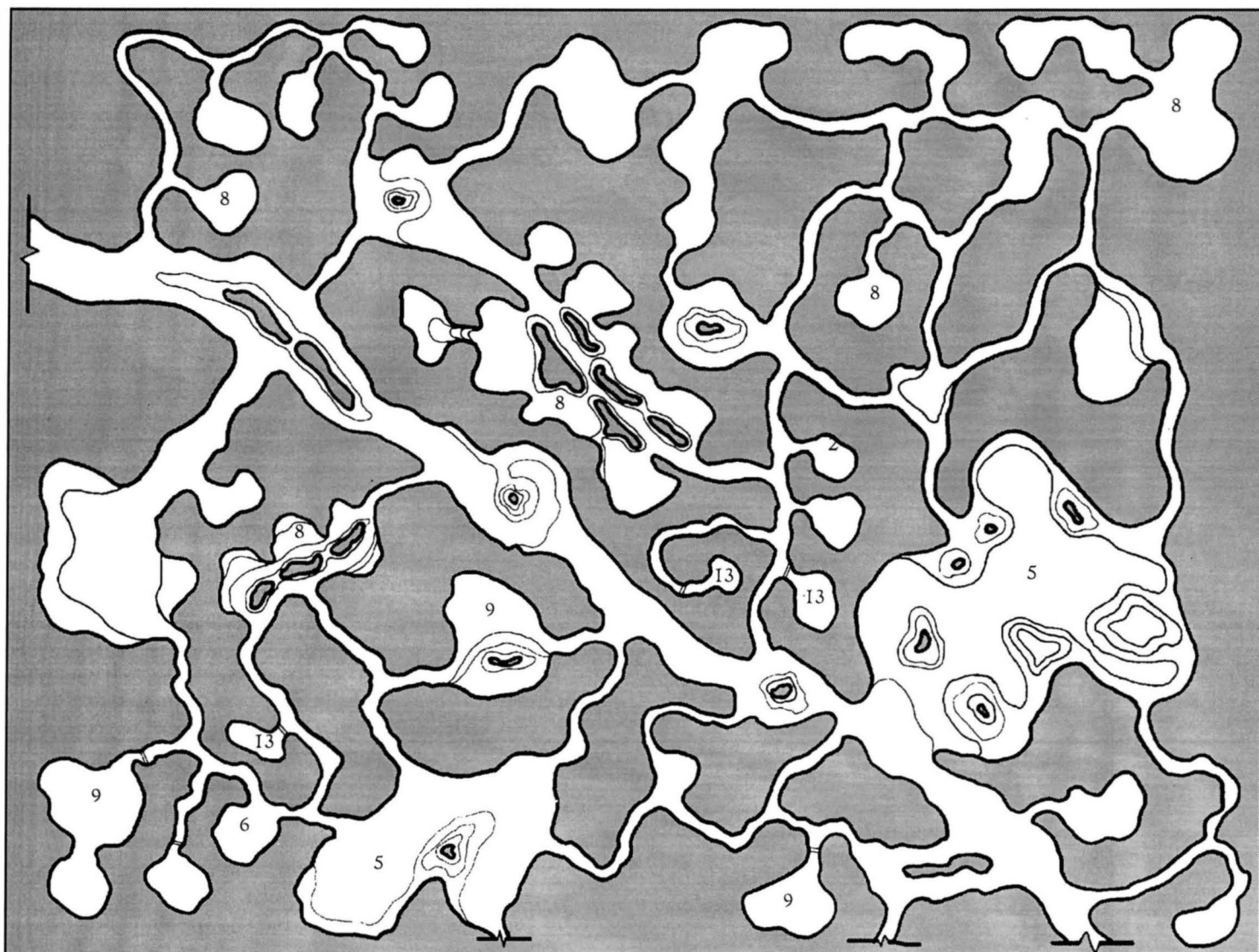
I4.3 CARAS AMARTH

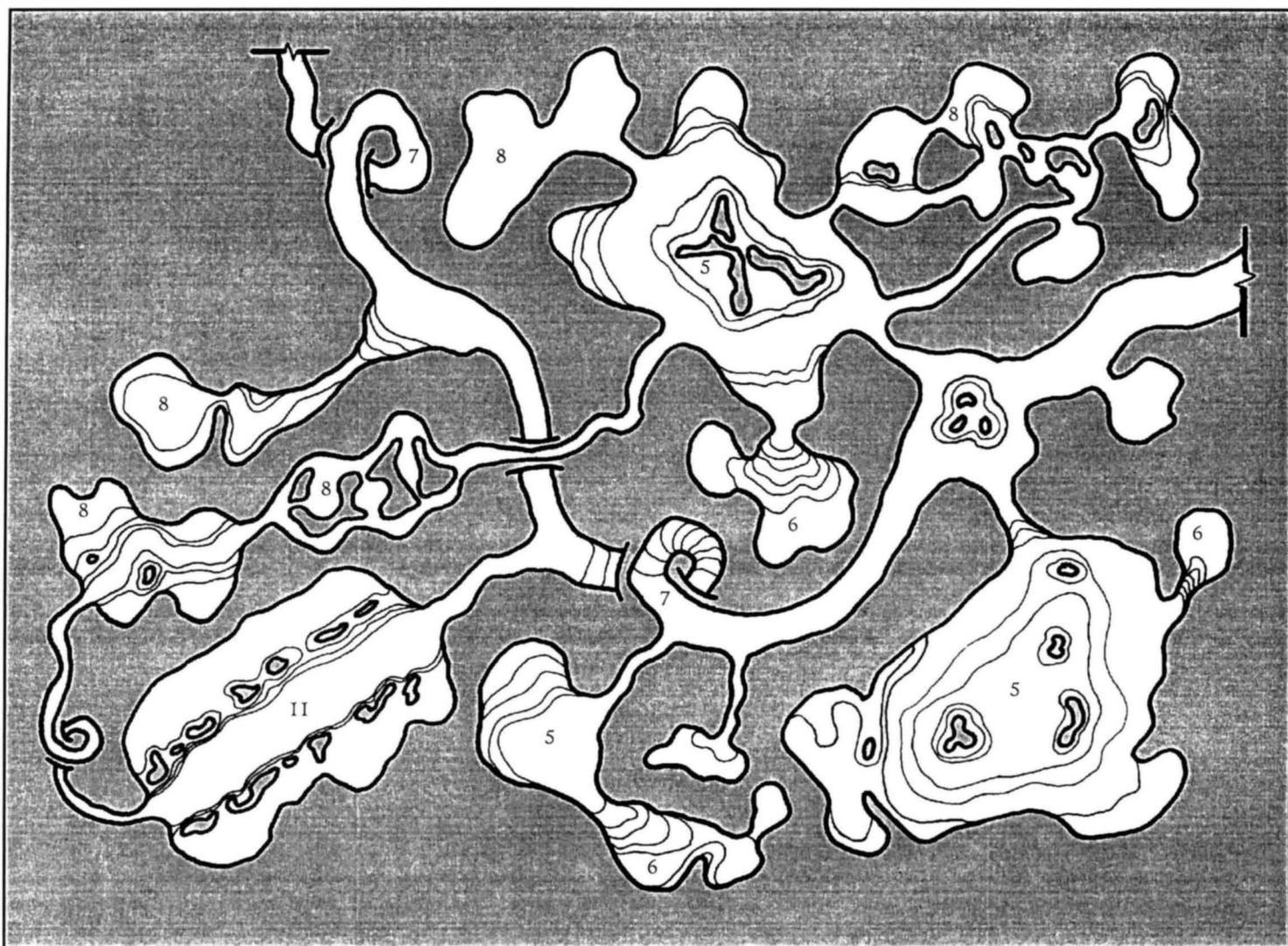
After Oropher, the founder of the Woodland Realm, removed himself from Galadhynd to northern Mirkwood, he built a marvelous subterranean palace. Constructed during the late Second Age, the complex was called Caras Amarth, or the "City of Doom." These halls comprised the second capital of the Forest-folk.

The well-preserved ruins of the palace are situated three miles north of the Râd Annon (S. "Gate Path") and only fifty miles east of the western edge of the wood. Here, the rising land dividing the Anduin Valley from the Valley of the Forest River reaches its highest point. A stream linking Caras Amarth to the Avar Tombs (40 miles) to the northeast at one time ran by the citadel and eventually flowed into the Forest River.

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Caras Amarth





Caras Amarth

Like the Aradhrynd, Caras Amarth is literally a maze of interconnected rooms and tunnels which wind, spiral, and turn back on themselves. Floors and corridors slope and bend, and the footing is often uncertain. For those unacquainted with the plan of the palace, the way is dangerous.

Although these halls are cold and damp, they were once warm and filled with light. Bright lamps and tapestries hung all about, and there were soft carpets spread about many of the rooms. Countless cushions and other furnishings adorned the passages chambers, appointments as fine as those found in most any king's hall.

LAYOUT OF CARAS AMARTH

NOTE: The contour lines in the caverns slope down from the walls and columns (columns are designated by the shaded areas bordered by heavy black line) toward the open areas of the room. Thus, the lowest area in Oropher's Hall is the "Y" shaped region in the center of the room. The floor then slopes up in gentle steps to the perimeter and around the gracefully tapering columns. The contours in the corridors usually indicate a continuous slope rather than steps except where there are spiral stairs. "Real" doors

are rare in the Halls; the Elves prefer hangings to cover entries. The few doors are made of strong wood bound with iron, and bar the cells, storerooms, cellars, and Oropher's vaults.

1. Great Gates. Across a long stone bridge spanning the rocky riverbed of the old Avar Stream, up a steep stair, and across a grassy court are the stone doors which guard the entry to Oropher's halls. The gates themselves are fifteen feet high and thirty wide, sliding apart on cunningly designed tracks in the floor and ceiling. They are very hard (-20) to open. A foot thick, and wrought with many enchantments, they provide a formidable defense.

2. Guardroom. Once manned at all times by two Elven guards, this chamber accommodated Oropher's soldiers, who served on four-hour shifts.

3. Stable. These chambers once housed the light steeds of the King and his warriors. The three dozen fine horses were used for hunting trips and to bear couriers.

4. Oropher's Hall. The main feast-hall and grandest chamber in all the complex, this is where Oropher held court. Sitting in his throne carved and wood-inlaid, he wore a crown of leaves reflecting the season and bore a

5. Feast Halls. These rooms were multi-purpose in nature. In addition to serving as drinking and dining rooms, these chambers were natural gathering places for the residents to sing, and play musical instruments (the harp and lute were favorites). Here they created beautiful items of cloth and wood, or told tales during the Wood-elves' frequent revels.

8. Living Quarters. These areas are still subdivided by heavy tapestries and wooden screens for added privacy. The Elves utilized the floor-level changes and myriad stalactites and stalagmites as natural room dividers. The clever Quendi worked around them to create individualized spaces.

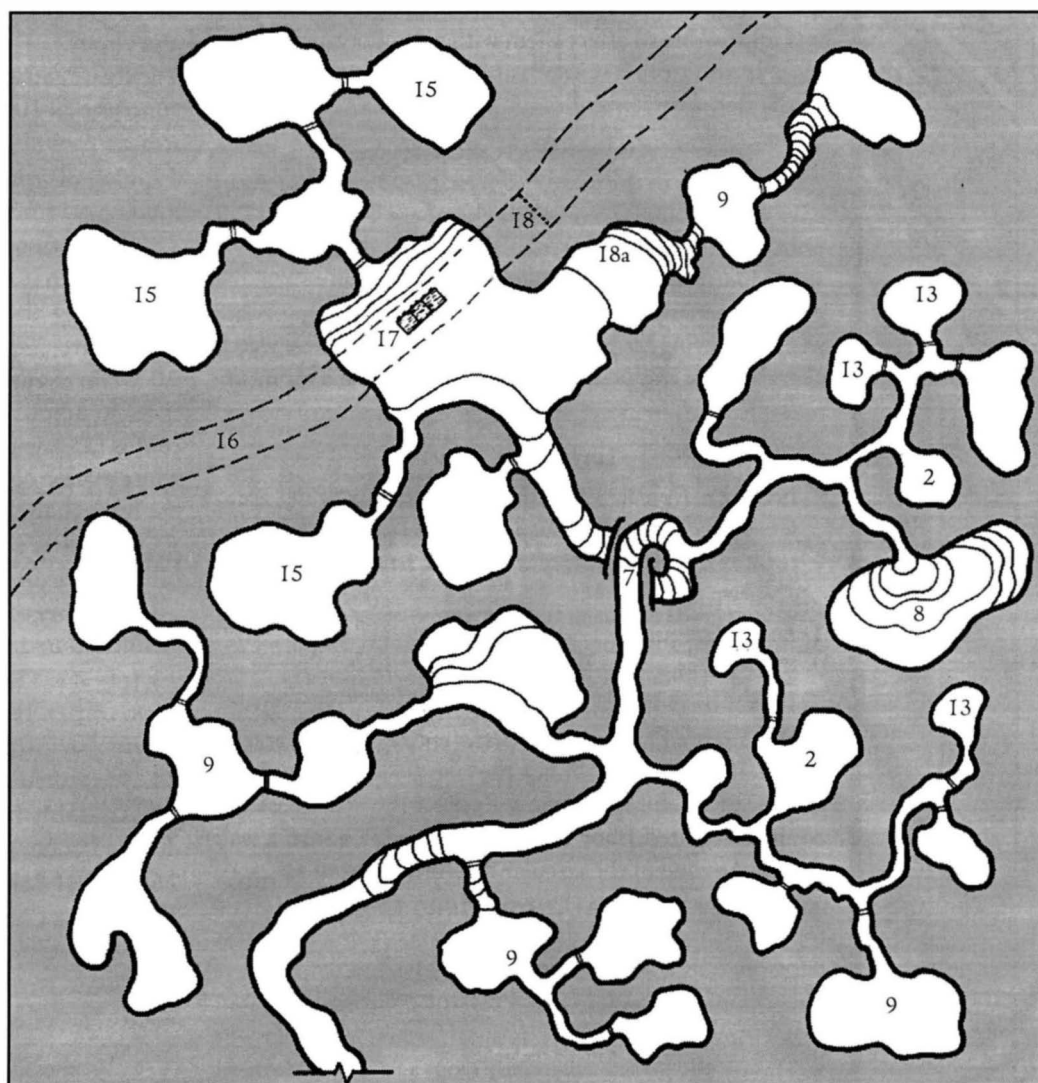
10. **Oropher's Quarters.** The most elegant quarters in the complex, the King's chambers were filled with the most beautiful rugs and tapestries, as well as many gold and crystal lamps, flooding the area with warm light.

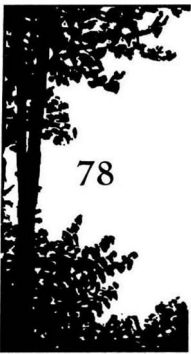
12. Council Chamber. Within this secure room Oropher once consulted with his closest advisors regarding matters of import to the Woodland Realm. Here, the Wood-elves planned their campaign prior to the assault on Mordor at the end of the Second Age.

14. Oropher's Vaults. These rooms once guarded Oropher's treasury. While hardly large by the standards of the Elf-lords of Beleriand long ago, this hoard was still one of considerable wealth, including much gold, as well as many gems and items magical in nature. Great Elven blades forged in the Undying Lands in ages past, long bows of superior quality, and magical items of all kinds were once kept here.

16. Underground Stream. This narrow watercourse flows to meet the Forest River eight miles to the northeast.

18. Portcullis. An open wood grating, it allows water to pass freely while protecting the underside of Caras Amarth from attack. The rope to raise the portcullis is at 18a.





15.0 DWARVEN SITES

Although the Dwarves have spent a great deal of time in northern Wilderland, they have settled in very few areas. They seek solitude in the remote, mineral-rich highlands of the Iron Hills and the Grey Mountains. Two of their holds, however, have had a great deal of impact on events in Rhovanion.

15.1 AZANULINBAR-DÛM

The Dwarves of the Iron Hills have spent centuries perfecting Azanulinbar-dûm, their mansion near the headwaters of the river Carnen (S. "Redwater"). Though it cannot of course compare with Khazâd-dûm, "Azan" is nevertheless quite beautiful. The walls and floors are either of smoothly dressed or beautifully carved stone and crystal. Most ceilings are high and carved so that they appear vaulted. Magical Dwarven lamps fill the city with a soft radiance, and there are many beautiful fountains; wherever one goes in Azan, one can always here the sound of running water.

Like all traditional Dwarven doors, the doors of Azan are virtually impossible to detect when shut. All of the doors and portculli of the city have been enchanted so that it is impossible to affect them with an undoor or a portal spell. In addition, it is impossible to teleport through one of the doors or portculli.

DWARVEN WATCH-CHAMBERS

In addition to the usual defenses, the Dwarves of Azan have constructed seven watch chambers which look out onto the surrounding countryside. Each is manned by a single Dwarf in seven-hour shifts. In case of an attack, the guard can raise the alarm (by means of speaking tube) without leaving his post. The stairs leading to these watch chambers are trapped, and can be collapsed at a moments notice.

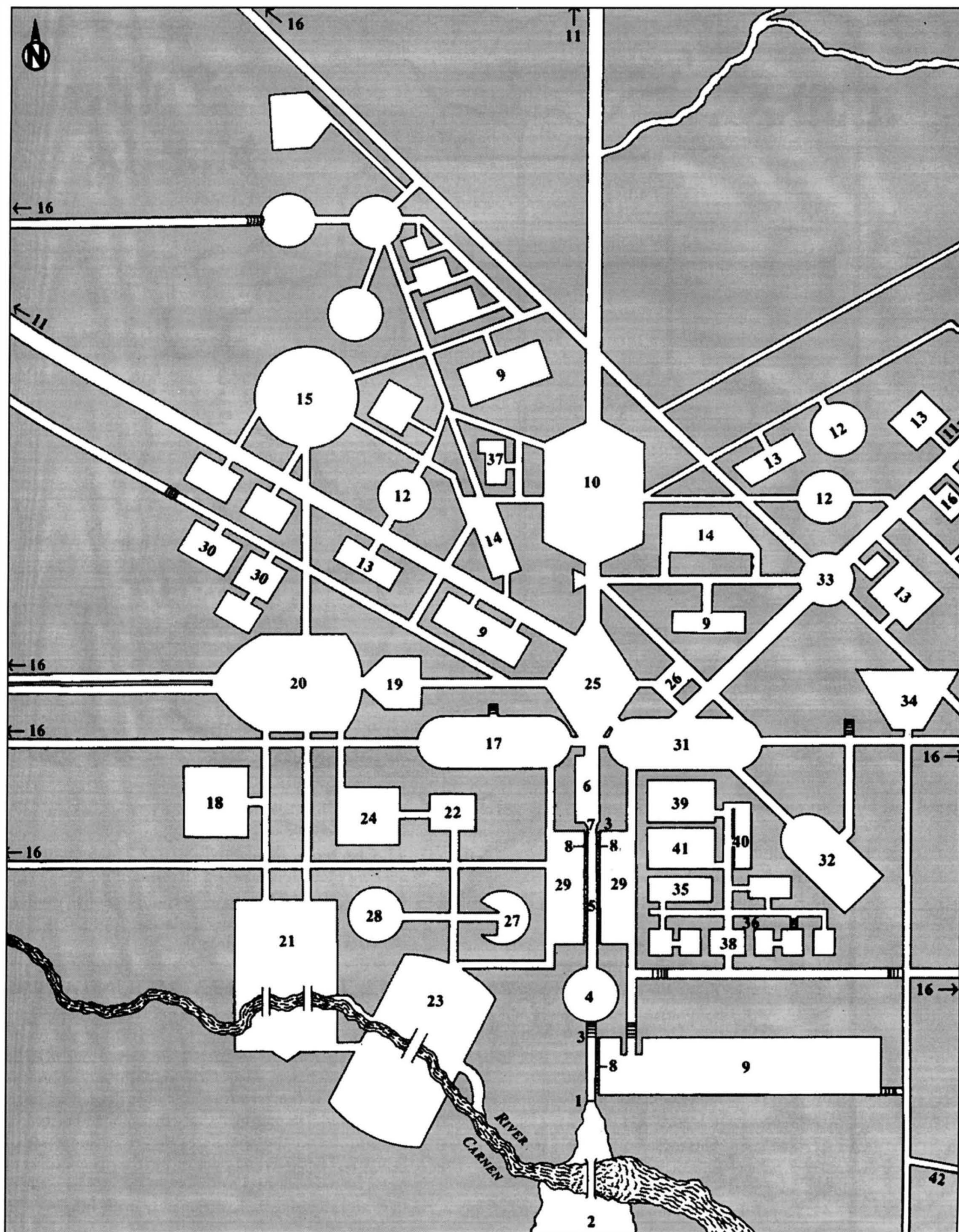
LAYOUT OF AZAN

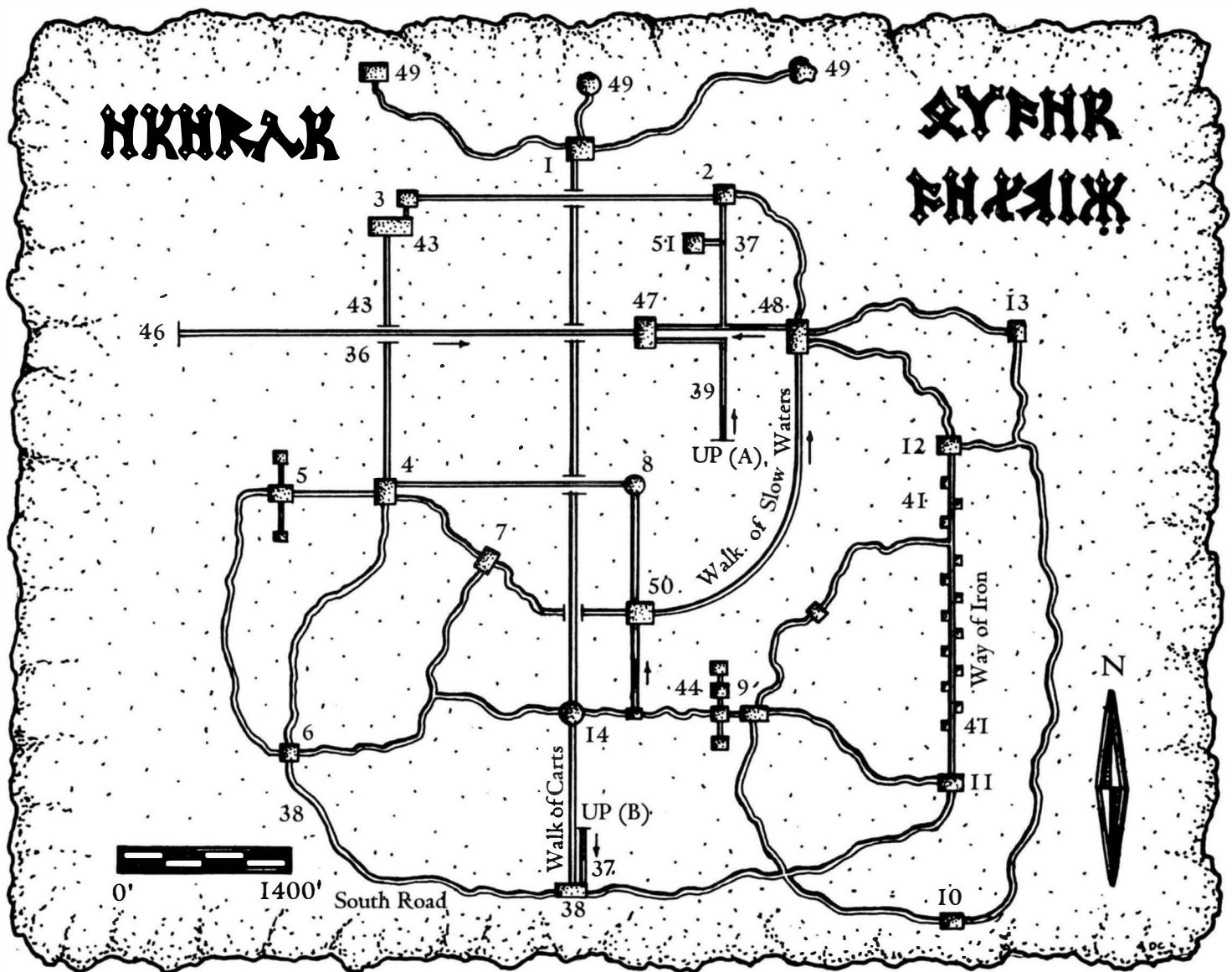
NOTE: *There are seven residential areas within the city, one for each of the seven clans. Each area on the layout marked as a residence is therefore a group of residences rather than a single Dwarven home.*

1. Main Entrance.
2. Cart Road.
3. Portcullis.
4. Pit Trap. This trap covers the entire 70' diameter of the circular chamber. When the trap is "set" (unlocked), anyone or anything weighing over 84 lbs. will cause the counterweighted floor block to rotate down into a wall space. Anyone in the circular chamber will fall 40' onto a floor covered with three-foot iron spikes; the pit is tapered to a forty-foot diameter at the bottom. This trap, controlled by a lever concealed in the wall to the south, is Very Hard to detect; Hard to disarm; and Hard to avoid.
5. Ceiling Trap. When sprung (either by 84 lbs. of weight on the floor or manually from a concealed lever in the wall, Very Hard to perceive or disarm), this trap causes

a block of stone 30' long and the width of the corridor (16') to drop from the ceiling, mashing to a ribbon-like pulp anyone or anything below it (2-12 Fall-Crush +60 attacks; Extremely Hard to avoid) and effectively blocking the corridor.

6. Guard Room. Four guards are on duty here at all times in rotating four-hour shifts.
7. Murder Holes. These are accessible from the guard room (#6) by an iron ladder set into the wall, which leads up to a small chamber atop the main passageway.
8. Crossbow and Ballistae Slits.
9. Storeroom. These chambers hold most of the stores for the complex, and are stacked with casks of water and wine, sacks of grain, and barrels of dried meats and vegetables.
10. Loading area. Four carts can unload here.
11. Mines.
12. Forge.
13. Workshop.
14. Crafthall.
15. Armor Stores. This large, circular chamber (130' diameter) holds the majority of the weapons and armor of the Dwarves of Azan, carefully stored in shelves, racks, and chests.
16. Residential complex. The typical Dwarf-lodging consists of a 10' x 10' living area with a smaller adjoining storage room.
17. Hall of columns. This room contains a large cistern holding an emergency water supply.
18. Recreation.
19. Small chapel of Aulë. This sacred chamber is vaulted in glittering obsidian, and illuminated by torches on the wall below.
20. Main chapel of Aulë. Even more beautiful and sacred than the adjoining smaller chapel, this chamber's vaulted roof is laced with gold filigree, and supported by rows of white marble columns. Hundreds of bright torches flood the huge room with glowing light
21. Hall of Writing. Walls are inscribed with the history of the Tribe of Balli Stonehand.
22. Chamber of Records. Legal documents and record of business transactions are kept here.
23. Library. This vast chamber contains fourteen alcoves; seven are devoted to Dwarven craft, and seven to Dwarven history.
24. Scriptorium.
25. Assembly Hall. Here the Dwarves gather to trade or discuss issues.
26. Hall of Balli. (Council Chamber)
27. Durin's Chamber. The deeds of Durin the Deathless are inscribed upon the wall here.
28. Great Armor Stores. This room contains a large assortment of extraordinary magical arms and armor.
29. Watch Chamber. In each of these rooms, three Dwarves keep watch for trouble in the main entry corridor; more may be summoned when necessary.





Erebor, Level 1

- 30. Guest Quarters. These rooms are large and comfortably furnished. Each has a large hearth set into one wall.
- 31. Hall of Feasting.
- 32. Kitchens.
- 33. Reception Room. Here visitors await the audience of the King.
- 34. Throne Room. The grandiose ceremonial chambers of the King, where official business is conducted.
- 35. Treasury. This room is lined with huge stone chests carved from the same rock as the walls and therefore absolutely immovable. These chests hold the bulk of Azan's most precious wealth, a vast store of precious metals, gems, and finely-worked objects.
- 36. Royal apartments. The King's sumptuously furnished bedroom, lounge, and library.
- 37. Dungeon. This room holds twenty small (6' square) cells.
- 38. Antechamber.
- 39. Royal Tomb. This low, unlit chamber holds the stone sarcophagi of past Kings.

40. Side chamber. Reserved for relatives of the royal family.

41. Clan tomb. Similar to the Royal Tomb (#39), this adjacent room houses the burial cairns of the King's clan.

42. Secret Exit. This narrow corridor leads half a mile to a 2' x 3' hidden door in an east-facing slope (Very Hard to detect from the outside).

15.2 THE LONELY MOUNTAIN

The design of the Dwarf-city in Erebor is unquestionably very different from that of the Halls of the Elvenking. The chambers in Erebor are carved out of solid granite and basalt, their faces smooth and unbroken. Many areas, in fact, have fine walls and a floor of set stone. These often elaborate inlays vary the color and texture of the surfaces in the complexes' larger or more sacred quarters. The doors and gates within the city are either of wood bound with steel bands or are themselves made of steel, and all swing back on superbly made hinges.

Erebor is a maze of halls and corridors, tunnels and cavernous chambers. The following maps depict the basic overall layout of the Lonely Mountain interior.

The rooms in Erebor are aligned on two levels, although there are small variations in altitude between various rooms on a given level.

NOTE: Two grand, long and wide stairways join the two main levels, and they are marked as "A" and "B" on the map. Only a fragment is shown in the plans below, for each bends back on itself at a landing before arriving at the other level.

In addition, there is a stair up to the King's Halls, above the upper level. Of course, there is the long ramp from the Bottommost Hall to the secret entry on the side of the mountain.

Several halls in the complex are given specific names (almost like roads). Most are self-explanatory, or merely poetic; however, a few are worthy of specific mention:

CHAMBERS OF NOTE

Walk of Carts. This is the passage along which carts are drawn loaded with ore to be smelted and made into ingots, or forged into items. There are tracks set in the floor to guide the transports.

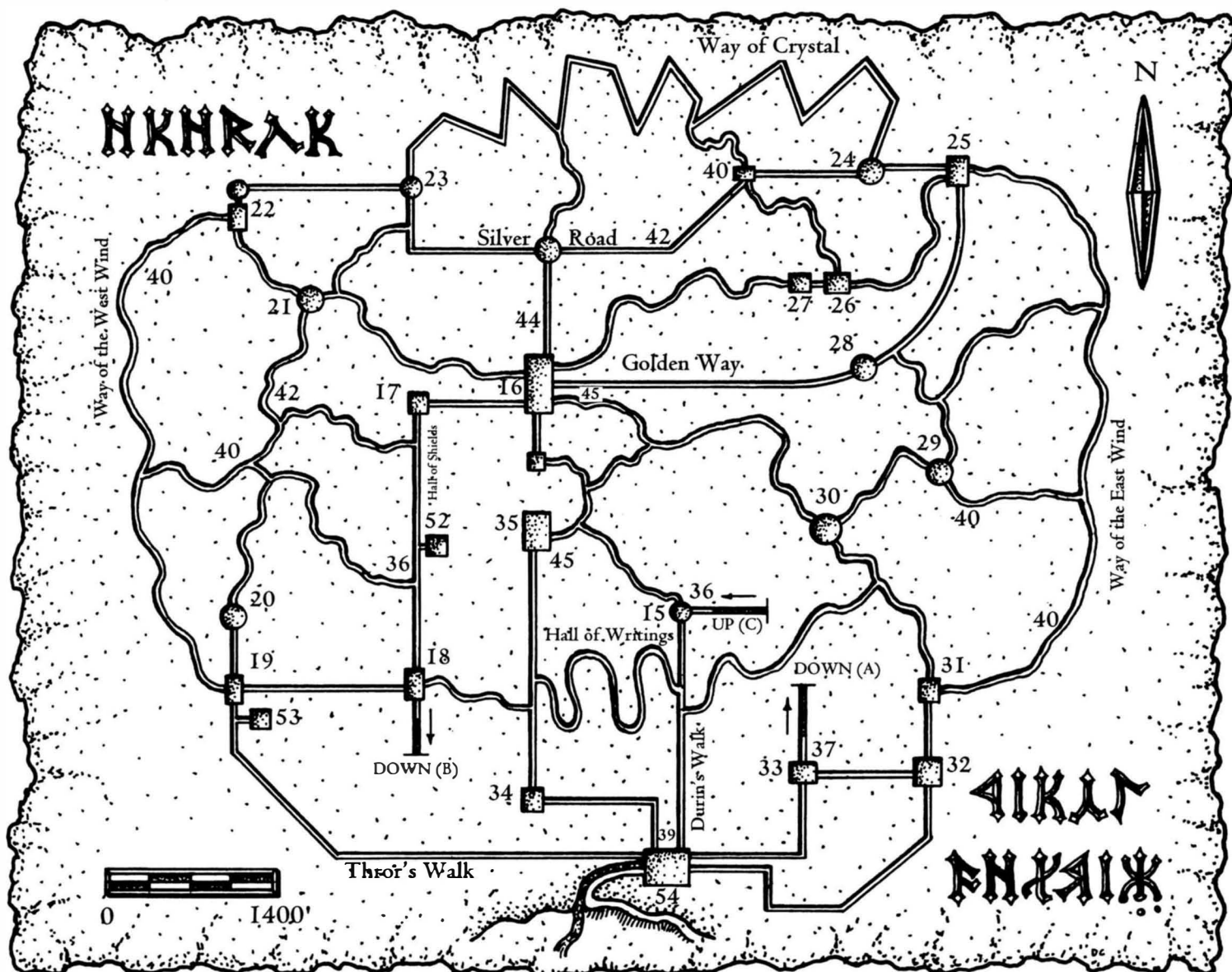
Walk of Slow Waters. There is a trough running along the side of this corridor, filled with slowly flowing water which runs down to Thráin's Hall below. The source of the water is probably a branch of the river which spills over a 21' waterfall near the exit above.

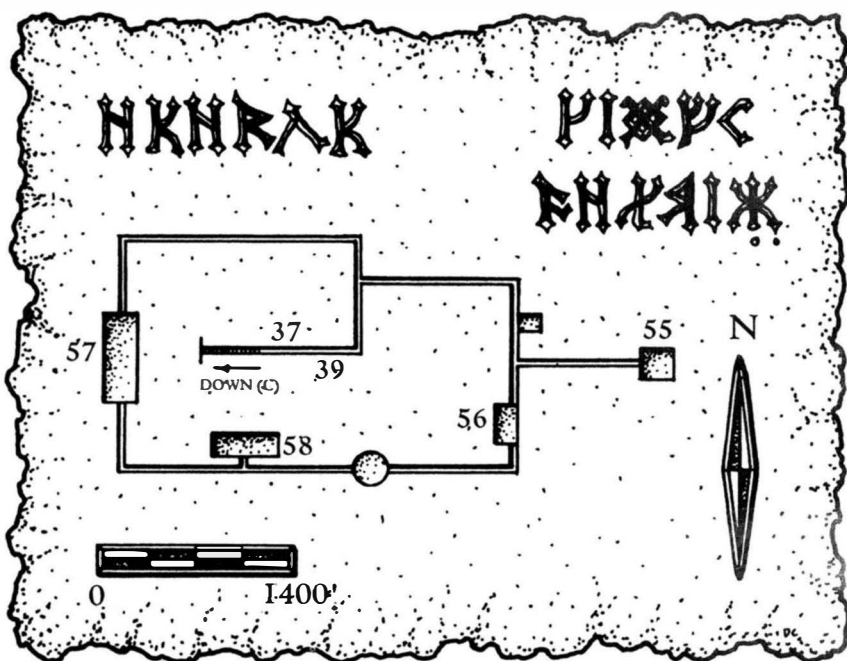
Way of Crystal. The northern wall of this corridor is almost completely covered by beautifully sparkling natural quartz formations.

Hall of Writings. Upon the walls of this passage are inscribed, in the runes of Daeron, the general history of Erebor, constantly updated.

Hall of Shields. Hung on the sides of this hallway are dozens of ornamental shields, representing the families living under the Mountain.

Erebor Level 2





Erebor Level 3

LAYOUT OF THE CHAMBERS OF EREBOR

I-35. These large rooms have no specific name but are identified by numbers. Naturally, each of these halls is somewhat different from the next in layout or decoration.

36. Pit Trap. These pit traps are controlled by a lever concealed in the wall nearby which is very hard (-20) to perceive. Extremely hard (-30) to disarm, the traps are of

Chamber of
Thrór

a standard design. Each is 30 feet long and blocks the full 35 foot width of the corridor. They are normally set so that they are "off" and the floor of the hall is safe. Pulling the lever sets the trap, and the next person who treads on the area must make an extremely hard (-35) maneuver to avoid falling seventy feet onto a bed of vicious spikes. Victims receive a +70 Fall/Crush attack in to I-6 "B" Puncture criticals.

37. Ceiling Trap. Very similar in setup to the pit traps, except that a section of the ceiling of the same size is rigged to fall. The lever can be made to set the trap to go off when someone steps on the designated area; or it can be used to trigger the trap immediately. It is very hard (-20) to perceive or disarm. Those caught in the path of destruction are treated to two to twelve +60 Fall-Crush attacks. The corridor is blocked in any case.

38. Smelters and forging area.

39. Guardroom.

40. Residence.

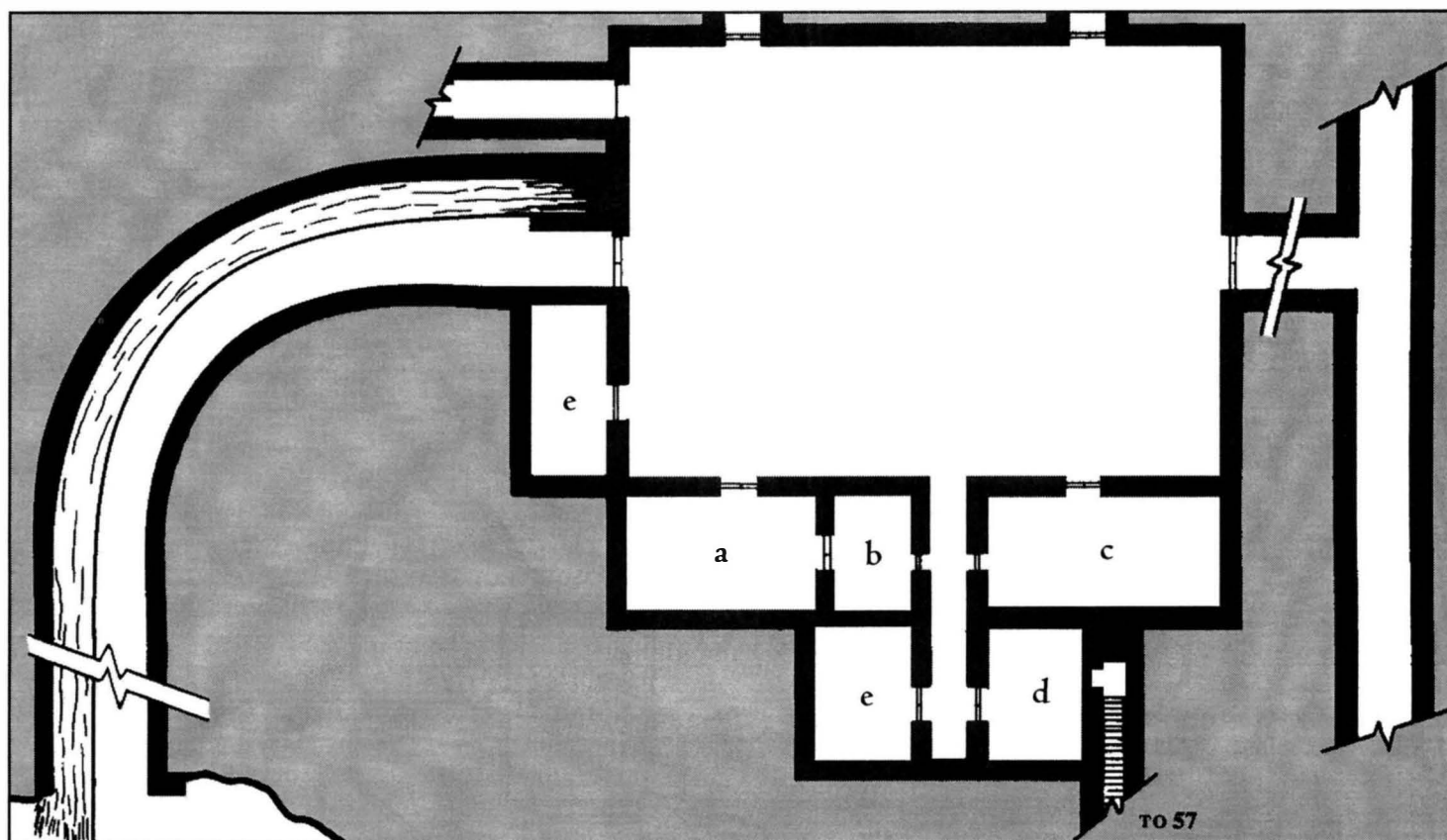
41. Storeroom.

42. Recreation.

43. Cell.

44. Crafthall.

45. Shop.



46. Secret Entry. The tunnel to the exit in a vale on the side of the Mountain is two miles long and slopes down gently to meet the Bottommost Chamber.

NOTE: *This entry is used by Bilbo & company in T.A. 2941.*

47. Bottommost Chamber. (Smaug's home after T.A. 2770).

48. Thráin's Hall. A vaulted chamber with many wells, this is the backup water supply for the Mountain, after the river on the upper level.

49. Mines. Each of these three rooms has several tunnels, much more crude in construction than the rest of the city, running out from it and down. These are the access-ways to the mines far below.

50. Chamber of Náin. A great hall in the center of the Lower Halls of Erebor, this room is one of the record-keeping areas. Many scrolls and books are held here, recounting the history of the Dwarven race, as well as histories of Erebor: financial records, mining tallies, official information and accounts of the King's policies, etc.

51. Lower Vaults. Holding the majority of Erebor's treasure in terms of sheer mass of gold and silver, and more common items. Unquestionably there are millions of gold and gems hoarded here, a treasure too vast to detail on these pages.

52. Armor stores. These areas hold most of the armor and weapons of the Army of the Mountain.

53. Great Armor Stores. Truly marvelous items of warcraft—+20 or greater armor and weaponry—is housed here. These vaults are secured by three locked steel doors, each very hard (-20) to open, and of course guarded at all times.

54. Chamber of Thrór. Near the main entry, the Chamber of Thrór is a vast hall used for feasting, and large councils. It is in decor one of the grandest rooms under the Mountain. There are several rooms adjacent to the Chamber: (see detailed layout) a. kitchen; b. pantry; c. caucus room; d. lounge; e. guardroom; f. secret passage to King's Library.

55. Durin's Hall. A very holy place in the cluster of rooms which are the King's private apartments (see layout), it is his own chapel to the Valar.

56. King's Bedroom.

57. King's Library.

58. King's Lounge.

16.0 RHOSGOBEL

Rhosgobel is the home of the Wizard (S.Istar) Radagast the Brown. Located at the western edge of the Narrows of Mirkwood, near the confluence of the Woodman Trail and the Râd Angálaladh, this enchanted refuge is a celebration of the abundant forms of Endorean life. Nothing in the home has been created by the human hand, save the hundreds of bird houses that Radagast himself has made. Everything else in the house is just as nature made it, with perhaps a touch of human ingenuity, down to the massive furry oak tree that twists its way up through the middle of Radagast's home.

When Radagast found his way from Aman into Middle-earth and started wandering with his friend Gandalf, he found enchantment with the forms of trees that grew beneath the western eaves of Greenwood. He roamed the woods from one end to another, until he finally found the place he wished to call home. There, not far from the deepening Shadow of Dol Guldur, he met an ancient tree whose spirit was akin to his own, one of the Olvar he favored most. This tree pledged friendship until they sought a parting. Named "Rhosgobel," it became the heart of the house by the same name.

16.1 LEGEND OF RHOSGOBEL

Many legends surround Rhosgobel. Some say it was created in an instant, in a time beyond memory. Others talk of Elven craft. A few spin yarns of a house which grew out of the land like a tree. One tale, however, is a favorite among the Northmen:

"During his wanderings he charmed into his service the birds and beasts who knew how to make a tree a home. He first had to convince the birds that he did not wish to fly into the branches of his favorite tree and roost there, but rather to create four walls around it. But once they understood his desires, they set about his business.

"The bright-winged orioles set about weaving walls out of feathers and reeds, twigs and grasses. The squirrels brought leaves and twigs for building materials, and the mud daubers set about cementing those walls with mud that they mixed with the waters of the Great River. The bare shell of a building, a rather irregular curving set of walls that surrounded the central furry oak trunk, was completed in a magical seven days. But ever since then, Radagast and his troupes of friendly animals have been fussing and rebuilding—adding windows here and shelving there—over the past six hundred years, until now to a visitor's eye the place looks like an astonishing museum."

16.2 RHOSGOBEL'S STRUCTURE

The inner dimensions of Rhosgobel measure 30 feet by 20 feet, and the ceiling hangs rises 12 feet above the floor. The south- and west-facing windows are hung with gossamer curtains woven by well-meaning spiders, now all but extinct among the trees of Mirkwood. A step-ladder





winds around the gnarled trunk of the furry oak tree at the center of Rhosgobel. By climbing the ladder one ascends up into the lookout, a room that looks uncannily like a wasp's nest (it was built for Radagast by paper wasps) and sits atop the highest bough of the massive furry oak tree, 50 feet above ground level. From that lookout one can glimpse the glimmer of the River Anduin to the west, and the long, dark expanse of dense forest to the north and east. Ever-present and always merciless, the gleaming jet-black spire of Dol Guldur lies in hills to the south. There, amidst the wretched gloom, it carves a haunting scar in the sky above southern Wilderland.

Radagast keeps watch on the Hill of Sorcery. The barren hillsides of the Necromancer's lair are usually shrouded in dark clouds, but the Istar's gaze is subtle and penetrating. He monitors any strange movements, and provides the forest with whatever aid he can offer. The Brown Wizard works to stay the Evil, despite the impression that other matters have taken his mind off the neighboring threat. After all, there are always things to tend to at Rhosgobel.

The concern of the animals over the years of renovation has been for Radagast's convenience. Great Hawks brought river-rocks with which to create a lovely fireplace hearth. Chipmunks brought scraps of bark and smooth stone and installed shelves on which Radagast could store

his extensive collection of roots and herbs. Bears brought a large hollow log, thinking that Radagast needed a pot to brew in. But all the while Radagast had his mind on renovations other than those for the sake of his own ease.

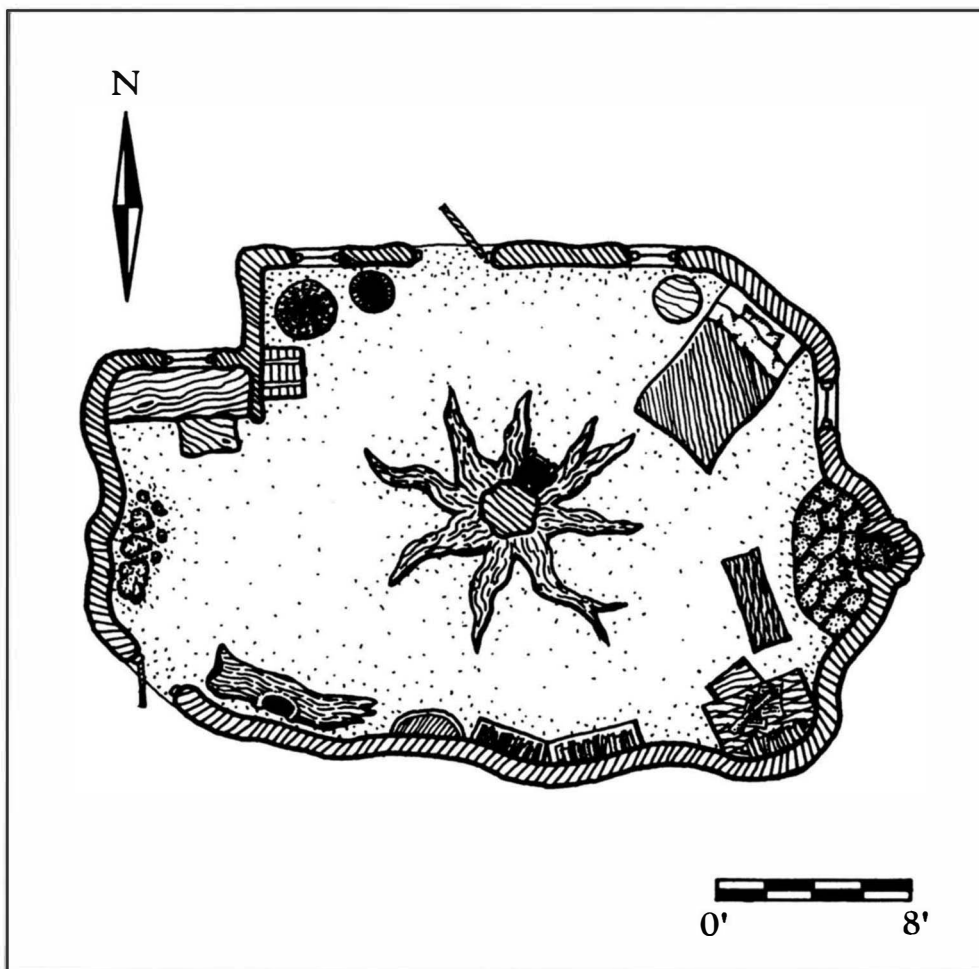
For Radagast's passion is building houses for his birds. He spent the first century of his life at Rhosgobel wandering the forest, learning every method of construction and suspension, every kind of material used naturally by birds to build nests. Then he saw to it that he put into action every trick he had learned from the birds about how to build and hang a birdnest at his home of Rhosgobel. The outer walls of his sylvan home, over the years, have become an intricate collection of bird houses and bird feeders of every sort of description. And once Radagast had built every bird nest he had seen in the forest of Mirkwood, he began using his Wizardly powers to devise bird houses on his own.

Needless to say, none of these bird houses go uninhabited. For Rhosgobel is a haven for birds throughout all Middle-earth.

"Ask any bird about it—a raven from the Northlands, a Pelican from the shores of the southern sea, a duck from the Ettendales. They will all say the same thing: at least once in their lives, they try to visit Radagast. The seasons would not turn, I like to say, if the birds did not come home to roost at Rhosgobel."

—Beigavon the Boorning

Rhosgobel



Indeed the birds and Radagast both follow the seasons. Many of Middle-earth's birds fly north to Rhosgobel, stopping for a time during the annual spring migrations; some stay throughout summer, but in the winter they return to their homes across the land. Radagast would find their departure all too saddening if it did not signal the time of year that he begins his wanderings. He pulls the curtains shut and blocks up all the doors and windows of Rhosgobel with woven mats and rugs. He checks to make sure that the hatch opening up to the lookout tower is securely locked from within, and with nothing but his long brown robes and a satchel full of herbs and roots he sets upon his yearly journey out into the world. Were it not for the Snow Lions who agree to guard the door and grounds of Rhosgobel during the months when Radagast is wandering, he would never leave at all. But the big cats keep the queer place well-protected, and Radagast can answer his wanderlust without worry of danger to his home.

17.0 DOL GULDUR

NOTE: Please see ICE's Dol Guldur from the Citadel's of Middle-earth series for complete information on the fortress, including detailed layouts.

Deep in the shadows of southern Mirkwood, at the southwestern end of the Eryn Guldur, lies the barren valley of Nan Lanc. From the west end of the desolate vale, perpetually cloaked in thunder-riven storm clouds and black fogs, the ancient volcano, called Amon Lanc, towers over the nearby hills. Delved within its threatening heights is the vast and terrible stronghold of Dol Guldur, the sanctuary of the Necromancer.

The Necromancer's shrouded delving lacks the black majesty of Barad-dûr and Angmar's indomitable strength of numbers. Nonetheless, Dol Guldur represents an overwhelming evil that haunts Endor like a silent rumor of terrible power.

The great cone of Amon Lanc stood dormant for unnumbered millennia and most chroniclers considered it extinct. In its current incarnation as Dol Guldur, however, the mountain emits foul steam clouds and noxious mists that shroud the peak and threaten the rich forest canopy of southern Mirkwood. Rumbles from deep in the earth suggest a reawakening of the hill's long-slumbering power—and serve as a warning of the coming fury borne from the Dark Lord's pitiless ire.

The power and influence of Dol Guldur reaches far beyond the shrouded realm in southern Mirkwood. Not only is the Hill of Sorcery a great stronghold, it is the pre-eminent (albeit surreptitious) seat of Sauronic authority—at times for all the varied Shadow-servants across the vast reaches of Middle-earth. In addition to holding sway over many minor outposts throughout Rhovanion, secret directives are sent out from Dol Guldur to such distant and varied strongholds as Carn Dûm in the realm of Angmar and Ny Chennacatt in the Farthest South beyond Harad. Many other bastions of evil, such as Mount Gundabad and Goblin-town, are watched and furtively influenced by agents and spies of the Necromancer. In addition, other peoples (such as the Asdriags, Sagath, and Logath) are unwittingly coerced into carrying out the designs of the Dark Lord. But the most important of Sauron's holdings is without question Mordor, which he watches intently as it is prepared for his inevitable return.

17.1 THE NAN LANC AND ERYN GULDUR

ENVIRONS

The Nan Lanc (S. "Naked Valley") and the Eryn Guldur (S. "Hills of Sorcery") form the very core of the Shadow over Mirkwood. Here, the Necromancer's reach is strongest, for his curse is deeply sown into the soul of the surrounding Rhovanion landscape. It is the darkest quarter of Mirkwood.

The Naked Valley is situated near the southern end of the Hills of Sorcery. From the feet of Dol Guldur the vale runs eastward for many miles, fenced in by rocky crags. It has always been a stark, treeless glen. Even though many other plants and animals flourished here before the coming of the Shadow, this stone-strewn region naturally resisted the advance of the forest. Now, as the Dark Lord's evil spawns black clouds over Amon Lanc and pervades the surrounding lowlands, the native species are in retreat, recoiling from the horrible presence beneath Dol Guldur. The naked grounds expand with each passing year. The birds and beasts of the forest—save those that serve the Necromancer—no longer visit the valley, and few make their homes anywhere within the nearby woodlands.

Here in this shadowy domain, the brightest sunlight is no more than a dull grey luminescence and the air hangs heavy and thick with evil oppression. The minions of Sauron prowl the lands, while his winged servants ride the swirling storm clouds and watch the region from on high. For those unfortunate enough to find themselves in this horrid place, even the jagged hills seem to stare down with a threatening scowl, and wayfarers who do not serve the Lord of the Rings should be loath to stay here longer than necessary.

PATROLS

Prowling beasts present one of the greatest threats to any adventurers brave enough to enter this accursed domain. Numerous patrols of Orcs, War-wolves, and Wargs guard the Nan Lanc and the southern Eryn Guldur. They are watched, in turn, by the winged servants of the Necromancer, creatures assigned to a skyborne vigil that stretches as far north as the Men-i-Naugrim (S. "Way of Dwarves").

Because the comings and goings of the Necromancer's minions are many, adventurers who disguise themselves to appear as followers of Sauron may be able to pass these patrols and watches unhindered. This is no mean feat, however, for the nature of the daytime and nighttime watches is very different, and a disguise that fools Orcs or Men might fail to dupe Wargs or Crebain. More than one guise may be necessary.

ENCOUNTERS ON THE ORC WAY AND OTHER NEARBY TRAILS

Should a party of adventurers be traveling on the Men Uruk or one of the others trails that cross the area, they will see a patrol of Orcs, Wargs, and/or War-wolves about once every two hours. Encounters with Orcs often occur during the day, for the dim sunlight hardly hinders the Yrch (especially the Uruk-hai). Orc bands of 6-12 warriors led by an Ujâk blanket the area. Wargs and War-wolves patrol the same region after sunset. Some bear Orc-riders, but most consist of small packs of hungry and tireless beasts. Using their acute sense of smell and attuned to the darkness, they are peerless natural trackers.

OFF-ROAD ENCOUNTERS IN THE NAN LANC

Should a group of adventurers travel overland through the Nan Lanc, they might encounter the same sort of patrols that watch the area's trails. It is unlikely, though, that any patrol will pass a given off-road area more than once every four hours, and it is rare to see groups pass closer than at a distance of 100-300 yards.

If a party of sojourners crosses the barren lands within three miles of Dol Guldur, they risk discovery by the Necromancer's prized Winged Watch, comprised of giant bats, Crebain (evil crows) and Fell Beasts. The Winged Watch, unlike the other specialized forces of the citadel, is used for scouting and locating the enemies of the Necromancer, rather than engaging in combat. These airborne guardians sweep the area once every hour. Their patrols augment the usual complement of roving warders, making the region especially hazardous for unwanted guests.

NOTE: The GM should make an extra encounter roll (See Section 23.0) whenever a group ventures into this area. The base chance of being sighted is 50%, but the GM should feel free to make applicable adjustments depending on what precautions are employed by the party. For instance, if the PCs walk boldly up to the volcano—arriving in plain sight—the chance of being spotted should probably be at least 90%. Should the party sneak through the shadows and rocky terrain, slowly working their way forward, the chance of being seen should be greatly reduced—especially if the PCs are talented at concealing themselves.

17.2 HISTORY

Though from the outside Sauron's intricate plans seem to come together like the pieces of a black and dreadful puzzle, from the inside of Dol Guldur events did not always proceed so smoothly. While the Dark Lord gradually recovered his lost strength, his minions and vassals vied for positions of power and formed conspiracies among themselves to serve their own advancement. Treachery and deceit were commonplace, and within the lower ranks, assassination typically went unpunished. Sauron remained aware of these inner power struggles, and occasionally needed to subdue his servants. But even amidst the worst conflicts, the Evil One remained somewhat aloof. Most of his concentration was spent on far more important and overarching concerns, such as locating the One Ring and destroying the Realms in Exile.

The history of Dol Guldur is to a large degree the history of Sauron in the Third Age; it became well known throughout much of Middle-earth after the Dark Lord's final defeat. Still, the Hill Of Sorcery was also a citadel of great mystery and little-known events, being the Necromancer's sanctuary while he slowly regained his might.

17.2.1 THE SECOND AGE

The first to occupy the Naked Hill were the Dwarves of the Sixth House: Drúin the Proud and his descendants. In S.A. 20, Drúin led his people from the eastern vales of the Misty Mountains, where they had resided throughout the First Age, across the Anduin to the ancient heights of Amon Lanc. He named the new underground stronghold Tumûn-gabil (Kh. "The Great Hollow"), and claimed all of Nan Lanc for his people. In those days, Oropher had not yet taken up his Lordship of the Elves of Greenwood, and without a strong leader the Wood-elves offered no resistance to the Dwarves' immigration. But even as he established his new home, Drúin knew in his heart that this place would not be the permanent abode of his people. He foresaw that one day he would desire to move on to a more hospitable land, a place where the peaks were high and the subterranean reaches less confined.

For over a thousand years, the Dwarves mined the depths of Amon Lanc for the precious red laen and other gems, carving new passageways and chambers, often enlarging ancient pits or lava vents. In S.A. 1671, the fallen Noldo jewel-smith Celedhring arrived at the Naked Hill, offering his knowledge of jewel-craft to the Dwarves. Drúin's Folk, unfortunately, failed to suspect the awful truth: Celedhring was an instrument of Sauron, and he was hoping to corrupt and destroy the Dwarves of Tumûn-gabil.

It was the Dwarves' all-consuming love for fine smith-work that proved to be their downfall. Dworin, the Lord of Tumûn-gabil, was quickly seduced by the evil Noldo, and forged his greatest work, a light-stone of pure red laen whose radiance and power would endure throughout the ages. Soon after the completion of Khazad-khezed (Kh. "The Dwarf-stone"), Celedhring returned to Mordor, and his dark poison began its terrible work. Dworin became mesmerized by Khazad-khezed and would sit for hours gazing into its red beams, unable to hear the voices of those around him. The other Dwarves secretly desired the stone for themselves, and set to work to equal Dworin's achievement, mining the red laen at an ever-increasing rate. Greed and strife grew, and in the years after S.A. 1847, when the red laen was depleted, many Dwarves abandoned the evil mines of Tumûn-gabil, leaving the quarrelsome and increasingly insane Craft-lords to their own mad fate. Fighting broke out among the seventy Dwarves remaining in S.A. 1857, until only the crazed Dworin and six of his kinsmen survived. They lived in the dark and empty halls until the Dwarf-lord became convinced that the others desired his stone. One dark night he slew the last of his followers in their sleep. Taking his Khazad-khezed, he wandered deep into the labyrinthine mines, where he perished in the darkness in S.A. 1896.

Neither Dwarf nor Elf would tread near Amon Lanc in the years following Dworin's death, for it was said that the spirit of the fallen Dwarf-lord wandered Tumûn-gabil's dark halls. When Sauron was overthrown by the Last Alliance in S.A. 3441, Celedhring fled Mordor and took Amon Lanc for his home. There he lived hidden in its miasmic depths for many years, awaiting the return of his Dark Master.

17.2.2 THE THIRD AGE

THE RETURN OF THE SHADOW

After his downfall at the end of the Third Age, Sauron remained formless outside of the bounds of Arda for ten centuries. When at last he regained enough of his spirit, the Dark Lord again took shape in Middle-earth, but he remained hidden for fifty years, patiently awaiting his gradually returning strength. In T.A. 1050, Sauron emerged from the shadows of Greenwood and, with the Witch-king and Khamûl at his side, secretly entered Amon Lanc to found his new stronghold of Dol Guldur. He took on the guise of "the Necromancer," so that none would suspect his true identity before he was ready to reveal himself. A dark shadow fell upon Greenwood the Great, thereafter called Mirkwood.

Sauron then began a long and secretive campaign to restore himself to power. Realizing that the normal Orcs and Trolls had been no match for his enemies in past campaigns, he set about creating new hideous sub-races. In the breeding pits of Dol Guldur, the first Urug-hai (Great-orcs) and Olog-hai (Black Trolls) were spawned after a harsh and terrible process preceded by years of failure and death in the spawning pits. These Uruk- and Olog-hai proved to be Sauron's most formidable military tool, but he waited patiently for the proper time to unleash the new horrors, fearing to reveal his true nature prematurely.

THE SHADOW SPREADS

Meanwhile, the Dark Lord's minions terrorized southern Mirkwood, and the Naked Hill soon became known as a place of great and mysterious evil. Both the Istari and their Eldar allies realized that a terrible presence had occupied and fortified the stronghold within Amon Lanc, but none suspected that it might be the returned Lord of the Rings.

Sauron's dark thoughts focused on two great endeavors during the next few centuries. He needed to destroy the three Dúnanan successor kingdoms of Arnor in the north; to this end he sent the Witch-king north in T.A. 1300 to found the evil kingdom of Angmar. For the next seven centuries, the Witch-king assailed the heirs of Isildur.

The second of Sauron's designs involved the enlargement of his stronghold beneath the Naked Hill. This extensive construction, completed in T.A. 1382, involved the excavation of three Precipices as well as five lower Strata. Additionally, Sauron ordered each of the original levels to be greatly expanded and a network of Orc dens to be delved beneath Nan Lanc to house his now numerous troops. All of this allowed for further expansion of the Dark Lord's army.



PLAGUE AND WAR

Sauron began sent many Orcs and Trolls south to Mordor, to repopulate his ancient kingdom, while simultaneously ordering his Ringwraiths to travel the lands of Middle-earth, spreading evil outward from the Hill of Sorcery. The Dark Lord practiced great restraint, however, so that none would discover his true identity before he came to full power.

In keeping with this dark strategy to reclaim the Black Land, Sauron unleashed a silent horror in T.A. 1635, using his black arts to call forth a death-laden wind out of the East: the Great Plague. This disease devastated the realms of the Secondborn and crippled the might of the Dúnedain. Countless folk perished before the storm subsided in T.A. 1636. The Dark Lord then sent his remaining eight Nazgûl south to Mordor to prepare for his coming. He saw that, although severely reduced in numbers, Gondor remained strong, so he sent his minions to the East to stir up hatred for the Gondorians. In 1851, war erupted in Rhovanion as the Easterlings assailed the Gondorian frontier. By T.A. 1944, the Easterlings had been defeated, but at a great cost: Gondor held less than half of its former territory, and Sauron, unbeknownst to the Free Peoples, was one step closer to completing his designs to retake Mordor.

*Khamul, Lord of
Dol Guldur
under the
Necromancer*

Thirty years later (T.A. 1974), the forces of Angmar overwhelmed the remaining armies of Arthedain, completing the destruction of Arnor. The following year, the Witch-king's host was destroyed by a combined force of Elves and Men. With Arnor decimated, however, the damage had already been done. The Witch-king triumphantly returned to Dol Guldur, where Sauron ordered him to Mordor to begin final preparations for the Dark Lord's return.

In the depths of Dol Guldur, Sauron watched from his dark throne as Minas Ithil fell to the Witch-king in T.A. 2002 and was renamed Minas Morgul. Because the Witch-king led the two-year siege, many came to believe that the this lieutenant was indeed the Master of the Shadow. The Gondorians were dealt another heavy blow in T.A. 2050, when the last King of the line of Anárion went to meet the Nazgûl-lord in single combat and was never seen again; Gondor would not crown another king until the end of the Third Age.

Despite these successes, Sauron could not achieve the ultimate power he desired without the One Ring, cut from his finger by Isildur at the end of the Second Age, but then lost when Isildur was slain by Orcs. The search for his lost treasure became a burning obsession for the Dark Lord, and much of his concentration focused on it, although many years would pass before he learned of its fate.

MITHRANDIR'S SECRET VISIT

Feeling ever more secure in his sanctuary in Dol Guldur, Sauron ordered his minions to raid the lands of southern Rhovanion with increased intensity. Gandalf and the rest of the Istari soon realized that this new offensive strategy revealed that whatever power was in Dol Guldur rivalled—or even surpassed—that of the Witch-king, then ruling from Minas Morgul. The Istari began to suspect that the Necromancer was in fact Sauron. In T.A. 2063, the Grey Wanderer (S. Mithrandir), using his ancient wizardry and his formidable wisdom, secretly infiltrated Dol Guldur. But Sauron could see that all might be lost, if his true nature were revealed too soon. With great reluctance, the Dark Lord withdrew from the Hill of Sorcery and vanished into the East, where he hid for many years.

The following period became known as the "Watchful Peace." The forces of the Evil One dispersed from Dol Guldur throughout Rhovanion, with only a small garrison remaining to hold the Hill of Sorcery until Sauron's return. After four centuries (in T.A. 2460), Sauron felt that his strength and his army were now powerful enough to allow him to leave the East, and he secretly reentered Dol Guldur, once again as the Necromancer. In response, the Istari and the chief Eldar formed the White Council, becoming Sauron's greatest foe.

THE SHADOW IN THE HITHAEGILIR

Twenty years after his return, Sauron began sending his Orcs and Trolls to establish new strongholds in the Misty Mountains (S. Hithaeglir), with the main force concentrated in Moria, where he maintained an uneasy alliance with the terrible Balrog. The Dark Lord renewed his campaign throughout Mirkwood, and skirmishes and small battles became ever more common as the years wore on. The might of Dol Guldur spread out through the forest like a slow and ever-growing storm that threatened to consume everything in its shadow. Still Sauron would not allow his full strength to be unleashed, and all-out war remained forbidden. The Dark Lord's true objective continued to be the reopening of Mordor, and at his command the Orcs of Dol Guldur renewed their migration to the Black Land.

In T.A. 2845, Sauron's minions succeeded in capturing Thráin II and the last of the Seven Dwarven Rings of Power. It was not discovered, however, that Thráin also had a magic key and a map of Erebor. This mistake later proved to bear grievous consequences for the designs of Sauron; five years later Gandalf again slipped into the Hill of Sorcery. There he was given the map and key by the dying Dwarf before penetrating deeper into the fortress to discover that which he had feared: the Necromancer was indeed Sauron.

SAURON AND THE WHITE COUNCIL

The Dark Lord searched feverishly for the One Ring, having learned of Isildur's fate in the Gladden Fields. Meanwhile, the White Council made plans to attack Dol Guldur, but Sauron was by this time fully prepared for this assault and escaped with much of his army before the Council struck in T.A. 2941. The White Council easily defeated those that opposed them, and for a short time believed that Sauron had again retreated East. Their ignorance allowed the Evil One to secretly enter Mordor (T.A. 2942) and reclaim his ancient throne in Barad-dûr.

Sauron's plan to retake Mordor had endured for over a thousand years. When the Dark Lord openly declared himself King of Middle-earth nine years later, the White Council knew that they had failed.

Sauron appointed Khamûl as Lord of Dol Guldur, and he and two other Ringwraiths returned to the fortress to reopen Sauron's former seat of power. Khamûl gathered a large and fearsome army, and again, ravaged Mirkwood, scattering his foes and awaiting Sauron's command for full-scale war. When Sauron learned that Gollum had been captured and was held by Thranduil's Folk, Khamûl was ordered to attack the Elves and capture Gollum for information concerning the One Ring. The battle went poorly, however, and Gollum escaped. Later that year (T.A. 3018), Sauron commanded the three Nazgûl to begin the northern campaign of the War of the Ring.

THE WAR OF THE RING

After three unsuccessful assaults on Lórien near the end of the war, the forces of Dol Guldur were ambushed and set upon by the Ents after their final retreat. The two Nazgûl, Khamûl and Adûnaphel, ordered their few remaining troops to defend Dol Guldur, and flew to Mordor, where they fought in the Battle of the Morannon and met their doom.

Three days later, Celeborn led the host of Lórien under the eaves of Mirkwood and attacked Dol Guldur, which fell after a brief but fierce struggle. For the next eight days, Galadriel used her Elda powers to smote the walls of Dol Guldur and destroy the ancient stronghold. Blasting away the central shaft of the citadel, she laid the black halls open to the sun. Elven magic cleansed the surrounding forest of evil and corruption, and rid the Mirkwood of its Shadow. Although the forest was renamed Eryn Lasgalen (S. “Greenwood the Great”), Amon Lanc remained a dark place, and the Elves rarely tread near its heights, although their ever-vigilant watch guards against the return of evil.

17.3 THE CITADEL

NOTE: *If the PCs wish to enter Dol Guldur, the GM should see ICE's Dol Guldur from the Citadels of Middle-earth series for complete information on the fortress, including detailed layouts. The following is merely a summary to aid GMs whose players wisely avoid the citadel itself while roaming the surrounding lands.*

Amon Lanc is the highest point in Mirkwood. It reaches an elevation of 5579 feet (roughly 4500 feet above the surrounding terrain), dwarfing the nearby hills of Eryn Guldur and even surpassing the tallest peaks of the Eryn-nu-Fuin, the Mountains of Mirkwood. Dol Guldur is by any standard a huge citadel, stretching from the heights of the volcano to its darkest roots—far below the floor of the Nan Lanc. The central and primary section of the stronghold (“the Middle Halls”) consists of seven levels. The highest portion of the fortress (“the Upper Halls”) is comprised of three “Precipices.” The lowest and most heinous areas of Dol Guldur, or “the Lower Halls,” consist of five “Strata.” Together the fifteen tiers of the citadel hold hundreds of tunnels and corridors and well over a thousand chambers. Very few individuals, even among the underlings of the Necromancer, are familiar with the entire stronghold.

Located high on the side of the Naked Hill, the Front Gate looms over the Nan Lanc. The valley floor lies nearly 4,000 feet below. The stone-paved road built long ago by the Dwarves to reach the caldera now leads to this impressive portal. Re-named the Men Uruk (S. “Orc Way”), this is the principal road of the region and winds its way up the northern flank of the volcano. The Front Gate itself is an imposing fortress-like structure, bristling with high guard-towers and fang-like crenelations, and its strategic placement makes besieging Dol Guldur a daunting task. Any attacking army would be forced to string its forces out along the narrow road to ascend the mountain, and then to assault the mighty Front Gate with little space in which to organize the attacking troops or to make use of siege engines.

The interior of Dol Guldur is a startling mixture of extremes. Noisome smells and mounds of filth characterize its dungeons and Orc warrens, while polished marble floors and majestic columns adorn the great halls and residences of the citadel’s Lords. Ingenious steam-driven devices aid messengers and victualers, hinting at the awe-inspiring depths of the Fifth Stratum, where geysers dance in the darkness.

Amon Lanc’s central lava vent, empty of molten rock for most of its history, measures nearly 8,000 feet from its upper lip to its water depths in the Fifth Stratum. On the tongues of the inhabitants of the Naked Hill, this circular chasm is known as Môrlat (Or. “Black Pit”). At the top of the mountain, surrounded by three Precipices, the Môrlat forms a steep-sided basin which quickly narrows in its lower reaches. The sides grow sheer as the shaft plunges into the darkness of the volcano. The Black Stair (Or. “Môrshakal”) is cut into the sides of this central vent, and winds its way down through the many tiers of the citadel, suffering a break between the First and Second Strata. Its final flight reaches the Fourth Strata, and few know the means of descending further.

One of the main routes between the various levels of Dol Guldur, the Môrlat also serves as an exhaust vent for the fires and torches burning within the fortress. Additionally, the boiling sulfur spring on the Fifth Stratum releases its heat and fumes through the central pit. The Necromancer’s minions have developed resistance to noxious gases due to their passage through soot-filled smoke, sulfur-laden fumes, and poisonous steam when treading the Môshakal.



18.0 OTHER DARK SITES

Rhovanion contains a host of evil strongholds besides Dol Guldur, virtually all of which receive the attention of the Necromancer or his high minions.

18.1 SARN GORIWING

The great black spire called Sarn Goriwing (S. "Abhorrent Spray's Stone") rises out of the center of a waterfall called the Goriwing, near the headwaters of the Enchanted River (S. Gûlduin). It is tucked into a ring of soaring rock cliffs at the northern edge of the Mountains of Mirkwood. The home of Lachglin the Animist, one of the Necromancer's most powerful servants, this solitary, ninety foot tower is formed of glassy igneous rock. It is reached only by air or across the violent waters just above the Goriwing. The main gate faces southward, and is set into a notch in the sloping "back" of the rock, only five feet above the water level.

Lachglin is closely protected by one of the demonic Dindae (S. "Silent Shadows") and maintains a guard of thirty Uruk-hai (six 5th, twelve 3rd, and twelve 2nd levels) in the rocky crags surrounding his hold. These Orcs also maintain a vigil over the numerous trails which connect Sarn Goriwing to the dark hollows to the south and west. In addition to these minions, Lachglin has encircled the area (a 2 mile radius) with hundreds of Yavin Girith (S. "Shuddering Fruits"), beautiful vines which hang like fine curtains from the noble trees of the forest. Their tasty golden fruits are insidiously alluring; their bluish leaves produce a fine, almost imperceptible mist which acts to send nearby fools into a deep sleep. Unwary travelers feasting on these cruel plants invariably awake in the hands of the Uruk-hai.

Sarn Goriwing



LAYOUT OF SARN GORIWING

NOTE: *Refuse and waste are deposited in shafts set into the exterior walls on every level but three. The material is washed downstream by water from the falls which clears the receiving pool, and fresh water is brought in from the lake level. Below the black pinnacle the water becomes strangely enchanted and is dangerous to drink. This is perhaps due to the Sarn Goriwing itself, and it is said that "so long as the tower remains, the waters will be sorrowful."*

I. Main Gate. Black iron doors inlaid with alternating spiral designs of gold and silver mark this opening. Each door is but three feet wide and only six feet in height. They slide sideways into the rock along metal tracks. There are two locks: (1) two great metal "arms" which look like the limbs of a Dragon are affixed to the back of each door. These pivot and slide into holes in the opposing panel, enabling the "claws" to lock the doors together. (2) two huge metal bars which slide down into the floor slots on either side of the doors, precluding any opening. The arms are manually operated by the guard, while the bars are lowered by levers beside Lhachglin's bed and throne or by rapid movement across the stone slab set into the entry hall just inside the door.

2. Entry Hall. This oval chamber is thirty feet long and spans fifteen feet at its widest point. The domed ceiling, eighteen feet above, is covered with glittering shards of black obsidian. A large, red ruby and corundum mosaic of the Lidless Eye dominates the dome's center (the mosaic is worth approximately 2000 gp). The floor is made of interlocking red marble octagons and black marble squares, edged with an enruned black marble trim. The small gold runes are 6th level *Symbols of Fear* which will not affect Lhachglin's household guard, but cause all others failing to resist to flee for 1-10 rounds. The octagonal slab inside the gate is also dangerous, for it can control the bars which block the exit; should more than one cross the stone, or if someone moves across its surface at a rate faster than 3 mph, the lock bars will fall. Two 6' x 6' x 6' guard chambers open directly onto the entry hall. Each is occupied by a Fug-lurg (Or. "Lesser Group") of Orcs: one 3rd and two 2nd level Uruk-hai. The entry hall is called the Iant Umarthen (S. "Bridge of the Ill-fated"). It opens onto the tower's third level.

3. Level One. Located just above the water-level at the base of the Goriwing, this level serves as the keep's primary living area. Great windows look out northward at the cascading Enchanted River (Gûlduin), while smaller, magical, transparent stones afford a southward view of the bottom of the lake upstream from the falls.

The kitchens and store rooms are located on the south side of the level and occupy half the tower's base. A Great Hall with paneled walls of finely-worked wood fills the north side. The light entering the vast north windows illuminates this twenty-foot high chamber. Rich carpeting made from the fur of bears covers most of the silvery stone floor. The coats-of-arms of the Northman groups Lhachglin has destroyed cover the upper portions of the walls. Wrought-iron fire-pots provide any necessary heating, but generally the Master of the Falls enjoys the cold drafts. Passage to level two is accomplished by way of stairs set into the outer wall on the tower's east side.

The kitchens and store rooms are crude in appearance, being nothing but unembellished chambers hewn out of the Sarn. Nonetheless, the three wondrous "viewing ports" which gaze northward through ninety feet of enchanted rock to reveal the watery world of Lhachglin's Lake more than make up for the lack of decor.

4. Level Two. This level is occupied by the Throne Hall, the tower's ceremonial chamber. Here Lhachglin sits in his "Living Throne" made from a bizarre live tree of some terrible nature. The tree itself will grab (Large Grapple +100) and strangle (Huge Crush +100) anyone but the Master unless given specific orders to the contrary. Only Lhachglin seems to be its friend. The tree can also move its stangely truncated branches to shield the foul Animist, adding +50 to his combat defense and +20 to his RR.

Before the throne sits the Forest Orb, a green viewing stone three feet in diameter and set into the blue marble floor. It can rotate, allowing the user to view any part of Mirkwood, with the exception of Thranduil's kingdom. Unfortunately for most, the stone can only be used by one who sits in the throne. The Forest Orb operates by mental command and can present scenes only as one would view them from a nearby vantage point. It cannot see spaces fully illuminated by the natural light of day, and works best at night or in intense shadow. The user can also focus power and make a mental attack on any sighted trespasser who is within 300 yards of the Sarn (usable only three times per day at user's level). The attack is akin to a *Word of Death*, or optionally, a *Word of Sleep*.

The Throne Hall has a twenty-four foot ceiling which is criss-crossed with arches of silvery wood. The walls and floors are of blue marble; the latter are hung with tapestries depicting hideous scenes of swamps and rotting forests. A door in the north wall leads to steps which wind down to level one or up to level three (the main entry

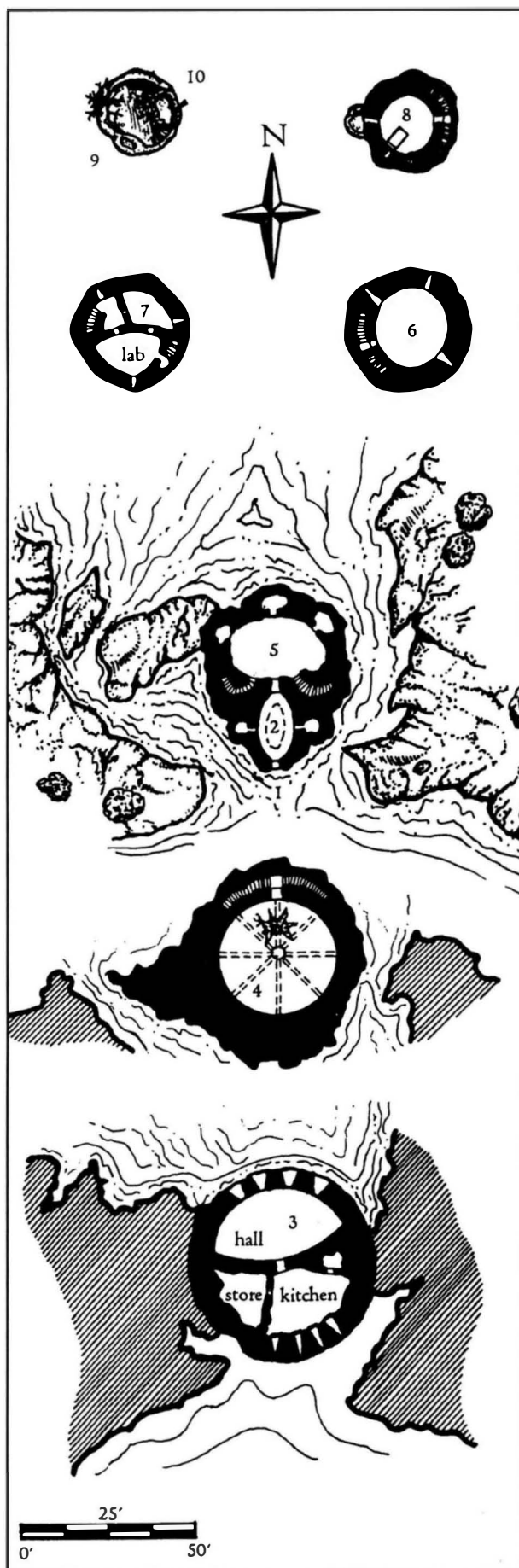
level). Another exit, behind the throne, opens onto a narrow stairwell which winds up to the sixth level. The tree (and its master) control access to the stairwell, so this course may only be taken if the tree is in its "shield mode"—i.e., has its branches closed, concealing the exit to an outside viewer.

5. Level Three (Entry level). This level is a large greeting chamber of black and grey marble with an eighteen-foot ceiling. It has three accompanying guard rooms, each set into the exterior tower walls and occupied by two third-level Uruk-hai. Three other doors grace the south side of the level; facing them, the center door opens onto the entry hall; the right-hand door leads to a stair ascending to level four; and the one on the left enters a stairway to the levels below. These three doors are all iron and are kept super-heated (400° F) by way of internal steam shafts leading down to the kitchen. The Uruk guards must don quilted mitts to open and shut these portals.

6. Level Four. Guard halls cover this level. Here live the remaining Orcs of the garrison: five 5th-, four 3rd-, and eight 2nd-level Uruk-hai. There are no fine furnishings; the Orcs live in the usual Goblin-squalor, amid fetid refuse. The walls, ceiling and floors are of the uncovered stone of the citadel. Wet straw covers the floor, and water troughs abound. The ceiling is fifteen feet high.

7. Level Five. This area houses the library, study and laboratory of Lhachglin. The entry is from the exterior wall stairwell through a door on the west side of the tower, in the study. When this door opens the stone floor of the study "disappears," but this is only an illusion which will fade when the door is closed. To stay on the stair contemplating the nature of the floor is unwise, however, for two portculli set in the ceiling above and below the stairwell landing drop with amazing speed if the door is held open more than five seconds. Immediately after the portculli drop, the landing will swing downward on a hinge attached to the interior side of a shaft. Anyone atop the landing at this point will fall eighty-five feet into the well of boiling water which provides steam for the Sarn. (The fall results in a +40 Large Fall/Crush attack. The victim takes one A-E Heat critical each round immersed, depending on clothing.) Note that the landing is actually a metal-backed slab of relatively thin stone and is warm to the touch.

The study occupies a small area on the northwest side of the level. It is graced with a small hearth and filled with great chairs of wood upholstered in wool as well as a fine oak table. The table is actually a receptacle for items of interest, and the top lifts as a lid; beneath lies a Book of Water Law, a Staff of Lightning (*MERP/RM*: +3 spell adder), and a Ring of Fell Creature Control (x2 PP that allows wielder to control one subdued Fell Creature completely, so long as it is within 30 feet). Like the rest of the level, the ceiling is nineteen feet high.



The library occupies the northeast side of the level, while the laboratory is to the south. To reach the sixth level one must (1) go up the stairs by way of the stairwell off the study, or (2) shimmy up a red-hot (400 degree) iron pole set into the exterior wall, behind a panel in the laboratory. The pole goes up into the wall ten feet, where it reaches the secret stair which connects Lhachglin's chambers to the Throne Room.

8. Level Six (Lhachglin's Chambers). A door in the east wall leads onto the main stairwell and to levels five, four, and three below. A door behind the headboard of the bed leads to secret stairway connecting these chambers to both the laboratory and the Throne Hall. A third door, in the northwest wall, opens onto a balcony with a fine downriver view, and a stair winding up through the exterior wall to the roof level and observatory pinnacle.

This latter door is fashioned out of iron and fully a foot thick. Nonetheless it is light, for it is hollow. When the door is open one can see a small, raised rune above the bolt mechanism on the door's inside edge; by turning the rune the inside panel of the door opens to reveal Lhachglin's real treasure hold. Here he keeps the following treasures:

- 500 gp, 2,500 gp in gems, and 100 mp,
- a 15th level Spell-storing Ring,
- a +4 Staff of Dark Summons,
- a 20th level Ring of Demon Mastery,
- a 20th level Book of Path Mastery,
- a pair of Boots of Invisibility,
- a pair of Mace Gauntlets (hands strike as maces), and
- a Pouch of Water Summoning (gathers up to 1 gallon per day out of the air).

The great bed pivots to reveal the secret passage, either by hand or by Lhachglin's command. Anyone beside the bed when it moves could well be knocked down as it quickly swings. Beside the bed are a number of tomes on the history of Darkness and evil clericism, as well as a pair of chests filled with the Animist's clothes. A small Chest of Curses sits behind a stone panel set into the wall in back of the larger clothing chest. The wall panel opens manually.

Anyone opening the Chest of Curses will be attacked by a 10th level *Sleep* spell; all within the room (aside from the household guard and Lhachglin) will be beset by the 12th level *Wind Curse*—they will be forever unable to move against the wind, regardless of their mode of transport. Should someone wish to defy the curse (RR vs. 12th level Essence attack), they will become "part of the wind," moving with the capricious currents for 1-10 days, and then deposited upon the ground at random (with a fall from 0-100 feet).

9. Level Seven. This open area lies 165 feet above the base of the waterfall. Rimmed by a thick, four foot high wall and covered with smooth black marble, it provides a beautiful vantage point. Small bits of inlaid silver dot the floor mapping the primary constellations of the heavens. A large malevolent Huorn stands guard (Lvl 15; Hits 200; AT Pl/20; DB 10; OB 60Hgr/30HCr; Crush takes palce after a successful Grapple in the previous move), often taking root in one of the two "rooting bowls" set into the balustrade's surface. Entry to this level is achieved by way of the stairwell which connects Lhachglin's room to the Observation Pinnacle.

10. Observation Pinnacle. Here one can gaze upon the stars through the Animist's fine telescope. The enchanted device was devised in Arthedain and stolen in one of the Witch-king's early campaigns. It can cast a lightning bolt 300' feet at a fully-sighted target or simply act to magnify one's vision.

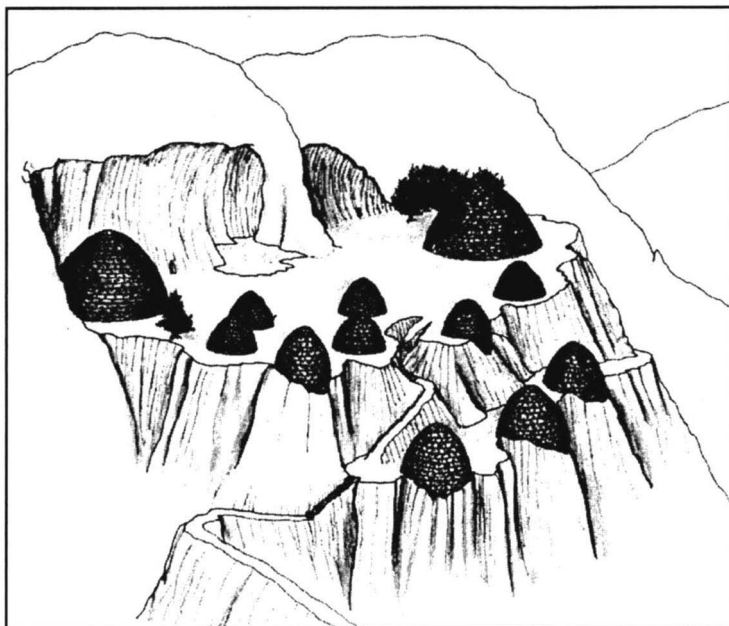
18.2 NAHALD KÛDAN

The Nahald Kûdan (Rh. "Secret Holes") is a grouping of cliff-hives, large beehive-shaped, stone dwellings set on a pair of ledges located in the northwesternmost part of the Iron Hills (S. Emyr Engrin). The site is situated in the foul vale called the Nan Morsereg (S. Black-blood Valley), an area long associated with dark cults and strange nocturnal terrors. About 100 miles east of Erebor and a little under thirty miles northwest of the headwaters of the Carnen, Nahald Kûdan is strategically located and serves as a significant danger to Dwarven interests in northern Rhovanion.

A winding path works its way up the steep reddish cliffs overlooking the Black-blood Valley. The circle of cairns beside the stream's spring-pool marks the beginning of the climb. White pebbles cover the trail as it ascends in switch-backs toward the top of an 1800' hill. Deep green grass covers the hill's peak and carpets the valley, but on the cliff-side the terrain is nearly vertical and uniformly rusty in coloration.

LAYOUT OF THE SECRET HOLES

Lower Ledge. As the path finishes its twenty-first switch-back, a red-stone stairway begins; it rises to the lower ledge of the Nahald Kûdan. Here reside three of the Maeghirrim: Brego, Edwodyn, and Thraear. Their stone homes reflect the Northmen's ancestral preference for the rugged hive-shaped design. Like the abodes of the other lords, these are built on two levels; the lower portion is reserved for stores and has a small, deep well, while the upper area affords comfortable living quarters. A steep wooden stair

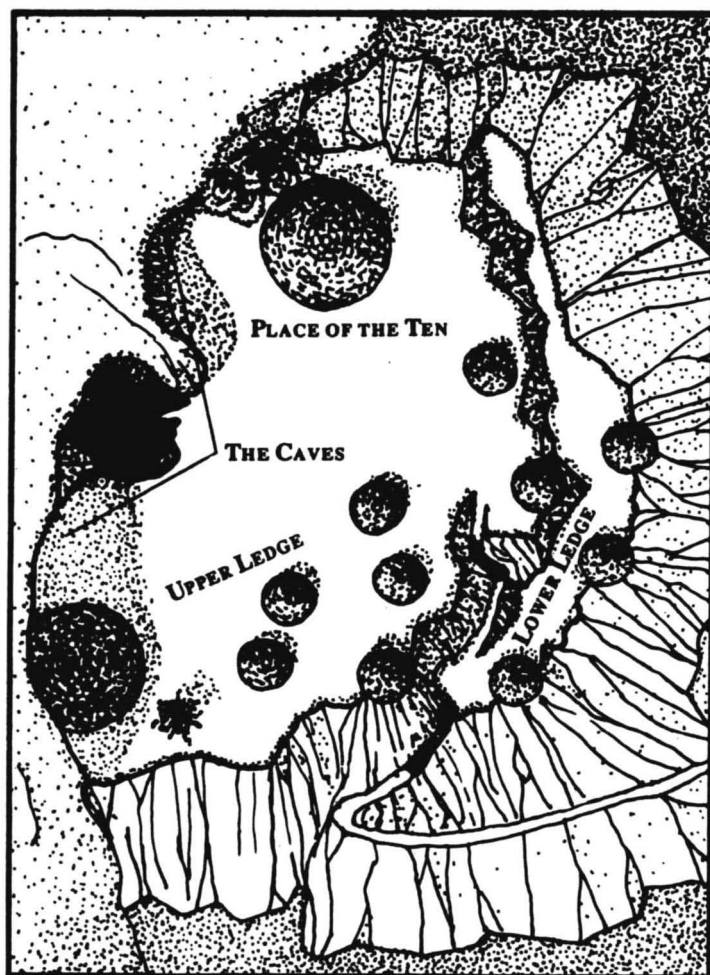


connected to the interior wall joins the two floors. The entry opens onto the upper floor, where a single room, thirteen feet in diameter and fifteen feet at its highest point, covers the entire level. A stone fireplace is built into the only interior support, a stone column at the center of the room. An interior wood frame covered with spruce panelling reinforces the structure. The upper floor is of a deep wood covered with carpets, while the lower level's surface is flat white stone. The grey walls are thickest at the base where the stone is fitted to a depth of eight feet. Near the peak of the roof the ceiling is but three feet thick. The doors are hewn from oak.

Upper Ledge. The lower and upper ledges are connected by another winding path which cuts its way into a cleft in the cliffside. A substantial, flat field covers the upper ledge; this area is considerably larger than the lower area. Seven residence structures, each the usual twenty-five feet in diameter at the surface level, dot the cliff's edge. Two greater buildings are set further back in the vale. These are sixty feet in diameter, and are nothing more than a larger variation on the same architectural theme. They have four floors instead of two, the walls vary from twelve to five feet in thickness, and a stronger wood frame is employed.

As one looks at the Nahald Kûdan from below, the storage building is located at the far left of the upper ledge, nestled beneath the hill's overhang. The Place of the Ten, an assembly and study area, is in the large structure at the far right. The small residences are occupied (from left to right) by Fréahar, Haed, Broehir, Brëor, Fréowyn, Orduclax, and Daeg-udra.

Nahald Kûdan



Nabald Kúdan

The Caves. Two great caves are set into the cliff under the giant overhang. The one on the left is no more than a winding twenty-foot wide passage (10' high) which cuts in 100'. There ten prison cells are kept, each a 4' x 4' x 4' rock inset barred by an iron grate. This area is guarded by seven 3rd level Northman fighters—one 3-man and two 2-man shifts. The other cave is reached by a 3' round shaft which slopes up into the cliff at a 30 degree angle. The shaft is sixty feet long and can be blocked by portcullis set at 6' intervals. These portcullis are controlled by levers on the interior, or by an overriding, immovable "controlling" stone in Orduclax's chambers, which operates by touching the surface and concentrating for 1-2 rounds.

In addition, a jagged quartz sphere covered with the poison Brithagurth is suspended above the upper opening to the shaft. It is released automatically whenever someone touches a portcullis in the "up" position, or manually by a lever in the upper reaches of the cave.

The shaft leads to a dome-shaped chamber 90' in diameter and 55' in height. Dominating the center is a 12' deep pool, 30' feet in diameter, which surrounds a single throne of black glass (with a seat of Hildo hair). Here the Maeghirrim meet in secret to discuss strategies or high Rituals of Darkness. Symbolic executions are also performed in this chamber. Lining the bottom of the pool is the Cult's treasure:

- 3,000 gp, 150 mp, 30 gems worth 100 gp each, 50,000 sp,
- ten x3 Staves,
- a Wand of Fear,
- three (1-lb) silver lions which come to life upon the command of the last possessor, a shield which reflects up to one spell per round,
- Gloves of Arrow Deflection (+50 DB bonus vs missile attacks), and
- an Orb of Seeing which allows the user to observe any known vantage point within 1/2 mile as if he/she were there.

The Place of the Ten. There are four levels. Each is connected by a ladder which is affixed to the central pillar. The bottom floor, level one, is the study and laboratory. A well of fresh water surrounds the central support pillar, wherein lies a fireplace.

Level two is flush with the ground and houses the entryway. Here an assembly hall has been constructed. Pillows made from large, stuffed dogs litter the room.

Level three is the library which houses various tomes of Darkness. The books are all covered with black goatskin covers and have no markings. Only the Ten know of the contents, and every third book is inscribed with nothing but alternating 9th level *Runes of Death* and *Sleep*. The Maeghirrim always open a book to its second page—this is prudent, for the first page of their own tomes normally bears a *Rune of Sleep* (RR vs. Essence attack of 2-20 lvs). Level four is an austere, dark area reserved for daily meditation.

18.3 CEBER FANUIN

Ceber Fanuin (S. "Spike of the Cloudy Night") is the home and stronghold of Huinen the Seer, a former servant of the late King Oropher. Situated atop a rocky crag in the easternmost spur of the Eryn Guldur (S. "Sorcery Hills"), the highland retreat is about 115 miles due east of the Naked Hill. It commands a wide view of southern Mirkwood.

Long believed to be dead, Huinen retreated from sight after becoming quite insane. Save for the Necromancer, few are even aware of his existence. The Seer is a Noldo Lord of considerable power and is ostensibly independent, but his presence in Mirkwood pleases the Evil One. Sauron dominates Huinen through his servants.

Huinen's house is actually quite beautiful, with its several gracefully curving balconies jutting horizontally from the jagged peak. The sheer-sided hill is capped by three towers, their bases fused with the natural rock; and the towers and balconies are all interconnected by corridors carved out of the heart of the pillar. All of the doors are of two-inch thick oak bound with iron strips, and fastened with sophisticated steel slide bars, operated by twisting a handle on either side of the door. Each has a lock which is identical to the others but is rarely used (except where specifically designated otherwise).

Light is usually provided by lamps mounted on wall brackets—in the corridors spaced at ten-foot intervals on alternating sides (closer over stairs), and at varying density in the rooms. There is a stairway from each balcony down into one of the rooms below; the stair may be closed by a heavy oaken trapdoor securely bound with iron strips, and bolted shut from the inside with three iron deadbolts. The deadbolts are inaccessible from the outside, making the lock Absurd (-75) to open.

LAYOUT OF CEBER FANUIN

- 1. Lounge.** The largest single room in the complex, this chamber has three large windows offering a panoramic view of the surrounding forest. The furniture is all low couches and cushions in somber reds, browns, and greys.
- 2. Guard station.** (See Tower A layout for plans of the upper levels of this tower.) Three Elven guards/servants are always on duty here.
- 3. Guard lounge.**
- 4. Breezeway.** This section of hallway is completely open on one side, except for a railing, to the air and a 30 foot sheer drop.
- 5. Library.** This is the main library of the house, containing many histories as well as anthropological, astronomical, and physics-related texts. The room is furnished only with several tables, and the walls are totally covered with bookshelves. There is an entire section devoted to the journals of Huinen, including his past and future visions; most of these are incomprehensible gibberish. There is also an extensive literature collection. As a rule, Huinen's library is open for his servants' and guests' use.
- 6. Reading room.** Comfortably furnished and well lit by a southern exposure, this is the preferred room in which to peruse material from the library.
- 7. Huinen's office.** Furnished with a huge oak desk and several plush chairs, this is a dim room, cluttered with the stacks of literally hundreds of papers strewn about, as well as the unfinished journals and notebooks piled haphazardly. There are also countless knickknacks scattered around the room, none of them very valuable. However, there is a secret compartment in the stone wall next to the window, and inside it is the headband Rimalagon (S: "Sound of Many Wings") in a small box of fine wood. The lock on Huinen's office is different, is extremely hard (-30) to pick, and only Huinen has the key. He occasionally will lock himself in his office, open the window and use the Rimalagon to spy out the lands about his home. He rarely goes out except at night.
- 8. Laboratory.** A large alchemist's workshop, this chamber contains a variety of chemicals. Huinen, however, knows little of chemistry and dabbles without purpose. There is nothing here of particular use. The door to this room is kept locked; the mechanism is Hard (-10) to pick and Huinen has the only key.

9. Guard mess and kitchen. (See Tower B, below, for details of upper levels.) This is the informal gathering place of the garrison.

10. Drawing room. Carpeted and curtained in dark red.

11. Trap. The last ten feet of floor is a pit trap, triggered when more than fifty pounds of weight is exerted on it. The trap is a chute, dumping any who fall through out the cliffside to plummet down the 100-foot drop.

12. Dining room. Elegantly furnished; seating for twelve.

13. Kitchen.

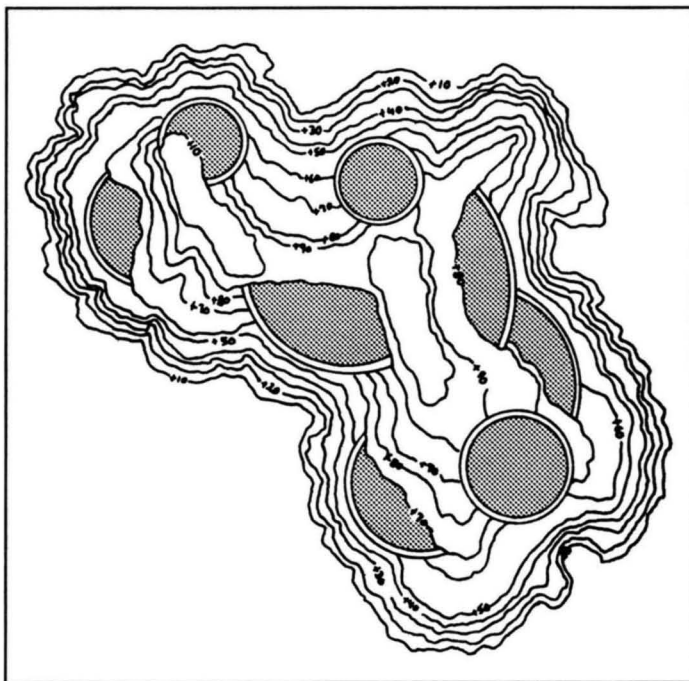
14. Pantry.

15. Balcony.

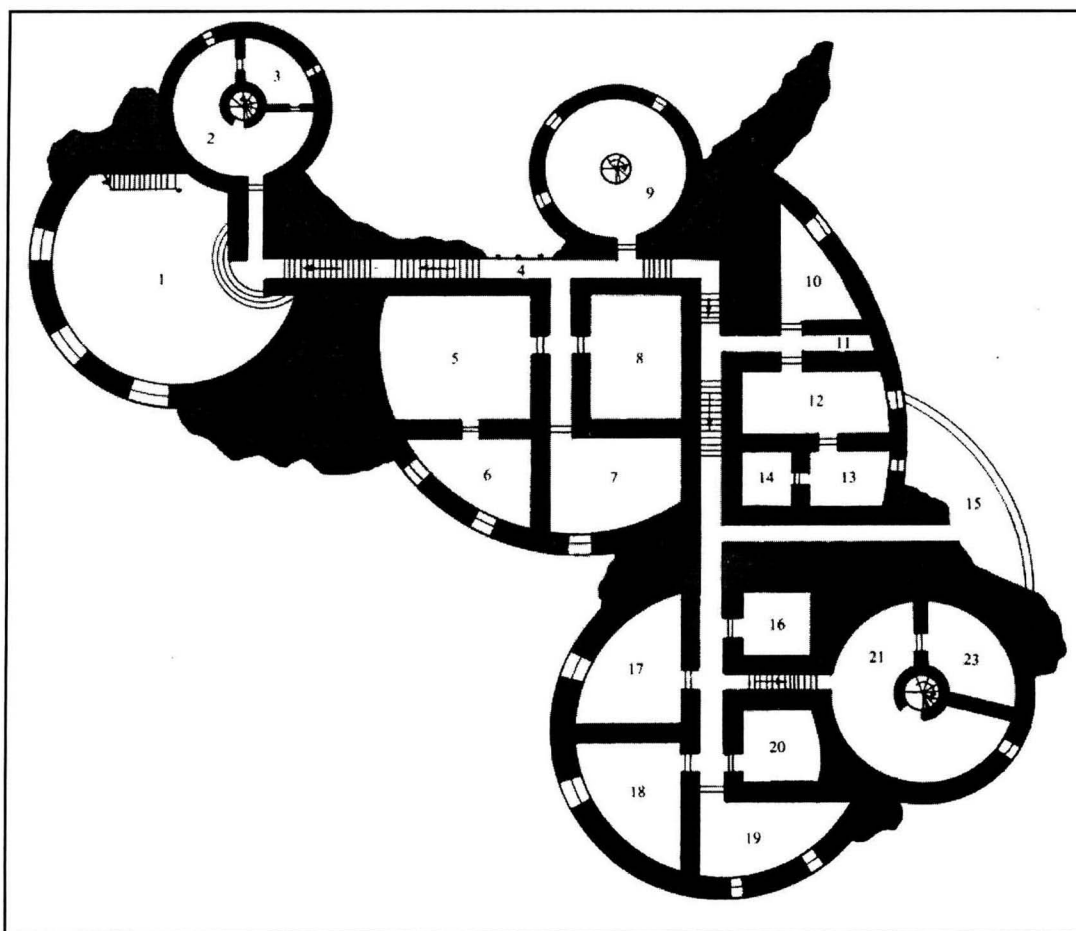
16. Servant quarters. Three servants reside in this chamber, which is subdivided. They are "on call" at all times to answer to the needs of their masters. There is a pulley system so that a rope pulled in either room #18 or #19 will ring a bell here.

17. Guest quarters. Richly furnished guest bedroom.

18. Ringlin's quarters. Huinen's mystic assistant Ringlin lives here amongst simple but expensive furnishings. Ringlin is a Noldo Elf, loyal to Huinen, but basically neutral in nature. He is at odds with Arien (see #19), as he believes that her suggestions are contrary to Huinen's health and the long-term survival of the house. Ringlin, of course, has little inkling of the true source of her ideas. He has black curly hair, is slender of build, and stands 6'7" tall. His eyes are perhaps his most unusual feature, and earned him his name (which means "chilling glance" in Sindarin): they are a brilliant violet. It is said that his glance alone can cause paralysis (RR vs. I 6th lvl. Mentalist attack).



*Ceber Fanuin,
Overhead*



Ceber Fanuin

19. Arien's quarters. The stark bedroom of Huinen's Seer assistant. She is a Silvan Elf, seduced to evil by Sauron himself long ago, whom she had tried to spy upon with her Seeing abilities. The Necromancer easily detected Arien's fumbling attempts and took control of her. She has been instructed to manipulate Huinen, but his actions are so erratic that there is practically no danger of him presenting any organized threat to anyone. The entire garrison is completely loyal to Huinen, so there is little chance that Arien could arrange a coup. Arien has long chestnut hair and green eyes; she is 6'2" tall and carries herself with feline grace. She is a rare beauty even among the Firstborn.

20. Workroom. A general operations area where upkeep of clothes, furniture, etc. goes on.

21. Guardroom. (See Tower C for details of the upper levels.) Four garrison guards are on duty here at all times.

22. Stairway. The main stairway in the house, it is the only conventional (non-magic) method of reaching the forest floor. The stair spirals down 100 feet, opening onto a winding, rough-hewn tunnel, and finally a small stable where six horses are kept. Two guards are posted at the lower entrance. The door at the bottom is a

skillfully-made secret, even though it is large enough to allow a horse and rider to enter and exit easily. It can be securely locked from the inside.

23. Armory. The stores here include three +15 longbows, five +10 short swords, ten +5 daggers, one +20 dagger, two +10 shields, and one +15 gé (killing bola).

MAEGTIL (TOWER A)

Level 2. Guard quarters. These barracks house 20 guards in subdivided rooms.

Level 3. Practice hall. This is an unfurnished chamber in which Huinen's soldiers brush up on their fighting skills.

Level 4. Observation lounge. A comfortably furnished room where the guards spend many of their off-hours.

ANGTAR (TOWER B)

Level 2. Guard quarters. Housing 32 guards in subdivided rooms.

Level 3. Prisoner quarters. Sub-

divided into five cells, this area accommodates any temporary uninvited visitors. Even these rooms are fairly comfortable, although they are equipped with shackles mounted to the wall on chains long enough for the prisoner to move about. Each cell is closed by an iron door with a small barred window. The locks are extremely hard (-30) to pick, and Huinen and his bodyguards have keys.

Level 4. Museum. This room is filled with a variety of bizarre objects: stuffed rare animals, fish and birds, statuary in bronze, marble and glass. These items are scattered about the room on pedestals of varying height and circumference, creating a veritable maze.

Level 5. Observation deck. The walls of this level are made almost entirely of glass, the roof supported by steel bars. The floor of this room is very unusual in that a ring-shaped floor area extending ten feet in from the outer wall rotates slowly. Four chairs are set evenly about the perimeter, occupied at all times by garrison guards whose instructions are to survey the surrounding landscape for intruders or any unusual activity. Shifts change every two hours. Each chair makes a complete turn about the room every 5 minutes.

CARCARING (TOWER C)

Level 2. Anteroom. The spiral stairway ends at this level. The door from the stairway to this level appears identical to all the others but in fact is only wood veneer over a steel core. The lock on the door is sheer folly (-50) to pick, and its mechanism causes six deadbolts to shoot from the door into reinforced sockets in the surrounding doorframe. For additional security, two solid iron bars can be swung down into brackets on the door for additional bracing. These bars are inaccessible from the stairwell. In short, the door is practically unbreachable by normal means.

This level consists entirely of a large anteroom, filled with an incredible collection of the gaudy and the beautiful, the common and the bizarre. Dozens of carpets overlap on the floor and tapestries cover the stone walls. The furniture which packs the room is from at least ten different styles and time periods, and all of it is covered with strange knickknacks and devices. Mixed in with the refuse are perhaps twenty small items of true value, totaling approximately 10,000gp.

Level 3. Lesser Seeing-hall. The only furnishing in this room is a large, thronelike chair mounted onto a two step pedestal. The chair is massive in design and made of oak with red velvet upholstery. The tops of both arms of the chair flip up, revealing four buttons on each, the pressing of which results in the following:

Front left: rotate the chair and dais cuonterclockwise.

Second left: rotate the chair clockwise.

Third left: causes steel panels to slide down over all the windows in the room, protecting them from outside attack and cutting off all light in the chamber. Pressing the button again raises them.

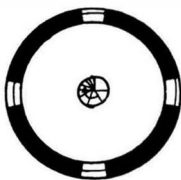
Fourth left: causes a steel panel to slide across the opening in the floor through which goes the stair to the anteroom.

Front right: (trap) causes a spring loaded needle to fire out of the back-rest of the chair into the back of whomever is sitting in it. Treat as a +100 rapier, no quickness bonus for target. The needle is tipped with the poison Ondohithui. Anyone receiving a critical must resist the poison or suffer the effects.

Second right: triggers a magical fog. This mist is created at the perimeter of the room along the ceiling, and floats in a grey, opaque sheet to the floor, where it rolls about and eventually dissipates. Huinen uses this mist as a projection screen upon which he can magically cause various images and scenes to appear, including scenes from his memory.

Third right: after pressing this button (and after having summoned the fog), anyone sitting in the chair can see anywhere in the house.

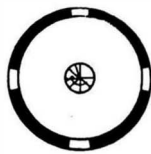
Fourth right: (trap) causes a magical fog similar to the screen fog, but this has a slight green tinge—and is deadly to breathe. It fills the room, and all must resist or fall asleep and eventually die. It is a derivative of the poison Hith-i-Girith but much stronger.



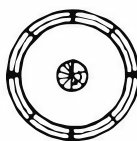
Level Two



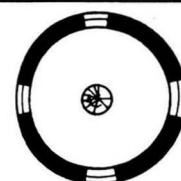
Level Three



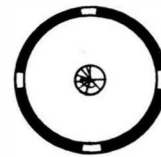
Level Four



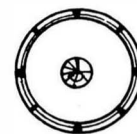
Level Five



Level Two



Level Three



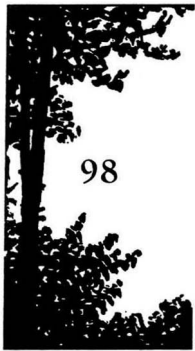
Level Four

Pressing the first and second left buttons simultaneously cause the throne and dais to raise into the ceiling through a secret door which opens as the chair rises. This is the only 'normal' mode of access into Huinen's bedroom.

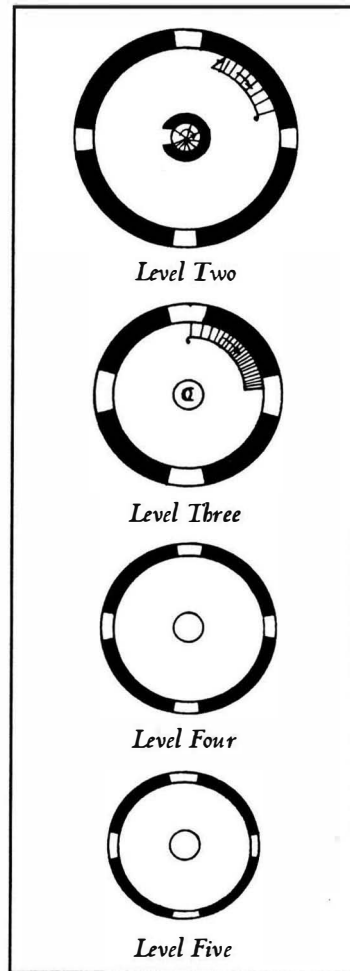
Level Four. Huinen's bedroom. A large curtained bed rests against the wall. Where unpunctuated by large windows, the walls are lined with wardrobes set against them. These armoires are filled with an eclectic assortment of clothes of various styles and types as well as some odd padded items. An astute intruder may realize that Huinen uses pads and other costuming tricks to alter his form. The back of one of these wardrobes serves as a secret door, which opens onto a full length mirror. The mirror is, as one may suspect, magical in nature: it is a short range teleport, the only access way to the Seeing Room above. One simply steps through the mirror and appears in the room above in front of another such device. There is also a huge dresser with three flanking mirrors. The top of the dresser is covered with countless jars and cans of various makeups—an extremely sophisticated and complete collection. There are also a number of freestanding full-length mirrors set about.

Ceber Fanuin,
Maegtil

Ceber Fanuin,
Angtar



Ceber Fanuin,
Carcaring



Level Five. Greater Seeing-Hall. Here is the center of Huinen's power. The windows in the room are of laen and unbreakable; the walls would fall first, and they are reinforced with steel bars. The only furnishings in this room are a slab of glass, a chair, and a table. The glass is eight feet high, three wide, and one inch thick, standing without any visible support but immovable and virtually indestructible. It is the other end of the teleport from the level below. The chair nearby is of ornate and detailed design, and is made of oak with a padded red velour seat. The table has a polished black marble top, three inches thick and four feet in diameter, supported by an ornate golden pedestal shaped to resemble a tree with spreading roots. The base and radiating branches hold the top. Set

upon the table is an orb of crystal, one foot in diameter, resting on a delicate base of finely-wrought mithril. The orb is a truly powerful device of Seeing, and with it, Huinen is able to utilize his Seer's powers as if he were a much higher level. To be more precise, it is a x6 PP enhancer and allows any Seer to cast any spell lists (already known to him) up to twenty levels above his own while using the orb. This is heavily draining, and Huinen is only capable of doing it a few times per week without permanent damage to his stats. Huinen is able to tap the PP multiplying aids of the orb without being in its presence. He has learned much of events in the world, which perhaps contributed greatly to his current state of insanity, realizing as he does the peril of the enemies of Sauron. Much does he know, but little will he communicate to anyone, even his trusted adherents.

19.0 PEOPLE OF NOTE

The following individuals figure prominently in Wilderland's affairs.

19.1 THE NECROMANCER

It has been over five hundred years since Sauron lost his Ring, cut from his hand by Isildur with a shard of Narsil. His power is, without a doubt, a shadow of what it was; however he has since been gathering strength. The Evil One is now far more potent than he was at the end of the Elder Days.

NOTE: *To define the limits of Sauron is a difficult task. Indeed, being one of the Maiar, he is not by nature of Endor. However, some guidelines can be drawn which describe—at least in general terms—the powers of the Lord of the Rings at this time. The stats and powers listed below are applicable when he is in his physical form.*

THE NECROMANCER

Level: 180 (240).

Race: Maia (Fallen Servant of Aulë)

THE NECROMANCER IN MERP

Hits: 600 **Melee OB:** 250 **Missile OB:** 200

AT: Plate (200) **MovM:** 60.

MERP Profession: Mage.

MERP Stats: ST 110, CO 110, AG 101, IT 100, IG 102, PR 120.

MERP Spells: T.A. 1-2459: 1200 PP; T.A. 2460 onward 4800 PP. The Necromancer can use all spell lists up to his level. In addition he can simultaneously concentrate on a number of targets or spells equal to his level.

Special Ability: When in combat, the Necromancer should be treated as a "Large Creature," and critical results delivered to him should be resolved on the appropriate table.

THE NECROMANCER IN ROLEMASTER

Hits: 600 **Melee OB:** 250 **Missile OB:** 200

AT: 20 (200) **MovM:** 60.

RM Profession: Sorcerer/Alchemist.

RM Stats: St 110, Qu 100, Em 90, In 100, Pr 200, Ag 101, Co 110, Me 102, Re 101, SD 99.

RM Spells: T.A. 1-2459: 1200 PP; T.A. 2460 onward 4800 PP. The Necromancer can use all spell lists up to his level. In addition he can simultaneously concentrate on a number of targets or spells equal to his level.

Appearance: 02.

Special Ability: When in combat, the Necromancer should be treated as a "Large Creature," and critical results delivered to him should be resolved on the appropriate table.

19.1.1 THE NECROMANCER'S POWERS

Sauron is able to wield any spell on any list under any profession with equal ease. He possess no power point enhancer; none could begin to replace his Ring. He stands eight feet tall, with black and mottled skin. Part of his defensive bonus is due to the nebulous character of his being and the distorting nature of his appearance. On the rare occasion that he goes into combat, he wears unencumbering full plate armor hewn from black dragonskin and reinforced with black ithilnaur scales. He wields two weapons with equal skill. The first is Mormegil, a great broadsword of the same material as his armor, +45, unbreakable, and "Of Slaying" Elves. It is flaming or cold at his will. (The blade will deliver a heat or cold critical in addition to any regular critical when it strikes.)

Sauron's other weapon is the Gauntlet of Slaying. This absolutely terrifying item is a large glove of metal plates and black Dragonskin. Sauron is able to use it to attack, or as a full shield, parrying any attacks. If he chooses to parry, he may decide to grasp his opponent's weapon, and in doing so destroy it. The item must make a resistance roll versus a 50th level attack or shatter into a shower of fragments. Weapons with a plus receive one additional level (above first) for each +5. Magical weapons are given a base level of twenty, with an additional level added for each +5. Weapons with special powers may be granted extra 'levels'. It was this glove which was the doom of Narsil, sword of Elendil. If Sauron opts to attack, all he must do is touch his foe or even his armor. (For combat purposes, assume he has "touched" when one or more hits is delivered on the mace table, in which case the target receives an "E" impact critical hit, as well as any hit and/or critical indicated in the "mace" attack. In addition, the target, if touched, is the recipient of a point-blank *Dark Absolution* 50th level in power, as opposed to the Dark Lord's own *Dark Absolution*, which would be considered 240th level.)

As can be seen, Sauron is immensely powerful but immensely restrained, for he must not reveal the true grandeur of his might yet. His scope is limited without his ring; he is able to use his powers, as defined by his spells, only within regions overcome already by Darkness. While in the Halls of Travel of Dol Guldur, he is able to cast his gaze across his domain and affect any within his vision through the room. These spells are only at 60th level effectiveness, however, as some power is lost in the channeling.

The Dark Lord is also able to use his dreadful presence to control those about him. All within his sight are potential targets, and he can control a total number of levels equal to his own, e.g., the Necromancer could hold in thrall the souls of 240 first level beings as long as he bent his formidable will upon them, or twelve lords of

twentieth level. (Let it be said that, in the unlikely event that they would ever meet, a true Lord or Lady of the Eldar, such as Galadriel or Elrond, would require Sauron's full exertion of his evil will to control. Of course, in the case of those two there is also the factor of their rings, which protect themselves and their wearer from the Dark Lord's searching Eye, diverting it and distorting its sight.)

19.12 THE ONE RING

Should Sauron ever recover the One Ring, all of Endor would be in grave danger. As terrifying in his power as he was, he has grown in might since he lost his Ring, and its function is to augment his own abilities. Just to provide a taste of the unbridled horror which would be unleashed upon all of Middle-earth, some of the Ring's approximate powers are mentioned. These powers are for the Dark Lord alone. (Any other who somehow gained possession of the ring would first have to be a mighty lord in his own right to wield it and would also require time to learn its powers, which would still be a function of the wielder.) The spells include: preventing any of the wearer's spells, maneuvers, and combat attacks from failing; augmenting spell power x18; allowing the range and scope of all spells to be virtually unlimited; and making the wearer nearly invincible to any manner of attack.

19.2 KHAMÛL THE EASTERLING

Born at Laeg Goak in easternmost Endor in 1744, Second Age, Komûl was the eldest son of Mûl Tanûl, the High-lord (Wm. Hionvor) of the Womaw. His mother, Klea-shay, was popular despite her Shay heritage, but died while the young heir was only seven. Tanûl's Elven consort Dardarian reared Komûl and served as his principal advisor until he assumed the throne of Womawas Drus in S.A. 1844. Komûl's relationship with the manipulative Dardarian corrupted his outlook and led to his incessant longing for immortality.

As Hionvor and Mûl (Wm. "King") of the Womaw kingdom, Komûl I presided over the strongest realm in eastern Middle-earth. His people had descended from the remnants of the First Tribe of Cuiviénen (Q. "Awakening Water"), the same lineage that produced the Edain of western Endor. Elven blood coursed through the veins of Womaw Hiona (Wm. "Lords;" sing. Hion), and their mastery over other Men was spurred in part by their longevity. Heavily influenced by the Avari, the Womaw of Komûl's day practiced both Wood- and Word-magic and enjoyed the benefit of a rich and technologically advanced cultural tradition. Their political and military sophistication enabled them to dominate the eastern coasts of Middle-earth for thousands of years.



The distant Númenórean cousins of the Womaw comprised the only group of Men who could challenge the supremacy of Womawas Drus, and as early as S.A. 900, the Dúnedain established trade embassies in Womaw-influenced territories. During the next 650 years, the Númenóreans swayed many of the Womaw's southern neighbors and built fortified colonies in the isles of southeastern Middle-earth. The Men of Westernesse forced Womaw concessions and threatened the stability of the eastern kingdom. By the one hundred and fiftieth year of Komûl I's stormy, militaristic reign (S.A. 1994), Womawas Drus appeared resigned to outside domination and many of the Womaw Hiona had disclaimed their allegiance to the High-lord. Desperate yet proud, Komûl sought help elsewhere and turned to his age-old ally Dardarian.

Dardarian met Komûl at the Isle of Sunrises, at the easternmost point in the Middle Land. There, the Elf-queen seduced her stepson, using her exceptional beauty and charm and, most importantly, an offer of immortality. Komûl agreed to an alliance between the Womaw and Dardarien's Avar kingdom of Helkanen. This union led to Númen—rean concessions (under the First Acknowledgement) in the following year, preventing any outright conquest and relegating Dúnadan interests to centers of commercial rather than strategic value.

Unfortunately for the Womaw, Dardarien's pact led to the downfall of their Hionvor. Unbeknownst to Komûl I, Dardarien served Sauron of Mordor. In S.A. 1996, only a year after the First Acknowledgement, Komûl accepted the instrument that conferred the gift promised by his lover. Taking one of the Nine Rings of Men, Komûl became the immortal slave of the Lord of the Rings. His reign over Womawas Drus ended abruptly.

KHAMÛL THE RINGWRAITH

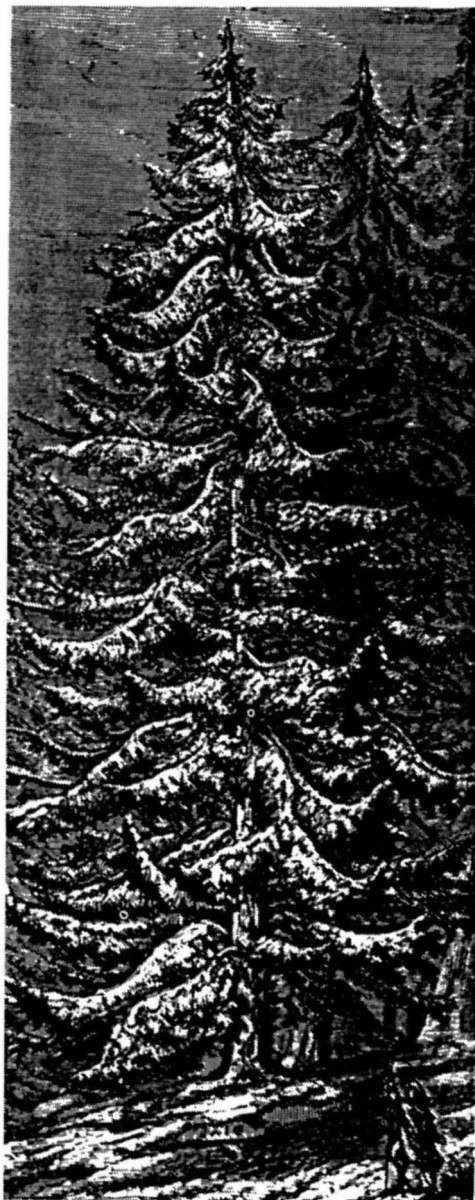
Komûl I disappeared from Laeg Goak in the spring of S.A. 1997, after nearly seven months of virtual isolation from his people and his court. He appeared at Barad-dûr in Mordor around S.A. 2000. Komûl was known thereafter as Khamûl, in accordance with the Black Speech pronunciation of his given name. While at the Dark Tower, he served Sauron as the Master of the Hold, and his responsibilities included administering the maintenance of the citadel and its garrison. This wardship remained in his capable hands until S.A. 3350, when Ūrzahil of Umbar became the Mouth of Sauron and the Lieutenant of the Tower.

Khamûl fled Mordor when Sauron was captured by the Númenóreans in S.A. 3262. Retreating into the East, he first went to Nûrad and, after a brief stay, he proceeded into the Shay lands of his mother's people. He remained among the Shay until S.A. 3319, cultivating a network of servants whose greed fomented a sundering of the Five Tribes. This corruption continued after Khamûl returned to the Black Land, and by S.A. 3400 Khamûl's agent Monarlan brought three of the tribes under the Shadow.

The Easterling remained in Mordor during the War of the Last Alliance (S.A. 3429-3441), sallying forth only during the campaign in Ithilien that opened the conflict. During the first four and a half years, he resided at Lug Ghûrzun (BS. "Darkland Tower") in eastern Nûrn (BS. Ghûrzun). In S.A. 3434 the army of the Last Alliance of Elves and Men forced its way through Udûn, so Khamûl returned to his Master's side. The Ringwraith stole into Barad-dûr during the night before outset of the long siege.

When the Dark Tower fell in S.A. 3441, the Nazgûl met the vanguard of the Elven host and fought a long, brutal melee. Unprotected, Sauron was forced to

engage his foes in personal combat. This proved to be his undoing for, although he slew both Elendil the Tall and Gil-galad, the Evil One lost his One Ring (and his ring finger) in the fray, and his spirit passed into the Shadow World.



THE THIRD AGE

With the departure of the Lord of the Rings, the Nine lost the ability to maintain corporeal form. They followed the Dark Lord into Shadow as the Second Age ended. Their exile coincided with Sauron's and lasted over a thousand years. The first to return reassumed form in Endor around T.A. 1050, some fifty years after the reappearance of the Evil One.

Unlike his fellow Ringwraiths, Khamûl briefly took up residence with Sauron at the citadel of Dol Guldur in southern Mirkwood. The Dark Lord hid behind the guise of the Necromancer and slowly rebuilt his strength. Then, in T.A. 1300, he renewed his struggle against the Free Peoples, sending the Witch-king to Angmar in the northwest Misty Mountains in hopes of crushing the successor states of Arnor.

Khamûl left his command of Dol Guldur's garrison upon the departure of the Witch-king, and for the next three hundred and forty years the Easterling lived at Sart and Mang in the Mountains of the Wind. From these two rocky strongholds, he sought to gain sway over the peoples of southeastern Middle-earth. Often working in unison with Dwar of Waw, Khamûl fought the influences of the Istari Alatar and Pallando and vied with the Blue Wizards for control of the region. His success was only partial, but by T.A. 1635, the Dark Lord was satisfied and ordered the Second of the Úlairi back to Dol Guldur.

Khamûl's arrival coincided with the advent of the Great Plague that ravaged northwest Endor, so for the next four years he stayed in Rhovanion as Sauron's chief servant. He became Keeper of the Hill of Sorcery and remains in residence there.

FEATURES AND FAMILY

Khamûl stands 6'3"—average by Womaw standards. Originally, he weighed 195 pounds and had fair, beardless skin, grey-blue eyes, and long, straight black hair. These features denoted a Womaw of high lineage. He wore a deep blue Dragonhelm and equally deep blue and black Dragon-skin, half-hide plate armor.

No one among the Womaw was a better hunter or tracker than Komûl I. Even as a child, he could run like a weasel, remaining quiet as he passed through the dark woods of his cool homeland. His sense of smell was exceptional, and half-joking Bards spoke of his "hound heritage." Somber, solitary, and clever, he excelled in contests of stealth and duplicity. These qualities served him well in the face of the complex problems that confronted him as Hionvor, and they made him an admirable choice as the Dark Lord's chief tracker and as the caretaker of Sauron's citadel at Dol Guldur.

Khamûl's Womaw wife Komûis gave birth to three children: a daughter, Womûis, and two sons, Womûl and Komon. Of his three offspring, only Womûis remembered her father.

KHAMÛL'S NATURE

Like all of the Ringwraiths, Khamûl fears common water, knowing that the spirit of Ulmo resides in its sparkling depths. The Easterling's aversion, however, exceeds the trepidations of his brethren, for both the memories of his early life, and his original fear of water, are magnified by the magic of his Ring of Power.

Khamûl also suffers in daylight more than his companions. This weakness, however, is offset by his accute senses of smell and hearing.

KHAMÛL THE EASTERLING

Level: 40; 50 after T.A. 2460.

Race: Womaw (Avaradan).

Home: the four capitals of Womawus Drus; later Dol Guldur in Rhovanion; later still Barad-dûr.

KHAMÛL IN MERP

Hits: 240 **Melee OB:** 210 **Missile OB:** 180

AT: Plate (90) **MovM:** 10.

MERP Profession: Ranger.

MERP Stats: ST 90, CO 99, AG 91, IT 100, IG 82, PR 100.

MERP Spells: T.A. 1-2459: 120 PP; T.A. 2460 onward 150 PP. Khamûl knows the Path Mastery list to 10th level, the Moving Ways list to 10th level, all other base Ranger lists to 10th level, and four open Channeling lists to 10th level.

Special Ability: *Smell:* Khamûl can distinguish the exact location of any source of a given odor within 100' if the source fails a RR versus a 25th level attack.

Hearing: Khamûl can distinguish the exact location of any source of a given noise (also within 100').

KHAMÛL IN ROLEMASTER

Hits: 240 **Melee OB:** 210 **Missile OB:** 180

AT: 20 (90) **MovM:** 10.

RM Profession: Ranger.

RM Stats: St 110, Qu 100, Em 90, In 100, Pr 200, Ag 101, Co 110, Me 102, Re 101, SD 99.

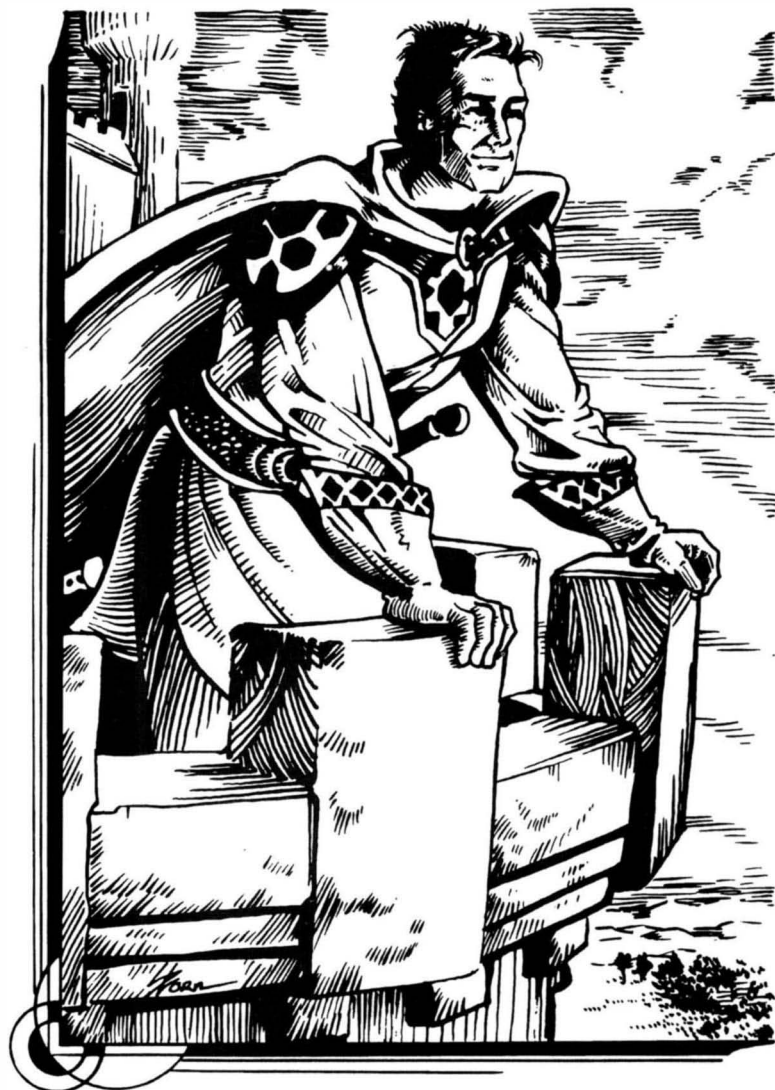
RM Spells: T.A. 1-2459: 120 PP; T.A. 2460 onward 150 PP. Khamûl knows the Path Mastery list to 30th level (50th after T.A. 2460), the Moving Ways list to 25th level, all other base Ranger lists to 20th level, three open Channeling lists to 5th level, and five closed Channeling lists to 10th level.

Appearance: (93).

Special Ability: *Smell:* Khamûl can distinguish the exact location of any source of a given odor within 100' if the source fails a RR versus a 25th level attack.

Hearing: Khamûl can distinguish the exact location of any source of a given noise (also within 100').





Vagaig

KHAMOL'S PRINCIPAL ITEMS

Bola: ("Water-Skimmer") +25 magic Elven Killing-bola ("Gé") made of bluish Cuivac wood from the land of Helcar Sael. In addition to any normal critical strike of "B" or greater severity, it yields a Crush critical of one less degree in severity (e.g., in addition to a "B" Unbalancing critical, it delivers an "A" Crush critical). When cast over water, its projectiles can be skimmed, giving the bola a bonus equal to +40, enabling strikes around corners with angles of 45 or less degrees, and eliminating normal range penalties.

Blowgun: ("Stinging Tongue") +15 mallorn-inlaid composite Blowgun, an Elf-slaying weapon. When poisoned darts are used and yield a critical strike, the victim must make a RR versus an attack equal to firer's level + poison's level.

Dragonhelm: +10 deep blue full helmet shaped like the head of a Fire-drake. Adds +10 to all of wearer's RRs and enables him to cast spells as if he were 60th level.

Armor: Deep blue and black Dragon-skin, half-hide plate armor that is unencumbering to the wearer, yet protects like full plate armor (AT 20).

Morgul-knife: ("Sorcery Knife") +30 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's level. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 26 means 24 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

19.3 VAGAIG

Vagaig, the current legate or Regent of Dor Rhúnen, arrived in T.A. 1639. He is the third man to hold the "Eastern Appointment" since the accession of the current King Tarondor (1636). His two immediate predecessors, Huanring (d. 1635) and Talathir (d. 1638), succumbed to the Plague and Asdrig arrows, leaving the administration of this shattered frontier province in shambles. Hundreds of important settlers and soldiers died due to the recent waves of disease, so the political sway Gondor has enjoyed east of the Anduin since the late seventh century is now threatened. The task of rebuilding is just beginning, for the new Regent has been in the area for less than a year.

Tarondor made a wise choice when he picked Vagaig (S. "Sharp Sword") to reorder the eastern frontier. The new Regent is a veteran of the Harad Wars against the Corsairs of Umbar and their Haradrim allies, campaigned under King Minardil's nephew in the Mountains of Rhûn in T.A. 1625, and served in the Watch on Mordor while living at Minas Ithil. Now only 61, he is strong, but his youth should not be confused with inexperience. His decisive manner and occasional ruthlessness have paved the way for more than a few of Gondor's victories. Unfortunately, he is first and foremost a leader of Requain (S. "Knights") and has little administrative experience. Tarondor is not bothered, however, for the depopulation and renewed threat from the East and Southeast, has led him to believe that Gondor's problems in Dor Rhúnen are primarily military.

Vagaig stands 6'7" and is strong of build. His black hair, fair complexion, angular but graceful features, and cool grey-green eyes have led many to call him handsome...and he has always agreed. Wars have taken their toll, of course—he has a scar on his right cheek and is missing the lobe of his right ear—but Vagaig remains a pleasantly imposing character. This image is bolstered by a dry wit and dedicated sense of humor. He is generally gregarious and given to befriending respected companions in a remarkably short time. The men who serve him find him likable, although none mistake his exuberance for weakness.

Vagaig's private moments are quite different from his public ones. While his reputation is not based on any façade, a good deal of diplomacy is involved when he deals with his soldiers and in political circles. When alone with his wife Lomamir or close friends he is given to quiet periods of grief and longing which sometimes last for a number of days; Vagaig has seen three sons die in the last six years, and only one—Gyddda (32)—remains. (Gyddda lives at the ancestral home in the Ringl— Valley of Lamedon.) His sister Quessë perished during the same Asdriag raid that claimed the Regent Talathir in T.A. 1638. Although Vagaig is generally considered just with foes who surrender, he has vowed to exterminate the Asdriag tribes—and all those related to them.

This spirited hatred has caused Vagaig to deploy an inordinate amount of Gondor's thin eastern force in the central and southeastern hill area of the Talath Harroch. It has also led him to make rash excursions against real and supposed Asdriag foes. He does not favor Orcs, but his neglect of the Men Morannon (road from Dol Guldur to the gates of Mordor) and Men Uruk has contributed to revitalized evil activity during the dark hours in and around Southern Mirkwood.

The pressure has also contributed to an estrangement with the wife he loves so dearly. Lomamir's already limited patience has been strained over the years of her husband's service, and she has been increasingly interested in the noble Northman prince Augimund, the envoy from the Mahrcared (Thyn of the Ailgarhas). This bodes poorly for Vagaig, for Augimund is a philosophical dreamer whose passions run deep, so much so that his mission and loyalties are in increasing jeopardy. The young Northman is beginning to realize Lomamir's charms.

Vagaig favors clothing of a deep green hue, and (on rare days) wears a greenish chain mail on the rare instances he feels a need for armor. The Regent normally carries his round target shield and green steel sword, but scoffs at too frequent a use of a warrior's protective covering, for he is bothered by the heat and his heavy martial burden. His neglect of his own responsibility disturbs his lieutenants, but their respect outweighs their worry. This apparent lack of concern may also contribute to his disdain for the bow, an item he uses exclusively when hunting or competing at fairs. Upon his shield is the traditional dual coat-of-arms of the Eastern Regent, the "halved emblem" of

Kingdom and House: on top sits the deep blue field backing the White Tree, symbol of Gondor; beneath it, the green field and White Fist of Spathlin, sign of Vagaig's line and fief from Lamedon.

19.4 PRINCES OF THE PLAINS

There are a number of Thynas, but a few have of late come into greater prominence.

19.4.1 MAHRCARED

Mahrcared is the powerful lord of Burh Ailgra, the largest single Northman settlement on the Talath Harroch. In recent years his clan has gathered together their Éothraim brethren and reforged the Tribe of the Ailgarhas, "friends of the sacred stag." Since T.A. 1627 Mahrcared has been Thyn of Buhr Ailgra and "Huithyn" of his tribe. Despite a devastating loss during the Plague Years, this huge Northman warrior held the clans together; only an infrequent use of flame and sword was necessary to maintain the union. This is largely due to his personal reputation as an unyielding slayer of his enemies, for Mahrcared takes few prisoners, and those who have submitted once may not renege.

Mahrcared is an old member (83) of an ancient house, and stands by the emblem of the three interlocking horse heads—one red, one orange, and one blue. He is a superb horseman, the nearest of a long line of mobile warlords who have always placed a high premium on swift battle and horse-raiding. His cavalry have created a fine herd of steeds, but still enjoy the thrill of striking an Easterling camp and carrying away the mounts of their foes. Like many of the eastern Éothraim, they have adopted the practice of "counting coup" (Rh. *cunnian bearn*), an age-old Rhovanion ritual which involves touching an armed foe without inflicting harm. This ritual serves as a rite of passage required of true warriors and is considered as a humiliating insult by Northmen and Easterlings alike. Mahrcared has counted coup often, and one such act prompted a Sagath chieftain to take his own life. For this reason, there has been a special enmity between the Sagath and Ailgarhas.

Mahrcared stands 6'4" and weighs 265 lbs. Burly, blond, and gruff, he credited with breaking the neck of an Easterling warhorse with his bare hands while on campaign as a youth. He has lost little with age, and still stands as a champion wrestler and rider. Each spring he spends a month riding to each site in the circle of encampments that will serve as the year's set of seasonal pastures. Like most of the Horse Lords, Mahrcared lives among men who spend a considerable portion of the year away from the main settlement. The Ailgarhas differ from most of their brethren, however, in that they maintain a strong village structure throughout the year. Only portions of the men travel with the herd; their families remain behind, but the riders are gone for shorter periods than most Éothraim.



Mahrcared is also expert with both a hand- and battle-axe, as well as his beloved inlaid broadsword. Clothes of deeply tanned, finely worked leather and bright plaid wools are his favorites. Light, scale armor, a great round-shield, and a tooled gold and steel helm add an air of martial grace. When mounted on his red warhorse Mohrig, he presents a formidable presence.

Despite the fact that Mahrcared's wife Brytta is only 5'3" in height, their family is tall. Their sons—Iseren (16), Felardan (14), and Mahacaed (9)—are big even by Northman standards, and their 10 year old daughter Eoraca has already reached 5'. The household is closely-knit and Mahrcared is fiercely proud of both his young wife and his strong offspring. His strong streak of loyalty is reinforced by the fact that this is his second family. The first perished during an Orc raid in T.A. 1615 while visiting friends in the East Bight; thus the 44-year difference between he and his beloved Brytta.

19.4.2 UIRDIKS

Uirdiks is the leader and most learned of the Gramuz clan known as the "Withras" (Rh. "Opposers"). These sedentary Plains-Northmen, farmers all, were given their name because of their independent fervor; they have never submitted to other men, be they Northman or "enemies" of another sort. Once there were but a handful remaining after an overwhelming force of Waagath Easterlings assailed their modest fortified manors (ca. T.A. 665) and slaughtered those that had not taken proper refuge. Nonetheless, the core of the future line survived, and today their descendants remain entrenched in the hills of the east-central Talath Harroch.

The Thyn Uirdiks is a cripple who once stood 6'3," but is now deformed and bent in such a way as to give the impression of a much shorter man (perhaps 5'4"). He was struck by a strange curse while a young man, and a contorted frame has been his prison ever since. Oddly, he does not suspect and fear users of enchantments the same way other Northmen do; instead, he reads works from far-away sources and scans the skies for knowledge. He is known to enjoy the rare company of Elves, and has occasionally traded with Dwarves. Of all the Northmen, he is the closest to Radagast the Brown. Much of this thirst for wisdom and insight is no doubt due to his inability to work with his own body, although the foundations were laid in his early childhood. Uirdiks' father Skulif, the Elf-friend, was a Northman seer of great renown.

Skulif had two sons and a daughter. Uirdiks was the eldest and has never married, so he has adopted his sister's son Gartila (22) as his heir. Skulif's youngest son Wuilaric left the home settlement at Leovidukas ten years ago, and was disowned because his fascination with Dark Rites led him to betray more than one friend. Village rumors place him to the east, or in the west with the curious Necromancer of Dol Guldur.

The Withras are a unique lot in more ways than one. Few Northmen would follow a book-bound scholar whose body is racked with deformity. Fewer still tolerate the open use magic. This clan, however, claims to be the remnant of an ancient Eriadoran tribe which once served as masters of the ancestral Northman heritage. Their forefathers, Edain who closely aligned themselves with the Elves, were guardians of the lessons and works given to the proto-Northmen by the Firstborn. One sacred book, the magic tome called the Suimbalmynas (Rh. "Everthoughts"), is evidence of their prudent use of magic; credited to one of the last Thynas of the Eriadoran Withras, it is both a history and tale of conjuring, complete with great spells of power. Unfortunately it was lost during the "Waagath War," just after the migration to Rhovanion. The heritage and outlook left as a result of this work explains in large part the clan that remains.

Uirdiks wears loose wool robes which help to conceal his plight. Due to the rugged nature of the village—and the fact that the Thyn enjoys long, solitary walks in the surrounding meadows—he bears a twisted, six foot walking stick of deep grey wood, a staff inlaid with bone and garnets. As a seer, he wields it as a focus of power; as a leader of his clan, he holds it as the symbol of the Thyn. This quiet, learned man is lonely and succumbs to a pronounced shyness when among women, particularly attractive ones. Often he isolates himself from everyone; but, like any good Northman, he still enjoys the celebrations that mark the seasons, and is quick to partake of drink. (Most feel, with good cause, that he drinks too much; as a youth, he wrecked a total of ten wagons.) Always, he seeks the word of strangers who appear to have some wits about them. Uirdiks is a gracious host to those who can teach him something new.

19.4.3 ATAGAVIA

Atagavia (40) is master of the venerated clan of the Waildungs, "urban" Northmen who live at Buhr Widu in the East Bight. A direct descendant of King Vidugavia, he commands respect throughout Rhovanion. More than a few high-ranking visitors from Gondor have bedded beside his hearth, and of all the lords of the hilly East Bight, he is the most powerful. Due to his dominance in both political and economic circles, he has gained control of the town and the surrounding clans. His power base is considerably less than that of his forefathers—men who loosely ruled most of the Rhovanion Northmen—but Atagavia remains the Huithyn or Prince of the Waildungs.

Although his stature is only average for a Northman (6'1" and 180 lbs.), Atagavia has been blessed with an aggressive manner and piercing blue eyes. He sways men with his gifted tongue and unwavering glance. Imagery is important to him, for he seeks to dominate all men, and carefully seeks leverage wherever it may lie. His thick velvet tunics and embroidered cloaks have always set him apart from the common Northman of the town, while his brilliant burgundy-colored chain mail has marked him

well in battle. (His matching helm, shaped and tusked as a real boar head, covers the whole of his head, including his short beard.) For whatever reason, perhaps because of his heritage or his shock of bright red hair, Atagavia enjoys being the center of attention.

The Thyn of the Waildungs is also a colorful warrior. This is largely due to his grandiose horsemanship, the blaze of burgundy, and the awful flail called Totila. A rare weapon, the flail was named for the lord's great-grandfather; it is difficult to use, but exceedingly deadly, and both Atagavia and his black warhorse Eorg are trained in its peculiar ways. Often, the mere appearance of this assemblage drives a foe from the field. In other cases, the near insanity of his rash charges simply stuns the enemy.

In every instance, Atagavia tends toward impetuosity. He has a beautiful, blond, fiery-tempered wife Haithwyn (age 20) whom he married an hour after meeting. She proved to be a sorceress; this fascinated him, although the secret is well kept. During their four-year marriage Haithwyn has borne two children: a girl Lusuntha (2), and a boy Ugilulf (1). They are a pampered pair, and Atagavia plans to give them the whole of Rhovanion some day.

19.5 BEIJABAR AND WOODMEN

19.5.1 BEORN

A Northman Lord of the Beijabar (Beornings), Beorn is the first of the three enchanted Frathagaman (Chieftains) of the great Cult of the Bear (Rh. Bairakyn). He is a powerful Shape-changer (Rh. Skuiftlaikar) who transforms into a Great bear during rituals, battle, or other times of frenzy or need. A true beserker, Beorn hates Orcs and goes into a vengeful rage when he encounters them.

NOTE: *Beorn slew the Orc-lord Bolg and helped turn the tide at the Battle of Five Armies in T.A. 2941.*

Fiery and suspicious of strangers, Beorn is difficult to approach. He never forgets a kindness, however, and cherishes the few folk he actually befriends. Like the other Beijabar, he prefers the company of wild beasts and stays in his secluded home during times of repose. Beorn's kinsmen protects the trade routes between Eriador and northern Rhovanion and keep watch over the Misty Mountain passes and the crossings over the upper Anduin (exactng only modest tolls). Beorn himself lives in a comfortable wood Long-house at his modest manor, Muidwe Beorn, in the eastern Anduin Valley. His fenced yard accommodates a host of animal friends, many of whom reside with the warm Northman, performing chores on behalf of his peculiar community. The manor lays in a strategic nook between the western edge of Mirkwood and the Carrock.

BEORN

Level: 28.

Race: Northman (Beijabar).

Home: Muidwë Beorn, near the Carrock.

BEORN IN MERP

Hits: 165 **Melee OB:** 170 **Missile OB:** 155

AT: None (30) **MovM:** 30.

MERP Profession: Ranger.

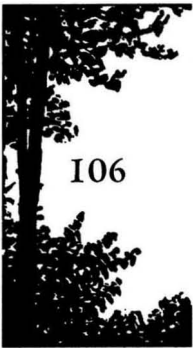
MERP Stats: ST 101, CO 100, AG 99, IT 100, IG 73, PR 91.

MERP Spells: 60 PP (300 PP with x5 collar); base spell OB 20; directed spell OB 15. Beorn knows all base Animist lists to 10th level and all open Channeling lists to 10th level.

Special Ability: *Shadow-sight:* Beorn can see ghost, wraiths, and other denizens of the Shadow-world as if they were normally visible. *Maneuvering Without Sight:* Beorn can maneuver normally in even utter darkness.

Beorn





BEORN IN ROLEMASTER

Hits: 165 Melee OB: 170 Missile OB: 155
AT: 1 (30) MovM: 30.

RM Profession: Ranger.

RM Stats: St 101, Qu 96, Em 99, In 100, Pr 91, Ag 99, Co 100, Me 79, Re 67, SD 90.

RM Spells: 60 PP (300 PP with x5 collar); base spell OB 20; directed spell OB 15. Beorn knows all base Animist lists to 20th level and all closed Channeling lists to 20th level.

Appearance: 74.

Special Ability: *Shadow-sight:* Beorn can see ghost, wraiths, and other denizens of the Shadow-world as if they were normally visible. *Maneuvering Without Sight:* Beorn can maneuver normally in even utter darkness.

BEORN'S PRINCIPAL ITEMS

Staff: ("Ghostbane") This intricately carved, gnarled white staff is made of enchanted bleached chestnut. It serves as a +7 (Channeling) spell-adder, and enables the wielder to control any Ghosts within 100' who fail their RR (versus wielder's lv). Ghostbane is traditionally used by the High Priestess of Tulach Boghain and serves as a +25 Ghost-slaying quarterstaff when wielded as a weapon.

Dagger: ("Bloodrunner") +30 long-knife which strikes as a short sword. When thrown, it is merely a +10 weapon.

Robes: ("Mountain Robes") These unencumbering robes protect the wearer as if he were wearing soft leather armor (AT 8). The wearer receives a +20 bonus for any climbing or balance maneuvers.

19.5.2 BEORABORN

There are three great lords (Rh. Waetan) among the Beijabar of Southern Rhovanion. Of these, one, Beoracer, is rarely seen except at the times of the Great Dances. The two others, Beoraborn and Bornbeneor live in the Anduin Valley along the western fringe of Mirkwood and rarely retreat into seclusion. Their families are the noblest of the Bear Clan, "guardians of the old roads."

Beoraborn is the oldest of the ones who possess the gift of Shape-changing. He has become the most revered of his kind south of the Old Forest Road. Only the Waildanbair who lives in the North beside the Carrock holds sway over this kind patriarch. From his Haiman (R. "Manor") at Sarn Lothduin he roams the river valley and forest paths, taking care to visit the isolated Beijabar families. For many, he is a sort of grandfather; he has no power over the individual Frathagaman (Rh. "Wise Ones"), but his authority is unsurpassed. Of the dozen Southern Beijabar who can Shape-change (Rh. Skuiftlaik), he is the only one considered to be the religious and political leader of all the southern families.

Beoraborn's homestead is located atop a hillock, in a small grove of trees overlooking the Anduin below the Gladden Fields. There—among the furry oaks, silvery maples, and gleaming larch—he has built a fine long-house for his family of five: his wife Geilsyn (46), his sons Bork (24) and Braiga (21), and his daughter Resuntha (19). Animals of all sorts abound within their carefully tended yard. Each performs a cooperative task, and all have a home somewhere in or beside the entwined rose-trees that serve as the fence and protective wall of the manor.

Beijabar prize their women and protect them with extraordinary zeal. This is largely a result of their insulated heritage; they have always feared a dilution of their sacred line. So although the Beijabar woman is treated as an equal and an artist in her own right, her contact with those outside the clan is much more limited than that of her male counterparts. This is also true of young males, for the Beijabar are few, and their children are their future.

When he is not wandering in Wilderland as a fearsome Great Bear, Beoraborn wears the clothes that denote one of the Waetan: a tunic, vest, and cape created out of black "Warg" fur (not the lycanthropic variety), pants of red wool, grey leather shoes and leggings, and no hat or helm. His carved white Dragon-horn and peculiar silver beard set him apart from the other Beijabar lords. (Each Waetan carries a distinct horn.) To an outsider, he may seem to be simply another barbaric hunter; to his kind, he is a noble master.

At least one night in seven Beoraborn leaves his abode for the wilds. There, outside the enchanted boundaries of his manor, he takes the form of a Great Bear. This change is said to bring the Beijabar closer to their beloved Béma (Oromë), for the great Vala is a hunter of foul beasts and a master of changing ways. (All Valar, of course, possess the latter trait.) In elder days the Great Bears accompanied Béma into battle against the armies and servants of the Black Enemy. Now they gather at one of their traditional glades to dance and commune with their Fathers. Then they go forth in search of the creatures of Darkness, hunting and killing with brutal determination. This instinctive slaughter runs deep in their blood, and in times of war, or at the sighting of one they call a "monster" (e.g., an Orc or Troll), the Beijabar lord might see fit to revert to the ways of his venerated Bear-cousins.

19.5.3 WAULFA

Since the vast majority of Mirkwood Woodmen are scattered over wide stretches of the western forest, the political importance of Woodmen-town far surpasses its population share. It is the sole center of commerce and intellectual activity among a group of rude, unlettered hunters and gatherers. Accordingly, its residents, the Sairthéod clan, are politically and culturally dominant among the Woodmen. Their leader, the 60-year-old Waulfa, is an accomplished tracker and healer who has

assumed considerable authority over the whole of his people. Many of the other Woodman Thyns come to him for aid and advice. In return for his gems of common sense and Elven lore, these clan lords bring whatever gifts they can muster. Regardless of their worth, Waulfa accepts them with kind words. He knows the plight of desperate men.

Waulfa is the father of ten offspring, all children by his wife Sisewyn. Although the eldest (the lovely Dainwyn, aged 38) is thirty years older than her young brother Thuinand—and despite the fact that all but two of the brood have left the fold—the family is close: Odagis (27) is his father's envoy and serves as the town tracker; his sister Osantha (25) oversees the town's stores.

A tall, robust man (6'2" and 270 lbs.), Waulfa is rarely ignored. He is quite wise, and often introspective, but has somehow cultivated a talent for festive partying and games. After all, Waulfa throws his whole soul into any endeavor. No one in Woodmen-town has ever remembered a better axe-hurler, and, in his prime, no warrior could best him in "tree-wrestling" (a contest involving 2-16 contenders who try to cross over or under a fallen tree). A few can outdrink the man, but not one can claim a better flair.

This taste for color does not extend to Waulfa's garb, however; rough furs, scratched leather, and torn wool make his wardrobe no better than average. He does own a fine set of chain mail which the Elf-king Thranduil awarded him some years ago, but he is usually content with a simple tunic and some coarse pants and/or leggings. Personalities and problems concern him, not the frivolous trappings of vain Men. Waulfa has always loved the Elves and hated all their enemies with real passion, but he has never understood their wondrous clothes. As for Elven wine, Elven lore, and Elven song...that is a different story.

19.6 LORDS OF DALE

The first monarchs in the Second Line of the Kings of Dale, the following figures rule the upper Celduin Valley during the last years of the Third Age and the early part of the Fourth Age. Their domain encompasses all the territory north of the lower bounds of Long Lake (at Lindal) and south of the Grey Mountains. However, in keeping with Northman tradition, Lake-town and the communities surrounding the Long Lake and the Long Marshes remain semi-autonomous.

NOTE: *The following information should be regarded as supplemental; the events described take place after T.A. 1640. GMs wishing to run a detailed adventure in this region should see ICE's Laketown. For more information regarding items and stats associated with the Lords of Dale, see the Master NPC Table in section 23.2.*

19.6.1 BARD I

Bard the Bowman, the Dragon-shooter, is a grim and quiet Northman warrior born and raised in Lake-town. When the Dragon Smaug attacked his port-settlement in T.A. 2941 he rallied the townsmen and slew the Fire-drake with a well-placed bowshot. He subsequently led the Northmen of the Long Lake area in the Battle of Five Armies outside the Lonely Mountain. After the victory, he used his portion of the Dragon's hoard to rebuild the ruined town of Dale, the home of his ancestor Girion. Thus, Bard became the first King of the Second Line.

19.6.2 BAIN

The second King of Dale, Bain is the son of Bard I and the father of Brand. He assumed the throne after his father's death in T.A. 2977. Bain is a wily trader known for his links with the Dwarves and Elves of northern Rhovanion. His commercial influence is considerable, and he has a number of close friends in the mercantile circles of Ilanin and Riavod.

19.6.3 BRAND

When Bain died in T.A. 3007, Brand assumed the throne of Dale. He is a tough warrior who, unlike his father Bain, cares little for the niceties of commerce and tradecraft. He prefers to campaign, hoping to rid his Kingdom of Orcs, Easterlings, and fell creatures from the North.

The father of Bard II, Brand is a caring family man. He is a proud, private person, although he appears gruff when around outsiders—even his Elven allies. In this way, he is like a Dwarf-lord, which is hardly surprising in light of his respect for the tough Naugrim.

19.6.4 BARD II

Known as the Dwarf-friend, or simply Bard of Dale, Bard II is the fourth monarch in Dale's Second Line. He became King when his father Brand died in the three-day Battle of Dale in T.A. 3019. There, the Easterlings routed the allied army of Dwarves and Men slaying both Brand and the Dwarf-king Dáin II. Bard II was forced to lead the survivors into the Dwarf-hold at Erebor (S. "Lonely Mountain"). After withstanding a brief siege which lasted until the destruction of the One Ring, they struck back against the demoralized Easterling attackers, many of whom knew little of siege warfare.

Bard II led the Dalemen into the Fourth Age and remains a far-sighted and compassionate King. His love for the Naugrim is legendary, and under his watch, the Men of Dale have grown closer to the Dwarves of Erebor and the Eryn Engrin.

19.7 HUINEN THE SEER

In appearance, Huinen (when not disguised, as he almost invariably is when he leaves his home) is a tall, slender man, 6'10" in height, weighing 200 pounds. The typical Noldo black hair is in this case very curly, and shot with streaks of white; he wears it short in an unkempt mop. He has a long face with large hazel eyes which are sometimes emerald, sometimes deep brown, depending on the light; a small nose above a mouth which usually hangs open.

The overall impression, when one is given the rare opportunity to meet Huinen, is that he is either very stupid or mentally incomplete ("not eating with both hands," as the Hobbits say). His voice is very low, and he speaks with a stutter (the fact that this is a deliberate affectation is a secret he shares with no one), further adding to the overall appearance of total ineptitude. He has been known to drool. On the other hand, when playing a role, Huinen can be the epitome of the truly regal Elven lord, or any other guise which he may choose. Huinen does not confide completely in anyone. If there is another person he trusts at all, it is Ringlin, his protégé. He would trust Arien but suspects her real loyalty may be elsewhere.

The Seer's attitude toward "guests" varies, and could be considered truly random. Uninvited intruders in the house are not often treated with great kindness. Usually all memory of the location of Ceber Faunin is removed from their mind, and they are left in the forest far away.

Huinen



On the other hand, Huinen is always scanning the surrounding wood, and members of his household guard are always out patrolling. Travellers who are (truly) in trouble are frequently taken in and aided, then helped on their way—far away. Huinen values his home's secret location very highly.

HUINEN

Level: 33.

Race: Noldo.

Home: Ceber Faunin.

HUINEN IN MERP

Hits: 112 **Melee OB:** 100 **Missile OB:** —
AT: None (100) **MovM:** 60.

MERP Profession: Mage.

MERP Stats: ST 110, CO 110, AG 101, IT 100, IG 102, PR 120.

MERP Spells: 99 PP (300 PP with x6 orb); base spell OB 20; directed spell OB 80. Huinen knows three base Mage lists to 10th level, three base Bard lists to 10th level, and three open Essence lists to 10th level.

HUINEN IN ROLEMASTER

Hits: 112 **Melee OB:** 100 **Missile OB:** —
AT: 1 (100) **MovM:** 60.

RM Profession: Bard/Seer.

RM Stats: St 76, Qu 100, Em 87, In 89, Pr 101, Ag 100, Co 89, Me 79, Re 97, SD 96.

RM Spells: 99 PP (300 PP with x6 orb); base spell OB 20; directed spell OB 80. Huinen knows three base Seer lists to 30th level, three base Seer lists to 20th level, and ten base Mentalist lists to 15th level.

Appearance: 84.

HUINEN'S PRINCIPAL ITEMS

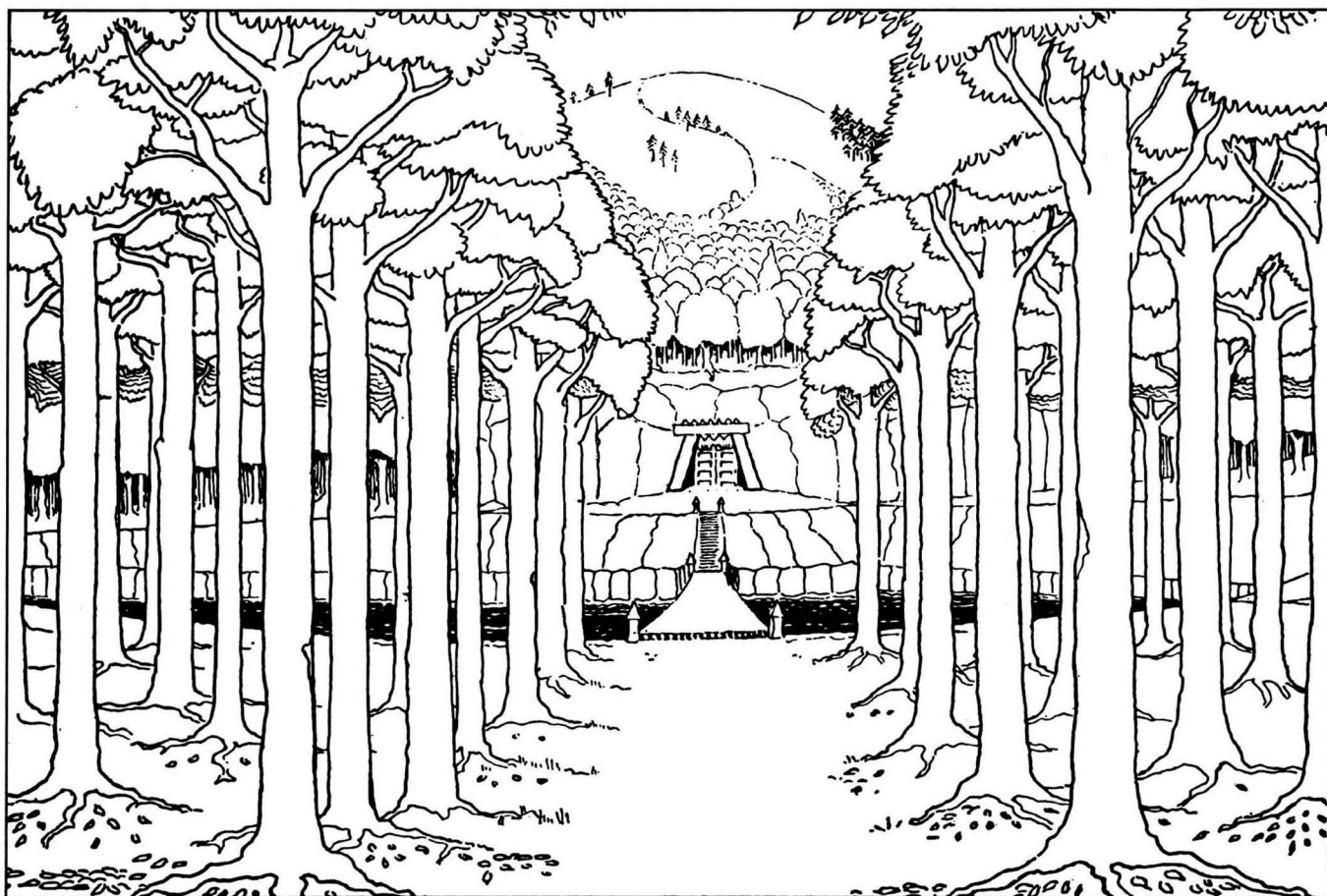
Cloak of Invisibility: full length; confers *Invisibility* at will as often as once per round.

Ring of Waterbolts: range 300'; usable 6x per day; delivers 3x hits; recharges daily and cannot be permanently exhausted.

Headband: protects as a metal helm.

Stud Earring: emerald set in mithril; highly intelligent; speaks 100 languages (almost any that would be encountered).

Leather Wrist Bracers: create a misty aura around wearer at will; add +60 to wearer's DB.



The Elvenking's Gate.

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19.8 ELF-LORDS

The Elves of the Woodland Realm count a host of capable leaders and powerful personalities. Three, however, have had the greatest impact on the course of Wilderland's history.

19.8.1 OROPHER

A fiery and prideful Sinda Lord from Lórien, Oropher broke with Galadriel and his kinsman Celeborn during the middle of the Second Age. He resided near Amon Lanc at the time and, as a result of the dispute, severed ties with the Elves of the Golden Wood. Oropher gathered a group of Sindar and joined with the neighboring Silvan Elves, forming a new kingdom in Greenwood the Great. Thus, he became the Elven-king of the Forest-folk.

Although rash and hot-tempered, Oropher quickly recognized the danger Sauron presented and advised his brethren to prepare for the impending war. The Elvenking moved three times, each time further northward and away from Mordor. Eventually, he established a major stronghold in the western vales of the Emyrn Duir (Mountains of Mirkwood). He also built Caras Amarth (S. "City

of Doom"), a great network of halls to the west which served as his capital. Mobilizing his people, the vast majority of whom were Avari (Silvan Elves), he readied the Woodland Realm for the great struggle against the Evil One which ended the Second Age.

War finally erupted in S.A. 3429 and the Elves and Men formed the Last Alliance in order to combat the Lord of the Rings. Oropher refused to submit to the supreme command of the Noldo High-king Gil-galad, however, preferring to keep his modestly-equipped but numerous and independent-minded Silvan warriors apart from the chain of authority. This proved to be his undoing. In S.A. 3434, during the Dagorlad campaign, the Elven-king prematurely ordered an assault on the Mordorean lines. His host was routed and Oropher perished in the struggle, fighting brilliantly but without hope of relief.

NOTE: For more information regarding Oropher's items, see the inset material covering his son Thranduil. Thranduil carried his father's treasured weapons and later passed them on to his heir, Legolas.

*The Elven-king's
Gate*



19.8.2 THRANDUIL

Like his father Oropher, Thranduil journeyed eastward out of Lindon with Celeborn during the early years of the Second Age. He helped found Eregion (Hollin) but, like many of the other Sindar, had little use for the animosity of the Dwarves of nearby Moria. The Naugrim held strong feelings about the Sindar, and Thranduil was happy to migrate further east to avoid conflict. He accompanied Oropher over the Misty Mountains and into the southern reaches of Greenwood the Great. There, the House of Oropher bound itself to the Silvan Elves, eventually breaking with their Sinda kinsmen and creating the Woodland Realm.

Thranduil inherited his father's throne in S.A. 3434. His army was decimated, though, so he spent the early months of his reign restoring order. Even then it was seven years before he sat on Oropher's throne. After the fall of Sauron and the end of the Second Age, he moved back to his father's hold in the highlands of Greenwood to begin the task of ruling the Forest-folk.

When Sauron arose again in T.A. 1050, he settled in Greenwood as the "Necromancer." Thranduil failed to immediately identify the new threat or recognize the Necromancer's true nature, but he sensed danger. This prompted the delving of the Aradhrynd, the "Halls of the Elven-king," which were completed around T.A. 1100. From there, Thranduil presided over an ever-shrinking Woodland Realm. Despite the growth of the Shadow over Mirkwood, Thranduil succeeded in resisting conquest. He remained resilient, tenacious, and ever-vigilant throughout the often insidious struggle.

THRANDUIL

Level: 33.

Race: Sinda.

Home: Aradhrynd, Halls of the Elven-king.

THRANDUIL IN MERP

Hits: 175 **Melee OB:** 242 **Missile OB:** 247

AT: Plate (95) **MovM:** 45.

MERP Profession: Warrior.

MERP Stats: ST 98, CO 96, AG 100, IT 95, IG 92, PR 96.

MERP Spells: 66 PP (198 PP with x3 multiplier); base spell OB 25; directed spell OB 25. Thranduil knows one base Animist list Plant Mastery to 10th level, two base Ranger lists Path Mastery and Nature's Guises to 10th level, two open Channeling lists Nature's Movement and Protections one open Essence list Illusions to 10th level, and one base Mage list Lofty Bridge to 10th level.

THRANDUIL IN ROLEMASTER

Hits: 175 **Melee OB:** 242 **Missile OB:** 247

AT: 17 (95) **MovM:** 45.

RM Profession: Fighter.

RM Stats: St 98, Qu 99, Em 97, In 95, Pr 96, Ag 100, Co 96, Me 93, Re 91, SD 84.

RM Spells: 66 PP (198 PP with x3 multiplier); base spell OB 25; directed spell OB 25. Thranduil knows three base Animist lists Nature's Protection, Plant Mastery, and Nature's Movement to 10th level, base Illusionist lists Guises, Illusion Mastery, and Light Molding to 10th level, and open Essence lists Lofty Bridge and Invisible Ways to 10th level.

Appearance: 98.

THRANDUIL'S PRINCIPAL ITEMS

Sword: +45 Broadsword of Troll- and Spider-slaying. Only fumbles on unmodified roll of 01.

Bow: +45 Elven Longbow of Orc-slaying. It fires at twice normal rate of speed.

Ring: A x3 PP multiplier, the mithril-inlaid silver ring confers a +20 bonus to wearer's bow attacks and reduces his chance of fumbling by 2.

Boots: Dark grey, they are Boots of Limbrunning.

Helm: Creates shadows, giving wearer a +50 bonus all hiding maneuvers.

19.8.3 LEGOLAS

Legolas is the eldest son and heir of King Thranduil. Exceptionally personable and skilled in the arts of diplomacy, he is at ease in the company of Men and is astoundingly tolerant of Dwarven interests. He is also inquisitive and exceptionally astute, not unlike a Noldo, although he is not prideful. Unlike his father and grandfather, Legolas is acutely aware of the concerns of others and the need to cooperate and occasionally compromise.

Besides being a fine young statesman, Legolas is a superb bowman and able forester. He is well-travelled and feels confident about meeting virtually any challenge in the wilds or on the battlefield.

LEGOLAS

Level: 8 before the Ringquest; 28 after T.A. 3018.

Race: Sinda.

Home: Aradhynd, Halls of the Elven-king.

LEGOLAS IN MERP

Hits: 94/148 **Melee OB:** 90/205 **Missile OB:** 125/240

AT: Chain (50/70) **MovM:** 35/45.

MERP Profession: Warrior.

MERP Stats: ST 98, CO 91, AG 100, IT 94, IG 90, PR 81.

MERP Spells: none.

LEGOLAS IN ROLEMASTER

Hits: 94/148 **Melee OB:** 90/205 **Missile OB:** 125/240

AT: 13 (50/70) **MovM:** 35/45.

RM Profession: Fighter.

RM Stats: St 98, Qu 99, Em 92, In 94, Pr 81, Ag 100, Co 91, Me 92, Re 95, SD 72.

RM Spells: none.

Appearance: 93.

LEGOLAS' PRINCIPAL ITEMS

Bow: A Bow of Quickness, it fires 3x every two rounds and gives wielder a +30 bonus.

Shield: A +25 Shield of Concealment, it gives of a shadowy aura that aids in hiding maneuvers.

Boots: Dark grey, they are Boots of Silence.

Long-knife: +20, strikes as a short sword.

I9.9 DWARF-LORDS

The Lords of the Dwarves in Wilderland are too numerous to properly recount here. Two Dwarven figures, though, deserve mention.

NOTE: For more on the Dwarf-lords of Rhovanion, see *ICE's Dwarves*.

I9.9.I DÁIN II

Dáin Ironfoot was born in T.A. 2767 at Azanulinbar in the Iron Hills of northern Rhovanion. The son of Náin (T.A. 2665-2799), he was a cousin of both Glóin and King Thorin II (Oakenshield). Dáin first won fame when he killed the Orc-lord Azog in the Battle of Azanilbizar (Dimrill Dale) in T.A. 2799. His father Náin perished in the fray, but his grandfather, King Grór, survived. So, when Grór died six years later (T.A. 2805), Dáin succeeded him as King of the Iron Hills.

Dáin's host marched to Thorin's aid at the Battle of Five Armies (T.A. 2941), where they distinguished their Dwarf-king as a superb warlord. Once again, Dáin proved himself to be the bane of the Orc-race, slaying dozens of the foul goblins in the pitched melee at the base of the Lonely Mountain.

DÁIN II

Level: 28.

Race: Dwarf (of the House of Durin).

Home: Azanulinbar, in the upper Redwater Valley of the Iron Hills.

DÁIN II IN MERP

Hits: 149 **Melee OB:** 180 **Missile OB:** 110

AT: Plate (65) **MovM:** 5.

MERP Profession: Warrior.

MERP Stats: ST 101, CO 100, AG 96, IT 84, IG 87, PR 77.

MERP Spells: none.

DÁIN II IN ROLEMASTER

Hits: 149 **Melee OB:** 180 **Missile OB:** 110

AT: 20 (65) **MovM:** 5.

RM Profession: Fighter.

RM Stats: St 101, Qu 96, Em 64, In 84, Pr 77, Ag 96, Co 100, Me 91, Re 84, SD 90.

RM Spells: none.

Appearance: 78.

DÁIN'S PRINCIPAL ITEMS

Axe: +35 Axe of Orc-slaying fashioned in Nogrod in the Blue Mountains during the late First Age.

Shield: A +25 oval Ithilnaur Warder's Shield, bears a Sudden Light symbol on the front, permitting the wearer to command the shield (3x/day) to glow with a blazing light causing all within 14' diameter (who are gazing in the direction of the shield) to make a RR versus Essence. RR failure results in victim being stunned for 1 round/10 RR failure (e.g., RR failure of 26 = victim stunned 3rds).

Hammer: +30 Hammer of Troll-slaying fashioned in Khazad-dûm (Moria).

Boots: Dark brown, they are Boots of Iron, enabling the wearer to kick a foe as if wielding a mace.

Cape: +10 Cape of Protection. Water and windproof, it provides the wearer with +10 RR and AT bonuses.



19.9.2 GIMLI

Gimli of Erebor, the eldest son of Lord Glóin of Azanulbar, was born in the Blue Mountains (S. Ered Luin) in T.A. 2879 and journeyed eastward to Erebor in T.A. 2941-42. It was only after he settled in the Lonely Mountain that he visited his father's ancestral residence in the Iron Hills. He spent the next seventy-six years in northern Rhovanion, at Erebor and in the highlands around the headwaters of the Carnen.

Although seemingly unprepared for statecraft by Man-nish standards, Gimli is considered worldly by his fellow Naugrim. He is relatively well-traveled, tolerant, and enjoys the counsel of his father Glóin—a Dwarf whose experiences during the Ereboran Quest and the subsequent Battle of Five Armies provided him with keen insight into the ways of Elves and Men.

NOTE: *Gimli, of course, accompanied his father to the Council of Elrond in Rivendell in T.A. 3018. He later became a part of the Fellowship of the Ring.*

GIMLI

Level: 8 before the Ringquest; 21 after F.A. 1.

Race: Dwarf (of the House of Durin).

Home: Erebor, the Lonely Mountain.

GIMLI IN MERP

Hits: 125 Melee OB: 130 Missile OB: 85

AT: Chain (60) MovM: 5.

MERP Profession: Warrior.

MERP Stats: ST 98, CO 96, AG 100, IT 95, IG 92, PR 96.

MERP Spells: none.

GIMLI IN ROLEMASTER

Hits: 125 Melee OB: 130 Missile OB: 85

AT: 13 (60) MovM: 5.

RM Profession: Fighter.

RM Stats: St 99, Qu 94, Em 77, In 98, Pr 74, Ag 92, Co 100, Me 98, Re 91, SD 83.

RM Spells: none.

Appearance: 84.

GIMLI'S PRINCIPAL ITEMS

Axe: +25 Axe of Shield- and Orc-slaying fashioned in Erebor before T.A. 1977 and refined in the Blue Mountains. If it strikes a shield, the shield-bearer must make a RR (at his lvl), failure resulting in the shield being cleaved in half.

Shield: A +30 Shield of Delving, enables bearer to ascertain nature of any weapon striking the surface.

Hammer: +20, strikes as a flail.

Boots: Dark brown, they are Boots of Stone-running.

Cape: +15 Cape of Hiding. Water- and windproof, it provides wearer with +15 bonus for Hiding and Stalking maneuvers.

20.0 ADVENTURES

Adventurous souls will find no lack of excitement in Rhovanion. Most will find simple travel through the region challenging enough. For the ambitious, however, a variety of suggested adventures are outlined below.

20.1 GREY MOUNTAIN ADVENTURES

The foothill region to the south of the Ered Mithrin are relatively tame compared to the rest of the range. The animals common to the scattered woodlands and rolling hills of Rhovanion are all in abundance here. However, addition to the pleasant and mundane, one can also find greater challenges.

20.1.1 GREY MOUNTAIN ORCS

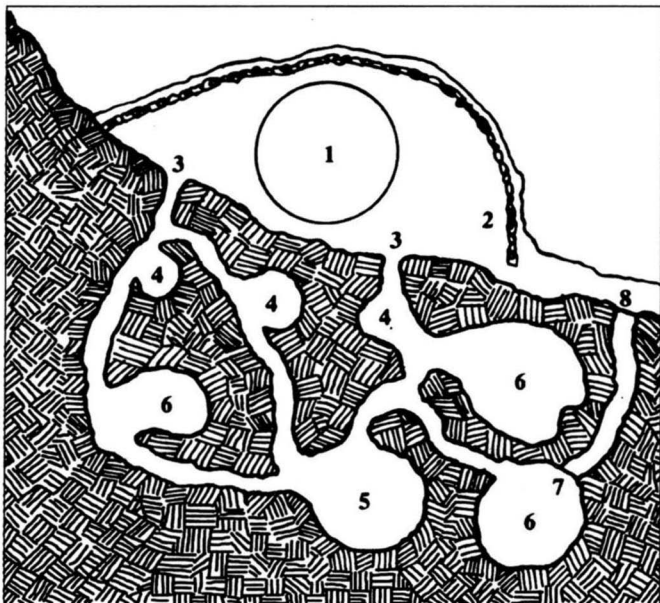
Perhaps the worst danger are the two organized Orc tribes which reside in the passes of Cirith Mithlin (S. "Greymere Pass") to the west and Cirith Himninond further east (S. "Cool Water-rock Pass").

URUK-ERAG

The western group, known as the Uruk-erag, is led by the (13th level) War-lord Shagrath and numbers 240 warriors. They live in an underground complex with three cavern entries (set at 3500, 3800, and 3900 feet) overlooking the eastern slopes of the pass which is the core of their domain. Shagrath occasionally pays homage or tribute to the Orc-lord of Gundabad; his forces serve in the Forurukhoth (S. "Northern Host") when forcefully called, and will later be at the "Battle of Five Armies." The Uruk-erag mine iron and small portions of silver, and hunt men, elk, and other large game in the upper vales of the Mithlin to the south. Patrols of twelve or eighteen Orcs (one 6th level, three 3rd or 4th levels, and the balance 1st and 2nd levels) scout the territory within ten miles of the pass during night or dark hours of winter days. Nine parties operate from the caves called Udrabax (Or. "Valley Hold"?) in three shifts.

LOR-URUK-SHAB

The eastern tribe, the Lor-uruk-shab, is led by (14th level) Cro (Girishag). His warriors number nearly 300 and live among the ruins of the First Age Orc-hold known as Tuwurdrog. Their citadel consists of a rude tower and two granite cave fissures surrounded by a semi-circular, loose stone wall; the complex is perched on a granite outcropping on the south side of a small lake, two miles northeast of the entry to the Cirith Himninond. Cro is more independent than Shagrath but still remains sensitive to the master of Gundabad. Thus the Lor-uruk-shab generally have free rein along the northeastern Ered Mithrin. Watches manned by groups ("Lurgs") of six Orcs (one 3rd level, three 2nd level, and two 1st level warriors) are set 500-1000 feet below the rim of mountains for thirty miles to either side of the pass. Each site consists of a two-room, twenty-four foot oval tower



surmounted by a torch signal stand, and is situated to command a clear view to the north and east or west. Patrols are about only in times of extreme need. This is perhaps due to the relative lack of discipline among the tribe, being so far from a centralized power.

Like the Uruk-erag, the Lor-uruk-shab are lesser Orcs and favor curved swords and bizarre pikes; they are occasionally adept with the short-bow. Cro, Shagrath, and a handful of the inner circle, however, are Uruk-hai. Neither Orc tribe enjoys the company of the other and trade is quite modest; each speaks its own related dialect and respects little but power.

ASHARAG

During the late spring, summer, and early fall, Rhúnnish supply trains bound for Angmar skirt the southern mountain face along protected but rugged tracks (the Men Rhúnen). The wagons, carts, and Men from the East are guarded, particularly at night, by the Orcs of the Asharag tribe. Ukog the Lame is the (15th level) lord of this force of some 420 lesser Orcs and nearly 100 War-wolves. Ten Asharag bands, each numbering about twenty Orcs (one 6th level, one 5th level, six 3rd or 4th levels, six 2nd levels) and six War-wolves, patrol the foothill region between the Cirith Mithlin and a point twenty miles east of the Cirith Feadin (S. "Pass of the Silent Spirit") during the lightless hours throughout the year.

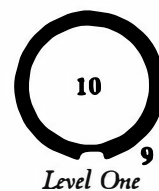
The remaining portion of the tribe remains at Ukog's stronghold Surgax Ukog, in the hills east of the Cirith Auris (S. "Hot-cleft Pass"). This site is a fortified mountain cleft, with tunnels cut into both sides of the precipitous basalt cliffs. A twenty-foot high wall spans the opening into the crag; the only entry is through a 9' x 9' iron door which opens inwardly and can be reinforced by a thirty-ton stone. (This enormous rock can be moved on great oak rollers in a remarkably short time.) Along the inner face of the guard wall are ramparts from which the

Orcs can mount a defense. This position is further protected by positions set some sixty feet up into the cliffside. Two cave chambers, each accessible by winding passages from the cleft below, overlook their respective sides of the wall below. The only way up to the stronghold from the valley below is by way of a severely sloped, 9' wide switchback road. Stores for three months can be kept in the cool, ice-lined ware chambers, and a fortune of nearly 3,000 gp in precious metals, coins, and jewels is locked in the treasure hold.

A small gold mine is reputedly nearby. Continual income is a necessity, for like all the local Orc tribes in the region, some tribute is always bound for the chambers beneath Mt. Gundabad.

THE ORC MINES

The principal reason for journey in this area revolve around the abandoned Orc mines of the First Age, and the considerable caches which can be found among the three tribes or in the Troll holes of the foothills. The Trolls, even in this desolate region, often hoard gold and a few jewels and/or magic weaponry (typically 300 gp total) and live alone or (less frequently) in bands of two to five. The Orcs maintain the wealth of many centuries of mining activity in the region; their citadel storerooms generally contain upwards of 2-3000 gp and assorted high-quality weaponry. In addition, tribute caravans bearing loot for the treasure-holds of Gundabad and Angmar occasionally cross the lowland trails during the warmer nights of summer. The heavy iron-reinforced carts (usually 4-6, each carrying around 100 gp) are guarded by two "lurges," or twelve Orcs, and are accompanied by Orc drive teams (two Orcs per cart) and a sixth-level commander.



Level One



Level Two



Level Three



Level Four

20.1.2 TUWURDROG

Actually the ruin of a First Age Orc-hold, Tuwurdrog is composed of a ruined tower and a small cave complex. The hold is situated along the northern edge of the Grey Mountains, twenty miles northwest of the source of the Taurduin. It is surrounded by an unmortared wall and perched on a granite outcrop along the southern edge of a small lake.

1. **The Tower.** See numbers 9-16 for details.
2. **Wall.** Of unmortared rough stones, about four feet high.
3. **Cave entries.** Very narrow on the outside, they gradually widen as one proceeds inward.
4. **Guardposts.** One Orc on duty at each at all times. Shifts are every six hours.
5. **Armory.** Basically spare scimitars, a few short bows, and eight sets of poorly-made reinforced leather armor.
6. **Living quarters.** Very crude, dirty and smelly.
7. **Secret door.** Not very well made, +20 to detection attempts. A long winding passage leads to an exit (#8).
8. **Exit.** Hidden from the enclosed area and leading away from the lake.
9. **Door to the Tower.** Crudely made, as it was a recent addition (the original having rotted to dust long ago), the door is still strong, with a heavy wood beam that can be secured across it on the inside.

Urdabax



10. **First Floor.** This room is basically a meeting and feasting chamber for the Orc warriors. There is a hole in the center of the ceiling, where a ladder provides access to the second level (the wooden spiral stair once there disintegrated over the centuries).

11. **Second Floor.** There are four arrow slits spaced evenly about the perimeter of the room. This area serves as Cro's "office".

12. **Ladder.** Leads to the third level.

13. **Outer room.** Two guards are always on duty in six-hour shifts. A heavy curtain hangs across the door to Cro's quarters (#14).

14. **Cro's quarters.** A stinking hole by most standards, Cro's room is superior to any others at Tuwurdrog.

15. **Secret door.** Good construction, hard +20 to locate. It holds Cro's treasury: 120 gp, 287 sp, 500 bp; a +15 sword, a +10 shield, and a bracelet which allows the wearer to see under water, even in the murkiest lakes, to 100' clearly.

16. **Ladder.** To the roof.

17. **Roof.** Ringed by a three foot high wall, the roof is otherwise an unbroken slate surface.

20.1.3 UDRABAX

The Orc-hold at Udrabax consists of rough caverns tunneled into the mountain by the Orcs. There is little sense or logic to the layout, and the Orcs use any chamber that comes in handy for living and sleeping.

1, 2, 3. **Entrances.** At 3500, 3800, and 3900 feet, respectively. Each is barred by an iron-bound door and guarded by two Orcs at all times.

4. **Storeroom.** These contain foodstuffs, some weapons, leather, iron ingots, tools, etc.

5. **Living/sleeping quarters.**

6. **Treasury.** This room contains about 2,000 gp worth of gold, silver, jewelry, and gems. In addition, there are three +15 Númen—rean longswords (magic), and one +20 magic breastplate.

7. **Main hall.**

8. **Prison.** Each cave-like cell is enclosed by iron bars. Currently empty.

9. **Iron mines.**

10. **Forge/Workshop.** Here the Orcs work the iron they mine, making tools, weapons, etc.

20.I.4 CIRITH AURIS

I. Iron bound door.

2. **Stable.** Each of these caverns houses 25 Wolves.

3. **Living quarters.**

4. **Storerooms.**

5. **Prison.** Two Orcs are always on guard here. Prisoners are chained to the wall and the prison area is secured with iron bars.

6. **Treasury.** Protected by a large iron-reinforced door which is kept locked. The lock is extremely hard (-30) to pick. In addition to a large quantity of gold and silver (GM's discretion), this room contains several magic items; +15 quarterstaff which can be thrown as a javelin, an amulet which is a +3 essence device; +20 Sword of Troll-slaying, and a Cloak of Wind-running 3x per day.

7. **Armory.**

8. **Main Hall.**

20.I.5 THE UTHRAEL BEOAC

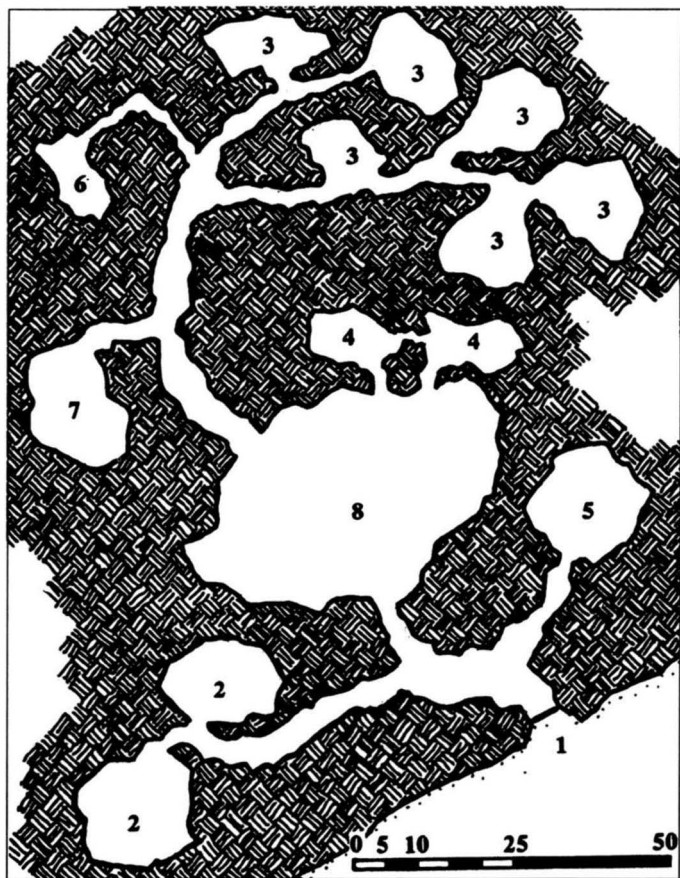
High up in the Ered Mithrin lies the mysterious valley of Uthrael Beoac, reputedly haunted by Wights and Werewolves. Long ago, in the First Age, the valley was sacred to an ancient tribe of Men now long forgotten. Here they buried their dead in barrows or in cliff tombs, recorded the movements of the sun and the seasons in stone circles, and watched the motions of the stars from the Thyrn Sûl (Rh. "Wind Thrones").

Although the Men who once occupied the valley were not evil, the Uthrael Beoac has become a haven for Wights and Werewolves. Virtually all of the tombs are haunted by minor or Lesser-wights, and to increase the danger, these Wights often leave their tombs during the hours of darkness and go in search of prey. The Werewolves too, jealously guard their territory, and hunt all who enter the vale.

I. Thyrn Sul. Built on rocky outcroppings on cliff sides, a Thyrn Sul consist of a large, rough-hewn stone seat which resembles a crude throne. Once there were narrow trails leading to the thrones, but these have been washed away with the passing ages.

2. Stone circle. These can vary dramatically from large circles marked by huge boulders or earthen rings to smaller rings marked by flat stones which have become nearly overgrown. The larger circles are the favorite gathering places of Werewolves.

3. Tomb of Uthinac. This cliffside tomb holds the remains of the most powerful of the ancient Kings of the valley and his family. The tomb, which consists of one

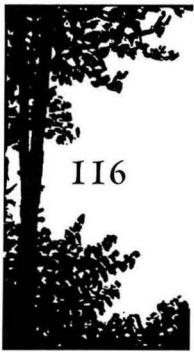


large chamber and three small rooms, is haunted by a Greater-wight, who will sometimes leave the door to the tomb ajar. This massive iron-bound door is still intact, unlike those of most of the other tombs and barrows of the valley. The tomb also contains an unusual amount of treasure; there are three thousand gold pieces worth of gold and jewelry on the skeleton of the King and in moldering chests in the chamber. Most valuable of all, however, are the weapons and armor of Uthinac; +20 magic chainmail helm, and shield, +30 sword of slaying lesser drakes.

4. Cliff tomb. These are natural caverns which have been converted into tombs by the addition of sturdy doors, long since collapsed. They are haunted by Lesser-wights and contain between 100-500 gp, worth of gold and gems. All weapons and armor have long since rusted away.

5. Barrows. These consist of a single stone chamber, either square or round, which has been covered with earth. Like the cliff tombs, they are haunted by lesser or minor Wights and contain between 100-500 gp worth of treasure.

Cirith Auris

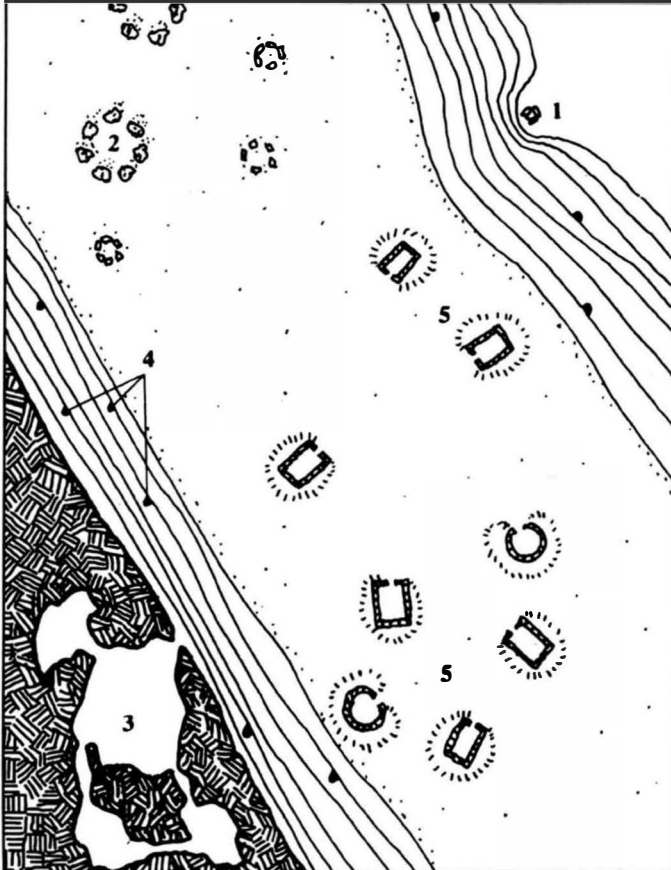


20.2 ADVENTURES IN MIRKWOOD

The “wildest” sections of northern Mirkwood are those outside the sway of Thranduil’s folk. These areas surround and include the central highlands and Mountains of Mirkwood and extend northward nearly as far as the Taurduin (aka “Taurh”r”) valley. In the farthest western sections of the wood the murky wilds cover the whole of the forested territory, all the way to the clearing that separates the trees from the Ered Mithrin. Throughout these shadowy stretches the undergrowth is dense and often nearly impenetrable. Dank mists permeate the darkened depths, giant spiders abound, and good water is uniformly scarce.

Adventurers in this section of Mirkwood are traveling through what was once called Greenwood the Great, and there are a number of abandoned Mannish and Elvish sites. The lack of stone construction, murky mists, deep shadows, and rampant undergrowth make these spots rare finds, but some folk might find them worth hunting for, since Mirkwood has claimed much in the way of riches. Occasional hostile or overly-suspicious Woodmen or Beijabar groups travel some of the more guarded trails, and unfriendly beasts are commonplace. Giant Spiders and various other unsavory fauna populate the landscape. An adventurer in this area is hard-pressed to find a sanctuary from danger; action is the norm.

Uthrael Beoac



The Nan Gûlduin (S. “Valley of the Enchanted River”) is a more dangerous setting for adventurers. Those who are foolish enough to partake of the cool, bewitched waters fall into a deep coma-like sleep, within which nightmares abound. Too great a sampling results in either a perpetual sleep or an agonizing death (at the discretion of the GM). Since feeder streams and other sources of freshwater are scarce in this area, the temptation to drink the “Waters of Sorrow” is great, and one should take care to bring his/her own full waterskins. A journey to the upper vales of the Emynu-Fuin or the Nan Taurduin (and its northern tributaries) is necessary in order to find good water in the north of Mirkwood.

Giant Spiders are exceedingly common in the Nan Gûlduin, and this may account for the relative scarcity of Orc incursions. Orcs, Trolls, wolves, Wargs and bats are quite common as one reaches the upper Gûlduin, however, for the tribe Shirkag makes its home in the wooded canyon about twenty miles downstream from the Goriwing. This grouping of about sixty lesser Orcs (two 10th, six 6th, nine 5th, thirteen 3rd and thirty 2nd levels) is led by the Uruk Drungangra (B.S. “Wolf Jaws”?) and pays homage to the “Master of the Falls.” (Actually Lhachglin never sees these minions, preferring instead to send his Dindae—the heinous Demon Slyardach.) The other servants of Darkness found in the area are disorganized scavengers; they are about because of the atmosphere, not out of strategic need.

Perhaps the most dangerous part of Mirkwood, however, is in the southern part of the forest. Soon after his rise at Dol Guldur around T.A. 1050, Sauron of Mordor marked it as a base for future operations. In T.A. 1276 three Ringwraiths (Khamûl, Adûnaphel, and Úvatha) entered these highlands through what are now locally called the Emynu-i-Thang (S. “Hills of Oppression”), the western foothills. The Emynu-i-Thang section of the Emynu-Fuin now serves as a sanctuary for those forces of Darkness journeying from Dol Guldur to Angmar; it also harbors Orcs assigned to guard this crucial Sauronic artery. The (18th level) Olog-hai (Black Troll) warrior Wodûrishak (B.S. “Horse-slayer”?) is lord of the area and commands a host of some 180 lesser Orcs, 30 Uruk-hai, 30 Wolves, countless Cave-bats, and 5 other Olog-hai. Their main hold is built in the caves above the Northman ruin at Tumsarna (S. “Vale of Scree”). Lurks of 24 lesser Orcs (six 3rd, twelve 2nd, and six 1st levels), accompanied by 3 Wolves and commanded by an “Uruk,” patrol the dark forest to the north and west of the hills; at night, the open glens fall under watch. In order to assure themselves of a relatively low profile, the foul creatures do not regularly trespass upon the Men-i-Naugrim. Nonetheless, nighttime travelers are often “lost” to the mysteries of Mirkwood.

20.3 ADVENTURES IN THE OPEN COUNTRY

This region encompasses the whole of the plains and hill-land lying between the Celduin and Carnen; it also includes the Nan Celduin, Nan Annen, and Nan Carnen. The area is predominately scattered woodland and grasslands, although the river valleys can be relatively lush in places.

Adventurers traveling along the narrow dirt roads of this territory might be surprised by the amount of traffic. The Plains Northmen (Rh. Gramuz) use these routes to bring their wares westward to Esgaroth and the Men-i-Naugrim, and southward to the river settlements. Occasional groups of well-guarded Dwarves from the Iron Hills or points north also bear goods to market. Most travelers along these routes camp in traditional hollows where well-defined and well-used fire pits and grassy bedding spots allow for a small amount of comfort. There are very few real inns in this part of Rhovanion. Nonetheless, some seek better accommodations among the Gramuz, and the Northmen are usually willing to provide a paying guest with a spot in the stable, loft, or common room. Larger taverns regularly allow visitors to stay in outbuildings with the beasts and/or stores. Since the Gramuz are traditionally protective of their own and often suspicious of travelers, access to their villages or homesteads, particularly for non-Northmen, is quite limited. Some villages (Rh. Maedwe-dukas) which were decimated by the Plague will refuse (or in isolated cases, kill) those perceived as trespassers

20.3.1 RAIDING

The Gramuz have fewer horses than their brethren the Éothraim. Both groups, however, suffer from the horse and cattle raiding that has characterized the area for the last few years. Easterlings and renegade groups of Northmen operate from the local highland valleys and prey on poorly protected herds. Occasionally, these mounted brigands will strike travelers on the roads as well, but these occurrences are generally restricted to folk who are both wealthy and weak. Both the local lords and the King of Gondor have offered rewards for aid in their quest to bring peace to this land; 10 gp is the standard reward for useful information, and between 3 and 200 gp has been offered for the head of a proven raider. Due to the remoteness of the culprits' lairs, no great military action has been taken against them. In addition, local rumors claim that the strongest of these renegades, one Dieragilir of Relmether (reputedly a 14th level Scout/Rogue), has a force of nearly a hundred warriors which operates out of a mysterious and impregnable cave complex in the central hills.

The days when the Éothraim raided each other's herds and encampments have passed, but a few groups of outcasts occasionally attempt the old practice, attacks

involving the counting of coup rather than any killing. Among the Northmen, however, since counting coup was of ten worse than actually killing the victim, the penalty for such a raid is usually death, especially when it involves a frightening and dangerous nighttime incursion.

20.3.2 ACTION IN THE NAN ANNEN

The adventurer will find the Nan Annen (S. "Long Lake Valley") to be generally placid. Most of the Northmen in the region live in Esgaroth or along the western shore of the lake. Another large concentration lives near the two great mills below the Lindal (S. "Mere's End"), the great eighty-foot fall which marks the south boundary of the Annen. On the east side of the lake hearty fishermen and a handful of farmers, hunters, and herders live in relative isolation. No real towns lie in this area; instead, seasonal gatherings provide for unity and trade. Some make occasional pilgrimages to Esgaroth by boat or foot, particularly around the time of the market days. Gramuz (Rh. Plainsmen = Plains Northmen) from east of the Nan Annen use the hills as summer pastures for their fine steeds.

Trade on the lake and along the western road is fairly constant, although the Great Plague has made folk a bit more suspicious than before. Adventurers uninterested in trade, however, will find their greatest challenges among the ruins of the numerous settlements which once dotted the shores of the Annen or stood alongside the Celduin below the Lindal. Ancient Londaroth by the Lindal was once the main town in the region and began to be replaced by Esgaroth around T.A. 1450. The latter was better protected and offered a better location for water-borne trade. Londaroth had been built because the falls interrupted travel up and down the Celduin, but most sojourners felt the additional time to Esgaroth was tolerable. In addition, Lake-town was more accessible to those bringing goods from the North or overland from the East, especially materials bound for Thranduil's Kingdom.

About two hundred people lived in Londaroth as late as T.A. 1635, but the Plague reduced the town to a little over fifty, most of whom have just begun to resettle after fleeing the accursed, unseen enemy. The stone foundations of the old town still exist, however, and some of the buildings (e.g., the old citadel of the Masters) are still very much intact. Current residents live in new or restored houses designed in the traditional Northman style and built of granite and/or limestone.

The miller Viloric (a 5th level Scout/Thief) and his sister Woedwyn (a 7th level Mage/Alchemist) are the richest inhabitants of Londaroth. This is primarily due to Viloric's connection to the smuggler Kynoden. Despite the value of their mill to Esgaroth and the other lake communities, its income pales before that derived from the brisk illegal trade. (See the Master NPC Table for more on Woedwyn.)



20.4 PC POSSIBILITIES

Since player characters, like the GM, will generally give as much as they receive, it is usually wise to give them a past they can relate to and a foundation with which to build. The following suggested PC backgrounds will enable the GM to start characters with less research than is normally required. An adventurer could be:

- Camthalion's young son or daughter, a Silvan Elf who longs for his/her sister Namirë.
- A wood-elf, child of Ohtar of Celebannon. He/she seeks the lost jewel Sarn Amarth (see 21.0), and has a clue that it may be among the ancient ruins of Caras Amarth (see 14.3). The jewel is probably evil and may be an aid to the power in Dol Guldur.
- A Wood-elf, younger brother or sister of Heladil the warrior. This young Elf seeks knowledge of the nature of the Gûlduin, and why it is enchanted.
- A Mannish traveler, perhaps from Gondor proper, who seeks adventure along the Kingdom's old frontier. He is staying in the Vodagarzun and has (1) learned of the rich booty to be found in the Ered Mithrin, and (2), become infatuated with one of Odovacer's daughters.
- A young adventurous resident of Londaroth by Lindal whose family was abused by the Miller Viloric. (No proof exists, but Viloric may have murdered the PC's sister in an act of passion.) Strange encounters between Viloric and some shady folk from Esgaroth have given rise to suspicion, and rumors persist concerning the cruel Woodwyn's mysterious trips to the east.
- A child of a Gramuz family which was murdered by the mounted raiders of Dieragilir. The entire village (Rh. Maedwe-dukas) was burned to the ground, but the young PC had been away with his old uncle, fishing in the Celduin.
- A young brother or sister of Jirfelien. Attacks by the Thyn's wife Sûlwyn, and her overbearing Dalethéod clan have long irritated the Aldurlingas. In addition, Jirfelien herself appears in danger.



Woodman

- A child of Béawyn the Seer. This PC seeks proof of Béawyn's claim of evil in the Lonely Mountain and hopes to restore the old woman's reputation. Suspicious activities by the Dalethéod have long made Béawyn believe that her credibility was a danger to some. In addition, the remains of Théaláf have never been found.
- A young Dwarf seeking knowledge of the "strange lights" he saw in a valley northwest of Barak-shathur. Tales of a foul curse which has claimed the lives of three other young Dwarves in recent years are unsettling, but will not stay curiosity.
- A young Woodman wishes to purge the Western Eaves of any invaders, who currently number many since refugees from the Plague have fled into the Forest. He attempts to develop a partnership with the Beijabar just north of the Tree-city.
- An Elf from Lórien who, learning of the dissolution of the Northmen's society in the Eastern Eaves, brings a troop of Elves back into Mirkwood Forest hoping to discover the ancient Elven Ring of Cor Angáladh, Ostohér's first refuge.
- A direct descendant of Vidugavia who summons the help of scattered Northmen and attempts to push all fugitives from Gondor back across the Anduin, returning the lands east of the great river to his kind.
- A Dwarf from northern Rhovanion who comes to Dol Guldur, following a dream-vision in which he learned that a wise and ancient Dwarf was still entrapped by Orcs within the mountain.
- A bird-woman, attendant to Radagast, who stays behind at Rhosgobel after he begins his yearly wandering and fends off Orcs who had been waiting in the shadows to besiege his home.
- The leader of a band of Northmen from the Plains who wish to explore Dol Guldur and determine whether any living things inhabit it.
- A Hobbit from across the River Anduin who wanders into the forest seeking to learn which forest herbs have magical powers and whether any might be made to grow in riverside Stoorharbor.
- A leader of the Northmen who, in concert with rulers from Gondor, musters Northmen forces against invasions from the East but quickly learns that the Nazgûl are the more serious common enemies and begins plotting their destruction.
- Any character wishing recovery of one the items described in Section 21.2.

20.5 SUGGESTED STORYLINES

- Acquire 5 crates of Dwarven nails for renovation of Tree-town, now crumbling under the weight of fugitives from the South.
- Gather enough materials to create a second-story walkway from one Tree-house to another, making it unassailable by Orcs.
- Trade whatever goods are available for 150 pounds of grain, to be found among the Northmen of the Plains of Talath Harroch.
- Visit Radagast and secure from him medicinal herbs to prevent any more children from dying of the post-plague fever.
- Trap and cure, or kill as need be, a trained mountain lion which has gone wild after eating plague-infested food.
- Fend off invading Men from the East who wish to kidnap animals and enslave them in a newly formed village northeast of the Old Forest Road.
- Needing more netting for curtains and rugs, attempt to befriend white Spiders of southern Mirkwood and introduce them to animal community of Western Eaves.
- Search forest heights for wild bears to bring home and supplement now dwindling supply of Beijabar house servants.
- Defend homestead against Orcs, looting for weapons and goods.
- Search out underground treasures left behind by the Entwives underneath the Brown-lands. Investigate rumors that the Entwives still live underground.
- Seek provisions stored in Dol Guldur to round out the meager harvest of this year.
- With the aid of Radagast, call upon Eagles to investigate the principal powers alive in the depths of Dol Guldur.

- Plunge into the depths of the forest, looking for new food and medicinal herbs to bring home.
- A shadowy man claiming kinship with Vidugavia but more likely one of the Nazgûl has been roaming from Northmen house to house asking suspicious questions. Find him and discover his intentions.
- Join a company bound to investigate the source of all shadows in Dol Guldur.
- Having heard from Radagast that a potentially friendly Spider dwells deep in Dol Guldur, with powers useful in a concerted effort to overthrow the Evil therein, construct a plan to find and solicit that Spider.
- Radagast has given you an ancient book of Northmen wisdom which may translate the grave-stones in the midst of Mirkwood, thus revealing important secrets about the powers still at work today.
- Radagast has invited you for dinner, but the celebration is invaded by roaming Orcs. You think you spy a Nazgûl in the distance.
- Cleanse the Mountains of Mirkwood of Fell Beasts.
- Sojourn into the Ered Mithrin in pursuit of a marauding Dragon or Drake.
- Destroy the Cult of the Long Night.



Radagast

21.0 GM GUIDELINES

The following data will help GMs add flavor to their campaigns.

21.1 ECONOMIC TABLES

Trade in Rhovanion is largely based on barter. Nonetheless, a silver standard of sorts exists and operates in more settled locales, particularly Dale and Esgaroth. The Wood-elves of Thranduil's Kingdom respect currency and even mint a small amount of their own on commemorative occasions, but they still prefer to deal in refined goods and precious substances. The material below summarizes the chief exports, imports, and monetary units of the principal trade centers of the region.

21.1.1 TRADE IN RHOVANION

The Mieten (Rh. "Measure"), Esgaroth's silver piece, sets the standard for evaluating the worth of coins in Rhovanion. Consistent purity and widespread circulation account for its tremendous respect.

For purposes of the chart above, 1 sp = 1 mieten.

21.1.2 COST VARIABLES

The following guidelines may help the GM to determine a commodity's price, regardless of locale.

- 1) Goods are cheaper in the rural areas of origin or in towns.
- 2) Basic services are cheaper in rural areas.
- 3) Exotic or refined services, if available, are cheaper in towns.
- 4) Enchanted items are cheaper and more prevalent in towns or among the Wood-elves and Dwarves.

TRADE IN RHOVANION

Area	Exports	Imports	Currency
Esgaroth*	Cloth, barrels, fish, grain, candles, wide variety of goods. principal marketplace.	Raw and finished goods of all kinds.	Mieten=1 sp Mael=½ cp
Dale*	Grains, cut stone, finished metal-work, weaponry, salt, jewelry, beer, dairy goods, glass, wool.	Meat, wine, raw metals, non-wool cloth, paper, spices, candles. (6 ip=1 ap)	Feladoel=½ sp Moel=1 cp Airen=1 ip
Woodelves*	Wood-craft, raw wood, fish, salted foods, long bows, fine cloth (e.g. spidersilk), jewelry, herbs, fruit.	Wine, metals, wool, peculiar goods.	Mostly barter. Rare coin. Celeban=5sp
Woodmen	Wood-craft, hides, beeswax, herbs, furs, salted meat.	Beer, wine, cloth, weapons, various finished goods.	None.
Beijabar	Honey, beeswax, furs, hides, oak-craft, mead.	Raw metal, cloth, weapons.	None.
Dwarves*	Raw metals, metal-work, gems, stone-work, weapons.	Mead, beer, heavy wines, salted meat, cloth, oils.	Mazuldar=1 gp Ziguldar=5 sp Ghaladar=1 bp Ghuladar=½ cp
Gramuz	Grain, horses, salted meat, linen, beer, pottery.	Wool, metal-work, weapons, salt.	None.

Note: Based on mieten as standard sp, the exchange rate is: 1 gp=25 sp; 1 sp=5 bp; 1 bp=2cp; 1 cp=6 ip. Variations due to time, politics, a coin's purity, and basic circumstance occur frequently. This area has considerable trade, but a highly fluctuating norm of exchange. An * indicates that coins are minted, at least occasionally.

- 5) The seasons play a major part in some pricing. For example, since harvest time is in the fall, grain is most expensive during the period between late winter and mid-summer. Fish and meats are rare and expensive during the mid- to late winter. (See section 5.0 for weather chart.)
- 6) Suggested cost multipliers might be:
Native commodity — 1/2x
Commonly available or usual import — 1x
Periodic import or off season — 2x
Rare commodity — 3x
Banned commodity — 5x
- 7) Steady trade occurs along Rhovanion's main thoroughfares, particularly the rivers and the early-to mid-Third Age Men-i-Naugrim. Prices are often lower, and availability of goods and services higher, among folk living by these routes.

SUBSISTANCE COSTS

Need	Esgaroth	Dale	Gramuz	Dwarves	Wood-elves	Beijabar	Wood-men
Light Meal	½ cp	½ cp	B2 ip	1 cp*	B1 cp	n/a	B2cp
Normal Meal	1 cp	1 cp	B½ cp	2 cp	B2 cp	free*	B3 cp
Heavy Meal	1½ cp	2 cp	B1 cp	4 cp	B3 cp	free*	B5 cp
Week's Rations	5 cp	6 cp	B4 cp	1 sp*	B8 cp	free*	B15 cp
Week's Preserved Rations	1 sp	15 cp	B7 cp	2 sp*	B9 cp	free*	B2 cp
Poor Lodging	½ cp	½ cp	B1 ip	2 cp*	n/a	n/a	B3 cp
Average Lodging	1 cp	1 cp	B½ cp	6cp*	B1 ½ cp	free*	B8 cp
Fine Lodging	3 cp	4 cp	B5 cp	n/a	B3 cp	free*	n/a

Note: Costs preceded by a "B" indicate that barter is the norm. Currency may be used in certain cases. An * means that there is extremely limited access to the commodity or service; friendship, kindness, or connections must be relied on.

21.2 ENCHANTED ITEMS

MOST POTENT

Sarn Fëanaur: (S. "Fire-spirit Stone") Mid S.A. Haudh-en-Aiganaur. Clear sphere; 6" diameter. The holder of this orb can capture the soul of a target within 100'; attack level = 20 + user's level. The user can then control the soul-less body within 300', or employ a 100' flame bolt of the same level which burns away the soul and kills the target's hollow body. If the orb is separated from the user's physical person, the target's soul returns to its body. The orb, constructed by Dark-elves and weighing 2 lbs., holds one soul and is usable once a day.

Arkenstone: (Passim) Post T.A. 1999 Erebor. This priceless jewel is clear with a inner glow of white flame. It is the Dwarven symbol of lordship over the "Kingdom Under the Mountain," and bestows the holder with strength of body and purpose (allowing +20 for OB, DB, RR, and maneuvers).

Mothras: (S. "Dusk Horn") Late S.A. Gondmaeglom. Dragon horn; 18" curved instrument with 1 oz. mithril mouthpiece. When the horn is blown, the user can summon 1-20 beasts of any one type desired below his/her own level. Creatures arrive in the same number of rounds as the number summoned and will stay with the user until the battle is over or 30 minutes pass, whichever is longer. The user must concentrate to direct the creatures. This 3-lb. tool was created by "Middle Men," possibly the ancestors of the Northmen.

Rimalagon: (S. "Sound Of Many Wings") Of tooled leather, it is a headband just over an inch wide, with four bird feathers secured in bronze clasps dangling about the perimeter. The headband allows the wearer to physically transform instantly into one of up to four different bird types (as represented by the four feathers: 01-25 = sparrow; 26-50 = crow, 51-75 = small hawk, 76-100 = eagle). He/she can become each type once per day. Each shape-change lasts up to three hours.

NOTE: *The Rimalagon is in the possession of Huinen.*

Fonhrad: (Rh. "Quick Fang") A spear of rare Dyr-wood (a very hard, black wood) tipped with a golden head, it can be hurled at targets as far as 100' away with no distance subtraction. The spear also has a +20 bonus, and the head glows with a yellow light when it is within 100' of Orcs. In addition, it returns to the hand of its wielder after traveling 100' or striking an object (whichever occurs first).

Hollenilon: (S. "Closer Of Paths") To all appearances merely an unadorned 5' long staff of oak, the Hollenilon is activated by tapping the lower end (the bottom is tapered) on the ground. Thereafter the path behind the carrier of the staff (until it is struck to the earth again) is blocked for 24 hours by whatever vegetation is nearby. Naturally the

effectiveness of the blocking is subject to the amount of plant life in the vicinity. Ideally, this staff is used in the forest or where there is ample flora. The path in these cases is completely closed, and in fact hidden, even if a cleared way had existed before. The staff will also part most plant-growth before the holder if he/she is moving through dense underbrush.

POTENT

Míramarth: (S. "Doom Jewel") Late F.A. Caras Amarth. 1/2" black stone encased in 2"-diameter clear blue jewel. When "at rest" (not held) and uncovered, it creates a 30' x 30' x 30' area of impenetrable darkness. When held and exposed, darkness ensues, but the wielder can see as if the jewel was not present. The effect is immediate and constant, and the enchantment is 30th level. Possibly a legacy of Morgoth, the jewel weighs 2 lbs.

Súthol: (S. "Wind Helm") Mid S.A. Uthrael Beoac, now in Itangast's hoard. Blue leather, unmasked helm, inlaid with silver and reinforced with steel trimming. This helm allows the wearer to "wind-run," or move up to 10 mph as much as 100 feet above the ground on a level plane; vertical movement is via levitation at 5 mph. The wearer can use this power but once a day, and for no more than 10 minutes. The helm weighs 2 lbs. and was created by Adan-related lords who once occupied the region northwest of Dale.

Sarnini: (S. "Little Stone") Late S.A. Emyr-nu-Fuin, now in the ruins of Barad Fuin (S. "Gloom Tower"). This one-pound grey-green stone will glow upon the spoken command "Galgalen" (S. "Shine Green"). This brightness is controllable, and can vary from a dim aura to a brilliant, yet non-blinding shimmer. The principal power of the stone, however, is its ability to delve into the mind. When directed at a target within 10', it can read his/her thoughts for up to 3 minutes. Alternatively, the stone can be used to reduce a target to a childlike state for 1-10 rounds. This Wood-elf device attacks at 10th level; only one power and one attack can be used in any 24 hour period.

Angbor: (S. "Iron Fist") A gauntlet of fine steel mesh and overlapping plates, it allows the wearer's fist to have the effect of a +10 mace. It does not aid or impede him/her when using other weapons.

Collowesta: (Q. "Cloak Of Breezes") Grey, and of Elven quality to aid in hiding (+80 while immobile; +20 moving), this cloak also casts Wind Drifting instantly if the wearer should fall (or jump) from any height. He/she will then float slowly to the ground below. The wearer is subject to any winds present, and so could be blown quite a distance (determined by the GM) if he/she drifts from a considerable height.



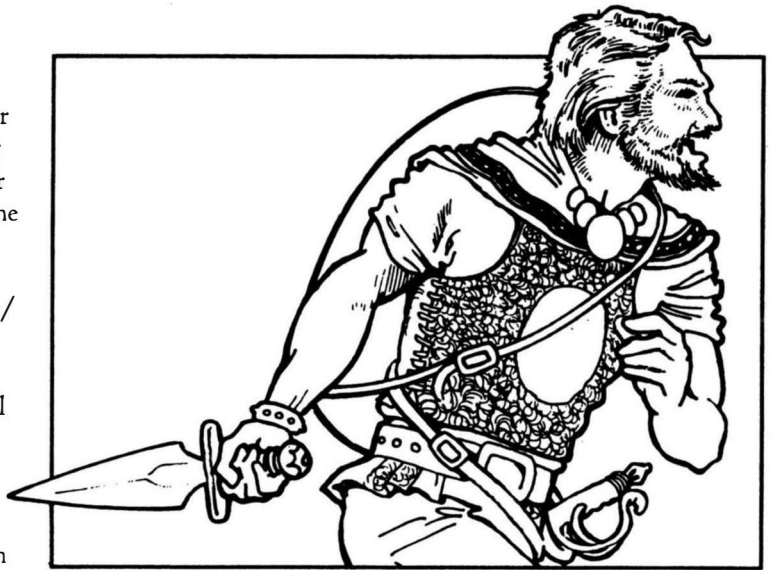
Galathilin: (S. "Tree Of Hiding") This collar is fashioned of twelve rectangular, curved pieces of fine oak, approximately 1" by 2" long, bound and linked together with bands of silver. It allows the wearer to Merge True with a living tree once per day. This means that he/she can enter the tree and be hidden, as well as see out of the tree and cast spells (that he would normally be able to cast) on himself. He/she can remain in the tree as long as they desire, but once they depart, they cannot re-enter until after having rested for a full sleep cycle.

MODEST

Mithram: (S. "Grey Wall") Early T.A. Amon Thranduil, now located in the ruin where the Men-i-Naugrim crosses the Celduin (old Iach Celduin). This is a 10' x 10' grey cloth spun of spider-silk by Wood-elves. It is kept folded and rolled in a 5' sheath made of carved chestnut. The sheath weighs 2 lbs, and the cloth 5 lbs; but when stored together, they weigh only 3 lbs. The bearer of sheath can control the unfolded cloth to move at up to 5 mph, and to distances as far as 200 feet away. The cloth cannot move on its own while supporting more than 1 pound of "dead weight."

Cu-i-Thang: (S. "Bow of Oppression") Mid S.A. Easterling, now in the bandit lair at Dyn Odoric (Rh. "Odoric's Hill"). This +25 composite bow is made of deep reddish wood, white bone, and black sinew, inlaid and trimmed in golden steel. The user will always fire at the nearest target he/she perceives, be it friend or foe. Four and one half feet in length, the bow weighs two and one-half pounds.

Carnecoimas: (Q. "Red Life-bread") Late F.A. Eregion, now in spiders' lair in Mirkwood. Six white 1" round wafers in a white birch box inlaid with cedar and mithril. It is worth 3 m.p. and weighs one-half pound. It allows the ingestor of a wafer to cast 3rd level word "Serkemando" (Q. "Blood Prison") at one target within 10 feet, once per day. Failure to resist results in the target's entire circulatory system instantly hardening into a thick paste; the target dies in 1-2 rounds.



Suimbalmynas: (Rh. "Everthoughts") A large tome with inlaid wood covers, it contains a rune of every spell within the realm of Essence. The runes are permanent (reusable), and may be conjured by anyone aligned to Essence. However, it was lost just after the migration of the Withras into Rhovanion.

NOTE: For background information on this book, see Section 19.4.2.

Yulmita: (Q. "Sparkling Cup") A small goblet of skillfully wrought yet undecorated pewter, the yulmita will completely purify any water placed into it, up to three times per day. It holds one cup.

Angol: (S. "Iron Cloak") A suit of magical lightweight black leather, it will snugly fit any human or Elvish wearer. The suit is composed of a jacket, pants, boots, gloves and a headband (which protects as a full metal helm), all of which must be worn for the suit to be effective. The wearer is protected as if he is wearing Half-plate armor (or RM AT 4 [-20]). The wearer's attacks are handled normally, but he/she takes 1-10 hits of damage each time he/she strikes a foe. It is said that this suit was made by a guilt-ridden Elf-lord who wished to feel the pain of his victims.

Dalrim: (S. "Many Feet") Boots of soft leather which, at a thought, can be made to leave any manner of animal tracks desired by the wearer. His/her stride can be altered so that even an experienced tracker will have difficulty discerning these tracks from genuine animal prints.

Dallicor: (S. "Feet of Circles") Boots which appear identical to those above, except that these either (1) create footprints facing whatever direction desired (so that it appears that the wearer has walked in the direction opposite to that actually taken), or (2) create no footprints whatsoever, even in soft soil.

21.3 NORTHMAN GLOSSARY

The following material relates to the Rhovanion Northman language spoken by the Éothraim, the Horse-lords of the Wilderland plains. GMs can use the proper names, or some variation thereof, for any Northman NPCs they need to create.

COMMON WORDS

Afta — behind
Alan — to nourish, grow
And-haitjan — to challenge, calling against
Anthar — other
Ariv — eternal, always
Airiz — earlier
Attila — father
Baidjan — to compel, oppress
Bairan — to carry
Batis — better
Bidjan — to request, bid, exhort, pray
Brothar — brother
Buhr — fortified town, hold
Driugan — to do military service
Fadar — father
Fill — hide, skin
Firas — human beings
Frathi — understanding
Gadrauhts — soldier
Galaubjan — to believe
Gasts — guest
Giban — to give
Haur — horn
Ibai — if, give, given
Itan — to eat
Kausjan — choice
Kuisan — to choose (keusan)
Kuzon — chose
Lond — land
Maithms — treasure
Moths — anger, emotion
Paida — cloak, coat
Reiks — realm, kingdom
Saljan — to give
Skula — debt
Swaleiks — so, such as
Thata — that
Twalif — twelve (lit. “two left” as over from ten)
Waila — desire, delight
Widu — forest
Wiljan — to wish, be willing
Withra — against, opposite, toward

PROPER NAMES

NOTE: “IC” probably translated from “IKS”

Agilulf	Odoacer
Alaric	Odoacer
Alboin	Ratahis
Amalsuntha (f)	Reccared
Athanagild	Recceswinth
Athaulf	Rechila
Attila	Sisebuth
Authari	Sisenand
Baduila	Sonnica
Chindaswinth	Swinthila
Euric	Theudelindaf
Gisulf	Thuidariks
Goti	Thuidimer
Hermenegild	Totila
Leovigild	Ulfilas
Livra	Waccho
Luitprand	Wamba
	Witigis

21.4 EORLING GLOSSARY

The following material relates to the Eorling (and later, the Rohirric) tongue. Rohirric evolved from the Rhovanion Northman language spoken by the Éothraim. This evolution accelerated during the period T.A. 1854-2510.

NOTE: *Italicized words are Rhovanion Northman antecedents.*

COMMON WORDS

Aldor — prince
Arod — swift, quick
Baedan — compel, oppress (baidjan)
Béma — trumpet
Biddan — request, bid, exhort, pray
Burg — fortified town, hold
Ceosan — choose (kuisan)
Cram — traveling bread
Dern — secret
Dingle — dell
Druigan — to do military service (archaic)
Dryhten, Dréogan — to do military service (recent)
Dwimmor — spell, illusion
Dwimmerberg — Haunted Mountain
Dwimmerdene — Haunted Valley
Dwimmerlaik — the work of the undead
Ece — eternal, always
Edoras — The Courts
Emnet — plain
Ent — giant
Eored — cavalry
Eorlingas — Children of Eorl
Éothain — higher knight
Fadar — father (archaic)
Faeder — father (recent)

Firienfeld — mountain field
 Folde — land (as in earth)
 Frod — understanding (frathi)
 Geard — enclosure
 Geliefan — to believe (galaubjan)
 Giefan — to give (giban)
 Gif — if, spoken as “give” or “given” (ibai, jabai)
 Harg — temple (archaic)
 Harrow — temple (recent)
 Hatan, haitjan — to challenge, “calling against”
 Isen — iron (recent)
 Isern, iren — iron (archaic)
 Kud-Dukan — Rh. hole dweller
 Land — land (lond)
 Léod — citizen
 Léof — Love, belief in
 Mearas — blessed steeds
 Mod — anger, emotion (moths)
 Mund — hand
 Nahald — secret
 Onettan — challenge
 Orald — old
 Other — other (anthar)
 Rice — kingdom, realm (reiks)
 Sculan — debt (skula)
 Simbelmyne — evermind
 Swe — so, such as (swaleiks)
 Trahald — burrowing, worming in
 Twa-lif — twelve (archaic)
 Twegen — twelve (recent)
 Willan — wish, be willing (wiljan),
 OR desire, delight (waila)
 With — against, opposite, toward (withra)

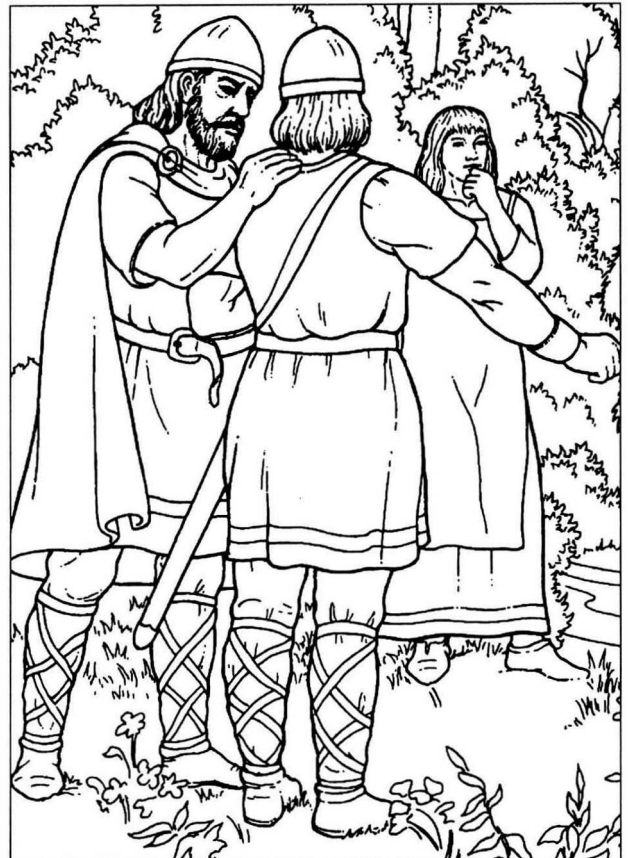
PROPER NAMES

Aldor	Folcred
Bard	Folcwine
Brand	Fram
Brego	Framgar
Brytta	Fréa
Ceorl	Fréalóf
Dene	Fréalóf
Déor	Fréawine
Déorwine	Freca
Dunhere	Frumgar
Elfhelm	Galmof
Elfhild	Garulf
Elfwine	Gleowine
Emnet	Goldwine
Éomer	Grima
Éomund	Gram
Eorl	Grimbeorn
Éowyn	Grimbald
Erkenbrand	Guthlaf
Fastred	Guthwine
Felaróf	Haleth
Fengel	Háma
Folca	Harding

Hasufel	Sunlending
Helm	Théoden
Herefara	Théodred
Herubrand	Théodwyn
Hild (f)	Thengel
Holdwine	Thrihyrna
Horn	Walda
Léod	Widfara
Léofa	Windfola
Saruman	Wold
Sauruman	Wulf
Stybba	

RULES OF TRANSLATION

- 1) Undefined words above are proper names;
- 2) The older Rhovanion language employs “K” instead of the hard “C” of the Rohirric;
- 3) Both voiced and unvoiced “TH” sounds are shown as “TH” above;
- 4) The R. “AN” sound often becomes a Rh. “JAN;”
- 5) The R. “E” or “AE” often becomes a Rh. “A” or “AI” respectively;
- 6) The R. “OE” or “U” often becomes a Rh. “UI;”
- 7) The R. “D” often becomes a Rh. “TH” (notable exceptions: before “ER” or “AR” or “AN”);
- 8) The R. “F” often becomes a Rh. “B;”
- 9) The “E” is unusually rare in Rh., except where shown preceding “I” to form a long “I” sound. But note the plethora of “E”s in the proper names.



22.0 APPENDICES

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, etc.

Section 22.1 covers abbreviations. Section 22.2 enables readers to translate citation references. Definitions of frequently employed terms are set out in Section 22.3.

22.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

LANGUAGES

A.	Avarin (East-elvish)
Ad.	Adûnaic
B.S.	Black Speech
E.	Eldarin (Old-elvish)
Kh.	Khuzdul (Dwarvish)
K.	Kuduk (Ancient Hobbitish)
Lo.	Logathig
M.	Melkorin (Ancient Dark-speech)
No.	Northmanish (Foradanin, Rhovanion)
Or.	Orkish dialect
Q.	Quenya (High-elvish)
S.	Sindarin (Grey-elvish)
V.	Valarin
W.	Westron (Common Speech)

GAME SYSTEMS

<i>LoR</i>	<i>Lord of the Rings Adventure Game</i> (ICE)
<i>MERP</i>	<i>Middle-earth Role Playing</i> (ICE)
<i>RM</i>	<i>Rolemaster</i> (ICE)

CHARACTER STATS

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
It	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength

GAME TERMS

AT	Armor Type
DB	Defensive Bonus
MB	Maneuver Bonus
OB	Offensive Bonus
PP	Power Points
RR	Resistance Roll

SOURCES

<i>Hob</i>	<i>The Hobbit</i> (Ballantine ed.)
<i>LoR</i>	<i>The Lord of the Rings</i> (Ballantine ed.)
<i>LoRI</i>	<i>The Fellowship of the Ring</i> (Ballantine ed.)
<i>LoRII</i>	<i>The Two Towers</i> (Ballantine ed.)
<i>LoRIII</i>	<i>The Return of the King</i> (Ballantine ed.)
<i>Sil</i>	<i>The Silmarillion</i> (Houghton Mifflin ed.)
<i>UT</i>	<i>Unfinished Tales</i> (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

A&U	Allen & Unwin, Ltd (London)
Bal	Ballantine Books (New York)
GA&U	George Allen & Unwin, Ltd (London)
GB	Grafton Books (London)
HC	Harper Collins (London)
HM	Houghton Mifflin Company (Boston)
UH	Unwin Hyman (London)

22.2 CITATIONS

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote the a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

Example: A citation states "*Read **LoRIII** 122. See ICE's **MERP** 71.*" This means you can find more information in *The Lord of the Rings Part III, The Return of the King*. The material is at page 122 in the Ballantine (U.S. paperback) version. More data is in ICE's *Middle-earth Role Playing* at page 71.



22.3 GLOSSARY

The following glossary provides translations and explanations of terms sprinkled through this supplement. You should refer to the sources, especially *The Hobbit* and *The Lord of the Rings*, for more detailed information about these and other Endorian names and concepts.

Angmar: (S. “Iron Home”) Angmar was founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lay nestled in and along the icy flanks of the northern Misty Mountains (S. “Hithaeglir”), in the high plateau of northeastern Eriador. The Gundalok shelf above the northwestern Anduin vales, and a network of underground strongholds (notably beneath Mount Gundabad) cut beneath the Misty Mountains, formed the eastern boundary of Angmar. Armies mustered along this line of defense constantly threatened the peoples of Rhovanion to the east.

Arnor: (S. “Land of the King” or “Royal Land”) Encompassing most of Eriador, Arnor was the northernmost of the two Realms in Exile. It constituted the North Kingdom, while Gondor—its sister land—was the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor was settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominated the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor split into three successor states: Arthedain, Cardolan, and Rhudaur.

Beijabar: (aka Beornings) A dispersed collection of Northman bands associated with the ancient Bearcult of Eriador and western Rhovanion. Related to the Woodmen and (to a lesser degree) the other Northmen of Wilderland, they became a distinct, mysterious, and highly revered group in elder times. They reside in the Anduin Vales, the western eaves of Mirkwood, and along the eastern flanks of the Misty Mountains. Some, like Beorn, enjoy the power of shape-changing.

Corsairs: Originally descendants of Castamir (“the Usurper”) of Gondor and his followers, the Captains fled Gondor in the latter days of the Kinstrife (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.

Dalemen: The Northmen of Dale.

Dike: An artificial embankment such as a man-made earthen wall; also an excavation.

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. Adúnaic is their native language.

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.

Eldar: (Q. “Elves”; “People of the Stars”; sing. Elda) The Calaquendi (Q. “High Elves”) who made the Great Journey to the Undying Lands. The Vanya, Noldo, and Teler kindreds comprise the Eldar.

Éothéod: (R. “Horse-folk”) The descendants of the Northman refugees who migrated out of Rhovanion between T.A. 1856 and T.A. 1899. Heirs of the horse-loving Éothraim, they first settled in the western vales of the Anduin (near the Gladden Fields) after being forced out of their homeland by the Wainriders. In T.A. 1977, they migrated northward, this time to the upper vales of the Anduin. There, they became known as the Éothéod. Later, in T.A. 2510, they moved south to Calenardhon in Gondor, where they founded the Kingdom of Rohan and became known as the Rohirrim.

Éothraim: (Rh. app. “Glorious Horsemen”) The six tribes of Northman horsemen who occupied the southern Rhovanion plains until T.A. 1856-99. Actually called the Gimútéothraim, or “Gathering of the Glorious Horses,” they are the ancestral culture of the Éothéod and the Rohirrim.

Erebor: (S. "The Lonely Mountain") An isolated peak, Erebor is located in north central Rhovanion. It is just east of Mirkwood and due north of Long Lake. The River Running (S. Celduin) begins beneath the mountain, spilling out onto the plains of northern Wilderland by way of a waterfall issuing out of Erebor's southern flank.

Eriador: All of the territory north of the river Isen and between the Blue Mountains (S. Ered Luin) and the Misty Mountains (S. Hithaegir). 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, according to most, Dunland, and Enedhwaith.

Esgaroth: (S. "Veiled Foam"?) Lake-town. A great commercial town and freshwater port, Esgaroth is located on massive wooden piers and wharves in the midst of Long Lake. It is the chief center of trade for goods passing between the Wood-elves of Mirkwood and the Northmen of Wilderland.

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 served as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith).

Gramuz: (Rh. "Plainsmen") The sedentary Northman farmers and herders of the Rhovanion prairie.

Great Plague: The awful plague that struck Rhovanion in T.A. 1635 and swept through Gondor in T.A. 1636-37.

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.)

Khazad-dûm: (Kh. "Dwarf-mansion"; S. Hadhodrond; W. Dwarrowdelf) It is also known as Moria (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazad-dûm stands as a citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar, and extends beneath the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the Balrog.

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.

NOTE: See *ICE's The Kin-strife sourcebook* for more information regarding these turbulent years.

Lakemen: The Northmen of Lake-town (Esgaroth) and of the settlements surrounding Long Lake.

Lindal: (S. "Mere's End") The waterfalls at the southern end of Long Lake. Lindal marks the exit of the lakewaters, as they spill over a eighty-foot cataract and resume their course as the River Running (S. Celduin).

Londaroth: The ruined Northman town standing below the Long Lake by Lindal.

Long Lake: (S. Annen) A long, deep lake located on the River Running, Long Lake is situated just east of Mirkwood and south of the Lonely Mountain. The Taurduin, or "Forest River," meets the River Running at Long Lake. Lake-town rises out of the lakewaters near this confluence.

Long Marshes: (S. Aelinann) The wetlands surrounding that lower portion of the Forest River (S. Taurduin), east of Mirkwood and west of the Long Lake.

Lórien: (S. "— Dream") Also known at various times as Lothlórien (S. "Dreamflower"), Laurelindórenan (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 Nando Elves preceded her there.

Misty Mountains: (S. Hithaeglir) Snow- and mist-capped mountains which run southward from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. Nan Anduin) and (according to some) Rhovanion.

Moat: A defensive ditch.

Mount Gundabad: The greatest massif in the northeastern Misty Mountains, Mount Gundabad commands the narrow gap between the Misty and Grey Mountain ranges. Thus, it is the most strategic height overlooking the northern Anduin Vales. A huge Orc-hold is situated beneath the mountain, an Orc-kingdom that pays tribute to the Witch-king of Angmar. Orcs issued forth from this stronghold to assail Erebor in the Battle of Five Armies. Azog and, later, his son Bolg are the two most famous Lords of Gundabad.

Noldor: (Q. "The Wise"; alt. "The Deep Elves") The Second Kindred of the Eldar.

Númenor: (S. "West-land" or "Westernesne") 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. 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 the east and west banks of the Anduin, just north of the confluence of the Great River and the Ithilduin and a short distance northeast of Minas Tirith.

Ost-in-Edhil: (S. "Fortress of the Eldar") Capital city and citadel of the Elf-kingdom of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies. Oropher and Thranduil briefly resided there during the Second Age.

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.

Portcullis: A vertical, sliding grill with spiked tips that serves as a barrier gate.

Rhovanion: (S. "Wilderland," lit. "Wild Place") Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. Ered Mithrin), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. Carnen). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.

Rohan: (S. "Horse-land") Calenardhon after T.A. 2510. Called The Mark or Riddermark, it is a fertile, grassy region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan's chief town is Edoras.

Silvan Elves: Also called Avari (Q. "Refusers"), the Silvan Elves include all of the Quendi who are not Eldar.

Sindar: (S. "Grey Elves", alt. "Elves of Twilight") The Sindar are neither Moriquendi nor Eldar.

Woodland Realm: The Elven kingdom in Greenwood the Great. Founded by King Oropher, the father of Thranduil, it is ruled by Sinda Lords who left Eregion or Lórien and settled amongst the Silvan (Avar) Elves in the forest east of the Anduin. The majority of the realm's people, however, are Avari or Silvan Elves, and it is their culture that predominates.

The Forest-folk of the Woodland Realm retreated northward soon after the founding of their domain. Even though Sauron was overthrown at the end of the Second Age and they enjoyed over a millenium of peace, the Wood-elves failed to reclaim the southern part of the forest. After T.A. 1050 and the arrival of the Necromancer in Dol Guldur, their realm shrank further. By T.A. 2900, the Woodland Realm was confined to northwestern Mirkwood.

Woodmen: A distinct group of Northman clans who reside in the depths of Mirkwood. They are a loose tribe of hunter-gatherers who live in or below the trees as extended families. Their chief settlement is at Woodmen-town in southwestern Mirkwood.



23.I MERP/RM NPC TABLE

Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
DOL GULDUR										
Necromancer	240	600	Pl/20	200	(Y)	(A/L)	250bs/ma	250lb	60	Sauron. Maia (Great Enemy). Can use all spells at any level. Considered a "Large Creature" for purposes of defense. (See text for more info.)
Khamûl	40	240	Pl/20	90	N	(A/L)	210bs	180gé	10	Easterling (Wômaw/Avaradan) Nazgûl. Undead warrior. Second of the Nine. Warden (later Lord) of Dol Guldur. SD98, Co100, Ag99, Me86, St101, Qu98, Pr102, In96, Em89. Considered a "Large Creature" for purposes of defense.
Khamûl	50	240	Pl/20	90	N	(A/L)	210bs	180gé	10	After T.A. 2460.
Adûnaphel	32	160	Pl/19	75	N	(A/L)	160bs	125cp	15	Black Númenórean Nazgûl. Undead warrior. Seventh of the Nine (and sole female). SD77, Co35, Ag96, Me91, St62, Qu99, Pr100, In100, Em99. Considered a "Large Creature" for purposes of defense.
Ûvatha	31	240	Pl/20	90	N	(A/L)	210bs	180gé	0	Variag Nazgûl. Undead warrior. Best tracker of the Nine. Messenger of the Shadow. SD33, Co98, Ag100, Me89, St100, Qu99, Pr97, In94, Em10. Considered a "Large Creature" for purposes of defense.
The Mouth	20	120	No/I	90	N	N	80da	-25	40	Númenórean Magician. x5 ring/300PP. 6/Mage 15; 8/Essence 10. SD95, Co96, Ag100, Me98, Re99, St84, Qu97, Pr98, In89, Em101.
Celedhring	40	120	No/I	50	N	N	75ma	-25	25	Noldo Mage/Alchemist. 6/Alchemist 30; 13/Essence 20. x6 staff. 720 PP. +20 Forging tools. SD90, Co87, Ag100, Me99, Re95, St86, Qu99, Pr97, In94, Em101.
Duran	40	200	RL/12	80	N	(A/L)	200(ma)	—	40	Demon Warrior. Wing-fists strike as maces. SD80, Co101, Ag100, Me50, Re80, St102, Qu100, Pr100, In80, Em40.
Gorovod	20	100	No/I	90	N	N	90da	-25	15	Variag Mage/Sorcerer. Defensive robes -30DB; x6 headband/360PP. 6/Sorcerer 15; 6/Essence 10; 4/Channeling 10. SD96, Co86, Ag100, Me96, Re95, St87, Qu99, Pr89, In100, Em100.
Carlón	20	148	Pl/17	20	Y	N	190sc	150sb	0	Haradan/Warrior. +20 nonmagical scimitar; +15 silver breastplate. SD64, Co90, Ag96, Me88, Re92, St97, Qu89, Pr70, In91, Em46.
Froedhir	15	90	RL/11	40	N	(A)	60da	-25	15	Northman Mage/Alchemist. Assistant to Celedhring. 6/Alchemist 10; 5/Essence 10. x4 ring. 120 PP. SD87, Co79, Ag100, Me96 Re96, St87, Qu92, Pr85, In89, Em99.
Grashûkh	20	180	Ch/15	60	Y15	(A/L)	180ss	160cp	5	Uruk Warrior. Guard Captain of Dol Guldur. SD89, Co100, Ag99, Me78 Re89, St101, Qu100, Pr98, In78, Em37.
RHOSGOBEL										
Radagast	(60)	210	RL/12	90	N	(A/L)	150qs/bs	100da	45	Istar Animist. Radagast the Brown. 40th lvl on attack. 240PP. Robes AT RL/12 (-30) and unencumbering. Staff, a x8 PP enhancer, is +20 to all spells. +30 "Holy" sword of Orc- and Man-slaying. Rarely uses offensive spells. Knows all Ranger, Animist, Open Channeling, and Cleric lists to 50th level. SD80, Co103, Ag100, Me97, Re96, St100, Qu100, Pr101, In104, Em102.
CEBER FANUIN										
Huinen	33	112	No/I	100	N	N	100bs	-25	25	Noldo Bard/Seer. Ring of waterbolts +60. x6 orb. 594 PP. 3/Seer 30; 3/Seer 20; 10/Mentalist 15. SD96, Co89, Ag100, Me98, Re97, St76, Qu98, Pr101, In89, Em87.
Ringlin	20	120	No/I	90	N	N	100da	40da	25	Noldo Mystic. Assistant to Huinen. x4 amulet. 240 PP. 1/Mystic 15; 4/Essence; 2/Mentalism. SD97, Co89, Ag100, Me97, Re99, St96, Qu100, Pr101, In78, Em100.
Arien	17	80	No/I	70	N	N	80da	-25	20	Silvan Bard/Seer. Assistant to Huinen, slave and spy of Sauron. x3 earring. 102PP. 3/Seer 15; 6/Mentalism 10. SD89, Co78, Ag99, Me98, Re96, St78, Qu99, Pr99, In87, Em85.



Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
GONDORIAN TERRITORY (SOUTHERN RHOVANION)										
Vagaig Eastern Regent of Gondor. SD86, Co100, Ag98, Me87, Re89, St100, Qu99, Pr99, In86, Em89.	15	150	Ch/15	50	Y10	(A/L)	160bs	(120cp)	10	Dúnadan warrior.
Augimund SD89, Co100, Ag99, Me67, Re75, St98, Qu96, Pr98, In86, Em95.	12	145	RL/10	40	Y	A/L	150ha	120cp	10	Northman Prince.
Mahrcared Thyn of the Ailgarthas; lord of Buhr Ailgra. +10 Hand axe. SD94, Co89, Ag93, Me78, Re88, St101, Qu95, Pr96, In91, Em85.	18	160	Ch/13	45	Y10	N	170ha	110lb	0	Northman/Éothraim.
Uirdriks Thyn of the Withras. SD97, Co76, Ag45, Me89, Re90, St68, Qu65, Pr88, In97, Em98.	22	100	No/I	20	N	N	80da	-25	0	Northman/Gramuz.
Gartila Heir-thyn of the Withras. SD90, Co96, Ag96, Me88, Re75, St98, Qu100, Pr89, In76, Em82.	8	110	RL/10	30	Y	A/L	110bs	80cp	10	Northman/Gramuz.
Wuilaric Animist/Evil Cleric. x3 staff. 72 PP. 2/Evil Channeling 5. SD73, Co78, Ag87, Me77, Re80, St79, Qu94, Pr87, In97, Em78.	14	80	No/I	40	N	N	60da	-25	5	Northman/Gramuz
Atagavia Thyn of the Waildungs. +10 flail. SD75, Co97, Ag98, Me88, Re72, St98, Qu96, Pr94, In78, Em69.	16	120	Ch/15	20	N	(A/L)	150fl	100cp	20	Northman/Urban.
Waulfa Althyn of the Sairthéod. SD86, Co84, Ag89, Me85, Re83, St95, Qu91, Pr88,, In93, Em85.	18	125	Pl/17	30	N	N	140bs	120lb	0	Woodman.
Beoraborn First of the three Frathagaman. Also fights as a huge Bear (Bear-form). SD90, Co100, Ag98, Me87, Re86, St101, Qu97, Pr96, In87, Em91.	24	160	No/I	30	N	N	130bs	110lb	20	Beijabar.
ERED ITHRIN										
Celedhring 6/Alchemist 30; 13/Essence 20. x6 staff. 720 PP. +20 Forging tools. SD90, Co87, Ag100, Me99, Re95, St86, Qu99, Pr97, In94, Em101.	40	120	No/I	50	N	N	75ma	-25	25	Noldo Mage/Alchemist.
Shagrath Uses Asgurash on weapons. SD55, Co100, Ag92, Me77, Re89, St100, Qu84, Pr92, In83, Em20.	13	137	Pl/19	30	Y10	(A/L)	135ha	90sb	0	Uruk warrior.
Cro Uses Brithagurth on arrow. SD76, Co97, Ag93, Me45, Re66, St99, Qu59, Pr88, In38, Em22.	14	141	Ch/16	10	N	(A/L)	145ba	85sb	0	Uruk warrior.
Ukog Ukog the Lame. Peculiar walk. Savors brains. SD86, Co100, Ag40, Me97, Re79, St98, Qu42, Pr55, In100, Em36.	15	154	Ch/16	40	Y10	(A/L)	155bs	100sb	-15	Uruk warrior.
WOODLAND REALM										
Thranduil Spells: 3/Animist 10, 3/Illusionist 10, 2/Gen Essence10. x3 Ring. 66PP. Boots of Limb-running. Bow of Orc-slaying. Helm of Shadows/Hiding. Sword of Troll-slaying. SD84, Co96, Ag100, Me93, Re91, St98, Qu99, Pr96, In95, Em97.	33	175	Pl/17	95	Y20	(A/L)	242bs	247lb	45	Sinda Warrior.
Legolas Bow of Quickness (3 shots/2rds). Shield of Concealment, +25 hiding. Boots of Silence. AD72, Co91, Ag100, Me92, Re95, St98, Qu99, Pr81, In94, Em92.	8	94	Ch/13	50	Y10	N	90bs	125lb	35	Sinda Warrior.
Legolas After T.A. 3018.	28	148	Ch/13	70	Y10	N	205bs	240lb	45	Sinda Warrior.
Ohtar Spells: 1/Gen Essence 10. SD64, Co94, Ag100, Me88, Re87, St97, Qu100, Pr91, In96, Em90.	21	130	Pl/17	65	Y10	N	145bs	160lb	10	Sinda Warrior.
Camthalion Stone of Water Walking. +25da. SD52, Co91, Ag99, Me89, Re76, St98, Qu99, Pr87, In93, Em91.	17	120	Pl/17	60	Y10	N	140bs	155lb	5	Silvan (Avar) Warrior.
Heladil Shield of Concealment +25 hiding. SD47, Co90, Ag100, Me90, Re94, St98, Qu99, Pr79, In93, Em92.	8	91	Ch/13	50	Y10	N	95bs	120lb	25	Sinda Warrior.
EMYN-NU-FUIN										
Lhachglin +20 Cloak. Dagger of Elf-slaying. +6 Ring. 81PP. Orb of Plant Control. Ring of Invisibility Spells: 1/Animist25, 5/Animist20, 10/Gen Channeling10, 2/Gen Channeling20, 2/Evil Animist/Cleric10. SD83, Co76, Ag99, Me97, Re98, St84, Qu96, Pr30, In100, Em97.	27	127	No/I	40	N	N	60ss	65da	20	Dúnadan Animist.
Wodurishak Helm of Rear-sight. +10ss. SD47, Co91, Ag88, Me51, Re55, St100, Qu98, Pr40, In73, Em29.	18	181	RL/11	30	N	(A/L)	185ba	—	30	Olog Warrior.
NAN GÛLDUIN										
Drurgandra Helm of Rear-sight. +10ss. SD47, Co91, Ag88, Me51, Re55, St100, Qu98, Pr40, In73, Em29.	14	154	Ch/13	10	N	N	150th	35sb	0	Uruk Warrior.



23.I MERP/RM NPC TABLE

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Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
ESGAROTH										
Odagavia	12	96	RL/I0	25	Y	A/L	80bs	95cp	-5	Northman Warrior/merchant. Master of Esgaroth. SD93, Co76, Ag73, Me88, Re92, St79, Qu77, Pr91, In94, Em90.
Odavacer	5	48	SL/6	25	Y	A/L	55ma	65cp	0	Northman Warrior/innkeeper. Bow of Orc-slaying. SD96, Co88, Ag87, Me79, Re68, St81, Qu78, Pr44, In95, Em93.
Eodoric	4	63	Ch/I3	25	Y	N	75bs	75cp	0	Northman Warrior. Often on lake with boat patrol. SD67, Co93, Ag90, Me73, Re64, St90, Qu86, Pr54, In70, Em62.
Waggeorn	7	97	Ch/I3	35	Y5	N	95bs	100cp	0	Northman Warrior. "Retired" from Elite Guard. SD31, Co90, Ag93, Me61, Re73, St94, Qu92, Pr59, In68, Em26.
Fréaga	6	92	Ch/I3	25	Y	N	90ma	90cp	0	Northman Warrior. Uses 90da coated with Ondokamba. SD45, Co92, Ag90, Me55, Re61, St92, Qu89, Pr62, n44, Em29.
Braegla	2	41	Ch/I3	25	Y	N	55wh	40cp	5	Northman Warrior. Son of Waggacorn. Guard levy-man. SD23, Co90, Ag94, Me41, Re47, St95, Qu90, Pr83, In51, Em23.
Shagelda	3	17	No/I	25	N	N	5da	5da	10	Northman Mage/Sorceress. x2 Earring. 6PP. Spells: 4/SorcererI0. Cloak of Dispelling (5th lvl). SD50, Co51, Ag90, Me73, Re89, St90, Qu98, Pr99, In98, Em100.
Raendoric	4	34	No/I	30	W5	N	40ss	35lb	15	Northman Bard. +2 Staff. Lute of Sleep(V). 12PP. Main gauche +5. Boots of Silence. Flute of Projection. Spells: 5/BardI0, 1/Gen Essence5, 1/Gen Mentalism5. SD49, Co79, Ag97, Me99, Re84, St91, Qu96, Pr67, In60, Em100.
Dudannis	5	37	No/I	40	W	N	65ss	65d	20	Dorwinadan Scout/Thief. Main gauche. Ring of Perception +20. Hood of Facades. Belt of Levitation (1mph). SD77, Co45, Ag99, Me85, Re95, St73, Qu100, Pr37, In86, Em64.
Urdath	3	28	No/I	15	N	N	100da	5da	5	Núriag Mage. x2 Staff. 9PP. Spells: 3/Evil MagicianI0, 1/Gen EssenceI0. Book of Charming Kind. SD76, Co43, Ag82, Me77, Re89, St78, Qu96, Pr67, In90, Em100.
SMUGGLERS										
Kynoden	11	66	No/I	40	W10	N	90bs	90da	20	Northman Scout/Thief. Boat builder. Invisible Dagger of Returning. Boots of Landing/Silence. Shadow Cloak. +1 Ring of evasions. Spells: 1/Gen Mage/Mentalism5. SD65, Co69, Ag99, Me78, Re83, St94, Qu97, Pr88, In89, Em55.
Vogir	6	45	No/I	20	N	N	75ss	60cp	20	Northman Scout/Thief. Ring of Water-breathing. SD68, Co56, Ag98, Me81, Re87, St89, Qu99, Pr40, In76, Em43.
LINDAL (BY LONG LAKE)										
Woedwyn	7	28	No/I	15	N	N	15da	5da	20	Northman Mage/Alchemist. Female. x3 Crucible. 21PP. Spells: 5/Alchemy I0, 1/Evil Magician I0. SD34, Co64, Ag98, Me98, Re96, St88, Qu96, Pr63, In72, Em100.
Viloric	5	39	No/I	20	N	N	85ha	90ha	25	Northman Scout/Thief/miller. +15 Throwing-axe (returns). SD60, Co53, Ag100, Me70, Re72, St86, Qu98, Pr51, In67, Em81.
OPEN COUNTRY (NORTHERN RHOVANION)										
Dieraglr	14	424	No/I	55	Y10	N	130wh	130cp	20	Northman Scout/Rogue. Bow of Man-slaying. Helm +25RR. SD33, Co61, Ag98, Me67, Re69, St98, Qu100, Pr80, In56, Em40.
Jyganoth	8	105	Ch/I5	30	Y10	(L)	100ha	100sb	0	Easterling Warrior. Coats arrows with Azgurash. SD65, Cm92, Ag90, Me45, Re97, St97, Qu69, Pr88, In59, Em34.
DALE & EREBOR										
Eoder	15	157	Pl/I9	10	N	(L)	145ba	140sp	0	Northman/Dúnadan Warrior. Thyn of Dale. Spear of Dragon-slaying. Horse Mastery Helm (+25 Control). SD82, Co77, Ag98, Me71, Re86, St99, Qu90, Pr91, In83, Em80.
Jirfelien	7	28	No/I	25	N	N	25da	5da	15	Northman Bard/Mystic. Female. Clan leader. +3 Ring. 14PP. Spells: 6/Mystic I0, 3/Gen Mentalism I0. Orb of Confusing Ways. Cloak of Invisibility/Leaping. SD78, Co54, Ag98, Me78, Re99, St90, Qu100, Pr99, In80, Em99.
Súlwyn	5	26	No/I	15	N	(A/L)	20ss	5cp	5	Northman Animist/Lay Healer. Female. Wife of Eoder. x2 Wand. 10PP. Spells: 5/Lay Animist/Healer I0, 1/Evil Mental I0. SD80, Co50, Ag82, Me79, Re90, St83, Qu96, Pr96, In83, Em92.
Béawyn	10	42	No/I	10	N	N	40sp	10sp	20	Northman Bard/Seer. Female. Spear of Troll-slaying. x2 Necklace. 20PP. Spells: 6/Seer I0, (/Mentalism I0. SD99, Co62, Ag98, Me88, Re90, St94, Qu90, Pr99, In87, Em65.



Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
DWARVEN TERRITORY										
Fulla III	18	145	Pl/20	25	N	(A/L)	165ba	130hcb	5	Dwarf Warrior. Lord. Armor wears as AT Ch/15, +10RR and DB. Battle-axe of Shield-slaying (halves foes' shields). Horn of Fear (20th lvl). Heavy crossbow reloads 1/2 rds. Hammer of Returning (100', OB90). SD81, Co98, Ag96, Me98, Re82, St100, Qu92, Pr83, In77, Em69.
Dáin II	28	149	Pl/20	65	Y25	(A/L)	180ha	110sp	5	Dwarf Warrior. Dwarf King of the Iron Hills. Armor wears as AT 7. SD90, Co100, Ag96, Me91, Re84, St101, Qu96, Pr79, In84, Em64.
Gimli	8	125	Ch/13	60	Y30	N	130ha	85cp	5	Dwarf Warrior. Lesser lord. Armor wears as AT 15. SD83, Co100, Ag92, Me98, Re91, St98, Qu94, Pr74, In98, Em77.
Azaghal	11	125	Pl/20	55	Y10	(A/L)	135wh	100hcb	5	Dwarf Warrior. Lesser lord. Armor wears as AT 15. Sd77, Co92, Ag78, Me94, Re89, St98, Qu90, Pr84, In79, Em70.
IRON HILLS										
Húz	12	124	Ch/15	45	Y15	(A/L)	125sp	120sb	5	Húz of Amov. Sagath Warrior. Great Headman. Spear of Man-slaying. SD91, Co91, Ag99, Me56, Re79, St99, Qu97, Pr66, In84, Em96.
MAEGHIRRIM										
Orduclax	17	53	No/I	20	N	N	40ss	15da	20	Northman Mage/Sorcerer. Orb of Dark Summons. Returning Dagger of Dwarf-slaying. Boots of Leaving. x3 Staff of Lightning. 51PP. Spell: 2/Gen Essences5, 11/Gen Channeling10, 6/Sorcerer10, 1/Evil Magician10. SD50, Co41, Ag95, Me96, Re95, St60, Qu98, Pr90, In100, Em100
Dacf-Udra	13	144	Pl/18	30	Y10	A/L	145bs	125cp	0	Northman Warrior. +20 invisible broadsword. SD86, Co90, Ag81, Me31, Re78, St100, Qu75, Pr30, In55, Em62.
Haed	10	91	Ch/13	40	Y10	N	120ss	130da	10	Northman Scout/Rogue. +10 Dagger of Returning. Coats short sword with Ondokamba. Helm of facades. Boots of Horse-mastery (+50 to control and ride). Uses raven called "Kryda" as spy and messenger. Spells: 1/Gen Mentalism5. +1 Spell-storing Ring. SD76, Co71, Ag100, Me56, Re89, St99, Qu91, Pr90, In74, Em92.
Thracar	11	38	No/I	15	N	N	20da	20da	10	Northman Bard/Mystic Female. x3 ORb of Mind Domination. +1 Wand of Fear. 22PP. Spells: 6/Mystic10, 6/Gen Mentalism10, 1/Evil Mage/Mentalist5. Cloak of Hiding. SD34, Co37, Ag90, Me98, Re99, St72, Qu97, Pr100, In56, Em97.
Brochir	12	35	No/I	20	N	N	25da	10da	5	Northman Animist/Astrologer. x2 Cube of Starsense (20th lvl). +2 Nose Ring. 24PP. Spells: 3/Astrologer20, 3/Astrologer10, 5/Gen Channeling10, 1/Evil Animist/Cleric5. SD45, Co22, Ag80, Me88, Re86, St76, Qu90, Pr97, In100, Em45.
Fréahár	10	33	No/I	10	N	N	15ss	10da	5	Northman Mage. x3 Staff of Fire Bolts. Boots of leaving (2x/day). Spells: 5/Evil Magician10, 9/Gen Essence10, 1/Magician10. 20PP. Book of Fire Law (20th lvl). +5 Returning Dagger of Man-slaying. SD45, Co49, Ag76, Me95, Re97, St45, Qu91, Pr44, In66, Em98.
Edwodyn	9	56	No/I	15	N	N	45ha	20cp	5	Northman Animist. +4 Ring of Animal Mastery. 27PP. Spells: 6/Animist10, 7/Gen Channeling10. SD34, Co99, Ag77, Me98, Re85, St50, Qu96, Pr87, In100, Em97.
Fréowyn	9	59	RL/9	40	Y10	N	50ma	25lb	5	Northman Animist/Cleric. Female. +3 Ring of Sound's Way. 9PP. Spells: 5/Evil Animist/Cleric10, 8/Gen Channeling10. Book of Necromancy (25th lvl). Shield of Shadows. SD69, Co78, Ag87, Me94, Re93, St98, Qu96, Pr96, In94, Em80.
Brëor	8	26	No/I	15	N	N	10da	10da	15	Northman Mage/Sorcerer. x2 Staff of Mind Destruction. 16PP. Hood acts as helm. Spells: 5/Sorcerer10, 1/Evil Magician5, 6/Gen Channeling10. Pain Rune. SD70, Co65, Ag78, Me89, Re99, St59, Qu96, Pr45, In97, Em97.
Brego	7	66	No/I	60	Y20	N	65ha	60lb	15	Northman Ranger. +20 Invisible shield. Helm of Dark-sight. Boots of Landing. +3 Ring. 7PP. Spells: 3/Ranger10. Horn of Wolf Summoning (1/5th lvl/day). SD77, Co99, Ag98, Me67, Re86, St94, Qu99, Pr70, In93, Em86.
CULT CAPTIVE										
Namirë	2	18	No/I	10	N	N	10bs	10lb	10	Silvan Animist/Healer (female). Unarmed. 4PP. Spells: 3/Healer5. SD56, Co71, Ag91, Me97, Re93, St64, Qu92, Pr95, In97, Em66.

NOTE: Weapon and shield codes are same as those found with Table 23.2 below. PP = power points. "+" and "x" symbols preceding magic item descriptions = additional spells of any level capable of being cast/day OR PP multiplier. A power point multiplier will allow the spell user to increase his/her daily PP usage by the given multiple (for instance, 12 PP with a x3 device could result in an adjusted figure of 36 PP). Listed PPs are unmodified. Spell summaries: preceding "/" = number of lists of given type = following list type = level of known spells on given lists. Some stat and spell descriptions omitted when in main text.



23.2 MERP/RM MILITARY TABLE

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Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
ORCS										
Uruk-torg (South-central Mirkwood)										
Uruk Command/6	8	105	Ch/I4	35	Y10	A/L	105bs	65sb	0	Uruk. Use poison Asgurash.
Lurg Leaders/16	6	70	Ch/I3	30	Y	N	80sc	50sb	0	Lesser Orc. Cut 1 ear each prisoner.
Warriors/48	3	45	SL/8	20	Y	(Y)	50sc	20sb	0	Lesser Orc. Can ride wolves.
Young Warriors/110	2	35	SL/7	0	N	N	40pa	10sb	0	Lesser Orc. Some use axes or scimitars.
War Wolves/70	4	100	No/3	30	—	—	LBi75	—	30	Great Wolf. Very fast; fast if ridden.
Uruk-harnak (Southern Mirkwood)										
Uruk Command/9	9	110	Ch/I4	25	Y	L	120ba	60sb	5	Uruk. Use posion Asgurash.
Lurg Leaders/36	3	50	SL/7	20	Y	N	55sc	10sb	0	Lesser Orc. Some use hand axes.
Warriors/96	2	40	SL/7	20	Y	N	40sc	5sb	0	Lesser Orc. Some use pole arms.
Young Warriors/72	1	30	SL/5	0	N	N	25pa	-25	0	Lesser Orc. Some use scimitar and shield.
Uruk-hai (Dol Guldur)										
Uruk Command/12	18	145	Ch/I6	35	Y15	(A/L)	160bs	135sb	0	Uruk. Remove fallen foc's eyelids.
Guard Band/30	10	120	Ch/I4	30	Y10	L	90th	60sb	0	Uruk. Can use bs & shield.
Warriors/30	8	60	SL/8	20	Y	(A/L)	70sc	30sb	0	Uruk. Some use sc & shield.
Patrol Band/60	6	40	SL/7	0	N	(A/L)	50sc	5sb	0	Uruk. Some use sc & shield.
Young Warriors/48	3	35	SL/7	0	N	(L)	40pa	-25	0	Uruk. Some use spears.
Uruk-thang (Dol Guldur)										
Troll Guard/10	15	200	RL/II	25	N	(A/L)	190ba	95we	20	Olog. Use large creature crit.
Uruk-erag (Cirith Mithlin in Grey Mountains)										
Uruk Command/6	9	115	Ch/I4	40	Y10	L	115bs	75sb	10	Uruk. Use poison Asgurash.
Lurg Leaders/16	6	70	Ch/I3	30	Y	N	80sc	50sb	5	Lesser Orc. Take noses.
Warriors/48	3	45	SL/8	20	Y	(A/L)	50sc	20sb	0	Lesser Orc. Some use pole arms.
Young Warriors/170	2	35	SL/7	0	N	(L)	40pa	10sb	0	Lesser Orc. Some use axes, scimitars.
Lor-uruk-shab (Cirith Himnienor in Grey Mountains)										
Uruk Command/9	9	110	Ch/I6		N	(A/L)	120ba	60sb	0	Use poison Asgurash.
High Lurg Guard/6	7	90	Ch/I3	35	Y5	85ha	45sb		0	Lesser Orc. Guard Cro closely.
Lurg Leaders/46	3	50	SL/7	20	Y	(L)	55sc	10sb	0	Lesser Orc. Some use hand axes.
Warriors/142	2	40	SL/7	20	Y	(L)	40sc	5sb	0	Lesser Orc. Some use pole arms.
Young Warriors/90	1	30	SL/5	0	N	N	25pa	25	0	Lesser Orc. Some use scimitar and shield.
Asharag (Southern foothills of Grey Mountains)										
Uruk Command/12	10	120	Ch/I6	30	Y10	(A/L)	120bs	90sb	0	Uruk. Behead fallen enemies.
Guard Band/20	6	75	Ch/I4	0	N	N	90th	60sb	0	Uruk. Can use bs and shield.
Band Leaders/20	6	70	Ch/I3	20	Y	N	80ha	45sb	0	Lesser Orc. Ride wolves. Have spears.
Good Warriors/20	5	60	SL/8	20	Y	(A/L)	70sc	30sb	0	Lesser Orc. Can ride wolves.
Warriors/130	3	40	SL/7	5	N	(L)	50sp	5sb	0	Lesser Orc. Some use scimitar and shield.
Young Warriors/120	2	35	SL/7	0	N	(L)	40pa	-25	0	Lesser Orc. Some use spears.
War-wolves/100	4	115	No/3	30	—	—	LBi75	—	30	Very fast; fast if ridden.



23.2 MERP/RM MILITARY TABLE

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Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
GONDORIANS										
Gondorian Forces (Gondor's Eastern Army)										
Targaen/2	20	180	Pl/I9	60	Y35	(A/L)	180bs	180cp	5	Dúnadan. Command 500 infantry each.
Targaen (mtd)/2	20	180	Pl/I9	10	N	(A/L)	180th	180ml	5	Dúnadan (Lesser). Command 500 cavalry each.
(Heavy Horses)/—	8	180	No/4	30	—	(A/L)	MTr70	—	30	Trained war horses.
Thengyn/I0	12	150	Pl/I9	55	Y30	(A/L)	155bs	155cp	5	Lesser. Dúnadan. Command 100 infantry each.
Thengyn (mtd)/I0	12	150	Pl/I9	45	Y15	(A/L)	155bs	145ml	5	Lesser. Dúnadan. Command 100 cavalry each.
(Heavy Horses)/—	6	160	No/4	25	—	—	MTr50	—	25	Trained war horses.
Ohtarrina/50	8	110	Ch/I5	35	Y5	(A/L)	110bs	110cp	5	Lesser. Dúnadan. Command 20 infantry each.
Ohtarrina (mtd)/50	8	110	Ch/I5	25	Y5	(A/L)	100bs	115ml	0	Lesser. Dúnadan. Command 20 cavalry each.
(Heavy Horses)/—	4	140	No/4	20	—	—	MTr45	—	20	Trained war horses.
Requain/200	5	75	Ch/I5	45	Y20	(A/L)	85bs	80cp	5	Lesser. Dúnadan. Trained knights.
(Heavy Horses)/—	3	130	No/4	20	—	—	MTr45	—	20	Trained war horses.
Ohtari/I000	3	35	Ch/I5	30	Y	(A/L)	75bs	70cp	5	Lesser. Dúnadan. Garrison troops.
Ohtari (mtd)/I000	3	35	Ch/I5	15	Y	(A/L)	75bs	70sp	0	Lesser. Dúnadan. Cavalry troops. Also use ml.
NORTHMEN										
Beijabar (Highly dispersed throughout western Wilderland)										
Lords (Man-form)/8	20	165	RL/I0	30	N	A/L	160ba	160lb	20	Northman. Some can shape-change.
(Bear-form)/3	20	240	SL/8	50	N	(A/L)	120LBa	100LCI	50	Northman. Use Large Creature crit table.
Warriors/200	4	75	RL/9	20	N	N	80ba	75lb	15	Northman. Some use ha and shield.
Woodmen (Woodmen-town)										
Lords/I0	13	140	SL/5	50	Y15	N	145ha	130lb	10	Northman. Some use battle-axes.
Exp. Warriors/I00	5	70	SL/5	30	Y	N	80ha	80lb	5	Northman. All are fine trackers.
Warriors/250	3	50	No/1	30	Y	N	50ha	40lb	10	Northman. Some use maces.
Young Warriors/I50	2	30	No/1	25	Y	N	40ha	30lb	5	Northman. Some use clubs or maces.
Woodmen (Scattered through Mirkwood)										
Lords/5	10	120	SL/5	50	Y15	N	125ha	120lb	10	Northman. Some use battle-axes.
Exp. Warriors/50	5	70	SL/5	30	Y	N	80ha	80lb	0	Northman. All are fine trackers.
Warriors/I20	3	50	No/1	30	Y	N	50ha	40lb	0	Northman. Some use maces.
Young Warriors/70	2	30	No/1	25	Y	N	40ha	30lb	0	Northman. Some use clubs or maces.
Gramuz Plainsmen (Rhovanion Plain)										
War Lords/5	11	125	Ch/I6	30	Y10	(A/L)	120ml	100sp	0	Northman. Heavy cavalry.
(War Horses)/—	4	165	No/3	30	—	—	LTr60	—	30	Unarmored. Very fast.
Warriors/75	3	50	Ch/I6	20	Y	(A/L)	65ml	50sp	0	Northman. Heavy cavalry.
(Heavy Horses)/—	3	150	No/3	25	—	—	LTr50	—	25	Unarmored. Fast.
Warrior Levy/I50	2	40	Ch/I3	20	Y	N	50sp	45sp	0	Northman. Medium cavalry.
(Medium Horses)/—	3	130	No/3	20	—	—	MTr50	—	20	Unarmored. Fast.
Éothraim (Horse-lords of the Rhovanion Plain)										
War Lords/60	15	150	Ch/I6	30	Y10	(A/L)	140ml	120sp	0	Northman. Heavy cavalry.
(War Horses)/—	4	165	No/3	30	—	—	LTr60	MBa50	30	Unarmored. Very fast.
Warriors/800	6	80	Ch/I6	20	Y	(A/L)	100ml	70sp	0	Northman. Heavy cavalry.
(Heavy Horses)/—	3	150	No/3	20	—	—	LTr50	MBa45	20	Unarmored. Fast.
Warrior Levy/I200	4	65	Ch/I3	20	Y	N	80sp	60sp	0	Northman. Medium cavalry.
(Medium Horses)/—	3	130	No/3	10	—	—	MTr50	—	30	Unarmored. Fast.

Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Lakemen (Esgaroth Upon Long Lake)										
Guard Lord/1	13	139	Ch/15	35	Y10	(A/L)	125ma	105cp	0	Northman. Commands town guard.
War Lord/1	14	142	Ch/15	40	Y10	(A/L)	130bs	135cp	5	Northman. Commands army outside town.
Elite Guard/15	7	95	Ch/15	25	Y	(A/L)	100bs	100sp	5	Northman. Mounted outside town.
Guard/45	4	65	Ch/13	25	Y	N	75bs	70cp	5	Northman. Standing town guard.
Guard Levy/90	2	30	Ch/13	20	Y	N	40bs	45sp	0	Northman. Train monthly for 2 days.
Dalemen (Dale)										
Clan Lords/5	12	130	Pl/19	10	N	(A/L)	125ba	110sp	0	High Northman. Fight mounted or on foot.
(War Horses)/—	4	170	No/3	40	—	—	65LTr	—	20	Lightly armored. Fast.
Elite Warriors/25	5	70	Ch/15	25	Y	(A/L)	90bs	85cp	0	High Northman. Fight mounted or on foot.
(Medium Horses)/—	3	150	No/3	15	—	—	55MTr	—	15	Unarmored. Fast.
Warriors/60	3	50	Ch/14	25	Y	L	70bs	65cp	0	High Northman. Experienced levy. 55sp.
Warrior Levy/100	2	45	Ch/13	25	Y	N	55bs	50cp	0	High Northman. Well-trained. 40sp.
ELVES										
Wood-elves (Aradhrynd)										
Lords/3	20	133	Pl/18	60	Y15	A/L	155bs	180lb	25	Sinda Warriors.
Thranduil's inner circle. 2 spell lists to 5th lvl. 20PP.										
Lords/3	20	66	Ch/13	50	Y10	N	85bs	65lb	20	Sinda Bards.
Thranduil's inner circle. 1 spell list to 5th lvl, 2 to 10th lvl, 5 to 20th lvl. 40PP.										
High Captain/1	12	121	Ch/15	55	Y10	(A/L)	140bs	125sp	20	Mixed Elf Warrior. Leads Guard.
Guard-captains/6	10	111	Ch/15	45	Y5	(A/L)	130bs	115sp	15	Mixed Elf Warriors.
Guard Horsemen/27	6	72	Ch/14	45	Y10	L	105ml	85sp	15	Mixed Elf Warriors.
(Medium Horses)/—	3	151	No/3	20	—	—	60MTr	—	20	Unarmored. Fast.
Guardsmen/27	6	74	Ch/15	45	Y10	N	90bs	80sp	10	Mixed Elf Warriors.
Appren. Guard/18	4	55	Ch/13	40	Y5	N	90bs	80sp	10	Mixed Elf Warriors.
Hall-captains/6	10	117	Ch/15	45	Y5	(A/L)	135bs	125lb	15	Avar (Silvan) Warriors.
Watchmen	5	74	Ch/13	40	Y5	N	100bs	90sp	10	Avar (Silvan) Warriors.
Hall Garrison	4	58	Ch/13	40	Y5	N	90bs	80sp	10	Avar (Silvan) Warriors.
Army of the Woodland-realm (Northeastern Mirkwood)										
Captains/45	8	90	Ch/13	30	Y10	N	90bs	100lb	0	Avar (Silvan Elf) Warriors. Fine Trackers.
Bowmen/600	5	80	Ch/13	20	N	N	75bs	95lb	10	Avar (Silvan Elf) Warriors. Peng wador.
Axemen/300	5	75	Ch/13	30	Y	N	95ha	80cp	10	Avar (Silvan Elf) Warriors. Pelegwador.
Spearmen/600	5	78	Ch/13	15	N	N	100sp	85sp	10	Avar (Silvan Elf) Warriors. Egwador.
Swordsmen/300	6	99	Ch/14	45	Y5	L	110bs	80cp	10	Avar (Silvan Elf) Warriors. Magwador.
Warriors/2100	3	63	Ch/13	10	Y	N	75sp	50sp	10	Avar (Silvan Elf) Warriors.
Wood-elves (Woodland Warders)										
Ward-captains/9	9	89	SL/3	55	Y10	N	80sp	65lb	25	Avar (Silvan Elf) Rangers. Fine Trackers. 4 spell lists to 10th lvl. 18PP.
Warders/81	4	47	RL/9	45	Y5	N	55sp	45lb	20	Avar (Silvan Elf) Rangers. Fine Trackers. 2 spell lists to 10th lvl. 8PP.



23.2 MERP/RM MILITARY TABLE

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Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Wood-elves (Scattered in southwestern Mirkwood)										
Warders/6	8	90	Ch/13	30	Y10	N	90bs	100lb	0	Avar (Silvan Elf). Fine Trackers.
Tauranca/36	4	45	Ch/13	25	Y	N	60bs	65lb	0	Avar (Silvan Elf). Recon/battle troops.
Young Tauranca/18	2	35	Ch/13	20	Y	N	50bs	50lb	0	Avar (Silvan Elf). Green troops.
Raft-elves (Celebannon Area)										
Cururim/9	10	90	No/I	50	Y10	N	60bs	5lb	20	Mixed Elf Rangers. 4 spell lists.
Tirduin Lords/12	9	100	Ch/13	50	Y10	N	110bs	113lb	10	Mixed Elf. Act as unit commanders.
Tirduin/96	6	85	Ch/13	40	Y5	N	90bs	95lb	10	Mixed Elf. Elite warriors.
Ciuvetpel Lords/10	5	70	No/I	40	Y5	N	80bs	85lb	15	Mixed Elf. Lead forest patrols.
Exper. Cuiv./30	3	45	No/I	35	Y	N	60bs	75lb	15	Avar (Silvan Elf) Warriors. Expert trackers/stalkers.
Cuiv. Warriors/50	2	35	No/I	30	Y	N	45bs	60lb	20	Avar (Silvan Elf). Serve as couriers.
Tauranca Lords/11	4	60	Ch/13	30	Y	N	75bs	75lb	10	Avar (Silvan Elf). Main battle-troop leaders.
Tauranca War./66	3	45	Ch/13	25	Y	N	60bs	65lb	5	Avar (Silvan Elf). Main battle-troops.
Young Tauranca/22	2	35	Ch/13	20	Y	N	50bs	50lb	0	Avar (Silvan Elf). Green troops.
Huinen's Garrison (Ceber Fanuin in southern Mirkwood)										
Aldaron/I	13	130	Pl/17	60	Y20	N	150bs	160lb	10	Noldo. Huinen's bodyguard (mithril).
Randae/I	12	120	No/I	100	N	N	120(ma)	120lb	25	Sinda. Warrior Monk.
Guard Captains/6	10	110	Ch/13	35	Y10	N	120bs	135lb	5	Sinda. Supervise the garrison.
Warriors/42	4	45	RL/9	25	Y	N	60bs	65lb	5	Avar (Silvan Elf). Typical garrison troops.
Servants/12	2	35	No/I	10	N	N	30bs	40lb	10	Avar (Silvan Elf). Usually noncombatants.
DWARVES										
Host of the Iron Hills										
Lords/2	14	149	Pl/20	77	Y25	(A/L)	150wh	80ha	10	Khazâd. Mithril plate & equipment.
Captains/7	11	125	Pl/19	55	Y10	(A/L)	135wh	100hcb	5	Khazâd. Mithril chain + overhshirt.
Dwarven Guard/28	7	95	Pl/17	50	Y5	N	100wh	85hcb	10	Khazâd. 4 x 7. Mithril shirts.
Warriors/140	4	65	Ch/16	35	Y	(A/L)	80ha	60lcb	5	Khazâd. 70 active at any time.
Dwarven Levy/280	2	40	Ch/16	25	Y	(A/L)	55ha	40sb	0	Khazâd. Each serves indiv warrior.

NOTE: Profession is Warrior/Fighter unless otherwise stated.

Codes

The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and Mov M (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell.

Lvl (Level): If two levels are given, the second is used defensively; that is, when the character is resisting magic, poison, and disease.

AT (Armor Type): The two letter codes correspond to the *MERP* armor type (No=no armor, SL=slow, RL=rigid leather, Ch=chain, and Pl=plate). The number is equivalent to the *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses): Abbreviations follow OB's; weapons are in small letters, while body attacks begin with capitals: ba=battle axe, bo=bola, bs=broadsword, cl=club, cp=composite bow, da=dagger, fa=falchion, ha=hand axe, hb=halbard, hcb=heavy crossbow, ja=javelin, lb=long bow, lcb=light cross bow, ma=mace, MAs=martial arts strike, with rank, MAsw=martial arts sweep and throws, with rank, mg=main-gauche, ml=mounted lance, pa=pole arm, qs=quarter staff, ro=rock, sb=short or horse bow, sc=scimitar, sl=sling, sp=spear, ss=short sword, th=two hand sword, ts=throwing star, wh=war hammer, wm=war mattock, wp=whip, animal and unarmed attacks are abbreviated using code from the Master Beast Table.

Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Race/Cultural grouping: Dúnedan characters are described as Númenórean, if they were born in the island realm; those born in Middle-earth are described as either Dúnedan or Black Númenórean, depending on which of the two Númenórean colonial cultures they belong to. Characters of mixed Dúnedan and common descent are defined as either Hañedan (Rhudaaran) or Tergil (Cardolani). The common folk of Eriador are here classified as Arthadan, Cardolani, or Gondorian; if they fit none of these distinctive cultures, they are described as Eriadoran. Northmen are classified either Eriadan (of Eriadoran stock) or Northmen (of Rhovanian mercenary descent). The Angmarcan and Rhudaaran populations are culturally and racially distinct from other common folk, having, respectively, Easterling and Dunnish/Hillman components.

Professions: In each case, the *MERP* profession is given first, and if needed, a separate *RM* profession is added after the slash. Two notes: first, the *MERP* "Warrior" profession is equivalent to the *RM* "Fighter"; second, the *MERP* "Bard" profession is used for generic "jack of all trades" characters, and the skills of these characters vary widely throughout the table.

Additional Statistics: Any character whose stats, skills, and spells are not given can be assumed to have average characteristics for his or her profession and race. Note that a "bonus" such as the +20 to Stalk/Hide for Hobbit scouts, is +20 to the average for a Scout, while a skill such as "Stalk/Hide 100" is substituted for that average skill.



Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Primary/Secondary/Tertiary Attacks
Active Tree	25	1	H/La	VS/VS	400	Pl/20	0	20HGr/10HGr/90Both
Bat	0	1-100	S	VF/VF	4	No/1	60	25Tb
Black Bear	5	1-5	M	F/F	150	No/4	20	50LGr/50LCl/30MBa/25MBi
Cave Drake	24	1	M	M/M	275	H/19	30	120HCl/100HGr/90HBi
Cold-drake	(See specific beast in Section 23.4 below)							
Culcarnix	1	1-6	S	M/M	12	No/3	0	10Sbi/15Scl/—
Fire-drake	(See specific beast in Section 23.4 below)							
Eagle	3	1-4	S	FA/FA	30	No/1	30	45MCl/35SPi/—
Egil's Viper	8	1-2	L	VF/VF	100	No/4	60	75MBi/Special/—
Fell Beast	20	1-2	L	F/F	240	L/12	50	90HCl/90LGr/90Lba/60Lbi
Giant	20	1-3	VL	S/S	350	L/11	30	175HBa/100HCr/—/150Club
Giant Spider	18	1-20	L	F/F	60	L/3	60	75MBi/60MCl/—
Great Bat	5	1-20	M	VF/VF	60	No/3	60	75MBi/60MCl/—
Great Bear	10	1-4	L	F/F	200	L/8	40	90Lba/75LCl/75/LGr/50Lbi
Great Eagle	30	1-10	H	VF/VF	300	L/11	90	120HCl/100Lpi/100Lba
Great Falcon	15	1-10	L	VF/VF	100	No/4	8	90LCl/60Mpi/—/50MBa
Lesser Cave Drake	16	1-3	M	F/F	200	L/12	30	100LCl/90LGr/60Lbi/50Lcr
Lesser Giant	14	1-5	L	S/S	250	L/11	20	90Lba/65Lcr/—/75Club
Mountain Lion	5	1-5	M	VF/VF	100	No/3	440	40MCL/60MBi/60MBa
Raven	4	1-30	S	VF/VF	20	No/3	50	50Scl/80HGr/80Lbi
Spider	3	1-10	S	F/F	10	No/1	30	0Tst/10/Tt/—
Stone Troll	15	1-5	L	S/S	175	L/11	25	120HBa/120LCl/90Lcr/80Lbi
Uindarlaif	3	1-20	M	F/F	90	No/3	40	75MBi/—/—
Warg*	8	4-20	L	VF/VF	180	No/4	60	75Lbi/60LCl50Both/—
Wight*	7	1-10	M	M/M	100	No/1	75	100bs/55MBa/—/25MBi
Wild Goat	2	1-20	M	F/F	70	No/3	15	60MHo/50MBa/20STS/—
Wild Horse	3	1-50	L	F/F	150	No/3	20	50Lba/35LTS/—
Wild Kine	5	1-10	L	M/M	110	No/3	30	100LHo/90LTS/80Lba
Wolf	3	2-40	M	VF/VF	110	No/3	30	60Lbi/—/30MCl

*Undead or otherwise unusual (see section 9.5).

CODES

The statistics describe a typical creature of that type. Most of the codes are self-explanatory:

Lvl (Level).

Enc (number encountered).

Size/Crit: The creature's size (T = Tiny, S = Small, M = Medium, L = Large, H = Huge)

and the type of critical table that is used to resolve critical strikes against this creature:

If no code is given, use the normal tables

La = use Large Creature Critical Tables; SL = for **RM**: use Super-Large Creature Critical Tables; for **MERP**: use Large Creature Critical Tables with a -10 modification; I = use normal critical tables, but reduce critical severities by one step (i.e., 'E' becomes a 'D', 'D' becomes a 'C',

'C' becomes a 'B', 'B' becomes an 'A', and ignore 'A's); II = use normal critical tables, but reduce critical severities by two step (i.e., 'E' becomes a 'C', 'D' becomes a 'B', 'C' becomes an 'A', and ignore 'B's and 'A's); † = Stun results do not affect these creatures; ‡ = Stun results and hits/rnd do not

affect these creatures.

Speed: A creature's speed is given in terms of 'Movement Speed/Attack quickness'. So CR = creeping, VS = very slow,

SL = slow, MD = medium, MF = moderately fast, FA = fast, VF = very fast, and BF = blindingly fast.

AT (Armor Type): The two letter codes correspond to the **MERP** armor type (No = no armor, SL = soft leather, RL = rigid leather, Ch = chain, and Pl = plate). The number is the equivalent to the **Rolemaster** armor type.

Primary/Secondary/Tertiary Attack: Each creature usually initiates combat using its "Primary" attack. Depending on the situation and the success of the "Primary" attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if previous attacks are very successful). Each attack code starts with the attacker's Offensive bonus. The first letter indicates the size of the attack: T = tiny, S = small, M = medium, L = large, H = huge. The last two letters indicate the type of attack:

Pi = Pincher/Beak

Bi = Bite

Cl = Claw/Talon

Gr = Grapple/Grasp/Envelop/Swallow

Ho = Horn/Tusk

Ti = Tiny

Ts = Trample/Stomp

Ba = Bash/Ram/Butt/Slug

Cr = Crush/Fall

St = Stinger

Fi or Ki = Fist/Kick

Wr = Wrestling/Tackles

We = Weapon.



23.4 DRAGONS OF WILDERLAND

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Name	Type	Lvl	Size	Speed		Hits	AT	DB	Melee OB			Breath OB		Color
				MS/AQ					HBI	HCI	HBa	Ball	Bolt	
Agburanar	CD(L)	31	M	VF/VF	463	Pl/20	50		120	130	110	—	—	Black
Ando-Anca	CD(L)	49	M	F/F	540	Pl/20	40		150	120	115	—	—	Red
Angurth	FD(F)	36	L	F/F	471	Ch/16	60		110	125	115	60	100	Black/gold
Bairanax	CD(F)	34	L	F/F	447	Ch/16	50		140	120	100	—	—	Brown/red
Culgor	CD(L)	30	M	VF/VF	401	Ch/16	40		120	130	105	—	—	Red/gold
Daelomin	CD(F)	33	L	F/F	428	Ch/16	45		100	120	110	—	—	Black
Dynca	CD(F)	35	L	VF/VF	422	Rl/12	70		125	135	95	—	—	Black/grey
Haurfile	CD(L)	33	L	VF/VF	456	Pl/20	55		115	125	130	—	—	Red
Hyarleuca	CD(L)	28	S	VF/VF	329	Rl/12	60		90	100	85	—	—	Brown
Itangast	FD(L)	55	H	F/F	590	Pl/20	60		160	110	135	50	90	Black/blue
Klyaxar	CD(L)	29	S	VF/VF	365	Rl/12	65		95	105	95	—	—	Brown/red
Khuzadropa	CD(F)	37	L	M/M	460	Ch/16	60		130	100	160	—	—	Black
Leucaruth	FD(L)	34	L	F/F	435	Ch/16	50		125	135	100	50	90	Red
Lomaw	CD(L)	35	L	VF/VF	467	Pl/20	50		120	125	90	40	100	Grey
Nimanuar	CD(L)	33	M	F/F	450	Ch/16	60		90	100	85	45	95	Black/grey
Ruingurth	FD(L)	36	L	S/S	495	Pl/20	30		100	95	95	50	100	Red/brown
Scatha	CD(L)	52	VL	VF/VF	555	Pl/20	65		150	140	120	—	—	Red
Smaug	FD(F)	66	L	VF/VF	636	Pl/20	75		125	130	150	60	120	Red/gold
Throkmau	FD(F)	46	L	F/F	523	Ch/16	60		110	120	125	50	100	Black
Uruial	FD(L)	30	M	M/M	439	Ch/16	55		105	115	100	50	90	Red

TYPE- 1st symbol: CD=Cold-drake; FD=Fire-drake. 2nd symbol: L=Land-bound (wingless); F=Flyer (winged).

NOTES:

Agburanar—Relatively shy beast who favors Goat and Bear meat. Resides at Caves of Ulund in spur of Grey Mountains ten miles north of the Withered Heath.

Ando-Anca— Aggressive but sleepy creature who, even when stirred, sleeps 95% of the time (01-95). Hunts Losrandir and Trolls. Resides at Mount Udūnanca on the northeastern side of the Withered Heath

Angurth—Known for his extremely strong jaws and the intense heat of his fiery breath, Angurth reputedly relishes duels and enjoys slaying heavily armored foes. He resides at Long Peak.

Bairanax—A Bear-hunter, Bairanax lives in caves at Ovir Hollow in the southern Grey Mountains.

Culgor—The fastest and most inquisitive of the Grey Mountain Dragons, he lives at Bat Dome.

Daelomin— A highly mystical and enchanted Drake, she is often referred to in First Age legend as the Ghost-wing of the Ered Engrin. Her lair is situated at the Dancing Spire, a little over 40 miles from the Heath and halfway between Gondmaeglom and Anvilmount.

Dynca—Ugly yet compassionate, he is the most forgiving of the local Drakes. Lives at Sorrowdrop.

Haurfile—The older (and meaner) sister of Culgor, Haurfile lives in the Underdeeps below Bat Dome.

Hyarleuca— Astoundingly lazy and given to foul habits, this young Cold-drake is the least subtle of the Grey Mountain Dragons. He lives southeast of Gondmaeglom, ten miles north of the Men Rhūnen.

Itangast— Deadliest and smartest of the region's Land Drakes. Name means "Guest-eater" in Rhov. Keeps its abode at Gold Hill in the middle of a dry lake in the Heath's southeastern lowlands.

Klyaxar—Young and small but quick, he roams the hill country north of the Ered Mithrin.

Khuzadropa—Legend states that this vile, sable beast is a Sorcerer. He lives at Thunder Cleft.

Leucaruth— Exceptionally fierce, she is perpetually angry and constantly hunting. She is rarely (01-20) at her lair in Irerock above Wolf Flat (10 miles north of the rim above the center of the Heath).

Lomaw— One of the only two Cold-drakes with a breath weapon, he is extremely agile, clever, and capable of freezing foes within 600 feet. He lives in a snow-cave just south of the Dying Glacier.

Nimanaur— Like Lomaw, Nimanaur has an icy breath. He is less deadly than his older kin, though, and prefers to feed on the Losrandir who wander near his abode at the northwestern edge of the Heath.

Ruingarth—The oldest and the slowest of Wilderland's Great Worms, he reputedly fought in the Great Battle. Virtually in perpetual sleep (01-92), he is uncaring, fatalistic, and will not stir unless struck. Ruingarth lives at Goat Mountain, along the southern rim of the Withered Heath.

Scatha—Extremely aggressive and greedy Drake that actively hunts for civilized strongholds containing loot and frequently raids caravans traveling on the Men Rhūnen. Eats Losrandir, Goats, Orcs, and Giants. Resides at Gondmaeglom in the central Grey Mountains.

Smaug—Greatest and most cunning of the Grey Mountain Dragons. Slow to anger but exceptionally pitiless, spiteful, and proud. Lives (before T.A. 1977) at Anvilmount, northwest of the Withered Heath.

Throkmau—Bane of the Northern Waste. Most dangerous winged Drake, save his rival Smaug. Confines himself to flights north of the Grey Mountains. Lives at Shab Arch in the northern foothills of the range, about 20 miles northeast of Gondmaeglom.

Uruial—Extremely old but stunted Dragon who was crippled during the Elder Days by a Noldo archer. He resides at Steel Fell in the middle of the southwestern spur of the Ered Mithrin.



	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	# Spells	Notes
DOL GULDUR															
Necromancer	71,700	600	11	10	16	7	13	16	13	11	13	18	19	all	Maia
Khamûl	11,700	62	1	1	2	-1	1	1	-1	3	0	5	10	all	Nazgûl
Khamûl	14,700	71	1	1	2	-1	1	1	-1	4	0	5	10	all	After T.A. 2460
Adûnaphel	9,300	62	0	1	2	-1	1	-2	-1	3	0	5	10	all	Nazgûl
Ûvatha	9,000	62	0	1	2	-1	1	-2	-1	3	0	5	10	all	Nazgûl
The Mouth	5,700	62	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Celedhring	11,700	66	0	2	2	1	1	0	1	1	1	6	10	all	Elf Bard
Duran	11,700	122	3	1	0	-1	3	9	8	2	1	2	-5	2	Maia Warrior
Gorovod	5,700	62	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Carlön	5,700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Froedhir	4,200	53	0	0	2	-1	1	-2	-4	2	-1	4	10	14	Human Bard
Grashûkh	5,700	99	0	2	0	1	3	6	8	1	2	2	-2	0	Orc Warrior
RHOSGOBEL															
Radagast	17,700	71	1	1	2	-1	1	1	-1	4	1	6	10	all	Istar Bard
CEBER FANUIN															
Huinen	9,600	66	0	2	2	1	1	0	1	1	1	5	10	14	Elf Bard
Ringlin	5,700	66	-1	1	2	1	1	0	1	1	1	5	8	12	Elf Bard
Arien	4,800	66	-1	1	2	1	1	-3	1	1	0	5	8	12	Elf Bard
GONDORIAN TERRITORY (SOUTHERN RHOVANION)															
Vagaig	4,200	95	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Augimund	3,300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Mahrcared	5,100	104	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Uirdriks	6,300	104	2	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Gartila	2,100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Wuilaric	3,900	53	0	0	2	-1	1	-2	-4	2	-1	4	9	14	Human Bard
Atagavia	4,500	95	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Waulfa	5,100	104	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Beoraborn	6,900	104	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
ERED ITHRIN															
Celedhring	11,700	66	0	2	2	1	1	0	1	1	1	6	10	all	Elf Bard
Shagrath	3,600	90	0	2	0	1	3	5	8	1	-1	2	-2	0	Orc Warrior
Cro	3,900	90	0	2	0	1	3	5	8	1	-1	2	-2	0	Orc Warrior
Ukog	3,900	90	0	2	0	1	3	5	8	1	-1	2	-2	0	Orc Warrior



23.5 LOR NPC TABLE

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	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	# Spells	Notes
WOODLAND REALM															
Thranduil	9,600	99	0	3	0	I	3	7	10	2	2	2	-2	2	Elf Warrior
Legolas	2,100	81	0	2	0	I	3	4	7	I	-1	I	-2	2	Elf Warrior
Legolas	8,100	99	0	3	0	I	3	7	9	I	2	2	-2	2	After T.A. 3018
Ohtar	6,000	99	0	2	0	I	3	6	9	I	2	2	-2	2	Elf Warrior
Camthalion	4,800	99	0	2	0	I	3	6	8	I	-1	2	-2	2	Elf Warrior
Heladil	2,100	81	0	2	0	I	3	4	7	I	-1	I	-2	2	Elf Warrior
EMYN-NU-FUIN															
Lhachglin	7,800	62	0	0	2	-I	I	-2	-4	3	0	5	10	all	Human Bard
Wodurishak	3,900	90	0	2	0	I	3	5	8	I	-1	2	-2	0	Orc Warrior
NAN GŪLDUIN															
Drurgandra	3,900	90	0	2	0	I	3	5	8	I	-1	2	-2	0	Orc Warrior
ESGAROTH															
Odagavia	3,300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warrior
Odavacer	1,200	77	2	I	0	-I	3	5	5	I	0	I	-5	0	Human Warrior
Eodoric	900	77	2	I	0	-I	3	4	4	I	0	I	-5	0	Human Warrior
Waggeorn	1,800	86	2	I	0	-I	3	5	5	2	0	I	-5	0	Human Warrior
Fréaga	1,500	86	2	I	0	-I	3	5	5	I	0	I	-5	0	Human Warrior
Braegla	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warrior
Shagelda	600	44	0	0	2	-I	I	-2	-4	I	-4	3	6	6	Human Bard
Raendoric	900	53	0	0	2	-I	I	-2	-4	I	-4	3	6	8	Human Bard
Dudannis	1,200	49	I	I	0	I	I	2	2	2	4	4	-1	2	Human Scout
Urdrath	600	44	0	0	2	-I	I	-2	-4	I	-4	3	6	6	Human Bard
SMUGGLERS															
Kynoden	3,000	58	I	I	0	I	I	3	3	2	5	5	-1	2	Human Scout
Vogir	1,500	49	I	I	0	I	I	3	2	2	4	4	-1	2	Human Scout
LINDAL (BY LONG LAKE)															
Woedwyn	1,800	53	0	0	2	-I	I	-2	-4	2	-4	3	8	10	Human Bard
Viloric	1,200	49	I	I	0	I	I	2	2	2	4	4	-1	2	Human Scout
OPEN COUNTRY (NORTHERN RHOVANION)															
Dieraglir	3,900	58	I	I	0	I	I	3	3	3	5	6	-1	2	Human Scout
Jyganoth	3,900	58	I	I	0	I	I	3	3	3	5	6	-1	2	Human Scout
DALE & EREBOR															
Eoder	4,200	95	2	I	0	-I	3	7	7	2	0	2	-5	0	Human Warrior
Jirfelien	1,800	53	0	0	2	-I	I	-2	-4	2	-4	3	8	10	Human Bard
Súlwyn	1,200	53	0	0	2	-I	I	-2	-4	I	-4	3	7	10	Human Bard
Béawyn	2,700	53	0	0	2	-I	I	-2	-4	2	-4	4	8	12	Human Bard



	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	# Spells	Notes
DWARVEN TERRITORY															
Fulla III	5,100	114	2	-1	0	-2	2	8	3	4	1	2	-7	0	Dwarf Warrior
Dáin II	8,100	114	3	-1	0	-2	2	9	3	5	1	3	-7	0	Dwarf Warrior
Gimli	2,100	96	2	-1	0	-2	2	7	2	4	0	1	-7	0	Dwarf Warrior
Azaghal	3,000	105	2	-1	0	-2	2	7	2	4	0	2	-7	0	Dwarf Warrior
IRON HILLS															
Hûz	3,300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
MAEGHIRRIM															
Orduclax	4,800	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Daef-Udra	3,600	95	2	1	0	-1	3	7	6	2	0	2	-5	0	Human Warrior
Haed	2,700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Thraear	2,700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Broehir	3,300	53	0	0	2	-1	1	-2	-4	2	-4	4	9	14	Human Bard
Fréahár	2,700	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12	Human Bard
Edwodyn	2,400	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12	Human Bard
Fréowyn	2,400	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12	Human Bard
Brëor	2,100	53	0	0	2	-1	1	-2	-4	2	-4	3	8	12	Human Bard
Brego	1,800	67	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
CULT CAPTIVE															
Namirë	300	48	-1	1	2	1	1	-3	-2	-2	-3	3	4	4	Elf Bard



23.6 LOR GENERAL BEAST TABLE

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Name	Movement	Normal Defense	Charge Defense	Flee Endurance	OB	Melee Damage	Melee OB	Missile Damage	Missile
Active Tree	-1	3	3	3	200	6	6	—	—
Bat	1	5	3	7	2	0	-3	—	—
Black Bear	2	2	1	3	75*	4	3	—	—
Cave Drake	9	7	5	8	125†	6	6	—	—
Cold-drake	9	8	6	9	250‡	8	6	—	—
Culcarnix	-1	-1	-2	-1	6	-1	-3	—	—
Fire-drake	15	7	5	9	225‡	7	6	—	—
Eagle	9	2	0	3	15	2	0	—	—
Egil's Viper	-1	6	4	8	50	4	3	—	—
Fell Beast	28	6	4	7	120†	5	3	—	—
Giant	8	3	3	3	125†	5	3	-2 (rock)	x2
Giant Spider	6	7	5	8	175†	7	3	—	—
Great Bear	3	4	2	5	120**	4	3	—	—
Great Eagle	11	10	8	12	150†	8	6	—	—
Great Falcon	16	6	4	8	50*	5	3	—	—
Lesser Cave Drake	8	6	4	8	100‡	5	6	—	—
Lesser Giant	5	2	2	2	75*	3	0	-1 (rock)	x2
Mountain Lion	6	2	0	3	70	4	0	—	—
Raven	6	4	2	6	10	1	-3	—	—
Stone Troll	2	2	2	2	75**	5	3	0 (rock)	2
Undarlaif	2	3	1	4	45	3	0	—	—
Warg	4	6	4	8	90*	4	3	—	—
Wight	4	4	4	4	50†	3	0	—	—
Wild Goat	7	1	-1	2	30	2	0	—	—
Wild Horse	6	3	1	4	60	3	3	—	—
Wild Kine	3	2	1	2	67	6	3	—	—
Wolf	7	3	1	4	55	2	0	—	—

*— For these creatures treat “U” results as “25 damage” and for “K” results roll one die: on a 3-6 the result is a “K”, otherwise the result is “30 damage.”

**— For these creatures treat “U” results as “20 damage” and for “K” results roll one die: on a 4-6 the result is a “K”, otherwise the result is “25 damage.”

†— For these creatures treat “U” results as “15 damage” and for “K” results roll one die: on a 5-6 the result is a “K”, otherwise the result is “20 damage.”

‡— For these creatures treat “U” results as “10 damage” and for “K” results roll one die: on a 6 the result is a “K”, otherwise the result is “15 damage.”



#															Notes
Name	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	Spells	
ORCS															
Uruk-torg (South-central Mirkwood)															
Uruk Command/6	2,100	81	0	2	0	I	3	4	7	I	-I	I	-2	0	Orc Warriors
Lurg Leaders/16	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	0	Orc Warriors
Warriors/48	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Young Warriors/110	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
Uruk-harnak (Southern Mirkwood)															
Uruk Command/9	2,400	90	0	2	0	I	3	4	7	I	-I	I	-2	0	Orc Warriors
Lurg Leaders/36	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Warriors/96	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
Young Warriors/72	0	63	0	2	0	I	3	1	4	-2	-I	I	-5	0	Orc Warriors
Uruk-hai (Dol Guldur)															
Uruk Command/12	5,100	99	0	2	0	I	3	6	8	I	-I	2	-2	0	Orc Warriors
Guard Band/30	2,700	90	0	2	0	I	3	4	7	1	-I	I	-2	0	Orc Warriors
Warriors/30	2,100	81	0	2	0	I	3	4	7	1	-I	I	-2	0	Orc Warriors
Patrol Band/60	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	0	Orc Warriors
Young Warriors/48	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Uruk-thang (Dol Guldur)															
Troll Guard/10	4,200	99	4	-I	-I	I	3	6	3	3	0	0	-4	0	Troll Warriors
Uruk-erag (Cirith Mithlin in Grey Mountains)															
Uruk Command/6	2,400	90	0	2	0	I	3	4	7	1	-I	I	-2	0	Orc Warriors
Lurg Leaders/16	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	0	Orc Warriors
Warriors/48	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Young Warriors/170	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
Lor-uruk-shab (Cirith Himnienor in Grey Mountains)															
Uruk Command/9	2,400	90	0	2	0	I	3	4	7	1	-I	I	-2	0	Orc Warriors
High Lurg Guard/6	1,800	81	0	2	0	I	3	4	6	1	-I	I	-2	0	Orc Warriors
Lurg Leaders/46	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Warriors/142	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
Young Warriors/90	0	63	0	2	0	I	3	1	4	-2	-I	I	-5	0	Orc Warriors
Asharag (Southern foothills of the Grey Mountains)															
Uruk Command/12	2,700	90	0	2	0	I	3	4	7	1	-I	I	-2	0	Orc Warriors
Guard Band/20	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	0	Orc Warriors
Band Leaders/20	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	0	Orc Warriors
Good Warriors/20	1,200	81	0	2	0	I	3	3	6	-2	-I	I	-2	0	Orc Warrior
Warriors/130	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Young Warriors/120	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
Uruk-thang (Emyn-i-Thang in Mirkwood)															
Troll Guard/5	2,700	90	4	-I	-I	I	3	6	3	3	0	0	-5	0	Troll Warriors
Lurg Commanders/30	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	0	Orc Warriors
Exp. Warriors/45	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Warriors/90	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
Young Warriors/45	0	63	0	2	0	I	3	1	4	-2	-I	I	-5	0	Orc Warriors



23.7 LOR MILITARY TABLE

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#															
Name	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	Spells	Notes
Shirkag (Nan Gûlduin in Northern Mirkwood)															
Tribe Lords/2	2,700	90	0	2	0	I	3	4	7	I	-I	I	-2	0	Orc Warriors
Exp. Warriors/15	1,200	81	0	2	0	I	3	3	6	-2	-I	I	-2	0	Orc Warriors
Warriors/13	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Garrison (Sarn Goriwing in Mountains of Mirkwood)															
Exp. Uruks/5	1,500	81	0	2	0	I	3	4	6	-2	-I	I	-2	2	Orc Warriors
Uruk Warriors/12	600	72	0	2	0	I	3	2	5	-2	-I	I	-2	0	Orc Warriors
Young Uruks/12	300	63	0	2	0	I	3	2	4	-2	-I	I	-2	0	Orc Warriors
EASTERLINGS															
Fathashar (Eastern Taleth Harroch)															
Headmen/1	2,100	86	2	I	0	-I	3	6	5	2	0	I	-5	0	Human Warrior
Spearmen/25	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Swordsmen/5	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warriors
Slingers/5	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warriors
Sashag (Eastern Talath Harroch)															
Headmen/1	2,700	86	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warrior
Trackers/10	1,500	86	2	I	0	-I	3	5	5	I	0	I	-5	0	Human Warriors
Horse Archers/10	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Spearmen/30	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Swordsmen/8	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warriors
Sagath (Emyn Engrin)															
Headmen/2	2,100	86	2	I	0	-I	3	6	5	2	0	I	-5	0	Human Warriors
Trackers/15	900	77	2	I	0	-I	3	4	4	I	0	I	-5	0	Human Warriors
Horse Archers/15	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Spearmen/45	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Swordsmen/10	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warriors
Slingers/10	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warriors
GONDORIANS															
Gondorian Forces (Gonder's Eastern Army)															
Targaen (foot)/2	5,700	104	2	I	0	-I	3	7	7	2	I	2	-5	0	Human Warriors
Targaen (mtd)/2	5,700	104	2	I	0	-I	3	7	7	2	I	2	-5	0	Human Warriors
Thengyn (foot)/10	3,300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warriors
Thengyn (mtd)/10	3,300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warriors
Ohtarrina (foot)/50	3,300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warriors
Ohtarrina (mtd)/50	3,300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warriors
Requain/200	1,200	77	2	I	0	-I	3	5	5	I	0	I	-5	0	Human Warriors
Ohtari (foot)/1000	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Ohtari (mtd)/1000	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
NORTHMEN															
Beijabar (Highly dispersed throughout western Wilderland)															
Lords/8	5,700	104	2	I	0	-I	3	7	7	2	I	2	-5	0	Human Warriors
Warriors/200	900	77	2	I	0	-I	3	4	4	I	0	I	-5	0	Human Warriors
Woodmen (Woodmen-town)															
Lords/10	3,600	95	2	I	0	-I	3	7	6	2	0	2	-5	0	Human Warriors
Exp. Warriors/100	1,200	77	2	I	0	-I	3	5	5	I	0	I	-5	0	Human Warriors
Warriors/250	600	68	2	I	0	-I	3	4	4	I	-3	I	-5	0	Human Warriors
Young Warriors/150	300	68	2	I	0	-I	3	3	3	I	-3	I	-5	0	Human Warriors



#															Notes
Name	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	Spells	
Woodmen (Scattered through Mirkwood)															
Lords/5	2,700	86	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warriors
Exp. Warriors/50	1,200	77	2	I	0	-I	3	5	5	1	0	I	-5	0	Human Warriors
Warriors/120	600	68	2	I	0	-I	3	4	4	1	-3	I	-5	0	Human Warriors
Young Warriors/70	300	68	2	I	0	-I	3	3	3	1	-3	I	-5	0	Human Warriors
Gramuz Plainsmen (Rhovanion Plain)															
War Lords/5	3,000	95	2	I	0	-I	3	6	6	2	0	I	-5	0	Human Warriors
Warriors/75	600	68	2	I	0	-I	3	4	4	1	-3	I	-5	0	Human Warriors
Warrior Levy/150	300	68	2	I	0	-I	3	3	3	1	-3	I	-5	0	Human Warriors
Éothraim (Horse-lords of the Rhovanion Plain)															
War Lords/60	4,200	95	2	I	0	-I	3	7	7	2	0	2	-5	0	Human Warriors
Warriors/800	1,500	86	2	I	0	-I	3	5	5	1	0	I	-5	0	Human Warriors
Warrior Levy/1200	900	77	2	I	0	-I	3	4	4	1	0	I	-5	0	Human Warriors
Lakemen (Esgaroth Upon Long Lake)															
Guard Lord/1	3,600	95	2	I	0	-I	3	7	6	2	0	2	-5	0	Human Warrior
War Lord/1	3,900	95	2	I	0	-I	3	7	6	2	0	2	-5	0	Human Warrior
Elite Guard/15	1,800	86	2	I	0	-I	3	5	5	2	0	I	-5	0	Human Warriors
Guard/45	900	77	2	I	0	-I	3	4	4	1	0	I	-5	0	Human Warriors
Guard Levy/90	300	68	2	I	0	-I	3	3	3	1	-3	I	-5	0	Human Warriors
Dalemen (Dale)															
Clan Lords/5	3,300	95	2	I	0	-I	3	6	6	2	0	2	-5	0	Human Warriors
Elite Warriors/25	1,200	77	2	I	0	-I	3	5	5	1	0	I	-5	0	Human Warriors
Warriors/60	600	68	2	I	0	-I	3	4	4	1	-3	I	-5	0	Human Warriors
Warrior Levy/100	300	68	2	I	0	-I	3	3	3	1	-3	I	-5	0	Human Warriors
ELVES															
Wood-elves (Aradhrynd)															
Lords/3	5,700	99	0	2	0	I	3	6	8	1	2	2	-2	2	Elf Warriors
Lords/3	5,700	66	-I	I	2	I	I	0	I	1	I	5	8	12	Elf Bards
High Captain/1	3,300	90	0	2	0	I	3	5	7	1	-I	2	-2	2	Elf Warrior
Guard-captains/6	2,700	90	0	2	0	I	3	4	7	1	-I	1	-2	2	Elf Warriors
Guard Horsemen/27	1,500	81	0	2	0	I	3	4	6	-2	-I	1	-2	2	Elf Warriors
Guardsmen/27	1,500	81	0	2	0	I	3	4	6	-2	-I	1	-2	2	Elf Warriors
Appren. Guard/18	900	72	0	2	0	I	3	3	5	-2	-I	1	-2	2	Elf Warriors
Hall-captains/6	2,700	90	0	2	0	I	3	4	7	1	-I	1	-2	2	Elf Warriors
Watchmen	1,200	81	0	2	0	I	3	3	6	-2	-I	1	-2	2	Elf Warriors
Hall Garrison	900	72	0	2	0	I	3	3	5	-2	-I	1	-2	2	Elf Warriors
Army of the Woodland-realm (Northeastern Mirkwood)															
Captains/45	2,100	81	0	2	0	I	3	4	7	1	-I	1	-2	2	Elf Warriors
Bowmen/600	1,200	81	0	2	0	I	3	3	6	-2	-I	1	-2	2	Elf Warriors
Axemen/300	1,200	81	0	2	0	I	3	3	6	-2	-I	1	-2	2	Elf Warriors
Spearmen/600	1,200	81	0	2	0	I	3	3	6	-2	-I	1	-2	2	Elf Warriors
Swordsmen/300	1,500	81	0	2	0	I	3	4	6	-2	-I	1	-2	2	Elf Warriors
Warriors/2100	600	72	0	2	0	I	3	2	5	-2	-I	1	-2	0	Elf Warriors



23.7 LOR MILITARY TABLE

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#															Notes
Name	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	Gen	Sub	Perc	Mag	Spells	
Wood-elves (Woodland Warders)															
Ward-captains/9	2,400	90	0	2	0	1	3	4	7	1	-1	1	-2	2	Elf Warriors
Warders/81	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Elf Warriors
Wood-elves (Scattered in southwestern Mirkwood)															
Warders/6	2,100	81	0	2	0	1	3	4	7	1	-1	1	-2	2	Elf Warriors
Tauranca/36	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Elf Warriors
Young Tauranca/18	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0	Elf Warriors
Raft-elves (Celebannon Area)															
Cururim/9	2,700	90	0	2	0	1	3	4	7	1	-1	1	-2	2	Elf Warriors
Tirduin Lords/12	2,400	90	0	2	0	1	3	4	7	1	-1	1	-2	2	Elf Warriors
Tirduin/96	1,500	81	0	2	0	1	3	4	6	-2	-1	1	-2	2	Elf Warriors
Ciuvetpel Lords/10	1,200	81	0	2	0	1	3	3	6	-2	-1	1	-2	2	Elf Warriors
Exper. Cuiv./30	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0	Elf Warriors
Cuiv. Warriors/50	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0	Elf Warriors
Tauranca Lords/11	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Elf Warriors
Tauranca War./66	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0	Elf Warriors
Young Tauranca/22	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0	Elf Warriors
Huinen's Garrison (Ceber Fanuin in southern Mirkwood)															
Aldaron/1	3,600	90	0	2	0	1	3	5	8	1	-1	2	-2	2	Elf Warrior
Randae/1	3,300	90	0	2	0	1	3	5	7	1	-1	2	-2	2	Elf Warrior
Guard Captains/6	2,700	90	0	2	0	1	3	4	7	1	-1	1	-2	2	Elf Warriors
Warriors/42	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Elf Warriors
Servants/12	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0	Elf Warriors
DWARVES															
Host of the Iron Hills															
Lords/2	3,900	105	2	-1	0	-2	2	8	3	4	0	2	-7	0	Dwarf Warriors
Captains/7	3,000	105	2	-1	0	-2	2	7	2	4	0	2	-7	0	Dwarf Warriors
Dwarven Guard/28	1,800	96	2	-1	0	-2	2	6	2	4	0	1	-7	0	Dwarf Warriors
Warriors/140	900	87	2	-1	0	-2	2	5	1	3	0	1	-7	0	Dwarf Warriors
Dwarven Levy/280	300	78	2	-1	0	-2	2	4	1	2	-3	1	-7	0	Dwarf Warriors

148	23.8 LOR MILITARY BEAST TABLE								
Name	Movement	Normal Defense	Charge Defense	Flee Endurance	OB	Melee Damage	Melee OB	Missile Damage	Missile
ORCS									
Uruk-thang (Emyn-i-Thang in Mirkwood)									
War Wolves/30	7	5	3	7	85*	5	3	—	—
Garrison (Sarn Goriwing in Mountains of Mirkwood)									
Dindae	6	9	7	10	85†	5	0	6	-I
EASTERLINGS									
Fathashar (Eastern Talath Harroch)									
Medium Horse (Headman)/I	5	3	2	4	60	3	3	—	—
Light Horses (Spearmen)/2	6	3	2	5	57	3	3	—	—
Sashag (Eastern Talath Harroch)									
Medium Horses (Headmen)/2	5	3	2	4	60	3	3	—	—
Light Horses (Spearmen)/30	6	3	2	5	57	3	3	—	—
Sagath (Emyn Engrin)									
Medium Horses (Headmen)/2	5	3	2	4	60	3	3	—	—
Light Horses (Spearmen)/45	6	3	2	5	57	3	3	—	—
GONDORIANS									
Gondorian Forces (Gondor's Eastern Army)									
Heavy Horses (Targaen)/2	4	4	3	3	80	4	3	—	—
Heavy Horses (Thengyn)/10	4	4	3	3	80	4	3	—	—
Heavy Horses (Ohtarrina)/50	4	4	3	3	80	4	3	—	—
Heavy Horses (Requain)/200	4	4	3	3	80	4	3	—	—
NORTHMEN									
Beijabar (Highly dispersed throughout weatern Wilderland)									
Lords (bear-form)/3	3	4	3	5	100	5	3	—	—
Gramuz Plainsmen (Rhovanion Plain)									
War Horses (War Lords)/5	5	4	2	5	75	4	3	—	—
Heavy Horses (Warriors)/75	4	4	3	3	80	4	3	—	—
Medium Horses (Warrior Levy)/150	5	3	2	4	60	3	3	—	—
Éothraim (Horse-lords of the Rhovanion Plain)									
War Horses (War Lords)/60	5	4	2	5	75	4	3	—	—
Heavy Horses (Warriors)/800	4	4	3	3	80	4	3	—	—
Medium Horses (Warrior Levy)/1200	5	3	2	4	60	3	3	—	—
Dalemen (Dale)									
War Horses (Clan Lords)/5	5	4	2	5	75	4	3	—	—
Medium Horses (Elite Warriors)/25	5	3	2	4	60	3	3	—	—
ELVES									
Wood-elves (Aradhrynd)									
Medium Horses (Guard Horsemen)/27	5	3	2	4	60	3	3	—	—

23.9 LOR CONVERSION NOTES

The *LOR* tables in Sections 23.5, 23.6, 23.7 and 23.8 provide you with all the statistical info you need on non-player characters, beasts, and military forces. However, the adventures in *Mirkwood* also contain stats for locks, traps, and magical items. The conversion instructions below will enable you to translate *MERP* locks into *LOR* locks, *MERP* traps into *LOR* traps, and *MERP* items into *LOR* items.

23.9.1 LOCKS

MERP locks are described using the difficulty level of the maneuver required to pick the lock together with a numerical modifier. The terms used are the same as those that describe *LOR* maneuvers. To convert a *MERP* lock to a *LOR* lock, simply ignore the numerical *MERP* modifier and use the *LOR* numbers assigned to the difficulty level on page 5 of the *The Guidelines*. This information is reproduced below:

Difficulty Level	Minimum for Success
Routine	4
Very Easy	5
Easy	6
Light	7
Medium.....	8
Hard	9
Very Hard	11
Extremely Hard	13
Sheer Folly	15
Absurd	18

23.9.2 TRAPS

Traps have two components best summarized by two questions: 1) how difficult is it to detect and disarm the trap? and 2) what are the results of triggering the trap?

MERP traps are partially described using the difficulty level of the maneuver required to detect or disarm the trap (two separate maneuvers) together with a numerical modifier. The terms used are the same as those that describe *LOR* maneuvers. To convert a *MERP* trap to a *LOR* trap, ignore the numerical *MERP* modifier and use the *LOR* number assigned to the difficulty level (shown above).

What happens if a trap is triggered by the adventurers? Sometimes the result can be described without game system stats—for example, perhaps the trap simply sounds an alarm in an adjacent guard hall, in which case the guards are alerted to the presence of intruders. More often, the trap triggers an automated weapon attack (such as that delivered by a spring-loaded crossbow) or a spell.

If the trap triggers a weapon attack, the *MERP* attack is described by weapon type and an offensive bonus. To convert the *MERP* OB to a *LOR* offensive bonus, simply divide the modifier by 5. Then use the result on the *LOR Combat Table* (page 17 of *The Guidelines*) as usual.

If the trap triggers a spell, then the name of the *MERP* spell and the *MERP* spell list where that spell appears are given. To convert the *MERP* spell into a *LOR* spell, look up the *MERP* spell list on the chart below which gives the corresponding *LOR* spell. (Rarely, the trap triggers a custom spell that exists in neither *MERP* nor *LOR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Physical Enhancement	<i>Balance</i>
Essence's Ways	<i>Concentration</i>
Unbarring Ways	<i>Speed</i>
Essence Hand	<i>Shield</i>
Spell Ways	<i>Protection from Magic</i>
Essence Perceptions	<i>Concentration</i>
Illusions	<i>Camouflage</i>
Spirit Mastery	<i>Calm</i>

MAGE SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Fire Law	<i>Fire Bolt</i>
Ice Law	<i>Fire Bolt</i>
Earth Law	<i>Item Analysis</i>
Light Law	<i>Fire Bolt</i>
Wind Law.....	<i>Protection from Magic</i>
Water Law	<i>Luck</i>
Lofty Bridge	<i>Speed</i>
Living Change	<i>Strength</i>

BARD SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Lore	<i>Concentration</i>
Controlling Songs	<i>Calm</i>
Sound Control	<i>Luck</i>
Item Lore	<i>Item Analysis</i>

OPEN CHANNELING SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Nature's Lore	<i>Concentration</i>
Nature's Movement	<i>Speed</i>
Spell Defense.....	<i>Protection from Magic</i>
Surface Ways	<i>Healing</i>
Protections	<i>Shield</i>
Detection Mastery	<i>Concentration</i>
Sound/Light Ways	<i>Fire Bolt</i>
Calm Spirits	<i>Calm</i>

ANIMIST SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Direct Channeling	<i>Clairvoyance</i>
Blood Ways	<i>Healing</i>
Bone/Muscle Ways	<i>Healing</i>
Organ Ways	<i>Healing</i>
Animal Mastery	<i>Charm Animal</i>
Plant Mastery	<i>Camouflage</i>
Purifications	<i>Luck</i>
Creations	<i>Sustenance</i>

RANGER SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Path Mastery	<i>Concentration</i>
Moving Ways	<i>Speed</i>
Nature's Guises	<i>Camouflage</i>
Nature's Ways	<i>Charm Animal</i>

23.9.3 MAGIC ITEMS

Most of the treasure found in Middle-earth falls into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LOR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LOR*, normal criticals are represented by the U and K results on the *LOR Combat Table*. The GM need only referee normal *LOR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LOR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being “equal in severity,” roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying* swords or *Of Slaying* weapons or *Of Slaying* armor or *Of Slaying* shields, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying* undead.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LOR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LOR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

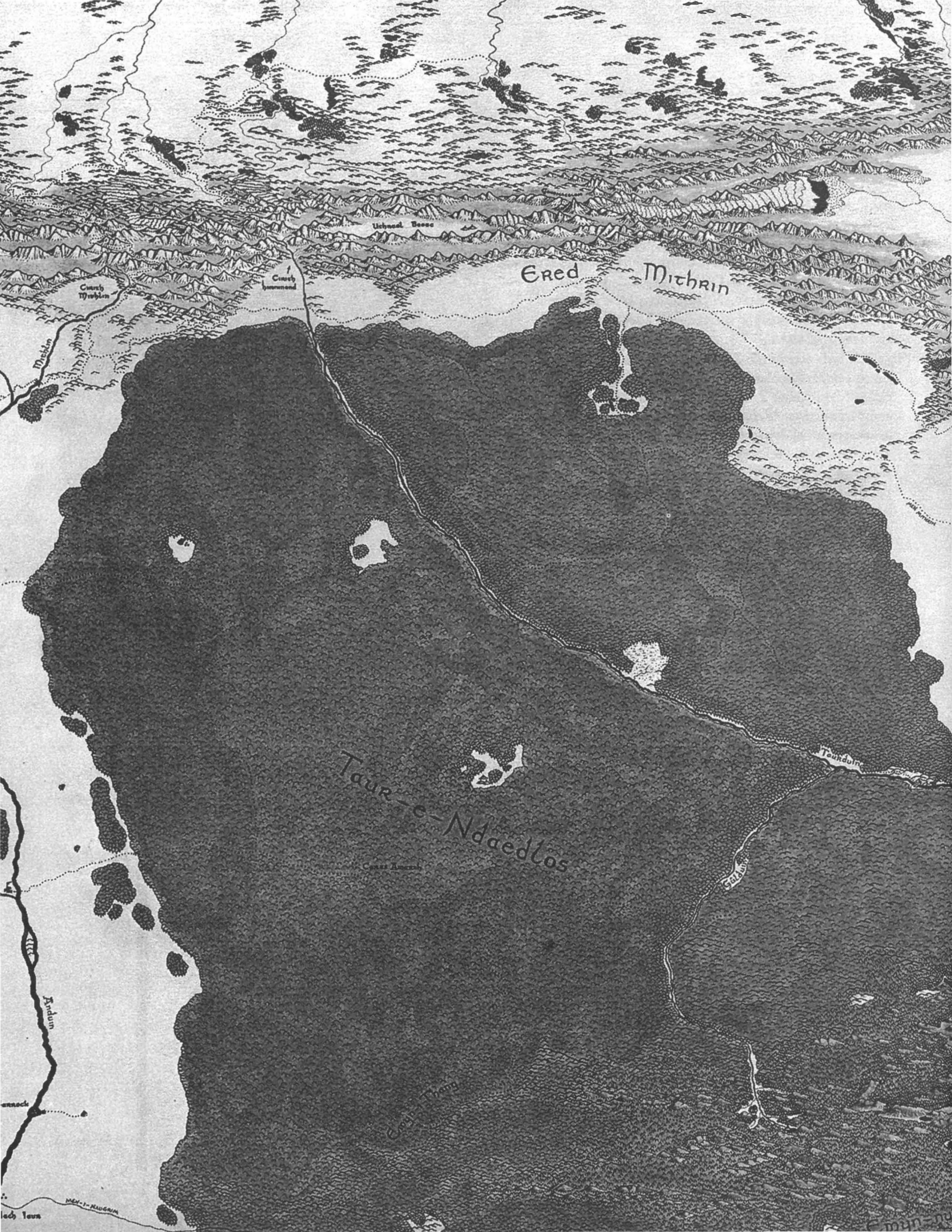
Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LOR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

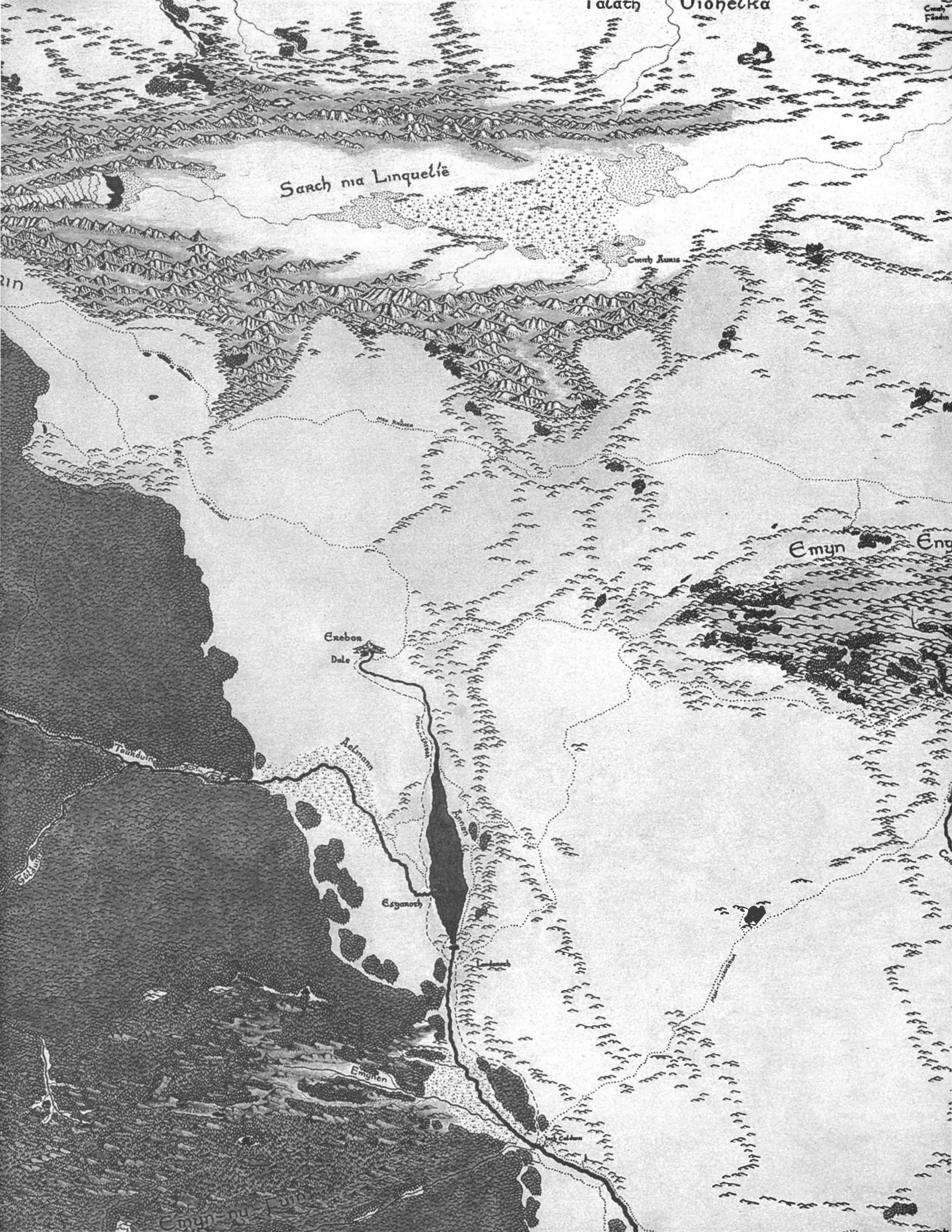
Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.



Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).







Woodmen-Town

Leeg Ningenen

Angadladh

Rhesgebel

Anduin

Nan Anduin

Dol Guldun

Emyn Guldun

Taur-e-Ndaedlos

Parch Celebrant

Don Finnen

Lumbarch

Wold

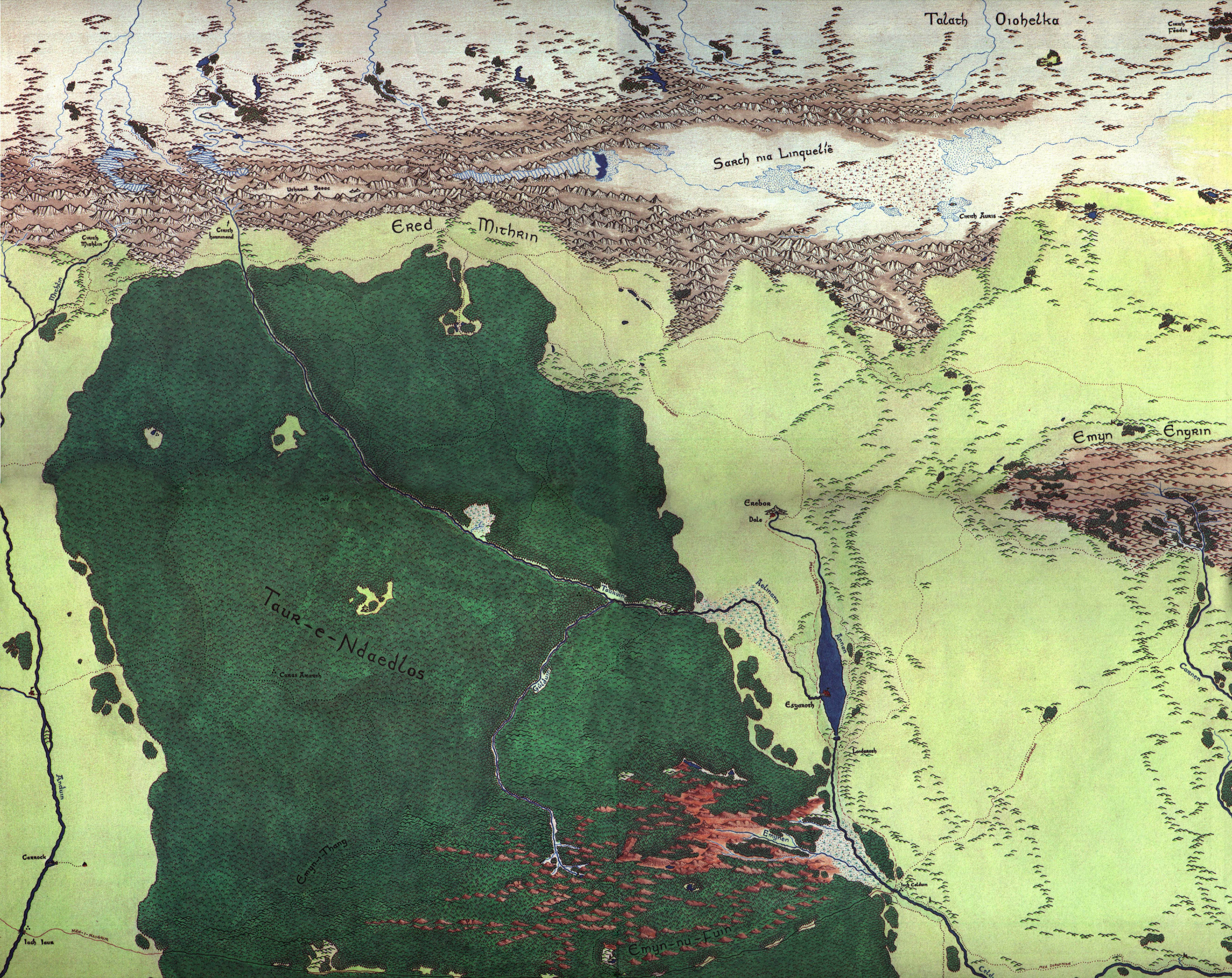
May Zonae

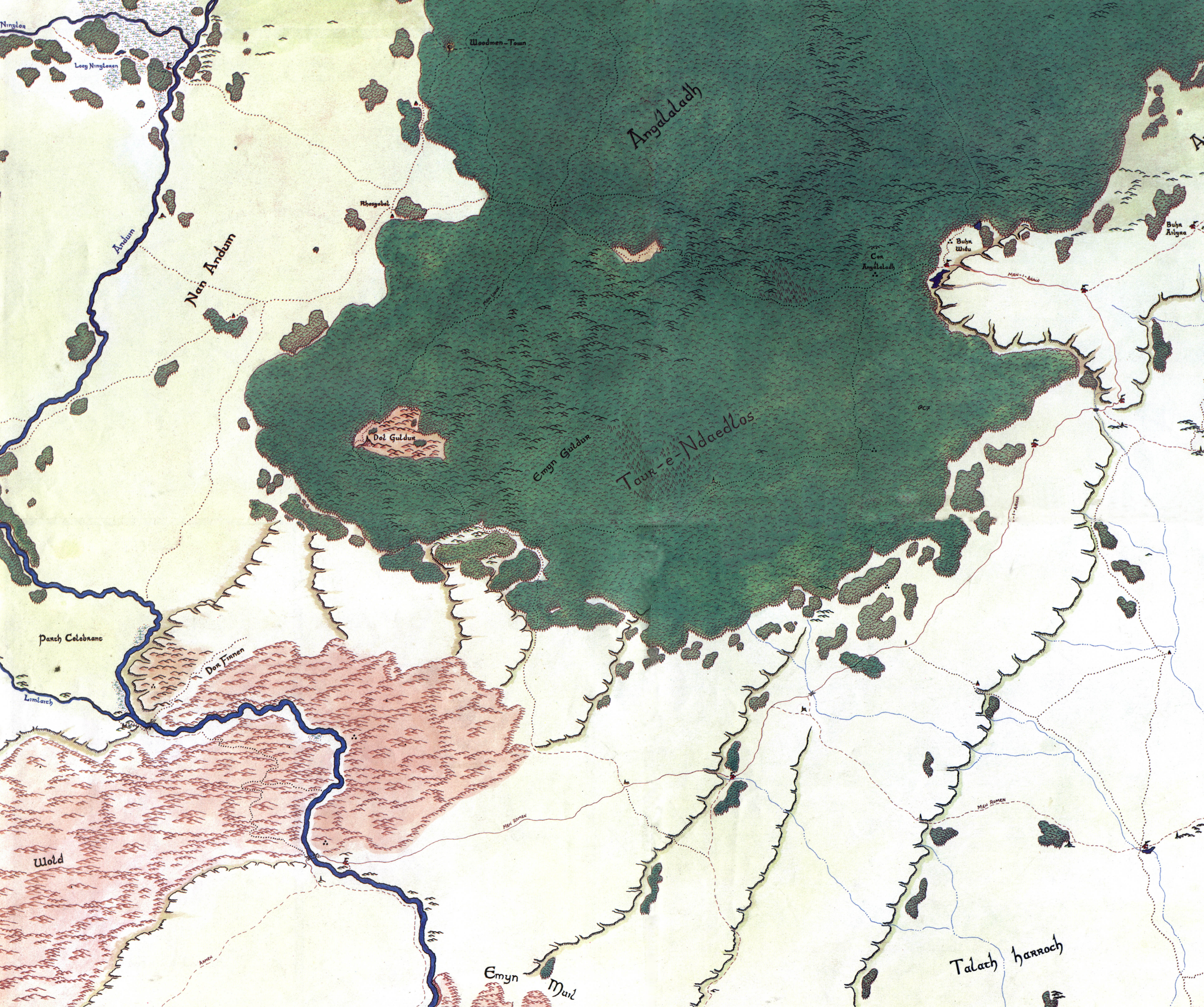
Aurea

Eryn

Mair







NOTES

ROLEMASTER™

THE STANDARD SYSTEM

The *Rolemaster Standard System*™ (RMSS) is ICE's advanced fantasy role playing game (FRPG) system. Four modular core titles make up the RMSS: *Arms Law*, *Spell Law*, *Gamemaster Law* and *Rolemaster Standard Rules*. Experienced FRPG players can use *Arms Law* for their combat system of choice while using other "core" rules. *Spell Law* is a proven favorite in fantasy gaming. Though many have asked us to put the core *Rolemaster* material in one book, the sales records of *Arms Law* and *Spell Law* on their own argue strongly for the modular approach. The new material in *Gamemaster Law* is sure to be crucial for *Rolemaster* GMs, and it will undoubtedly prove to be a popular resource for GMs of other FRPG systems as well. The *Rolemaster Standard Rules* tie it all together, refining the fine 15 year old *Rolemaster* tradition.

Core Titles:

Each of these titles has perforated pages and is 3-hole punched for a ring binder!

Arms Law™

This product is a detailed fantasy/medieval combat system covering the mechanics of weapon attacks, animal attacks, martial arts attacks, fumbles, and critical strikes. It has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups.

ST#5520 \$16.00

Spell Law™

This product deals with the integration of spells and magic into a fantasy role playing environment. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key elements of success. To this end, *Spell Law* describes over 2000 spells, organized into three "realms of power" and keyed to 15 different professions.

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middle-earth role playing™

J.R.R. Tolkien's classic works, *The Lord of the Rings*™ and *The Hobbit*®, have stimulated and inspired fantasy role players and fantasy readers for the past 50 years. Now, experience this epic setting in full detail with *Middle-earth Role Playing* (MERP), an exciting, intermediate-level fantasy role playing system that is perfect for Tolkien enthusiasts as well as experienced gamers!

2000 MERP™ 2nd Edition/ Hardbound \$30.00

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ICE's best-selling fanatasy role playing rules set in J.R.R. Tolkien's Middle-earth are back. The book includes new material, but remains the same rules system and is fully compatible with the first edition of *MERP* and its dozens of supplements. *MERP 2nd Edition* provides expanded Middle-earth peoples editions with new specific backgrounds. There are now pre-designed Character Templates that enable both novices and Lord of the Ring Adventure Games™ aficionados to start playing quickly! New artwork and layout make the presentation and organization of *MERP II* just what today's players want—an accessible, user-friendly rules system. Gamemaster Guidelines and a complete sample adventure set in the Trolls are valuable aids to those new to *MERP*. *Merp II* will bring the most popular fantasy trilogy, *Lord of the Rings*, to life as never before.

2002 MERP™ 2nd Ed. Accessory Pack™ Boxed \$15.00

This boxed play aid for use with *Middle-earth Role Playing™ 2nd Edition* rulesbook gives players everything they need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Contents are: one 16 page B&W book of displays & floorplans for adventure material in the *MERP™ 2nd Edition* rulesbook, one 32 page B&W book with an additional introductory adventure, one new 16 page color book of displays for use with the 32 page adventure, color cardboard characters (with some new characters added) & stands, dice and plastic hex sheet overlays. Bring your *MERP* campaign to life! (Note: some of these materials were previously published as contents of ST#8100, *MERP* Boxed Set). This is not a complete game—*MERP* rules required.

2003 Middle-earth Campaign Guide™ \$20.00

The must-have background sourcebook for *Middle-earth Role Playing™ 2nd Edition* rules, the *Campaign Guidebook* gives you 112 packed pages + a full 24" x 36" color map insert of Middle-earth. This sourcebook is a compilation of material originally published as two separate titles, *Middle-earth Campaign & Adventure Guidebook*, Volumes I & II (#2200 & #2210). The well-documented reaches of northwestern Endor, as well as the shadowy lands that comprise the rest of the continent are included in the in-depth coverage of the entire history of the West. Theme maps detailing topography, climate, trade routes & population centers will help any Middle-earth campaign. There are also guidelines for incorporating the Middle-earth setting into other major role playing systems, such as ICE's advanced level *Rolemaster™*. Also included is a comprehensive glossary of terms for the unique names Tolkien created for the people, cultures, and places of Middle-earth. The Elvish dictionary provides notes on pronunciation and grammar. All in all this is a stellar publication for Middle-earth gamers and collectors!

2012 Creatures of Middle-earth™ Sourcebook \$18.00

This product details the significant beasts and monsters of Tolkien's world—the kelvar, living things that move, born of the Great Song, such as ravens, ulmodili (dolphins), mearas (descendants of Orome's steed), oliphants, great eagles, crebain, and black swans; as well as twisted things "of horn and ivory" that "dye the earth with blood" at Morgoth's behest.

2004 MERP™ 2nd Edition Combat Screen™ \$8.00

A useful play aid for both players and gamemasters and for use with *Middle-earth Role Playing™ 2nd Edition*, this sturdy combat screen includes all the *MERP* tables needed for battles, maneuvering, and action. Speed up your role playing campaign with these tables at your fingertips! The screen measures 34" x 11" and the two 17" x 11" reference sheets can be used as screen extenders. Most of this material was previously published in the combat screen for the previous edition of *MERP*. The *Combat Screen* will include some changes in tables corresponding to *MERP 2nd Edition*, but is usable for all editions of *MERP*.

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Valar and Maiar is the first book in ICE's new "*Peoples of Middle-earth*" series, for use with *Middle-earth Role Playing™ 2nd Edition*. This lavishly-illustrated*, 96-page character compendium documents the Holy Ones, the guardians of Middle-earth. Here you'll find detailed descriptions of all the exalted Valar, including Manwë (Lord of the Powers), Elbereth (Queen of the Stars), Aulë (Father of the Dwarves), and the Black Enemy Morgoth (Father of Evil). You'll also find complete summaries of the Valar's immortal servants, the Maiar: including the noble Wizards like Gandalf and Saruman and awful overlords like the fiery Balrog of Moria and Sauron, the Lord of the Rings. Covering everything from enchanted powers to mystical magic items, *Valar & Maiar* should delight any fan of Tolkien's wondrous world. *Illustrations are black & white. Perfect bound.

2013 Elves (Peoples of Middle-earth)™ \$20.00

Elves presents the Firstborn, the Quendi, the "Speakers." They awoke under the stars before the asension of the Moon and the Sun and loved ever after the twilight when Varda's lamps shone forth. The stories of their most illustrious figures—Fëanor, creator of the Silmarils, Eärendil, voyager of the skies, Galadriel, Queen of Lórien, Celebrimbor, forger of the Rings of Power—are recounted here.

2008 Middle-earth Role Playing Poster Maps™ \$15.00

Finally, ICE's original map of Middle-earth is available again in poster format! This 2' x 3' poster map includes the wild lands—north, south, and east—and does not have a grid overlay. This map will also be on heavier paper than the gridded map included in ICE's *Middle-earth Campaign Guide* (ST#2003). Also included in this finely packaged tubed set is ICE's second major map, Northwestern Middle-earth, that first appeared in the second guidebook and is currently available in ICE's Northwestern Middle-earth Gazetteer (ST#4002). This map focuses on the most well known areas of Middle-earth where the action really is—from Arnor to Mordor and from Angmar to Gondor—this map presents a more close up view of the settings for many of ICE's campaign supplements than the original Middle-earth map. The Northwestern Middle-earth map is 22" x 34" and will also be on heavier paper without a grid overlay. These two acclaimed maps in poster format—NO CREASES!—are sure to be a must for any Middle-earth gamer or enthusiast.

2014 Dol Guldur™ Citadel of Middle-earth \$25.00

Dol Guldur documents the history, design, layout, garrison, and inhabitants of the Hill of Sorcery, the volcanic stronghold in Mirkwood. The cinder cone looms over a vale strangely quiet and barren amidst the forests. No birds fly across the Nan Lanc, the Naked Valley, and thistles and briars comprise its vegetation. Within the mountains, intricate pits and chambers tunnel deep into the earth, and a miasma of evil coils amidst the shadows. This all-new volume of the *Citadels of Middle-earth* series presents over 20 pages of maps and floorplans detailing the Necromancer's awful lair. It includes complete stats for *MERP™*, the *Lord of the Rings Adventure Game™*, and *Rolemaster™*.

These fine products are sold at better retail outlets worldwide. Available at better game stores—or order from ICE, Inc. P.O. Box 1605 Charlottesville Va 22902, USA. Prices are subject to alteration without prior notice. VISA & MASTERCARD orders (and catalog requests) 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. Call or write for a free catalog!

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Come explore Moria, the storied "Black Chasm" of J.R.R. Tolkien's *Lord of the Rings*®, in your MERP™ campaign. Deep in the bowels of the central Misty Mountains, the Dwarves created their greatest kingdom, a vast, subterranean complex of gaping mines, fiery pits, myriad mazes, elaborate chambers, dizzying stairwells, and countless passages (charted and uncharted). They roused from sleep the end of the Elder Days: a fiery Balrog of Morgoth. Unleashed, this awful Demon rules Moria and its eerie Underdeeps, slaying those adventurers who dare challenge his deadly traps & cruel minions in search of the priceless & legendary Dwarven treasures. Moria is back—and bigger and better than ever! This revised printing features new adventures, layouts, and source material. It is the ultimate dungeon, the original Dwarf-citadel, and the home of some of the richest treasures and nastiest traps you'll ever encounter.

2009 Palantír Quest™ Adventures \$18.00

Strange portents in the great Seeing-stone of the Minas Tirith give promise that one of the lost Palantíri of the North has returned to the lands of Men. Can your adventurers find this legendary treasure and bring it to King Elassar? Rogues of the wilds, blizzards out of the Forodwaith, and the greed in Men's hearts all conspire against you in this 144 page supplement for use with MERP™. Meet the challenges posed in this extended series of adventures—a campaign that culminates in the successful recovery of a Palantír. *Palantír Quest* is suitable for players moving up from the *Lord of the Rings Adventure Game*™ to MERP or for those discovering fantasy role playing for the first time with MERP 2nd Edition rules. The quest is also suitable for the experienced GM who wants exciting, detailed, linked scenarios that require no extra set-up work. *Palantír Quest* is also usable with *Rolemaster*™, ICE's advanced FRPG.

2010 Treasures of Middle-earth™ Sourcebook \$20.00

This 200 + page sourcebook details the most powerful artifacts of Tolkien's world, including Aragorn's sword Andúril, the palantíri saved from drowned Númenor, and Sauron's One Ring. This compendium is a revised version of the sourcebook previously released in 1989 (now out of print). This new printing will feature the same Angus McBride cover art, but with the MERP™ 2nd Ed. trade dress. The new *Treasures of M-e* features twice as many illustrations and includes complete stats for the *Lord of the Rings Adventure Game*™ in addition to MERP & *Rolemaster*™ stats. If, like Bilbo, you've ever felt "the love of beautiful things, made by hands and by cunning and by magic," then *Treasures of Middle-earth*™ belongs in your fantasy role playing campaign.

2007 Minas Tirith™ Citadels of Middle-earth \$25.00

The first city-book previously published for *Middle-earth Role Playing*™, returns as the first in a series of Citadels for MERP™ 2nd Edition. This new printing of *Minas Tirith*™, will feature a brand new, expanded and improved 2 ft. x 3 ft. full color city map insert! A new lay-out with some new interior art will make this a 224 page perfect bound book full of all the information you need to take your campaign to the famous Guarded City of Minas Tirith. No other city in western Middle-earth offers greater hope for the defense of the Free Peoples. This printing of *Minas Tirith* will also include stats for the *Lord of Rings Adventure Game*™

2015 Kin-strife™ Sourcebook \$25.00

This product presents the people, politics, and armies of Gondor under the repressive rule of Castimir the Usurper. The six largest cities of the South-kingdom—Pelargir, Umbar, Lond Ernil, Osgiliath, Minas Arnor, and Minas Ithil—are described along with their administrative structures, military organization, and legal systems. Adventures tied to each metropolis bring the civil war to life. Strange conspiracies and webs of deceit await the bold and loyal!

2018 Angmar™ (Realm of Middle-earth) \$25.00

The Iron-home, domain of the Witch-king, is a cold, bleak land roamed by dark-robed Warrior Priests. These sinister wanderers oversee the slaves, soldiery, and Orcish tribes who serve the master of Carn Dûm. Fear is their whip-handle and shadow their wake. The sunshine of Angmar is thin: the bitterness of the climate lodges deep in both the land and its inhabitants. The Iron-home's chill darkness threatens not only neighboring Arthedain, but all the Free Peoples of Middle-earth. This printing of *Angmar* is a reprint of the 1989 ICE module titled *Empire of the Witch-king*. *Angmar* is now re-packaged and considered a M-e Realm piece for MERP 2nd Ed. Rules. Many exquisite new interior illustrations are featured and there is a full color insert.

2016 Lake-town™ Citadel of Middle-earth \$25.00

Explore the Northron settlement where Bilbo and the Dwarves were feasted and supplied bring their journey toward Smaug the Dragon! Moor your boat at the town's quays, search for exotic goods from the East in the stalls of its Great Wharf, or witness the changing of its formidable Bridge Guard accompanied by the retrieval of the *hlaestingas*, the collected trade tiffs. *Lake-town* presents this merchantile center in all its vivid bustle, including craft associations, the burgs coiner, drihten who collect the tolls, and smugglers. An introductory adventure followed by a two-part mini-campaign draws player characters into the watery labyrinth amidst the piles below the town's wooden streets and out into the wide lands surrounding the Long Lake. In the aftermath of the Plague, Orcs and Trolls and Undeqad have the upper hand in the Wilds. Keep your hand on your sword hilt, if you venture far from Esgaroth!

2017 The Shire™ (Realm of M-e) \$30.00

Hobbits are "a little people, about half our height, and smaller than the bearded Dwarves. Hobbits have no beards. There is little or no magic about them...they dress in bright colors...wear no shoes...have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it)." [JRR Tolkien] Come visit the Shire—a place "in the quiet of the world," where there is "less noise and more green"—and enjoy the hospitality of the Hobbits who dwell there. In addition to a warm welcome, and six meals a day, you'll discover that adventure remains not so far at bay as the Shire's inhabitants desire. Even in the days of their prosperity, the dangers of the Wild impinge upon the settled life of farmer, crafter, and gentle hobbit. While during the turbulent years of the Shire's founding, ruffians and squatters and jealous Dúndan nobles stir up a brew of violence that troubles the peace of every hill and dale where Hobbits dwell!

LR0 Lord of the Rings Adventure Game™ \$18.00

You thought *The Hobbit* was a great read, and *The Lord of the Rings* unsurpassable. And now your hoping to find more of Tolkien's magic in a game. Playing *Lord of the Rings Adventure Game*™ (LOR™), you'll experience that magic in a new way. LOR is our first truly introductory role playing game system. Open the first book, and you start playing right away. LOR introduces novices to role playing in Middle-earth. It's easy and fun—there's no weighty tome of rules that must be read before entertainment begins. Instead, the first pages of the adventure, *Dawn Comes Early*, explain the most basic concepts. Then the players choose characters and you're playing before you know it.

LR1 Darker than the Darkness™ \$12.00

LR2 Over the Misty Mountains Cold™ \$10.00



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1995



The Collectible Card Game Based on J. R. R. Tolkien's Epic Tales of *The Hobbit* and *The Lord of the Rings*— The Wizards

"They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise, as it were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein, but revealing to none their powers and purposes."

—*"The Istari"*
Unfinished Tales, p. 405

Middle-earth: The Wizards™ is ICE's simple, elegant, and intriguing card game for one to five players set in Tolkien's epic fantasy world. Players design their own unique decks and compete in a fierce struggle against Sauron, the Evil One. Each plays one of the five "Istari" sent by the Valar to right the Balance of Things in Middle-earth:

- Gandalf the Grey, servant of Manwë, the Lord of the Sky and King of the Valar;
- Saruman the White, servant of Aulë the Smith and Father of the Dwarves;
- Radagast the Brown, servant of Yavanna, the Mistress of Growing Things;
 - Alatar the Blue, servant of Oromë, the Hunter; and
- Pallando the Deep-blue Istar, servant of Mandos, the Lord of Doom.

Each Wizard influences characters, who form companies and fellowships and journey afar to gather "resources"—including allies, factions, artifacts, and lore—all in an effort to strengthen the cause against Darkness. Their daunting mission involves avoiding a host of "hazards," including strange enchantments and environments, foul beasts, terrible monsters, and the fell minions of the Lord of the Rings. The struggle requires a constant balance of power and secrecy, strength and stealth, and speed and restraint. After all, the lure of the land and the senses and the danger of "self-corruption" present powerful dangers to the Wizards' noble crusade. *Middle-earth: The Wizards* is easy to play and challenging to fully master. It offers countless strategies and exceptional replay value. Best of all, it's tremendous fun.

The Cards

Middle-earth: The Wizards contains five distinct types of cards, including:

Characters—Your Wizard can encounter and influence a wide array of important characters, which form companies and fellowships in the service of the Istar's noble cause and journey to Havens and Sites.

Sites—Traveling everywhere from the Grey Havens to Mount Doom, your characters and companies visit key places, where they gather resources.



Hazards—While your characters travel or visit sites, dangerous creatures, enemies, environments, and events slow their quest.

Resources—Your characters develop power and further their cause by creating events and accumulating valuable allies, factions, items, and lore, many of which invite corruption.

Regions—By holding a map to a region, characters can visit consecutive sites without first having to return a haven.



Mirkwood™

"They walked in single file. The entrance to the path was like a sort of arch leading into a gloomy tunnel made by two great trees that leant together, too old and strangled with ivy and hung with lichen to bear more than a few blackened leaves. The path itself was narrow and wound in and out among the trunks. Soon the light at the gate was like a little bright hole far behind, and the quiet was so deep that their feet seemed to thump along while all the trees leaned over them and listened." —*The Hobbit*, p. 139

Once named Greenwood the Great, the treeland then harbored starlight and song under its arching eaves. Only the northern woods now retain memories of the old splendor, and the elven magic guarding their borders has grown fey and perilous. The dread Necromancer inhabits Dol Guldur in tangled southern Mirkwood, and the entire forest cringes from his Shadow. Twisted hemlocks and soot-black webs shelter his minions and fell wild creatures.

Mirkwood is a reprint of the 1988 ICE campaign module titled *Mirkwood, the Wilds of Rhovanion*. This reprint as a realm piece features the excellence of the previous bestseller along with a number of new floorplans and illustrations. *Mirkwood* includes complete stats for *MERP*™, the *Lord of the Rings Adventure Game*™, and *Rolemaster*™.

Mirkwood features:

- **COLOR MAPS**—two beautifully rendered maps depicting northern and southern Mirkwood, as well as the varied lands adjacent to the vast forest.
- **RADAGAST & RHOSGOBEL**—the master of shapes and hues and his wizardly home with its many woodland visitors.



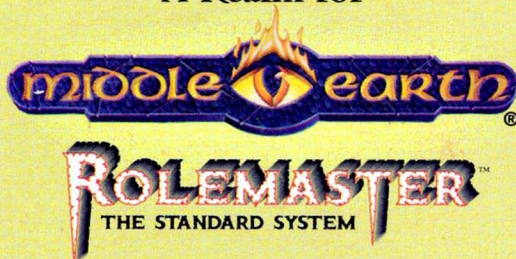
- **NORTHMEN**—Beornings whose lords practice shape-shifting; Sairthéod in their tree-house village; Dalemen and Lakemen, descendants of the noble First-Age Edain; Woodmen who rove the forest in clans; and horse-loving Éothraim, ancestors of the Rohirrim.
- **THE ELVES OF THRANDUIL'S HALLS**—wood-wise folk who celebrate starlight, song, and the trees of the forest with feasting and harp music in scenic glens.
- **DWARVES OF THE IRON HILLS**—the stalwart forefathers of Dáin Ironfoot who came to Thorin Oakenshield's aid at Erebor later in the Age.
- **CREATURES OF SHADOW**—Dragons from the Withered Heath who fly south in search of prey; Great Spiders and their dark webs that reach from trunk to trunk; Stone Trolls who roam the Eryn-yr-Fuín; and wakeful trees with evil hearts and hostile boughs.
- **MINIONS OF THE NECROMANCER**—the Ringwraith who rules the Naked Hill; the Black Trolls who serve as the citadel's warlords; and the hordes of Orc-warriors who raid at their command.
- **CULT OF THE LONG NIGHT**—animistic shamans who revere darkness and teach its tenets on moonless nights.
- **DARK SITES**—Sarn Goriwng, the sorcerous tower dominating the headwaters of the Enchanted River; the Nan Morsereg, a vale harboring dark cults and nocturnal terrors; and the Gloom-spike, lofty home to a crazed seer.

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