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LAND OF THE WITCH KING



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TOLKIEN'S MIDDLE
EARTHTM as detailed in
THE HOBBITTM and
THE LORD OF THE
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1.0 NOTES ON THE FEATURES AND USE OF THE MIDDLE EARTH SERIES

COMMENTARY

This series is intended as a tool for gamemasters who wish to have a strong working foundation for fantasy role playing campaigns based in J.R.R. Tolkien's Middle-earth. The modules detail specific regions of the continent of Endor, and attempt to give the reader a view of the physical, intellectual, and spiritual structures of the given area; politics, culture, geography, climate, and magic are all included. Since these territories cannot be fully described in any modest tome, emphasis is given to the dominant and/or primary features. Where it is possible, "typical" layouts are provided, giving the reader an approximate idea of what would be found in a given place or a similar setting. All of the data provided is aimed at giving a picture of part of Middle-earth, and the gamemaster is encouraged to use these resources to build upon; certain vague areas and details that could not reasonably be included in the modules can be defined by using the foundation provided in conjunction with one's creativity. The invaluable source material found in Tolkien's works and the continental map of Endor are ideal aids, and act to stimulate this process.

Each module covers certain citadels and settlements with great care to detail. Nonetheless, these works are not intended as "ready-to-run" campaigns. The gamemaster is given the basic information necessary to understand and visualize a part of Middle-earth. This data, combined with examples and whatever source material the gamemaster wishes to employ, will enable he/she to add whatever color and detail is deemed necessary to a given campaign. Any fantasy role playing rules system may be used, and any form of campaign can occur, so long as the gamemaster and players are satisfied that it fits their requirements. ICE provides a descriptive view of the continent, with a general overview and certain key structures and concepts; beyond the given foundation, it is up to the individual user to set up the campaign. Creative guidelines, not absolutes, are emphasized.

The series also provides interesting source material for those desiring to understand the nature of a particular region of Middle-earth. Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Where the material is interpretive and/or speculative great care has been taken to insure that the conclusions fit into the patterns and schemes that have been defined. In these areas, the modules aim at providing the reader with the flavor of the region, no more. Stimulation of the creative processes is the goal, and ICE does not intend such material to be the sole or "proper" interpretation. In addition, always remember that Tolkien's works are the ultimate sources. What is provided in this series, however, is a consistent view of all of the continent. We hope that this will help the reader to delve deeply into the wondrous world that is Middle-earth.

1.1 DEFINITIONS AND TERMS

The following subsections provide handy reference and informational data. For a more in depth analysis of certain terms, consult the various sources (see selected reading section of module).

1.1.1 ABBREVIATIONS

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

Kh.	Khuzdul (Dwarvish)
LotR.	<i>Lord of the Rings</i> (I = Book 1, etc.)
Me.	memory*
ME.	Middle-earth
mp.	mithril piece(s)
MP.	movement point(s)
Or.	Orkish dialects
Pr.	presence*
Q.	Quenya
Qu.	quickness*
R.	Rohirric
Re.	reasoning*
Rh.	Rhovanion tongues
RR.	resistance roll
S.	Sindarin
S.A.	Second Age
SD.	self discipline*
sp.	silver piece(s)
S.T.	Silvan tongues
St.	strength*
T.A.	Third Age
Teng.	Tengwar
tp.	tin piece(s)
V.	Variag
W.	Westron (Common)
Wis.	wisdom*
Wo.	Wose (Druidain)

* references to stats

1.12 DEFINITIONS.

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; rather they are to be found elsewhere in the text, in the sections concerning places, inhabitants, etc.

Armor Type (AT): Armor is the basic protective capability assigned to the material covering the body. Armor type refers to the specific kind of covering found on a given character/creature (e.g. AT 15 refers to "full chain," chain mail covering most of the body in the form of a shirt and leggings - or any equivalent). Armor type is synonymous with "armor class."

Channeling: Channeling represents the power from those on high (e.g. the Valar) as channeled through their followers, other spell users, or the source being. It is the power of the dieties as manifested in the "everyday" world. Professions using channeling: cleric, healer, animist, ranger, astrologer and sorcerer.

Character: See "player character."

Combat Roll: A roll representing a combat swing or missile attack.

Concussion Hits: Accumulated damage to the body, possibly leading to shock and unconsciousness.

NOTE: The term "hits" will sometimes be used instead of "concussion hits."

Critical Strike (CRIT): An especially effective swing, missile attack, or spell which penetrates the target's basic defenses and results in some special or additional damage, something more than the typical concussion hit effect.

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

Dunedain: These high men were those Edain ("fathers of men") who settled on the island continent of Númenor, far to the west of Middle-earth. The Dunedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar. Those called the "Faithful" opposed the policies and hatred of elves which led to the Downfall, and were saved when the isle sank. They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth). Many "unfaithful" groups survived in the various colonies of the Dunedain established in happier times (e.g. the "Black Númenoreans" of Umbar). The term Dunedain refers to the Númenoreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on elven ways. They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age. Trans: S. "Edain of the West." Sing. Dúndan.

Dwarves (Khazâd): The Dwarves are descendants of the Seven Fathers of their kind and tied to the Vala Aulë (The Smith). They are said to have come from stone. Their seven lines or houses settled a variety of separate areas, usually in or by mountains. Dwarves are rather short, about 4 to 5 feet in height (the women slightly less), stocky, and of ruddy complexion. They have deep-set eyes, dark hair, and beards (which they grow long and often braid). Resistant to diseases and extremely strong, they live an average of 250 years, and often to the age of 400. They have superior sight underground and in places of near total darkness. Their crafts are superb, and they are unsurpassed workers of stone. Like orcs, they are masters of metalwork; but unlike the goblins, they achieve a sense of beauty as well as strength and utility. No race mines as well as dwarves. Relatively unfertile and lacking women (who constitute less than a third of their kind), they rarely sire young - or even marry. Dwarves know of magic and certain enchantments, but generally scoff at the ways of conjurers or the use of spells, preferring instead to use such power in the making of physical items.

Dwarves speak Khuzdul, a guarded tongue known by virtually no one but themselves, and inscribe using the Angerthas Moria, a variant of the Cirth (a runic script). Khuzdul is marked by harsh consonants and uses three-consonant patterns to denote common concepts. For example, "KZD" structures refer to the Dwarves or things essential to the Dwarven identity (e.g. Khazâd - Dwarves, Khuzdul - Dwarvish).

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

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

Easterlings: A generalized grouping of a tremendous variety of races occupying Middle-earth as far west as Rhun. A GM should note that the term essentially corresponds to "any group of men whose ways are alien and whose lands are unknown," at least in the eyes of an occupant of western Middle-earth.

Elves: Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender; the male height averaging between 6 feet and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Apparently highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black". Perhaps most importantly: Elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal, (excepting violent death). They heal quickly, and show no scars (although they do not regenerate limbs).

About the kindreds of the Elves; there are the three divisions of the Eldar; and the Silvan Elves:

The "Fair Elves", highest and most lordly, migrated soon after the coming of the Valar to Valinor (The Undying lands) and dwell there still. They have hair of golden blonde, blue eyes, and fair skin; and they project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

The High Elves, or Noldor, are more sturdy of build (yet still more slender than humans), and darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any colour, although brown or hazel predominates.

These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork: weapons, armour and beautiful jewelry. Their jewelcraft is also unsurpassed. The High Elves are the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious - possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

Sindar - the third and least noble of the Eldar, the Sindarin (or "Grey") Elves began the great migration with their brethren, but, after coming to Beleriand did not go over the sea into Valinor and lived in Doriath under King Thingol. At the end of the First Age, many of the Sindar sailed west, or dwelled in Lindon or Lorien, under the rule of Noldor leaders.

The Sindar greatly resemble the Silvan Elves physically, although they tend to be more muscular, and pale blue or grey eyes dominated. They also prefer clothing of an apparent neutral grey colour which has amazing camouflaging powers.

The Silvan, or "Wood-elves," are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves.

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

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

Fumble: An especially ineffective swing or mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

Gamemaster (GM): Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

God: Not the gamemaster, but Eru - the creator of the world, including Middle-earth.

Essence: The essence is that which is common to all things, living and dead, organic and inorganic. It represents a force and order which defines, or helps define, the ways of the world, and acts as a source for some forms of spell power - for example, magic. Professions using essence: magician, illusionist, alchemist, monk, sorcerer, and mystic.

First Age (I.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*. These works are not used or described within this module, since we are focusing on the Third and Fourth Ages. ICE uses I.A. to denote the First Age and F.A. to indicate Fourth Age dates.

Fourth Age (F.A.): The fourth recorded age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the sea. During the Fourth Age most of the Elves departed Middle-earth for the Undying Lands; other non-mannish races such as dwarves and hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent - men.

Hits (Concussion Hits): The amount of damage an individual can sustain before he loses consciousness due to shock and pain. Death resulting from massive system shock occurs if the accumulated damage points reach the total of hits + constitution.

Hobbits (Halflings): Smallest of the speaking people, hobbits average between 2 and 4 feet in height, and tend to be fat. They have large feet, very hairy - to the point of being "furry", which are almost immune to cold, and so they go about almost always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friend's houses, eating. They are able to move very quietly, and have a high level of manual dexterity. Hobbits also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods. There are three principal varieties, or tribes, of Hobbits: the *Harfoots*, *Stoors*, and *Fallohides*. The tall, slim, fair Fallohides are the least numerous, most adventurous, and closest to Elves and men. The smaller, browner Harfoots are the most common and are closest to Dwarves; both races enjoy rugged highlands and hills. The Stoors fall somewhere in between in size and numbers. It is this tribe that returned to Wilderland during the 15th century T.A. and settled by the Gladden Fields, on the Anduin's west bank.

Initiative: The sum of all factors affecting the speed of a swing.

Laen: An unbreakable rock with a glass-like texture and the strength and cohesion of superb steel. Normally, laen is found in unique volcanic "plugs," pillars of stone which one hardened within the shafts of dormant or extinct volcanos. These deposits correspond with the land formed during the struggles of Morgoth and the other Valar when Middle-earth was being shaped. The most famous site is at *Orthanc* or *Isengard*. Black laen is by far the most common, although a number of clear/colored varieties also exist. The Dûnedain of Númenor were the only folk to work the substance on any scale. Elves and Dwarves, however, are acquainted with the substance's value and properties, and the art of laen-carving is still known in extremely small circles. Its rarity and utility are legend, but few men recognize or understand the substance.

Maneuver: An action performed by a character that requires unusual concentration under pressure, or risk (i.e., climbing a rope, balancing on a ledge, leaping a chasm). The action must be of a physically active nature, not "static."

Maneuver Roll: A roll representing an attempted maneuver.

Martial Arts: Forms of attack and self-defense which involve specialized mental and physical training and coordination. Much of unarmed combat and combat using weapon kata falls into this category.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missile weapons).

Mentalism: That realm/source of power which is connected with the internal patterns of the spell user. It is the manipulation of one's own essence to produce spells. Professions using mentalism: mentalist, seer, lay healer, bard, mystic, and astrologer.

Middle-earth: Endore; Endor; the Middle Land; the Middle Continent. One continental land mass found in the world. It was not itself the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* is focused on the Third Age of Middle-earth and the very beginning of the Fourth Age of Middle-earth.

Mirkwood: The great stretch of western forest called by the Elves *Taur-e-Ndaedlos* (S. "Forest of Great Fear"). Like the "Old Forest" and the "Fangorn," it is a remnant of the great forest which once covered most of northwestern Endor. Prior to the end of the first millennium T.A. it was known as "Greenwood the Great," but Sauron's Shadow changed the very essence of the flora and fauna of the region. Northern Mirkwood is that area north of the Men-i-Naugrim.

Morgoth: The renegade Vala (see Valar below) who coveted lordship over the world, and possibly all existence. Morgoth (lit. "Black Enemy" S.) was the embodiment and focus of darkness - evil incarnate - and established lordship over northern Middle-earth during the First Age. From his hold at Thangorodrim in the Iron Mountains (Ered Engrin) he began to dominate the whole of the continent; only the elves of Beleriand, the Edain, certain dwarvish groups, etc. opposed him. Morgoth created many foul races of beings by perverting the living (for he could not create life itself): orcs in mockery of elves, trolls as dark counterparts for ents, etc. No power aside from Eru himself, or the other Valar, could withstand the might of this demigod; he could alter mountain ranges, cast flames across hundreds of miles, and send legions of warriors - including dragons and balrogs - on campaigns of conquest. His terror was unparalleled. Nonetheless, Morgoth's strength waned with each creation. His Iron Crown was his greatest prize, for it embraced the light of the sun and the moon in the form of the three Great Jewels (the Silmarilli) and contained much of the Black Enemy's own power. Morgoth was finally overthrown by the host of the Valar in a cataclysmic battle which sank much of northwestern Middle-earth and altered the world. Sauron, one of the Enemy's lieutenants, survived the apocalypse.

Nazgûl: Also called the "Ringwraiths" or simply "The Nine," these were nine great lords of men who were enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch King of Angmar, also called the lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action. The Nazgûl were afraid of water, some fires, and the name "Elbereth." They were virtually blind by usual standards, but possessed amazing senses of smell etc. which helped offset this weakness and gave them tremendous advantages in darkness. Their power was lessened during the day, and Khamul, the second to the Chief, had considerable fear of the light. Some of the others may have shared all or part of this flaw. Nonetheless, these wraiths generally overcame their weaknesses, and were rarely stayed for more than brief intervals. Also called "Black Riders." Trans.: B.S. "ring servants" or "ring wraiths?"

Non-player character (NPC): A being or creature interacting in a fantasy role playing game controlled ("run") by the gamemaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

Northmen: Also called Northrons. A grouping of tall, strong, fair, and hairy mannish folk. They are of the "Middle Men," a group culturally and physically closer to Elves than those labeled "common," but nonetheless distinct from the "High Men" or Edain. Branches of the Northmen include: (1) the Wood-men, (2) the Plains-men or *Gramuz*, (3) the Lake-men, (4) the Dale-men, (5) the Éothraim, and (5) the distant Beijabar — all Rhovanion peoples in T.A. 1640. The Rohirrim of the late Third Age are descendants of Rhovanion Northmen. They are the principal human stock in Rhovanion. See Section 5.0 for more detail.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages — including the attacker's physical prowess, superiority of weapon, expertise, magic items, etc.

Orientation Roll: A roll representing a combatant's degree of control following unusual action or surprise.

The One Ring: Also called the Ruling Ring or simply the Ring. Forged by Sauron in the depths of the Orodruin (Mt. Doom), the One Ring was the greatest of the "Rings of Power." Sauron intended it to be a means of controlling the holders of all the other great rings forged before it, thereby enabling the Dark Lord to hold sway over the elves, dwarves, and men. Much of Sauron's own "strength" went into its making, and he could never be truly whole without it. When the Ring was taken from him by Isildur at the end of the Second Age he was never able to reclaim it. Upon reforming around T.A. 1050, Sauron concluded that the Ring was lost, probably after flowing into the Belegaer (Sea) when Isildur "dropped" it in the waters of the Anduin at the Gladden Fields. The Ring had a sense of its own and sought power, particularly that of its maker. Sauron believed it would inevitably surface somewhere in western Endor. He went about the business of conquering the continent, but always kept his eye out for the return of the Ring. His agents and troops always informed him of occurrences which might lead him to it. The search became more active when he was aware that it was no longer truly lost. Although it appeared as a plain old band (its inscription could only be read when the ring was heated), the One Ring was actually the most powerful item forged in Endor since the construction of the Iron Crown. It was purely evil and acted to magnify the holder's desires and obsessions to such a degree that, regardless of intent, a perverse evil result would eventually occur. The Ring embodied much of the substance of Sauron's greatest works (e.g. Barad-dûr). With the Ring's destruction in T.A. 3019, Sauron was forever crippled; his spirit could no longer assume physical form as we know it and he was "banished" from Middle-earth.

Parry: The use of some or all of a combatant's offensive bonus to increase his defensive points.

Player character (PC): A character or being controlled by and identified with one of the players. In the game context, the player character (PC) *IS* the player and vice versa.

Portcullis: Plural - "portculli." A grating at the gateway of a castle, fortress, etc. that can be let down to bar entry.

Power Points: The number used to show how much spell casting power a spell user has access to in a given period (usually one day or the period between two stretches of fully restful sleep or meditation). Power points are expended when a spell is cast. They are exhausted (until the next period begins) when the points expended (as a result of the spells cast during the period) reaches the number equivalent to the user's total power points. Power points are synonymous with "spell points."

Profession: Also called "character class." A profession is actually a grouping of individuals who had a common set of interests in their early/formative years. Example: Magicians have a profession based on their emphasis on the study of spells, particularly during their childhood and formative years.

Resistance Roll (RR): A dice roll which determines whether or not a character/creature or object successfully resists being affected by a spell. The result of unsuccessful rolls will be based on the spell's effect; successful rolls may mean the spell has no effect or reduced effectiveness. Resistance roll is synonymous with "saving throw" or "saving roll."

Rhovanion: Also called *Wilderland*. Traditionally, this region includes all the land south of the Ered Mithrin and north of Mordor between the Misty Mountains and the Carnen. The principality of the same name, however, was that region ruled by the Northman king Vidugavia during the 14th century T.A.; this area was that east of Mirkwood and west of the Celduin. Some confused reports have shown the Celduin has the eastern border of the larger geographical expanse. This area includes Mirkwood, and the term is used in this module in its larger context.

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.

DICE ROLLING CONVENTIONS:

D10 Roll a 20-sided die to generate a number between 1 and 10 ("0" is read as 10)

D100 Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01-100

NOTE: Most rolls of D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than -100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

Sauron: The Dark Lord, the Shadow, the Lord of the Rings. A 'lesser Vala' who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age he convinced the Noldor of Eregion to create rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power - the Three Rings of the Elves, the Seven of the dwarven lords, and the Nine Rings of mankind. Both the dwarves and Elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise. Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of

nine proud lords who sought power and found undying darkness - they became the Nazgûl. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent. Sauron was overthrown twice in the Second Age, first by the Númenoreans under Ar-Pharazon, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His "body," however, was destroyed in the Downfall of Númenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth — (1) the Uruk-hai, or great orcs, and (2) the Olog-hai, or black trolls. Both were formidable fighting forces.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The age ended in S.A. 3441, when Elendil and Gil-gilad overthrew Sauron. Isildur took the One Ring, and the Dark Lord and Nazgûl passed into the shadows. S.A. is used denoting dates.

Skill: An aspect of a character which enables him/her to perform an action more effectively. The term is used here to refer to abilities which are particularly applicable to FRP campaigns and adventuring.

Stat (Characteristic): One of the physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops, moves, fights, takes damage, absorbs information etc. They are used to compute bonuses and subtractions to die rolls.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens). T.A. is the abbreviation.

Valar: Refers to primary Valar..fifteen (including Morgoth), and later fourteen servants of Eru. Lesser "gods," demi-gods, entities consisting of pure spirit but often taking physical shape. Many of the peoples/beings in Middle-earth worship them or hold them sacred. Guardians of the world, it is they who sent the Wizards (Istari) to Middle-earth.

The West: Northwestern Middle-earth, specifically the area within which the events described in *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhûn.

1.2 MIDDLE-EARTH CAMPAIGNS: CREATIVE FOUNDATIONS

Since each module in this series strives for flexibility, the GM is given settings which allow for a variety of campaigns. Naturally, no one game, game system, or GM's approach is exactly alike. Some portions of this module will be better suited to certain campaigns, while others may not come into play until the adventurers have considerably progressed in skill. It is, therefore, important that the GM focus upon the sections of the module which are geared to his/her campaign.

The maps, cultural notes, sections and general descriptive text relate to the area as a whole, and have bearing on the political and economic structures - regardless of the time chosen for the game. These aids are intended for use with any campaign; they provide the "common denominators" of the region, and act as the ultimate creative foundations. A GM who wishes to create all or most of his layouts and adventures from scratch will still find these sections extremely useful. Regardless of the details and day-to-day activities associated with the area, these fundamental factors have a bearing. After all, land forms and cultural norms change relatively slowly.

The individual layouts and descriptions of personalities are provided to give the GM an idea of the power structure at a specific point in Middle-earth's history. Interaction based on these sections will depend on one's campaign. Dominant political figures and their holds will provide adventurers with certain death in many cases. Only the very accomplished and/or strong group of player characters will be geared for such an experience. Most adventuring parties should best be run in the context of lesser power; therefore, more modest personalities and layouts have been provided - enabling the GM to get a creative start should he/she wish to employ already-detailed structures. Of course, all of the layouts and figures found in this module can be considered as flavorful examples associated with, or common to, the area. As noted above, these modules describe whole regions, and we encourage the GM to create his own detailed version of the given section of Endor.

1.3 ADAPTING THIS MODULE TO YOUR FANTASY ROLE PLAYING CAMPAIGN

COMMENTARY

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.321 below for a handy conversion

chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

This section deals with (1) tips for using this module with respect to starting a campaign and (2) guidelines for fitting the given data into terms appropriate for the game system you are using. Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

1.31 APPROACH FOR INTEGRATING THIS MODULE INTO YOUR CAMPAIGN

This package focuses primarily on Southern Rhovanion proper, although the area map covers areas west of the Anduin.

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

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

The following steps may be helpful when beginning to employ the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;
- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials (note suggested reading) you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle Earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.32 GUIDELINES FOR USING YOUR FRP RULES SYSTEM WITH THIS MODULE: CONVERSION NOTES

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

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

1.321 Converting/Determining Stats. Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g. dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g. you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: *power, might, force, stamina, endurance, conditioning, physique, etc.* Note that the vast majority of systems include strength as an attribute.

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.*

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

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

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

EMPATHY: *emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.*

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

MEMORY: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.*

PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.*

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table below.

TABLE 1.321 STAT BONUSES AND CONVERSION

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100*	Bonus on D20	3-18 Stat.	2-12 Stat.
102 +	+ 35	+ 7	20 +	17 +
101	+ 30	+ 6	19	15-16
100	+ 25	+ 5	18	13-14
98-99	+ 20	+ 4	17	12
95-97	+ 15	+ 3	16	
90-94	+ 10	+ 2	15	11
85-89	+ 5	+ 1	14	10
75-84	+ 5	+ 1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	- 5	- 1	8	5
10-14	- 5	- 1	7	4
5-9	- 10	- 2	6	3
3-4	- 15	- 3	5	
2	- 20	- 4	4	2
1	- 25	- 4	4	2

1.322 Converting/Determining Combat Ability With Arms. All combat values are based on *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) *Strength and quickness bonuses have been determined according to Table 1.321 above. Note the stats you are using and compute these bonuses using the rules under your system;*
- 2) *Combat adds based on level included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.*
- 3) *If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.325 below.*
- 4) *Armor Types given are based on the following breakdown:*

Armor type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

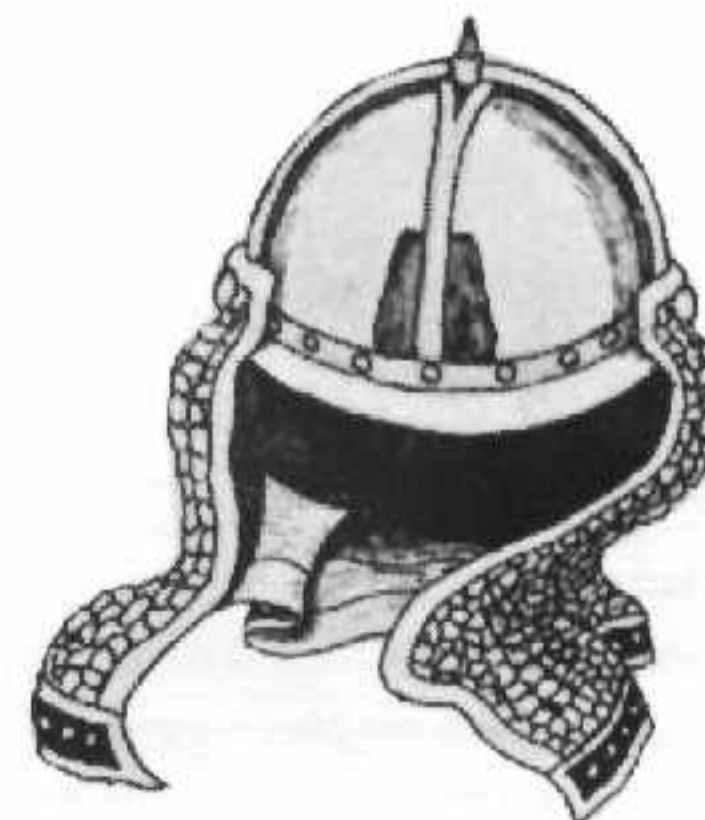
- 5) *Defensive bonuses are based on the NPC's quickness bonus as computed on Table 1.321 above. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.*

1.323 Converting/Determining Spells and Spell Lists. Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) *Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g. the "Fire Law" list indicates a preference for fire-oriented spells);*
- 2) *Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g. a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).*
- 3) *Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.*

1.324 A Note on Levels. When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiple the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.325 General Skill Bonuses. General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields +35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (3) for skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.



1.326 Locks and Traps

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. *Rolemaster* or an additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

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

SUGGESTED SPELL LISTS

ESSENCE

GENERAL

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

MAGICIAN BASE

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

ILLUSIONIST BASE

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

ALCHEMIST BASE

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

MONK BASE

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

EVIL MAGICIAN

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

SORCERER BASE

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

MENTALISM

GENERAL

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

MENTALIST BASE

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

SEER BASE

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

LAY HEALER BASE

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

BARD BASE

Lore
Controlling Songs
Sound Control
Sound Projection
Item Lore

EVIL MENTALIST BASE

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

MYSTIC BASE

Confusing Ways
Hiding
Mystical Change
Liquid Alteration
Solid Alteration
Gas Alteration

CHANNELING

GENERAL

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

CLERIC BASE

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

HEALER BASE (most powerful healing lists)

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

ANIMIST BASE

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

RANGER BASE

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

EVIL CLERIC BASE

Disease
Dark Channels: evil fatal channelings
Dark Lore
Curses
Necromancy

ASTROLOGER BASE

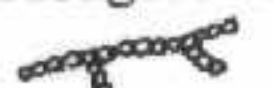
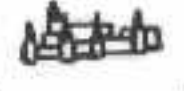
Time's Bridge: seeing into the past/future
Way of the Voice: mind speech; controlling others
Holy Vision: dreams; communing
Far Voice: mental speech far away
Starlights: light; aura; starfires
Starsense: presence; finding

1.4 SPECIAL NOTES CONCERNING MAPS AND INTERPRETATION

A variety of maps and layouts have been provided in order to give the GM a creative framework within which to work. Remember that the accuracy of a graphic representation will depend somewhat on the scale used: the smaller the area covered, the closer the area is to its real-life size, the more accurate the illustration. If the scale is 1 inch = 20 miles (as it is on the color area map) the accuracy factor is greater than a map with a scale of say 1 inch = 200 miles. The following notes are helpful for approaching the maps and graphic layouts found in this module.



1.41 BASIC COLOR AREA MAP KEY

- (1) The scale is 1 inch = 20 miles;
- (2) **Mountains** are represented by the symbol  and denote relatively extreme grades which rise at least 2,000 feet above the surrounding "flat" land surface;
- (3) **Hills** are denoted by the symbol  and represent relatively steep grades which rise at least 200 feet above the surrounding land surface. Usually the surface area immediately adjoining these rises is rugged;
- (4) **Mixed forests** are shown using the symbol  and are comprised of a variable grouping of deciduous and coniferous trees and associated plant species;
- (5) **"Pine forests"** are represented by the symbol  and are almost exclusively coniferous in nature;
- (6) Hedgerows, **brush**, and thickets are illustrated with the symbol  ;
- (7) **Primary rivers** are represented by the symbol  and are navigable;
- (8) **Secondary rivers** are represented by the symbol  and are non-navigable by vessels with a draft of more than two feet;
- (9) **Streams** are represented by the symbol  , and are completely non-navigable;
- (10) **Intermittent watercourses** are shown using the symbol  and are dependent on rainfall etc.;
- (11) **Glaciers** and iceflows are represented by the symbol  ;
- (12) Mountain **snowfields** and snowy regions have no coloring, but may be noticeable by virtue of the contrast with surrounding color;
- (13) **Primary roads** are denoted by the symbol  ;
- (14) **Secondary roads** are denoted by the symbol  ;
- (15) **Trails/tracks** are shown by the symbol  ;
- (16) **Bridges** are represented by the symbol  ;
- (17) **Fords** are shown using the symbol  ;
- (18) **Cities** are represented by the symbol  and their relative size is dependent upon the width of the symbol. The red coloring signifies a non-military settlement site with civilian character;
- (19) **Towns** are represented by the red symbol  ;
- (20) **Manor houses** or "Great Houses" are shown using the red symbol  ;
- (21) **Citadels** and huge castle complexes are represented by the yellowish symbol  ;
- (22) **Small castles/holds/towers/keeps** etc. are denoted by the yellowish symbol  . Military sites are all given a yellowish color;
- (23) **Monasteries** are represented by the symbol  ;
- (24) **Downs**, cairnfields, and burial caves are shown using the symbol  ;
- (25) **Caverns** and cave entries are represented by the symbol  ;
- (26) **Buttes** and **plateaus** are denoted using the symbol  ;
- (27) **Lakes** are represented by the symbol  as are large ponds;
- (28) **Dunes** are shown using the symbol  ;
- (29) Extremely **rough terrain** may be represented by a light shade of brown or grey coloring and encompasses pebbly or rocky surface, breaks, small ridges and hills, etc.;
- (30) **Desert** is represented by the symbol  ;
- (31) **Shoals** are shown using the symbol  ;
- (32) **Reefs** are represented by the symbol  ;
- (33) **Ruins** are denoted by the symbol  .
- (34) **Swamps** are shown using the symbol  . All marshlands of significant size fall into this category;
- (35) **Jungle** appears as  and is so labeled. It differs in coloration from other mixed forests, being shown in a brighter green.
- (36) **Dry or periodic lakes** are represented by the blue symbol  .
- (37) **Steep** ridge faces are depicted by the symbol  ; on high side, there is a gentle slope away from the drop.

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

GAMEMASTER'S REFERENCE MAP KEY

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

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

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

SCRUB PINE — 3-20 foot high Spruce and Temperate Pine.

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

Peoples — **Wood-elves**

Animal groups — Great Eagles

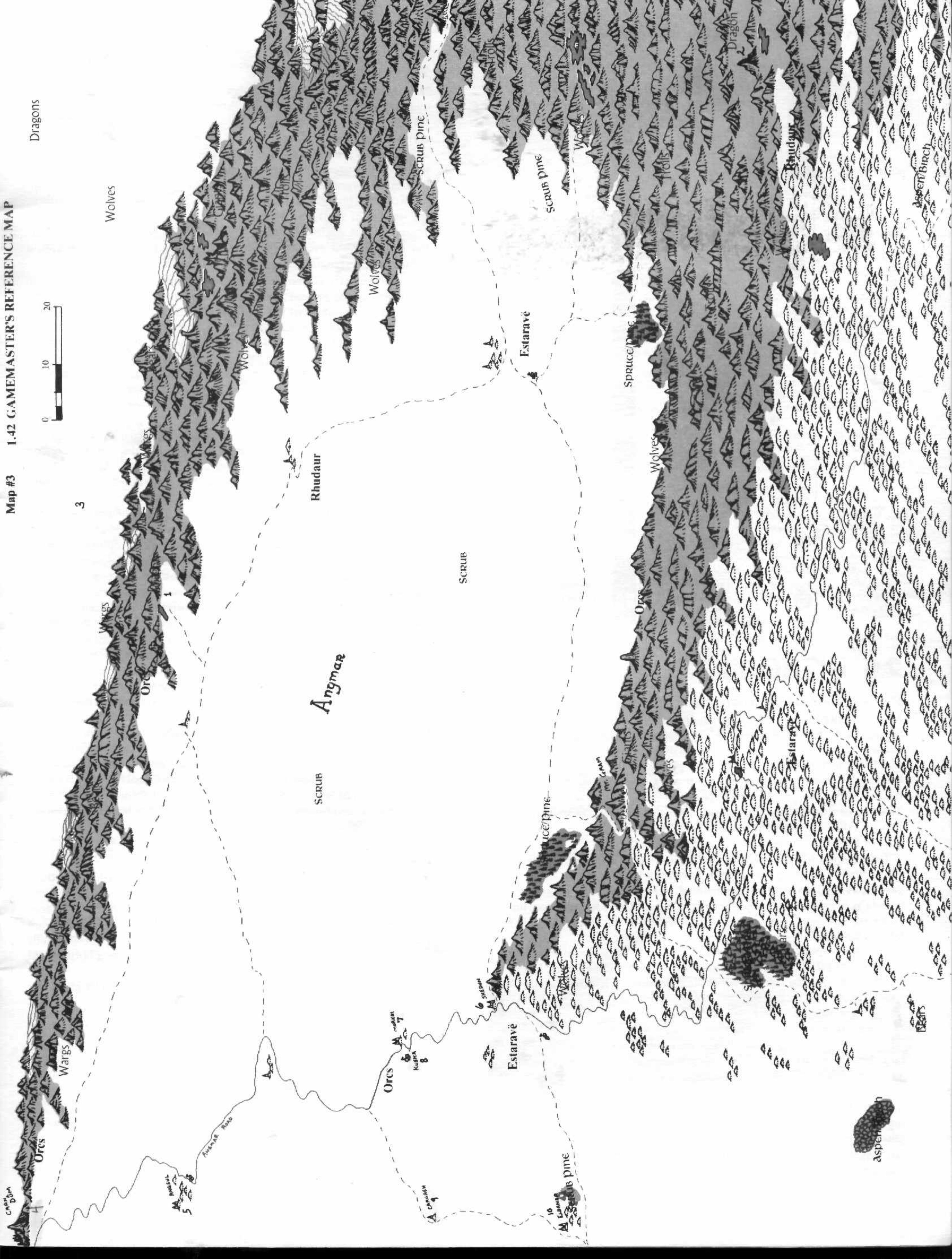
Tree types — **SCRUB pine**

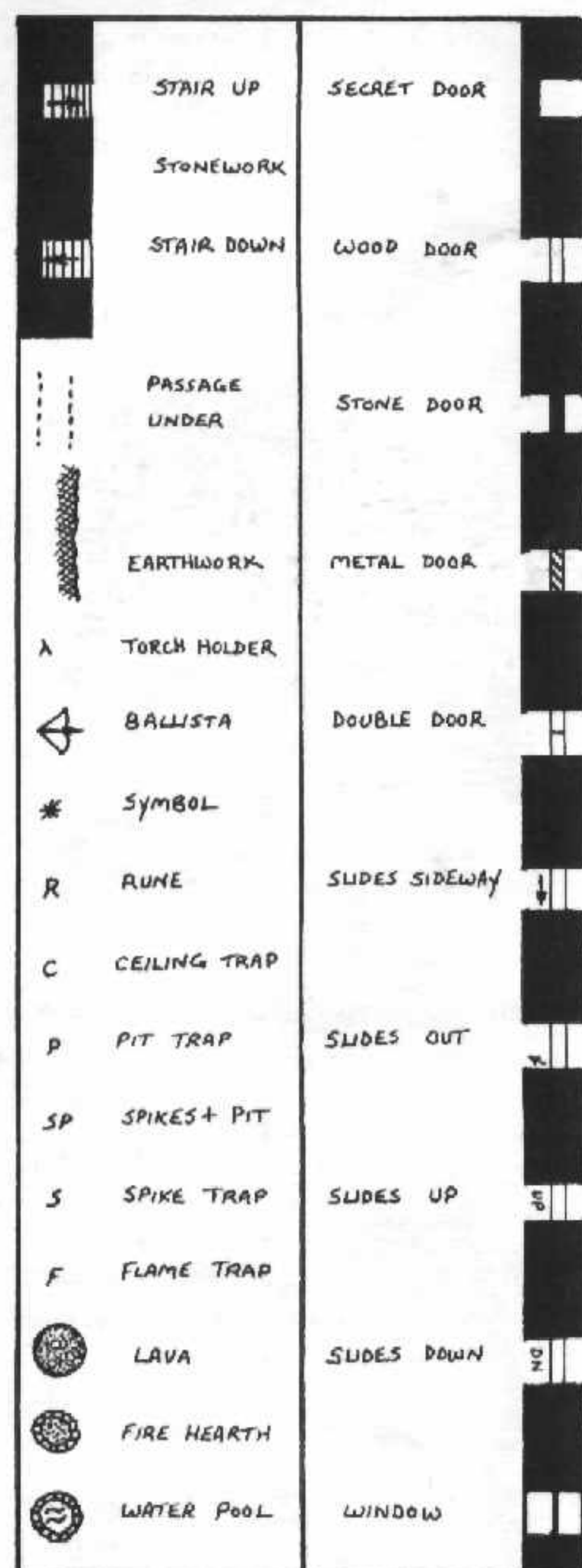
Dragons



3

Wolves





2.0 INTRODUCTION

ICE chose a period from 1600 to 1700 T.A. for the approximate date of Middle-earth packages. This date was chosen with a variety of factors concerning the history of Western Middle-earth in mind. We feel that the era chosen creates many interesting possibilities for adventure while simultaneously recreating some of the glories of the Third Age at their height. In Gondor, travellers may see the fair city of Minas Ithil before it became Minas Morgul, and in the North adventurers may see the town of Tharbad or the beauty of Fornost, the King's Norbury. Dwarven players may turn their eyes from the monuments of men and walk among the splendors of Khazad-dum before it fell into the shadow.

The era is not wholly alien to those familiar with Middle-earth at the time of the War of the Ring. The hobbits have lived in the Shire for a hundred years, and the barrow downs are haunted. An innkeeper named Butterbur entertains his guests in the ancient town of Bree, like his father before him. Isengard, however, is wizardless, and no riders of the Mark dwell in the land of Rohan.

The very emptiness of Eriador recalls the land at the time of the War of the Ring; the plague of T.A. 1636 left many towns standing empty. Eriador has become a no man's land to tempt the adventurous. The North lies under the evil shadow of Angmar, something that must always be reckoned with. At the same time, they have the relative security of the Northern Kingdom of Arthedain to retreat to and a cause to strive for — if they so wish. This era presents a pleasant balance of the powers of good and evil, and adventure and safety. The players can fight evil powers, but they are not pressured to do so; the fall of the Northern Kingdom still lies far in the future.

Another advantage of this period is that it allows players to adventure upon the Middle-earth that they know and love without substantially altering the history of the War of the Ring. It also gives the gamemaster the opportunity of changing the history of the North Kingdom if he so desires; Arthedain may stand or fall depending upon the actions of the player characters.

2.1 BACKGROUND

"It is ever so with the things that men begin: there is a frost in Spring or a blight in Summer, and they fail of their promise" (*LotR III*, p. 182).

Elendil and his heirs arranged two kingdoms when they came to Middle-earth from Numenor; Gondor in the South, and Arnor in the North. Both were fair and prosperous kingdoms at the beginning of the Third Age. At this time the history of the two kingdoms parted; the star of Gondor rose, but that of Arnor fell into darkness.

Two forces brought the destruction of the North Kingdom. The first was the waning of the Dunedain who dwelt in Arnor. The second, and far greater was the shadow that came from the land of Angmar. The men of Arnor withstood the evil power of the Witch King for six long centuries, a tribute to the strength and power of the Dunedain of the North.

Arnor had suffered comparatively little in the war against Sauron at the conclusion of the Second Age, and the kingdom should have prospered. Although the numbers of the Dunedain had been reduced, they were still great. The climate of Arnor was mild and the land was fertile and free of enemies. For a few hundred years matters went well, but the air of Eriador seemed unwholesome for the descendants of Numenor. Arnor fell into decline long before the land held any whisper of the shadow of Angmar. For reasons unknown the Dunedain abandoned their capital of Annuminas upon the shores of Lake Nennual, and withdrew to the lesser fortress city of Fornost.

The kingdom of Arnor was doomed to "a frost in Spring, and a blight in Summer." The heirs of the kingdom could no longer agree on the succession to the throne of Arnor in the ninth century of the Third Age. In T.A. 861 the strength of the northern realm was divided into three kingdoms: Cardolan, Rhudaur, and Arthedain. The quarreling continued; Rhudaur and Cardolan contested the possession of the tower of Amon Sul and its Palantir. The watch on evil slept in the north; men turned inwards and concerned themselves with their own affairs. The rumours of evil multiplying in the mountains did not interest them; for Arthedain and Cardolan at least, the mountains were a long way off. None gave their attention to the unpromising valley in a northern fork of the Misty Mountains.

The Witch King arose in Angmar during the realm of Malvegil of Arthedain, some time between T.A. 1272-1349. Men became aware of the growing evil in the mountains, but Angmar was still preparing its power. No assaults on the Dunedain came until Argeleb, the son of Malvegil, assumed the throne.

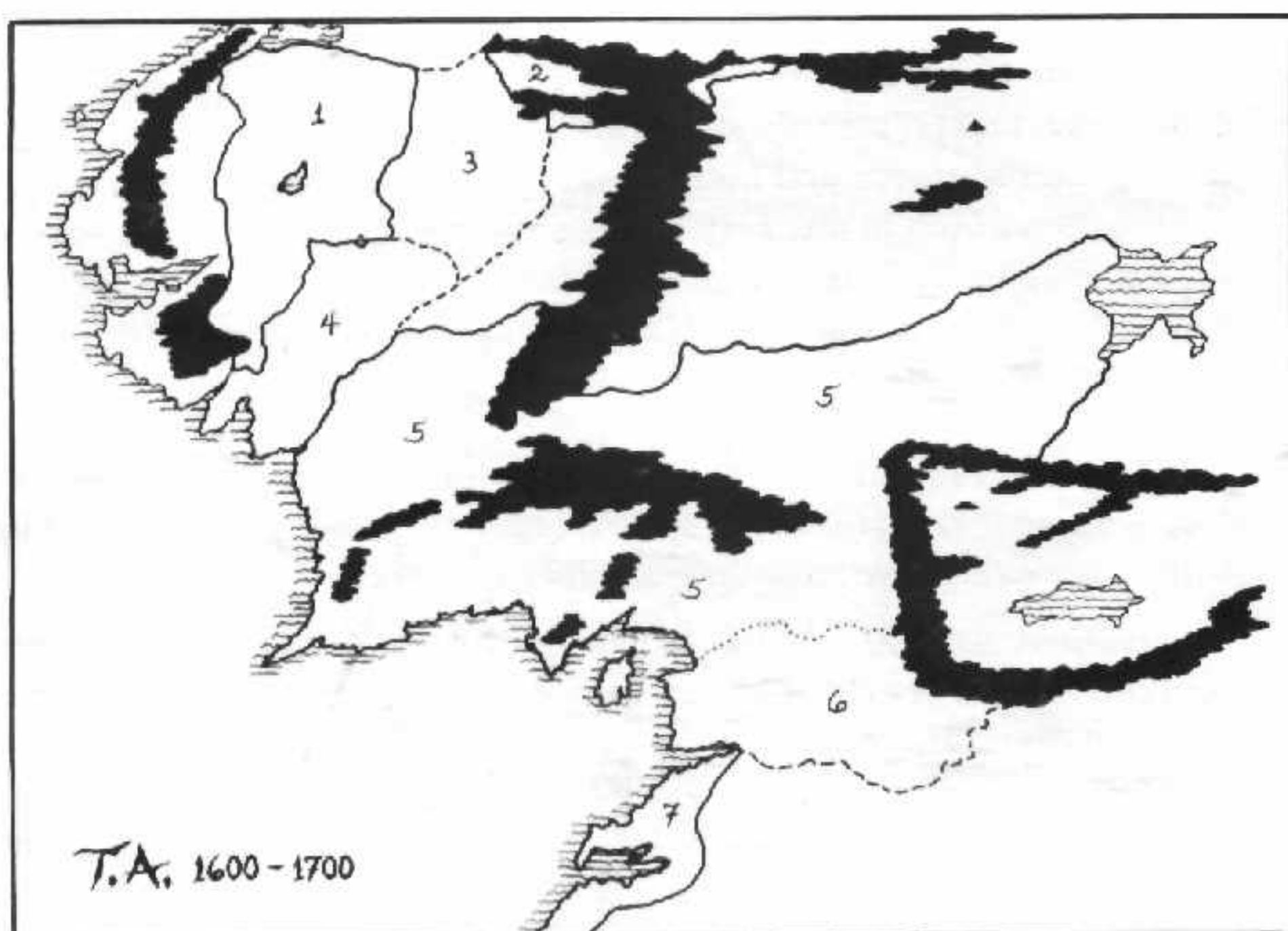
The next sixty years were dark ones for the Dunedain of the North. The Dunedain of Rhudaur were driven out by evil hillmen in league with Angmar and Argeleb was slain in battle. Together Arthedain and Cardolan held the Weather Hills against Angmar. In 1409 T.A. the Witch King of Angmar released his deadliest assault. Amon Sul was raised and burned and the Dunedain were forced to flee westward. Cardolan was laid to waste. Help came to the Dunedain from the Elves of the Grey Havens, Rivendell, and Lorien. The armies of Angmar were repelled from Fornost and the North Downs, and forced to withdraw to Angmar. The shadow of the North was contained for a time.

2.2 ANGMAR

The land of Angmar is one of the grimmest places in all of Middle-earth. It is not black and twisted like Mordor, but heartbreakingly cold and barren. It lies in a northern fork in the Western Misty Mountains, and in the Eastern Misty Mountains. Little activity is centered upon the barren plain between the fork in the mountains; the border guard of men is set in the rolling hills upon the edge of the low plateau. These men watch the long border road that runs from Carn Dûm to the southern tip of Angmar. The orcs prefer the safety of the tunnels in the mountains. In the East the Witch King has no border guard; the mountains bar entry into Angmar from that direction, except to those who know the orcish tunnels.



Cykur



Map #1 - Third Age 1600-1700

1 Arthedain, 2 Angmar, 3 No Man's Land (Rhudaur), 4 Cardolan, 5 Gondor, 6 Harondor, 7 Umbar. Cardolan is no longer a viable kingdom, and Harondor is contested by Gondor and the Corsairs of Umbar.

3.0 ANGMAR: THE LAND AND CLIMATE

3.1 THE LAND

Angmar encompasses an area which stretches from the mountain citadel of Carn Dûm in the north and west, to the edge of the Gundalok shelf in the east, and along the southern face of the Misty Mountains' great northern spur to the south. Within this region is extremely rugged terrain. The Misty Mountains' great grey-brown peaks define the northern and southern walls and act to cut the huge western vale (Angmar Valley) off from the eastern plateau which gives birth to much of the Anduin headwaters. Broken hills are strung across the gap which is the mouth of the Angmar Valley.

The mountains of Angmar vary in height and composition. The tallest peak is Mount Gundabad (12,985), a great grey spire which formed the western pillar of the gap between the Misty Mountains and the nearby Grey Mountains. Carn Dûm rises but 9,630 feet, but appears much higher to its relatively isolated position at the northernmost tip of the range. Most of the other mountains in this region reach 8-10,000 feet in height.

While the majority of the uplift is grey-brown in coloration, Carn Dûm is reddish in appearance. This is likely due to a protrusion of red igneous rock, such as andacite prophyry. Glacial shaping is most apparent in the northern reaches of the Misty Mountains, and accounts for the numerous sharply edged peaks; it also exposes igneous formations.

The Angmar Valley rises as one travels eastward from its mouth. Nonetheless, the elevation along the mountain face in the east is but 3,000 feet, and the peaks rise precipitously from the barren plain. This sudden rise is found nowhere else on the western side of the range. Generally, rolling hills mark a much more gradual transition. On the eastern side of the Misty Mountains the change is much more spectacular. The upper Anduin valley is bordered by great walls of stone which suddenly burst from the land. In many places the drop is as much as 8,000 feet in five miles. Only the Gundalok shelf interrupts this marked uplift. The narrow plateau sits some 400 feet above the neighboring valley and acts as a giant 'step' toward more ominous highlands.

Tundra lies north of the Misty Mountains, and cool, grassy plains form the expanse to the west. Rugged, wooded hills and breaks extend southward from the spur (Ettenmoor, Coldfells, and the Trollshaws).

3.2 THE WATER

Angmar itself has no great waterways. Streams abound, as do ponds, but no rivers of note flow through the main valley. The territories to the south and east claim most of the glacial runoff, and are known as the source of a number of great rivers.

Glaciers reside in most vales in the higher reaches of the Misty Mountains. Their runoff contributes to the region's reputation as a watershed. Numerous alpine lakes and streams are found throughout the range. Note that most of the water follows the courses cut by ancient glacial activity.

3.3 THE CLIMATE

The following is a summary of the regional weather trends in the Angmar area. Since the Dunedain of Arthedain utilize Sindarin labels for their months, and theirs is the dominant calendar, we have chosen the Grey-elven names as the standard.

	Angmar	Arthedain	Rhudaur	Vale of the Anduin
Narwain (Jan.) 1	-20° - 15°F Snowy	10° - 32°F Moderately Snowy	5° - 25°F Snowy	10° - 32°F Moderately Snowy
Ninvi (Feb.) 2	-20° - 15°F Snowy	10° - 32°F Moderately Snowy	5° - 25°F Snowy	15° - 32°F Moderately Snowy
Gwaeron (Mar.) 3	-20° - 15°F Snowy	28° - 40°F Rainy	15° - 35°F Rainy	35° - 45° Rainy
Gwirth (April) 4	0° - 35°F Snow & Rain	38° - 55°F Normal Rainfall	30° - 50°F Normal Rainfall	40° - 60° Normal Rainfall
Lothron (May) 5	35° - 45°F Moderate Rainfall	Perfect	50° - 65°F Normal Rainfall	60° - 70°F Normal Rainfall
Norvi (June) 6	40° - 60°F Moderate Rainfall	70° - 80°F Moderate Rainfall	65° - 75°F Moderate Rainfall	70° - 80°F Normal Rainfall
Cerveth (July) 7	50° - 65°F Normal Rainfall	70° - 80°F Normal Rainfall	65° - 75°F Normal Rainfall	70° - 80°F Normal Rainfall
Urui (Aug.) 8	55° - 65°F Normal Rainfall	70° - 80°F Normal Rainfall	65° - 75°F Normal Rainfall	75° - 85° Normal Rainfall
Ivanneth (Sept.) 9	50° - 60°F Normal Rainfall	67° - 77°F Normal Rainfall	60° - 70°F Normal Rainfall	70° - 80° Normal Rainfall
Narbeleth (Oct.) 10	50° - 35°F Rainy	67° - 50°F Normal Rainfall	60° - 45°F Rainy	70° - 60°F Normal Rainfall
Hithui (Nov.) 11	35° - 20°F Snowy	50° - 30°F Normal Rainfall	45° - 30°F Normal Rainfall	60° - 45°F Normal Rainfall
Girithon (Dec.) 12	20° - 15°F Snowy	35° - 12°F Snowy	30° - 15°F Snowy	20° - 40°F Rain/Snow

Precipitation probabilities:

Snowy: 35%;

Moderately Snowy: 10%;

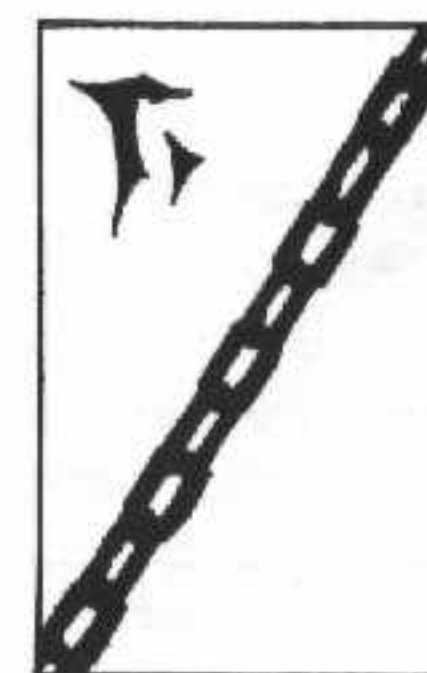
Snow and Rain: 20% Snow, 20% Rain, 10% Sleet or Hail;

Moderate Rainfall: 15%;

Normal Rainfall: 20%;

Rainy: 50%;

Perfect: 10% Rain.



Durax

4.0 THE FLORA AND FAUNA OF ANGMAR

The flora of Angmar ranges from the lichens and grasses of the tundra, to the scrub pine of the taiga to the great tall forests of pine that cover the slopes of its southern mountains. Plants vary with the terrain; the plateau is barren and rocky, and mainly covered with forests of scrub pine. These give way to more substantial forest towards the southern borders. The border hills of the south are also covered with patches of dark forests, sources of dread to the villages of Angmar. Further to the north the trees covering the hills become smaller and patchier; the vicinity of Carn Dûm is almost entirely tundra.

Wolves are the most feared animals of Angmar. Some have been tamed and serve the Witch King, but others eat whatever they desire. They range all over Angmar from the tundra to the great forests. The wolves feast on a variety of animals. In the forest, they prey on the large deer that roam there. They leave the bears in peace, however. Further north, the wolves are forced to go after smaller game, such as rabbits and other ground rodents, and unprotected or weak reindeer.

The high mountain crags are the only place that do not harbor wolves. Mountain goats, large and small rule these nooks. These animals also provide an occasional tasty meal for a dragon or giant.

4.1 A TROLL HOLE

Trolls have lately made their appearance in the no man's land. They are a threat to travellers, and occasionally raid outlying villages for livestock, or sometimes attack a patrol of the men of Angmar. As a result of this, there have been very few night patrols recently.

A troll hole can be found in any desolate hilly region where the monsters can have access to a cave, and a fairly good supply of food. The hole is an unpleasant place with little to recommend it. It is generally in a cave in the side of a hill or mountain covered by a thick, heavy iron bound door. Others may be an abandoned, stone building in a deserted town, or any place that provides shelter from the sun. The interior is filled with an indescribably unpleasant smell. There are ticks, fleas and lice — regardless of the season. The place is too inhospitable for rats. Often there are moldy piles of bedding and shelves on the walls or in alcoves. These shelves fall into two categories, the favorite being the cooking shelf. It usually contains a three-dwarf, two-man, several hobbit capacity iron cauldron, (for boiling). There might also be two long spits (for roasting), and several long sharp carving knives (for mincing). In addition, there will probably be some strips of broad, coarse cloth which is less frequently used (for jelly). There is no indoor hearth, so trolls do their barbecuing outdoors. Trolls keep a limited, but unusual larder. One possible foodstuff is jelly (not from fruit) in crude jars. Bacon, beef and mutton may be found in the hole, together with less agreeable cuts of meat. Trolls do not eat vegetables, as they find them indigestible. They do, however, enjoy beer and wine, and can become foolishly sentimental when drunk.

The shelves containing treasures are more interesting. Some strange things can be found in trolls' holes — items so strange that it defies logic how they came to be there. Trolls are almost immortal (unless they are killed), so their hoards are large and ancient, containing golden treasure from kingdoms long forgotten. It is not unusual to find currency that dates from the founding of Arnor or Gondor. There will also be a selection of gems and jewelry of good quality, and some silver. Occasionally a sword such as Sting, Glamdring or Orcrist may be uncovered (*Hob.*, Chap. 3). Items of similar caliber might also be found in the hoard.

Some possible magic items:

A magic comb that removes tangles;

+ 10 sword (or better);

Magic armor;

A ring that allows the wearer to speak with animals;

A pendant of herblore or plantlore;

Boots of pathlore;

A cloak of resistance to cold or of hiding;

Boots of landing;

Expensive, high quality jewelry that unfastens only upon command.

Trolls are highly unpleasant beasts. Fortunately they (1) turn to stone in the sunlight and (2) are very stupid and therefore easily confused. They are also incredibly greedy and hungry and rarely adverse to a good meal.

Trolls were bred in mockery of ents, and have some of the attributes of the tree shepherds. This is reflected in their size; they are eight to twelve feet high. Their hides are exceedingly tough (AT 11 in *Arms Law*). In addition, they are usually large and strong.

Hits 175. Level 15. AT 11 (-25). Attack Modes: (a) Bash + 190 (Huge), then Bite + 80 (Large), or (b) Claw + 150 (Huge), then Bite + 80 (Large). Fights with either hand. Use large creature critical strike table.

Treasure: 300-500 gold pieces, 500-1000 silver pieces. Assorted swords, armor, cloaks, jewelry (300 gp. worth), and some magic items (at the Gamemaster's discretion).

Trolls that congregate in groups will be weaker than a single troll, although they share the ancient troll's armor type, weapon table, strength and quickness.

Suggested adds and hit points for lesser trolls:

Add 150-180; Hits 130-160; Stats see above; Lvl 12-14; Use large creature critical hit table.

4.2 GIANTS

Giants are even less pleasant than trolls, and scarcer. They almost never venture into civilized territory. The giants of northwestern Middle-earth live in the southern mountains of Angmar, making life difficult for all concerned. They also live in the northern Misty Mountains below Angmar. Their presence keeps the area free of both Dunedain and orcs, as well as a number of other creatures.

Unlike trolls, giants have little treasure. Since they can be seen, heard, and smelled from far away, their prospective victims are always given ample warning. Giants rarely surprise anyone. They are painfully shortsighted and weakwilled, and it is remarkably easy to hide from a giant. Due to the circumstances, they are not fussy eaters, and cheerfully devour anything that looks like it could possibly be edible. There are perhaps five or six giants living west of the Misty Mountains scattered over a large area. They are, if it is possible, even stupider than trolls.

The average Giant:

Hits 350. Level 20. AT 12 (-30). Attack Modes: (a) Bash + 150 to 175 (Huge), then Crush + 100 (Huge), or (b) Large Club + 150 at x4 concussion hit damage. Use large creature critical strike table.

Treasure: 50-100 gp, usually no magic items.

These statistics can be varied with the giant.

4.3 DRAGONS

4.31 ZARAK DÛM (Scorba)

The mountains of northern Angmar contain the ancient dwarven city of Zarak Dûm (see map #3 at 1). The mines there are rich in precious ores and the dwarves prospered. The complex was never large as dwarven cities go, for it was too close to Khazad Dûm to assume the limelight. Instead, it was one of the many dwarven outposts such as those in the Blue Mountains from which the dwarves of Moria received precious metals and various forms of support.

For men, the existence of Zarak Dûm is but a rumour, since the city was abandoned in the century before the coming of the Witch King. The dwarves of Zarak Dûm were victims of a devastating plague, and very few survived to report the disaster to their king. The tumultuous events of the north in the following centuries prevented the reoccupation of the city. Yet many dwarves still find the thought of the uncollected treasure lying in Zarak Dûm irritating, and if it were not for the Witch King the city would surely be resurrected. Unknown to the dwarves, Zarak Dûm has become the new home of Scorba the Worm.

Scorba is a great, red-golden drake who grew bored of living in the Grey Mountains. His new commodious residence, complete with treasure, suits him perfectly. Like most dragons, Scorba is of sedentary habits; he spends most of his time sleeping upon a large pile of treasure in the great hall of the city. For the foolhardy, here are Scorba's statistics and personality:

Hits 600. Level 60. AT 20 (-60). Attack mode: Bite +160 (Huge). Claw +160 (Huge). Bash +120 (Huge).

Breath weapon: level 36 flamebolt, three rounds in duration; the dragon must rest three rounds between breaths - Add +66. The weapon is a cone 300' long and 66' wide at its widest point. He can move his head while flaming and fan a 60 degree arc.

Movement rate: Very fast to blindingly fast (Land 20 mph, Air 50 mph). Length 100'. Wingspan 100'.

Scorba uses the super large critical hit table.

Note that the dragon is difficult if not impossible to kill.

Scorba is intelligent, greedy, devious and selfish. He works for nobody but himself, and will know instantly if his hall or treasure have been disturbed. He will bide his time if he feels that he is at a disadvantage and wait for a change in circumstances. His sense of smell, sight, touch and hearing are superb. If the dragon discovers anything missing from his hoard, he will lay waste to the surrounding countryside in an effort to catch the thief. Scorba is quite up to the usual dragonish tricks and cannot be trusted. He enjoys a good meal and feasts on reckless orcs and men every few years. The Witch King tolerates his presence, since Scorba makes an excellent border guard — and a considerable foe.

Dragon Treasure

Scorba sleeps on an almost inconceivable amount of wealth. "... on all sides of him, stretching away across unseen floors, lay countless piles of precious things, gold wrought and unwrought, gems and jewels, and silver-red stained in the ruddy light" (*Hob.*, Chap. 12). It would be impossible to describe the contents of the hoard, but a Gamemaster might recall that even one fourteenth share of Smaug's treasure "was wealth beyond that of many mortal kings" (*Hob.*, Chap. 12).

All of the weapons and armor in the hoard are of Dwarvish make and +5 by virtue of their superior construction. There are 10-12 sets of +10 or +15 weapons and armor. There are also several items of mithril, useful or purely decorative, ranging from +20 chain shirts and weapons to beautiful jewelry. The Gamemaster should roll for the size of the armor; since this is dwarven treasure, most of the armor is probably dwarf-sized. The hoard might also contain a number of rare and wonderful, but not powerful, magic items.

Swords that detect orcs, magic evil etc.;

Magic harps that always remain in tune;

Dwarven forging tools;

Magic +5, +10, +15 weapons and armor;

Dwarven miner's lamps, set with stones that glow magically;

Jewelry that enhances the wearer's presence 50-10%.

Somehow the word of a dragon's death always manages to get out. The location of Zarak Dûm would make it impossible to cart treasure through the mountains without the forces of the Witch King taking notice. It would also take several months to transport the treasure, another thing that might attract attention. If the Witch King heard a rumor of Scorba's death he would immediately send a large force to investigate.

The dwarves too would be delighted with Scorba's death and would demand a large share of the treasure from the slayer. This is not unreasonable, considering that the treasure is the fruit of their labor. Dwarves will be reasonable if the slayer is reasonable. What is more, they can be a great help in transporting the treasure, since the Misty Mountains are riddled with dwarven tunnels. They are, however, easily insulted, and one should be cautious in dealing with them.

4.32 CORLAGON THE RED

Corlagon is a lesser drake who resides in the mountains of southern Angmar (see map #3 at 2). He is not as powerful as Scorba, although he also shares the power of speech. He is not a true cold drake, but is winged and capable of flight. Corlagon rarely ventures into Angmar, but prefers to hunt goats high in the mountains near his lair.

Corlagon is far less fearsome than Scorba; he is but half the size of that great drake, being only 50' long. He is also unable to breathe fire. His home is a large cave in a mountain pass, and he too is a convenient border guard.

Hits 300. Level 30. AT 12 (-80).

Attack: Bite +100 (Huge). Claw +100 (Huge). Bash +75 (Huge).

Movement rate of very fast to blindingly fast (Land 25 mph, Air 60 mph).

Length 50'. Wingspan 55'.

Corlagon uses the super large creature critical hit table.

Treasure:

500-1000 in gold gems, jewelry and precious items.

An assortment of +5 weapons (or perhaps better)

Aeglin, a sword of Gondolin, the lost mate of Orcrist and Glamdring. +30 Sword. Aeglin burns with a blue light in the presence of evil and contains a spirit dedicated to the destruction of evil. It is a sword of lightning, and delivers an electrical strike (crit) with each normal critical. Aeglin is hidden in a small crack in the darkest corner of the cavern. It is sheathed and was left there long ago by someone who had nothing to do with the dragon.

4.4 BEARS

The brown bear is the wolf's fiercest competitor, at least in the forests of Angmar and Rhudaur. These creatures vary in size (from 4-800 pounds), and are rarely dangerous to humans. Although the bears are carnivorous, they also eat fruits, nuts, and of course honey. Their main staple is fish. Brown bears are less active during the winter, and spend most of their time sleeping.

Hits 145. Level 5. AT 8 (-10).

Attack Modes: (a) Bash +60 (Large), or (b) Grapple +70 (Large), then Claw +60 (Large), then Bite +20 (Medium).

5.0 THE PEOPLE AND CULTURES OF ANGMAR

Several mannish groups follow the banner of the Witch King. There are the men of Rhudaur and Rhûn, and the Estaravë people, Northrons from the vales of the Anduin. Although the people as a whole are not entirely wicked, the leadership that governs them is evil. These groups supply most of the soldiers for Angmar. Some members of these racial groups have even chosen to make their permanent home in Angmar.

The mannish inhabitants of Angmar come from a variety of sources, and fall into two groups: freemen and slaves. The freemen are often retired soldiers who have chosen to settle in the region. Many of the poorer people from Rhudaur and Rhûn, and members of the Estaravë people, especially young men, join the armies of Angmar seeking wealth and opportunity. Retired soldiers who settle in Angmar are well rewarded.

The philosophy of Angmar is completely compatible with the cultures of these peoples. Although the societies differ in many ways, they share many features that harmonize with the Witch King's goals. All three cultures are extremely warlike, and place high prestige on the rank of warrior. Simultaneously, the social structure of each is very rigid. The upper class consists of the warriors, who fight out of pleasure, and declare war as it pleases them. The lower classes are peasants and slaves who till the land and go to war when they are ordered to. War is an accepted part of life; it is considered part of the natural course of events.

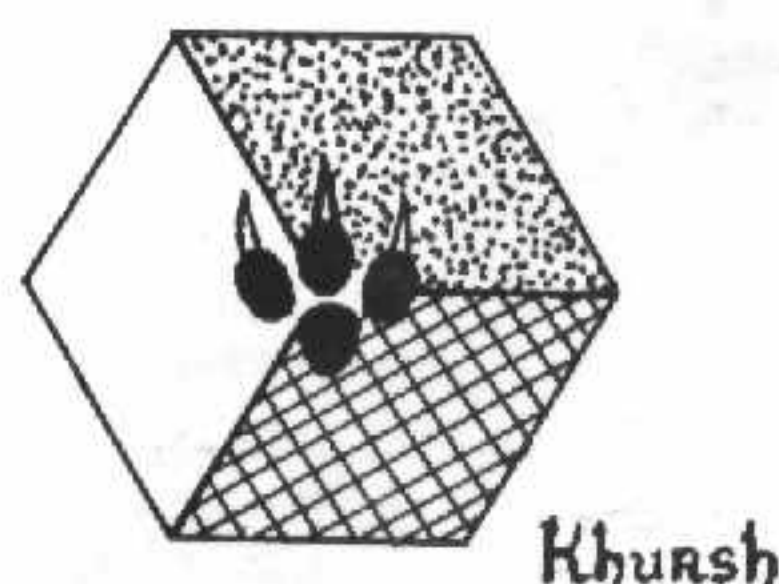
For a Rhûnnish peasant, the armies of Angmar represent social mobility. By joining up and fighting well, they rise not only to the coveted rank of warrior, but to a level of relative affluence. Angmar reinforces this by offering the ex-soldier a place where his status will be held in honor. If the peasant returned to his old home, he might still be scorned and forced back into a lesser role.

These immigrants have settled in fortified villages along the borders of Angmar. The three cultures have fused and changed to become a unique society. Many of the men living in the village have been unable to shed their peasant upbringing. They have obtained the status of warrior, but cannot quite relinquish the old status of farmer or cobbler. When they are not engaged in military pursuits, the men slip back into their old occupations.

The climate of the area makes this practicable. The land is barren and the weather harsh. While they have some slaves to till the land, these could not support an idle aristocracy of warriors. Nor could the resources of Angmar support settlers who could not make a living. The inhabitants of the villages must work to support themselves in this region.

Each village is responsible for making daily patrols of the surrounding area. The men are also sometimes called upon to escort supply trains to the next village. In times of war they provide additional soldiers and a partial defense along certain parts of the borders. These circumstances make the peasant warrior far more welcome as a permanent settler than an aristocratic fighter (the latter are encouraged to remain in the army). The former, however, has the experience and personality that makes the villages a perfect home.

The peasant has the desirable military experience and a greater ability to follow orders. Seven Rhûnnish aristocrats sent on patrol stand a good chance of killing each other when the first dispute arises. The peasant, while perhaps not as good a warrior as his aristocratic counterpart, can also make a living out of the harsh environment.



5.1 OUTLOOK

The harsh climate of Angmar does not encourage a friendly, generous temperament. The growing season is short, and the winters long. The villagers are isolated from one another during the long winters. Most never go farther than nearby villages even in the summer months. This circumscribed lifestyle makes the villagers insular and suspicious of strangers. The war against the Dunedain has reinforced this attitude.

Angmar has become a home to these people, and for reasons unknown to them the Dunedain and elves seem determined to destroy it. Anything that is strange or comes from the outside of Angmar represents the unknown and could therefore be a threat to their security. Although they originally came from diverse cultures, village life has narrowed their outlook.

As one may have gathered from the description above, many of the inhabitants of Angmar are not necessarily evil. Many who do evil things are not consciously wicked like their superiors, but ignorant, prejudiced and thoughtless. Their cruelty to the Dunedain arises out of fear and ignorance. Others are evil, having developed a taste for slaughter and mayhem while in the army. Yet the same men who are cruel soldiers are often kind to their own families. The propaganda of Angmar is efficient, and many of its inhabitants believe the Dunedain to be brutal warriors.

5.2 VILLAGE LIFE

Life in these villages is not unlike that in other rural settlements. Most of the men have settled down and married women brought from their homeland. Angmar supplies any goods that they need and are unable to provide, or food if that is in short supply. The villages are fairly self-supporting. If a man does not farm, he makes shoes, or more rarely, keeps an 'inn', or is perhaps a blacksmith. There is a rotating council that governs the affairs of each village and assigns patrol and other military responsibilities. Each village is responsible to one of the three main border castles. The population of these towns remains fairly stable. The birth rate is fairly low, and all young men are drafted into the army. The number of new settlers about equals those who die of disease or old age, and the births just about replace the men killed in the wars.

Each family lives in its own house. Elder children either male or female, inherit the house of their parents and younger sons or new settlers build on their own. In addition, each family has at least a small plot of land, and the farmers of course have more. Most families keep a pig, and perhaps a cow or a goat. While the women keep house, men go about their daily work. Some of the richer families have a few slaves to help them with their work; their treatment varies dramatically.

Growing food is the most important occupation of the villagers. They grow enough to feed themselves, and to trade with, but not enough to feed the armies of Angmar. The farmers concentrate on cultivation rather than animal husbandry. It would be impossible to grow sufficient hay to feed large herds of animals through the long winters.

The fields are small and separated by stone walls that shelter the crops from the strong winds. The farmers plant a variety of crops: rye, barley, oats, potatoes, cabbage, turnips, and beets. These foods are supplemented by peas and beans from the kitchen garden, and occasional eggs. Meat is rarely eaten; one pig lasts a family a year. A smart farmer cherishes his hardy apple trees, since the crop is a valuable addition to their diet.

At night the men, and sometimes the women, go to the tavern to drink and relax. The beer and liquor are brought from Rhudaur and business is brisk. There are also a few local liquors, but these are uncommon.

5.3 ECONOMY

The economy of these towns is a combination of cash and barter. The people use little cash among each other; they prefer to trade for what they need. In truth, there is little to spend one's money on. The supply trains from the South bring goods for the army, and no luxuries. Some farmers make some extra cash by selling their fresh food to the quartermasters at the border castles or to the local innkeepers. If villages need supplies that must be imported, it is arranged by the village council. Each family lists the supplies that they need and contribute the appropriate amount of payment. The headman of the village then makes the arrangements with the quartermaster of the nearest border castle. If he has a long journey, he often travels with one of the supply trains.

5.4 GOVERNMENT

Each village is a fief of one of the three border castles. These collect the yearly taxes, the draftees, and see that the villages are fulfilling their responsibility. In rare cases, the ashâktur or general of the castle resolves disputes. The headman of each village is chosen by an election of the village men, and then presented for approval to the lord of the castle. The castle is also responsible for arranging the delivery of supplies to the villages, most of which are bartered or paid for. Fresh food is the premium trade item.

Since the population of the villages is fairly small, the governing body consists of all able-bodied men. The headman is the authority in all disputes, but men may appeal to the general or ashâktur of their border castle to have him removed if they feel he is abusing his authority.

5.5 MILITARY SERVICE

All able bodied men of Angmar are drafted into the army at the age of seventeen. The term of service is eight years. The population of the area is too low, however, for these soldiers to form a substantial part of the army, and the bulk of the soldiers still come from Rhudaur and Rhûn.

5.6 CURRENCIES OF ANGMAR

Angmar does not issue a formal currency. The armies use the currencies of their allies and their enemies. A standard of equivalency governs the currencies so people ideally know how much each coin from the different countries are worth. The money is used primarily to pay the soldiers and to purchase supplies abroad.

5.7 LANGUAGE OF ANGMAR

The people of Angmar speak a peculiar dialect. The language is a mixture of Adunaic, Westron, and the hillman tongue of Rhudaur. There are many Rhûnnish, and Estaravë words mixed in, as well as some elements of black speech.

5.8 TRIBUTARY PEOPLE OF ANGMAR

Slaves:

The slaves of the Witch King come from many different places. Some have been taken on raids into Arthedain, or into southern Eriador. Others have been taken in the wars of the Witch King's allies east of the mountains. The men of Rhûn frequently make war upon their eastern neighbors, and therefore have a steady influx of slaves. The Witch King demands a yearly tribute of slaves from the people of Rhudaur and Rhûn, as well as the Estaravë. Since all of these races practice slavery, this burden is not particularly onerous. Sometimes Dunedain prisoners will be sent to the East as slaves, for it is too risky to keep them too close to their homeland.

The slaves are miserable, unhappy, and suspicious. Many are so downtrodden that they would not know what to do with their freedom if they suddenly obtained it. Some would welcome the Dunedain as liberators, but others would see them only as a new set of masters. Some of the slaves in the villages of Angmar are valued, and well treated. Most are so afraid of the Witch King that they would not dare to resist him.

Nomads:

These people are not the inhabitants of Angmar, but wanderers who live in the northern waste (see map #3 at 3). The nomads follow the migrations of the reindeer. They have no love of the Witch King and are only slightly under his sway. The soldiers of Angmar occasionally raid their encampments, and the Witch King takes a yearly tribute of reindeer from them.

The nomads are very cautious about openly resisting the Witch King's power. While openly submissive, many of these groups are known as valuable allies to the rangers of Arthedain. Some of the nomads secretly supply the Dunedain with food and other necessities.

6.0 POLITICS & POWER

6.1 THE DUNEDAIN IN T.A. 1700

Arthedain is the only surviving kingdom of the three realms of Arnor (see map #2). Its rulers claim lordship over all of Arnor, since no heirs of Isildur remain in Cardolan and Rhudaur. This is a claim in name only; the borders of Arthedain have contracted sharply since the plague of T.A. 1636, and the kingdom does not have the resources to protect a larger territory.

The lord of Arthedain is called Arvegil, and he assumed the throne upon the death of Argeleb II in the plague. Despite the lessening of the strength of the Dunedain, the king still maintains a strong guard upon his diminished borders. His vigilance has borne fruit; life within the borders of Arthedain is relatively pleasant and secure and men have begun to forget the awful devastation of the plague.

The kingdom has changed greatly since the plague. There was a spontaneous shift in the distribution of population when men recovered from the disease. Some towns were abandoned, and others gained the survivors from several towns. Most men chose to abandon the desolate outlying areas and withdraw to the center of the kingdom. Even close to Fornost men do not feel entirely safe; most of the towns are surrounded by newly constructed walls. The power of the Witch King is not forgotten.

6.2 ANGMAR IN T.A. 1700

6.21 TECHNIQUES, GOALS & STRATEGIES OF THE WITCH KING

The Witch King of Angmar is one of the most powerful beings in all of western Middle-earth. In the end, however, he remains only a tool of Sauron and a slave of the One Ring. The Witch King is the chief of the Nazgûl, the dreaded ringwraiths. He is the instrument that Sauron has chosen to destroy the Dunedain of the North. All of his actions are a reflection of the will of his great master.

There is no haste in the Witch King's campaign; when his first onslaught failed to overwhelm the Dunedain he retreated to Angmar to wait. Being immortal, he lacks the time pressure that drives other conquerors. The strength of Arthedain is still too great for him to conquer, but their might wanes as the years pass. The Chief of the Nazgûl has ordered his men to harry the Dunedain wherever they can, but to conserve their own strength. In time he hopes that these raids and the shadow of Angmar will humiliate, demoralize, and reduce the numbers of the Dunedain who live in Arthedain. His strategy is succeeding; every year more men depart for the peace of Gondor.

He waits together with his allies, for the final assault upon Arthedain. His allies are many; evil hillmen from Rhudaur, men from the south, and still others from the east.

6.22 THE WITCH KING

The Witch King is the absolute ruler of Angmar, and Sauron's most powerful servant. Unlike the other eight Nazgûl, the Witch King is capable of independent thought; he is totally subject to Sauron, but within this domination he can construct plans, military strategy, etc., to further his master's goals. The chief of the Nine is undead; he exists in the world of wraiths and shadows. His physical manifestation can at best be temporarily dispelled, but his destruction lies in the distant future. In addition, the Nazgûl can only exist as long as the One Ring exists.

The Witch King of Angmar is a powerful sorcerer, but he rarely casts a spell. He is a sixtieth level spell user (see section on his abilities). Yet the ringwraith must mask his power since its source is Sauronic; if he were to utilize his magic to its fullest capacity he would reveal the existence of his master.

The chief of the Nazgûl has no need of additional spells to daunt the hearts of men. His innate power and presence are so great that all men must resist his presence or go into shock, flee in panic. This ability varies sharply with range, and he can, if he chooses, cloak his power. When used to its fullest, his power has a radius of three miles. Those within two to three miles of the Nazgûl will become uneasy or afraid, and the very fainthearted may run. Between one and two miles away the reactions are more severe, provoking various responses, primarily the desire to hide in the nearest available hole. His effect is extraordinarily powerful under a mile. Those within a thousand feet will be overcome by terror and dread and generally flee. Anyone closer than three hundred feet will generally be frozen with panic unless he overcomes his fear through his strength of will. A high presence of mind will aid in overcoming the terror that paralyzes both man and animal. In addition to the great fear that the lord of the Nine radiates,



those within three hundred feet may succumb to the black breath. The recipient falls into black dreams and dies in a matter of hours or days depending on his race. Noldor who have lived in Valinor are immune to these effects.

The Witch King of Angmar cannot be harmed by most normal and magical weapons. Any such weapons that come in contact with his "flesh" will automatically shatter. There are exceptions to this case: Eowyn was fated to kill the Nazgûl; the weapon she wielded was unimportant (*LotR*, III). Magic weapons may do some damage, but will shatter unless they are quite extraordinary. Both of the magical knives that the hobbits wielded upon the Witch King dissipated although one did do quite a bit of damage.

The above powers are the result of the ring that the Nazgûl once wore upon his hand. The ring also has a variety of other abilities; it consumes the flesh of the wearer and transforms him into an undead under the domination of Sauron. In addition, it adds thirty levels to the Chief of Nazgûl's resistance roll versus any kind of spell; this is a reflection of the Sauronic power that forged the ring.

THE ABILITIES AND STATS OF THE WITCH KING

ST 101; Qu 101; Em —; In 101; Pr 120/90*; Con 101; SD 100/40; Me 101; Re 101.

*The / slash reflects the dual nature of the Ringwraith. The first number is his stat under the domination of Sauron, the second is his innate statistic.

SPELL ABILITIES

The Witch King has all of the *SPELL LAW* base sorcerer lists to the fiftieth level and beyond.

AC 20(-120). 360 Hits. +180 melee add.

Weapons:

+30% Flaming long sword. For every regular critical that the sword does, it will do an additional heat critical hit. In addition, the sword was forged by Sauron, and shatters weapons that fail to resist versus a 60th level spell of destruction;

+30% Mace of slaying men and elves. Resist versus a 60th level "slow death" spell. This mace was also forged by Sauron and has the same effect as the long sword upon weapons.

6.23 TROOPS AND MILITARY INFORMATION (See Sec. 8.7)

The armies of Angmar contain men, orcs, and other less agreeable creatures. The Witch King has 25,000 men at his disposal and 50,000 orcs. His men come from lands in the south and east of the Misty Mountains. There are men from Rhudaur, and Rhûn. There is a smaller contingent of men from the Estaravë, Northrons who come from the vales of the Anduin. These people are all warlike, and the soldiers, especially the aristocrats, are kept under strict military discipline. His human army is scattered across Eriador and Angmar, guarding his borders and outposts. His orcs do not stray far from the mountain tunnels; they watch Carn Dûm or Mount Gundabad. The less fortunate orcs are used to watch the borders of Angmar by night.

6.231 Military Outline A chart in the center of this booklet gives the basic abilities of the personalities described below.

The Witch King is the ultimate commander of his armies, but because of the terror he inspires, he finds it convenient to work through mortal men. His second in command is Dancu, a black Numenorean. Five other lesser generals each command 5000 men.

Chain of Command and Ranks in Angmar

Mornartur (General) - 5000 men (Mornar);

Ashâktur - 1000 men (Ashâk);

Grishâktur (Captain) - 100 men (Grishâk).

In addition to the ranks listed above, there are a number of petty officers appointed at the discretion of the various ashâktur and captains.

Basic Information

The 25,000 men of Angmar consist of the following:

5,000 cavalry;

15,000 foot soldiers;

5,000 heavy foot soldiers.

Comparatively little of the army is first level; most men rapidly acquire sufficient experience to reach second level. The average foot soldier is between second and third level, or even higher. Members of the cavalry, who are generally of aristocratic birth, are all fourth level or above, due to their wider range of experiences.

Most officers are somewhat higher level than the units they command to inspire respect among the ranks. Men who reach some of the higher levels, i.e. fourth, do not necessarily become officers. These experienced fighters are often formed into crack units for raids and sorties.

The army is carefully organized to reduce quarreling among the soldiers. Most units contain men from the same ethnic groups, especially among the lower level soldiers. Many of the special or crack units, however, contain soldiers from all three racial groups.

Commands

A captain commands approximately 50-100 men depending upon the circumstances and the location of the unit. In Carn Dûm and other large fortresses in Angmar and Rhudaur, the command structure is very rigid; it is far more flexible along the frontiers. A captain is generally appointed by an ashâktur or more rarely by a general. Captains are responsible for the behavior of their men, and ashâktur deal ruthlessly with commanders who cannot control their subordinates.

Captains vary greatly in ability, and may range between third and sixth levels. They are experienced fighters who know something of warfare and have generally learned some elementary tactics. For a profile of the levels and abilities of some typical captains of Angmar, refer to chart 8.61.

The ashâktur of the army are chosen by the generals. Most of these men are over tenth level and are fine warriors. They have access to the storerooms of Carn Dûm, and carry very good weapons, armor, and shields (+5 - +10 nonmagic equipment).

6.232 The Generals

Lord Dancu (lvl 30)

Dancu is the chief of the generals. The thirtieth level black Numenorean is evil and ambitious. He is making plans to become the king of Umbar with the aid of the Witch King, a goal the chief of the Nazgul hopes to fulfill.

Dancu is an excellent commander and has a wide variety of responsibilities. He commands the hoerk (an elite fighting unit), and all of the other special units of Angmar. Next to the Witch King, he is the ultimate authority on matters of the defense of Angmar and Carn Dûm. In addition, he aids the Chief of the Nazgul in making plans and in matters of military reconnaissance.

Magic items:

+15 Long Sword - Detects Dunedain and elves 300'. The blade is coated permanently with the poison Askû (lvl 15), deadly to elves;

Boots of Balance that add 25 to all of his maneuvers;

Cloak of Shadows that makes the general almost invisible in the darkness or in the shadows;

Dancu also has access to any other +10 nonmagical equipment and armor of his choice.

General Ulrac (lvl 27)

Ulrac is a chieftain from the land of Rhûn. He is a tall, fierce, and cruel warrior. As a member of a cult that worships Sauron, Ulrac despises any emotion that might be considered good, kind or merciful. He is 6'6", dark skinned, and ugly.

Ulrac is the commander of the border defenses of Angmar. His base is Morkai castle, one of the border fortresses. Any disturbances, prisoners or problems concerning the border are reported directly to him. Ulrac has 1500 cavalry under his command.

General Durkarian of Rhudaur (lvl 25)

Durkarian is descended from one of the evil families that conquered Rhudaur. He loathes the Dunedain and the Elves and will kill them wherever he can. Durkarian is fairly young, but very competent. His looks belie his evil nature; he is slim, golden haired, and blue-eyed.

Durkarian guards the northern border of Rhudaur. He has a thousand cavalry at his disposal for various tasks, especially raids into enemy territory.

General Durkarian possesses a rare and wonderful magic item that has been in his family for many years. It came from a dragon's hoard long ago. The item is a belt made from a fine steel mesh set with seven plates of polished stones of great hardness. The clasp of the belt is a large polished and carved diamond, which is engraved with runes in Khuzdul. The inscription reads:

The Belt of Durin the Deathless

Seven other runes on the belt each connote the strength of stone. This is an item from the ancient legends of the dwarves. It is said to have been worn by Durin, and forged either by him or Aule. The belt is usable only by dwarves of the royal family, but is so well known that any dwarf will recognize it instantly. The item has the following powers:

The strength and presence of the dwarven wearer immediately become 102; The wearer receives the strength of stone seven times per day. The duration of each time is forty-nine ten second rounds. This enables him to multiply the concussion hits against enemies of the dwarves by seven; The belt confers a mere 100 strength upon humans.

Durkarian is aware of the Dwarvish origins of the belt, but he is very satisfied with the power it gives and assumes that he is using the item to its capacity.

The general carries two other additional magic items: + 10 war mattock; and + 15 full plate (for ceremonies) or breast plate.

General Durax (lvl 21)

Durax is a descendant of the black Numenoreans. Like Durkarian, he guards the Borders of Rhudaur. Durax is responsible for protecting supply trains from Rhudaur to Angmar, and for organizing raids into southern Eriador. Item: + 15 Broadsword.

General Cykur (lvl 24)

Cykur is a black Numenorean from Umbar. He is an old friend and companion of Dancu, and a staunch supporter of the general's cause. In their youth they were ship captains and pirates serving Umbar together.

Cykur is in charge of coordinating the frontier defenses of Angmar in the large no man's land between Angmar and Arthedain. He organizes raids, questions prisoners, receives reconnaissance reports and regularly tours the outposts. Cykur is usually stationed in Carn Dûm with the remainder of his men who are not assigned to the frontier. He has 100 cavalry under his command.

General Khursh (lvl 20)

Khursh is the strangest of the generals; he is a black skinned Variag from the distant land of Khand. This general is also a member of a Sauronic Cult dedicated to the service of the Dark Lord.

Khursh is stationed in Carn Dûm. He is in charge of organizing the defenses of that huge fortress, when he is not overruled by Dancu. The remainder of the cavalry is under his command. Item: an ancient + 10% evil broadsword, sacred to the Sauronic cult. Imbedded with a permanent poison of tenth level; the victim must save versus instantaneous death.

In addition to their personal items, the generals have access to the best equipment that the armies of Angmar possess. They will usually be carrying a wide variety of healing herbs and/or poisons. Like Dancu, they are free to use + 10 equipment, weapons, and armor of their choice. Each general has a personal bodyguard of ten to fifteen men, who have access to the same equipment as the generals.

6.233 The Hoerk A hoerk is an elite unit of fighting men. Its function varies; it may act as a ruler's bodyguard, or form the core of a crack regiment in an army. It may even be a mercenary unit that hires itself out to the highest bidder. The members of the Witch King's hoerk were all hand picked by Dancu. There are 60 men over tenth level and 6 black trolls. Should the Witch King ever take the field of battle, this unit would act as his bodyguard. At this time they are currently stationed in Carn Dûm. If the fortress is attacked, the hoerk would act as the final defense of the keep that protects the mountain's interior. In times of relative peace, the warriors spend their days sharpening their combat skills and other abilities. The hoerk has access to the same fine equipment that the generals do, and to the items in the special storerooms of Carn Dûm (see description of Carn Dûm, Section 7.1).

Harband (lvl 20), second in command of the hoerk

Harband is a man of Rhudaur. He is an excellent tactician, and a cool, level-headed commander. Harband rarely loses his self control in the heat of battle. Quick thinking and objective, he will sacrifice men if necessary.

The Black Trolls

The best warriors of the hoerk are six olag-hai, or black trolls. These creatures were bred in the pits of Carn Dûm, with the aid of Sauron's power. They are immune to the effects of sunlight as a result of the powerful spells that went into their making. These trolls are smarter, larger, and fiercer than their compatriots. Fortunately, there are only fifty olag-hai in all of Angmar. They are over 12 feet high, and due to their unusual size and strength prefer to wield a two handed weapon in each hand. See section 8.73 for their stats.



6.234 Special Units

The Crossbowmen - This unit of 550 men is permanently attached to the fortress of Carn Dûm. These men are used to man the crossbow slits in the walls of the castle with either light or heavy crossbows. The men of this unit range between second and fifth levels, with an add of +50 to +80.

Trackers (evil rangers) - This is a 200 man elite unit, containing men who are eighth level and above.

These men are skilled at a variety of tasks. They rarely work together as a large unit, but are sent out upon individual tasks or in small groups as needed. The rangers are trained to handle wolves and work closely with these animals. Each ranger has a wolf that is considered his. Together, they have a 98% chance of finding recent tracks. Note that there are other trackers in the Witch King's army, this is simply the hand picked elite. All of the rangers can throw a "hues" spell. They have the identical special equipment available to them as the hoerk.

Sarkan, commander of the trackers (lvl 15)

A man from Rhûn, Sarkan has adapted to his new homeland. He is completely evil and devoted to the service of the Witch King.

Harlluinar, second in command of the trackers (lvl 15)

Harlluinar is as efficient a second in command as any commander could wish for. He is fanatically dedicated to the eradication of the Dunedain of Arnor. Because of their dedication, there is no rivalry between the two commanders.

Additional members of the unit

Carmil, lvl 8 - A new recruit to the unit who was promoted on the basis of his past performance. Carmil is grim, extraordinarily intelligent and self disciplined. He is a man from Rhudaur who is interested in acquiring a fortune and returning to his ancestral lands a wealthy man. He already has a small fortune put aside. Carmil is not truly evil, but misguided by his hatred of the Dunedain.

Farrenar, lvl 12 - This man is the "assassin" of the unit. He is a specialist in infiltration and poisons. He favors a garrote.

6.235 Weapons of the Armies of Angmar The armies of Angmar are not confined to a single hand held weapon or a single bow weapon. As a reflection of the diverse origins of some of the soldiers, the men with previous experience often use the weapon of their homeland. Preferences among the foot soldiers range from broadsword and long sword to weapons such as a warhammer or mace. Slings, whips, boomerangs and bolas are impractical in military engagements, as are two handed swords. Arms that have more than a normal chance of injuring a fellow soldier in battle are strictly vetoed by commanding officers. Sometimes a warrior will bring a weapon from home, but most may choose from the following one-handed weapons: mace, war hammer, longsword, broadsword, shortsword or scimitar. The choice of missile weapons is limited to a composite bow or a longbow; crossbows are reserved for special units. All soldiers of Angmar must train in the use of a shield, a one handed weapon, and a bow weapon. All foot soldiers are issued normal shields as part of their equipment, but if they have brought or can find better, they are encouraged to use them. Every shield is emblazoned with the insignia of Angmar: a red fortress on a black background. Soldiers can train in any weapon they find on a battlefield, and use it in combat upon the approval of their commanding ashâktur. The guidelines above apply to the foot soldiers of Angmar. The guidelines vary for the special units, the high ranking officers and the cavalry.

Members of the special units, and high ranking officers may use any weapon of their choice, provided it is practically available. The cavalry, which contains many members of the nobility and very experienced warriors has a broader range of weapons at its disposal. These fighters can all use a mounted lance from horseback, and at least one one-handed weapon at full efficiency from horseback. They are all trained in horsebow (a short-bow) and a variety of other weapons that they can use on foot or mounted. These men can generally choose these extra weapons, and are not limited to the selection available to the foot soldiers. They also carry the shield of their choice.

The armor of the soldiers varies dramatically. An ordinary foot soldier normally wears a leather coat. His captain and ashâktur may be wearing either chainmail or perhaps a breast plate, depending on their preference. Members of the cavalry prefer chain mail or full plate, depending upon what they brought from their homeland.

6.236 Food of the Armies of Angmar Food for the troops is one of the greatest problems facing the Witch King. The low plateau is too barren and cold to permit extensive farming. The rations of the army are primarily dried foods that come from Rhudaur and the East. There are smoked meats, dried beans, dried fruits, dried peas, and corn from the East. Wheat, barley, rye and oats are brought from Rhudaur along with additional smoked meat. This dull fare makes good food one of the most effective bribes that one can offer a soldier of Angmar.



7.0 PLACES OF NOTE

7.1 CARN DÛM

Long before the Witch King came to Angmar, the dwarves had many flourishing mines in the region. The halls were secure and prosperous, and the dwarves at first remained untroubled by the evil things that began to multiply. It was not long, however, before Durin's Folk felt the first assaults of Angmar. The dwarves fled south, seeking the safety of their mines in the Weather Hills. It was they who gave the fortress of the Witch King its name: Carn Dûm they called it, or red stronghold (see map #3 at 4).

The name is a rarity among the place names of western Middle-earth. It is apparently a combination of dwarvish and Elvish words. 'Carn' is red in the tongue of the Noldor, and Dûm' is hall or fortress in the language of the dwarves. The dwarven refugees brought the word to men of a great stronghold of dull red stone in the North. Soon all of Eriador knew the horror that came from this northern fortress.

When the Witch King first came to the North and when Carn Dûm was first built is uncertain; the records of Angmar and Sauron are unavailable for scrutiny. The Wise place the date at 1300 T.A. In the years that followed, orcs and men built one of the greatest fortresses of Middle-earth.

Carn Dûm is two strongholds; one that sits upon the base and shoulders of a huge mountain, and another that is delved into the mountain. The outer stronghold is carefully and cunningly constructed. Architects have used the mountain to the advantage of the defender, and several walls stand in the path of an attacking army.

The outermost wall comes down from the shoulders of the mountain to some distance from its base. The wall is low, being only fifty feet high. The wall is twelve feet thick, and is pierced with passages. Crossbow lights are placed at intervals of thirty to sixty feet. A series of internal portculli enable the defenders to seal off sections of the interior. The outside of the wall is protected by a series of passages and a complex gate.

The bailey within contains barracks, officers quarters, storerooms, stables, kitchens, and any other military buildings that might be associated with an army. It is more like a city than a fortress. The greater part of the human army stationed in Carn Dûm is quartered in this section. The soldiers are housed in simple, two-story wooden barracks with fifty men to each building.

The second wall rests on the shoulder of the mountain. It is only slightly higher than the previous wall, but the mountainous terrain greatly increases the actual elevation of this barrier. The thickness and interior of this wall is identical to the previous one. The gate to the second bailey is approached by a fortified defile cut into the side of the mountain.

The second bailey is an area that has been cut into the side of the mountain. This is also the administrative center of the exterior of the fortress, and the buildings are fewer and larger. Generals and their bodyguards are housed here in comfortable and roomy quarters. The rangers and crossbowmen also have their barracks in this bailey. In addition, here are some large warehouses containing high quality weapons, food and supplies.

Another wall guards the base of the cliff at the end of the second bailey. This wall is shorter in length, but otherwise identical to the others. Its purpose is twofold: (1) to keep attackers from scaling the mountain face, and (2) to defend the tunnel that leads to the top of the cliff. This passage can be sealed with portculli if the need arises.

The tunnel is also the approach to the final wall and donjon. The wall of the innermost bailey is seventy-five feet high and twenty foot thick. It is also pierced with passages and crossbow slits (where feasible) at twenty-five foot intervals. The bailey is small and contains the quarters of the hoerk and their master Dancu. These buildings are easily accessible and luxurious. The hoerk eats, sleeps and trains in this bailey. The donjon, on contrast, stands in a cleft in the mountain, behind a chasm that is just over ten feet wide. Two fortified towers protect the cleft. The entrance to the donjon is on the second story, making access difficult for an attacker. It is through this donjon that men enter the mountain fortress of the Witch King of Angmar.

7.11 THE EXTERIOR DEFENSE OF CARN DÛM

A guard is mounted upon the walls of Carn Dûm. Three men stand upon each tower of the outer wall, and groups of five men patrol the entire length of the wall. Excluding the men on the towers, between 50 and 70 men are patrolling the outer wall at any one time. 10 to 12 PATROLS

There are three men on each tower of the second and third walls, and 25 and 15 men patrol them respectively. The guard on the innermost wall of the stronghold is the strictest. Four men watch from each tower, and twenty patrol the wall. In addition, three members of the hoerk are stationed upon the ramparts at all times. A guard of twelve men is mounted at each gate of the fortress.

There are also regular patrols on the exterior and interior of Carn Dûm. Men watch the country by day, orcs by night.

Day:

5 to 8 patrols out at any one time;

10 to 20 men accompanied by 23 large dogs or wolves which sniff the area most diligently.

Night:

5 to 8 patrols;

15 to 30 orcs accompanied by three wolves;

The length of a patrol is 3.5 hours, the guard on the wall is changed every four hours.

In addition to the patrols of the surrounding countryside, Dancu has ordered patrols inside the first and second baileys at night. These patrols are all human. Within the first bailey, their composition is identical to the exterior daylight patrol. The second bailey, however, has only two patrols.

7.111 Troop Deployment The soldiers of Carn Dûm are deployed in various towers in small numbers. These can be moved to crossbow slits or the top of the walls on short notice. Those off duty, or not stationed on the walls, spend their time in a manner suitable to soldiers. The special unit of crossbowmen is deployed along the second, third, and fourth walls. They remain in towers until required.

7.112 The Administration of the Exterior of Carn Dûm The Witch King has little to do with the daily affairs of his fortress; he has greater concerns. Dancu is also otherwise occupied. He is in charge of the defense of the fortress, but does not meddle in minor matters. Any prisoners, of course, are of direct concern to him and the Witch King; but these two lords are rarely seen on the exterior of the mountain.

Although the generals have the ultimate authority over the men they command, the ashâktur and their staffs handle most of the routine administration. An ashâktur will decide, for example, which units will be sent out upon patrol — if his general has ordered him to organize patrols. Each captain makes a daily report to his ashâktur, and the latter meet daily with their generals. Regular meetings ensure communication between ashâktur and an efficient administration of the fortress.

Life in Carn Dûm is carefully regulated; commanders have an excellent overview of the situation in the fortress. Soldiers spend their days in carefully allotted periods. All incoming and outgoing movements and supplies are carefully regulated; as little is left to chance as possible.

7.12 THE INTERIOR OF CARN DÛM

The interior of the Witch King's fortress can be divided into an upper and lower section. The lower halls are the residence of the orkish army. This is a warren of tunnels, halls, guard rooms, messes, and storerooms. The noteworthy feature of the lower section is a single tunnel leading to an eastern exit from the mountain.

The orcs are overseen by commanders, and spend their time in various disagreeable pursuits. They sleep in large halls dignified with the name of barracks, and eat in communal dining halls. When not out raiding or patrolling, they enjoy making weapons, fighting, digging new tunnels, and torture. The orcs are territorial and suspicious, and have stationed guards at key locations and at intervals in the corridors.

The upper section of the mountain is the center of Carn Dûm. Its first level (Level 1) is simple, and oriented entirely towards the defense of the upper levels. It consists of a long hall that can be barred with three steel portculli. A passage is wrapped around the hall enabling defenders to fire through crossbow slits into the tunnel. There is a door at the end of the hallway leading to a set of stairs that go up and down.

The next level up (Level 2) contains the sleeping and living quarters of the best craftsmen in Carn Dûm. The rooms are simple, but each worker has his own. There is a large dining hall and limited bathing facilities on this level.

The stairs to the next level (Level 3) lead to a vital area of the mountain fortress. The majority of the army's supplies are stored here. Food, weapons, armor, leather, cloth, steel, and hundreds of other things are contained in the numerous storerooms. These are adjacent to the workshops where the finer craftsmen work. All non-magical, high quality craft activity takes place here; workers produce the equipment for the elite units of Angmar. Consequently, this level is well sealed and guarded to prevent petty pilfering; the workmen are searched twice daily.

This level is also the administrative center for supply distribution and whatever minor problems might occur. Dozens of clerks note what goes in and out of storerooms. Others supervise the craftsmen and food distribution and many other small details.

The access to the next level (Level 4) is barred by heavy iron doors and steel portculli. Only members of the hoerk, the generals, and certain other select citizens of Angmar are permitted to ascend the twisting stairs. The evil magic of Carn Dûm and Angmar is centered upon this level. It is here where the Witch King's small force of spell users lives and works. There are twenty-seven such conjurers of varying levels:

6 Astrologers;

3 Alchemists;

3 Mages;

6 Clerics;

3 Sorcerers;

6 Lay healers; (See Sec. 8.7 for specific data.)

The activities of these people are confined to this level. There is a huge library, magical forges, breeding pits, and whatever else they might require.

Each spell user has a luxurious suite at his disposal. Every suite contains a bedroom, sitting room and a bath. There are servants aplenty to care for the spell users.

The enchanters are free to use most of the treasures upon this level. Any gold, jewels, or gems they require can be found here. Dragon hoards pale in comparison to the splendor of the Witch King's wealth. There are ancient coins and jewels from Numenor, as well as recent currencies from Gondor, Arthedain, and wonders, weapons, armors, shields, and other delights.

The spell users live under the shadow of the Witch King, who resides in the level above (Level 5). He lives here as much as a Nazgûl can reside in any one place. The Witch King will usually be in the throne room or council chamber. His throne is a powerful focus, and enables him to communicate with Sauron.

This is also the level where the Witch King keeps his important captives in a small, dismal prison. There are two other important features on this level: (1) a tunnel that leads to an eastern exit from the mountain, and (2) a set of stairs leading to the top of the mountain.

Defenses of the Upper Interior Section

There are between 4-6 guards on duty at the entrance and exit of each of the first three levels. The supply level also has a liberal sprinkling of guards during the day. Both entrances to this level will be barred at night and six guards are posted at each.

The magicians' level is more heavily guarded: four tenth level guards stand at each entrance. In addition, there are at least 15 eighth to tenth level guards on duty there; lesser black trolls are among these.

Six fifteenth level guards protect the stairs that lead to the top of the mountain. Seven black trolls can be found as guards on the Witch King's level. If there is a council in session, each general will have three to seven members of his personal body guard present. The Witch King of Angmar can detect the presence of strangers on this level within a radius of seventy-five feet.

STOREROOMS ON THE WORKSHOP LEVEL

These storerooms contain high quality raw materials for the craftsmen to work with. Excellent steel, iron, copper, bronze, and tin, are present in large quantities. The finest leather, cloth, and tools are also present in abundance. These materials become weapons and equipment for the elite of the army. Special storerooms contain the results of the craftsmen's labor.

Storerooms 1-10, General equipment:

Storeroom 1:

Fine, very strong, rope

Pitons, hammers, pulleys, crampons, and other small equipment of the highest quality.

Storeroom 2, Cavalry equipment:

Bridles, saddles, bits, barding, halters, saddlebags etc.

Storerooms 3 and 4, Leather Armor and leather accoutrements:

+10 Leather Armor of any type. About 50-100 suits.

Leather gloves, belts, tunics, wristguards etc.

Storerooms 5, 6, and 7, Clothing and Miscellaneous:

Storerooms 9 and 10:

Parts of larger siege weapons that can be quickly assembled.

Siege weapon ammunition

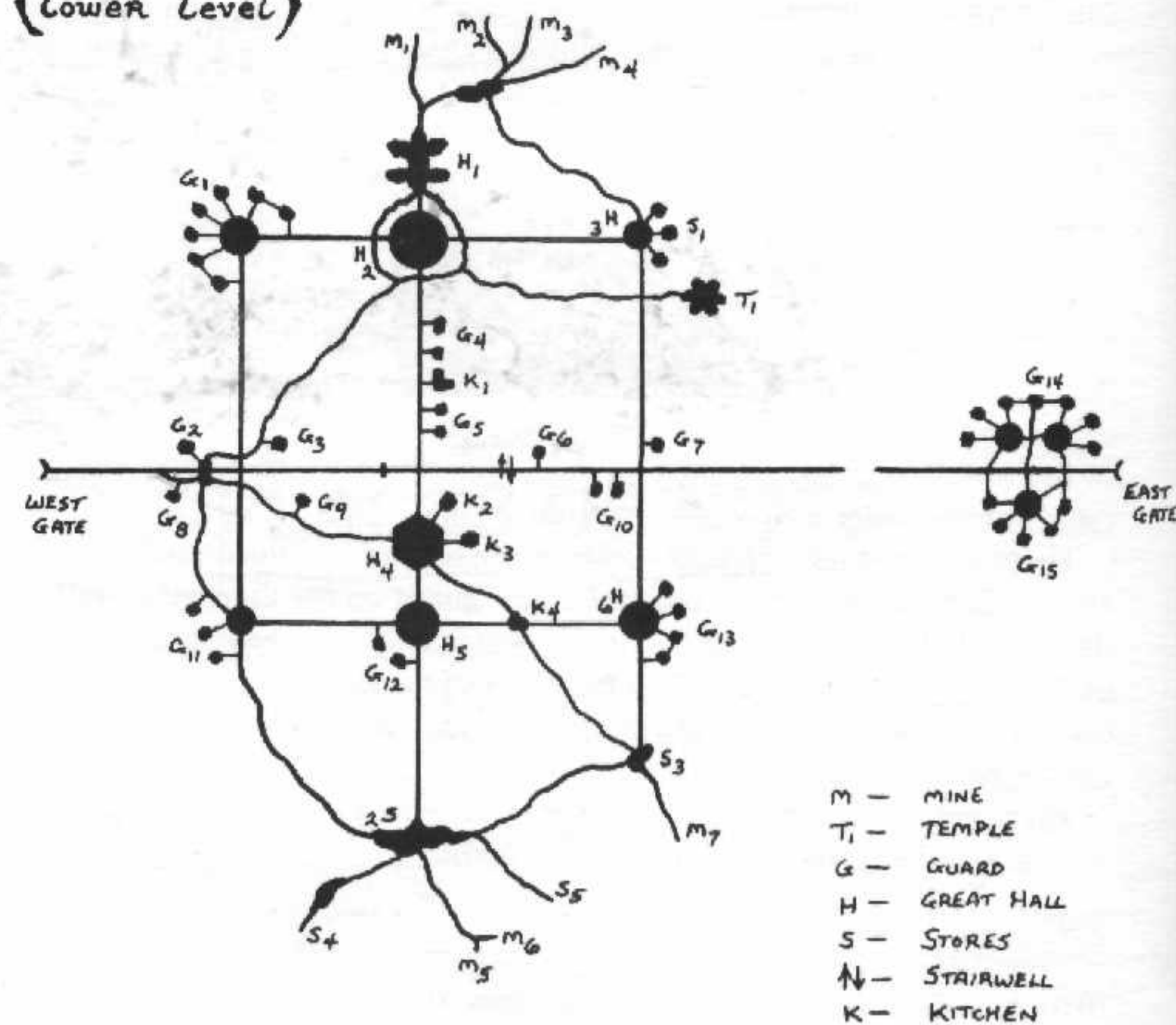
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Storerooms 11-24, Weapons and Armor:

These rooms are filled with +10 weapons and metal armor of any type. Rooms twenty-three and twenty-four are devoted to the weapons and equipment of the generals and the hoerk. All of the weapons and armor in the rooms are made to fit members of the hoerk or a specific general.

Carn Dum

(Lower Level)



THE TREASURIES OF ANGMAR

Most of these are filled to overflowing with gold, gems, jewelry and silver. Three are particularly noteworthy however.

Room 3, Magical raw materials:

rune paper

mithril

Enchanted metal, wood, and cloth

Room 6, Magical Equipment:

Amulets containing the following spells three times per day:

Text Analysis

Detect Essence

Golden headbands set with black gems that allow the user to store three spells of any level daily.

Several wands of Sleep V, Charm Kind, Sound/Light Mirage, projected Light, Shock Bolt, Healing 1-10, Guess, Dreams and Starpaths.

3 rods:

Wall of Fire

Phantasm

Stun Cloud

1 Staff of Lightning Bolts

Forging tools that reduce forging time by 10%

Fine, high quality rope in 100' lengths imbedded with the spell enchanted rope three times per day. The user can cause the rope to move up to its length in any direction and tie itself in knots. (It cannot attack or tie up a living being).

A ring of invisibility

First through seventh level runes containing spells from the lists of the various spell users.

The amount of equipment in this room is variable; the spell-users, the generals, the hoerk, or the rangers, may be using any of it at any time. If there is warning of an attack, anything that can be used in the defense of the fortress will be removed from storage and turned upon the attackers.

Storeroom 9, Special treasures:

Certain guidelines should be applied to the treasury.

Any weapons, armor, and shields found in the treasury will be either +5, +10, +15, or more rarely +20, either magic or non-magic. On a roll of 95-00 the item is +10 mithril. Anything over 00 is +20 mithril. A roll over 200 denotes an extraordinary artifact has been discovered. There are a few of these in the hoard. They are as follows:

The belt of Queen Beruthial: An item from Numenor. A belt of mithril, (ithildim), rubies, emeralds, and diamonds. This belt is very magical, and very ancient. Its origins are unknown. It has the following powers.

It allows the bearer to see in the night as if it were full day.

It makes the bearer unseen, but not invisible in the darkness.

It allows the wearer to speak the language of cats.

In addition, the wearer can form an empathic connection with nine cats of his choice, and they can communicate over long distances.

Usable only by the pure of heart.

The axe of Durin: +35 dwarven axe, throw and return. Detects balrogs, dragons, orcs, Sauron, undead, and Morgoth at 7 miles. Controls the stone of any dwarven citadel, mine or city. Usable only by dwarves of the royal family. Indecipherable to the evil powers of Angmar.

This axe was forged in the eldar days after the coming of Morgoth and the discovery of dragons. It is one of Durin's seven weapons and almost sacred to the dwarves. It is said to have been made by Durin himself or be a gift from Aule. It is worthless to a non-dwarf, having the appearance of an ordinary, rather uninspired iron axe. It is shielded against magic detection spells, and will appear as ordinary to all except dwarven eyes.

Sil-Maegil: +30 spear with an ebony shaft and mithril point, forged by Celebrimor. Spear of Slaying servants of Sauron. +45 against Nazgûl. Usable only by elves.

Ar-sil: Ancient sword from either the eldar days or from Numenor. +30 Sword — burns cold — delivers a cold critical if the bearer gets a normal critical i.e., if it gets a normal B, then it does a cold B critical. Detects orcs, goblins, and all creatures of Sauron and Morgoth. Burns with blue light.

Also on this level are the quarters of the spell users which are spacious and luxurious. Each suite contains a bath, sitting room and dining room. There is a kitchen on this level stocked with the finest dainties and manned by the best cooks. The servants are quartered with the craftsmen on the lower levels.

NOTES ON LAYOUTS IN ANGMAR: KEY TO USE

1) Traps (P, SP, S, C, C2)

a) **Pit Traps**, like most devices created by the Witch King's engineers, are standardized. They are uniformly 24 feet deep and filled with 3 feet of water. The walls have protruding stone "nobs" which act to impact upon falling victims (50% chance of immediate unconsciousness). Regardless of the nobs, the victim will take 10-20 hits in the fall, plus any appropriate critical damage (e.g. from medium fall +24 results). Should the victim be knocked out, there is a 90% chance he/she will drown in 4-10 minutes. Set off by 50 pounds direct pressure. Can be locked.

b) **Spiked pit traps** have no water in them, but have steel or iron spikes of 2-4 feet in length at the bottom. The pit is 24 feet deep and has sides edged with 9 inch blade-like metal pieces. Since the metal is rusty, there is a chance of infection should a wound result (roll vs. Con). The side blades cut as swords (0-9 attacks, +75); treat the bottom spikes as mounted lance attacks (+75), with 1-10 attacks. Also add the result of the 24 foot fall. Set off by 75 pounds direct pressure. Can be locked.

c) **Ceiling traps** drop 6000 pounds of stone on a 10 foot by 10 foot area, yielding a crush attack (50% huge, 25% large, 10% medium, 10% small, 5% 1-10 hits); the attack add is +75. Ceiling traps are set off by (1) manual operation of a wall lever by a guard or other cruel foe, or (2) by one pulling on the nearby gilded torch holders or statuettes. Type #2 ceiling traps also drop stones on impact points down the hall and around the corner, frustrating age-old exploratory precautions (they are denoted as C2 with impact points as I2).

d) **Flame traps** can also be manually set off by pulling master levers. A key is necessary to use the levers, but the guard captains each have one. The flames are also released when a victim probes the flame holes and touches the "stay" (chance of avoiding stay: 20%, or hard -50 if prober aware of device), a metal mesh. The result of a flame attack is 1-10 flame bolt (+50) jets. Pits open on either side of the 10 foot by 10 foot fire area (see standard 10 foot by 10 foot pit traps).

e) **Spike traps** operate the same as flame traps, but use overlapping spikes which spring out from the wall. Result is 1-10 mounted lance-like impaling attacks (+75). These spikes are coated with *jegga*, a pasty black poison made from bat venom. Since it is rather stale, the victim must roll versus a 10th level poison result; should he/she resist, no damage; failure means 1-100 hits, plus a chance of infection.

2) Guard rooms (G)

The guard rooms have 3 guards on station. Carn Dum's guards are orcs; other sites use men from Rhudaur (Dunlendings who enjoy rough living). Main guard rooms (denoted "MG") have 3 guard captains. Straw beds and stone "chests" (fixed to the floor) are present in all such rooms, as are refuse pits which double as latrines. Water is brought in using wood buckets.

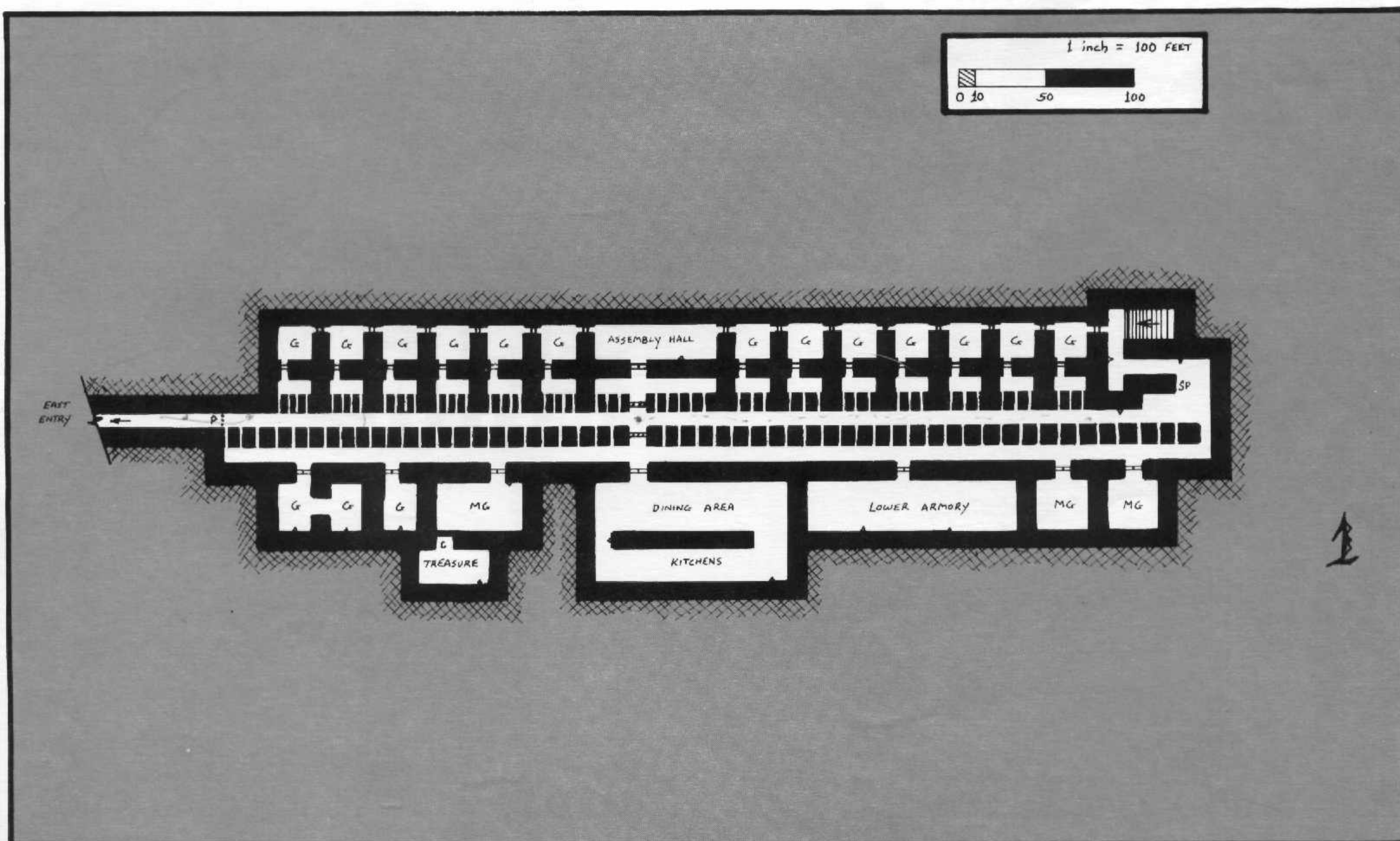
3) Doors, gates, portculli

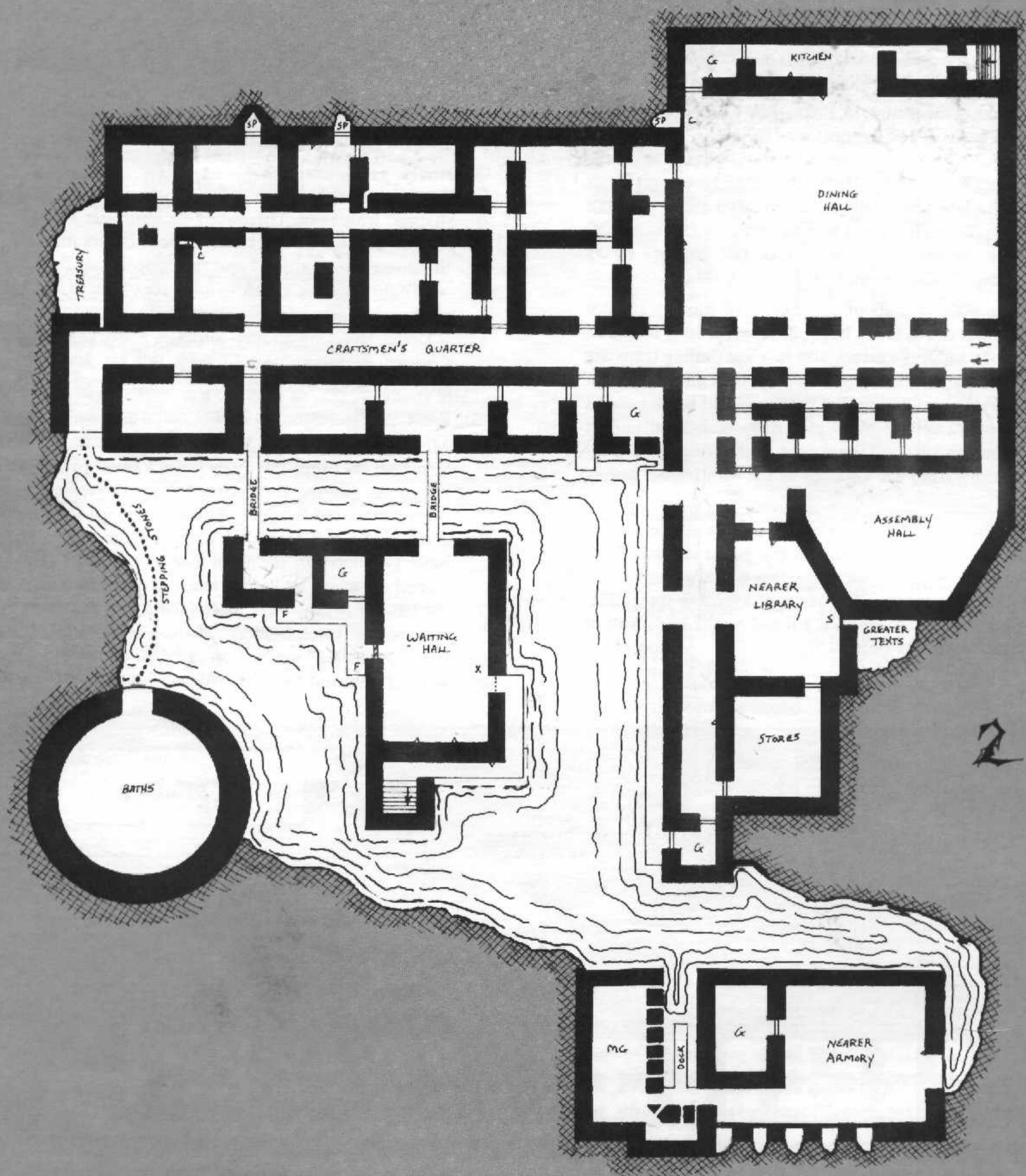
Pretty standard. These can be locked by one of a series of "wing-shaped" iron keys. The use of an improper key will be troublesome, for the key will be stuck in the lock. Doors marked "E" have copper "lightning connections," and the copper rods in the keys will deliver a +50 lightning bolt attack to any user of the wrong key. Since these are enchanted traps, they are quite rare.

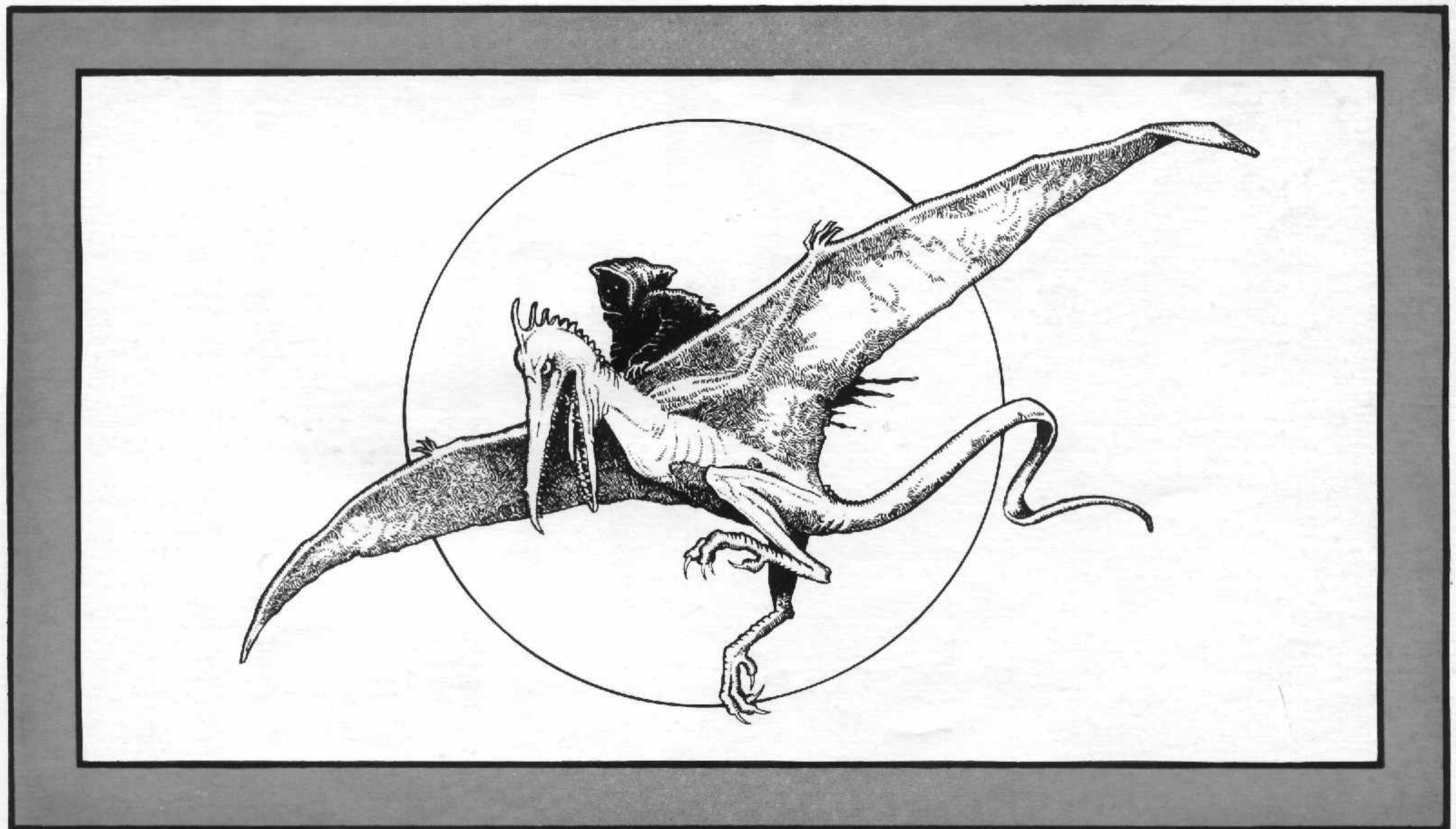
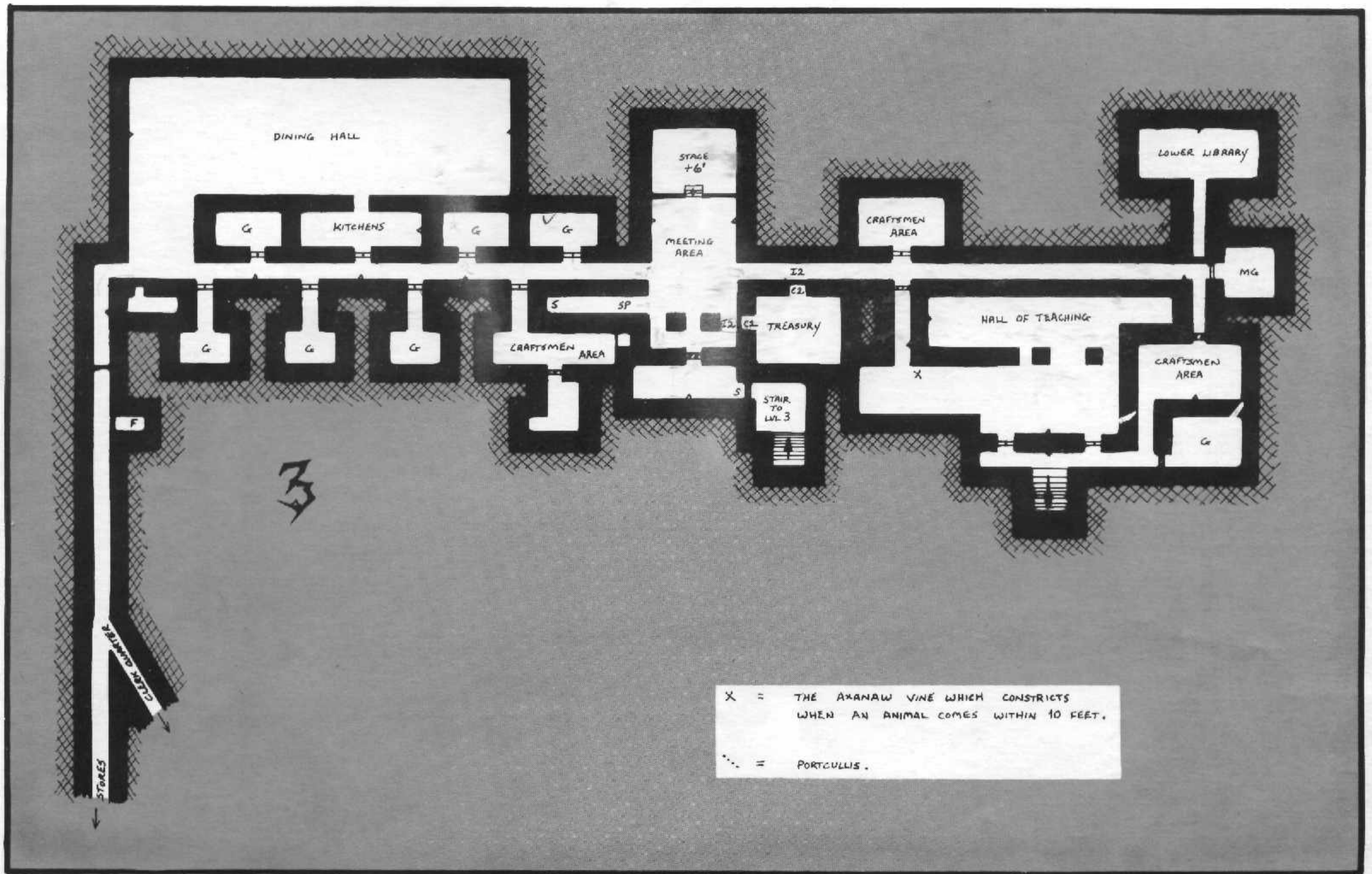
Doors open by sliding into the wall, unless otherwise specified. Portculli slide up; should they fall on an unlucky soul, use the mounted lance +50 results.

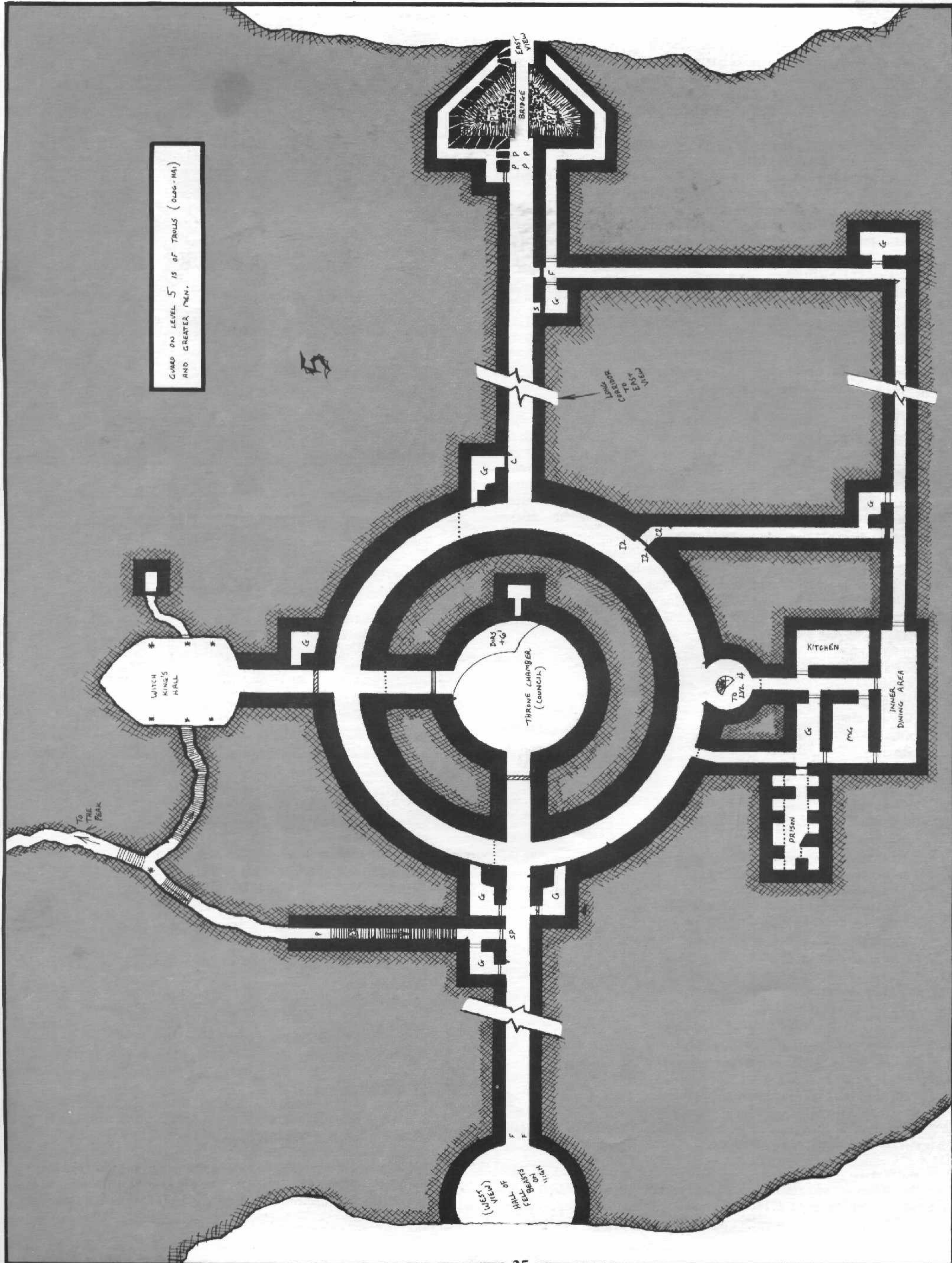
4) Basic mechanisms

Most of these can be locked or unlocked with the wing-shaped keys. All the traps have key holes known to the guard captains, but not to the guards, and the captains each retain a key suitable for the nearest trap and/or door. The key hole for flame traps is located in a crack in the wall across the passage from the wall lever. Ceiling traps have key holes in the floor beside the lever mechanism. Pit traps, spiked pit traps, and spike traps all have lock mechanisms located in the base of nearby lever mechanisms. All the levers appear as, and indeed act as, torch-holders. The sole noticeable distinguishing feature is the "polished" surface on the arm of these devices, indicating the kind of constant use not evident with the other torches.









7.2 THE BORDER REGION

7.21 THE BORDER CASTLES OF ANGMAR

The long borders of Angmar make it impossible to control all of the border villages efficiently from Carn Dûm. Three large border castles are the central authority for their surrounding territories. The fortresses are called Angsul, Morkai and Shedun. These bastions provide additional men in case of attack, supply the villages with food and other necessities, and discourage rebellion. Any extraordinary occurrences on the borders are reported to the authorities in the castle. Angsul (see map #3 at 5) and Shedun (see map #3 at 6) are commanded by an ashâktur, and Morkai (see map #3 at 7) is commanded by General Ulrac.

The fortresses effectively control the entire western border of Angmar. Shedun lies at the southernmost tip of the kingdom, and Angsul lies in the north, while Morkai lies almost at the halfway point of the border road.

7.22 CASTLE MORKAI

Castle Morkai (see Map #3 at 7) is the largest and most important of the border forts. It stands almost directly upon the road, on a high rocky hill. The dark walls and towers of the castle are visible for many miles. Morkai is the seat of general Ulrac's power. Ulrac coordinates the border defenses of Angmar from this point. The traffic on the road is very heavy here; wagon trains of supplies rumble by, soldiers and messengers can be seen entering or leaving the fortress day and night.

Morkai was clearly constructed with unlimited resources of gold, skill, and labor. It is a mass of thick ugly walls and towers. The castle is multiangular, with strong towers set at regular intervals. There are two sets of walls, forming an inner and an outer bailey. The walls and towers are pierced with longbow slits. The outer bailey has ample room for the barracks, workshops, stables, and storerooms it contains. Over eight hundred men are garrisoned in the castle, and there is room for many more. There is even a small reservoir in the outer bailey. The inner bailey contains a large barracks, and a comfortable, roomy keep.

At the moment, the castle garrison is on a peacetime footing. The enemies of Angmar are too far away to approach without warning, and reinforcements are close at hand. The eight hundred men are capable of dealing with any emergency that might occur in the interim. In wartime, the garrison will swell to over two thousand.

Garrison (See Sec. 8.7)

150 Wolfriders
200 Cavalry;
450 Footsoldiers;
Captain of the Wolfriders;
2 Cavalry captains;
4 Captains of foot soldiers.

Ashâktur;
12 Bodyguard.

General Ulrac;
50 Servants;
150 Wolves;
220 Horses.

The footsoldiers have a variety of responsibilities, from guarding the walls to patrol duties and to escorting supply trains. The wolfriders have a nightly patrol duty, and are often sent with the cavalry on raids into the enemy's territory. Off duty soldiers are sometimes given leave to visit Kuska or other nearby settlements.

Composition of the Garrison

62 third level wolfriders;
31 fourth level wolfriders;
15 fifth level wolfriders;
12 sixth level wolfriders;
12 seventh level wolfriders.

Ormat — 7th lvl captain of 150 foot soldiers.

Purth — 6th lvl captain of 100 foot soldiers.

Jeshan — 5th lvl captain of 105 foot soldiers.

Akth — 5th lvl commander of 100 foot soldiers.

Fornagath (11th lvl) - Commander of bodyguard.

Members of the bodyguard escort general Ulrac at all times. They generally carry +10 nonmagic weapons and armor.

The Wolves

The wolves of these riders are wargs, a peculiar variety of undead. Their hide is tough, being AT 4. The wargs are intelligent, and can communicate with their riders in the wargish tongue. They rarely miss the scent of an



enemy, and are incredibly fast and deadly. Their bite, though dangerous, carries no lycanthropic disease. The bodies of these wolves disappear when they are killed. When mounted, the wolves will try to ride down an opponent. Their riders are armed with spears.

NOTE: Only a specific variety of wargs is undead. Most animals labeled "wargs" are simply huge wolves (See LotR I).

Wargs' (Wolves) Statistics

Hits 100-150. Level 7-10. AT 4(-30).
Attack Modes: (a) Bite +55 to 70,
or (b) Grapple +40 to 50, then
Claw +60 to 75.
Size: 160-200 lbs.
Movement rate: very fast

Patrols

The castle sends out regular patrols; for details, see Carn Dûm, Section 7.1.

14 eighth level wolfriders;
4 ninth level wolfriders;
81 fourth level cavalry;
52 fifth level cavalry;
41 sixth level cavalry;
26 seventh level cavalry;
112 first level footsoldiers;
200 second level footsoldiers;
70 third level footsoldiers;
42 fourth level footsoldiers;
10 fifth level footsoldiers;
10 sixth level footsoldiers;
6 seventh level footsoldiers;
3 eleventh level bodyguards;
5 tenth level bodyguards;
4 ninth level bodyguards.

Personalities of the Castle

Jukath - the ashâktur (tenth level). Jukath is an aide de campe to the general. He handles the day to day affairs of the castle and sees that things run smoothly.

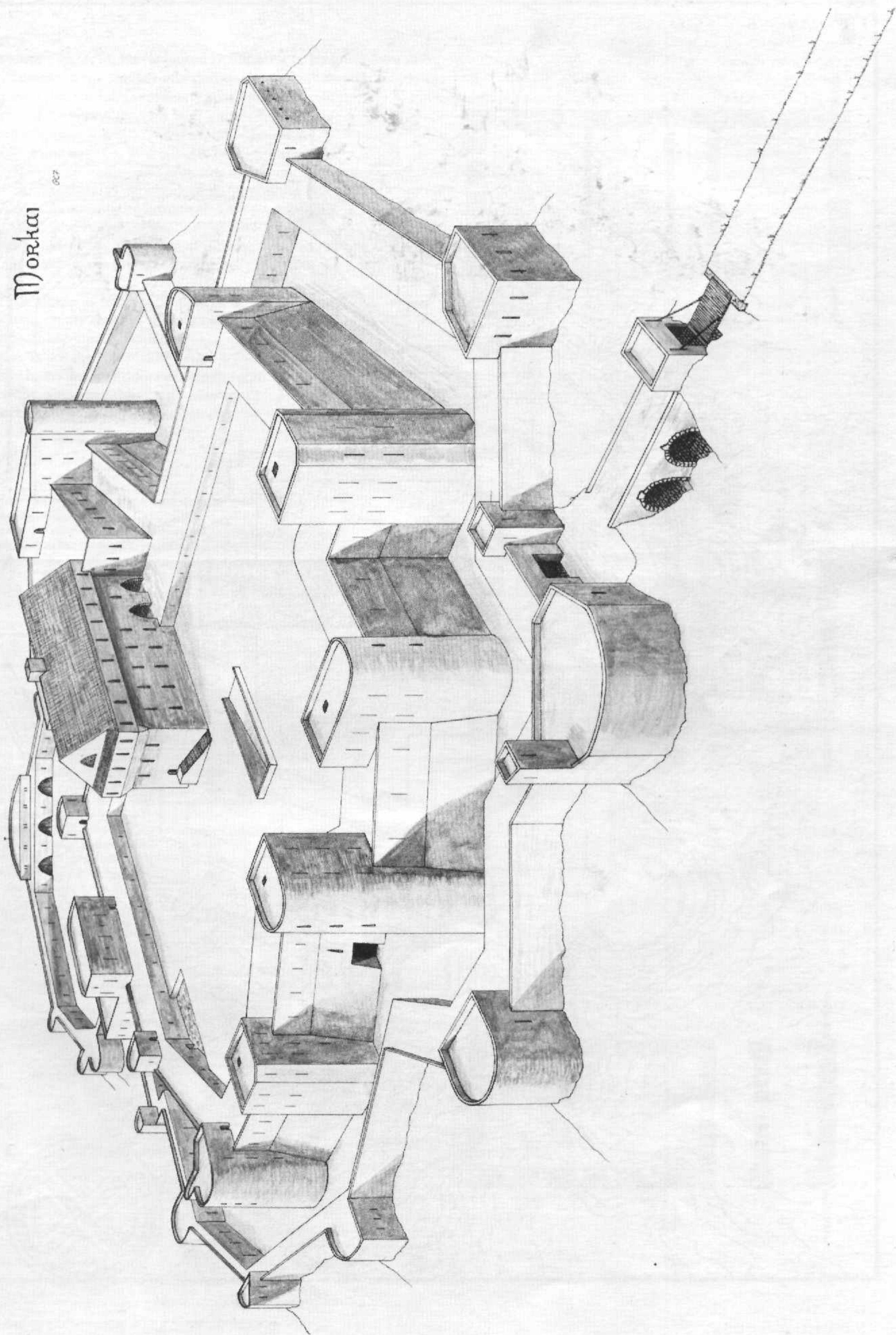
Ukandar - cavalry captain (eighth level). Ukandar is the senior cavalry captain. He is a member of the nobility of Rhudaur. Ukandar is an excellent commander, and prefers to lead his men personally into battle.

Durac - second cavalry commander (seventh level). Durac is anxious to undermine his senior captain. He is ruthless, underhanded, and cruel.

Huskash - commander of the wolfriders (ninth level). Huskash is very evil, but extremely competent. Like the rest of his troops, he can communicate with his wolf.

Morkai

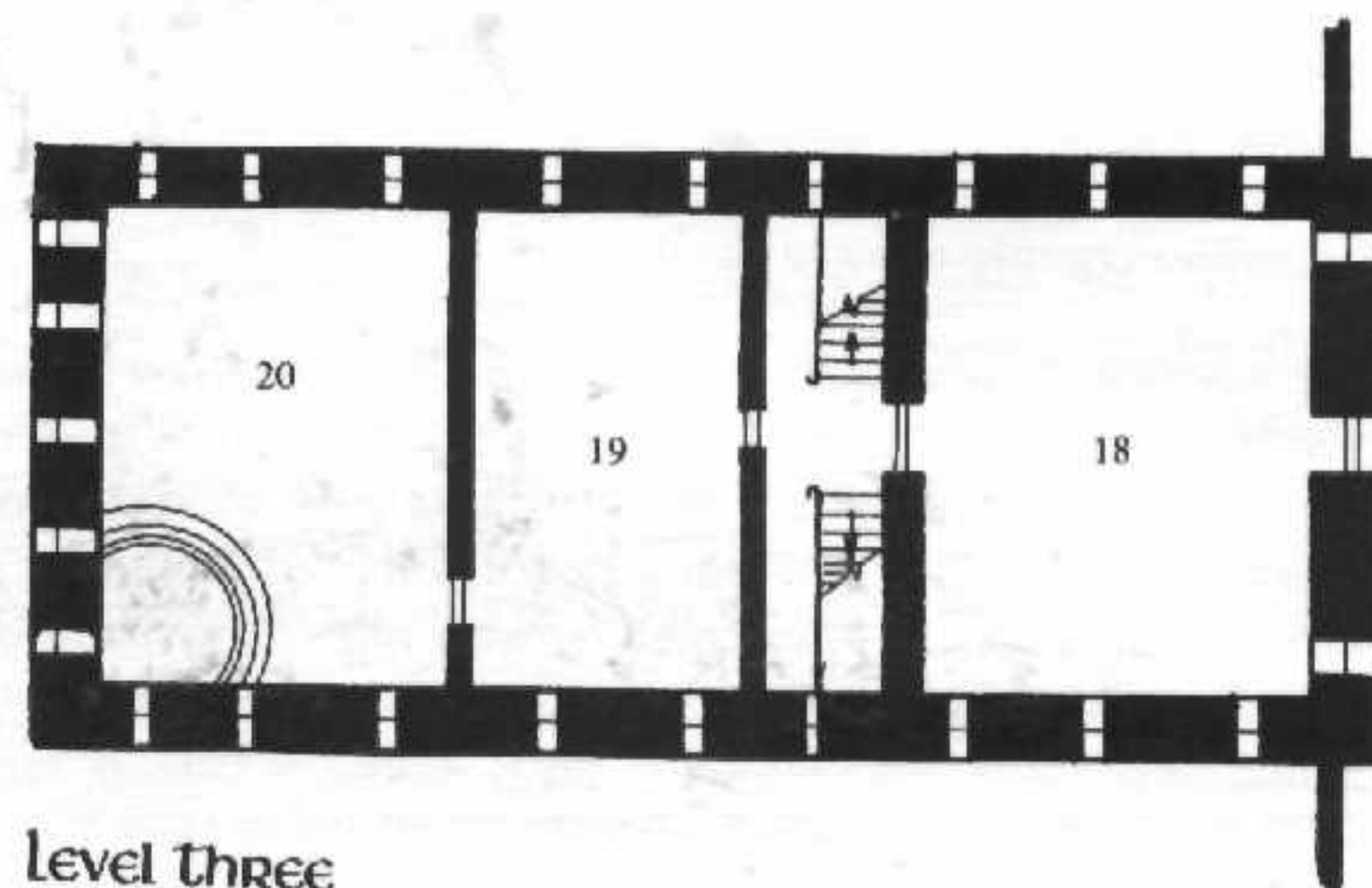
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Castle Morkai: Layout

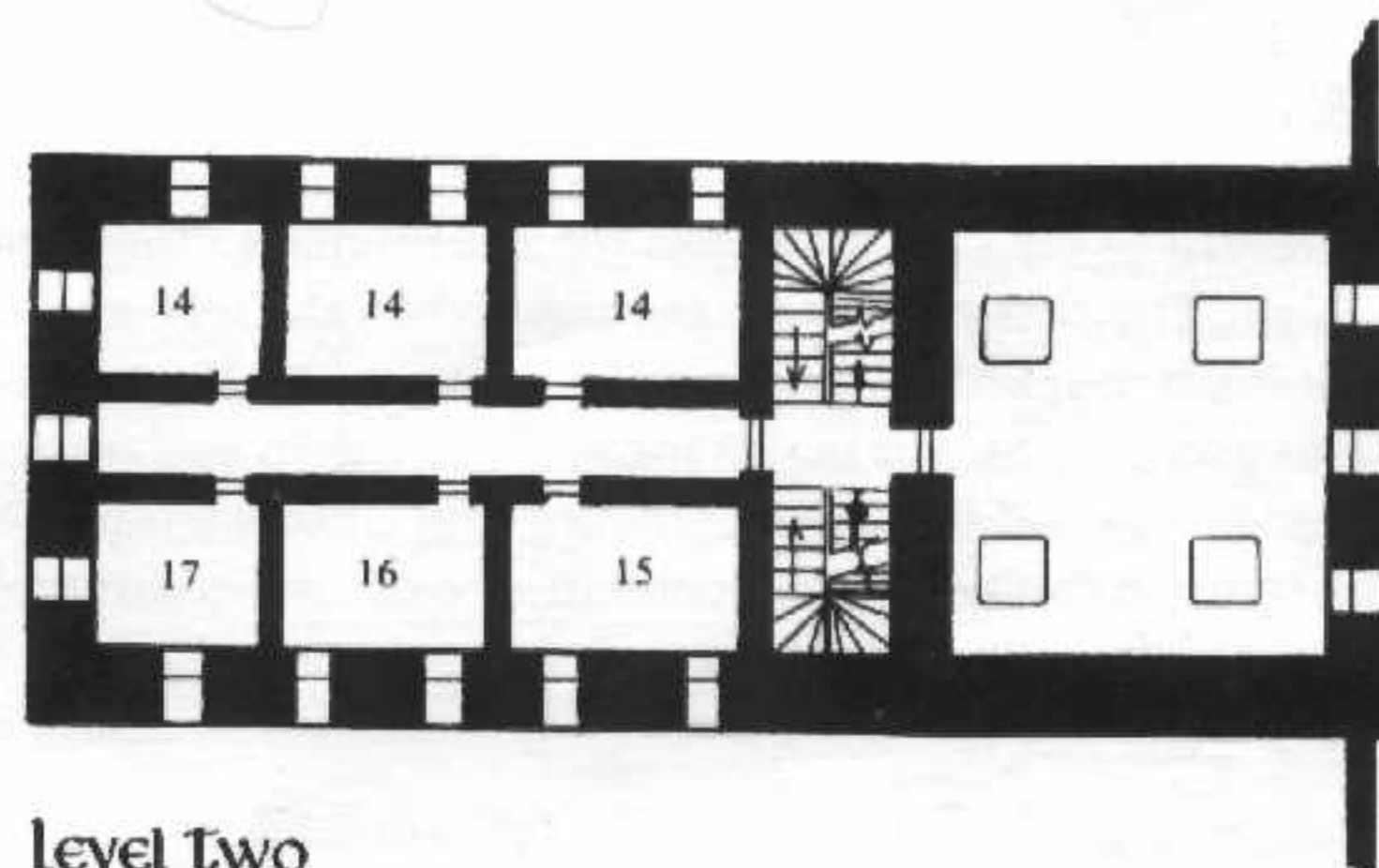
Constructed upon a granite bluff, Morkai is indeed an imposing citadel. The walls and towers are constructed of locally quarried granite, cut and set with consummate skill, such that the seams are nearly invisible. Mortar was not used; instead the blocks are bound together with iron reinforcing bars inside the rock. A tiered structure, it will be noted that the ground behind each wall is higher than that in front of it. This is due to the fact that earth is bermed up behind the outer section of the wall for greater strength and support, making battering rams useless, as they are beating upon solid stone backed by tons of earth. All towers in the lower wall have six foot thick walls, with firing slits. These towers are connected by a narrow passage in the upper rear of the walls, as well as, in the case of the towers which rise above the walls, through a door in the tower accessing into the tops of the walls.

The inner bailey of the citadel is more sophisticated in design, incorporating taller towers, and higher walls of more complex design. All of these towers contain at least two stories, with stairs allowing access to the roof. The connecting walls are three feet thick, with a passage running within the wall itself, and heavy wooden doors at each tower to seal off access from tower to corridor. These halls have arrow slits for firing upon attackers. The greater part of the garrison is housed in these towers.



Level Three

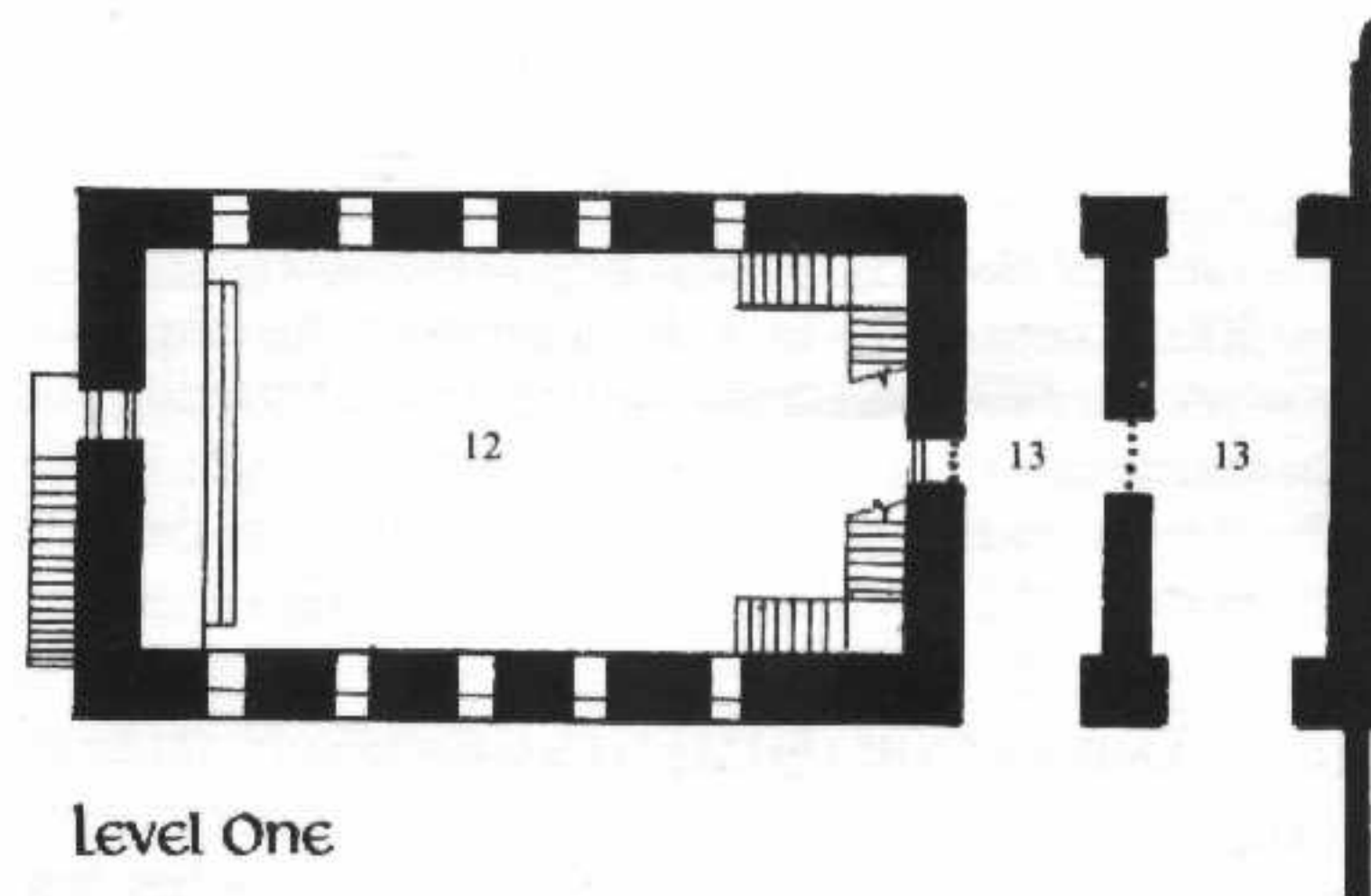
1. **Drawbridge.** The main entrance to Morkai castle, this drawbridge is controlled via a counterbalance in the small gatehouse.
2. **Entrance.** Barring the entry into the outer bailey is an iron portcullis, operated by controls in the small square tower (3). Ten feet further in is another identical portcullis. Thus visitors can be trapped between the portcullis, and fired upon via the firing slits in the walls of the ten foot long entry hall. There are also holes in the ceiling of this area, and pots of boiling oil can be poured down from above.
4. **Gate.** The only (commonly known) way into the inner bailey, this gate has a portcullis, operable from within the room just above. The gate leads to a passage, and up a ramp of smooth granite into the center of the inner bailey (5).
5. **Ramp exit.** Note the low wall around the ramp, to provide shielding for bowmen to fire upon advancing attackers. Barrels of oil are kept nearby to pour down the ramp, to effectively impede attackers from easily running up it.
6. **Reservoir.** Kept filled with fresh water, it could supply the full garrison for several weeks without replenishing.
7. **Main garrison.**
8. **Combat/Takeoff courtyard.** This area serves the dual purpose of a combat practice yard for the garrison, and as a takeoff and landing area: not only for the couriers who ride fell creatures, but for the Witch King, should he decide to visit on his hideous flying beast.
9. **Stables.** Housing three fell creatures, to be ridden by the Witch King's couriers.
10. **Postern gate.** A tiny, well protected door, with a steep winding path down from the hilltop.
11. **Inner Keep.** The most heavily fortified area in the entire castle, this would be the last stand for the garrison. There is a secret door from the bottom level of this building, leading to a winding passage which surfaces in a ravine half a mile from the castle.



Level Two

GREAT HALL

12. **Dining hall.** A huge room, with dual stairs at the far end, above a dias. This is the main feast hall, as well as General Ulrac's audience chamber.
13. **Passageways.**
14. **Guestroom.**
15. **Ukandar's quarters.**
16. **Durac's quarters.**
17. **Huskash's quarters.**
18. **Meeting room.** Slots on one wall are filled with charts and maps of the area.
19. **Ulrac's office/library.** Richly furnished.
20. **Ulrac's quarters.**



Level One

7.23 A FORTIFIED VILLAGE

Kuska (see map #3 at 8) is a village three miles away from castle Morkai. Its 389 inhabitants live in a cluster of stone houses. The entire town is protected by an irregular stone wall about twenty feet high. The settlement lies only a quarter mile away from the Angmar road, and a narrow track connects the two. Kuska is a typical village; its inhabitants are primarily Dunlendings from Rhudaur, and some men from Rhûn. One or two Estarlavë families complete the racial mixture.

There are ninety-one families living in Kuska. Most of these make their living by farming, but there are a variety of other professions present; the town has a tavern, a blacksmith, a cobbler, a carpenter, and a weaver. There is a regular village guard of full time soldiers, residents who prefer military rather than domestic duties, and there are ninety-eight able bodied men in the village; the remainder of the population consists of women, children, and old people.

Kuska is an important settlement. It is the central village of the locality and closest to castle Morkai. The fortifications of the town protect one of the approaches to castle Morkai. When the roads are passable and the weather permits, there is a monthly market in Kuska. There is a fair every autumn, and men come from the surrounding villages to buy and sell livestock and other commodities. The center of the village contains an open area where the markets and fairs are held.

Some of the more important establishments are adjacent to the market place. The inn, the blacksmith's, the carpenter, and the cobbler are located here. In addition the village council house and jail also line the market square. The large market well serves the houses who do not have their own water sources.

The architecture of the village typifies the cold climate. The houses are two stories high. The first story is a barn and stable, the second the living quarters. The main room of the house is the kitchen. The large stove takes up almost a quarter of the space in this room. The kitchen walls are covered with thick heavy rugs and lined with benches which are the family's beds. Some of the more luxurious houses contain one or two additional small rooms. These may provide extra sleeping space or act as a Sunday parlor, depending on the size of the house. These rooms can also be equipped with stoves.

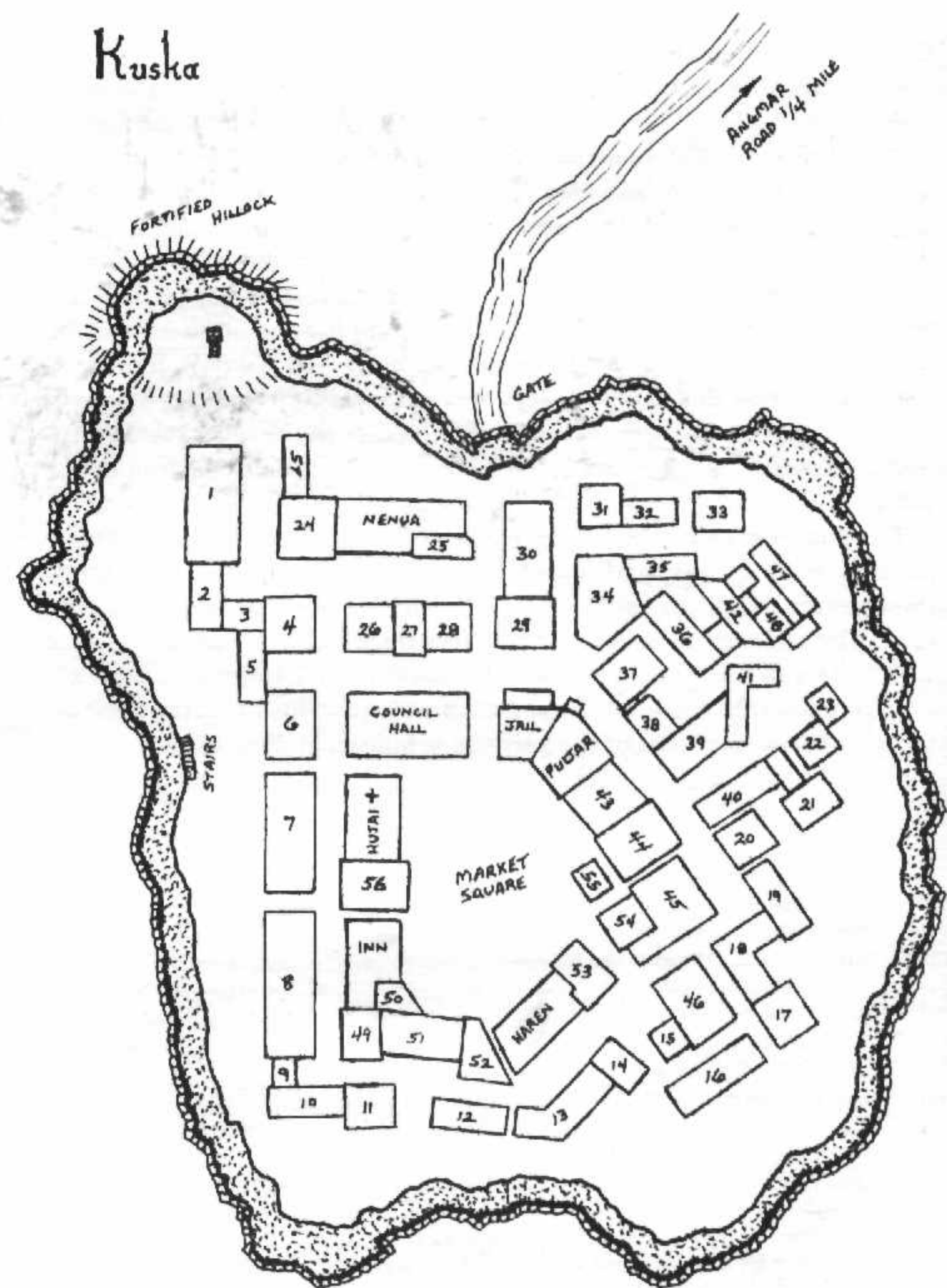
Each house has its own enclosure. This space usually includes a well, one or two outbuildings such as a workshop or a forge, or perhaps an additional barn, depending on the profession of the owner. The enclosures vary in size; those of the farmers are large, while those of the cobbler and blacksmith are small. A small part of the courtyard is protected by a fence and reserved for a kitchen garden.

The fields and pastures of the farmers are located outside of the wall. Most of the cultivated lands lie between the village and the road, or on the other side of the road. The heavy traffic along the road reduces with the appearance of wolves. All the farmers of Kuska agree that they would rather walk an extra mile along the road than have their fields in the unprotected hills. Sixty-seven families in the village till the land. Like most of the farmers of Angmar, those of Kuska emphasize cultivation rather than animal husbandry. They plant rye, barley, turnips, cabbage, and potatoes. The farmers of Kuska keep only a little more livestock than the rest of the village. Their wives keep hens and make a little extra by bartering the eggs. Puraneir is the sole shepherd of the village; he lives outside of Kuska. His small flock provides wool for the villagers. In exchange, he is given food and anything else he needs.

INSTITUTIONS AND ESTABLISHMENTS OF KUSKA

The Council Hall

This is a medium size stone building. It is filled with benches and little else. The hall is heated by two large fireplaces at each end. The council hall has many functions; the village men hold their meetings here and settle any other military, civil, and criminal problems that arise. Any important announcements are made in the hall, and the taxes are collected there every autumn.



Map #6

The Kuska Council

Every man is a member of the village council. This organization is the government of the town. The council has a headman who is elected every six years. Haren, the current leader has been in office two years. The headman and the council are responsible for carrying out any orders that come from castle Morkai, organizing regular patrols, giving aid to the soldiers of Angmar, and paying taxes. Other than that, the village is left to govern itself. Those dissatisfied with a council decision, however, have the right to appeal to General Ulrac at castle Morkai. This is very infrequent however, since the general hates being bothered by petty affairs.

The Blacksmith

Haren is also the village blacksmith and armorer. He was originally from Rhudaar, and chose to settle in Angmar after leaving the army. Haren was a soldier for ten years, reached sixth level and learned his blacksmith and armory skills while in the army. He is an excellent smith and a decent armorer who can repair weapons and armor, and forge a passable sword.

Haren is popular and well-liked. He is thirty-eight years old, and is quite young for the office, especially since he is in his second term. (Most adults live till about the age of sixty.) Haren is diplomatic and tactful and often manages to settle disputes before they come to the council.

The smith is the most prosperous man in the village. The forge is large, and well equipped. Haren does the work for one or two of the nearby villages and has two assistants to help him. His home is the largest in Kuska, containing two rooms in addition to the kitchen and more than the usual amount of livestock. Haren is married to the prettiest woman in the village (22) and has a one year old son.

The Inn

Dumfa is the owner of the Grey Moon Inn. The inn is superb by Angmar standards, but hopelessly primitive by any other. The large, warm stables are the most comfortable part of its facilities. In addition to the stables there is a large common room heated by a huge fireplace and a kitchen. The upper story of the inn contains one single room, and a large dormitory with a number of pallets which can hold up to thirty in a press.

The Grey Moon is well stocked with ale and wine because of its important location. Off duty soldiers from Castle Morkai often come to the inn to relax. The food, however, is poor, consisting primarily of porridge.

Dumfa and his wife, (both Dunlendings), are in their forties. Though businesslike, the couple is not unpleasant. They live in a house adjacent to the inn. All their time is devoted to running the inn, which has become a family business. Their two sons and their wives assist them. One or two of the younger village lads work as stable hands at the Grey Moon or do any odd jobs that are required.

The Carpenters

Hujai, and his son Cuthan are the village carpenters. Hujai is an old Estaravë who settled in Angmar. He and his wife are well into their sixties; in his youth he was a powerful warrior. Cuthan is a third level fighter, is 25 and has just completed his term of service in the army. Both of his elder brothers were killed fighting for Angmar. Hujai is waiting for his son to find a wife, so he can retire and spend his days before a warm fire.

The Weaver

Kuska has two weavers — the seventy year old Kerian, and her young assistant Nenua. Nenua is an orphan of an Estaravë family who was given to Kerian for training. Most of the weaving work is done by Nenua who will inherit Kerian's profitable position as weaver. Nenua is quiet and intelligent; she is being courted by Cuthan and Pultar.

The Cobbler

Pultar is the village cobbler and tanner. He is a newcomer to the town and originally hails from Rhûn. Pultar has only been in Kuska for a year, but his business is already successful. He is a very skillful worker and does most of the leather work in the village. The leather he produces is of good quality, and he and his assistant sometimes fill orders from Castle Morkai.

Pultar is a third level fighter. He is most equitable and kind, for a soldier of Angmar, and is looking for a wife.

The Farmers

Furish and his four sons are the most prosperous farmers in the village. They farm between 700 and 800 acres of land, and employ men from other families as farm hands. Furish wields great influence with the other farmers and with his laborers. Not only is he a good farmer, but the old man is still a doughty fifth level warrior. He is generous to his dependents and his workers are very contented with their positions. Furish is a close friend of Haren. Four of his sons have completed their military service, and the five farms are run as one in many respects.

Furish is fifty-eight years old. He has a huge family; all of his children have survived. Furish has two more sons in the army and three daughters, one of whom is Haren's wife.

Furish's sons in order of the eldest first:

Tremac 33, fourth level fighter, married, 2 children;
Furish 30, third level fighter, married, 2 children;
Varen 29, fourth level fighter, married, one child;
Surnir 26, second level fighter, married, one child;
Hulth 21, single, in the army, level unknown;
Kurlan 18, single, in the army, level unknown.

Furish and his family keep more livestock than is usual; they have a small herd of twelve cows, and a small herd of twenty pigs. The animals are pastured together, but stabled with the different families.

The Guard

There is an official village guard of twelve men who are paid out of the taxes. Their duties vary; they oversee the jail, go on daily patrols, and settle the occasional brawls in the Grey Moon, or guard the tax money. The members of the guard are all retired soldiers who find the work of civilian life unpalatable. They range from second level to sixth level. Nudan, a sixth level warrior from Rhudaur, is the captain of the guard.

Nudan - sixth level captain of the guard:

Nudan is a petty dictator. He loves having people under his authority whom he can order about. Nudan is something of a troublemaker, and requires all of Haren's tact to handle. His combat ability is respected, but he is not well liked, since all the men of Kuska have to endure him when they are out on patrol. Nudan would be welcome in the company of most evil men.

Foskat - fifth level sergeant of the guard:

Foskat is also a native from Rhudaur. He is hanging on to his accumulated pay, debating whether to remain in Angmar, or return to his homeland, or to find a new home altogether. In the interim, he is lodging with one of the farmers.

Composition of the guard:

1 sixth level;
1 fifth level;
3 fourth levels;
5 third levels;
2 second levels.

The guard house and jail:

The jail has but one cell, its remaining room is the guardhouse where the men on duty eat or rest. There is a guard in the building around the clock.

Pureneir:

Pureneir is the village shepherd and has a flock of about fifty sheep that graze near the Angmar Road. He lives in a tiny cottage adjacent to the barn that shelters his sheep. Since he is a loner, he prefers to live apart. The wool from his animals becomes cloth for the entire village. The villagers supply his needs in return. Pureneir has a large, well-trained dog that helps him watch his flock and keeps the wolves at bay. He is a third level fighter, and because of his profession, he is exempt from patrol duties.

Patrols

The village is responsible for patrolling the Angmar Road and its environs. This is just a precaution; there is little trouble along the road. Every able-bodied man takes part in patrol duty about once a week. Kuska sends out three daily patrols of six men each. The levels of the men vary between second and sixth level.

Defense of the Village (also see Sec. 8.7)

Kuska is surrounded by a stone wall between twenty and twenty-five feet high. The town is unusually well fortified because of its important location. The wall is topped by a parapet and walk-way that protects the defenders. This is reached by ladders and a single set of stairs. Small wooden platforms widen the wall at set intervals.

There are ninety-eight men with military experience in Kuska. They would form the core of the town defense should the village be attacked. All of these men are skilled in bow weapons, and at least one other hand held melee weapon (see weapons of the armies of Angmar). This number can be bolstered by additional soldiers from Castle Morkai if there is a warning of an attack. The women would also play a part in the defense of Kuska, by throwing boiling oil or quicklime off of the walls onto the attackers. The villagers are a tough, experienced people, and resistance to attackers would be fierce.

Levels of the Men of Kuska:

45 second levels;
28 third levels;
14 fourth levels;
7 fifth levels;
3 sixth levels.

7.3 THE NO MAN'S LAND

When Elendil founded the realm of Arnor it encompassed a good part of northern Western Middle-earth. Men lived in towns as far west as the shire and as far north as the northern shore of Lake Nenuial. With the assaults of Angmar and the plague of 1630, the population of Arnor declined dramatically. Cardolan was ravaged and deserted, and Rhudaur became the home of evil men. The borders of the remaining kingdom, Arthedain, grew smaller. Towns in the outlying areas were abandoned as men withdrew to the center of the realm. Although Arthedain claims the lordship of all Arnor, it does not have the strength to back its claim. The actual borders of Arthedain are far smaller than they were a hundred years ago.

The once fertile and well-settled regions of Northern Arnor have become a desolate no man's land. Arthedain has too few men to maintain it, and the Witch King lacks the strength to conquer it. It is in this region that the player characters will find interesting and unique opportunities for adventure.

The land is desolate, but not empty. There are ruined towns and towers upon the horizon, and fields that grow wilder as the years pass. Most people only venture into this region out of necessity, not choice. Wolves run rampant, and bands of orcs can be found wandering in the night. Evil men from Rhudaur who have become brigands have made their home in this region. According to the reports of rangers returning to Fornost, trolls have also settled in the area. Some reported that they have discovered tracks in the far North that could belong to giants. Another ranger returned pale and shaken, and described a dragon that he had seen flying in the distance. This section includes some unusual encounters that might occur in this area of the world, notably trolls, dragons, and giants. These creatures (even the trolls) are rare, since they need large territory to subsist and cannot coexist in close quarters.

Angmar has also contributed to the new inhabitants. The forces of the Witch King have built or repaired a series of watch towers and outposts in this no man's land. The outposts have several purposes: they guard against infiltration and act as a base for raids and sorties into Arthedain. In addition, the towers there prevent settlers from returning to the region. A traveller should not be surprised to discover well-maintained roads and well-repaired towers in certain areas of northern Eriador. He is also advised not to use these roads or approach the towers.

The outposts have two origins: (1) they are either of ancient Numenorean construction, or (2) built by the minions of Angmar. Looking at these outposts, the originality of Angmar's architects leave little to be applauded. Most are similar in construction and share a variety of common features.

Whenever possible, the outposts are built upon high ground or an artificial hill that commands a view of the surrounding countryside. The land around the fortress is kept free of brush, trees, and anything else that might offer shelter to an attacker. The fortress consists of a thickly walled bailey that is roughly circular or multiangular. This is surrounded by a moat, or a ditch, and sometimes an earthen wall that is easily dominated by the inner walls. The donjon or keep within the walls may be either square or circular, with an entrance upon the second story. The position of the keep varies; it may be freestanding or part of the surrounding wall. It is not a residential quarter, but a place for the defenders to make a last stand. The keep would make an uncomfortable home, since it is damp, cold and unheated. Instead, the garrison lives in outbuildings within the bailey. These small fortresses sometimes contain two wells, one in the bailey, and another in the keep. The castles, and especially the donjons, are all well provisioned with food and water.

Each of the fortresses is equipped with a signal beacon that can communicate with the other outposts. The men of Carn Dûm have developed a simple code that enables them to convey messages from one point to another.

Signals:

Single flare (jet of fire), burning either briefly or steadily — the outpost under attack, send aid.

Two quick flares — general alarm, signifying invasion.

One short, one long flare — a small group has been discovered and has eluded pursuit, institute a general search of the area by all outposts.

One long, one short flare — Patrol attacked; institute general search of area by outposts.

Three quick flares — prisoners captured; report message to the commanding outpost.

7.31 CARGASH KEEP

This outpost (see map #3 at 9) in the no man's land is held by the men of Rhudaur and a few Easterlings for the Witch King of Angmar. A garrison of thirty-seven men:

10 horses;

4 cooks;

7 menials;

1 skilled jack of all trades — blacksmithing, armor repair, etc.

Soldiers:

11 first levels;

13 second levels;

8 third levels;

2 fourth levels;

2 fifth levels;

1 sixth levels.

Heludar, commander of the Garrison (sixth level)

Heludar is an extraordinarily gifted man. He rose through the ranks of the army in less than a year to become the commander of the outpost. Heludar should be run carefully, since he is exceptionally intelligent and competent. Although he is a noble from Rhûn, Heludar can speak Adunaic, Westron (common) and Dunlending. The commander carries a +5 war hammer, a comp bow, and a variety of herbs.

Keemac, second in command (fifth level)

Unlike his commander, Keemac does not have a military background. He is an escaped serf from the East seeking to make a fortune with which to settle down and marry. Keemac is careful and prudent, and sets a high value on his own skin. He is fluent in Westron and Dunlending. Keemac uses a longbow and a +5 nonmagic mace.

Harec, patrol leader (fifth level)

Harec is fairly competent, but he is a frustrated woodsman who fancies himself a ranger. He enjoys patrol duty and is very familiar with the surrounding terrain. Harec has a +20 bonus looking for tracks. He is also an excellent rider, and would be sent out for help if the occasion arose. He is fluent in Westron, Dunlending, and Easterling. Harec uses a +5 broadsword and a composite bow.

Falryen, patrol leader (fourth level)

Although he is cautious and quiet, Falryen is overbearing and unpopular. His patrols are efficient; he prefers to choose men who can move quietly in the forest.

Geer, patrol leader (fourth level)

Brave and hot-headed, Geer violently hates the Dunedain. He loves to fight and may not be a patrol leader for long. Geer's temper has gotten him into trouble and Heludar is considering relieving him from duty.

Patrols

There are between three and four patrols during the daylight hours. Each patrol has between five and ten men, depending on the patrol leader. Patrols of seven or more men, however, are used only when a disturbance has been noted.

If there are indications of something suspicious, or a message arrives from a tower, patrols of up to 18 men may be sent out as searchers or to lay an ambush. If they act as searchers, the forces will be split up in groups of twos and threes.

Sample Patrols:

Early morning patrol 3-5 hours

Harec in command, 7 men:

2 first level fighters;

3 second level fighters;

1 third level fighter.

Daylight patrol 4-6 hours (Special)

A patrol following tracks or responding to a message from another tower.

Falryen in command, ten men:

4 first level fighters;

3 second level fighters;

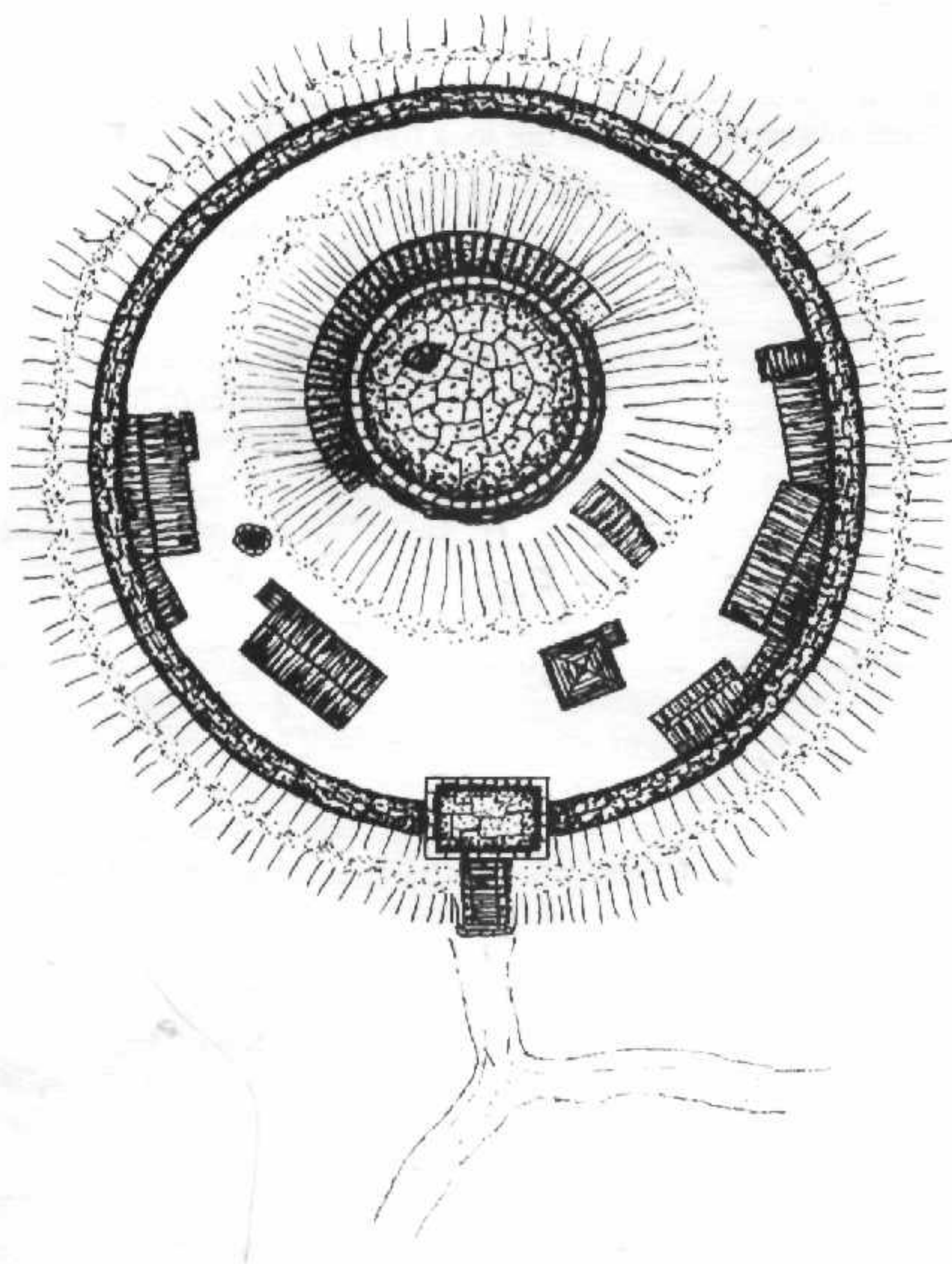
2 third level fighters.

Early evening patrol 2-3 hours

Geer in command, five men:

4 first level fighters;

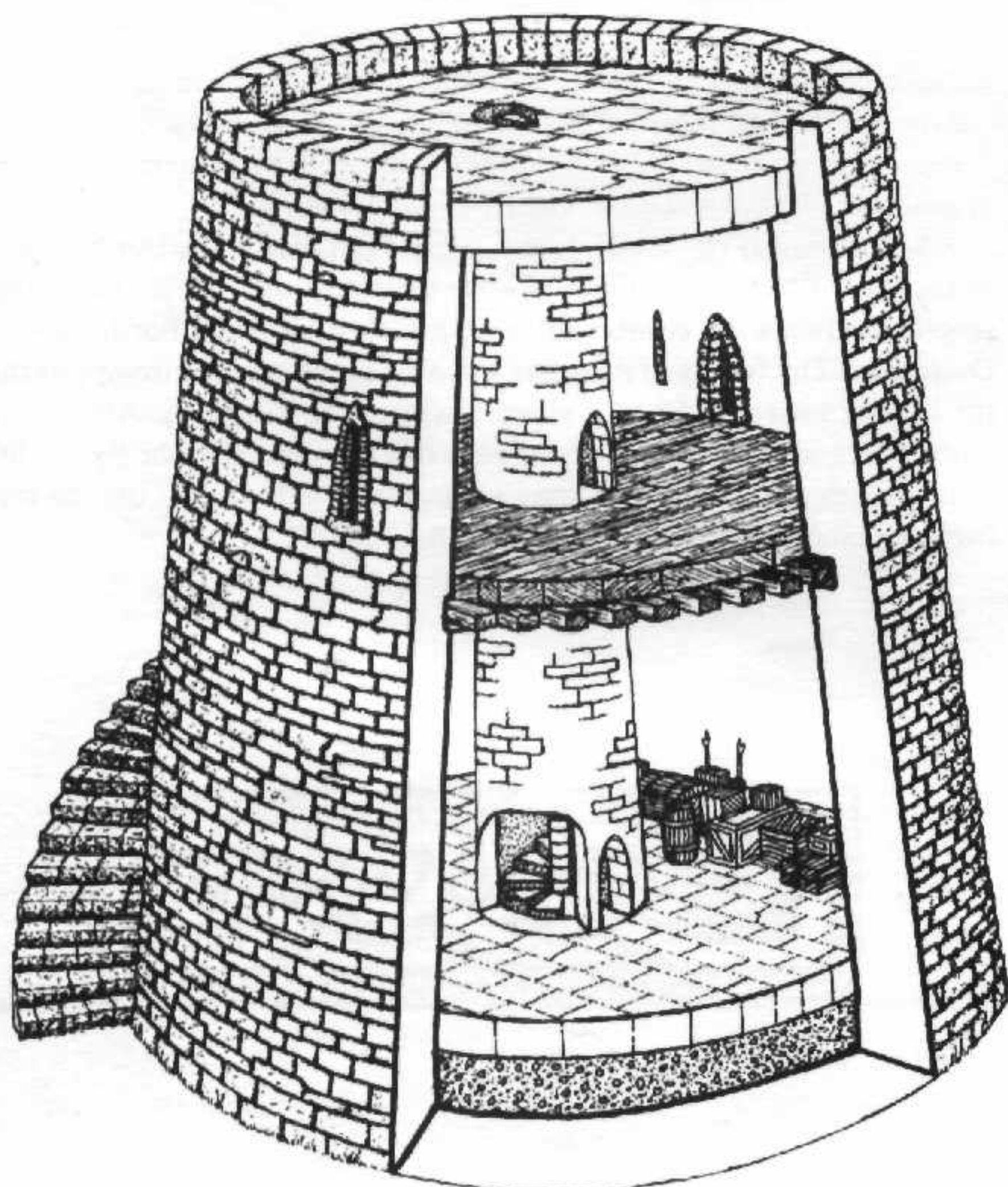
1 third level fighter.



Notes on the Castle:

A guard of five to ten men is mounted on the castle walls at all times. Patrol and guard duty is rotated among the garrison. Heludar and Keemac, however, do not go out on patrol. Life in Cargash Keep is much like life in any other military outpost. The trolls and wolves are just as deadly to them as they would be to any group of travellers. The precarious life in no man's land results in a relatively large garrison of soldiers in the outposts.

Men value the security of their small fortresses, and they are kept in good repair. For their own security the commanders of the outposts keep in close communication with one another.



7.32 ELDANAR CASTLE

Eldanar Castle (see map #3 at 10) is one of the most ancient Numenorean castles in western Middle-earth. Eldanar was one of the Faithful who came with Elendil out of the disaster of Numenor. The castle stands upon lands and estates that were granted by Elendil. The original lord of the castle fell in Mordor during the Last Alliance between elves and men, but the Eldanar family has held the castle almost continuously; it fell into the hands of the enemy only ten years ago.

Elenuil, the rightful lord of the castle, managed to flee through a secret tunnel with a handful of the defenders when the enemy stormed the castle a decade ago. He and his family are currently residing in Fornost; the occupation of the castle is a source of shame for the entire family.

Eldanar Castle has maintained its beauty despite its changing fortunes. The fortress is surrounded by a wide, deep moat. The walls of the castle form six intersecting curves of smoothly dressed pale golden stone. Delicate towers bely the strength of its construction. Portions of the exterior, however, have a rough appearance; the original gate was destroyed when the castle fell. The stone masons of Angmar proved less skillful than those of Numenor, and the new gate, although ingeniously constructed, is not as strong as the old one. At its widest point the castle measures three hundred feet across. The walls of the castle are pierced by crossbow slits every fifteen to twenty-five feet.

The castle is divided into an inner and outer bailey. The outer contains barracks, stables, workshops and accommodations for grooms, workers and craftsmen. The inner bailey contains the donjon, which is also the noble's residence.

The donjon of Eldanar Castle is a vivid contrast to the damp, uncomfortable donjons of the outposts. The structure is built of the same pale golden stone of the walls. It is large and square. The entrance to the keep is through a solid stone forebuilding with stairs that lead to a second story entrance. The donjon is comfortable and secure.

There are no windows on the first story of the keep; it, and windows of the second story are narrow and the glass is protected by steel shutters. On the third, fourth, and fifth stories the windows are wide and the donjon is light and comfortable. These can also be protected by steel shutters. Fine, high quality glass covers all of the windows.

The walls of the keep are seven feet thick and contain niches for crossbow men. These are also covered with steel shutters when not in use. The rooms are large, and the furniture that was not destroyed in the siege is exquisitely tasteful. An old overgrown garden and small orchard adjoins the stronghold.

The old secret tunnel linking the master's quarters and the countryside is one feature of Eldanar castle that has remained undiscovered. Its existence is unsuspected, since the conquerors found what they thought was the corpse of the lord of the castle. The tunnel would be almost impossible to discover in a search, for it is of dwarven construction and remains hidden until the proper word (Tintallo) and key are used. The underground passage travels some three miles from the castle.

Eldanar castle is the seat of the frontier defenses. No other castle in the no man's land matches its strength and beauty. Standing high upon a hill, it commands a ten mile view.

As a result of its new role, the castle accommodates an unusually large garrison — 225 men.

Composition of the Garrison: (see Sec. 8.7)

- 20 first level fighters;
- 38 second level fighters;
- 18 third level fighters;
- 10 fourth level fighters;
- 6 fifth level fighters;
- 5 sixth level fighters;
- 3 seventh level fighters.

The members of the cavalry are all fourth level and above, and consist of
 17 fourth levels;
 15 fifth levels;
 10 sixth levels;
 8 seventh levels.

These men are trained in mounted lance, horse bow, short bow, and sword.

Population of Eldanar Castle

75 cavalry men;
50 crossbowmen;
100 footsoldiers;
15 kitchen staff;
30 laborers and servants;
10 camp followers;
7 craftsmen — armorer, blacksmith, etc.
1 fourth level lay healer;
12 pigs (variable)
3 cows;
30 chickens.

Chain of Command in the Castle

Arkish, lord of the castle (twelfth level)

General Cykur chose Arkish for this position. Although he is only 28, Arkish already holds the rank of ashâktur. As a commander of the frontier defense, he has 100 men in his charge. Arkish is responsible for organizing a unified defense of the area in case of attack. He also organizes raids, sorties, ambushes and search and destroy missions. Arkish rarely leads these personally, but prefers to send his second in command into the field. In addition to these duties, the commander also sends regular reports to his superiors in Carn Dûm.

Arkish is a fully trained rider and uses a mounted lance in battle. On horseback he will be AT 20. He possesses +5 armor, and a +5 shield. Arkish also wields a composite bow and a +5 bastard sword.

Elosian, mistress of Arkish (fourth level magician)

Elosian is the daughter of a nobleman of Rhudaur and a sympathizer of the Dunedain. She is slender, and has long golden curls and blue eyes. Unknown to the rest of the castle she is a fourth level magician. Elosian holds Arkish in the palm of her hand (Arkish would deny this vehemently), but rarely meddles in politics. She is very popular in the castle, being soft-spoken, feminine, and apparently helpless. Elosian is always beautifully dressed and wears five hundred gold pieces worth of jewelry, gifts from Arkish. The jewelry is her hoard, one with which to start a new life. She will leave the castle when the first safe opportunity presents itself.

Rhukar, knight, second in command (ninth level)

Rhukar personifies the concept of the evil warrior. While he is a superb fighter, he lacks Arkish's balanced outlook on life and would make a poor day to day commander, although he is an excellent battlefield leader. His personality is such that he would never be chosen as a replacement for Arkish. Rhukar will never lose the opportunity for a fight. His blade is always poisoned. Weapons: Long Sword +5, Mounted Lance, Comp Bow, Mace.

Kelai, mistress of Rhukar, the rival of Elosian (fourth level)

Kelai is a seductive redhead and a true courtesan. She would dearly love to supplant Elosian, but her chances are slim, since Arkish detests redheads. Kelai lacks her rivals grace and bearing as well as that certain polish. She would leave Rhukar instantly if a higher paying position presented itself. Kelai is the madam of the other camp followers of the castle and collects a share of their earnings. She is very skillful with a dagger.

Ornil, fourth level lay healer

Ornil is Arkish's personal slave. He has no love for his master, and will also leave the castle if the opportunity arises. He is, however, a thorough and conscientious healer. Ornil raises a variety of herbs in the castle garden (see list later in this section).

The other camp followers are ordinary lower class women. Some are quite attractive, but they lack the presence and verve of Elosian and Kelai. All are present voluntarily, and will eventually return to their home in Rhudaur far richer than when they departed. These women can throw no spells, but most have some skill with a dagger.

Halla — maid to Elosian;
Orlteh — maid to Kelai;
Andarra;
Caith;
Selvien;
Kara;
Alurin;
Belvie.

Patrol Leaders

Herion, seventh level ranger

Herion is a good ranger, but tends to be somewhat reckless. He will challenge any group that does not look too powerful.

Carfe, sixth level ranger

Cautious to the extreme, Carfe will not challenge a group, but track them and send for reinforcements.

Dumra, seventh level fighter

This wild barbarian from the east is as evil a man as one is likely to meet among the soldiery of Angmar. Dumra is a great admirer of Rhukar. He is a good warrior, and very loyal to the Witch King's cause.

Surk, sixth level ranger

Surk is ostensibly a ranger from the East. His real name is Arleg, and he is a spy working in the service of the King of Arthedain.

Orash, sixth level fighter

Orash was recently promoted to the position of patrol leader. He is good at his job, and sneaky and devious. Orash will retain anything he can safely hide from his superiors; he carries an interesting collection of herbs.

Furn, sixth level fighter

Furn is the best patrol leader in the castle. He is competent and ambitious, and is marked for advancement. Furn is a possible replacement for Rhukar in case of death or injury.

Life in the Castle

There is a guard on the castle walls at all times. Two men are stationed on each tower and three men are stationed on each wall. The guard is changed every four hours. The castle patrols last three to four hours and contain between five and ten men. Duties are assigned at the beginning of each week and posted at the entrance of the barracks.

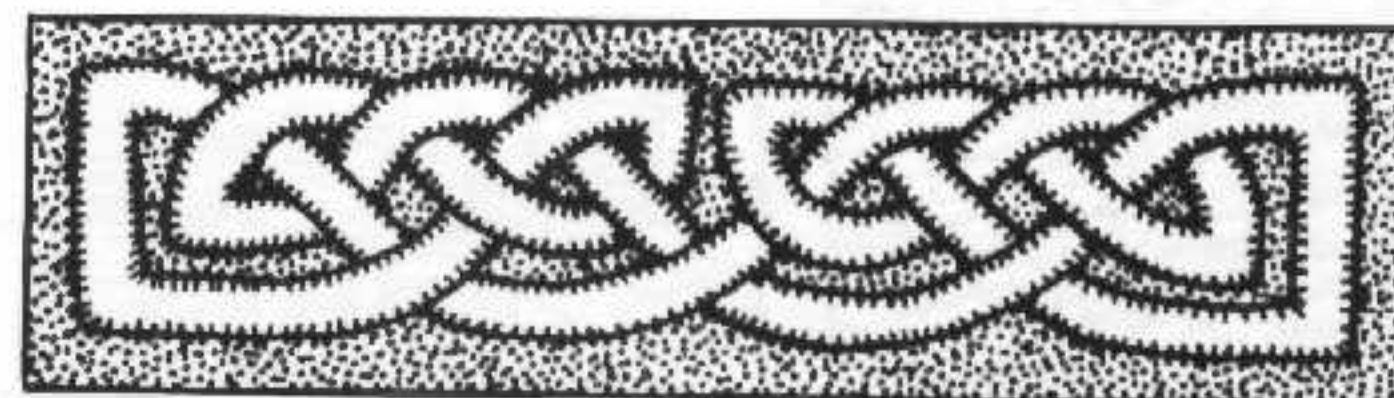
The soldiers who are out on patrol spend their time improving their fighting skills. Most soldiers, however, do go out on patrol at least once a week. Other than that, they have no arduous kitchen or menial duties since the castle is well provided with servants.

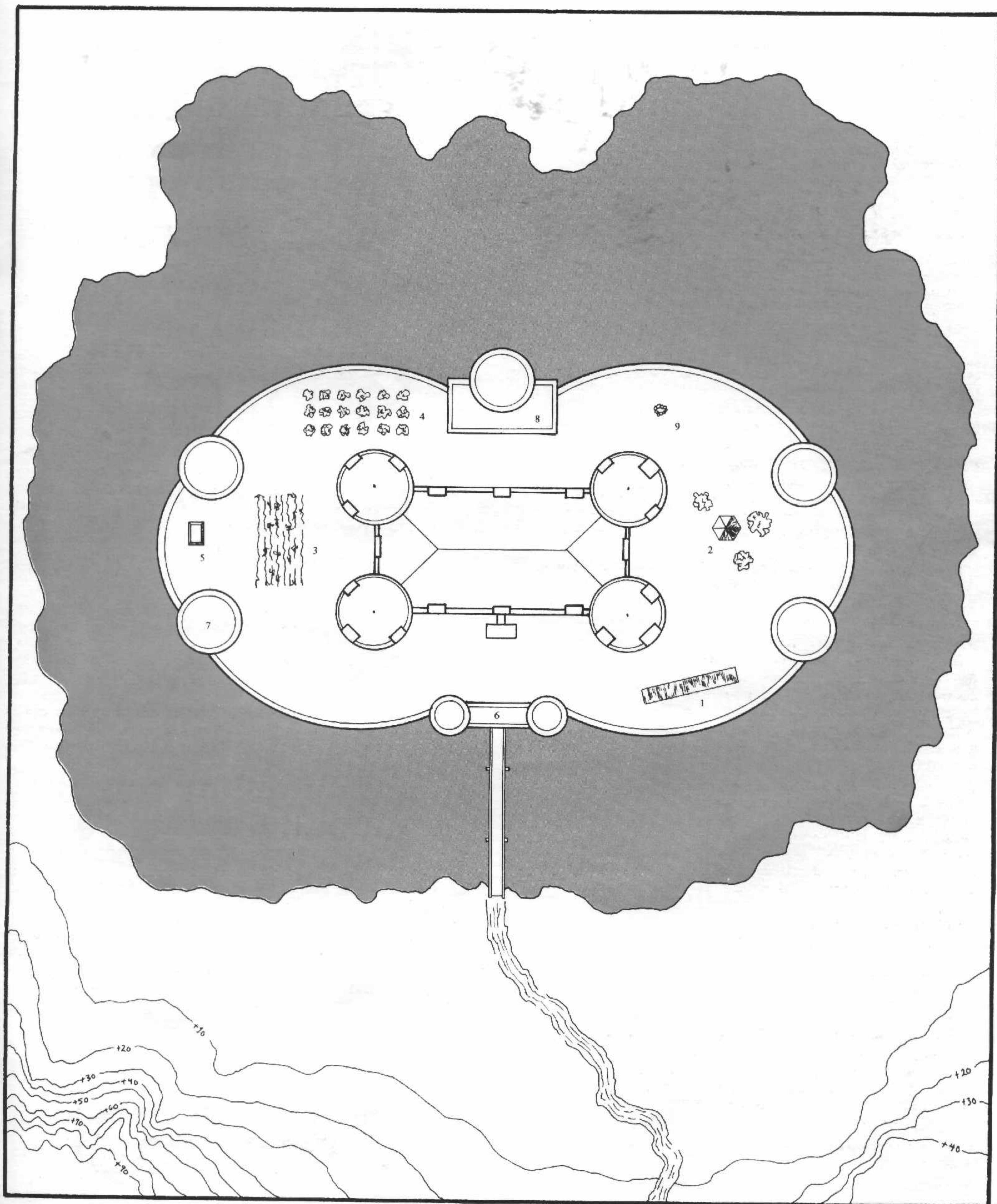
Because he has more men at his disposal, Arkish sends out larger search parties if something suspicious is spotted by a patrol. These range from 10 to 30 men. Depending on what the patrol has uncovered, the searchers may separate into smaller groups. If an ambush can be arranged, Arkish aims for three to one odds. All travellers are to be invited to the castle for questioning.

Unless a group is very convincing, they are not released. Their presence in the dungeon will be reported to Carn Dûm. The fate of the prisoners may vary; they may be sent to Carn Dûm for questioning, they may be left to rot in the dungeon, or sent to the East or to Rhudaur as slaves.

Arkish is also responsible for organizing raids and sorties into the enemy's territory. In this matter he follows the lead of Cykur, who is ultimately responsible for any sortie or raiding party. Aside from waylaying travellers (which is the responsibility of the outpost commanders), the forces of Angmar harass both military and civilian targets. Their intent is to demoralize rather than overthrow the Dunedain.

A favorite ploy of Arkish and Rhukar is to attack the border patrols of Arthedain. Rhukar especially enjoys this. At other times the strength of several outposts are combined in an attack on a small border fort of the Dunedain. The forces of Angmar will also occasionally attempt to slip past the border guard and harry villages within the kingdom. Although these hamlets are well defended, the attacks can be ruinous to the crops. In addition, wolves and orcs sometimes will come plundering across the borders, further demoralizing the citizenry of Arthedain.





LAYOUT DESCRIPTION OF ELDANAR CASTLE

The Eldanar palace stands in the center of a walled courtyard, in which there are also several smaller buildings and features:

1. **Stables.**
2. **Spring House.**
3. **Garden.** (Now overgrown).
4. **Orchard.**
5. **Mausoleum.**
6. **Gate.** Partially destroyed when the castle was taken ten years ago, it was rebuilt by the present 'owners'; and while it is both strong and well-made, it does not compare in design or sophistication to the original gate complex. The outer gate (salvaged from the original) is a steel panel which slides vertically on a track to close the fifteen foot square opening. Ten feet within is a portcullis, also dropped along a track. Both of these are controlled via counterbalances in the flanking towers. Just within the portcullis is a set of wood doors, bound with straps of iron. These can be secured by large timbers laid across them in iron clasps.
7. **Tower.** Four stories high, each tower is 60 feet tall, and housed the garrison of the castle. They serve either this purpose, or as storage now. The connecting walls are forty feet high and are accessible from the third story of the adjacent tower.
8. **Armory/Kitchen/Mess Hall.** Now abandoned, as the garrison eats in the main keep.
9. **Well.**

THE KEEP OF ELDANAR

The keep is built of the same pale gold marble as the outer walls, artfully carved and skillfully set. The windows are finely constructed sashes, their panes of smooth, unmarred glass. This central building is equipped with indoor plumbing, fireplaces in most rooms, and many other conveniences.

1. **Gatehouse.** A separate building containing a stair, it provides access to the second-story entrance to the keep. The actual door into the keep is a large counterbalanced steel affair like the main outer gate. It is controlled by a lever just inside, and can be locked in the lowered (closed) position. The roofs are of slate shingles. Although many of the rich tapestries and elegant furnishings have been removed, much remains here: vestiges of the majesty the place once embraced, now being slowly defiled by the foul servants of the Witch King.

Level 1

2. **Stairway.** This huge, elaborate marble spiral stair provides access to all levels of the keep.
3. **Storage.** Dry goods and food are stored in these large rooms.

Level 2: Windows on this level are narrow and have steel shutters.

4. **Great Hall.**
5. **Public rooms.**

Level 3: Windows on this and levels above are larger and finely made.

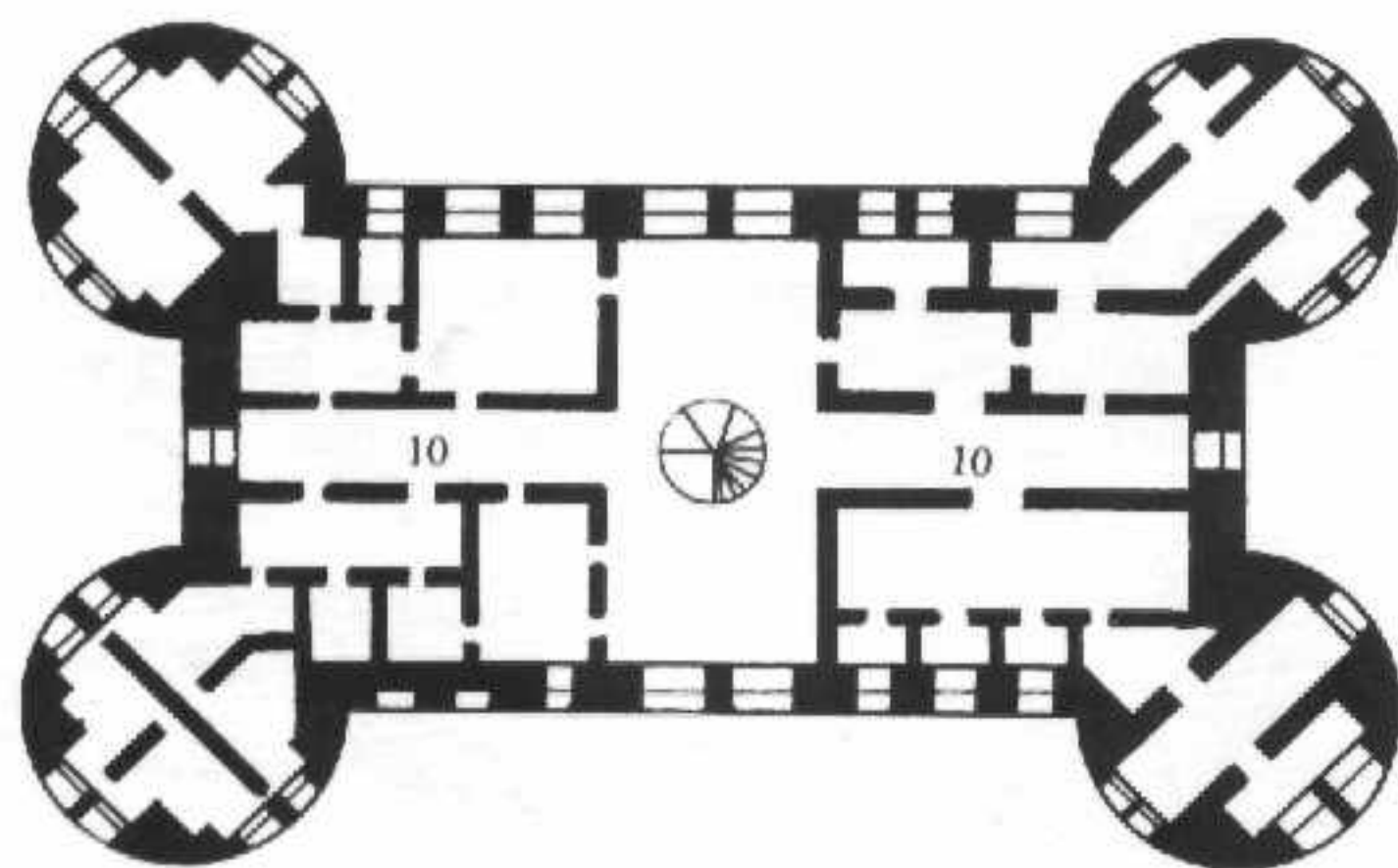
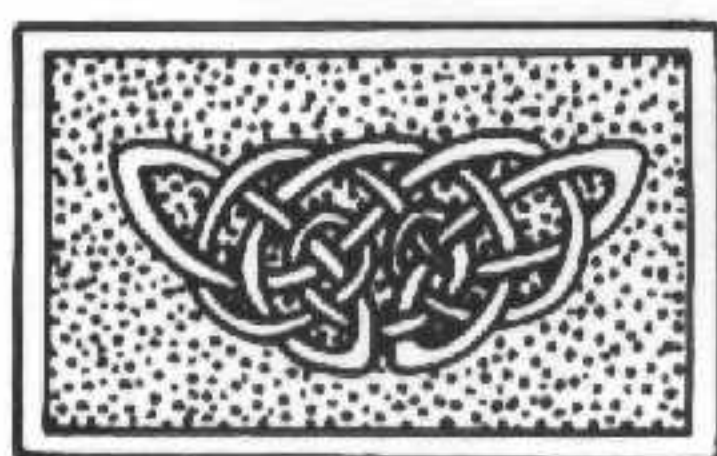
6. **Dining Hall.** With auxiliary rooms.
7. **Sitting and Drawing rooms.**

Level 4

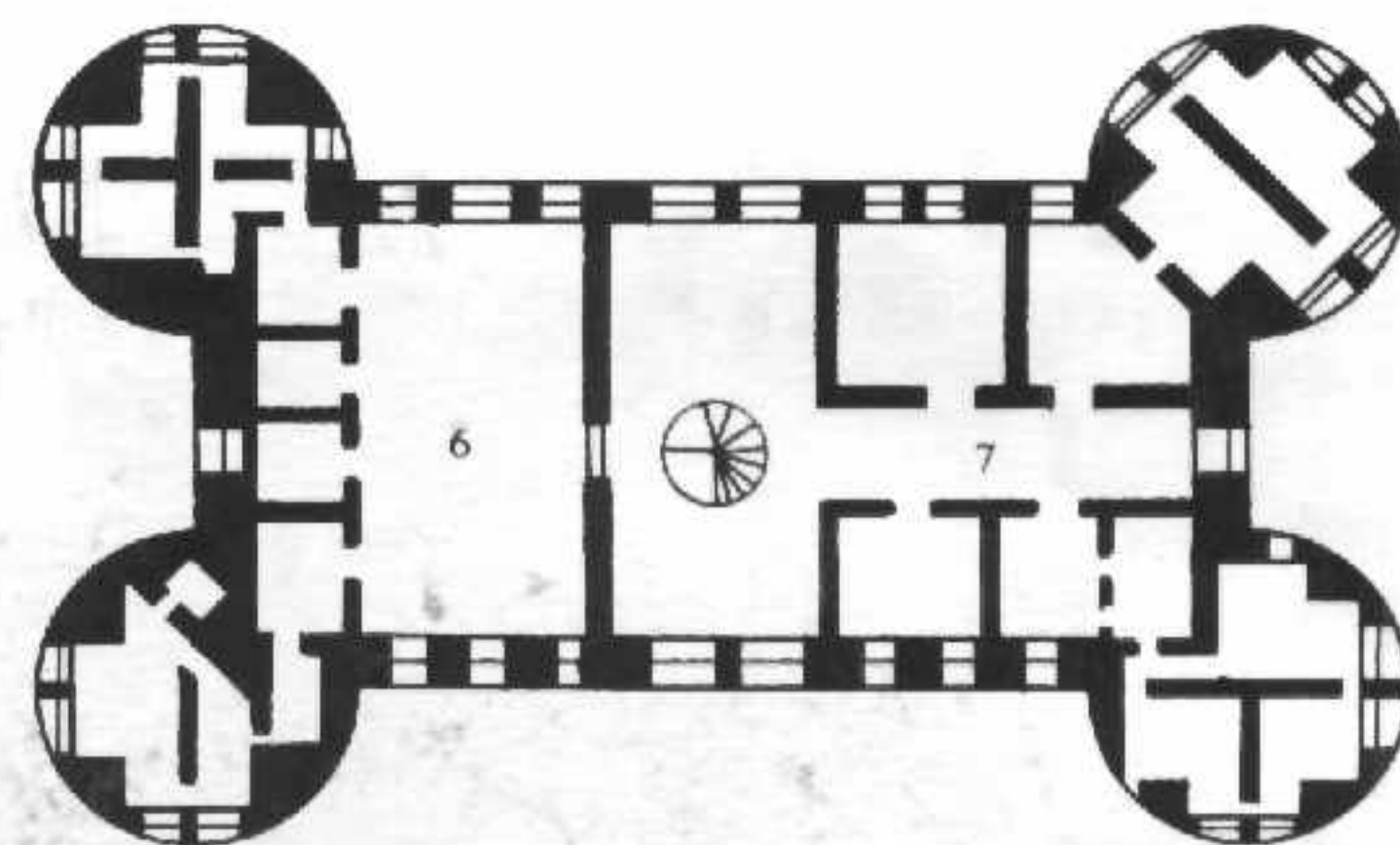
8. **Guest suites.** Currently the quarters of the officers of the garrison.
9. **Meeting room.**

Level 5

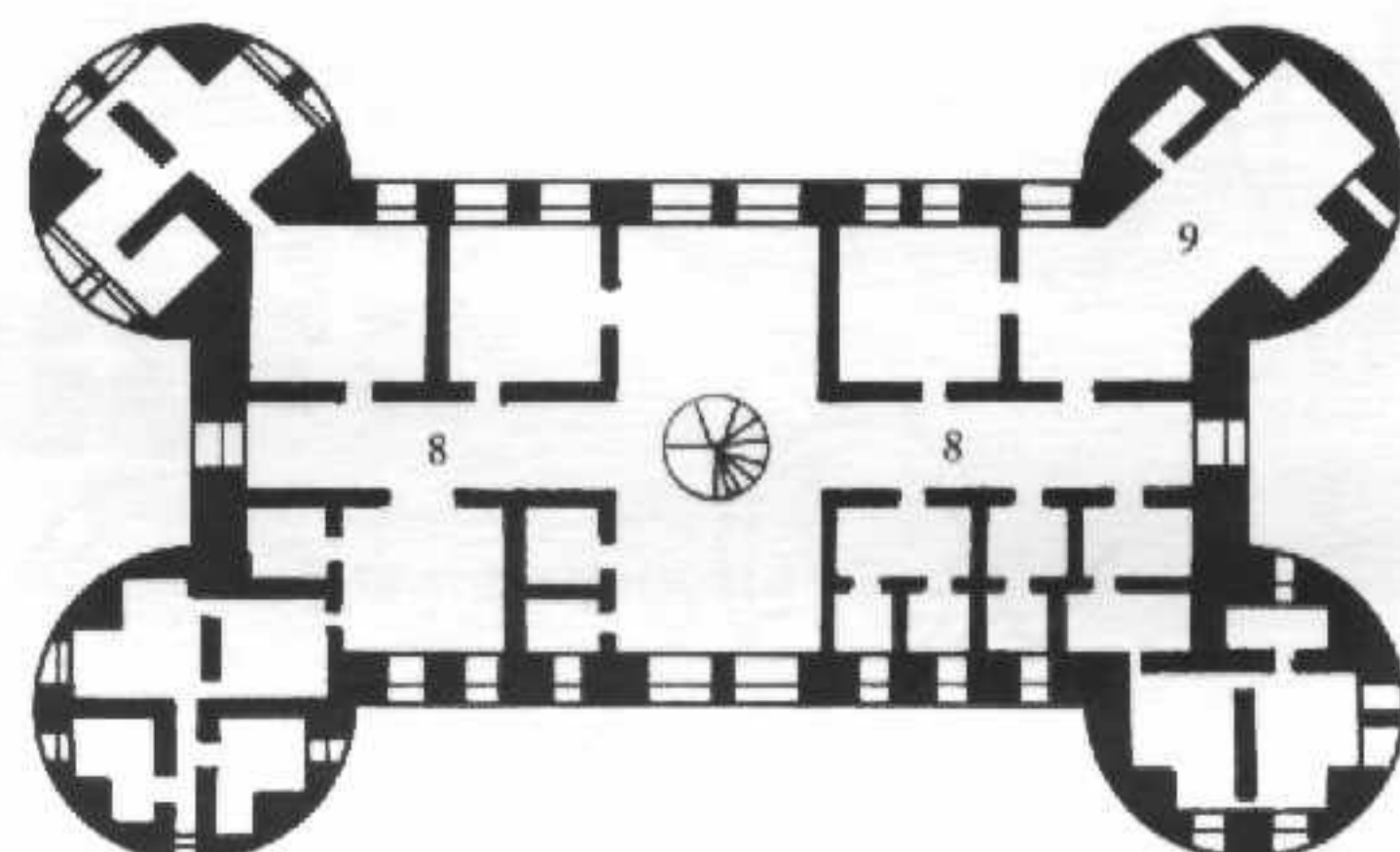
10. **Family Suites.** Also private sitting rooms, etc. Most of these rooms have been stripped of furniture, which was moved downstairs into the other rooms. The rest have been closed off, for use as guest rooms for visiting officers. The tower rooms on this level have stairs which lead up into smaller rooms above, with dormer windows.



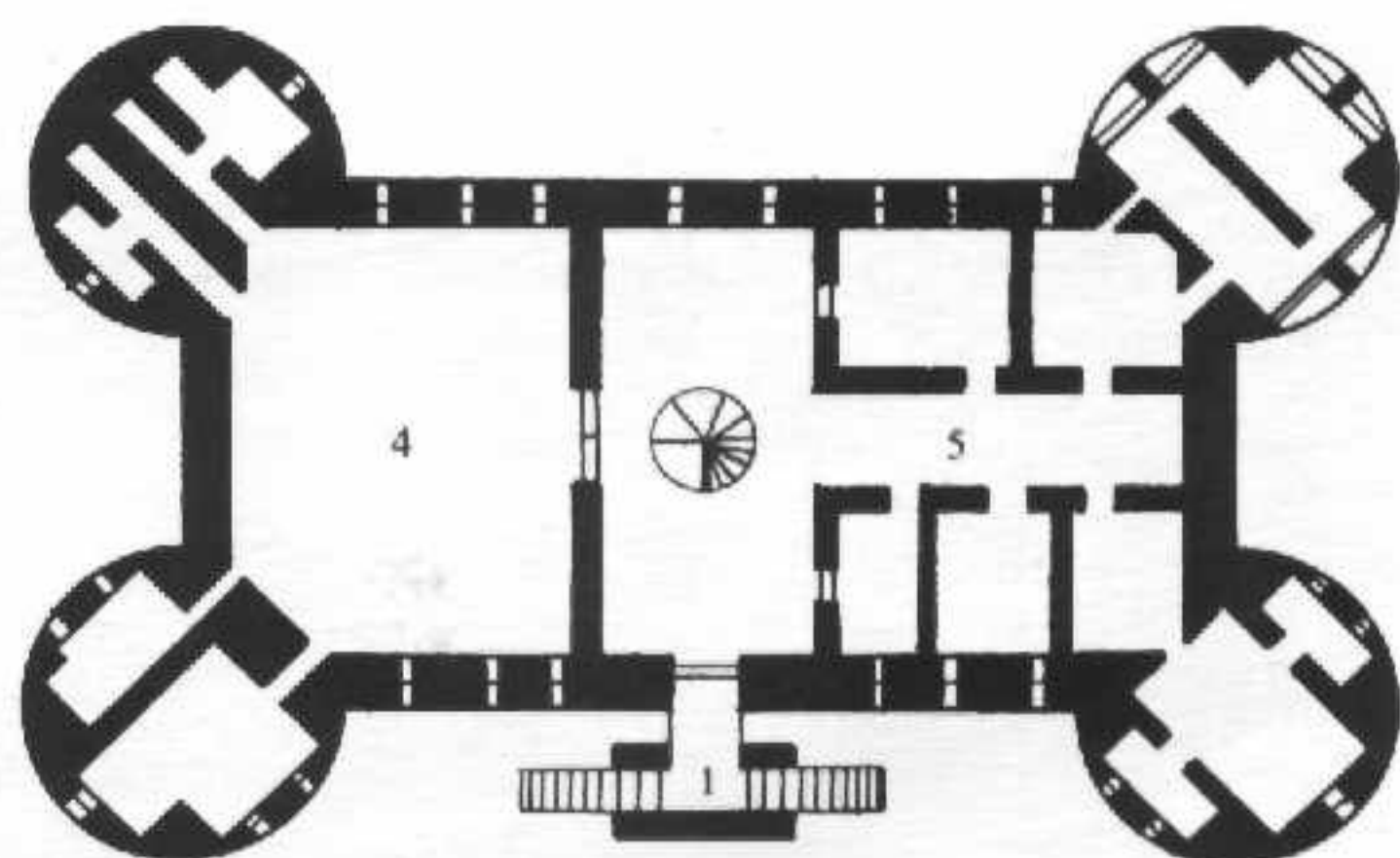
level five



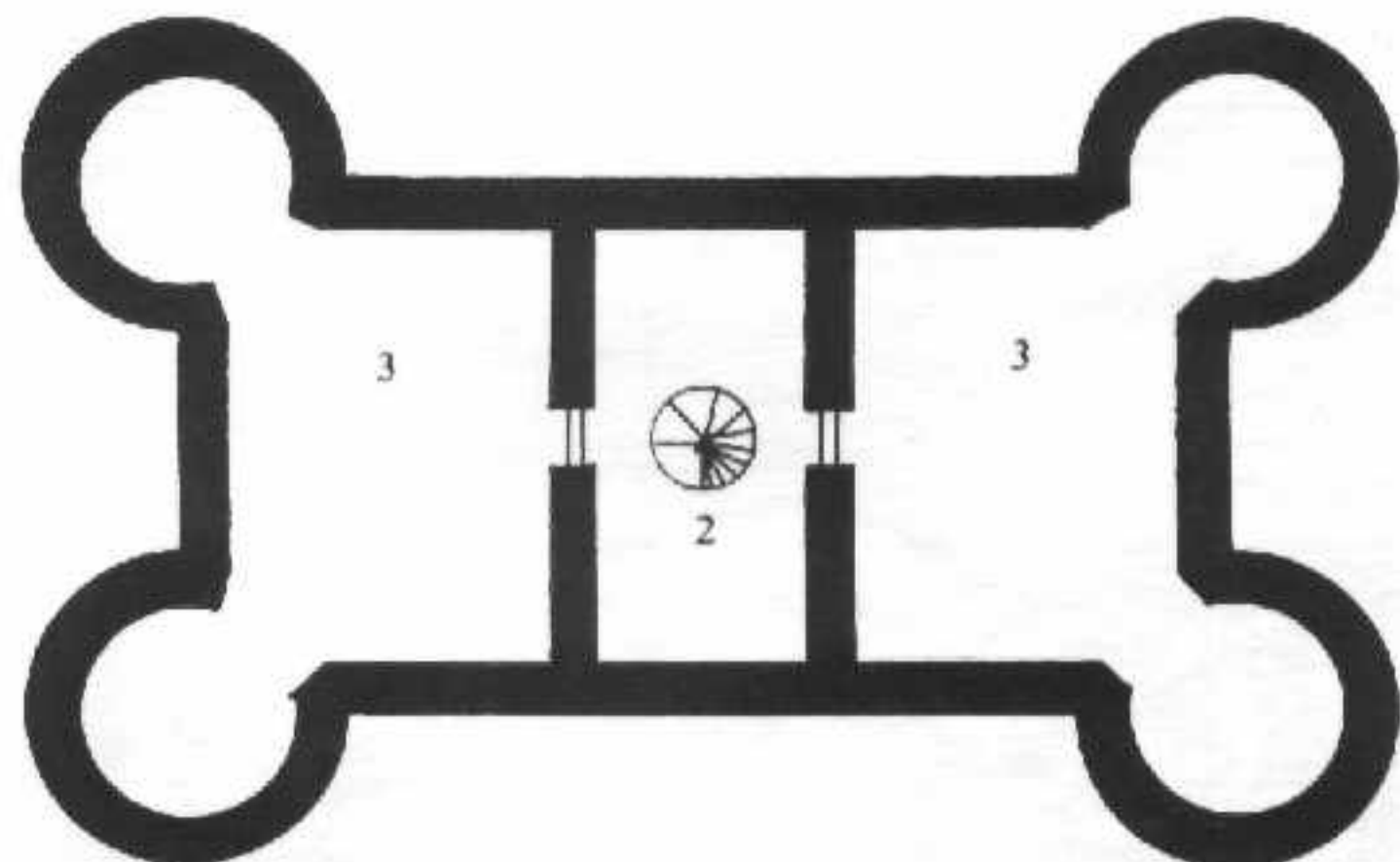
level three



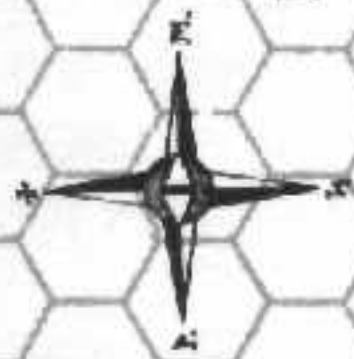
level four



level two



level one



Map #7



8.0 GAMEMASTER AIDS

This section deals with helping the GM integrate the material provided in the module by summarizing key factors and showing what data should be given to the player characters. In addition, some helpful tips for constructing entirely new layouts and adventures are included.

8.1 MAP GUIDELINES

Each of the nine key maps in this module will help the GM get a clearer picture of Angmar and the surrounding region. Map #1 deals with the principal temporal setting of the module - T.A. 1700. GMs wishing to run campaigns in T.A. 1 or F.A. 1 should look to maps #8 and #9, respectively, for the political divisions of those periods. Map #4 focuses on the natural features, primary trade routes, and traditional fortification and settlement sites; it is appropriate for campaigns set at any time, although some artificial constructs may need modification (e.g. the road may be but a trail, or the castle may be a ruin).

Map #7 shows only those features an uninformed traveler might have. The forests, lesser waterways, settlements, caves, castles, etc. found on the GM's map (#4) are not set down on this, the "player characters" map. Some features are given in a rather detailed form, but these are landforms and waterways which are of relatively common knowledge. A good map obtained from a local source would scarcely omit the major rivers or the Misty Mountains. The individual mountains will provide flavor; but, without the caves, streams and glaciers, the picture of the highlands is still very murky. We suggest that adventurers who secure a standard map of the area, yet lack specified knowledge, be given map #7. Those with a good deal of knowledge might be permitted to view all or part of map #4.

8.2 DESIGNING A SMALL OUTPOST

Cargash Keep is a fairly representative outpost. Architecturally, these small castles are very similar; they usually contain between thirty to fifty men housed in buildings in the bailey. There will also be between seven and twelve servants attached to the fort who are strictly noncombatants. The outposts are well provisioned with food and water and capable of withstanding a modest siege of six to eight weeks. They can also accommodate more men at any time.

These small garrisons are manned by Dunlendings, men from Rhudaur, and some Easterlings and Southrons. Most of these are not particularly evil, but misguided and dominated by the Witch King. They see the Dunedain and elves (who everyone knows roast babies) as a threat to their survival.

Composition of the Troops:

65-75% will be first and second level with a preponderance of second levels; 15% of the remainder of the garrison will be third level;

The remainder of the Garrison will be fourth level or above;

The commander will be fifth level or higher.

All outposts send out regular patrols that look for tracks and search for signs of interlopers. If they find signs of a large party they will return to the castle for aid and reinforcement. Depending upon the situation, they might arrange an ambush or send out additional searchers. If a group remains uncaptured, the outposts will raise a general alarm.

Meeting a patrol does not necessarily mean disaster for players. Any person or group encountering a patrol will be questioned and asked to return to the outpost. If the explanation is plausible, i.e. one that coincides with the purposes and goals of Angmar, the party may be sent on its way. A weak explanation will gain accommodations in the dungeon. Refusal to accompany a patrol will lead to battle, or at very least an ambush in the near future. If a patrol does not return, the outpost will raise the alarm.

Three larger castles are interspersed among the smaller outposts. The large castles in the no man's land coordinate the defenses of the disputed area. They guard key positions and provide additional men. The two thousand to three thousand men stationed in the no man's land are controlled from the three fortresses.

8.3 RAIDS AND SORTIES

These vary in strength and size, depending on the target chosen.

Border patrol ambush- A border patrol from Arthedain ranges from fifteen to twenty men, so the attacking force will range from thirty to fifty men. These are not suicide teams; they will attempt to retreat if the tide of battle turns against them.

Orc attacks- These are rare occurrences, and much fiercer than the attacks of men. Large groups of orcs will try to cross the border, but since orcs are noisy, they don't often succeed. They will attack and kill whatever they can.

50-150 orcs, first through seventh level, unmounted;
or 40 to 100 orcs mounted on wolves, third to ninth level.

Attack on a border fort- 100-300 men, cavalry and foot soldiers.

Sorties into Arthedain- These are rare, and the men may be mounted or unmounted. Between 75-200 men will participate in such an attack, depending on the target chosen.

8.4 SUPPLIES FOR OUTPOSTS AND CASTLES

The Witch King's army has three sources of supplies: the fields of Rhudaur, Rhûn, and the Estaravë lands. The major sources of supply are Rhudaur and the Estaravë, Rhûn supplies only moderate amounts of rice. Supply trains from Rhûn are brought through the Angmar pass in the autumn, while those from Rhudaur and the values of the Anduin move through the spring, summer and autumn. In addition to the food described earlier, these trains carry whatever else the army might need and cannot produce; cloth, leather, metals etc.

The supply trains coming from Rhudaur and the Estaravë are small and frequent. They are well-guarded, to discourage attacks of elves and the Dunedain. A train usually consists of between six and sixteen wagons and between 10 to fifty guards. The size and frequency of the trains increases dramatically in the autumn in an attempt to lay in sufficient supplies for Carn Dûm in the winter.

The trains travel various routes, among them the ancient Dunedain roads. The trains from Rhudaur travel north through the Angle, the Coldfells and the Ettinmoors, remaining as close to the mountains as possible. Those from the Estaravë come through one of the mountain passes of southern Rhudaur, and then follow the same route as the other trains. The Dunedain and elves harry these trains as often as they can.

When the supplies reach Carn Dûm they are either stored or transported to various outposts and castles. The supplies for an outpost in the no man's land are sent to one of the major bases in the area. From there they are to be transported to the appropriate outpost. The supply trains in the no man's land are heavily guarded. The wagons are smaller and sturdier and move in groups of 5-15, accompanied by a guard of 25 to fifty men. Those that are sent to the small outposts will consist of a train of 1-5 wagons accompanied by 10 to 15 men. Valuables, such as liquor and tax money will be transported by a larger guard.

8.5 DESIGNING A CASTLE

It would be impossible to include a plan of every castle and fortification of the Angmar region in this package. This gap leaves the gamemaster with the task of laying them out when the need arises. This section is intended to make this job somewhat easier by including some general information concerning castle design and construction.

The castles of the area range from the most simple to the elaborate - Cargash keep being the crudest and most basic design, and Eldanar and Morkai castle being more sophisticated and complex. The first step that the GM should take is to establish the purpose of the castle he is designing. Is it a simple watch tower or fortified residence; a major seat of power or designed to defend a particular area? If so he/she should establish the resources of the group building a castle; the Witch King has no lack of labor and money, but a player character or humble knight has only limited resources.

One can then generalize or determine specifics, and if so desired, the skill of the laborers and designer. Although they may have similar financial standing, the castle of a Dunedain Knight will be far better than that of a wild Dunlending noble. Both Angmar and Arthedain have skilled architects and stonemasons at their disposal, the latter being superior in quality. When all these factors are considered, the GM will have a fairly good idea of the size and quality of his castle.

A castle is a fortress, and can be constructed out of a variety of materials. Stone is the most durable so we tend to think of castles as stone. Maidenhead Castle, as an example, however, is the remainder of an ancient earthwork fort. The castles of western Middle-earth have advanced to stone construction, and only very primitive castles will be constructed of less durable materials. The traditional castle consists essentially of a strong building or tower, called a keep - frequently, but not always, surrounded by a wall or set of walls.

Since the purpose of castles is defensive, whenever possible they are built to take advantage of the terrain - on a rocky hill perhaps, or a cleft in a cliff, an artificial mount, or the middle of a lake. To deter attacks, access to a castle is generally made as difficult as possible. Whenever feasible, the area around a castle is kept free of brush and trees, preventing people from approaching the castle unobserved.

Manpower is precious, and castles are also designed to be defensible by small garrisons; the usual garrison at Carnarvon castle in Wales was less than 200 men (*A History of Fortification*). The crusaders' Castle of Krak des Chevalier in Syria, in contrast, contained a garrison of 2,000 men at the height of its power, but it was almost completely surrounded by hostile territory, and needed a large garrison (*Great Architecture of the World*).

This essence permits tremendous variations. Larger castles often have more than one set of walls, and usually the walls were strengthened by towers at different intervals. Crossbow and longbow slits appear in the walls, which are sometimes hollow to allow defenders to move within the walls. Castles also have strong focal points, usually the keep and/or gate.

Gates are protected by moats, and barred by portcullis and draw bridges. They are roofed, and generally contain machicolations, which are holes in a floor that allow defenders to dump boiling oil upon their attackers. Some gates let people into a small chamber instead of directly into the bailey. While people are pouring boiling oil on attackers, others can fire through crossbow slits at the unfortunate aggressors. In a sophisticated gate, the machicolations project slightly over the withdrawn bridge; this enables people to extinguish fires set to the draw bridge or pelt the attackers before they penetrate the gate.

The castle walls enclose the living space of the bailey and the keep. Stables, mews, servants' quarters, and storerooms are all in the bailey. Some of these buildings are of stone, others of wood - depending upon the resources of the owners. It is in the bailey where peasants and their animals take shelter when their homes are attacked. Sometimes the keep stands in its own small bailey, as an added measure of security; the arrangements vary.

The lord of the castle and his family make their home in the donjon. Originally this was a place for the defenders to make their last stand; it later developed into living space.

Men often make access to the donjon as difficult as possible for an attacker. The entrance is almost never located upon the first story, but rather the second or third; the entrance to Dover keep, for example, is upon the second story and through a forebuilding (*Great Architecture of the World*). While defenders might not be able to do much to attackers outside of the keep, they can do much once men force their way in. Entrance halls have small pits or other clever traps; the stairs give sword room to a defender's right, but none to the attacker. Some keeps are equipped with secret doors or tunnels that enable the defenders to escape. Others even contain wells, and all contain large storerooms and latrines.

The shape and style of keeps vary tremendously. Square towers gave way to round or were strengthened considerably. Some keeps were incorporated into the curtain walls; others stood independently of the wall, strong fortresses by themselves. The first level of most, however was devoted to storage; the living quarters were in the security of the upper levels. Both Morkai and Eldanar Castles give some example of the differing types of keeps.



Durkanian

8.6 HERBLORE OF THE DUNEDAIN

The Numenoreans were some of the finest healers and physicians in all of the world. Their mariners brought healing plants from many lands, the Teleri brought marvelous herbs from Valinor. These were carefully studied and cultivated. The men of Numenor did not have to look far to find the cure for many injuries and illnesses - only to their gardens. When Elendil filled his ships with the treasures of Numenor, he did not neglect these marvelous healing plants.

The gardens of Arthedain cannot equal those of Numenor, but the Dunedain of the North are very skilled with plants and herbs. Most everyone has some knowledge of the healing plants that are used for the small scrapes and mishaps that occur daily. Arthedain healers, clerics and animists often combine herbs into wonderfully healing salves, unguents, lotions or other combinations. The list below does not include all of the healing herbs and drugs of the area, but it is a useful selection. Specific cures for diseases and poisons are left off of the list since it would be impossible to detail all that exist. The Dunedain can deal efficiently with most cases of disease and poison, including the plague. The plague of 1630 was so devastating in that there were simply too many cases to treat effectively and no way of stopping the spread of the disease. It also seems to have been enchanted in origin and therefore abnormally resistant to cure.

Drugs and herbs are available in a variety of forms (see chart). The gamemaster should note the form that the herbs and drugs that the player characters use take. Carrying batches of dried leaves and roots in a backpack is a difficult enterprise, since they tend to crumble. Doses, also take up room, and herbs that have been preserved are only 50% as effective as fresh varieties. In addition, avid do-it-yourselfers, even clerics, healers and animists will find that the proper preparation of herbs other than those fresh, is not only time-consuming, but requires the proper facilities. The chart accompanying the herb and drug descriptions will give an idea as to the price, availability and ease of preparation of the herbs and drugs. There are good herbalists and healers in Arthedain who will help the players in choosing herbs by showing them what is available and how a given herb works. Players visiting a healer, cleric, animist or herbalist should be shown these descriptions and the chart. The gamemaster is, of course, free to add any herbs or drugs to the list, he/she feels appropriate.

Herbs and Drugs

Aloe- This green spikey plant does not grow wild in Angmar or in Arthedain. It is carefully cultivated by the Dunedain healers. Application: juice of broken or crushed leaves. Use: Heals 1-4 hits, and 2x healing on minor cuts and burns, mild anaesthetic, 20% as effective on major injuries. Fresh, or in salve. Salve difficult to prepare.

Arfandas- A common wild and garden flower with pale yellow blossoms. Its stems are set in a poultice or cast with other plants such as comfrey in the case of a fracture. Arfandas encourages the proper healing of a bone. Used fresh, since it is commonly available, its juice cannot be preserved.

Arkasu- This drug is a favorite of travellers. It is a preparation of three or four different herbs, and is a salve. It is not only antiseptic, but heals 2-12 hits, and heals large open wounds at 1.5x speed. It is also a surface anaesthetic.

Arlan- A small, commonly cultivated plant, with blue flowers. Its leaves are applied in a poultice for bruise and concussion relief. Wild cure 1-6 hits, domestic 4-9 hits.

Arlian's Slipper- A white wildflower that grows in woodlands. The roots are boiled and the vapor is inhaled as a decongestant.

Armanumas- Tall, with long leaves, a common garden plant, but somewhat rarer in the wild. Leaves are crushed or applied in a poultice; it can also be dried or made into a salve that is 25% effective. It is good for bruises, sprains, and pulled tendons and ligaments. 2x normal healing. The herb reduces swelling.

Arunya- A fiery red flower, cultivated for beauty, used by healers. A juice from the roots, when drunk, causes deep sleep or unconsciousness. The juice is used in surgery and administered by the drop. It is difficult to extract and obtain. It cannot be homemade since it is an arduous, tricky process.

Athelas- This plant grows only where the Dunedain live. It is treasured, and commonly cultivated. Its leaves are crushed and placed in boiling water, the wound is bathed and the vapor inhaled. Athelas eases pain, and also eases mental suffering. It cures many diseases, neutralizes minor poisons, cures the black breath, slows major poisons, and triples the healing rate on any wound.

Attanar- A moss that grows on the banks of streams. It is applied in a poultice to reduce fever.

Baranië- This is a tiny, wild ground plant that is very common. A tea of its leaves reduces nausea and vomiting.

Culan- this drug comes in a powder form, or in pre-measured form mixed with water. It is a foul tasting brew that is a very effective antispasmodic.

Darsurion- A common wild and garden bush. The silver green leaves are rubbed in the skin for concussion relief of 1-6 hits.

Delrian- The leaves of this tree are rubbed on the skin in the summer to make an insect repellent. They can be made into lotion. The bark makes a pleasant tasting drink.

Elbin's Basket- This is a common flower with a pink, basket shaped blossom. An extract from the roots yield a heart stimulant. The substance is difficult to extract.

Elendil's Spear- A very rare, tall, red spikey flower. The root can be ground, or boiled in small pieces, the resulting liquid will slow poison when it is drunk.

Gildarion- This drug is applied on a wound and repairs damaged organs, arteries and veins.

Harlindar- Drug (liquid) mixed with water, when drunk halts miscarriages.

Kelventari- This is a rare plant with silver-white flowers. The juice from the berry heals third degree burns, no matter how severe. Eliminates scar tissue.

Latha- This powder is mixed with water and taken as a mild analgesic. It is good for headaches, toothaches, and colds.

Maiana- This drug is drunk as a decongestant.

Margath- Salve is an anaesthetic (surface).

Miretar's Crown- Rare, snow-white flowers that bloom only in the spring. The blossoms are laid across an open wound to stop bleeding.

Nelthandon- Any part of this plant, whether eaten or boiled (and then consumed) is a powerful emetic.

Numeneleos- Moss that grows on the base of the white tree of Fornost. It has the power of nerve regeneration and repair.

Rumareth- This drug acts as a coagulant and stops bleeding.

Silraen- This drug (liquid) is a powerful analgesic; its side effect is drowsiness.

Sindoluin- A small blue flower; through a complicated process the healers manufacture an anti-coagulant from this plant.

Suranie- These are the equivalent of smelling salts, and relieve fainting.

Teldalion- A poultice of the bark of this uncommon tree reduces inflammation.

Tulaxar- A healers herb found in their gardens. It is a styptic, which stops bleeding by contracting the blood vessels.

Witch Hazel An extract from this plant yields an astringent lotion.

Healing Herbs

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
ALOE	Sheltered gardens	Succulent	Juice salve	Doubles rate of healing for minor burns and cuts. Heals 5 hits/dose that are result of burns.
ARFANDAS	Shady stream banks	Dried stems	Poultice/cast	Doubles rate of healing for fractures.
ARKASU	Rare import (east)	Herb mix	Salve	Doubles rate of healing for major wounds. Heals 2-12 hits. Antiseptic. Analgesic.
ARLAN	Rich, shady soil	Dried leaves	Poultice	Wild-heals 1-6. Domestic-heals 4-9.
ARLAN'S SLIPPER	Mountain slopes	Dried roots	Boil/inhale	Decongestant.
ARNUMINAS	Warm shelters	Dried leaves	Poultice	Doubles rate of recovery from sprains, pulled ligaments.
ARUNYA	Warm hills	Root extract	Drink	Sleep, unconsciousness.
ATHELAS	Dunedain gardens	Leaves	Boil/drink	Cures black breath, variety of diseases. Triples healing rate for any wound. neutralizes most poisons.
ATTANAR	Shady stream banks	Moss	Poultice	Reduces fever.
BARANIE	Shady spots	Leaves	Drink tea	Reduces nausea.
CULAN	Rare import	Drug mix	Drink tea	Anti-spasmodic. reduces effect from certain poisons.
DARSURION	Rocky slopes	Leaves	Rub on wound	Heals 1-6 hits.
DELREAN	Cool forests	Tree bark	Salve	Insect repellent.
ELBEN'S BASKET	Sunny meadows	Root extract	Drink	Heart stimulant. Doubles speed for 1 rd.
ELENDIL'S SPEAR	Tundra	Ground root	Boil/drink	Slows poison. Purifies water.
GILDARION	Rare import	Herb mix	Salve	Major organ repair.
HARLINDAR	Rare import	Herb mix	Dilute/drink	Assures safe childbirth. Provides nutritional balance.
KELVENTARI	Temperate meadows	Berries	Apply juice	Major burn relief.
LATHA	Cool lake shores	Crushed stem	Boil/drink	Analgesic.
MAIANA	Druggist/herbalists	Herb mix	Dilute/drink	Decongestant.
MARGATH	Druggist/herbalists	Herb mix	Salve	Anaesthetic.
MIRETAR'S CROWN	Cool, high meadows	Flower	Put on wound	Stops bleeding.
NELTHANDON	Rolling hills	Whole plant	Eat any part	Emetic.
NUMENELOS	The white tree	Moss	Put on wound	Nerve regeneration and major organ repair.
RUMARETH	Rare import	Herb mix	Drink	Stops bleeding. Causes drowsiness.
SILRAEN	Sunny soils	Powder	Dilute/drink	Analgesic. Causes sleep.
SINDOLUIN	Fine, sunny soils	Flower	Drink extract	Anti-coagulant.
SURANIE	Stream beds	Dried berry	Inhale	Akin to smelling salts. Stimulant.
TELDALION	Deep forests	Bark	Poultice	Reduces inflammation. Cures infections.
TULAXAR	Rich, cool soils	Leaves	Boil/drink	Stops bleeding.

8.71 NPC GENERATION TABLE

		COMBAT STATISTICS										MANEUVER STATISTICS				MISC. STATISTICS				SPELL STATISTICS						
Character Class	Lvl	ARMOR			O.B.		MARTIAL ARTS										ADRENAL MOVES				Runes/Staves & Wands	Channeling	# Spell Lists Known to 5th Level	# Spell Lists Known to 10th Level	# Spell Lists Known to 20th Level	Lvl
		Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	Rank	Type of Attack	Offensive Bonus	Ambush Skill Level	Total Concussion Hits	Directed Spell Bonus	Climbing	Riding/Swimming	Disarm Traps/Pick Locks	Stalk/Hide	Perception	# out of 5 Bonus	# Lang. to Level 5							
Monk	1	NONE	15	N	5	10	1	ONE	20	0	15	-25	10	5	5	10	5	2	20	2	5	-25	0	0	0	1
	3	NONE	25	N	10	20	1	ONE	40	1	25	-25	15	10	5	20	10	2	30	2	10	-25	0	1	0	3
	5	NONE	30	N	15	25	1	ONE	55	1	35	-25	20	20	10	30	15	3	40	2	15	-25	0	2	0	5
	7	NONE	40	N	20	30	2	ONE	60	2	45	-25	25	30	10	40	20	3	50	2	20	-25	0	3	0	7
	10	NONE	55	N	25	40	2	ONE	70	3	50	-25	35	40	15	50	30	3	55	3	25	-25	0	4	0	10
	15	NONE	60	N	30	50	3	ONE	70	4	55	-25	45	50	20	50	40	4	65	3	30	-25	1	3	1	15
20	NONE	60	N	35	50	4	ONE	70	5	60	-25	50	50	20	50	40	4	70	3	30	-25	1	1	4	20	
Ranger	1	RL	25	Y	20	10	1	STK	5	1	20	-25	10	5	5	15	5	0	—	2	5	10	0	0	0	1
	3	RL	25	Y	35	20	1	STK	5	2	35	-25	15	10	5	30	10	1	10	2	10	15	0	1	0	3
	5	RL	25	Y	50	30	1	STK	10	3	45	-25	20	20	10	45	15	1	20	2	10	20	0	2	0	5
	7	RL	25	Y	60	45	1	STK	10	4	65	-25	25	30	10	50	20	1	30	3	15	25	0	3	0	7
	10	RL	25	Y	70	50	1	STK	15	6	90	-25	35	40	15	55	30	1	40	3	20	30	0	4	0	10
	15	RL	25	Y	75	55	1	STK	15	6	100	-25	45	50	20	60	40	2	40	3	25	35	1	3	1	15
20	RL	25	Y	80	60	1	STK	20	6	110	-25	50	50	20	65	40	2	40	4	30	40	1	1	4	20	
Bard	1	NONE	20	Y	20	5	1	STK	5	0	15	-25	10	5	5	10	5	0	—	5	15	-25	0	0	0	1
	3	NONE	20	Y	30	15	1	STK	10	0	30	-25	15	10	5	20	10	1	10	6	20	-25	0	1	0	3
	5	RL	20	Y	45	25	1	STK	15	1	35	-25	20	20	10	30	15	1	20	7	25	-25	0	2	0	5
	7	RL	20	Y	50	40	1	STK	20	1	45	-25	25	30	10	40	20	1	30	8	30	-25	0	3	0	7
	10	CH	20	Y	55	45	1	STK	25	2	50	-25	35	40	15	50	30	1	40	9	35	-25	0	4	0	10
	15	CH	20	Y	60	50	1	STK	30	2	55	-25	45	50	20	50	40	2	40	10	40	-25	1	3	1	15
20	CH	20	Y	70	50	1	STK	35	3	60	-25	50	50	20	50	40	2	40	11	50	-25	1	1	4	20	
Fighter	1	ANY	30	Y	35	35	1	STK	20	1	25	-25	10	10	10	10	10	3	10	2	-25	-25	0	0	0	1
	3	ANY	30	Y	60	60	1	STK	30	3	45	-25	15	20	15	20	20	3	10	2	5	-25	0	0	0	3
	5	ANY	30	Y	80	80	1	STK	40	4	65	-25	20	30	20	30	30	3	30	2	5	-25	0	0	0	5
	7	ANY	30	Y	95	95	1	STK	50	6	95	-25	25	40	25	40	40	3	40	3	5	-25	0	0	0	7
	10	ANY	30	Y	115	115	1	STK	60	7	115	-25	35	50	35	50	50	3	50	3	5	-25	0	0	0	10
	15	ANY	30	Y	140	140	1	STK	70	11	155	-25	45	60	45	60	60	4	50	3	5	-25	0	0	0	15
20	ANY	30	Y	160	160	1	STK	80	14	MAX	-25	55	70	55	70	70	4	55	4	10	-25	0	0	0	20	
Thief	1	RL	15	N	25	20	1	STK	5	4	15	-25	20	10	20	20	20	2	10	2	5	-25	0	0	0	1
	3	RL	15	N	45	40	1	STK	10	8	25	-25	35	20	40	40	40	2	20	2	10	-25	0	0	0	3
	5	CH	15	N	60	50	1	STK	15	12	35	-25	50	30	50	50	50	2	30	2	15	-25	0	0	0	5
	7	CH	15	N	75	60	1	STK	20	16	45	-25	60	40	60	60	60	3	40	3	20	-25	0	0	0	7
	10	ANY	15	N	90	70	1	STK	25	22	60	-25	70	50	70	70	70	3	50	3	30	-25	1	0	0	10
	15	ANY	15	N	110	80	1	STK	30	32	85	-25	80	60	80	80	80	4	50	3	40	-25	1	0	0	15
20	ANY	15	N	130	90	1	STK	35	42	105	-25	90	70	85	85	85	4	55	4	50	-25	2	0	0	20	
Rogue	1	CH	25	Y	30	30	1	STK	10	3	20	-25	10	10	10	15	15	2	10	2	5	-25	0	0	0	1
	3	ANY	25	Y	55	55	1	STK	20	6	35	-25	15	20	20	30	30	2	20	2	5	-25	0	0	0	3
	5	ANY	25	Y	75	75	1	STK	30	9	50	-25	20	30	30	45	45	3	30	2	10	-25	1	0	0	5
	7	ANY	25	Y	90	90	1	STK	40	12	65	-25	25	40	40	55	55	3	40	3	10	-25	1	0	0	7
	10	ANY	25	Y	110	110	1	STK	50	17	90	-25	35	50	50	65	65	3	50	3	15	-25	2	0	0	10
	15	ANY	25	Y	130	130	1	STK	60	24	125	-25	45	60	60	75	75	4	50	3	25	-25	2	0	0	15
20	ANY	25	Y	150	150	1	STK																			

8.72 MASTER NPC TABLE

Name	Level	Hits	Armor Type	Defensive Bonus	Shield	Mlee OB	Missile OB	SD	Co	Ag	Me	Re	St	Qu	Pr	In	Em	# Spell lists Known to 5th Level	# Spell Lists Known to 10th Level	# Spell Lists Known to 20th Level	SPELL NOTES
lords																					
WITCH KING	60	360	20	120	N	180	—	100	101	100	100	101	101	101	120	101	—	—	—	—	Sorcerer. All base sorcerer lists to 60th level. Spells relate to destruction of gases, solids and liquids, the flesh, minds, and the soul.
DANCU	30	188	ANY	60	Y10	175	175	90	76	100	95	99	100	100	95	90	93	—	—	—	None
ULRAC	27	172	16	50	Y10	172	172	88	90	99	76	94	95	97	88	76	35	—	—	—	None
DURKARIAN	25	180	ANY	50	Y10	170	170	91	97	100	92	94	90	99	91	83	42	—	—	—	None
DURAX	21	178	ANY	50	Y10	170	170	97	98	90	94	99	95	92	90	84	87	—	—	—	None
CYKUR	24	171	ANY	50	Y10	174	174	92	97	98	95	90	95	87	90	86	89	—	—	—	None
KHURSH	20	165	ANY	50	Y10	155	155	94	90	99	92	96	90	95	87	86	96	—	—	—	None
HARBAND	20	174	ANY	50	Y10	160	160	93	97	96	87	97	98	95	80	85	90	—	—	—	None
Rangers																					
SARKAR	15	85	RL	35	Y5	90	85	91	93	97	77	86	99	94	88	95	90	—	2	5	Ranger. All ranger base lists to 20th level (can use 15th level and below). Specializes in tracking, outdoor concealment, movement, weather resistance, and spiritual discipline.
HARLUINAR	15	90	RL	35	Y5	95	95	89	92	98	79	77	98	92	87	90	81	—	5	—	Ranger. All ranger base lists to 10th level. Specializes as Sarkar.
CARMIL	8	62	RL	30	Y	70	70	79	90	99	76	78	98	91	69	93	86	—	3	—	Ranger. Specializes in concealment, tracking, and outdoor detection.
FARRENAR	6	70	RL	35	Y	60	45	76	91	96	72	74	97	90	47	94	88	—	2	—	Ranger. Specializes in tracking and concealment.
kuska																					
HARREN	6	85	13	35	Y	87	87	—	—	—	—	—	—	—	—	—	—	—	—	—	None
DUMFA	2	30	RL	30	Y	45	40	—	—	—	—	—	—	—	—	—	—	—	—	—	None
CUTHAN	3	42	RL	30	Y	65	60	—	—	—	—	—	—	—	—	—	—	—	—	—	None
PULTAR	3	45	RL	30	Y	60	60	—	—	—	—	—	—	—	—	—	—	—	—	—	None
NUELAN	6	68	14	35	Y	95	90	—	—	—	—	—	—	—	—	—	—	—	—	—	None
FOSKAT	5	65	14	30	Y	80	80	—	—	—	—	—	—	—	—	—	—	—	—	—	None
FURISH(o)	4	60	RL	30	Y	75	70	—	—	—	—	—	—	—	—	—	—	—	—	—	None
TREMAC	4	63	RL	30	Y	75	75	—	—	—	—	—	—	—	—	—	—	—	—	—	None
FURISH(y)	3	58	RL	30	Y	68	68	—	—	—	—	—	—	—	—	—	—	—	—	—	None
VAREN	4	61	RL	30	Y	75	75	—	—	—	—	—	—	—	—	—	—	—	—	—	None
SURNIR	2	42	RL	30	Y	40	40	—	—	—	—	—	—	—	—	—	—	—	—	—	None
PURENEIR	3	48	RL	30	Y	60	60	—	—	—	—	—	—	—	—	—	—	—	—	—	None
morkai																					
JUKATH	10	120	ANY	45	Y	125	115	—	—	—	—	—	—	—	—	—	—	—	—	—	None
UKANDAR	8	103	17	35	Y	100	105	—	—	—	—	—	—	—	—	—	—	—	—	—	None
DURAC	7	92	17	35	Y	95	95	—	—	—	—	—	—	—	—	—	—	—	—	—	None
HUSKASH	9	113	RL	40	Y	110	115	—	—	—	—	—	—	—	—	—	—	—	—	—	None
JESHAN	5	60	RL	30	Y	80	85	—	—	—	—	—	—	—	—	—	—	—	—	—	None
ORMAT	7	99	17	30	Y	100	95	—	—	—	—	—	—	—	—	—	—	—	—	—	None
PURTH	6	87	RL	35	Y	90	90	—	—	—	—	—	—	—	—	—	—	—	—	—	None
AKTH	5	72	RL	30	Y	75	85	—	—	—	—	—	—	—	—	—	—	—	—	—	None
FORNAGATH	12	131	ANY	40	Y	125	130	—	—	—	—	—	—	—	—	—	—	—	—	—	None
cargash																					
HELUDAR	6	78	17	35	Y	90	85	—	—	—	—	—	—	—	—	—	—	—	—	—	None
KEEMAC	5	64	10	30	Y	80	80	—	—	—	—	—	—	—	—	—	—	—	—	—	None
HAREC	5	69	9	30	Y	85	80	—	—	—	—	—	—	—	—	—	—	—	—	—	None
FALRYEN	4	57	9	30	Y	75	75	—	—	—	—	—	—	—	—	—	—	—	—	—	None
GEER	4	55	9	30	Y	80	80	—	—	—	—	—	—	—	—	—	—	—	—	—	None
eldanar																					
ARKISH	9	111	17	35	Y	110	105	—	—	—	—	—	—	—	—	—	—	—	—	—	None
ELOSAN	4	20	1	20	N	20	15	76	60	97	93	91	52	98	100	92	99	6	—	—	Magician. Specializes in invisible ways, locks, magic shields, spirit control and charms, and movement.
RHUKAR	9	109	17	35	Y	105	105	—	—	—	—	—	—	—	—	—	—	—	—	—	None
ORNIL	4	28	1	10	N	—	—	61	76	94	89	90	48	96	98	89	87	5	—	—	Lay Healer. Specializes in mastery over muscles, bone, nerves and organs, and concussion hits.
HERION	7	60	9	30	Y	60	40	78	79	93	81	84	92	92	65	99	82	3	—	—	Ranger. Specializes in tracking, concealment, detection.
CARFE	6	48	9	20	Y	50	40	80	89	83	77	78	90	74	36	91	89	2	—	—	Ranger. Specializes in tracking, concealment.
SURK	6	45	9	25	Y	45	30	85	88	82	80	81	91	73	45	92	90	2	—	—	Ranger. As Carfe.
DUMRA	7	91	13	20	Y	95	95	—	—	—	—	—	—	—	—	—	—	—	—	—	None
ORASH	6	83	9	30	Y	80	85	—	—	—	—	—	—	—	—	—	—	—	—	—	None
FURN	6	94	14	35	Y	90	90	—	—	—	—	—	—	—	—	—	—	—	—	—	None

8.73 MASTER MILITARY CHART

8.73 MASTER MILITARY CHART																		Spell Lists to 5th Level	Spell Lists to 10th Level	Spell Lists to 20th Level	SPELL NOTES	
Level	Number	Hits	Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	SD	Co	Ag	Me	Re	St	Qu	Pr	In	Em					
carn dum astrologers																						
11	1	38	1	10	N	—	—	82	34	43	91	93	47	73	99	98	80	3	6	—	Specializes in light manipulation, detections, cloaking, delving, sounds, herb and plant lore. All base astrologer lists to 10th level.	
9	2	30	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	4	6	—	As above, but with fewer lists.	
8	3	25	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	3	6	—	As above, but with fewer lists.	
6	4	23	1	15	N	—	—	—	—	—	—	—	—	—	—	—	—	1	6	—	All astrologer base lists plus light spells.	
5	6	20	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	—	6	—	—	All astrologer base lists: starlights; starsense; far voice; holy vision; way of the voice; time's bridge.
4	5	15	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	—	5	—	—	Five astrologer base lists - dealing with light, detection, communication, visions, and time views.
carn dum mages																						
14	1	45	1	—	N	10	—	69	58	90	91	88	57	56	79	80	100	—	13	5	—	All evil magician base lists: darkness, physical erosion, dark contacts, matter disruption, dark summons. Also: fire, light, delving, runes, detection, spirit mastery, and physical enhancement spells.
9	2	38	1	15	N	5	—	—	—	—	—	—	—	—	—	—	—	—	11	—	—	As above, but fewer spells.
7	3	30	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	—	8	—	—	As above, but with fewer spells.
carn dum alchemists																						
12	1	42	1	10	N	—	—	72	60	81	86	88	61	90	47	92	99	—	12	2	—	All alchemy base lists to 10th. Specializes in movement, detections, delving, organic skills, and physical enhancement.
10	2	37	1	5	N	—	—	—	—	—	—	—	—	—	—	—	—	—	12	—	—	As above, except fewer lists.
6	3	20	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	—	7	—	—	As above, except fewer lists.
carn dum evil clerics																						
9	1	40	1	15	N	15	—	71	69	76	86	85	73	95	79	99	68	—	12	—	—	All evil cleric base lists: disease, dark lore, dark channels, curses, necromancy. Specializes in communal ways, symbols, channeling power, location spells, lore and summons.
8	2	36	1	10	N	10	—	—	—	—	—	—	—	—	—	—	—	—	11	—	—	As above, except fewer spells.
7	7	31	1	10	N	10	—	—	—	—	—	—	—	—	—	—	—	—	8	—	—	As above, except fewer spells.
5	10	25	1	10	N	5	—	—	—	—	—	—	—	—	—	—	—	—	6	—	—	All evil cleric base lists plus summons spells.
carn dum sorcerers																						
10	1	41	1	10	N	—	—	66	71	85	84	79	39	91	53	97	98	—	12	—	—	All sorcerer base lists: destruction of soul, gas, solid, fluid, mind, and flesh. Specializes in lore symbols, communal ways, detection, calming, and plant and animal lore/mastery.
8	2	30	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	—	9	—	—	As above, except fewer spells.
4	3	21	1	10	N	—	—	—	—	—	—	—	—	—	—	—	—	—	5	—	—	All sorcerer base lists.
carn dum healers																						
11	4	43	1	20	N	—	—	72	93	77	88	86	74	98	76	99	69	—	5	1	—	All base healer lists: ways of transferring and absorbing others' damage, ways of the bone, muscle, organs, blood, and surface.
10	11	37	1	20	N	—	—	—	—	—	—	—	—	—	—	—	—	—	6	—	—	As above, except fewer spells.
carn dum lay healers																						
16	1	62	1	20	N	20	—	69	57	75	89	88	66	96	100	64	71	—	6	6	—	All base lay healer lists: mastery over muscle, concussion, bone, blood, prosthetics, nerves and organs.
14	2	48	1	20	N	15	—	—	—	—	—	—	—	—	—	—	—	—	4	6	—	As above, except fewer spells.
12	3	40	1	20	N	10	—	—	—	—	—	—	—	—	—	—	—	—	6	2	—	As above, except fewer spells.
typical hoerk soldiers																						
11-18(15)	60	155	19	30	Y	160	140	66	80	91	56	64	96	86	72	69	70	—	—	—	—	None
the black trolls (olag-hai)																						
15-20(18)	50	170	12	60	N	175	150 stone	60	100	96	39	40	100	98	99	45	25	—	—	—	—	None
carn dum crossbowmen																						
2-5(3)	550	55	13	15	N	50	70	72	66	98	53	61	92	95	71	77	68	—	—	—	—	None
trackers (evil rangers)																						
4-15(7)	200	65	9	20	N	65	45	73	83	95	73	72	96	98	46	90	75	—	3	—	—	Specialize in path mastery, moving ways, and nature's way (outdoor survival).
basic soldiers (men)																						
1-7(2)	10K	40	13	20	Y	50	50	57	70	81	46	54	90	66	57	59	60	—	—	—	—	None
basic cavalry (men)																						
4-7(5)	3K	65	15	30	Y	95	75	63	66	85	56	63	91	95	58	61	62	—	—	—	—	None
basic orc fighter																						
1-7(2)	35K	45	17	20	Y	40	30	21	63	66	32	20	90	67	29	50	28	—	—	—	—	None

NOTE: The numbers under "level" indicates range of levels; the parenthetical number is the mean, and all descriptive data relates to NPC's of that level.

8.8 SIEGE EQUIPMENT

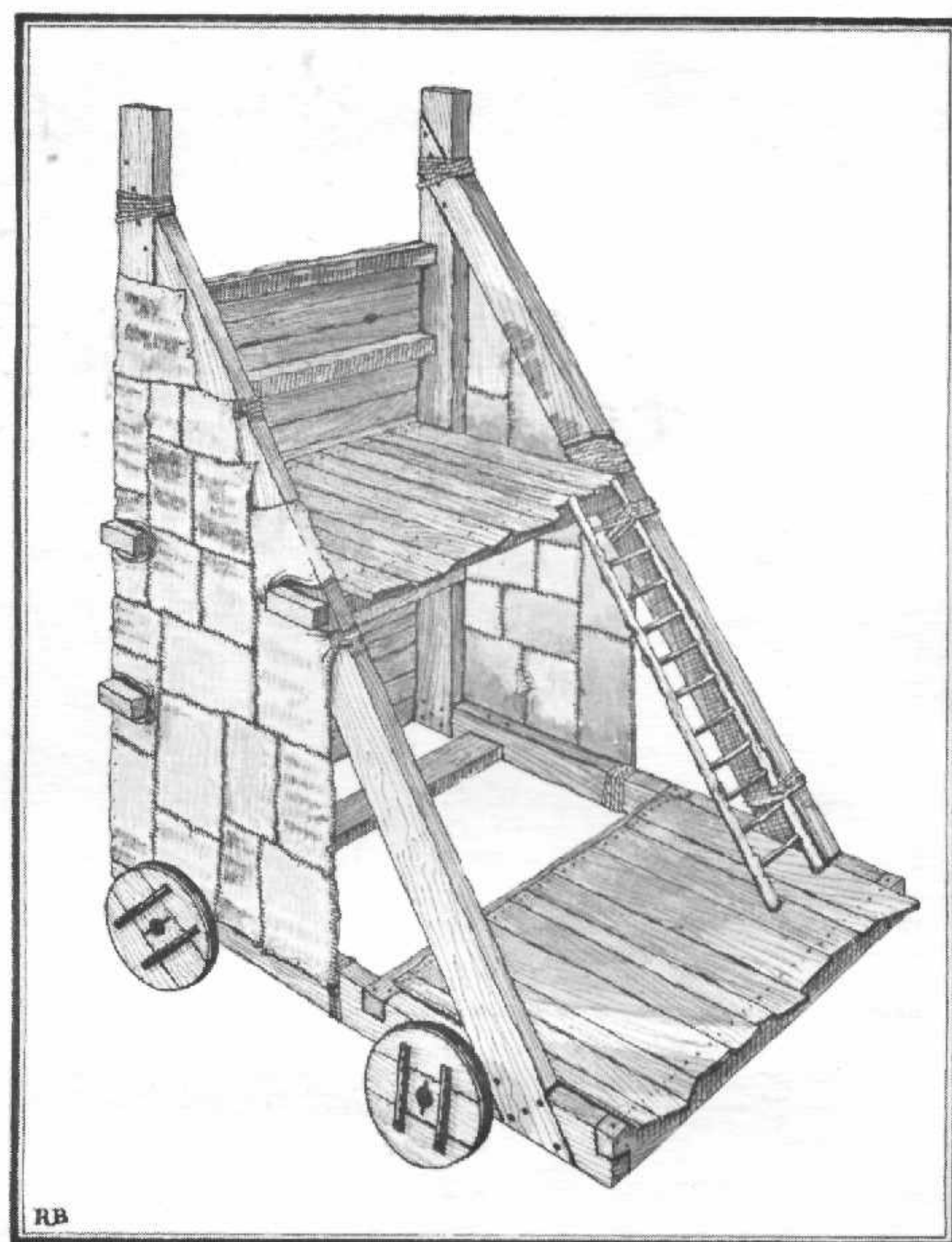
The armies of the Witch King maintain large supplies of weaponry. Among their stock are a variety of heavy siege machines: mobile towers, ballistas, onagers, rams, etc. These are kept at the three border castles in disassembled form. When a major campaign begins, they are wheeled to the target sites in great wagons; once there, they are assembled and brought to bear. Any smaller equipment is usually constructed near the focus of the siege. The following is a brief summary of a few typical designs.

8.81 The Field Onager: "Armored Fist of the Witch King"

- a) Timbers measure 1 span by 2 spans. A span is an orc engineering measurement which is the distance across an orc's hand (from the thumb to the small finger's tip when extended). This unit hovers around 9 inches. A 2 span measure is based on the length of the orcish forearm and fist (about 18 inches), the distance out from the elbow. This is a handy unit, for the orc worker need only use his arm to determine specifications. Unfortunately, it also necessitates having the same orc engineer available throughout a given project.
- b) The frame is a light field frame which can be disassembled easily. This design can be employed as the base structure for a number of different siege machines.
- c) Two or three axles may be utilized.
- d) Split timbers are nailed to the foreframe to protect the crew. They are soaked in oils for waterproofing. Iron nails are used.
- e) Purpose: for tossing rocks and iron balls for wall demolition.
- f) Original "fist," according to legend, was formed by pouring molten lead into a rather large, discarded gauntlet. Naturally, it was assumed that it could only have been used by the Witch King. Through the centuries this symbolic addition became a martial tradition, generating no mean amount of terror. The actual nature and source of the gauntlet, however, remain shrouded in legend.

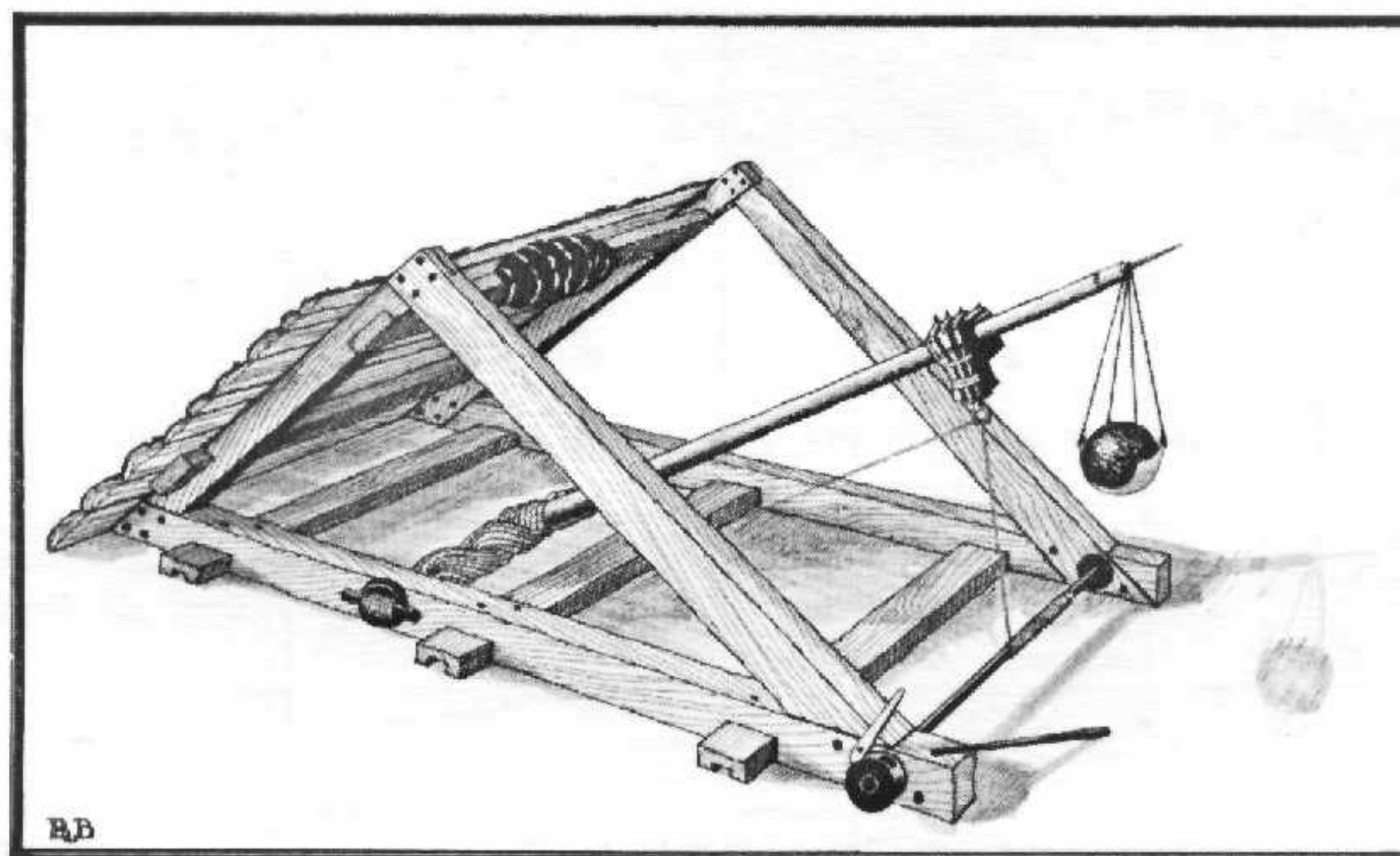
8.82 Light Attack Tower (2 stories)

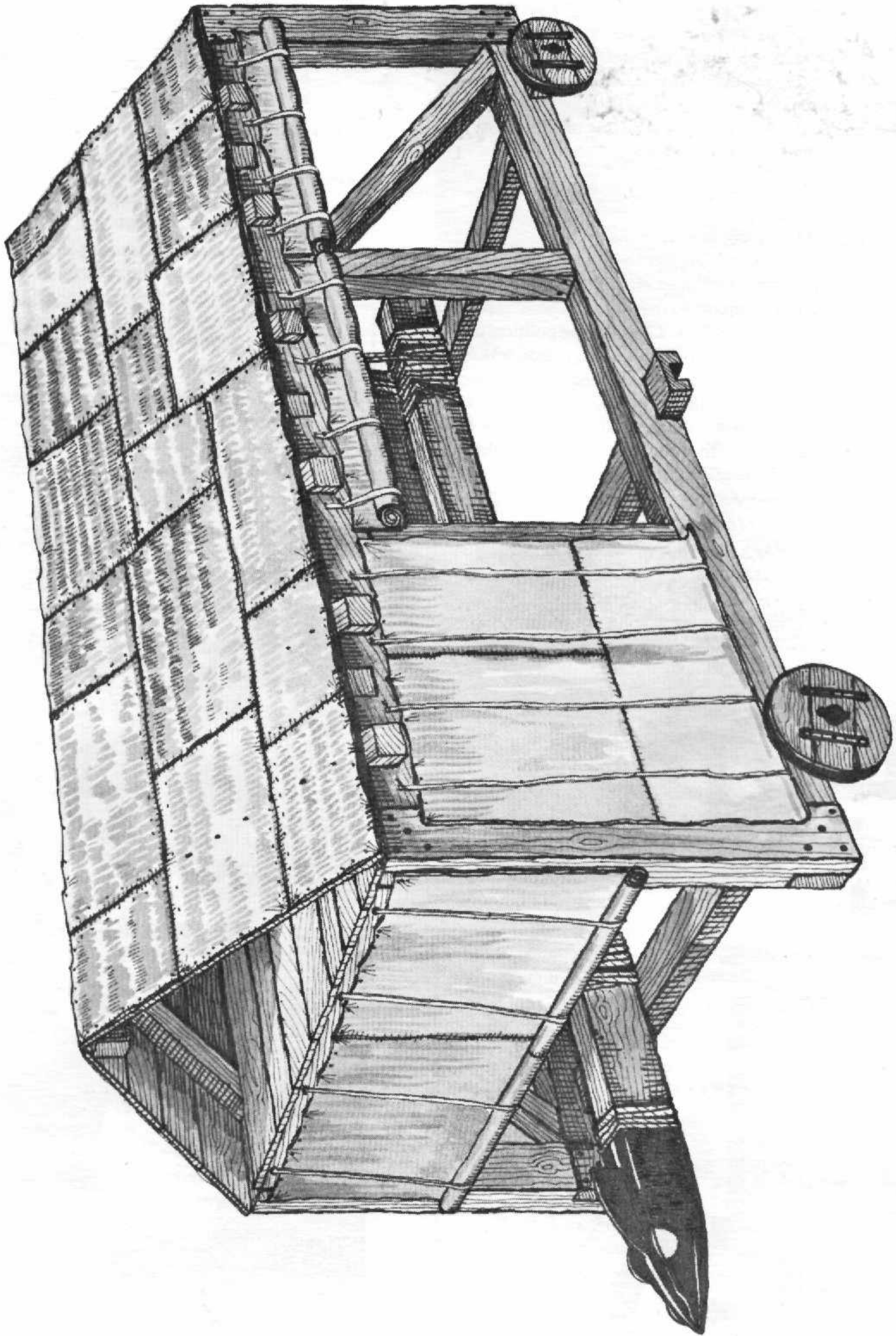
- a) This tower was designed for use against low outer walls, particularly those of the Dunlendings and the more modest Dunedain border forts.
- b) Timbers measure 1 span by 2 spans and the standard, portable frame is used - the same one found on the field onager, with modifications.
- c) Wooden planks only cover the front most vulnerable to missile fire. Remember that wood is a precious commodity in some barren northern lands.
- d) Purpose: for scaling low walls by laying plank "bridges" on the top beam and upper wall surfaces. Siege ladders can also be attached to the frame, making them difficult to repel. Acts as a firing platform for archers or a light ballista.



8.83 War Ram

- a) This machine was the largest in the arsenal of Angmar. It was built on a frame using normal 1 span by 2 span timbers and could accommodate a fully housed crew of ten. Two or three axles could be used.
- b) The ram itself is suspended from the roof housing and operates like a pendulum. The long ropes allow a greater swing arc, but the design is still inferior to the "tracked" Dunedain rams; the latter use rollers which allow for constant momentum and greater penetration. The orcish "swing" rams have a limited stroke with decreasing momentum at the point of impact.
- c) Purpose for penetrating wooden walls or gates of any type.





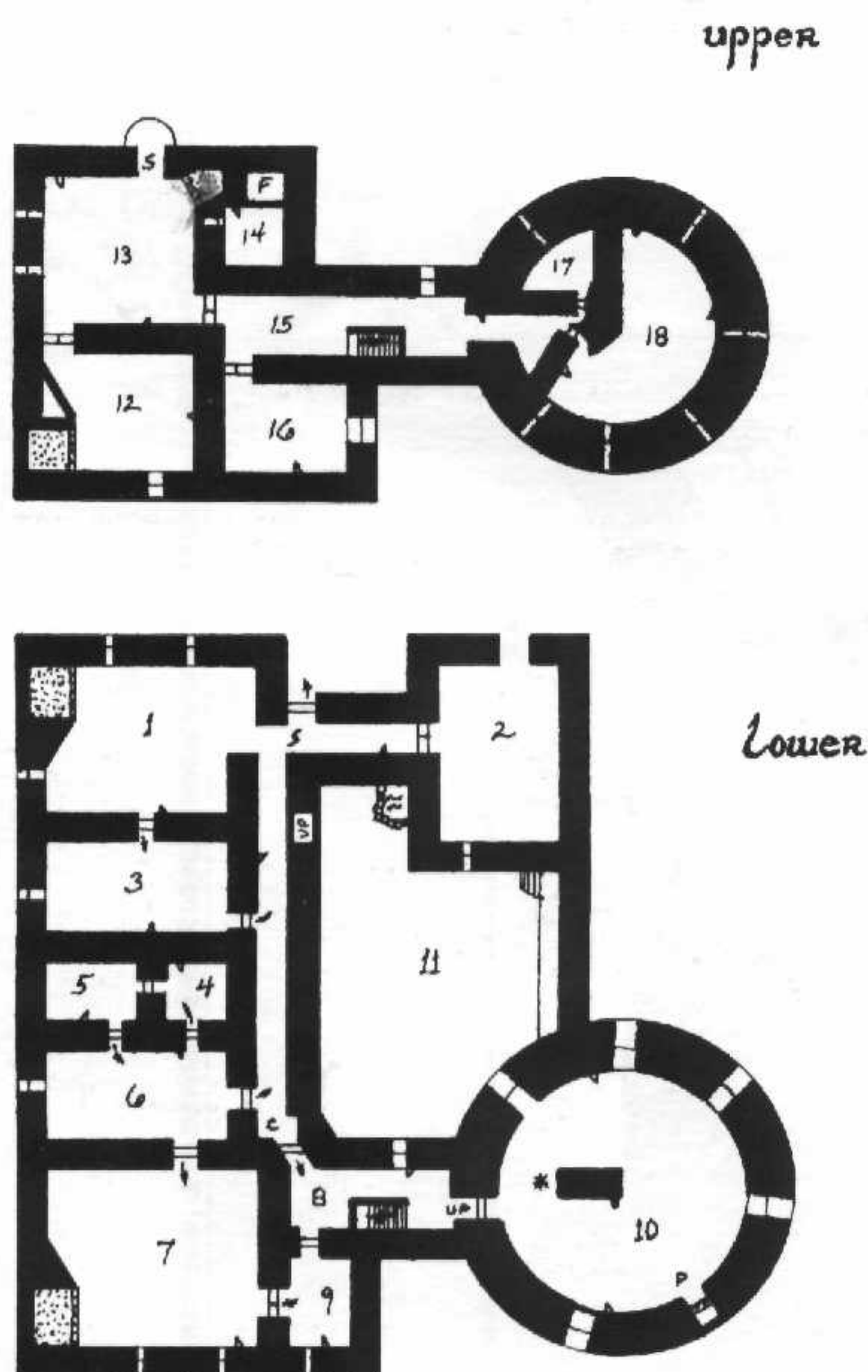
8.9 SUGGESTIONS FOR ADVENTURES

1) **Carn Dûm** is both a fortress and military-oriented city. In T.A. 1700 the area contained a huge Sauronic field army and served as the "home" of the Witch King; anyone entering the area would have to be extremely careful. Therefore, it is suggested that adventures into Carn Dûm (circa 1700) be of two types: (a) cautious town visits; and (b) sorties into the surrounding countryside - cavern trips, exploring the ruins, etc.

Carn Dûm did not exist as a settlement in T.A. 1. At the end of the Third Age, however, the area was still occupied. The city of T.A. 3019 and F.A. 1 was a ruin whose residents were not men, but trolls and other foul beasts. Orcs lived in the old cavern complexes built into the mountain. This period is the ideal setting for Carn Dûm adventures. The physical layouts are relatively intact and the occupants are no longer so numerous and powerful as to preclude free-wheeling maneuvering.

Note: Adventures set in T.A. 3019 take place at the time of the War of the Ring. The Dunedain of the North have essentially disintegrated as a political force, and the forces of "Angmar" consist of groupings of orcs. Angmar itself is no longer a unique kingdom; rather it is a dark land inhabited by scattered remnants of the elder armies. The physical character resembles Angmar of T.A. 1700, but the political unity is a factor of the past. By the early Fourth Age this region was subdued somewhat by the renewed forces of the Dunedain, and the old fortresses were either occupied by the men of King Elessar or laid abandoned. The vacant holds were often quickly inhabited by foul beasts, wandering orc groups which escaped slaughter, or bold and desperate mannish warlords (e.g. Dunlendings).

Typical Suggested Ruin:



2) **Scorba's Lair at Zarak Dûm** is best suited for adventures in T.A. 1700. Earlier or later campaigns would find the complex inhabited by dwarves; as such, the place would best serve as a base for wilderness sorties.

3) The lairs of **Corlagon** and the trolls will provide suitable settings for any Third Age campaign. Remember, however, that both trolls and dragons get stronger, wiser, and generally more dangerous with age. Whatever quickness they might lose is more than offset by experience.

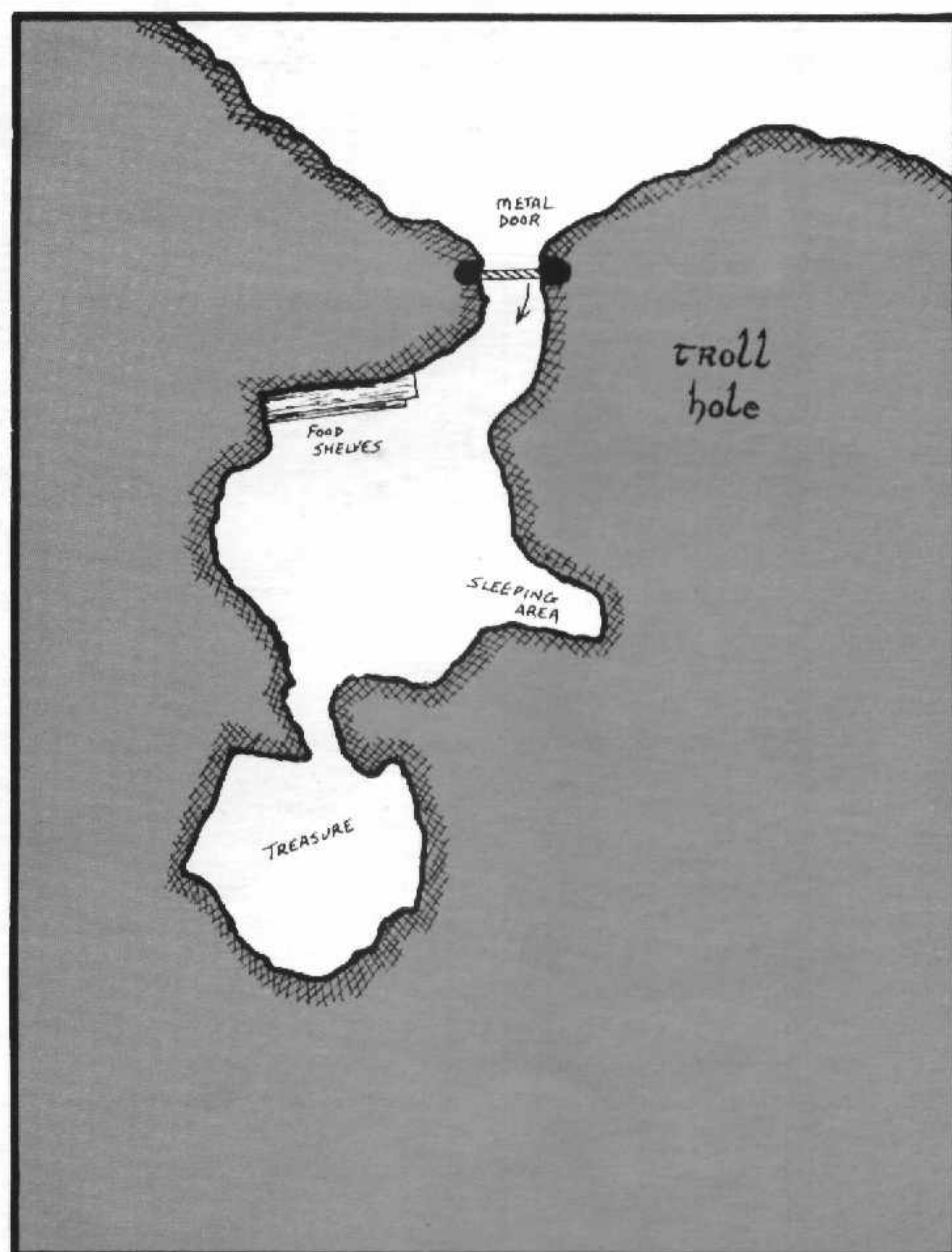
4) **Morkai Castle** is quite a stronghold in T.A. 1700. As such, it would be nearly impregnable to frontal assault. Nonetheless, it is not impossible to enter, particularly for sly, small groups capable of climbing walls under cover of darkness or quietly flying. Due to the sheer size of the garrison, however, great care would be required.

Morkai castle did not exist in T.A. 1. It is possible, however, that the site at that time was occupied by an earlier mannish outpost, possibly Dunedain. In T.A. 3019 and F.A. 1 Morkai laid in ruins. Adventures at this time would be interesting, since the physical structures might be occupied by new residents (e.g. Dunlending warlords or beasts).

5) **Cargash keep and Eldanar Castle** are both located in the no man's land. This territory was occupied by the Dunedain in both T.A. 1 and F.A. 1, and the two fortified sites would be inhabited by the warriors of the King of Arnor and Gondor. Adventures during these times must be geared accordingly, and might prove dull for groups that were not fundamentally evil in nature.

T.A. 1700 adventures focusing on the two sites are better suited for non-evil parties. Cargash could be overwhelmed by a strong and/or resourceful party, and is typical of many frontier forts. Eldanar is quite a bit stronger, and should be entered carefully; yet it remains a fine place to "explore" - raids and thefts are appropriate.

Typical Suggested Cave Lair:

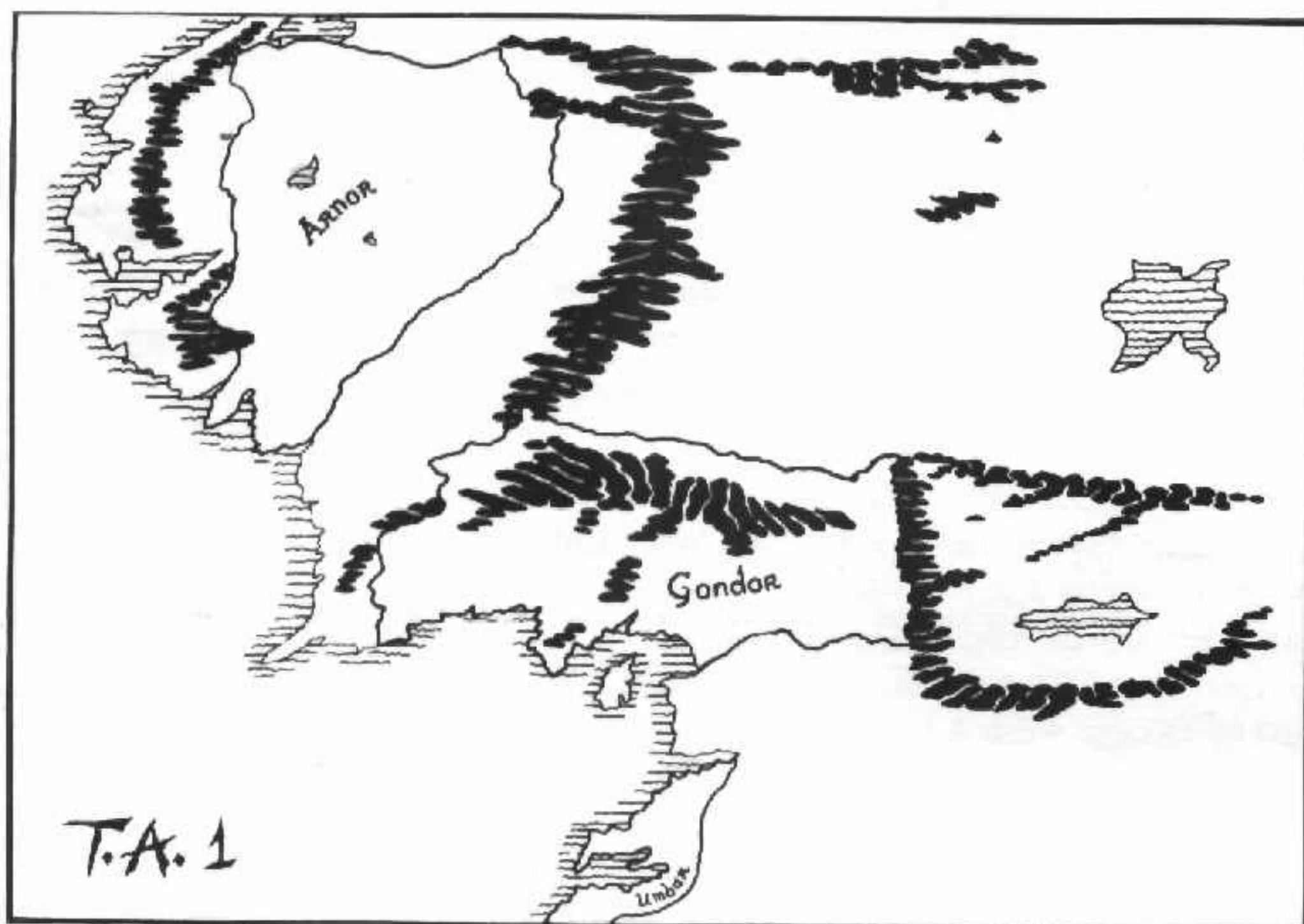


9.0 ANGMAR AT OTHER TIMES

9.1 ANGMAR AT THE BEGINNING OF THE THIRD AGE (see map # 8)

The region of Angmar and its surrounding territory is of little to interest an adventurer at the beginning of the Third Age. None of the major fortresses of the Witch King are in existence yet, and the mountains are quite free of orcs. The few inhabitants of the region include some hardy villagers who have settled on the borders and the dwarves of Zarak Dûm.

The desolate no man's land of the 1700's is part of a fertile, well settled region of Arnor. Eldanar Castle stands in the midst of well tilled fields and prosperous farms and villages. Travel is as safe and interesting as a stroll through the Shire. Trolls, giants, and dragons, being restricted to the remote highlands, exist only in childrens' tales.



Map #8 - Third Age 1

9.2 ANGMAR EARLY IN THE FOURTH AGE (see map # 9)

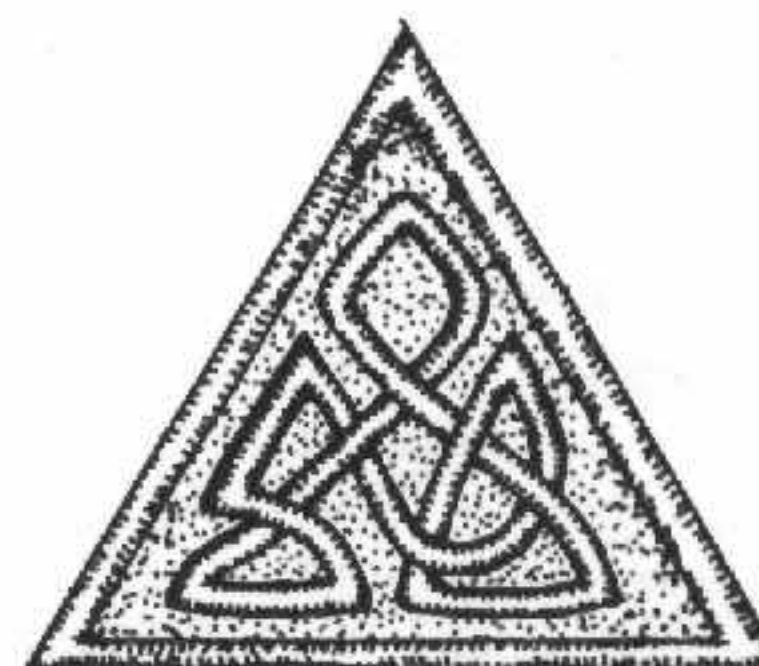
King Elessar is looking for brave, adventurous souls to explore the ruins of Angmar and eliminate any orcs that remain in the area. These orcs are a danger to prospective settlers of northern Arnor. Morkai, Shedun, and Angsul are in ruins, and no men live in the region. The exterior of Carn Dûm has fallen into ruins, but its tunnels are in good repair and inhabited by orcs. Scorba has vanished, and the halls of Zarak Dûm have also become the home of orcs. Corlagon the Red, however, remains unchallenged and unbested, and larger and stronger.

Men are slowly returning to the no man's land along the borders of Angmar. Eldanar Castle is the center of the new settlements. The castle is well garrisoned with rangers and foot soldiers who protect the settlers. Many of the old walled towns near Eldanar are being slowly rebuilt. The region is still dangerous; the settlers have had trouble with marauding trolls, and have seen the tracks of giants. Strange men from the South, followers of Sauron and Saruman, have turned to banditry in the absence of leadership.

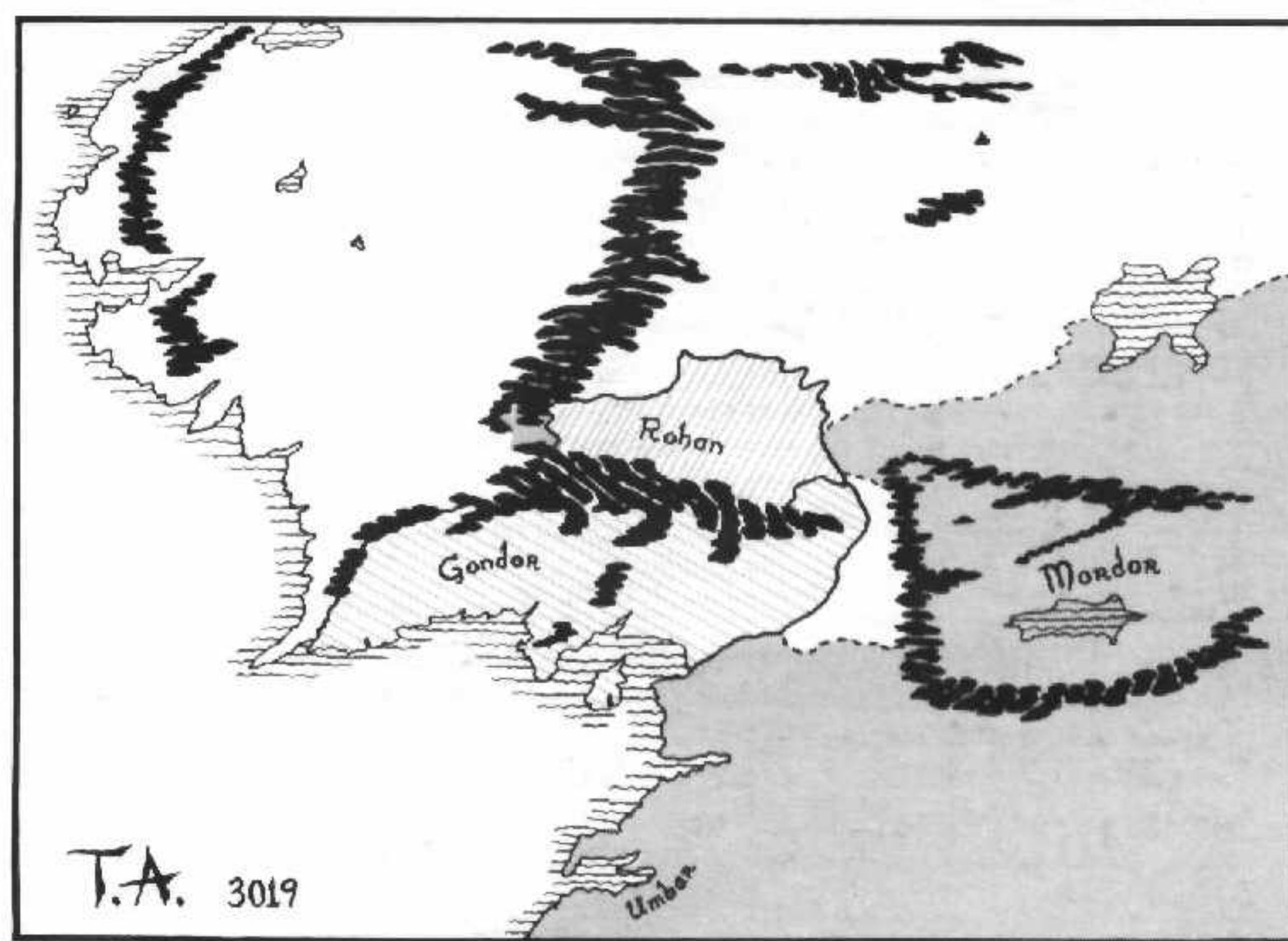
The King is eager to encourage settlers in the area, and those who help clear the area of vermin will be well rewarded with land as well as silver.



Map #9 -



Third Age 3019 (At the time of the War of the Ring). Showing the area where the Shadow had complete dominance.



Map #10 -

10.0 SELECTED READING

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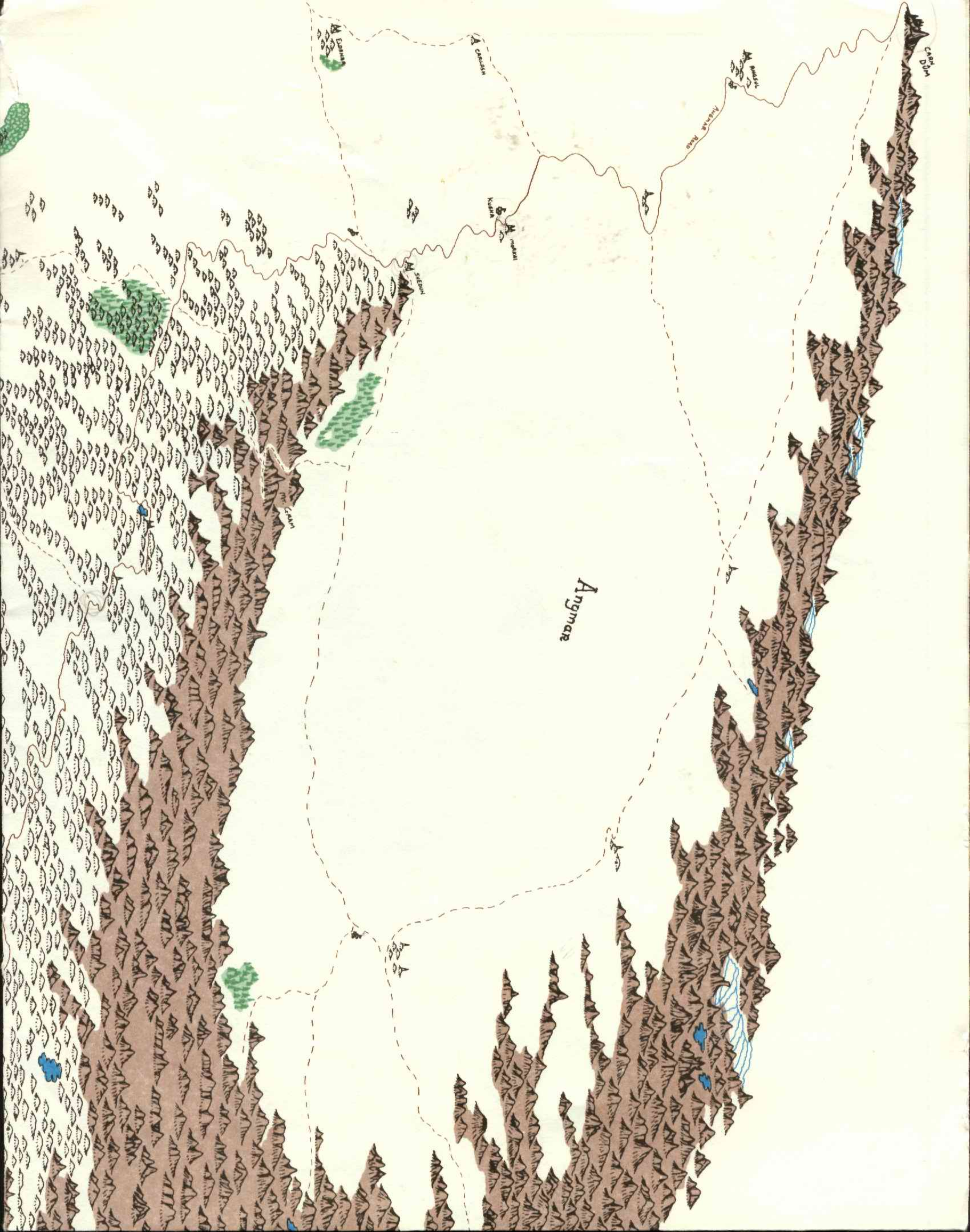
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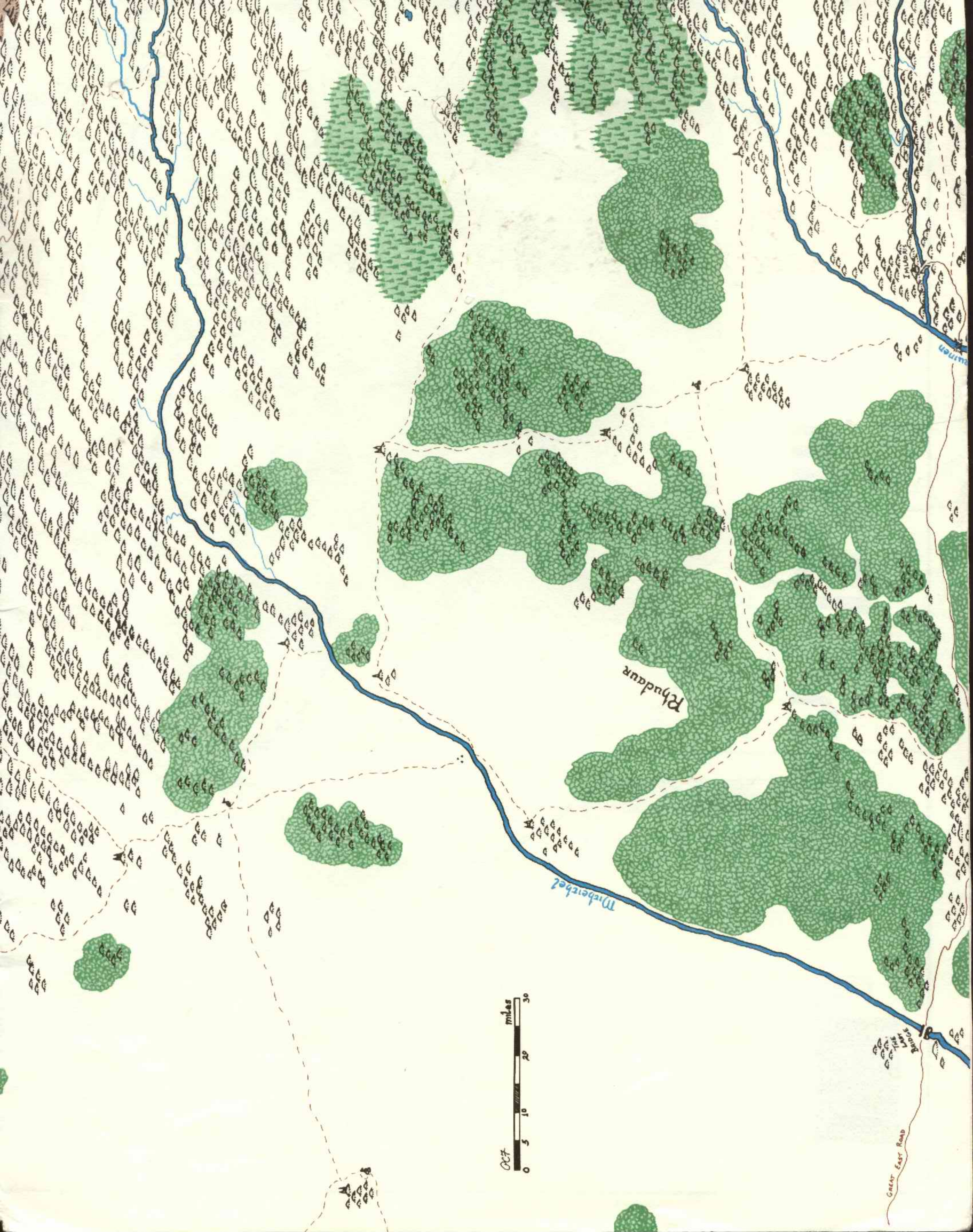
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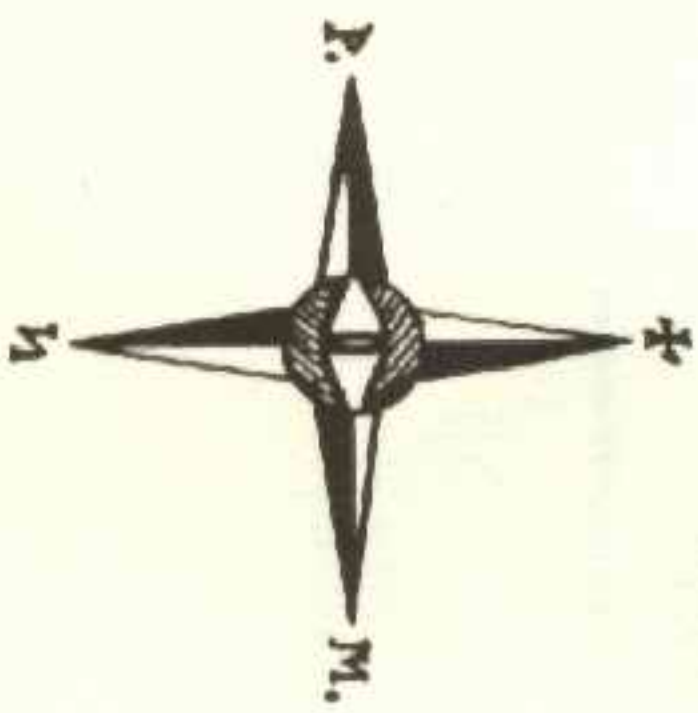
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BRANDY STATION









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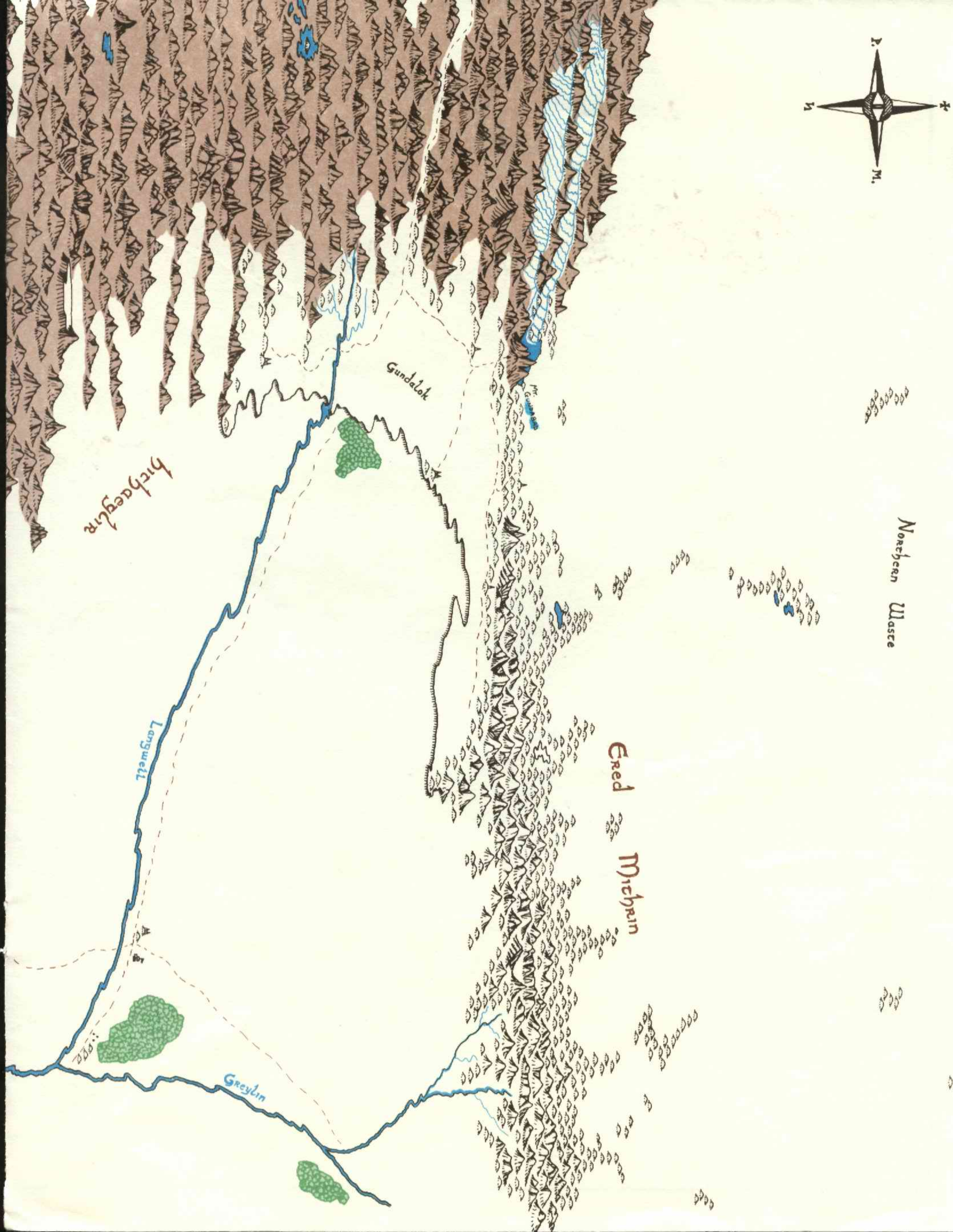
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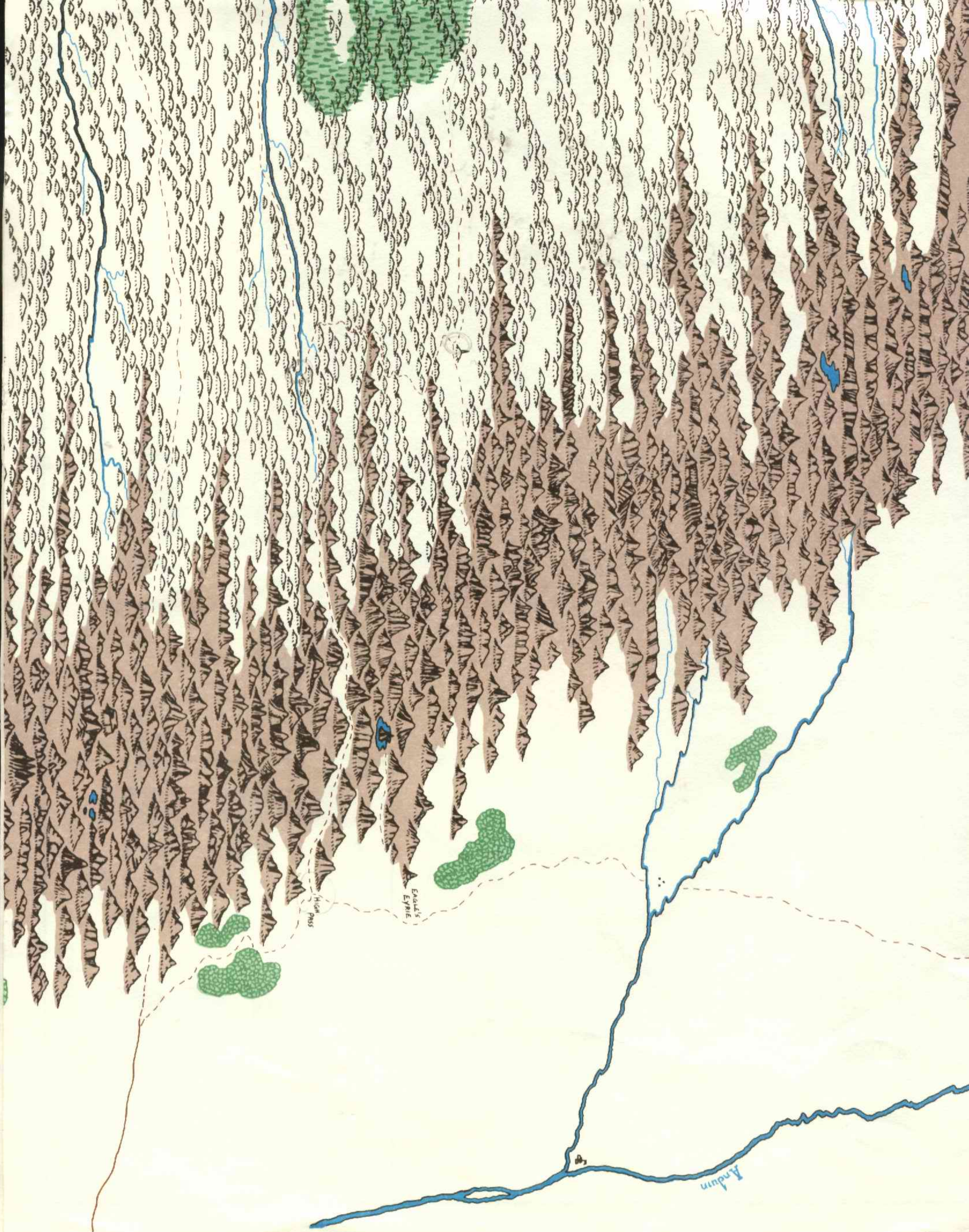
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hithaeglin

Langwell

Greylin

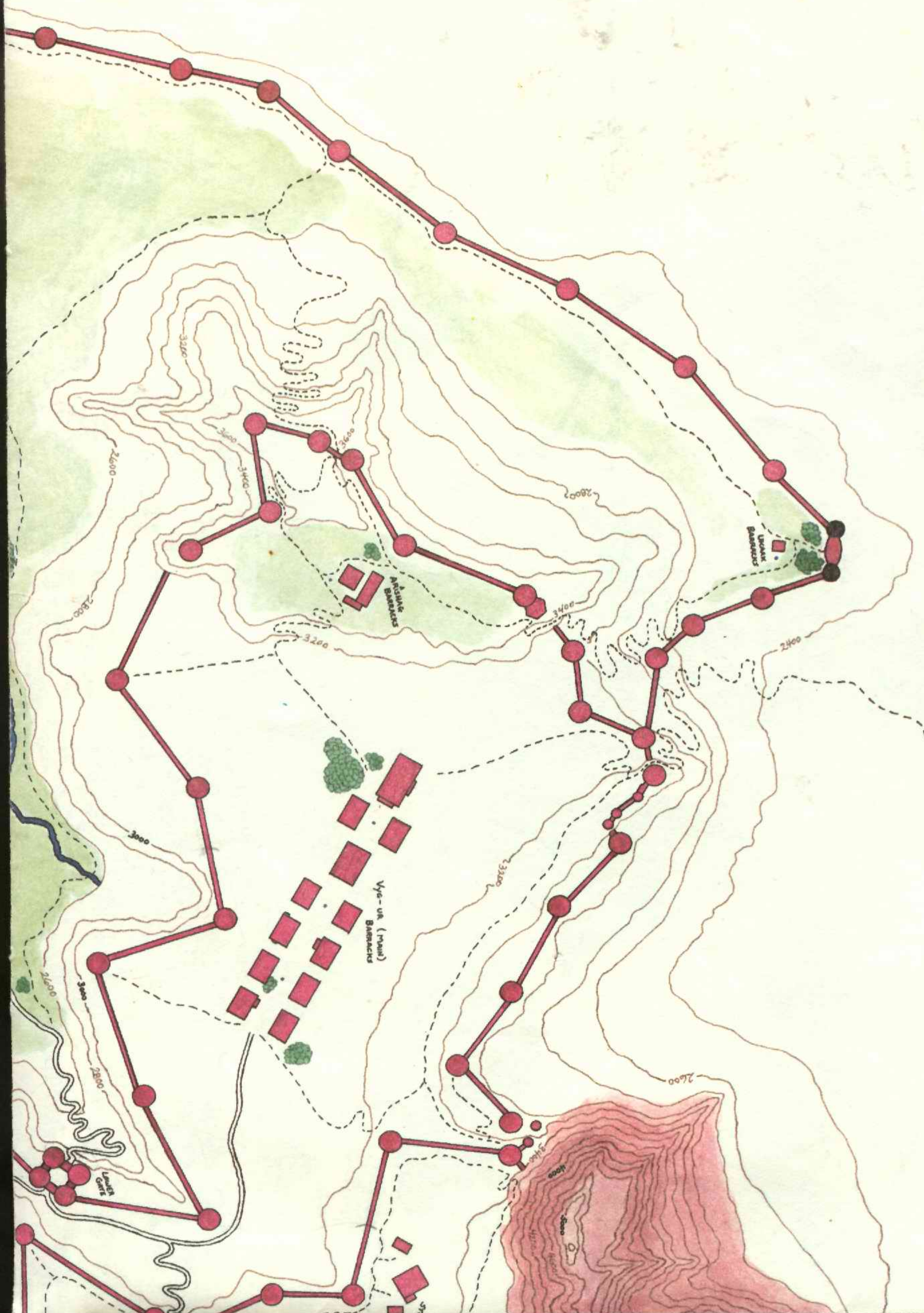


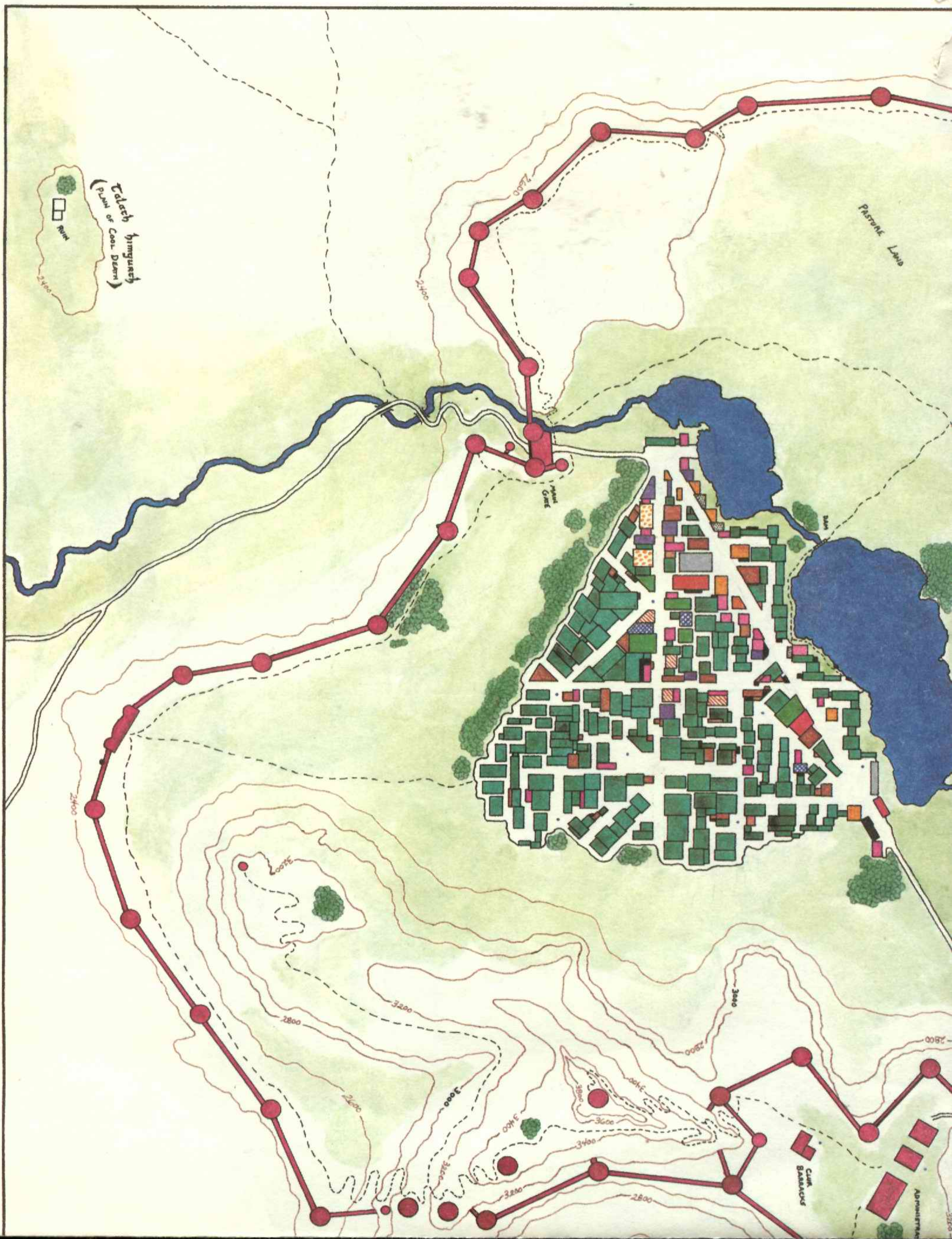




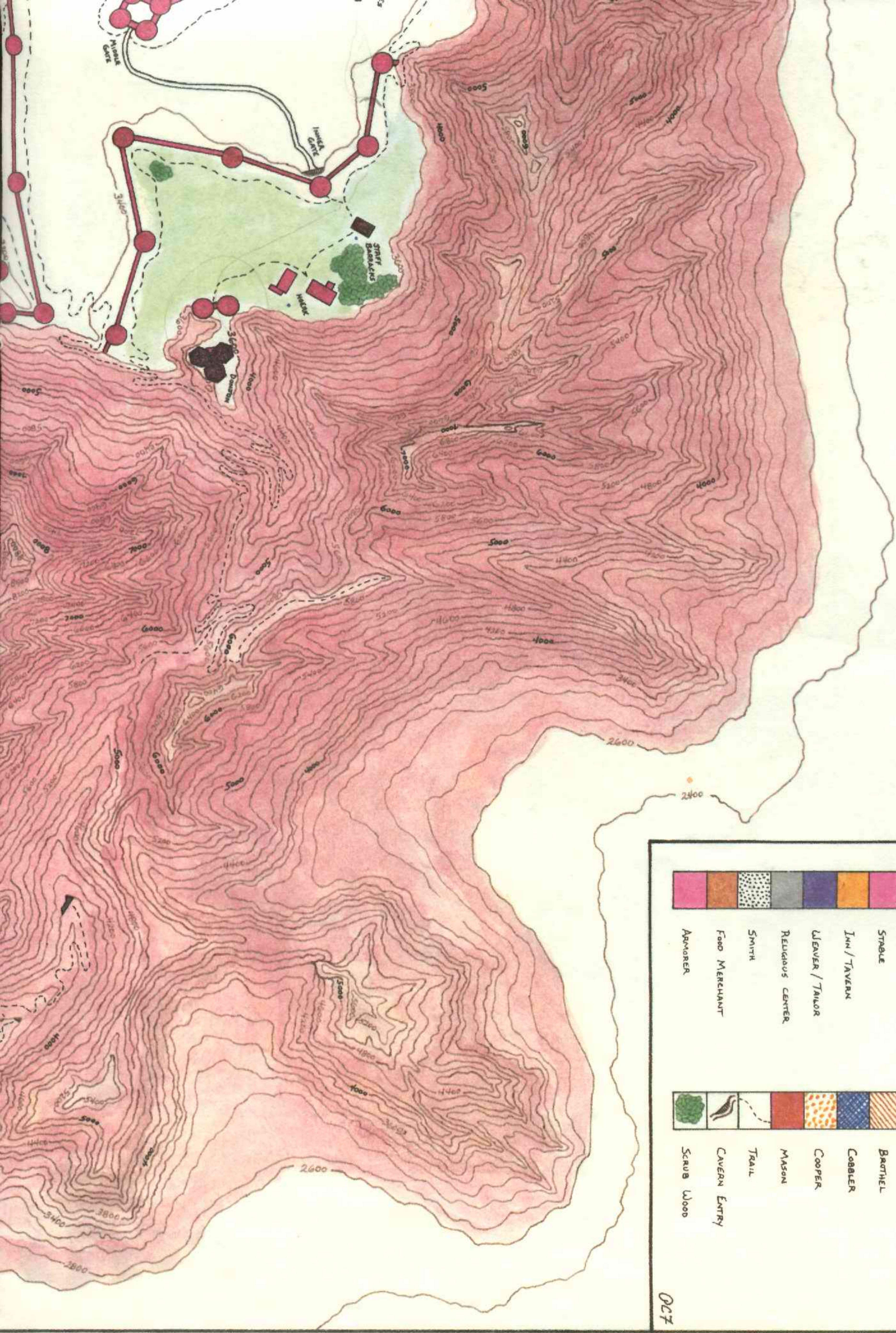
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Calacth Braegelslil
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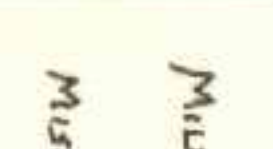
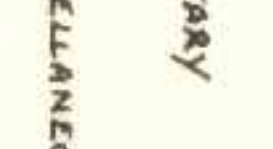
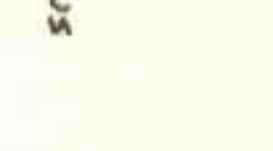
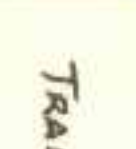




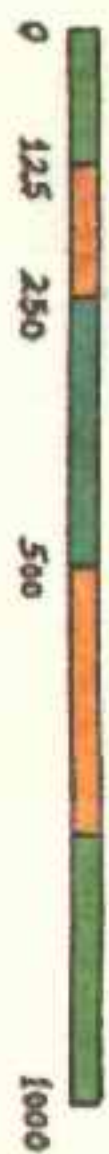
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Legend

	RESIDENTIAL		MILITARY
	WAREHOUSE		MISCELLANEOUS
	STABLE		BATHHOUSE
	INN / TAVERN		COBBLER
	WEAVER / TAILOR		COOPER
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	SMITH		TRAIL
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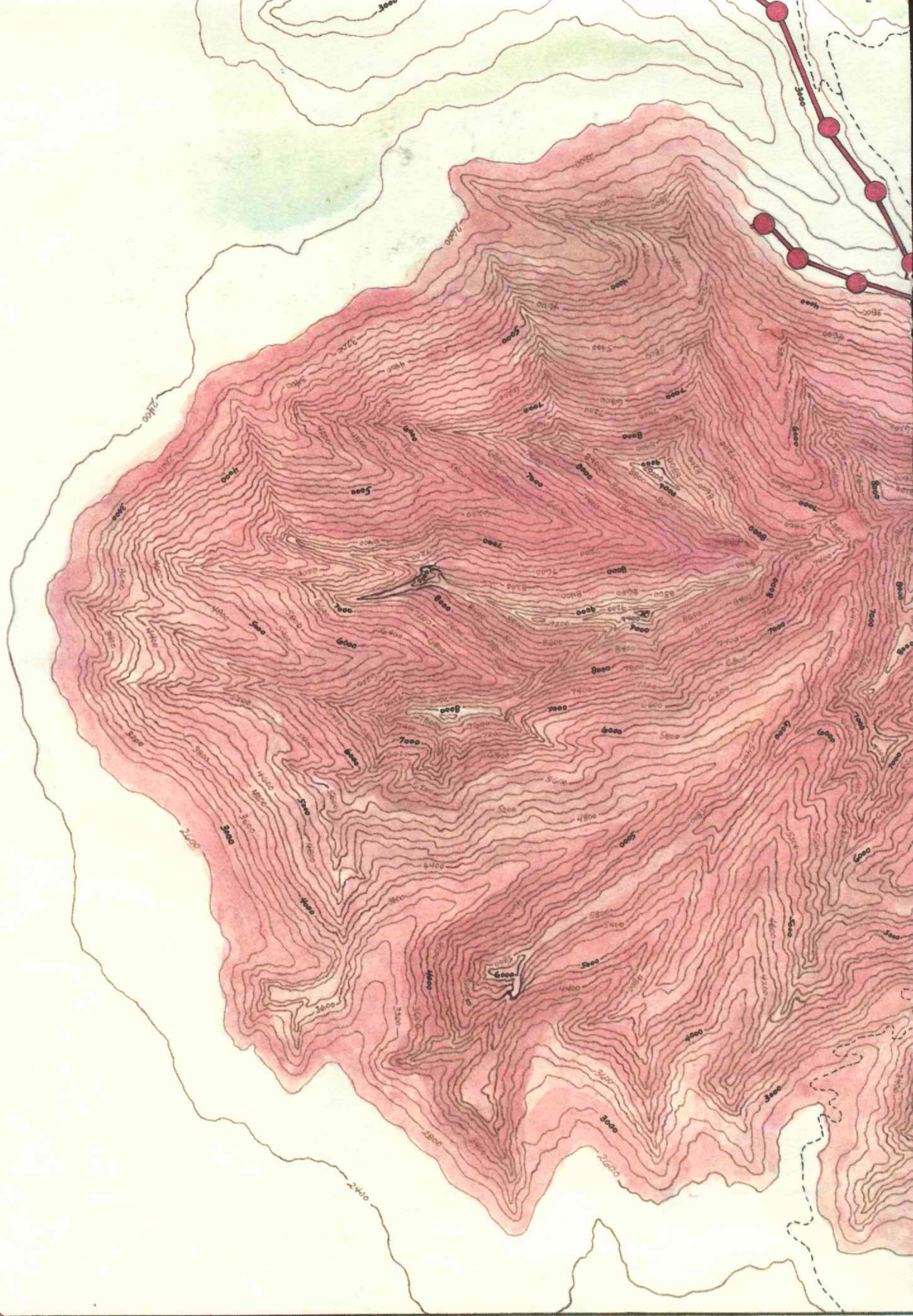
feet

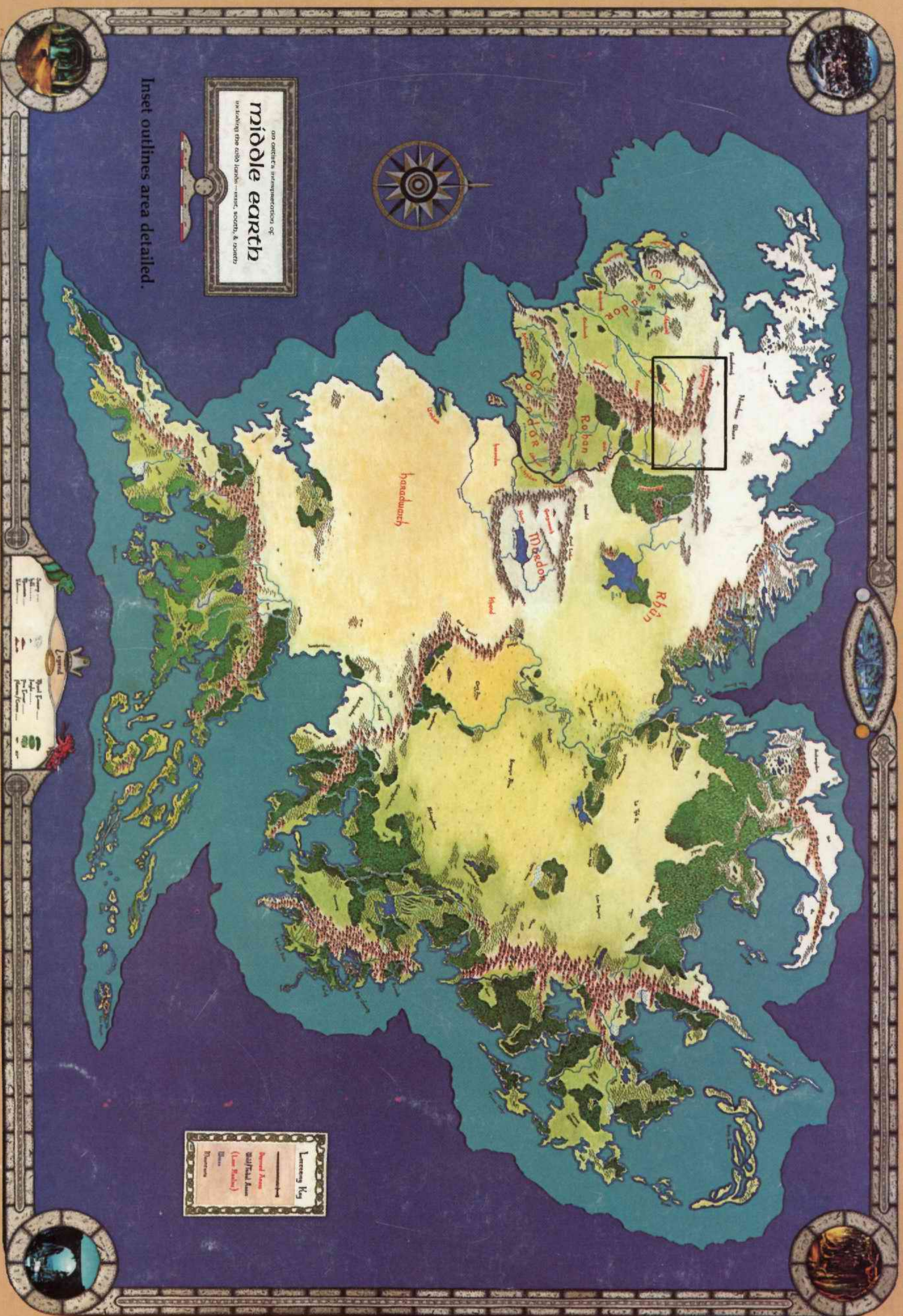
Shaded area is exposed rock surface.

Each contour equals 200'.

Peak elevation 9,630'.

Tree line 4,200'.





an artist's interpretation of
middle earth
including the cities, lands, seas, & mountains

Inset outlines area detailed.

Legend
— Ring
— One Ring
— Three Rings
(see map)

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