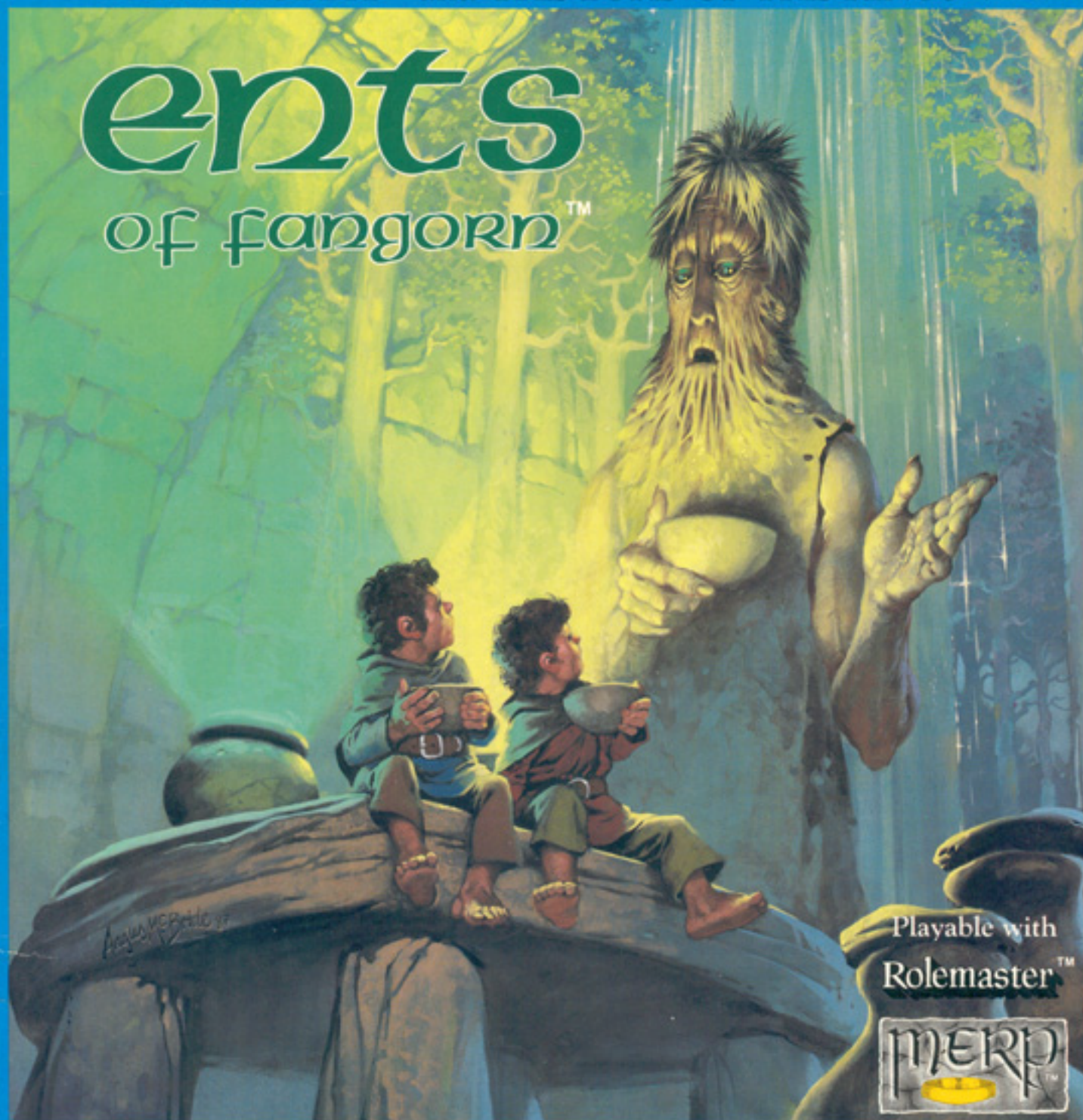


Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

ents of fangorn™



Playable with
Rolemaster™



Welcome to the Forest called Fangorn, bordered on the east by the Wold, and on the west by the high peaks of the southern Misty Mountains. Here dwell the Ents, a strange and fascinating race. Slow to anger, and yet fearsome when enraged, these huge, tree-like folk are among Middle-earth's most powerful beings. As tree-herds, they nurture and watch over this magical realm.

EXPLORE:

- THE DERNDINGLE, site of the Entmoots
- WELLINGHALL, home of Treebeard, leader of the Ents
- THE FORTRESS OF TIR LIMLIGHT

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As the dark edge of the forest loomed up before him, Vrak turned to look out onto the plain. In the distance the Dúnadan ranger could see the pursuing Uruk-hai rapidly approaching.

“Elor, they’re coming fast!” he said as he trotted forward to catch up with the Half-elf bard who was still burdened with the wounded Hobbit scout.

Elor slowed down for a minute to gasp, ‘Druggo can’t take much more of this. If we don’t stop soon he’ll bleed to death.”

“And if we slow down, we’ll all bleed to death from Orc arrows! Keep moving: maybe they’ll heed their legends of the ‘tree demons’ and leave us be.”

The adventurers moved on with as much speed as the dark and tangled forest allowed, southward, deeper and deeper into Fangorn. Behind them, in the dark and tangled forest, they could hear the sounds of the Ores’ nearing pursuit: they were still coming!

Suddenly the noise changed and increased as the Ores began screaming and yelling to one another. Vrak and Elor stopped in surprise and turned to face the sounds of battle, which ended almost as suddenly as they started. As the forest settled into an eerie silence, the two fugitives stood stock still, scarcely daring to breathe.

“They almost got you, but a grove of Black Huorns is more than a match for a lurg of Orcs, “said a strange, deep voice behind them. A huge, knobby hand grasped each of their shoulders and spun them around to face a very sturdy, fourteen foot tall Man-like figure with green and grey bark, a tall head, and scarcely any neck.

As the creature said, “Hrum, Hoom, what to do with these two and the small one? What to do?“, Vrak and Elor knew that it could only be one thing: the Orcs’ Tree Demon, a legendary Ent of the Fangorn Forest.

1.0 GUIDELINES

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

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

PROFESSOR TOLKIEN’S LEGACY

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

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

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

GAME SYSTEMS

MERP Middle-earth Role Playing *RM* Rolemaster

CHARACTER STATS

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

GAME TERMS

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

MIDDLE-EARTH TERMS

A Adûnaic	Kh Khuzdul (Dwarvish)
BS Black Speech	<i>LotR</i> <i>The Lord of the Rings</i>
Cir Girth or Certar	or Orkish
D Dûnael (Dunlending)	Q Quenya
Du Daenael (Old Dûnael)	R Rohirric
E Edain	Rh Rhovanion
El Eldarin	S Sindarin
Es Easterling	S.A Second Age
1.A First Age	Si Silvan Elvish
F.A Fourth Age	T.A Third Age
Hi Hillman	Teng Tengwar
H Hobbitish (Westron variant)	V Varg
Har Haradrim	W Westron (Common Speech)
Hob Hobbit	wo Wose (Drúdaín)
Kd Kuduk (ancient Hobbitish)	

1.12 DEFINITIONS

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

Andor (S. “Land of the Gift.”) Sindarin label for Númenor (Westemessë).

Celebrant (S. Silverlode”; Kh. “Kibil-nâla.”) The river running eastward out of the Misty Mountains at the Kheled- zâram. It is joined downstream by the Nimrodel (S. “White Cave-lady”), cuts through Lórien, and eventually joins the Anduin.

Daen Coentis: (Dn. “People of Skill.”) Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. The of Dor-en-Emil are descendants of the Daen Coentis. This forgotten race is the indigenous Mannish population in most of what is now central and western Gondor. Animistic, superstitious and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high vales they find so sacred. They trace their lineages through the female line

and revere the Earth Mistress (a manifestation of Yavanna) as high goddess. Their tongue, Daenael, is often called Old Dunael, since it spawned the Dunael speech of the Dunlendings.

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

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



Dunlending: (Dn. "Daen Lintis.") A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. The Eredrim of Dor-en-Emil are a related folk. Descendants of the Daen Coenis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc.

Eldar (Q. "Elves"; "People of the Stars.") The Calaquendi (Q. "High Elves"), who made the Great Journey to the Undying Lands.

Ent: (S. "Onod") The treeherds of Middle-earth, Ents are among the oldest and most powerful inhabitants of Arda. (See Sections 3.0 and 5.0.)

Eriador All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglin"). Its northern boundary lies along the highland ridge that runs northwestward from Cam Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathlo") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain, and, by some, Dunland and Enedwaith.

Fangorn Forest: (S. Beard of the Tree) The huge woodland that stretches for about a hundred and twenty-five miles along the southeastern flank of the Misty Mountains, widens to almost one hundred miles at one point. One of the oldest forests in Middle-earth, it is the home and protectorate of the Ents. (See Sections 2.1, 4.1, and 5.0.)

Glade: Generically referring to any open space in a forest, this word in Lórien also refers to the various craft and service guilds.

Gondor: (S. "Stone-land.") The great Dúnadan kingdom that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) Calenardhon (Rohan after T.A. 2510); Anorien; Ithilien; Lebennin; Belfalas; Lamedon; Anfalas; and Andrast. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith).

Khazad-dûm: (Kh. Dwarf-mansion"; S. "Hadhodron"; W. Dwarrow-delf.) It is also known as Moria: (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazad-dûm stands as a citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar. Khazad-dûm has since been expanded to include seven principle levels which stretch the width of the mountain range and extend under the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the Bahog. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains.

Lórien: (S. "Dream.") Also known at various times as Lothlórien (S. "Dreamflower"). Laurelindórenan (S. "Land of the Valley of Singing Gold"), Mrinand, Lindórinand (N. "Land of the Singers"), and Dwimordene (R. "Haunted Valley"). The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nando Elves preceded her there.

Moria: (S. "Black Chasm") See Khazad-dûm above.

Nimrodel: (S. "Lady of the White Cave".) A beautiful Silvan Elf of Lórien, betrothed of Amroth; also a river which runs through the Golden Wood named after her.

Noldor: (Q. "The Wise"; alt. "The Deep Elves".) The Second Kindred of the Eldar.

Northern Fields: The land between the Limlight and the Celebrant.

Ost-in-Edhil: (S. "Fortress of the Eldar".) Capitol city and citadel of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies.

Silvan: All of the Elves who are not Eldar.

Sirannon: (S. "Gatestream".) The river which runs down from the West doors of Moria.

West-gate: The western entry into Khazad-dûm; also called Durin's Gate, the Doors of Durin, the West Door, and the Elven-Door. Flanked by huge holly trees, this door opened onto a wide road which led to Ost-in-Edhil, the Eldarim capital of Eregion.

White Mountains: (S. "Ered Nimrais.") Snow-capped mountains which run arch eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of Dead cross under the White Mountains between Harrowdale (on the north) and (to the south). Alpine in character, the White Mountains rise to heights of well over 1,000 feet.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Sec. 1.32 for a handy conversion chart.) Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

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

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

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the 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.

1.31 CONVERTING HITS AND BONUSES

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

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

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

1.33 CONVERTING STATS

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

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

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

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, 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, presentiment, etc.

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

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

1.34 CONVERTING COMBAT ABILITIES

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

1) **Strength and Quickness bonuses** have been determined according to the table in Section 1.32. Note that 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 character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.

3) **If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.**

4) **Armor Types** given are based on the following breakdown:

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

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

5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on the table in I.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.



1.35 CONVERTING SPELLS & SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

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

1.36 A NOTE ON LEVELS

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

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows:

- (a) *where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity;*
- (b) *a bonus of +5 is awarded for skill level one (a +30 jump);*
- (c) *for each skill level between one and ten an additional +5 bonus is applied (e.g., skill level nineteen yields +68);*
- (d) *for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68);*
- (e) *for skill 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.*



1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., *Rolemaster*) or an additional subtraction or modification to the attempt roll.

In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how tricky it is relative to other devices and the PC's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g., dark) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION

This work focuses upon the huge woodland that lies along the southeastern flank of the Misty Mountains (S. “Hithaeglin”). This sylvan realm is commonly called Fangorn (S. “Beard of the Tree”) after the great Ent that Men know as “Treebeard.” Elves speak of the forest as *Tauremorna* (Q. “Black Forest”), while the Men of Rohan call it simply “Entwood.” Ambarona (Q. “Land of Doom”) is the shortened Entish name.

2.1 OVERVIEW

Fangorn is a sheltered land containing an isolated society rooted in a unique atmosphere. Time follows a different path beneath the forest’s huge, dark boughs, proceeding at a pace which is too slow for mortal comprehension. It is an eerie environment suited to the ancient and myriad Olvar that reside here under the watchful eye of their Ent guardians. Like the Old Forest of Eriador, Fangorn is a remnant of a forest which once covered most of western Middle-earth, a wood nearly as old as Endor itself. Every plant, stream, stone, and plot of soil within its bounds embodies this heritage and seems to breathe with a special quality of life. Nothing in Fangorn is inanimate.

Fangorn Forest stretches for about a hundred and twenty-five miles across a shelf of land that overlooks northwestern Calenardhon (Rohan). One hundred miles in breadth at its widest point, its western reaches tuck into the narrow canyons of the Misty Mountains’ eastern face. The peaks bar travel through Fangorn’s remote western border, so the forest looks toward the lowlands. Even here, however, the forest is sheltered by the surrounding terrain. Two rivers — the Limlath to the north, and the Onodlo in the south — flow just inside Fangorn’s borders, and the rugged, dry hills of the Wold stand vigil to the east.

Fangorn is always an apparent constant in the face of the turmoil that engulfs the surrounding regions. An enchanted place, its legends deter invaders, shrouding the wood in an unassailable aura. So, while the areas along its borders experience a constant state of flux, the Entwood remains a mysterious bastion. As people move in and out of the neighboring territories — their ways of life coming and going, their towns erected and ruined — none bores the dark, tree-covered realm. Trade routes avoid the forest, and no sign of normal settlement mars Fangorn’s landscape. It is a strange, seemingly wild island amidst the civilizations of northwestern Middle-earth.

Despite its isolation, though, Fangorn is strategically placed. The easiest north-south route between the river Anduin and the Mountains of Mist skirts the Entwood’s eastern boundary, while the Isen Gap (Gap of Rohan) lies nearby. Only sixty miles to the southwest, the Isen Fords link the best roads between Eriador and the rest of Endor, lending this portal profound value. The most important major road of the civilized world crosses through the wide, grassy pass and joins mighty Gondor with the lands to the west of the Misty Mountains. So, while events in Fangorn generally remain outside of others’ histories, the forest witnesses many of the most significant wars and migrations near the southern Hithaeglin. Of course, during the War of the Ring that raged during the last days of the Third Age, events actually drew the Ents and Huorns that rule the wood into the great struggle.

2.2 A BRIEF TIMELINE

THE SECOND AGE

1-Noldo kingdom established in Lindon after the fall of Beleriand with Gil-galad as king. The Ents migrate from Beleriand to various parts of Middle-earth.

32-Nómenor founded.

600-1200-Númenóreans explore much of Middle-earth and make contact with the Haradain (Daen Coentis) of the White Mountains. Ports are established on the Gwathlo by Tar-Aldarion at Lond Daer and Tharbad.

750-The Noldor found Eregion and build Ost-en-Edhil.

1200-1500 Númenóreans begin building fortresses and havens all along the western coast of Middle-earth. During this time they begin to use the great southern forests extensively for ship building.

1300-Treebeard relocates to what will become Fangorn Forest and takes up permanent residence there, bringing many Ents and Entwives with him.

1500-Elves of Eregion begin to make the rings of Power under Sauron’s guidance (as Annatar)

1600-Sauron makes the Ruling Ring.

162--Skinbark brings a large number of Ent-folk to live in the higher altitudes of Fangorn.

1652-Amon Lindi completed.

1693-1700-Sauron makes war on the Elves of Eregion. Most all of Eriador is laid waste to by his armies. Large tracts of forests are destroyed in what will one day be Dunland. Sauron is defeated by the Númenóreans and the Elves, and retreats to Mordor.

1760--Leaflock relocates his people to Fangorn.

1800-2251-Númenóreans increase their holdings in Middle-earth. It is during this time that the circle of Isengard is smoothed, but the fortress will be built later. Sauron begins to send emissaries to the Daen Coentis to subvert their religion and turn them against the Númenóreans, whose numbers will swell above those of the Daen Coentis in the White Mountains as this time period ends. The Ents and Entwives slowly begin to grow apart in mind, and the Entwives move out of the forest to the open plains near Fangorn.

2500-The Entwives cross the Anduin and make a garden paradise from the area that will later be called the Brown Lands. They teach the men of the area much about agriculture.

331--Drûedain make a final split with the Daen Coentis, because of the later’s descent into evil ways. They take up residence in the deep wooded areas of the White Mountains and the Endewaith.

3319-The downfall of Númenor and the Bending of the Seas.

3320-Foundation of the Realms in Exile. The Daen Coentis swear an oath of loyalty to Elendil.

3325-3341-Many of the Daen Coentis migrate north either to Dunland or Rhudaur. The first groups do so because of disagreements in the new dark religions. The later groups migrate to escape the fear caused by the oath breaking.

3430-Last Alliance of Elves and Men is formed to confront Sauron.

3434-The Daen Coentis are called by the Alliance; they refuse, and thereby bring the curse of the oath-breakers upon them.

3435-The Battle of Dagorlad rages and the Entwives are lost.

3441-The Barad-dûr is taken and Sauron is overthrown. Isildur cuts the Ruling Ring from Sauron's finger and keeps it as his own.

THIRD AGE

1- The tower of Grthanc is constructed.

2-Isildur is ambushed and dies at the Gladden fields while in route to Arnor. The Ring along with his body is never recovered.

20-The Ents discover that the Entwives are missing and search for them for the next three centuries, and sporadically after that.

250-850-Arnor declines gradually.

250-Calenardhon begins to be settled along the west road. Dunland migrations have stopped by this time and the clan system is being reestablished.

312-Larach Duhnnan becomes a major trading site in Dunland.

350-Tolwen meets Treebeard, and takes up residence in the northeastern part of the forest.

500-1400-Calenardhon is a prosperous province.

1000-Sauron stirs again, and the Istari are sent to Middle-earth as a balance to his presence.

1050-Hobbits migrate from the Anduin valley across the Misty Mountains into Eriador; some settle in Dunland.

1050-Gondor at the height of its power expands and builds many border fortresses. Sauron reappears and goes to Doi Guldur.

1052-Tir Limlight is built.

1300-1350-Witch king founds Angmar and Rhudaur falls under his control. He begins plotting the downfall of the north.

1409-1636-Cardolan is over run and slowly declines. Tharbad becomes a haven of thieves and smugglers.

1432-1447-The kinstrike tears apart Gondor.

1600-Hobbits settle in the Shire.

16-A large number of Hobbits from Dunland migrate to the Shire to join the other of their kind already there.

1636-37-The Great Plague, a collection of devastating diseases and pestilences, sweeps through Rhovanion, Gondor, and Eriador. Calenardhon begins a slow decline in population. Tharbad loses 80% of its population. Cardolan never recovers. Trade from the north declines.

1640-The Capital of Gondor is moved from Osgiliath to Minas Anor.

1974-75-The Witch-king's armies overrun Arthedain. The last King of Arthedain dies, but the Witch-king's armies are defeated by the Gondorians and their Eriadoran allies. By this time all the Hobbits have moved out of Dunland.

1980-The Witch-king reenters Mordor, and gathers the nine. The Balrog of Moria comes forth.

1981-Amroth and Nimrodel are lost.

2050-Orthanc is locked with only a small hereditary force left to guard the fortress. The last King of Gondor dies without an heir, and the first of the Ruling Stewards rules Gondor.

2063-Beginning of the Watchful Peace. A few Dunlendings begin to settle further south of Dunland in Westmarch.

2460-2510-The Balchoth invade Gondor. The Éothéod, led by Eorl the Young, come to Gondor's aid and are given the land of Calenardhon as reward, by Cirion the Steward.

2710-Dunlendings take control of the circle of Grthanc.

2754-Freca killed by Helm Hammerhand, King of Rohan.

2754-58-Wulf, Freca's son, raises a Dunlending army to march against Rohan.

2758-The Long Winter grips the land Easterlings invade Rohan from across the Anduin. The Haradrim of Umbar attack Gondor. Seeing his opportunity at hand Wulf marches his army into Rohan, defeating the Rohirrim in the deep snow at the fords of the Isen. The Rohirrim are held in siege at Helms Deep and Dunharrow. Helm and his sons are killed.

2759-Fréaláf Helm's nephew surprises the Dunlendings in Edoras and kills Wulf, and upon their rout is crowned King; first of the second line of Kings in Rohan. The Dunlendings are also driven from Isengard. Saruman is given the keys of Gorthanc.

2830-2903--Reign of Folcwine in Rohan. The Rohirrim drive the Dunlendings from Westfold.

2911-12-The Fell Winter strikes Eriador and Rhovanion. White Wolves appear in force even as far south as Dunland. The spring thaw causes floods that force Tharbad to be abandoned. The Dunlendings in the lowlands have to rebuild.

2941-The White Council drive Sauron from Doi Guldur.

2953--Last meeting of the White Council. Saruman begins building forces, (including many Dunlendings) and claims Orthanc as his own. Raids on Fangorn Forest by Orcs become more common after this time. Saruman begins sending servants to search the Gladden Fields.

3000-Saruman uses the Grthanc Palantír and becomes entrapped by Sauron using the Ithil stone.

3018-19-War of the Ring. The Ents attack Isengard. The Dunlendings in league with Saruman are defeated at Helm's Deep, but allowed to return home. The One Ring is destroyed and Sauron is cast out. Saruman passes from Arda.

3021-End of the Third Age.

3.0 THE ONODRIM (ENTS)

The area that is dealt with in this work is mainly populated by a unique group, the Onodrim (Ents). Ents have a very individualized history and political and social structure which must be expanded on before the reader can have a full understanding of the material that follows.

The Onodrim (or Ents) are the treeherds of Middle-earth and, whether by design or by slow change over the years, they greatly resemble their charges. The Onodrim are the eldest of the speaking races but were dormant until the coming of the Elves who taught them to speak. Ents differ from one another much like trees differ from one another, not only from species to species but also concerning growth patterns and marks. One Ent (S. "Onod") that resembles a Beech tree can be distinguished from other Beech-looking Ents as easily as one Beech tree can be distinguished from another. Because of these differences, there is a great diversity of appearance among the Ents. They can be anywhere from 10' to 25' tall and from 3' to 6' in diameter across their widest points. They can have anywhere from 2 to 8 fingers on each hand or toes on each foot. Their skin is also as diverse as the various barks of trees. Length of leg and arm also varies widely among the group. Ents are similar in one physical feature, that being the eyes. They all have deep-set brown eyes shot with a green light, which tends to give anyone seeing them the impression of looking into a window to the earth itself and seeing its age.



Ents are very intelligent and perceptive, but do not always seem so to the hurried onlooker, because of the length of time it takes them to make decisions. They can ponder choices for days before deciding any course of action. They do not like quick judgements or decisions and would prefer that others they encounter would not make them either. There is no such thing as pushing an Ent to an early decision, as they will simply ignore the pusher while they think. The only time that an Ent acts rashly is when they are incredibly angry or injured. This is not to be confused with agitated or miffed. They have to be in a rage. Ents are very gentle by nature and rarely get angry, and even more rarely enraged. Remember that, even when Saruman was threatening their forest during the War, and had already attacked several times, it took them the better part of three days to decide what to do.

When angered, Ents are some of the most frightening creatures in Middle-earth. They are extremely strong physically and can rend stone and steel with their bare hands, which they often later use large chunks of as missile weapons. In combat they use their great fists to batter their opponents and their rootlike feet to kick, trample, grasp, and crush. If they can, they will also grab an opponent and throw him as a missile weapon.

Their skin is also very thick and tough, making it resistant to all but the heaviest of blades (treat as a **Huge** creature for criticals). Blunt weapons and arrows are capable of only half normal concussion hit damage. Blunt weapons must deliver an "E"critical before being allowed to roll on the large Critical table at minus 10 (MERP) or on the Super Large Critical Table (RM). Weapons of fire effect them normally as do magical fire spells. Many would never make it in battle with one of these giants however as the sight of a raging Ent is enough to cause a person to resist a 10th level fear spell. Those failing by 1-50 flee, those failing by more than 50 are frozen in terror for 1-100 rounds.

3.1 A BRIEF HISTORY

The history of the Ents is nearly as long as the history of Middle-earth itself. It begins in uncertainty. The true story of the origin of the Onodrim is lost in time to the speaking peoples. Only the Valar know the true story. From what has been gathered by Elven historians from the Istari and the Elves, Treebeard and the other Ents have been alive at least as long as the Elves and some say longer. The High Elves say that the Valar did not mention the Onodrim in the music of creation. This would infer that they were the product of only one of the Valar and were created after the music when the Valar were setting the world in order, much as the Dwarves were a fabrication of Aulë. This theory was also held by Galadriel who noted that when Yavanna discovered the mercy of Eru toward Aulë in allowing his stone-formed Dwarves life, she asked Eru (through Manwë of course) to give independent life or "souls" to some of her most beloved creations that already lived in a lower state. It seems that Oromë also had a part in this request, because the males of the Onodrim hold closer allegiance to him, whereas the females are aligned to Yavanna. The point is not clear, however, whether they were trees initially that received souls or if they were separate creatures that came to look like trees due to their love of and close association with trees.

This view of afterthought creation, however, is a misconception because everything that is now present in Middle-earth was in The Music, but may not have been recognized by the Valar for what it was until much later. Eru always knew the Ents like the giants and the eagles would come into being through The Song. This concept was explained to Manwe later by Eru in answer to the requests of Yavanna and Oromë. The Valar sang the parts that they were taught by Eru. He taught them their parts of the song knowing that their individual personalities would subconsciously alter the song to create what he knew would be there all along.

In the beginning the Onodrim had no voices, speaking only to the trees, but the Elves came and taught them how to speak, a debt they will always remember. Although the Onodrim were always friendly with the Elves, they remained apart from them caring more about nature, and their responsibility to it, than about the Elves doings. During this time the Onodrim roamed far through miles and miles of forest that nearly spanned the entire continent.

During the war for the Silmarils in the First Age, they did play some part in the affairs of Men and Elves. After the sack of Doriath by the Dwarves of Nogrod, the Elves of Ossiriand led by Beren went north to Sam Athrad where they ambushed the Dwarves returning from Doriath, heavy laden with treasure and also in possession of the Silmaril set in the Nauglamir. The Elves attack was successful and they reclaimed the Nauglamir. The Dwarves that escaped the first onset fled eastward toward their home in the mountains, but were intercepted by the Onodrim as they climbed Mount Dolmed. None escaped. Their motive for this attack is unclear. It may have been that Beren persuaded them to help or it could be that the Onodrim had some previous grudge against the Dwarves concerning tree cuttings in the area. Since that time, the Onodrim have distrusted the Dwarves and vice versa; that is, when the Dwarves remember the legends. The disparity in the nature of these two races had been predicted before they ever walked the earth by Yavanna, and this battle only seemed to reinforce the animosity between the people of Aulë and the Shepherds of the Trees.

After the fall of Beleriand, the Onodrim mourned the loss of the trees of that land, but recovered soon and redistributed into the remaining forests. During the Second Age they roamed freely though the forests of Middle-earth and rarely came in contact with Elves, Men or Dwarves. Of significance to them, however, was the extent of the tree cutting that went on in the forest south and east of the Misty Mountains due to the shipbuilding industry of the Númenórean ship kings. From the coast to the area called Eregion, the land was heavily forested until the Númenóreans came to build their ships. The Onodrim were not pleased with this but not many reacted, preferring rather to retreat into the dense forests to the west and what was to form most of Fangom in the east. Some of the Onodrim did retaliate by smashing machinery while it wasn't being watched and by killing work parties on occasion. Mostly this was blamed on natives, because the Númenóreans were not familiar with the Onodrim. The final end to this vast track of forest and some of the Onodrim that lived there, however, came later in the Second Age (1695) when Sauron's army marched through the area on its destructive path to Eregion and Ost-en-Edhil. In this matter, the Onodrim remained silent seeing that the force that passed them was too large for them to fight. Slowly for the rest of the Second Age they retreated into smaller and smaller areas until they were almost exclusively located in the area in and around Fangom by the ending of the age.

ENTWIVES

Another important factor during the the Second Age was the separation that was slowly building between the male and female Onodrim, which had begun in their creation due to their differences in mindset. Both groups took great delight and pride in their work, the males being more interested in the trees and tending to their needs, whereas the females were more interested in using the earth to grow the things they wanted to grow. Treebeard in talking to Merry and Pippin said:

I... But our hearts did not go on growing the same way: the Ents gave their love to the things that they met in the world, and the Entwives gave their thought to other things, for the Ents loved the great trees, and the wild woods, and the slopes of the high hills; and they drank of the mountains streams, and ate only of such fruit as the trees let fall in their path; and they learned of the Elves and spoke with the Trees. But the Entwives gave their minds to the lesser trees, and to the meads in the sunshine beyond the feet of the forest; and they saw the sloe in the thicket, and the green herbs in the waterlands in summer, and the seedling grasses in the autumn fields. They did not desire to speak with these things: but they wished them to hear and obey what was said to them. The Entwives ordered them to grow according to their wishes, and bear leaf and fruit to their liking; for the Entwives desired order, and plenty, and peace (by which they meant that things should remain where they had set them)."

LotR II, at 99.

Eventually the females set up gardens in which to live. The males would come to them, on occasion, to visit. The females moved their gardens several times, each time moving further from the forest and the males. All of this was done over the course of many years and was not visible even to those involved. In their final move, they crossed the Anduin and made their gardens in what is now called the Brown Lands. While they lived there, it was a beautiful place to behold that overflowed with all manner of plants, and fruits from those plants. During this time the "Entwives" taught men many things about agriculture, which they have used ever since. At the end of the Second Age, the battle between Sauron's forces and the Last Alliance of Men and Elves raged across the area destroying the Entwives' gardens, and with their gardens they, also, disappeared. What happened to them has long been a topic of debate among those that know of it. Destroyed completely some say, others say they were scattered and hid, too scared to return while Sauron was still in Middle-earth. Still others say that they fled eastward and those that were not killed were captured and used by Sauron to provide food for his armies. Regardless of what actually happened, they are nowhere to be found and there are no new Entlings.

For most of the early Third Age, the Ents wandered the free areas of Middle-earth searching for their mates. The search was fruitless and even though they had the help of others that were not Onodrim, they found nothing and had to give up and return to their lives as treeherds. Some still search occasionally, but most have lost all hope of ever finding their loved ones. For those that still believe they are alive and those that are not sure, the worst part is not knowing.

For the rest of the Third Age until 1640, the Onodrim lived mainly in and around Fangom Forest, rarely leaving its shelter and living their lives as peacefully as possible.

3.2 CULTURE & SOCIAL STRUCTURE

By the year 1640, the Ents of Fangom have settled into a social structure that differs from the past only in that the Entwives are no longer included, although their memory is still preserved. Another major change in how they live concerns the area they now occupy. By 1640, they no longer wander past the borders of Fangom Forest to any significant extent. Fangom proper as far as the Ents are concerned extends for 20 miles north of the Limlight, east to the beginning of the Wold, south past the Entwash to the end of the Misty Mountains and West into the mountains to the treeline elevations, including the high tree-filled vales above to the north and west of Isengard, where many of Skinbark's people live. Beyond this border the Ents rarely travel. Occasionally one will walk to the forests of the White Mountains or cross the mountains to one of the few scattered patches of forest in Dunland. This large area (approximately 120 miles x 200 miles or 24,000 square miles) allows the Ents plenty of room, considering their low numbers at this time. Approximately 150 Ents live in Fangom Forest in 1640, including those that have grown Tree-ish. This allows some 160 square miles of area for each Ent, and although the forest is by no means sectioned off, this vast area of personal living and working space allows for a very loose social structure.

Since the Ents are now an adult community, the rebelliousness that goes along with youth has virtually disappeared from their ranks, if ever it was present. Because this is true, the basis of Entish social-political structure is respect. No leaders are elected and present themselves as such. No written code of law or ethics exists. All Ent to Ent relationships are based on mutual trust and concern for the welfare of their charges and brother Ents. Even though there are no official ranks or titles, the basis of the society places the eldest of the Ents, due to their greater wisdom, in the most prominent positions when advice or courses of action are sought. With this in mind the three eldest, and therefore the unofficial leaders, of the Ents are Treebeard, Skinbark, and Leaflock. They are the ex officio leaders of 3 families of Ents that inhabit Fangom. These groups are not families in the sense that they are related and resemble one another although this does occur to some extent. The groups go beyond to include friends and associates that have grown closer over the years and have remained under the guidance of the leader or leaders of that group. These lines of family demarcation are very vague, but are recognized by most Ents and are used as identifiers, i.e., "... he *is one of Leaflock's folk*," etc. These ties are more evident when moots (gatherings of Ents) are called, in that the same group can be seen

to support the views of a given leader time and time again. In 1640, only two of the three mentioned above still function as active leaders. Leaflock has taken to long naptaking in the high grass just to the north beyond the eaves of the forest, and now rarely shows any inclination toward leadership.

At any time, any Ent can call a moot to discuss any topic which is of importance to the whole race, or any section thereof. Usually the Ent that wishes to call the moot will discuss the matter, in brief, with several of his brethren to determine if a moot truly needs to be called. If one is called, the word is spread by word of mouth to every available Ent. Often word of mouth entails booming calls across long distances and a great deal of walking. Unless there is

some reason for not doing so, all moots are held at the southern Demdingle. Demdingle is the only non-Entish word used to describe these places of which there are only two. Demdingle means literally, "secret dell". The southernmost and larger of these is usually referred to as *The Demdingle*, because the northern dingle is near the Falls of Mist and is included when speaking of the falls. All the Ents that are going to attend the moot arrive at the set time and the discussions begin. Since Entish is such a drawn-out language and Ents are very slow to make decisions when not aroused, these moots can last for days, many times with only short stops for food and drink. There are also regular meetings. These meetings are the worship ceremonies of the Ents.

WORSHIP

Ent worship is individual and daily. It revolves around nature and reverence for Eru and the Valar who formed it. They hold two ceremonies at the midseason day for opposite seasons, alternating yearly. For example, one year they would have a ceremony on Midwinter's Day and Midsummer's Day. The next year's ceremonies would be held at the mid-point of Fall and Spring. There are different ceremonial sites throughout the forest, set aside for the different seasons. Ents are by no means required to attend and these occasions are very informal, but most of the Ents that are not sleepy attend as many as they are able.

In the spring the ceremony is held in one of the many nurseries scattered throughout the forest, but it is usually held at the largest which is near the center of the forest. This is the Celebration of Life. In the summer the celebration is held at the southern Demdingle. The summer celebration usually lasts several weeks and Ents come and go, the end of the celebration being on the day of the equinox.



The fall ceremony is held high in the mountains near one of the larger tree "graveyards" where the dead trees, and Ents, are taken to be rejoined with the chain of life. This is the Celebration of Death. The Ents feel that, without death, there is no new life. Thus this celebration is as important to the Ents as the Spring celebration. The winter celebration is held at the Falls of Mist, and the dingle nearby, and is also part of a longer celebration ending at the winter equinox. The Ents are particularly happy when the Falls are frozen for this celebration. What joy they find in this is not known, but it seems to lift their spirits.

All these ceremonies are held in what seems to be an unorganized manner, with individual Ents swaying and singing at different times. Slowly the Ents come together in voice so that at the end of the ceremony, they are all swaying and chanting together. At that point the sound from these celebrations can be heard for miles. Many of the tales that are told by men about Fangorn come from someone hearing these very sounds while near the border. Huoms also participate in these celebrations but usually on the periphery. They often form a dense tangle surrounding the dingles or other sites that no man could get in or out of. If the sound of the Ents could be blocked out by the listener the soft harmonies of the Huoms would also be noticed and, softer still, the soft voices of the trees.

DAILY LIFE

On a day to day basis, the Ents work and live fairly independently of one another. They work through the forest taking care of the damaged and blighted, weeding out the dead to make room for new growth, planting new trees where needed. All the trees of the forest are treated as individuals by the Ents and they care for them as parents care for their children. They mourn their death and are proud of their victories over hardship. All trees that die are uprooted and taken to one of several places located about the forest. These places are kept so that the decomposed tree can be used as fertilizer for the living. The idea of burying a body in stone where it could not replenish the soil would be totally foreign to Ents. If Ents knew that humans did this regularly, they would not approve and think them foolish.

Nurseries are also kept in several locations in the forest to grow the young trees to a height where they are capable of survival. The Ents like to preserve the natural way of things, but they also have their individual favorite trees, and very much like to make sure that large groves of dominant trees do not cause a local extinction of less dominant trees. These nurseries are wonders to behold, and an Ent will never take an outsider to one of these places unless there is some special and compelling reason.

Due to their strength, size, and magical capabilities, Ents are able to relocate trees that are 30 ft tall without fear of the tree dying from shock. They are also capable of repairing almost any damage that a tree sustains, baring complete felling, if the tree so desires (sometimes the Ents know the tree would rather not survive). They are also capable of curing most all blights trees or Ents contract although some blights are harder to cure and spread faster.

MAGIC

Ents use magic in their normal lives sparingly, but according to those that are close to them or have discussed it with them, they view magic differently from those in the outside world. Tolwen, who was among the Ents probably more than any other person (see Section 5.15), suggested in a conversation with an Elf of Lórien the following about the Ent's views of magic:

The Ents' magic use (as far as I can tell) is based in the Channeling realm, but they do not like the idea that they are using energy from one of the Valar, especially Oromë, whom they hold in high honor. They feel this to be somewhat parasitic, and therefore wrong. Treebeard told me so himself. He says that he asks nature to do things for him and it does. He strongly denies that he forces it or molds it do anything as would an Essence magic user. From what I gathered, he considers nature an entity in and of itself which gives him freely the energy to do things. In our terms the only explanation he could render was that he channels energy from nature: the Essence, as we would have it. So from this point of view Treebeard considers Ents Essence Channelers if it is possible.

Regardless of the terms, the Ents use magic normally for minor things such as lights and the making of potions and broths. When needed they will use magic to treat trees, but prefer to manage these types of problems with normal means, which are highly advanced compared to forestry among humans.



ENT Draughts

Ents make three types of draughts and broths that they use for nourishment. They are designed specifically for their needs, but can be used by other races for short periods with some strange side effects. These drinks are not the sole food source for the Ents as they also consume nuts, berries, roots and fruits that are freely given by the plants in the area. The three draughts outlined below have names in Entish only and are not differentiated in other tongues. The names are quite long and include every ingredient and most of the preparation technics; so to humans they are just Ent draught. From there they must puzzle it out on their own.

Fruit Draught: This type of draught is a very thin beverage that is made from the juices of several fruits and the water from one of the rivers or their tributaries. Added to that is a touch of magic and the result is a drink that will quench the thirst of any Ent after a hard day's work, or long journey. To an Ent, 2 quarts of this drink is the equivalent of 5 gallons of water. Should a non-Ent consume this he will be instantly refreshed; willing and able to make another days journey. The initial effect will be a tingling sensation, coupled with a feeling that the drinker's hair is standing on end.

This type of refreshment, if used regularly by non-Ents, can cause some serious side effects. Short term side effects are rapid hair and nail growth along with some cravings for freshly dug Goyan roots that can only be found in northern Fangom, which are slightly poisonous to non-Ents but otherwise very tasty. Long term side effects include weight and muscle loss due to increased metabolism even though the person will always be hungry. The person's eyes will also tend to bulge out. If use of the drink is discontinued, the person will slowly return to normal over a period of one year. If the person continues to drink of the draught regularly they will die of starvation in 1 to 3 months depending on size and beginning weight because they cannot consume enough food to meet the body's increased metabolic demand. This drink tends to put Ents to sleep if they continue to stand after drinking, so they usually lie down if they wish to stay awake.

Nut Draught: This draught differs from the first in that it is thicker and actually contains chunks of various nuts, roots and the like in the mixture. This draught is the mainstay sustenance for Ents in their normal life. It is magical in nature like a Fruit Draught and a bowlful will sustain a huge Ent for a long period of time. Much like a *Fruit Draught*, this draught also can be taken as food by non-Ents, but also like a *Fruit Draught*, it has some side effects.

Even after drinking only 1 or 2 small bowls (the normal limit for days) of this draught the effect can be noticed in most individuals and although some time lapse does occur, this small amount can cause it. For Hobbits and Dwarves a growth of 1/2 to 1" in height per bowlful with a comparable gain in muscle mass will begin to be noticed approximately 7 weeks after the initial drink, with the final result showing up from 5 months to a year after the final drink. For Hobbits, this translates to an increase of strength and constitution of 1 point per 2 bowls to a maximum of 5 on each. Dwarves who are naturally stronger to begin with, gain 1 point per 4 bowls (to a maximum of 3 points). Humans that drink this draught also gain strength and constitution as Dwarves do but only grow 1/4 to 1/2" per bowlful. Elves seem to be unaffected by the draught, other than being filled and refreshed.

A drawback to what would seem, to some, a miracle is the possibility of side effects that increase with the total quantity taken in one's lifetime. This is, of course, dependent on the individual resistance of each person imbibing. Normally, once every six months, such a person must roll a RR modified by +25, his Constitution bonus, and his racial bonus versus poisons. The attack level is the total number of "bowls" drunk.

The side effects of this drink are such that affected person will suddenly slip into a deep cleansing coma once the toxic level is achieved in the body. Since the effect of the draught is continual and not temporary the build up to toxic level is also constant such that the time between doses does not affect the possibility of side effects. Only the total lifetime amount taken determines the side effect. This coma will last until the toxic agent is removed from the body by magic which will revert the

person to a normal state as if they had never taken the substance i.e. height, strength, and constitution or until the coma purges that total amount from the body. If the person is purged via the natural mechanism the Co and St will drop at 1/2 point/day until they reach a point 5 points below their original value. Upon waking from this coma they will be normal height, 20% lighter and unable to get out of bed for 2 months.

Herb Draught: This draught is used by the Ents as a healing substance. It is made from a mixture of herbs and the water from the falls of mist. This solution is very vicious looking: much like lumpy molasses. It also tastes horrible to the non-Entish palate. It allows Ents to cure concussion hits at 10 times the normal rate and acts as a *Lifekeeping* spell for 10 days, if given (to a dying Ent) in combination with a *Fruit Draught*. Of course this solution can be used by non-Ents with similar affects, however the *Lifekeeping* will not work on non-Ents. If mixed with dirt, used as a salve and bandaged with moss from the forest it will stop bleeding instantly, even from critical hits, and will heal the wound without a scar.

The secret of how to make these draughts is known to the Ents and Tolwen only, and they can be made only in Fangom where the ingredients are fresh and the Ents can make all the proper magical alterations. Note also that the Ents do not realize that their food will cause these side effects. Since most people have never had more than 2 or 3 drinks the side effects are not usually seen and are by no means common knowledge. If an Ent becomes friendly with an outsider he will gladly share his food because he does not know it can be harmful. However, they will not teach the outsider to make the draughts himself.

HOMES

Ents live throughout the forest in various homes of their own construction, most of which could not be distinguished by an outsider as anything more than the normal forest. There are basically three things that go into making an Ent house or hall. The first is water, whether from a spring, stream or well. The second is an area of shelter, usually in the form of a cliff, over-hang or cave, but sometimes nothing more than a dense-tree covering. The third place is a storage place for vessels and utensils.

Although Ents use few tools, as their hands can do most things they need them to, they still have need of a few items for storage of beverages and the like. The storage area in an Ent home is used for these items and for caches of food. These areas can be anything from a hollowed-out area covered with sticks to a small cave with a rock in front of it. These Ent-home storage areas will usually house an assortment of jars containing Ent draught of the three different types and an assortment of fresh or dried fruits, nuts and berries. Of course bowls are also present to drink from.

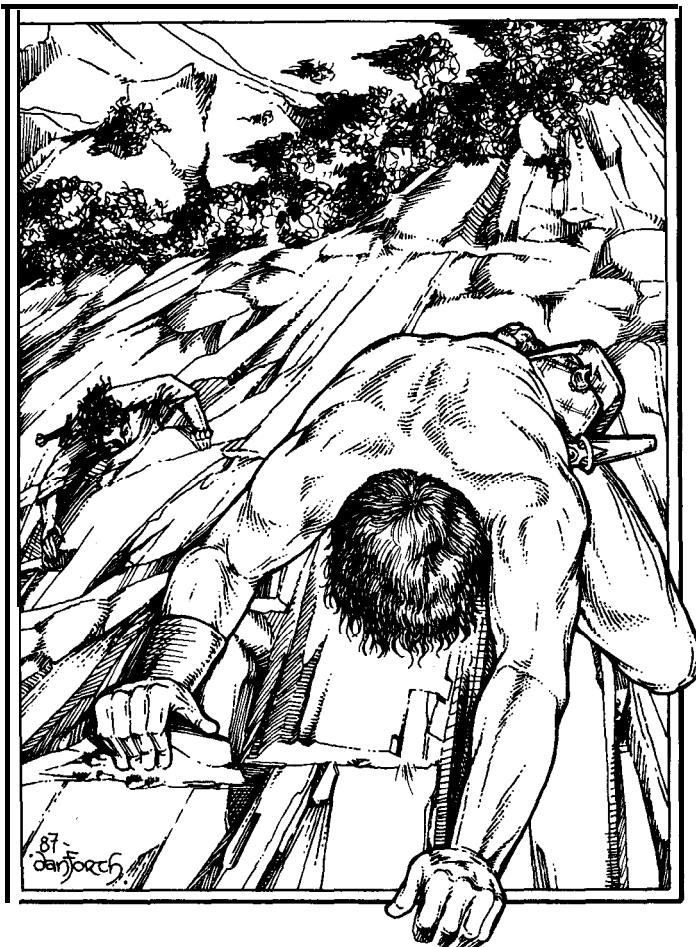
Ents are not a possessive race and are, on the whole, very considerate. Because of this, were an Ent hungry and near another Ent's home, it would seem common practice by both owner and borrower for the hungry Ent to take what he needed and replace it as soon as he was able. The only reason that the Ents have the storage areas in their houses concealed is to keep curious animals from ruining things. Individually Ents usually have more than one of these homes or share them with others in the area for convenience sake. Treebeard's home "Wellinghall" is unusual in that Treebeard has made a table and bed for it. These are not normal and only exist because Treebeard receives more visitors than other Ents and needs a comfortable place for them if he is to talk to them. There are other Ent homes similar to Wellinghall in furnishings, but the more common home would have a rock as a table and a bed of leaves and moss. Often Ents will plant a grove of trees or relocate some of their favorite trees around their house.

4.0 THE LAND

4.1 FANGORN

The forest called Fangom is bordered to the north by the a large plain running from the forest edge to the Celebriant, to the west by the high peaks of the Misty Mountains, to the east by the Wold and to the south by the open plains of Calenardhon. There are two major rivers that flow from the forest, the Entwash (S. Onod16) and the Limlight whose name came originally from the Sindarian word *Limlaith*. Both of these rivers have their origins at springs set in the combs of the Misty Mountains, and are fed by several similarly formed tributaries that join them before they leave the woods.

The land underneath the shadow of the trees from east to west begins in sloping rocky hills and progresses to higher mountain foothills rapidly once it meets the edge of the Misty Mountains. The initial hills in the east were formed of limestone much like the Wold, but with a heavier bedrock similar to the downs and the Wold. This lends itself to short cliff formations as these rock hills are eroded by weather and streams. An example of this would be Treebeard's watch where the Hobbits Merry and Pippin first met him in *The Two Towers* (LotR, at 81-87). The soil in the forest is very rich and is kept that way by the Ents, although, without their help, it would still be fairly fertile. One would think that because of this soil many plants would grow here, including a large undergrowth, but due to massive overhead coverage of the forest, little undergrowth is seen.



4.11 CLIMATE

The climate of Fangom is mild like the area outside its borders, and not as variable. The winter is cold and moist and the snow cover is normal in most cases. Light snows will sometimes not penetrate to the forest floor leaving only the tree tops covered. Snowfalls in Fangom can cause an igloo effect in that the temperatures underneath the trees become warmer than the temperature beyond the edge of the forest. This is one reason why some of the wild animals of the plains take refuge in the eaves of the forest during particularly harsh snowstorms. Spring is the most beautiful of the seasons in Fangom because of the many different and abundant blooms on the trees, but it is also the most unpredictable season with thunderstorms rising over the mountains in a matter of minutes. Again, this has little effect in most cases under the boughs of the trees, but a heavy thunderstorm with dark skies, heavy winds and lightning can seem very frightening under the already menacing trees.

The summer months are the most uncomfortable in the forest to humans. These months are warm but because of the tree cover the forest becomes pressingly humid, much like a great terrarium. The Ents, however, love this season because these conditions are perfect for growing new trees in the nurseries. The fall is cool with fairly regular weather patterns (see Table 10.5). Occasionally a branch-off from a coastal storm will sweep through the gap between the mountain ranges bringing large quantities of water and wind into the area, but this is rare. Some consider the fall as Fangom's most beautiful time because of the vast array of shades in golds, reds, purples, and browns that completely cover the forest during this time.

4.12 FLORA

Fangom Forest is unique in the world: Not in the fact that it contains active trees, Ents and Huoms, though that is very special and rare, but in the fact that this forest alone has been carefully groomed for thousands of years. The Entwood is actually a giant garden. In other forests, such as Mirkwood, the growth patterns change over the years due to selective blights and natural dominance of certain species. In Fangom, this process has been altered by the presence of the Ents. Because of this alteration, Fangom has a wider variety of trees than any other forest in Middle-earth, and of that variety the largest representatives in Middle-earth are usually found in Fangom.

A high degree of sectionalization is also apparent in Fangom, which is partly natural very old forests usually become sectionalized because of species dominance. The other factor in this development, again, is the presence of the Ents. They have purposely sectionalized the forest in some areas to allow trees that would naturally be slowly choked out or overshadowed by the more dominant species to thrive in groves of their own.

Another Entish influence in the forest is their habit of surrounding their homes with their favorite trees. This practice causes strange growth patterns around an Ent home since trees from any locale can be seen, even if they seem out of place, i.e., a small grove of Mountain Ash or Aspen near the eastern border which is barely 1000 feet above sea level. Of course only those skilled in such knowledge would notice these differences.

Nearly any type of tree that lives in Middle-earth can be found in one part or another of Fangorn, with the exception of the Mallom, the White Tree of Gondor, and some of the tropical species in the southern areas of Middle-earth. The central and southern areas of the forest are mainly stands of deciduous trees: predominantly various Oaks, Beeches, Hickories, Elms, and the like. The edges on all sides are predisposed to the smaller flowering and fruit bearing trees such as Tulip Poplars, Plums, Apple, Pears, Cherries, Dogwoods, and some Magnolias. These trees grow here not only because they grow better there naturally, but also because the Ents know this and plant some of them there to have a pretty exterior in the spring and fruit available to those who need it in the fall.

The north and northwestern regions of the forest become more coniferous as they near and then climb the mountains. There are large stands of Pine, Fir, and Cedar, and a few groves of giant Redwood trees higher in the mountains. To the east in the higher vales of the mountains the tree population is predominantly Ash, Birch, Aspen, Poplar, and Rowan, etc. The variety of trees is astonishing and adds to the beauty of the forest in the spring.

If one of the unique things about Fangorn is its variability, another unique aspect that is universal in Fangorn is the size to which the trees grow. Because of the excellent care and special attention they receive the average size of any given tree in Fangorn will be 50% larger than a tree outside of Fangorn under the same conditions. So, an Oak that would normally attain a height of 50 feet and a diameter of 6 feet would grow to a height of 75 feet and have a diameter of 9 feet if it happens to be in Fangorn. This oak would be considered small in Fangorn, however, as many of the trees reach truly huge proportions. Some of the Redwoods reach a height of 400 feet and a diameter of 35 feet!

Of the few plants that do grow in the forest besides the trees there are some, mainly herbs, that should be noted. Reuk and Thurl are found in several locations in the forest and on the whole are more abundant here than anywhere else in Middle-earth. Belrama can also be found in isolated patches, particularly on the eastern edges toward the Wold in small patches of Pine and Cedar trees. Athelas can also be found near the edges of the forest but becomes rare further in toward the mountains. There are also some plants that are found exclusively in Fangorn and are therefore worth noting.

Harwite: This medicinal agent is found in the form of a moss that forms the ground cover throughout the main parts of the forest but fades in frequency toward the eaves. It is used by the Ents in making their drinks and it is also used as a bandage. It has healing properties in and of itself that will heal 1-50 concussion hits when chewed. It has a sour but pleasant taste, disproving the theory that all medicine must taste bad to work. It is used as a bandage by the Ents because it is plentiful and holds together well. Moreover, the Ents do not make cloth bandages. Harwite also will enhance the healing abilities of the paste that the Ents make (See Section 3.2). In the processing of Ent droughts Harwite is used as a filter and an ingredient. The steaming mixture is poured through several layers of the moss purifying and adding some of the plants' healing properties to the mixture.

Cicino: This low leafy plant is used by the Ents to cure blights. It increases the natural resistance of Ents, Huoms, and Trees so that resistance rolls versus disease are increased by 75. In humans the effect is only +40. To use the herb's benefit it must be soaked in mineral spring water for a period of 10 days before it is ready to use. The Ents drink this substance when they need it and pour it around the base of trees and Huoms that need treatment.



Eredena: This small bush-like tree is found making up the hedges that border the meeting places of the Ents such as the dingles. These Evergreen trees branch out almost immediately after they root and have many branches covered in largish dark green polished leaves. The fruit of these trees rise as buds from the trees lower limbs on tall spikes that flower, in late winter/early spring, into a large white blossom. Buds from this tree are the active ingredient of both types 1 and 2 of Ent-made droughts (See Section 3.2). This bud, if chewed or swallowed by a normal human, will cause a sudden (within seconds) increase in heart rate, respiration, muscle strength, quickness and speed of thought. In this undiluted form the effect is so great that a resistance roll must be made versus a twentieth level poison to determine its effects. If the resistance roll is made then the person taking the herb will be dizzy for 5 minutes after which time he will be able to perform amazing feats of coordination, strength and deduction for 1 hour after which time he must sleep for 48 hours. If the person fails, however, by less than 20, he will faint and remain unconscious for 72 hours. If he fails by 20-40 then he will suffer a mild heart attack which will require a 6 month recovery period. If he fails by greater than 40 then he will die immediately of a massive cerebral hemorrhage. The Ents do not use the plant in this form and do not know its effect on humans although they have seen an occasional animal eat one and not fare well.

4.13 FAUNA

Fangom's animal population is limited, mostly because of its lack of undergrowth. There are small numbers of squirrels, chipmunks, rabbits and other small creatures which are preyed upon by foxes, ferrets, minks, and racoons as well as a few species of owls and broad-winged hawks. There is also a small population of deer, but the chances of finding or seeing them are low because of their low numbers. Further into the mountains there are a few bears and larger cats but these are also rare and usually have come down from the high country or further north seeking food during the winters (those that do not hibernate). Also during the winter some of the animals of the plains wander into the forest seeking shelter and game. Among these animals are the grass cats and wolves from the northern plains and mountains. Along the rivers in the forest is where one will find most of Fangom's reptile population which includes several poisonous snakes, but these rarely attack without provocation. Other reptiles also living near these water sources are several species of small lizards and turtles. The fish of the rivers are plentiful throughout most of the forest but become more scarce as the rivers reach their sources. Of the animals in the forest a few are worth noting.

Blue Terrapin: This feisty cousin of the average turtle is unique in that it is aggressive in nature. Its neck, which it can fully retract into its shell, is up to 12 inches long in larger specimens and can strike out as fast as a snake. This snake allegory does not stop here though, because the Blue Terrapin is also poisonous. Upon biting its prey (or enemy), the poison is injected into the animal by the hollow tip of the terrapin's upper mandible. This poison does not kill but can completely paralyze an animal that weighs up to 40 lbs. The poison will wear off in 3 hours, thus if the terrapin does not want to eat the victim he might at least escape. In a human, the poison of the terrapin will produce complete paralysis in the limb that is bitten and a partial paralysis in the adjacent part of the body.

Madratine: This cat/fox hybrid is usually found in heavily forested regions like Fangom and rarely ventures from them. It has a small fox-like body, reddish brown in hue with white mask and ears, and hunts the various small game, birds, and rodents. Lately they have been sought after for pets, because they are highly intelligent and easily trained. Because they are smart and very wily they are also very hard to catch or trap. However, people still try because prices received for live adults are very high, and the price for kittens is even higher.

4.2 THE BORDERS OF FANGORN

The lands bordering Fangom included in this discussion are the fields between the Limlight and the Celebrant (hereafter referred to as the Northern Fields), the North Downs, the Wold, the South Downs, and the fields of East and West Emmet to the south. Like Fangom Forest, the major water sources for these areas are the Limlight, the Onodló, and on the eastern edges, the Anduin. These rivers and their minor tributaries provide plenty of water to all of these areas except the Wold which is relatively dry and has few streams, because of the nature of rock morphology in the area.

The rock type of the Wold and the North and South downs is related in that all these areas are permeated with porous limestone which allows most of the moisture that falls on these lands to be channeled rapidly through the ground to the water table. This poor moisture holding capacity causes these areas to be agriculturally poor and fit only for raising livestock and in particular goats and sheep, which are more adept at utilizing the short, spongy grass. Of these regions, the Downs are better than the Wold in this and, because they have greater access to other water supplies, they can be used as farmland if proper care is taken. Due to the abundance of good farming land in West Emmet, however, the South Downs are rarely used for anything but raising sheep. In the North, the best farmland is across the Limlight in the Northern Fields, but the land of the North Downs is used as farmland close to the Limlight for convenience sake. Of all the lands bordering Fangom, West Emmet to the south has the best land for all types of activity. The topsoil is rich and the area never runs short of water.

4.21 CLIMATE

These areas, much like Fangom, enjoy a mild climate throughout the year. Winters are cold and moist with regular snow storms which rarely reach accumulations greater than 1 foot and disappear quickly. In the Wold and on the Downs where there is usually less precipitation, the winter is actually colder because of the overall windy nature of these areas. In the spring the weather is beautifully cool and windy. Frequent and unpredictable thunderstorms that can occur in the summer months pound the land leaving as quickly as they came, causing periodic flash flooding in the hillier areas such as the Downs and the Wold. The summer on the open plains is hot but not enough to cause physical hardship except in the most barren areas such as the Wold. On a high hill in the early summer the sky seems larger than any other place in Middle-earth. The fall causes the tall grass of the Northern Plains and the Emmets to turn brown as the crops of the farms ripen giving the whole area a red-golden hue. Weather during this time is cool and comfortable. Rains are usually gentle and prolonged, but much less angry than those of the spring and summer (see Table 10.5). Only occasionally does West Emmet receive the violent backwash from hurricanes that have come ashore to the southwest.

4.22 FLORA

The lands around Fangom are in stark contrast to Fangom proper in that their tree population thins quickly once the edges of the forest have been reached. The Northern fields are covered almost exclusively, in tall grass right up to the foot of the mountains, and to the edges of Lórien with only a few scattered trees in between. The Downs and the Wold are also fairly void of trees and those that do exist there are stunted and gnarled due to lack of water. The exception being near the Limlight, in the north, where the tree population is heavier and healthier along the banks. These trees are usually found singularly but there are a very few places where a small growth of trees can be found, usually in a valley, which will provide cover in this barren area. The lands of East and West Emmet are similar to the North Plains, with tall grass covering those areas not farmed. The number of trees in this area is higher, however, since trees have been planted in and around most villages. Some small patches of forest can also be found throughout this region, and are a blend of various types; mainly Poplar, Oak, and Beech. Coniferous trees are uncommon in this area; they can be found closer to the White Mountains.

Useful herbs found in these areas are very limited. Most herbs are obtained from the gardens of area herbalists. Some useful medicinal herbs do grow in the wild of these lands however. Athelas grows just off the sides of major roadways and in sparse forest patches near villages. It was often planted by the early Dúnedain roaming these areas so that supplies could be had while traveling. Out in the open plains, patches of Bursthealas and Kelventari can be found, and occasionally in the moister areas Arunya can be located.



4.23 FAUNA

The animals of these areas are varied and numerous but the size of the area in which they live causes them to be scarce when the object is to locate them. Of course the most numerous groups of these animals are those that are domestic. These domestic animals are sheep, goats, some cattle, and several herds of the Wild Kine that have been tamed. In the open plains of the north and the south, to a lesser degree, herd animals of several types roam free. The majority of these are the Wild Kine, large thick skinned cattle with black water buffalo-like horns, which once traveled in herds of up to 1000, but have now begun to wane in this area due to infringement on its feeding grounds by man. Also the Kine of this area were susceptible to the plague and several hundred died of it once some of the larger herds became infected. Antelopes also roam these Plains in herds but are not as numerous as those found in Rhovanion. The other herd animals of the Plains at this time are horses. Although the herds are small (several herds of wild horses have been seen in the northern plains) so far no one has attempted to profit from their capture. These regions are also home to many

small animals and birds, some of which make fine eating. They can also be hazardous in that the burrows of these small animals are often not seen by a rider until it is too late and his horse has hit a hole — breaking its leg. Several animals of the area should be noted.

Grass Cats: The grass cat is the Wild Kine's natural predator, but as the Kine have declined in population, so have the Grass Cats. Their numbers in the Southern areas are quite low and those remaining have begun to prey more and more often on domesticated animals or even humans if the opportunity presents itself. These cats are somewhat smaller than a puma and are normally buff colored. In the summer, however, they turn a light green because of the amount of grass pollen that is adsorbed into the cat's fur. They attack their prey from ambush; jumping onto the back of the creature, digging in, and letting the creature run itself to death. They have been known to use the same tactics on man. Their screams can be quite unsettling, especially if the listener is alone on the Plains at night.

Green Asps: These bulky, slow-moving snakes can be found throughout these areas, but are more prevalent usually in the open areas. They live in communal burrows forcibly vacated by rabbits or gophers usually after the snakes have eaten them. The Green Asp will typically be seen in large groups near their burrow, basking in the sun. Sometimes as many as 50 of these can be seen on a hillside. These snakes can reach 3 ft in length and can become as big around in their middles as a man's forearm, but taper to thin necks and tails. The snakes are likely to be smelled before being seen, however, as the snake gives off a terrible odor reminiscent of rotten strawberries and can be smelled up to 100 feet away. Most animals will not go near an area where the smell persists and horses seem particularly wary of them. Their reaction typically will be to turn and run upon catching a whiff of the snake's odor. The snake's primary food sources however seem to be attracted by the smell, which is very fortunate for the snake (but not for the snack). Green Asp bites are intensely painful, almost always crippling to some extent, but are rarely fatal. The affected appendage turns purple, and if left untreated will necrose, exposing the bone. In some cases, the entire limb below the bite will drop off or, more often, need to be amputated to prevent the gangrenous infection from spreading and killing the victim.

Green Asps are also to be noted for the value of their poison glands, which can be sold to certain individuals for large sums of money. The people of Far Harad, and subsequently others that have had association with them, believe that these glands, taken in small quantities, are a powerful aphrodisiac. If they are ingested in larger doses (2-3 glands) the substance can be a potent organ restorer. One side effect of these larger doses, however, are fits of ungovernable madness that can recur unexpectedly up to three days after the dose was taken. The first of these fits passes quickly (within an hour usually). Recurring attacks can strike at any time for the next few days, but with decreased duration and intensity. Recently, these stimulant properties have been used by several herbalists to treat states of catatonia in patients. The glands are situated behind the snake's eyes and puff out when full. Once dried, they resemble peas and will bring 50 gold pieces each, providing that proof of a kill, usually in the form of a skin, can be shown as a mark of authenticity.

5.0 POLITICS AND POWER: FANGORN

The politics and power of the Fangorn Forest are of course dominated by the Ents (described in Section 5.1). During the Third Age, the only major challenge to this preeminence was Saruman's activities from TA 2759 to TA 3019. Sections 5.2 and 5.3 discuss the effects that he had on the Fangorn Forest and the Ents.

5.1 THE INHABITANTS

Fangorn Forest, for its area, probably contains the most powerful concentration of individual beings in Middle-earth. The Onodrim (Ents), unlike the Eagles and Dragons, are located only in this one area making this stretch of forest very important in the power structure of Middle-earth. Because of the overwhelming force that they represent, any intervention of the Gnodrim into the affairs of Men and Elves is significant. These interventions do not occur often, however, because they, as a group, are not greatly concerned with the individual dealings of others. The world as a whole only concerns them as it affects their forest; however, they consider little else to be significant.

Their leaders (if they bear that title . . . elders might be more appropriate) are always assessing the conditions of the world outside to see if its changes will affect them. This news gathering is more passive than active and news travels slowly in and out of Fangorn. The Ents are also very slow in deciding which changes are important and often even slower in deciding what to do about them. All these things should be considered before the Gnodrim take any significant role into play. Any intervention of Ents in the lives of humans or Elves on more than a one to one scale could tilt the balance of power and cause them to be in the forefront and noticeable to dark forces of the world; a move that most Ents would not approve at this time.

5.1.1 TREEBEARD

Treebeard (S. Fangorn) is the oldest living being in Middle-earth with the exception of the present Maiar (the Istari, Sauron, Tom Bombadil and the Balrog). He was instrumental in the establishment of the forest (now called by his Sinda name) as the last reservoir of Ent-kind. When the forests of Middle-earth began to recede because of men and their wars with Sauron during the Second Age, he took up permanent residence in the wood and began bringing in the rest of his people.

Treebeard is now considered by the other Ents to be their leader although no titles are taken, and his contemporaries, Skinbark and Leaflock, lead smaller groups of the Ents that are at a further point in the forest. Treebeard's own direct following is a diverse group, but most are of the oak-looking, beech-looking and elm-looking family.

Treebeard is very wise due to his age, and keeps in touch with the world outside though many of his fellow Ents fall behind. He is greatly concerned with the how the world fairs and will receive information gladly from any friendly source. He is always particularly interested in the dealings of the Wizards because he knows that what they do will affect his people greatly. He is a kind-hearted Ent, being almost overly compassionate even toward his enemies. He particularly dislikes seeing living things trapped, and will go out of his way to help caged individuals.



Treebeard resembles a beech or oak tree in structure. He is 15 feet tall and broadly built. His head is covered with a twiggy green-grey mosslike hair, and his long beard is made of similar material, being more twiggy at the roots and more mossy at the ends. Like all Ents he has deep-set brown eyes flecked with green that appear to reflect the wisdom and age of the earth. When aroused, or angry, Treebeard is one of the strongest of Ents and can cause immense physical damage. His stats are listed below:

STATS:

RM		MERP
St: 115	co: 120	Ag: 70
Qu: 60	Ag: 80	co: 120
Em: 95	SD: 100	Ig: 95
In: 100	Re: 90	In: 98
Pr: 102	Me: 101	Pr: 102
		St: 115

Profession: Treeherd

Level: 55

Hits: 556

Melee Bonus: 210 Huge Bash (2x) / 180 Huge Grasp
/ 150 Huge Crush

Missile Bonus: 140 large rock (or person)

Armor Type: Plate/AT 19 (-50)

Spell Bonus: Not applicable. Magic never used in combat

Race: Onodrim (Ent)

Power Points: 165

Treebeard knows the *Plant Mastery* and *Natures Lore* Animist spell lists to 50th level and the *Animal Mastery* and *Herb Mastery* to 10th. He knows the Open Channeling Lists to 20th level and the Closed lists to 10th level with the exception of *Weather Ways*, *Purification* and *Nature's Law*, which he has to 50th. He also can also use the Open Essence Lists: *Essence Hand*, *Unbarring Ways*, and *Essence Shield* to 20th level, and the Closed Essence Lists: *Spirit Mastery* and *Dispelling Ways* to 10th level. Treebeard rarely uses a spell over 10th level and then only in dire need. He will never use magic in a combat situation when he is angry. If on the periphery of a fight he may use magic to help and to heal.

5.12 SKINBARK

Skinbark (S. Fladrif), similar to Treebeard, is also one of the first or second generation of the Ents of Middle-earth. He brought many Ents with him to Fangorn Forest after Treebeard offered it to him as a homeplace. His people occupy the higher elevations of the ridges of the Misty Mountains on the east, south and western sides. This area includes the high vales of the mountains above Grthanc.

Since Skinbark lives high in the mountains he does not participate in leading the Ents, beyond his group, to any great extent. However he is highly respected for his wisdom when he attends religious ceremonies and moots.

Skinbark's group is made up of Ents who resemble the trees of those higher elevations in which they live. There are many Ash-looking, Rowan-looking, Birch-looking, and Aspen-looking Ents in his area. Some of the very tall Fir-like Ents are also associated with him.

Skinbark himself is 17 ft tall and appears much like a White Birch. He is light grey in color with a nearly white covering growth on his head, and a beard to match. From a distance with nothing to show perspective, one might think him an old man. His limbs are long as are his fingers and toes, of which he has five on each hand and foot. His stats are listed below:

STATS:

RM		MERP
St: 110	co: 115	Ag: 75
Qu: 70	Ag: 75	co: 115
Em: 98	SD: 95	Ig: 95
In: 100	Re: 85	In: 99
Pr: 100	Me: 102	Pr: 100
		St: 110
Profession: Treeherd		
Level: 45		
Hits: 490		
Melee	Bonus: 200 Huge Bash (2x) / 170 Huge Grasp / 140 Huge Crush	
Missile	Bonus: 150 large rock (or person)	
Armor	Type: Full Hide/AT 19 (-55)	
Spell	Bonus: Not applicable. Magic never used in combat	
	Race: Onodrim (Ent)	
Power	Points: 135	

Skinbark knows the *Plant Mastery* and *Natures Lore* Animist spell lists to 30th level and *Animal Mastery*, *Herb Mastery*, and *Nature's Protection* to 10th level. He knows all Open Channeling Lists to 20th level and the Closed Lists to 10th level with the exception of *Weather Ways*, *Purification*, *Concussion Ways*, and *Nature's Law*, which he has to 30th level. He also can use the Open Essence Lists: *Essence Hand*, *Unbarring Ways*, and *Essence Shield* to 10th level, and the Closed Essence Lists: *Spirit Mastery* and *Dispelling Ways* to 5th level. Skinbark, like most Ents, rarely uses magic.

5.13 LEAFLOCK

Leaflock (S. Finglas) is the third of the three First Age Ents remaining in 1640. He, like Skinbark, brought his people to Fangorn Forest during the mid Second Age. They once lived far to the northwest in the forests, at the foothills of the Blue Mountains. When Sauron invaded Eregion and fought with the Elves in the Second Age, Leaflock and his people retreated into the mountains. When the war was over, and Sauron had been defeated, they decided that they were too few to stand alone should they be threatened. This prompted Leaflock to leave the Blue Mountains to seek others of their kind for his people to live with. He found Fangorn Forest soon after and reacquainted himself with Treebeard and Skinbark.

Leaflock's folk followed him to Fangorn and now mainly occupy the northern area of the forest. As a leader, Leaflock has, of late, neglected his position and the responsibility of direction when needed has fallen on some of the other Ents in his group as well as on Treebeard. It seems that after living in Fangorn a while, Leaflock was quite content and, slowly over the years, began to stand for longer and longer periods in the Summer sun of the meadows, near the eaves of the forest. Now he spends almost all of summer there and has sometimes stayed until mid fall before rousing. Leaflock could be awakened if needed by his people, but he would have to be given time to rouse properly and find out what was going on.

Leaflock's people are diversified in structure; not looking like any particular group or family of trees, although there are a higher percentage of the tall Fir and Pine-like Ents among his group than in those of Skinbark's or Treebeard's. Leaflock is rather short, actually being only 11 ft tall, and resembles a willow. He is, however, quite broad and has large arms with eight fingers on each hand. He has a leafy green head covering that runs down his arms and back also. His beard is made of the same growth but is not as long as most other Ents. His stats are listed below:

STATS:

RM		MERP
St: 112	co: 120	Ag: 62
Qu: 50	Ag: 65	co: 120
Em: 100	SD: 80	Ig: 85
In: 101	Re: 80	In: 100
Pr: 98	Me: 90	Pr 98
		St: 112
Profession: Treeherd		
Level: 42		
Hits: 480		
Melee	Bonus: 190 Huge Bash (2x) / 180 Huge Grasp / 130 Huge Crush	
Missile	Bonus: 120 large rock (or person)	
Armor	Type: Full Hide/AT 19 (-30)	
Spell	Bonus: Not applicable. Magic never used in combat	
	Race: Onodrim (Ent)	
Power	Points: 84	

Leaflock knows the *Plant Mastery* and *Natures Lore* Animist spell lists to 30th level, *Herb Mastery* to 20th level and *Animal Mastery* and *Nature's Protection* to 5th level. He knows all Open Channeling Lists to 10th level and the Closed to 5th level with the exception of *Weather Ways*, *Purification*, and *Nature's Law* which he has to 30th level. He also can use the Open Essence Lists: *Essence Shield* to 10th level, and the Closed Essence List: *Spirit Mastery* to 5th level. Leaflock, like most Ents, rarely uses magic, but will use it offensively if threatened.

5.14 THE HUORNS

The Huorns, or Tree Spirits as they are sometimes called, are of unknown origin. Several theories have been put forth to explain their beginnings. One states that they are Ents that have lost track of their cultural heritage and become dormant, but not completely. Another states that they are trees that have become Entish, as it were. A possible explanation of why a tree might become Ent-like was given by Radagast the Brown in a discussion of the topic with an Elf of Mirkwood.

"It is possible, if one can imagine it, that Ents reproduce much like the plants that they resemble. If this were the case then it might also be possible that an Ent could cross pollinate passively with a tree that is similar to it in structure to produce Half-ents. These Half-ents, or Huorns, would then grow into maturity and would resemble trees even more than the Ents do. So much so that only to an Ent would they appear different. To an untrained eye they would just be trees."

This explanation by Radagast is pure conjecture based on very few facts and still cannot be proven because the exact means by which Ents reproduce is unknown to anyone but them. The phrases they use in conversation to illustrate themselves, or as interjections, might tend to support this. (from an acorn, root and twig, etc.).

Regardless of their origins however, the Huorns greatly outnumber the Ents in Fangorn. They will obey the Ents when they are directed, much like herded animals, but they do have a will of their own and the Ents do not, and will not, try to force their will upon them.

The Huorns of Fangorn in the year T.A. 1640 live fairly peaceful lives scattered throughout the forest but with a large percentage living in the southernmost areas and several larger pockets located near the northern border. During this time they are fairly docile because they have not been angered as they will be later, in the Third Age. There are, however, several pockets of truly black-hearted Huorns bent on destruction. These areas are often left alone even by the Ents as sometimes even they are unwelcome here. These pockets are located with more frequency toward the northern border and further into the mountains. Any insult to these areas by strangers evoke an immediate response from the Huorns with the severity of the response being directly proportional to the severity of the insult. Intruders will usually be directed out of the area by rearranging the paths so that they are always directed in the way the Huorns wish them to travel. If injury occurs to one of these areas, an attack will be launched on the responsible party as soon as possible. Attacks from Huorns come in the form of encirclement and then physical assaults with limbs by strangling and clubbing, as well as trampling when the adversary is within range. As the raids by Orcs into these areas of the forest increase, the hatred which these trees feel for two legged creatures will also increase such that accidental intrusion into these areas by humanoids will cause some of the Huorns to attack, seemingly without provocation. Other Huorns in Fangorn at this time are not as hostile, but will become hostile as time progresses and they are threatened more.

5.15 TOLWEN

In the First Age, during the war of the Silmarils, a young Sindar woman was captured by the servants of Morgoth and taken to him in Thangorodrim. Her name was Tolwen. There he saw that she could be twisted and used to help him against her own people, so he changed her in mind and body until she suited him. In outward appearance he changed her little but the changes inside caused her to be dark and full of hate for her brethren. Fed by this hate was the power he gave her to absolve the soul of a living being, which she used to great effectiveness throughout the war by infiltrating the company of the Elves and killing those who were not wary.



When the Valar once again fought Morgoth in the War of Wrath, Tolwen was taken captive and brought before Oromë by some of the Vanyar in his company. He had pity on her and although he could not eradicate the evil deed of Morgoth in her, he could subdue it and bring her back to her right mind. After realizing what she had done, she was horrified and swore an oath not to rest until she had saved as many lives as she had taken. That day she thanked Oromë for his help and left their company heading east over the Blue Mountains saying that she would remember his kindness and compassion by helping his people whenever possible.

For years she roamed the lands between the Blue and Misty Mountains, healing those she could and learning more about the healing arts. For a while she stayed in Lindon and went west with the last alliance late in the Second Age to help with the wounded. Early in the Third Age, while passing through the southern portion of Dunland, she met an Ent that had been sent by Treebeard to look for the Entwives that were lost. Tolwen agreed to help in his search, remembering Oromë.

After a fruitless combing of the southwestern coastal regions, they returned to Fangom, where she and Treebeard had a long discussion about their loss and Tolwen's work. He agreed to help her prepare a home in northern Fangom for her to use as long as she wanted. He did this partly because of her help in the search and partly because he saw that she still had a subdued evil side that could gain dominance if the proper stimuli were applied. He also feared that if she wandered she would one day intersect with such a stimulus. Tolwen took up residence in a small set of caves near where the Limlight exits Fangom and molded them to her liking. Although she did not know it, Treebeard asked Leaflock to have Ents that lived in the area to check on her periodically, mainly for her safety, but partially as a precaution.

Over the years she learned much from the Ents and both sides have prospered from the relationship. She is possibly the only non-Ent that knows the secret of how to make the drinks that the Ents use as nourishment, but she will not tell it. She was taught this by Treebeard so that she could help those that were wounded or came down with a blight. She has enough knowledge of Ent healing arts now to help those she needs to, but there is still much she does not know. Fortunately, Ents do not get sick very often.

In the year T.A. 1640 Tolwen's only connection to the outside world is a Dúnedain Ranger named Dindal that wanders Calenardhon. They met after he was attacked by Orcs and fled into the forest to escape. An Ent found Dindal unconscious and took him to Tolwen's home where she nursed him back to health. He knows that Ents live in the forest and thinks he has seen one from time to time but he does not know of their connection to Tolwen. Dindal usually visits 2-3 times a year and brings Tolwen news, patients (if the need is there), and items she cannot obtain from the forest.

Tolwen is 6' 3" tall and of slight build. She has light brown hair with red and gold highlights, and pale green eyes. As a healer, she is capable of healing almost any physical injury. She also has the ability to *perform Lifegiving True* once per month as a remnant of her days as an absolver of souls. In order to use this power, she must have the energy of a living soul given willingly to fuel the *Lifegiving* — a sacrifice some might not want to make to save a friend. The other residue from her former profession is her sword *Gurthiant*. It is tethered to her magically and she can be no more than 200ft from it without feeling intense pain and eventually death within 24 hours. This physical need has caused a psychological dependence on the sword as well. *Gurthiant* was the focus of Tolwen's powers during the First Age and it cannot be separated from her except in the undying lands. She has the longing to go to the west but her oath of repayment and her fear of separation from *Gurthiant* has kept her in Middle-earth thus far. One day when she can no longer stand the suffering of the world, Tolwen will leave.

5.2 FANGORN: T.A. 2759-3019

From 1640 to 2759 Fangom remains fairly consistent regardless of the changes in the outside world. In the year 2759, however, Saruman the White takes up residence in the Citadel of Grthanc and things begin to change. Early on, Saruman existed peacefully with the Ents often coming to the forest for walks and talking to Treebeard on occasion. Treebeard noticed after a while that when talking to Saruman, one always tended to give more information than one received.

As Saruman slowly sank into evil, he began to visit Fangom less and less. When he did, he would wander about without stopping to talk or ask permission. As the time of the War of the Rings grew closer and Saruman gathered his forces of Orcs and Half-arcs, raids on the forests by these foul creatures increased and many trees were lost on the boundaries of Fangom. The parts of the forest closest to Isengard were most affected, with Skinbark's folk taking the brunt of the attacks and eventually retreating up into the higher reaches of the mountains.

Another area of frequent attacks was on the northern border of Fangom where the Orcs of the Barz Thrugrim raided more and more frequently as the time of the war grew nearer. On this northern border, however, Orc casualties were higher due to the larger population of Huoms. Unlike the Ents, the Huoms were quicker to anger and in some of the areas attacked, there were pockets of Huoms that were always blackhearted and needed little provocation to kill. The purpose of these attacks of course was not to defeat the Ents, but rather to test their strength and to see how easily provoked they were. By the year 3015 T.A., Saruman evidently convinced that the Ents would not present any real resistance to his plans, and indeed they probably would have remained dormant if either Sauron or Saruman had gained the Ring. However Saruman did not foresee the coming of the Hobbits to the woods or Treebeard's reaction to them; a reaction which played an important part in Saruman's defeat.

In the year 2955, on one of his many trips, Gandalf advised Tolwen that it would be better, considering her circumstances, to leave Fangom and either seek shelter in Lórien, Rivendell or Lindon, if she wished to remain in Middle-earth. Realizing that Gandalf was right, she left soon after taking only those things most precious to her. First, she went to Lórien, but Galadriel asked that she leave soon, because the evil presence of her sword could possibly cause complications in the trials to come. When the pass over the mountains was clear, she left Lórien for Rivendell where she stayed until 3014. She then went to Lindon where she stayed for two years before finally taking the straight path.

During the War of the Ring, the Ents and Huoms played a significant role in the battle of the Homburg and in the taking of Isengard, which they held until the King took charge after the War. They also were engaged in the battles that took place in the Wold at the same time that the siege of Minas Tirith was taking place. None of the actual combat of these battles took place in Fangom itself, other than occasional small border skirmishes with isolated Orc tribes.

5.3 FANGORN: AFTER T.A. 3019

After the war, the Circle of Orthanc was broken down by the Ents. Then trees were relocated all about the Circle in orchards and rows. A pool was made around the tower and a stream flowed into, and out of it, to rejoin the Isen. The keys of Grthanc were given to King Elessar by Treebeard. Fangom Forest seemed less closed to the outside world than it had been before the war, although few actually entered the forest to explore, aside from some Silvan Elves and, of course, Gimli and Legolas. More houses were built close to the woods after the War than were ever within sight of it before, and Ents could sometimes be seen walking across the open prairies to isolated patches of forest miles away. The raids that were common during the War almost completely subsided afterwards and many of Skinbark's people came down from the high reaches to rejoin their brothers.

6.0 POLITICS AND POWER: THE BORDERS

Most of the politics of the Fangom border region involves the interaction between the Men of Calenardhon, the Elves of Lórien, and the Orcs of the nearby Misty Mountains. The power vacuum created by the Great Plague of 1636 meant that the region remained sparsely settled and in dispute for most of the late Third Age (1640-3019).

6.1 INHABITANTS: T.A. 1640

The peoples that inhabit the borders of Fangom are a diversified lot. To the east are the Calenardhon, occupying the northern parts of the province of the same name. To the north is the Elven realm of Lórien, although some of the Calenardhon live in the sparsely settled lands between the Limlight and the Celebriant. And to the west are the Misty Mountains which are a haven for several small Orc tribes. To the south of Fangom is the more heavily populated portion of Calenardhon, which is discussed in greater detail in the I.C.E. campaign module *Zsengard and Northern Gondor*.

6.11 THE CALENARDHONS

The Calenardhons that live to the east and south of Fangom are a hardy group of people that ranged out further than their fellow citizens so that they could be free to live like they wanted. This makes for a higher percentage of eccentrics in the area as a whole but has also allowed them to be more adaptable to their surroundings. This probably allowed them to survive better during the plague. In the year 1640, these people have just started to recover from the Great Plague of 1636. The hardest stricken areas of Calenardhon, in general, were those higher population centers to the south in the eaves of the White Mountains. The river towns and country villages of the north with few exceptions, were not affected nearly as much, allowing them to make a quicker recovery. Because of this rapid recovery, the first few years after the plague allowed for increased exports from these more rural areas relative to those hard hit areas and therefore increased prosperity for the small villages of northern Calenardhon.

Many of the centralized governing duties of the larger cities were cut back during this time leaving the smaller villages to govern themselves and collect their own taxes, if they were collected at all. Garrisons stationed at some of the smaller towns also gained a certain amount of autonomy at this time. The Lords that would normally command these garrisons were busy taking care of other matters, thus they transferred local authority to the garrison captains. Since most of the garrisons were short of men, few were left to use as messengers causing almost all lines of communication to break down with the exception of irregular river patrols and the use of civilians as messengers. This lack of communication of the policing bodies, coupled with the poor economy in the areas to the south, led to an increase in bandits in some areas of Calenardhon, as well as a tendency for the Orcs of the mountains to be more bold in their raids on the people of the area. Officially, however, the northern areas of Calenardhon, including Tir Limlight, are still under direct command of the governorship at Tir Anduin.

At TIR LIMLIGHT

The town of Tir Limlight in the year 1640 is the center of commerce for a small but relatively productive group of Calenardhons that live along the Limlight River, on the north downs, and on the northern borders of the Wold. The people of the area are basically divided into three groups: farmers, traders, and craftsmen. The agricultural segment of the society can usually be found

away from town in extended family groups or, on occasion, two or more separate families living close to one another. Most of the dwellings are made from fieldstone, wood if it is accessible or sod if the people are poor or transient. These family groups or *villages* usually have a fortified dwelling consisting of a quarried stone house with wooden shutters or a house within a wooden palisade. These family groups will unite to fight common threats if the need arises and if time is available to summon help. If an overwhelming threat presents itself most of these groups will retreat to Tir Limlight if there is sufficient notice.

Grains, fruits, sheep and some cattle are the main agricultural crops of the area which are in high demand since the plague reduced the numbers of farmers in south Calenardhon. Most of the grains and fruits are grown along the banks of the Limlight with the most productive area being the northern bank. The farmers living on that side of the river are particularly vulnerable to attack, but have better land with which to work. In fact, some of the fruit from these farms are used to make wine, which for the next ten years will be considered the best in the realm. The grains, fruits, wines and wool from the farms around Tir Limlight are shipped downriver to Tir Anduin where they are used or sent further down to Minas Anor, the new capital.

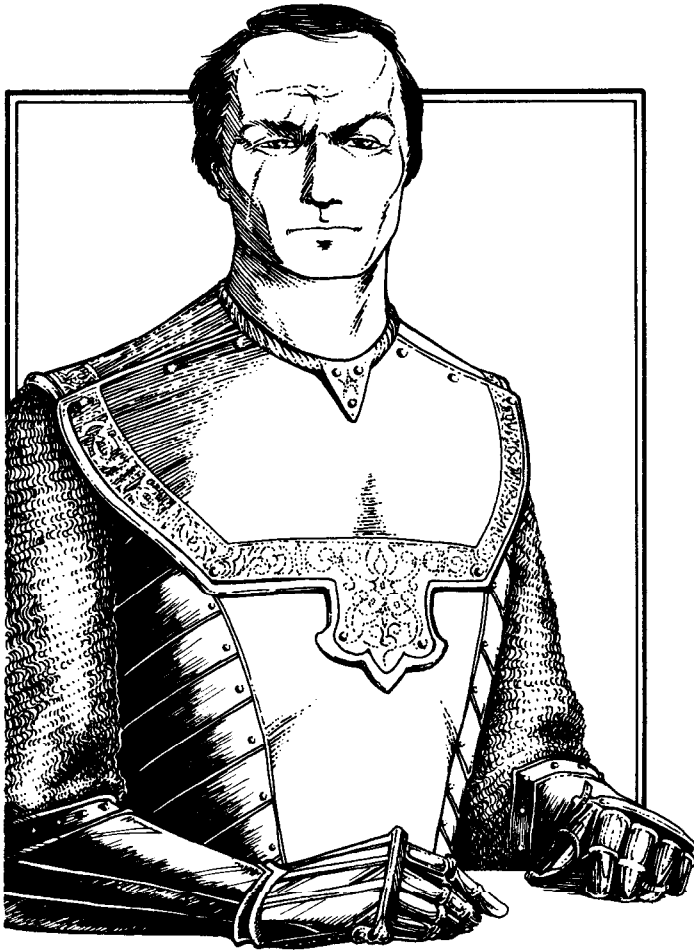
The traders of the area do not have permanent homes and travel the area virtually year round buying and selling goods. Most of them use boats on the Limlight and the Anduin to move their goods, but some overland caravans still travel to Tir Anduin and Calmirie. These overland traders usually hire retainers to guard their goods especially if they are transporting large quantities. Some of the more experienced traders, on occasion, do travel up the Anduin from Tir Limlight to trade with the Elves of Lórien. These traders usually do not stop to trade Elvish goods in Tir Limlight, however, preferring the prices they can get downstream.

Craftsmen, in the main, have their homes in town. Some of the more common craftsmen such as common blacksmiths or tanners do live in some of the farm family villages, but the more skilled craftsmen are in Tir Limlight. Some types of more specialized crafts are not available in Tir Limlight and can only be obtained in trade or by visiting a larger city such as Tir Anduin.

The military presence in Tir Limlight in the year 1640 consists of 36 men garrisoned at the fortress under the command of Malion and his three Ohtarrina. Malion has been the commander of the fortress for the last eight years. Before the command at Tir Limlight, he was a watch commander in Minas Anor, but asked to be reassigned to an outpost command after the death of his wife. After two years of duty he asked for permanent assignment at the Limlight because he liked the people and the land. His request was quickly granted because competent outpost commanders with experience are a rare commodity. Four years ago, during the plague, Malion was ordered to govern Tir Limlight and the surrounding area as he deemed fit. The regional government could no longer maintain close enough contact to retain order. Malion and the town magistrate, Calandur, now run the town quite well and the regional government shows no signs of reinstating control. Taxes are still sent at semi-regular intervals, although Malion and Calandur are not as strict on the townspeople as the regional government would like them to be.

When the governing of Tir Limlight was turned over to Malion, regular patrols by boat of the Limlight and upper Anduin by the garrison at Tir Anduin were discontinued but, as of late, have been reoccurring although not as often as they did before the plague. Presently, land patrols consist of twelve mounted soldiers and are of 2 types; close and extended. Close patrols are executed once a day at irregular intervals and cover an area within a 2 mile radius

of the fortress, including the river banks and the docks. Extended patrols are all day affairs, done once or twice a week, covering a specific direction away from the fortress for approximately 15 to 20 miles. River patrols are done once a week by six men, and cover an area 10 miles up the Limlight and 5 miles down the Anduin. The soldiers of the garrison see little action aside from an occasional sortie against bandits in the Wold or chasing off small parties of Orcs from the mountains.



As of late Malion, has noticed that the strength of the small Orc parties has increased, and he has theorized that they might have a lair somewhere in the Wold itself. He is not quite sure what this means relative to the safety at Tir Limlight, but he does have a feeling of apprehension concerning the situation. Any worsening of this situation by outsiders would anger Malion immensely and surely get the offender thrown out of town or imprisoned. To keep the peace, Malion might even give the guilty person to the Orcs in order to appease them if it becomes necessary. On the other hand, if Malion were pleased with help rendered by strangers, a reward and commendation would be forthcoming. The town itself is relatively peaceful and rarely needs policing. The dock area can get rowdy sometimes; visiting boatmen and traders occasionally start brawls in the taverns, which often get out of hand. Malion stations four guards near the Riverman's Inn to keep the peace on particularly busy nights.

In general the people in and around Tir Limlight are honest hardworking folk that live as normal a life as possible on the edge of the Gondorian empire. They react toward most travelers with a cautious, but friendly, attitude. Non-humans are uncommon so

reaction toward Dwarves and Elves will be more suspicious and may be more curious if members of these races stay for very long. A non-human that seems friendly might soon find himself surrounded by a crowd of curious townsfolk. Any disturbances in the town caused by strangers will usually get them a free week or more in the fortress dungeon, depending on the offense.

IN THE WOLD AND THE PLAINS

The Calenardhons that live in the wilder areas of the plains and the Wold are a fiercely rugged breed. They work most of the time just to get enough food for their families, and thus have little to export besides the wool of their goats and sheep and some cheeses. The rest of their crops are consumed by their own families. Much like the farmers to the north near Tir Limlight, these shepherds live in clustered, extended family groups sometimes including up to 30 people. The larger of these groups may have permanent dwellings made of stone or sod. Some of the smaller groups may live in tents for part of the year as they travel with their herds, making temporary homes in the winter or returning to the more permanent dwellings they had built in the years before the plague.

Once a year, the shepherds take their wool and cheese to market in the larger towns to the south or to Tir Limlight where they trade for supplies. While there they carry out social functions with the other shepherds, such as making marriage arrangements between children and trading stock or just having a good old shepherd party. The trading and celebrations usually lasts 2-3 weeks before the shepherds return to their homes.

Once every 2 years, all the shepherds that owe allegiance to the clan of Lord Hallatan of Numenor, who kept flocks in Hyarostar during his lifetime, meet in East Emmet for The Gathering. The head of the clan, known as The Sheep Lord, presides over this function and is bound by a strict code of action. He is never allowed to enter the gates of any city.

The Gathering lasts for one month during the summer, ending on Loende; Midsummer's Day. On the first day of *The Gathering*, the Sheep Lord blesses the ground by killing a ram and using the blood to outline an area 300 yards square called the gathering grounds, where all the activities will take place. Normal social functions are carried out during these times, like at market time, but the celebrations are more extensive and include all manner of livestock contests and food tasting contests. During *The Gathering*, non-shepherds are not allowed into the perimeter of the gathering grounds, but many traders come to trade with the shepherds at this time, setting up their wares away from the gathering grounds and letting the shepherds come to them.

Living out in the wilds it would be reasonable to assume that these people are raided regularly by bandits or Orcs, but in reality this does not often happen. The bandits that live in the wilds know many of these people personally, and would rather steal from someone with more to take. The Orcs from the mountains have to cross the Limlight to reach the homesteads in this region, and the extended expeditions usually do not warrant the trip. The Orcs from the Barz Thrugrim outpost, in the Wold called Ongushar, do raid some of these villages taking sheep and prisoners, but not often, for two reasons. One: so they will not disclose the location of Ongushar; and, two: because the men of these villages fight like madmen and even the Orcs consider them dangerous.

Strangers in the area are welcomed by the locals, cautiously if by themselves, openly if with Dindal, and are treated well if they treat the locals in like manner. Any wrongs committed against a family will be punished by that family or its relatives using their own system of justice. For most crimes, the punishment is death, a simple but very effective deterrent to crime.

PRICE TABLE

Good/Service: Cost* Note

FOOD AND LODGINGS*

Beer/Ale	1/2cp	pint.
Brandy	lcp	half-pint.
Cider/Mead	lcp	pint.
Wine	2cp	pint.
Light Meal	1/4cp	cheese, soup and bread.
Normal Meal	1/2cp	Meat soup or pie, bread and potato.
Heavy Meal	lcp	Steak and vegetables, bread, soup, pastry.
Week's Rations	4cp	Normal Spoilage 181lb.
Trail Rations	6cp	1 wk. Preserved. 141bs.
Great Bread	2gp	1 wk. Preserved. 41bs.
Waybread	8gp	1 mo. Preserved. 41bs.
Poor Lodgings	1/2cp	Communal sleeping.
Average Lodgings	lcp	Separate bedding.
Good Lodgings	2cp	Separate room.
Stable	lcp	1 wk. for 1 mount including fodder.

ACCESSORIES

Boots	9bp	3.5 lbs.
Cloak	8cp	2.5lbs
Coat	12cp	7 lbs.
Clothing	8bp.	9 lbs. cotton pants&shirt, wool cloak&hood.
Bedroll	16cp	5.5 lbs; blanket and oiled canvas ground cloth.
Backpack	19cp	2.5 1cu. ft capacity (maximum of 20 lbs).
Rope	43cp	6 lbs; 50'; breaks 01-02 roll (unmod.)
Rope	13bp	3 lbs; 50'; breaks 01 roll (unmod.)
Pole	4CD	7 lbs.
Tent	19bi	9 lbs. sleeps two.
Lantern	16cp	1.5 lbs.50' d. light.
Water&in (1 qt.)	1/2cp	.5 l b .
Flint & Steel	1bp	.5 lb fire in 3 min.
Lockpick kit	2sp	.5 lb. +10 bonus
Oil flask	2cp	.5 lb. 6hr refill .5 lb
Pitons (10 iron)	22cp	2.5 lbs.
Tarp	1 lcp	4 lbs. 5' x 8'; water resistant.
Torch	1/4cp	1 lb; 20' d. light; 6hrs.
Weapon belt	5bp	.5 lb
Pegs (10 wooden)	1/4cp	1.5 lbs.
Scabbard	30cp	1 lb.
Sack (50lb)	7cp	2.5 lbs; 3 cu'.
Quiver	10cp	.5 lb; holds 20 arrows or bolts,
Arrows (20)	46cp	3.5 lbs.
Crossbow bolts (20)	2sp	3 lbs.

TRANSPORT

Mature pony	2gp	Moves 4-20 mph; can carry 180 lbs.
Light horse	35sp	Moves 5-30 mph; can carry 200 lbs.
Medium horse	6gp	Moves 5-25 mph; can carry 300 lbs.
Heavy horse	7gp	Moves 5-20 mph; can carry 400 lbs.
Mule	4gp	Moves 5-25 mph; can carry 300 lbs Stubbom,tough.
Wagon	5gp	8' x 5'; 2- 10mph. Carries up to 15001 b reauires heavv horse or 2 light horse!s.
Small boat	3gp	10' long 3 ft wide comes with 2 oars and small sail. can float 800 lbs,
River boat	10gp	20' long, 8ft wide; comes with 6 oars, and sails; can carry 4000 lbs.

* — Cost in Calenardhon.

6.12 DINDAL

Dindal is a Gondorian Ranger who originally came from the southern vales of the White Mountains around Calemhel. As a young man he was in the service of Gondor as a scout for a horder fortress in Rhovanion. After several years of service he settled in Calenardhon near Dunlostir where worked as a farmer, a hired mercenary for a trader, a ranch hand, and as a bar keep. After three years he struck out into he wild and decided to live off the land and live as he wanted. For 15 years now he has made his rounds from village to village checking on people to see if they need anything; sometimes acting as healer, defender, messenger, and sometimes as victim. Several times he has nearly been killed by Orcs or bandits. Some people have accused him of being a bandit.

During the plague he almost died. Fortunately he was one of the first people to come down with the disease and had to stop his wandering for awhile. Had he not done this he might have spread the disease to everyone he met. During his convalescence he resided at Tir Limlight where he met Ronindil the town healer, who he latter introduced to Tolwen. He knows Tolwen as well as anyone and brings supplies and sometimes patients to her on a regular basis. Dindal knows more about what is going on in the area than any other person and is frequently consulted by Malion and the garrison captain at Tir Anduin concerning bandit and Orc activity in the area. On occasion he will ride with strike forces from these locations as scout.

6.13 THE SILVAN ELVES

The Silvan kingdom of Lórien to the north of Fangom actually plays a minimal role in the politics of the region except as a boundary and a source of tall tales. The Elves of Lórien have very little contact with the Calenardhons except for an occasional trade with some of the rivermen. As far as their interactions with the Ents of Fangom, they are few and far between with both kingdoms realizing that they are welcomed in the other but neither having a great need or desire to go there. Occasionally some Elves will visit Fangom to wander through the woods and talk to the trees. Rarely an Ent from Fangom will enter the Golden Wood to admire the Malloms, although Treeheard has made this journey.

If any other non-Elves try to enter the forest, however, will surely he turned away politely or escorted to the border unless a very convincing reason is given to the warden and relayed to Amroth. Under the reign of Amroth the Silvan and Sindar Elves of Lórien enjoy a peaceful and productive existence with few exceptions. Occasionally the Orcs of the Barz Thrugrim or one of the other smaller tribe will cause some concern and an increase in the number of wardens on the border of the woods and an increase in the patrolling of the immediate surroundings will be done as a precaution, but overall there are not many problems.

6.14 THE BARZ THRUGRIM

The Orcs in this southern part of the Misty Mountains are not so well organized as their northern brothers. There are several tribes scattered throughout the mountains mainly on the eastern side. The most well established and largest of these is the Barz Thrugrim (or "night-murderers") tribe whose main hold is in the Misty Mountains at the northern horder of Fangom near the springs that eventually yield the Limlight. This hold, called The Caverns of Pain by the Orcs, is a large complex that was carved out of preexisting caves during the Second Age. One of the builders was a particularly adept and cruel Orc craftsman that made the gates of the complex resemble the withered stumps of two trees representing Laurelin the Golden and the White Telperion after their demise at the hands of Morgoth and Ungoliant, complete with the spear of Morgoth still embedded in them. The sight of these effigies was

meant to demoralize Elves who might attack, and so far, they have worked. The few times that the Elves of Lórien did pursue the Orcs back to their hold they stopped in disgust after seeing the gates. The Orcs regularly defile the trees with waste to make the sight even more disgusting and more useful.

In this region, it is through the Barz Thrugrim tribe that the orders Do1 Guldur are carried out. Messages are carried by giant bat back and forth from Do1 Guldur to the Orc leaders at the Caverns of Pain. Prisoners are also sent to Do1 Guldur if so ordered by way of Ongushar (Or. iron pit) in the Wold and then across the undeeps to the secret entrance to Do1 Guldur which lies somewhere in the brown lands. Ongushar is used not only as a way station, but also as a base for all operations in the Wold. Several lurgs of Orcs are stationed there at all times to carry out these functions and regular parties travel between the two making the journey mostly at night.

The Chief of the Barz Thrugrim at this time is Burgrug. Among these normal mountain Orcs (non-Uruk-hai), he is considered very large and very intelligent. He is actually a good organizer and commander; using his small, sneaky troops to great advantage. These Orcs rarely rush into battle; they prefer to use subversive tactics whenever possible. Burgrug would rather call a retreat than lose most of his warriors, because, even though they are the largest tribe in the area, they are not large enough to sustain a loss of many warriors and still retain their independence.

The Barz Thrugrim raid the lowland farmers and shepherds occasionally with some of the raids originating at the Caverns of Pain and some from Ongushar. They also make an occasional border feint on Lórien never really intending to proceed into the woods very far but rather testing their awareness, as per orders from Do1 Guldur. Any prisoners taken in these raids, if not sent to Do1 Guldur, are used as slaves in the mines for the rest of their lives. Lately the orders from Do1 Guldur have changed to include not only harassment of the borders, but also to the attempted taking of live prisoners for questioning. In this, the Barz Thrugrim have succeeded; they took one of the border wardens captive while he was on patrol. The Elves know of this and may be planning a rescue attempt. Thus the Orcs have begun to fortify their hold.

The Barz Thrugrim patrol the area around their hold for twenty miles using these patrols as hunting parties as well. The patrols extend out into the plains and further up in the mountains. The Orcs rarely venture into Fangom during this time period because they are afraid of the “tree *demons*”; soon, however, orders will come for them to begin harassing the forest by cutting down and burning trees. This will mark the beginning of the long build up of hatred between the Orcs and the Huoms.

6.2 THE BORDERS: T.A. 1640-3019

In the years to follow, the population of the towns around Fangom decreased gradually, although the river cities declined less rapidly than those inland. In fact, Tir Limlight and Tir Anduin had a good trading business until several years after the Wainriders invaded in 1856. The garrisons at Tir Limlight and Tir Anduin were reduced before the invasion but were then reinforced once the eastern Gondorian forts had been abandoned to stop the Wainriders from crossing the Anduin. As the years progressed, the garrisons were slowly reduced drawing men back into the nearer forts and leaving the frontier more open. At the same time, the populations of most of the major towns also declined leaving the land devoid of people and returning it to its natural untillied state. The only group of people that still inhabited some of these areas were the rugged shepherds living on the downs and in the Wold. Travel through this area was a dangerous adventure with outlaws, Dunlendings, and Orcs free to attack travellers at their leisure.

During the time of the Watchful Peace, the fortresses along the Anduin were abandoned completely and allowed to fall into disrepair. Tir Limlight still had some population during this time and families moved into the fortress and used it as a home. Not until the Balchoth moved into lower Rhovanion after Sauron's return to Do1 Guldur in 2460 did the Gondorian stewards reoccupy the upper river forts such as Tir Limlight. When he learned of the Balchoth buildup on the eastern side of the Anduin, Cirion, the steward of Gondor during this time, strengthened these forts as much as he could without compromising his defenses on the southern border.

When the Balchoth invaded in 2510, the fortress and town of Tir Limlight was overrun. The people that were not killed fled, taking whatever they could with them. Cirion's army was forced across the river at the Tir Limlight docks and trapped against the Anduin by the Balchoth from the south and a force of Orcs from the Misty Mountains to the west and north. The army was saved, however, by the arrival of Eorl the Young and the Eothéod who attacked the Balchoth from the rear and scattered their forces across Calenardhon, leaving the Dúnedain to rout the Orc forces and kill nearly all of them as they ran for the shelter of the mountains. As a result of their timely arrival, Cirion gave Calenardhon to the Éothéod. After the Rohirrim took over the land, the partially destroyed fortress at Tir Limlight was never restored to any significant extent and the town never grew as large as it was earlier, because the Rohirrim live mostly in the more southern areas. A battle mound was erected across the river from Tir Limlight by the Dhunedain and Rohirrim to bury the dead and to honor their memory. For more information on the land after the coming of the Rohirrim see I.C.E.'s campaign module, *Riders of Rohan*.

The Elves of Lórien had several significant changes take place over the years, the first being the loss of their king, Amroth, soon after the Bahog took Moria in 1981. His beloved Nimrodel fled Lórien in fear of the Balrog and went first to Fangom where she was turned away by the Huoms and directed by them to the Falls of Mist on the edge of the forest. The Ents of the area instructed them to do this so that Amroth, who they knew was following, would be able to find her. Once he found her, they decided to take a ship into the Uttermost West. Unfortunately, they were separated on their way to the coast and Nimrodel was lost. Amroth waited for her there on board a ship docked in the bay. Finally, one night Amroth was lost at sea trying to swim to the shore after the boat had been torn from its moorings. Neither was heard from again. It was after these incidents that Galadriel and Celebom returned to Lórien to lead the Elves there which they did until the beginning of the Fourth Age. Galadriel left the realm at this time and went west. Celebom remained only for a few years before growing tired of his realm and moving to Imladris.

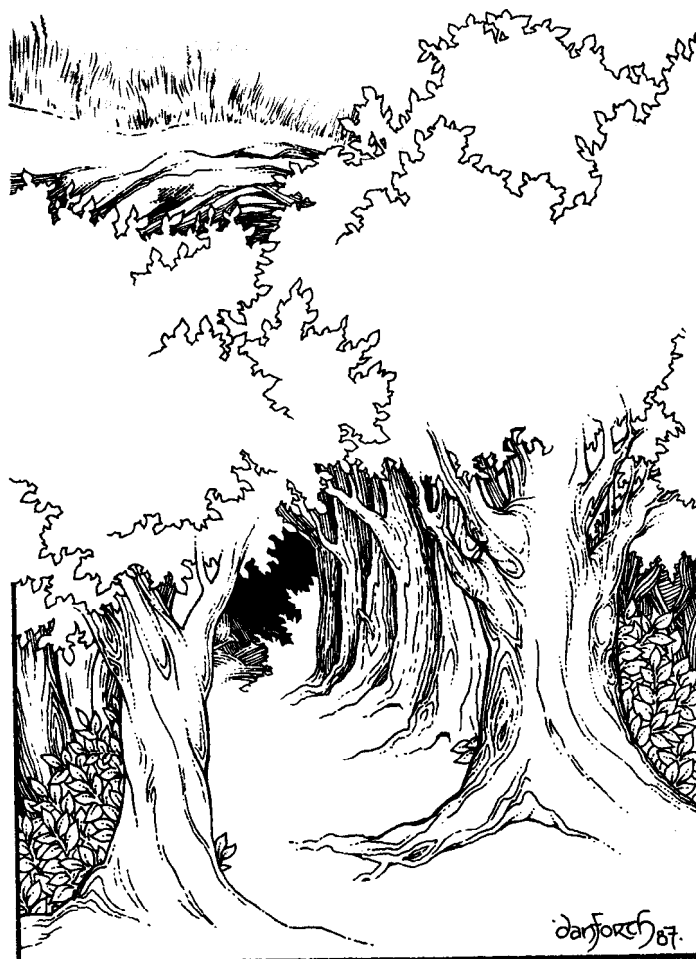
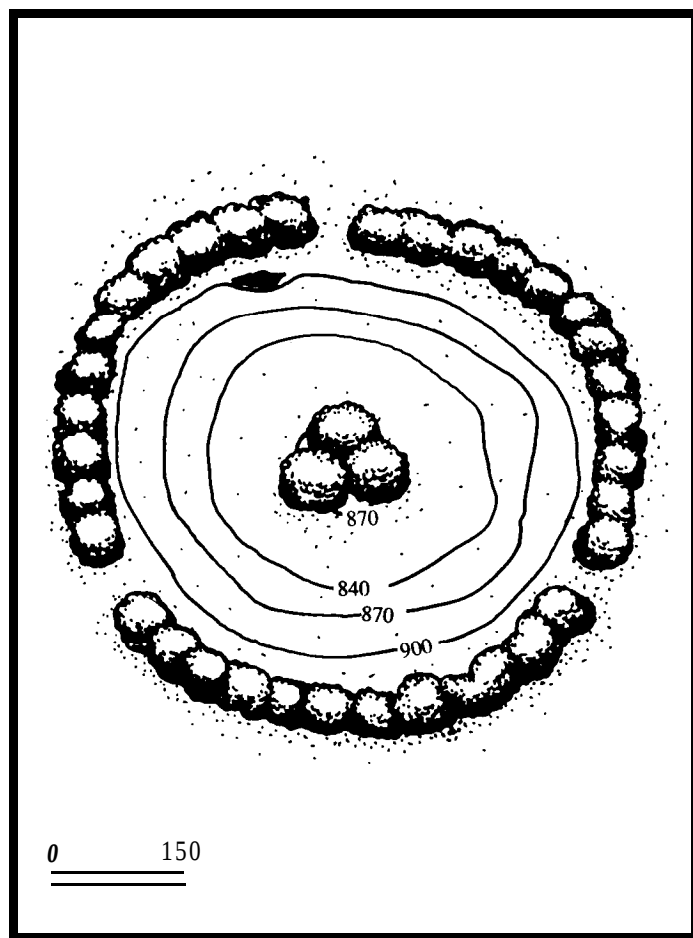
The Barz Thrugrim continued to increase in numbers throughout this period with a brief decline around 1980-82 due to loss of some of their numbers that went to join the hordes in Moria under the rule of the Balrog. The Barz Thrugrim participated, to some extent, in the attack on the Dúnedain during the Balchoth invasion, but that group was made up mainly of Orcs from Moria and the numbers lost, although hurting the tribe's overall population, were not large enough to cripple them for any significant length of time.

After Saruman inhabited Isengard and began to enlist Orcs into his command, most of the Barz Thrugrim joined his Army of the White Hand. They were the group mainly responsible for the tree burnings and cuttings on the northern borders during the time of the War of the Rings. During the War on Rohan and the Battle of the Homburg, most of the Barz Thrugrim warriors were killed. After the war was over, the tribe was a fraction of its former size.

7.0 SITES OF INTEREST IN FANGORN

7.1 THE DERNDINGLE

The *Derndingle* of Fangom Forest refers to the great dingle in the southern part of the forest. Other dingles do exist in the forest but they are not as large and not as greatly used. The Demdingle is located approximately 25 miles south of the young Onod16 near the base of the Misty Mountains. In these rolling hills covered in thick forest, it is not easy to find the Demdingle, and only with the aid of an Ent could an outsider be sure of finding it. The Demdingle itself is 600 feet in diameter and drops gradually ninety feet from the outside edge to the floor of the basin. In the middle of the grasslined basin is a small hill that rises above the floor some 15 feet upon which stand the only trees within the dingle; three tall silver birches. Around the edge of the dingle is set a tall hedge of Edrena that outlines the whole dingle except for the entrances. There are three entrances to the dingle spaced evenly around its edge. One from the north and one on the southeast and southwest. The only other feature of note in the Demdingle is a well on the north bank that supplies water for the Ents when they have their moots. The water is good and very cold.



7.2 WELLINGHALL

Wellinghall, one of Treebeard's many homes, is an important feature in Fangom as it is one of the few Ent homes that outsiders will ever see. Treebeard conducts any long-term sessions with non-Ems here in this house, because he has found that humans are more relaxed in an artificial environment for the most part. Wellinghall is located in the Higher elevations of the Fangom in the hills at the feet of the Misty Mountains, near the source of the Entwash which runs past Wellinghall a quarter of a mile away. It sits atop a grass covered hill and faces south toward the Entwash. The "House" itself is made from a cliff with a slight overhang that bends in a U shape and decreases in height toward the front of the house. The roof of the house is formed by the overhang of the cliff and the boughs of the trees that march in two columns along the cliff's face until they reach the back. The entrance to the house is formed by two very large Oak trees that form a gateway for one to pass through.

LAYOUT

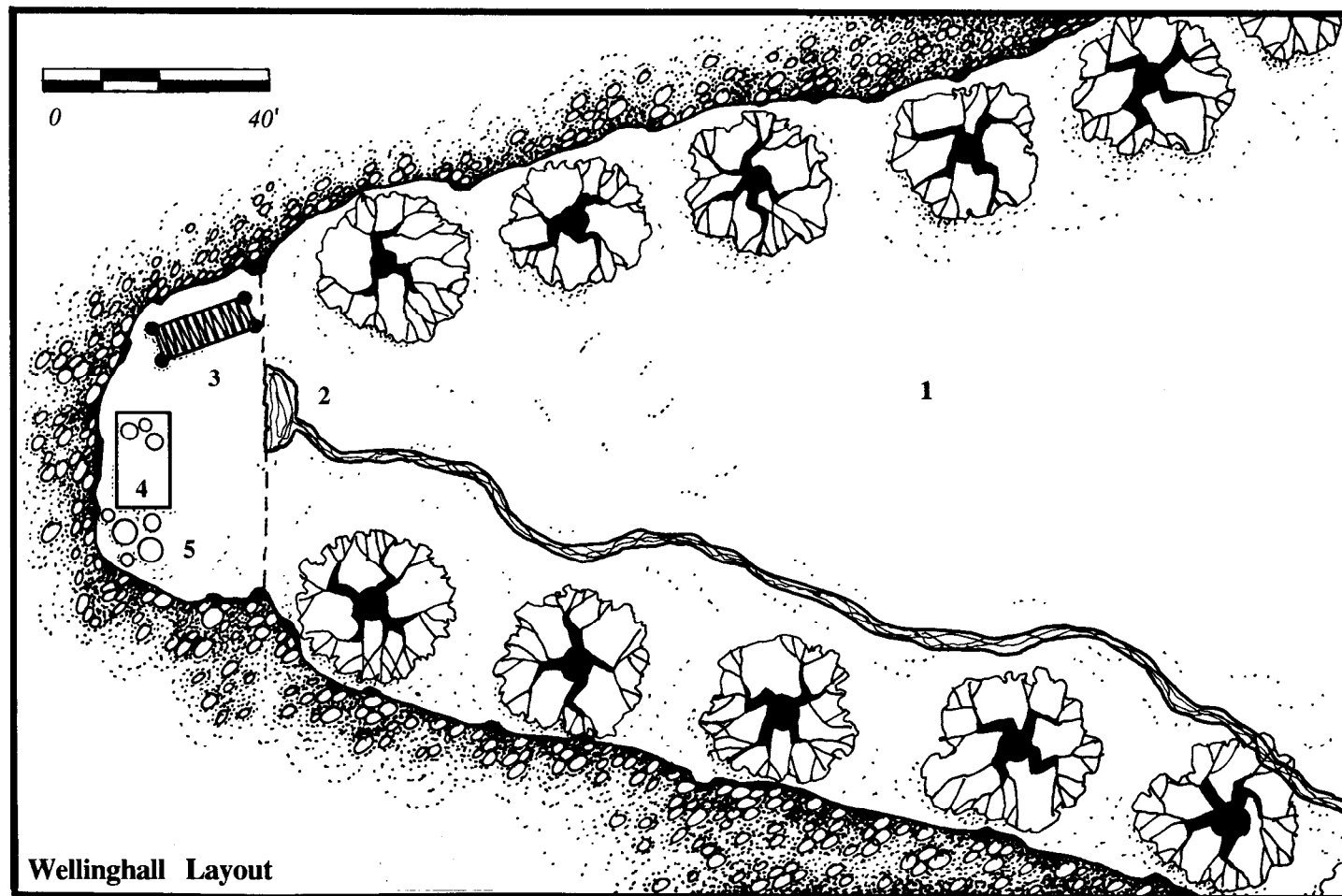
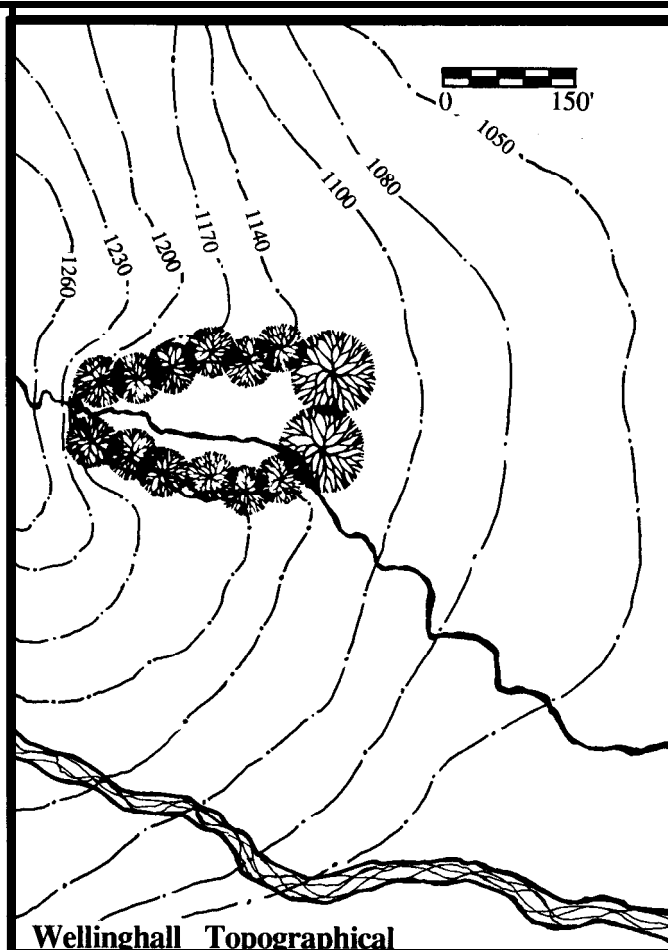
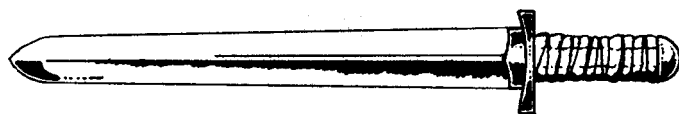
1. **Covered Pathway.** A wide pathway carpeted in grass leads through the columns of trees, marching back toward the cliff's face. A stream that flows from #2 bubbles along side the path and down the hill to the Entwash.

2. **Pool.** A shallow pool is formed here by the small waterfall that falls from the cliff above. Here in front of the alcove, Treebeard refreshes himself and occasionally sleeps.

3. **Bed.** This bed is not used for sleeping, at least not by Treebeard, because Ents sleep standing up. It is used rather for conversing with shorter people that would struggle to look up all the time or for periods of meditation. The bed is 18' long and 4' off the ground.

4. **Table.** Being 6' above the floor of the alcove this table would be considered a loft for most of the free races. It is used for the preparation of food and drink, etc. Normally, there will be 2-5 plain bowls of varying sizes made of stone or clay, and a few simple tools such as knives or spoons.

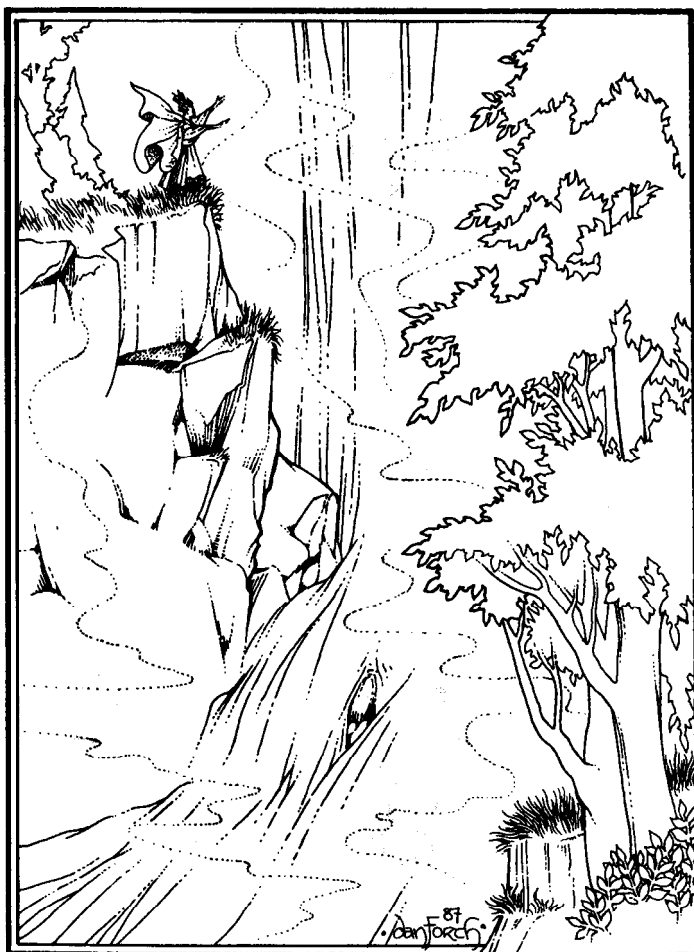
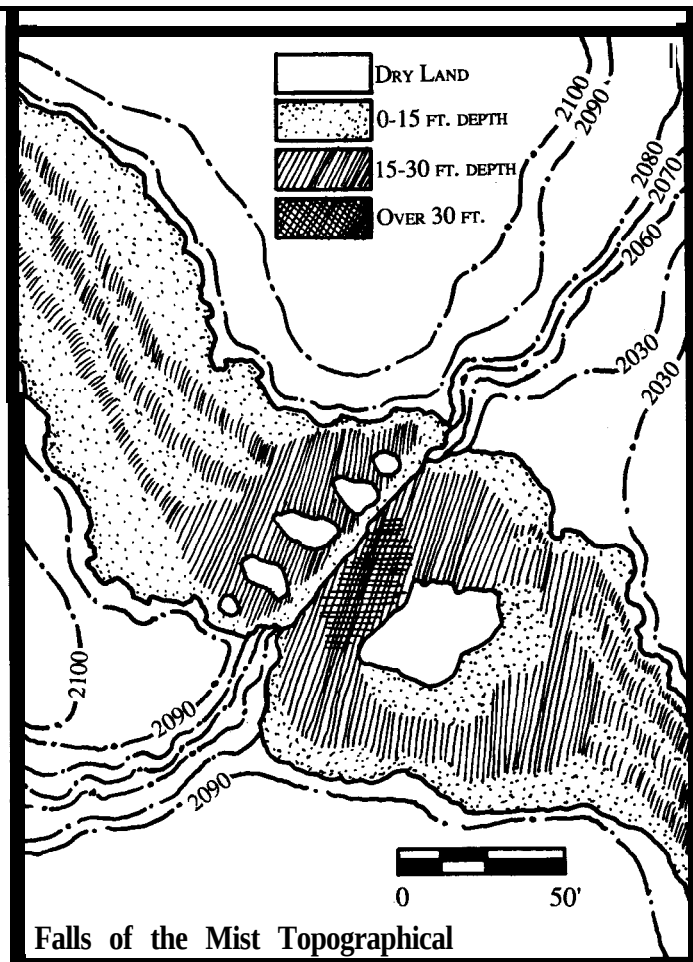
5. **On** the floor in this area there are normally 3-6 earthen jars of various sizes up to 6' in height. These jars will be filled with one of the three Ent draughts or pastes. (See Section 3.2)



7.3 THE FALLS OF MIST

The Falls of Mist are called such because of the mist that lingers in the air around them and constantly drips from the trees surrounding the Falls. The Falls are located on the Limlight as it passes through the very northern edge of Fangom Forest. At the top of the falls the river is fairly shallow, but just before it drops the channel deepens and the river compresses to a width of 40, causing the water to leap over the edge of the cliff in a smooth stream and plunge some 60' to the pool waiting below. In this pool formed by the falls over the years, strange currents and eddies prevail until the river returns to its normal flow some 100' downstream. The pool at the bottom of the falls is very deep throughout its area, but the white water caused by the falls can be misleading in this perception causing it to appear much shallower than it is. Directly below the falls in the pool is a particularly deep hole that has been formed by the force of the water over the years. This hole is 50' deep but only 10' in diameter. Should someone fall into this area the pressure of the falls on the victim would nullify almost all attempts to escape. Approximately 15'down into the hole is an opening which leads up and away from the falls to a small cavern that is the hollowed-out interior of the large rock dome in the middle of the basin (see diagram). The current caused by the falls whichrushesthrough this opening and the subsequent pressure from the falls itself would make escape from this chamber nearly impossible without help from the outside. Several animal skeletons are located in this cave because they fell into the water and were trapped here.

The Falls of Mist are used as a site of celebration and worship for the Ents amd Huoms in the winter, and are considered particularly sacred to the Huoms of the area, who will not tolerate trespassers. or despoilers. The falls also serves another, more



practical, need of the Ents as a recepticle for items found in or near the forest that are not used by them but not to be left lying about. Such things that are inorganic (magical or not) are thrown into the Falls and sink to the bottom of the hole. Organic items (magical or not) are thrown into piles of fertilizer to decompose on their own. Over the years a large assortment of these items has collected at the bottom of the Falls. A few smaller items have been taken be currents up into the cave and have settled there.

Another legend that exists about the Falls of Mist concerns Amroth King of Lórien and Nimrodel his beloved. Supposedly in 198 1 TA when Nimrodel fled Lórien in fear of the Balrog, she fled south to Fangom Forest but was barred from entering the forest by Huoms, and was found soon after by Amroth. The Huoms that barred her entrance into Fangom were under the guidance of Ents who recognized her and knew Amroth would not be far behind. It was at the Falls of Mist that they met and there decided to travel to the seacoast beyond the White Mountains and sail to the West. This much of the legend is true. The fictional part also tells of Nimrodel coming back to the Falls after Amroth's death and lingering there a while. The legend-goes on to say that she threw all her worldly posessions into the Falls and left Middle-earth soon after. This legend has caused several adventurers to try their hand at recovering these items.

These legends and the fact that the Falls of Mist are used by the Ents (and for that matter just that they are inside Fangom) makes the Falls a special place. The dangers associated with adventuring here are mainly in the form of Huoms, but once at the falls those wishing to search the pool bottom for goodies will find other dangers in their quest.

LAYOUT

1. Top of the Falls. The water drops 60' to the pool below where the water is always foamy.

2. Deep Hole. This deep hole formed by years of being subjected to the waterfall is 60 feet deep. Should someone fall or swim into this part of the pool, the force of the waterfall will force them down into the hole and escape will be very difficult without help (Very Hard -40). There is also a small cave that leads to the chamber at #3. If a person were capable of making it to the bottom of the hole and returning alive then he or she could come back with several items of worth that the Ents have disposed of in this place. Laying of the bottom of the pit among the other junk are the following items of worth:

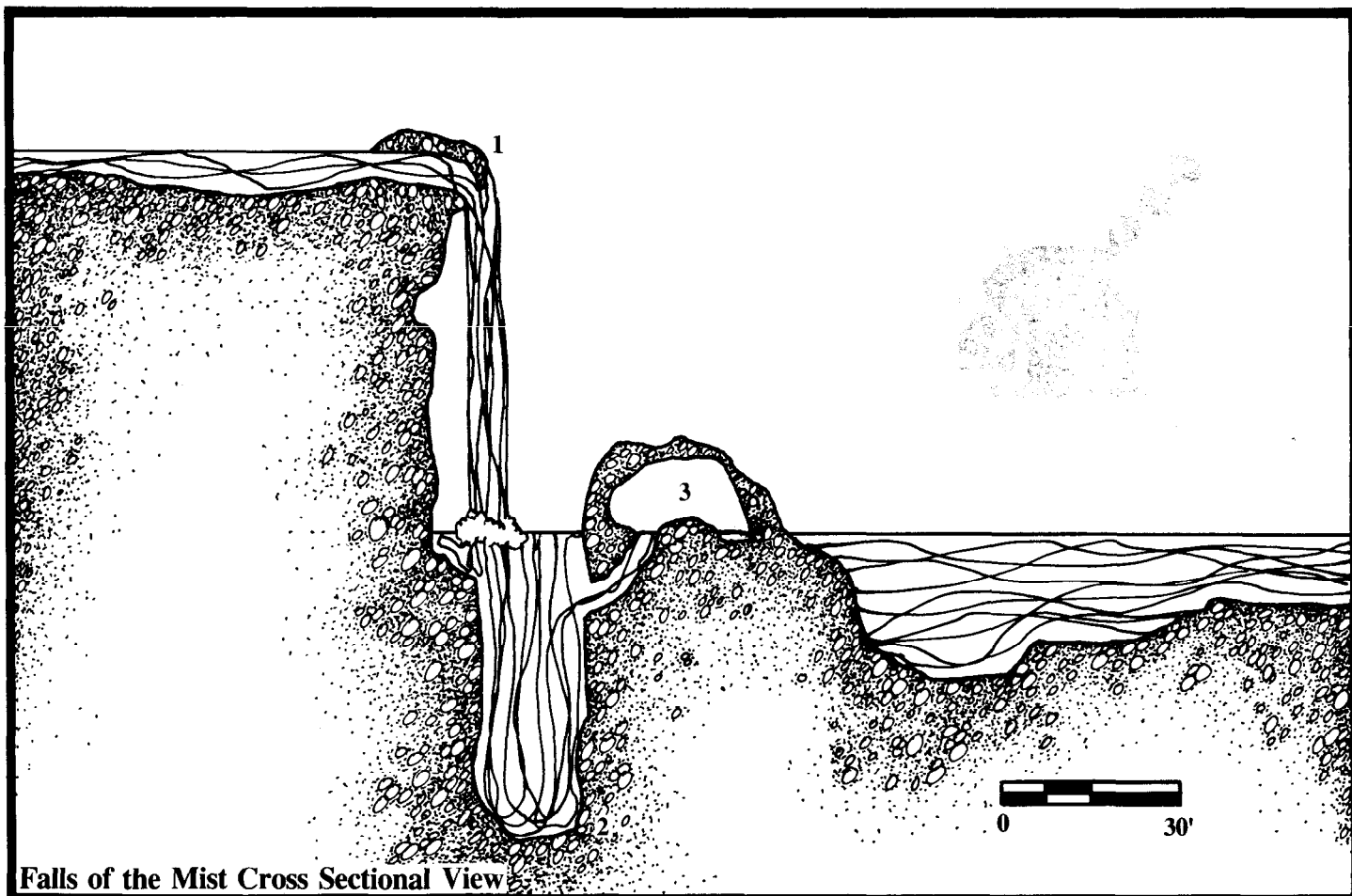
- 2 + 15 shields
- 3 + 15 broadswords
- 2 +5 daggers
- 1 +30 DB helmet
- 1 +15 short sword
- 1 +25 metal composite bow
- 1 +20 jeweled broadsword
- 2 +15 suits of chainmail (AT15)
- 1 +20 suit of plate armor (AT19)
- 1 +10 DB helmet with *Longear & Longeye* 1/day each
- 1 + 15 battleaxe
- 1 +20 war hammer
- 2 +5 gauntlets
- 1 +20 throwing shield (acts as thrown axe)

Other items also have been dropped into the hole but being smaller have settled deep into the sediment at the bottom and could not be found without draining the pool. Because of the presence of

these magical items, some of which are slowly decaying, anyone swimming in this part of the pool takes the risk of being subjected to a random spell that misfires from one of these items. (GM note: roll randomly from the spell lists in *MERP or Spell Law*, and use only spells level 5 or below.)

3. Hidden Cavern. This cave is 20' long, 10' wide, and 10' in height. The passage connecting this cavern with the outside world dives below the water inside the cave and connects to the pit at #2 about 10' below the surface. The connecting passage is 4' in diameter at its opening and is fairly uniform throughout its length. The currents caused by the waterfall wash items up into this chamber occasionally and a person in the deep hole could swim up into the cavern but the currents would not allow him or her to escape without help from the outside (Extremely Hard -50). Washed up into the chamber over the years are several items some of which would have been lost if they had settled in the deep hole. The items to be found in this cave are:

- 1 greave that increases strength stat by 1 when worn.
- 1 shortsword that detects any Orcs within 1 mile.
- 1 Necklace keeps the wearer from getting dirty.
- 1 +4 spell adder for Astrologers (Animists in *MERP*) in the form of an ivory cane.
- 1 metal throwing disk 10" in diameter and 1/4 inch thick that will float in a stationary position and hold up to 100 lbs of weight. On command its edges will become sharp and it can be thrown accurately up to 30' with a +20 bonus and will strike as a broadsword. It will also return at the same speed and stop next to the thrower (if not obstructed) and float stationary until grasped again for throwing.



Falls of the Mist Cross Sectional View

7.4 TOLWEN'S HOME

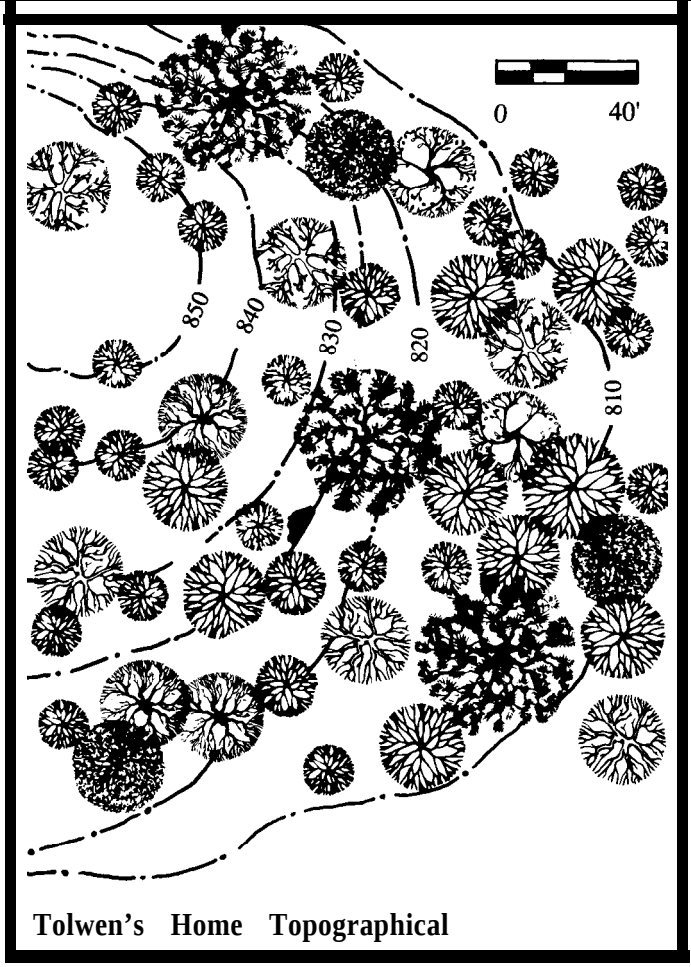
Tolwen the healer lives in a small set of caves that she has furnished in Sindar style. They are located in the side of a low hill under the eaves of Fangom Forest on the northeastern border not far from where the Limlight leaves the forest. The door that closes off the caves from the outside world faces east and the whole area is covered with trees (of course). The caves have a small stream that flows through them and exits underground later finding its way to the Limlight. As are all Elven homes, Tolwen's is dry and warm with plenty of decoration and lights. It is comfortable but not elaborate, as she is relatively utilitarian when it comes to her own life.

LAYOUT OF TOLWEN'S HOME

1. The main hall of Tolwen's home is filled with warm lights (given to her by Treebeard), soft carpets, and overstuffed pillows. Guests, although rare, are received as well as served meals here. The actual entrance is some 20'. down a hallway to the east. The front door is made of oak and is normally open.
2. This large room is furnished with low beds and serves as the infirmary where she treats the sick that are brought to her. A fire bums in the middle of the room where the #2 is located taking the chill off the stone. The smoke escapes through a hole in the ceiling which is covered outside by a rain guard to keep the room dry.
3. Up a small sloping passageway is Tolwen's **medicine room**. Here she has a sampling of most herbs available. Many she harvests herself and some she sends Dindal to obtain. She also keeps her spell books and other magical supplies in this room.

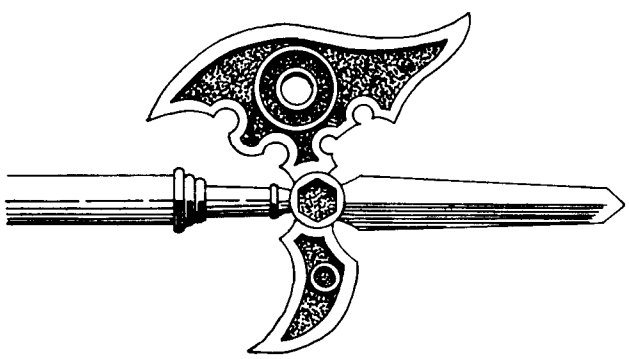


Tolwen's Home Layout



Tolwen's Home Topographical

4. Tolwen's **private quarters** are furnished much like the main room. She has several trunks and a wardrobe in which she keeps her personal items. A small stream runs through the room and out of the hill and down to the limlight. At the bottom of the 5' pool formed by the steam is a strongbox concealed by a ledge containing 1920 platinum pieces and gems worth 10,000 gp. This money she needs only to buy the herbs that she cannot harvest as she grows and gathers enough food to sustain herself, with occasional help from some of the Ents in the area. On the south wall in a crack behind the stone column she keeps her sword, Gurthiant, the only remaining item from her former profession. She will only use it to defend herself or her patients, or unless her resistance to evil is overcome, and she reverts to her former ways (See Section 5.15). She always wears it when away from her home.



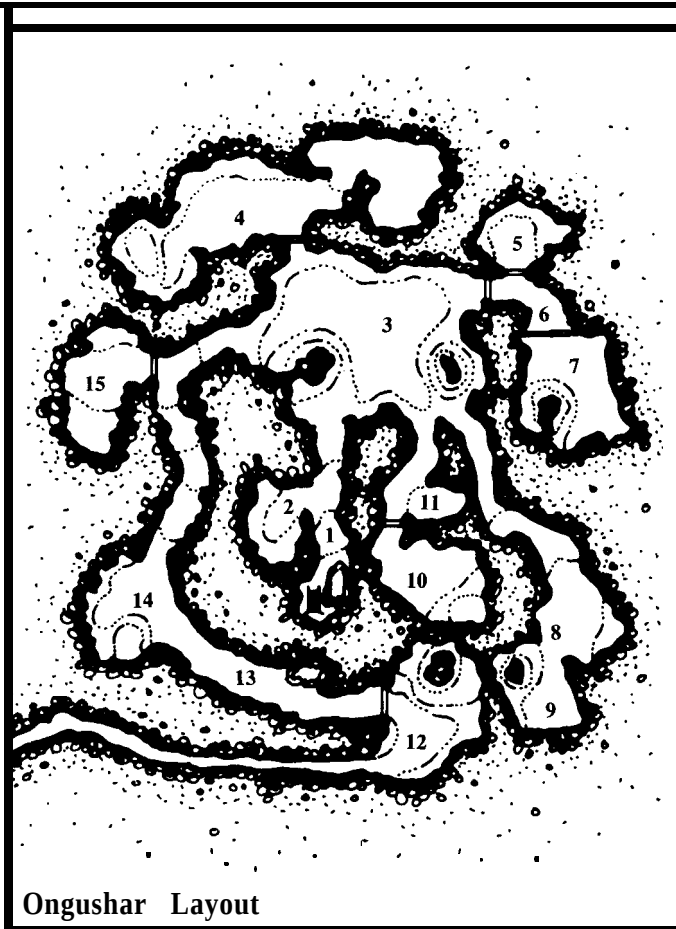
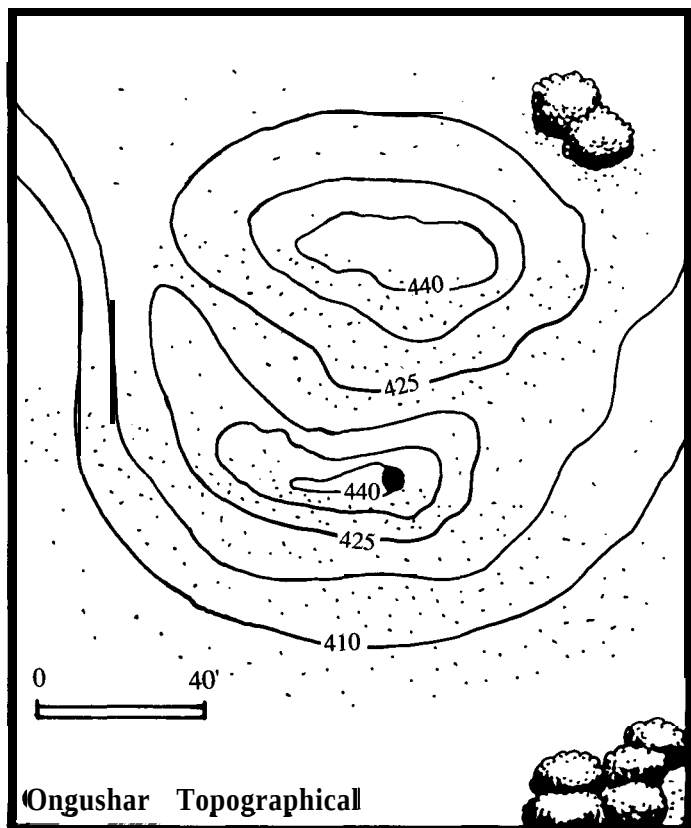
8.0 SITES OF INTEREST ON THE BORDERS

8.1 ONGUSHAR

Ongushar, the Barz Thrugrim outpost in the Wold is located 30 miles southwest of Tir Limlight. The outpost was formed out of a old mine dug by men many ages ago. The Barz Thrugrim began manning this outpost about 100 years ago and it is sometimes used by messengers coming from and going to DoI Guldur across the river in Southern Mirkwood. The Orcs also have used the outpost to spy on the movements on the Gondorians of Tir Anduin and Tir Limlight as well as a base for raiding parties and kidnappings. The standing forces of Ongushar are listed in the Master Military Table 10.1, but these forces usually do not participate in full scale raids. Raids that require more than 10 soldiers are carried out by troops sent from the Caverns of Pain

LAYOUT

1. A ladder provides access to the **entrance** which is no more than a hole in the ground as the name indicates. Near the ladder a pool of water stands formed by the rain runoff collected by the natural funnel effect of the entrance.
2. This small cave is the **guard** post for the Orcs guarding the entrance. Three Orcs remain on duty here at all times.
3. This large cave is **the common room** where the Orcs eat and are disgusting during their free time when not being disgusting on duty. This cave also acts as the muster area for the raiding parties.
4. This cave is the **food storage and kitchen** area. It is presided over by a particularly large Orc female named Mushnag. She is as large as most all the male Orcs (she is a Uruk-hai female and these male Orcs are the more common variety), and she is effectively the second in command of this outpost as only Gaskbuz, the Captain of the outpost, can deal with her.



5. This cave is the **guard** post for the three Orcs that guard the prison when there are any captives.
6. An Orc guard is always standing in this area if prisoners are present in the cell.
7. This is used as a **holding** cell for prisoners until they can be transported to The Caverns of Pain.
- 8,9. These areas are living **quarters** for two lurgs of Orcs.
10. This cave is used to store loot that has been taken from unlucky victims. Only that loot which is destined to return to the Caverns is kept here, as the rest is kept by the troops of Ongushar.
11. This area is used as a **guard** post when particularly valueable items are located at #10.
12. Gaskbuz, the Captain of Ongushar, lives in this cave. He has a bed against the east wall and a table on the south wall of the cave. Under the bed in a depression of the cave floor is his personal stash of 10sp, 2gp, and a diamond and gold necklace worth 200gp, that was supposed to go to the Caverns treasure room, but was 'lost' upon the way.
13. This **hallway** connects the chief's room with the main room. At this particular point there is a pool of good tasting water. The taster will come down with a parasitic infestation within three weeks if he does not make a 10th attack level RR vs poison. The parasite will initially cause nausea and milddiarrhea which will slowly progress over a two week period to severe diarrhea, vomiting, dehydration, and death if not treated properly.
14. The Captain's personal guards, a lurg of 10 experienced adult Orc fighters, are quartered here.
15. Ongushar is provided with two lurgs that are on permanent assignment. They are the Captain's personal guard (quartered at #14) and the 8 Orcs quartered here.

8.2 TIR LIMLIGHT

Tir Limlight is located on the Downs overlooking the juncture of the Limlight and the Anduin Rivers (see the center insert for layouts). The Fortress #1 that the whole town now gets its name from was built as a border fortress during the height of Gondorian northern expansion in the year 1052. It was built from rock quarried from the Downs that it is nearly six hundred years old. It is in need of occasional repair, as are many of the older buildings in the town. The main town, #2, was built over the years to follow at a fairly slow pace with the newest building, the town hall, being sixty years old. The town and fortress are approximately 2 miles from the docks on the Limlight, #3, and 4 miles from the fords of the Anduin, #7. Halfway between the docks and the town where the road forks west, there is a grainery and mill, #4, for the farmers in the area to store their crops. Tir Limlight was not as widely effected by the Plague as much as some other areas were, as only 14 people died in the town and the area surrounding. There is now a population of 156 in the 2 square miles surrounding the town.

The farms in the surrounding area, #5 and #6, and across the Limlight are diverse in their agriculture. The soil near both these rivers is suitable for growing most anything. Several types of grain are grown, mainly on the north side of the river, and some vineyards are present. On the south side of the river nearer the town, more livestock are raised due to the rockier land, although some vegetables are grown to a small extent.

The main town is about 300' from the fortress and is surrounded by a stone wall 10' in height with a wooden palasade atop that reaches a height of 15'. The towers in the wall are 15' tall, and the gates are made of wood reinforced with metal bands.

The wall around the town is not intended to stop a full scale attack by a large army, but rather to detour small bands of Grcish raiders. At night, the guards regularly on duty in the town are on the walls instead of in the guardhouse and their numbers are increased to eight.

8.21 MAIN TOWN LAYOUT

(see the center insert for layout)

1. **Guard house.** The 4 guards make regular rounds of the town.
2. **Stables.**
3. **Residence.** The cartwright, his wife and daughter, the prettiest girl in town, live here. He does most of his work on site but has a small shop in back. He also owns the stables at #2.
4. **Residence/Blacksmith.** He also works as armorer and weapon-smith for the town and the fortress if needed. His wife and the wife of the magistrate teach the young children in the town hall during the morning hours.
5. **Storage.** This is the community root cellar.
6. **Wayfarer's Inn.** This well-kept inn is preferred to the inn at the docks by regular travellers. It has a small common room with good food, but the other tavern down the street is better known for its food and drink.
7. **Town Hall.** Regular meetings of the townsmen are held here as well as weddings, legal proceedings, and classes for the town's children.
8. **Residence.** The town and fortress healer, Ronindil lives here. He is responsible for saving several lives during the plague. He is a 10th level lay-healer with an extensive knowledge of healing herbs. He knows of Tolwen (See Sections 5.15 and 7.4), and actually went to her home for advice once. However, he does not talk of her to others or recommend her to sick people, because he does not completely trust her for some unexplainable reason. He is a personal friend of Malion the fort commander.

9. **Infirmary.** Ronindil keeps patients here.

10. **Residence/Weaver.** The town weaver/tailor and his mother live here.

11. **Residence.** The town magistrate, Calandur, and his family live in this house. He is in charge of running the town and collecting taxes and exporting goods downriver. Even though this might lend itself to being a hated position, he is well-liked by most.

12. **Residence/Potter.** The town potter works and lives with his family in this house. The clay found in this region is particularly good and although most of his work is used by the town, that which is exported brings a good price at Tir Anduin and beyond.

13. **Residence.** The owner of the general store and his family of six live here.

14. **General Store.** The town's dry-goods store sells mostly goods that cannot be produced by the townspeople and the prices are somewhat high due to the distance from the source.

15. **Tilted Tankard** This is the high spot of life in the town. People go here to relax and talk. The common room takes up most of the building and has a warm fireplace at one end. The food is excellent, even if a little earthy, and the ale and wine served are up to standards with some of the larger city taverns of the realm. Some of the wines are produced locally by a vineyard some five miles away just across the Limlight. The 2 employees of the tavern live in rooms located in the back of the tavern.

16. **Residence.** Elom, the owner of the tavern, his wife and 3 children live here.

17. **Residence.** This large house is the home of Kaland, who owns the ferry and the warehouses at the docks, and his family. He is rather arrogant about his wealth and some townspeople do not like him. The cartwright especially dislikes him and charges him extra because of it.

18. **Storage.** This building is used as a grainery for the town and as a storage building for some of the dry goods not in the store across the street. It is owned by the same man that owns the dry goods store.

19. **Brothel.** A necessity in a town with a fortress full of men; this brothel has a steady business and could use some more help. The mistress has been known to make inquiries to pretty female travellers about future employment.

20. **Residence/Butcher.** The town butcher lives here with his wife and 3 sons. He butchers all the meat for the town and the fortress. He and the tanner next door have a deal they worked out on the skins of the animals he butchered.

21. **Residence/Tanner.** The town tanner lives here. He is a new comer to the community from Tir Anduin. The old tanner died during the plague.

22. **Residence/Poultier.** The owner of this house is an old woman who raises poultry and sells eggs to make her living. Her livestock is kept in a coop with a large fenced-in area outside the wall of the town.

23. **Courtyard** Used as a meeting place and recreation area for the townsfolk. Notices are posted the wall of the town hall facing the courtyard.

24. **Garden.** The townspeople use this tilled area to grow some of their own vegetables. Any citizen has a right to grow food here if they so wish. So far no major quarrels have broken over this practice.

8.22 DOCK DISTRICT LAYOUT

(see the center insert for layouts)

1. **North Ferry House.** This building acts as a waiting area for passengers waiting to cross the river as well as a ticket booth. Food and drink can be purchased but are not the best.
2. **North Dock.** Mainly used to dock the ferry and for those boatmen that have business on the north side of the river.
3. **South Dock.** This larger dock is used for the ferry and other trading boats that travel the Anduin. The boat men could unload at the fords south of Tir Limlight on the Anduin but no permanent docks are there and this dock is closer to the town.
4. **Warehouse.** This building is used by river merchants to store goods for periods of time if they do not have the space to take the goods elsewhere or cannot sell them immediately. The owner of this warehouse and the one at #7 charges for this space.
5. **South Ferry House.** The purpose of this building is the same as the house on the north side of the river. Food, however, is not available here because the inn is so close.
6. **Warehouse Office.** Here the owner of the warehouses and the ferry collects money from the warehouse patrons and generally runs the businesses. He has a private loan company also, and two very large helpers that act as guards for the warehouses and accounts receivable collectors.
7. **Warehouse.** see #4.
8. **Riverman's Inn.** This inn/tavern is frequented by the boatmen that travel the river. Fights break out here often and the inn has a generally bad reputation as a dive. The rivermen do not mind but

8.3 FORTRESS OF TIR LIMLIGHT

(see the center insert for layouts)

The fortress of Tir Limlight has 20' tall walls with an average thickness of 10'. They are crenellated for protection as are the gate towers and the keep. The walls to the outlying towers are crenellated on both sides to provide protection to defenders from either side. The two gate towers are 30' tall and the outlying towers are 25' tall with a reinforced copper roof. These outlying towers provide excellent flanking fire on the attackers, but if the walls between were to be undermined or broken down the defenders would be isolated. The main keep is 40' high at its highest point and is also roofed in copper.

LAYOUT

1. **Gate.** This 15' wide portal is the only entrance to the fortress. It is barred by a steel porticullis which lowers into holes in front of the iron bound oak gate. Since the gate opens outward the bars of the porticullis prevent it from being opened when it is down and vice-versa. The gate is reinforced by a steel bar that can be lowered into brackets on the back side of the gate. The gate stays open during the day with guards posted, unless a state of war or readiness exists. The location of the fortress gives good visibility to the surroundings making surprise unlikely while the sun is up.
2. **Guard Rooms.** These rooms serve as armories for half of the garrison, as well as the guard post for the gate guards.
3. **Courtyard.** This area is used to training ground and staging area for mounted patrols.

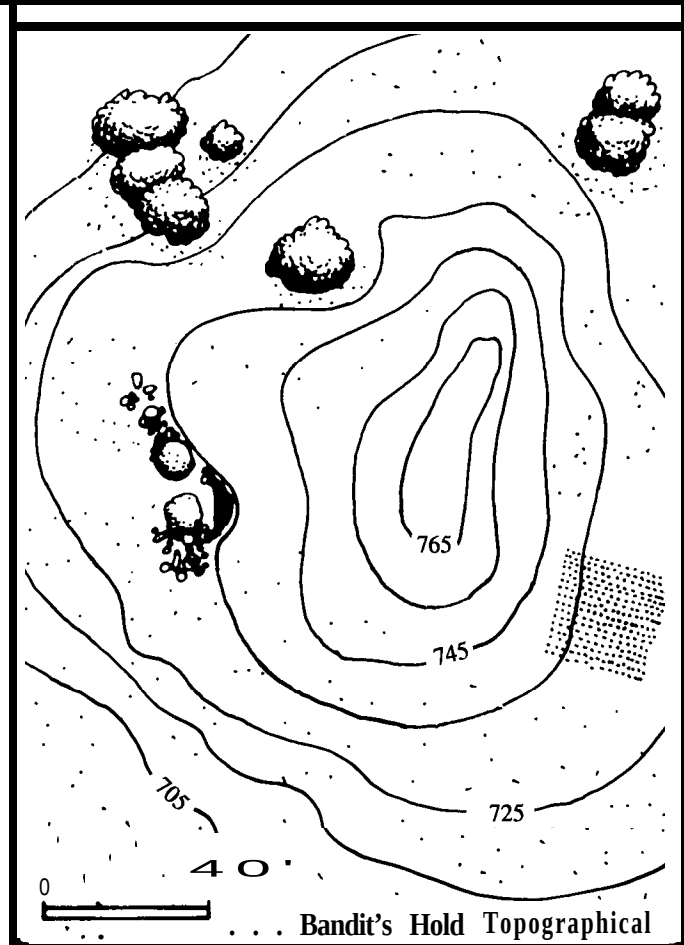
4. **Stables.** Stalls for 10 horses are located on each side. Most of the horses are kept outside the fortress in a corral on the south side.
5. **Main Hall.** This large room serves as a dining hall, recreation area, staging area for defenses, and as a temporary shelter for any civilians that might need protection during a siege, etc.
6. **Kitchen.** Stairs located at the back lead down to a storage cellar that has a small dungeon of 5 cells off to one side. There is also a well that provides the fortress with water. The cells are all empty at the present time.
7. **Armories.** These rooms provide access to the troop barracks and act as armory for the other half of the garrison not provided for in #2.
8. **Barracks.** 36 men are presently garrisoned here, although space for 50 is available. The quarters are comfortable but not plush and at times during the summer months the smell from the stables gets a little intense. Stairs lead up to the roof, which gives access to the gate towers and walls.
9. **Planning Room.** Malion, the commander of the fortress, and his officers use this room for planning. Maps of the area including sightings of Orc movement, possible location of Orc holds, and other pertinent information are kept in this room. One of the Ohtarrina is a trained mapmaker and enjoys this as a hobby, so maps found here are of a very good quality and highly accurate. There are shutters located outside that can be closed to secure the window looking out over the courtyard.
10. **Officers Quarters.** The Ohtarrina are housed here. One is in charge of the defense of the fortress, guard posts and watches, and the other two are in charge of the regular patrols of the surrounding area.
11. **Tower Roof.** Ladders descend to the walls leading to the outlying towers and to the top of the barracks.
12. **Keep Roof.** A walkway around the top of the keep is manned by two guards on eight hour shifts as are the other towers.
13. **Guard Room.** This serves as the check-in point for the guards on the roof. There are also extra stores of arrows and other supplies in case of siege. The guards here act as receptionists for Malion and the clerk and engineer, Demil.
- 14-15. **Office.** Malion and Demil use this area as an office to take care of visitors and to run the fortress. It is well furnished but usually messy, because neither of these men are very organized with their paperwork.
16. **Malion's Quarters.** Unlike many border fort commanders quarters, which are usually only used for a relatively short period of time, Malion's quarters have been personalized extensively. Malion has done this because he has asked for permanent assignment here. He has no relatives since his wife died nine years ago and no other home to go to, so he chose to make this his home. Because of this home attitude Malion is looked on highly by the locals, who see him as one of their own. He is a jovial man and is often asked to preside at festivals. It is because of him that town-military relations are good here. Under a false bottom in the second drawer of his dresser is his store of wealth, 10 gems worth 500gp, and a pearl and diamond necklace set in platinum worth 1000gp. To Malion the necklace is priceless because it was his wife's favorite. There is a portrait of her on the wall above the mantle.

8.4 THE BANDIT'S HOLD

Seventy miles west and slightly north of Tir Limlight near the trail leading to Tir Anduin is the hold of a small group of bandits that live off of the traveling merchants. Their hold consists of a set of caves that reaches back into a hillside facing west. The caves have been made liveable and the bandits are fairly comfortable although pickings have been rather slim as of late. On the far side of the hill they have constructed a small garden where the women grow a few vegetables to supplement their diets.

There are seven bandits that make their home here and four women. Their leader is a Half-northman, Half-dnadan named Hundin, who used to be a soldier at a Gondorian outpost across the river. He is bright and crafty as a bandit, but has had disappointing results so far. He has plans to build some small boats to use in harassing the river merchants because the river is only 10 miles away. He also has plans to expand his garden and startraising some sheep on his own, and the thought has surfaced in the back of his mind of quitting the bandit business and becoming legitimate, but so far he has not listened to it. The other bandits are a diversified lot of ex-military men, farmers, and rogues that just happened to fall in with the group.

Although they do not know it, there is another cave behind the ones that they are presently using. It is the tomb of some Númenórean explorers, and contains enough wealth in items and gems that the bandits would never have to steal again if they were to find the cave. It is ironic that although they are only five feet from the wealth they wish for, they have to range up to 20 miles away just to make ends meet.



LAYOUT

1. The **entrance** is 11' wide and 13' tall but quickly narrows to 6 wide and 8' tall. It is shielded from view by two large boulders.
2. The first cave on the left as one enters is the living area for the bandits. Here the main body of the group eat, sleep, and prepare for raids.
3. This cave **serves** as a **food storage/preparation area** as well as the sleeping quarters for the women of the camp.
4. This cave acts as the **meeting** area for the bandits. It also acts as an armory and work area for the repair of weapons, armor, and leather items.
5. This cave has been made into the **office and sleeping quarters** for Hundin and his lady. For privacy a door has been erected to close off this cave from #4. This room is fairly well furnished with carpets of sheepskins, pictures and colorful albeit cheap tapestries on the walls, a desk with a padded leather chair, a bronze-bound trunk, and a bed made from a raised portion of the cave floor with a feather filled mattress. The trunk contains several books on varying topics (including law, boat making, and agriculture) that are old and yellowing.

6. This small cave is the bandits treasure vault. It also has been furnished with a door that has a lock to which only Hundin has the key. This room is nearly empty, as the bandits have not done well lately. The contents are as follows: 20 silver pieces, a gold bracelet worth 4 gp and a platinum ring with a very finely made, but fake emerald worth 1 lgp (Hundin believes it to be genuine and thinks that the ring is actually mithril, having never seen the real thing). These items are kept in a small locked box. There is also a bolt of indigo silk that is worth 100 gp due to the quality of the silk and the rarity of the dye used to achieve the color.

7. This area is used to hold the livestock during bad weather and is also used as a place to tie up prisoners if need be.

8. This area of the caves is blocked off due to a cave-in. This caved-in area is so old that it now appears as part of the cave wall. Behind this caved-in area is the final resting place of three Númenórean explorers who died while on an expedition up the Limlight during the Second Age. A log book of Taramin, the sole survivor, remains behind and tells of how the expedition was attacked by Orcs on the banks of the Limlight. Nearly all of the party died there, but a few escaped and four of them managed to find this small group of caves. Two had poison wounds from the battle and died before they could be helped. Another was shot on the way back from the campsite after retrieving supplies. So, Taramin put the bodies of his companions on beds of rock in the deepest cave setting their possessions about them, knowing that he could not carry them back.

He then caved in the roof so that their bodies would not be disturbed. He left the log book with them in the grave so that if a man of Númenor were to discover the graves that he would know what had transpired. The last entry in the log reads as follows:

*"Whoever finds this tomb, if he be in dire need as were we,
may use anything he finds.*

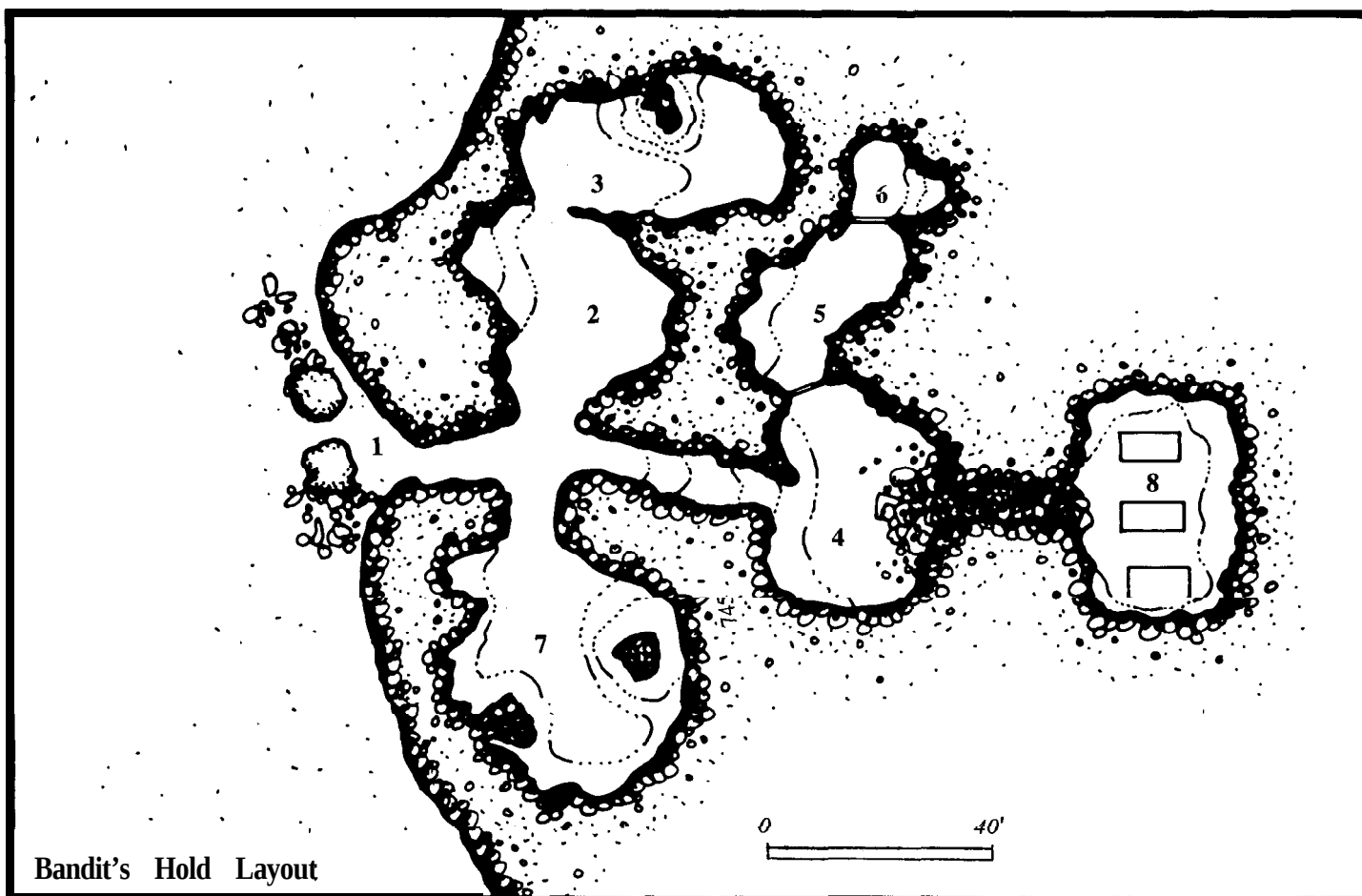
**A CURSE ON THOSE WHO TAKE FROM THIS PLACE
WITHOUT NEED!!!**

*So be it,
Taramin"*

On the left of the barrow is the body of Orondil. He has on +15 leather coat (SL8) and a +15 leather helm of old Númenórean design. His +25 Ithlnaur short sword is at his feet. It will start a fire if fuel is available no matter what the weather conditions. He also has a purse the contains 30 mp and 2 gems valued at 300gp.

On the right of the barrow is the body of Durlund. He is wearing +15 full leather armor (RL9) and at his feet is a +20 jewel studded longsword worth 1000gp. He has a gold ring on that is a +4 spell adder for Mentalists (Mages in **MERP**). At his belt is a small pouch containing 200 small gems worth 10 gp a piece.

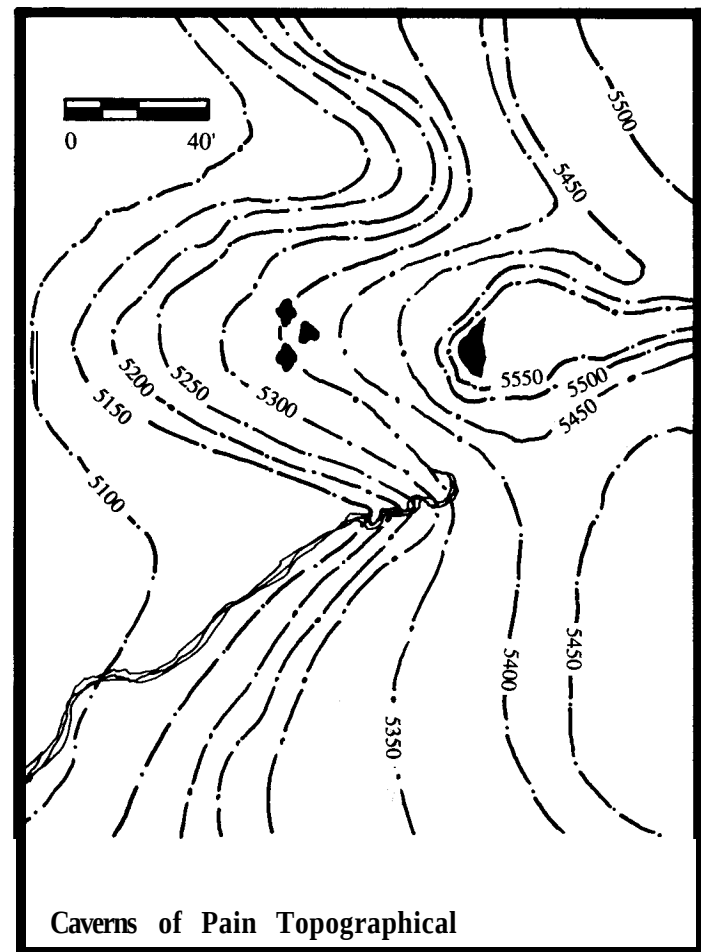
On the middle slab is the body of Cyrondur. He is wearing a +20 chain vest (Ch14) and a +10 leather helm similar to Orondil's. At his feet is a +20 short bow that has the range of a longbow and a quiver that makes any arrow +10. In a pouch at his hip are 20mp.



Bandit's Hold Layout

8.5 CAVERNS OF PAIN

The Caverns of Pain are located in the first line of the foothills of the Misty Mountains just north of Fangorn Forest not far from the origin of the Limlight. The entrance looks east from the side of the face of a tall hill that over looks a narrow valley. The place would probably be beautiful if not for the prescence of the Orcs. Even with them there it is not as dispoiled as one might think the area around an Orc hold would be. On top of the hill is a large rock outcropping that has been hollowed out by the Orcs and is used for a lookout post.



8.51 MAIN HALLS LAYOUT

1. The main entrance to the Caverns of Pain is flanked on either side by a crude iron statue. Each statue is made to resemble one of the 'Two Trees of Valinor' in the withered condition they were left in after Morgoth speared them and Ungoliant sucked out their sap. The statues have been defaced even further by the Orcs so that the overall effect is to cause disgust and mental anguish to any Elf (especially the Noldor), Ent, or Númenórean. Faithful enough or friendly enough with the Elves to know the legends of Valinor. The statues will rotate so as to cross the spears over the entrance, and when this is done bars telescope from the trees and lock in place to form the gate of the complex. During the daylight hours two Orcs guard the entrance from the inside, but at night they remain outside and two others keep watch from platforms on the top of the trees.

2. This first entrance cave is used as a mustering area for raids and as a traffic control center for Orcs entering and leaving the complex. All passing through this cave are questioned as to their business by one of the four guards on duty here.

3. In this area a lurg of Orcs is quartered to maintain the guard for the entrance and regular patrols of the surrounding area.

4,5. Wolves used as mounts for patrols are kept in these rooms under lock most of the time. They are always hungry and will attack any non-Orc on sight or smell.

6. See #3.

7. This cave houses the gate captain and a lurg of Orcs under his immediate command.

8. A tunnel cut by the Orcs connects this area to the farther areas of the complex without passing through the main hall. The first 20 of this tunnel will collapse in 5 seconds if the lever at 'L' is pulled.

9. The rock pillars that stand here will crumble caving in the ceiling if a lever located at 'L' is pulled. This will cut off the intruders and allow the Orcs in the complex to escape via #7 on the dungeon level.

10. This huge cave serves as meeting hall, mess hall, sports arena, and courtroom. The chief goblin presides over all activities here. His throne is carved out of the front of the column at 'T'. While presiding, his personal guard of ten Orcs surrounds him at all times.

11. **Wine and mead storage area.** Two Orcs are on duty and in charge of securing this area and rationing the supplies to the population.

12. This area is where the liquors for the complex are made. Although drinkable they are predictably horrible to the non-Orc palate.

13. This room serves as the **mess hall** for the Orcs on duty in the watch tower. It also is the quarters for the mess hall workers.

14. This sloping passage leads up to Lookout level, #1.

15. This area is the nursery for the complex. 10-20 squirming Orc youths will be found here, with some wolf cubs and 4-7 Orc females.

16. This hole in the floor serves as the complex **garbage pit**. It is virtually bottomless, no small comfort to whomever falls in.

17. A lurg of Orc guards occupy this chamber.

18. The chief's guards live here and stop any from continuing back to the chief's cavern without approval.

19. The chief and 3-5 females live in this cave. The door on the east side of the chamber leads to #21 and is locked (hard - 10) at all times with the chief having the only key. If the door is forced the connecting tunnel will cave in causing the forcer to receive a C crush critical.

20. This cave houses 20-40 Orcs.

21. This chamber is the complex's **treasure room**. It contains gold, gems and jewelry totaling 20,000 gp in worth, and several +5 to +15 weapons of varying sorts. There is also a +20 longsword of Númenórean make that detects Orcs at lmi., a set of +20 throwing daggers with engraved ivory handles, an amulet that can cast a **Plant Facade** spell l/day, and a set of earrings that when worn one each by two people will keep them in communication via a type of Long **Ear** effect. The belongings of the Elf, Gwindion, now in the dungeon are also here.

22. See #20.

23. This sloping passage leads up to Lookout level, #9.

24. This passage slopes down to the Dungeon Level, #1.

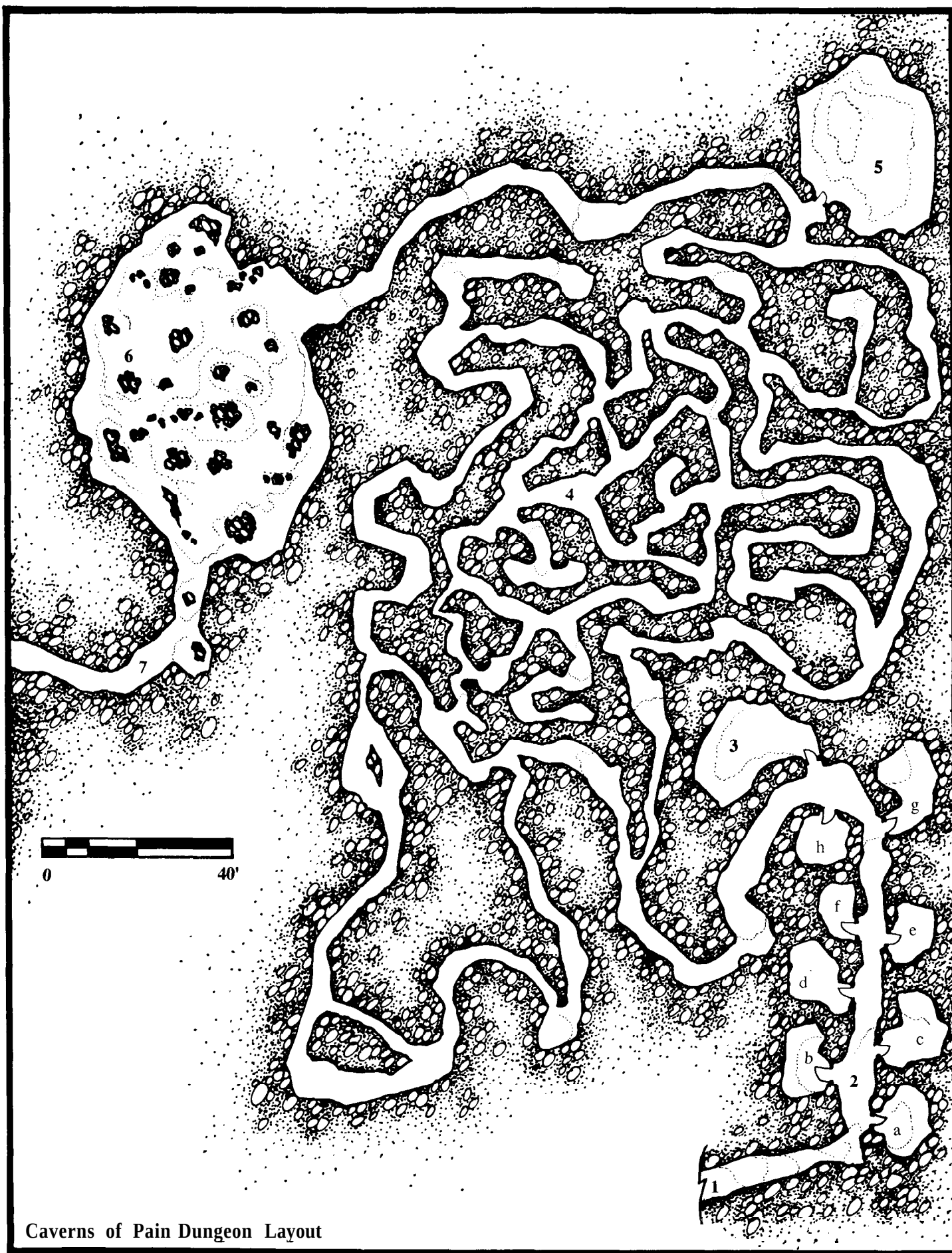
25. Food and drink storage area.

26. See #17.

27. This passage slopes down to the Mine Level, #9.

28,29. See #20.





Caverns of Pain Dungeon Layout

8.52 DUNGEON LEVEL LAYOUT

1. Access to the main halls, #24 is gained through this passageway.
2. Along the walls of this section of hallway are doors to **cells** used to hold captured prisoners and Orcs that have disobeyed orders.
 - a. An Orc guard caught sleeping on duty occupies this cell.
 - b. This cell contains a **human drifter** that originally hails from the southern vales of the White Mountains and happened to wander into the wrong area. He is in fairly good shape and would be willing to help in any way to win his freedom. He is a 5th level fighter.
 - c. Empty.
 - d. Empty.
 - e. A **Gondorian soldier** captured while on patrol from Tir Limlight is held in this cell. From him the Orcs are trying to get information on the number of troops stationed at Tir Limlight and the state of readiness of the fortress and townsfolk. He has been badly treated and can barely walk.
 - f. Empty.
 - g. This cell is currently occupied by an **Elf of Lothlórien** named Gwindion that strayed too far up the course of the Nimrodel alone, and happened to run into a patrol. They are currently trying to get information from him about the workings of Lórien and the placement of the border guards. So far they have gotten no information from him and he will soon be sent to Do! Guldur for further interrogation by higher powers.
3. This is the **prison** guardroom. A full lurg of Orcs is stationed here when prisoners are present.
4. The Orcs call this area "**the tubes,**" and rightly so. These tunnels are rounded on the floor and the ceiling and are at most five feet tall.

The Orcs often put prisoners that have outlived their usefulness in this maze to have sport with them by either chasing them around or by releasing their 'pet' into the maze to play with the victim. Their 'pet' is a large subterranean lizard, some distant cousin to the dragons, which they keep in #5. The lizard knows the passages well and is not fed very often so it gets its meals when it can.

5. The lizard mentioned in #4 is kept in this cave until playtime or an occasional walk by its keepers.

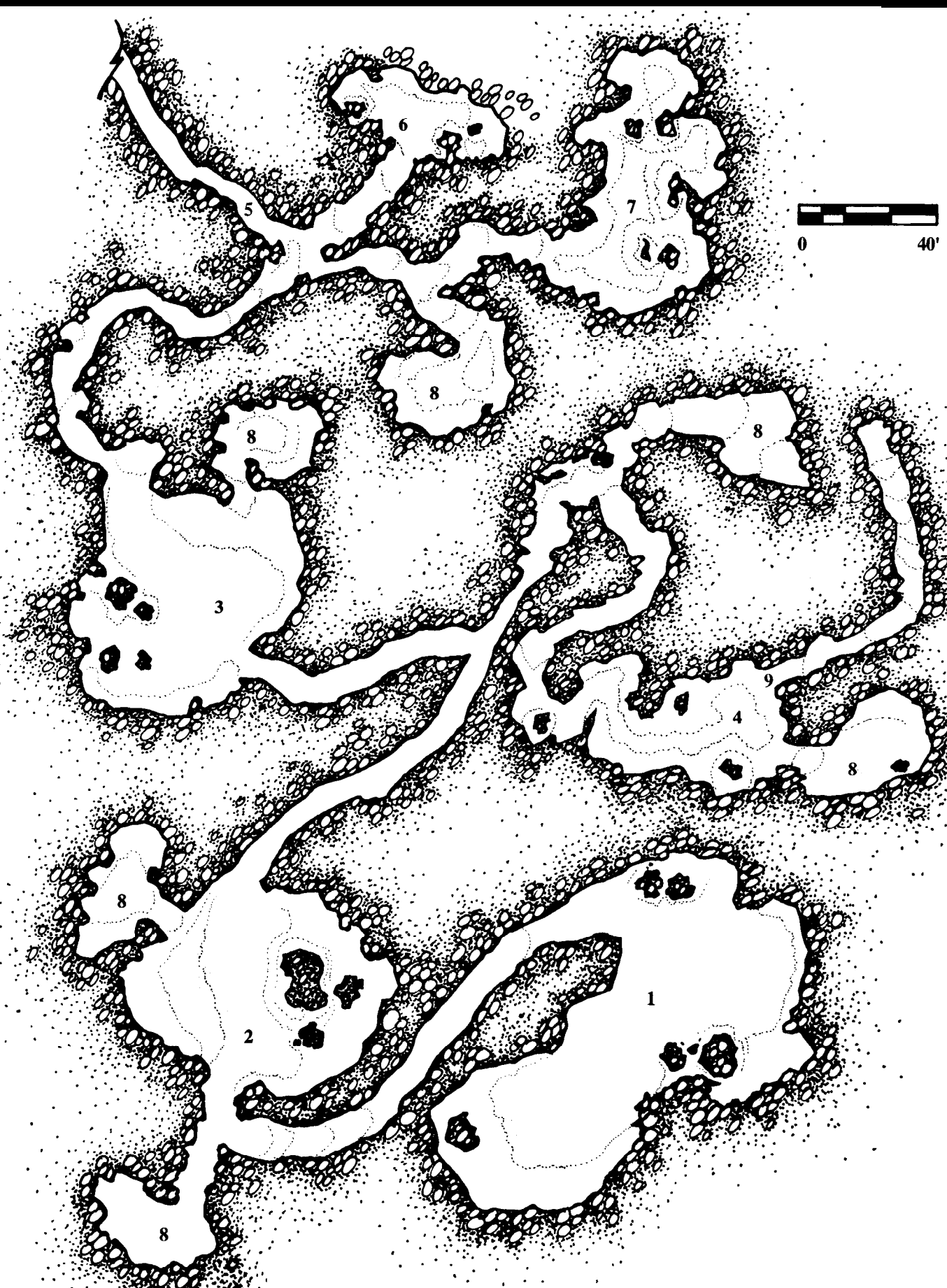
6. Throughout this chamber are many stalagmites and stalagmites making it difficult to move through the room if one is not familiar with it and practically impossible when not lighted. This cave is used for auxilliary supplies, food stuffs and as an emergency retreat point if the main complex were over-run. A lurg of Orcs is stationed here to maintain the supplies, guard the escape passage (see #6), and take care of the lizard.

7. This passageway is the escape route if for some reason the main entrance could not be used. It climbs through the mountains for about 1 mile where it intersects with another passage that leads down into the underdeeps and also leads after several miles to a cave exit in a high valley of the Misty Mountains.

8.53 MINE LEVEL LAYOUT

1. This large cave contains the **smithy halls** complete with smelter. At any given time 10-20 Orcs will be working here pounding their large awkward-looking hammers to make tools and weapons. The weapons they make are particularly good for Orc's craft. Some of the spearheads, scimitars, and other pole weapons actually achieve +5 to +15 bonuses just for the strength of the steel and the workmanship.





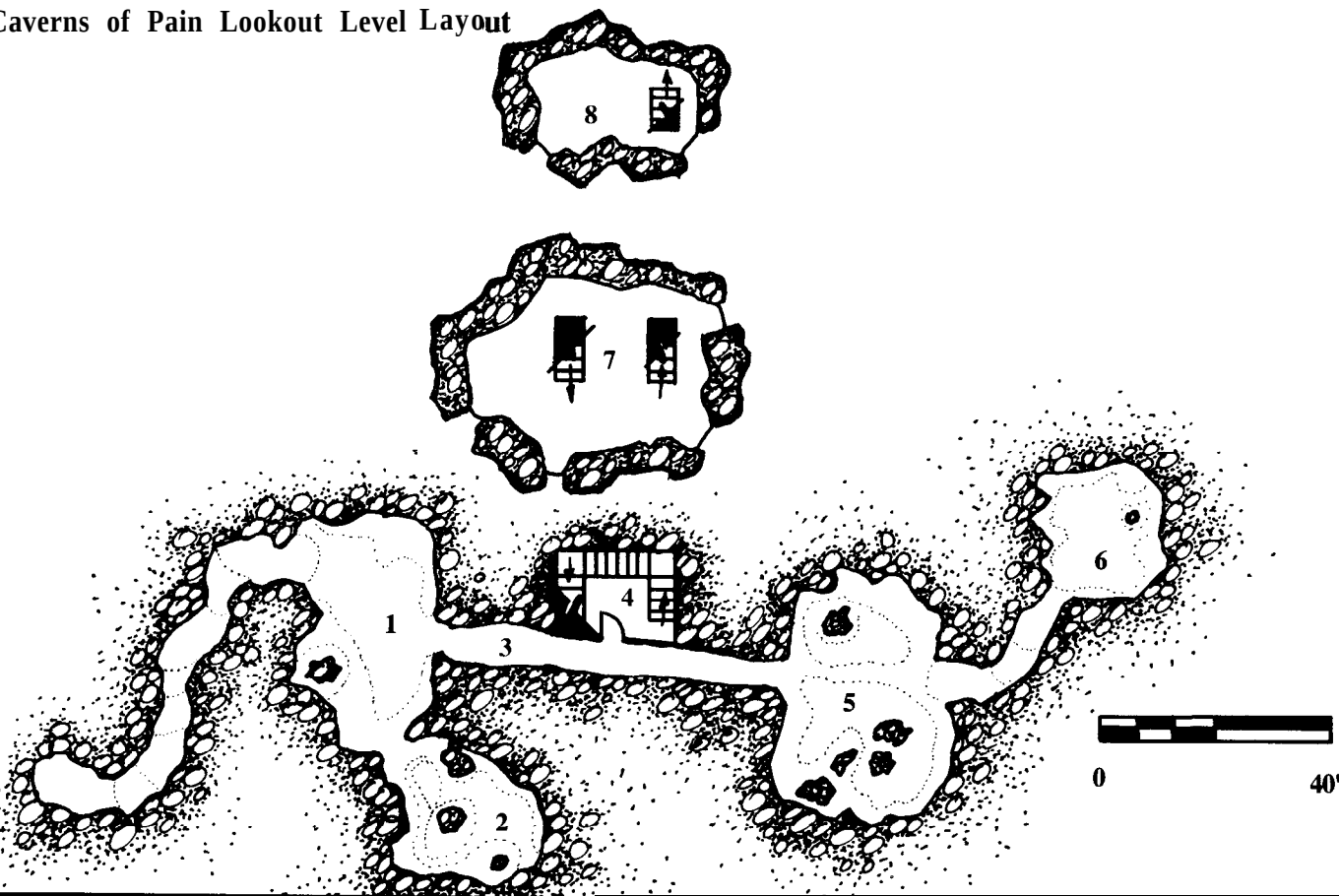
Caverns of Pain Mine Level Layou

2. Just down the hall from the smithy is the main surplus armory for the complex. Here are stored several hundred spare weapons and various pieces of armor. What items are distributed to which Orc is determined by the master of the armory, who is third in command over the complex under the Chief, and the Guard Captain.
3. This area is the main food storage cave for the entire complex. Large casks and barrels lay around the room in a disorderly fashion. On chains hanging from the ceiling are smoked and dried carcasses of various animals. Two guards are on duty at all times to keep the population of the complex from devouring all the food at one sitting.
4. This cave is used as a wood **shop and fletcher** hall. Usually about 7-12 Orcs can be found here at any time working on assorted wooden tools, repairing bows, and making black feathered arrows.
5. This **passage** leads to the mines from which the Orcs get the raw materials to make their weapons and tools. On occasion they find a small vein of precious metals or gems but few of the Orcs have the skill to refine either of these.
6. Five guards occupy this room at all times. They are responsible for policing the mine level and taking care of any hostile creatures that might be present in the mines from time to time.
7. The Orcs that work in the mines are quartered here. There are two shifts that occupy this room at opposite times for a two week period before they are rotated out to **another** job station.
8. Each of these caves is the home for 10-20 Orcs, usually the ones that work in the area closest to the cave in question.
9. Passage leading up to the Main Halls, #27.

8.54 LOOKOUT LEVEL LAYOUT

1. This cave **quarters** two lurgs of Orcs that are the guards for the watch tower; the passage leads to the Main Halls, #14.
2. Extra weapons and arrows are stored in this cave which acts as an armory for the Orcs of the watch tower.
3. This tunnel provides access to the stairs that lead up to the tower levels.
4. The stairs leading around the border of this roughly cut room lead to the tower levels.
5. Another two lurgs of Orcs are stationed in this cave. Like the other lurg they are also responsible for the tower and the passage to the lower halls.
6. This small cave is the quarters for the three messengers used to relay messages to the lower halls. Two other Orcs live here also that have the responsibility of caring for and training the bats used as messengers to other Orc outposts and to Do1 Guldur.
7. This **watch** tower has been carved from the inside of a protuberance that rises above the hill in which the caverns of pain are located. This lower level has a complete view of the land in front of the complex where three watchers are on duty at all times.
8. The **upper** level of the **tower** is used mainly to house approximately 20 giant bats that are used as messengers as stated in #6. These bats have specific trainers and will react badly to others that come to this level.

Caverns of Pain Lookout Level Layout



9.0 SUGGESTED ADVENTURES

9.1 ADVENTURE GUIDELINES

This section provides some helpful Gamemaster notes which relate to running adventures in the Fangom Forest and its border areas. The GM should read over these guidelines before studying and selecting one of the adventures in the rest of Section 9.0.

9.11 SELECTING AN ADVENTURE

Sections 7.0 and 8.0 present specific adventure sites. The GM will need to refer to those sections for the appropriate layouts and floorplans. All NPC's are in described in Section 5.0, Section 6.0, and Table 10.2.

9.12 CHOOSING A TIME PERIOD

Each adventure is associated with a specific time period, but a GM may modify them to fit another time period. Once a time period has been determined, the GM should carefully check the timeline (Section 2.2) and note pertinent events.

9.13 SUGGESTIONS ON RUNNING ADVENTURES

Once you're acquainted with the general background material, look over the statistical summaries outlined in the tables of Section 10. Get to know the Non-player Characters (NPC's). Read what the individual backgrounds have to say, and try to think as that person would.

Look over the layouts and note where traps, guards points, and weak points are located. Even if a room does not have an occupant indicated, consider the possibility that someone may be there when the characters enter.

9.14 USING TRAPS, WEAPONS, AND SPELLS

Layout sections include frequent references to traps and locks. The following cross-references are provided for GM's using *MERP* or *Rolemaster*,

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to *MERP* table MT-2, p. 79 (or *RM: Character Law*).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP tables* CST-2 and AT-5 or AT-6, all on page 70. If you employ *Rolemaster*, see *Claw Law*.

Weapon attacks can be computed using *MERP* table CST-1, p. 72 and AT-1 through AT-4 on p. 71 (or *RM: Arms Law*).

Non-magic bonus items are only used with *Rolemaster*. When using *MERP*, all items with bonuses are assumed to be magical.

Some traps will not be functional due to not being activated or maintained. For each 50 years that have passed since the last known habitation of a location, there is a 1% chance that the trap will not operate when it would normally be set off (due to disuse and lack of maintenance). Such a trap still has a chance of going off every time that someone hits the trigger mechanism (e.g., a trap might not go off when the first person hits the trigger, but it might go off later). The GM may also wish to assign a chance that traps are not activated (i.e., not armed or primed to go off). A 10-20% chance overall is suggested.

9.2 THE BANDITS OF THE BARROW

Setting: The Wold, Third Age 1640

Requirements: A group of law abiding bounty hunters willing to line their own pockets, low to mid level.

Aids: Maps of the Wold or a guide would be handy.

THE TALE

A group of merchants from Tir Limlight and Tir Anduin, that regularly travel the roads of northern Calenardhon, are tired of being harassed by bandits on their regular trips through the Wold. They are offering a substantial reward for anyone willing to go into the Wold, root out bandits and bring them, (and their stolen goods) back. Bandits brought in must be known to the merchants or at least be in possession of some stolen property in order to prove their guilt. The reward will be 100 gp/ bandit, half of the goods that are recovered, and all of the bandit's personal effects.

THE TASK

Bandits must be turned in to Malion, the Captain of the fortress at Tii Limlight, alive in order to collect the reward (anyone could kill someone and say they were a bandit).



9.3 A RAID ON TIR LIMLIGHT

Setting: Tir Limlight and the Wold, Third Age 1640 or later.

Requirements: A group of mid-level good hearted adventurers willing to help the people of Tir Limlight against the ruthless Orcs.

Aids: None

THE TALE

Malion, the captain of the Gondorian fortress at Tir Limlight is concerned. Recently he has gained information that leads him to believe that a group of Orcs from the mountains will try to attack Tir Limlight in the next week. He believes that they have an outpost in the Wold, but does not know its location. Should the Orcs attack in strength, the men garrisoned there might not be enough to hold them back, so he is looking for abled bodied persons to help in the defense of the town. He can pay regular soldier's pay to those who will help.

Forty Orcs using Gngushar as a base (this does not include Ongushar's standing forces) will attack in the next five nights hoping to catch the garrison by surprise. The adventurers, townspeople and the garrison should be able to drive them off with marginal losses if properly prepared. If this is the case Malion will want to follow the Orcs to their outpost to find its location in the Wold.

THE TASK

Malion needs help in informing the people of the surrounding area of the impending attack, and in bringing those that need protection inside the town walls. Once that is done he will have watches posted around the clock for a week. If the Orcs have not struck by then it may be a false alarm. Should the Orcs attack and be driven off Malion will offer triple pay to soldiers and volunteers that will accompany him in following the Orcs to their outpost in the Wold.

9.4 THE RESCUE OF SHARPLEAF

Setting: Fangom Forest

Requirements A group of experienced adventurers that happen to be in the right place at the right time.

Aids: A knowledge of how to heal Ents would be extremely helpful. Knowledge of Tolwen's presence would also be nice.

THE TALE

While wandering around in the plains north of the Limlight and Fangom Forest, the party hears an awful bellowing in the distance towards Fangom. Upon hurrying towards the noise, they come upon the horrifying sight of an Ent being attacked by a party of Orcs out in the open plains some 400 yards from the nearest tree. The Ent is in bad shape, but has killed nearly 20 Orcs. The 10-15 that remain are trying to finish him off when your party arrives. Should the party succeed in driving off the Orcs the Ent will tell his name in common tongue, which is Sharpleaf (Q. Miakalas), and promptly slip from consciousness, becoming 2 tons of dead (just an expression) weight.

THE TASK

Drive off the remaining Orcs attacking the Ent (Sharpleaf), and keep him from dying by taking him someplace where he can be healed i.e. find other Ents or Tolwen, before the Orcs return with increased numbers.

THE REWARD

Having an Ent for a friend, and enjoying a really good feeling deep down. Also if Tolwen is encountered some monetary reward will be offered because Sharpleaf is a good friend of hers.

9.5 AN ENT EXCURSION

Setting: Fangom Forest, Third Age

Requirements: A high level party, with woodcraft experience, looking to get their necks broken for big money.

Aids: Some type of drug that can tranquilize an Ent or magic that will do the same is a must. If drugs of this nature exist, getting your hands on them could be an adventure in and of itself.

THE TALE

Two rich landowners of Calenardhon (or Rohan, if played later in the Third Age) have an ongoing argument about the existence of Ents. One believes that they exist and the other believes them to be an ancient legend invented for children's stories. The two have had many heated arguments concerning this issue over the years and have now decided to settle the dispute once and for all. They are offering, jointly, a reward of 20,000 gp. to the person or persons that will deliver to them a live Ent (if there is such a thing) which they plan to keep and use to gain back the money they lost in payment of the reward, by putting the Ent on exhibition.

THE TASK

The adventurers must travel to Fangom, find and capture an Ent; alive, without subsequently being killed by other Ents or Huoms, and return it to the land owners.

9.5 TREASURE OF THE FALLS OF MIST

Setting: Fangom Forest (post TA 25 10)

Requirements: An experienced party capable of stealthy travel and good woodsmanship.

Aids: None

THE TALE

In 1980-81 T.A. when the Balrog drove the Dwarves out of Moria, a great fear came over Nimrodel, the beloved of the King of Lórien. Amroth. So great was her fear of the creature that she immediately fled from Mrien to escape its presence. South she ran to Fangom Forest where the Hurons would not let her pass. She was allowed by them only to reach as far into the forest as the Falls of Mist on the Limlight. There she was found by Amroth, who had followed her to Fangom, and there they decided to make for the coast, intending to sail to the uttermost west. They were separated along the way however and Nimloth was lost in the White Mountains. Amroth came at last to the havens but drowned while trying to swim back to shore when the ship he was on was torn from its moorings during a storm.

Around this event various legends have grown about the flight and loss of Nimrodel. One of these legends says she sailed from Middle Earth, another says she stayed, and lives in the woodlands of the White Mountains to this day where she mourns her loss. Still another says that she returned to the Falls of Mist for a time before leaving Middle Earth because it was the last place that she and Amroth were together. This Legend also tells that she threw all her worldly goods into the pool at the bottom of the Falls in thanks to the spirits of the trees who would not allow her to pass and thereby allowed her to see Amroth again before he died.

THE TASK

The adventures must go to the Falls of Mist to find out whether the legend is true and, if it is, to bring back Nimrodel's belongings which must have been magical and priceless, since she was the betrothed of a King of Lórien; all this while avoiding the Huoms of the area that consider the Falls a holy site and, therefore, dislike trespassers.

9.7 INTO THE CAVERNS OF PAIN

Setting: Northern Calenardhon and the eastern foothills of the Misty Mountains, Third Age, (could also be played after 3019 as a postwar mission)

Requirements: A medium to strong party willing to enter and take the caverns for large rewards.

Aids: Some insight into the layout of the Caverns of Pain, gained from a captive Orc or an escaped prisoner would be very valuable.

THE TALE

Falfed and Aldohir are friends of an Elven warden of Lórien that is prisoner in the Caverns of Pain. They have been given permission by Amroth, the King of Lórien, to recruit courageous people to help free their friend. King Amroth would not send troops against the Barz Thrugrim for the sake of one warden because he was afraid that while his troops were occupied with them, Lórien might be attacked from Do! Guldur. This is why they are asking for help. They will hand pick the people that go with them and are planning to enter the caverns by stealth rather than force if at all possible. They are offering 1000 gp and two minor magic items (+10 bowstrings, magic rope, etc.) per person for help in this matter.

THE TASK

The party along with Falfed and Adlohir must enter the caverns of pain, in one way or another, and get out alive and with their friend. What methods they use for this purpose are up to the imagination of the party.

10.1 MASTER MILITARY TABLE

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Secondary/ Mov			Notes
								Melee	Missle	M	
OB											
Tii Limlight											
Thengyn (Malion) See Master NPC Chart											
Ohtarrina/3	Lesser Dunedain	8	110	Ch/15	40	Y	A/L	110bs	110cb	15	Use +15 equipment; Use mounted lances from horseback
Ohtari/36	Lesser Dunedain	3	60	Ch/13	30	Y	A/L	65bs	55cb	10	Use +5 equipment; May use mounted lances from horseback
Fangorn											
Treacher/150	Onodrin	35	400	PL/20	30	N	N	See note		3	0 80HGr/50HCr/160Both; Missile: 100 bolder Use Super Large Criticals table
Huorns/2000	Special	25	400	PL/20	0	N	N	See Note		0	60HGr/30HCr/120Both; Use Large Creature Criticals
The Barz Thrugrii											
Captains/2	Uruk-hai	10	125	PL/18	45	Y10	A/L	125ss	95cp	5	+10 equipment.
Officers/10	Uruk-hai	8	115	Ch/15	35	Y10	A/L	120ba	80cp	10	+5 equipment.
Lurg Leaders/140	Lesser Orcs	6	70	Ch/14	30	Y5	A/L	80sc	50sb	15	Some use pa, sp, or ha.
Exp. Warriors/80	Lesser Orcs	3	55	Ch/13	25	Y5	A/L	60sc	50sb	10	Some use pa, sp, or ha.
Adult Warriors/240	Lesser Orcs	2	45	RL/9	25	Y	A/L	50sc	30sb	5	Some use pa, sp, or ha.
Young Warriors/160	Lesser Orcs	1	35	SL/8	10	N	L	40pa	20sb	5	Some use spears and scimitars.
Trackers/60	Lesser Orcs	2	45	RL/9	35	Y	N	65sc	55sb	10	For pursuit, ambush, and scouting.
Wolves/140	Great Wolves	5	150	SL/4	30	N	N	80LBI	60LCL	30	Very Fast, Fast if ridden.
Ongushar											
Lurg Leaders/4	Lesser Orcs	6	70	Ch/14	30	Y5	A/L	80sc	50sb	15	Some use pa, sp, or ha.
Exp. Warriors/8	Lesser Orcs	3	55	Ch/13	25	Y5	A/L	60sc	50sb	10	Some use pa, sp, or ha.
Adult Warriors/24	Lesser Orcs	2	45	RL/9	25	Y	A/L	50sc	30sb	5	Some use pa, sp, or ha.
Young Warriors/16	Lesser Orcs	1	35	SL/8	10	N	L	40pa	20sb	5	Some use spears and scimitars.
Trackers/6	Lesser Orcs	2	45	RL/9	35	Y	N	65sc	55sb	10	For pursuit, ambush, and scouting.
Wolves/8	Great Wolves	5	150	SL/4	30	N	N	80LBI	60LCL	30	Very Fast, Fast if ridden.
KEY											
CODES The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be found in the main text. Some of the codes are self-explanatory Lvl (level) Hits , Sh (shield), and Mov M (movement and maneuver bonus). The more complex codes are listed below											
AT (Armor Type) The two letter code gives the being's MERParmor type (No = No Armor, SL = Soft leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent Rolemaster armor type.											
DB (Defensive Bonus) Note defensive bonuses include stats and shield. Shield references include quality bonuses (e.g. "Y5" indicates "Yes, a +5 shield?").											
Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively.											
OB's (Offensive Bonuses) Weapon abbreviations follow OB's fa — falchion, ss — short sword, bs — broadsword, sc — scimitar, th — two-handed sword, ma — mace, ha- hand axe, wh -war hammer, ba — battle axe, wm -war mattock, cl -club, qs — quarter staff, da-dagger, sp — spear, ml — mounted lance, ja — javelin, pa — pole arm, sl — sling, cb — composite bow, sb — short bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, wp — whip, ts -throwing star, hb — halberd. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.											
Stats: Ag — Agility, Co — Constitution, SD — Self-Discipline, Me — Memory, Re — Reasoning, St — Strength, Qu — Quickness, Pr — Presence, Em — Empathy, In — Intuition. For MERPar , average Re and Me for Intelligence.											
Skills: Most skills are self-explanatory: S/H Stalking and Hiding, Per — Perception, Amb — Ambush, Acrob -Acrobatics , etc.											

10.2 MASTER NPC CHART

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ Secondary OB	Mov	M	Notes
Tir Limlight											
Malion	14	145	ch/14	40	Y	A/L	150bs	130hcb	10		Dlinadan Warr./Fgt. (Captain of Tir Limlight Fortress) Ag89,Co93,SD89,Me73,Re86,St90,Qu9l,Pr92,Em82,In85, Ride40, Swim20, Climb10, PblcSpeaking10, Per35 MA St Rankl:80 Rank2:60, +20 Chain, +15shield, +20 Broadsword, +10 crossbow, +10 helmet, ring of Nightvision
Calendur	5	80	SL/6	20	Y	N	70bs	30sb	5		DúnadanWarrior/Fighter (Town Magistrate) Ag70,Co85,SD90,Me87,Re88,St72,Qu67,Pr87,Em8l,In63, PblcSpeaking 20, Ride 20, Per 10, +10 broadsword, +10 shield
Ronindil	10	85	No/2	35	N	N	75ss	55sb	15		Dlinadan Animist/Layhealer (Town Healer/Herbalist) Ag81 ,Co89,SD85,Me95,Re96,St69,Qu88,Pr86,Em92,In89, Ride15, Swim10, Herblore 50, AdrDefense +20, +4 spell adder staff, +10 shortsword, +20DB necklace, gloves of Herblore, 10PP.
Hundin	9	110	RL/8	30	N	A/L	110BS	85sp	15		Northman/Dúnadan Scout/Rogue Ag85,Co93,SD8l,Me66,Re85,St90,Qu9l,Pr78,Em80,In74, Ride20, Climb20, Swim 10, Tracking20, Amb40, S/H40, Per 20, Traps 30, Lock 10, +5 Broadsword, +10 spear, ring that will become 50 feet of superior rope on command.
Dindal	12	130	SL/8	50	N	N	145bs	130cp	20		Dlinadan Ranger Ag90,Co95,SD83,Me68,Re79,St93,Qu94,Pr86,Em84,In95, Ride35, Climb25, Swim20, Tracking55, Amb30, S/H40, Per40, MA St Rankl:70 Sw Rankl:50, Inner Walls, Natures Guises, Path Mastery, to 10th, Moving Ways And Nature's Ways to 5th, +20 Broadsword of Orcslaying, +10 crossbow, 2 bolts of Wargslaying, x2PP Clasp, Elven Cloak +30 to hiding, Boots of Leaping, 48PP.
Gaskbuz	9	110	Ch/14	40	Y5	A/L	135sc	100sb	10		Uruk-hai Warrior/Fighter (Commander of Ongushar) +15 Scimitar of poison (6th lvl); doesn't need to be re-poisoned but once/week , +10 chain with plate inserts that decrease negate 15% of upper body criticals
Fangorn											
Treebeard	55	556	PL/19	50	N	N	210HBa	180HGr	30		Onodrim Treeherd Criticals achieved are rolled on the Super Large Criticals table. See Sec. 5.11 for more information.
Skinbark	45	490	PL/19	55	N	N	200HBa	170HGr	40		Onodrim Treeherd Criticals achieved are rolled on the Super Large Criticals table. See Sec. 5.12 for more information.
Leaflock	42	480	PL/19	30	N	N	190HBa	180HGr	20		Onodrim Treeherd Criticals achieved are rolled on the Super Large Criticals table. See Sec. 5.13 for more information.
Quickbeam	35	400	PL/18	40	N	N	180HBa	160HGr	30		Onodrim Treeherd Ag85,Coll2,SD72,Me90,Re91,Stl 10,Qu89,Pr94,Em87,In93, Climb80, Tracking 100, Woodcraft120, Herblore90, Can also stomp with 130OB, or throw large rocks with an 120 OB. One of the Ents instrumental in their intervention in the War of the Rings, considered to be rash by his brethren but still slow according to humans. He has a good sense of Humor and laughs at most everything. He is particularly fond of Rowan trees, and is one of Skinbarks folk in 1640. Criticals achieved are rolled on the Super Large Criticals table.
Sharpleaf	30	350	PL/19	25	N	N	160HBa	150HGr	25		Onodrim Treeherd Ag65,Col10,SD82,Me95,Re92,St108,Qu63,Pr93,Em84,In96, Climb60, Tracking70, Woodcraft120, Herblore60, Pottery30, Can also stomp with 120OB, or throw large rocks with an 1050B. Criticals achieved are rolled on the Super Large Criticals table.
Tolwen	23	140	No/2	90	N	N	170bs	150 cb	25		Sindar Animist/Healer Ag92,Co85,SD70,Me85,Re95,St100,Qu95,Pr97,Em95,In97, Ride20, Swim20, Herblore66, Woodcraft30, Pottery30, Tracking20, Amb 50, S/H40, Per68,3 Amoves +40, Adefense +30, All Healer lists to 20th , x5PP staff, Robes with mithril threads that act as Ch16, Earrings; 1 is +10DB, #2 casts Mind Shield at will f/day, Shoes of Levitation, Cloak of Hiding +50, Wand of Herb Enhancement, set of 13 jars that will hold herbs preserved indefinitely. +20 cp with +10 arrows, Gurthiant, 230PP. See Sec. 5.15 for more information.
Caverns of Pain											
Bugrug	15	150	PL/18	50	Y15	A/L	155sc	130sb	5		Uruk-hai Warrior/Fighter (Chief of the Barz Thrugrim) +20 scimitar of Humanslaying detects good creatures at 50', +15 Plate and +10DB greaves, 2 Arrows of Elflaying, +15 helmrt that will cast a darkness spell 50' diameter 2/day.
Gwindion	9	105	No/1	30	N	N	120ss	135lb	30		Silvan Warrior/Fighter (Guardian of Lórien) Ag101 ,Co94,SD65,Me78,Re7l,St94,Qu99,Pr96,Em72,In9l,Climb54, Swim46, S/H64, Amb72, Music 45, Tracking25, Trickery40, Per62,2 AdrMoves +20, AdrDef +35, +15 longbow, 3, +20 Orcseeking/slaying arrows (will pick them from a crowd of non-Ores), +15 longknife (treat as shortsword), +35 Cloak of Hiding.
Falfed	11	135	No/1	40	N	N	125ss	1451b	25		Silvan Warrior/Fighter (Guardian of Lórien) Agl0l,Co87,SD66,Me87,Re56,St92,Qu100,Pr98,Em89,In78, Climb 50, Swim56, S/H70, Amb45, Music52, Tracking74, Per80, 1 AdrMove +20, AdrDef +140, +15 Longbow, +5 arrows of Orcslaying, +20 longknife (treat as shortsword), +40 Cloak of Hiding.
Adlohir	8	100	No/1	35	N	N	105ss	1301b	35		Silvan Warrior/Fighter (Guardian of Lórien) Agl00,Co90,SD53,Me56,Re82,St88,Qu102,Pr96,Em87,In84, Climb40, Swim62, S/H60, Amb30, Music30, Rope Mastery58, Per54.2 AdrMoves +30, AdrDef +40, +15 Longknife (treat as shortsword), +15 longbow, Boots of limb&stonerunning, +30 Cloak of Hiding.

10.3 MASTER ENCOUNTER TABLE

Encounter	The Misty Mountains	Fangorn Forest	Northern Plains	The Downs & Wold	Southern Plains
Chance (%)	15%	10%	10%	5%	15%
Distance (miles)	3	2	10	8	10
Time (hours)	4	2	4	4	4
Inanimate Danaers					
General Trap	01-02	01	01	01-02	01
Avalanche	03-06	02-04		03-w	
Flash Flood	07-08	05-06	02-03	05-06	02-04
Grass Fire	—	07	04-06	07-09	05-06
Sites/Things					
Cave/Cavern/Lair	09-12	08-10	07-08	10-12	07-08
Dunedain Site	13	11	09	13	09-10
Calenardhon Site	14	12-13	10-13	14-17	11-16
Dunlending Site	15-16	—	14	18	17
Druedain Site	—		—	—	18
Grave Site/Tomb	17-18	14	15	19-20	19-20
Dunlendings					
Common Folk	19-21	—	—	—	—
Warriors	22-24	15	16	—	21
Healers	25	16	—	—	—
Bards	26-27	—	—	—	—
Priests	28	—	—	—	22
Calenardhons					
Common Folk	29	17-19	17-23	21-26	23-30
Soldiers	30	20-22	24-27	27-28	31-35
Other Men					
Northmen	31	23	28-29	29-30	36-37
Easterlings	32	—	30	31-32	38-39
Travelling Merchants	33-34	24-25	31-35	33-37	40-45
Bandits	35-37	26	36-37	38-40	46-47
Orcs					
scouts	38-43	27-29	38-43	41-46	48-50
Small Patrols (2-6)	44-47	30-31	44-47	47-50	51
Normal Patrols (6-10)	48-50	32	48-49	51-52	—
Warband/Caravan (12-30)	51-52	—	50	53	—
Other Non Manish Races					
Dragons	53-54	—	—	—	—
Druedain	—	33	—	—	52
Dwarves	55-56	—	51	54	53
Elves	57	34-35	52-53	55	54
Ents	58	36-50	54-56	56-57	55-57
Giants	59-60	—	—	—	—
Great Eagles	61	—	57	58	58
Huorns	62	51-75	58-63	59-61	59-62
Troll, Cave	63-65	—	—	62-63	—
Troll, Forest	66	76	64	64	63
Troll, Hill	67-68	77	65-66	65-67	64-65
Troll, Stone	69-70	—	67-68	68-70	66
Animals					
Bat	71-73	78-79	69	71-73	67
Bear	74-76	80-81	70	74	68-69
Bees/Hornets	77	82-83	71-72	75-76	70-72
Eagle	78-80	84-86	73-75	77-78	73-75
Boar	81-82	87	76-77	79	76-77
Grass Cat	—	88-89	78-81	80-82	78-80
Green Asp	—	90	82-83	83-84	81-83
Lynx	83-85	91	84	—	84
Herd animals	86-87	92-94	85-90	85-88	85-90
Poisonous Snake	88	95-96	91	89-90	91-92
Snow Leopard	89-91	—	—	—	—
Wolf/warg	92-94	97	92-94	91-94	93-94
Other Animals	95-100	98-100	95-100	95-100	95-100

10.5 MASTER WEATHER TABLE

Months	The Misty Mountains	Fangorn Forest	Northern Plains	The Downs & Wold	Southern Plains
1. Narwain (winter)	15-30 Heavy	35-55 Moderate	25-45" Moderate	20-45' Moderate	30-50 Moderate
2. Ninui (winter)	15-30' Very Heavy	30-50 Moderate	20-40' Moderate	15-40 Moderate	25-45' Moderate
3. Gwaeron (winter)	15-30" Very Heavy	35-55' Moderate	25-45' Moderate	25-45' Moderate	30-50 Moderate
4. Gwirth (spring)	20-35' Heavy	40-60 Moderate	30-50" Moderate	30-50 Moderate	35-55" Moderate
5. Lothron (spring)	25-40' Heavy	45-60 Heavy	35-50" Heavy	35-55' Moderate	40-55' Heavy
6. Nórui (spring)	25-45' Moderate	50-60 Heavy	40-55' Heavy	40-60 Moderate	45-60 Heavy
7. Cerveth (summer)	30-50 Moderate	60-70 Moderate	50-65" Moderate	50-70 Dry	55-70 Moderate
8. Úrui (summer)	40-60 Moderate	65-75 Moderate	55-70' Dry	60-80 Dry	60-75" Moderate
9. Ivanneth (summer)	45-65" Dry	70-80 Dry	60-75" Dry	65-85' Moderate	65-75' Moderate
10. Narbeleth (fall)	40-60 Moderate	60-75' Moderate	55-70 Moderate	60-75' Moderate	60-70 Heavy
11. Hithui (Fall)	35-50' Heavy	55-65" Moderate	50-60 Moderate	50-65" Moderate	50-60" Moderate
12. Girthron (fall)	25-40" Heavy	40-60" Moderate	40-55' Moderate	40-55' Moderate	40-55' Moderate

KEY

Temperature: Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot. Mountain temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1 degree for every 300' more above sea level.

Precipitation: Very Dry = less than one inch; Dry = one to two inches; Moderate = two to three inches; Heavy = four to five inches ; Very Heavy = over five inches.



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