

The Tower of CIRITH UNGOL and SHELOB'S LAIR™

A Fantasy Role Playing adventure module from

J.R.R. TOLKIEN'S MIDDLE-EARTH



'84 Chris White

Based on THE HOBBIT™ and THE LORD OF THE RINGS™, this package details the pass leading into the evil land, MORDOR. Dare to defy the Watchers of the Tower of CIRITH UNGOL and the hideous monster, SHELOB. Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock #8030.



Anorien

n-Onele

Nindelf

Nesda

Tauas-in-Duclain

Eilenech

Amen

Mmas

Ogshies

Andun

Andun

Andun

Udun

Masennon

Cirech

Gongos

Carech

Arguen

Cirech

Unod

Mmas

lehl

the tower of cirith ungol and shelob's lair™

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Bo-Lagg summoned his band of adventurers to quietly join him on the rocky ridgetop. "Yonder lies the Tower where the Ring of Axardil lies," he whispered, nodding toward the looming fortress of Cirith Ungol. The others studied the 300' high spire with determined gazes. "After we seize the mithril Ring, we will sneak out the back way past Shelob — or we fight our way past her! Those who cannot face the terror of that loathsome beast had best turn back now." For a silent moment, Bo-Lagg wondered who would leave and who would stay; then he realized all in his group were as greedy and bold as he. "Come then," he ordered, "on to the Pass and the treasure!" The weary band stood and followed Bo-Lagg, who wondered who would first betray him and run off with the Ring — if any of them got that far. It is unfortunate that there is room for only one finger in the Ring, thought Bo-Lagg.

1.0 GUIDELINES FOR USING MIDDLE-EARTH ROLE PLAYING MODULES

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 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 Rings*, 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 -----	<i>Middle-earth Role Playing</i>
RM -----	<i>Rolemaster</i>

Character Stats

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

Game Terms

AT -----	Armor Type
bp -----	bronze piece(s)
cp -----	copper piece(s)
Crit -----	Critical strike
D -----	Die or Dice
DB -----	Defensive Bonus
FRP -----	Fantasy Role Playing
GM -----	Gamemaster
gp -----	gold piece(s)
ip -----	iron piece(s)
jp -----	jade piece(s)
Lvl -----	Level (experience or spell level)
MA -----	Martial Arts
Mod -----	Modifier or Modification
mp -----	mithril piece(s)
NPC -----	Non-player Character
OB -----	Offensive Bonus
PC -----	Player Character
PP -----	Power Points
R or Rad -----	Radius
Rnd or Rd -----	Round (10 second period)
RR -----	Resistance Roll
Stat -----	Statistic or Characteristic
tp -----	tin piece(s)

Middle-earth Terms

A -----	Adûnaic
BS -----	Black Speech
Cir -----	Cirith or Certar
Du -----	Dunlending
E -----	Edain
Ei -----	Eldarin
Es -----	Easterling
I.A. -----	First Age
F.A. -----	Fourth Age
H -----	Hobbitish (Westron variant)
Har -----	Haradrim
Hob -----	<i>The Hobbit</i>
Kd -----	Kuduk (ancient Hobbitish)
Kh -----	Khuzdul (Dwarvish)
LoR -----	<i>The Lord of the Rings</i>
Or -----	Orkish
Q -----	Quenya
R -----	Rohirric
Rh -----	Rhovanion
S -----	Sindarin
S.A. -----	Second Age
Si -----	Silvan Elvish
T.A. -----	Third Age
Teng -----	Tengwar
V -----	Variag
W -----	Westron (Common Speech)
Wo -----	Wose (Druedain)

1.12 DEFINITIONS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; instead, they are to be found in the text proper.

Anduin (*S.* "Long-river"): The great river that rises in the Ered Mithrin (*S.* "Grey Mountains") of Rhovanion, flows southward, and empties into the Bay of Belfalas.

Cirith Ithil (*S.* "Pass of the Moon"): The main pass which leads between Minas Ithil and the Tower of Cirith Ungol, along which trade and troop transfers were made. It is much easier to negotiate than the *Cirith Ungol* (q.v.), an adjacent and at times connected way. After the fall of Minas Ithil it was referred to as the "Morgul Pass", and of course heavily watched and guarded by servants of Sauron.

Cirith Ungol (*S.* "Pass of the Spider"): An ancient, narrow and winding way which runs basically parallel to the Cirith Ithil, although it is more sheltered. Part of its route passes through Shelob's Lair.

Dûnedain: These high men were those Edain ("fathers of men") who settled on the island continent of Númenor, far to the west of Middle-earth. The Dûnedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar. Those called the "Faithful" opposed the policies and hatred of Elves which led to the Downfall, and were saved when the isle sank.

They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth). Many "unfaithful" groups survived in the various colonies of the Dúnedain established in happier times (e.g. the "Black Númenóreans" of Umbar). The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways. They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age. Trans: S. "Edain of the West." Sing. *Dúnedain*.

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

Gondor: (S. "Stone-land") The great *Dúnedain* kingdom that lies west of *Mordor*. It includes a number of regions including *Ithilien*, between *Mordor* and the *Anduin*; and *Andrien*, east and north of the eastern *Ered Nimruis* (S. "White Mountains").

Ithilien: fief of Gondor, established by Isildur in S.A. 3320 (as opposed to *Anorien*, founded by Anarion). It lies in the narrow lands between the Ept of Duath and the Anduin. A fair and rich land, *Ithilien* is the "garden of Gondor".

Mordor: (S. "Black-land") The high land east of the *Anduin* which is guarded on the north by the *Ered Lithui* (S. "Ash Mountains"), and on the west and south by the *Ephel Duath* (S. "Shadow Fence"). These two mountain ranges converge around the vale of *Udûn*. First settled by Dark Lord *Sauron* around S.A. 1000, *Mordor* has always remained associated with the Dark Lord. Between S.A. 3441 and T.A. 1636, *Gondor's* armies guarded the land but, as of late, the watch has been removed and the minions of *Sauron* have begun to return.

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

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

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

Lesser Orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater Orcs are most carefully bred and can operate in daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. Some claim the *Uruk-hai* are products of *Saruman's* White Hand, and were first spawned from Orcs and men. It appears, however, that they first arose in *Mordor*, and that their lineage has nothing to do with the Secondborn. While the lesser Orcs favor curved scimitars and wicked axes, the *Uruks* bear straight swords and a wider variety of superior arms.

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

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

1.13 CONVERTING HITS AND BONUSES












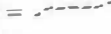


























- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to 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.

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

1.2 BASIC COLOR AREA MAP KEY

- 1 inch = 20 miles
- Mountains = 
- Hills = 
- Mixed forests = 
- Pine forests = 
- Hedgerows, brush, and thickets = 
- Primary Rivers = 
- Secondary Rivers = 
- Streams = 
- Intermittent watercourses = 
- Glaciers and iceflows = 
- Mountain snowfields and snowy regions have no coloring.
- Primary roads = 
- Secondary roads = 
- Trails/tracks = 
- Bridges = 
- Fords = 
- Cities = 
- Towns = 
- Manor houses, inns, small villages = 
- Citadels and huge castle complexes = 
- Small castles/holds/towers/keeps etc. = 
- Monasteries = 
- Observatories = 
- Barrows, cairnfields, and burial caves = 
- Caverns and cave entries = 
- Buttes and plateaus = 
- Lakes = 
- Dunes = 
- Extremely rough terrain = 
- Desert = 
- Shoals = 
- Reefs = 
- Ruins = 
- Swamps and marshlands = 
- Jungle = 
- Dry or periodic lakes = 
- Steep ridge faces and downs = 
- Marsh Villages = 
- Watchtower = 

2.0 INTRODUCTION AND BACKGROUND

2.1 INTRODUCTION

Minas Ithil rests beneath the rising moon, serenely unaware of the terrors stirring in the nearby Mountains of Shadow. Travellers entering the Ithil Vale in 1640 of the Third Age behold the luminous marble walls and slender tower of this famed metropolis, the spire reflecting moonbeams that illuminate the vale with a haunting ethereal glow. Here, across the white bridge of the Ithilduin and between the flowering meadows on either bank, evening splendors beckon: thousandsof flickering lanterns promise safety and rest for the weary wayfarer. In Minas Ithil men are immersed in the memories of their former glory, for now — since the Great Plague of four years ago — many of the city's mansions are tenanted by none save ghosts. Yet none foresee that this place of beauty is fated to become Minas Morgul, dread city of the undead and the fearsome domain of the Nazgûl.

The dangers are growing daily. Turning from the white bridge over the Ithilduin, one ascends a path on the northern side of the vale. Soon he reaches a series of stairs climbing into the Mountains of Shadow, and beyond that comes to a pass whose very name connotes an age-old evil: Cirith Ungol, the Spider's Cleft. Within a reeking, dark tunnel at the summit of the pass lurks a primeval monstrosity, the devourer of Men and Elves — Shelob, the Greatest of the Great Spiders. Beyond Shelob's lair the weird and desolate landscape of Mordor, Sauron's ancient domain, stands stark and ugly as a vast scar. Once the troops of Gondor warded this land against evil, but since the Plague the watch has been abandoned. Now only a skeletal Gondorian garrison remains to hold the formidable Tower of Cirith Ungol, which commands the westward passes from Mordor. In these days of Gondor's decline, Orcs, Trolls, and other creatures of Darkness dare to roam within sight of the Tower's walls.

On oneside of the bridge Minas Ithil stands tall and proud, offering refuge and pleasures. On the other side lie the perils of Cirith Ungol and Mordor, where the valiant and skillful may win renown — or lose their lives trying! Here civilization and wilderness converge, and adventures are but a stone's throw away.

2.2 THE LAND

2.2.1 PHYSICAL GEOGRAPHY

The *Ephel Duath* (S. "Shadowy Outer Fences") are aptly named the Mountains of Shadow in the Common Tongue, for they cast their domineering shadows over all else in this region of Middle-earth. This segment of the 784-mile long chain borders Mordor on the west, dividing the Black Land from Gondor's province of Ithilien, and is at some points only twenty miles from the Anduin River. Running from north to south the Ephel Duath widen, to some 20 miles wide in the vicinity of Minas Ithil. Although these mountains are somewhat lower than either the Misty or White Mountains (as is evident from the absence of a permanent snow cap) they are nonetheless a towering fence, with some peaks rising to nearly 8000 feet. The sheer face they present to the eastern lands is the most precipitous, creating a nearly impenetrable barrier between Mordor and the outside world.

Evidence of the volcanic tumults that long ago raised the Ephel Duath abounds, for black igneous rock predominates throughout the range. Folding and faulting are evident in the mountains; transverse faults split the cliffs at various points on the eastern side, seemingly cloven by a giant's axe. Travel across the Ephel Duath outside the passes is impossible for all save the most experienced and well-equipped climbers.

Along the eastern side of the Ephel Duath, separated from it by a deep trough, runs the parallel ridge of the *Morgai*: the inner "fence"

of Mordor. This ridge of mountains is considerably lower than the Ephel Duath — rising only 1500 feet above Mordor's inner plateau of Gorgoroth — and is but five miles wide. The Morgai, however, are scarcely less rough than the Mountains of Shadow and contain many dark glens, notched and jagged slopes, and fanglike crags. Sliding scree makes ascent to the top of a ridge perilous.

Only one river runs in this region. The *Ithilduin* (S. "River of the Moon") begins in the western slopes of the Ephel Duath, gathering strength from mountain rivulets as it carves a deep gorge. The river then passes between the outstretched arms of the mountains in the fourteen-mile long *Imlad Ithil* (S. "Valley of the Moon") and bisects Ithilien into Northern and Southern provinces. The river flows twenty miles further on to join the Anduin below Osgiliath, north of the *Eryn Arn* (S. "Royal Hills"). Although the Ithilien is but 35 miles long and narrow, its steep banks and swift-flowing waters make it difficult to ford. Many smaller mountain streams flow down the gentler western slope of the Ephel Duath into Ithilien, forming numerous small lakes and pools, but on the eastern side of the mountains watercourses are rare and precious. A few streams can be found in the Morgai, forming dark stagnant pools in the glens, and occasionally a trickle will descend one of the transverse faults in the eastern mountain cliffs. The trough between the Ephel Duath and the Morgai harbors a southward-running stream bed, dry most of the year; the trough's slope climbs gently to the north. Beyond the Morgai, the plateau of Gorgoroth is utterly devoid of water.

Volcanic ash ordinarily creates fertile soil. Here, however, nature's benefits have been one-sided. Due to the gentler western slope of the Ephel Duath, erosion has brought the hills of Ithilien a rich carpet of earth, especially in the northern region. Because geography has barred a similar process to the east, Mordor's soil is thin and infertile, having a sandy consistency and lacking nutrients. In the upper parts of the Morgai and in Gorgoroth bare stone lies exposed, and nothing can grow at all.

2.2.2 CLIMATE

Climate on the eastern and western sides of the Ephel Duath is a study in opposites. Prevailing southwesterly winds bring rain-laden clouds from the Sea regularly, but the mountains act as a climatic barrier, causing virtually all precipitation to fall onto fertile Ithilien. When rainfall does come to the borderlands of Mordor, the normally dry gullies of the Morgai and the trough below experience flash flooding, a process more destructive than beneficial to the limited soil cover and dangerous to anyone caught on low ground. While Ithilien receives over 40 inches of precipitation annually, the areas of Mordor bordering the plateau of Gorgoroth receive no more than seven inches in a year. Rain comes to Ithilien an average of one day in three, but to Mordor only one day in ten.

In Ithilien, the seasonal climate is most delightful; mild winters, warm but not overly hot summers, and prolonged spring and autumn are the norm. (An Ithilien spring is an experience to be savored!) Just over the mountains, Mordor's northern region is an arid desert, miserably hot in the summer and bitterly cold in the winter. Although Mordor's north shares the same latitude as Ithilien, the astonishing contrast arises due to the greater elevation of the plateau of Gorgoroth, to the absence of any moderating effect from bodies of water, and to the rapid heating and cooling of Mordor's dry soil and bare rock. Temperature extremes are equally evident between Mordor's day and night, with a typical variation of 40 degrees (F) or more. (Travellers must burden themselves with clothing for several seasons at once.) Higher in the Ephel Duath, of course, generally cool temperatures are to be expected, about 3-4 degrees lower for every 1000 feet of elevation.

Ithilien enjoys a regular air circulation, owing to the prevailing winds from the Sea and the breezes generated by the warming and cooling of the Anduin. Because mountains border Mordor on three sides, air circulation is more restricted. Due to the absence of moisture, the air is notably dry, leaving a bitter, arid tang in the

CLIMATE AND CALENDAR CHART

Months	Ithilien	Ered Mithrin	Gorgoroth
- Yestarë (intercalary day: Yule)			
1. Narwain (Winter)	20-45° (snow/rain, 40%)	15-40° (sleet/rain, 45%)	30-45° (snow/rain/sleet, 10%)
2. Ninui (Winter)	10-40° (snow/rain, 45%)	10-30° (sleet/rain/snow, 55%)	35-50° (snow/rain/sleet, 20%)
3. Gwauron (Winter)	15-45° (snow/rain, 40%)	15-45° (sleet/rain, 45%)	30-45° (sleet/rain, 20%)
4. Gwirth (Spring)	25-55° (sleet/rain, 40%)	20-55° (sleet/rain, 45%)	35-50° (sleet/rain, 25%)
5. Lothron (Spring)	35-65° (rain, 35%)	35-65° (rain, 35%)	40-60° (rain, 15%)
6. Nórui (Spring)	50-70° (rain, 30%)	50-65° (rain, 30%)	45-75° (rain, 10%)
- Loëndë (intercalary day: Midyear)			
7. Cerveth (Summer)	60-80° (rain, 25%)	65-75° (rain, 30%) +	65-85° (rain, 5%) +
8. Úrui (Summer)	65-90° (rain, 20%) +	70-95° (rain, 25%) +	60-95° (rain, 10%) +
9. Ivarneth (Summer)	60-80° (rain, 10%) +	60-85° (rain, 20%) +	60-110° (rain, 5%) +
10. Narbelet (Fall)	50-75° (rain, 25%) +	50-75° (rain, 30%) +	40-75° (rain, 5%) +
11. Hithui (Fall)	40-60° (rain, 30%)	35-60° (rain, 40%)	35-60° (rain, 10%)
12. Guithron (Fall)	30-50° (rain, 35%)	25-45° (rain/sleet, 45%)	25-45° (sleet/rain, 10%)
- Metarë (intercalary day: Yearend)			

*Chance per day of precipitation. The type is keyed to the day's temperature, which is computed each morning by the GM. Simply figure the monthly temperature range and roll to see how high the temperature goes; for instance, a roll of 75 would mean the temperature is 55 if the month has a 20° range between 40° and 60° (55° is three quarters up the monthly scale). Temperature versus precipitation types: snow — below 32°; sleet — at 32°; rain — above 32°. If the temperature indicates snow, roll again: a result of 01 = hail; 02-05 = an ice storm. If the temperature indicates rain, roll again: a result of 01-05 means thunderstorms.

throat. Heating and cooling of the Ephel Duath generate upslope winds by day and fearsomely strong downslope winds by night; the traveller may feel in danger of being blown off the mountainside when climbing and would do well to watch his holds. Fortunately, Orodruin (Mount Doom) is generally dormant in this era, for the reeking smoke of that volcano in the center of Gorgoroth blots out the sunlight and poisons the air.

2.23 ROADS AND PASSES

Several roadways interlace in this region, improving upon the paths afforded by nature. At the Crossroads, an ancient meeting of ways just west of Imlad Ithil within a ring of towering trees, the path is marked by the colossal stone statue of an enthroned Gondorian King. Running northward, beneath the western slope of the Ephel Duath, is the North Road of Ithilien, a straight and level stone-paved course cutting through hillsides and spanning streams on arched stone bridges. Toward the south is the Harad Road, an age-old stone highway carrying traffic to and from the southern deserts. Toward the west, the Anduin Road north of the Ithilduin descends toward the crumbling metropolis of Osgiliath; there it crosses a many-arched stone bridge and continues to Minas Anor, Gondor's new capital. Eastward, the Ithil Road ascends to Minas Ithil, paralleling the northern bank of the Ithilduin. Even in these troubled times Gondor's control of Ithilien is still firm, and all these roads are well-maintained, with milestone pillars marking the traveller's progress.

Once the eastward road rounds the northern shoulder of the mountains and enters Imlad Ithil, it begins rising steeply and crosses a white stone bridge to the southern bank of the Ithilduin. From there the road winds upward through flowering meadows to

the northern gate of Minas Ithil, which is situated on a stony shelf projecting from the southern shoulder of the mountains some five miles inside the vale. Beyond Minas Ithil, the road continues nine miles further to the head of the vale and enters the natural pass created by the Ithilduin's gorge, Cirith Ithil.

Just through Cirith Ithil and inside Mordor is a complex road intersection. The road from Minas Ithil spans the trough before the Morgai on a mighty stone bidge and continues through a rift in the Morgai to the plateau of Gorgoroth, where Sauron's Road leads to Mount Doom and the site of ruined Barad-dûr. Immediately before this stone bridge, two alternative routes converge with the main road. One rises steeply northward along the eastern cliffside of the Ephel Duath to the Tower of Cirith Ungol. The other, a long stair cut in the rock, drops to the bottom of the trough, meeting a beaten dirt track leading north along the western side of the dry stream bed.

Finally, there exists the higher and more tortuous mountain pass of Cirith Ungol (S. Spider's Cleft). At its highest point, between the Winding Stair and the Cleft, the pass is over one mile in elevation, higher even than the peak of Mount Doom in Mordor.

2.3 PLANTS AND ANIMALS

2.31 VEGETATION

Northern Ithilien merits its renown as the "garden of Gondor". Trees, shrubs and fragrant herbs flourish here in countless variety, thanks to the rich and well-watered soil. A mixed broadleaf and coniferous forest largely composed of firs, cedars and cypresses extends between the lower slopes of the Ephel Duath and the Anduin's floodplain. Toward the southern fringes of the forest, on either side of the Ithilduin, trees become larger and more scattered; great ilexes, larches, ashes and oaks predominate. Glades and grassy meadows are interspersed throughout the forest, adorned with berry-laden bushes and a riot of flowering plants. Mosses offer a natural bed on the banks of shady pools. Northern Ithilien is an herbalist's paradise, where sweet and pungent odors of a hundred or more species scent the air and ease the heart amidst the "dishevelled dryad loveliness". Many herbs are native to this region, but others have been planted here by the Dúnedain of Gondor, who brought them from Númenor or other parts of Middle-earth. Should any one be ill or injured, doubtless the remedy is near at hand.

Beyond the banks of the Ithilduin and the slopes of the Emyr Arnen one finds agricultural and pasture land. Scattered heather and woods demarcate the wide rolling fields of South Ithilien.

What life exists in the glens of the Morgai is engaged in a continual bitter struggle for survival. Scrubby stunted trees, coarse grey tufts of grass and withered moss inhabit a bleak, seemingly haunted countryside. Most prevalent are the sprawling thornbushes, which hoard precious water and nutrients in their stems. These bushes flower during a late, brief spring, bringing a flicker of beauty to Mordor's desolation, but they exact their price by strangling less resilient forms of vegetation nearby. Even the dying land of the Morgai holds appeal when contrasted with the dreadful nothingness of the plateau of Gorgoroth, which is devoid of greenery even lichen.

2.32 ANIMAL LIFE

Ithilien's profuse vegetation supports a large animal population. Smaller herbivores and carnivores — rabbits, foxes, weasels and the like — are prevalent. Freshwater fish abound in the streams and lakes. Dozens of species of birds nest in the trees and along the streamsides of North Ithilien. Further south, smaller birds give way to larger avian hunters: eagles and hawks, which circle high above the plains in search of game. Deer and wild boar roam in North Ithilien's woods, offering a fitting huntsman's quarry. Indeed, men are the only hunters of the larger game, having exterminated the few larger carnivores that once dwelt here. Thus, Northern Ithilien is something of a well-stocked game preserve.

The northwestern borderlands of Mordor have few native animals, given the scant vegetation. Insects such as flies and midges infest the glens of the Morgai, breeding in the stagnant pools, for there are few other creatures to keep them under control. Some burrowing rodents inhabit the rocky hillsides and are preyed upon by vipers. Vultures roost in the eastern cliffs of the Ephel Duath, awaiting carrion. The only larger herbivores are ill-tempered wild goats, savage thick-skinned beasts which can brave the thorny shrubs during the drier seasons to obtain food and water. A few gaunt wolves, escapees from Orcish captivity, range through the Morgai, attacking anything they stand a chance of bringing down. No animals make their homes in the wasteland of Gorgoroth, where there is nothing whatsoever to eat.

2.33 GIANT SPIDERS

One monstrous predator of this region remains to be considered. Giant spiders afflict many lands in Middle-earth, but their original breedingground lies here. From Torech Ungol, lair of the mother of evil spiderkind, Shelob, spiderlings have spread through the Ephel Duath, the Morgai and beyond Mordor, to the dark fortress of Dol Guldur and into shadowy Mirkwood.

Middle-earth's giant spiders combine characteristics of the common web-spinning and hunting varieties of arachnids. They congregate in shadowy colonies of as many as two score, demarcating their gloomy lairs with enormous webs of highly-valued spider silk strung between rocks and trees. Giant spiders possess deadly and paralyzing venoms; a paralyzed victim is securely bound in silken cords and dragged back to the lair, where he is generally suspended from a tree or cave ceiling until desired. (The digestive systems of these giant eight-legged arachnids can only accommodate fresh, live meat.) Giant spiders do not use their killing venom unless seriously endangered or angered. A giant spider is a formidable nocturnal hunter, cunningly stalking prey and seeking to trap victims where all exits are blocked by its webs; it attacks in a combination of leaping bounds and skittering runs, and at a speed few victims can match.

Giant spiders, which grow to be 4'-8' wide, communicate by means of ominous creaking and hissing sounds and by a limited telepathic capacity (with a range of about 100'). Other minds with either natural or magically given telepathic capacity can tap into spiders' thoughts and may well believe that the spiders are actually speaking. There is, of course, little attraction in reading a spider's mind, save only to learn what it will do next. Giant spiders are uniformly evil, and of low intelligence, their thoughts mainly concern how to sate their appetites. However, they are not servants of the Dark Lord, but products of an independent evil no less ancient and cruel than he.



3.0 POLITICS AND POWER

3.1 HISTORY

The tale of Cirith Ungol begins in the dark years of the Second Age. At that time few creatures dwelled in Mordor, and Ithilien was home to wandering bands of Silvan Elves and some common Men, most of them fishers and farmers along the banks of the Anduin. Early in that Age, after the ruin of Beleriand in the war between the Valar and Morgoth, Shelob fled south to find a new home. High in

the Ephel Duath, in a pass then called by the Elves *Cirith Duath* (S. Shadowy Cleft), Shelob hid herself and spun her webs anew. Later Sauron, greatest protégé of Morgoth, chose Mordor as his stronghold, and around S.A. 1000 began building the infamous Dark Tower called Barad-dûr. Men in Ithilien came under his influence, while the Elves hid themselves or fled. Sauron's spreading power was checked by the arrival of Nímenorean colonists in the latter part of the Second Age. Though Sauron's deceptions at last brought on the destruction of the island of Númenor, the surviving Faithful of that land escaped to join their brethren in Middle-earth. In S.A. 3320, Isildur and Anarion, sons of Elendil, founded the southern Dúnedain kingdom of Gondor.

For over a century the Dúnedain of Gondor ruled their new realm in peace. Guarded on the west by Anarion's fortress-city of *Minas Anor* (S. Tower of the Sun) and on the east by Isildur's citadel of *Minas Ithil* (S. Tower of the Moon), Gondor spread her might across the land. *Osgiliath*, (S. Citadel-of-the-Stars), Gondor's capital city, spanned the mighty Anduin and housed the mightiest of the four *Palantíri* of the South-kingdom. Unknown to the Dúnedain, Sauron returned to Mordor after the downfall of Númenor, and in S.A. 3429 his armies invaded Gondor and took Minas Ithil by surprise. Isildur escaped, and, while Anarion defended Osgiliath, the armies of the Last Alliance of the Dúnedain and Elves assembled. Sauron had gravely miscalculated the power of his foes, and after a long and bitter war, the Dark Lord's forces fell to Isildur's men in S.A. 3441.

During the early years of the Third Age Sauron's spirit was in hiding, and he was generally thought to have perished. Shelob still lurked in her mountain lair, entrapping Elves, Men and Orcs. The Dúnedain named her dreaded abode *Cirith Ungol*, the Spider's Cleft. Although the Dúnedain had retaken and restored Minas Ithil, Isildur's unexpected death in T.A. 2 forever eclipsed its importance. Gondor then came under the sole rule of the House of Anarion.

For over a thousand years Gondor's power waxed. The South-kingdom's great cities rose in magnificence, while Mordor lay desolate, its passes guarded by Gondor's formidable border fortresses (among them the Tower of *Cirith Ungol*). Gondor's fortune began to turn under the splendid and placid reign of King Atanatar II Alcarin (T.A. 1149-1226). Gondor relaxed, having reached what she thought were her natural boundaries, and amidst the extravagant pleasures of this era little was done to maintain the military supremacy forged by Atanatar's martial predecessors, the four Ship-kings. During Atanatar's reign and that of his two indolent sons the watch on Mordor was neglected, and Orcs began infiltrating into their former lairs. Sauron, by now established in Dol Guldur in the guise of the Necromancer, plotted Gondor's doom.

The bloody civil war called the Kin-strife ripped Gondor in two and raged from TA 1432-1438. Many noble Dúnedain lords and thousands of common soldiers perished in battle, fighting for either the rebel Castamir or for the rightful but half-Northman King, Eldacar. Both Osgiliath and Pelargir were sacked. Following the Kin-strife, the victorious but weakened King Eldacar invited a mass migration of his Northmen supporters, many of whom settled in Ithilien.

Two centuries later came a second and worse calamity, the Great Plague of 1636, which spread from the eastern provinces to afflict the entire kingdom. King Telemnar and all his children perished; death stalked Gondor's great cities, including Osgiliath. By the time the Plague abated Gondor lay prostrate, few families having escaped loss.

King Tarondor, nephew of Telemnar, assumed the throne in the year of the Great Plague, 1636. He is young, and as his ascension was unexpected, was not fully prepared for the task of governing. Nonetheless, he has earnestly dedicated himself to the task of restoring Gondor's crippled might. In this year, T.A. 1640, Tarondor has decreed the removal of the capital from low-lying Osgiliath,

now partly deserted and crumbling into ruin, to the higher and healthier elevation of Minas Anor. More ominously, Tarondor has also chosen to abandon the watch on Mordor, leaving only skeletal garrisons in the border fortresses. (The Plague cost Gondor many thousands of veteran soldiers, and replacements are desperately needed elsewhere.) Deep in Dol Guldur, Sauron laughs triumphantly, another step in his malevolent plan achieved.

3.2 THE KINGDOM OF GONDOR: THE FREE PEOPLES

3.21 GOVERNMENT

To the Free Peoples who reject Darkness, the Kingdom of Gondor is a tower of strength, withstanding the assaults of Easterlings and Southrons and constraining the as yet unreformed evil in Mordor. Government in the Kingdom of Gondor blends features of absolute monarchy, constitutional rule, and feudalism. The King (*S. Aron*, pl. *Erain*) combines in his person executive, legislative and judicial authority. His power is limited by the unwritten obligation to uphold the Kingdom's traditional laws, which can only be changed with the consent of the Crown Council, an august body of Gondor's most prominent nobles. The Winged Crown and the Kings' banner, made of sable and emblazoned with a White Tree in blossom beneath seven stars, symbolize royal authority and tradition. A monarch of Gondor is expected to be not only a wise judge but a great general as well, and he often leads the Kingdom's armies in person. The monarchy is hereditary, although a King must seek the ritual acclamation of the people of the capital before assuming the throne. Unlike Númenor, where either sex could reign, Gondor's law of succession permits only males to inherit the throne, and descent is patrilineal in the royal house. Since the beginning of the Third Age the Kings of Gondor have been of the House of Anarion, reckoning their lineage from Meneldil, Anarion's son.

Second to the King in Gondor's hierarchy is the Steward (*S. Arandur*), whose function it is to rule in the King's absence and to ensure continuity between reigns. Though now held by the House of Hurin, a great noble family of Ithilien, the Stewardship is not yet formally hereditary. It is generally conferred on a wise elder who is prohibited from going to war or leaving the realm.

The Tower of Cirith Ungol is formally separate from any province, standing inside Mordor. It is part of the once-impressive chain of fortresses comprising the Watch on Mordor, strongholds which were once under direct royal control. Since the reign of Atanatar II, when the Watch was first neglected, the burden of maintaining the Tower has fallen gradually onto the authorities in Ithilien. In T.A. 1640, King Tarondor passed the duty of holding the Tower entirely to Prince Ohrondil, who now appoints Cirith Ungol's Captain. Ohrondil views the Tower as an expensive annoyance to be vacated as soon as royal permission can be obtained.

3.22 MILITARY FORCES

Minas Ithil is the principal fortress of this region, harboring a standing royal garrison 1200 strong. A full muster of the province of Ithilien can raise as many as 8000 troops, but this is barely two-thirds of the province's strength before the Plague. Most of Ithilien's troops are not trained veterans. Long has Ithilien enjoyed peace, secure in the heartland of Gondor, and few of its folk apart from the nobles have been forced to master the art of making war. The standing garrison in the Tower of Cirith Ungol, described more fully in Section 5.1, was formerly an elite veteran force of royal troops but is now composed of provincial forces rotated from Minas Ithil.

Levies, the most common grade of the military, are drawn from those townsmen and peasants with limited training in arms and are only mustered in wartime. Ordinarily levies have little or no field experience, unless they come from a frontier region that has faced invasion or attack.

Organization: Gondor's military forces are raised in regional units, and organization is accordingly flexible. For both infantry and cavalry the basic unit is the 20-man "line" (*erith*) led by an *Ohtar* (pl. *Ohtarrin*), a senior warrior often of knightly rank. Three to five lines form a "troop" (*Thang*) of 60-100 men under a knighted officer, the *Thangon* (pl. *Thengyn*). Likewise, three to five troops of varying size comprise the largest formal unit, the "company" (*Ohtarrim*) of 200-500 men commanded by a senior officer, the Captain of *targen* (pl. *targaen*).

Equipment: Gondor's heavy cavalry knights wear chain (*RM AT 16*) or plate (*RM AT 19*), carry shields (*RM DB 20*), and are armed with lances, two-handed swords and short swords (*eket*). Their massive mounts are bred for the shock tactics and close combat knights prefer. Medium cavalry men-at-arms are outfitted in chain (*RM AT 14*), carry shields and are armed with spears and broadswords.

Infantry is the mainstay of Gondor's armies. Most of the Kingdom's men-at-arms are arrayed in heavy infantry companies and are outfitted in chain (*RM AT 14*). They carry shields and are armed with spears or polearms and long swords. Some mountainous provinces favor battleaxes. A few provinces, including Ithilien, field renowned companies of archer men-at-arms using composite bows.

Light infantry levies are the poorest-equipped troops, wearing only rigid leather (*RM AT 10*). They carry shields and are armed with inexpensive weapons, principally spears or short bows.

Tactics: Cavalry, as mentioned, are used either for shock or skirmishing, according to the weight of mounts. Infantry are trained for two principal melee formations. In assault, the "wedge" (*Q. Nernehta*, *S. Dornait*, lit. trans. "man-spearhead") is employed to sever an enemy line or to disrupt an assembling foe. It is most effective on level or downsloping ground. The "shieldwall" (*Q. Sandastan*, *S. Thangail*, lit. trans. "shield-fence") is a defensive formation, formed of two serried ranks which can, if outflanked, be bent at either end to form a circle bristling with steel. Given the vulnerability of Gondor's predominantly infantry armies to a heavy cavalry charge, Dúnedain commanders consider it imperative to deploy on slopes and high ground.

Gondor's armies are ordinarily superior in training, equipment, and leadership to their foes. For Dúnedain commanders, war is no mere test of valor, but requires organization and advance planning; Gondor's ability to supply and coordinate several armies in the field has confounded many an enemy.

3.3 SHELOB: THE HORROR IN CIRITH UNGOL

Among the most powerful of the baneful entities lurking in the shadows of Middle-earth is Shelob the Great, "last child of Ungoliant to trouble the unhappy world". (TT, p. 423) Her name, accorded most likely by the Orcs in their debased Common Speech, connotes a female spider, but how inadequately this depicts Her Ladyship, queen of evil! Shelob has endured three ages of Middle-earth, growing ever-fatter on her victims and ever-greater in power, and now she is virtually invincible.

In form Shelob resembles her children, the giant spiders of Ephel Duath and Mirkwood. But the comparison is that of a tiger to an alleycat, for Shelob is of vast proportions. Great horns protrude from her head, which is joined by a short stalk of a neck to the colossal bloated pouch of her abdomen. Her upper body is black with ugly blotches, and her belly is pale and shiny. Shelob exudes a nauseating stench, like rotting carrion. Eight long legs, bent at great knobbed joints that rise above her back, bristle with steely hairs. Each leg is tipped with an iron-hard claw.

Altogether Shelob is some 20' long; each of her legs extended to its full length is about 18'. Her entire body is enveloped in a many-layered hide, the folds of which compress to allow Shelob to squeeze her abdomen through narrow cracks and crevasses. Hard as plate armor, her hide is nearly impenetrable even to the sharpest and most strongly wielded sword, and is impervious to all weapons

save those magically enchanted against evil things. When gashed, Shelob's body spews forth an acidic yellowish-green slime.

Most remarkable of all are Shelob's two great main eye clusters, multifaceted and lit from within by a pale white flame. Even in utter darkness Shelob can see very well, and those who venture into her lair will first see her unblinking eyes heralding her approach. Full daylight or the magical equivalent, however, blinds her temporarily, and the searing pain created by bright light is likely to cause her to break off combat. Shelob's eyes are her most vulnerable point and can be pierced even by normal weapons if aimed specifically at that target. Her legs are similarly less protected than her main body and can be severed. In time, both damaged limbs and eyes will regenerate.

Shelob pursues prey in a combination of rapid running and springing bounds, and at a speed few can match. She is able to leap as far as 30' and will ordinarily do so as a first attack if space permits, landing with crushing force comparable to a runaway wagon-load full of bricks. Against a prone victim, Shelob will attack with the claws of as many as four of her legs, using the others for balance. Those fighters still on their feet must face the two stabbing horns and Shelob's most formidable weapon, the venomous stinger in her jaws. When hungry, Shelob employs her paralyzing venom, rendering the victim comatose for a day at most (2-24 hours), giving Her Ladyship time to bind the unfortunate in silken cords and deposit him in one of the many larders in her lair. If seriously endangered or angered, Shelob uses her potent killing venom, which takes effect immediately. For all her awesome power, Shelob is cowardly at heart.

Of course, Shelob is no more a mere giant spider than Gandalf is a Hobbit-party conjurer. Rather, she is an evil creature in spider form. As a child of the demonic Ungoliant, Shelob shares her mother's immortality and ability to use magical power. There are few in all Middle-earth who could challenge her with any assurance of victory. Sauron is aware of her, but he is wise enough to tolerate her presence in Mordor. True, she eats Orcs and other servants of Darkness (along with many Dúnedain), but she is a powerful irri-

tant to Gondor, distracting the attention of the Kingdom's troops from the activities of Sauron's minions.

Unlike common giant spiders, Shelob combines her maliciousness with outstanding cunning, and she is catlike in her playfulness. A consummate user of power, Shelob is a master of parts of both Essence and Channeling.

Shelob's Spell Lists:

Open Channeling: *Detection Mastery, Surface Ways (on self only), Calm Spirits, Spell Defense, Protections.*

Animist Lists: *All healing lists (on self only).*

Ranger lists: *Nature's Guises, Path Mastery.*

Open Essence: *Spells Way, Spirit Mastery, Essence's Ways, Essence Perceptions, Illusions, Physical Enhancement.*

Bard Lists: *Controlling Songs, Sound Control.*

If using ROLEMASTER she is a master of Mentalism and may cast the following lists to 30th level.

Open: *Cloaking, Damage Resistance, Attack Avoidance, Self-healing, Detections, Spell Resistance.*

Closed: *Sense Mastery, Speed.*

Base Evil Mentalist: *Mind Erosion, Mind Death, Mind Domination.*

Unlike ordinary Spell Casters, Shelob can cast spells affecting several beings simultaneously, simply multiplying the power point expenditure for each individual affected. Normally she only uses minor spells on her victims before the kill, reserving her full power for situations of mortal danger. Shelob's innate telepathic ability, effective to three miles, is so powerful that even non-telepaths can sense her brooding malice. However, she can cloak her mind if desired so as not to give away her presence. Finally, Shelob can belch Utterdark spells (*RM* Open Mentalist Brilliance List) once per turn at no expenditure of power points.

For any foolish or desperate enough to seek combat with Shelob, Her Ladyship's characteristics are as follows:

Level: 50

Race: Demon/Great Spider

Size/Speed: Huge/Fast

Hits: 500 [(including 20 (x8) legs, 30 (x2) great clusters of eyes)]

Armor (Defensive Bonus): Plate (-80) body (*RM* AT 20); Rigid Leather (-60) legs (*RM* AT 12); No Armor (-100) eyes (*RM* AT 1).

Attacks: Huge Pincher (see *MERP* table CST-2) + 120, poison injected if critical hit. (attack level 50, kills instantly or paralyzes at option). *RM* Attacks:

Secondary - HH + 100 (x2), 25% probable.

Tertiary - HBI + 120 if primary critical hit.

Optional - HCr + 150 on initial jump.

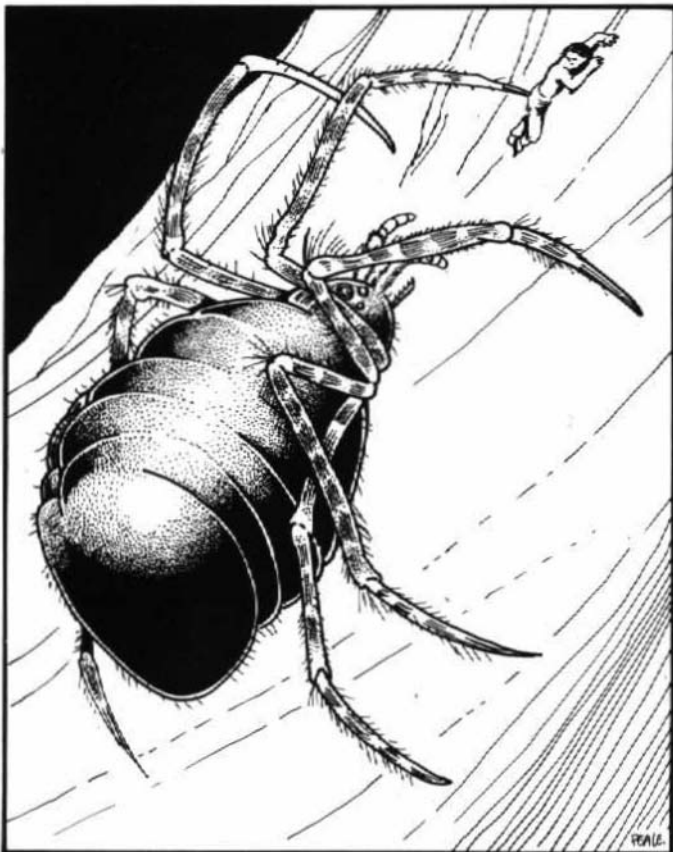
Crit Table: Large Creature -10 (*RM*: Super Large Creature)

Spell Bonus: + 20

Power Points: 200 (an overwhelming presence!)

Notes: Shelob attacks at -100 in full daylight or equivalent magical light. Given the option she will flee and hope to lure her prey into a situation more advantageous to her. She can only be hit by enchanted weapons.

Gamemaster Notes: The GM should be especially careful when dealing with Shelob, for fate has marked her with a special purpose, and her death at this time would be extremely inappropriate. Keep in mind that she is a coward and will flee without hesitation if she thinks she might be in real danger. If her spells and other skills are used with skill and care, however, she should be almost invincible, paralyzing her foes with fear and then having her cruel way with their helpless bodies.



4.0 PHYSICAL OVERVIEW

4.1 OVERLAND TRAVEL

Wilderness travel is an integral part of adventuring in the vicinity of Cirith Ungol. Adventurers will begin with a general map of the principal roads and terrain features, but thereafter they are on their own, gathering information from their travels and from those of others.

Minas Ithil, the natural base for exploration, is ordinarily reached by a preliminary journey through Ithilien. The Ithilien countryside is suitable as well for adventures of a less hazardous sort. All of Ithilien's major roads are good, affording direct routes for any form of movement — afoot, mounted, or in vehicles — at full speed. South Ithilien's open rolling fields are easily traversed at normal speed offroad, unless with heavy vehicles; only in the steep hills of the Eryn Arnien is speed halved. Several tracks wind through North Ithilien's forests, but away from the main road or tracks, movement is at half speed. In civilized Ithilien, hazardous encounters are at a minimum. Peasants, merchants, and Gondor's military patrols are most frequently met. A few bandits in North Ithilien's deep woods and occasional raiders slipping across the Ephel Duath from Mordor are the most serious threats to the traveler. Accommodations are easily found in the villages every few miles along the roads and scattered throughout the countryside.

Apart from the two main passes, it is nearly impossible to cross the Ephel Duath afoot, and flatly impossible for mounts and vehicles.

Through Cirith Ungol, excluding Shelob's Lair, movement is at the normal rate. Stairs bar mounted or vehicular movement, and only adventurers afoot and unriden pack animals (donkeys or mules) can negotiate the pass. Movement is likewise normal through Cirith Ithil, for the road through that pass is broad and smooth enough to allow mounted and vehicular movement, save when the pass is blocked by snows or when heavy rains cause the tributary streams of the Ithilduin to overflow.

Avalanches and rockfalls are always a threat in the mountain passes. Wild goats, giant spiders, Orcs and Trolls may all be encountered in the mountains and in Cirith Ungol; it is even possible (though very unlikely) to come face to face with Shelob herself on a nocturnal hunt. Adventurers wishing to escape attention are best advised to use Cirith Ungol, where perils abound but the authorities rarely venture. No accommodations exist in the mountains and passes beyond Minas Ithil, and adventurers can at best hope to find a disused cave or cranny to shield themselves from the chill mountain winds at night.

Travel inside Mordor — along the base of the Morgai and in Gorgoroth — is at half speed due to the rough terrain, unless a road or track is followed, in which case movement is normal. Encounters in Mordor are principally with the unsavory fauna and still less pleasant bands of roving Orcs and Trolls. Gondor's troops from the Tower are no longer strong enough for regular patrolling and are only encountered outside the Tower when on specific missions.

Shelob hunts in the vicinity of her lair, and Sauron's servants may be encountered on their ill-intentioned missions, if one is unlucky or clumsy enough. An inn with a comfortable hearth is not to be found in all of Mordor, but fortunate travellers may discover a ruined Sauronic outpost, a worked-out Orc mine, or an abandoned Troll hole in which to pass the night. The less fortunate may discover to their chagrin that the inhabitants were only out to lunch...

Chances of becoming lost are minimal in the plains of South Ithilien, and though odds are greater in North Ithilien's forests, it is easy to locate a stream flowing from the mountains to the Auduin, and so to reorient oneself. Prospects for holding to one's courses are worse in Mordor, and worst of all in the Ephel Duath.

4.2 THE TOWER OF CIRITH UNGOL

From the sheer eastward cliffs of the Ephel Duath — on either side of the summit of Cirith Ungol — two sharp horns of rock stab heavenward, their tips visible several miles away on the western side of Shelob's Lair. The careful observer may note a reddish light blinking from the northernmost horn, for this is no natural formation but the turret of the Tower of Cirith Ungol. From this height, Gondor's soldiers watch the passes out of Mordor with ceaseless vigilance. Early in the Third Age, while the Dúnedain still commanded the architectural skills of lost Númenor, the Kings of Gondor ordered the building of the Tower as an advanced eastern outpost of Ithilien's defenses. The Kings were mindful of how Sauron's hosts had taken Minas Ithil by surprise in S.A. 3429. For over a thousand years, Gondor's troops have patrolled the borderlands to keep the creatures of Darkness scattered and at bay.

Access to the Tower is by two main routes. A broad road climbs from the south along the edge of the mountains through a deep cutting, rounds the southern horn of rock, and skirts a precipice to the outer gate. Alternatively, a path sharply descends by stone stairs and a twisting trail from Cirith Ungol to join the main road just beyond the southern horn. Apart from that stretch of road leading to the gate, the Tower's outer wall is secure from assault, as climbing the sides of the shelf entails a Sheer Folly (-50) maneuver. Altogether, it is some 75' between one's first view of the Tower after rounding the southern horn and the end of the road at the main gate.

Gondor's masons built the Tower principally from a dark, dense basalt quarried in the Ephel Duath. This stone is so finely cut, polished and fitted as to afford virtually no handhold to anyone attempting to climb the outer wall or the Tower's tiers, an Absurd (-70) maneuver at best. Further, the cliff has been smoothed in the immediate vicinity of the Tower to remove handholds, so that any attempt to reach the tiers of the Tower by ascending or descending the cliff face is no less futile. Thus, the only entrances to the Tower — unless one flies to the roof of the third tier — are the alloyed steel double doors of the main southeastern gate and the riveted bronze double doors of the Undergate. The bronze doors exit the rear of the Tower's lowest level and connect to a side passage through Shelob's Lair. This dangerous latter route is mainly used to send secret messages and to deliver supplies, should the Tower be besieged.

4.3 SHELOB'S LAIR: TORECH UNGOL

At the end of a one mile long crevasse following the Winding Stair, a grey mountain mass is thrust across the pass of Cirith Ungol, impeding further progress aboveground. Under the shadow of this natural wall a cave mouth leads into a tunnel beneath the mountains. Outside the mouth of the tunnel, the foul reek of centuries of hoarded filth assaults the adventurous. Unmistakably, this is the entrance to *Torch Ungol* (S. "Lair of the Spider"), home of Shelob the Great. You dare to pass? Be forewarned — many others no less courageous have entered never to reappear.

Torch Ungol is a complex web of passages and caves beneath the mountains, radiating in many directions from the vast round pit where Shelob lurks between hunts. The main passage through the lair is roughly 20' wide, arching to a 15' high ceiling, and runs in a straight line for some five miles between the western and eastern ends of the lair, sloping ever upward toward the east. The walls of the lair are smooth and its floor mostly even, save for a few shallow rises. From the west, the passage is uninterrupted for two miles by any turns or exits; thereafter, an opening is first encountered on the south. Then several more passages of varying widths appear on either side, but the main route remains clear, ascending in a straight easterly direction. Four miles from the western entrance is a vast opening. Thirty feet wide on the northern side of the main passage the corridor leads to the central pit, which is over 500' in diameter and a quarter mile deep. The abyss is reached by a rock ledge winding downward around the side of the rugged, rocky pit.

Only a short distance beyond the mouth of the pit, the main passage forks. Beyond this point, the proper course is unclear to those unfamiliar with the lair. The southern or right-hand fork is the correct passage and continues a mile further to the eastern exit from the lair. The northern or left-hand fork leads to an apparent dead end, where a stone slab blocks the passage — save for a narrow gap between its top and the arched roof. Even for a Hobbit, this gap is a tight squeeze, and a full-sized Orc or Man could not hope to get through. In fact, the stone slab is a secret door, mounted on a pivot and opened by pressure upon loose stones in the wall on either side of the door. (The stones must be moved in proper sequence.) Beyond the door, the passage twists and turns repeatedly for well over a mile, terminating in a straight corridor leading to the riveted bronze double doors of the Undergate to the Tower.

Scattered throughout the many winding secondary corridors branching off from the main tunnel are a number of caves and chambers cut into the rock. Some are empty, but others serve Shelob as larders, prison cells for captives, hatcheries for her egg sacs, or as refuse dumps for the bones and possessions of her victims. Although Torech Ungol has only one level in the general sense, passages and chambers are not all at the same altitude. Secondary tunnels may cross above or below others rather than intersect them. The openings at either end of the main passage are the easiest exits to locate, but the lair has several other exits, including one at the Undergate and a crack in the rock further up the final cleft of Cirith Ungol, near the principal eastern exit. Thus, while Shelob has many opportunities to ambush fleeing prey, she herself cannot effectively be trapped in her lair.

Torech Ungol's origins are lost in the Elder Days, but certainly Shelob did not carve the great central pit and main passage herself. Some argue that a forgotten race of Dwarves or Men must have once dwelt here, but most sages who have considered the matter believe these portions of the lair to be of natural origin.

Just a few feet inside any entrance Torech Ungol is pitch dark, and in combination with the still, stagnant air the darkness seems to assume tangible substance, denser than the mere absence of light. Sound falls dead, causing no echo, and human hands grow numb after hours of feeling one's way along in the dark. Pervading the lair is a vile stench which overpowers all other scents and grows steadily in foul intensity as one approaches the central pit. There the reeking air is so intense as to be nauseating.

Despite the danger of entering the lair, some bold or mad adventurers still venture into Torech Ungol. Dúnedain messengers find the route useful for entering and leaving the Tower without being observed. Similarly, Orcs and Trolls sneak by, hoping to escape the notice of watchful Dúnedain in the Tower. Finally, treasure-seekers have heard of vast hoards of booty rumored to be hidden here. Over the course of thousands of years, Shelob has dragged countless victims back to her lair, and the possessions of these victims lie scattered throughout the caves of the lair willy-nilly. A man-sized pile of loot stands in the central pit. Shelob cares nothing for any of this treasure, which to her is inedible clutter, but she finds it useful bait for drawing fresh prey within her clutches. All too often a tempting heap of coins or ancient sword conceals a pit dug by Shelob and filled with her stickiest webs.

Shelob does not attack everyone venturing into her lair, for if she did, no sane and fresh beings would come. She exacts her ghastly toll on perhaps a quarter of those merely passing through; of course, the longer one roams Torech Ungol scooping up treasures, the more likely is a disastrous encounter with Her Ladyship. Many other encounters of less danger are common; newly hatched spiderlings roam everywhere, while groups of Dúnedain, Orcs and Trolls pass through on their various missions. (As do occasional spies of Sauron.) Adventurers may meet other avaricious treasure hunters. Torech Ungol lures generation after generation, all seeking wealth and each willing to endure the stench and the perils for the promise of gaining a quick fortune. Are you so bold or so foolish?

4.4 AN OVERVIEW OF MINAS ITHIL

Minas Ithil, a fortified metropolis centered in one of Gondor's three Great Towers, is the natural base for adventuring in the Cirith Ungol region. The city offers many opportunities for adventure within its walls and is a safe place for resting between excursions into the wilderness.

The city rests on a broad stony shelf projecting from the inward side of the southern arm of Ithil Vale. The major highway between the Crossroads and Mordor passes before the city's gate on the north. High stone walls faced with white marble enclose the city, and from Minas Ithil's center rises the slender Tower of the Moon after which the city is named. Secure in the uppermost chambers of the Tower of the Moon is one of the seven *Palantíri*, the seeing-stones preserved from fallen Númenor. The chambers are accessible only to the King, the Prince and their trusted royal counselors. The very existence of the *Palantir* is not generally known throughout Minas Ithil.

While Minas Anor is a practical city, immersed in court politics and commerce, Minas Ithil is home to the Kingdom's artists, dreamers, sages and masters of the magical arts. Long have its inhabitants labored to perfect its subtle beauty. Minas Ithil is accounted by many the fairest of all cities of Men. Evening festivals and antique pageants form a cycle of unending pleasures, drawing travellers from all the lands of western Middle-earth. *Let Minas Anor seek to outshine the sun in splendor, the folk of Ithil say; when the world grows dark, then is the loveliness of our city a beacon unmatched.*

Royal authority in Minas Ithil, as embodied in the Prince, is exercised discreetly, for many of the folk here are nonconformists by nature. The chief duty of a Prince is to share in the city's pleasures. The King's laws are enforced, but behavior of an unusual or even a bizarre nature is tolerated as long as no one is injured. All the artistry and pleasures of the city have their price, however, in the form of the Travellers' Tax, which is levied upon all visitors to the city entering its gates. Folk from elsewhere in Gondor pay a nominal one copper piece if commoner, and one silver if noble. Foreigners are charged according to the most visible sign of wealth: their means of transport. Travellers pay a silver piece each if arriving afoot, five silver pieces if mounted, and a gold piece if in possession of a warhorse. Upon payment, the traveller receives a clay token which serves as a pass good for entry free of charge for the next month.

Goods of every sort are readily available in Minas Ithil's markets and shops, the city being a metropolis of the first rank. Gondor's smiths and armorers can outfit the adventurer of any stature, and both arms of superior quality and enchanted arms may be had for a suitable price. Magical adjuncts of the ordinary sort are available from the many specialized users of power in Minas Ithil. Foreign commodities often find their way into the markets, which overflow with common goods of domestic manufacture. Minas Ithil's economy is cash-based, and only merchants who regularly deal in a particular type of good or specialized pawnbrokers will consider barter. On the brighter side, the nobles and chief merchants hereabouts are rich enough to purchase virtually anything of value that adventurers may wish to dispose of. Somewhat unfortunately, they are also sophisticated enough to detect all but the most clever frauds.

Only coins of Gondorian issue or of equivalent weight are legal tender, and foreign currency must be converted by a moneychanger (at a 5% commission) to be useful. Moneychangers double as bankers and will make short-term loans if collateral is offered. They will gladly deposit wealth for safekeeping at no charge.

Lodging is available to suit most incomes and tastes, although the poor traveller will find life in Minas Ithil an expensive proposition. The wealthiest can lease entire untenanted mansions while ordinary folk will find a warm hearth, soft bed and good cheer at one of the dozens of inns and guesthouses. A fine example is the Black Stag

Inn, on the Rath laurandir (S. Old Pilgrim Street). The Black Stag is a rectangular whitewashed stone building centered around a cobblestoned court. The Stag stands three stories high and boasts a tiled roof. One enters by an archway from the street through oaken gates opening onto the courtyard. The common room, kitchen, storerooms and stables are on the first story, while guest chambers, with glazed and shuttered windows, are on the upper floors. The innkeeper and his family live in a two-story annex behind the common room, and the wine cellar is below those quarters.

A varied menu is presented; roast venison and fish are house specialties. Dark ale is the favorite drink of most who frequent the Stag but a selection of liquors and exquisite wines is available as well. Lodging may be had in the common room, in a shared suite, or in private chambers. Mounts are well cared for, and the innkeeper assumes risk of theft of goods left in his custody. In Minas Ithil, the Black Stag is a well-known adventurer's rendezvous.

5.0 AN OPERATIONS OVERVIEW

5.1 THE GARRISON OF THE TOWER

5.11 MILITARY STRUCTURE

Traditionally, the Tower of Cirith Ungol has been garrisoned by a full company, and in deference to that tradition, the commander of the Tower still holds the rank of Captain, (*Targen*). Since the actual garrison now amounts to no more than a troop of four lines, its commanding Thangon is also the Lieutenant of the Tower. Each of the four lines is composed of veteran men-at-arms and led by an experienced ohtarin. The six officers — the Captain, Lieutenant and the four Ohtarrina — have valets. Thus, the military element of

the Tower's garrison totals 92 men: 6 officers, 6 medium cavalry ohtari, and 80 infantry men-at-arms.

In addition to the military garrison, the Tower has a support complement of 28 individuals, including a Mage and her apprentice, an armorer and two assistant smiths (2nd level fighters), a physician (actually an Animist) and two third level assistant healers (also Animists, 3rd level, *RM* Lay Healers), 3 cooks, 6 scullery hands, 2 stable hands, a carpenter, mason, and scribe.

Men-at-arms are on duty eight hours a day, in staggered shifts. Twelve soldiers, including four archers, are always stationed on the outer wall guarding the main gate. Six soldiers, including two archers, guard the turret and roof of the third tier. Two men-at-arms guard the doors of the first tier and two the Undergate. The remainder of those on duty patrol the interior of the Tower or guard the cells holding captives. When off-duty, men-at-arms are either in their barracks — where they sleep, eat, maintain their personal gear and engage in games of chance — or mustered in the courtyard, drilling and honing their fighting skills in mock combat. Each Ohtarin is responsible for the proper training of his men, and soldiers drill an average of an hour a day. Off-duty men-at-arms are fully armed if training; otherwise, they will not be wearing armor, but their weapons will be close at hand.

Guard shifts are rotated every two hours, half the men being replaced at that interval. Never will every man at a position change shifts at the same time, nor are any soldiers at a particular post for more than four hours. Duty schedules are posted weekly.

Due to the inadequate strength of the garrison, regular patrols are no longer sent out from the Tower. Occasionally, upon special orders from Minas Ithil, a force of 5-20 soldiers led by an Ohtarin will be mustered from off-duty men-at-arms and sent forth on a raid, usually to take Orcs captive for later interrogation or to rescue some hapless soul. Officers leading these missions are under strict order to minimize losses and to avoid unnecessary battles. Despite the dangers, these expeditions are popular with the men-at-arms, offering welcome relief from the boredom of Tower routine.

TABLE OF PRICES AND MAINTENANCE COSTS: MINAS ITHIL

Gondor's currency is based on a silver standard, the *celebern*, or "silver royal". The exchange rate is: 5 cp = 1 bp; 10 bp = 1 sp; 20 sp = 1 gp; and 10gp = 1 mithril piece (mp), rarely circulated. Coins are 1/2 oz. in weight. As a general rule, weapons and armor are inexpensive here, food and accessories are of average cost for a city, and transport and lodging are expensive.

Item	Cost	Item	Cost
Common Weapons		Standard Armor	
Axe (woodsman's)	5sp	Breastplate	30sp
Bastard Sword	30sp	Half Plate	150sp
Battle Axe	18sp	Normal Shield	8sp
Boar Spear	4sp	Full Shield	10sp
Broadsword	15sp	Leather Helmet	22bp
Composite Bow	25sp	Conical Helm	4sp
Cudgel	5cp	Bascinet	8sp
Dagger	4sp	Full Helmet	14sp
Gauntlet	3sp	Visored Helm	18sp
Handaxe	7sp	Leather Jerkin	15bp
Lance	7sp	Greaves	3sp
Longbow	15sp	Leather Breastplate	7sp
Long Sword	27sp	Leather Coat	9sp
Mace	9sp	Reinf. Leather Coat	14sp
Pilum	15sp	Chain Shirt	22sp
Quarterstaff	5cp	Full Chain	100sp
Scimitar	15sp	Chain Hauberk	85sp
Shortbow	10sp	Special Materials (for Rolemaster)	
Short Sword	10sp	Steel (+ 5)	x5
Sling	14bp	Superior Steel (+ 10)	x20
Spear	35bp	Steel Alloy (+ 15)	x100
Two-handed Sword	30sp	Mithril (+ 20)	x1000
War hammer	22sp	Ycw (+ 5 bows)	x5
Whip	3sp	Lebethron (+ 5 stave)	x5
Transport		Food	
Mule/donkey	80sp	Light Meal	1cp
Mature pony	110sp	Medium Meal	2cp
Light Horse	80sp	Heavy Meal	3cp
Medium Horse	100sp	Week's Rations	8cp
Draft Horse	120sp	Week's Rations (pr. 1 mo.)	4bp
Medium Warhorse	30gp	Waybread (1 month)	5gp
Heavy Warhorse	75gp	Lodging	
Accessories		Common Room (Poor)	2cp
Boots	2sp	Shared Suite (Normal)	4cp
Cloak	2sp	Private Room (Good)	2bp
Pants/Hose	1sp	Stable & Feed	2cp
Shirt/Tunic	6bp	Transport	
Padded Undercoat	13bp	Mule/donkey	80sp
Surcoat	2sp	Mature pony	110sp
Arrows (24) & quiver	1sp	Light Horse	80sp
Backpack	4bp	Medium Horse	100sp
Flint & Steel	2bp	Draft Horse	120sp
Lantern	2sp	Medium Warhorse	30gp
Oil Flask	6bp	Heavy Warhorse	75gp
Pegs (10 wood)	1cp	Accessories	
Pitons (10 iron)	4bp	Boots	2sp
Pole (10')	6cp	Cloak	2sp
Rope 50'	6bp	Pants/Hose	1sp
Rope, superior	18bp	Shirt/Tunic	6bp
Sack (50lb.)	8cp	Padded Undercoat	13bp
Scabbard	6sp	Surcoat	2sp
Tent	5sp	Arrows (24) & quiver	1sp
Torch (3)	1cp	Backpack	4bp
Waterskin	1cp	Flint & Steel	2bp
Weapon Belt	1sp	Lantern	2sp

The 120 inhabitants of the Tower are isolated from life in Ithilien and welcome visitors from Minas Ithil. Once a month, a supply train from Minas Ithil guarded by 20-40 men-at-arms crosses Cirith Ithil bringing rations, replacements and news from home. A mounted messenger occasionally arrives from the Prince with dispatches or orders for the Captain of the Tower. Orcs often try to ambush supply trains and capture messengers; if there is reason to expect an Orc attack, Cirith Ungol and Shelob's Lair are used as a less desirable and slower alternative route. (Pack mules must be used to make the climb instead of horses.) Soldiers and supporting staff in the Tower are entitled to four weeks' annual leave, an eagerly awaited event. Given the undesirable nature of duty in the Tower compared with service in Minas Ithil, members of the garrison also receive 50% higher pay. But even with this bonus, the Prince has some difficulty finding officers and men who will accept the boredom of military life in Mordor.

5.12 PROMINENT INDIVIDUALS IN THE TOWER

Veantur, Captain of the Tower

The scholarly and reserved Veantur would seem an unlikely candidate for Captain of the Tower of Cirith Ungol. Heir to the House of Axardil (one of the ancient and most noble families of Minas Ithil) Veantur has always enjoyed the privileges and security guaranteed by immense wealth and considerable personal power. He has never known real hardship, although, like any properly raised Dúnedain noble, he has been trained rigorously in the use of arms. Veantur's military achievements have not been recorded on the battlefield but rather in several acclaimed campaign chronicles which he has written.

Veantur is now 90, middle-aged for a Dúnedain of pure ancestry. Greying hair adds dignity to the sharp lines of his handsome countenance. A glittering gaze, alternately kindly or fearsomely stern, outwardly expresses the will of his powerful mind. Veantur,



who stands 6'10" tall, towers above most of his soldiers. Although he is neither extraordinarily strong nor tough, his lean body is well-conditioned and surprisingly agile. The Captain's dress is invariably of high quality and tasteful in the traditional manner.

Balur, Armorer of the Tower

Balur, member of a distant clan of Durin's Folk, once dwelt in the Ered Mithrin (the Grey Mountains) with his kin. There Dwarves labored and feasted contentedly, until the coming of the fire-drake *Itangasi*, who routed them from their halls and stole their treasures. Just a generation ago, Balur was forced to flee his home with only the clothes on his back. Too proud to accept charity from his kinfolk at Khazad-dûm (Moria), he came south and enlisted as a mercenary armorer in Gondor's army, choosing to serve in the Tower for the higher pay. His ambition is to save enough gold to return north in proper Dwarvish style, to gather his kin, and to take revenge upon the dragon.

A bachelor, Balur is lonely in the Tower, so far from his kin. His closest companion is Amrod, and the two drown their sorrows together in drink. Balur has rather more control than Amrod, and his work is unaffected by his ale-guzzling.

This skilled dwarf is 4'6" tall (or short), very broadly built, with a prominent nose and a long forked beard. Balur, at 160 years old, is well into Dwarvish middle-age.

Athugavia, Lieutenant of the Tower

Perhaps the most respected figure in the Tower is its Lieutenant, Athugavia. A descendant of a Northman chieftain who served under King Eldacar and later migrated to Gondor, Athugavia is proud of his warrior heritage. Like several of his forefathers, he has chosen to make his career in Gondor's army. An expert Ranger, the Lieutenant often undertakes solitary patrols in the Morgai, spying on Orcs and Trolls. For his courage, the common soldiers admire him greatly.

Athugavia is 36, in the prime of his manhood, and instantly stands out among the Dúnedain: his long blond hair and curling beard and mustache make him unmistakable. His unusually tanned complexion is the result of many years spent as a scout in the wild. Standing 6'4", Athugavia would be accounted tall among his kinsmen, although he is but average height in his present company. Athugavia favors armor and clothing of black and silver hues and wears Northmen-style shirts and leggings in preference over the Dúnedain tunic and hose.

Four years ago, when the Great Plague swept through Gondor, Athugavia lost track of his beloved fiancée Lidumavi, who was then visiting kinfolk in Rhovanion. Until recently, he had good reason to think she was dead. A few months ago, a black-cloaked figure appeared before Athugavia while he was on solitary patrol and cast at the Lieutenant's feet a pouch containing a parchment scroll and the necklace he had given Lidumavi upon their betrothal. From the scroll, inscribed in Eothric, Athugavia learned with dismay that his beloved was a captive of the Necromancer, and that she would suffer horrible tortures if Athugavia did not cooperate with the Necromancer. Torn between his loyalty to Gondor and his love for Lidumavi, Athugavia awaits with indecision further word from the Black Master.

Calime Halfelven, Mage of the Tower

Although unions between Men and the High-Elven Noldor are so rare as to be legendary, in certain sheltered parts of Middle-earth, it is not unknown for extraordinary Men to wed Sindarin or Silvan Elves. Calime Halfelven, hailing from Belfalas in Gondor, is the offspring of such a rare union; her father was a Dúnedain noble, and her mother a Grey Elf of Edhellond. Calime's mother tutored her in the magical arts from an early age, and for twenty-five years, the young noble maiden lived a happy life in her father's luxurious manor by the Sea. Sorrow befell her in the year of the Great Plague; her noble father died, and her grief-stricken mother turned her back on mortallands and took ship into the West. Calime chose not to forsake Middle-earth, thus abandoning immortality, but she is



blessed with a lifespan far exceeding that of mortal Men. Finding herself sole heiress to her father's fortune, Calime journeyed to Minas Ithil with a single companion, her maid and apprentice Erwen, hoping to forget her loss amidst the thousand pleasures of the metropolis. Alas, Calime had never learned to manage wealth, and within three years she had squandered her fortune. She faced ruin. Then Prince Ohrendil offered to free her from debt and save her treasured heirlooms from the auctioneer if she would assume for five years the post of Mage at the Tower of Cirith Ungol. Never having seen firsthand the bleak desolation of Mordor, Calime readily accepted the Prince's offer. She has since wondered more than once whether debtor's prison might have been kinder to her than her chosen service.

Calime Halfelven is lovely as only one of Eldarin blood can be, possessing glossy dark hair that falls down her back, shining amber eyes, a radiant complexion and a ravishing figure. She accentuates her beauty with an extensive wardrobe of silken gowns, fur mantles and jewelry. She is partial to fiery reds and light yellows, according to her variable moods. Calime stands 5'10" tall and is now 40 years old by Men's reckoning, although time means little to her.

Understandably, in a tower full of soldiers, Calime is jealous of her privacy and keeps to herself. Many think her aloof and secretive. Both Veantur and Taurendil, Ohtar of the Fourth Line, secretly court her, and it amuses Calime not to let either know of the other's intentions.

Gamin, Physician of the Tower

A countrywoman of South Ithil'en, Gamin lost her husband in the great Corsair raid on Pelargir in 1634 and her sons to the Plague two years later. These calamities did not break her spirit, but only toughened her outwardly, reinforcing her indomitable will. Having no family to care for, Gamin offered her services to the army three years ago and was assigned to the Tower. Though her formal training is limited, her good sense and tender care place her among the best of physicians. Gamin is dearly loved by all the soldiers in the Tower, many of whom call her "Old Mother".

At 110, Gamin is into late middle age for a Dunedain, and her hair has gone grey. She is not physically attractive, but very imposing, standing 6'4" and built more heavily than the average male

soldier. Toward those in her care, her eyes twinkle with affection, and her firm, patient manner instills confidence in many a wounded soldier. Gamin looks like a tough opponent and lives up to her image. She will venture into the thick of melee, if need be, to rescue a fallen warrior.

5.2 THE ORC TRIBES

5.21 THE URUK-ONGRUM

The *Uruk-ongrum* (B.S. "Orcs of the Iron Skull"), larger of the two principal Orcish tribes in this region, number about 900, of which some 420 are adult male warriors. The Uruk-ongrum take their name from their fearsome tribal standard: an enormous, bejewelled, and magic iron skull looted from the ruins of Barad-dur, the *Ongrum*. The tribal overlords are the Chieftain, Guard Captain, and 36 Uruk-hai, of whom 27 are the Chieftain's bodyguards. The other nine Uruk-hai act as officers over the masses of lesser Orcs. Great Orc officers are fighters, averaging 8th level; the bodyguards are fighters of the 6th level. Of the lesser Orcs, there are twenty-seven 5th level *Lurg* leaders, and 355 ordinary warriors, including 185 full adults (2nd level) and 170 young adults (1st level).

Forty slaves, principally various breeds of Men and a few Dwarves, labor in the bowels of *Kra-burzum* (B.S. Mines of Darkness), the Orcs' underground stronghold, doing the dirtiest work and providing some special skills the Orcs lack. *Kra-burzum* is hidden north of the Tower of Cirith Ungol at the eastern end of one of the glens of Morgai. Slaves are of 1st-3rd levels and are treated as fighters. The Uruk-ongrum possess as well 250 goats and 30 war wolves. Several Orcs of specialized skills serve the tribe, including 3 healers of 4th level (actually Animists; *RM* Lay Healers) and a 5th level Animist, all of whom are male Uruk-hai.

From 0-50% of *Kra-burzum*'s warriors will be absent from the lair at any given time, goat herding, foraging, or raiding. Those in the lair will be laboring at their crafts, digging new passages, or simply resting and eating. One *Lurg*, which is composed of 10-20 common Orcs, will always be stationed by the gate leading through the outer wall and into the glen. Another similar *Lurg* guards the stone doors of the main entrance from inside. One-third of the officers and bodyguards are always on duty; officers prowl about the lair or lead large raiding expeditions.

5.22 THE URUK-GHASHVIR

There are 600 Orcs in the *Uruk-ghashvir* (B.S. "Orcs of the Fiery Star") tribe, including 280 adult male warriors. These Orcs live in a more impressive hold called *Lugshar* (B.S. "Old Tower"), built both above and below ground on a ledge jutting out from Morgai's rocky slopes. The partially collapsed watchtower, erected in the Second Age by Sauronic agents, is four stories high (about 100') and is sixty feet in diameter. The Chieftain, his 7 Uruk-hai officers, and 18 bodyguards comprise the tribal aristocracy; like others in the Ghashvir, they carry reddish shields emblazoned with tongues of flame. Officers are Warriors of the 9th level, while bodyguards are 7th level Warriors. The host of lesser Orcs is comprised of 19 *Lurgs*, each with a 5th level common Orc Warrior in command. Ordinary Orc Warriors number 235 — 125 full adults (2nd level), and 110 young adults (1st level). An elite shock force of 5 Hill-trolls controlled by a Troll Chief is allied with the Uruk-ghashvir and quartered in their lair. These six Trolls are so feared that the Uruk-ghashvir stand on roughly equal footing with the more numerous Uruk-ongrum; that is, the Trolls treat them all like dirt.

Twenty-five slaves are imprisoned in the caves of *Lugshar* and share living space with the Orcs's goats. While the Ghashvir goat herds are smaller than those of their rivals (only 150), the tribe has been launching vigorous raids to rectify the imbalance. Two 4th level lay healers (Animists specializing in healing spells), and an Animist (6th level), all Uruk-hai males, serve the tribe.

At any time 0-50% of *Lugshar*'s warrior Orcs will be away from their lair herding, foraging or raiding. Two *Lurgs* of lesser Orcs,

altogether 20-30 strong, always stand ready to defend the wall surrounding the tower. Two officers are on duty at any time, and a third of the bodyguards are always at the Chieftain's side. The entire guard accompanies the Chieftain to war, as does the Troll Guard.

5.23 PROMINENT INDIVIDUALS OF THE ORC TRIBES

Skargnakh, Chieftain of the Uruk-ongrum

Skargnakh has held the Chieftainship of the Uruk-ongrum for thirty years, having won possession of the *ongrum*, symbol of leadership, in a single combat to the death. He is a fearsome Orc, 6' tall, and phenomenally strong, but lacking in guile. His physical power has always won him victories, and he has let his brain atrophy. Lately, Skargnakh has been embarrassed by several successful raids on his herds and foraging parties launched by the rival Uruk-ghashvir, and he fears that his control over his officers may be slipping. In consequence, he has become ever more brutal and suspicious, reacting violently to any open criticism.

The Chieftain collects the skulls of his victims, which he mounts on stakes around his throne or transforms into jewelled goblets to hold his favorite drink, spiced fresh blood.

Krob the Demon, Troll Chief

Krob commands the Hill-troll allies of the Uruk-ghashvir, rivals of the Uruk-ongrum. His behavior in battle has earned him the appellation of "Demon," for he froths at the mouth and bellows with rage at the sight of a foe (20% chance of going berserk each round of battle). Krob stands 11' high, looming over even the largest Orcs. He is of but average Trollish wit, stupidly loyal to Uklurg, the wise Orc chieftain who feeds his trolls plenty of raw meat and beer. When drunk — after tossing down a couple of kegs — Krob can be ludicrously sentimental.

Herumor, The Dark One

Sauron's nuncio in northwestern Mordor, Herumor is charged with a dual mission: to gather information on the strength of the Dúnedain and to encourage the Orcish tribes to unite their violent energies against Gondor. Trained at Dol Guldur, he is steeped in dark knowledge and knows well the Necromancer's secrets. Herumor is 6'8" in height, of a gaunt build, and boasts a distinguished countenance. Now 80 years old, he is in middle-age for one of his race, and his black hair is streaked with grey. Herumor is invariably swathed in black hooded robes. The Orcs call him Burzash, "Dark One" in Black Speech. He has no fixed abode, but travels about Mordor mounted on a Fell Beast of the air, a gift from the Dark Lord. Few have the strength of will to long resist Herumor's piercing gaze, or the hypnotic powers of his voice, alternately smoothly persuasive or darkly threatening. The Dúnedain have heard that a user of power called Burzash is at times seen amongst the Orcs, and a few have seen his fell beast flying at a distance, but none know anything more of Herumor.

6.0 SUGGESTED ADVENTURES

Below are several suggested scenarios for adventuring in the Cirith Ungol area. Because the Tower itself is important to several adventures and a center of activity, it is described here before the actual adventures are detailed.

6.1 THE TOWER OF CIRITH UNGOL

6.1.1 GENERAL INFORMATION

While the 300' high Tower is foremost a military outpost and therefore differs in design from a residential castle, Dúnedain architects have contrived to make life in the Tower as tolerable as possible. All principal living quarters adjoin the 10' thick outer walls of the Tower at some point; thus, each room has windows for ventilation. These windows admit little light, being deep-cut and

narrow for the protection of archers. Each window has two sets of shutters, the inner of glass and the outer of solid iron. (In Mordor's dry climate, ferrous metals rust slowly, if at all). Many larger rooms have wall fireplaces, from which smoke is channeled out by a complex system of ducts and flues leading to the roof of the third tier. Inhabited rooms lacking fireplaces are heated by coals in bronze braziers and have ceiling ducts for ventilation. Frequented corridors are lit by torches in wall brackets, regularly replaced by soldiers, and rooms are illuminated by their hearths and by oil lamps hung from the ceiling.

Doors in the Tower, unless otherwise noted, are 8' high and 4' wide, set in archways, and are constructed of 2" thick, polished, iron-bound oak. Their hinges open inward. Door locks are ordinarily Hard (-10) to pick. Each officer has keys for all rooms on the level where he resides, and other prominent individuals have keys for their areas of responsibility and personal chambers. Only the Captain possesses a complete set of keys for the entire Tower. Those doors normally locked are noted in room descriptions; rooms in use are unlocked.

Sanitation is provided by a system of "garderobes", combination latrine and waste disposal chutes which connect to tubes running inside the outer wall and empty onto the rocky slopes far below the Tower. Garderobes must be regularly flushed out to keep them from clogging, an onerous duty assigned to soldiers for minor misconduct.

Communication through the Tower is carried on by means of the central stairway and by an alarm bell mounted on the roof of the third tier. The bell can be rung from there or from the Captain's chambers. Heavy supplies are moved between all eleven levels by means of the dumbwaiter shaft in the center of the stairwell, reached on each level by a wooden hatch set into the wall.

Tower corridors and rooms are typically 15' high; corridors are 10' wide in most instances.

Several traps limit access to sensitive areas of the Tower. Only the Captain possesses a complete diagram of these traps. Otherwise, knowledge is on a "need to know" basis, confined to officers, soldiers and servants who have business in the area.

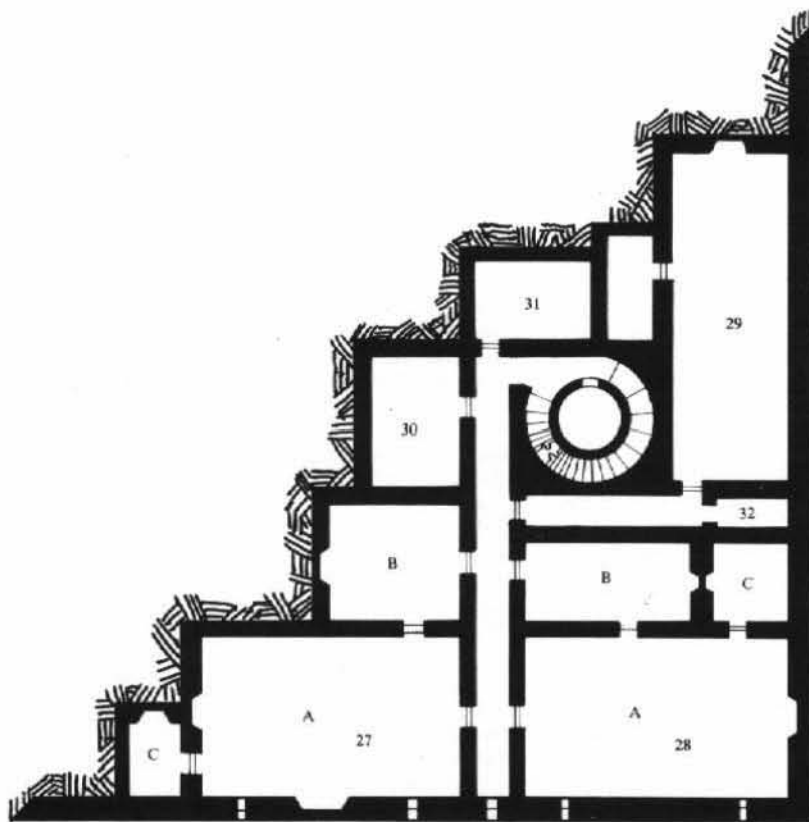
6.12 TOWER PLAN Note: See color overhead near the back of the book.

1. **Main Gate.** The arched main gate is 20' high at its peak and 20' wide. Its double doors of steel alloy, which will withstand battering by any inferior metal, are hinged to swing open inward, and require two men to move. A "murder hole" midway through the arch allows boiling oil to be dumped on enemies attempting to break in. Twelve soldiers, including four archers, patrol the wall above.
2. **Firing Platform.** Two small catapults are mounted here, with rocks stacked by each for ammunition.
3. **Stables.** The lower portion of this building houses the two heavy warhorses of the *Ohtarina* of the First and Second Lines, 6 medium warhorses of the esquires, and 8 baggage mules. A ladder leads to the loft where the two stablehands sleep. Each has a straw pallet and a small chest for possessions, with a Medium (+0) lock, holding 1-5 sp and 2-20 bp. Adjoining the stable is a small smithy for shoeing horses. Stablehands are present in this area 90% of the time.
4. **Courtyard.** There is a 20% chance that 5-10 soldiers will be drilling here, supervised by an *Ohtarin*.

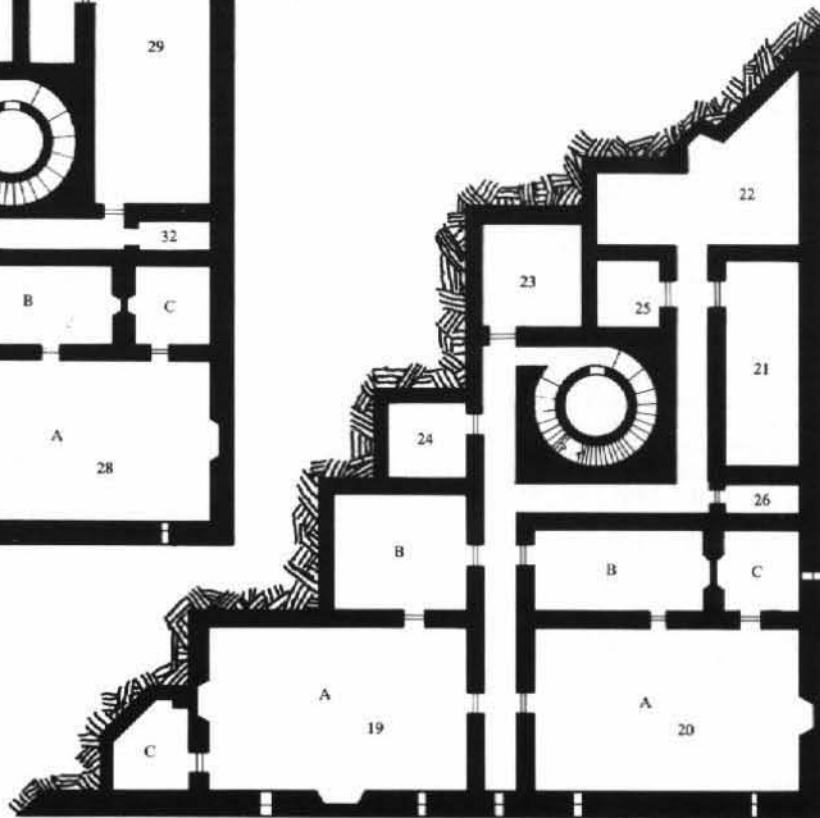
FIRST TIER

LEVEL ONE

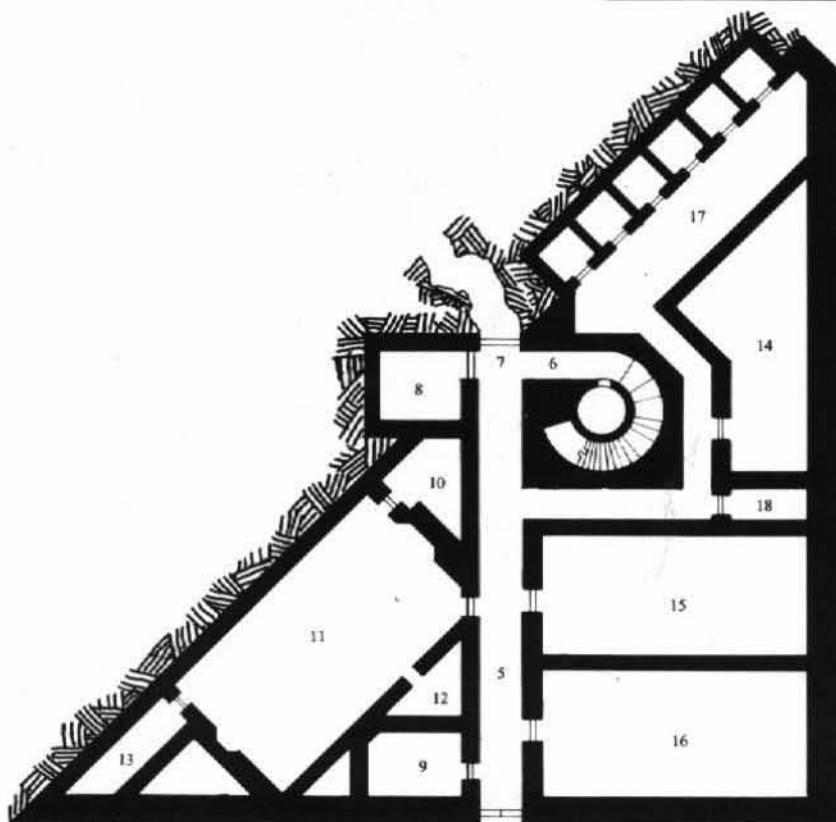
5. **Passage of Arms.** A 20' wide and 25' high corridor with a vaulted roof and several doors and openings on either side, this passage cuts diagonally across the level from the outer door to the Undergate. It is continually illuminated by torches in wall brackets.
6. **Stairway.** The last opening on the right of the Passage of Arms leads to the winding stairway connecting Levels 1-8 of the Tower. The lower end of the dumbwaiter shaft is on the right as one approaches the landing.
7. **Undergate.** Constructed of bronze plates riveted together onto a steel frame, the Undergate is 15' wide and 20' high, with a rounded arch. Its double doors, iron-barred from within, swing inward and can be moved by one man. The unusual design conceals a formidable defensive trap. Pressure of at least 100 pounds on certain points of the tunnel floor (within 10' of the gate) will cause several of the plates to swing halfway outward from the bottom, releasing earthenware canisters of highly flammable "liquid fire", an explosive chemical mixture which ignites upon contact with air. The canisters shatter as they strike the tunnel floor outside the gate, engulfing all within 30' of the gate in an inferno of flame. (All so trapped suffer 1-5 "E" heat criticals.) There are enough canisters in the gate for the trap to be activated three times before it must be refilled. The "liquid fire"



Level Three

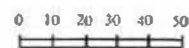


Level Two



Level One

Scale (in feet)



Tower of Cirith Ungol: First Tier

- naturally burns itself out in 30 minutes, but before that time can only be extinguished by magical means. There is a 50% chance that each individual of sufficient weight approaching the gate will set off the trap, which is Sheer Folly (-50) to locate, but can be avoided if one knows where to step, as do the Dúnedain.
8. **Undergate Guardroom.** Just inside the Undergate, this small guardroom is furnished with a bench coal brazier and water bucket. A speaking tube permits communication with those outside the gate. An iron lever, normally raised, can be depressed to deactivate the gate trap. In a locked iron chest, Extremely Hard (-30) to open, are 20 spare canisters of the "liquid fire", a highly useful missile weapon. Two heavy infantry soldiers are always stationed here.
 9. **Outer Guardroom.** Located inside the main door leading to the courtyard, this guardroom is furnished with a bench, a coal brazier and a water bucket. A speaking tube permits communication with those outside the door. Two heavy infantry soldiers are always stationed here.
 10. **Cisterns.** Two large stone vats are filled with water from mountain streams diverted by an aqueduct and a shaft cut through the cliff to the rear. Each cistern holds two week's supply of water and has a tap and a pipe connecting it to the kitchens and bathhouse.
 11. **Great Kitchens.** A cavernous hall, the kitchens are framed at either end by a colossal fireplace, and in the center is a roasting pit with a bronze hood. Several baking ovens, a mechanical grain mill, and basins with running water taps line the room. Large wooden tables, utensil racks, and cabinets for earthenware dishes are the principal furnishings. A locked wooden iron-bound chest, Very Hard (-20) to open, holds a full silver table setting for 12, worth 300 sp. The kitchens are also the living quarters of the three cooks and six scullery hands, who keep their straw mattresses and chests here, the latter with Medium (+0) locks, each containing 1-5 sp and 2-20 bp. These servants have an 80% chance of being present.
 12. **Pantry.** Here fresh bread and vegetables, kegs of salt, pepper, and various cooking herbs are stored. The door is locked.
 13. **Buttery (Wine Cellar).** Always locked, this cool room contains dozens of kegs of beer, ale and mead, and a rack of fine wines and liquors, including several bottles of Dorwinion white wine (5 gp each), and two flasks of Elven mead (100 gp each).
 14. **Bathhouse.** This warm chamber has tiled floor and a central sunken pool, 3' deep, filled with hot water. Hot steam issues from water pipes running over hot coals, creating a pleasant steamy effect. 1-4 soldiers, officers or servants will be here 50% of the time.
 15. **Lumber Room.** Many cords of stacked firewood are kept here.
 16. **Coal Cellar.** A dozen bins of coal fill this sooty room.
 17. **Cells.** This block of six 10'x10' cells, each having an iron door with a barred peephole, is guarded by a heavy infantry soldier if any captives are present. Cell doors are kept locked; the guard has a key. There is a 20% chance that each cell will hold an Orc captive (80%), a Troll (5%), or a soldier being punished for a major conduct infraction (15%). Each cell is dark and has a straw pallet and wall manacles.
 18. **Garderobe.** A latrine for three, this room is scented with fragrant herbs.

LEVEL TWO

19. **Barracks Hall.** Barracks in the Tower conform to a standard design, each intended to hold a full Line of 20 men.
 - A. **Sleeping Chamber.** A small hearth warms the room, and the furnishings are 10 simple wooden cots shared by soldiers on different shifts. 20 personal chests hold belongings and wealth of 11-15 sp and 10-100 bp each, with a Medium (+0) lock. Five earthenware washbasins rest on small tables.
 - B. **Dining Chamber.** Set in one wall is a large fireplace. The room is furnished with a long table on trestles and benches.
 - C. **Ohtarín's Chamber.** This room is used by the Ohtarín, his esquire and valet. It has a small hearth and is furnished with a full bed, two wooden cots, a table, a cabinet, two washbasins (the Ohtarín's is of bronze), and three personal chests. The valet's chest holds 1-5 sp and 11-20 bp, the esquire's 16-20 sp and 10-100 bp. Both chests have Medium (+0) locks. The Ohtarín's personal chest, which is iron-bound and has a Very Hard (-20) lock, contains 100 gp and 500 sp. This barracks hall is the quarters of the First Line of heavy infantry, under the Ohtarín Hallandur. Nine to twelve soldiers will always be present, usually unarmed, but able to reach their weapons in an instant. There is a 50% chance that Hallandur, his esquire, or a valet will be here.
20. **Barracks Hall.** Similar to the larger Barracks Hall (#19) except that this area is vacant, with no treasure, and is locked. It is opened once a month for the escort of the supply train, and so is kept reasonably clean.
21. **Armory.** Spare arms, armor, and other military gear are stored here. The iron door, always kept locked, is Very Hard (-20) to open. An unsuccessful attempt to pick the lock, or any attempt to force it open, springs a trap. The stone floor opens into a 10' square pit before the door, and the intruder drops 30' into a cell on Level One directly below. The trap promptly recloses so that rescue is barred. Inside the armory are found: 25 sets of chain, 5 sets of rigid leather, 10 sets of soft leather, 40 helmets of various sorts, 30 shields, 12 unstrung +5 yew longbows (the strings are in a chest with a Hard (-10) lock nearby), 3000 arrows, 30 broadswords, 100 javelins, 10 shortswords, 10 battleaxes, 10 slings, 1000 iron sling bullets, 10 clubs, 25 daggers, 5 oaken staves and 4 mounted lances. 10% of the arms and armor herein are of +5 steel, while the rest is ordinary iron. Other supplies — backpacks, tents, undercoats, surcoats, etc. — are abundant.

22. **Smithy.** A large forge and anvil are the centerpieces of this room, and there are several worktables, racks of tools, and scattered pieces of armor and weapons. The two smiths sleep on straw mattresses; their personal chests with Medium (+0) locks each contain 6-10 sp and 21-50 bp. An adjoining locked room is the bedchamber of the Armorer, which is furnished with a bed, chest, cabinet, and washbasin. Balur's room is heated by a small hearth. In one corner of the room is a 10' square iron plate set into the floor, to which an iron coffer is bolted. It contains Balur's hoard of 800 gp and 1200 sp. The lock is of Dwarfish design, Sheer Folly (-50) to pick, and any unsuccessful tampering or attempt to force the lock will release a powerful electric charge. Anyone in contact with the chest or the iron plate takes an electricity "D" critical each round. (Balur is very concerned about his money.) It is 80% likely that the smiths and Armorer will be present. If Balur is present, there is a 10% chance that Amrod will be here also, and that they will be drinking. The smithy contains a large quantity of spare metals: 50 iron ingots, 10 steel ingots, and 5 ingots each of superior steel and steel alloy.
23. **Granary.** Large barrels and bins in this room hold stores of various unmilled grains: wheat, corn, rice, oats and barley. The door is usually locked.
24. **Smokehouse.** A low wood fire in a floor pit maintains a smoky atmosphere; large cuts of meat are suspended on hooks from the ceiling. The door is customarily locked.
25. **Storeroom.** Here flasks of oil, torches, barrels of dried, salted and pickled foodstuffs, bolts of cloth, and other general provisions are kept. The door is locked.
26. **Garderobe.** Same as #18.

LEVEL THREE

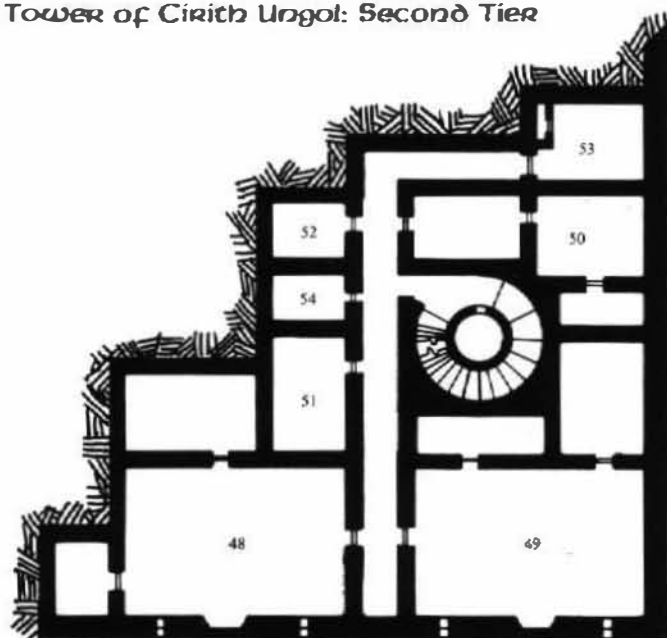
27. **Barracks Hall.** Same as #19. This hall is the quarters of the Second Line of heavy infantry under Amrod. The Ohtarín's personal chest, iron-bound with a Very Hard (-20) lock, contains 50 gp, 700 sp, and several bottles of purloined wine.
28. **Barracks Hall.** Like #19, but vacant, with no treasure, and locked. It is opened once a month for the escort of the supply train, and so is kept reasonably clean.
29. **Hall of Healing.** A long chamber with a fireplace at one end, this Hall is furnished with a score of wooden cots, each with a personal fire brazier to keep the occupant warm. An adjoining room is the bedchamber of the Physician and two assistant layhealers. It is warmed by a small hearth and furnished with three beds and chests, a cabinet, table and two washbasins. Each assistant healer's chest, with a Hard (-10) lock, holds 5 gp and 11-15 sp. The Physician's, iron-bound with a Very Hard (-20) lock, has 20 gp, 200 sp, and one 25 gp gem. A secret room connected to the bedchamber, Extremely Hard (-30) to locate, contains the herbal stores of the Tower, which stand in assorted containers and bottles labeled in Sindarin. Any herb growing in west or northwest Middle-earth can be found here. There will be 100 doses of each herb costing under 1 gp, 10 doses of 1-10 gp herbs, 3 doses of 11-100 gp herbs, and only 1 dose of herbs over 100 gp value. (Account for regional distance in calculating value.) At any time, 1-5 soldiers will be laid up in the Hall of Healing. The Physician and her assistants are present 90% of the time.
30. **Laundry.** This room is furnished with several wooden tubs, tables and flatirons, and a metal heating tray over a coal brazier. A fireplace allows water to be heated in kettles. 1-4 soldiers or valets will be present 50% of the time.
31. **Storeroom.** Same as #25.
32. **Garderobe.** Same as #18.

SECOND TIER

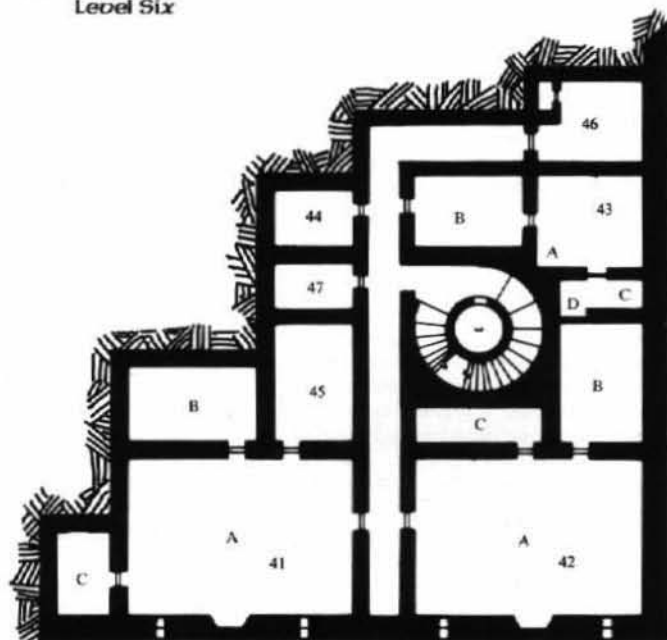
LEVEL FOUR

33. **Outer Door.** Leading to the ledge, this arched door of steel alloy is 4' wide and 8' high. It is kept locked and is Very Hard (-20) to open. From the inside, it opens automatically. Failure to pick the lock or any attempt to force entry from outside causes the 10' square block of the ledge before the door to tilt downward, dropping the hapless intruder 80' to the courtyard. There are no windows or projections to grasp directly in the line of fall.
34. **Barracks Hall.** Like #19. This barracks is the quarters of the Fourth Line of archers, under Taurendil. The Ohtarín's personal chest, iron-bound with a Very Hard (-20) lock, contains 40 gp, 500 sp, and four 10 gp gems.
35. **Barracks Hall.** Like #19, but vacant, filled with cobwebs and dust but no treasure. (This barracks is reputedly haunted. Actually, a loose chimney flue creates a chill in the air and makes mournful sounds when the wind blows outside.)
36. **Officer's Chambers.** Following a regular pattern, this suite is designed for the *Thangon* of a troop, his esquire and valet. It is presently vacant, with no treasure, only a thick layer of dust.
 - A. **Bedchamber.** A small hearth heats this room. Furnishings include a bed and two wooden chests, a cabinet, two washbasins (one of bronze), and three personal chests.
 - B. **Dining Chamber.** Heat comes from a large fireplace. The room is furnished with a table, high-backed chair, two benches and serving buffet.
 - C. **Wardrobe.** This is a large closet with clothing pegs and a clothes press.
 - D. **Secret Closet.** There is always such a room in a chamber of this type, although never in exactly the same place. It is Extremely hard (-30) to locate and stands behind the Wardrobe.
37. **Guest Chambers.** Intended for important visitors, this suite is kept locked when not in use, but is reasonably clean.
 - A. **Bedchamber.** This room has a fireplace, fine hangings covering the walls, two beds, two personal chests with Hard (-10) locks, and two bronze washbasins.

Tower of Cirith Ungol: Second Tier



Level Six



Level Five



Level Four

8. **Wardrobe.** This large closet has clothing pegs and a clothes press.
38. **Carpenter's Chamber.** Furnishings here are simple, limited to a wooden cot, chest, washbasin, worktable and tool rack. A small hearth provides heat. The chest, with a Medium (+0) lock, holds 10 sp and 30 bp. The carpenter is present 60% of the time; if not, the door is locked.
39. **Storeroom.** Identical to #25.
40. **Gardrobe.** Same as #18.

LEVEL FIVE

41. **Barracks Hall.** Same as #19. This barracks is the quarters of the Third line of heavy infantry, under Frocca. The Ohtar's chest, iron bound with a Very Hard (-20) lock, contains 50 gp, 300 sp and three 10 gp gems.
42. **Barracks Hall.** Same as #19, but vacant, with no treasure, only cobwebs and dust.
43. **Officer's Chambers.** Like #36, and similarly vacant — almost. The suite is haunted by the spirit of a Thangon who died here after being poisoned in battle. Soldiers fear this area — where furniture is seen at times to have moved though no one has been in the room — and a perpetual chill is in the air. Torches always seem to blow out. In fact, the ghost is not hostile to the Dúnedain of the Tower, but only wants to be left alone. Should enemies enter the chambers, he will reveal himself and attack. The ghost is a 10th level warrior, 120 hits, chain (MAT 16, DB-100), Melee OB 115hs, hit only by enchanted weapons. Upon first seeing the ghost, all must save against fear (as Bard spell) or flee the room in terror. The ghost will not pursue beyond the door. In the room's secret closet, in an iron coffer, Very Hard (-20) to open, is a cache of ten 25gp gems that belonged to the Thangon.
44. **Mason's Chamber.** Sparsely furnished, the room has only a wooden cot, chest, washbasin, and rack of mason's tools. The chest, with a Medium (+0) lock, holds 20 sp and 25 bp. A small hearth provides heat. The mason is present 60% of the time; if not, the door is locked.
45. **Storeroom.** Same as #25.
46. **Guest Chambers.** Identical to #37.
47. **Gardrobe.** Same as #18.

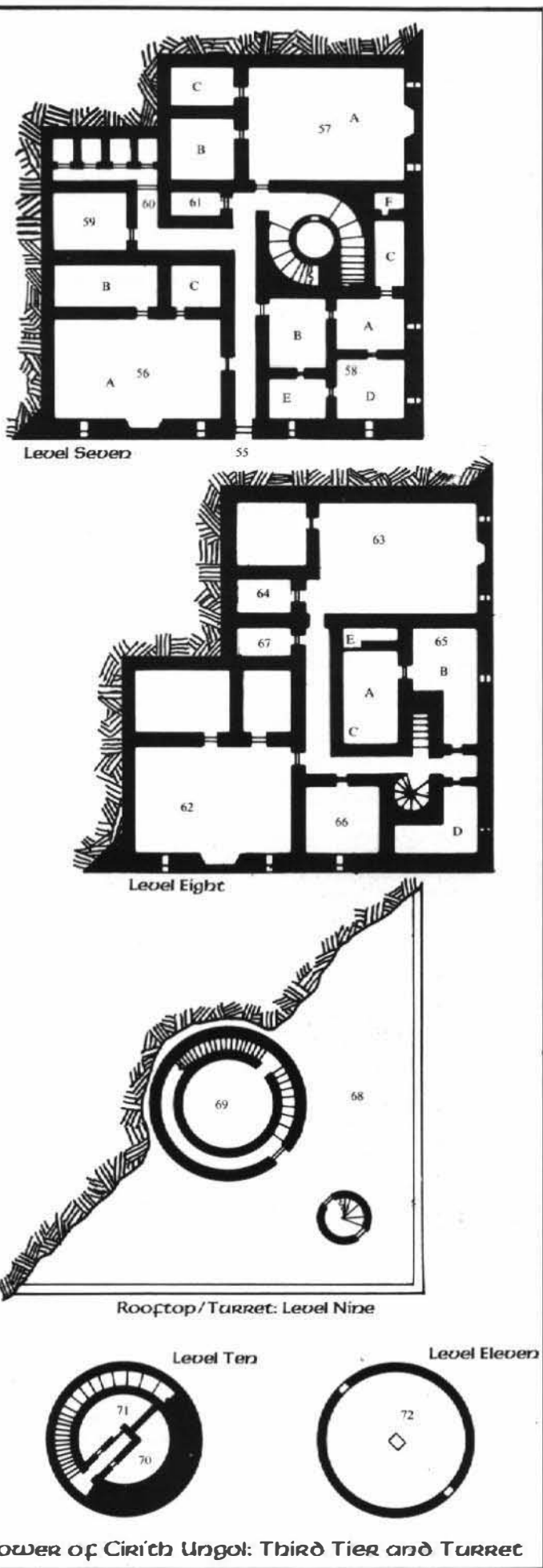
LEVEL SIX

48. **Barracks Hall.** Like #19, vacant, with no treasure, and visibly disused.
49. **Barracks Hall.** Same as #19, vacant and not used.
50. **Officer's Chambers.** Like #36. This suite is the residence of the Lieutenant of the Tower, Athugavia, and his esquire and valet. A secret closet contains a locked iron chest, Very Hard (-30) to pick, with 400 gp, 1000 sp, five (20 gp) gems. Lidumav's necklace of silver with a single diamond worth 150gp, and a parchment scroll from the Necromancer written in Eothric are also stored within the hidden closet. When not carried by its owner, *Mundwine* the sword is stored here as well. The personal chest of the valet, with a Medium (+0) lock, contains 1-5 sp and 11-20 bp, while the esquire's chest with a Medium (+0) lock contains 16-20 sp and 10-100 bp. The Thangon's personal chest rests in open view in the bedchamber, iron-bound with a Very Hard (-2) lock, contains 10 gp, 50 sp and a silver goblet worth 5 gp. This small cache is designed to delude thieves from searching further. There is a 50% chance that the Lieutenant with his retinue will be present; if not, the chambers are locked.
51. **Scribe's Chamber.** Furnishings here are a bed, chest, washbasin, and a large desk, on top of which are ink bottles, quills, stacks of parchment, and 4 tomes on languages and calligraphy (worth 5 gp each). Heat is provided by a small hearth. The scribe's chest, with a Medium (+0) lock, contains 10 gp and 50 sp. In a desk drawer are 2 bottles of invisible ink. 80% of the time the scribe is here; if not, the chamber is locked.
52. **Storeroom.** Like #25, it contains fewer supplies since few men live on this level.
53. **Guest Chambers.** Identical to #37.
54. **Gardrobe.** Like #18.

THIRD TIER

LEVEL SEVEN

55. **Outer Door.** Like #33, and with the same trap. There is, however, a chance that after the first 70' drop, one will catch the next ledge, an Extremely Hard (-30) maneuver; if not, it's another 80' fall to the hard cobblestones of the courtyard. (Oof!) See MER Table CST-2 for full effect.
56. **Barracks Hall.** Like #19, vacant with no treasure, and clearly very long in disuse.
57. **Barracks Hall.** Like #19, vacant, not counting the ghost. This hall is haunted by the spirit of an Ohtar who was possessed by a demon — the unfortunate side effect of a previous Mage's spells — and had to be slain by his own men. Understandably, this left the Ohtar with ill feelings. The ghost is malevolent toward anyone entering the chambers, in which case there is a 50% chance that the ghost will appear and attack. Treat the ghost as a 7th level warrior, 90 hits, AT chain/RAT 16(80), Melee OB 95ba, hit only by enchanted weapons. Any who see the ghost must save against fear (as Bard spell) or flee in terror. The ghost will not pursue beyond the barracks, and if faced with a powerful enchanted weapon, will disappear. Under the mattress in the Ohtar's bed is a +15 steel alloy broadsword with a golden hilt.
58. **Chambers of the Mage.** Here is the residence of the Mage Calime and her apprentice Erwen, who are present 90% of the time; if not, the chambers are locked. Always present is Calime's familiar and favorite pet, a blue longhaired cat, *Luinar* (S. "Blue Fire"), which wears a collar of fine leather imbued with an invisibility spell usable once a day.



- A. **Bedchamber.** This room is warmed by a fireplace and is carpeted and richly hung. Its furnishings include a sumptuous red-canopied bed, a snail bed, two chests (with no treasure) and two bronze washbasins.
- B. **Dining Chamber.** A large fireplace with a marble mantelpiece heats this room, which is furnished with a polished mahogany table, six high-backed chairs, and a serving buffet. The floor is tiled, and a silver chandelier hangs from above the table.
- C. **Wardrobe.** Clothes racks and a press furnish this closet, packed with Calroe's extensive wardrobe of silken gowns and furs.
- D. **Library.** The room is heated by a coal brazier and furnished with a desk, lectern, and several cabinets. In the shelves are 60 volumes on history, languages, and cultures (worth 10 gp each) and 6 on magical lore (worth 100 gp each). A secret compartment behind one of the cabinets. Extremely Hard (-30) to locate, shebers the *Crystal of Remembrances* (see section 7.1). The compartment is guarded by a trap. Very Hard (-20) to detect and deactivate: a steel blade will slice down to sever any hand placed within.
- E. **Laboratory.** Here the Mage performs summonings and spell research. Wall shelves are well stocked with arcane essences, flasks and beakers. A strange runic symbol is inscribed on the floor. In an iron coffer, with an Extremely Hard (-30) lock, are 25 scrolls of rune paper, 8 of which have been inscribed with various Base Magic spells through 5th level, the rest have varied Open Essence Spells (roll on *MERP* table ST-6).
- F. **Secret Closet.** Sheer Folly (-50) to locate, this closet contains a locked iron chest, Very Hard (-20) to open, with the remnants of Calroe's fortune: 200 gp, 650 sp, 10 (50 gp) gems, and 5 pieces of jewelry, including 2 (100 gp) golden rings, a jewelled cloak clasp of silver worth 50 gp, a 250 gp diamond necklace, and a golden tiara worth 300 gp. The *Rod of Geliad* (see section 7.1) is also stored here when not needed.
59. **Storeroom.** Like #25, but holding fewer supplies since few people live on this level.
60. **Cells.** Four 10' by 10' cells are like those described in #17, but are rarely used.
61. **Garderobe.** Like #18.

LEVEL EIGHT

62. **Barracks Hall.** Like #19, vacant with no treasure, and clearly long in disuse.
63. **Barracks Hall.** Similar to that of #19, vacant with no treasure, and long in disuse.
64. **Kitchen.** A single large fireplace stands on one wall of this room, with a built-in baking oven. A small side pantry holds some stores of cooking herbs. This area is used for preparing foods when the Captain or Mage is entertaining, so that meals will not become cold on the way up from Level One.
65. **Chambers of the Captain.** These are the quarters of the Captain of the Tower, *Veantur*, and his squire and valet. Beyond doubt, it is the most richly furnished and spacious suite in the Tower. The Captain and his retinue are here 70% of the time; if not, the chambers are locked.
- A. **Bedchamber.** Heat is provided by a fireplace. The floor is tiled, and rich tapestries cover the smooth walls. Furnishings include a massive blue-canopied bed, a lesser bed and a wooden cot, a cabinet, three chests, and three washbasins (the Captain's is silver). Two of the chests have Medium (+0) locks; the valet's contains 1-5 sp and 11-20 bp, and the squire's 16-20 sp and 10-100 bp. The Captain's chest, of iron-bound lebethron wood with a Very Hard (-20) lock, contains 30 gp, 200 sp, and a golden goblet worth 100 gp, but this hoard is merely to distract thieves from the greater treasure hidden elsewhere.
- B. **Dining Chamber.** A wide fireplace with a black marble mantel and intricately-carved geometric designs stands at one end of this room, which has a tiled floor. The long polished mahogany table is the centerpiece, surrounded by 12 high-backed chairs, including the Captain's seat of lebethron with dragon-head arms. To the side is a serving buffet, and above the table hangs a silver chandelier.
- C. **Wardrobe.** This large closet, with a clothes press and racks, is filled with the Captain's expensive garments.
- D. **Office.** A small hearth heats this chamber, which is furnished with a large oaken desk, a cushioned seat, several cabinets holding books and the records of Tower. While the records are mostly mundane supply accounts and the like, an hour spent searching through them will uncover a complete map of the Tower and its traps. Altogether, there are 125 volumes on history, politics, and military tactics (worth 10 gp each) and 10 volumes on the lore of Essence (worth 100 gp each).
- E. **Secret Room.** Sheer Folly (-50) to locate, this room is protected by a trap, also Sheer Folly (-50) to detect and disarm. The trap drops intruders standing in 10' square before the door 25' down and into a cell on Level Seven. Then the trap promptly recloses. The room holds, in an iron chest, Very Hard (-20) to open, the Captain's library of Spells worth 1600 gp, along with 20 mp, 1200 gp, 2000 sp, 20 (100 gp) gems, and the case for the *Ring of Axardil*. The Captain also keeps his sword *Gildagor* and his mithril armor and shield here.
66. **Chapel.** Ordinarily, the Dúnedain worship in natural settings, but given the lack of suitable sites in Mordor, this chapel has been built within the Tower. It is circular, with two tiers descending to an open space in the center which is lighted by a golden chandelier. Furnishings are austere — merely two rows of plain benches around the tiers. The floor is tiled, and tapestries on the walls depict the fourteen Valar in material form. There is, of course, no representation of Eru, for that would be sacrilegious. 10% of the time someone will be here meditating on the divine.
67. **Garderobe.** Same as #18.
68. **Rooftop.** Six soldiers, including two archers, are on guard here. They will try to pin any attackers within the 10' square domed chamber covering the stairwell.

Failing that, the archers retreat to the turret. In either case they will be sure to sound the alarm bell at the edge of the parapet and thereby alert the entire tower.

TURRET

LEVEL NINE

69. **Barracks Chamber.** This level of the turret consists of a single round windowless room, 50' in diameter, which is always locked. It is intended as a place of final refuge for the garrison should the lower levels fall and is furnished with 10 wooden cots, a large table and benches, and a garderobe for one. The chamber is actually elevated some 10' above the base of the turret. In the space below is a cistern filled by an aqueduct from the mountains and reached by a trap door in the center of the room.

LEVEL TEN

70. **Storeroom.** Here dried foodstuffs, barrels of ale, torches, oil, and other supplies sufficient to allow 20 men to defend the turret for a month are stored. In addition, there is a supply of 500 arrows, 100 sling bullets and 20 javelins. The door is always locked. A ladder for ascending to the High Chamber is stored here.
71. **Treasury.** The wooden door on this side of the passage cannot be opened, as it is false. Attempts to force it will cause a steel plate to slide out from the wall by the stairway and seal off exit from the passage; from outside, it can be reopened by rotating the torch bracket on the landing. The real door is 10' further down and is secret. *Sheer Folly* (-50) to detect. If opened without shielding one's eyes, a *Sign of Paralysis* is inscribed on the opposite wall inside the room will affect all looking in who fail to resist vs. 10th level. The Treasury contains five locked iron chests. Extremely Hard (-30) to open, holding respectively: 200 gp, 5000 sp, 3000 bp, 4000 gp in gems, and 4 ingots of *mithril*.

LEVEL ELEVEN

72. **High Chamber.** This round chamber, 50' in diameter at the base, forms a hemisphere and can be reached only by a secret trap door in the center of the roof of the passage below. The secret door is Extremely Hard (-30) to locate. It is furnished with a single ceiling lamp, an octagonal table with eight high-backed

chairs, a straw pallet, and set of manacles. The manacles are covered by a veneer of iron but are actually made of the golden alloy *Kregora*, which drains the power points of anyone wearing them and prevents any spells and implanted spell items from functioning.

6.13 MOVEMENT AND ENCOUNTERS IN THE TOWER

Movement through the Tower is at normal rates, but intruders trying to keep their presence unknown or any involved in combat must make a general maneuver roll each turn to determine party speed, taking into account factors such as lighting. Every 5 minutes a roll should be made on the Encounter Table, until the intruders are discovered (and thus the entire Tower is alerted).

Roll	Encounter
1-40	None
41-55	Servants (e.g., valets or scullery hands). 1-2 encountered. Will avoid combat and raise alarm.
56-65	Soldiers, returning from/going to guard duty, fully armed. 1-6 encountered. Randomly determine which Line each is from.
66-85	Soldiers, off-duty, unarmored with one weapon. 1-4 encountered, randomly determine which Line each is from.
86-95	Ohtarín with esquire on patrol. Randomly determine which of four.
96-100	Captain or Lieutenant with esquire. Randomly determine which one.

NPCs AT THE TOWER OF CIRITH UNGOL: T.A. 1640

Name	Lvl	Hls	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Ventur	16	85	Ch/19	85	Y20	A/L	90bs	50cp	25	Dúnedain warrior. Mithril chainhauberk, mithril shield, <i>Gildagor</i> , Ring of Axardil. 48 PPs, 6 lists (does not wear armor when throwing spells).
Althugavia	12	100	RL/10	60	Y	A/L	110bs	80lb	30	Northman Ranger. Leather armor (black/enchanted), <i>Mundwine</i> , +10 bow. Elven Cloak. 12 PPs, 3 lists.
Calime	10	35	None/2	45	N	-	35da	-25	5	Half-elven Magician. Bracers, +30 to DB, +10 dagger, <i>Rod of Gelind</i> , <i>Crystal of Remembrance</i> , Elven cloak.
Balur	6	80	Ch/13	50	Y	A/L	105ha	85cb	-5	Dwarf warrior. +10 chain shirt and shield, +15 hammer (+25 vs dragons).
Gamin	9	40	Ch/13	10	N	-	60qs	-25	-5	Dúnedain Anist (Lay Healer). +15 chain shirt, +10 quarterstaff, Ring, x2 PP, stores 3 spells. 36 PPs, 8 lists.
Heramor	12	40	None/2	35	N	-	45qs	-25	5	Black Númenorean Magician (Astrologer). Staff, x3 PPs. +30 to RRs and DB. Robes, +20 to hiding. 72 PPs, 11 lists.

Type	Race	#	Level	Hls	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Esquire	Dúnedain	6	4	55	Ch/14	40	Y5	A/L	80bs	45pl	10	+5 Armor and Shield. Posess Medium Warhorses.
Medium Warhorses		6	3	140	SL/3	15	-	-	MTr50	-	20	-
Men-at-arms	Dúnedain	20	3	45	Ch/14	35	Y	A/L	75bs	50pl	5	First Line, from S. Ithilien.
Men-at-arms	Dúnedain	20	3	45	Ch/14	30	Y	L	65bs	40pl	0	Second Line, from S. Ithilien.
Men-at-arms	Dunlending	20	3	40	Ch/14	5	N	L	65ba	50sl	0	Third Line, from Lossarnach. +10 climbing maneuvers.
Men-at-arms	Dúnedain	20	3	45	Ch/13	5	N	-	77sa	60lb	5	Fourth Line, from M. Ithilien. +5 longbows. +5 Arrows, +10 walking & hiding maneuvers.
Smiths	Dúnedain	2	2	30	RL/9	25	Y	-	55wh	40da	0	Non-combatants; will fight only in self defense.
Healers	Dúnedain	2	3	20	None/1	10	N	-	35qs	-25	10	Non-combatants; will fight only in self defense. 6PP, (x2 ring), 7 Anist Healing Lists.
Servants	Dúnedain	20	1	20	None/1	5	N	-	45cl	25da	5	Non-combatants; will fight only in self defense.

CODES AND COMMENTS

- a) Shields equal to 20 or 25.
- b) Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a +5 shield"). Combatants untrained in a type of weaponry (e.g. Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.
- c) Weapon abbreviations follow OBs: ss — short sword; bs — broadsword; sc — scimitar; th — two hand sword; ma — mace; ha — hand axe; wh — war hammer; ba — battle axe; wra — war mallet; cl — club; qs — quarter staff; da — dagger; sp — spear; ml — mounted lance; pa — pole arm; sl — sling; cp — composite bow; sb — short bow; lb — longbow; cb — crossbow; bo — bola; fa — falchion. Animal attacks are abbreviated using code from "Beast chart".
- d) The numbers after the Armor Type listed determine the characters exact armor. The number applies to the pertinent *ROLEMASTER* armor class. "A" and "L" are used to indicate arm and leg greaves, respectively. All armored NPC's are assumed to wear helmets (unless they are very stupid).

6.2 ABOUNTY HUNT

Setting: Tower of Cirith Ungol; interior of Mordor.

Requirements: A low-level party, made up of 1st - 4th level adventurers should be sufficient, if there are at least five or six. Fewer party members would necessitate slightly higher levels. Since lower-level characters would find it difficult to take on the perils of Mordor unaided, this scenario is a possible introduction to the area.

Aids: Maps of the Morgai area, rumors of Nazog's habits and a possible hideout location.

One fine morning in Minas Ithil, as the adventurers awaken after a night of revelry they find this notice, written on a parchment scroll and tacked above the mantel in their inn:

*HARKEN, ALL YE LOYAL SUBJECTS
OF PRINCE OHRONDIL!*

*FOR HIS THIEVERY AND MURDERS COMMITTED
AGAINST THE SOLDIERY OF ITHILIEN, THE OUTLAW
NAZOG HATH BEEN CONDEMNED TO DIE!*

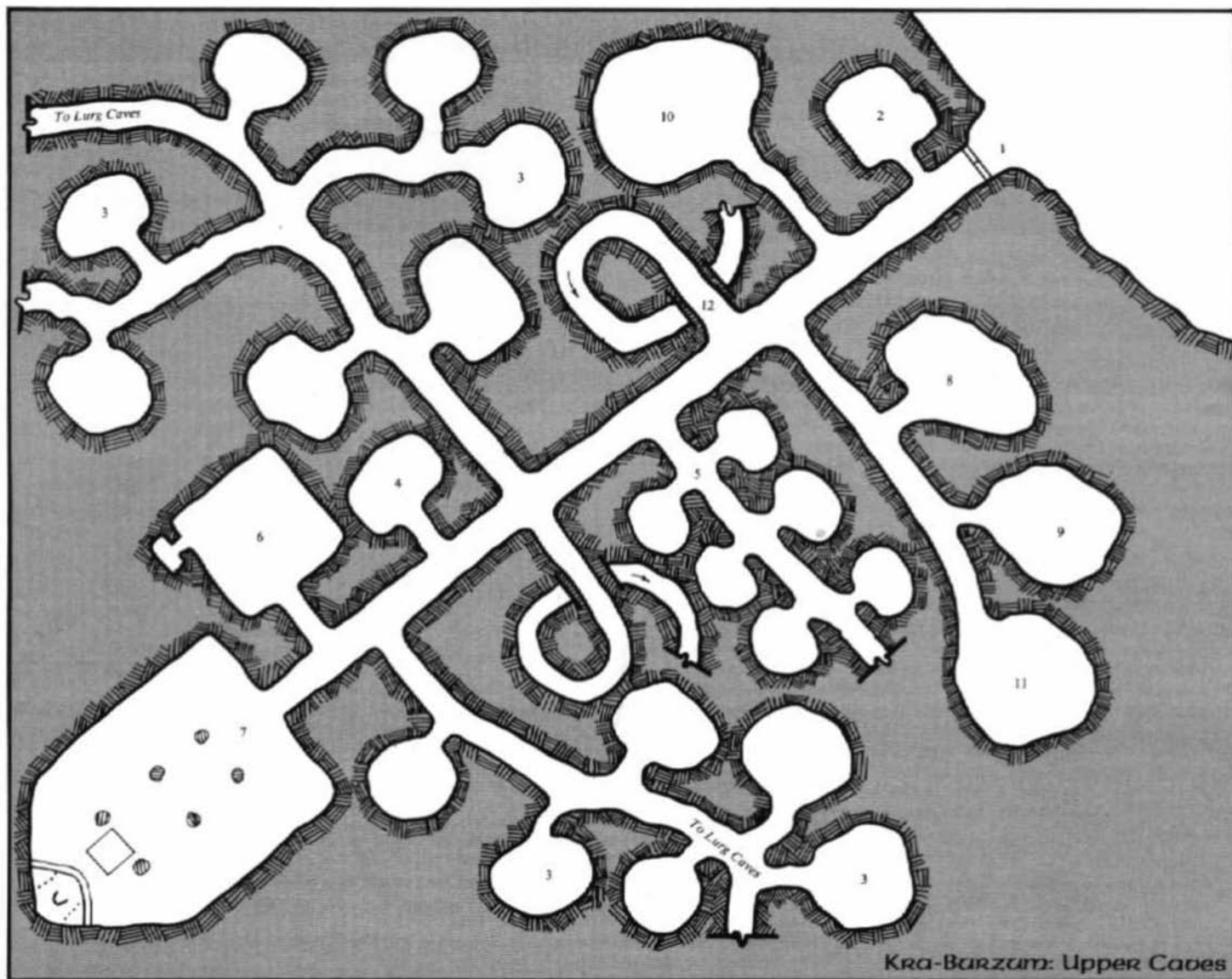
*ALSO KNOWN AS THE FINDER, NAZOG IS SAID TO
DWELL IN THE BORDER MARCH OF THE MORGAI. FOR
THE PERSON OF NAZOG, OR A TRUE TOKEN OF HIS
DEMISE, THE PRINCE OFFERETH ANY SUBJECT OR ANY
STRANGER THE SUM OF 500 PIECES OF GOLD. INQUIRE
FURTHER AT THE TOWER OF CIRITH UNGOL.*

Adventurers are free to take the safer route through Cirith Ithil to the Tower, and to use the Tower as a base for their bounty hunt. Clues to Nazog's whereabouts may be offered by Lieutenant Athugavia, who is familiar with the ways of the Morgai. Spying on the Orc tribes may yield further information. Nazog is an elusive quarry, requiring several expeditions to hunt down, if he can be found at all. Between journeys, player-characters may interact with the NPC's of the Tower.

A related adventure for slightly higher levels might be a raid on one of the Orc tribe lairs, perhaps to rescue a captured officer from the Tower — maybe even Athugavia himself. If the group is fairly low-level, a couple of 'volunteers' from the Tower garrison might accompany the group.

ORC HOLDS

Passages in Orc holds are typically 10' wide and 10' high; caves are 15' high and of irregular size. Only a few doors stand; most exist to seal off important areas. Doors are 6-8' high and 4' wide, made of iron-bound crude wooden planks 2" thick, and have locks of Medium (+0) difficulty. When occupied, caves are lit by torches in wall niches and firepits, but heavy shadows still prevail, due to the smoke. The air inside is heavy and stale and everywhere carries the scent of garbage and rot. These caves are obviously artificial, hewn from the igneous rock. Sloping passages are indicated by arrows.



6.21 KRA-BURZUM

UPPER CAVES

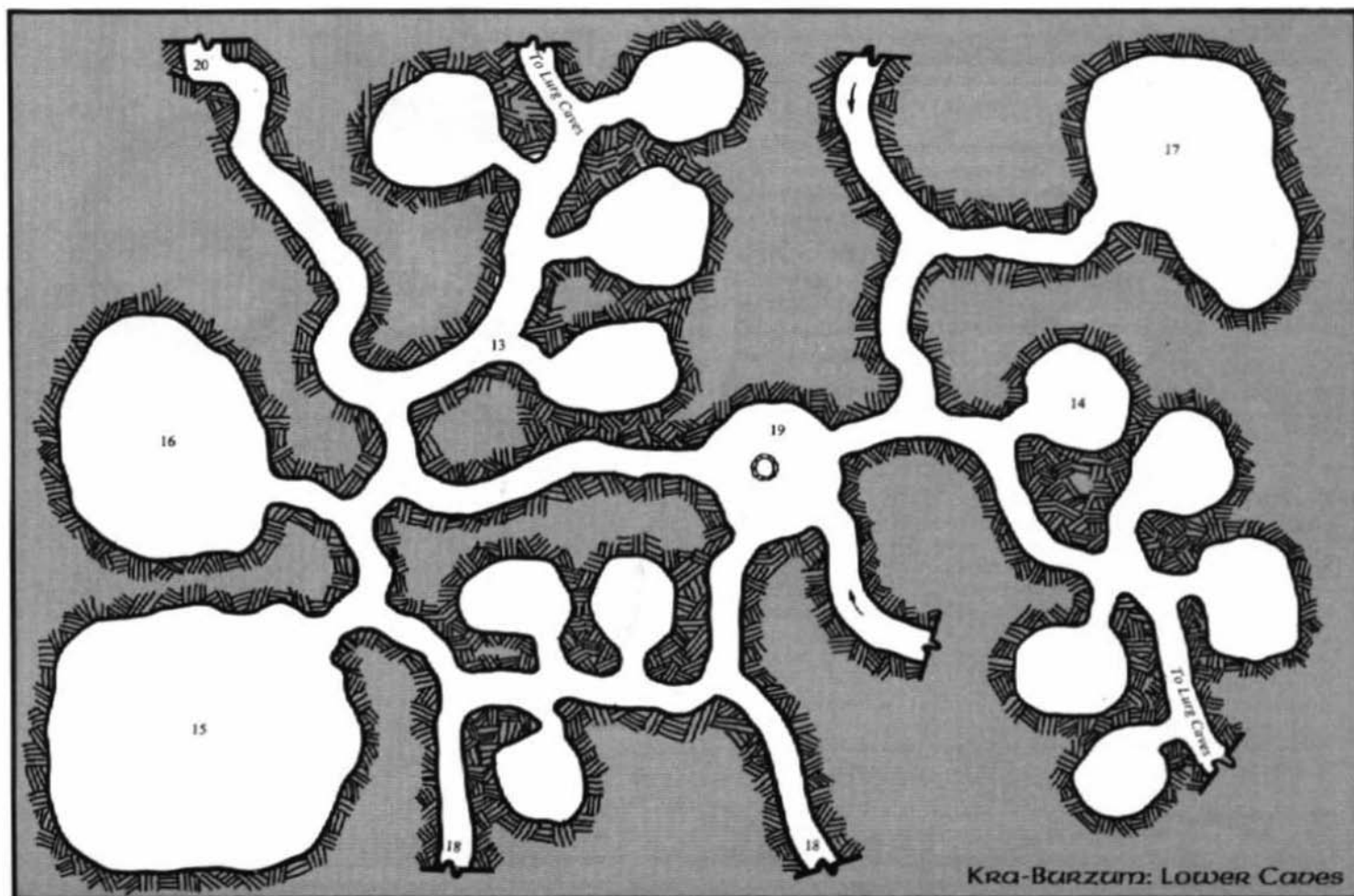
1. **Main Gates.** Thesedouble stoneslabs, which are mounted on ironpivots, are 10' wide, 15' high and 2" thick, open inward, and are sealed by sldding iron bars across the center. Two Orcs are required to open each door.
2. **Guardroom.** One *turg* of 11-15 Orcs is always stationed here, just inside the gates. The area nearby is furnished with stone seats and a barrel of cheap liquor.
3. **Lurg Caves.** Altogether 27 of these caves exist throughout the complex, 15 on the upper level. Each is home to a lurg of 11-15 common Orcs. Typically, a *turg* includes a mixture of young and adult warriors, with a leader. Six to nine female Orcs dwell here and are considered to be the property of the leader and older warriors. Straw pallets are scattered in the corners, around a stone table. Bones are strewn about. It is 50% likely that the warriors of the lurg will be present at any time; the females are always here. Orc warriors each have 1-5 bp and 6-10 cp, and the leader carries 6-10 sp and 12-30 bp.
4. **Bodyguard Cave.** The dwelling of the Uruk-hai guards is no less rank than the *turg* holes, but more spacious, with similar furnishings, gaudy trophies, and several barrels of liquor. 11-15 of the guards will always be present, and it is 50% likely that Grogkha, the Captain of Guard, will be found here. Personal wealth of the guards is 6-10 gp and 16-20 sp.
5. **Officers' Caves.** Each Uruk-hai officer has a private den closed off by a door. Each private cave is furnished with a stone table and stone slab for his bedding, and a keg of liquor. An officer is 50% likely to be present, with 1-3 female Orcs at his bidding. If no one is present, the door is locked. Officers each have 11-15 gp and 21-25 sp. Nine such caves exist.
6. **Chieftain's Den.** Skargnakh's private hole is barred by a door with a Hard (-10) lock. Furnishings include a stone table and seats, a raised stone slab for bedding, liquor kegs, and an assortment of feight bejewelled skull goblets worth 10 gp each. A secret stone door, Extremely Hard (-30) to detect, conceals a *cloaca* in the wall. The door is trapped, Very Hard (-20) to locate and disarm, and will drop a stone block from the roof onto a 10' square before the door (imparting an "E" impact critical). Inside the den are sacks filled with the tribal loot: 800 gp, 2000 sp, 3000 bp, 550 gp in gems. The *Ongrum* is also stored here when the Chieftain does not need it. Skargnakh is 60% likely to be present, with 6-10 female Orcs at his bidding. Nine Uruk-hai guards stand outside the door. When not in use, the door of the den is locked.
7. **Throne Room.** A cavern 40' high and 120' long, this hall is the epitome of Orcish grandeur. It is lighted by firepits and upheld by stone pillars carved with battle scenes. Rubbish covers much of the floor. The Chieftain's basalt throne, which

rests on a low dais and is surrounded the skulls of his victims impaled on stakes, stands at the far end. Skargnakh is 40% likely to be here (along with *Ongrum*) and is protected by 9 Uruk-hai guards, presiding over the chaotic and often bloody revels of his subjects or observing the spectacle of the torture of a captive. Just before the dais is a secret trap door, 20' square, raising an iron lever on the left arm of the throne causes the double portals to open, dropping unwanted guests into the wolf den 40' below.

8. **Healers' Cave.** Occupied by the three tribal healers, (Animists) this cave stinks from the compounding of Orc medicines, which bubble in kettles over a firepit. At least one of the healers is 90% likely to be here.
9. **Shaman's Cave.** Truly a den of the bizarre, the shaman/ Animist's dwelling is jammed with leering masks, grisly jagged ritual knives, and poisonous plants and roots growing in bunches from the ceiling. The shaman is 90% likely to be here.
10. **Brewery.** Here Orcs brew and store their fiery liquors. The door to the cave is always locked.
11. **Armory.** 20 reinforced leather coats, 4 sets of chain, 40 shields, 30 scimitars, 50 spears, 12 handaxes and 9 unsprung shortbows are kept here, along with 1000 arrows. The door is always locked.
12. **Descending Passages.** These two sloping shafts lead to the lower caves.

LOWER CAVES

13. **Lurg Caves.** Same as #3. 12 such caves exist on this level.
14. **Slave Pit.** Slaves are thrown into this lightless hole, when their masters have no better use for them. 11-20 slaves will be found here. The door is barred from the side, locked and guarded.
15. **Wolf Den.** The wolves of Kra-burzum are treated better than slaves and have the freedom to roam the lair. They benefit from an occasional live meal dropped from the throne room above. 18-20 wolves are found here; most give new meaning to the word "hungry."
16. **Harem.** Sixty of the most desirable (i.e., least revolting) female Orcs are kept here for the private pleasure of the Chieftain and his Uruk-hai. Two activating Uruk-hai guards always stand outside the locked door.
17. **Imp Nursery.** No discernible order exists in this squalling, cursing and fighting mass of 180 Orc imps. The playful if homicidal imps are watched by a dozen female Orcs who hope to keep casualties to a minimum.
18. **Mine Shafts.** These tunnels descend deep into the Morgai, where Orcs quarry for iron and expand their lair.
19. **Well.** A stone shaft descends 100' to a subterranean stream. Above the shaft, a crude winch and bucket are mounted.
20. **Secret Exit.** A mile-long passage leads to a glen further north, and then to a secret stone door, Very Hard (-20) to detect.



Kra-Burzum: Lower Caves

ORC TRIBES IN THE MORGAH: T.A. 1640

Type	Race	#	Level	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov. M	Notes
Uruk-ongrum Officers	Uruk-hai	9	8	100	Ch/14	40	Y5	A/L	90hs	90lb	10	+ 5 Armor and Shield. Use poison: Asgurath on weapons.
Guards	Uruk-hai	27	6	75	Ch/13	30	Y	-	75pa	80lb	5	Take foes' heads as trophies for Chieftain.
Lurg Leaders	Lsr. Orc	27	5	65	RL/7	25	Y	-	60sc	60sb	0	Ride war wolves.
Adult War.	Lsr. Orc	185	2	35	RL/7	25	Y	-	50sc	35sb	0	Some use handaxes(ha).
Young War.	Lsr. Orc	170	1	25	RL/7	20	Y	-	40sc	25sb	-5	Some use clubs(cl). "Snaga" orcs.
Healers	Uruk-hai	3	4	25	RL/9	30	Y	-	35sc	-25	5	PP 8 (x2 staff) 5 Healing Spell Lists.
Animist War Wolves	Uruk-hai	1	5	35	RL/9	25	Y	-	40sc	5da	0	PP10, (x2 staff) 2 Spell Lists.
	Great Wolf	30	4	100	SL/3	30	-	-	75L Bi	-	30	Very Fast; fast if ridden.
Uruk-ghashvir Officers	Uruk-hai	7	9	105	Ch/14	45	Y5	A/L	100ms	100lb	10	+ 5 Armor and shield. Use poison: Asgurath on weapons.
Guards	Uruk-hai	18	7	95	Ch/13	30	Y	-	80pa	90lb	5	Brand fallen foes with Burning Star.
Lurg Leaders	Lsr. Orc	19	5	65	RL/7	25	Y	-	60sc	60sb	5	Some use whips.
Adult War.	Lsr. Orc	110	1	25	RL/7	25	Y	-	50sc	35sb	5	Some use handaxes.
Young War.	Lsr. Orc	110	1	25	RL/7	20	Y	-	40sc	25sb	0	Some use clubs. "Snaga" Orcs.
Healers	Uruk-hai	2	4	25	RL/9	25	Y	-	35sc	-25	5	PP 8 (x2 staff) 4 Healing Spell Lists.
Animist	Uruk-hai	1	6	40	RL/9	25	Y	-	45sc	5da	5	PP 12 (x2 staff) 6 Spell Lists.
Troll Guard	Hill-troll	5	12	150	RL/11	25	N	(A/L)	140ma	LC110	5	-

General Note: Common Orcs' attack bonuses are halved in full daylight; Trolls fight at -100 in full daylight. Uruk-hai are unaffected.

Codes: See MEAP ST-2, page 89 for detailed account. Attack codes start with OB. The first letter indicates the size and severity of attack; F = fly, S = small, M = medium, L = large, H = huge. The last two letters indicate the type of attack; Ba = bash, Bi = bite, Cl = claw, Cr = crush, Gr = grapple, Ho = horn, TS = trample/stomp, We = weapon. For example: "50SCL" = "50 OB, Small attack, Claw."

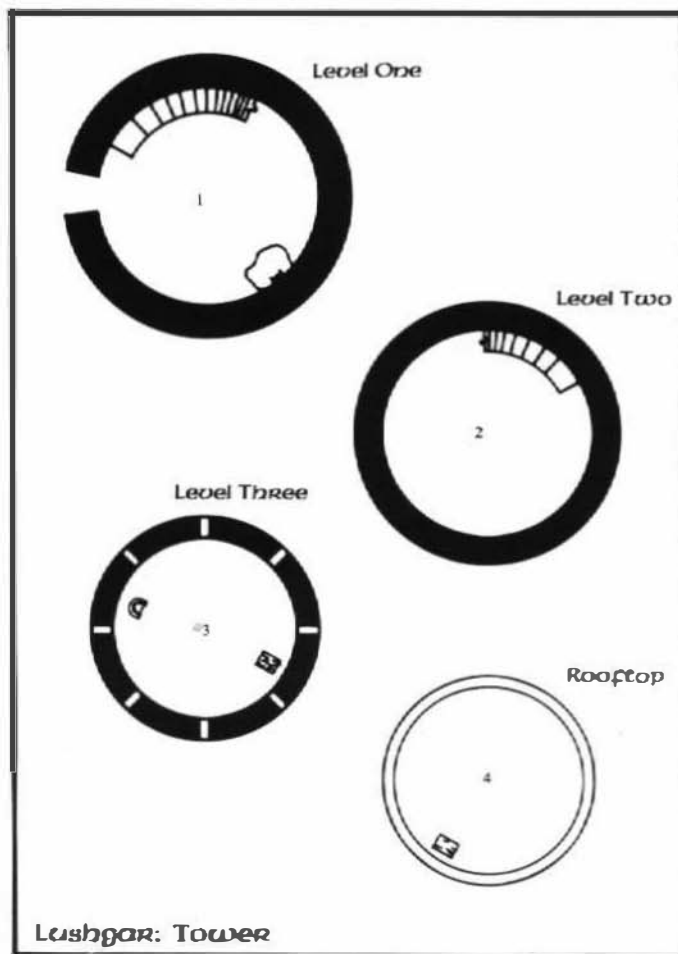
6.22 LUGSHAR

THE TOWER

- Level One.** The iron door to this level is barred from within. A single chamber 60' in diameter and 20' high encompasses the entire ground floor of the tower and has no windows. The chamber is piled high with gathered food and booty waiting to be distributed, all of little value. Within, a lurg of 11-15 orcs awaits, ready to sally forth to the aid of the Orcs defending the outer wall. A spiral stair along the wall ascends to the second tower level; a shaft descends to the caves below.
- Level Two.** Here the Uruk-hai officers and bodyguards dwell. Straw pallets on stone slabs, a large stone table, trophies of captured arms and armor, and kegs of liquor serve as furnishings. 6-10 guards and 2-4 officers are present, each having 6-10 gp and 21-30 sp. The next level is reached by a trap door in the ceiling, through which a ladder is lowered.
- Level Three.** Uklurg Ironfangs has his quarters and throne here. From the windows, he can survey the entire valley. The Chieftain's throne is a solid block of carved obsidian, ornamented with ghastly designs of torture. A stone slab with straw bedding lies against the wall. In a large iron chest lies the Chieftain's hoard; 600 gp, 1500 sp, 2000 bp, 20 (10 gp) gems, and a bronze gem-encrusted drinking horn worth 120 gp. The chest is Very Hard (-20) to open and trapped with a poisoned needle tipped with killing spider venom. Extremely Hard (-30) to deactivate. Uklurg uses the chest as a footstool. It is 80% likely that Uklurg will be present, and if so, six bodyguards will be in the room. At least one bodyguard will always stay here to raise and lower the ladder. Uklurg's poison collection is in a secret wall closet, Hard (-10) to locate.
- Rooftrap.** A sharp-eyed Uruk-hai officer always stands watch here, ready to sound a horn if anyone approaches the tower. The roof is reached by a ropeladder (hung through a hole) to the third level. The hole is closed by a wooden hatch that is locked from the inside.

LOWER CAVES

- Lurg Caves.** Nineteen of these caves are found below the tower; see Section 6.21, #3, for more description.
- Troll Hole.** Closed by an iron door, this is the den of Krob and the five Hill-troll guards, who are here 80% of the time. At least one Troll is always present. The foul smell of this hole puts the Orcs to shame. Furnishings include piles of moldy straw, a stone table, a firepit with a gargantuan iron kettle, and kegs of liquor. Secreted among the moldy straw are sacks of Troll loot: 400 gp, 900 sp, 200 sp in gems, and six bronze gem-encrusted drinking horns worth 100 gp each.
- Stream Cave.** An underground stream surfaces here, which the Orcs have dammed for a fishpool.
- Healers' Cave.** Like that described in Sec. 6.21, #8; inhabited by two Animists.
- Shaman's Cave.** See Sec. 6.21, #9.
- Brewery.** As Sec. 6.21, #10.
- Armory.** 15 sets of soft leather, 3 sets of chain, 25 shields, 20 scimitars, 45 spears, and 10 wristung shortbows are found here, along with 1200 arrows. 5% of the items will be of +5 quality. The door is always locked.
- Harem.** See Sec. 6.21, #16, for more description. This harem houses 40 female Orcs.



- Imp Nursery.** See Sec. 6.21, #17; this nursery holds 120 Orc-imps.
- Slave Pit.** Like that described in Sec. 6.21, #14, this pit holds 10-12 slaves. If anything, these slaves are even more overworked and miserable than the others.
- Mine Shafts.** As described in Sec. 6.21, #18.
- Secret Exit.** After running two miles, this ascending passage reaches a ledge high in the Morgai; there, its opening is concealed by a secret stonedoor, Extremely Hard (-30) to detect.

NPCS AT THE ORC LAIRS

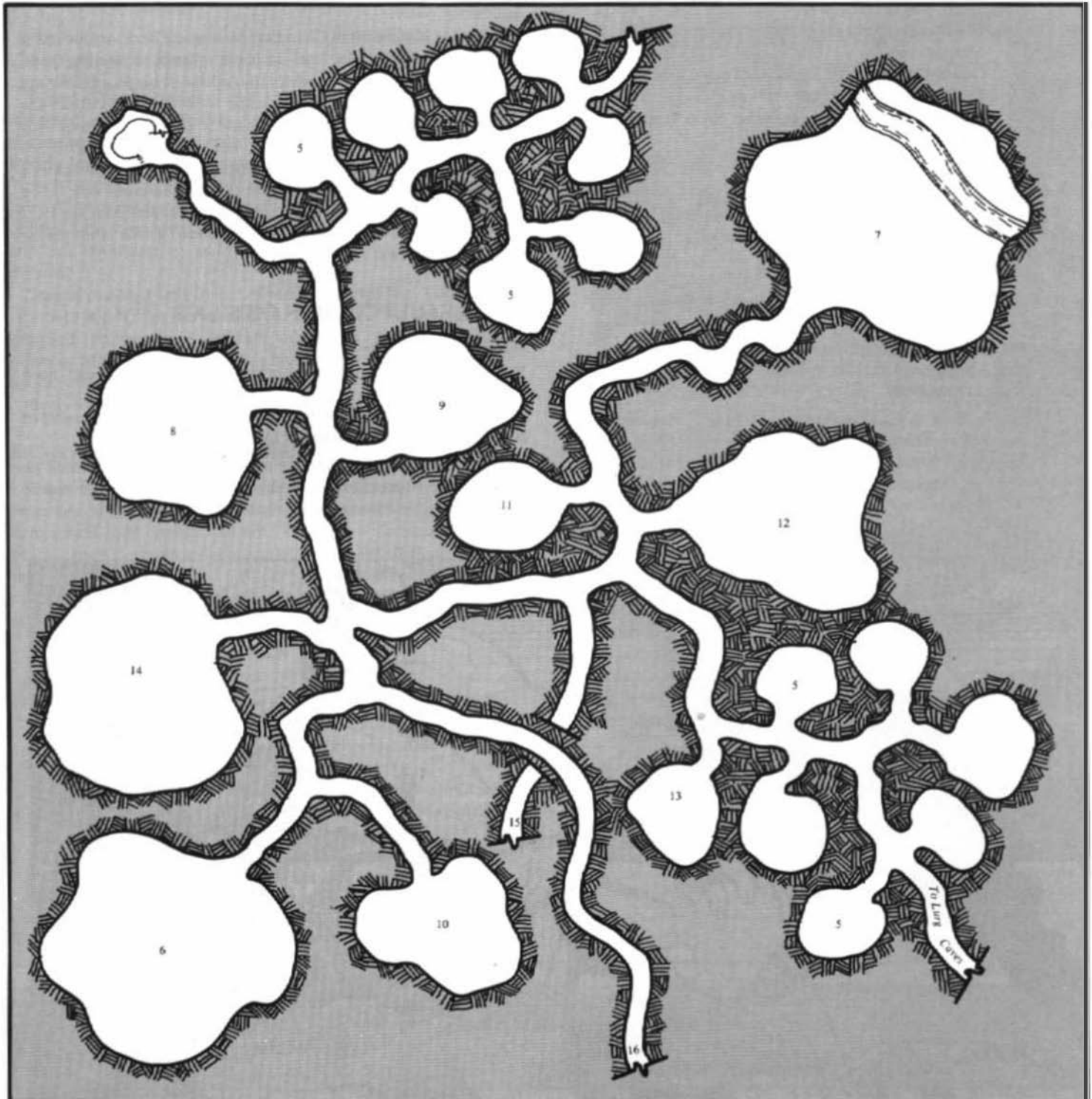
URUK-ONGRUM

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Shargnakh	14	150	Ch/14	30	Y	A/L	130ma	120sb	10	Uruk-hai warrior. +10 Chain hauberk. +5 shield. +15 sword, the <i>Ongrum</i> .
Nazog	8	60	Ch/13	60	Y	A/L	100bs	80cb	20	Uruk-hai/Viking Thief. +10 broadsword. +5 chain, ring of invisibility, 1x per wk.

URUK-GHASHVIR

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Uklung	13	110	Ch/14	40	Y	A/L	120sc	-25	10	Uruk-hai warrior. +15 chain +10 battleaxe. +5 dagger. +5 longbow. +20 boots of quickness.
Ironfangs Krob the Demon	16	180	R/L/11	30	N	A/L	180ma	-25	0	Hill Troll.

Lashgar: Lower Caves



MOVEMENT AND ENCOUNTERS

Movement in the Orc lairs is at normal speed, but a maneuver roll should be made each turn to determine actual speed, assuming the party is either trying to keep silent or is involved in melee. Adjust for darkness, encumbrance, and the relative difficulty of the passages, ranging from Easy (+20) to Very Hard (-20), depending on twists and corners. Every five turns, an encounter is rolled until the Orcs become aware they are under attack.

Roll	Encounter
1-30	None.
31-40	Orc females, non-combatant. 1-10 encountered.
41-45	Orc imps, non-combatant. 1-10 encountered.
46-70	Orc warriors. 1-10 encountered.
71-80	Orc warriors with leader. 11-20 encountered.
81-85	Wolves, 1-5 Trolls, 1-2 depending on lair.
86-90	Slaves. 1-10 encountered. Will welcome release and accept any arms offered.
91-95	Uruk-hai bodyguards (75%) or officers (25%). 1-5 encountered.
96-97	Guard Captain with 3 guards. Troll Chief with 2 Trolls, depending on lair.
98-99	Chieftain with 9 (Kra-burzum) or 6 (Lugshar) bodyguards.
100	Nazog (75%) or Herumor (25%).

6.3 RESCUE FROM THE TOWER

Setting: Shelob's Lair; Tower of Cirith Ungol

Requirements: A mid-level (2nd - 7th) party of neutral or evil adventurers.

Aids: Layout of the Tower should be fairly easy to obtain in Minas Ithil, as well as a guide or directions through Torech Ungol (if the adventurers are circumspect).

Ill tidings have come to the Necromancer. His agent, Herumor, has been captured by Dúnedain soldiers and imprisoned in the Tower. Before he can reveal the Necromancer's secrets, he must be rescued or slain, if rescue proves impossible. PC's who seem likely prospects for the mission (i.e., evil or neutrally disposed) are

recruited for the effort — covertly — by a spy serving the Necromancer in Minas Ithil. The promised reward (if one can trust that master of double dealing and treachery) is quite alluring — 1000 gp for each person who survives, and double that if Herumor is brought out alive.

Since a frontal assault on the Tower would be suicidal (though PC's are welcome to try), the Necromancer is playing his trump card: Athugavia. Coerced by threats of torture upon his beloved, Athugavia has agreed to deactivate the Undergate trap and to send the guards away at precisely midnight on a prearranged day. PC's must journey through Torech Ungol to reach the Undergate, and if they miss their appointment, the trap will again be operational and the guards at their posts. Athugavia will not aid the invaders further, claiming that his absence will be missed. In fact, he will be shadowing the party, and if the PC's do not behave circumspectly but instead rampage through the Tower, he may have a change of heart and return to his loyalty to Gondor, organizing a defense against the party.

Herumor is in the High Chamber; his magical items are locked in the Treasury. He will be loath to leave without recovering them. PC's have no knowledge of where the captive or his possessions are hidden. The best strategem for escape from the Tower (once the turret is reached) might be for someone to provide Herumor with the power points or a spell adder by which he can summon his Fell Beast. (His own power has been drained by the Kregora shackles.) Of course, if the adventurers are not careful, Herumor will, in the best blackhearted fashion, decamp on the Beast and leave the PC's stranded on the rooftop, high above an alerted Tower, thus saving his master the reward.

6.4 ASSAULT ON SHELOB'S LAIR

Setting: Torech Ungol

Requirements: Adventurers under 5th or 6th level (at the least) need not bother.

Aids: Various sources in Minas Ithil and the tower should be able to supply some information about the layout of the lair.

NOTE: The GM should keep in mind that this scenario could be played at almost any time, since Shelob survives through the end of the Third Age, outliving even Sauron.



Inevitably, some players will insist upon a chance to destroy one of Middle-earth's legendary monsters. Only high-level or very experienced characters should consider the attempt seriously, for if properly played, Shelob is an almost unbeatable foe.

Player-characters of any alignment — Free Peoples, neutral or evil — may undertake the expedition, for Shelob has no allies. Several motives may justify the expedition: hopes of rescuing a captive, simple greed, or a desire for glory. Cirith Ungol is the shortest route to the lair, although PC's may choose to cross into Mordor through Cirith Ithil and enter the Lair on the eastern side.

Shelob's mental powers will make her aware of the presence of enemies in her lair, unless some magical form of concealment is employed. She will not, however, engage the assailants immediately, preferring to let other encounters wear them down. A wise being, she will attack when PC's are at their most vulnerable. If need be, she will allow PC's into the Pit, and then ambush them on the way out, when the fools are heavily laden with treasure.

6.41 TORECH UNGOL

Torech Ungol's tunnels, unless otherwise noted, are approximately 15' wide and 12' high — just high enough for a Troll to move in comfortably — and barely wide enough for Shelob, who has trouble turning around in some of the passageways. The caves of Torech Ungol are of varying sizes and are typically 15-20' high. As a rule, these caves were not formed by erosion; most are natural cavities, and some were mined. Therefore, they are relatively dry and lack the stalactites and other features common to limestone caverns.

Several passages lead to exits from the central lair. Too long to represent in full, they are marked by dividing slashes. Distances are specified. Passages crossing over others are depicted by bridge symbols. Many of the passages are inclined; arrows indicate ascents and descents.

Everywhere in the lair, utter darkness is the natural condition.

MOVEMENT AND ENCOUNTERS

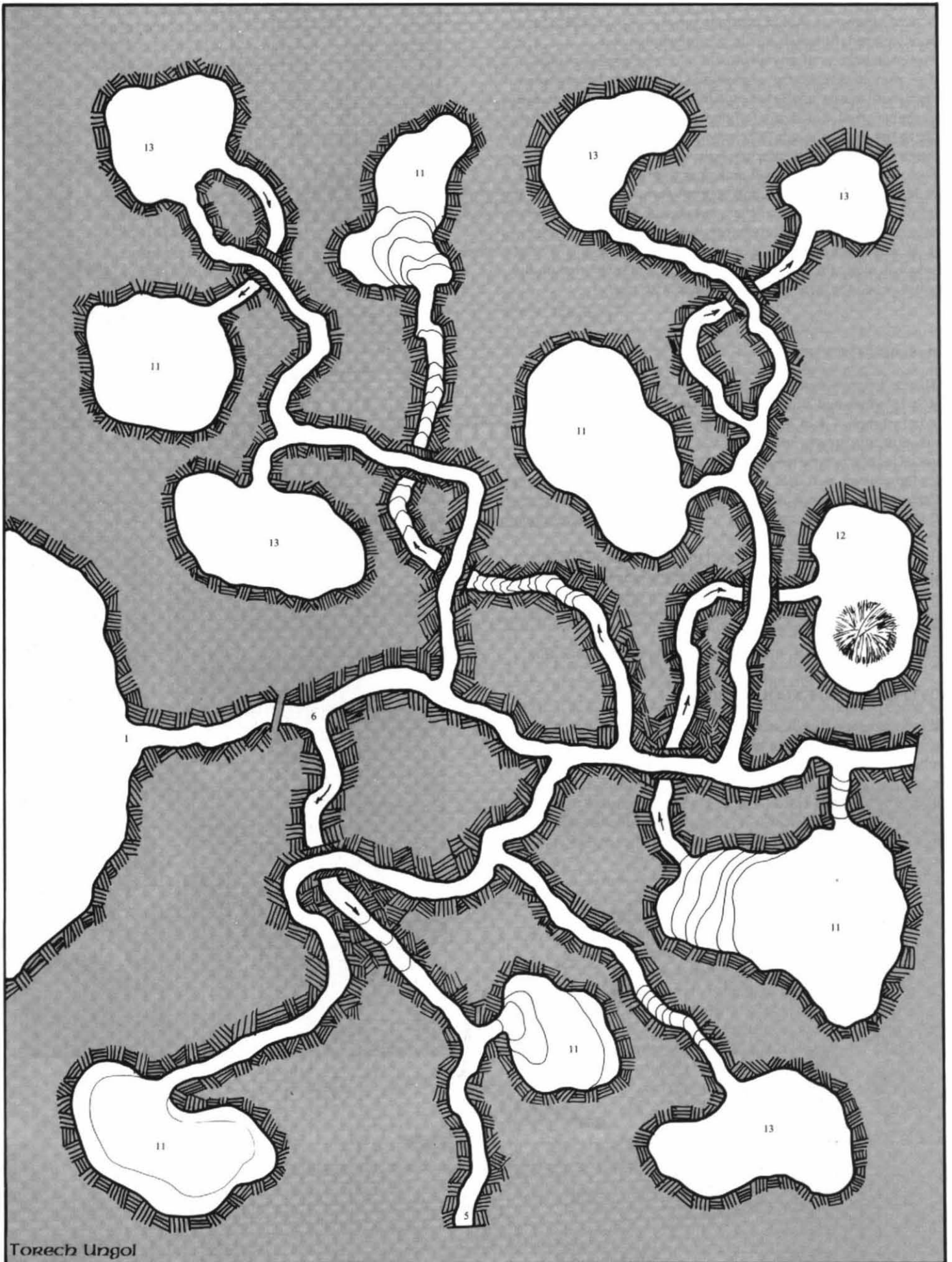
Every two hours in Torech Ungol, adventurers must make a maneuver roll to determine party speed, taking into account encumbrance, light conditions, and familiarity with the lair. On the first journey, the main passage is of Medium (+0) difficulty; the remainder of the lair is Hard (-10). A guide (or familiarity with the cave) will decrease difficulty levels appropriately. In addition, every two hours an encounter should be rolled. (See MERP, p. 54.)

Roll	Encounter
1-20	None.
21-40	Web fragments hanging, no effect.
41-50	Intact web; 10-15 strands must be cut to sever.
51-65	Spiderlings, 5-10 encountered.
66-80	Giant Spiders, 1-3 encountered.
81-90	Orcs, (a mixture of 1st and 2nd levels with a 5th level leader), 10-15 encountered. 10% chance of Uruk-hai officer.
91-95	Dunedain messengers, as esquires, 4th level fighters unmounted. 1-3 encountered.
96-98	Hill-trolls, 1-2 encountered.
99-100	Meet SHELOB ("Oh, no...")

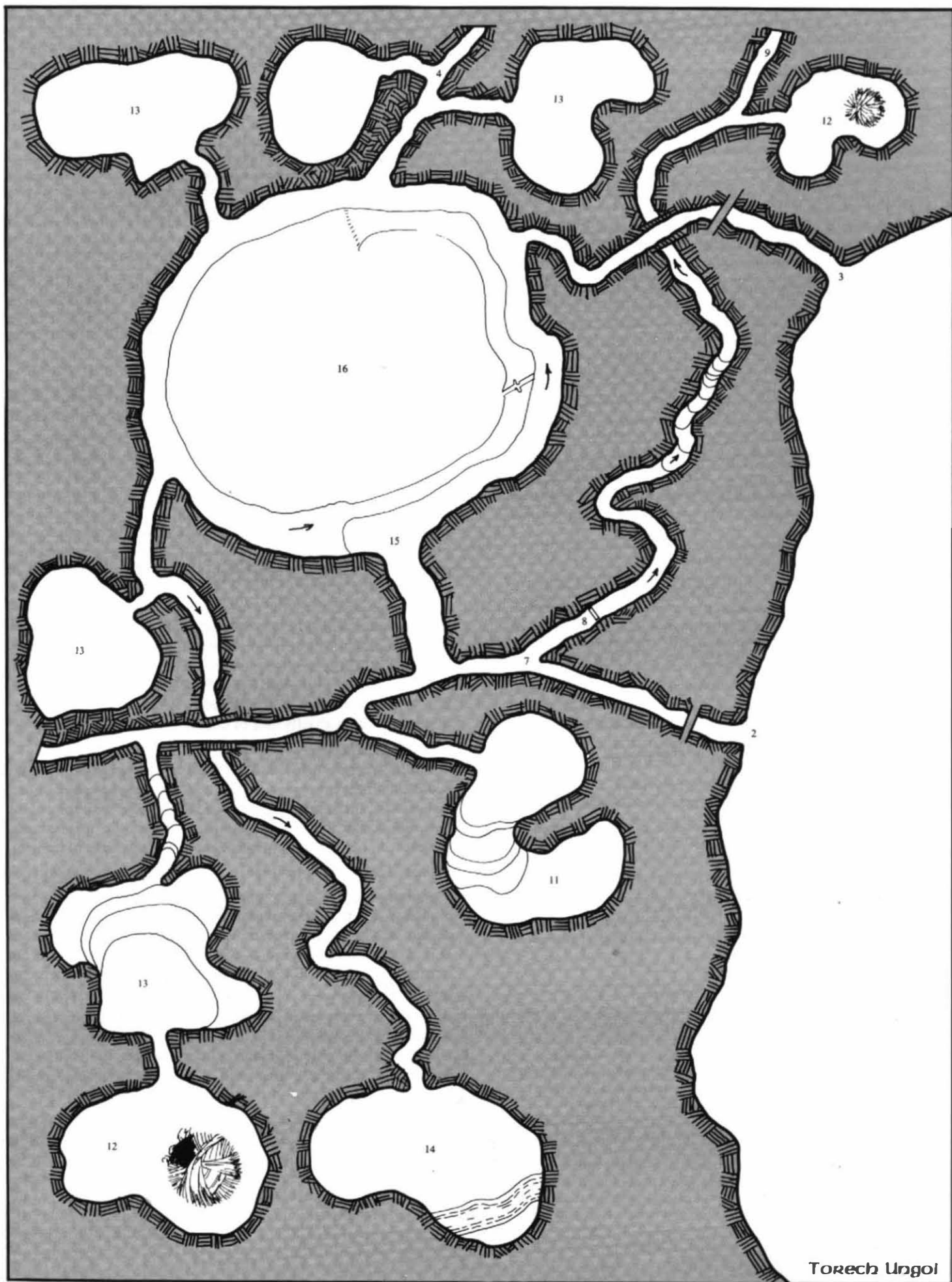


INHABITANTS OF TORECH UNGOL

Type	Race	#	Level	Hits	AT	DB	Sb	Gr	Attacks:	Mov M	Notes
									Primary/Secondary/Tertiary		
Shelob	Spider	1	50	500	Plate/20	80	N	(A/L)	120HPi/100HH/120Hbi	50	See sec. 3.4 for details.
Spiderlings	Spider	1-10	10	120	RL/31	60	N	(A/L)	75HSi/60LGr	20	Use Large Crit table.



Torech Ungol



Torech Ungol

6.42 LAIR PLAN

1. **West Exit.** One reaches the principal opening to the lair, which stands at the western end of the main passage, after a 2-mile unbroken stretch of tunnel. It lies at the base of a cliff and is 20' wide.
2. **East Exit.** At the eastern end of the main passage, this opening is one mile from the fork in the main passage and leads into the final cleft of Cirith Ungol. It is 20' wide and is 50% likely to be blocked by spider webs.
3. **Shelob's Crack.** A quarter mile east and further up the cleft from the East Exit, this opening is but 8' wide, a tight squeeze for Shelob. Its name reflects the crude humor of the Orcs who so dubbed it. If the east exit is webbed, this one is left open, and vice versa.
4. **North Exit.** One and a half miles from the central lair, this opening leads onto a mountain ledge high in the Ephel Duath. It is 12' wide and 50% likely to be webbed.
5. **South Exit.** After a two mile descent in a southeasterly direction, one reaches a 10' wide opening which leads into the trough between the Ephel Duath and Morgai. The exit is 50% likely to be webbed.
6. **Main Passage.** 20' wide and 15' high, the main passage affords a straight road ascending from west to east through the lair, a hazardous journey of five miles.
7. **Fork.** Here, at the only confusing point in the main passage, the main tunnel divides into northeast and southeast branches of roughly equal size. The southeast branch lead toward the East Exit while the northeast, which gradually narrows to a normal sized passage, runs toward the Undergate.
8. **Secret Door.** At this point the northeast passage from the fork leads to a bottleneck where it is blocked by a stone slab 5' wide, 2' thick and 6 1/4' high. With only a Hobbit-sized gap between its top and the rounded arch of the passage, it's a tight squeeze. The door is mounted on an iron pivot and gear mechanism; either side can be opened by pressing the proper sequence of stones and projections in the wall. With a low rumble, the door turns at right angles, and after five rounds recloses with a thump. The opening mechanism is Sheer Folly (-50) to detect and can only be found by luck or by referring to an accurate and extensive map of the lair, a most rare commodity. Hours of trial and error will not improve a searcher's chances. The secret door is a half mile from the northern fork of the main tunnel.
9. **Underway.** A twisting and winding route, this passage gradually descends to the Undergate of the Tower, a mile and a half from the secret door.
10. **Undergate.** A short straight passage rising toward the east, the Undergate terminates in the Undergate of the Tower. (See section 6.12, #7.)
11. **Larders.** Eight of these caves are scattered throughout the lair. Their function is to store prey that Shelob is not quite ready to devour. Victims are bound in Shelob's cords and suspended upside-down from the ceiling of the cave. Victims are kept alive although helpless and are 80% likely to be awake. Contents of a larder are determined as follows:

Roll	Encounter
1-50	No victims discovered, only the remains of webs (too late!).
51-80	Orcs, 1-5 encountered.
81-90	Men, 1-5 encountered, most likely Dúnedain soldiers.
91-95	A single Hill-troll.
96-100	Others (e.g., an Elf, a Dwarf, or a Hobbit).

Note: Most captives are wearing their armor and retain their possessions.

12. **Hatcheries.** Three of these caves are located in widely separate corners of the lair. Chances are 30% that the cave will contain only the gigantic fragments of an egg sac. There is a 20% chance that the egg sac, an awesome mass of silk filling half the cavern, will not yet have hatched. There is a 50% likelihood that the sac has already burst, filling the cavity with 10-30 swarming and hungry spiderlings.
13. **Refuse Pits.** Nine caves in the lair offer naturally contoured depressions which Shelob uses for disposing of the bones and possessions of her victims. A thorough search of this mass of rubbish will uncover some things of value and a lot of disgusting junk, including:

Items buried in the Refuse Pits:

- A. 10-100 coins of various denominations, totaling 30 gp.
 - B. Mounds of old smelly clothes, bones and waste hiding gems, armor, and weapons. For every ten turns that an individual spends searching, he stands a 10% chance of discovering a gem of 10-50 gp value or of finding a +5 or +10 set of armor, shield or weapon. Unfortunately, every searcher also runs a 5% chance of contracting a fatal disease. Finally, there is a 20% chance that the rubbish will conceal a trap laid by Shelob, who is sardonically amused by the propensity of adventurers to root around in her garbage heaps. Fragments of armor, scattered weapons, and a few prominently placed coins are the cover for a net of sticky webs which will snare anyone setting foot on the heap, holding the fool until friends set him loose — or until Shelob arrives for dinner.
14. **Laen Cave.** Unique in the lair, this cave has been eroded by a subterranean stream, exposing a fantastic deposit of black laen, a highly valuable and ultra-hard volcanic substance. Here lies a fortune for anyone with the skill and nerve to mine it. A stream still runs through the cave, providing a bitter-tasting but potable water source.
 15. **Mouth of the Pit.** Marked by a nauseating stench, this 30' wide passage leads directly from the main passage to the central pit.
 16. **Shelob's Pit.** This colossal cavity, 500' in diameter at the top narrowing to 300' at the bottom (a quarter mile below), is the home of Shelob. She is 85% likely to be

found here at any time. Around the side of the pit, a counterclockwise rock ledge 15' wide winds a dozen times. The ledge has no border, and anyone slipping from its side will bounce all the way to the bottom, unless he can catch the side of a lower ledge, an Extremely Hard (-30) maneuver. Naturally, Shelob will try to force anyone rash enough to attack her off the ledge; her claws assure her steady footing. Numerous shafts and cysts extend into the sides of the pit along the ledge, evidently the catacombs of some forgotten people antedating Shelob. These folk left no inscriptions. Their bones have vanished into dust. Scattered among these catacombs are the *Tablets of Dark Knowledge*, hidden here long ago by an Evil Animist. At the abyssal bottom of the pit lie a mass of bones, possessions, rotting flesh and filth so vile as to stagger the imagination and to send anyone with a constitution less than 90 into a fit of violent retching. Submerged in this pile is a fortune worth over 50,000 gp, including coins, gems and jewelry, as well as hundreds of sets of +5 to +15 armor and weapons. A number of worthy items of power, including the *Cambeleg*, *Coranir*, and *Maleithel*. At the very bottom of her mess Shelob has buried the sword *Ungolrist*, intending that it never again see the light of day. Over the course of three days of searching, several adventurers can retrieve some objects of value from this pile, but they suffer a 50% chance of contracting a fatal disease as a result. Of course, the would-be looters will never complete their search if Shelob has anything to say about it.

6.5 THE TOWER OF CIRITH UNGOL AT OTHER TIMES

By the end of the second millenium of the Third Age the Watch upon Mordor had been abandoned, and the tower of Cirith Ungol was left uninhabited. It was not long before Sauron garrisoned the tower anew with his own gruesome troops. In T.A. 2000, the Witch-king's host of Orcs and evil men crossed Cirith Ungol, causing Shelob to hide in the bottom of her pit. Outmaneuvered and surprised, the Dúnedain were besieged in Minas Ithil before the garrison could be reinforced. The defenders valiantly held out for two years, but at last, in T.A. 2002, the hosts of Darkness breached their defenses, and fair Minas Ithil became Minas Morgul, the Tower of Dark Sorcery.

For these adventures the tower layouts can be used virtually as they are, though many of the treasures of course will be long-gone, or perhaps moved to other locations within the tower. For the remainder of the Age the Tower is garrisoned by Orcish troops, wearing black marked by the Red Eye of Sauron (as opposed to the symbol worn by troops in the dreaded *Minas Morgul*: a moon disfigured with a ghastly face of death).

6.51 THE RING OF AXARDIL

Naturally, it is highly unlikely that any group of adventurers could kill off the entire garrison and sack the tower. A specific quest is suggested, such as recovering a lost family heirloom of one of the past Gondorian inhabitants, the Ring of Axardil, for example. Perhaps one of the PCs is a descendant of the last owner of the item.

Setting: Tower of Cirith Ungol

Requirements: While at the height of its Sauronic power the Tower is at least as well garrisoned as during the waning days of the Gondorian watch. Orcs, however, are not as astute as well-trained Dúnedain, and might be more easily eluded by a stealthy group. No one less than 4th or 5th level should probably attempt such a venture, however.

Aids: Again, maps of the Tower should be available, though maybe not as accessible as when Gondor held it. The pass from Torech Ungol might be only legendary now, including the Undergate. Shelob's lair might also thus form part of this adventure, for her home remains essentially the same through the ages.

Overall, the basic structure of the Tower remains unchanged from the time the Dúnedain last held it a millenium ago, for it suffered little damage in its capture in T.A. 2000. Now, as then, its main purpose is to prevent escape from Mordor, for Sauron wisely reposes little trust in his slaves. The gates of the outer wall, destroyed in the assault, have been replaced by the Silent Watchers. These are two large enthroned statues on either side of the gateway arch. Each has a three-jointed body and three vulture heads, facing outward, inward, and across the way, toward the other statue. Clawed hands rest upon each statue's great knees. These

nightmarish figures have eyes of black gems, which glitter at the approach of enemies. Not physically but mentally animated, the statues will sense any enemy of Sauron and will raise against the intruder a formidable barrier of pure mental force: an invisible wall of power. A second vocal spell is implanted in the Watchers, and they will utter a piercing, shrill cry should any enemies succeed in forcing entry, causing the alarm bell atop the third tier of the Tower to sound. Only those making a 20th level RR (or a servant of Sauron) can pass the Watchers — and even those making their RR will trigger the alarm. In the full light of day (rare in Mordor) or with the aid of other enchantments — Sam and Frodo barely got through using the Phial of Galadriel — the RR level is reduced to 10th.

Inside, the Tower has become a stinking Orc den. Disused rooms are filled with garbage and rodents. A garrison of about 120 Uruk-hai and common Orcs holds the tower, commanded by Shagrat, a 14th level Uruk-hai fighter, evidently chosen more for his loyalty to Sauron than for his intelligence.

6.52 THE TOWER AFTER THE FALL OF SAURON: A FOURTH AGE ADVENTURE

Setting: Same as above.

Requirements: A relatively low-level group could probably handle this adventure. Even a 1st-3rd level group could probably sneak through the ruined tower without too much difficulty — though of course there could still be surviving bands of Orcs holed up here after the fall of their Dark Master. A larger or higher level group could be sent in as a cleanup force.

Aids: In the latter case above, the new King of Gondor, Aragorn II, might offer a compensation to those who will cleanse the Tower, perhaps also sending a few soldiers to aid the party.

For the first time since the Tower was raised 3000 years before, Cirith Ungol and whatever riches it still holds lie largely undefended. The gate arch is in ruins, unguarded since the will of the Watchers was broken. Treasures await the bold!

7.0 TABLES AND ITEMS OF NOTE

7.1 ITEMS OF NOTE

Following are some of the more interesting items found in the Cirith Ungol area. Most have specific locations, as noted in the text.

MOST POTENT

1. TABLETS OF DARK KNOWLEDGE

Possessor: Shelob **Location:** Torech Ungol.

Secreted in Shelob's Lair by a servant of Sauron fleeing from his master's defeat at the end of the Second Age, the Tablets of Dark Knowledge are items of surpassing power. Each of the four Tablets is a sheet of black *laen* (an indestructible glassy substance) 1 ½' high, 1' wide and 1' thick, upon which is inscribed in Black Speech one of the four Animist base spell lists, except that each of the spells works *in reverse* (*Neutralize Disease* would become *Cause Disease*, *Muscle Repair* would become *Muscle Damage*, etc. For *RM* the tablet would have five pages, each inscribed with the *Evil Cleric Base Lists* to through 30th level.) To the casual observer, the sheets appear to be blank and feel chill to the touch. Through concentration (for one turn), the writing can be made to appear in fiery writhing lines. Simultaneously, the sheet concentrated upon will become extremely hot. Anyone touching it who is not loyal to the Dark Lord will suffer a "C" heat critical each round held. Within an hour after concentration ceases, the lettering fades and the tablet cools. Any of the spells on a tablet may be cast once a day at no expenditure of power points, straight from the item. Anyone not already a servant of Sauron must make a 20th level RR every time he or she casts a spell from the book, or become the Dark Lord's slave, wishing to serve him forever. Destructive spells cast against a tablet only rebound against the caster — for only volcanic fire or dragon's breath can destroy the Tablets of Dark Knowledge, which radiate a strong aura of evil power.

2. RING OF AXARDIL

Possessor: Veantur **Location:** Tower of Cirith Ungol

The greatest heirloom of the noble Dúnedain House of Axardil, the Ring of Axardil is a *mithril* band set with a single deep blue sapphire. An inscription in Quenya on the inside of the band reads: "Man's true glory lies not in power over the world material but in the mastery of one's own deepest thought, for to he who rules his own mind naught else shall be denied." The Ring is a x3 Bardic power point multiplier, and adds +20 to all Bardic attacks. It constantly generates a circle of protection around its wearer, -10 to all elemental attacks, +10 to all RRs vs. spells. Three times a day, the wearer can cast *Study* (Bardic Base), and once a day the ring wearer can cast a *Long Door* spell at no power point cost. The Ring will store up to 3 Essence spells, as high as 10th level each. With the Ring comes a velvet-lined silver case; the rightful owner of the Ring can at any time will that the Ring return to its case, thus enabling it to be retrieved if captured or stolen — if the case has been retained.

(*The Ring and Case were Lost in the Taking of the Tower in T.A. 2000 when the aged Veantur was slain.*)

THE TOWER GARRISON UNDER THE CONTROL OF SAURON

Type	Race	#	Level	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Officers	Uruk-hai	18	12	110	Ch/14	45	Y5	A/L	130ms	120lb	10	+10 Armor and weapons.
Guards	Uruk-hai	30	8	100	Ch/14	35	Y	A/L	100sc	95sb	-5	+5 Armor
Lurg Leaders	Lsr. Orc	50	5	65	RL/7	25	Y	-	60sc	60sb	5	Some use handaxes.
Adult War.	Lsr. Orc	110	1	25	RL/7	25	Y	-	50sc	35sb	5	Some use handaxes.

General Note: Common Orcs' attack bonuses are halved in full daylight; Trolls fight at -100 in full daylight. Uruk-hai are unaffected. There is also the possibility of a visiting troop from Minas Morgul; they can be extrapolated from this chart. Keep in mind the possibility of intergroup "squabbles".

CIRITH UNGOL UNDER SAURON

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Shagrat	10	130	Ch/14	50	Y	A/L	140bs	120cp	10	Orc Warrior, Captain of the guard at Cirith Ungol. He has +10 Armor and weapons.
Gorbag	8	110	Ch/13	35	Y	-	120bs	90sb	10	Orc Warrior, a sergeant of the garrison at Minas Morgul. He is a frequent visitor to Cirith Ungol.

3. UNGOLRIST (S. "Spider-cleaver")

Possessor: Shelob Location: Torech Ungol

During the Second Age, the Elves of Ithilien, suffering from Shelob's depredations, besought the great Celebrimbor of Eregion to forge them a sword that could repel the Spider. Together, the Elves of the Alchemy guild (*Mirdain*) and the Dwarves of Moria crafted Ungolrist, a wondrous longsword of *galvorn*, the shining black Elven metal, supple yet stronger than the hardest Dwarven steel. Sadly, the Elven hero chosen to wield Ungolrist fell victim to Shelob's mental powers ere he could bring the sword to bear, and for many years has Ungolrist lain masterless in Torech Ungol. The sword is +30 to hit, and an enchantment of spider-slaying is bound into its blade with runes of *ihildin*, silvery lettering visible only under moonlight. Any spider struck by Ungolrist suffers, in addition to a normal critical strike, a *second* critical strike, which is rolled on the Large Creature Critical Table (*MERPT* Table CT-10, pg. 75) at +20 due to the Slaying effect. Ungolrist is highly intelligent, and upon command will project a Light spell in a 50' radius three times a day. Once a day, it can also discharge a Lightning Bolt with a 100' range. If evil spiders are within 50', the sword is illuminated by a silvery aura. Unfortunately, the sword's intelligence has gotten out of control and become a curse of sorts; Ungolrist is unduly eager to fulfill its purpose and will force any bearer who does not save vs. Essence at -50 to engage all spiders in sight, regardless of odds.



POTENT ITEMS

4. GILDAGOR (S. "Star of Battle")

Possessor: Veantur Location: Tower of Cirith Ungol

Gildagor is said to have been given to the House of Axardil by Isildur himself. Forged of purest *mithril*, its hilt sheathed in mother-of-pearl and a ruby imbedded in its pommel, Gildagor is a broadsword of surpassing beauty, and is an enchanted weapon, +20 to hit. It possesses medium intelligence, and will cast a *Deflection* spell (of Essence) up to three times a day (-100 to the attack of any single missile directed at the wielder of Gildagor). The sword will also *Detect Invisible* foes (as the Essence spell) at the wielder's command, three times a day.

5. ROD OF GELIAD

Possessor: Calime Halfelven Location: Tower of Cirith Ungol

This ivory rod, topped with a diamond, was once the pride of the Sindarin magician Geliad of Lindon, Calime's grandfather on her maternal side. It is 2 1/2' in length, and functions as a x3 Essence power point multiplier, also adding +25 to all Essence Elemental attacks. The Rod will cast the spells *Phantasm I*, *Light*, *Sudden Light* and *Dispel Essence* as desired to a maximum of 30 PPs per day in addition to user's enhanced PPs.

6. CRYSTAL OF REMEMBRANCES (S. "Mirin")

Possessor: Calime Halfelven Location: Tower of Cirith Ungol

A multifaceted translucent spherical object some 9' in diameter, the Crystal is a gift to Calime from her Elven mother, ere she departed for the Undying Lands. At first sight it is blank, but by concentrating upon it, an image of Calime's mother can be made to appear, taking holographic form within 5' of the Crystal. Beyond sentimental value, the Crystal has considerable worth to a user of Essence, who can will the image to speak, providing instruction in

any general Essence or Base Mage spells through the 10th level (*RM* 20th lvl.). In effect, it is a portable magical library. The Crystal can absorb 100 hits of damage before shattering, and is AT 20.

7. ONGRUM (B.S. "Iron Skull")

Possessor: Skargnakh Location: Kra-burzum

Looted from the ruins of Barad-dur and mounted on an 8' long spiked staff of superior Orc-forged steel, the Ongrum is a massive dark iron humanoid skull, 1' in diameter. Its eye sockets blaze with rubies. It is wielded as a mace, +10 to hit, enchanted, and inflicts 2x hits. The bearer of the Ongrum also receives +20 to his defensive bonus. Although the Orcs do not realize it, the Ongrum is also a +4 spell adder, and can store as many as 3 of Channeling spells, up to 10th level each. Its eyes can be willed by a user of power to project a Fire Bolt twice a day (the eyes fire together, their rays combining to form one 2x damage Fire Bolt). In its present form, the Ongrum requires a 96+ strength to wield in melee.

8. CAMBELEG (S. "Hand of Might")

Possessor: Shelob Location: Torech Ungol

A finely crafted Dwarven steel gauntlet, the Cameleg will instantly adjust its size to fit any hand. It adds +10 to all melee attacks using weapons. However, it displays its greatest power in unarmed combat, conferring a bonus of +20 and allowing the hand of the wearer to be treated as an enchanted weapon, as well as striking as a mace.

9. CORANTIR (S. "Circle of Long Seeing")

Possessor: Shelob Location: Torech Ungol

Of Elven make, this silver circlet will act as a +4 Channeling PP adder when worn as a headband, adjusting itself to the size of the wearer's skull. At will, once a day, a user of Channeling can employ the spells *Intuitions V* and *Dreams III*. (*RM Intuitions True* and *Vision Behind 10 yr/lvl* — Astrologer Base). The circlet protects the wearer's head as a full helm. If worn by one of evil disposition, the circlet constricts, inflicting an "E" crush head critical.

MODEST MAGIC ITEMS

10. MUNDWINE (Rh. "Guardian-friend")

Possessor: Athugavia Location: Tower of Cirith Ungol

An heirloom of Athugavia's house, this weapon has descended from father to son since the days of King Eldacar, and is said to have been taken from a dragon hoard. Mundwine is a broadsword of Dwarvish steel alloy, enchanted, +15 to hit. It can cast a *Dispell Channeling* (10' radius) and *Light V* spell, each twice a day.

11. AZAER'S ENCHANTED ABODE

Possessor: Herumor Location: Variable

This useful device appears in the modest guise of a 2"-square bronze cube. Upon uttering the word "Open" (*Edro*) in Sindarin, it instantly "unfolds" into a grey pavilion, completely furnished within, 15' in diameter, and surrounded by a hemisphere of magical force 30' in diameter which must be dispelled for any outsider to enter. He who possesses the cube can pass through freely. The Sindarin command "End" (*Telo*) will cause the pavilion to refold into the cube, when spoken by the cube's possessor. Note that if one forgets to stand outside the tent, he will be shrunk as well and imprisoned in the cube in a state of suspended animation. Any inorganic items left in the pavilion (not carried by a person, and not the furnishings inherent to it) will be left outside when it collapses.

12. MALEITHEL (S. "Golden Well")

Possessor: Shelob Location: Torech Ungol

A golden flask of quart size stoppered by a silver cork and bearing the Elvish rune for "water", the Maleithel is an unending source of liquid refreshment. Every time the stopper is replaced, the flask will magically refill with clear, sparkling water. To those of evil disposition, the contents of the flask will taste vile and polluted.

TABLE 7.2 POISONS AND ROTTEN THINGS

NAME	AFFLICTION	SOURCE	FORM	APPEARANCE	EFFECT	LEVEL	FREQUENCY
ASGURATH	Poison	Snake venom	Paste	Brown/red	Paralysis	3	Moderate
DIIN FUINEN	Poison	Moss	Oil	Green	Amnesia	8	Moderate
JEGGA	Poison	Bat venom	Liquid	Brown	1-100 hits	10	Rare
NIMNAUR	Solvent	Spider fluid	Juice	Milky white	Slow liquification	2	Moderate
ONIXHITHUI	Poison	Stone lichen	Paste	Blue/grey	Fatal dehydration	9	Very rare
ONDOKAMBA	Poison	Bat venom	Juice	Green	Turns 1-2 hands/feet to stone	7	Very rare
PHOROZ	Poison	Flower	Pollen	Clear Liquid	Slow paralysis and death	4	Common
SPIDER VENOM	Poison	Giant Spider	Venom	Paste	Death/paralysis (2 types)	10	Rare

TABLE 7.3 ENCHANTED OR POTENT SUBSTANCES**HERBS OF ITHILIEN AND MORDOR**

Climate Codes:	arid = a; semi-arid = s; hot and humid = h; mild temperate = m; cool temperate = t; cold = c; severe cold (frigid) = f; everlasting cold = e
Locale Codes:	Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous (evergreen) forest = C; Deciduous/mixed forest = D; Jungle/rainforest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = D; Freshwater coasts and banks = F; Ocean/saltwater coasts = O; Volcanic = V; Underground (caverns) = U
Frequency:	Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild. Price shows purchase availability in towns and other 'shopping areas'.
Compass Code:	Last code in sequence shows area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.
Preparations Codes:	bo = boil; br = brew; ch = chew; cr = crush; dr = drink; eat = ingest; in = inhale; po = poultice; diss = dissolve.

NAME	CODES	FORM	PREP	COST	EFFECT
SENSE ENCHANTMENT					
Bright Blue Eyes	mS5W	flower	boil/dr	15gp	Enhanced vision (x3 plus mild infravision for 3 hours).
Elben's Basket	tS10NW	root	boil/dr	10gp	Heart stimulant. Doubles speed for 1 round once per hour.
Grapeleaf Magnolia	niD10NW	nectar	drink	7gp	Intoxication, dreams, and 1 day's nutrition.
Splayroot Goodwort	mF39W	seeds	diss/dr	195gp	For "good", instills confidence and singleness of purpose (+25) for 1 to 4 rnds.
Sulimquelote (Q. Breathblossom)	mD30W	flower	rub/inhale	5gp	Replaces smells of surrounding air with fragrant scent for individual using, duration 1-4 hours.
Zulzendura (M)	aU10U	mushroom	eat	70gp	Haste (3 rnds).

CONCUSSION RELIEF

Arlan	tT82NW	leaf	poultice	13sp	Heals 4-9. Wild heals 1-6.
Carefree Mustard	mC70NW	leaves	poultice	10gp	Heals all concussion hits; takes one hour.
Gariig (M)	sD35U	cactus	sap/dr	55gp	Heals 30.
Rewk	tD65U	nodule	cr/br/ch	7gp	Heals 2-20.
Thurl	tD80U	clove	br/dr	2sp	Heals 1-4.

ANTIDOTES AND DISEASES CURES

Vipersweed	mh10U	root	boil-dr	15gp	Antidote for Asgurath.
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SPECIFIC REPAIRS

Aloe	tH5U	leaf	salve	5bp	Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
Arpsusar	tF15U	stalk	boil/eat	30gp	Mends muscle damage.
Arunya	mS45U	root	br/dr	2bp	Causes sleep and quick unconsciousness. One hour's sleep equals 4. Addictive if used more than 2 consecutive days.
Athelas	tC5N	leaf	boil/in	300gp	Capable of curing anything while patient is still alive, but healing only as effective as the healer. Full effect only in hands of "Ordained" king.
Attanar	tF10U	moss	poultice	8gp	Cures fever.
Kelventari	tT30U	berry	rub	19gp	Heals 1st and 2nd degree burns, 1-10 hits resulting from heat.
Suranie	tF45U	berry	cr/in	2gp	Stun relief (1 rnd).
Yaran	tS60W	pollen	inhale	9sp	Acute smell and taste (1 hr).

SUSTENANCE

Chap-Beechnuts	mC20NW	nut	husk/cat	5bp	1 day's nutrition.
Furry Oak Acorn	mC45N	nut	eat	3bp/30	1 day's nutrition.
Sarah-Pokes-Her-Head	mC95NW	root	carry/eat	5gp	Aged one month, provides three week's nutrition.

Note: (M) indicates indigenous to Mordor; otherwise, herb is found in Ithilien.

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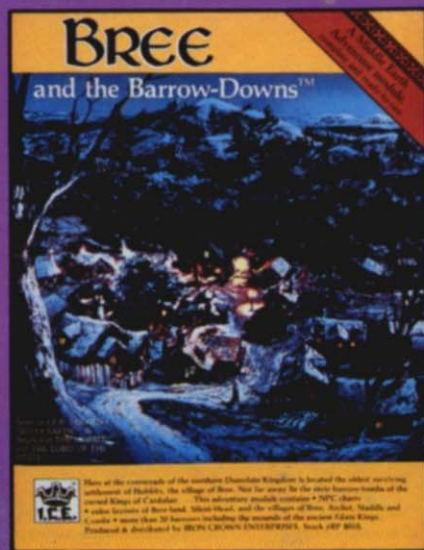
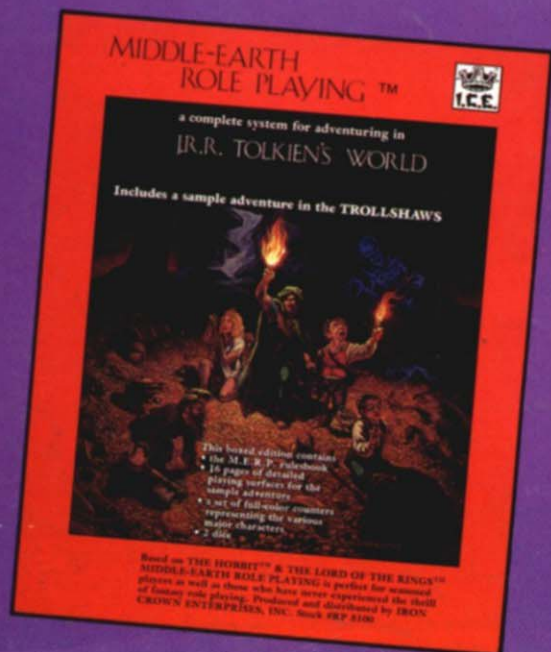
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