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MIDDLE-EARTH™ Campaign

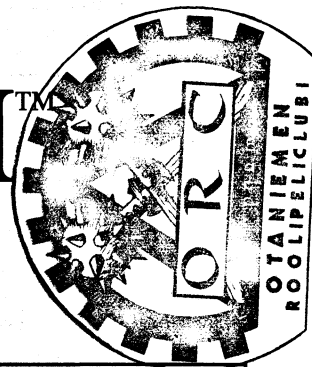


GORGOROTH™



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

GORGOROTH™



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PART ONE

Mariya watched the tendrils of steam drift upwards from a vent in the volcanic slag. Tortured whorls of lava, hardened into unnatural eddies and crested peaks, surrounded the young woman where she crouched to warm herself. Despite the lack of snow, winter on the plain of Gorgoroth was no less bitter than within the northern vales of the Anduin. Mariya edged closer to the heat rising from the steam vent's maw. The image of a thatched cottage tucked into the sunny slopes of a peach orchard formed in her memory. Would she ever see home again? Her fingers ached with cold.

The smoking summit of Mount Doom, clearly visible in the distance, blotted out Mariya's vision of familiar comforts. Why, she wondered once more, had her brother Dúvir succumbed to the Easterling warrior's promises of wealth and position? Surely he must have sensed the deceit behind the stranger's words. Nothing good could come of military service under a lord whose castle's foundations gripped the rock of the lands where the Dark Lord once reigned! Mariya shook her head wearily. A full year after Dúvir's departure in the Easterling's company, a torn scrap of paper arrived with a terse message scrawled on its stained surface. 'Sister, you had the right of it, and now I pay for my folly. I would resign my commission were it possible, but death is the only departure permissible under this warlord. Farewell, Dúvir.' Mariya's parents wept, but the young woman made ready for a journey. She would dare perils far greater than a sojourn through the deserted Black Land to rescue her younger sibling from his fate.

Drumming hooves recalled Mariya's mind to the present. Like a shadow, she slid from the steam vent's edge to a thicket of brambles. Concealed in the thorny shrubs, she observed three riders galloping along the engineering feat that was Sauron's Road in days of old. The horsemen wore armor darker than the night that lurks beneath mountains' roots. The middle rider bore a helm out of legend: Thôlogaer Ciryatano, the Sea-helm of Ciryatan, worn by the Lord of Morgul at the height of his power in Angmar. Horror froze Mariya's limbs. This was no despoiler sporting a trophy: the greatest of the Nazgûl himself guided his steed across the Devastation of Orodruin!

1.0 GUIDELINES

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

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

PROFESSOR TOLKIEN'S LEGACY

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

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

1.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

GAME SYSTEMS

MERP *Middle-earth Role Playing* **RM** *Rolemaster*

CHARACTER STATS

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

GAME TERMS

AT Armor Type	Lvl Level (exp. or spell level)
bp bronze piece(s)	MA Martial Arts
cp copper piece(s)	Mod Modifier or Modification
Crit Critical strike	mp mithril piece(s)
D Die or Dice	NPC Non-player Character
D100 Percentile Dice Result	OB Offensive bonus
DB Defensive Bonus	PC Player Character
FRP Fantasy Role Playing	PP Power Points
GM Gamemaster	R or Rad Radius
gp gold piece(s)	Rnd or Rd Round
ip iron piece(s)	RR Resistance Roll
jp jade piece(s)	Stat Statistic or Characteristic
tp tin piece(s)	

MIDDLE-EARTH TERMS

A Adûnaic	Kh Khuzdul (Dwarvish)
BS Black Speech	LotR <i>The Lord of the Rings</i>
Cir Cirth or Certar	Or Orkish
D Dunael (Dunlending)	Mû Mûmakani
Du Daenaël (Old Dunaël)	Q Quenya
E Edain	R Rohirric
El Eldarin	Rh Rhovanion
Es Easterling	S Sindarin
1.A First Age	S.A Second Age
F.A Fourth Age	T.A Third Age
Hi Hillman	Teng Tengwar
H Hobbitish (Westron Variant)	V Variag
Har Haradrim	W Westron
Hob Hobbit	V Variag
Kd Kuduk (ancient Hobbitish)	Wo Wose (Druidain)

1.12 DEFINITIONS

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

Asdriags — A group of warlike nomadic tribes who occupy portions of the central and eastern Talath Harroch (S. "South-horse Plain"), just east of Dagorlad.

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, an adjacent and sometimes 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, winding way which runs basically parallel to the Cirith Ithil, although it is more sheltered. Part of its route passes through Shelob's Lair.

Dagorlad — (S. "Battle-plain"). Wide, flat, grassy plain that lies north and northeast of Udûn and the main pass into Mordor. It was on this field that the army of the Last Alliance of Men and Elves defeated the forces of Sauron near the end of the Second Age (S.A. 3434). Those slain in the great battle were buried in great mounds erected on that plain.

Dead Marshes — (S. "Loeg Fîrn"). Foul swamps stretching south and east from the edge of Eryn Muil (S. "Drear Hills"). During the Third Age it spread eastward, out onto Dagorlad.

Dunlendings — (Dn. "Daen Lintis"). A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Most settled in Eriador, with the heaviest concentration in Dunland. A few went further afield, populating areas such as the foothills of the ered Lithui. Descendants of the Daen Coentis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: Dunmen, Dunnish Folk, Dunlanders, Eredrim, Donaen, etc.

Elves — (Q. "Quendi"). The immortal children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.

Éothraim — (Rh. app. "Glorious Horsemen"). The six tribes of Northman horsemen who occupy the southern Rhovanion plains until T.A. 1856-99. Actually called the Gimúthéothraim, or "Gathering of the Glorious Horses," they are the ancestral culture of the Éothéod and the Rohirrim.

Gondor — (S. "Stone-land"). Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith). Pelargir on the Anduin is Gondor's chief port.

Great Plague — Awful plague that struck Rhovanion in T.A. 1635 and swept through Gondor in T.A. 1636-37.

Gwaith-i-Mírdain — (S. "Brotherhood of the Jewelsmiths"). A Guild, school, and workshop established by Celebrimbor in Hollin. This order achieved greater feats of workmanship than any other individual or group in Middle-earth save Fëanor — and perhaps Annatar, though the power of the Elven-rings was such that even the One could not truly dominate them.

Kin-strife — The Gondorian civil war. The Kin-strife took place between T.A. 1432 and T.A. 1447 and pitted the forces of Castamir "the Usurper" against King Eldacar.

Nazgûl — (B.S. "Ring Servants" or "Ring Wraiths"). Also called the "Ringwraiths" or simply "The Nine," these were nine great lords of Men who were enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch-king of Angmar, also called the Lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action.

Northmen — Also called the Northrons. A group of tall, strong, fair, and hairy Mannish folk. They are the "Middle-men", a group culturally and physically closer to the Elves than those labeled "Common", but nonetheless distinct from the "High Men" or Edain. Branches of the Northmen include: the Wood-men, the Plains-men or Gramuz, the Lake-men, the Éothéod, the Éothraim, the Beornings, the Nenedain, and the Estaravi.

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.

Rhovanion — (S. "Wilderland;" lit. "Wild Place"). Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. "Ered Mithrin"), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. "Camen"). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.

Sauron — The Dark Lord, the Shadow, the Lord of the Rings. A Maia who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. He removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent.

Trolls — Morgoth bred the first Trolls (S. "Tereg", sing. "Torog") during the Great Darkness of the Elder Days in mockery of Ents, giving his repulsive creations a substance of stone, with comparable strength, hardness, and intellect. The original Stone Trolls have over the ages diversified into several other species, including Hill, Cave, and Snow Trolls. Principal Trollish handicaps are direct sunlight, which transforms them back to lifeless stone, and phenomenal stupidity.

Undead — Beings whose bodies have died but whose spirits have not yet departed from Arda, or creatures of Shadows who remain tied to the mortal world as a result of some heinous enchantment.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

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

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

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

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the Gamemaster, and converting statistics for your game system;
- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the consideration involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;

- (4) Assemble any source materials you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

1.31 CONVERTING HITS AND BONUSSES

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

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

1.33 CONVERTING STATS

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

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

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

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

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

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

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

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

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

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

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.

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

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary.

1.34 CONVERTING COMBAT ABILITIES

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

- 1) *Strength and Quickness bonuses have been determined according to the table below. Note that the stats you are using and compute these bonuses using the rules under your system;*

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

- 2) **Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1 /level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.

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

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

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

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

1.35 CONVERTING SPELLS & SPELL LISTS

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

Many systems, however, require that player characters or NPCs learn only one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts can be done with relative ease using these guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);

- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

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

1.37 SKILL BONUSES

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

1.38 LOCKS AND TRAPS

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

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

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

PART TWO

2.0 INTRODUCTION

East of the Ephel Dúath (S. "Fence of Shadow") and south of the Mountains of Ash lies the dark plateau of Gorgoroth, the heart of evil throughout the Second and Third Ages. The volcanic plain is home to the Lord of the Rings, and its very name is dreaded by the Free Peoples of Endor. Smoldering in the center of Gorgoroth looms the great mountain Orodruin, Mount Doom in the languages of Men. Within its fires, at the Crack of Doom, Sauron created the One True Ring. A highway flanked by smoking chasms links the Dark Lord's forging chambers to the grim fortress city of Barad-dûr, the throne of the lidless eye.

The dark land, both terrible and spectacular, is once again filling with evil as the power of Gondor wanes and the watch on Mordor fails. It offers more than just a challenge to those who wish to venture forth and explore the unknown.

2.1 THE BLACK LAND

Mordor is a grim realm. Black ash, the fires of Orodruin, and the reek of brimstone are a constant reminder of the diseased nature of the region. The overpowering presence of Sauron and his minions enhances its desolation. With Mount Doom as its center, the plateau is surrounded by the fortresses of Barad-dûr, Minas Dûrlith, Ostigurth, Barad-wath, Cirith Ungol, and Carach Angren, the Jaws of Iron. At Gorgoroth's periphery, the entrances to Mordor are guarded by the Gondorian citadels of the Morannon, Durthang, and Minas Ithil (later to become Minas Morgul).

Although the armies of Men and Elves have at times occupied Gorgoroth, evil has always been present in the very roots of the area. Dark and foreboding, Mordor is a legacy of the awesome

influence of Sauron and Morgoth. Orcs and Trolls infest deep caves in the mountains and military encampments on the plains. The souls of many who perished under the Dark Lord's regime haunt the ash-choked winds of Gorgoroth. Wicked and hideous beasts crawl or fly above the plateau. Twisted vegetation ekes out tortured existence within the encircling walls, searching for any trace of moisture.

2.2 THE TALE OF YEARS

THE FIRST AGE

When at last the great forces of Morgoth were defeated and the mighty fortress of Thangorodrim destroyed, the minions of the Black Enemy fled the destruction of their land. Sauron surrendered to Eonwë to stand trial in Valinor. Although repenting his evil deeds, Sauron fled the trial and turned back to the desire for power that had held him for so long.

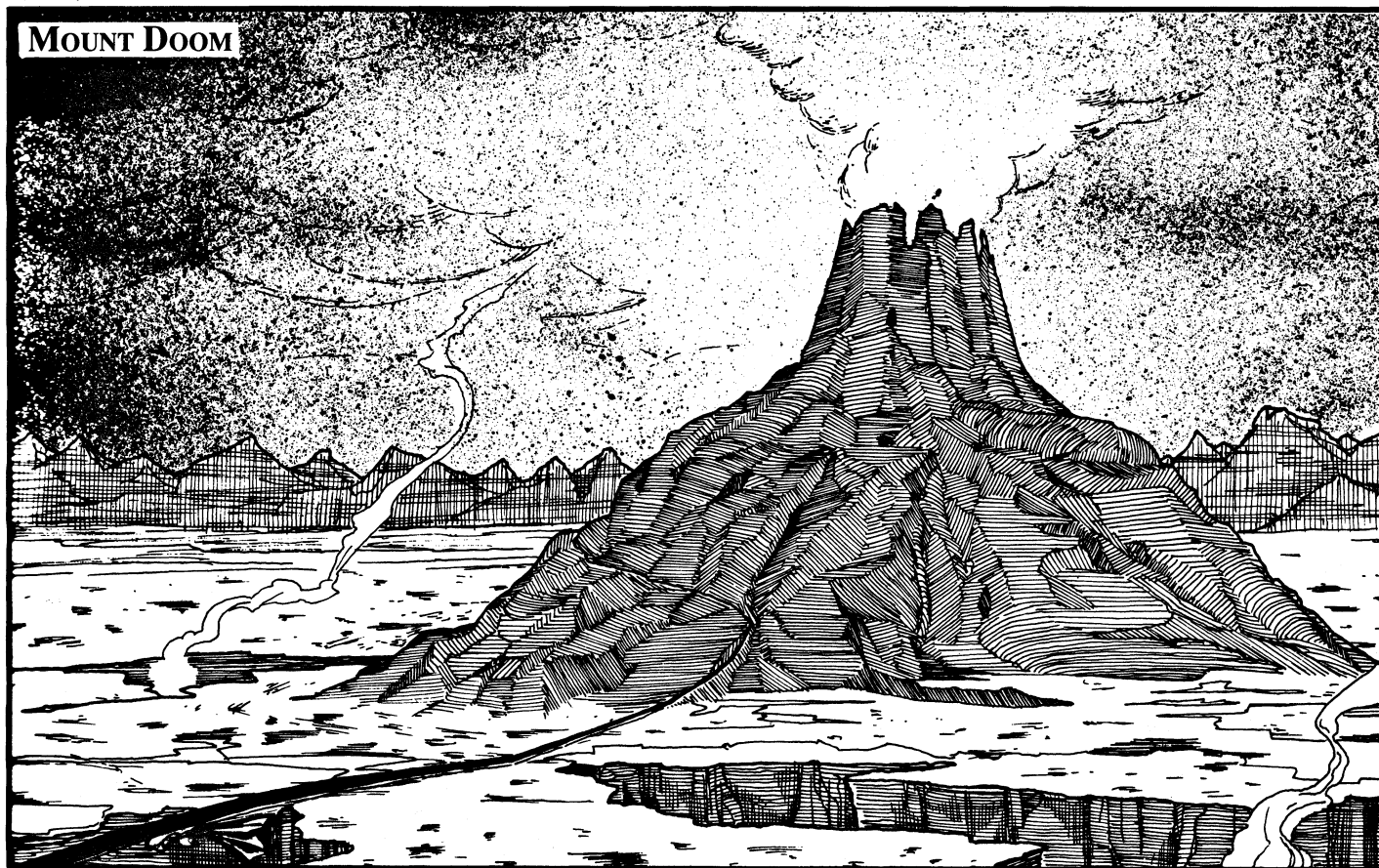
THE SECOND AGE

c.500 — Sauron stirs again in Middle-earth, after hiding in the farthest reaches of Endor.

c.1000 — Sauron, alarmed by the growing power of the Númenóreans, chooses Mordor as a land to make into his stronghold. He begins the building of Barad-dûr and the Sammath Naur. The construction of the town that will become Ostigurth begins at the encampment on the eastern side of the Gap of Nûn.

1200 — Sauron, under the guise of Annatar (S. "The Lord of Gifts"), leaves Mordor and travels to Eregion where he befriends the Elven smiths. He begins to manipulate them to his own purposes.

MOUNT DOOM



- 1243** — Ostigurth is completed. Construction begins on the city's tower: Barad Sereg.
- 1302** — Barad Sereg is completed.
- c.1500** — Elven smiths begin forging the Rings of Power. Sauron returns to Mordor.
- c.1600** — Sauron forges the One True Ring in Orodruin. The fortress of Barad-dûr is completed.
- 1693** — War of the Elves and Sauron begins; the Elves hide the Three Rings of Power.
- 1695** — Seeking possession of the other rings, Sauron's host invades Eregion.
- 1700** — A great fleet from Númenor lands at Lindon. The Men and Elves unite to defeat Sauron. The Dark Lord flees to Mordor and turns his attentions east. The construction on Minas Dûrlith begins.
- 1790** — Minas Dûrlith is completed.
- c.2000** — Sauron distributes the captured Rings of Power, hoping to bring other peoples of Endor under his sway. Seven are given to the Dwarf-lords, and nine to Mannish kings.
- 2251** — The Nazgûl first appear in Mordor.
- 3261** — Ar-Pharazôn leads an army across the sea and lands in Umbar with intentions to crush Sauron.
- 3262** — Sauron surrenders. The Nazgûl maintain control of the Black Land during their master's absence. The One Ring remains in Barad-dûr.
- 3319** — The Downfall of Númenor.
- 3320** — Sauron returns to Mordor and once again takes the One Ring. Orodruin bursts into flame, indicating the Dark Lord's return. The survivors of the Downfall give the mountain a new name: Amon Amarth, Mount Doom. Sauron can no longer assume a fair shape. Gondor and Arnor are founded by the faithful Edain who fled the Downfall.
- 3429** — Sauron's rebuilt armies attack Ithilien; the Gondorian army is pushed back over the Anduin river (the attack is lead by Ringwraiths). Isildur escapes to Arnor, and Anarion defends Gondor.
- 3430** — Formation of the Last Alliance of Elves and Men.
- 3431** — Battle at the plain of Dagorlad, Sauron's army is defeated. The siege of Barad-dûr begins.
- 3440** — Anarion is killed by a stone cast from the Dark Tower.
- 3441** — Barad-dûr is breached. The remaining population of Ostigurth comes north to engage the army of the Last Alliance; as such, the City of Death is abandoned. Sauron comes forth to battle and, on the slopes of Orodruin, slays Gil-galad and Elendil. Sauron is overthrown when Isildur cuts the One Ring from the Dark Lord's hand. Barad-dûr is razed; the Ringwraiths pass into the shadows. The Mannish servants of Sauron flee to the South and East, while the remaining Orcs cower in the pits and caverns below the Mountains of Mordor. Isildur claims the One Ring. Barad Sereg is razed, and the City of Death remains empty.

THE THIRD AGE

- 1** — A watch is placed on Mordor. Gondorian construction of the Morannon gates, Durthang, Carach Angren, Cirith Ungol, and Barad-wath begins.
- 2** — Isildur is slain; the One Ring is lost.
- 100** — The continuing construction on Barad-wath is abandoned.
- c.1000** — Sauron stirs again; the Istari appear.
- c.1050** — The Dark Lord goes to Dol Guldur; his presence twists the very nature of Greenwood the Great. It becomes known as Mirkwood. The Nazgûl reappear in their homelands, while Khamûl joins Sauron at Dol Guldur.
- c.1300** — All evil creatures multiply once again; Orcish populations grow alarmingly fast. The Witch-king travels north to Angmar, while the other eight Nazgûl remain in their homelands. Khamûl goes to the Southeast and cooperates with Dwar of Waw to control the region.
- 1635-37** — The Great Plague. Khamûl returns to Dol Guldur. The garrison at Carach Angren succumbs to the Plague and is isolated beyond help. The Morannon is later abandoned following a disastrous attempt to rescue the Carach Angren garrison. Orcs begin the re-population of Ostigurth.
- 1637** — Gûrthlug arrives and takes command of the City of Death.
- 1638** — Gûrthlug begins the reconstruction of Barad Sereg.
- 1640** — The Watch on Mordor fails. The capital of Gondor is moved from Osgiliath to Minas Anor (Minas Tirith). Eight of the Úlairi slip back into the Black Land to prepare for the return of Sauron. Three Nazgûl, Adûnaphel, Ûvatha, and Akhûrahil go to Nûrn. Hoarmûrath takes Durthang as his home. Dwar and Khamûl become commanders of Ostigurth. Ren the Unclean and Indûr begin anew the construction of Barad-wath. Gothmog travels from Dol Guldur and joins the Úlairi and assists in the plan to consolidate Mordor. He stays at Ostigurth.
- 1652** — Indûr is sent to occupy the fortress of Carach Angren.
- 1656** — Dwar moves to take command of the occupying forces of the Morannon gate using troops of the Uruk-udûn. Adûphanel joins Khamûl at Ostigurth.
- 1856** — Ûvatha goes to Khand.
- 1940** — Ûvatha returns to Mordor.
- 1975** — The Witch-king abandons Angmar upon its defeat at the hands of the Arnorians. He reenters Mordor, gathering the other Nazgûl at Ostigurth. They gather a host and prepare for war.
- 1976** — The Mouth of Sauron joins the Nazgûl in Mordor, and helps with the preparation for the assault on Minas Ithil.
- 1980** — A Balrog appears in Moria.
- 1981** — Khazad-dûm is abandoned by Durin's Folk.
- 2000** — The Nazgûl occupy Cirith Ungol and besiege Minas Ithil.
- 2002** — Minas Ithil falls and becomes Minas Morgul. Minas Anor is renamed Minas Tirith. The Ithil palantír is captured. The Witch-king, Akhûrahil, Indûr, and Hoarmûrath take up permanent residence in the tower, while Dwar maintains command of the Morannon Gates. Khamûl and Adûnaphel return to Ostigurth, Ren stays at Barad-wath, and Ûvathareturns to Khand. The Mouth of Sauron returns to Dol Guldur.
- 2050** — Eärenur, King of Gondor, rides to Minas Morgul (to do battle with the Witch-king) and is lost. Stewardship of Gondor begins.
- 2060** — The power of Dol Guldur grows; the Wise fear that it may be Sauron taking shape again.
- 2063** — Gandalf goes to Dol Guldur; Sauron retreats to the East.
- 2063-2460** — Sauron remains in the East with the Ringwraith Dwar. Khamûl returns to the lands of his birth.
- 2460** — Sauron returns with increased strength to Dol Guldur.
- 2463** — Déagol the Stoor finds the One Ring while fishing on the Anduin river at the Gladden Fields. Sméagol (Gollum) murders Déagol and takes the Ring.
- 2475** — Osgiliath is overrun by an Orcish Army. Although taken back by the Gondorian Army, it remains deserted until the end of the Third Age.
- c.2480** — Orcs begin to make secret strongholds in the Misty Mountains, so as to bar all the passes in Eriador. Sauron begins to people Moria with his creatures. This demand for Orcs temporarily reduces the Mordorean forces.
- 2510** — Orcs and Easterlings overrun Calenardhon.
- 2770** — Smaug descends upon Erebor.
- 2790** — Thrór slain by Azog in Moria; the Dwarves gather for a war of vengeance.

- 2793** — The War of the Dwarves and Orcs begins. Once again, the Orcs of Mordor are required to travel North to aid the armies of Gundabad. A contingent of Orcs cross Dagorlad on the way to the Misty Mountains.
- 2799** — The Battle of Azanulbizar, the end of the War of Dwarves and Orcs.
- 2850** — Gandalf again enters Dol Guldur.
- 2901** — Ithilien is deserted, due to vicious raids by marauding Orcs. Secret refuge of Henneth Annûn is built.
- 2941** — Sauron is driven from Dol Guldur by the White Council. Bilbo takes the One Ring from Gollum. Smaug is slain by Bard of Esgaroth. The Battle of Five Armies takes place in Dale. Dáin II of the Iron Hills becomes King under the Mountain. Dwarf the Nazgûl returns from the East.
- 2942** — Sauron returns to Mordor in secret, the Mouth joins him. Bilbo returns to the Shire with the Ring.
- 2951** — Sauron, now in Mordor, sends three Nazgûl (Khamûl, Adûnaphel, and Ûvatha) to reoccupy Dol Guldur. He begins to rebuild Barad-dûr. He makes himself known and declares his intentions. Gollum turns toward Mordor. Gothmog becomes the Warlord of Gorgoroth, and the fourth most trusted servant of Sauron.
- 2954** — Mount Doom bursts into flame. The last inhabitants of Ithilien flee west across the Anduin in fear.
- 2980** — Gollum reaches Mordor and becomes acquainted with Shelob.
- c.3009** — Gollum is captured by Orcs and brought before Sauron.
- 3017** — Gollum is released from Mordor and is then captured by Aragorn in the Dead Marshes.
- 3018-3019** - The War of the Ring. The One Ring is consumed by the fires of Orodruin. Barad-dûr falls; all other fortresses are damaged to some degree due to the tumultuous eruption of Mount Doom. Sauron and the Nine pass into Shadow.

THE FOURTH AGE

- 1-100** — The remaining creatures of evil are hunted by the Free Peoples of Middle-earth. Mount Doom becomes dormant.

3.0 THE LAND

The northern plateau of Mordor is the most geologically active place in Middle-earth. Seas of ash, clouds of volcanic dust, and hot steam rise from the floor of this barren plain, while small pools of reeking ooze boil and gurgle unpleasantly. Surrounded on all sides by steep mountains, Gorgoroth is totally isolated from the outside world. To the west, the Ephel Dúath and the Morgai Ridge separate the plains from the Mannish realm of Gondor. The Ered Lithui act as a great barrier to the north. To the southwest, the Ered Angûrath (S. "Mountains of Slow Death") divide Gorgoroth from Núrn. The plateau of Gorgoroth smokes under an eternal haze of laval fumes, the fires of Orodruin occasionally lighting the black skies.

3.1 THE MOUNTAINS OF MORDOR

Steep, desolate peaks surround the grotesque land of Gorgoroth, forming a dark and formidable fence. Composed of two black, volcanic mountain ranges that meet at the vale of Udûn, these barriers are virtually impassable. Few paths transcend the crags of the Zautok (B.S. "Black Land"). Those that do are dangerous and watched. The fortresses of Mordor brood upon the jutting arms of the mountains, spying upon all that moves across the nearly lifeless plain. Malignant Orcs infest the caverns beneath, breeding evil and darkness as they plot vengeance on the rest of Endor.

3.11 THE EPHEL DÚATH

The Mountains of Shadow are a constant reminder of the hateful presence of Mordor to the people of Gondor. Their peaks guard the fire of the earth in their hearts. From the west, they appear a dark gray due to the deposits of ash spewn forth in the past by the now dormant volcanoes. Plentiful plant and animal life thrives at the western foothills of the range (i.e., Ithilien), but not on the eastern slopes of the mountains.

The only known routes through the Ephel Dúath (S. "Fence of Shadow") include the Morannon gates at Cirith Gorgor, and, to a lesser degree, the pass adjacent to the tower of Cirith Ungol. It is rumored that other passes exist, particularly from Forithilien to Durthang, but the stories are widely disbelieved. If such paths do exist, they would be tremendously hazardous to those who would brave them. Mountain fires, steam vents, and choking clouds of sulphur are but a few of the perils typical of the Ephel Dúath.

The western portions of the Ephel Dúath receive rain and other forms of precipitation on a regular basis, with runoff water reaching as far in as the steep Morgai ridge. Many springs can be found within the Ephel Dúath; however, most of these are bitter tasting, and steaming hot from the fires in the earth. The presence of water allows a few specimens of the hardiest vegetation to grow along the inner slopes of the range.

The Ephel Dúath are considered low mountains, reaching heights of 5,000 to 7,000 feet. The tallest peak in the range is named Mormaegon (S. "Black Piercing-stone"), standing 8,804 feet in height. Columnar weathering of extruded basalts has produced strangely wrought pillars of stone on its slopes. The Ephel Dúath are never snowcapped, since the climate and the nature of the mountains do not permit it. The only form of frozen precipitation (received in the last two thousand years) that the Ephel Dúath experience is hail; it falls on the western slopes and is very rare. Along the Gorgoroth Plateau, a ridge of extremely steep mountains parallels the course of the Ephel Dúath. This ridge is called the Morgai or "Black Fence," and it is virtually impassible. At the southern end of the Morgai, a portion of the Ephel Dúath extends into Mordor, forming the Eregwath (S. "Thorn of Shadows") which divides Gorgoroth from the land of Núrn to the south.

3.12 THE MORGAI RIDGE

The Morgai ridge is a chain of exceptionally steep mountains that act as a great wall to block passage into Gorgoroth. Indeed, the imposing cliffs of the Black Fence are passable by only two routes: Cirith Ungol and the Durthang Pass near Carach Angren. The Morgai, like the rest of the Ephel Dúath, is volcanic in origin, although faulting uplifted the land to create the ridge line. Loose basalt, pumice, and other igneous rocks are predominant. In a distance of less than five miles, the Morgai rise sharply up from the bottom of the inner pass to a height of nearly three thousand feet, then plummet down to the dark plain below.

Despite its barren appearance, the ridge serves to channel what little water falls on the Black Land into Gorgoroth.

"They had trudged for more than an hour when they heard a sound that brought them to a halt. Unbelievable, but unmistakable. Water trickling. Out of a gully on the left, so sharp and narrow that it looked as if the black cliff had been cloven by some huge axe, water came dripping down: the last remains, maybe, of some sweet rain gathered from sunlit areas, but ill-fated to fall at last upon the walls of the Black Land and wander fruitless down into dust. Here it came out of the rock in a little falling streamlet, and flowed across the path, and turning south ran away swiftly to be lost among the dead stones."

Such trickles of water sustain the few forms of life dwelling in the shadows of the black-stained cliffs of the Morgai. (Finding water in the Morgai or Ephel Dúath is considered an Extremely Hard (-30) foraging maneuver.)

3.13 THE EREGWATH

Although a part of the Ephel Dúath, the Eregwath (S. "Thorn of Shadows") is that portion of the range dividing Gorgoroth from Nûrn on Mordor's western edge. The Eregwath also marks where the Morgai ridge comes to an end. These rugged volcanic mountains are as bleak and desolate as any of the Ephel Dúath, and help enclose and guard the Great Plateau. Like the Morgai, water is scarce, but present, as attested to by the presence of the scraps of lichen and small shrubs that cluster on the lower slopes. Orod Rauveleg (S. "Mighty Demon-mountain") rises from the end of the Eregwath, towering 9,032 feet above the floor of the plateau. It is the tallest of all the mountains of Mordor, though it once rose to an even greater height. At the end of the First Age, during the sinking of Beleriand, this volcano exploded with catastrophic results, removing more than two thousand feet from its peak.

Orod Rauveleg holds considerable strategic significance to the land of Mordor. The tower of Barad-wath was built on the easternmost slopes of the dormant volcano to monitor the Gap of Nûrn. Originally, Barad-wath was designed by Gondorian architects and engineers to maintain the watch on Mordor. However, the project suffered constant delays and was never completed before the early plague years when it was abandoned. Since then, Sauron's minions finished the tower, occupying it to maintain a strategic watch over Gorgoroth, Nûrn, and the Lithlad. The Tower of Shadow remained as a bastion of Mordor's evil until the end of the Third Age.

3.14 THE ERED LITHUI

Like the Ephel Dúath, the Mountains of Ash are volcanic in origin. The upper reaches of the peaks consist of hard igneous rock that slopes steeply down to the ash covered valleys. The jagged spires of rock thrust upward from the land like a funeral pyre awaiting the flame. The range is called the Mountains of Ash because of the smothering blanket of ash left by volcanic activity in the lower valleys. The ash is frequently stirred up by hot winds howling through the darkened passes. On the edge of this mountain range, Sauron raised the Dark Tower of Barad-dûr.

The southern slopes of the Ered Lithui make the Ephel Dúath look like a garden of life in comparison. The black dust of the valleys coupled with the sulfur-choked air makes it virtually impossible for any plant or animal life to survive. Ironically, water is somewhat more plentiful than in the Ephel Dúath, but it is usually fouled with ash. The northern slopes, however, support a wide variety of flora and fauna. The dry plains below are home to herbivorous beasts which in turn serve as a food source for the denizens of the foothills.

The Ered Lithui meet with the Ephel Dúath at the haunted pass of Cirith Gorgor to form the Vale of Udûn. From here these mountains follow an eastward path, with some formations of rock protruding a short distance into Gorgoroth itself. One of these outcroppings is gripped by the foundations of Barad-dûr. Hewn from a volcanic plug (beneath which rages molten rock within the magma chamber of an active volcano), the tower extends below ground as many feet as it rises above the surface. The fortress of Minas Dûrlith was constructed upon another smaller formation that protrudes into the Gaer Dûrlith (S. "Dark Ash Sea"). The Mountains of Ash continue east where they meet the Ered Angûrath to enclose the eastern end of Gorgoroth. Beyond the Ered Angûrath, the Mountains of Ash dwindle into the plains of central Endor.

3.15 THE ERED ANGÛRATH

Stretching north from the Gap of Nûrn to the Ashen Mountains, the Ered Angûrath (S. "Mountains of Slow Death") enclose the eastern end of the Black Desert. The mountains are named as such due to the great mines (worked by slaves) and forges located within their flanks. Thousands of prisoners perish from exhaustion and terror as they are driven by brutal masters. The mines extend from the spires of the peaks to the hellish depths of the underdeeps beneath their roots.

On the southern tip of the range, the dreaded town of Ostigurth stands in grim opposition to the Gondorian watchtowers across the gap. Unlike the western towers in Mordor, Ostigurth was constructed solely by the minions of the Dark Lord. It watches over the barren plateau, the Gap of Nûrn, and Nûrn itself from its perch on the mountain's edge.

The fumes from the great fires of Orodruin coupled with the great fields of ash make the northwestern slopes of the Ered Angûrath virtually devoid of life. The southeastern slopes would support a variety of plant and animal life if it were not for the filth spewed from the great forges and smelters in the slave pits of these mountains. Despite the harsh environment and the constant defoliation by Orcs, some persistent plants survive on the borders of Nûrn.

3.2 THE GAP OF NÛRN

The least desolate place in all Gorgoroth, the Gap of Nûrn provides a glimmer of hope that all of Mordor is not dying. Many small grasses and shrubs extend from Nûrn almost to the plains. The gap prevents the Eregwath and the Angûrath from strangling what little life remains within the Plateau of Gorgoroth. Through this pass, caravans supply the armies of Mordor that lie encamped on the plateau. From the gap, the land descends in steps to the lower plains of Nûrn, ending at the sad shores of Nûrnen, the salty inland sea.

3.3 THE UDÛN VALE

The Udûn Vale is a deep, circular valley enclosed by the meeting of the Ephel Dúath and Ered Lithui mountain ranges. A ring-dike, the vale was created when a massive block of stone sunk at the close of the First Age into a magma chamber located near the surface of the earth. The fluid magma welled up around the edges of the stone to form a circular ridge. Intermittent upwelling throughout the beginning of the Second Age reinforced the mountain walls while creating the passes the Isenmouthe and Cirith Gorgor. These are the only routes through the circular ridge, and they are blocked by the great fortresses of the Morannon, Durthang, and the Iron Jaws of Carach Angren. Numerous caves line the steep walls and cliffs of the vale, home to Orcs and Trolls.

3.4 THE PLATEAU OF GORGOROTH

Beyond the guard of the surrounding mountains, Gorgoroth sprawls in an epitome of desolation. It was formed of immensely thick layers of flood basalts, deposited over the centuries by Orodruin's eruptions and secondary lava flows from the fissures dotting the plain. The plateau's elevation (approximately 3,600' above sea level) is considerably higher than that of Udûn or the Lithlad (S. "Ash Plain") of Nûrn. Steam vents, mud pots, and cooling magma occupy the expanse. Dwarfing the lesser hazards of its surroundings, mighty Amon Amarth looms, its terrible silhouette sufficient to crush the spirit of all who enter the Black Land. To the northeast of Mount Doom stands the impregnable fortress of Barad-dûr, cloaking all of Mordor with its evil power.

Geographically, the dark plateau can be divided into four distinct regions: the Devastation of Orodruin, Perth Ūlmyn (S. "Smoldering Fields") to the southwest, the Gaer Dûrlith (S. "Dark Ash Sea") to the east, and, encompassing the north and western edge of Gorgoroth, the strip of land known as the "Grip of Sauron".

3.41 MOUNT DOOM

The fire of Orodruin is the herald of Sauron's activity in Endor. Eruptions seem to mirror increases in the power of the Lord of Mordor during the Second and Third Ages. After the One Ring was forged within the chambers of the Sammath Naur at the Crack of Doom, the link between Sauron and Amon Amarth became much stronger. Lava tubes and fissures form a vast and changing network of caverns within and below the mountain extending far into Gorgoroth. A composite volcano, formed of alternating layers of ash and lava, the Mountain of Leaping Flame thrusts nearly 4,500 feet above the surrounding plain. A solitary and imposing feature, it dominates the landscape of the Black Plateau.

Orodruin plays a major role in the history of Middle-earth. Within its fires, the great Ring of Power was both forged and destroyed. On its slopes, Gil-galad, Elendil, and Isildur fought the Dark Lord in mortal combat. The melee ended when the One Ring was cut from the hand of Sauron, banishing him to shadow, and forever separating him from his prize. The armies of the Last Alliance erected a small monument on the spot to commemorate that sad day. Strangely, the structure remained untouched by the wrath of Mount Doom until it was lost during the destruction of the One Ring. The Elves remember the monument with regret and sadness; Men have all but forgotten the Stone of Sorrow and its plaque.

Deep within the mountain lies the blackened cavern of the Sammath Naur, lit by flaming lava in the Crack of Doom. These unholy chambers saw both the birth and death of the greatest artifact of the Second and Third Age. Access to the cave is gained only through the sulfur-caked portal of the Sammath Naur. From it a path leads down and around the mountain.

"He did not know it, but he was looking at Sauron's Road from Barad-dûr to the Chambers of Fire. Out from the Dark Tower's huge western gate it came over a deep abyss by a vast bridge of iron, and then passing into the plain it ran for a league between two smoking chasms, and so reached a long sloping causeway that lead up onto the Mountain's eastern side. Thence, turning and encircling all of its wide girth from south to north, it climbed at last, high in the upper cone, but still far from the reeking summit, to a dark entrance that gazed back east straight to the window of the eye in Sauron's shadow-mantled fortress. Often blocked or destroyed by the tumults of the Mountain's furnaces, always that road was repaired and cleared by the labours of countless orcs."

— *LotR III* p.264

3.42 THE DEVASTATION OF ORODRUIN

Surrounding the great Mountain of Fire, the ground has been shattered and blasted by the fury of the Furnaces of Doom. Mounds of hardened lava, boulders, pumice, basalt, and small patches of obsidian (at times reaching heights of one hundred feet) dot the landscape. The putrid reek of noxious sulfur wafts through the air, collecting at greater concentrations in deep fissures and pits (sometimes thirty feet or more in depth). Blasts of hot steam belch

forth from fumaroles in the lower areas of this hellish place (Hard, -10, to avoid; delivers a "C" Heat crit each round). Occasionally deep cracks spew flames skyward, searing the already scorched earth. Pools of lava and flaming ooze appear sporadically and light the black nights of Mordor a deep and evil red. Sometimes, great clouds of deadly gas are released and float across the landscape. The Road of Sauron cuts its way through this blackened wasteland, providing the only viable route for travellers. No other roads or paths traverse the Devastation of Orodruin, since they would quickly be destroyed by the retching convulsions of the land.

3.43 THE GAER DÛRLITH

East of the Dark Tower, the winds of Mordor deposit ash from the Black Land's volcanoes. At the bases of the Ered Angûrath and Lithui and strewn across the boulder-strewn shelflands between the ridges, an ever-shifting sea of ash forms a blackened desert.

Winds whip the ash into furious storms that howl across the wasteland. The presence of volcanic glass in the hurricane-force winds strips the flesh from any creatures in the storm's path. Due to the porous nature of the soil, precipitation falling on the plain is quickly absorbed. No vegetation or animals inhabit the region, but legends tell of unseen monsters preying upon unfortunate Orcs and slaves lost among the grey dunes. Occasionally, caravans from the slave mines in Angûrath attempt to cross the desert; it is a hazardous journey, and many are lost in the shifting ash.

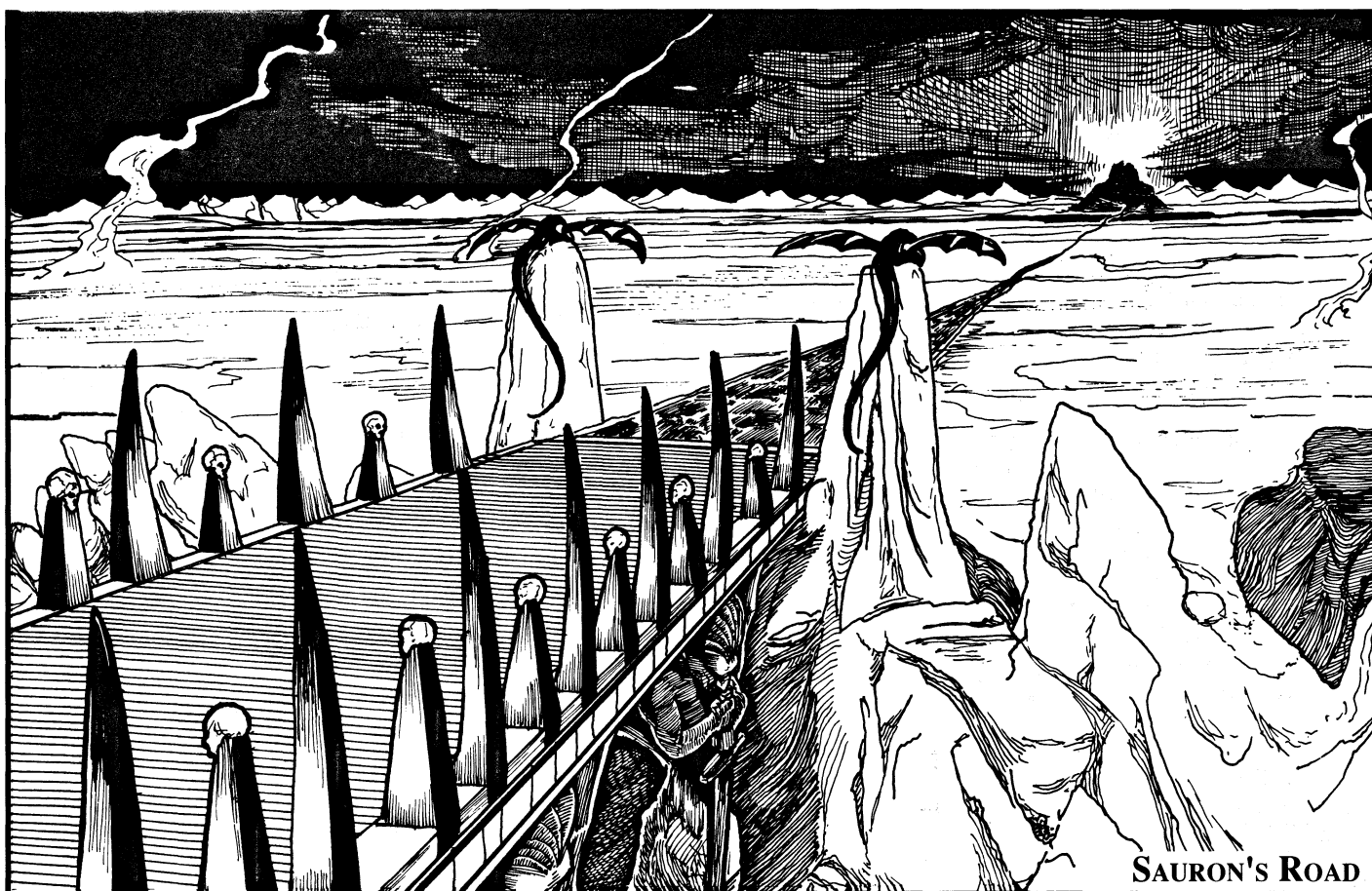
3.44 GWATHIRAUG

South of the Devastation of Orodruin, tucked into the South-western corner of the Perth Ūlmyn, lies one of the more hospitable regions of Gorgoroth. Small shrubs and stunted tufts of grass etch out an existence plagued by hordes of locusts, morgai flies, and hornets. Spidery grey lichens discolor the few boulders present, and in their shadows sprout mosses resembling sooty snowflakes. Black lizards occupy shallow burrows. Snakes, toads, and small mammals exact their place within the region's ecology. Wolves and other predators roam the flatlands in search of food. Above the Gwathirau plains, the towers of Barad Sereg and Barad-Wath monitor any movement stirring in the plains.

Roads, running along raised causeways, extend from Nûrn through Gwathirau into the heart of the black land. Vast caravans transporting food, water, slaves, troops, and weapons constantly traverse these routes to supply the armies of the Dark Lord. Other less-travelled paths exist, winding throughout the grasslands. Although they support a greater variety of plant and animal species than the other regions of Gorgoroth, the plains do not escape the wrath of Mount Doom. Reeking clouds of dust frequently block the sunlight, and the most violent eruptions spew magma sufficiently far to temporarily sear the grasses of Gwathirau.

3.45 THE GRIP OF SAURON

This strip of land lies between the mountain ranges and the Devastation of Orodruin. When viewed on a map, the area forms the shape of a hand tightening its hold on the imprisoned realm. The Grip of Sauron acts as a zone where exit from the plateau is watched. It is also an area in which the forces of darkness are mustered for war. Geologically, the land is similar to that of the Perth Ūlmyn (especially the Gwaithirau) to the south. Yet it contains much less plant and animal life than its counterpart, with the added bonus of fell beasts hunting for their prey. The mightiest fortresses of Mordor occupy the mountains edging the Grip.



3.5 THE CLIMATE

Gorgoroth's climate is a study in extremes, possessing an average temperature of 90° F (32° C) and yearly variances of 110° F (43° C) in Ivanneth (Summer) and 25° F (-4° C) during Girithron (Fall). Because of the surrounding mountains, little or no precipitation falls upon the Gorgoroth (7 inches of rain yearly). The prevailing winds blow over the Ephel Dúath from Gondor, preventing Orodruin's foul and reeking clouds from darkening the skies of Ithilien. When the hosts of Mordor come forth to do battle, Sauron sends the black clouds of Mount Doom to dishearten his foes and aid his minions.

Due to the extreme lack of moisture in the poisoned air of Mordor, the temperatures in Gorgoroth drastically change from day to night, by as much as 70° F (38° C). A straggling Orc in danger of death due to heat and lack of water at noon might well expire at midnight due to frostbite and exposure. It would be wrong to say that the presence of the Lord of the Rings has no bearing upon the region's weather, for his presence fouls the very air of this already sick land. Because of the warm climate, volcanic activity, and the lack of moisture, the mountains of Mordor are never snowcapped, but hail, sleet, and snow have been known to fall in the winter months.

3.6 ROADS AND SUPPLY

The roads in Mordor, especially those near Barad-dûr are heavily traveled. Constructed from smoothed basalt and mortar, the major routes are 35 feet wide and run on causeways 5-10' above the surface of the land. Along the edge of most, water cisterns are sparsely placed to facilitate the movement of troops. The cisterns

tap cool water from a very deep water-table, and they invariably possess the strong taste and smell of sulphur, as well as having an oily feel. The roads in northern Gorgoroth are all in excellent repair, and remained so during the long period of Sauron's absence in the Third Age. South of Barad-dûr, the highways run flush with the ground and are not as finely crafted (unlike the northern terrain, the southern landscape permits travel off-road). Several tracks, worn by the passage of feet and hooves, cross the lands of Gorgoroth. Most are nothing more than small trails. Patrols on the roads are infrequent, but caravans constantly traverse the highways, and the fearsome predators of the plateau keep vigilance with an ever malicious eye (especially the Fell Beasts of the mountains). Damage to the roads, due to convulsions of the earth and drifts of volcanic ash, is quickly repaired by the everpresent labor force of the Dark Lord.

SAURON'S ROAD

One of the finest highways in all of Endor, Sauron's Road was built to connect the Dark Lord's fortress to the Chambers of the Sammath Naur. The paved route is a magnificent piece of engineering, for it does what no other path could accomplish: cross the Devastation of Orodruin. Between Barad-dûr and Mount Doom, the road follows a deep chasm that extends from the foundations of the Dark Tower to the edge of the mountain. In the middle of the crevasse, great pillars of stone rise from the depths to support the base on which the road is built. Girders of iron grip the underside of the smooth blocks of obsidian which comprise its surface. Often damaged by Orodruin's convulsions, Sauron's Road is constantly repaired and strengthened by Orcish builders. Like Barad-dûr, its foundations were strengthened with the power of the One Ring.

4.0 THE ECOLOGY

Although the word barren characterizes Gorgoroth's ecology most accurately, some plants and animals successfully battle the odds to survive in the desolate land. The soil is rich with volcanic nutrients, but an extreme lack of water prevents all but a few hardy shrubs or bushes with deep root systems from clinging to the rocky terrain. Insects are better adapted to the conditions typical of the plateau. Small animals nibble the plants or prey on the insects and are in turn preyed upon by larger beasts.

WIND AND WEATHER CHART

Month	Udûn	Devastation/ The Grip	Gwathirau	Gaer- Dûrlith
1. Narwain (Winter)	35-50 10%	30-45 6%	30-40 10%	40-55 2%
2. Ninui (Winter)	40-55 15%	35-50 6%	35-50 20%	45-60 3%
3. Gwaeron (Winter)	40-55 15%	35-50 8%	40-55 20%	45-60 3%
4. Gwirith (Spring)	40-60 18%	35-60 10%	40-65 25%	50-65 5%
5. Lothron (Spring)	45-65 15%	40-60 8%	40-60 15%	50-70 3%
6. Nóruí (Spring)	50-80 12%	45-75 7%	45-75 10%	55-85 3%
7. Cerveth (Summer)	70-85 5%	65-85 3%	50-80 5%	75-90 1%
8. Urui (Summer)	70-90 4%	75-95 2%	65-90 5%	80-105 1%
9. Ivanneth (Summer)	70-110 3%	80-115 2%	70-110 5%	90-120 1%
10. Narbeleth (Fall)	50-80 5%	65-80 5%	45-75 8%	75-95 2%
11. Hithui (Fall)	40-65 8%	45-60 6%	35-60 10%	50-65 3%
12. Girithon (Fall)	30-55 13%	35-55 10%	25-45 15%	25-50 3%

Temperatures are in Fahrenheit, with percentages indicating the chance of precipitation. If the temperature is less than 32° F (0° C), precipitation will come in the form of sleet or snow; above freezing, it will be rain. Temperatures listed are during the daytime. To determine nighttime temperatures: roll 3d10; take this number and subtract the percentage # from the daytime temperature; this indicates the temperature drop in degrees Fahrenheit. For metric, subtract half the Fahrenheit value (it's not exact, but it's an adequate guideline). Using this method, nighttime temperatures in the Gaer Dûrlith could plummet to as low as -3° F (-20° C). For higher altitudes, subtract one degree of Fahrenheit for every five hundred feet above the plateau.

4.1 FLORA

Stunted trees, bushes, and tufts of grasses dot the western mountains and plains of Gorgoroth, while some hardier grasses and water-retaining succulents grow in the plateau's harsher climes. Curiously, there is one type of plant life that is strictly native to the dark realm: Brambles of Mordor. The evil-looking shrub bristles with long, razor-sharp thorns and grows in dense

clumps along the Ephel Dúath and in smaller quantities in the Ered Lithui. The brambles have an intricate root system, which can extend as far as necessary to find a suitable source of water. Some legends tell of bramble roots extending hundreds of feet scrounging for moisture. They are the largest species of plant in Gorgoroth, achieving heights of five feet and spreading to fill a seven foot radius. Occasionally, the brambles are cultivated to help guard a fortress, such as Barad-wath. The shrub's six-inch thorns are capable of deterring almost any attacker; their density is enough to stop a berserk Troll. (Cutting through a Bramble is a Very Hard, -20, static maneuver, taking hours to complete.) The plant is easily recognized by its black leaves, twisted limbs, and in blooming season small crimson berries called "Tears of Blood."



Other plants do not fare as well as the hardy bramble, but a few grow in small clumps around what little moisture the soil has to offer. Small coniferous shrubs jut from the steep mountain outcroppings, while lichens congregate upon the rocks. Coarse clumps of sickly-green grass grow upon the parched soils of the plains, hoarding what little water they find. Thin, dark mosses crawl upon the stones, rivaling the fungi lichen for space. Small flowering plants are all but non-existent within the bounds of the volcanic mountains; however, one such plant can be found in the higher altitudes. The Lothningil (S. "White-star Flower") is the remnants of a failed attempt by the Elves to refoiate Mordor after the defeat of Sauron at the end of the Second Age.

4.2 HERBS AND POISONS

Of the plants that exist within Gorgoroth, a scant few possess medicinal value. These herbs are rare, but nevertheless can be found throughout the more arable parts of the plateau. In addition to preparations derived from plant life, several other sources native to Gorgoroth provide substances that heal or harm.

GARIIG

Extracted from a cactus native to Gorgoroth, this helpful serum heals 30 hits instantaneously. However, the cacti is prone to attracting small deadly spiders (possibly offspring of Shelob), which spin their webs in its thorns and deter harvesting.

LOTHNIMGIL

As mentioned before, this small, white cliff-flower is the last remains of a futile Elvish attempt to brighten Mordor. The nectar from the flower of the tiny plant is sweet-tasting and invigorates whoever consumes it. It should be treated as healing 1-10 hits, and giving the imbiber +5 to all actions for the next 24 hours.

KARGIJAK (B.S. "TEARS OF BLOOD")

A foul-tasting berry that grows on the Brambles of Mordor is the base ingredient used by the Orcish soldiers in their healing solutions. The berry is collected, ground to a paste, and then applied directly to the wound. It heals 20 concussion hits immediately and doubles the rate of healing. However, the drawback to this is that the paste stings tremendously (stunning for 1-10 rounds) and guarantees that the wound will scar. The growing season of the fruit is very short, lasting throughout the month of Gwirith. During this season, the inhabitants of Mordor vigorously harvest the berry in anticipation of future wounds.

KUJANIKAPURD (B.S. "FOOD MUSHROOM")

The medium-sized grey mushroom is cultivated by the inhabitants of Mordor in both the caverns below Barad-wath and the hellish depths of the Angûrath mines. If eaten when picked, the mushroom provides nourishment (and stomach cramps) for a week. If the fungi is dried and then crushed into a coarse powder, the ill effects are avoided, although the nutritional value is reduced by half.

GRAMÛRSH

Known to the Orcs, Gramûrsh (Or. "Grey Rot") can be powdered to make a handy dust that preserves meat and vegetables for up to two months. To accomplish this task, the powdered fungi is rubbed into the food, which then dries up while retaining all its nutritional value. The unfortunate consequence of this process is that the food acquires a highly unpleasant taste (reminiscent of the waste matter in which the fungus was grown).

ZILZENDURA

A favorite among the Orcs of the Ered Lithui, this addictive herb stimulates a surge of adrenaline that hastens the actions of the ingester for three rounds. Found only in caverns deep within the mountain roots, the pale blue mushroom requires no preparation and need only be picked and eaten.

AIR OF MORDOR

The presence of so many volcanoes in an enclosed region, along with the presence of Sauron, has served to poison the very air of the Land of Shadows. It has a harsh bitter tang that makes breathing both difficult and unpleasant. Once on the plateau, all individuals (excluding Orcs and Trolls) operate at a permanent disability (-10 to all activity). These effects can be temporarily alleviated (10-20 minutes) by drinking water.



AIR OF OSTIGURTH

The overpowering stench of death present in this city causes severe nausea in all but the very strong of heart (-30 to all activity; treat as a 7th level poison). The odor has no effect on individuals aligned with Sauron or those accustomed to its effects (after three days, the effects may be ignored).

ASGÛRATH

Asgurath is the mild venom (3rd level) of a large brown snake that dwells in the confines of the Ephel Dúath. It afflicts the nervous system of the victim, causing a temporary paralysis.

JEGGA

Jegga is secreted by small bats that infest the caves of the Ephel Dúath and the Ered Lithui. Highly toxic (level 10), the brown liquid causes extreme pain (1-100 hits).

JUTH

Juth is extracted from the blood of a very rare, scorpion-like arthropod found only on the flatlands in southern Gorgoroth. It is a potent poison (level 7), causing a severe burning sensation at the wound. Due to the pain, the victim is at -30 to all actions. If the victim fails his or her RR by more than 75, the pain causes the victim to slowly go insane. Orcs often seek the tiny scorpion for its entertainment value when inflicted on prisoners, often enlivening the most boring of captives. When applied to a weapon, the effects last for half an hour.

MORUNGOL VENOM

The venom (15th level) causes instantaneous paralysis in any victim. If mixed with brambleberry paste, its potency drops to 10th level, but its effects become lethal, paralyzing the beating of the heart.

NIMNAUR

One of the poisons excreted by the Giant Spiders of Cirith Ungol, this milky-white liquid is used by the spiders to dissolve the skeletal structure of their captured victims (level 2 poison).

ONDOHITHUI

This potent poison is created by utilizing a variety of blue lichen, grinding it up into a powder, and then mixing powder with a small bit of water. The effects of the toxin are not apparent immediately, but it is very deadly (level 9). Ondohithui causes the target to suffer from severe dehydration. In the most serious cases (failure by 101+), the victim will die of dysentery in a manner of days.

ONDOKAMBA

Similar to Jegga, Ondokamba is the venom of large cave bats that dwell in the mountains of Mordor. The peculiar effects of the green-colored poison hardens 1-2 hands/feet of the target to the density of stone, rendering them useless.

FHAMORAUMANG VARAZÂDI

The Giant Spiders of the Ephel Dúath use this poison to immobilize their intended prey. It is extremely effective (level 10), causing immediate paralysis and/or death.

SHAPIT ZÊMAR-GURZ

The most deadly natural poison in northern Endor (level 20), Shapit Zêmar-gurz (B.S. "Sudden Heart-death") is secreted by the glands of the tiny Rock Vipers. It is a transparent yellow liquid and kills its victims in even the smallest of quantities. Yet when applied to a weapon, it is not very effective (level 5). Immediately upon injection, the wound swells and bruises, followed by (within a minute) palpitations of the heart. Breathing becomes difficult, and death follows due to a massive myocardial infarction (heart attack) in 6-10 minutes.

DEADLY GASES

Lethal fumes are emitted occasionally by the volcanoes of Mordor. They have been known to wipe out vast amounts of life while riding the foul winds of the Black Land. The toxicity varies with composition (acting as 1-15th level poison). Emissions may cover an area ranging from a few feet to several miles. The effects may be mild, such as mental confusion, or disastrous: a slow lingering death. Found primarily within and around Orodruin, the cursed clouds of death do much to make Mordor the desolate land that it is.

4.3 FAUNA

Despite the small supply of plant life in the food chain, a variety of animals live within the boundaries of Gorgoroth. Ranging from innocuous black swans to formidable cave bears, most species differ from their cousins dwelling in other environments. Darker plumage, more wiry musculature, and a honed ability to locate water are but a few of the characteristics common to the beasts that roam the plateau.

4.31 FLYING CREATURES

BATS

Many different species of bat inhabit the mountains above the plateau. They range in size from tiny beasts with bodies the size of a mouse to the great creatures that weigh two pounds and have a wingspan of up to six feet. Many of these possess a venom to immobilize their prey. The smaller bats are found throughout the mountains of Mordor, while the gargantuan winged monsters are swarm among the peaks surrounding the fortresses of Minas Dûrlith and Ostigurth.

BLACK SWANS

Native to Nûrn, these birds are occasionally sighted in the Gap in southern Gorgoroth. They are large for swans, but rely on insects and fish for food. Stories tell of boats on the Nûrnen mobbed and overturned by the avians. Such occurrences are rare, but do happen when vessels approach the birds' nests too closely.

CLIFF BUZZARDS

Living in the mountains, this intelligent scavenger follows the armies of Sauron hoping to feast on the fallen. Hated by Orcs, the black birds feed upon dead or injured soldiers. Their scraggly nests are built atop the high cliffs of the Morgai, the Ephel Dúath, and the Ered Lithui. A purely red-colored breed inhabits the Imlad Gurth.

ECHO HAWKS

A subterranean bird of prey, this creature possesses a formidable array of hunting weaponry. It is an efficient predator, sharing many characteristics such as echo-location and infravision with bats. Known for its terrifying scream, the hawk is a rare and fierce adversary.

4.32 INSECTS

ANTS

Numerous varieties of ants live in the vicinity of the Gap in southern Gorgoroth. The creatures congregate in colonies and are considered harmless by the inhabitants of the region. If eaten in medium quantities, they can provide nourishment for a meal.

HORNETS

These pests are normally not aggressive unless disturbed. It is not easy to accidentally stumble upon a hornet nest, since the number of wasps dramatically increases, along with a growing buzzing sound. Should a foolhardy individual push forward, he will find himself swarmed by hundreds of outraged stinging insects.

LOCUSTS

Known as the scourge of the pathetic foliage of Mordor, locusts appear only in the months of Narbeleth and Hithui. During the end of the growing season (if it can be called as such), the locusts significantly increase in number. Once the population has swelled, hordes of ravenous insects raze the sparse vegetation of the Gorgoroth plain, then just as suddenly disappear, only to return the following year.

MORGAI FLIES

Vicious blood-sucking Horseflies, the Morgai pests are only found within the confines of Mordor. Their bloated black bodies incessantly swarm the inhabitants of Gorgoroth, making life even more unpleasant. Frequently carriers of disease, the bothersome insect is easily distinguishable, since it bears a red blotch upon its back. This mark is unnervingly similar to the symbol of the Lidless Eye, possibly a result of some black Sauronic sorcery.

SCORPIONS

These grotesque predators grasp their prey with their pincers, then inject the victim with a highly toxic venom (Juth, see above). They are uncommon and can be found in small burrows and crevasses throughout Gwathirau. Aggressive and vicious, they should be feared by the inobservant traveller. The insects often climb into supplies, and this habit can lead to a very unpleasant surprise.

SPIDERS

The vast range in size of spiders in the Black Land is equalled only by that found in Mirkwood. Although considerably smaller than their northern brethren, they are every bit as dangerous. The majority of the spiders within Mordor dwell in the pass of Cirith Ungol (S. "Pass of the Spider"), close to the unholy lair of Shelob the Great, daughter of the demon Ungoliant. (For more information see sections 4.3 and 7.51.)

MORUNGOL

Native to Mordor, these deadly arachnids are rarely encountered (and happily so). Generally slow moving, the palm-sized spiders are surprisingly fast when attacking. They are easily recognized by their black haired bodies, and a red patch upon the backs of their abdomen (similar to the splotch marking the Morgai flies). Their venom is highly toxic (15th level) and paralyzes their victims instantaneously. If this venom is mixed with bramble berry paste, its potency drops to 10th, but the combination is lethal. The usual prey of the Morungol consists of Morgai flies and black lizards (though it will not hesitate to attack a larger intruder if threatened).

4.33 REPTILES AND AMPHIBIANS

ANGUSALWÉLI

Called the Unbird, these warm-blooded reptiles are found everywhere in Middle-earth. Within Gorgoroth, only one type of Unbird exists: a black-skinned variant of the two-legged family. Exceedingly swift, these poisonous carnivores hunt lizards, toads, birds, large insects, and small mammals. They prefer to swallow their meals whole, after paralyzing them with an effective (level 3) venom. Their dark skins support numerous pointed scales along the spine, with smoother iron-like scales found on the back and sides.

BEADED LIZARDS

Living only in the southernmost reaches of Gorgoroth next to the Eregwath, the slow-moving lizards feast upon small rodents and insects. Reaching three feet in length and weighing up to twenty pounds, they are left alone by larger predators as the taste of their flesh is repugnant. Glands in their large jaws secrete an irritating poison used to stun smaller animals (level 2).

BLACK LIZARDS

A generic term used to describe the tiny and passive lizards that seek protection amongst the Brambles of Mordor. They feed on various bugs and help control the insect population within the walls of Gorgoroth. They capture their prey in a manner similar to that of frogs.

GORGOROTH TOADS

The only known natural counterbalance to the locust swarms, these mottled gray amphibians breed underground in pools of water trapped below the dried plains in the south. The toads can be used as guides to find water, since many wells successfully strike water in an area with a high toad population. The creatures burrow upwards through the parched soil during the month of Hithui and then

proceed to gorge themselves on the locusts.

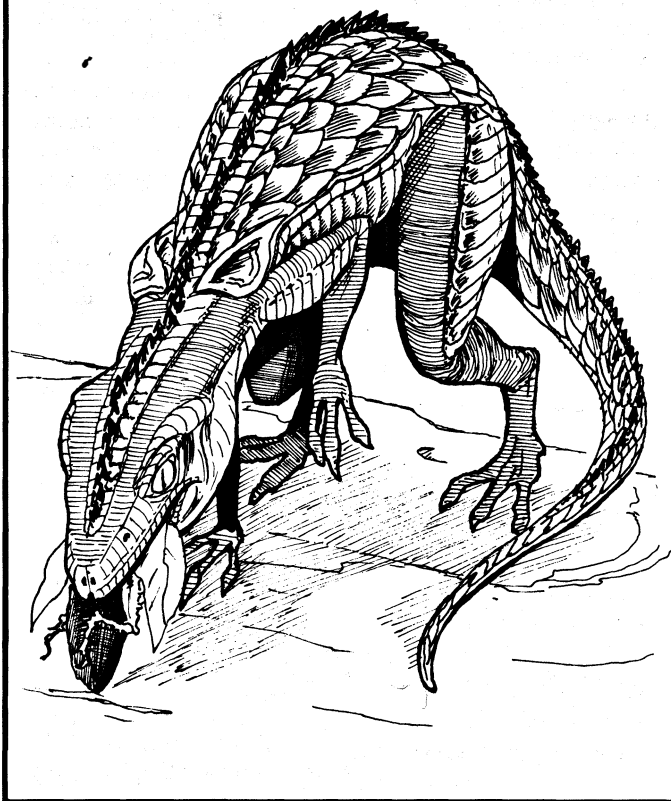
ROCK VIPERS

The tiny grey-colored snakes inhabit the mountainous regions of Mordor. It is fortunate that they are rare, since they possess one of the most deadly poisons in all of Endor (level 20). Even the Orcs avoid this small and swift creature, for no one survives a bite from this reptile without immediate magical or herbal aid.

SNAKES

Unlike the rock viper, other varieties of nonpoisonous snakes live within Gorgoroth's confines. These serpents often find themselves on the dinner spits of many an Orc. Their flesh is reasonably tasty and is considered a delicacy.

ANGUSALWÉLI



4.34 CARNIVORES

MEGLIRONDOR

These monstrous Cave Bears are native to the western slopes of the Ephel Dúath, south of the Morgul Vale. Generally feeding on roots and berries, they rarely attack Men and are avoided by the Orcs. A few occasionally stray onto the eastern slopes of the Fence of Shadow, but never onto the plateau below.

DEATH SHREWS

Found in the caves below the Ephel Dúath and Ered Angûrath, these tiny but vicious animals will attack when cornered. Their bite carries a foul disease known as the Blue Hand. Those afflicted often become crippled and occasionally take their own lives to avoid suffering.

DRAUGWAITH

Roaming the grim plains of Núrn, Grey Wolves occasionally stray onto the Gorgoroth plateau in a futile search for food. They are rare among the volcanic twists of stone, but are known to attack lone or wounded travellers. The wolves tend to shy away from larger groups of people, preferring to feed upon large rodents and reptiles.

ORMARÁKAR

Cousins to the grey wolves, War-wolves are huge, vicious dogs that have been bred for combat. The original techniques used to train these awful beasts were devised by the Nazgûl Dwar of Waw, the Dog Lord. War-wolves are often mistaken for Wargs, and can be ridden by small Orcs. Extremely bold and violent beasts, they will attack travellers and are favored among the Orcs as pets.

4.35 OTHER ANIMALS

HORSES OF MORDOR

Horrid perversions of their free kindred, these black horses are mounts for the Warlords of the Lidless Eye. Appearing only in the late Third Age, they gained a notorious and awful reputation. Unlike their vegetarian ancestors, these horses sport skull-like heads and long carnivorous foreteeth. Glowing red eyes, steamy breath, and polished hooves further enforce their grim character.

MORDOREAN CATTLE

Herds of dark-flanked cattle graze the shores of Númen. Within Gorgoroth, they are found only in the sinister city of Ostigurth, although they are occasionally used as draft animals to pull convoys through the wastelands. Four feet high at the shoulder and possessed of sharp, down-curving horns, Mordorean cattle are not as docile and dim as their western bretheren. They will attack those who stray too near and must be herded with care (and a couple of War-wolves).

RATS

Infesting the mountains and fortresses of Mordor, these large rodents rummage for scraps around the dinner tables of the Orcs. They are omnivorous, but sport fangs more typical of carnivores. They are the only creature to thrive within the Grip of Sauron.

4.4 MONSTERS

Unnatural perversions of free creatures in Endor, these twisted beasts resulted from the deforming actions of Morgoth and Sauron. Mordor is a haven to monsters, and many travellers in Gorgoroth meet doom at their claws. (During the War of the Ring, the Hobbits remained unmolested by the grimmer perversions of Gorgoroth, since these creatures instinctively fear and avoid the One Ring.)

ASH DRAKES

A wingless relative of the Sand Drakes in Far Harad, Ash Drakes are the only creatures that inhabit the blackened desert of the Gaer



ASH DRAKE

Dûrlith. They lurk below the surface of the soft ash, waiting to spring upon unwary and unfortunate travellers. The drakes move through the ash swiftly, either by lumbering across the surface or "swimming" below. They seldom feed, and as a result attack with great ferocity.

CAVE DRAKES

Cave Drakes are a species of lesser Dragon found deep in the roots of the mountains of Mordor. The huge beasts are not to be trifled with, for although they lack a breath weapon their powerful legs and muscular bodies make them formidable foes. They are intelligent, cunning, and quick to anger, but dull by the standards of the Great Drakes.

CAVE WORMS

A legless form of the Cave Drake, these beasts possess an uncanny sense of smell. They are capable of tunneling through soft stone, and are only encountered within the deepest caves of Mordor.

FELL BEASTS

Mockeries of the Great Eagles, Fell Beasts inhabit the mountain peaks of Mordor. Their huge, bat-like wings span thirty or forty feet, easily carrying their lithe bodies on the foul winds of the Black Land. They are often used as mounts by the powerful warriors of darkness. They hunt along the Grip of Sauron, providing an excellent watch on this barren land. The Witch-king rode a Fell beast during the War of the Ring.

GIANT SPIDERS

Offspring of the mighty demon Ungoliant, these huge spiders infest the pass of Cirith Ungol. The greatest of them is Shelob, who dwells in Torech Ungol above the great tower. They resemble their smaller brethren, spinning deadly webs within the caves of the pass, waiting for an unwary victim.

TROLLS

Huge, ugly, and stupid, these mockeries of Ents are found throughout the highlands of Mordor. They often march in the armies of Sauron, since they are fearsome warriors possessing great strength and brutal personalities. The only Troll "native" to Mordor is the great Cave Troll, the most violent and cruel of all the Tereg. Cave Trolls operate at night only, however, for they turn to stone when light of the sun strikes them. In the Third Age, a new breed of intelligent and resilient Troll began to appear. Known as the Black Trolls or Olog-hai, these creatures could operate in full daylight. They serve as warlords and lieutenants of the Dark Lord, using their sheer size and cunning to enforce their rule.

4.5 UNDEAD

BARROW-WIGHT

These are the souls of powerful and evil Men that haunt the crypts in which their remains lie. Once worshippers of darkness, they have cheated fate to lead a miserable tortured existence. These awful wights appear as dark shadows with glowing points of light for eyes, feeding off the energy of the living. Many legends speak of their presence within the crypts of Mordor, deterring all but the most ardent of grave robbers.

GHOST

Lost spirits of Men who perished in Gorgoroth walk the cursed plateau through the nights. They appear as transparent images of their former selves with the lesser varieties appearing hazy. Ghosts are possibly the most powerful of the Undead save for the Ringwraiths themselves. Occasionally, the presence of a ghost can be felt before its visible form is manifested, since a chill air surrounds the undead spirit. The coolness derives from the ghost's inadvertent draining of the life force flickering in their victims. Within the boundaries of Mordor, most of the ghosts encountered have been twisted by Sauron's black presence. However, on occasion, a traveller may encounter an entity that is not wholly evil.

GHOUL

Ghouls are the animated corpses of fallen Men and Orcs. In almost every case, these creatures have not been well-preserved. Their rotting flesh peels constantly, and their sunken eyes do not move. Their nails and hair are long, caked with dirt, grime, and dried blood. They will attack relentlessly against any living creature, attempting to rend their victims into shreds. Although uncommon, Ghouls wander all of Gorgoroth, animated by Sauron's awesome presence.

ZUZARHI (B.S. "ASH GHOULS")

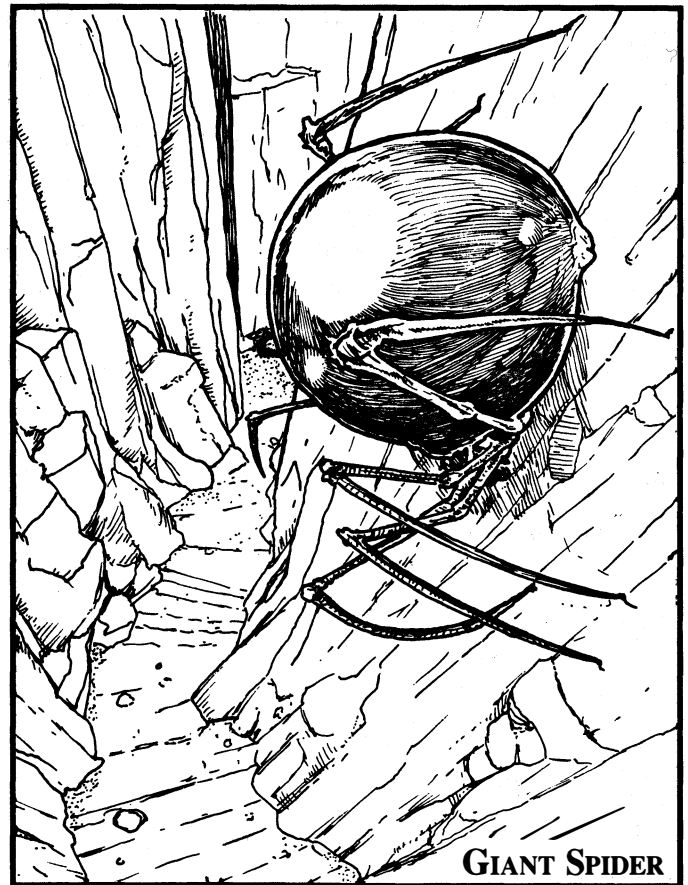
One variant of the ghouls is the well preserved type found among the shifting lands of the Gaer-Dûrlith. Related to the Lesinavi of Far Harad, these creatures are the remnants of people who perished in the soft ash while traversing its dangerous expanse. Simply called "Ash Ghouls," they are rarely encountered.

NAZGÛL

Nazgûl are the most powerful of the undead ever to walk the face of Middle-earth. The Nine Ringwraiths of Sauron are the direct focus of the Black One's will. For more information, see section 7.2 or refer to ICE's *Lords of Middle-earth Volume II*.

SKELETONS

Like the ghouls, skeletons are animated remains of fallen people, except all that remains is the skeleton itself. They are extremely resilient, being immune to any bleeding criticals. They sometimes bear weapons, but attack in the same berserk manner as their flesh covered brethren. In Gorgoroth, animated skeletons are not often encountered, though in the Gaer-Dûrlith those that perish in the vicious obsidian storms often become undead.



GIANT SPIDER

SPECTRES

Similar to a ghost, spectres are the non-corporeal spirits of spiteful individuals who possessed a great desire to continue living after their death. They are malicious, cunning, and enjoy frightening others for their own pleasure. They thirst for the life energy that keeps them alive (draining 8 constitution points per round).

WARGS

Wargs were bred from large wolves in the First Age by Morgoth, but during the process ceased to become living creatures. They appear as huge and vicious wolves that join the hosts of Mordor in battle. Their savage teeth and huge claws are capable of cutting through many an opponent. When slain, the creatures quickly dissipate, leaving only a foul patch of soil where they fell.

WEREWOLVES

Werewolves differ from the Wargs in their intelligence, equal to that of a man, and their ability to change shape. In the First Age, Morgoth placed many of his demonic servants within the bodies of great wolves, to help them carry out his dark purpose. Most of the werewolves of old perished after the downfall of their master. Some survived, fleeing Tol-in-Gaurhoth to the farthest reaches of Middle-earth. Although very rare, some werewolves live within the confines of the Black Land. One such individual is Gaurhir, the leader of the Scara-hai Orcs in the castle of Durthang. For more information see section 7.47 or ICE's *Gates of Mordor*.

GÛLSCARU (B.S. "WRAITH-WOLVES")

Functioning as special guards, these creatures are summoned through black ceremonies and bound to a given location. Similar in some respects to the werewolves, Gûlscaru are identical in appearance, save for their shadowy and translucent nature.

5.0 PEOPLES AND CULTURES

Due to the severe environment in Gorgoroth, the Mordoreans live predominantly in Núrn, with a scattering of herdsman in the plains immediately east of the Black Land and a few nomadic tribes just south of the Ephel Dúath. The only race truly indigenous to the barren plateau are the Orcs. Mountain warrens, supplemented by Sauron's fortifications in the Second Age, have housed their kind in Gorgoroth since Morgoth's first tampering created the Orcs from the Elvish race. Yet Men, Elves, Dwarves, and Trolls have entered the volcanic plain to clash in the mighty wars fought within the mountain walls. And Sauron's armies, both Mannish and Orcish, occupy the citadels and barracks built within Gorgoroth.

5.1 THE ORCS

"...all those of the Quendi who came into the hands of Melkor, ere Utumno was broken, were put there in prison, and by slow arts of cruelty were corrupted and enslaved; and thus did Melkor breed the hideous race of the Orcs in envy and mockery of the Elves, of whom they were afterwards the bitterest foes. For the Orcs had life and multiplied after the manner of the Children of Ilúvatar; and naught that had a life of its own, nor the semblance of life, could ever Melkor make since his rebellion ... And deep in their dark hearts the Orcs loathed the Master whom they served in fear, the maker of only their misery. This it may be was the vilest deed of Melkor..."

— *The Silmarillion* p. 58

Viewed as the most pitiable and repulsive of all races, the insufferable Orcs inhabit the mountain caves of Gorgoroth in concentrations greater than any others in Endor. They are exceedingly violent, disgusting, crude, cruel, obnoxious, self-indulgent, and evil. Living within a cannibalistic tribal society, the Orcs respect nothing but raw power. Universally loathed by all the peoples of Endor (including themselves), they constantly fight with each other. The race was nearly wiped out by the Last Alliance of Elves and Men. The remnants of the scourge sought refuge deep within the mountains, cringing from their defeat and plotting their revenge.

5.11 APPEARANCE

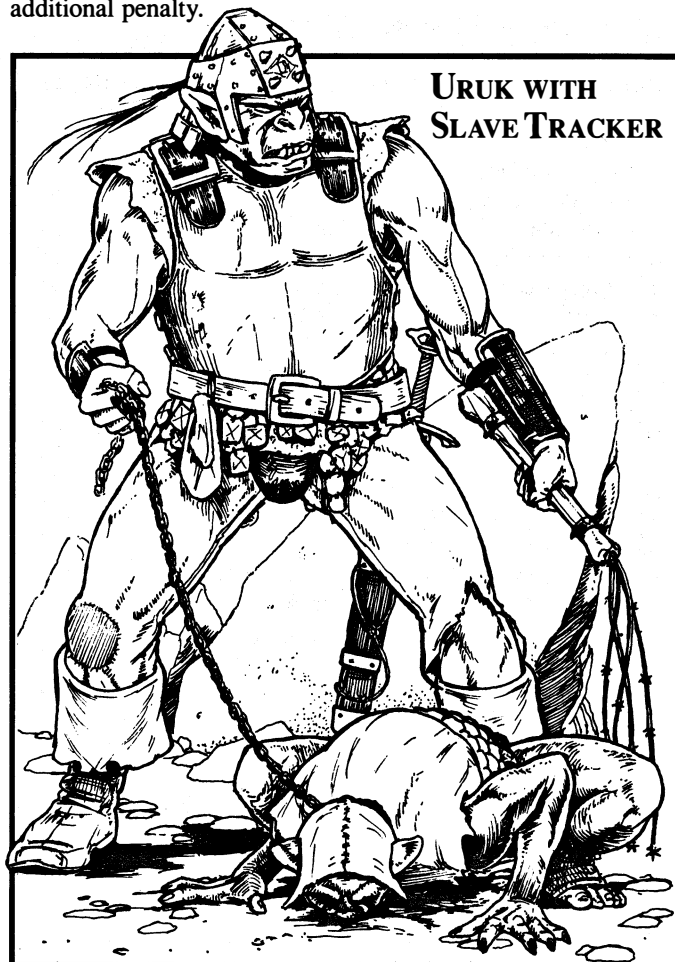
Ranging in height from three to five feet, these deformed creatures vaguely resemble blackened and scarred half-apes. Demonic points of light mark their hate-filled eyes, while a wide drooling jaw sports short, carnivorous fangs. Long and sinewy arms, short bowed legs, and hunched hairy backs all contain a hidden inner strength which matches that of a large Northman. Orcish hides are heavy and thick, supporting a wide range of bacteria, filth, mucus, and fungi. Their skin ranges anywhere from a light brown to black, with albinism an extremely rare trait. (Black-skinned Orcs are more common on the Gorgoroth plateau, while the brown-skinned and grey-skinned varieties dominate in Núrn.) Scars are seen as badges of bravery and are often self-inflicted to impress other Orcs. Tattoos are an essential adornment, reflecting the tribe and rank (they are located upon all parts of the body including the face). There is no such thing as an odor-free Orc; often, an Orcish captain can discover exactly what his troops have been doing by their stench. Short claws extend from the tips of their fingers, with all but the laziest of Orcs sharpening them to

a cruel point. Observing an Orc in motion is proportionately humorous to the speed with the creature is moving. They travel with a sort of a loping gait, often using their hands to pull themselves along. To some this may resemble a charging bull gorilla; however they forgo the use of their arms when carrying weapons (which is practically all the time). Subtlety in movement is an unknown trait, with brazen thoughtless action the norm (the only exception being when stalking a victim).

Bred as creatures of darkness, the Orcs share certain traits with all other evil beings. When exposed to bright light or light of the sun, they are overcome by a burning sensation in their eyes and experience nausea. If exposure is prolonged, their skin develops irritating hives while breathing becomes more difficult (similar to an allergic reaction). Darkness will bring immediate relief, with no ill effects lasting no longer than a few minutes. (Treat as -60 to all actions while in sunlight, -30 in bright light.) When in darkness, vision is similar to a common man in daylight, while total blackness reduces sight to ten feet.

URUK-HAI

Sauron's breeding projects within the depths of Mordor and Dol Guldur gave rise to the Uruk-hai. These creatures are larger than Common Orcs, standing five to six feet in height, with better proportioned and straighter limbs. They are much stronger than their lesser brethren and appear more human. This is not to say that they could possibly be mistaken for anything but an Orc. They possess cat-like eyes that glow with demonic fire, fang-like teeth, and black/grey hides. Though also creatures of darkness, Uruk-hai are able to ignore the retarding effects of the sun and operate at no additional penalty.



URUK WITH
SLAVE TRACKER

5.12 PERSONALITY AND LIFESTYLE

Orcs were borne of hate and jealousy, and their personalities reflect these traits in abundance. Warlike, vicious, and exceedingly foulmouthed, few can tolerate their usual habits; when part of a multi-racial alliance, the commander must be very powerful to prevent internal strife. The typical Orc combines the worst qualities of the most notorious of murderers, rabid wolverines (Glutani), famished Hobbits, and hyperactive jackrabbits. Orcish fascination with torture serves to enlighten their otherwise miserable existence and exercise their ingenuity. They respect nothing but absolute terror, and those who wield it fiercely.

A frequently heard Orcish proverb (if such it can be called) may loosely be translated as "I don't feel like it" (albeit the Orcish version is much more colorful). This philosophy forms the basis of the Orcish attitudes towards life. If they can abuse someone or something else while not doing work, so much the better. However, when controlled, they can accomplish almost any task set before them. The physical endurance of the Yrch is unrivaled by that of any other race in Endor. Elves, Dwarves, and the Dúnedain all possess remarkable constitutions, but their lives are soft in comparison to the average Orcish existence.

There is no form of Orcish recreation, with the exception of torturing others. When not at war (a rare occurrence), they sit around their holds and complain about almost any idea unfortunate enough to form within their skulls. Food consists of anything that is not fully decomposed. Orcish cutlery involves a sharp dagger, a foul mouth, and all twenty digits. They are one of the few creatures in Endor able to digest more garbage than a goat, and constantly suffer from indigestion, cramps, and halitosis.

Mating in Orcish society consists solely of brutal breeding techniques inflicted by the strongest of Orcs. Males tend to dominate, although occasional females (really big ones) hold some sway over whom they breed with. Newly born Orcs are referred to as Imps, and are terrorized for the first two years of their lives in communal dungeons. The female Orcs raise the young and frequently feed upon the weak and deformed. The survivors remain under female supervision until they are fit to be abused by the males. This brutal rearing roots out the weak and unfit youngsters effectively, who would otherwise not survive in Orcish society. However, the standard milieu is so brutal that a fifty-year old Orc is considered old. Due to their Elvish origins, the Orcs possess the potential for virtual immortality (but no Orc has ever achieved it).

Orcish abodes resemble unkempt cesspools more than homes. The potential for disease is high, but intrinsic resistances keep infection among the inhabitants to a minimum. Mounds of garbage and refuse comprise the furniture with occasional benches or tables considered a luxury. The rooms are rarely cleaned, and are sometimes abandoned to festering masses of maggots. When a chamber is tidied, the task is performed by the lowest of the Orcs, with the refuse either burned, eaten, or moved.

The Orcs are, however, exceptional craftsmen and make excellent albeit ugly weapons. Their forges are in constant operation, churning out weapons, armor, and other metallic goods. Their arms are of high quality (+5 to +10 non-magical) and are designed to be used by the Orcish physique; the Uruk-hai wield weapons designed for their different stature. Anyone other than a Common Orc who handles a weapon intended for these lesser warriors will be at a disadvantage (-20 to -25 automatically) due to the strange balance (it is designed for someone with ape-like arms). The Uruk weapons are similar in design and balance to Mannish weapons and may be used by other races with no penalty.

5.13 RELIGION

Darkness and power are the foundation of all Orcish religion. In the First Age, the focus of their attention was Morgoth. Proper reverence was brutally enforced by the Orc-sorcerer Storlaga and his minions. In Mordor, the worship is much the same, with Bolvag enforcing the Dark Lord's will. The Yrch in this respect are servants of the Eye to the last, for they will always bow down to Sauron.

Ceremonies invariably involve sacrifice (preferably living), fire, and a symbol of their Dark Master (Morgoth in the First Age, Sauron during the Second and Third). The proceedings are presided over by a chosen servant of the Master of Darkness. During the Fourth Age, worship degenerated into bizarre tribal rituals, dealing with an evil, but unnamed, figurehead (Morgoth in exile?).

During the Second and Third Age, Sauron enforced Orcish worship as a method to keep his armies in control, and his own ego satiated. For this purpose he bred a line of Uruk priests to do his bidding. The high priests were always named Bolvag, and lived secluded in the hellish pits of Barad-dûr.

5.14 SOCIAL STRUCTURE

Authority within Orcish society is determined by the size and power of a given individual. The Uruk-hai remain upon the upper echelons of the tribal ladders, some Common Orcs grow to near Mannish proportions, and forge a place for themselves. Ascension among leaders almost always involves a struggle between several candidates, with the focus centered upon a symbol of power (usually a weapon or crown). The most famous example of this was Elfhewer, the scimitar of the Great Goblin of Goblin-gate.

Females are commonly regarded as slaves, with their primary function being as imp bearers. In rare cases they attain positions of personal power, and even rarer gain the leadership of a tribe.

The Orcish version of law is translated as: "If you can get away with it, do it. If you can't, do it anyway. And if it would prove painful, do it later." If an individual loses an item, then he does not deserve it. Orcs have their own sense of justice (read "vengeance"), with more powerful Orcs bullying their lesser brethren. The smallest Yrch finds small rodents or slaves to abuse and uses every opportunity to exploit an unsuspecting victim.

5.15 WARCRAFT

Unhindered by an Olog Warlord or constrained by Sauron's will, strategy in Orcish conflict is limited to: "Kill them all." Ambush is the only improvisation on this theme, though it is rare that a bunch of Orcs can remain in hiding for any length of time without being drawn into squabbling amongst themselves. When directed by a focused will, be it the Dark Lord or a strong Orcish leader, an Orcish ambush is the deadliest in Middle-earth. The favored hand-to-hand weapons are scimitars, daggers, short bows, and axes. Spears are not uncommon for mounted fighting, although they are rare otherwise. Arms that allow for splatter and splash are most popular, with nail and tooth favored over rapiers. The morning-star is considered a status symbol as it requires a high level of skill, while still providing an exemplary spectacle of blood. The crossbows is used, yet it requires an incredible amount of Orcish patience and fine motor control. Only when directed by a mastering presence will Orcs bother to learn its intricacies. Siege weapons, produced in forges deep below the earth and characteristic of Orcish cleverness when directed toward efficiency and destruction, are usually operated by teams of Common Orcs. However, the denizens of Mount Gundabad possess greater expertise in this area of warfare than do those of Mordor.

5.2 THE MEN OF MORDOR

Due to Gorgoroth's inhospitable environment, Men eschew the plateau itself for the shelter of the fortresses surrounding it. These bastions house the bulk of Sauron's Mordorean armies. The warriors come from many different places and peoples. Indigenous Mordoreans include forces such as the Nûmiags, the Nûriags, the Neithanrim, and individuals of mixed blood. However, many more mercenaries come from lands surrounding Mordor, making of its war host a melting pot. Few possess a pure racial heritage. Haradrim and Variags comprise the largest groups, but many other tribes have a substantial representation. The approximate composition of the Mordorean armies is as follows: Asdriags (3%), Balchoth (7%), Black Númenóreans (2%), Brygath (2%), Corsairs (6%), Dorwinirim (1%), Gathmarigs (1%), Haradrim (Near and Far) (22%), Kykuriani (3%), Odhriags (2%), Sagath (8%), Wainriders (8%), Variags (34%), and other minority groups (1%). The normally dark personalities of these individuals have been perverted into the vilest collection of scum in Middle-earth. Their manners are considerably more polite than those of the Orcs, but they are no less cruel in their ways. The recruits to the Forces of Darkness have been concentrated in Mordor with the promise of power and wealth. They act as mercenary representatives of their tribes, with only a few following the role of official diplomat.

Appearances vary with respect to tribal traditions, although their visage has been hardened by life in Mordor. Most of Mordor's Mannish contingent are granted leave in Núrn. Those dwelling within the plateau year round are either masochistic or under orders. Feuds with the Orcs are common, with feelings of hatred constantly simmering under the surface. Only the presence of the Nazgûl and their subordinates keep the Host in an uneasy peace.

5.3 TROLLS

Although Trolls are true monsters, bred by Morgoth in mockery of the Onodrim (Ents), some Tereg posses Mannish qualities to such a degree as to appear considerably more civilized than Orcs (i.e., William, Tom, and Bert Huggins from the Hobbit). Yet, the variation between individuals is large, and many a Torog is little more than a crazed, mindless beast intent only on killing. Troll personalities are equally varied, but all are simple (in the true sense of the word) and carnivorous to the extreme. Though Trolls are exceedingly greedy, the actual possessions mean nothing and are not important unless missed.

The sub-species to which a Torog belongs determines his personality. Cave Trolls are by far the most beast-like and berserk, while Stone Trolls are less violent (though they are no less dangerous). Eight to fourteen feet in height, Trolls posses the strength of five men. Their immense weight (580-3100 lbs) combined with a crude assortment of weapons make them one of the most feared races in Endor. Females are thought to be rare, though determining the sex of a Troll is an unknown and dangerous art. Trolls mate is for life (or until the mate is misplaced), with families dwelling together or breaking up in groups (only among the Stone variety). Cave Troll breeding is brief, rare, and violent, possessing no remnant of social institutions.

In general, Trolls appear as large, deformed humanoids. From their blockish heads, black or brown eyes stare blankly at an overly complex world (from the Troll's point of view an empty room is overly complex). Their features are less distinguishable than those of Men, being more rounded and lumpy. Their massive bodies most often appear obese (from overeating), but this has never been a hinderance to their strength and endurance. Some Trolls sport

ORC BAND WITH TROLL



tusks, have no noses (just nostrils), and grow oversized fangs. Facial hair is sporadic and coarse with head hair similar but much more greasy. Skin color can vary from brown to green to grey, or any combination of thereof. Consistency of the hide is predominantly scaly, sometimes appearing almost rocky. Like Orcs, Trolls have excellent night vision, though when exposed to natural sunlight they turn to stone.

OLOG-HAI

This improvement on the original Morgothic Troll was engineered by Sauron during his final rise to power. Intended to be ultimate warriors, Olog-hai may well deserve that appellation. They know no fear, thirst for both blood and victory, and may operate normally in full sunlight. The breeding processes invoked by Sauron involved considerable magical meddling combined with carefully selected mating. The large sorcerous influence in their creation enables them to ignore stun and bleeding effects from non-enchanted weapons. Much more intelligent than their lesser brethren, Olog-hai serve as trusted lieutenants of the Dark Lord and are adept warlords in their own right. They use more advanced weaponry than lesser Trolls, favoring maces, morning stars, and two-handed swords. And the tactical schemes devised in their cruel skulls are as effective as those of any of Sauron's lieutenants while retaining perverse twists peculiar to the Olog-hai alone. All Olog-hai are capable of using grammatically correct language (Black Speech rank 5) and may learn multiple dialects.

HALF-TROLLS

Even more repugnant processes than those that gave rise to the Olog-hai have led to the creation of the Pertorog. Using the finest female examples of the Olog-hai, Sauron bred them with some of the strongest and most brutal of the Variag warriors. The resulting blasphemies average around seven feet tall, with jet black skin, red forked tongues, and glowing demonic eyes. These half-men/half-trolls are virtually unaffected by the light of the sun and can reason with a human-like ability. They enjoy greater trust than the Olog-hai, and serve as Sauron's elite shock troops and lieutenants. They are also the most naturally cruel beings in all of Middle-earth, revelling in the pain and anguish of others.

Sauron's laboratories evolved many different breeds of Half-troll, including Elf/Troll, Uruk/Troll, Half-Troll/Troll, and a number of different Mannish races (most notable of these was a half-Beorning Troll mix known as Araudâgûl). A few individuals survived these hideous experiments, and have found places in the forces of the Dark Lord.

5.4 OTHER RACES OF MORDOR

Under the crushing presence of Sauron, some misguided souls among the Free Peoples were turned to the ways of Darkness. They are few and far between, and their existence is virtually unknown (and widely disbelieved) outside Mordorean society.

5.41 DWARVES

Bavor's people, the first Dwarves to leave their homelands surrounding the Chambers of Awakening, travelled south and built holds in the Yellow Mountains. Not all who set out on the journey arrived at its finish, since Fâdon Stonetoe and his followers settled in the southern foothills of the Ephel Calennenda (S. "Fence of the Green Slopes") that would later be named the Ered Angurath. The splinter group prospered, but their final fate was unhappy. Sauron took the lands where they dwelt for his own in the Second Age. Most of the Stonetoe's descendants met death, while those that survived were beguiled by Annatar, Lord of Gifts, and swore fealty to him. When the fair-seeming Maia proved to be foul, Fâdon's line held to their misguided allegiance.

In the Third Age, they became rivals to the Orcs of Angûrath and dwelt in isolation on the southern slopes of the Mountains of Slow Death. They possess the privilege of forging precision metalcrafts for the Dark Lord, and have received, on occasion, the honor of counsel with the Master of Crafts (Sauron) at Barad-dûr. The Mornaugrim are protected by Sauron's personal command, a necessary precaution to ensure the survival of the small tribe.

After millenia of exposure to the Black Land's twisted influence, the Dwarves have developed a horrible appearance. Their hair and fingernails are as black as pitch, and their eyes burn with a faint reddish glow. Their facial features have hardened, becoming very angular and grayish in hue. The existence of this bizarre and wholly evil tribe is known to only a few powerful Dwarf-lords in Endor. The tale of Fâdon's line is considered a dark and embarrassing secret, to be shared with no other race in Middle-earth.

5.42 ELVES

Despite advantages of immortality, fairness of form, and wisdom granted by the Valar, not even the Firstborn escaped the temptations of the Dark Lord. Although Celebrimbor was deceived by the Evil One's words, there were many of the Quendi who embraced the ways of Sauron. The most significant aspect of the seduction of the Eldar is that none of the Dark Lord's victims were warriors. Rather, they joined Sauron in search of increased knowledge and mastery in the realms of the Essence. Sauron considers the garnering of his Elvish servants to be one of his greatest victories over the Free Peoples.

His corrupted servants are drawn from all of the Quendi, save for the Vanyar. The majority descend from the Avar tribes in Eastern and Southern Endor; however, the most powerful of Sauron's Elvish servants are Noldo or Sinda in origin.

6.0 POLITICS AND POWER

Gorgoroth has been the heartland of Sauron's power ever since he took Mordor for his own in the early Second Age. Founded upon brutal tyranny and black sorcery, the poisoned realm is a grim reminder of what could be the fate of all Endor.

6.1 THE HIERARCHY

The political structure of the Black Land, on paper, resembles a large pyramid with the Dark Lord at its peak. The influence possessed by each individual is strictly defined by his place in the hierarchy. And his place is determined by prowess and the Dark Lord's favor. A description of the hierarchy of Mordor follows.

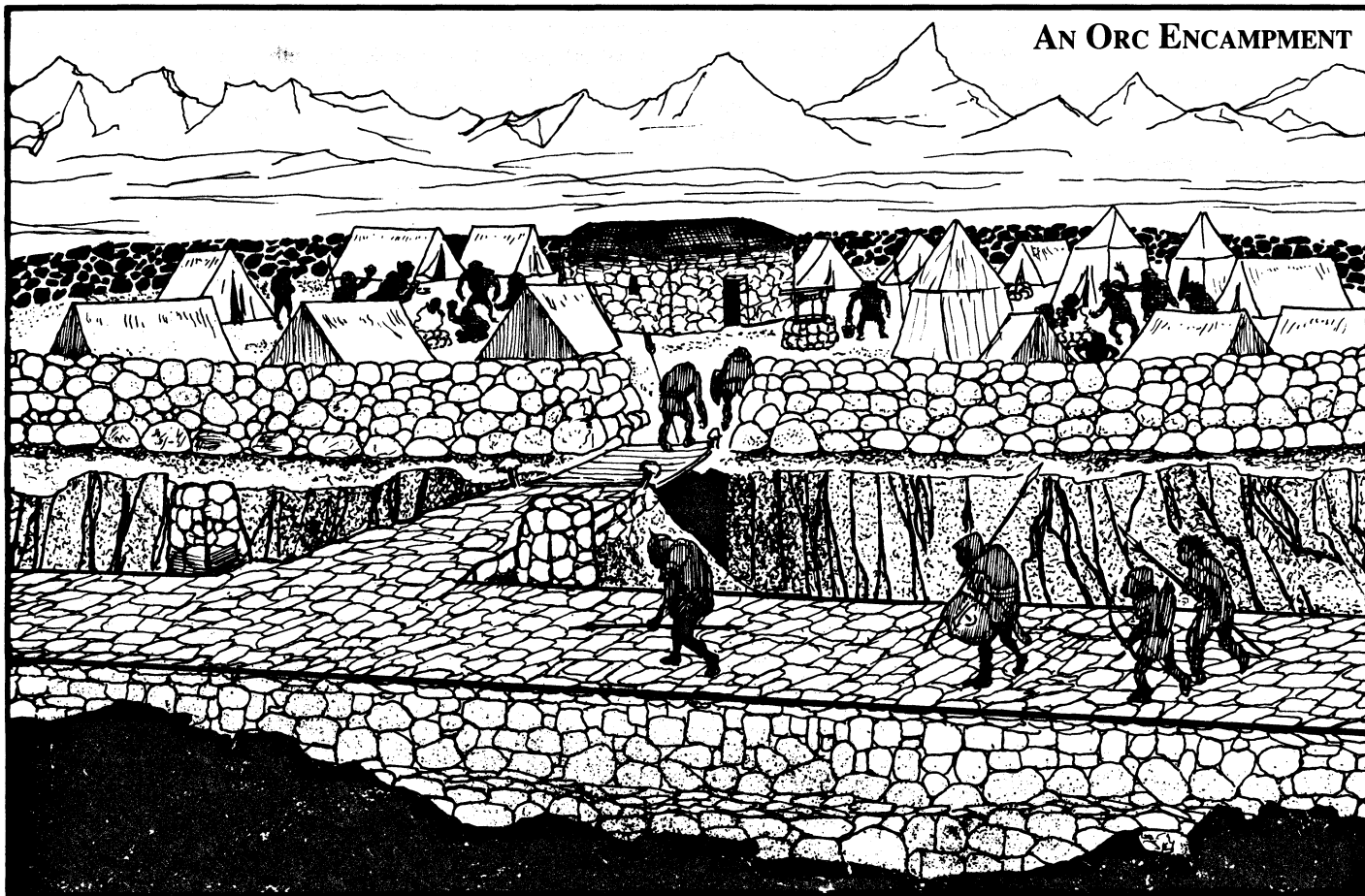
SAURON

The absolute and undisputed ruler of all within the Black Land, the Evil One governs his subjects with an iron fist. Even during his absence from Mordor through most of the Third Age, all major decisions and commands came from the Lidless Eye. Being a Maia, he is able to keep track of all that occurs in his land, with his greatest shortcoming being the inability to comprehend any motives but greed and hate in others.

LORDS OF MORDOR

The direct servants of Sauron, these brutal masters convey the Dark Lord's dictates to the various branches of command throughout the Black Land. They are in direct control of the Hosts of Mordor and hold special positions of trust with Sauron. Highest of the Lords is the Witch-king himself, followed by Khamûl the Easterling, the Mouth of Sauron, Gothmog, the Angûlion, and the remaining seven Nazgûl.

AN ORC ENCAMPMENT



WORSHIPPERS OF EVIL

These priests hold a special place in Mordor's political hierarchy. Led by Bolvag within Barad-dûr, they convey Sauron's overpowering presence to the lesser servants and slaves of Mordor. They terrorize their followers through living sacrifice and threats to gain obedience from the lesser servants of Mordor. Acting as missionaries of evil, at least one priest can be found in all of the Orcish tribes and confederations, ensuring the consistent worship of the Dark Lord. The priests work within their own small hierarchy, acknowledging Bolvag the Orc Sorcerer as its head.

MASTERS OF THE BLACK ARTS

Also maintaining a special place in Sauron's eyes, the Masters of Black Arts are a coalition of the Dark Lord's finest spellcasters. All of the Nine, save for Úvatha the Messenger, are members of this order, as are the Mouth, Celedhring, and many of the Dark Lord's Eldarin servants. Their skills and responsibilities include: alchemy, environment manipulation (plague, weather control, etc.), spying (through spells), genetic experimentation, and power detection (locating those with an affinity for magic and corrupting them).

COMMANDERS OF THE HOST

Considered to be the next level down from the Lords of Mordor (as the other two groups remain aloof), these great leaders possess direct control over the battalions of the Host of Mordor. Among them are the Olog Bulrakur of the Uruk-udûn and Krûsnak of the Morannon Gates. The Mannish commanders retain responsibility for the Mannish forces, while the Troll and Orc commanders maintain brutal control of their foul kin.

6.2 POLITICS OF WAR

The very nature of Mordor and the essence of the realm's politics is that of war. The entire governing structure of the Black Land is born of Sauron's evil will and serves to carry out his foul designs. All of Gorgoroth's inhabitants are in some way connected to the efforts of the Dark Lord's military program, that of enforcing his claim as the Lord of Endor.

Before T.A. 1640, Mordor (especially Gorgoroth) was fragmented into multiple factions of Orc tribes. They vied for dominance among themselves, while cowering from the Gondorian Watch. When the Watch failed, the politics became more heated, with the arrival of the Nazgûl signalling the restructuring of Sauron's host. Slowly, under the watchful eyes of the Nazgûl and their brutal servants, the Orcs were pushed back into the original confederations from they'd strayed. As the Orcish confederations grew more solid (with fewer intertribal hostilities occurring between tribes of one confederation), ranks of Men were brought to Gorgoroth (staying at Ostigurth). The arrival of the Witch-king in 1980 marks the first time the confederations were united during the Third Age as a single host. Twenty-five years later, the Witch-king's army struck forth from the vale of Cirith Ungol and laid siege to Minas Ithil.

6.21 THE ORC TRIBES

During the early Third Age, the Orcish confederations within Mordor fragmented into tribal groups festering within Gorgoroth's vile clime. Old alliances were forgotten in favor of still more ancient enmities. After the return of Sauron in T.A. 1000, servants of the Dark Lord were sent to re-unify the warring tribes. In T.A. 1637, the first solidified confederation proceeded to attack

any and all tribes still pursuing an independent course. The resultant massacre catalyzed the return of other confederations. The following tribes are among the most notable in Mordor. Although there are many others, these are the largest and display the most unique traits.

DREPA-HAI

One of several tribes that inhabit the southern Ered Angûrath, the Drepa-hai are reputed to be especially fond of torture (even for Orcs). They comprise part of the garrison at Ostigurth. Upon their breastplates, the warriors bear the symbol of a red snake entwined within a skull, while their shields are adorned with the universal symbol of the Eye.

DURUK-BURNÎZ

A band of exceptionally stupid but loyal Orcs, the Duruk-burniz (Or. "Orcs of the Bear") are one of the few tribes not led by warriors. A dark cult of shamans hold sway over the enthralled tribe using brutal yet simplistic chants and songs to stir violent emotion. In mockery of the Beijabar to the north, these goblins worship the fearsome cave bear ("burnîz" is tribal dialect for "bear"). Residing upon the slopes of the northern Eregwath, they have trapped a huge cave bear in a pit within their lair. Sparing their captives from fatal torture, they sacrifice these hapless victims to the rabid beast.

GOth-SKRIGÛRZ

Dwelling in the mines of the Ered Angûrath, the ferocious Goth-skrigurz (B.S. "Masters of Creeping Death") oversee the slave mining and smelting operations within the central mountains. Tormentors of the dying captives in the mines, they also dominate the lives of the Snaga-ong (see below). Though these Orcs are inept in the art of metalworking (by Orcish standards), they usurp the credit due the labors of their lesser kin.

HÁLRAENDIR (B.S. "SLIPPERY THIEVES")

Hiding in the mountains north of Cirith Ungol, these bold Orcs survive by raiding the larger tribes in the area. Known to the Uruk-ongrum as the Homhurzig, their hit-and-run tactics have proven most effective at gaining booty and saving their hides. Occasionally, they pose as members of another tribe to deflect retaliation.

RÛMARZGI

The Rûmarzgi (B.S. "Skull-crushers") inhabit the Ered Lithui east of the Tower of Barad-dûr, where they raid the outposts of the Gondorian army. The Rûmarzgi favor cruel morning stars, with which they enjoy beating their opponents into jelly. Their leather breastplates are adorned with a green skull whose upper portions are comprised of the spiked curves of a morningstar.

SCARA-HAI (B.S. "WOLF-PEOPLE")

The shape-changing inhabitants of Durthang, the Orcs of the Green Claw can assume the form of large wolves. They follow the Demonic lord Gaurhir, and are as unique as they are highly organized and efficient. (See ICE's *Gates of Mordor*.)

SKUGGÁ-STRIGZ

North of the Tower of Black Ash, deep in a mountain canyon, the "Shadows of War" are an isolated, but extremely war-like tribe. They remained aloof from the rest of the Mordor since the end of the Second Age, ignorant of the fate of the Dark Lord. They withdrew to this locale, fleeing the wrath of the Elven armies. Despite reverting to intertribal conflict, their numbers remain virtually unchanged while their skill in weapons became unrivaled among Common Orcs. They have come to believe that it is here that the Lord of the Rings will return to reclaim his realm. The Skugga-strigz wait in anticipation of the event (rather than admit that they fear the Elven wrath).

SNAGAGHÂSH

Worshippers of the lava fields south of the Imlad Morgul, these Orcs view the mountain fire as containing some evil power. On occasion, small groups of Snagaghâsh (B.S. "Slaves of Fire") will enter Harithilien in search of sacrificial victims. The captives are tossed onto the lava field, after an injection of the stimulant poison Juth. The Orcs watch the poor fool run about on the hot earth, slowly roasting to death. Small parties of Orcs regularly travel north and trade with the Uruk-rakshi for scorpion venom, thus replenishing the tribe's supply of Juth. Leadership of the band is held by Goragâsh, a huge insane Orcish warrior who is enthralled by the raw power of magma.

SNAGA-ONG

Perhaps the most adept metalsmiths of Orcish blood, these small and bullied workers produce the majority of quality metal goods for the Dark Armies. Ironically, they forge the very shackles that chain each smith by the ankle to the anvil over which he labors.

THRAKOGNIR

The "Bringers of Terror" live in the mountain warren of Burzog-nir (B.S. "Dark Terror"), located at the junction of the Ered Lithui and Ered Angûrath. Easterling villages that lie near this place are frequent targets of Thrakognir raiding.

URGUG

Inhabiting the hills south of Barad-wath, these exceptionally dull Orcs are hunted by their stronger brethren. Until the reappearance of the Nazgûl, they were pushed almost to extinction. Saved by the Ringwraiths, they joined in the finishing of Barad-wath. Now part of the garrison, they undertake the most disgusting and menial of tasks.

URUK-BURZRIK

The Orcs of Minas Dûrlith (B.S. "Soldiers of Black Ash") are a boastful and dangerous lot. The Last Alliance never laid siege to this fortress, since its efforts were focused upon Barad-dûr. After the fall of the Dark Tower, no attempt was made to capture the Tower of Ash, because it was very isolated and posed no visible threat. The inaccessibility of this tower hinders not only foe, but ally as well. No army can be effectively rallied here, and the tower is intended merely to monitor the Northern Orc tribes. Within the citadel itself, the great Olog Azgûrath surveys the tribes with an elite guard of Trolls at his command.

URUK-GHÂSHAVIR

Making their home in Lushgar near the tower of Cirith Ungol, the Uruk-ghâshavir (B.S. "Orcs of the Fiery Star") are rivals to the Uruk-ongrum. They carry red-tinged shields emblazoned with tongues of flame. Their battle forces include a company six Hill Trolls. (See ICE's *Shelob's Lair*.)

URUK-GUNIGA

Living on the southern slopes of the Ered Angûrath, in Nûrn, the huge and ferocious "Orcs of Rage" dominate the smaller Drepa-hai. They oversee most of the activity within the southern slave mines, and are rivals of the Goth-skrigûrz.

URUK-ONGRUM

Dwelling within the Kra-burzum (B.S. "Mines of Darkness"), these Orcs are the principal tribe near Cirith Ungol. They take their name, the Orcs of the Iron Skull, from the tribal standard they carry into battle. Pillaged from the ruins of the Dark Tower in the early Third Age, the monstrous, jeweled skull of iron is mounted on a staff of Mûmak ivory. (See ICE's *Shelob's Lair*.)

URUK-RAKSHI

At the southern end of the Morgai ridge live the Uruk-rakshi, a smaller tribe of Common Orcs. They are skilled trackers, and often "cooperate" with the Duruk-burniz in this respect. They are also merchants among Orc-kind, capturing scorpions and other poisonous beasts which they sell to the other tribes in the region.

URUK-SNARKA

Inhabiting the mountains between the towers of Minas Dûrlith and Barad-dûr, the Uruk-snarka make occasional raids to the north and terrorize the Mannish villages. They are not exceptional warriors, preferring to bully those who cannot defend themselves.

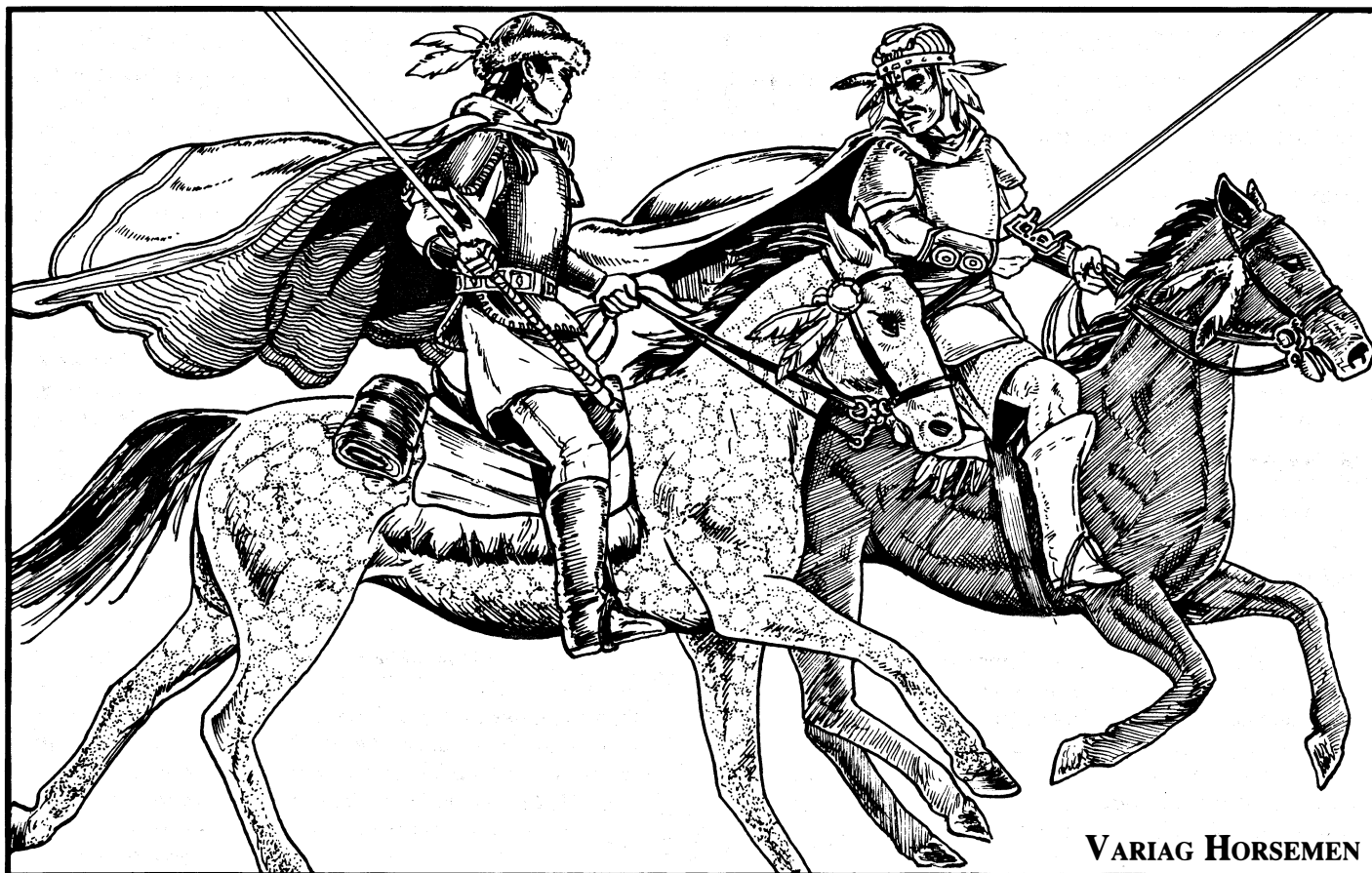
6.22 THE ORCISH CONFEDERATIONS

In T.A. 1637, the first of Sauron's Orcish confederations or war-clans (Or. "Lufût-fosu") was formed in Gorgoroth. (The tribes of Núrn never discarded their traditional alliances as did those of the plateau). The Uruk-hrzig, composed of the Uruk-guniga and Drepa-hai tribes of the southern Ered Angûrath, served as a catalyst for reunifying the highly fragmented Orcs of Gorgoroth. The Half-troll Gûrthlug forced the two rival tribes to cooperate, directing the confederation towards war on their mutual Orcish foes. Ostigurth was her headquarters. The Pertorog's tactics worked, and T.A. 1640 saw one more confederation coalescing. The Uruk-zôkon combined the hosts of the Goth-skrigûrz, the Snaga-ong, and the Uruk-guniga in the central mines of Angûrath. A third confederation, the Skuggák-hai (B.S. "People of Shadow"), became the primary garrison of Barad-wath. Originally from eastern Núrn, these tribes (the Jarnkakok, the Gorugoltur, and the Samundlugûth) migrated at the bidding of the Nazgûl Ren the Unclean. Upon their arrival, the Orcs completed the construction of the tower and pressed the attack on the many independent tribes still remaining in Gorgoroth.

From 1644-1969, the Half-troll/Beorning monstrosity Araudâgûl (with sporadic aid from each of the Nazgûl) disciplined the Orcish tribes indigenous to the Mountains of Shadow (Duruk-burniz, Uruk-rakshi, Urgdug, and Snagaghâsh) to reforge the Uruk-burzumal. The finest of Gorgoroth's confederacies, the Uruk-udûn was created anew in T.A. 1652 by the Ringwraith Indûr. Its members were obtained from the Orc tribes that infested the caves of Udûn and the surrounding mountains (Scara-hai, Rûmarzgi, and Hâlaendir). The Uruk-udûn were controlled from Carach Angren by the great Olog Warlord Bulrakur after the taking of Minas Ithil.

The year 1975 witnessed the first Third Age mobilization of the Host of Mordor, comprised of both Mannish warriors and Orcs from all the confederations except the Uruk-udûn. The Host assaulted Minas Ithil, after which a large garrison remained in the captured city, becoming the Uruk-morgul.

In the year T.A. 2010, an entourage from Ostigurth, under the leadership of the Olog Azgûrath, re-established contact with the garrison at Minas Dûrlith. The Black Troll's wrath and cruel displays of his might persuaded the Uruk-buzrik, Skuggâ-strigz, Thrakognir, and Uruk-snarka to reform the ties of allegiance between the four tribes, resurrecting the Dâgûlhî, a confederation of old. In T.A. 2080, members of this alliance were sent to inhabit Moria and augment the Orcish population in the Misty Mountains. Later, they overran Calenardhon. Their most significant task was the building and manning of Barad-dûr (aided by "volunteers" from all of Mordor's confederations). The Uruk-rafshat coalesced in T.A. 1885 from the tribes of the Uruk-ongrum and Uruk-ghâshavir and were ordered to guard the region between the Ephel Dúath and the Morgai ridge. They also aided in the construction of the Dark Tower of Barad-dûr.



VARIAG HORSEMEN

6.23 THE WAR HOSTS

The Host of Mordor encompasses all military organizations within all the regions of the Black Land. It was not truly referred to as such until T.A. 2951, when Sauron declared himself and started the reconstruction of Barad-dûr. The Free Peoples of the West also used the phrase "Host of Darkness" as a catch-all for any army in the service of evil.

The Mordorean use of the term "host" refers more precisely to the two major divisions of the soldiers of Mordor: the Host of Gorgoroth and the Host of Núrn.

THE HOST OF GORGOROTH

During the Third Age, the Host of Gorgoroth, the single largest division of Mordor's military, was first mustered in 1975, coinciding with the arrival of the Witch-king in Mordor. The original Host of Gorgoroth held members from the Uruk-hrzig, Uruk-zôkon, Uruk-burzmal, Uruk-udûn, and the Skuggák-hai (the latter a confederation from Núrn). In addition, a quarter of the force was comprised of Mannish forces, known as the Guruthal Urgurnûk (Var. "Warriors of Darkness"). In all, the Host numbered approximately ten thousand soldiers, and was under the direct control of the Witch-king. Following the taking of Minas Ithil, the force was temporarily disbanded, with a large contingent of soldiers remaining stationed at Minas Morgul (who would later become the Uruk-morgul and the Mannish Edain-i-Morgul).

The Host of Gorgoroth was rallied again in T.A. 2460, when Sauron returned from hiding in the East. Greater care had been taken in the structuring of the confederations in Gorgoroth, and as such, the Uruk-udûn, Uruk-rafshat, Dâgûlhî, and the Uruk-burzmal confederations were much easier to combine into a unified force. Several smaller Lufût-fosu and independent tribes were also included. The Host of Gorgoroth reached its mightiest in the months before the War of the Ring, with an excess of 90,000 Orcs, 35,000 Men, and 1,000 Trolls!

THE HOST OF NÛRN

Unlike the Host of Gorgoroth, the numbers of Men in the Host of Núrn far exceed those of the Orcs, since Núrn's environment is more conducive to human lifestyles. Representatives from many of Endor's eastern and southern peoples comprise the battle force. One division of Mannish troops came from the elite of Akhôrahil's host: the Army of the Southern Dragon. The bulk of the Host's Orcish forces derive from the Uruk-ghâshagîgak, the first of Mordor's confederations. Smaller than the Host of Gorgoroth, the Host of Núrn is intended as a support and defense force, and numbers 50,000 Men, 25,000 Orcs, and 350 Trolls. In the last days of the War of the Ring in T.A. 3019, the Host of Núrn moved into Gorgoroth (and into Udûn) to support the weakened Host of Gorgoroth.

6.3 MORDOREAN STRATEGY AND TACTICS

Those who command the forces of the Dark Lord in battle must consider the mixture of races that they are commanding before formulating their plan of attack. Although individual units are comprised of either Orcs or Men, but not both, any Mordorean contingent of size will contain a mixture of Orcish and Mannish units. Thus appropriate policies must be devised to minimize the Orcish annoyance to the soldiers of other races, if victory is to be assured. When attacking an organized and professional army, the standard ratio of Orcs to Mannish, Dwarvish, or Elvish foes must be ten to one, if even odds are desired. Orcish victories tend to come only when the enemy is vastly outnumbered, wounded, or isolated, and are won through attrition rather than skill.

The organization of the Yrch into rank and file formations is all but impossible, with a marauding horde the only alternative. Infantry are congregate in unorganized groups centered around their designated standard. (The general order given to Orcs resembles: "stay within sight of the banner."). The tribal standard is attached to the back of a skilled Orcish warrior with a basic harness which allows the warrior to fight (relatively) unimpeded.

The size and armament of the horde can be controlled, and as such there is a degree of variation possible (i.e., archers, axe-fighters, skirmishers, wolf-riders, etc.). Common roles of Orcish task forces are: diversionary annoyances, main battle forces, and razing/raping/pillaging. The specialized groups are highly effective. Orcish archers, though not precise, can send up a wall of arrows at twice the rate of any Mannish force (due to their lack of precision). The effective suppressing fire that pins down their opponents with relative ease. Orcs are very adept at sneaking and hiding, though organizing an entire group to be quiet can prove difficult. However, when leadership is strong enough, small ambushes prove to be extremely quick and vicious. Additionally, the incredible Orcish stamina allows rapid deployment and movement of troops, greatly enhancing a surprise attack.

To further increase both rapid movement and shock value, it is common to mount Orcs upon the backs of great War-wolves. This light cavalry is fast and efficient, while their combat capability is enhanced with the presence of undead Wargs. Scara-kalor (B.S. "Wolf-cavalry") bears similarity to the horde, since formations are unheard of, and control over behavior is lost once a unit is deployed. Upon engaging an enemy, the wolf-riders break off into individual skirmishes, with little or no attempt made to initiate subsequent charges. When engaging an opposing horse-cavalry, the Orcs are especially effective, because the wolves provoke such terror in the hearts of the horses. Their teeth and fangs are directed at the horses as opposed to their riders.

When committing Orcs to battle, it is assumed that they will either kill or be killed. Before battle, priests use ritualized sacrifice and worship to frenzy the slobbering mass, capitalizing on their inherent blood lust and hate of all living things. Once an Orc host has been engaged in a fray, it will relentlessly and viciously assault the target unless surprised. Orcs are rarely disheartened when merely outnumbered by the enemy. However, displays of unusual power (magic, especially light) or morale (horns, fanfare, cheers) will cause them to cower and flee for a brief time.

"They [the Orcs] came scurrying round the corner in full cry, and found Goblin-cleaver and Foe-hammer shining cold and bright right in their astonished eyes. The ones in front dropped their torches and gave one yell before they were killed. The ones behind yelled still more, and leapt back knocking over those that were running after them. 'Biter and Beater!' they shrieked; and soon they were all in confusion, and most of them were hustling back the way they had come."

— *The Hobbit* p. 74.

This effect is short term, as they will regain their wits after their retreat has carried them sufficiently far from their enemies. Their once irresistible fear is replaced by hatred, bitterness, and loathing; the Orcs will regroup and attack.

"It was quite a long while before any of them dared to turn that corner...they put out their torches and they slipped on their soft shoes, and they chose out their very quickest runners with the sharpest ears and eyes. These ran forward, as swift as weasels in the dark, and with hardly any more noise than bats. That is why neither Bilbo, nor the dwarves, nor even Gandalf heard them coming. Nor did they see them."

— *The Hobbit* p. 74.

Unless continuously pursued, the Orcs will almost certainly return, and if possible, with a larger and even more vicious force.

The Uruk-hai are a much more disciplined and deadly force, functioning as elite units and commanders of their lesser brethren. Their superior size, strength, cunning, and morale combine to make them more than a match for the forces of the Free Peoples. They may engage the enemy in equal numbers, and will often hold an advantage. (This is due to their war-filled lives, which serve to prepare them for combat to a degree unparalleled among other races). Unlike the Common Orcs, Uruk-hai can be organized into rank and file formations, though operations such as a shield wall are still out of the question. When used as special forces (Hoerkal), Uruk warriors can endure unimaginable training and then perform the task assigned to them with exact and deadly efficiency.



HARADAN SCOUTS

None of the other races comprising the Host of Mordor pose even half as many problems as do the Orcs (with the possible exception of Trolls). Mannish forces provide both the organized formations of footsoldiers and medium/heavy cavalry forces necessary to the Mordorean war machine. In general, the Mannish warriors are deployed as follows:

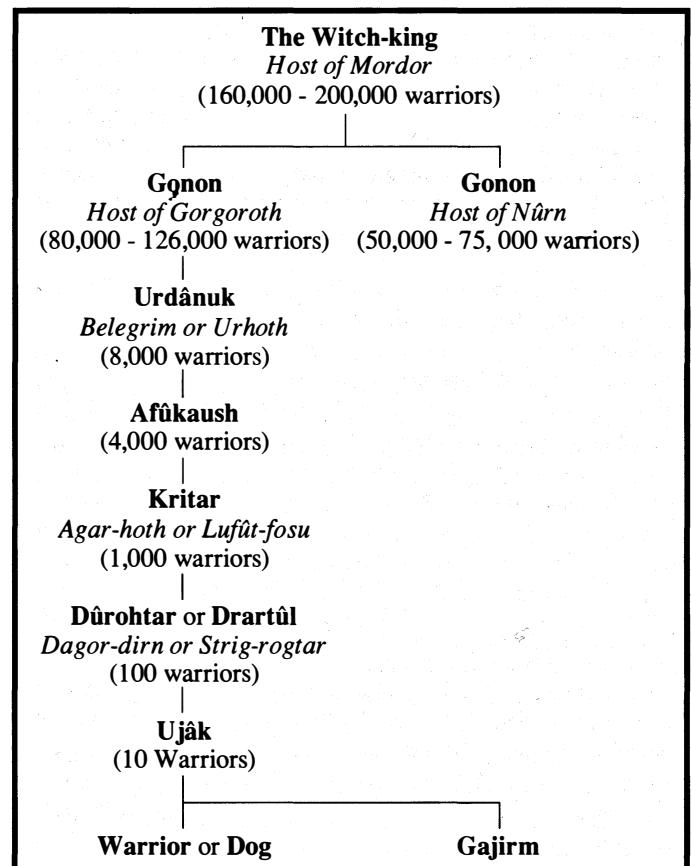
Nûriags	Cavalry, Mounted Spearmen, Scouts
Nûrniags	Heavy Infantry, Shield Walls
Neithanrim	Medium Infantry, Archers, Scouts
Variags	Cavalry, Archers, Medium Infantry, Scouts
Haradrim	Cavalry, Medium Infantry, Scouts
Mûmakani	Mûmak Riders
Black Númenóreans ...	Guard Infantry, Command
Wainriders	Light Cavalry, Chariots, Trackers (Sagath, Logath)
Balchoth	Mounted Archers
Asdriags	Medium Infantry, Archers, Scouts
	Light Cavalry

The Balchoth are the most relentless foes. Variags and Haradrim are exceptionally cruel and pitiless, while the Black Númenóreans are more refined in battle. Most of the Mannish groups have a sizeable mounted contingent, though not all their steeds are horses (see Master Military Table). Due to the lack of heavy cavalry, Trolls are used to break enemy formations, with the Orcs entering the breach. If no alternative is available, Orcs will fling themselves upon the enemy ranks and crush them with sheer numbers (both living and dead). The Haradan Mûmak cavalry are ideal for line breaking. Their handlers anger the huge beasts and launch them at the enemy. This technique has its problems, since the Oliphants are just as likely to rampage among their own soldiers. Mannish warriors take advantage of breaks in the enemy's defence, and thus are usually not included in the front line of attack. Light and medium cavalry are deployed to isolate, harass, and tie down enemy forces. Mounted archers, lancers, and swordsmen comprise the typical cavalry unit. Very rarely will Mannish cavalry dismount to fight; they prefer to withdraw from combat and regroup.

Planning ahead is essential for the armies of Mordor. The mix of races present when combined with the inherent unpredictability of war can easily prove to be a disadvantage. Another major factor is the disruptive effect daylight has upon portions of the forces of Evil. Orcish attacks are commonly carried out under the cover of darkness, and during periods of heavy cloud cover. While Mannish raids proceed more effectively by day. During major battles, Sauron will manipulate the reeking smoke of Mordor's volcanoes to blot out the sun, allowing both types of forces to be used.

6.4 BATTLEFIELD ORGANIZATION OF UNITS

After T.A. 2460, Sauron ordered a restructuring of the Host of Mordor into a more cohesive and efficient fighting force. The chain of command is depicted by the diagram below.



THE WITCH-KING

The Witch-king functions as the commander of the entire Host of Mordor. The Genon (B.S. "Great Commanders") of the Host of Gorgoroth and the Host of Núrn report directly to him, but many councils on tactics and strategy include the UrdânuK under the Genon. Heavily involved in planning, the Witch-king favors direct, personal involvement during battle.

GENON

Each Gonon (B.S. "Great Commander") is in charge of approximately 80,000 or more soldiers. There are only two Great Commanders, one responsible for the Host of Gorgoroth, and one directing the Host of Núrn. Throughout the centuries, Gothmog, the Nazgûl, and the Mouth of Sauron have each functioned in these positions. Elite bodyguards (Hoerkal) screen all who approach a Gonon and accompany his travels along with a large entourage of noisemakers, standard bearers, and messengers.

URDÂNUK

Commanding about 8,000 warriors each, the complement of a Belegrim (B.S. "Mighty Host") among the Mannish warriors or an Urhoth (Or. "Great Host") among the Orcs, the UrdânuK work closely with the Afûkaush to implement the plans of their superiors. Chosen for their experience, skill, and competence, they handle the detailed management of the armies of Mordor. They take part in the battle, protected by tough bodyguards (Hoerkal). The UrdânuK report to the Genon via messengers, but can act as they see fit (keeping in mind the objectives of their commanders).

AFÛKAUSH

Directly under the UrdânuK, the Afûkaush each command 4,000 soldiers. Their orders pass through four Krîtar, who function as the hands of their superiors. There are usually two Afûkaush under one UrdânuK, and coordination on this level is much easier.

KRÎTAR

Functioning as tactical organizers, the Krîtar continue the chain of command and assemble temporary contingency plans. Often their duties require considerable skill and fast-thinking. They possess significant control of the troops, since they are responsible for ten Dûrohtar or Drartûlu, each of whom leads 100 soldiers. (Krîtar is the highest level of command where one will encounter an Orc). Gâjûmatu (Standard Bearers) accompany the Dagor-dirn (B.S. "Battle-guards") which comprise a Mannish Agar-hoth (B.S. "Blood-host") and the Strig-rotar (Or. "War-guards") which comprise an Orcish Lufût-fosu (Or. "War-clan"). The Standard Bearers serve as the "glue" that holds the troops together and are especially necessary in the Orcish horde.

DÛROHTAR AND DRARTÛLU

Holding the same rank as the warriors of a Hoerk (a bodyguard composed of Dartûlu or Dûrohtar), a Drartûl or a Dûrohtar is charged with heading and commanding tactical small-scale actions. They lead about 100 soldiers as well as the 10 intermediary officers, the Ujâk, and engage their enemies directly. Dûrohtar are the highest level of strictly cavalry leadership and when functioning as such are in control of 50 mounted troops.

UJÂK

Responsible for ten soldiers (Mannish warriors or Orcish *dogs*), the Ujâk carry out the Drartûl's commands and ensure that the troops follow orders. In the cavalry, these are the lowest rank, with each soldier in charge of his mount.

WARRIORS AND DOGS

Warriors (of all levels) compose the infantry in the Black Army. The Orkish word for footsoldier is *dog*, but the amount of respect or contempt accorded to an Orcish fighter is directly proportional

to his prowess in combat and out of it. Mannish warriors are among the minority in the Host of Gorgoroth. Thus the number of Dagor-dirn, composed solely of Men, are far outnumbered by the Strig-rotar, comprised of only Orcs. Individual Strig-rotar usually correspond closely to the war host of one tribe, while the Lufût-fosu are each equivalent to one of the Orcish confederations.

GAJIRM

Trackers, the lowest military rank in Mordor, serve as bloodhounds who follow the traces left by runaway slaves and deserters. Men are never found among the Gajirm, nor are ordinary Orcs. Specially bred goblins with wide nostrils and an extremely acute sense of smell are trained from birth to follow a scent. Gajirm at work wear a harness and leash and are accompanied by a higher ranking Uruk.

STRATEGIC AND TACTICAL DEPLOYMENT

The following information details the deployment of the army in an offensive action.

Unit	Common Use
ORCS	
Orcish Infantry	Frontal Assault Diversionary Attack Ravaging Horde Suicide Attacks Archers Siege Assault
Wolf-riders	Engage Enemy Cavalry Attack/Defend Retreat Quick Ambush Secondary Assault Flank/Rear Assault Line Penetration
Uruk-hai	Line Penetration Special Assignments
Hounds/Wolves	Support
TROLLS	Line Breaking (archery cover must be provided by Orcs since horses fear the Trolls)
MEN	
Light Infantry	Archers Spear/Javelin Throwers Scouting Messengers
Medium Infantry	Secondary Assault Archers Pikemen Manning Siege Equipment
Heavy Infantry	Line Penetration
Light Cavalry	Mounted Archers Messengers Scouting
Medium Cavalry	Flank/Rear Assault Secondary Assault Support
Heavy Cavalry	Line Breaking
Mûmak Riders	Line Breaking (Crushing) Mobile Archery Platforms
Chariots	Mobile Archery Platforms

7.0 PEOPLE OF NOTE

Petty Mannish lieges of Barad-dûr, Orcish chieftains of the numerous goblin tribes, Torog warlords, and favored anomalies from Sauron's breeding pits all occupy positions of importance within the immense hierarchy of power located in Gorgoroth. Too numerous for detailed description, a few elite have been singled out from among the merely important for coverage below.

7.1 SAURON

The single most powerful figure in Endor, Sauron is the absolute ruler of Mordor and the Lord of many realms. Once the mightiest servant of Aulë, Thauron (Q. "the Abhorred") was seduced and corrupted by the Fallen Vala Morgoth before the making of Arda. He was among the greatest of the Maiar, reflecting the skills and crafts of his former master. He proved to be Melkor's most valuable asset, serving the power of Darkness long after the fall of the Black Enemy.

THE DARK LORD IN THE FIRST AGE

Sauron was once known as Aulendil (Q. "Servant of Aulë"), assisting the Vala in carrying out the requests of Eru. Yet Aulendil craved more. His skills in craft and diplomacy were indeed great, but he longed for that which was beyond his grasp. He envied his master's superior skills, while quiet desire burned within him to create. It was Melkor who saw this dissatisfaction, and he set about to tempt Aulë's most trusted retainer. Morgoth's promises of power and knowledge, beyond all that any other would provide, was exactly what the distraught Aulendil was searching for. His seduction was quick, and complete. He arose to become the Black Enemy's most trusted and evil servant. Not even the legendary Balrog Gothmog came close to rivaling Gorthaur's power.

Throughout the First Age, Sauron remained Morgoth's high lieutenant. He controlled the hold of Angband while his master stayed in Utumno, and commanded the armies while the Black Enemy was dealing with other matters. It was he that lead the army to ravage West Beleriand. By his hand, Finrod and his companions perished. Sauron assailed the tower of Minas Tirith in Tol Sirion, and took it for his own. The isle in the midst of the Sirion River became known as Tol-in-Gaurhoth, the Isle of the Werewolves. Sauron, as the Lord of the Werewolves, stayed in the black tower and kept watch over the vales below. He combated the Vala wolfhound Huan and the beautiful Lúthien. Yet despite his power and that of his master, the evil horde was defeated in the face of the Host of the Valar, and Morgoth was cast down. Gorthaur surrendered to the warrior Maia Eonwë, to be taken for trial in Valinor.

Sauron repented for his awful deeds, and renounced all that he had done. His own shame was so great that he fled Valinor before he was brought to trial and hid in the farthest reaches of Endor. His adode for the next five centuries is unknown in the West, though legend mentions the isle of Arg-Símoríng in the southeast of Middle-earth. Here, his regret soon turned to anger, and his anger to desire. The very Evil that he had once repented consumed him once again, this time, forever.

THE SECOND AGE

Sauron reappearance came in S.A. 500, when he emerged from hiding and became heir to Morgoth's claim to the title King of Endor. He began to seduce several Mannish groups to his will, among them the Variags of Khand. In S.A. 1000, Sauron's strength and influence had grown enough for him to move into the land of Mordor, and take it for his own. There, he began the construction of the Black Tower of Barad-dûr, which stood as the symbol of his mighty rule. The Black Land became his home, and the place to which he would always return.

Sauron's plans to influence and eventually enslave the Free Peoples of Middle-earth were intricate and far reaching. Around S.A. 1200 he assumed an Elven guise and called himself Annatar, the "Lord of Gifts." He quickly befriended the Noldor smiths of Ost-in-Edhil. The Smiths of Eregion accepted Annatar for what he appeared to be, since his skills of diplomacy were unsurpassed. Only Galadriel remained suspicious of the Lord of Gifts. Though he succeeded in Eregion, he failed to convince Gil-galad in Lindon that his intentions were innocent. Annatar was turned away, correctly distrusted by Lindon's king.

Remaining in Ost-in-Edhil for the next three hundred and eighty-one years (S.A. 1200-1580), the Lord of Gifts instructed the Elven Smiths in the art of ring-making. His knowledge rivalled that of any of the Elves, for his talents harkened back to his service to Aulë and Morgoth. He taught them new ways to forge all manner of metals, with theories of alloys only mentioned in legend.

All the while, new elements of Sauron's plot were constantly introduced. He quietly manipulated his hosts, creating dissent among the ranks of the Elves. While Annatar remained in Eregion, the feeling of animosity among the Elves grew. By S.A. 1350, Celebrimbor and the Smiths openly rebelled against the rule of Lady Galadriel and her husband Lord Celeborn. It would only be another twenty-five years before the two would renounce their wardship over Ost-in-Edhil.

During this time of dissention, Annatar convinced Celebrimbor and his Smiths to forge the mighty Rings of Power, though it would not be until about S.A. 1500 when the actual forging of the rings began. During the forging, Annatar oversaw the entire project, and worked the Rings with some of his own techniques. Seeing that his task was nearly complete, Sauron secretly left Eregion for Mordor, and spent the next twenty years forging the One Ring. The One Ring would be the final step that would bring the users of the Rings fully under his sway.

In Annatar's absence, Celebrimbor used the techniques that the Dark Lord (as Annatar) had taught him to forge the Three Rings. They were the greatest works that Fëanor's grandson ever created, and the among the most powerful items forged in the Second Age. The Three were forged between 1580 and 1590, and were never touched by Sauron's evil hand.

While Celebrimbor was creating his masterpieces, the Dark Lord of Mordor spent time working upon his. For twenty years, he labored in the caverns of the Sammath Naur, the fiery pits of Orodruin. Like Celebrimbor, Sauron applied all that his mentors had taught him, for the One Ring would be the means for him to control all of Middle-earth. Unlike Celebrimbor, Sauron used no tools, only by the vast power of his own sorcery. When it was completed, the wielder of the One Ring would hold dominion over the all the others. Sauron would control the Free Peoples of Endor.

In S.A. 1600, Sauron chanted the final black utterances, and the One Ring was complete. The Dark Lord's victory was at hand. Or so he thought. Celebrimbor suddenly realized (due to the shock-wave in the Essence created by the One's completion) Annatar's true identity as Sauron and his intentions became clear. Celebrimbor collected the rings and secluded them. When the Dark Lord placed the One Ring upon his finger, he reached out with his mind to dominate the wills of the ring-wearers. He touched none of the Eldar and realized that the Elves had plumbed the depths of his evil plot, and had defiantly removed the Rings before the Dark Lord's crushing will could be set against them. Sauron was furious. His plan had been intricate and subtle to the last, only to be foiled at the last moment by the mislead Celebrimbor (hence known in Barad-dûr as "Dobat-shatarpishurr"). He demanded that the Rings be delivered to his hand immediately.

Sauron's demands were ignored, with the distraught Celebrimbor rushing to hide the Three. First he travelled to Lórien, and there gave Nenya, the Ring of Water, to Lady Galadriel. In the years that followed, Celebrimbor travelled to Lindon, where he delivered the two remaining rings, Vilya and Narya, to the Elven Lords Gil-galad and Círdan. After the smith had hidden the Rings, he returned to Ost-in-Edhil and prepared to face Sauron's wrath.

In the face of the Elves' blunt refusal to turn over the Rings, the Dark Lord resolved to wage a war of vengeance upon his foes. For the next ninety years, Sauron assembled his armies and finished Mordor's two remaining fortresses (Ostigurth and Minas Dûrlith). His legions swelled, drawing upon vast numbers of Orcs and groups of Variags living within or near Mordor. In S.A. 1693, the forces of the Dark Lord issued forth from the Black Land, ransacking everything in their path. By 1697, all of Calenardhon (Rohan) was ravaged, and the Armies of Darkness moved into southern Eriador. The assault on Eregion had begun.

The final blow came in S.A. 1699 when Sauron himself came to the devastated city of Ost-in-Edhil. Celebrimbor stood before him, guarding the gates to his beloved Smith Halls. Sauron demanded the location of the Three Rings and smote the noble Elf a mighty blow. The High Smith resisted and divulged nothing. In a blind rage, the Dark Lord murdered Celebrimbor and sacked the Smith Halls. He claimed the sixteen rings of power, yet the Three remained beyond his grasp. By the end of the year, all of Eregion had been laid waste. Remaining survivors from the Elven city fled to Lórien, Rivendell, or Lindon. The High Noldorin King Gil-galad prepared his land for the defense against the might of the host of Mordor.

S.A. 1700 saw the armies of Sauron reaching the eastern edge of the River Lhûn, where they found an unpleasant surprise. The Elven army stood before them, with Gil-galad in command. Beside them stood a great Dúnadan army, sent from Númenor to help repel the forces of the Dark Lord. In the ensuing battles, Eriador was reclaimed, and the forces of Darkness were crushed and driven eastward. Sauron was forced to fortify the Gap of Isen (later Rohan), and a long stalemate followed.

After securing his position in Calenardhon, the Lord of the Rings sought to replenish his wounded forces. In his search for more troops, he looked to the East, where his supreme skills of diplomacy bought favor with new allies. The stalemate with the Elves continued. With the Men of Númenor at their side, Gorthaur would need more strength than he possessed.

Sauron's plan was two-fold: to bring the Men and Dwarves of the East under his dark command; and to incite dissent within the court of the Númenóreans. In time, the Dark Lord was entirely successful. Slowly, the black influence of the Evil One crept into the souls of the Númenóreans; resentment, jealousy, and suspicion began to arise in the ranks of Men. They began to question the right of the Elves to immortality and Aman, the Undying Lands.

Around S.A. 2000, the seeds of dissent had been deeply sown into the realms of Men. Jealousy and greed ran deep, even amongst those who trusted the Elves. In S.A. 1998, Sauron gave the first of the Nine Rings of Power to Er-Mûrazôr within the confines of Barad-dûr. In the following years, he distributed the remaining rings to the Dwarf-lords and the Kings of Men. The Mannish Rulers were Khamûl the Easterling, Dwar of Waw, Indûr Dawndeath, Akhôrahil the Storm King, Hoarmûrath of Dír, Adûnaphel the Quiet, Ren the Unclean, and Ôvatha the Horseman. These nine lords became the servants of the Black One, and would later become known as the Ringwraiths or Nazgûl.

Sauron's enslavement of the Mannish Lords with the Rings was complete, yet the Seven Rings of the Dwarf-lords did not have the same effect as did Nine upon the Men. The artifacts only served to enhance their pride and greed, but did not confer the mantle of immortality upon them. Nor was Sauron able to control the Dwarven will. Seeing his failure, the Lord of the Rings condemned the Naugrim, and his vowed his revenge.

By the time the Nazgûl first appeared in S.A. 2251, Sauron's seeds of dissent were growing well within Númenor. When Tar-Atanamir rose to the throne, Dúnadan pride was at its height. The Elves were regarded with suspicion, and admiration for the Valar had fallen. During the next thousand years, these feelings of resentment seethed beneath the surface. Yet also during this time, the rising Dúnadan pride also brought on a rivalry with the Dark Lord, his claim as the King of Men openly disputed. They began to fortify their holdings upon Endor, and prepared to challenge Sauron with military might.

The growing tensions came to a height in S.A. 3261, when the Númenórean King Ar-Pharazôn landed at Umbar, with a massive host under his command. Ar-Pharazôn intended to invade Mordor, and put a stop to the Dark Lord's supremacy.

Sauron preempted the Númenórean invasion by surrendering himself to the King without a fight. He left his One Ring in Barad-dûr, under the supervision of the Witch-king. His formidable host withdrew from Calenardhon to the black confines of Mordor. The Dark Lord was taken as a prisoner to Númenor, sealing the fate of the Mannish realm. Sauron had placed himself in a position from which he could easily corrupt the Royal Court. His flattery and diplomacy soon gained him a position of trust with the King. He preyed upon the Númenórean pride and convinced them of their right to a misplaced destiny.

Sauron's presence and council quickly darkened Númenor. A society that had been largely unreligious in the past began to worship Darkness. Monuments and sacrifices to Morgoth were made, and hatred against the Eldar mounted. Those who remained faithful to the Eldar and Valar were severely persecuted. Ar-Pharazôn eventually concluded (with Sauron's subtle suggestions) that the immortality of Elves came from residence in Aman rather than as an inherent quality of their race.

In S.A. 3310, the Númenórean King ordered the Great Armament. Nine years later, the largest fleet ever to be seen in Arda assailed the eastern shores of Aman, directly breaking the Ban of the Valar. Ar-Pharazôn sought to rule over Aman, wresting it from the grasp of the Elves. This foolish notion signalled the final destruction of the Dúnedain.

The Valar called upon Eru to enforce the Ban, and punish the misguided Men. Ilúvatar responded by opening a great chasm between Aman and Númenor, in the midst of the Great Sea. The Númenórean fleet was crushed beneath the waves, and their great island was cast below the Sea. The Downfall of Númenor was complete; Sauron had achieved his victory over the Dúnadan.

Yet Sauron's form was also slain when the isle was rended by Eru's wrath. However, since the Dark Lord was a Maia, only his spirit survived the cataclysm. His nature and the fact that he left his precious Ring within the confines of Mordor allowed him to take shape again in Endor. Though when he did, his visage was foul. The Dark Lord had lost his ability to camouflage his evil with a semblance of fairness.

He returned to Mordor in S.A. 3320 and began to assemble his forces to destroy the last remnants of the Númenórean vigil. By S.A. 3429, his forces struck at the fledgling Kingdom of Gondor. The Host of Mordor stormed Minas Ithil, and the White Tree (symbol of the Dúnadan) was destroyed. However, Sauron's forces were doomed to failure, for the army of the Last Alliance of

Elves and Men handed the Dark Lord a defeat upon the plain of Dagorlad. The Alliance entered the Black Land and besieged Sauron's Fortress of Barad-dûr. For the next six years, the Siege of Barad-dûr continued, with the Dark Tower finally falling in S.A. 3441. The Dark Lord came forth from his shattered home and challenged the Lords of the Alliance upon the slopes of Orodruin. In the ensuing battle, Gil-galad and Elendil both perished at the hands of Sauron. Young Prince Isildur grabbed the hilt shard of Elendil's broken Nársil and sliced the One Ring from the Dark Lord's burning hand. Unable to retain his form, Sauron's black spirit passed into the Shadows. Barad-dûr was razed, though its foundations could not be broken so long as the One Ring remained. The doom of Sauron would have been complete, had Isildur paid heed to the warnings of Círdan and Elrond and destroyed the Ring in the fires of Orodruin. The brash king elected to keep the Ring as his prize for defeating the Evil One.

THE THIRD AGE

For the next millennia, the people of Endor remained free of the Dark Lord's evil grasp. The One Ring remained in the hands of Isildur only until T.A. 2, when he was slain in the fens at the Gladden Fields. There the Ring lay until it was found by the Stoor Hobbit Déagol in T.A. 2463. However, it would not remain in his hands for long, as his cousin Sméagol had other plans. The young Hobbit killed Déagol and claimed the Ring for his own. Though Sauron never again wore his Ruling Ring, his horrific influence continued to be felt everywhere that it went.

So long as the Ring remained in Middle-earth, the Dark Lord could return. Yet with the artifact out of his possession, it took a thousand years for his foul spirit to recover and reemerge in Endor. It was the winter of T.A. 1050 when Sauron slipped into the hold of Dol Guldur and took on the guise of "the Necromancer." The extinct volcano, called Amon Lanc by the Elves of Lórien, would serve the Dark Lord well. Here he remained in hiding, and his true nature was hidden for over a thousand years. So perfect was his disguise, that no one discovered the identity of this powerful lord, not even the White Council. The Council suspected that the Necromancer was "merely" a legacy of the Lord of the Rings, but did not realize the real danger behind him.

While in seclusion, Sauron regained his power slowly and carefully, ensuring that he would not be discovered. He adopted the Red Lidless Eye as a symbol for his constant search for the Ring; it became his focus of form and the banner of his servants. The Necromancer would achieve his means through his minions, most often his dreaded Ringwraiths.

In the mid Third Age, Sauron instructed his most trusted servant, the Lord of the Nazgûl, to travel north and establish a kingdom that would destroy the northern Dúnadan realm of Arnor. The First Ringwraith thus became known as the Witch-king of Angmar. During this time, the Lord of the Rings sent the rest of the Nazgûl, save Khamûl, to their realms in the South and East to reestablish his black control. Khamûl remained in Dol Guldur, and became the Keeper of the foul mountain.

The Witch-king's efforts in the North eventually paid off. Arnor was shattered into three successor states in T.A. 1409. He managed to overrun Cardolan and Rhudaur, isolating the ancient Dúnadan realm of Arthedain. It would take another six hundred years before his final victory was realized. In T.A. 1975-6, the Angmarim swept across Arthedain, reducing that nation to ashes. However, Gondor, with the aid of the last remnants of Arthedain's army pushed back at the Wraith-king's forces and crushed them in the Battle of Fornost. The Kingdom of Angmar was no more, yet the realm of Arthedain had perished as well. The Dark Lord's plan was beginning to come together.

In T.A. 1640, Sauron summoned his Nazgûl to Mordor where they met to prepare the Black Land for his return. The Gondorian fortresses lay abandoned, and the towers of the Mordorean hosts sat hollow; the foul creatures had returned to their dark home. All of the Nazgûl, save the Wraith-king himself, met together at Ostigurth upon the edge of Gorgoroth and Núrn. Khamûl the Easterling returned to Dol Guldur, while the remaining seven took up residence within the empty castles of Mordor. The Morannon gates were reoccupied, as was Cirith Ungol and Carach Angren. Contacts were reestablished at Minas Dûrlith, Ostigurth was repopulated, and the construction of Barad-wath was completed.

In T.A. 1975, the defeated Witch-king returned to Mordor, his task complete and a success. There all Nine met and marshalled their forces for an attack upon the City of the Rising Moon: Minas Ithil. Twenty five years later (in T.A. 2000), an awesome army swept through the abandoned pass of Cirith Ungol and laid siege to Minas Ithil. It would take two years before the Host of Gorgoroth forced their way into the city, bringing it under the direct control of the Shadow. The great Palantír was taken, and the Tower of the Moon became known as Minas Morgul, the Tower of Dark Sorcery. In T.A. 2050, King Eärnur rode to the gates of the Black City and challenged the Lord of Morgul to a duel. The Wraith-king came forth and slew the Gondorian King, ending that noble line.

The Lord of the Rings was still waiting for a time when he would be utterly invincible. He continued the slow search for his One Ring. All the while, he gathered and directed his forces without displaying his dreadful power. The only threat to the Necromancer's identity came in T.A. 2063, when Gandalf the Grey began to investigate too closely for the Dark Lord's comfort. Sauron and four of his Nazgûl servants fled into the East to exposure of their identities. The Witch-king, Indûr, Hoarmûrath, Akhôrahil, and Adûnaphel remained in Minas Morgul. During this time, Sauron resided in the Chey lands, and concentrated his efforts of dominion with the aid of his Black Servants.

In T.A. 2461, Sauron's task in the East was complete. He and his Nazgûl returned to Dol Guldur, and the Watchful Peace had ended. The Orcs in Mordor began to multiply in great numbers, and new insidious wars were waged. Sauron's power grew secretly over the next five hundred years. He was discovered for what he was by Gandalf the Grey in T.A. 2941, and a subsequent attack upon Dol Guldur by the White Council forced the Dark Lord to abandon his hold. Sauron, despite the absence of his Ring, was confident of his own might. He returned to Mordor, and began to marshall his forces. In T.A. 2951 he openly revealed his presence, and declared himself the Lord of Middle-earth.

During the years that followed, the Dark Lord renewed his search for his Ring and began the reconstruction of Barad-dûr. He hastened the arming of his hosts, knowing that his chief enemy was time. He was aware of the Ring's reappearance, and knew that anyone who was powerful enough to use it could threaten his dominion. Sauron's chief rival became the White Wizard Saruman, for he too knew of the recovery of the Ring and searched for it. Yet Saruman became enslaved by the Dark Lord when he used his Palantír to spy upon him in T.A. 3000. Sauron's biggest threat had been brought under the influence of his dark will.

Sauron soon learned that the Ring had appeared in the Shire in the hands of a Hobbit named "Baggins." The Dark Lord captured Gollum (Sméagol) 3009 and wrested the information from his wretched mind. He believed that whoever possessed the Ring would try to use it, even if only to defeat him. Because of the Ring's irreversible and irresistible Evil, it would enslave and expose the champion. Sauron would then overcome this hero and claim the Ring for himself. He could not conceive of the bearer choosing to destroy the Ring, and this mistake doomed him to Shadow.

Using the information that Gollum had supplied him, he released the pathetic creature in late 3017. A few months later, he commanded the first of the assaults upon Gondor by razing Osgiliath. The War of the Ring had begun. After the Mordorim had secured Ithilien, the Witch-king and his eight companions set out into the Anduin vales, to try and find the One Ring. They were nearly successful, until the confrontation at the Ford of Rivendell, where the Nazgûl were defeated. They flew back to the Black Land where they prepared for the final thrust against the West.

The Dark Lord was decidedly conservative in his assault upon Gondor. The bulk of the Host of Gorgoroth remained within the boundaries of the Black Land. Khamûl commanded the armies from Dol Guldur, while the Witch-king directed the assault upon Minas Tirith. The Host of Darkness had reached its fullest potential, and no one could match its awesome might. Yet in all of the Dark Lord's planning and manipulation, he failed to understand the true nature of good. His searches were tireless, and focused outward; he never thought to look into his own Dark Land for the little Hobbit that would be his doom.

The Dark Lord was nearly successful, for the Evil of his mighty Ring claimed Frodo in the Sammath Naur over the Crack of Doom. To his sudden realization and horror, he finally understood the nature of his enemy. He called his Nazgûl to fly to Orodruin and recover the Ring from the consumed Hobbit. Yet Gollum, so consumed with the hatred and desire, attacked Frodo, and in the ensuing fight regained the Ring. In his ecstasy, Gollum fell into the Crack of Doom with the Dark Lord's precious Ring. The fires of Orodruin claimed the artifact, and it was unmade. Sauron's empire collapsed. All that the Dark Lord had built with the Ring was lost: the foundations of Barad-dûr collapsed, the armies were broken, and the Ringwraiths perished.

The destruction of the Ring also shattered the Dark Lord. When the One was unmade, the part of Sauron that was instilled within its metal was also destroyed. The Dark Lord lost all of his ability to maintain form, and his spirit passed from Arda. So ended the tale of the Lord of the Rings.

SAURON'S NATURE

As a Maia, Sauron could take on the form of almost anything he wished. During the First Age, he occasionally assumed the shape of a Vampire of Morgoth or that of a great Werewolf. During the Second Age, Sauron took on the fair image of a Vanya Elf, and succeeded in deceiving most everyone he encountered. However, after S.A. 3319, the Dark Lord lost the ability to assume a pleasing shape.

Sauron was of both this and the "shadow world," existing in both, but not wholly in either. His hideous form appeared shadowy and elusive, its black and mottled "surface" burning with an intense yet translucent flame. The stench of darkness surrounded his vile shape. The Lidless Eye, symbol of the Dark Lord, was always present after Sauron adopted it. Though not visible, its horrible image burned in the mind of the viewer. So intense would be the pain of the onlooker, that he might believe Sauron to be a flaming eye-shaped incarnation of death. The Lord of the Rings is an entity that could merely be observed. His smothering presence so completely dominates any area that he inhabits, that the very land becomes diseased and dead. The minds of those unfortunate creatures within his sphere of influence cannot help but be perverted and twisted towards darkness. Only one of the ancient Eldar or a Mannish king of truly epic lineage can retain the freedom of his own thoughts in proximity to the Lord of Darkness.

After a short period of repentance following the fall of his Master, Gorthaur returned to Darkness. He remained the embodiment of the Black Enemy's legacy, and he continued to revere him as his mentor and master. Since Melkor was Evil incarnate, Sauron and his followers continued to worship him indirectly, although the direct object of their awe was Sauron himself. A foundation fear and hate fueled their reverence, all embodied within the power of Darkness.

The Dark Lord employed many weapons against the Free Peoples: strength, cunning, deception, with his awful presence proving to be the most effective. Sauron was able to mold entire societies into conforming with his irresistible will. His instruments of terror were many; the primary forces under his sway were uncountable Men, Orcs and Trolls. Yet he sought to mold life like his ancient master, to bring excellence and terror into his massive armies. Through manipulation of breeding, Sauron's control brought the rise of three new and terrible races: the Uruk-hai (B.S. "Orc-people"), the Olog-hai (B.S. "Troll-people"), and the Gîsumolog-hai (B.S. "Half-troll People"). These creatures were among the Dark Lord's greatest assets, save the Nazgûl themselves, since they could reason and operate in daylight.

Sauron gorged himself on the misery and suffering of others, delighting in inflicting pain upon unnumbered victims. His ploys were varied, through strength and subtlety, might and subversion. The plots took on many forms, but his ultimate goal was one in the same. Only the West remained free from the Black One's grasp, and only in part. For it was here that the Dark Lord encountered the most resistance, and the events here would determine the fate of Endor.



SAURON'S STATS

Level: 180 (240); 360 with the One Ring.

Race: Maia (Fallen Servant of Aulë).

Profession: Mage/Sorcerer/Alchemist.

Home: formerly Angband in Northern Endor; later Mordor.

Aka: Thauron (Q. "the Abhorred"); Gorthaur (S. "the Cruel"); Annatar (S. "Lord of Gifts"); Artano (Q. "High Smith"); Aulendil (Q. "Servant of Aulë"); the Deceiver; the Abominable; the Lord of Mordor; the Lord of the Dark Tower; the Dark Lord; the Black One; the Black Master; the Black Hand; the Shadow; the Unnamed; the Eye; the Red Eye; the Evil Eye; the Eye of Barad-dûr; the Lidless Eye; the Nameless Eye; the Nameless One; the Evil One; the Ring-lord; the Ring-maker; Lord of the Rings; etc.

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

MERP Stats: St-110; Ag-101; Co-110; Ig-102; It-100; Pr-120.

Appearance: 02.

Skills: Climb120; S&H120; Perc180; Runes180; S&W180; Chan180; 4MaSt120; 4MaSw120; Act120; Admin240; Arch240; Chem180; Cook90; Craft180; Dipl180; Fals180; Lead180; Math145; Medit120; Nav90; PublSp180; Signal90; Smith240; SpellMast180; StoneC180; Strat240; Subd210; Trick180; Weath180; WoodC120.

SAURON'S PRINCIPAL ITEMS

The One Ring — Appearing as a simple golden band, this is the single most powerful artifact in the Second and Third Age. When placed into a fire or heated, the One's inscription that reveals it as such begins to glow. Inscribed in Fëanorean lettering and in archaic Black Speech. It reads:

*"Ash nazg durbatulûk, ash nazg gimbatul,
ash nazg thrakatulûk agh burzum ishi krimpatal."*

Which translated, means:

*"One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them."*

— *LotR I*, p. 81

Will: As the Ring was forged by Sauron, and so much of his own essence was placed within the Ring, it possesses its own intelligence. It is totally and irreversibly Evil, and reflects much of the Dark Lord's personality. It is able to control its size, shrinking to fit, or expanding to fall off an unsuitable wearer. Its will is uncontrollable save by those who have mastered the Ring. Mastery takes 600 days minus the wearer's level in addition to overcoming the Ring's own 60th level resistance. Only Sauron is capable of possessing absolute control over the One; anyone else will eventually succumb to the Ring's foul will.

Powers: The One's primary abilities are to enhance the abilities and nature of the wielder. Normally, it will empower its current user to extreme capacities, making him or her exceptional in his or her field. In addition to this, the Ring is also able to:

- Draw the wielder into the wraith world, rendering him invisible to all those who are not of that realm. Creatures who make their home in this awful place, such as the Nazgûl, can see the wearer perfectly. The wearer is also able to see those things that are invisible.

- Some senses of the wielder are enhanced. Hearing and smelling becomes acute, and it bestows the wielder with the ability to "see" magical forces.

- Drastically slows the effects of aging, lengthening the life of a person's life to near immortality. Unfortunately, the wearer is slowly transformed into a hideous creature of Darkness (e.g., Gollum), and will finally become a wraith, neither dead nor alive. This power is latent and takes effect upon the bearer of the Ring even if it was not worn.

- Permits the wielder to control or resist any item made with the Ring's help, such as the traps of Barad-dûr.

- The Ring cannot be destroyed by any method save by the fires of Orodruin in which it was made. If the One Ring is destroyed, all of the other Rings of Power lose their potency, and Sauron and his Nazgûl become utterly powerless and pass from Arda.

Powers of Mastery: The following powers are only usable if the wielder has mastered the One Ring.

- The Ring serves as a x18 power point multiplier for all realms and professions.

- The wielder is able to control the wearers of the Nine Rings of Power. (This does not include the wearers of the Three Elven Rings.) Control may be exercised regardless of range or circumstance.

- All spells have their range tripled, and the wielder may cast spells at any target he can see, even with the aid of a device (such as the Palantíri).

- The bearer of the Ring may exert powers of command and control over others. This is especially true when dealing with evil creatures who instinctively fear the Ring.

The Shadow Mace — A +60 black ithilnaur mace that glows red when within 300' of an Elf. In anyone else's hands other than Sauron, the mace is -30. The mace can also turn invisible at the whim of the wielder.

The Black Sword (S. "Mormegil") — This great blade is a +45 broadsword made from black ithilnaur. It is Of Slaying Elves is unbreakable against any material save Eog, and cannot be fumbled. Any critical delivered will also deliver an additional heat or cold crit of equal severity at the desire of the wielder.

The Gauntlet of Slaying — Aka "Narsil's Bane." Made from black steel and Dragonskin, this evil glove is one of Sauron's prized possessions. When wielded, the glove acts as a +15 mace or a +10 full shield. If Sauron successfully parries a foe's weapon (i.e., the foe delivers no damage), the Dark Lord may attempt to grab the weapon. In such a case, the weapon must resist versus a 50th level attack or it is destroyed. Weapons resist at the level of the wielder (+1 lvl/+5 bonus); however, magical weapons resist at level equal to 20 plus their wielder's level. If Sauron chooses to attack, the gauntlet will deliver an additional "E" impact crit along with any others attained. Perhaps most terrible of its myriad of powers is the 50th lvl Dark Absolution attack made upon the victim's soul. Should the destructive attempt be successful, the target's soul will be ripped from their body and utterly destroyed.

The Black Scale — An unencumbering black dragonskin and black ithilnaur scale armor. Treat as plate (AT 20) with a DB of +80.

SAURON'S SPECIAL POWERS

Domination — With his irresistible will, Sauron can dominate any number of individuals, the sum of whose levels are less than equal to the Dark Lord's level. He can use this awesome power even through a Seeing-stone. Anyone that Sauron chooses to gaze upon must make an RR versus a 120th level attack, or fall under the Evil One's control. If Sauron breaks his concentration, his victims get an RR; the effect lasts until the victim makes a successful RR, so the domination may last indefinitely.

Presence — Anyone who beholds the Dark Lord directly must make an RR versus a 60th level *Fear* spell. With a RR failure of 01-50, the victim flees in terror for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should he fail by 101+, the victim will die of fright.

Form — Sauron is immune to the effects of normal weapons. He should be treated as a "Large" creature for the purpose of critical strikes. Attacks against him which yield a critical strike roll require use of the Large Creature Critical Strike Table (*Arms Law* at 8.14; *MERP* CT-10).

Spirit — So long as the One Ring remains in existence, Sauron's spirit remains in Eä, even upon the death of his body. With the death of his body, Sauron cannot take another form for 2-2000 years.

Spells — T.A. 1-2459: 1200 PP; T.A. 2460 onward: 4800 PP. Sauron can use all spell lists up to his level. In addition, he can simultaneously concentrate on a number of targets or spells equal to his level (total spell levels not to exceed Sauron's level). He can cast any of these spells at a +150 bonus, with a directed spell bonus of 180. Since Sauron is a Maia, he is able to cast spells that normally have a touch range at a range of five feet. This rule does not apply to spells imbedded in an item by a Maia.

THE GENERAL POWERS AND FEATURES OF THE NAZGÛL

With the uniform exception of the immortal Valar and Maiar, the Nazgûl are among the strongest living powers in Arda. Their strength reflects their ties to the Maia Sauron, their Rings of Power, and the One Ruling Ring.

While each Úlair is unique, of course, they all share certain common elements. They are all immortal and semi-corporeal beings with enchanted qualities, creatures with awesome collective power and formidable individual strength. As shown in the stories surrounding the Witch-king, they feared no single individual from the ranks of Middle-earth's Free Peoples; instead, nature and circumstance usually dictated their vulnerability. No other Men rival them, although the Adan Lords from Númenor and the Kingdoms in Exile could contest them in certain situations. Still, they are sometimes upset or driven away by fire, water, or some manifestation of Varda (e.g., the name "Elbereth"), and magic weapons can slay them.

The following are guidelines providing a breakdown of general powers or attributes common to all Nazgûl. We suggest that a GM use them when employing Ringwraith characters in a FRP game.

(1) Critical strikes — Unless otherwise noted, critical strikes against a Nazgûl are rolled on the Large Creature Critical Strike Tables. This applies to both physical attacks and spells. (Use *MERPCT*-10 and *CT*-11 or Arms Law 8.14 and Spell Law 10.85.)

(2) Shadowy form — When a Nazgûl is present, only part of his form is in Arda at any given moment. The rest of his corporeal being stays in the Shadows outside of the world. In a sense, then, the Nazgûl's soul is frozen on the very brink of Darkness, where life passes into death. A Ringwraith is undead, and cannot die naturally as long as the One Ring exists. However, if Sauron is "killed" while the Ruling Ring remains in Eä, each Nazgûl's form is also slain. His semi-corporeal body dissipates, departing from Arda and entering the Shadow-world. In order to reappear in Arda, they must (1) be summoned by the Dark Lord (meaning that Sauron must first return) and (2) have the strength to reassume their body. The latter might take some time, say 1-100 years; and once in Arda, they may take another 1-100 years to regain their full strength. As a rule, whenever such a rest is required, their power is proportional to their recovery period (e.g., if a Úlair takes 50 days to regain his vitality and it is his third day of rest in Arda, he has but 6% of his usual bonuses). (For more on Sauron and his Ruling Ring, see *LOME*, vol. 1, 7.2.)

(3) Appearance — The Ringwraiths actual form is invisible to the normal eye. Only someone who is also wholly or partially in the Shadow-world (e.g., other Undead, Sauron, etc.), or someone wearing a Ring of Power (or using some other like item), can see their true form. They appear in one of two ways (thus the parenthetical Appearance stats): while wearing a Ring of Power they retain the youthful guise they possessed when they first took the Ring (i.e., they look like they did when they first became Ringwraiths); but without the Ring, they are cursed with a pale, almost translucent body and coarse, scraggly, grey hair (i.e., they look like they did at the point after their body reached the stage of its originally-contemplated death). In the latter case, their withered and ostensibly tired frame glows when it contacts a glowing item. Whenever a Ringwraith draws his Morgul-knife, for instance, his hand takes on the knife's enchanted aura. A Ringwraith has the ability to summon a Continuous Aura spell (RM Brilliance) at will, casting a bright glow around his body and enhancing his appearance (as well as subtracting 15 from all attacks).

(4) Strength of form — The Ringwraiths, despite being saddled with a withered and pale body, can utilize their form to its uppermost limits. Their vigor and physical aptitude rivaled those of the stoutest and most youthful of Men. Úlairi do not suffer from penalties associated with age, nor do they weary easily. They require no rest at night.

Even during the daylight hours, when they are weakest, they need little sleep per se (only about 4 hours). The enchanted nature of their form burns with Evil, explaining why normal (i.e., non-magic) weapons break upon contact with a Ringwraith's foul flesh. This Evil lives off the spirit of the living, and a Nazgûl can drain 20 Con pts (per rnd) whenever he touches a victim who fails his RR (roll each rnd).

(5) Vulnerability to Nature — As enchanted Undead, Ringwraiths are unnaturally immortal. They no longer exist according to Eru's prescription, nor do they stay in Arda with the leave of the Valar. Sauron, in keeping with his origin as a Maia servant of Aulë, created them and maintains them outside the conception of the Secondborn and in spite of the conception of the Firstborn. The Nazgûl are therefore contrary to the scheme of things. Accordingly, they suffer in the face of seemingly commonplace aspects of nature. Full daylight halves their bonuses (and their lvls), while cloudy, sunlit conditions reduce their bonuses to but 75% of normal. When encountering running fresh water (e.g., a stream as opposed to a lake) that is 10 or more feet wide and 1 or more feet deep, a Úlair must make a RR (versus the lower of either his own level or a level = half the width in feet + twice the depth in feet) or he remains unable to cross the water for 1-10 rnds (after which he may try again). His RR is affected by -10 for each successive attempt to cross. When touched by natural fire (e.g., a torch flame), a Nazgûl must make a RR versus the wielder's level (an unmanipulated flame having a level of 1), with failure resulting in his flight (for 1-100 rnds). Note that Khamûl the Easterling is affected more than his brethren, and therefore he suffers a RR penalty of -20 in addition to any other penalties he may incur.

(6) Effect of Varda — Varda, the Queen of the Heavens, represents the antithesis of all the themes represented by the Úlairi. Her presence affects the Ringwraiths more than any other being. When confronted by the manifestation of Elbereth (Varda), such as in the case of an opponent crying out her name (e.g., screaming "in the name of Elbereth Gilt-honiel!") a Nazgûl must make a RR versus the level of the manifestation (e.g., the level of speaker or, in Varda's case, Varda herself), with failure resulting in his flight (for 1-100 hrs). (For more on Varda, see *LOME*, vol. 1, pp. 25-26.)

(7) Enhanced Senses — The Nazgûl see perfectly in the Shadow-world, but they are virtually blind in Arda. The combination of their other, enhanced senses, however, enables them to "see" perfectly, even in utter darkness (although the effectiveness of their vision is affected by natural sunlight, as noted in #5 above). This enhancement (coupled with their immortality) also affects their learning pattern, enabling them to derive more knowledge per skill rank. Thus, they receive a +5 bonus per rank for ranks 1-20, a +2 bonus per rank for ranks 21-40, a +1 bonus per rank for ranks 41-50, and +.5 per rank thereafter.

(8) Presence — Anyone coming within sight of a Nazgûl makes a RR versus a 6th level Fear spell. With a RR failure of 01-50 the victim flees in terror for 1-5 minutes. If the RR failure is 51-100, the victim flees in fear for 1-100 minutes. If the victim fails by 101+, he falls under the control of the Ringwraith for 1-10 rnds and then collapses in shock for 1-100 minutes. In addition, a Nazgûl can look upon an individual, his concentrated gaze delivering a True Charm spell (RM Spirit Mastery).

(9) Black Breath — The Ringwraiths may use their Black Breath up to nine times in a given day. It has a range of 300' and affects targets within a target radius of 5'. Targets failing their RR by 01-50 fall into despair for 1-100 rnds and then into an unbreakable sleep for 1-100 hrs, while failure by 51-100 results in target being captured by despair for 1-100 hrs and then rereating into an unbreakable slumber for 1-100 days. RR failure of 100+ results in target succumbing to a fatal, cursed sleep, where the deluge of awful black dreams ultimately destroys the victim's mind in 1-100 hrs. (Only the herb Athelas or a powerful spel removing the curse can stir the victim and thereby prevent this horrible occurrence.)

7.2 THE NINE NAZGÛL

Of the servants of the Dark Lord, none were more terrible or as powerful as the Ringwraiths. By accepting their Rings, they cheated fate to become the immortal slaves of Sauron. Their presence has been felt in every corner of Middle-earth, and each culture possesses its own name for them. In the language of Mordor they are called the Nazgûl (B.S. "Ringwraiths"), while the Elves have named them the Úlairi (S. "Those of the Unlight"). They were once great kings of the Secondborn and served their Black Master by subduing and conquering many of Endor's nations. The Nine acted as Sauron's "hands," doing his will with total devotion, having no choice but to obey. Without Sauron, the Ringwraiths have no focus, and without the power born of the Nine Rings Sauron made, they could not live. They spoke with the voices of the grave, caught in the throes of their eternal agonizing death. No creatures could ever gain their trust, an inherited trait of Sauron, yet legions of beasts and men perished to do their bidding.

Sauron handpicked each of these Mannish kings for their ruthless ideals, might, and thirst for power. They proved to be the Dark Lord's most powerful tool in his bid to become the King of Men. He also chose them for their diversity in culture, all but three (the Númenóreans Adûnaphel, Akhûrahil, and Mûrazôr) came from entirely different cultures. As a group, the Nazgûl knew most of the people of Endor, and at one time or another ruled most of Middle-earth. Totally enthralled by the Dark Lord's will and ruthless to the end, they proved to be Sauron's best investment.

7.21 THE WITCH-KING

The second son to King Tar-Ciryatan, Er-Mûrazôr (A. "The Black Prince") grew to be one of the most powerful and influential individuals in Númenor. He was born in S.A. 1820 in the port city of Andunië on the island of Númenor, during a solar eclipse. His given name was Tindomul (Q. "Twilight Son"), although those Tar-Ciryatan's court, hostile to the Elves, preferred to call him by his Adûnaic appellation: Mûrazôr.

The Black Prince was the younger brother of Atanamir the Great, who would later become king, and possessed many of his brother's traits. He supported his father's ambition and lobbied for increased exploitation of Middle-earth. He was proud, greedy, and as ambitious as both his father and brother; yet due to his status as second son, he failed to gain the favor and attention that his brother received. Mûrazôr grew jealous of Atanamir, and jealousy soon evolved into hatred and unbounded desire. His greed consumed him, and his aggressive spirit led him to try and establish his own realm in Middle-earth. In S.A. 1880, the Black Prince gathered a small fleet and set sail for Endor.

His first landing came at Lond Daer in southern Eriador, at the mouth of the Gwathló in Enedhwaith. He and his army attempted to control the region, with intentions to take the port for his own. His bid was unsuccessful, and so his fleet moved southward to Umbar. Following a few brief struggles, Mûrazôr established his rule over the region, much to the displeasure of his father. Tar-Ciryatan ordered his son to make a gift of the haven to Númenor, which the Black Prince promptly refused.

The Dark Lord knew of the Prince's displeasure with Númenor and of his fear of mortality. Sauron preyed upon this weakness, and convinced Mûrazôr that he possessed knowledge that the rebellious second son could use to become invincible. In early S.A. 1883, Er-Mûrazôr travelled to Barad-dûr and became the student of the Dark Lord. For the next one hundred and fifteen years, he studied the Black Art and became a very powerful Sorcerer.

Only Sauron surpassed the Prince's evil knowledge, and he soon made his pupil his most trusted lieutenant. In S.A. 1998, Mûrazôr pledged full allegiance to his Lord and was given the first of the Nine Rings of Power. The first of the Nazgûl, the Black Prince became known as the Witch-king or the Lord of Morgul.

For the rest of the Second Age, the Witch-king remained within Barad-dûr, coordinating the tasks of his fellow Úlairi. His slow transformation into a Wraith gave the Morgul Lord new mastery over his formidable skills and spells. Of all the Nine, Mûrazôr had become the most powerful. Under the Lord of the Rings, he was given all of the trappings of a King. The Witch-king was the Dark Lord's most trusted servant; not even the Mouth of Sauron or the Half-troll Warlord Gothmog held such high favor with the Evil One.

The remainder of the Second Age saw the rise of imperialism in Númenórean circles, which came in direct rivalry with the Lords of Mordor. Both powers sought to unify the Secondborn beneath a single monarch: the dispute was over who would possess that title. It was inevitable that the two empires should be pushed to the brink of war.

Ar-Pharazôn decided to end the rivalry by crushing the Host of Mordor with a massive invasion fleet; the threat was a serious one. When the Númenórean fleet landed at Umbar, Sauron gave himself up, ostensibly to save his empire from certain defeat. He left the Ring in the hands of the Witch-king, charging him with the rule of Mordor in his absence. Sauron's plan would ultimately lead to the Downfall of Númenor, and the elimination of the Dúadan Empire. Before this subtly achieved victory, the Witch-king managed to stave off several Númenórean advances, but their presence prevented the Lord of Morgul from launching any campaigns.

Following the Númenor's Downfall, Sauron returned to Mordor, and a resurgence came in the war effort against the Free Peoples. The Witch-king was charged with rallying and mobilizing the Host of Gorgoroth. In S.A. 3429, he led the assault against Gondor, with hopes of crushing the Southern Kingdom before armies from the Northern Kingdom of Arnor could respond. Unfortunately, the Black Captain's forces met more resistance than they had counted on, and King Anárion successfully defended the banks of the Anduin River.

The standoff lasted for five years, until the Army of the Witch-king was forced to retreat to Dagorlad and defend against an army from the North (the Army of the Last Alliance). The Witch-king's army joined the bulk of Mordor's host and stood before the oncoming host of the Free Peoples. The battle that followed was bloody and had high costs on both sides. In the end, Sauron's army broke and fled to the Tower of Barad-dûr. There the Army of the Last Alliance of Elves and Men laid siege to the Dark Tower for seven years. Barad-dûr fell, and the Dark Lord himself came forth to battle with Gil-galad and Elendil. He slew the Kings, but was cut down himself by the broken blade of Narsil wielded by Isildur. Sauron and his Nine, including the Lord of the Nazgûl, passed into the Shadows.

THE THIRD AGE

For a thousand years after the victory over Mordor, the lands of Middle-earth prospered. Sauron slowly recovered and returned to Arda. In T.A. 1050 the Nazgûl joined their master, and began to reestablish themselves across Middle-earth. The Witch-king travelled to Dol Guldur, where Sauron established himself in the guise of the Necromancer. For two centuries, the Lord of Morgul plotted the downfall of the Northern Kingdom of Arnor. With the loss of the One Ring, the forces of Darkness were severely weakened, and great care had to be taken.

In T.A. 1300, the Wraith-king flew northward to the great plateau upon the western edge of the Misty Mountains, where he founded Angmar. Within the citadel of Carn Dûm, he gathered his strength and plotted moves against the Kingdom of Arnor. Armies of Orcs, Trolls, and Men gathered beneath him, preparing for the day when they would strike. His Orcish army (the Uruk-Engmair) was led by the great Olog Rogrog, and his Mannish army was named the Angmarim.

Though Arnor was sundered by the wars between Eärendur's squabbling sons, in T.A. 861, it was still intact as a society. The three successor states were bonded together by ties of history and tradition. In T.A. 1350, the armies of Angmar swarmed into Rhudaur and brought it under the Shadow. Fighting continued in the East-wood for another fifty nine years before the Witch-king's troops assaulted the tower of Amon Sûl. The Lord of Morgul continued in a series of successful attacks and brought the realm of Cardolan to its knees. Only Arthedain remained to stand against the Armies of the Wraith-king. For five hundred and sixty-six years, the Realm of the Edain staved off attacks from the Witch-king's powerful forces. It would not be until T.A. 1973-5 that the Dark Sorcerer's final objective would be realized. A massive assault was launched against Arthedain, and the forces of Darkness swept over the Northern realm. King Arvedui appealed to Gondor for help, but it arrived too late. The forces of the Witch-king overran all of Arthedain, shattering the remainders of that realm. His goal of crushing Arnor was complete.

Yet the Lord of Morgul faced an even greater challenge. The Armies of Gondor landed at Lindon and forced the Angmarim to battle near the ruins of Annúminas. The Host of Angmar was defeated, and like Arthedain, Angmar perished that same year. The Witch-king's defeat came too late to save Arnor, and consequently was a total success from the Morgul Lord's view.

The Witch-king returned to Mordor and gathered the Nazgûl at Ostigurth to plan Sauron's next move. The Host of Gorgoroth mustered for a surprise attack against the Gondorian city of Minas Ithil. In T.A. 2000, the Ringwraiths and their army stormed the pass of Cirith Ungol and laid siege to the City of the Moon. For two years the siege raged, until finally the Witch-king entered the city and made it his new home. The people of Gondor, distraught by the loss of their beloved city, renamed it Minas Morgul (S. "Tower of Dark Sorcery").

When Minas Ithil was taken, the mighty Palantír housed there was the Dark Lord's greatest prize. The artifact would serve him well for the next millennium. The city and the stone were such a tragic loss that many challenges were issued by the Gondorians to recover the fortress-town. In each of these challenges, the Witch-king was successful. He slew Prince Aeardur of Lond Ernil (Dol Amroth) in T.A. 2004, and he killed Eämur in T.A. 2050, ending the line of Gondor's kings. This last challenge signified the beginning of the Ruling Stewards at Minas Tirith, and any thoughts of recovering the Tower of the Moon were lost.

For the next eight hundred ninety-one years, the Witch-king served as the Steward of Mordor, slowly preparing it for the return of his master. The pass of Cirith Ungol was strengthened, as were the perimeter fortresses of Gorgoroth. Only once did the armies of Mordor strike during the Witch-king's rule. In T.A. 2475, a massive host of Uruk-hai swept down the Ithilien vale and assaulted Osgiliath under the cover of night. Though the city was retaken by the Dúnadan armies, it was left in ruins, and remained abandoned until the end of the Third Age.

Sauron returned to Mordor in T.A. 2941, and the Witch-king's stewardship over the Black Land ended. Ten years later, the reconstruction of Barad-dûr began, and the servants of Darkness gathered in Minas Morgul and Gorgoroth to prepare for the final assault against the Free Peoples of Endor. It took sixty-seven years for the preparations to be completed, and in 3018 the Hosts of Mordor stood ready for the Great War.

Sauron's fears that a champion would find and use the Ring against him swelled. With the capture of Gollum, he discovered the extra information he needed. With the Hosts of Mordor prepared for the assault on Gondor, the Witch-king and his eight companions ventured into the Anduin vales in search of the Ring.

Their quest carried them across Eriador to find the elusive land called the Shire and a Hobbit named Baggins. After entering the ancient realm of Cardolan, the Nine broke into two groups in order to more effectively scour the lands. Khamûl and two others entered the Shire itself, while the Witch-king's contingent moved towards Bree, expecting the Hobbits to take flight. The Hobbits remained ever elusive and beyond the Nazgûls' grasp. Twice victory seemed at hand, and twice were the Black Riders denied their goal.

The final confrontation came at the Bruinen ford, where the Riders ran down their quarry. Their cry for Frodo's surrender almost succeeded, but the stalwart Hobbit refused their commands. The Bruinen was all that stood in their way. The Witch-king, Dwarf, and Úvatha plunged into the river to pursue their fallen prey. Victory was at hand. The magical floodwaters summoned by Elrond proved to be the downfall of the Riders. They were swept downstream, and their black steeds perished. The search for the Ring had come to an end.

After the confrontation and failure at Rivendell, the Witch-king returned to Minas Morgul to continue the assault against the West. His primary goal was Minas Tirith, the capital of Gondor. He sent his host across the river at the ruins of Osgiliath in early 3019, driving back the occupying Gondorian forces. He sent two wings to cut the forces from the north and surround the entire city. The forces bore the great ram Grond at their head and smashed the gates of the Rammas Echor. The overwhelming host of Gorgoroth spilled onto the Pelennor fields.

The forces at Minas Tirith received aid from an army of 6,000 Riders from Rohan, as well as the 120 of Théoden's Royal Guard. This attack sent much of the Orcs on the north flank into retreat, and the Haradrim suffered serious losses to the Rohir Warriors. The tide of battle had begun to turn.

The Witch-king himself personally intervened as an attempt to strengthen his armies weakened position. He dove upon Théoden and his host, sending their horses into a panic. The Lord of Morgul slew the Rohir King, reversing the success of the Horse-lord; most important, it enraged the young Dernhelm who was the disguised Éowyn, the fallen Théoden's niece.

She called out to the Wraith-king, and challenged him as he gloated over the bodies of her fallen uncle and his steed Shadowmane.

"'Begone, foul dwimmerlaik, lord of carrion! Leave the dead in peace!"

A cold voice answered: 'Come not between the Nazgûl and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh shall be devoured, and thy shrivelled mind be left naked to the Lidless Eye.'

A sword rang as it was drawn. 'Do what you will; but I will hinder it if I may.'

'Hinder me? Thou fool. No living man may hinder me!'

Then Merry heard of all sounds in that hour the strangest. It seemed that Dernhelm laughed, and the clear voice was like the ring of steel. 'But no living man am I! You look upon a woman. Éowyn I am, Éomund's daughter. You stand between me and my lord and kin. Begone, if you be not deathless! For living or dark undead, I will smite you, if you touch him.'

—*LotR III*, p. 141

The Wraith-king followed his threat to young Éowyn and descended upon her with his great Fell Beast. She stood firm, unflinching in the face of death, and parried the initial attack. Her sword then sliced through the creature's neck, severing its foul head from its body. The creature fell to the ground, but the Lord of Morgul stood up and brandished his awful mace. Éowyn blocked the blow with her shield, only to find it shattered and her arm broken. Laughing, the Witch-king prepared for the final blow.

In an act of extreme bravery, the Hobbit Merry rushed forth and stabbed the Nazgûl Lord in the back of his knee. The enchanted nature of Merry's blade broke the spell that held the Witch-king's immortal form together, giving Éowyn time to recover. With the last of her strength, the niece of Théoden drove her sword through the Ringwraith's neck. As prophesied by Glorfindel centuries before, the Witch-king perished at the hands of no man. The Lord of Morgul was slain by a maiden and a stalwart Halfling.

THE WITCH-KING'S FEATURES

The Witch-king was a large man, standing 6'10" and weighing nearly 260 lbs. He had deep grey eyes, black hair, and fair skin, openly displayed his Edain heritage. After becoming the Lord of the Nazgûl, his features were obscured in the shadow world. With the exception of his burning red eyes, he was invisible to all. Only the presence of his clothes and armor betrayed his presence.

THE WITCH-KING'S STATS

Level: 60.

Race: Dúndan (fallen Númenórean).

Profession: Mage/Sorcerer.

Home: Armemelos and Romenna in Númenor; later Barad-dûr in Mordor, Carn Dûm in Angmar, and Minas Morgul in Ithilien.

Aka: The Lord of Morgul; Morgul-lord; the Wraith-king; the Witch-king of Angmar; the King of Angmar; Mog of Angmar; Lord of the Nazgûl; Nazgûl-lord; the Sorcerer-king; the Black King; the Black Captain; Chieftain of the Ringwraiths; the First.

RM Stats: St-101; Qu-101; Em-(100); In-101; Pr-90(120); Ag-100; Co-101; Me-101; Re-101; SD-40(100).

MERP Stats: St-101; Ag-100; Co-101; Ig-101; It-101; Pr-90.

Appearance: 05.

Skills: Climb75; Swim80; Ride102; DTrap35; PLock75; S&H85; Perc152; Rune75; S&W100; Chan90; Amb9; AMov35; ADef35; MAST40; Act75; AnimT65; Cave15; Cook25; Dance35; Div10; Fals15; FAid5; For50; Fren20; Herd65; Math45; Med35; Nav85; PSp100; Row5; Sail75; Sig55; Smith65; SpMas45; Star55; Subd25; Track100; Trad55; Trick60; WeaW85; Admin139; Arch133; Crafl15; Dipl149; Stra151; Tac120.

THE WITCH-KING'S PRINCIPAL ITEMS

Vasamacil (Q. "Blade-eater"). — A +30 broadsword forged from black ithilnaur in Thangorodrim in the First Age. The entire blade is laced with veins of inlaid and fused rubies. Upon the pommel, a large ruby functions as the sword's primary power source. So long as the ruby remains in the blade, the sword burns

with an evil fire. The weapon will deliver an additional heat critical for every normal critical strike it yields (of the same severity). The sword's name stems from its ability to shatter weapons that it parries. The opponent's weapon must make an RR versus a 60th level attack if the attack result is "0 hits"; should the weapon fail, it is shattered.

Nallagurth (S. "Death's Proclaimer") — Forged in Utumno, this +30 mace was made from black eog and inlaid with fused diamonds. It is Of Slaying Men and Elves, and has a permanent symbol of *Slow Death* cast upon its tip. Any victim struck by the mace must make a RR versus a 60th level spell or face a slow and agonizing death (over 1-100 weeks).

Romoquenáro (Q. "Fiery Envoy") — A steel composite bow forged in Númenor. When it is fired in darkness, the arrow immolates upon leaving the bow. While on fire, the arrow delivers a +30 Fireball attack whenever it strikes a target.

Crown ("Crown of Angmar") — An unadorned crown forged of enchanted iron. It is the symbol of the Witch-king and Angmar. The +6 Essence and Channeling adder also adds +15 to the wearer's DB.

Thôlogaer Ciryatano (Ad. "Sea Helm of Ciryatan") — A x6 Essence and Channeling multiplier, the magic sea-helm was once worn by Tar-Ciryatan of Númenor, the Witch-king's father. Made from overlapping plates of Sea-drake skin, the helm adds +15 to the wearer's RRs versus spell attacks.

Plate Armor ("Morgul Plate") — Constructed from the skin of a black Sea-drake, it acts as AT 20 +20DB and is unencumbering.

Morgul-knife ("Sorcery Knife") — One of nine special daggers given to all the Nazgûl by the Dark Lord. It is a +30 blade that strikes as a short sword. Like all things of Sauron, it radiates Evil. The weapon dissolves when exposed to sunlight, and breaks off whenever the knife yields a critical. The fragment of the blade, once imbedded in the wound, will begin to work its way toward's the victim's heart. The victim must make an RR versus the wielder's level (i.e., 60). If he fails, the shard will find its way to the heart within a number of days equal to 50 minus the RR failure number. Once it reaches the heart, the victim becomes a Wraith-servant of the knife-wielder, operating at -50. Failure also results in a debilitating poisoning, causing the victim to operate with a penalty equal to twice the RR failure number (until he becomes a Wraith). It was this same blade that nearly claimed Frodo in 3018.

THE WITCH-KING'S SPECIAL POWERS

Spells — 180 PP; (x6 power point multiplier, +6 spell adder). The Witch-king knows all Base Sorcerer lists to 60th lvl, all Base Ranger lists to 10th lvl (**MERP**), and all Closed Essence and Closed Channeling lists to 10th lvl (**RM**). His base spell casting bonus is 60, and he possesses a directed spell bonus of 90.

Authority of Presence — The Witch-king's presence is greater than those of the other Úlairi. Those coming within sight of the Morgul-lord must make an RR versus a 9th lvl *Fear* spell (rather than 6th level).

Fate — Glorfindel foretold at Fornost in T.A. 1975 that the Witch-king would not perish at the hands of a man (*LotR III* 412), and this prophecy proved true.

Feeling — In any given round, the Witch-king can concentrate and determine the exact location of the source of any one presence within 10' (target gets RR versus a 30th level search).

Powers of the Nazgûl — See general powers of the Nazgûl.

7.22 KHAMÛL THE EASTERLING

Second most powerful of the Nine, Khamûl the Easterling was born Komûl I in S.A. 1744 at Laeg Góak in eastern Endor. He was the eldest son of Hionvor Mûl Tanûl of the Womaw. He was raised by the Lord's Elven consort, Dardarian, who also served as his principal advisor until his ascent to the throne in S.A. 1844. Dardarian's influence upon the king of Womawas Drus corrupted his outlook upon the world, and gave him a longing for the gift of immortality. Though he possessed Elven ancestry, it merely extended life for those of his lineage rather than continuing it indefinitely.

The Womaw Kingdom was the most powerful in eastern Endor, with a line of Avaradan (Half-elven) kings. Their longevity, plus their unflinching cunning helped to keep Komûl's line strong. Komûl was not the only one influenced by the Avar Elves. Many of the Womaw people learned from the Avari and practiced the arts of Wood- and Word-magic. The Womaw were descended from the same line as the Edain of Númenor, and their sophistication in both politics and military matters surpassed all of their surrounding nations. Ironically, it would be the Númenóreans that would give the Kingdom its greatest challenge.

Komûl found his own rule losing popularity among his own people in favor of Númenórean ambassadors. Since the Dúnedain had established trade relations with the Womaw in S.A. 900, the influence from the Men of Westemne increased over the years and grew to sway the populations of Womawas Drus' southern holdings. They built several fortified colonies, and diplomatically forced several concessions upon the part of Komûl I's kingdom. By S.A. 1994, the internal stability of the Hionvor's rule was crumbling with many of the Womaw lords renouncing their loyalty to the King. Komûl became a desperate man. With his entire kingdom collapsing about him, he turned to the only ally he knew: Dardarian.

He met with his stepmother at the Isle of Sunrises, where she seduced him with beauty, charm, and an enticing offer of immortality. Komûl was proud, desperate, and had a deep longing for immortality; he accepted her offer, and an alliance was formed between Dardarian's Avar kingdom of Helkanen and the Womawas Drus. This alliance gave Komûl the power to demand concessions from the Númenóreans the following year, quashing any thoughts of Dúadan conquest. The pact with Dardarian had many benefits, for it secured the Womaw kingdom from collapse. Unfortunately, it would spell the downfall for their Hionvor.

Dardarian served Sauron of Mordor and was charged with the duty of corrupting Komûl. In S.A. 1996, she delivered the item which would bestow the Womaw king with immortality. He accepted one of the Nine Rings of Power and fell under the sway of the Lord of the Rings. His reign over the Eastern Kingdom came to an abrupt end.

Komûl disappeared early in the spring of S.A. 1997, after remaining virtually isolated from any other person. The Hionvor's apparent lack of interest sparked a bloody succession struggle for Komûl's throne. Assassinations, spying, and intrigue marred the once peaceful court of the Womaw. Seeing that holding his power in the kingdom would be to no avail, he abdicated his throne to a Númenórean supported faction with his cousin Aon at the head. No one realized the true reasons for Komûl's abdication, but it probably saved the kingdom from Sauron's iron grip. Komûl could do nothing save swear an oath of vengeance upon his former court.

Komûl's whereabouts from S.A. 1997-2000 remain unknown, but he appeared at the gates of the Dark Tower in S.A. 2000. His name became Khamûl, as this was how it was pronounced in the Black Tongue. He was given the stewardship of Barad-dûr, bearing

the title of Master of the Hold. He maintained the Black Citadel with capable efficiency until S.A. 3262 when he fled to the East after his master surrendered to Ar-Pharazôn. He spread his master's Evil slowly and subtly throughout the lands of Shay, and sundered the unity of the Five Tribes. Though Khamûl returned to the Black Land in S.A. 3319, his servants continued his foul politics and brought three of the Tribes under the Shadow in S.A. 3400.

During the War of the Last Alliance, the Dragon-lord remained in eastern Núrn within the castle of Lug Ghûrzun (B.S. "Darkland Tower"). After the initial attack in Ithilien, he did not participate in the War until the forces of the Alliance pushed their way into the Udûn crater. From here he rode through the Gap of Núrn, past the abandoned Ostigurth and stole into Barad-dûr the night before the Alliance began their siege. When the Black Tower fell in S.A. 3441, Khamûl came forth with his master to do battle with the Elven host. The Black Ranger fought with frightening skill, meeting the Elven vanguard directly. Many died at his hands, but when Isildur cut the ring from the hand of Sauron, all that he was passed into Shadow.

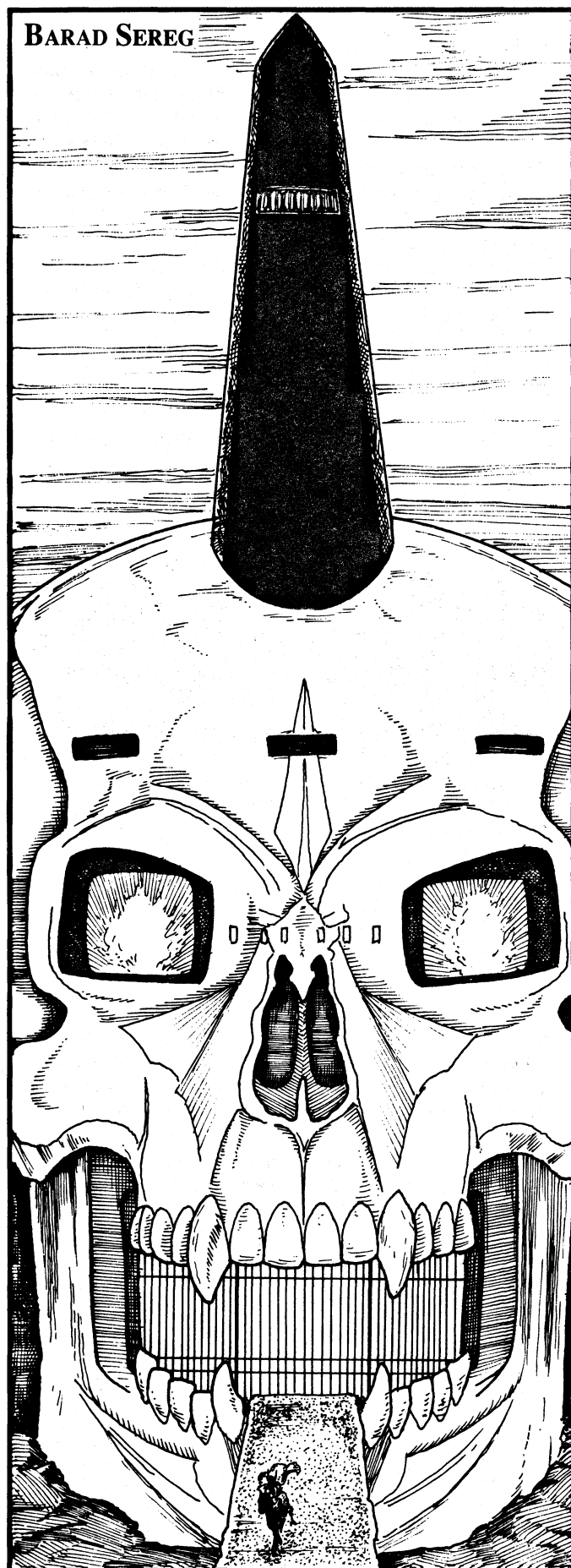
THE THIRD AGE

Khamûl remained in Shadow until T.A. 1050, when he joined his master at Dol Guldur. Sauron hid beneath the guise of the "Necromancer" and began to rebuild his awesome strength. In T.A. 1300, the Witch-king was sent to the North to found the nation of Angmar and wage war against the Dúadan realm of Arnor. Upon the departure of his brother in shadow, Khamûl also departed to the Southeast. He resided within the strongholds of Sart and Mang within the Mountains of the Wind, and often worked in unison with Dwar of Waw. While in here, he battled the pressures of the corrupted Istari Alatar and Pallando for control of the region. He never succeeded, but managed to place a foothold of evil there. In T.A. 1635, the Dark Lord called Khamûl back to Dol Guldur.

In T.A. 1640, the Watch on Mordor failed, and the Dark Lord sent Khamûl and the seven lesser Nazgûl to the Black Land to prepare for his return. The eight met at the ruins of Ostigurth, and plotted their actions. Khamûl and Dwar remained at the City of Blood and continued the reorganization and rebuilding initiated by Gûrthlug.

Khamûl remained the commander of Ostigurth until early T.A. 2063, when he travelled to Minas Morgul, and then returned to his homeland to fulfill his millennia-old vow. In a series of bloody wars against his own homeland, Khamûl finally crushed the Womaw and entered his capital in Góak in T.A. 2400. He returned to Minas Morgul at the same time as his master (in T.A. 2460), leaving the Womawas Drus in the capable hands of Sauron's eastern servants). He briefly visited Ostigurth, and then spent more time travelling between Minas Morgul and Dol Guldur. During these journeys, Khamûl captured the Dwarf-king Thráin II and imprisoned him in Dol Guldur. He took the Dwarf's Ring of Power and tortured his body over a course of five years (from T.A. 2845-2850). Yet the Easterling failed to glean the right concessions from the stalwart Dwarf, and Thráin II survived to give Gandalf the key to the side entry of Erebor. Khamûl's dual failure in detecting the Wizard's entrance (and exit) into Dol Guldur and his inability to wring information from the Dwarf-king found him open to the Dark Lord's wrath. Yet this reprimanding had little or no effect on the Black Ranger's status with Sauron, as he remained one of the Evil One's four most powerful servants.

Sauron and Khamûl fled the imminent attack from the White Council in T.A. 2941, and travelled to Mordor. While the Dark Lord would never return to the hold, the Second of the Nine would maintain a watch on Rhovanion and Lórien from its vantage. In T.A. 2951, Sauron openly declared himself and his intentions. Khamûl and Adûnaphel went northward to reopen Dol Guldur, and



BARAD SEREG

reestablish the garrison there. His messages were sent to the Dark Lord via Úvatha, the Ninth of the Nazgûl and Khamûl's most trusted envoy. Here the Second of the Nine would prepare his hold for war upon the West.

In early T.A. 3018, Khamûl and Adûnaphel lead the garrison of Dol Guldur to attack Thranduil's Elf-kingdom in Northern Mirkwood. This offensive was unsuccessful as the Silvan Elves fended off the attack with great ferocity. Yet the maneuver was but a decoy for the real task set before the Ringwraiths. Khamûl and Adûnaphel joined the other seven in the Anduin vales, for the search had begun for their master's Ring. Their travels took them to the Gladden fields and eventually into Eriador. Khamûl was nearly successful in personally recovering the Ring, yet the Hobbits remained ever elusive from their grasp.

Following defeat at the Ford of Rivendell, Khamûl returned with Adûnaphel to Dol Guldur and reorganized the armies and prepared them for war. Again, the Ringwraiths led an assault to both the Elven kingdoms in Lórien and Northern Mirkwood. The task was ambitious, and the Elven armies prevailed. In the face of their defeats, Khamûl and Adûnaphel returned to Mordor just before the Battle of Morannon.

In his absence, the Witch-king perished at the hands of Éowyn on the Pelennor fields, leaving the Easterling as the most powerful of the Ringwraiths. Like his fellow Nazgûl, Khamûl rode a great Fell Beast in his assault upon the Army of the Free Peoples. He even tangled with the mighty Great Eagles, and faced a challenge with Gwahir himself. Yet in the midst of battle, Khamûl seemed to retreat, as the Dark Lord called upon his Fell Riders to fly to Mount Doom and stop Frodo from destroying the One Ring. This task failed and spelled the doom for Khamûl. The One Ring was unmade, and the Nazgûl passed out of Eä with his master.

KHAMÛL'S FEATURES

Khamûl was a handsome man, standing 6'3" and weighing 195 pounds. Before passing into the Wraith-world, Khamûl had grey-blue eyes, fair skin, and long black hair. Like his distant Dúnadan relatives, these characteristics denoted a Womaw of high lineage. His name Dragon-lord came from his people and the suit of Dragonskin armor he wore. He was an exceptional tracker, best of the Womaw and the best of the Nine. These skills served him well, and proved to be a great asset in his service of the Lord of the Rings.

KHAMÛL'S STATS

Level: 40; 50 after T.A. 2460.

Race: Womaw (Avaradan).

Profession: Ranger.

Home: the four capitals of the Womawas Drus; later Dol Guldur in Rhovanion; later Barad-dûr; still later Ostigurth and Minas Morgul.

Aka: Komûl; Shadow of the East; the Black Easterling; the Black Ranger; Komûl I; Hionvor of Wom Shryac; Mûl Komûl; the Dragon-lord; the Second.

RM Stats: St-90; Qu-99; Em-87; In-100; Pr-100; Ag-91; Co-99; Me-63; Re-101; SD-88.

MERP Stats: St-90; Ag-91; Co-99; Ig-82; It-100; Pr-100.

Appearance: (93).

Skills: Climb107; Ride85; DTrap40; PLock75; S&H85; Perc107; Rune40; S&W60; Chan80; Amb19; AMov70; ADef60; MAST30; MASw30; Acro15; Act75; AnimT90; Cave30; Cont35; Dance45; FAid45; For90; Math55; Med70; Mus40; Nav85; PSp55; RMas40; Sail60; Sed60; Sig90; SpMas35; Star55; Subd35; Track109; Trad35; TrapB90; Trick70; WeaW85; Wood25; Admin85; Dipl134; Stra123; Tac133.

KHAMÛL'S PRINCIPAL ITEMS

Bola ("Water-skimmer") — A +25 killing bola ("Gé") made from blue Cuivac wood. It is Of Slaying Elves, and delivers an additional Crush critical of one less severity for every critical delivered. Its name is derived from the fact that if cast over water, the projectiles can be skimmed. As a result, the bola gets an additional +40 to the attack, all range penalties are eliminated, and it is able to strike around corners of 45 degrees or less.

Blowgun ("Stinging Tongue") — Fashioned from a mallorn tree, this +15 magical weapon is Of Slaying Elves. When a poison is used with the weapon, a critical strike indicates that the victim must make an RR versus the poison's level plus the wielder's level.

Dragonhelm — +10 deep blue full helm shaped like the head of a fire drake. It adds +10 to all the wearer's RRs and enables him to cast spells as if he were 60th level.

Armor — Made from dark blue and black Dragonskin, it appears as a half-hide plate, but is unencumbering, and protects as full plate armor (AT 20).

Morgul-knife — as the Witch-king's weapon (see above), the bonus is +30.

KHAMÛL'S SPECIAL POWERS

Spells — 120 PP (later 150PP). Base spell OB is 40 (later 50); directed spell OB is 40 (later 50). Khamûl knows the Path Mastery list to 30th lvl (later 50th lvl), the Moving Ways list to 25th lvl, and all other base Ranger lists to 20th lvl, additionally four Open Channeling lists to 10th lvl (*MERP*), five Closed Channeling lists to 10th lvl, and three Open Channeling lists to 5th lvl (*RM*).

Smell — Khamûl can distinguish the exact location of any source of a given odor, so long as the source is within 100' and the source fails an RR versus a 25th level attack.

Hearing — Khamûl can distinguish the exact location of any source of a given noise, so long as the source is within 100'.

Fear of Water — Like all the Ringwraiths, Khamûl fears water as the home of Ulmo's spirit. However, his aversion is especially strong, since memories from his early life were magnified by his Ring of Power. Khamûl faces a additional penalty (-30) when confronted with the necessity of crossing water.

Powers of the Nazgûl — See general powers of the Nazgûl.

7.23 DWAR OF WAW

Dendra Dwar was born in S.A. 1949, the son of the Wôlim fisherman Dendra Wim and his mother Ombril (who died while giving birth). He had a harsh childhood, being forced to work at the age of seven, and was constantly burdened by the guilt of his mother's death. Waw's isolation from Endor ended in S.A. 1965 when the K'prur of Hent landed on the island and burnt young Dwar's home town of Horm to the ground. K'prur forces savagely attacked the Wôlim inhabitants, sinking the nearly all of Waw's fishing vessels. Dwar, his brother Dwem, and his father Wim escaped to the sea-caves on the island's western coast. Dwar's father sustained a fatal wound in the escape and died several weeks later. The young Wôlim, consumed with rage, vowed to avenge the attack on his people and the murder of his father.

The young fisherman sailed northward to the mainland at Wôl, for the tribes of Wôlim were well known for their warlike ways. Dwar knew that he would find the means to defeat his enemies among his mainland relatives. He enlisted in the armies the Wôlim and learned much about the art of war. He quickly gained a reputation as a fast learner and a skilled warrior and tracker. As a scout for the armies of Wôl, he worked with the great warhounds that were trained to fight the enemies of the Wôlim.

Yet Dwar felt something missing, for he found that his new found skills were not yet powerful enough to exact his revenge. In S.A. 1969, he entered an ancient school of magic in hope of finding his means. Dwar had found his niche, studying under Embra Silil.

In S.A. 1980, Dwar emerged as the Lord of Dogs, and took a contingent of his own troops to Waw. He assaulted the citadel of Alk Waw and wrested it from K'prur control. Using his arcane skills and his legions of war dogs he held the K'prur retaliation at bay for over a year. During this time, Dwar slowly built his army's strength until in S.A. 1982 he sent forth his host of Men plus nearly two-thousand hounds and conquered the isle in less than a month.

Dwar established himself as High-lord of the island, and refused to reconvene the Elder Council. Waw became the Isle of Dogs, under the iron fist of the Dog-king. Yet Dwar's desire for revenge continued. He built up Waw to be one of the most powerful nations in the East. He laid claim to many of the surrounding lands, including Wôl, Brôd, Címóníemôr, and especially Hent. He ordered a huge fleet constructed. By S.A. 1998, all of the lands he had claimed fell under his control.

Then Dendra Dwar vanished. His age-long desire for vengeance turned to greed and hatred. He accepted the offer of immortality by taking a Ring of Power from Sauron of Mordor. Dwar literally disappeared from the view of his people, since he had become an immortal slave to the Dark Lord's will. Dwar's nephew, Dendra Swip took the mantle of the Lord of Dogs, though his uncle remained in control of his kingdom from the Shadows. For two hundred fifty two years, Dwar remained in Waw, staying in the shadows at the tower of Alk Waw. The isle remained constantly at war until Dwar's departure to Mordor in S.A. 2250. From S.A. 2250 to 3262, Dwar remained in Barad-dûr, where he bred the horrid War-wolves of Mordor. He briefly returned to Waw in S.A. 3262 when his master surrendered to Ar-Pharazôn.

After the Downfall of Númenor, Dwar returned to Mordor and entered the Dark Tower. He renewed his work, and helped his master prepare for the imminent war with Númenor's successor states of Amor and Gondor. Dwar's hounds fought viciously in the War of the Last Alliance of Elves and Men, but they failed against the mighty armies. Dwar himself also passed into shadow with the downfall of his master.

THE THIRD AGE

The Third of the Nazgûl returned in T.A. 1051. He stayed briefly at Dol Guldur, and then flew East and returned to Waw. For the next five hundred and eighty-nine years, Dwar held his title as the absolute ruler of Waw. He incited his folk into rebelling against the Lochas Drus, and soon the Isle of Dogs regained its independence.

In T.A. 1640, the Lord of Dogs was recalled to Mordor. He met with the other Ringwraiths at Ostigurth. Following a brief stay at Barad Sereg, he then moved to reoccupy the Morannon gates in T.A. 1656. He remained there from T.A. 1656 to 2000, meeting sporadically with the Morgul-lord at Ostigurth in T.A. 1975. He and his forces joined with the Host of Gorgoroth to assault the marbled city of Minas Ithil. The city was taken in T.A. 2002, two years after the initial assault was launched. Dwar returned to the Morannon, but made short visits to Minas Morgul.

In T.A. 2063, Dwar returned to the East with Sauron and combated the influence of Alatar and Pallando. He undermined each of the Blue Wizards to some degree, but he was unable to successfully defeat them. In T.A. 2941, Dwar was called back to Mordor where he took up residence in Minas Morgul. He travelled to the Morannon gates just prior to the War of the Ring, and then departed with the rest of the Nazgûl to search for the One Ring. On horseback, they scoured the Anduin vales and Eriador, and nearly succeeded in retrieving the Ring. After their defeat at Bruinen, Dwar and his companions returned to Mordor.

Dwar took flight upon the back of a Fell Beast, and continued the search for the Ring in the air. This proved unsuccessful, and the Dog-king returned to Morannon and prepared the Host of Gorgoroth. Dwar took up arms in the Battle of Morannon, and rode his great Fell Beast into the air against the Great Eagles with the remaining seven Nazgûl. During the subsequent flight to intercept the Ringbearer, he perished with the destruction of the One Ring.

DWAR'S FEATURES

Dwar was tall for a Wôlim, standing 6'4" and possessed a stalwart build. He had the hazel eyes and a ruddy complexion typical of the inhabitants of Waw. He wore steel-reinforced cloth with coloration akin to that of his beloved hounds. His magical helm, shaped like that of a Wolf, completed the canine image.

DWAR'S STATS

Level: 39.

Race: Wôlim.

Profession: Mage/Evil Magician.

Home: Waw in southeasternmost Endor; later Barad-dûr, Ostigurth, Morannon, and Minas Morgul.

Aka: Dendra Dwar; King of Waw; Dog-lord; the Third

RM Stats: St-96; Qu-97; Em-92; In-100; Pr-100; Ag-96; Co-61; Me-47; Re-94; SF-91.

MERP Stats: St-96; Ag-96; Co-61; Ig-71; It-100; Pr-100.

Appearance: (94).

Skills: Climb75; Swim80; Ride75; DTrap35; PLock45; S&H75; Perc119; Rune100; S&W117; Chan65; Amb9; AMov20; ADef15; MAST20; MASw20; Acro35; Act75; AnimT165; Cave35; Cont55; Cook25; Div85; Fals25; FAid55; For75; Gamb40; Herd116; LWork30; Math65; Med85; Nav85; PSp60; RMas106; Row75; Sail100; Sig95; Sing20; Smith85; SpMas55; Star95; Subd20; Track65; Trad30; TrabB50; Trick60; WeaW85; Wood35; Admin70; CraF20; Dipl145; Stra90; Tac75.

DWAR'S PRINCIPAL ITEMS

Sword ("War-dancer") — A +25 magical falchion forged of ithilnaur; inlaid with white gold and pearl. The pommel is the end of a +25 dagger sheathed in the hilt. The sword will "dance" out of the wielder's hand for up to 10 rounds (even when the wielder is unconscious and/or prone), parrying blows with 50% of the wielder's usual OB.

Gé ("Air-cleaver") — A +25 enchanted Braric Killing-bola made of silvery ogamur. The weapon strikes as a Flail and delivers a Grappling critical strike (of same severity) in addition to any other regular critical strike it yields.

Ring (Wôlor Priest's Ring) — Made of gold-inlaid steel and inset with petrified wood, it is a x4 (Essence/Mentalism) PP multiplier. The ring glows blue-green whenever it is consciously pointed toward running surface water (within 1000').

Morgul-knife — +25 bonus.

DWAR'S SPECIAL POWERS

Spells — 117 PP; x4 Essence/Mentalism multiplier. Dwar knows all Base Mage lists to 30th lvl and all Open Essence to 25th lvl (**MERP**), as well as all Closed Essence Lists to 20th lvl and four Open Mentalism lists to 10th lvl (**RM**). Base spell OB is 39; directed spell OB is 40.

Hearing — Dwar can emit sounds that can only be heard by canines, and he can speak to any such creature within 2000 feet.

Dog-mastery — Dwar can absolutely control any number of dogs whose levels total no more than 39 and who remain within 2000 feet. He can also control additional dogs within 1000' by concentrating (each dog receiving a RR versus a 39th lvl attack).

Powers of the Nazgûl — See general powers of the Nazgûl.

7.24 INDÛR DAWNDEATH (JÍ AMAAV)

Born in the city of Korlan in S.A. 1955, Jí Indûr was heir to the richest family in the Kiran republic of Koronandë. He was ambitious from the start, being the youngest man ever elected governor in the entire land. When he became a member of the Koronandë council, he vied for central control to combat the spreading influence of Númenor. Under Tar-Ciryatan, the Númenórean presence grew, and the appearance of Dúnadan warships in the waters near Kiran had the young governor worried. The increase of Adan influence also undermined Kiran's political base, and Indûr was concerned by the weakening of his government. He rallied for support, denouncing the Númenóreans as a threat to Kiran's thriving trade. In the light of the growing prejudice against the Eldar, Indûr gained many Elven allies as well. In S.A. 1977, Jí Indûr seized control of the assembly. Koronandë became a kingdom a year later, when his council of oligarchs (which replaced the Kiran Council) elected the young governor King of Korlan. Unfortunately, this move was not popular among Korlan's peoples, for they cherished their freedom and wanted a return to the republic. For the next twenty-three years, civil unrest and rebellion plagued the land.

In S.A. 2000, the "Magician" arrived in the Dúnedain controlled Tantûrak, causing many of the Kirani to support their King and dooming the rebel cause. Relations with the Adan colony and Koronandë had deteriorated to the brink of war, and out of fear, the Kirani sought unity. Indûr decided to throw a public celebration in hopes to rally his people to support an unpopular war, and his illegitimate regime. All went well until Korlan's governor Loran Klien stood before the great crowd and offered a return to the republican system. The people responded overwhelmingly in favor of this proposal and immediately began to riot. Jí Indûr, shocked by the sudden turning of his people, fled east to Mûmakan.

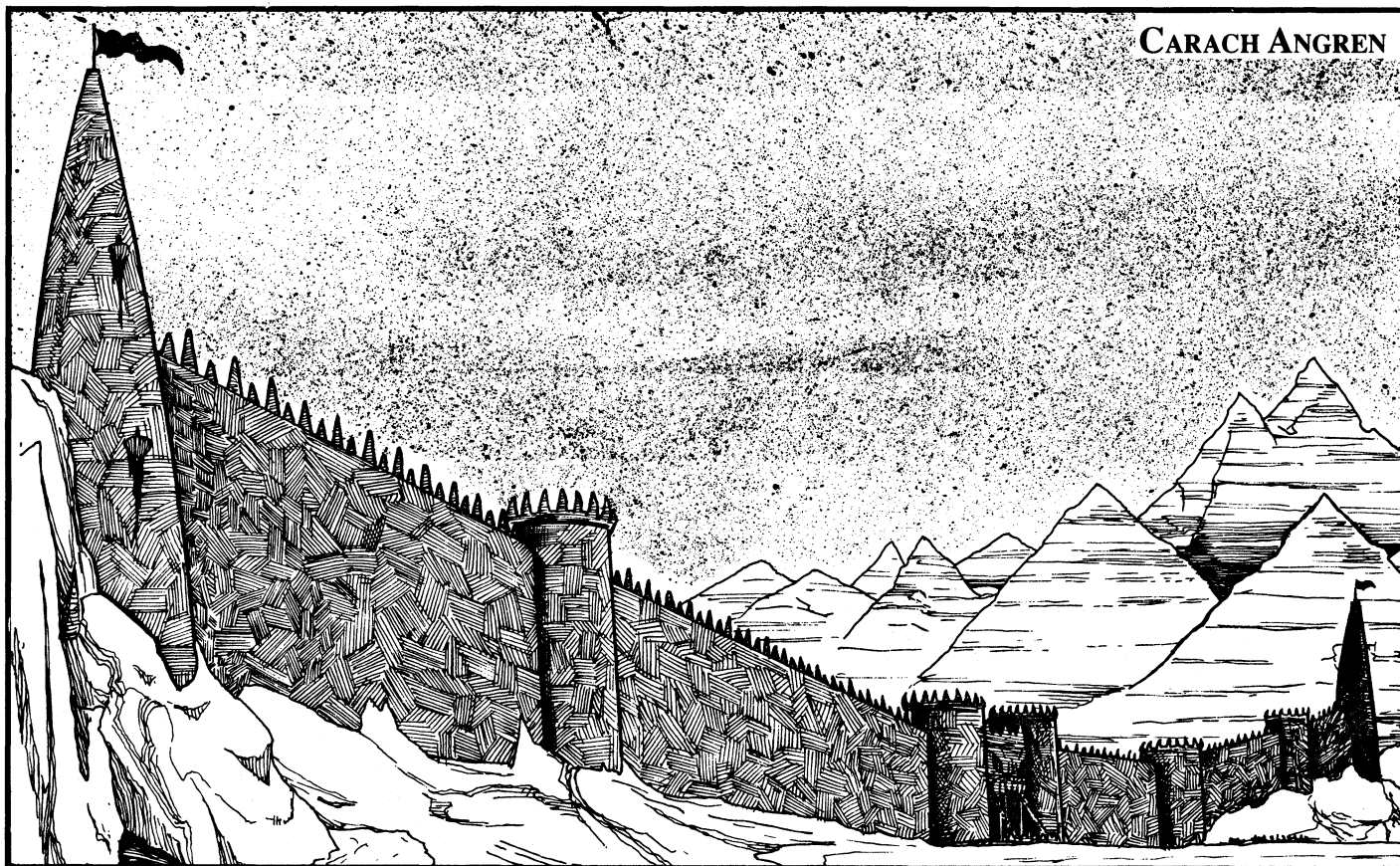
Mûmakan had been home to many of Sauron's agents since the mid-eighteenth century (S.A.), and Indûr's cordial relations with them enabled the deposed king to take refuge there. Sauron saw the exiled King as an opportunity to tighten his grip upon the South, and offered him a new throne. The dark pact was sealed with the young King's soul when Sauron gave him the fourth of the Rings of Power in S.A. 2001. Jí Indûr, now one of the Ringwraiths, seized the throne of Mûmakan on behalf of his master.

Now the King of Mûmakan, Jí Indûr took the name Jí Amaav II, to support the claim that he was the second coming of the mythical First-king — the God-lord Amaav. The Nazgûl had little trouble gathering the support of the fragmented nation. He ruled for 1261 years, from the holy city of Amaru, and moved against his neighbors. He succeeded in causing successful rebellions in Tantûrak and isolated his former home of Korlan. Yet his goals did not reach much beyond that, for Ar-Pharazôn's invasion of Middle-earth returned Tantûrak to Númenórean rule. Mûmakan was taken by the Númenóreans, and Indûr's reign came to an end.

He fled into the East until the Downfall of Númenor, and then travelled to Mordor to help in the struggle against the Last Alliance. However, like the other Úlairi, Indûr was tied to the Dark Lord and passed into shadow with his master.

THE THIRD AGE

Indûr reformed in Endor in late T.A. 1050 and spent the next two centuries regaining his strength on the isle of E-Sorul Sare. He targeted his old kingdom of Mûmakan again. It took some time, but by T.A. 1250 Indûr was able to bring the disorganized Mûmak-riders under his sway and reestablish his kingdom.



In T.A. 1264, Sauron ordered the Ringwraith to fly to the Citadel of Ardor and seek an alliance with the Elven Ardan Council. However, many old rivalries existed, and the evil court stalled the negotiations. Angered, Indûr appealed to his master to avenge the insult, but the Dark Lord preferred to wait. Sauron's strength was still very weak, and any open displays of power (even in the South) might reveal his presence. Needless to say, Jí Indûr was disgruntled by the decision, and continued to harbor malice for the Elven Court.

Tantûrak, under the "Magician's" control, declared war on Koronandë in T.A. 1365, and nearly brought the republic to its knees over the course of the seven-year hostilities. Indûr waited until the Kirani were on the verge of collapse when he signed an agreement with Korlan in T.A. 1372. The intervention came at the right time, since it saved the nation from defeat. However, Indûr's influence within his old republic became very strong, and gave rise to Jí Indûr's nickname. Many of Indûr's enemies perished in their sleep, and were found at dawn brutally murdered. Though no one could prove it, the name Indûr Dawndeath lingered. He ruled his kingdom as Jí Amaav III from T.A. 1264 to 1640.

In T.A. 1640, Indûr flew north to Mordor to meet with all the other Nazgûl (minus the Witch-king), and prepare the Black Land for Sauron's return. Indûr joined Ren the Unclean at Barad-wath to supervise the completion of the once-Gondorian tower. In T.A. 1652, Indûr went north, and took over control of Carach Angren. He remained there, cooperating with the other seven Ringwraiths, until T.A. 1975 when the Witch-king returned. In T.A. 2000, Indûr joined his companions and the Host of Gorgoroth for the assault upon Minas Ithil. After the tower fell, the Nazgûl left the control of Carach Angren to the capable Olog Bulrakur.

In T.A. 2460, Indûr travelled to the South and assumed the identity of Jí Amaav IV for his final rule over the nation. In T.A. 2941, he returned to Minas Morgul, and ultimately joined his fellow Ringwraith in the search for the Ruling Ring. After the failed search, Indûr organized the Mûmakan armies for the assault

upon Minas Tirith. The Nazgûl was on the Pelennor fields when he saw the Lord of Morgul cut down by the Lady Éowyn. Indûr survived until the Battle of Morannon, where he and the other Úlair engaged the Eagles, and then raced to Mount Doom to stop the Hobbits. However, the One was unmade, and Indûr, like his master, passed forever into Shadow.

INDÛR'S FEATURES

Indûr was among the tallest of the Nine (next to the Witch-king). He was slight of build and possessed dark skin and black eyes. After becoming the King of the Mûmakan, he wore his nation's garb: grey cotton breeches with leather riding patches, a grey cloak, a light mail shirt, and an open faced, ivory inlaid helm topped with an ivory Oliphant.

INDÛR'S STATS

Level: 37.

Race: Kiran.

Profession: Mage/Evil Magician.

Home: Koronandë in Korlan (in southernmost Endor); later Amaru in Mûmakan; still later Carach Angren and Minas Morgul.

Aka: Jí Indûr; Jí Amaav (II, III, and IV) of Mûmakan; the Shadow of the South; the Cloud-lord; the Fourth.

RM Stats: St-97; Qu-96; Em-100; In-78; Pr-94; Ag-99; Co-58; Me-99; Re-100; SD-76.

MERP Stats: St-97; Ag-99; Co-58; Ig-100; It-78; Pr-94.

Appearance: (93)

Skills: Climb115; Ride75; PLock75; S&H85; Perc152; Rune75; S&W100; Chan35; Amb5; AMov45; ADef55; MAST15; MASw15; Acro90; Act75; Cont75; Cont25; Cook25; Dance10; Div80; Fals30; FAid40; Math45; Med50; Mus60; Nav85; PSp105; RMas30; Sig45; Sing40; SpMas45; Star55; Subd15; Track100; Trad85; Trick70; Tumb55; WeaW90; Wood35; Admin100; CraF55; Dipl95; Stra120; Tac115.

INDÛR'S PRINCIPAL ITEMS

Sword ("Dawnsword") — A +35 Elf-slaying scimitar forged out of whiteeog and inlaid with ivory. Whenever it strikes a sleeping target, the victim must make an RR versus the wielder's level. RR failure results in the victim's soul being slain, instantly killing the body.

Bow ("Cloud Bow") — A +30 lurak-wood composite bow. When fired from mist (e.g., firer is in fog or in a cloud), the wielder suffers no visibility or range penalty.

Mûmak-helm ("Helm of the Mûmak-king") — An open-faced, white ithilnaur helm inlaid with ivory. The enchanted ivory Mûmak statuette that crowns the helm is a x5 (Essence) PP multiplier. It also gives the wearer a +50 riding bonus whenever he rides a Mûmak, and it enables the wearer to command the Mûmak with absolute authority.

Morgul-knife — As the Witch-king's weapon (see above), except the bonus is +25.

INDÛR'S SPECIAL POWERS

Spells — 111 PP; x5 Essence multiplier. Indûr knows all Magician Base lists to 30th lvl and all Open Essence lists to 25th lvl (*MERP*). He also knows all of the Evil Magician lists to 25th lvl, and all Closed Essence lists to 20th lvl. He knows one Open Mentalism list to 5th lvl (*RM*). His base spell casting OB is 37, and a directed spell OB of 35.

Jungle-sight — Indûr can concentrate and see through plants (Olvar).

Powers of the Nazgûl — See general powers of the Nazgûl.

7.25 AKHÔRAHIL

Born in S.A. 1888, Akhôrahil was the first son of Ciryamir, distant cousin of the Númenórean king Tar-Ciryatan. Though blessed with a bright mind and a keen sense of perspective, Akhôrahil was spoiled by his family's wealth. In S.A. 1904, Ciryamir obtained a license to establish and administer a colony kingdom in the south of Middle-earth. The next year, Akhôrahil (now sixteen) sailed with his family from the Great Island to the haven of Hyarn in Endor. They travelled up the river Aronduin to the recently constructed citadel of Barad Carannûn (S. "Tower of the Red Sunset"). There Ciryamir established the new kingdom of Ciryatandor (named in honor of his own king), resting upon the northern flank of the Yellow Mountains (S. "Ered Laranor").

A young and ambitious man, Akhôrahil relished his new home but constantly yearned for more. He haughtily carried his name as a title, and experimented in enchantments and incantations. He learned much from his own studies, but his thirst for power continued. Soon he set his desires upon his father's throne. His greed continued to grow until S.A. 1918 when he acted. He signed an awful pact with a venerable Haradan Priest, exchanging his eyes for two great gems — the Eyes of the Well. These items enabled the young sorcerer to become the most powerful wielder of the Black Arts in the southern realm. He immediately used these awful artifacts to control his father's mind and eventually cause the older man to take his own life.

So transpired the horrific ascension of the Storm King. He took the throne of Ciryatandor in S.A. 1919 and married his sister Akhôraphil. He levied huge taxes and raised an army to conquer the surrounding realms. By S.A. 1999, the Realm of the Blind Sorcerer had expanded to include Chennacatt, Isra, Kirmlesra, and Harshandat. Due to these wars, Akhôrahil incited the mighty Lord of the Rings to move against his aggressive southern neighbor. He sent a sage to the court of the Far King with an offer of unparalleled knowledge and immortality. Consumed by greed and desire, Akhôrahil leapt at the chance and signed his soul away to the

Master of Darkness. In S.A. 2000, the final step of the treaty was taken, Akhôrahil accepted one of the Rings of Power and became slave to Sauron.

For the next two hundred fifty years, Akhôrahil ruled his kingdom in isolation. His wife fled with her children shortly after he accepted Sauron's gift, and the court incurred the Storm King's wrath. He was aligned to Mordor, though no open relations appeared. He continued to send tribute to Númenor so as not to arouse suspicion among his uncle's court. In S.A. 2250, Akhôrahil felt strong enough to relinquish the bonds with Númenor and declared Ciryatandor and its holdings as an independent kingdom. Númenor tried many tactics to bring the rebellious land back into its fold, yet Akhôrahil resisted, and even held an emissary as hostage. The kingdom of Tar-Ancalimon sent a host to reclaim their lost lands in S.A. 2280, and the once-strong nation of Ciryatandor crumbled quickly before Númenor's might.

The Storm King had fled his land before the final defeat and joined his master in Mordor. For the next nine hundred and eighty-one years, he oversaw Núrn from the black castle of Luglûrak, and ensured that supplies would get to the Dark Lord's massive armies (both in Núrn and Gorgoroth).

After Sauron's capture in S.A. 3262, Akhôrahil remained in Mordor but stayed hidden. He reemerged with his companions after the Downfall in S.A. 3319. Akhôrahil returned to Luglûrak, resumed his responsibilities, and directed the Host of Núrn in an attack into Ithilien in S.A. 3429. This initial attack proved successful, but ultimately Sauron's forces were decimated upon Dagorlad, and the Dark Tower eventually fell to the might of the Last Alliance.

THE THIRD AGE

In T.A. 1050, Akhôrahil reformed and travelled to the northern cliffs of the Yellow Mountains in Chennacatt. There he assembled the Army of the Southern Dragon, and remaining a threat to the peace of Greater Harad for his entire stay. In T.A. 1640, the Dark Lord called the Blind Sorcerer north to Mordor. He resumed his former duties as the Lord of Núrn, replenishing supplies and coordinating the efforts for the return of his master.

In T.A. 1975, the Wraith-king returned from his task in Angmar, and assembled his fellow Nazgûl at Ostigurth. In T.A. 2000, Akhôrahil joined his compatriots in the assault upon Minas Ithil. When it fell, the moonlit city (now known as Minas Morgul) became his new home. He continued to live in the Dark City until the end of the Third Age, although he continuously travelled between Luglûrak and Barad-dûr (the latter after its rebuilding in T.A. 2951).

He remained faithful to his captain, the Witch-king, and though only the Fifth of the Ringwraiths, became his most valued lieutenant. Akhôrahil was cousin to Mûrazôr and also a student of sorcery, and in this respect they shared a special niche.

Like the rest of the Nine, Akhôrahil joined in the search for the Ring in T.A. 3018. They scoured the Gladden Fields and all of Eriador, coming within an arm's reach, only to be defeated upon the doorstep of Rivendell. He returned to the Black Land and renewed the search upon the back of a huge Fell Beast. He was called back to Minas Morgul a few short months later, as the inevitable attack upon the West was approaching.

Akhôrahil was present in the Battle of the Pelennor Fields, and saw his lord perish at the hands of Éowyn. The Storm King and his host retreated and regrouped at the Morannon, where he made aerial combat against the Great Eagles. Abandoning the melee at his master's call, he perished in flight to Orodruin with the unmaking of the Ruling Ring.

AKHÔRAHIL'S FEATURES

An imposing figure at 6'7", Akhôrahil possessed haughty Númenórean features, and a powerful build. His jeweled eyes added to his already aloof demeanor, since he was proud of his faceted orbs and took care never to obscure them. Although physically blind, but he could sense things with greater acuity than any normally sighted man. He favored white and grey garb, even after becoming a Ringwraith.

AKHÔRAHIL'S STATS

Level: 36.

Race: Black Númenórean.

Profession: Mage/Sorcerer.

Home: Barad Carannûn in southwest Endor; later Luglûrak in Nûrn, Dol Guldur in Rhovanion; and Minas Morgul in Ithilien.

Aka: The Friend of the Lord (Adûnaic); Herudil (Quenya); the Blind Sorcerer; the Storm King; the Far King; the Fifth.

RM Stats: St-96; Qu-86; Em-100; In-100; Pr-64; Ag-77; Co-51; ME-94; Re-92; SD-54.

MERP Stats: St-96; Ag-77; Co-51; Ig-93; It-100; Pr-64.

Appearance: (84).

Skill: Climb125; Swim75; Ride85; DTrap45; PLock105; S&H100; Perc129; Rune50; S&W145; Chan135; Amb20; AMov30; ADef30; Act105; Cont60; Cook80; AnimT30; Fals90; FAid50; For65; Fren80; Gamb95; Math90; Med80; Mus60; Nav100; PSp90; Row45; Sail85; Sed35; Sig100; Sing35; Smith55; SpMas95; Star30; Subd30; Track70; Trad55; TrapB30; Trick120; Tumb50; WeaW129; Admin95; CraF80; Dipl106; Stra100; Tac119.

AKHÔRAHIL'S PRINCIPAL ITEMS

Mace ("Yellow Hammer") — A +20 golden steel mace inlaid with copper. It is Of Slaying Men.

Bracers of Chennacatt — Bracers that add +20 to wearer's DB and enable wearer to parry a foe's melee blow with a bonus equal to twice his reduced OB. The bracers cannot be used while a shield is carried.

Eyes of the Well — Two enchanted spherical star sapphires which have a milky surface in all but one circular area which remains clear and bright blue; thus they look like eyes. Akhôrahil long ago replaced his real eyes with these astounding gems, one of which serves as a +5 Channeling spell adder, and the other as a +5 Essence spell adder. The Eyes enable the wearer to sense both objects and presences (of a level lower than the wearer or of a level higher if the target fails a RR), regardless of condition or obstructions, within a range of 2000 feet. The wearer, however, must concentrate as if looking, and he can only see things in the direction of the gaze. In addition, the Eyes enable the wearer to know and use any Base Mentalist spell.

Morgul-knife — as the Witch-king's weapon (see above), except that the bonus is +20.

AKHÔRAHIL'S SPECIAL POWERS

Spells — 99PP; +5 Essence adder, +5 Channeling adder. Akhôrahil knows all Base Mage, Open Essence, Open Channeling, and Animist Base lists to 10th lvl (**MERP**), as well as all Base Sorcerer lists to 30th lvl, all Mentalism Base lists to 50th lvl and all the Closed Essence and Closed Channeling to 5th lvl (**RM**). His base spell OB is 33; his directed spell bonus is 45.

Feeling — Akhôrahil can instinctively feel the air and tell exactly what direction he faces. He can also determine the exact velocity and density of the breeze. The Storm King's sense of touch is unparalleled among Men.

Powers of the Nazgûl — See general powers of the Nazgûl.

7.26 HOARMÛRATH OF DÎR

Born in S.A. 1954 to Emûrath of Uab in the forest of Dîr in northern Endor, Hoarmûrath was of a race of rugged mountaineers and trappers. His mother was the great Matriarch of the Urdar until she died in the Umli Wars (S.A. 1962-75). Her daughter Amûrath ascended the throne according to the ways of the Urd, and Hoarmûrath became Master of the Household. His position as brother to the Queen was the highest honor that could be granted to a male in Urd.

Yet Hoarmûrath's close association with the Avar Elves in the south influenced his views, and caused him to rebel against his sister and the Urdar traditions. His brash words caused many an upset, and earned him disfavor with his family. His views were heard by some, and he soon led a faction that advocated his position. Eventually, Amûrath ordered her brother exiled, but he flatly refused. In the ensuing struggle, Hoarmûrath's retainers slew the Urd Queen. Rather than facing a penalty of death, Hoarmûrath declared himself the King of Urd and with support from the Avari, crushed the opposition. In S.A. 1992, he became Lord of the Urdar, completely reversing the known traditions of his people.

Though his alliance with the Elves proved helpful, Hoarmûrath longed for immortality and eventually turned on his allies. He sought help from Mordor, and in S.A. 2000 Khamûl the Easterling visited the North King. While glowing from the power of his own ring, Khamûl offered the Ice King his master's gift of immortality. Hoarmûrath accepted, and immediately fell under the sway of the Shadow.

Over the next two centuries, he built a strong realm in the North. He defeated the Elves, and then controlled a truly massive kingdom. In S.A. 2250, he departed, his new realm firmly established. He lived in Mordor for the next millennia, at the side of his master in Barad-dûr. When Sauron was imprisoned in S.A. 3262, the Ice King temporarily returned to his homeland of Urd.

Hoarmûrath participated in the campaigns in Rhovanion after the Downfall of Númenor, and then helped defend the Dark Tower during the siege promulgated by the Last Alliance of Men and Elves.

THE THIRD AGE

Returning to Endor and his homeland of Urd in T.A. 1050, he re-founded his lost kingdom. He ruled from his hold in the Forest of Dîr, and slowly regathered his strength. By T.A. 1640, Hoarmûrath's kingdom had recaptured its old glory. It was this same year that Sauron called the Ice King to return to Mordor and help prepare for the Dark Lord's own rise to power. He met with seven of the other Nazgûl (minus the Witch-king) at Ostigurth, and then travelled to the abandoned citadel of Durthang and made it his home. In his later absence, the demonic werewolf Gaurhir took command of the citadel and remained as the Sixth's servant.

The Cold One resided at Durthang until T.A. 2000, though in T.A. 1975 he met with the other Úlairi at Ostigurth to coordinate the Host of Gorgoroth. Hoarmûrath was instrumental in assembling the Uruk-udûn confederation, and the assembly of the Army of the Crater. In T.A. 2000, Hoarmûrath took part with his companions in the assault upon the City of the Moon. After the victory, the Ice King joined the Witch-king, Akhôrahil, and Indûr in permanent residence at Minas Morgul. He was responsible for training and commanding the newly formed garrison at Mordor's new outpost.

During the War of the Ring, Hoarmûrath joined in the assault upon Ithilien, the search for the Ring, the Battle of the Pelennor Fields, and the Battle of Morannon. The Ice King met his end when the One Ring perished in the Flames of Orodruin.

HOARMÛRATH'S FEATURES

Hoarmûrath was a large and stocky individual; he stood 6'1" and weighed over two hundred pounds. His height was unusual among the short statured Urdar, but his blue eyes and exceptionally fair skin exemplified the ideal among his people. As an Animist of the Urd, he wore priestly garb. His pale grey robes covered armor sewn from the hide of Cold-drake. His helm resembled the head of an Ovir, the great white Northern Bear.

HOARMÛRATH'S STATS

Level: 33.

Race: Urd.

Profession: Animist.

Home: Urd in north central Endor; later Barad-dûr in Mordor, Durthang in the Ephel Dúath, and Minas Morgul in Ithilien.

Aka: King of Urd; Tar-Formen (S. "North King"); Ice King; the Cold One; the Sixth.

RM Stats: St-51; Qu-97; Em-100; In-100; Pr-84; Ag-79; Co-99; Me-100; Re-89; SD-49.

MERP Stats: St-51; Ag-79; Co-99; Ig-95; It-100; Pr-84.

Appearance: (92).

Skills: Climb90; DTrap50; PLock20; S&H85; Perc116; Rune70; S&W80; Chan45; Amb8; AMov25; ADef40; MAST40; Act75; AnimT105; Cook25; Dance45; FAid55; Flet35; For127; Herd55; LWork65; Math45; Med90; Mus45; Nav114; Sig75; Sing45; Ski90; SpMas45; Star55; Stone30; Subd40; Track114; Trad29 TrapB80; Trick60; Tumb30; WeaW129; Wood111; Admin75; CraF185; Dipl55; Stra70; Tac75.

HOARMÛRATH'S PRINCIPAL ITEMS

War Mattock ("Snow Hammer") — A +25 Dragon-slaying war mattock forged out of clear laen and inlaid with the horn of a Drake. Wielder is immune to natural cold and receives a +25 RR bonus versus magical cold attacks. Mattock serves as a fine ice axe, and wielder receives a +25 bonus to all assisted ice climbing maneuvers.

Spear ("Hue Changer") — A +25 dírwood spear which can be thrown 200' without suffering a range penalty, it is useful as a fine harpoon. Wielder and all he carries can change color with 1 rnd's concentration (up to 2x per day).

Helm ("Ovir Crown") — A special helm that adds +15 to the wearer's DB and serves as a x5 Channeling PP multiplier.

Morgul-knife — as the Witch-king's weapon (see above) except that the bonus is +15.

HOARMÛRATH'S SPECIAL POWERS

Spells — 99 PP; x5 Channeling multiplier. Hoarmûrath knows all the Base Animist lists to 30th lvl, as well as all Open Channeling lists to 30th lvl, and all Ranger lists to 5th lvl (**MERP**). He also knows all Closed Channeling lists to 20th lvl (**RM**). Base spell OB is 33; directed spell OB is 25.

Heat-sense — Hoarmûrath can gaze at any object and know its exact temperature.

Powers of the Nazgûl — See general powers of the Nazgûl.

7.27 ADÛNAPHEL THE QUIET

Sole female member of the Nazgûl, Lady Adûnaphel was born in S.A. 1823 in the land of Forostar in Númenor. She was the daughter of a Dúnadan noble, and her family owned and controlled vast tracts of land. She was recognized to be exceptionally beautiful, even as a young child, and would become the center of legends. She was scarred at an early age by the death of her aged father, which made her loathe her mortality and speak openly against the Elves. She, unlike her mother, supported the faction in

the Númenórean court of Tar-Ciryatan that was hostile to the Eldar. Her uncle Adûnazil supported the ideas of Prince Mûrazôr (the future Witch-king), and the young woman espoused her uncle's beliefs. She hoped to sever close ties with the Elves and establish an independent society along strictly "Adûnaic" lines. She believed in Númenórean superiority and wanted to see her people to rule over all Men. Like Mûrazôr, she left the great isle to seek her own crown in Endor in S.A. 1914.

The Lady of the West sailed to Umbar with a sizeable group of retainers, and settled at Vamag (Har. "Blood Fell") on the north-west tip of the Great Peninsula. She established her own realm and erected a citadel to be the center of her power. By S.A. 1939, her influence extended across much of Near Harad, from Umbar to the river Harnen. She became a major force among the northern Haradrim, easily dominating the simple fishermen and nomadic folk. She established a strong trade network, and became known as Ard the Vain, the King at Vamag. Her kingdom was well established and was in position to acquire the haven of Umbar and the lands of Far Harad.

All changed in S.A. 1987, when Tar-Ciryatan of Númenor demanded that Adûnaphel pay homage and taxes to him. He ordered her to submit to Númenórean rule and remove her warriors from Umbar. Needless to say, Adûnaphel was enraged and refused such harsh terms by a foreign power. She hoped for a compromise and sent envoys to Armenelos to negotiate with the Númenórean court. For fourteen years diplomatic intrigue surrounded the dispute, while Adûnaphel temporarily recognized Númenor's rule (due to their obvious superiority).

The Dark Lord realized that the Lady of the West could fulfill more of his foul goals. He sought control of Near Harad, and had fought with Adûnaphel in the past. By gaining influence with Ard the Vain, he might delay Tar-Ciryatan's expansion around Umbar. Aware of Adûnaphel's desire for immortality and hatred of the Eldar, he offered her one of the Nine Rings of Power. In S.A. 2001, she accepted the offer and fell under Sauron's sway.

Adûnaphel promulgated some startling changes after accepting the Ring. She isolated herself, and began to enshroud herself with a suit of black armor. Her Haradan subjects began to call her Ard Once Vain, whilst her court knew her as Adûnaphel the Quiet. No longer would the halls resonate with the sound of her lute tasting the sunrise. For the next three hundred years, she resided at Vamag, maintaining her rule through trusted minions and opposing the Númenórean regime.

In S.A. 2280, she attempted to take Umbar from the hands of the Dúnedain. Though her armies outnumbered the Umbarean forces by nearly three to one, the quality of the Dúnedain army turned the battle against her. Within two weeks, her forces were broken, and she was forced to flee Vamag, moving northward. Umbar expanded, and the realm of Ard was swept into the archives of history.

Adûnaphel established a new kingdom in central Near Harad at the hold of Lugalûr on the south bank of the Harnen. For the next nine hundred eighty-one years, she ruled the Kingdom of Ard until Ar-Pharazôn's invasion in S.A. 3261. With Sauron's surrender, she retreated into the Black Land. She remained within Mordor until the end of the Second Age, directing Sauron's forces south of his realm after the Downfall of Númenor. She retreated into Barad-dûr after the defeat at Dagorlad, and passed into Shadow when her master was overthrown.

THE THIRD AGE

Adûnaphel returned to Endor in T.A. 1050, and slowly reestablished her realm from Lugalûr in Near Harad. She ruled subtly; even the Corsairs of Umbar helped her achieve her quiet goals. The Great Plague weakened Gondor, and eventually caused the Watch on Mordor to fail. In T.A. 1640, Adûnaphel travelled to

Ostigurth in Mordor in order to meet with the other Úlairi. The Lady of the West moved into Nûrn with Ûvatha and Akhôrahil to prepare those lands for their master's return. In T.A. 1656, Adûnaphel returned to Ostigurth to replace the departing Dwar. However, she retained many of her supervision duties in Nûrn.

In T.A. 1975, the Witch-king returned from Angmar, and the final preparations for the assault on Minas Ithil were made. After Minas Ithil was taken in T.A. 2002, Adûnaphel returned to Ostigurth with Khamûl. There she remained for the next nine hundred fifty-nine years, maintaining co-stewardship over the City of Death.

In T.A. 2941, Sauron fled Dol Guldur and returned to Mordor. Ten years later, he commanded both Khamûl and Adûnaphel to journey north and reoccupy the abandoned hold. There they remained, exerting the Dark Lord's presence in Mirkwood.

During the War of the Ring, Adûnaphel and Khamûl led several major assaults against the Elves from Dol Guldur, all of which failed. (For more information, see the entry on Khamûl 7.22 above). She joined the rest of the Nazgûl in the nearly-successful search for the One Ring. After the Nazgûls' defeat at the Bruinen, she and Khamûl lead several more abortive attacks against Thranduil's kingdom. However, the defeat of the Mordorim at the Pelennor Fields forced the two to retreat to the Black Land.

Adûnaphel rode a great Fell Beast against the Army of the Free People before the Great Morannon Gates. Yet the battle was short. Though they engaged the Great Eagles in a spectacular airborne melee, the Dark Lord called them for a far greater purpose. The Ring was in danger of being consumed in the fires of Orodruin, and so the remaining eight raced south to Mount Doom. But to no avail, the One Ring was destroyed, and Adûnaphel joined her master in Shadow.

ADÛNAPHEL'S FEATURES

The Lady of the West was an imposing woman, standing 6'0", although slender of build. She was startlingly beautiful, but she possessed a dark nature and filled many a man's heart with desire. She was very active throughout her life, and seemed to be most comfortable in her black scale armor. After becoming one of the Úlair, she replaced her open-faced helmet with a shielded one that resembled the head of a great Fell-turtle.

ADÛNAPHEL'S STATS

Level: 32.

Race: Black Númenórean.

Profession: Bard.

Home: Armenelos in Númenor; later Umbar; still later Barad-dûr and Ostigurth in Mordor, and Dol Guldur in Rhovanion.

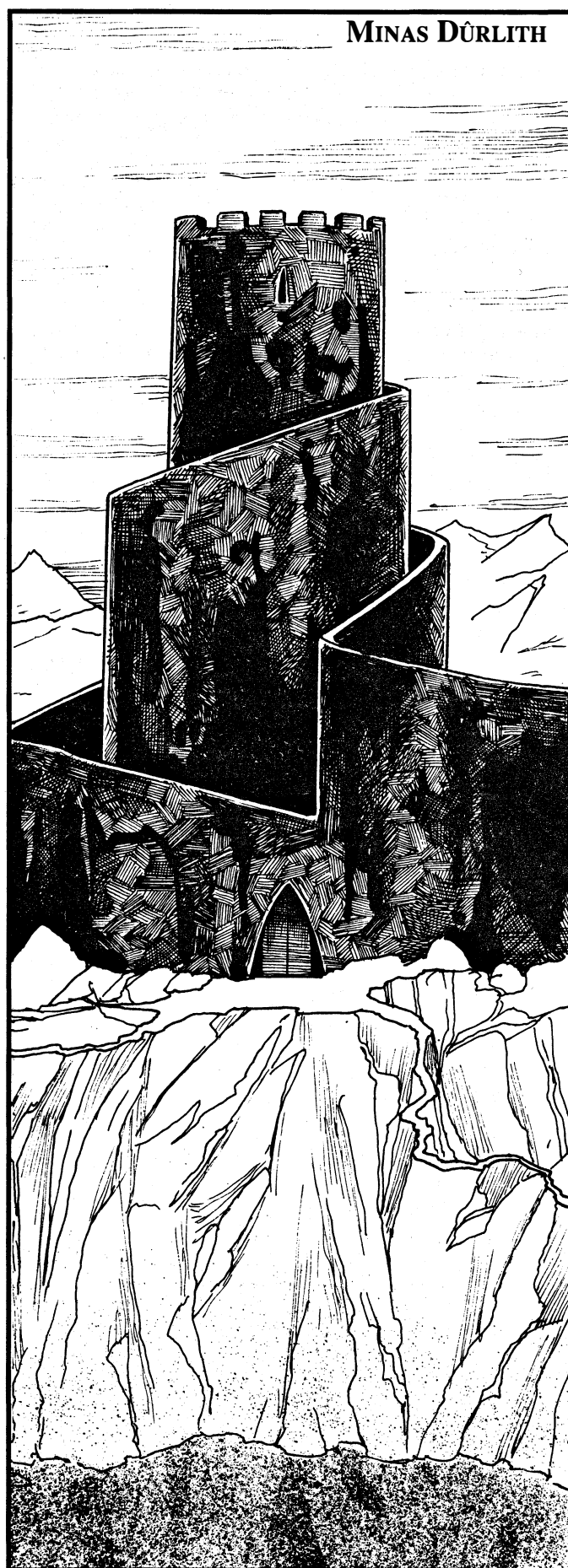
Aka: Lady of the West (Adûnaic); Umbaratári; Haratári; the Quiet Avenger; Ard Once Vain; the Seventh.

RM Stats: St-62; Qu-99; Em-99; In-100; Pr-100; Ag-96; Co-35; Me-91; Re-71; SD-77.

MERP Stats: St-62; Ag-96; Co-35; Ig-80; It-100; Pr-100.

Appearance: (101)

Skill: Climb45; Swim85; Ride120; DTrap65; PLock85; S&H85; Perc132; Rune65; S&W100; Chan30; Amb13; AMov80; ADef40; MAST35; MASw55; Acro30; Act120; Cont100; Cook30; AnimT30; Dance90; Div50; Fals75; FAid60; For90; Fren40; Gamb60; Herd30; LWork30; Math40; Med60; Mus120; Nav85; PSp80; Row30; Sail90; Sed165; Sig80; Sing125; Ski30; Smith50; SpMas65; Star70; Subd35; Track90; Trad100; TrapB35; Trick120; Tumb50; WeaW80; Wood20; Admin90; CraF80I Dipl120; Stra110; Tac100.



ADÛNAPHEL'S PRINCIPAL ITEMS

Sword ("Fire's Edge") — A +30 Elf-slaying broadsword forged out of black ithilnaur and inlaid with gold. Its red pommel is capped with a large (500gp) magic spherical ruby. So long as the ruby remains inset into the sword, the weapon delivers a Heat critical (of equal severity) in addition to any normal critical strike it yields, and the wielder receives a +30 RR bonus versus fire attacks.

Bow ("Night-piercer") — A +25 Númenórean steel composite bow. Whenever it is fired at night and strikes a target, the target must make an RR versus the wielder's level or become illuminated by a bright yellowish glow for a number of rnds equal to the RR failure. Attacks against the glowing target (by anyone) are made without penalty for the darkness, and attacks by the Night-piercer receive an additional +25 bonus.

Lute ("Memory's Strings") — A lute capable of storing sounds made on its strings for a number of days equal to the user's level. Should the user so designate (with 1 rd's concentration), the lute will play the song on its own, so long as the user is with a range equal to 5x user's level. The instrument is a +6 (Channeling/Mentalism) spell adder.

Morgul-knife — as the Witch-king's weapon (see above), except that the bonus is +15.

ADÛNAPHEL'S SPECIAL POWERS

Spells — 96 PP; +6 Channeling/Mentalism spell adder. Adûnaphel knows the Sound Control list to 30th lvl, the Controlling Song list to 25th lvl, and all other Bard Base lists to 20th lvl. She also knows three Open Channeling lists to 5th lvl (**MERP**), as well as three Closed Mentalism lists to 10th lvl, and three Open Mentalism lists to 5th lvl (**RM**).

Hearing — In any given round, Adûnaphel can determine the exact location of the source of any one sound made within 100'.

Powers of the Nazgûl — See general powers of the Nazgûl.

7.28 REN THE UNCLEAN

Born at Ulk Jey Ama in Chey in S.A. 1969, Ren was the son of an Illusion-weaver and the nephew of a Chey Lord (Ul Fen Jey). He grew up as a seemingly well-adjusted youth, and had a stable early life. In S.A. 1992, he was married to Elyen, and moved to dwell in the mountains of the Ered Harmal with his wife and two children. Ren was a quiet man, and lived in peace with his family for four years. Events changed the family's life together forever in S.A. 1998.

A great plague ravaged the lands of Chey, and Ren was among those struck down but not killed. For the better part of the year, he succumbed to a painful fever that slowly eroded his sanity. Ren briefly returned to work at the end of the year, apparently healed of his illness, but his sanity was permanently damaged.

Ren suffered from delusions and saw himself as superior to other Men. He often spoke of himself as the Fire King, the son of the exalted Volcano (Ulk Chey Sart) that stood in the midst of the southern Chey plateau. Elyen attempted to cure her husband's awful delusions, and sought help from as far away as Rycolis and western Khand.

Though lucidity returned to him sporadically, Ren's sanity remained unstable. He set out upon a pilgrimage to his volcano home and managed to gather a cult of followers. He gained power quickly, and in S.A. 2000 he declared himself the Overlord of Chey. As the Fire King, he was a ruthless and brutal lord, and played different factions off each other for his own purposes. Despite his occasional attacks of delusional megalomania, he kept an iron-fisted grip on his realm. He brought many into his fold, and by the end of S.A. 2000, he was the undisputed ruler of Chey.

Sauron realized the insane Illusionist's potential as an ally, and offered him a Ring of Power in S.A. 2001. Seeing this as an opportunity for greater expansion, Ren the Unclean accepted it and became a Nazgûl.

Ren ruled as master of Chey Sart pursuing the wishes of the Lord of the Rings. The armies of the Fire King overran parts of the lands of Khargagis Ahar, Dalpygis, Heb Aaraan, and Orgothraath (called the First Chey Expansion). All of Ren's empire was based in Shadow and reflected the Dark Lord's black will. Chey grew strong as a kingdom, and continued to secure its borders against its enemies.

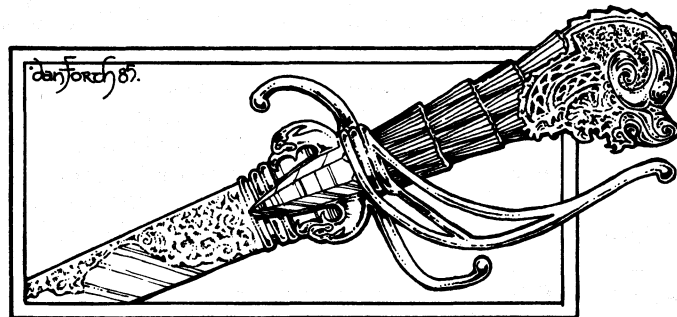
Ren later joined forces with Ûvatha of Khand to achieve his goal of conquering the interior of Middle-earth. By S.A. 3261, the Fire King reached the height of his power. This declined somewhat following Sauron's capture by Ar-Pharazôn. After the Akallabêth, Ren the Insane joined his master and the other Ûlairi in Mordor. He stayed there until the end of the Second Age.

THE THIRD AGE

Ren returned to Endor fifty years after his master resurfaced in T.A. 1000. The Nazgûl reemerged at Ulk Chey Sart and began to rebuild his once mighty kingdom. By T.A. 1235, Ren was subjugating the neighboring tribes, while keeping his guise as the Fire King.

In T.A. 1264, he reunified the six major tribes, and ruled his kingdom as Al Chey Sart. In T.A. 1640, he returned to Mordor to meet with his companion Ûlairi for the preparation of Sauron's return. They convened at Ostigurth. Then the Illusionist travelled across the Gap to the partially-built (and abandoned) fortress of Barad-wath. He and Indûr arranged the continuation of the construction of the Gondorian castle. Ren added many of his own features, and delighted in his new post. After Minas Ithil became Minas Morgul, Ren often travelled between the Tower of Shadow and the Tower of Black Sorcery. In T.A. 2063, however, the Fire King went with Sauron into the East. He ruled his kingdom again until 2941, when he returned to Minas Morgul and helped to reinforce the Black Land.

These would be Ren's final years, occupied by the Search for the Hobbit Baggins and the War of the Ring. The Fire King was summoned to fly to Orodruin to stop Frodo, but to no avail. Ren the Unclean passed out of Arda with the unmaking of the One Ruling Ring.



REN'S FEATURES

Ren was an imposing figure, albeit short for one of the Ûlair. He stood 5'10" and weighed 195 lbs. He had black-eyes, reddish-brown skin, and black hair. In the tradition of his people, he wore a helmet that resembled the features of his father, and always dressed in long flowing robes. He was distinctly ugly, and therefore used the mask to hide his face. Ren was insane, brutal, and pitiless. Only Ûvatha of Khand proved to be more savage.

REN'S STATS

Level: 32.

Race: Chey.

Profession: Mage/Illusionist.

Home: Ulk Chey Sart; later Barad-dûr, Barad-wath, and Minas Morgul.

Aka: Ren the Insane; Ren the Clean; the Illusionist; Fire King; King of Chey Sart; Lord of the Chey; the Eighth.

RM Stats: St-79; Qu-101; Em-100; In-37; Pr-81; Ag-100; Co-54; Me-99; Re-100; SD-44.

MERP Stats: St-79; Ag-100; Co-54; Ig-100; It-37; Pr-81.

Appearance: (11).

Skill: Climb127; Ride75; DTrap75; PLock95; S&H75; Perc132; Rune70; S&W65; Amb2; AMov10; ADef5; MAST30; MASw30; Act80; Cave90; Cook25; Fals75; For90; Fren20; LWork30; Math35; Med50; Nav65; PSp10; RMas45; Sig25; Sing102; SpMas45; Star35; Subd45; Track100; Trad55; TrapB75; Trick132; Admin35; Dipl40; Stra95; Tac80.

REN'S PRINCIPAL ITEMS

Sword ("Burning Blade") — A +25 two-hand sword made of galvorn and forged in the furnaces of Angband during the First Age. The blade immolates upon command, setting fire to any organic object it strikes (object/victim receives a RR when struck and 1 RR/rnd thereafter until it/he succeeds). Magical flames, they damage the target with the equivalent of one +25 point-blank Fireball attack during each round that the target burns.

Bow ("Believer's Bane") — A +25 composite bow of apparently plain materials that instills Illusions spells into its projectiles. User need only expend the PP and be capable of casting the spell inherently in order to store a given Illusions spell into an arrow. The spell is then cast at the point that the arrow strikes or, if the arrow is cloaked in an Illusion, at the moment the arrow leaves the bow (making it analogous to a very powerful phantasm).

Helm ("Helm of Sen Jey") — +10 brass-inlaid mithril helmet shaped like the head of Sen Jey, Ren's father. The flowing "hair" provides protection for the ears and rear of the neck. The wearer possesses the memories of Sen Jey, as well as a feeling for the emotions they once invoked.

Morgul-knife — As the Witch-king's weapon (see above), except that the bonus is +10.

REN'S SPECIAL POWERS

Spells — 32 PP. Ren knows all the Base Mage lists to 10th lvl and all Open Essence lists to 20th lvl (**MERP**), as well as all the Base Illusionist lists to 30th lvl, all the Closed Essence lists to 20th lvl, and one Base Alchemist list to 5th lvl (**RM**). His Base spell OB is 32; his directed spell OB is 25.

True-sight — Ren can immediately perceive any illusion as such, so long as the illusion originated from a source of power below 32nd level; otherwise Ren must make an RR to discern the unreal nature of the ruse.

Voice of Pain — Rencan emit a shriek (upto 3x/day) which effects everyone of a certain race (e.g., Elves or Men) or every animal of a certain type (e.g., Dogs) within 50'. RR failure of 01-50 results in the victim being stunned for 1-10 rounds; RR failure of 51-75 results in victim being stunned for 1-100 rounds; RR failure of 76-100 results in permanent loss of 1-50% of hearing; and RR failure of 101+ results in permanent loss of 100% hearing.

Powers of the Nazgûl — See general powers of the Nazgûl.

7.29 ÛVATHA THE HORSEMAN

Ûvatha was born in S.A. 1970 in the caves of Olbamarl with the name Ûvathar Achef. He was the son of an exiled prince of eastern Khand, and experienced a nomadic lifestyle throughout his early years. Living in exile, Ûvatha shared his father's pain and uncertainty, and developed a marked antipathy for regime holding the Lâorki throne. Ûvatha was a talented boy, and showed unusual ferocity; he began riding at a far younger age than most Variags, and killed a man in the months before his seventh birthday. By the time he was eighteen, he led a wing of light cavalry in his father's rebel army. He was an able warrior and helped secure victory, thus acquiring of the throne of Upper Khand (in S.A. 1980). However, Ûvatha's father perished in the struggle, allowing his uncle to come to power. The Horseman was ordered executed (in the tradition of Khand).

The young Ûvatha fled from his sentence of death and rode into Lower Khand. There, he gained the trust of King Urig Urfop and was later appointed Warlord of the Lower Variags (in S.A. 1999). He turned this to his advantage, and overthrew the King the following year. He then exacted his revenge upon his uncle and crushed Upper Khand in S.A. 2000. The entire Variag nation was united for the first time in recorded history. Sauron offered the horseman a Ring of Power in S.A. 2002 as a symbol of the continuing relationship between Khand and Mordor. Ûvatha accepted and became the Ninth of Sauron's awesome Nazgûl servants.

Sauron used Ûvatha to direct the Variag armies to achieve Mordor's goals. He secured the eastern borders of Núrn and wiped out any threat. The Variags were a brutal and savage culture, and were influenced by Sauron long before Ûvatha. Nevertheless, the Horseman proved to be a powerful ally in extending the Black Land's sphere of influence. For the next twelve hundred years, Ûvatha unquestioningly ruled the Variags and carried out Sauron's wishes. In S.A. 3259, he joined in an alliance with the Chey (under Ren the Insane) to complete the conquest of Khargagis Ahar. The power of Khand slowly waned after Sauron's capture in S.A. 3262. After the Downfall, Ûvatha travelled to Mordor and participated in the campaigns against the Last Alliance. However, with the overthrowing of his master, the Ninth passed with the other Ûlairi into Shadow.

THE THIRD AGE

In T.A. 1050, Ûvatha returned to his hold in Olbamarl in the southwesternmost reaches of the Ephel Dúath. He brutally reestablished his Kingdom by slaying King Uonid Irbo. Until T.A. 1640, his bloody reign of terror spread across the lands south and north of Khand. He was by far the most cruel of the Ûlairi, and was feared by all. In T.A. 1640, his reign ended when he left to help prepare Mordor for Sauron's return.

Ûvatha remained in Núrn until T.A. 1856 when he travelled back to Khand to strengthen the ailing Variag nation. He was successful in only 84 years of rule, but after his departure (to Mordor, in T.A. 1940) the Igath tribes of the East began to threaten his homeland. A descendant of Ûvatha, Ovathar Achef (Ovatha I) managed to confront the threat and put it down, enabling Ûvatha to remain in Mordor. In T.A. 2000, Ûvatha aided in the assault on Minas Ithil with a large contingent of troops from his own land. In T.A. 2003, Ûvatha returned to Khand for what would be his final reign over his homeland.

In T.A. 2951, Úvatha was called to join Adûnaphel and Khamûl in the reopening of Dol Guldur. Sauron had declared himself and needed the Ninth for a special purpose. Úvatha's primary duty was that of a special courier that would run between Minas Morgul, Barad-dûr, and Dol Guldur. This way the Dark Lord could plan his moves with armies that were raised outside of Gorgoroth. Úvatha participated in the War of the Ring during T.A. 3018-19, and like his companions, he passed into Shadow with the unmaking of the One Ring.

ÚVATHA'S FEATURES

The Horseman was the most undisciplined and sadistic of all the Ringwraiths. He was a tall Variag at 5'11", but short when compared to some of the other Úlairi. He had reddish-brown eyes, grey skin, and long black hair. He favored contrasting reds and blacks, following the Variag norm, as well as a dark grey cloak. His open-faced helm was shaped like that of a bat, and served as his principal armor.

ÚVATHA'S STATS

Level: 31.

Race: Variag.

Profession: Warrior/Fighter.

Home: Khand; later Minas Morgul; Barad-dûr; and Dol Guldur.

Aka: King of Khand; Lord of the Variags; the Slayer; the Long Rider; the Ninth.

RM Stats: St-100; Qu-99; Em-10; In-94; Pr-97; Ag-100; Co-98; Me-89; Re-97; SD-33.

MERP Stats: St-100; Ag-100; Co-98; Ig-93; It-94; Pr-97.

Appearance: (99).

Skills: Climb127; Ride133; DTrap30; PLock35; S&H112; Perc90; Rune5; S&W10; Amb20; AMov75; ADef25; MAST55; MASw70; Acro45; AnimT95; Flet20; For100; Fren80; Gamb75; Herd90; LWork30; Nav100; PSp5; RMas30; Sig100; Star75; Subd90; Track127; Trad70; TrapB55; Tumb65; WeaW65; Admin139; Dipl15; Stra117; Tac149.

ÚVATHA'S PRINCIPAL ITEMS

Lance ("Horse-tamer") — A +40 horse-slaying lance made of reddish Narig-wood from Núrad. When its gilded tip is set into a trace made within a # of days equal to the wielder's level, it gives the wielder a +40 tracking bonus (versus the maker of the trace).

Bow ("Stormless Bow") — A +20 gold-inlaid short bow that fires arrows that strike as if fired from a heavy crossbow. The flight of the bow's arrows are unaffected by wind, and the wielder's aim never suffers due to weather conditions.

Helm ("Listening Helm") — A +15 gold-inlaid helmet shaped like a bat (the "wings" forming ear and neck armor). The wearer possesses the senses of a bat, including acute (2x normal) smell and the ability to locate unseen or obscured objects using rebounding sound waves (i.e., radar).

A LEGATE OF THE ÚLAIRI



Morgul-knife — as the Witch-king's weapon (see above), except that the bonus is +10.

ÚVATHA'S SPECIAL POWERS

Spells — 31 PP. Úvatha knows two Open Channeling lists to 5th lvl.

Horse-archery — Úvatha can fire a bow from a galloping horse with an additional +10 OB, even while riding bare-back.

Knife-throwing — Úvatha can throw any dagger twice its normal range (with range penalties modified accordingly).

Powers of the Nazgûl — See general powers of the Nazgûl.

7.3 THE LORDS OF MORDOR

In addition to the irresistibly powerful Ringwraiths, Sauron held many other mighty servants under his command. Some of these

individuals enjoyed more influence than did even the trusted Nazgûl. The Lords of Mordor helped the Dark One administer with an Iron Fist, and enabled the Black Land to be run with brutal efficiency. They held an advantage over the Úlairi, since they retained freedom of thought and will.

7.31 THE MOUTH OF SAURON

The most powerful mortal in the service of the Dark Lord, the Mouth of Sauron grew the closest of the minions of darkness to his master's counsels. Although the Mouth was not immortal like the Ringwraiths, he lived far beyond his natural life span.

"...this was no Ringwraith but a living man. The Lieutenant of the Tower of Barad-dûr he was, and his name is remembered in no tale; for he himself had forgotten it, and he was a renegade, who came from the race of those known as the Black Númenóreans; for they established their dwellings in Middle-earth during the years of Sauron's

domination, and they worshipped him, being enamoured of evil knowledge. And he entered the service of the Dark Tower when it first rose again, and because of his cunning he grew ever higher in the Lord's favor; and he learned great sorcery, and knew much of the mind of Sauron; and he was more cruel than any Orc."

— *LotR III*, p. 202

Upon entering Sauron's service, the Mouth employed his sorcerous arts to extend his own life. He suffered few of the ill effects of age, but his memory retained the limits typical of any other Man. As time passed, the Mouth forgot more than most individuals ever learn. Thus, his origins and even his name passed into oblivion. These bits of trivia were of small importance to his schemes for power.

After the fall of Barad-dûr and the overthrow of Sauron in (S.A. 3441), the Mouth fled into the southern reaches of Middle-earth to escape the wrath of the Last Alliance. He remained in hiding, waiting for the return of his master.

In T.A. 1000, Sauron coalesced in eastern Endor and subsequently entered Dol Guldur. The Mouth was the first to arrive at the Naked Hill, and to aid the Dark Lord with his latest batch of foul plans. For the next nine hundred seventy-six years, the Mouth resided in the Hill of Sorcery, while his cohort, the Angûlion, went with the Witch-king to establish the Kingdom of Angmar.

In T.A. 1976, the Mouth returned to Mordor and took up a temporary residence in Ostigurth. After the fall of Minas Ithil, the Mouth travelled again to Dol Guldur and remained there until T.A. 2941. He fled Dol Guldur with his master to the Black Land where he would remain until the end of the Third Age.

The Mouth of Sauron is a cruel man and delights in the misery of others. Only the Lord of the Nazgûl surpasses him in rank, and his ruthless cunning enables the Mouth to hold Sauron's favor more consistently. The Mouth is an imposing figure, standing 6'7" and weighing 220 pounds. When in battle, he wears a tall helm fashioned of scales and adorned with dark jewels. It resembles a diving fish: apertures replace the fish's eyes, allowing the Mouth to view his surroundings; the piscine mouth is open, exposing the wearer's mouth and nostrils; nine stylized teeth protect the Mouth's face, while the fanged lower jaw guards his neck. The Mouth publicly possesses no identity of his own. His desire to retain his own will and desires while not provoking Sauron's mistrust contributes to his strategy of anonymity. Towards this end, the Mouth wears a mask on the rare occasions calling for the removal of his helm.

THE MOUTH'S STATS

Level: 50.

Race: Black Númenórean.

Profession: Mage/Sorcerer.

Home: Umbar; later Dol Guldur in Rhovanion; Mordor.

Aka: Ūrzahil of Umbar (long forgotten); Lieutenant of the Tower of Barad-dûr.

RM Stats: St-71; Qu-91; Em-101; In-99; Pr-96; Ag-98; Co-84; Me-93; Re-87; SD-72.

MERP Stats: St-71; Ag-98; Co-84; Ig-101; It-99; Pr-96.

Appearance: 36.

Skills: Ride110; S&H135; Perc140; Rune90; S&W102; Chan45; Amb11; Act87; Fals60; Math45; Med75; PSp175; Sig84; SpMas124; Star89; Trick95; WeaW60; Admin105; Appr79; Dipl120; Stra86; Tac75.

THE MOUTH'S PRINCIPAL ITEMS

Robes ("Cloak of the Abyss") — Black robes of some enchanted material which seem to absorb all light. They are disturbing to look upon, causing all within 50' who fail an RR to become queasy and dizzy (-25). They add +80 to nocturnal hiding maneuvers, and +30 to the wearer's DB. All light-related attacks (including lighting) are at -50.

Necklace ("Voice of the Dark Tower") — A mithril and black laen amulet capable of amplifying the wearer's voice, allowing to be heard over great distances.

Ring — Fashioned from black steel, it is a x6 PP multiplier for Mages/Sorcerers, and can store as many of six spells (each up to 30th level) at a given time.

Helm — Designed after the lordly helms of the Númenórean Kings, this helm is black and trimmed with glittering scales and dark gems. It shields the wearer from all mental attacks at +30 levels and also protects from 25% of head criticals (roll 01-25).



GOTHMOG THE HALF-TROLL

THE MOUTH'S SPECIAL POWERS

Spells — 200 PP; x6 Mage/Sorcerer multiplier. The Mouth of Sauron knows all Base Mage, Base Bard, and Open Channeling lists to 10th lvl (**MERP**), and all Base Sorcerer lists to 50th lvl, four Closed Essence lists and five Closed Channeling lists to 20th lvl, and three Base Mentalism and Closed Mentalism lists to 5th lvl (**RM**).

7.32 GOTHMOG

Gothmog was among the first of the Half-trolls to be bred from Olog and Variag stock in the Third Age. He was delivered of his dying Mannish mother in T.A. 1203, and immediately found favor with Sauron. The Dark Lord named the hideous Pertorog after the Lord of the Balrogs who perished in the First Age, since his demonic appearance reminded Sauron of the long dead Warlord of Angband. Gothmog learned quickly under the tutelage of his master, and he soon rose to be the greatest of all his kind. He became the fourth most trusted servant of Sauron (after the Witch-king, the Mouth, and Khamûl), and the most feared warrior in the Mordorean host.

In T.A. 1640, Gothmog travelled from Dol Goldor to Mordor, and met with the Ringwraiths. The Pertorog's brutal tactics and extreme cunning combined with the awesome influence of the Nazgûl slowly brought the Orc tribes under Sauronic control.

In T.A. 2951, when Sauron had returned to Mordor and declared himself openly, he named Gothmog the Captain of Barad-dûr, and the Warlord of Mordor. The Half-troll served both Sauron and the Witch-king well, leading the northern wing of the assault on Minas Tirith. Gothmog who assumed command of the army after Éowyn slew the Witch-king on the Pelennor Fields. Minas Tirith nearly fell; however, the intervention of Aragorn II and the Army of the Dead turned the tide and forced the Host of Gorgoroth to retreat.

Gothmog was large for a Pertorog, standing 9'7" and weighing nearly eight hundred pounds. Yet he was extremely quick and agile on his feet. His charcoal black skin, blood red tongue, and smoldering red eyes were typical of the Pertereg kindred. No Troll or Half-troll ever surpassed Gothmog II in combat. He wore an open-faced helm adorned by great horns, and a huge black cloak that seemed to enshroud him in darkness. Gothmog's entire visage was dreadful to behold, bearing a distinct resemblance to his namesake.

GOTHMOG'S STATS

Level: 40.

Race: Pertorog (Half-troll).

Profession: Warrior/ Fighter.

Home: Dol Guldur; Ostigurth, then Barad-dûr.

Aka: Lieutenant of Morgul; Captain of the Dark Tower; Warlord of Gorgoroth; Warlord of Mordor; Gothmog II.

RM Stats: St-102; Em-11; In-99; Pr-98; Ag-99; Co-102; Me-66; Re-96; SD-43.

MERP Stats: St-102; Ag-99; Co-102; Ig-81; In-99; Pr-98.

Appearance: 04.

Skills: Climb70; Ride82; DTrap50; PLock35; S&H82; Perc90; Amb20; Runes40; Chan30; AMov40; MAST35; MASW35; Gamb25; Stra70; Tac60; Track75; Trap35; Trick25.

GOTHMOG'S PRINCIPAL ITEMS

Skull-flail — A +25 three-head flail. Any critical strike it gives is treated as two levels higher in severity. Gothmog wields this weapon with one hand.

Moon-axe — A +20 Battle-axe of Returning which serves as a Man-slaying weapon. Gothmog can throw the axe like a one-hand weapon up to 200' (without a range penalty).

Collar — +6 Essence/Mentalism spell adder; +15 DB; +15 to all RRs.

GOTHMOG'S LESSER ITEMS

Helm — An enchanted helm with a great set of demonic horns and elaborate carvings. It negates 35% of all head criticals, and gives a +10 bonus to the wearer's DB.

Cloak — Enshrouds the wearer in a cloud of "burning" Darkness resembling flames; +15 DB.

Armor — A +20 unencumbering suit of armor made from the skin of a black Fire-drake that protects as AT 20. It also allows the wielder a +40 bonus versus all fire-based attacks.

Shield of the Eye — A +40 Troll-sized full shield that protects as a Wall Shield. Upon the front is the image of a seemingly burning Lidless Eye. Looking upon the symbol of this shield causes confusion (actions at -25) unless the victim can make a successful RR versus a 15th level attack.

GOTHMOG'S SPECIAL POWERS

Spells — 80 PP; +6 Essence/Mentalism spell adder. Gothmog knows Essence Perceptions, Essence Ways, and Unbarring Ways to 5th lvl (**MERP**) as well as Sense Mastery, Mind Mastery and Telekinesis lists to 5th lvl (**RM**).

Strength of Form — Gothmog should be treated as a Large creature for the purposes of Criticals.

Fear — Due to his imposing size and horrid visage, Gothmog instills Fear as a 10th level attack for all those who see him within 50'. Those that fail by 01-50 flee in terror for 1-10 rounds, while those who fail by 51-75 flee for 1-10 minutes. Those who fail by more than 75+ are paralysed with fear (if anyone fails by 150+, he will die of fright).



7.33 CELEDHRING

Celedhring (S. "Chilling Silver") was born in Gondolin in the later years of the First Age. His father was the Noldo Mithlor (S. "Grey hand"), one of the Master Smiths of the city. Celedhring, named for the color of his hair, a silvery-white with a bluish hue, followed his sire's profession. In the shaping of gemstones, he grew most proficient, learning lore unknown to even the Elven sages. Before Maeglin betrayed Gondolin to Morgoth, Mithlor took his wife and young son to a small community east of the Ered Luin. There, Celedhring grew to his full stature, living in peace until the end of the First Age.

Following the fall of Morgoth and the surrender of Sauron, Mithlor and his wife elected to sail across the Great Sea (S. "Belegaer"). Celedhring, however, chose to remain behind in the newly founded city of Ost-in-Edhil. He became a smith of the Mirdaithrond, specializing in metals and jewelry. He discovered many things under the tutelage of Celebrimbor. Yet the High Smith's secrecy often discouraged his pupil, and Celedhring longed for a more open teacher.

When Annatar (Sauron in disguise) arrived in Ost-in-Edhil in S.A. 1200, the many smiths of the Mirdaithrond befriended him. He possessed great knowledge and shared it freely. Celedhring was among those completely intrigued and continually sought to work with the Lord of Gifts. Celedhring learned much under Annatar, yet the lessons took a slow toll upon his character. As his skill grew, so did his greed and desire for power. Celedhring forged several of the lesser Rings of Power, and assisted in the creation of all but the three Elven Rings. In S.A. 1580, Annatar left Ost-in-Edhil for Mordor. Celedhring forsook Ost-in-Edhil to follow the Lord of Gifts to the Black Land.

CELEDHRING

Sauron knew of Celethríng's pursuit, and before he reached the walls of Mordor the Dark Lord confronted the Elf. He revealed his true nature and offered his student unlimited knowledge and a place of power at his side, in return for absolute loyalty. Celethríng was so taken by Annatar's influence that he accepted his offer and became one of the Dark Lord's most powerful servants. The badge of the Elf's devotion was a lesser Ring of Power, worn on his left hand. Although Sauron could not directly exert his will upon Celethríng through it, the Dark Lord could still influence his decisions.

Celethríng served the Dark Lord in Mordor until the end of the Second Age. He moved to Barad-dûr where he studied intensely in the black arts and assisted the Dark Lord during his alchemical labors (though he never actually helped in the forging of the One Ring).

Following the fall of Barad-dûr, Celethríng fled north to the Ered Mithrin where he hid from the vengeance of his fellow Eldar. In the Third Age, he rejoined Sauron in Dol Guldur, where he stayed as Master Smith until T.A. 2941. Fleeing Dol Guldur with his master, he returned with him to Mordor. As High Smith of Barad-dûr, and he continued to use the forges, creating items of power for Sauron's minions. (Celethríng forged all the items carried by the Warlord Gothmog.) He remained there until his death, which came during the cataclysmic end of the Lord of the Rings.

Celethríng had been promised stewardship over the lands of Eregion and Lindon when the Dark Lord achieved total victory. However, with the passing of Sauron and the fall of Mordor (in T.A. 3019), these plans were destroyed.

Celethríng was a tall and well-muscled Elf, standing 7'0" and weighing 220 pounds. His hair was long and bluish silver-white. He wore elaborate grey, silver, and black robes and carried a staff carved from priceless Dír-wood.

CELETHRÍNG'S STATS

Level: 40.

Race: Noldo.

Profession: Mage/Alchemist.

Home: Gondolin in Beleriand; Numeriadur; Ost-in-Edhil in Eregion; Dol Guldur in Rhovanion; Barad-dûr in Mordor.

Aka: Chilling Silver; the Black Elf; the Black Smith; the Master Smith; the Smith of Dol Guldur; the Master Smith of Mordor.

RM Stats: St-86; Qu-99; Pr-97; In-94; Em-101; Co-87; Ag-100; Me-96; Re-95; SD-64.

MERP Stats: St-86; Ag-100; Co-87; Ig-96; It-94; Pr-97.

Appearance: 91.

Skills: Climb50; Swim80; Ride45; DTraps120; PLock80; S&H100; Perc132; Rune120; S&W160; Chan30; Amb8; AMov20; ADef5; MAST20; MASw25; Act80; Admin120; AnimT40; Appr140; Arch100; Cave20; Cook60; Cra160; Dipl80; Div40; Fals100; FAid50; Flet140; For20; Gamb10; Lead60; LWork110; Math80; Med40; Mus40; PSp30; RMas40; Sail20; Sed40; Smith168; SpMas80; Stone120; Track60; Trad40; Trick60; WeaW30; Wood120.

CELETHRÍNG'S PRINCIPAL ITEMS

Tauruin (S. "Wood of Red Flame") — Forged of Dír-wood, this staff is inscribed with a myriad of tengwarrunes. It is a +40 Man-slaying weapon that flames on command. Tauruin strikes as a mace and it delivers an additional Heat critical of equal severity.

Mithgath (S. "Grey-shadow"). — Woven from spun mithril and grey linen, these robes are unencumbering and protect as AT 12. They do not interfere with spell casting, and bestow the wearer with free use of the Closed Essence Lofty Bridge spell list to 20th level. Additionally they bestow a +20 DB bonus to the wearer.

THE ANGÚLION



Maranya — A Lesser Ring of Power forged by Celethríng himself in the halls of the Mírdathron, from the teachings of Annatar and Celebrimbor. It has several major powers:

- x6 PP multiplier for Essence/Mentalism.
- Free Use of Light Law to 30th lvl.
- Continuous use of the Mystic Base list *Hiding, Nondetect, and Unpresence*.
- +10 to wearer's RRs and DB.
- The wearer's aging process is slowed to 1/10th of the normal rate. However, if the wearer reaches the "age" where he/she would normally die, they become a wraith (Celethríng is, of course, immune to this effect).

Tools — Celethríng's personal forging tools are keyed to him and allow him to complete items at 3x the normal rate as well as giving him a +20 bonus.

CELETHRÍNG'S SPECIAL POWERS

Spells — 120 PP; x6 Essence/Mentalism multiplier (720 total). Celethríng knows all Mage Base lists to 10th lvl as well as all Open Essence lists to 10th lvl (**MERP**). He also knows all the Alchemist Base lists to 30th lvl, all Magician Base lists to 20th lvl, all Open Essence lists to 30th lvl, and the Closed Essence lists Lofty Bridge, Spell Enhancement, Unbarring Ways, and Elemental Shields to 20th lvl, all others to 10th lvl. Celethríng also knows the Open Mentalism lists Telekinesis, and Cloaking to 10th lvl (**RM**).

7.34 THE ANGÛLION

Second most powerful of Sauron's mortal servants, the Angûlion pledged his fealty to the Dark Lord in the Second Age with his cousin Akhôrahil. The latter accepted one of the Rings of Power and lost his personal desires under the dominating will of his master. The Angûlion was wiser. Although his loyalty belonged to the Necromancer, his soul remained his own.

Akhôramûr was born in S.A. 1890 in Númenor, to a line of Eldar-hating Edain. His family sailed east with Ciryamir to the lands that would soon become Ciryatandor. Akhôramûr and Akhôrahil roamed the wilds together like blood brothers, hunting the beasts and demanding displays of subservience from the subject populace. Akhôramûr exercised cunning even as a youth, deferring to his proud companion's desires towards the end of obtaining power when the heir to the throne should fill his father's position. This was sooner than nature decreed. Akhôrahil's friend sought out a Haradan hermit and facilitated a meeting between the prince and the native. One summer dawn soon after, Akhôrahil sacrificed his own eyes for the enchanted Eyes of the Well. Two great gems of unimaginable potency, the artifacts transformed the prince into the most feared Sorcerer in the realm.

At Akhôramûr's suggestion, Akhôrahil used his powers to instill suicidal despair in Ciryamir's thoughts. Within a year, the king was dead of his own hand. His boyhood friend at his side, the Blind Sorcerer went on to conquer an Empire for himself. When the Dark Lord sent an emissary bearing promises of immortality, Akhôramûr urged the Storm King to accept the offer and ally his might with that crouching in the Black Land. Upon Akhôrahil's submission to the Dark Lord, Akhôramûr also became one of Sauron's servants.

Although a valued servant, the Angûlion never enjoyed the trust given by Sauron to his Mouth or to the Nazgûl. The cunning displayed by Akhôramûr's career, while proving his worth also exhibited all too well his supreme devotion to self-interest. The Dark Lord would use him well, but would never extend personal favor to him.

In the Third Age, the Angûlion was ordered to the Witch-king's side during the Ringwraith's reign in Angmar and later in Minas Morgul. As head of the Mor-sereg and Lord High-priest of the Iron Land's religious hierarchy, his sphere of authority easily rivaled those ruled by any one of the Nazgûl. Had he ever turned upon Sauron, his rebellion would have strained the Dark Lord's resources. Despite the power he wielded, or perhaps because of it, the Angûlion never received the recognition accorded the successes of other minions of Sauron. He was ranked just before Ren and Úvatha on the power ladder in Mordor.

THE ANGÛLION'S STATS

Level: 35.

Race: Black Númenórean.

Profession: Mage/Sorcerer.

Home: Ciryatandor in southern Endor; Carn Dûm in Angmar; Minas Morgul in Ithilien.

Aka: Akhôramûr; the Angûlion.

RM Stats: St-60; Qu-95; Em-101; In-100; Pr-95; Ag-100; Co-80; Me-90; SD-98; Re-91.

MERP Stats: St-60; Ag-100; Co-80; Ig-91; It-100; Pr-95.

Appearance: 75.

Skills: Ride110; S&H115; Perc130; Rune90; S&W97; Chan50; Amb6; Act67; Admin90; Appr50; Dipl40; Fals60; Math40; Med65; PSp65; Sig84; SpMas94; Star89; Stra35; Tac70; Trick80; WeaW60.

THE ANGÛLION'S PRINCIPAL ITEMS

Robes — Black unencumbering robes which confer AT Pl/20 (-60). DB versus spell attacks is +30.

Pectoral — Blackeog set with a glowing silver gem. It allows the Angûlion to amplify his voice over a 9000' distance. Its wearer may cast 9x/day either *Fear 300'*, *Hold Person 300'*, or *Sleep X 300'*.

Staff — A x6 PP multiplier for Mages/Sorcerers. Once every 90 days, the Angûlion may cast a spell from a distance of 9 miles upon a single target he has seen but once.

THE ANGÛLION'S SPECIAL POWERS

Spells — 105 PP. x6 Mage/Sorcerer multiplier (630 PP total). The Angûlion knows all Mage Base lists, all Open Channeling lists, all Open Essence lists to 10th lvl (*MERP*). He also knows all Sorcerer Base lists to 30th lvl, four Closed Essence lists, and four Closed Channeling lists to 30th lvl (*RM*).

7.35 BOLVAG

As did Morgoth, Sauron required a high priest to maintain unquestioning fear of their master through religious worship. As High-priest and Ordainer of the Dark Lord's cult, thrived in the noisome under-deeps of Barad-dûr where he incited the Orcs to reverent frenzy. Bolvag was among Sauron's greatest creations, the culmination of his breeding program. When he first died, torn apart by his underlings after the ravages of extreme age and dabbling in dark sorcery had weakened him, Sauron created another Bolvag in his laboratory and gave this Orc the same name. This ritual was enacted many times throughout the Second and Third Ages.

BOLVAG



TONN VARTHKÛR



Compared to even human standards, Bolvag was a brilliant leader and an exceptional spell user. Though he rarely left Barad-dûr, the Orcs of Mordor all trembled at mention of the Ordainer. He maintained an inner circle of sixty-six priests, who enforced Bolvag's (and ultimately Sauron's) will. Trapped in Barad-dûr upon the destruction of the One Ring, the last Bolvag perished when the Tower collapsed.

BOLVAG'S STATS

Level: 30.

Race: Uruk.

Profession: Animist/Evil Cleric.

Home: Barad-dûr.

Aka: Vesall (Or. "Misery"); Saurukbolvag (Or. "Sauron's Orc-curse").

RM Stats: St-98; Qu-92; Em-30; In-100; Pr-97; Ag-96; Co-100; Me-96; Re-86; SD-75.

MERP Stats: St-98; Ag-96; Co-100; Ig-96; In-100; Pr-97.

Appearance: 77.

Skills: Climb92; Ride94; DTraps78; PLock98; S&H118; Perc114; Rune104; S&W94; Chan76; DSp68; Amb15; AMov35; MAst76; FAid96; Fren96; Gamb74; Lead92; S&T94; Subd112; Track88; TrapB84; Trick45.

BOLVAG'S PRINCIPAL ITEMS

Crown — A x4 Channeling PP multiplier. It receives commands from Sauron within 66 miles instantly at no cost; +26 RR; casts True Aura 6x daily.

Priestly Robes — +33 DB, they protect as ATRL/12. Wearer may levitate at will and fly up to 150'/rd. He may cast *Deflect I* or *Bladeturn I* (each 3x/day).

Bolvagillska ("Bolvag's Ire" or "Hatred Curse") — A +25 War Hammer of Elf- and Orc-slaying that delivers 2x concussion hits and burns with dark, magical fire (any critical strike is accompanied by a Heat critical of equal severity).

Boots — Boots of Orc-running. Allow wearer to run at full speed on top of Orcs while making no maneuver rolls. This power works whether the Orcs are prone or standing in a mob (e.g. with the wearer sprinting from head to head).

BOLVAG'S SPECIAL POWERS

Spells — 90 PP; x4 Channeling multiplier (360 total). Knows five Animist Base and five Open Channeling lists to 10th lvl (**MERP**). Bolvag knows all Evil Cleric lists to 30th lvl, as well as all Cleric Base lists to 20th lvl (**RM**).

Senses — Bolvag has acute hearing, sense of smell, and darkvision (his perception rolls are 2x normal for related rolls).

7.4 COMMANDERS OF THE HOST

The Urhothu (Or. "Hosts") and Belegrimath (B.S. "Mighty Hosts") of Mordor are racially segregated, but all require commanders to keep the troops in line and under control. Although the smaller units of battle are ruled by their own, Men by a Man, Orcs by an Orc, the large forces look to Trolls or Men for orders.

7.41 KRÛSNAK

The most powerful of the commanders, Krûsnak serves as Captain of the Morannon and monitors the unity of the Mannish troops in northernmost Gorgoroth. He frequently consults Bulrakur in Carach Angren through messengers and occasionally meets him face to face. He was among the Black Númenóreans recruited by Sauron in the Second Age, and like the Angûlion and the Mouth, he has used foul magic to extend his life. Though the Morannon and the Army of Udûn are his first concern, Mannish problems north of Barad-dûr are handled with brutal efficiency by Krûsnak.

KRÛSNAK'S STATS

Level: 30.

Race: Black Númenórean.

Profession: Mage/Astrologer.

Home: Mordor.

Aka: Captain of the Morannon.

RM Stats: St-91; Qu-96; Em-48; In-99; Pr-98; Ag-98; Co-87; Me-93; Re-87; SD-72.

MERP Stats: St-91; Co-87; Ig-91; It-99; Pr-98.

Appearance: 98.

Skills: Ride80; S&H105; Perc110; Rune80; S&W194; Chan15; Amb9; Act67; Fals60; Math65; Med60; PSp125; Sig66; SpMas84; Star104; Trick70; WeaW90; Admin80; Dipl92; Stra78; Tac81.

KRÛSNAK'S PRINCIPAL ITEMS

Robes ("Cloak of the Heavens") — A set of black robes of an enchanted material that seem to absorb all light. Though not as powerful as those that the Mouth of Sauron wears, they have a unique feature. They display constellations in tiny luminous points which shift and change. Anyone looking at the robes for more than a round must resist vs 20th level or suffer as *Hold Kind*. The "star" effect can be cancelled at will, and the robes add +60 to hiding at night, and +30 to DB. All light-related attacks (including lightning) are at -50.

Sword ("Sickle of the Heavens") — A +35 mithril sword with intricate etching on the blade and hilt.

Ring — Fashioned of grey silver with a single white stone, it is a x6 PP multiplier for Astrologers, and can store as many as five spells up to 30th level.

KRÚSNAK'S SPECIAL POWERS

Spells — 300 PP; x5 multiplier. Krúsnak knows all Base Astrologer lists to 30th lvl, and most Mentalism and Channeling Open and Closed lists (except any healing lists) to 20th lvl.

7.42 BULRAKUR

The Olog Bulrakur was charged with the command of the Orcish contingent of the Udûn army: the Uruk-udûn. A tight fisted leader of the most numerous groups of Orcs in northern Mordor, Bulrakur is one of the largest Olog-hai and is surprisingly intelligent. Though he does not use runes or spells like Gothmog, his cunning and skill in tactics prove devastating in battle.

BULRAKUR'S STATS

Level: 18.

Race: Olog (Black Troll).

Profession: Warrior/Fighter.

Home: Mordor.

Aka: Captain of the Isenmouths.

RM Stats: St-104; Qu-73; Em-30; In-90; Pr-81; Co-103; Ag-91; Me-72; Re-78; SD-41.

MERP Stats: St-104; Ag-91; Co-103; Ig-75; It-90; Pr-81.

Appearance: 09.

Skills: Climb45; Ride10; DTrap50; S&H85; Perc70; Amb10; Gamb20; Stra90; Tac90; Subd45; Track60; Trap20; Trick15.

BULRAKUR'S PRINCIPAL ITEMS

Mace — A huge spiked mace which Bulrakur wields with two hands. It is a +40 Man-slaying weapon, and due to its size, it delivers 2x normal concussion hits and additional Impact criticals of equal severity.

Necklace — Made from the teeth of an ash drake with the skull of a baby specimen at its tip. It gives the wearer +30 to his DB, as well as +15 to all RRs.

7.43 TÓNŊ VARTHKÛR

Tónŋ Varthkûr was among Sauron's most versatile servants. Equally adept in both the Black Arts and Way of the Sword, he maintains control over his armies with terrifying efficiency. After Khamûl and Adûnaphel were called north to Dol Guldur, Varthkûr was assigned command of Barad Sereg. Though a difficult task, Tónŋ kept the city under his control until the fall of Sauron at the end of the Third Age. Of mixed Haradan and Black Númenórean descent, Tónŋ possesses hazel eyes and black hair. He is garbed in black scale armor that is silent while he walks, and a billowing red cape. His helm, shaped from the skull of a bull, appears when worn to be empty and wreathed in flame.

TÓNŊ VARTHKÛR'S STATS

Level: 27.

Race: Haradan/Black Númenórean.

Profession: Warrior/Magician (Warrior Mage).

Home: Originally Umbar, later Mordor.

Aka: Captain of Barad Sereg.

RM Stats: St-101; Qu-95; Pr-82; In-77; Em-96; Co-90; Ag-99; SD-97; Me-85; Re-74.

MERP Stats: St-101; Ag-99; Co-90; It-77; Ig-80; Pr-82.

Appearance: 82.

Skills: Climb98; Perc79; TranArm120; FAid33; S&H77; Acro67; RevStr106; Ride47; Swim63; Cook29; Flet49; Dipl80; Rune76; MAsT113; MASw113; Stra80; Tac110.

TÓNŊ VARTHKÛR'S PRINCIPAL ITEMS

Sword ("Thunder's Edge") — A +25 black laen bastard sword that shimmers with an unholy red light when unsheathed. It strikes as a "Holy" (actually unholy) weapon, and delivers an additional Electrical crit of equal severity.

Armor — +15 black scale armor that encumbers as AT RL/9 but protects as AT Pl/18. The armor is enchanted so that it does not make noise while moving, eliminating all related penalties to hiding.

Helm ("Skull Helm") — A +15 half-helm shaped from the skull of a bull that covers the entire head. It is a x5 PP multiplier for Essence, and negates 15% of all head criticals. It also allows for a +15 perception bonus, appears empty while worn, and is enshrouded in mystical flame.

Bracers — +20 inlaid gold/black ithilnaur bracers. They are unencumbering and act as a full shield while parrying. They do not hamper the use of spells when worn.

TÓNŊ VARTHKÛR'S SPECIAL POWERS

Spells — 54PP; x5 Essence multiplier (270 total). Varthkûr knows all Open Essence and all Magician Base lists to 10th lvl (**MERP**). He knows all the Magician Base lists to 20th lvl, the Evil Magician Base lists Physical Erosion, Dark Contacts, and Dark Summons to 20th lvl. He also knows the Sorcerer Base list Soul Destruction to 10th lvl (**RM**). If the *Rolemaster Companion II* is available replace all Magician Base lists with Warrior Mage lists. Base Spell OB is 20. Directed Spell OB is 50.

Armor Transcendence — Due a special skill, Tónŋ Varthkûr is capable of wearing any kind of armor without it interfering with his spell casting.

7.44 GÛRTHLUG

Gûrthlug was the Nazgûl's Half-trolless predecessor as commander of Ostigurth (Barad Sereg). She was charged with forming the confederation of the Uruk-hrzig at Barad Sereg in T.A. 1637. Her unique combination of organizational skills, overwhelming presence, and brutal methods allowed her to achieve a remarkable degree of success in a short time. Upon the arrival of the Nazgûl three years later, she was sent north into the Angûrath mines to repeat her performance. Here she stayed and formed the Uruk-zôkon confederation, maintaining control of the tribes until the War of the Ring. She was present at the Battle of Morannon, and survived the downfall of Sauron. It is thought that she returned to the Angûrath mines.

GÛRTHLUG'S STATS

Level: 20.

Race: Half-troll (female Pertorog).

Profession: Warrior/Fighter.

Home: Mordor.

Aka: Timorshâm Grukun.

RM Stats: St-100; Qu-67; Em-19; In-92; Pr-98; Ag-96; Co-100; Me-77; Re-96; SD-52.

MERP Stats: St-100; Ag-96; Co-100; Ig-86; It-92; Pr-98.

Appearance: 08

Skills: MORG85; Perc60; TumbEv30; Interr90; Lead80.

GÛRTHLUG'S PRINCIPAL ITEMS

Battle Axe — +25 Battle Axe of Man and Orc Slaying; delivers additional Cold critical of equal severity.

Collar of Command — Negates 25% of all head and neck crits. +40 to all leadership skills along with an additional +15 to all Presence bonuses.

7.45 ARAUDÂGÛL

Perhaps one of Sauron's most grotesque creations, Araudâgûl was a bred in a vile experiment from a captured Beorning warrior and a Olog-hai female. Grown to full Troll size, Araudâgûl possesses the build of a large man and the appearance of a demonic bear. Unlike other Tereg, he is covered in a thick black fur and sports an impressive set of razor-sharp fangs. His unprecedented homicidal tendencies exceed those of his master, inspiring in his followers a feeling of fear and envy usually reserved for the Nazgûl. He is a shrewd and devious battle commander who has led many a successful campaign south of Mordor. During the 325 years it took to unify the Uruk-burzumal, he continually slaughtered his subordinates, thus retarding the process of confederation. This forced Sauron to regularly send one of the Nazgûl to check on the berserk commander and re-issue the Dark Lord's directive or threat.

ARAUDÂGÛL'S STATS

Level: 15.

Race: Pertorog (Olog/Beorning).

Profession: Warrior/Fighter (Barbarian).

Home: Mordor.

Aka: The Demon Bear; Seregmereth; Kâmog Kamordî; Lûgâtstâz.

RM Stats: St-102; Qu-78; Em-01; In-80; Pr-93; Ag-77; Co-101; Me-31; Re-70; SD-12.

MERP Stats: St-102; Ag-77; Co-101; It-80; Ig-50; Pr-93.

Appearance: 03.

Skills: Frenzy120; Lead60; Perc40.

ARAUDÂGÛL'S PRINCIPAL ITEMS

Flail — +20 flail. Delivers 2x normal concussion hits and an additional Slash critical of equal severity.

Barbed Sword — Treat as a +10 two-handed sword that delivers a E Slash crit when removed from the target (25% chance of weapon sticking in target when a critical is delivered).

7.46 AZGÛRATH

Sent to command the garrison at Minas Dûrlith, the Olog Azgûrath is a loyal and trustworthy servant of the Dark Lord. Though somewhat dim-witted, he was able to form the confederation of the Dâgûlhî. He is among one of the largest Olog-hai ever bred, towering over his peers at a stunning 13'4".

AZGÛRATH'S STATS

Level: 13.

Race: Olog.

Profession: Warrior/Fighter.

Home: Minas Dûrlith.

Aka: Madhvî; Tânfukshom; Zâbaug.

RM Stats: St-108; Qu-61; Em-34; In-55; Pr-99; Ag-70; Co-104; Me-56; Re-61; SD-43.

MERP Stats: St-108; Ag-70; Co-104; Ig-54; It-55; Pr-99.

Appearance: 21.

Skills: Climb40; Perc45.

AZGÛRATH'S PRINCIPAL ITEMS

Mace — A massive seven-foot +15 black steel mace. Delivers additional Impact crits of one level less severity.

AZGÛRATH'S SPECIAL POWERS

Size — Due to his immense size and weight (approx. 4500 lbs), Azgûrath takes Large Creature criticals with an additional -10 modification. When he attacks with any weapon, he delivers 3x the normal concussion hits.



7.47 GAURHIR

Though not a confederation leader, Gaurhir (S. "Werewolf-lord") served as a special assistant to Bulrakur and was the leader of the Scara-hai tribe of Orcs at Durthang. Gaurhir is a werewolf, a demon descended from the line of lesser Maiar seduced in the early Elder days. He can assume both the shape of a man or a large wolf at will. His body perished in the fall of Barad-dûr at the end of the Second Age; but in T.A. 1100, he returned to Endor and rebuilt his power base. Gaurhir constructed and ran a special experiment with the approval of his master to set up a tribe of Orcs who could assume the shape of wolves. By T.A. 1640, he had succeeded, and the Scara-hai became the primary contingent of Orcs in Durthang.

GAURHIR'S STATS

Level: 10.

Race: Werewolf.

Profession: Mage/Evil Magician.

Aka: The Wolf-lord; the Changer; the Demon of Durthang.

Home: Tol-in-Gaurthoth in Beleriand; later Mordor.

RM Stats: St-90; Qu-100; Em-101; In-96; Pr-97; Co-85; Ag-94; Me-78; Re-80; SD-69.

MERP Stats: St-90; Ag-94; Ig-79; It-96; Pr-97.

Appearance: 30 (101).

Skills: Climb60; Swim20; Ride30; DTraps40; S&H110; Perc60; Rune50; S&W50; Chem80; Admin30; Lead50; Math40; Track75.

GAURHIR'S PRINCIPAL ITEMS

Robes — Grey robes stitched with metallic green runes. They give the wearer a +25 DB and +25 RR versus Essence.

Staff — A hollow staff made from bronze. x4 PP multiplier. Casts *Lines of Fire* 2x/day.

GAURHIR'S SPECIAL POWERS

Spells — 30 PP; x4 multiplier. Gaurhir knows the Essence lists Essence's Ways, Ice Law, Living Change, Lofty Bridge, and Spirit Mastery to 10th lvl (*MERP*) and the Evil Magician Base lists Physical Erosion, Dark Contacts, and Dark Summons to 10th lvl (*RM*). Base Spell Bonus: +10; Directed Spell Bonus: +50.

Shape Change — At will, Gaurhir can assume the shape of a man or a huge wolf. The change takes one round to complete. In Mannish form, he can be very fair seeming, and can adjust his own height between 6' and 7'.

Fear — Treat as a 5th level attack for anyone who sees Gaurhir in his demonic form.

Vulnerability — Gaurhir is vulnerable to the herb Aconite; if struck with a weapon that has been coated in the herb, treat the attack as slaying.

7.5 OTHER FIGURES OF NOTE

7.51 SHELOB

Daughter of the dreaded demon Ungoliant, Shelob the Great inhabits the caverns of Torech Ungol above the Tower of the Spider. She was Mordor's first important inhabitant, and is the only creature that remains free of Sauron's control. The Dark Lord has no wish to interfere with the Demon-spider. Although Shelob is indiscriminant and has no qualms about eating Man or Orc, she guards the pass of Cirith Ungol well.

She befriended Gollum in T.A. 3009, but the Great Spider has no allies. Her desire for prey and the exercise of her liking for cruel sport serve Sauron's needs, but Shelob feels neither loyalty nor fear of the Dark Lord. She pursues hedonistically the pleasures of the hunt, sheltered by the darkness of the tunnels comprising her lair.

Despite her massive bulk, she is extremely quick and agile, and is an excellent hunter. She is a coward, however, and will flee if seriously threatened.

Shelob resembles her children, the Giant Spiders of Mirkwood and the Ephel Dúath. Great horns protrude from her head, which is joined by an armored stalk to the immense, bloated pouch that comprises her body. Her back is black with grey splotches, while her belly is pale and exudes a noisome glow when dimly lit. Eight legs, bent at knobbed joints above her body, support her weight. Her eye clusters, multifaceted and lit from within by a faint, white glow, are her one true vulnerability. They allow her to see well in utter darkness, but the equivilent of sunlight temporarily blinds her. The accompanying searing pain causes her to retreat from combat.

Although she appears to be a spider of truly awesome proportions, Shelob is much more than a beast of unusual size. As the offspring of Ungoliant, she is a demon wearing the shape of a giant spider. Her malevolent intelligence demonstrates considerable cunning, and she is the mistress of many spells.

SHELOB'S STATS

Level: 50.

Race: Demon-spider.

Profession: Mage/Sorcerer.

Home: Torech Ungol.

Aka: the Great Spider; Daughter of Ungoliant; the Demon of Cirith Ungol; the Lady.

RM Stats: St-120; Qu-120; Em-115; In-110; Pr-120; Ag-120; Co-115; Me-85; Re-89; SD-20.

MERP Stats: St-120; Ag-125; Co-115; Ig-87; It-110; Pr-120.

Appearance: 03.

ARAUDÂGÛL



SHELOB'S SPECIAL POWERS

Spells — 1000 PP (20x50). Shelob knows all Essence and all Channeling Spell Lists (*MERP*). She also knows all Sorcerer Base and all Evil Magician Base lists to 50th lvl; the Ranger Base lists Nature's Guises and Path Mastery to 30th lvl. She knows all Open and Closed Channeling to 20th lvl; all Open and Closed Essence to 20th lvl; as well as all Open, Closed, and Evil Mentalism lists to 30th lvl. If the *Rolemaster Companion II* is available, Shelob possesses the Necromancer Base list Dark Law to 50th lvl. Base Spell casting +20. Directed Spells +50.

Size — Due to Shelob's massive bulk, she takes Super-large creature criticals.

Poison — If any critical is achieved, Shelob has two choices of poisons. Both are 50th level, one paralyzes, the other kills instantly.

Darkness-weaving — As the daughter of Ungoliant the Gloomweaver, Shelob is capable of belching forth clouds of near-impenetrable darkness. Treat as an *Utterdark* spell. She can perform this once per minute; it costs no powerpoints to use.

Vulnerability — Shelob operates at -100 in full daylight or equivilant magical light. She can shield herself with the *Utterdark* spells, and will try and lure her opponent away from this disadvantage. She can only be harmed by enchanted weapons.

7.52 GOLLUM

The most tragic figure of the Third Age, Sméagol-Gollum was the keeper of the One Ring after he murdered his cousin for possession of it in T.A. 2643. Sméagol was an unusual Hobbit, since he was sneaky and greedy from the start. Gollum came to Mordor initially in T.A. 3009 where he first befriended Shelob and was then captured by Sauron. Gollum's information initiated the Nazgûl's search for the Ring. In T.A. 3017, he was released and later captured by Aragorn and placed in trust in Thranduil's kingdom. He promptly escaped and later entered Moria. He followed Frodo and Sam into Mordor, in hopes of recovering his precious without falling into the hands of Sauron. Ironically, it would be Gollum that would seal the fate of the Dark Lord when he fell into the Crack of Doom with the artifact. As Gandalf had once told the Council of Elrond, "But he may play a part yet that neither he nor Sauron has foreseen." (*LotRI* 336)

GOLLUM'S STATS

Level: 15.

Race: Stoor/Ghoul Hobbit.

Profession: Scout/Thief.

Home: The Gladden Fields; Goblin-gate.

Aka: Sméagol; Trahald (W. "Burrowing" or "Worming in"); Slinker and Stinker.

RM Stats: St-102; Qu-96; Em-24; In-96; Pr-12; Ag-101; Co-99; Me-63; Re-34; SD-8.

MERP Stats: St-102; Ag-101; Co-99; Ig-34; In-96; Pr-12.

Appearance: 10.

Skills: Climb110; Swim76; DTrap56; S&H102; Perc54; Amb35; Acro45; Cave66; For64; Fren68; Row35; Track106; Trick76.

GOLLUM'S PRINCIPAL ITEMS:

The One Ring — See Sauron's items (T.A. 2463-2941).

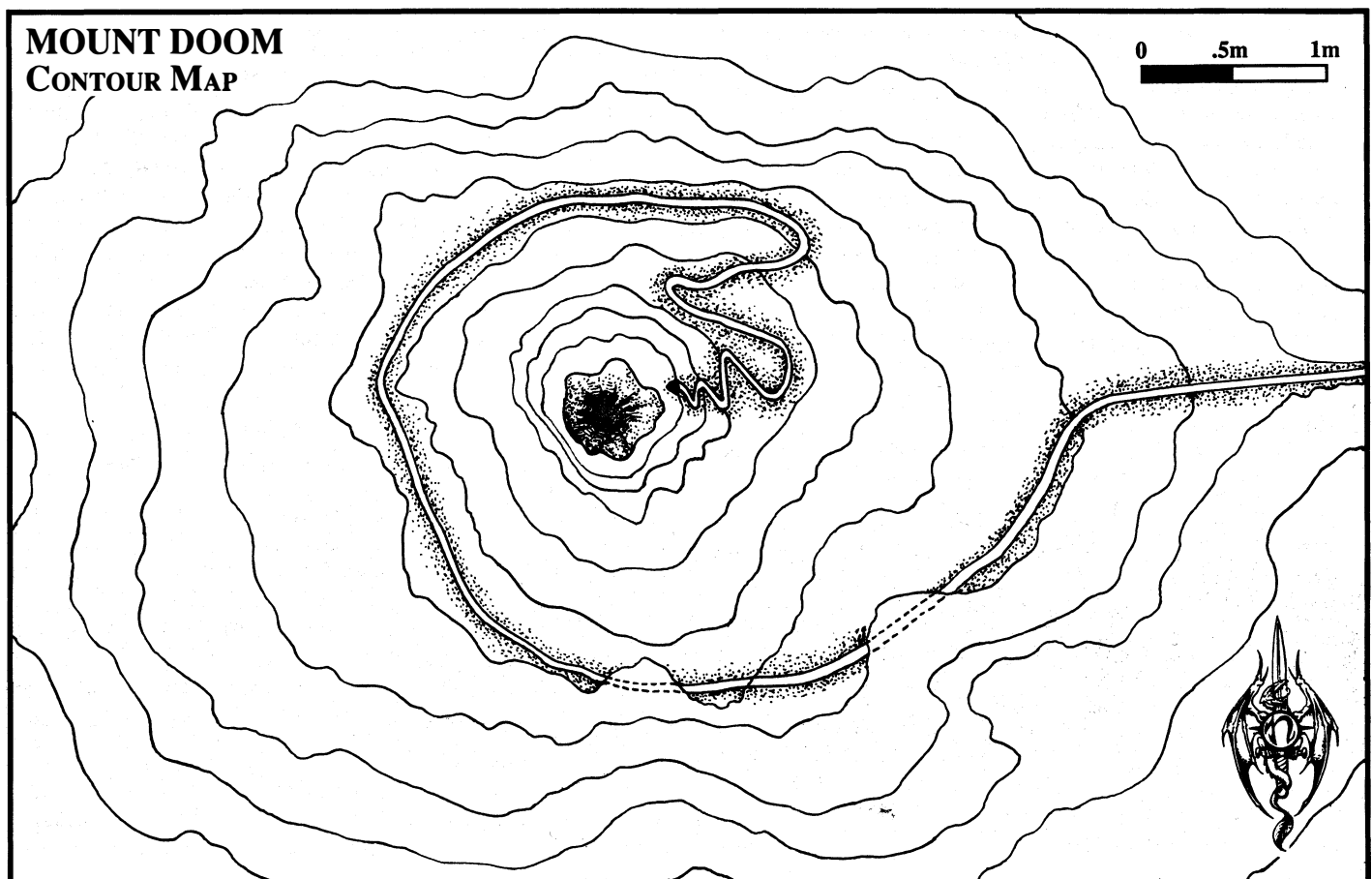
8.0 MOUNT DOOM

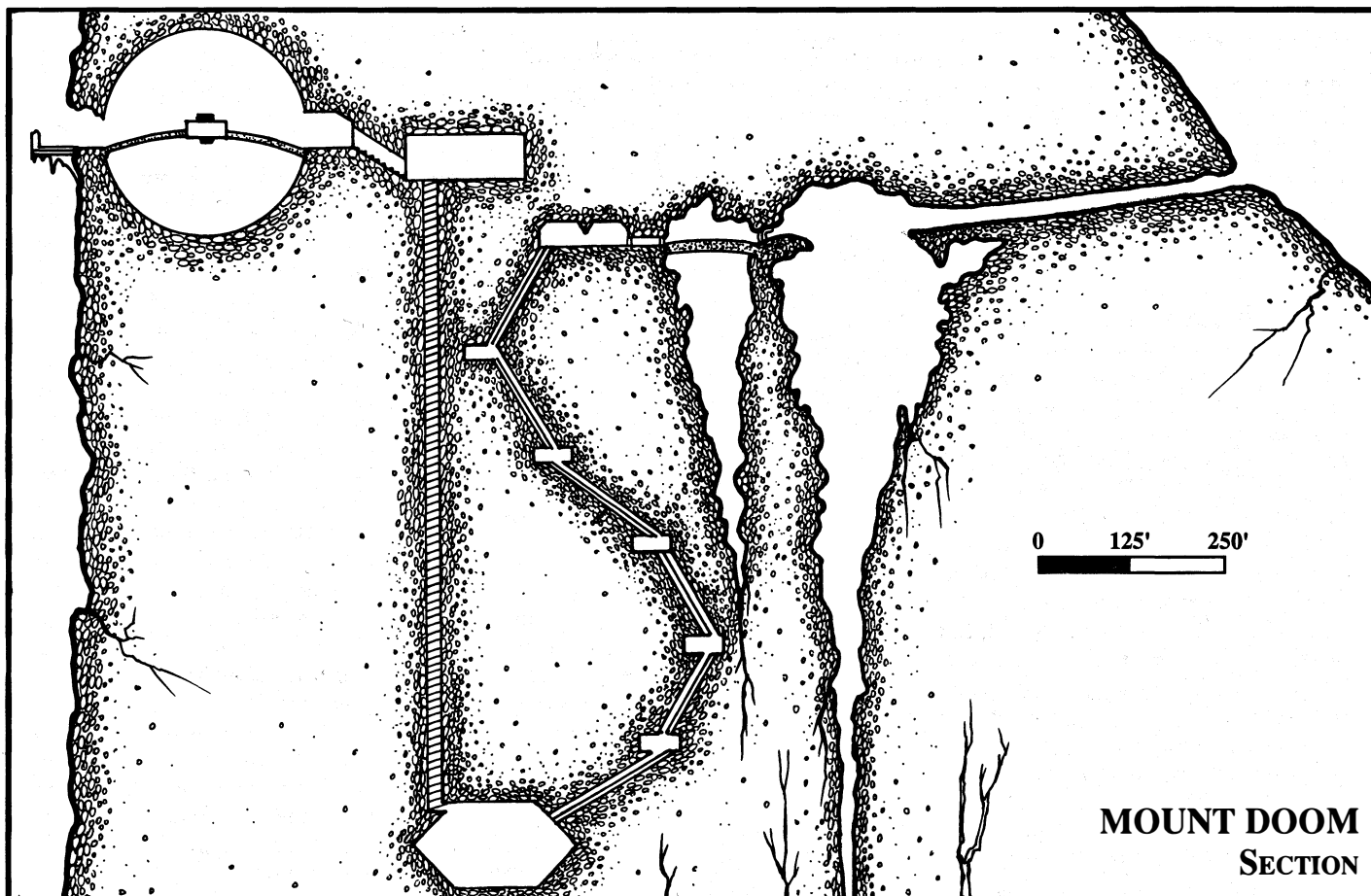
When Sauron first investigated the land that would eventually become his home, he discovered the ultimate forge. The fiery peak Orodruin (S. "Red-flame Mountain") stood alone in the midst of a barren plateau surrounded by a natural fence of dark and foreboding mountains. Orodruin provided the Dark Lord with a power that no other alchemist could match: the raw fury of the earth itself. A multitude of fissures and tunnels permeated the entire mountain, and these natural formations seemed to fit his needs. In S.A. 1000, Sauron moved into Mordor with his new found loyal followers and began the construction of Barad-dûr. He ordered a great road built between the Dark Tower and Orodruin, spanning a deep smoking chasm, to connect his massive fortress city to his prized forge. In the Sammath Naur, Sauron made the most powerful artifact since Morgoth's Iron Crown: the One Ruling Ring.

8.1 THE MOUNTAIN OF LEAPING FLAME

Mount Doom is one of the most spectacular sites in all of Middle-earth. By no means the tallest peak in Mordor, it's 8,112-foot cone is certainly the most imposing. A thin plume of acrid smoke continually rises from the mouth of the main vent, streaming upwards to where it meets a denser strata of air. Below this natural "platform," the fumes spread out over the land, combining with the rest of the clouds and pollutants to obscure the light. The sun, on the brightest of days, appears only as a great red orb that shimmers through the haze.

Historically, the Red-flame Mountain is also one of the most significant sites in the history of Eä since the end of the First Age. Sauron forged the One Ring within its fiery depths, and his labors there created a synchronous tie between the mountain and the Dark





Lord that would last until his downfall. Mount Doom was named as such in S.A. 3320 when Sauron returned to Mordor. The great mountain burst into flame, and so became Amon Amarth (S. "Mount Doom"), the herald of the Lord of the Rings.

"Now Sauron prepared war against the Eldar and the Men of Westnesse, and the fires of the Mountain were wakened again. Wherefore seeing the smoke of Orodruin from afar, and perceiving that Sauron had returned, the Númenóreans named the mountain anew Amon Amarth, which is Mount Doom."

— *The Silmarillion*, pp. 352-353

The peak's slopes also held the place where Sauron wrestled with Gil-galad, Elendil, and Isildur. He was defeated only when the young prince sliced the Ring from the Dark Lord's finger. Throughout the Third Age, Mount Doom continued to act as a harbinger of Sauron's heinous deeds, until its inner chambers saw the destruction of the One Ring at the hands of Frodo, Sam, and Gollum.

GEOLOGICAL COMPOSITION

Orodruin is a composite volcanic cone. Its formation derived from both gentle and highly explosive eruptions issuing from a vent in the plateau floor. The origins of Mount Doom can be traced to a fault line below the surface of the plain that runs in an southeast-northwest orientation. The fault crosses a major fissure running southwest-northeast from Barad-dûr, under Orodruin, and on to Cirith Ungol. At the intersection, magma from the depths welled up and formed a "hot spot," burning the earth's crust from below and further weakening it. As pressure increased in the magma chamber, periodic outflows built upon one another to

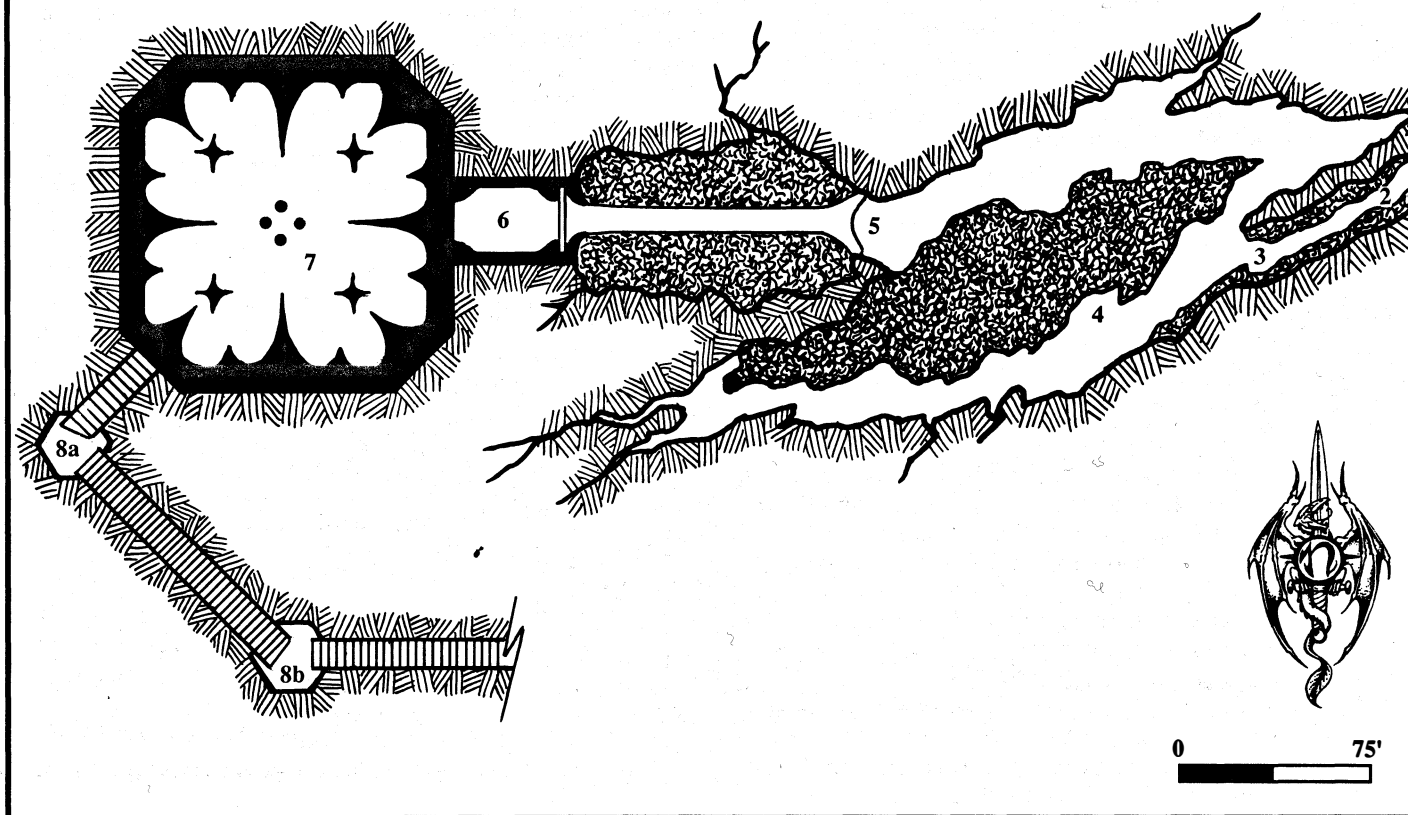
become Orodruin. Much later, the shattering of Thangorodrim and the sinking of Beleriand caused such havoc that the fault below Amon Amarth cracked open, leaving a great fissure running east from the Mountain of Fire.

The lower slopes of the volcano are composed primarily of hard volcanic rock formed when the thick, viscous lavas typical of Orodruin's eruptions crusted over. Pumice, basalt, packed ash, and hardened magma abound. The steep upper slopes, the last 1500 feet of the summit, are characteristic of the cinder cone created by violent eruptions. Again, pumice, basalt, and ash are the primary components. However, the concentration of iron is much higher in the rock of the cone than that of the lower slopes (40% versus 10%). As a result, a small magnetic field (strong enough to disrupt compasses and lodestones) enfolds the volcano's upper peak.

Numerous other vents on the side of the mountain provide additional conduits through which magma might escape. After Orodruin burst into flame in T.A. 2954, all of the subsequent eruptions until T.A. 3019 occurred through side vents. In T.A. 3015, a relatively gentle eruption poured lava out from one such vent and buried a large stretch of Sauron's Road on the southwest portion of the mountain. Mount Doom's largest eruption was triggered when Gollum fell into the Crack of Doom bearing the One Ring. Its destruction sent a vast energy shockwave throughout all of Mordor, triggering some of the most violent seismic activity since the fall of Morgoth. Orodruin itself blasted forth from its main vent, sending a huge cloud of ash and a shower of lava into the prevailing winds. Earthquakes and secondary eruptions from Mordor's other volcanoes also continued to shake the land. Barad-dûr collapsed, as did Sauron's Road and many other of the Black Land's fortresses.

MOUNT DOOM

LEVEL ONE



8.2 LAYOUTS OF ORODRUIN

The fissures within Orodruin unarguably comprise the best forging complex to exist since the end of the First Age. They rival (and surpass) the most elaborate Elven halls in Gondolin. Only the forges of Morgoth and Aulë proved to be greater in might than Mount Doom.

8.21 THE CRACK OF DOOM AND THE SAMMATH NAUR

The Crack of Doom, the most easily accessible of the Chambers of Fire, was the focus of Sauron's power since the middle of the Second Age. Centuries under the Dark Lord's attention have not lightened its character. Not even the foul pits of Barad-dûr approach the suffocating ambience of the cavern.

The lava vent system of Orodruin, while possessing the potential to become the penultimate forge, required some modification to fully conform to Sauron's desires. Accordingly, the Dark Lord sent his Orcish servants into the mountain to smooth its tunnels, hollow out additional chambers, and carve long stairways to accommodate changes in elevation. More skilled artisans constructed the traps, locking mechanisms, and enchanted wards of the complex, and Sauron himself executed the finishing touches. Then, lest the secrets of Orodruin's inner chambers be revealed, all those who had labored within the Chambers of Fire were put to death. In seclusion, Sauron used the powers of the forge to create the tool that would assure his eventual domination of all Endor: the One Ring.

Despite its awesome power, the Sammath Naur are less extensive than a few comparable "power-forges" of the day. The chambers were designed to permit Sauron to create an artifact without aid (or interference) from anyone else, and without the use of conventional tools.

Throughout the creation of the One, Sauron forged with knowledge beyond any of the Free Peoples, and unfathomed by even his fellow Maiar. The Dark Lord employed techniques that Morgoth shared only with his lieutenant, and only he might duplicate the process by which he sacrificed so much of his own power to make his unspeakable Ring. Though he retained the skill, Sauron would never be able to make another item of such power again.

LEVEL ONE

Although the Sammath Naur hold many traps and wards, both mechanical and magical, neither Sauron nor any of the Nine trigger any of these devices. All doors open with but a thought, and spells of unbarring do not affect them.

1. Sauron's Road. Winding up from the plateau below, Sauron's Road enters the Sammath Naur some 2000 feet above the base of the mountain, at the foot of the upper cone. The road is wide, some 20' in places, paved with volcanic stone and sealed with beaten ash. Travelling along this highway is hazardous, and is considered a Hard (-10) maneuver (on top of all of Mordor's other hazards). Fumaroles, pockets of gas, rushing steam, and sudden fiery emissions often gush from the mountains vents to imperil the road, yet it is the safest way to travel up the mountain. (Climbing the mountainside is Extremely Hard, -30, and the potential for danger is far greater.)

2. Door to the Sammath Naur. No more than a gaping archway (twelve feet high and five feet wide) marks the entrance to the black chambers of the Sammath Naur. The opening faces directly east to the Window of the Eye in Sauron's shadow-mantled fortress. The entry is the very heart of the Dark Lord's realm, and it reeks of pure evil.

"At first he could see nothing. In his great need he drew out once more the phial of Galadriel, but it was pale and cold in his trembling hand and threw no light into that stifling dark. He was come to the heart of the realm of Sauron and the forges of his ancient might, greatest in all Middle-earth; all other powers were here subdued."

— *LotR III*, p. 274

The presence of evil is so great within these chambers that it can suppress virtually all magic not evil in nature (including the very light of the Sun). So strong was this effect that it reduced the light from Galadriel's Phial, borne by Sam, to no more than a pale glow. Any spell cast within these chambers, save for those from Sauron, must make a resistance roll versus a 60th level attack or be negated. This negation has no effect upon the caster, save that the spell does not work (and the power points are lost). No spell failure rolls are necessary. Even if the resistance roll is made, success by 100+ is needed for the spell to be completely effective. Otherwise, take the number it succeeded by and use that as the percentage of effectiveness (the phial of Galadriel succeeded its RR but just barely).

3. The Fûinlazôm (B.S. "Tunnel of Doom"). Extending into the blackness beyond, this dark passage follows a rip in the very side of the mountain deep into the heart of the mountain. The passage varies in height and width from ten to thirty feet, plunging nearly five hundred feet towards the volcano's central vent. A constant throbbing can always be heard from the natural furnaces below. This thrumming, though not loud, is obscuring and can mask many subtle sounds (-30 penalty to all perception rolls related to hearing while in the mountain). Some one hundred fifty feet past the entrance, two great fissures separate the path from the adjoining walls. The presence of magma deep in the mountain below bathes this dark hall in an intermittent and eerie red glow. Already uncomfortably warm for most, the farther one delves into the mountain, the hotter it becomes.

4. The Crack of Doom. One of the most historically significant chambers in the Third Age, this room saw both the creation and the destruction of the One Ring. Measuring more than one hundred feet in diameter, the most dominant feature in the unholy cavern is the great chasm, cleaving the floor and the walls, that plummets down to the very bowels of the mountain.

"...its floor and the walls on either side were cloven by a great fissure, out of which the red glare came, now leaping up, now dying down into darkness; and all the while far below there was a rumour and a trouble as of great engines throbbing and laboring."

— *LotR III*, p. 274

At the eastern end of the room, part of the chasm lip extends over the pit itself. From this platform, countless victims were hurled to a fiery death below. Stalactites and stalagmites fringe the edges of the cavern (though not over the great chasm). To the astute observer, these formations are not only out of place (such outcroppings are not native to a volcanic environment), they appear deliberately and intricately carved, bearing a multitude of Tengwar letterings (a Medium, +0, Caving roll will reveal the inappropriateness of the stalactites, and a Hard, -10, perception roll will reveal the inscriptions). The writing sprawls across the walls, ceiling, and floor of the chamber; it narrates the entire history of Sauron (from his viewpoint) through the Downfall of Númenor in S.A. 3319. The inscriptions are in an archaic form of Quenya and contain several pitfalls for the careless reader (a 2% cumulative chance per hour of reading a 30th level *Rune of Blinding*).

It appears that no chambers or additional passageways exist past this point. However, the Chambers of Fire extend well beyond the Crack of Doom. A part of the wall on the west end of the cavern conceals the entrance to the Shâtug-bûrzkundûm (B.S. "Path of Dark Conquest"). The entrance is all but impossible to find (Beyond Absurd, -100, to detect). Opening this door (after finding it) is merely a Very Hard (-20) maneuver due to its incredible weight (ironically, there is no lock).

5. The Mouth of the Demon. The chamber beyond the hidden door from the Crack of Doom, inspired supreme dread in the Orcish minions who carved its stone. The scene appears exactly as if a great Balrog were extending its forked tongue across a deep and foreboding pit. A dull red glow emanates from below, while the walls and high ceiling of this room are lit by fires that enshroud the head of the demon. Due to a powerful illusion, the head not only appears aflame, but alive as well. Anyone crossing the bridge who fails a RR versus a 60th level attack will believe the illusion. The victim will feel as if the great tongue were trying to pitch them into the chasm. He must make a Very Hard moving maneuver to successfully remain on the bridge (each round) or tumble into the fiery depths (the fall is over 200', but the waiting magma should make calculation of fall damage unnecessary). The illusion also causes victims to believe that should they succeed in crossing, the Balrog would devour them.

6. The Throat of the Demon. Shaped like the initial inner workings of a Balrog's digestive system, this short chamber is very warm and humid. An acrid smell pervades the air, betraying the presence of a debilitating and painful poison (20th level respiratory poison). One round after setting foot in the area, a spray of highly caustic liquid engulfs the entire "throat." Quick-acting, this acid delivers an "E" Heatcrit (use Acid criticals if *Rolemaster Companion III* is available) per round to exposed flesh. A half-second later, a great gout of flame blasts forth from the back of the chamber searing anyone within and (possibly) throwing them out into the chasm (#5). Treat as a +120 Fireball attack that delivers 10x the normal concussion hits and delivers additional Impact criticals of equal severity. The trap resets itself after one hour. The door itself is protected by a 60th level Dark Absolution rune that activates each time the door is touched. Opening the door requires a strength of at least 105.

7. Hojâtskatûr (B.S. "Halls of Hell"; Q. "Udûnond"). This room, carved entirely of black eog inlaid with mithril and red laen, serves as a personal shrine for Sauron to himself and his achievements. Only the Dark Lord, his Nazgûl, the Mouth, and Celedhring have ever visited the bizarre and unholy chamber, and none (save Sauron) have ever penetrated beyond it. In the middle of the room, four circles of grey eog set into the floor generate a swirling, writhing ribbon of Utterdark that brushes the chamber's ceiling. As the tendrils of shadow weave in and out, their substance seems to randomly conceal and reveal different countenances whose features are contorted by malice.

The surrounding floor is imbued with a powerful and horrible illusion (60th level). Tortured individuals appear trapped beneath its surface desperately making silent pleas for help. The walls do not join the floor simply, but sweep out in regular, yet jagged buttresses. At eye level, Sauron has inlaid the poem of the Ring, using red ithilnaur which burns with the light of fire.

On the west wall, facing the entrance, written in Black Speech and using the Tengwar (Fëanorean) characters, the following portion of the poem is located.

*"One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie."*

—*LotR I*, p. 81

This part of the inscription was written at the time of the One Ring's creation. Later, (ca. S.A. 2000), after distributing the captured Rings of Power, the remainder of the poem was added to the other three walls.

"Three Rings for the Elven-kings under the sky," is inscribed on the northern wall. "Seven for the Dwarf-lords in their halls of stone," fills the eastern wall. "Nine for Mortal Men doomed to die," is located on the southern wall.

The vaulted ceiling is high, some 40' above the floor, and it is faced with a thin coating of mithril. The surface is polished to a mirror-like sheen, reflecting all of the room's grotesque features. Four columns of clear laen, with splayed bases, rise to a height of 20', each acting as a vault for an item of incredible power. These trophies were chosen and placed here as symbols of Sauron's past victories. With the exception of Sauron's staff, all have been rendered ineffective by the power of the mountain. Within the columns (which are really tubes, 2" thick and 5' in diameter), each artifact rests upon a magically strengthened pedestal of black and red marble.

The Northwest Pillar. Contained in this pillar is the great broadsword of Finrod, who perished while imprisoned in the dungeons of Tol-in-Gaurhoth. Made from laen with white eog edges, it is a blade of immense power. Acting as a +60 broadsword, it delivers twice the normal concussion hits and an additional +50 lightning bolt attack. Also, 5x/day, it can throw a +50 lightning bolt 500' with five times the normal concussion hits. It is capable of casting up to 100 power points/day up to 20th level from *RM* Light's Way, Light Law, or Light Molding or *MERP* Light Law, Sound/Light Ways, or Illusions.

The Northeast Pillar. Representing his victory over Men, Sauron acquired the Sceptre of Númenor immediately after the departure of Ar-Pharazôn on his quest to conquer Aman. It was transported to Mordor by the Nazgûl Akhōrahil just prior to the Downfall. The Sceptre was used for a very brief time by the Witch-king as the symbol of the conquest of Númenor by the Dark Lord. The sceptre itself is of plain, unadorned gold, but carved with a spiral of Tengwar letters. It is 49" long, and acts as a +70 holy weapon that strikes as a flail. Anyone struck by this weapon must make a RR versus the wielder's level; failure of 01-50 results in the victim being completely subdued and immobilized for 1-100 minutes; failure of 51-100 results in victim falling unconscious for 1-100 hours; and failure of 101+ causes the victim to die instantly, his bones turning to dust.

The Southeast Pillar. Stored within this pillar are three items that symbolize Sauron's personal victory over Celebrimbor. The High-smith's sword, Sulhelka, protrudes from the preserved skull of the Elven-smith, while his ring is imbedded in the forehead of the fallen Elf.

Sulhelka: A clear-laen longsword with an edge of eog, its hilt is wrapped in thick ox-hide. The weapon is treated as a +45 holy broadsword that is intelligent and telepathic. It has the ability to *Longdoor*, appearing in the wielder's hand from up to 200 miles

away. Of Cold, it gives off a chill mist, and delivers a Cold critical of equal severity in addition to any other critical delivered. It delivers triple damage to any creature of fire and is capable of summoning 3x/day the Uttercold, a force discovered and developed by Celebrimbor. The Uttercold appears as a stream of blue/white energy which fires from the end of the sword (considered to be Channeling — items which normally protect the wearer from cold have no effect). The Uttercold can have up to one of the three effects (depending on the will of the wielder): transform 10,000 cubic feet of water to ice in one round; deliver a 100' radius Cold Ball centered up to 300' away with no range subtractions and a base +30, x6 damage (wielder is immune to the sword's effects); or fire the Icy Wind. Aimed at a single target up to 600' away, this Ice Bolt suffers no range subtractions, has a base +90 and delivers x9 damage.

Ring: A lesser Ring of Power, the band is made of mithril and holds a clear gem. It grants the wearer +33 DB, invisibility once per round, +33 to all RRs against all realms of power, and acts as a x9 power point enhancer. It will *Haste* the wielder at will. The ring is bent out of shape due to the process of imbedding it into the Smith's skull.

The Southwest Pillar. This pillar is the gateway to the inner forging complex of Sauron. The column slides to one side, revealing a stairway, for anyone who sincerely affirms Sauron as the Lord of Endor (regardless of what language or way it is done). The pillar is home to the only functioning item in the room: the Staff of Sauron, which he used while in the guise of Annatar, the Lord of Gifts. The Staff is an utterly evil item and will deliver an "E" heat critical to anyone not loyal to Sauron who touches it. It is a x6 power point enhancer for all professions; it emits a continuous *Perceive Power* effective within a 600' radius; and can "store" up to six 20th level spells for later (and instant) use.

8. Zâbrât-nû-burzum (B.S. "Descent into Darkness"). A great stair descends 666 feet in six 111' sections. The staircase is very steep, slanting at a 45 degree angle. Each riser is one foot high, and its tread is one foot deep, while the stair itself is eighteen feet wide. The junction of each segment is marked by a small hexagonal landing, sealed by a pair of doors. The first glides upwards into the rock ceiling whenever the fourteenth step from the portal is stepped upon. The door remains open until all transversing the stair have entered the room. The second door opens only after the first has been completely closed, and the correct answer to the riddle posed is given. Each landing, save the sixth, asks intruders a riddle which must be answered correctly to prevent triggering a trap. The specifics are detailed below.

a. The First Landing. Upon entering this chamber, a deep resonating voice asks in Second Age Westron:

*"Who speaketh with the Wings of Night,
Whose shadowed mantle hideth the Light?"*

The correct answer is "Thuringwethil," Sauron's vampiric messenger in the First Age. If the right reply is not given within three rounds, this sealed chamber performs its grisly task. Instantly the room is filled with impenetrable, choking darkness. All within the chamber take a +66 Cold Ball attack that delivers x10 damage and additional electrical criticals of equal severity. The trap resets itself in three rounds. If the correct answer is spoken, the opposing door slides away to reveal the next segment of the stair.

b. The Second Landing. Similar in every respect to the first landing, this chamber also asks a question. It is posed in Khuzdul (Dwarvish). Translated, it asks:

*"My gaze taketh life, giving wife,
Freezing time, but ending mine."*

The right answer for this bit of trivia is "Glauring," the Father of Dragons. As above, if the wrong answer is given, another trap is sprung. Incorporated within the ceiling design lies a laen grate which plunges down to the floor, crushing/mashing the occupants into a disgusting pulp. Treat this as 5-10 "E" Crush crits along with 1-10 "C" Slash crits. The trap will reset within fifteen rounds of triggering. Three rounds after being set off, a highly caustic acid cleanses the room, frying any unfortunate survivors (if *Rolemaster Companion III* is available, use 1-10 "E" Acid crits; otherwise use 1-10 "E" Heat crits).

c. The Third Landing. The question placed to the occupants is voiced in the Quenya tongue. It is as follows:

"Killer of Thousands, Destroyer of Lands,

Enslaver of Light, death floweth from mine hands."

* The correct answer is "Fëanor;" remember that this is Sauron's point of view. Those who fail to give the correct response are attacked by a 70th level *Organ Immolation* spell (consider Channeling). The target's major internal organs burst into flame, which causes an intense and unbearable light to emit from any body openings or wounds. Death follows in three rounds, during which victims will be at -200 to all actions.

d. The Fourth Landing. Upon entering this chamber, the intruder(s) will be required to answer the following question, which is vocalized in the tongue of the Betheteur (Silvan Elvish):

"Greatest of All and Consumer of Light

Flesh from my master's and others I bite"

The right answer is "Carcharoth," the greatest of the Werewolves of Morgoth. The trap is thematic, and its imagery will actually give ignorant persons a hint. If the answer is not spoken within 3 rounds, six Gûlscaru (B.S. "Wraith Wolves") leap from the corners (consider these insubstantial Wargs of 18th level). To them, the walls are immaterial, and they may pass through these barriers without any difficulty. This allows the wolves to have both surprise and freedom of movement, since they will continually exit the room and leap to attack from a different direction. Anyone caught in this mess must make a Very Hard (-20) orientation roll every round.

e. The Fifth Landing. This landing poses its question in archaic Black Speech:

"What is the purpose?"

The only correct answer is the two-line couplet from the Poem of the Ring, spoken in Black Speech.

"Ash nazg durbatulûk, ash nazg gimbatul,

ash nazg thrakatulûk agh burzum-ishi krimpatul"

However, attention must be paid to pronunciation and accent. The reciter of the verse must be very accurate in his inflections.

If the correct answer is not given within three rounds, the sound of a booming gong blasts the entire room, assaulting the ears of the intruders. Anyone within the room must make a RR versus a 30th level attack or be stunned 1 round/5% failure. Additionally, everyone takes a "B" impact critical, and if they fail by more than 75, they are deafened for 1-2 weeks (failure of 150+ indicates permanent loss). If this was not enough, a brilliant flash of light follows the next round, acting as a +60 "Lightning Ball" (treat as a Fireball with additional Electrical crits and x6 damage).

f. The Final Landing. Unlike the other chambers, this landing is a short hallway that leads to a black laen door whose two angled surfaces meet at its center. No question is posed. Instead, a series of six hand-shaped plates run along both walls at intervals of 2 feet. Five of these plates must be pressed in the correct order for the door to open. However, the correct order is random, and it is always

different from the previous try. The door will automatically open for Sauron. If at any time the wrong panel or the door is touched before the process is complete, the offender is immediately subject to a 60th level *Teleportation* spell. The poor fool appears in mid air in the central vent of the volcano where he falls to be incinerated in searing magma.

LEVEL TWO

9. Dorâmburzlum (B.S. "Chamber of the Black Hand"). Shaped like a great hexagonal arena, this abhorrant chamber is the vault in which the Ring's metal was extracted volcanic magma and its physical material tempered by the hand of Sauron. A massive six-fingered black hand (the "Hand of Morgoth") rises eighteen feet out of a circular opening in the floor of the chamber. Streaming down from the 81' high ceiling, a single fountain of molten rock cascades into the middle of the hand, pooling in the palm, and flowing down the wrist, out of sight into the flaming pit below.

The heat is so intense that standing near (within ten feet) the hand will result in an "A" Heat critical every round. Within the palm of the hand, the temperature rises to an incredible 2500° Fahrenheit (1400° C). This is so hot that it will burn or melt virtually any substance placed within its grasp. Even the One Ring could be reduced to vapors in this hell, for it was here that the Dark Lord reached into the fiery stream and drew forth the gold into which he would place his might. The Hand of Morgoth is 36 feet across and is composed entirely of enchanted black laen.

Runes encircle the perimeter of the pit, allowing free use of the Base Alchemist list Make/Work at any time. Unlike any other item of power in Middle-earth, Sauron sculpted the Ring with spells and his hands, without the aid of any kind of forging tool. He worked the artifact's shape at the edge of the pit and tempered it in the heat of the Hand of Morgoth.

Burned into the laen walls and ceiling of this chamber, powerful symbols guard against an unlikely and unwanted intrusion. Six potent and murderous wards (120th level Runes of Disintegration) are targeted to stop even the most powerful of invaders. Aside from the runes, the surfaces are pitch black, broken only by the banked steps of the lower walls. Centered in each bank of steps, dark and foreboding entrances lead into the Rooms of Tempering. These chambers were designed to subject the Ring to different physical forces, thus building up an immunity or an affinity with those powers within the finished artifact.

Each Room of Tempering is 50' deep, 110' wide, and 40' high. Their design incorporates the splayed walls in the Hojâtskatûr (#7), with the walls sweeping out into the floor in regular patterns. Centered in each room, altars of red eog stand waiting. Any item placed upon the altar will become immune to the forces contained within the room over a period of time (relative to the object's mass). Should the item be removed too early or too late from the altar, it will disintegrate. The forces harnessed by a room are unleashed if the foolhardy should touch the altar. During tempering, the room is sealed and remains so until the process is complete or interrupted. The six Rooms of Tempering are detailed below.

a. The Power of the Elements. This room was designed to fortify the Ring against the forces of ice, fire, air, water, and lightning. Anyone unfortunate enough to be present when these powers are called suffers the following elemental attacks (all attacks are at x10 damage for both the attack and resulting criticals, point blank range, +120 OB, and all criticals are tripled): Fireball, Coldball, Lightningball (treat as a Lightning Bolt with ball effect damage), Windball (treat as an Icebolt, with ball effect damage), and a Waterball (treat as a Waterbolt with ball effect damage)

These elemental attacks occur over a cycle of 3 rounds with 2 attacks each round. The process can be interrupted by removing the item from the altar or by a mere thought from the Dark Lord. Any item on the altar, of course, avoids destruction, and gains an inexplicable resistance. The tempering is completed in a time totaling ten days for every one ounce of material.

b. The Power of the Earth. Designed to render the forces of the earth impotent against the One Ring, the only exception being the very fury of this mountain. Other volcanoes, earthquakes, corrosion, explosions, magnetism, etc. will not damage or mar the artifact in any way. Similar forces will be just as ineffective. The room performs no spectacular display of power to herald the transformation of the item, which merely rests upon the altar for the required amount of time (20 days/ounce).

However, during the initial steps of the tempering, the chamber is sealed, and the walls suddenly acquire tremendous magnetic power. The forces are equal so that innumerable shards of metal (which lie within small receptacles found on every wall (Easy, +20, to notice but Sheer Folly, -50, to remove) slowly float to the middle of the room where they remain suspended for 2 rounds. Anyone wearing any kind of metal item will find himself joining the cloud of shards. After twenty seconds (two rounds), the shards and all accompanying metal (save for the item on the altar) begin to whirl about the room with hurricane-like force. This inflicts 10-20 "E" slash criticals per round to anyone within the room; additionally, anyone who joined the floating mass will suffer 1-5 "C" Impact criticals per round. The magnetic hurricane continues for 1 day, and serves as the priming sequence. Following the whirlwind, the metal is returned to its resting places on the walls, with the remainder of the tempering being uneventful.

c. The Power of the Heavens. The tempering of this room provided the means to protect the Ring against those forces not of Endor: radiation, hard vacuums, and other forms of energy. The process takes 5 days/ounce, and exposes the item to an environment similar to that of the void. Any living creature within the room when the sequence begins suffers the following effects:

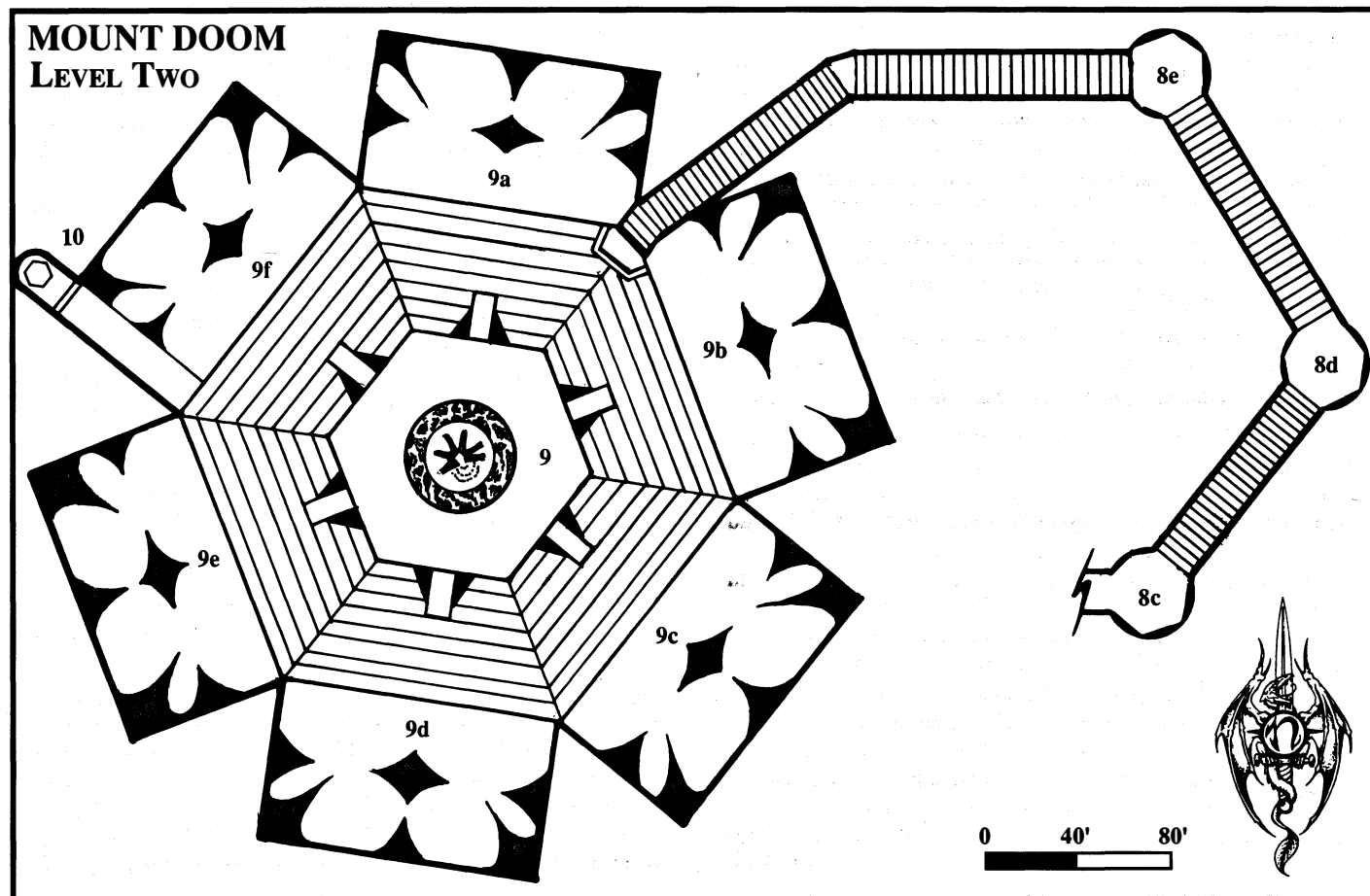
Hard Vacuum. Victim takes 1-10 "E" Impact criticals during the first round of the sequence. If your game permits, substitute Vacuum criticals for the Impacts. Additionally, for the rest of the sequence, there is no air present, so the victim will die of asphyxiation within the next few rounds. (Have him make a RR every round adding his Constitution Bonus, initially against a 20th level attack but adding five levels to the attack each round; failure indicates that the victim has succumbed to the effects of the Vacuum, has lapsed into unconsciousness, and will die in a matter of minutes.)

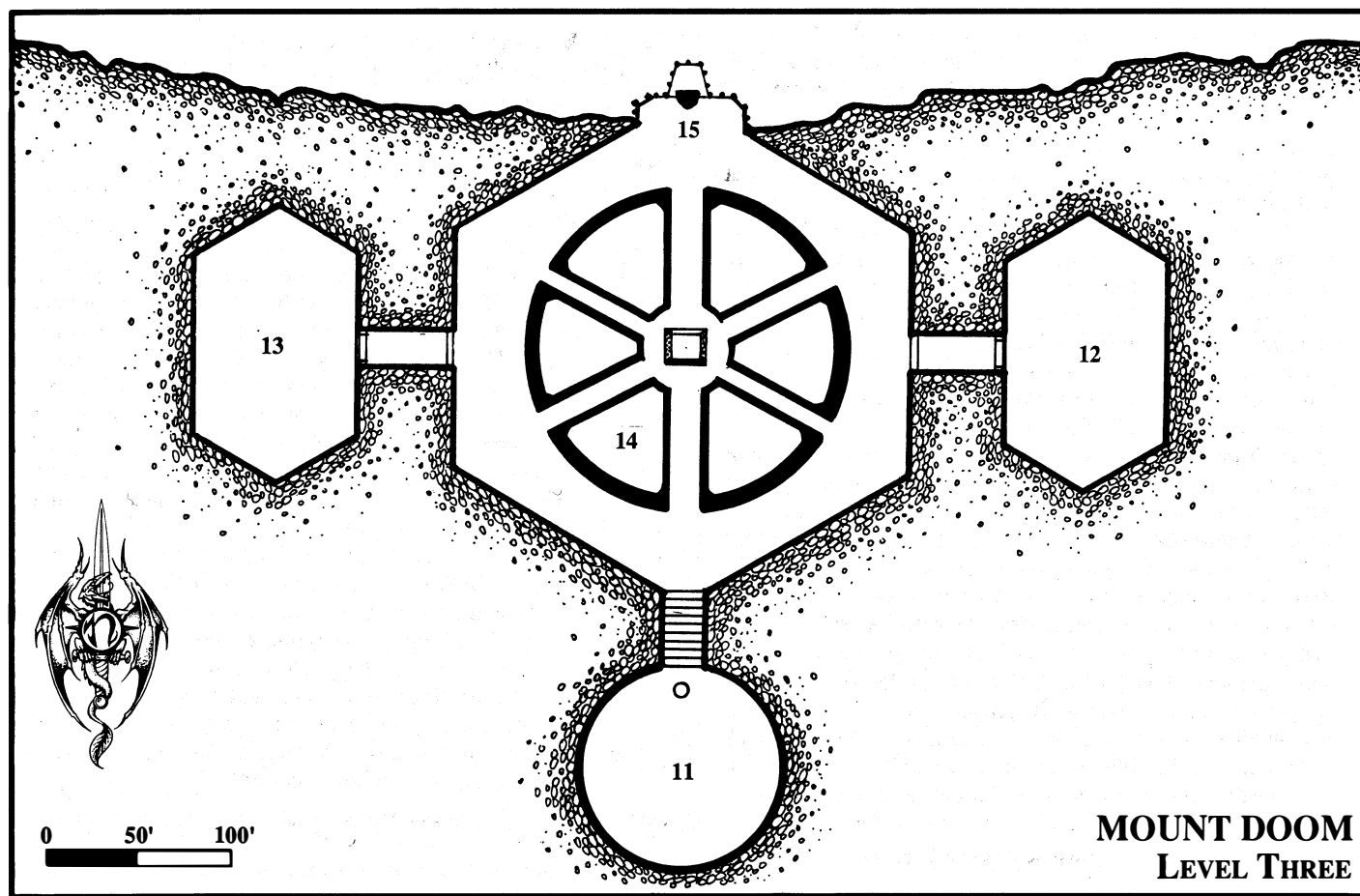
No Gravity. All items (and persons or corpses) not secured to the ground will float away from the floor. Maneuvering in such an environment is Extremely Hard.

Cosmic Radiation. The room is showered with high levels of radiation, both a visible and invisible killer. Anyone caught within this room suffers a "B" Heat critical every round they are exposed (if *Space Master* is available, substitute "D" Radiation criticals).

All of this, of course, can be interrupted by removing (and thereby destroying) the item from the altar before the allotted time is up.

d. The Power of Light. After resting here for the required amount of time, the One Ring became immune to the forces of divine harmony. It could not then be twisted from its allegiance to Sauron and the forces of darkness were Manwë himself to attempt the feat. The tempering takes 25 days/ounce of the item, the longest of any.





MOUNT DOOM
LEVEL THREE

When the process is initiated, the entire room glows with a blinding holy light. However, the altar and the item upon it remain unilluminated and dark. Songs echo throughout the chamber, and an overwhelming sense of peace comes to all. Anyone wounded experiences healing at the rate of 10 hits per round. However, the tempering is designed to enable darkness to conquer light. A slow working, but powerful, mental domination grows amidst the singing and peace. Each hour, a RR must be made by anyone in this room versus a 60th level "alignment change." If they fail, their ways will be slowly and irreversibly corrupted to evil at the rate equal to the victim's level in days. Additionally, anyone touching the black altar after the sequence has been initiated who is allied with the Free Peoples of Endor receives a point blank +120 Darkfire Bolt (treat as a Lightning Bolt, x6 damage, delivers Cold, Electrical, and Impact Criticals) with an additional "holy" (actually unholy) critical.

e. The Power of Shadow. The tempering process of this chamber bestows an irreversible affinity for Evil as opposed to strengthening the item against it. When the sequence is initiated, the entire chamber is shifted into the World of Shadow, affecting all of those within. The initial effects are not terribly severe: individuals trapped in Shadows take an "A" Cold crit with an additional -25 modification each round. However, during the second round, victims are subject to a constant 60th level *Torment* spell from the Evil Magician Base list Physical Erosion. Rather than experiencing the delivery of 90% of their hits per round, the victims are held to 10% of their total hits during their stay in this room. A more gruesome effect, however, is the process by which all living things are drawn permanently into the Shadow. When the tempering process is complete, all living things must make an RR versus 60th level Channeling or become evil wraiths, doomed to serve Sauron for eternity. The tempering in Shadow requires ten days/ounce.

f. The Power of Time. Objects tempered on this altar negate the usually inescapable decay of time. The item becomes immune to decomposition, corrosion, erosion and all other time-related harshness. The process takes but 5 rounds/ounce. Anyone caught within this room during the tempering sequence must make a 60th level RR or age 10,000 years/round. Even Elves will fade and die after a full hour of this treatment.

10. The Chute. This chute rises up, 666', to the Chambers of Magic, where Sauron imbued the Ring with his own essence. The chute is designed to magically levitate anyone who steps onto the lower grate to the top of the shaft. Once at the top, a booming voice asks in Morbeth, "What is thy name?" The reply must be in archaic Quenya, and it must be "Aulendil." If answered incorrectly, the levitation spell is cancelled, and the victim falls back down the shaft. Damage is normal; however, the grate at the bottom of the shaft will deliver three additional slash criticals of equal severity. Sauron is never asked the question.

LEVEL THREE

11. Chamber of Mentalism. Totally bare, this domed room is illuminated by a dim greenish glow emanating from all its surfaces. Sauron here imbued the Ring with the powers of Mentalism. The chamber restores all Mentalism related power points at the rate of ten per round. Additionally, by merely concentrating upon a given Mentalism list, one learns that list completely for a period of one day. Sauron's years of exposure made him master of all in the realm of Mentalism.

12. Chamber of the Essence. Virtually identical to the Chamber of Mentalism in all respects save the shape and the lighting, Sauron would prepare the use of Essence while in this chamber. The room is in an elongated hexagonal shape, and is illuminated by a dim red glow.

13. Chamber of Channeling. As above, save for its use with the realm of Channeling. The room glows deep blue.

14. The Great Focus. The ultimate in alchemical achievements, Sauron's great focus made the One Ring possible. The ceiling and floor are shaped in the form of a three-dimensional parabola, designed to focus any and all energy and thought into the altar at the center of the room. Inlaid with fused rubies and encrusted with mithril, the same inscription found on the inner rim of the One Ring adorns the walls of the hexagonal chamber. Their surfaces are black, finely polished laen, while the laen bridges are wholly transparent. The parabolic floor and ceiling are faced with finely polished galvorn. The altar is made from an impossible substance: transparent eog. This is where the Ring rested in the days that Sauron embedded the artifact's physical matter with its powers. The energy from any spell or force was focused by the parabolic curves and imbued into the band of metal. Sauron placed much of his own essence within the Ring by releasing some of his Maia energy into the chamber. During the final sequence that completed the artifact, Sauron called forth the power of the volcano, as well as opening the doors to each of the adjacent chambers. All was focused upon the altar, and the final inscription was burned into the Ring's rim. Since the chamber's parabolas also focused thoughts and feelings, the Ring absorbed much of Sauron's personality.

15. The Throne of Orodruin. The balcony is Sauron's personal resting place while in Orodruin. It provides him with a place that shields the effects of the foci. The throne is made of red and black eog inlaid with gold. When the Dark Lord sits upon its seat, overlooking the central vent of Mount Doom, he ponders his black conquests of the past and darkened plans for the future.

8.22 THE STONE OF SORROW

The Stone of Sorrow was erected after the fall of Sauron in S.A. 3441. Elrond, Círdan, and Isildur agreed to build a monument dedicated to Gil-galad and Elendil, as well as all those who died in the War of the Last Alliance. The monolith was placed on the very spot where Sauron slew the two High-kings, and was himself overthrown by the heroic Isildur. Located upon the eastern slopes of Mount Doom, about 1500' below Sauron's Road, the Stone of Sorrow is a smooth, white three-sided marble obelisk standing seven feet tall. On each side is a dedication to those who fought in the Battle of Dagorlad, and especially to those who lost their lives. Three special plaques were fashioned in memory of Gil-galad, Elendil, and Anárion (who had perished a year before), and individually placed upon each of the three sides. Below each plaque, written in Quenya, Sindarin, and Adûnaic, an inscription reads:

*"To those who perished in the fight
against the Evil One,
We shall remember your courage,
your heroic deeds, and your sacrifice.
May the Song of the Beginning enfold your spirits forever."*

The stone has been blessed, and no evil creature can touch it without suffering intense pain. (All those aligned with Sauron or born of darkness — Trolls, Orcs — take three "E" Electrical and three "C" Heat criticals for every round that they are in contact with the stone.) The monument's rock is enchanted, rendering it unbreakable by almost any force. Even the eruptions of Orodruin seemed unable to dislodge the obelisk, standing as a beacon of hope in the impenetrable darkness of Mordor. Sauron himself cannot approach the Stone of Sorrow without feeling unbearable pain and anguish (more as a result of remembering his own defeat than because of the stone's power). The obelisk remained throughout the Third Age, unnoticed and long forgotten in the tales of Men. The destruction of the One Ring erased Sauron's link to the mountain, and the flows of lava consumed the Stone.

9.0 CARACH ANGREN

Standing between the crater of Udûn and the Plateau of Gorgoroth, Carach Angren was built to fulfill a role very similar to that of the Morannon gates. Under Gondorian supervision, the rampart was designed and constructed following victory over Sauron at the end of the Second Age. The Isenmouthe would prevent any evil creature that slipped through an unguarded pass into Udûn from passing into Mordor from this choke-point. For well over a thousand years, the great castle stood sentry over the quiescent land. In T.A. 1635, the Great Plague struck virtually all of north-western Endor, wreaking havoc among the Mannish populations. The garrison at Carach Angren succumbed quickly, and all but a skeleton crew was left to monitor the fortress. Within a few years, all contact with these soldiers was lost, and their fate unknown.

Orcs first entered the castle in T.A. 1642, ten years before the Nazgûl Indûr would arrive to assume control. They found that the Men had closed the Great Gate, a dying effort that made movement from Gorgoroth into Udûn virtually impossible. The mysteries of Gondorian design caused the gate to remain shut until the arrival of the Úlair Indûr in T.A. 1652. The great stone block obstructing the main portal and its damaged lifting mechanism defied Orcish understanding. The Nazgûl was swift to address the problem: the stone had to be removed in order to allow traffic through the Udûn. He supervised the forging of new rollers and the removal of the old sabotaged winches. Twelve of his strongest Trolls levered the stone onto the steel rollers and pushed it aside. The Isenmouthe was free at last and under the Shadow's control.

9.1 THE NATURE OF THE IRON JAWS

Though not nearly as high as the Morannon gates, the great wall of Carach Angren spans the southern gap between the Ephel Dúath and the Ered Lithui, effectively regulating all travel between Gorgoroth and the Udûn. Five towers punctuating the 43' tall wall flank its Great Gate. The architect, Fanuidol Bril-et-kele, designed all of the Gondorian fortresses to be grim and foreboding. He believed that the castles should reflect their surroundings, and as such they appear almost as if the Dark Lord had made them himself. The Isenmouthe is no exception. The fortification was designed to resemble some great beast rising from the ground below. Following this theme, the gate is shaped like a huge, gaping maw, with rows upon rows of razor-sharp, iron fangs. Windows, like burning eyes, shed red torchlight across the shadows of the land they monitor.

Like the Teeth of Mordor, the walls are roughly hewn, as though their surfaces were the skinned pelt of a monster. The product of careful design and a feat of engineering, the walls can sustain virtually any impact. They were quarried from the rock of the surrounding mountains, accounting for the steepness of the adjacent slopes where the eastern- and westernmost towers of Carach Angren abut sheer cliffs.

9.2 LAYOUTS OF CARACH ANGREN

The castle's defenses are formidable. It incorporates some of the most unusual and effective designs ever built into a Gondorian fortress. A few of these features are recorded for posterity in the libraries of Minas Tirith, but most were forgotten with the plague-initiated abandonment of Carach Angren.

NOTE: *Unless stated otherwise, all doors are Hard (-10) to open when locked.*

9.21 THE WALL

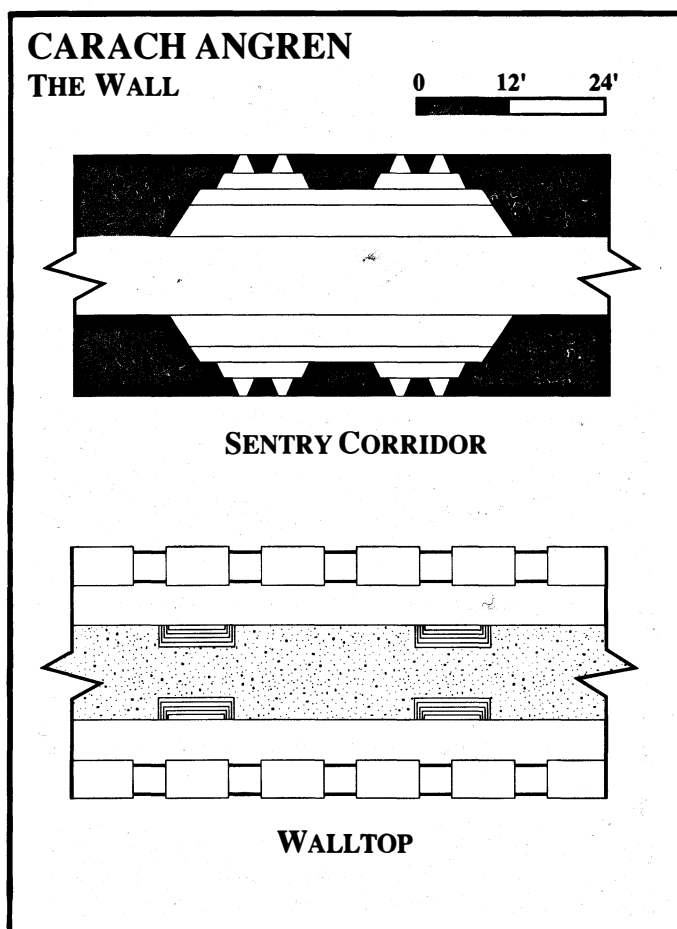
Resting upon the top of a stone dike (47' high, extending 100' from the base of the wall, rising from the surrounding terrain at an angle of 25 degrees), the rampart of Carach Angren was designed to withstand a heavy siege over a long period of time. The wall itself is just over forty feet in height. Its lowest ten feet serve as both a foundation and a buffer against battering attacks. Behind the outer rock, packed soil, crushed rock, and sand buttress the stone surfaces.

SENTRY CORRIDOR

The lowest level within the wall is occupied by a service corridor running the entire length of the fortress. Although sufficient barracks for a routine garrison are located in Tarmorost and Fuinost, the eastern- and westernmost towers, excess troops sometimes bed down on pallets in this gloomy hall. The internal buttressing of the Isenmouthe resembles skeletal ribs, creating the illusion that the passageway belongs to a serpent's interior. The walls to each side of the 10' wide corridor are 10' thick. Archery alcoves, facing both north and south, occur at intervals of fifty feet. Several steps raise the nooks 3' above the floor of the hallway. Each accommodates four bow slits, grouped in pairs.

THE WALLTOP

The walltop is stepped to create two different levels. The lower walkway travels the middle of the wall and is 14' wide. It provides easy access and movement along the rampart 30' above its base. Ten feet higher and on both sides, 6' wide walkways extend the length of the wall, protected by 2' thick, toothed parapets. Intermittent stairs, placed at regular intervals, permit free movement between the walkways. Patrols traverse them day and night, ever vigilant for unauthorized visitors.



9.22 THE MIDDLE TOWERS

These towers strengthen Carach Angren's wall and house the heavier defenses of the fortress. All three are identical in design and function.

THE FOUNDATIONS

Essentially a widening of the sentry corridor that travels this level, the tower foundations provide access to the upper floors. Four steel ladders, secured at floor and ceiling, feel the weight of many booted feet as soldiers climb up or down their rungs. Three pairs of arrow slits pierce the northern and southern walls of the tower. The archers' nooks are raised from the floor in a manner identical to those on the straight sections of the adjoining corridor.

THE ARMORIES

The second floor holds supplies and equipment required by troops manning the adjacent wall. Bundles of arrows, quarrels, and bolts mix with extra helmets, breastplates, greaves, daggers, and swords. Access to the wall top is restricted by two sets of wooden double doors. Each pair is reinforced by a strong steel portcullis, with the winches for raising and lowering the grate found to the right inside the doorway.

THE PARAPETS

Fifty feet above the top of the rampart, the roofless tower top is rimmed by tooth-shaped parapets. Catapults are bolted to the large flagstones, and pyramidal piles of rounded rocks are stacked beside them for use as missiles.

9.23 THE GREAT GATE

This is the gateway between the dismal plateau of Gorgoroth and the lifeless crater of the Udûn. A well worn road, twenty five feet wide and slicing through the stone dike upon which Carach Angren rests, provides the only route through the formidable fortress-wall.

Probably the most unusual and cumbersome gate system in all of Endor, the great portal of Carach Angren is renowned in architectural circles. The gatehouse itself is constructed of walls 20' thick, reinforced with small internal support beams. Such reinforcement was unusual in Gondorian design, but it is the fortress' great stone portal which garners fame.

LEVEL ONE

The ceiling of the first level is 18' high and just even with the floor of the sentry corridor running along the interior of the great wall. Submerged into the topmost layer of the dike below the fortress-wall, and pinched between its foundations, the bottom of the gatehouse is virtually invulnerable to a battering ram of any caliber.

1. The Main Gate. Mirroring double portals on the north and south faces of the gatehouse, each constructed of hollow steel one foot thick, swing outward with impressive majesty (this is primarily due to the misinformed view that the doors are solid). Each door has been carefully crafted to interlock with its companion, forming a jagged line running from floor to ceiling, thus resembling demonic mandibles. When closed, the doors are barred with a sturdy wooden timber (which slides inside the actual door), while on the outside great masonry fangs close to further seal the gate. The gaping stone jaws lower four feet (from their usual twenty foot height), simultaneously forcing the large metal doors closed. Inside the gate, a separate set of portcullis were installed to allow for easy sealing of the Isenmouthe without utilizing the elaborate (and generally unused) doors and mouth. It is this impressive gate that has given rise to the fortress' name.

2. The Great Stone. This stone was designed to be the "last ditch" effort to completely seal off Carach Angren. When in place, the

1,224 ton stone renders the gate of the Isenmouthe virtually impassable. It would be easier for a force to climb over the mighty wall than to attempt the futile removal of the rock. It was carved from the surrounding mountainside during the construction of the wall, and has been magically hardened by many a powerful sorcerer. After the re-occupation of the Black Land, the Witch-king personally added his own tempering. (The stone has been enchanted to resist as if it were 60th level.)

While not in use, the stone rests in the western side of the gate in a specially designed alcove. It sits upon massive rollers that allow it to be slid into place with relative ease. Additional rollers are placed in the foremost edge of the block and serve to keep it from dragging along the ground until it is in place. The original design was Gondorian and utilized a elaborate lever and counterbalance system to accommodate closure in twenty minutes. Opening took just over a hour, since the initial lifting of the stone is a tad difficult. The later Mordorean version takes twice as long, and harnesses the power of the Troll inhabitants rather than a mechanical system. The rollers are still used, though the counterbalance has been replaced with a huge lever and the intricate lever system (sabotaged by the Gondorians when decimated by plague) became lunch for some of the less discriminating Trolls.

3. Supply Chambers. These chambers are stocked with supplies for the central gate. Spiral stairs, tucked into the thick walls, connect the store rooms with the upper levels.

LEVEL TWO

4. Sentry Corridor. The middle section of the sentry walk within the great rampart.

5. Sentry Chambers Arrow slits along the wall allow defenders to shower those outside the gate with a deadly rain of arrows. Two sentries man these posts night and day.

6. The Cauldrons. Situated behind the eyes of the keep, the fires below these iron kettles are constantly kept alight. The effect of this is threefold. The fires keep the cauldrons hot in case of an attack against the castle, it makes the eyes glow and thereby increases the gate's menace factor, and finally it heats this area of the gatehouse to a comfortable level on cold nights.

LEVEL THREE

7. Upper Gates. Performing in a capacity similar to those on the individual towers, these gates are used to seal off access from the upper walls in case of enemy penetration.

8. The Lower Hall. Troops often gather here when they are off duty. The chambers contain four ballista emplacements for additional defense of the walls.

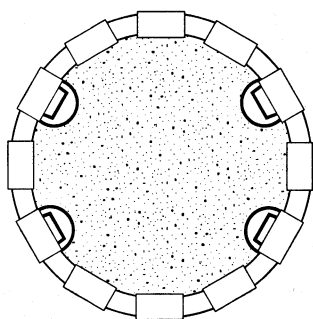
LEVEL FOUR

9. Gate to the Private Hall. Indûr added two sets of steel-bound wooden double doors to ensure his privacy while visiting the gate. The doors are Extremely Hard (-30) to open.

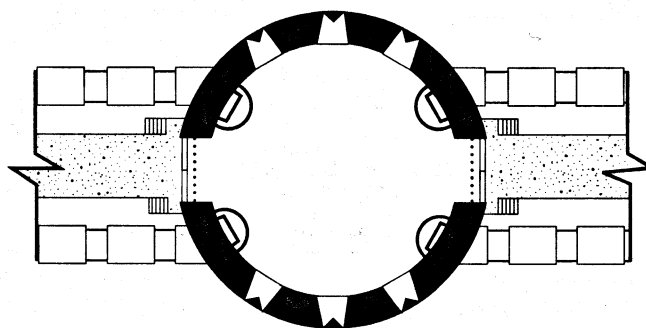
10. Indûr's Chamber. Most ornate of all the chambers in the gatehouse, this is Indûr's office (his private quarters are in Tarmorost). A large oak desk sits near the door. Tapestries adorn the walls. Fulfilling Indûr's unusual tastes, a massive mûmak hide is stretched across the ceiling, while several snake and lizard hides comprise the shades shielding the flame in several brass lanterns. Indûr's personal chair is a large Mûmakani wicker throne softened by Númenórean cushions. Those summoned by the Nazgûl meet with him in this chamber. The door is Extremely Hard (-30) to open; it is also inset with a 15th level *Rune of Holding*.

CARACH ANGREN THE MIDDLE TOWERS

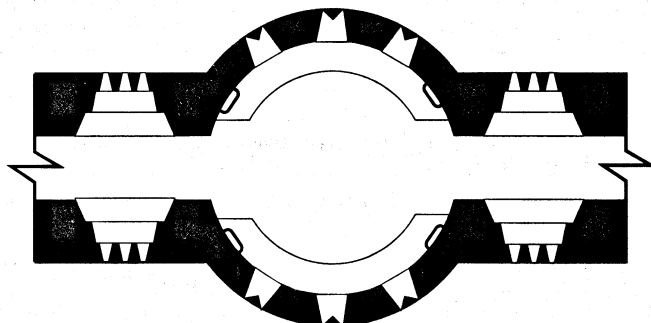
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THE PARAPET



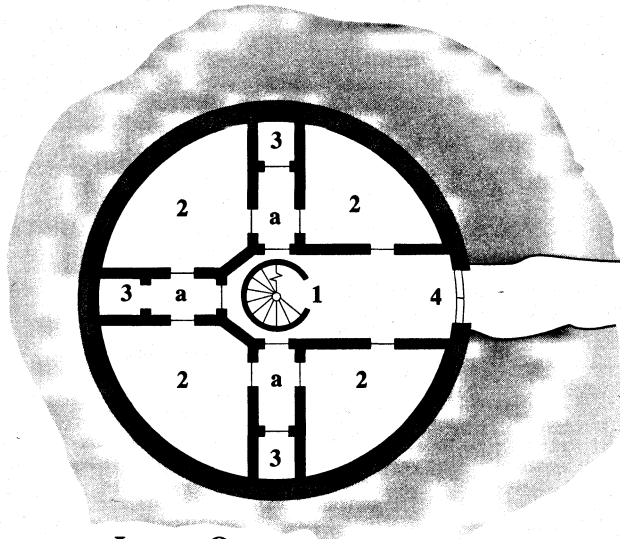
THE ARMORY



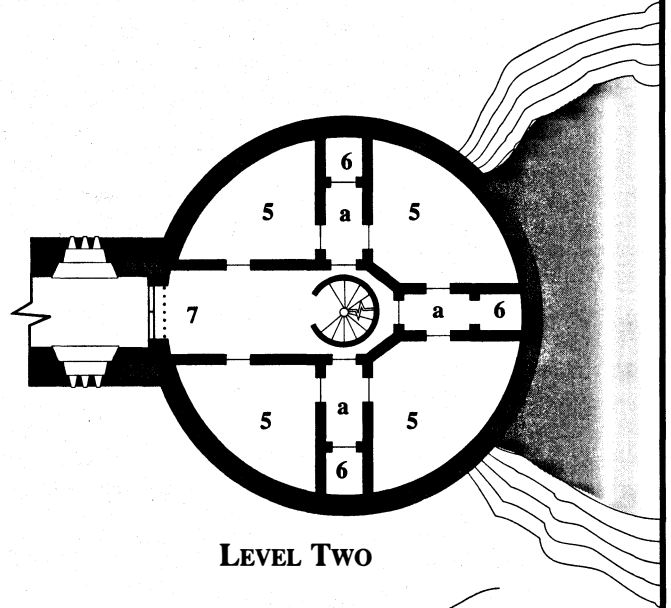
THE FOUNDATIONS

CARACH ANGREN

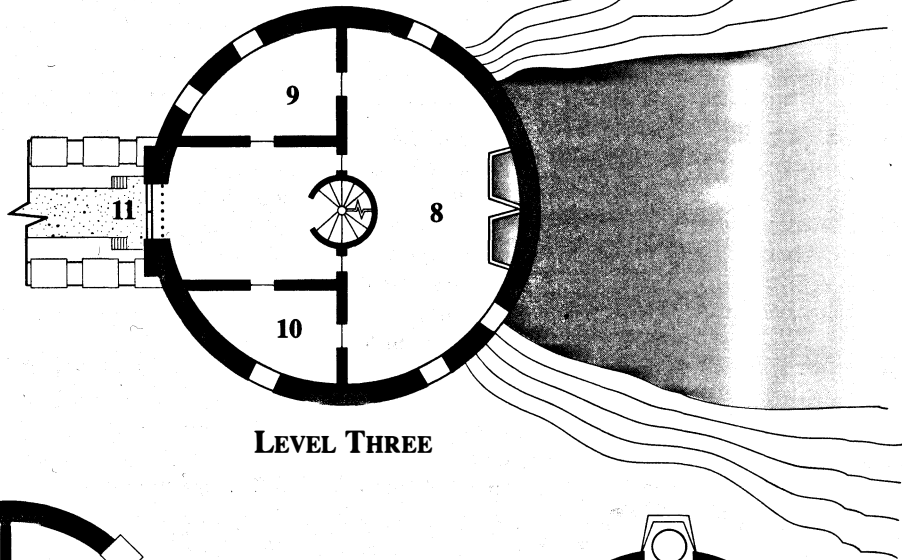
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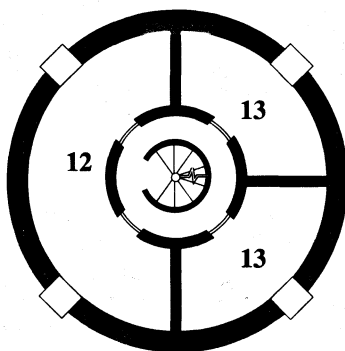
LEVEL ONE



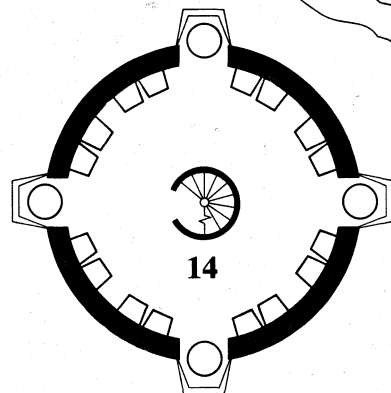
LEVEL TWO



LEVEL THREE



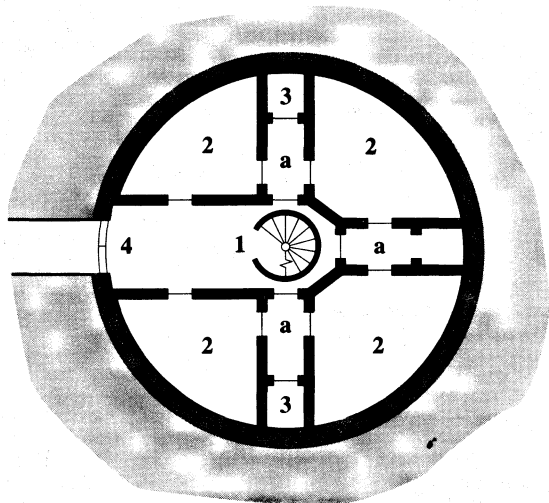
LEVEL FOUR



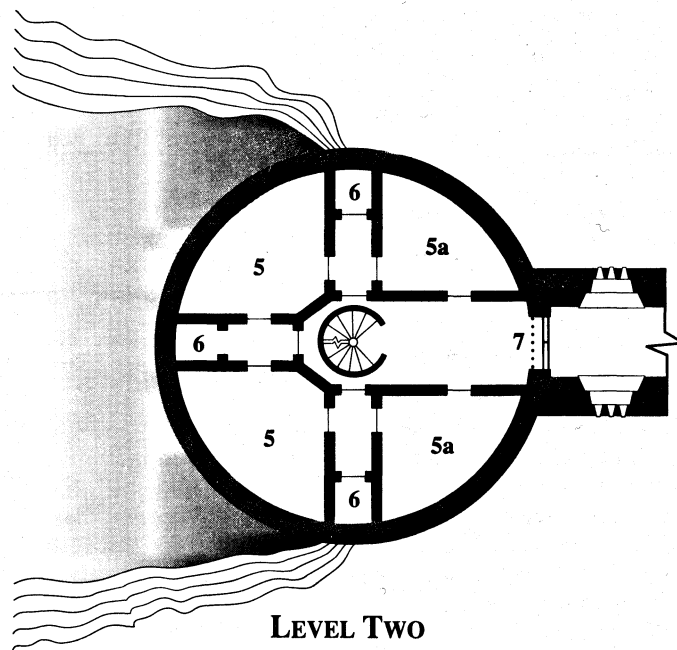
LEVEL FIVE

CARACH ANGREN

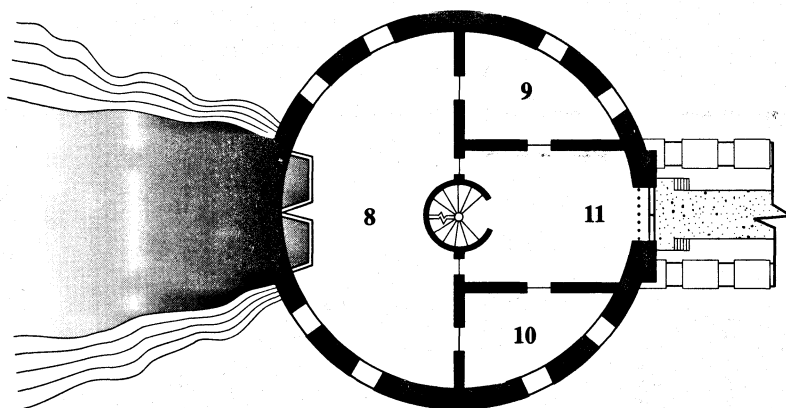
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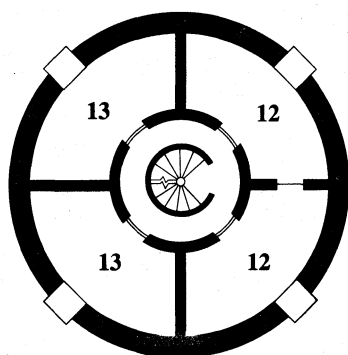
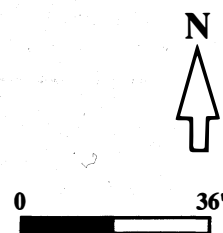
LEVEL ONE



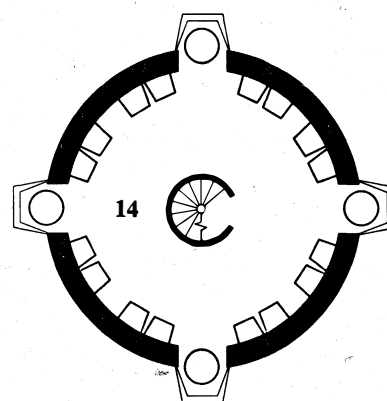
LEVEL TWO



LEVEL THREE



LEVEL FOUR



LEVEL FIVE

11. Bulrakur's Chamber. This is more of a meeting chamber for the great Troll and his strategists than a personal study. The room contains a large table with a detailed map of northern Gorgoroth and the Udûn inscribed upon it. A large rack contains several scrolls of detailed maps of Ithilien, Dagorlad, Rohan, and Rhovanion as well as some general maps of the lands beyond. Bulrakur does, of course, keep some mementoes that would denote his Trollish tastes. Consequently, even the hardest of Men have trouble keeping their composure when in this chamber. The door is Very Hard (-20) to open.

12. Platform. Open to the sky and overlooking the gate entrances, toothed parapets guard this upper courtyard.

13. Kitchen. Among the cauldrons and kettles of this room, Orcish cooks prepare meals palatable to Orcs and men possessing little sensory discrimination. At least two Trolls are stationed as guards outside to keep unwanted finger-dippers out. Numerous pots, pans, and lethal kitchen utensils are stored in large stone cupboards, while a large firepit rests on the western wall. Much of the meal preparation is done on the great stone table centered in the middle of the room.

14. Mess Hall. Stone tables and benches sit solidly upon the floor, resisting almost any abuse. Iron plates are supplied, but the Orcs are left to their own with eating utensils. (This precaution is to prevent mealtime games that could leave a perfectly good warrior permanently dead; it still happens on occasion).

LEVEL FIVE

15. Top of the Gate. Looming some sixty feet above the top of the rampart, these towers provide a commanding view of the great wall and all who approach it, and function as a major defense point. During times of crisis, catapults and ballistae are brought here and assembled.

9.24 TARMOROST (S. "HIGH BLACK FORT")

The two highest points of Carach Angren, the end towers of the Isenmouthe, possess a commanding view of the surrounding lands. Their original function was to maintain the watch upon Mordor, and alert Gondor to any signs of activity that might herald the formation of an army loyal to Sauron or the forces of darkness. After the Nazgûl occupied Carach Angren, beacons were added in order to facilitate communication with the other fortresses of Mordor.

The easternmost tower, Tarmorost, though identical in plan to Fuinost, is located on a slightly higher shelf of rock. At its peak, the tower is nearly 220 feet above the floor of the plateau, rising even higher than the larger towers of Morannon to the north. Tarmorost became the province the Mannish guard at the castle after T.A. 2002, for segregation from the Orcs proved to be a necessary step in the fortification's smooth operation. The tower is kept spit-and-polish clean, in sharp comparison to the filthy quarters of Fuinost, the Orc-tower.

LEVEL ONE

1. The Stair. Extending throughout the entire vertical height of the tower, the spiral staircase is of a sturdy Gondorian design. The battle standards of the troops quartered in Tarmorost adorn the curving outer wall of the stair. Its treads are wide, and allow for considerable traffic between levels. Often disciplinary and fitness activities are conducted on the staircase, making its steps the scene of constant activity.

2. Barracks. Typical of Mannish militaries, the bunks are arranged in neat order and constantly inspected by the commanders. At least one tapestry of the Eye hangs in each room to remind the occupants of whom they serve.

2a. Storage.

3. Latrines.

4. Entrance to the Eastern Tunnels. The door provides access into the network of tunnels within the mountains east of Carach Angren. Since Orcs are the principal individuals using the door, guards are posted to restrain any Orcish tendencies toward vandalism.

LEVEL TWO

5. Barracks. Identical to those (#2) on the first level.

5a. Storage.

6. Latrines.

7. The Lower Gate. In the unlikely event that the center part of the wall were to be taken by a hostile force, a door and gate separate the hall through which the staircase passes from the sentry corridor running beneath the rampart-wall. In the original design, two great steel-bound oaken doors were placed here, accompanied by a large iron portcullis. After the arrival of the Shadow, the decaying doors were refurbished by timber cut in upper Ithilien and transported across the Ephel Dúath to the Iron Jaws. The lever controls for the portcullis rest in a small recess just inside the door. It is standard practice to keep this grate closed during the night hours, in order to keep mischievous Orcs away from the Mannish quarters.

LEVEL THREE

8. Mess Hall. A striking contrast to the Orc-halls in the adjoining towers, "Mess Hall" is not really an appropriate term for this apartment. Large, ornately carved, oaken tables and benches permit the soldiers to dine in comfortable homeliness. The banners of the occupying guard decorate the walls. Several rugs, imported from Harad and Khand, brighten the stone floor. Two well-fountains bubble at the eastern end (the water possesses a distinct sulfury odor and taste). The hall is always clean enough to be proof of a recent sweeping.

9. Kitchen. Neat and ordered, manned by capable cooks, this kitchen can turn out both food for the masses and gourmet feasts. Numerous carving knives, pots, pans, and utensils are neatly stacked throughout the room. A large carving table sits in the midst of the room while an elaborate stone fireplace occupies the west corner. Several metal hooks allow a large iron cauldron to be swung into place above the fire, along with numerous smaller pots at its side.

10. Elite Mess Hall. Equipped with a fireplace, this poshly decorated room holds an aura of elegance, and is specially reserved for the tower's high commanders and visiting dignitaries (including at least two Troll-sized chairs for Gothmog and Bulrakur). The doors to the chamber are Very Hard (-20) to open.

11. Upper Gate. Similar in design to the lower gate (#7), the upper gate was designed to seal the tower from the upper wall. Its doors are usually shut to keep Gorgoroth's harsh climate at bay.

LEVEL FOUR

12. Indûr's Chamber. Originally two smaller chambers, Indûr had the dividing wall removed in order to accommodate his personal whims. The room is easily the most elaborately (if not the most garishly) decorated room in Carach Angren. Both doors are kept locked (Sheer Folly, -50, to open), and are guarded with a *Rune of Paralysis and Torment*. If either door is deliberately tampered with, anyone within the western half of the circular corridor must make a RR versus a 20th level spell or be paralyzed for 1 hour/5% failure and take 90% of their remaining hits.

Centered on the westernmost part of the room is a great "hanging bed", conforming to an elaborate Mûmakani design. It resembles a huge net spread at odd angles and filled with expensive gold and

silver-lined cushions. The net is spun from strong silk fibers, and is capable of holding up to 300 lbs without straining. A large desk composed of ebony sits in the northwest corner, while several bookshelves and a small table occupy the south. Numerous scale carvings of animals from the Mûmakani peninsula adorn the walls, while collections of blades, shields, armor, and other trophies line the walls. Two balconies overlook Carach Angren on either side of the hanging bed.

13. Guest Chambers. Although nicely appointed, these chambers pale in comparison to the lavish decor of Indûr's personal quarters. The doors are Extremely Hard (-30) to open.

LEVEL FIVE

14. Bells and Beacons. Sauron's dictates require that all of the towers adjoining Gorgoroth must maintain beacons for the purposes of communication. The Gondorians had built facilities for beacons, but never put them to use because of the lack of an adequate wood for fuel. However, the forces of Shadow use coal to fuel their signals, and one beacon is located on each side of the tower, facing north, south, east, and west. Coal bins rest beside each beacon and are kept stocked by the guard.

The original design of the castle also possessed a sound alarm system located on the topmost level. Several large ropes connect to a series of bells that echo across the valley when pulled. Their clamor was intended both as a rallying cry and an alert for the castle. The Gondorian bells were finely tuned and each emitted a unique and clear ring of its own. The Mordorim, however, tuned the bells to a much darker and sinister tone, though they still serve as they were originally intended.

9.25 FUINOST (S. "GLOOM-FORT")

Fuinost is virtually the mirror image of Tarmorost, save for its inhabitants. The Tower of Gloom is the home to the majority of Carach Angren's Orc population, and its lack of order and cleanliness contrasts strongly with the tidy standards of the Mannish fort. Though a mere eighty feet in height, the tower of Fuinost stands 170 feet above the floor of the plateau due to the ridge of stone supporting its foundations. An Orc standing guard on its topmost level has a view almost comparable with that seen from Tarmorost.

NOTE: Unless otherwise stated, the rooms in Fuinost are identical, excepting the Orcish decor and filth, to those in Tarmorost.

LEVEL ONE

1. The Stair.

2. Barracks. Home to a great many Orcs, these "bunk" chambers are fairly neat as far as Yrch go. Garbage is cleaned on a monthly basis, and any extra bodies are removed.

2a. Storage. The large iron door is always locked (Very Hard, -20, to open; Extremely Hard, -30, to break down).

3. Latrines. Truly foul.

4. Entrance to the Western Tunnels. The doors to the western tunnels stand ajar at all times, since many of the tower's garrison live in the caves beyond. The portal can be easily closed and secured, and is guarded by at least one Troll.

LEVEL TWO

5. Barracks.

5a. Elite Barracks. Actual bunks accommodate the tower's Uruk inhabitants. Considerably neater than the common barracks, the elite barracks almost meet Mannish standards. The doors are Very Hard (-20) to open.

6. Latrines.

7. The Lower Gate. Usually kept open, these gates are similar in construction to those of Tarmorost. They connect Fuinost to the sentry corridor within the great wall.

LEVEL THREE

8. Mess Hall. Definitely the proper word, this mess hall reflects the nature of its inhabitants. Where wood tables and benches should sit, furniture of immovable stone has been placed. Eating utensils are a foregone luxury, and are not used because of their capacity to make a dispute lethal. Only hangings of the bones of captured beasts and people adorn the walls. The fountains are always guarded by a resident Troll, in order to keep the contents clean (relatively) from Orcish contamination.

9. Kitchen. Similar in design to both the gatehouse kitchen and Tarmorost's kitchen, additional facilities have been included to accommodate Orcish eating habits. The door is constantly guarded and habitually locked (Very Hard, -20, to open).

10. Elite Mess Hall. Though not much better in appearance than common mess hall, this room is used to entertain the visiting war leaders from other confederations.

11. Upper Gate.

LEVEL FOUR

12. Bulrakur's Chambers. The great Troll has appointed his rooms in a fashion typical of Olog tastes. His bed consists of no more than a huge pile of furs, crude cushions, and a fur blanket. Skull-lanterns, the weapons of fallen foes, and the preserved heads of three cave bears provide the proper ambience. The adjoining room sports several racks of weapons on the walls, and a practice area occupies the middle of the room. The Troll-lord keeps his tactical records and other tools of strategy in his office at the gatehouse.

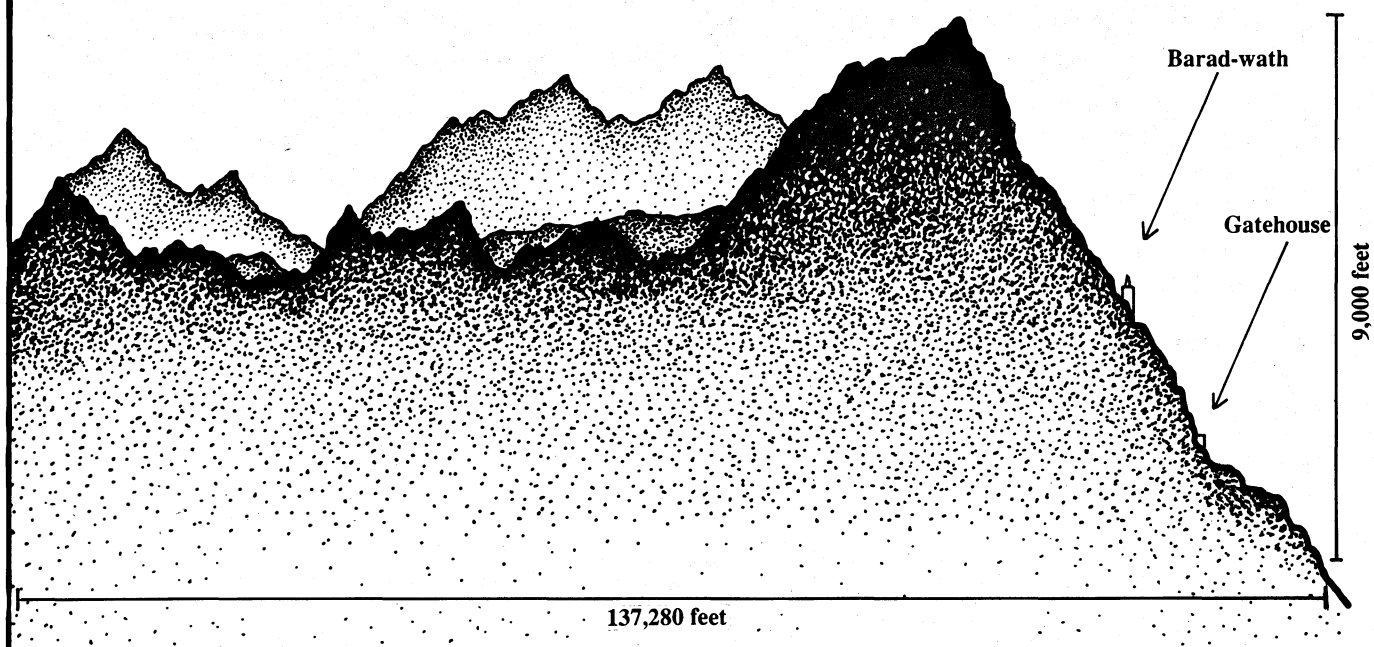
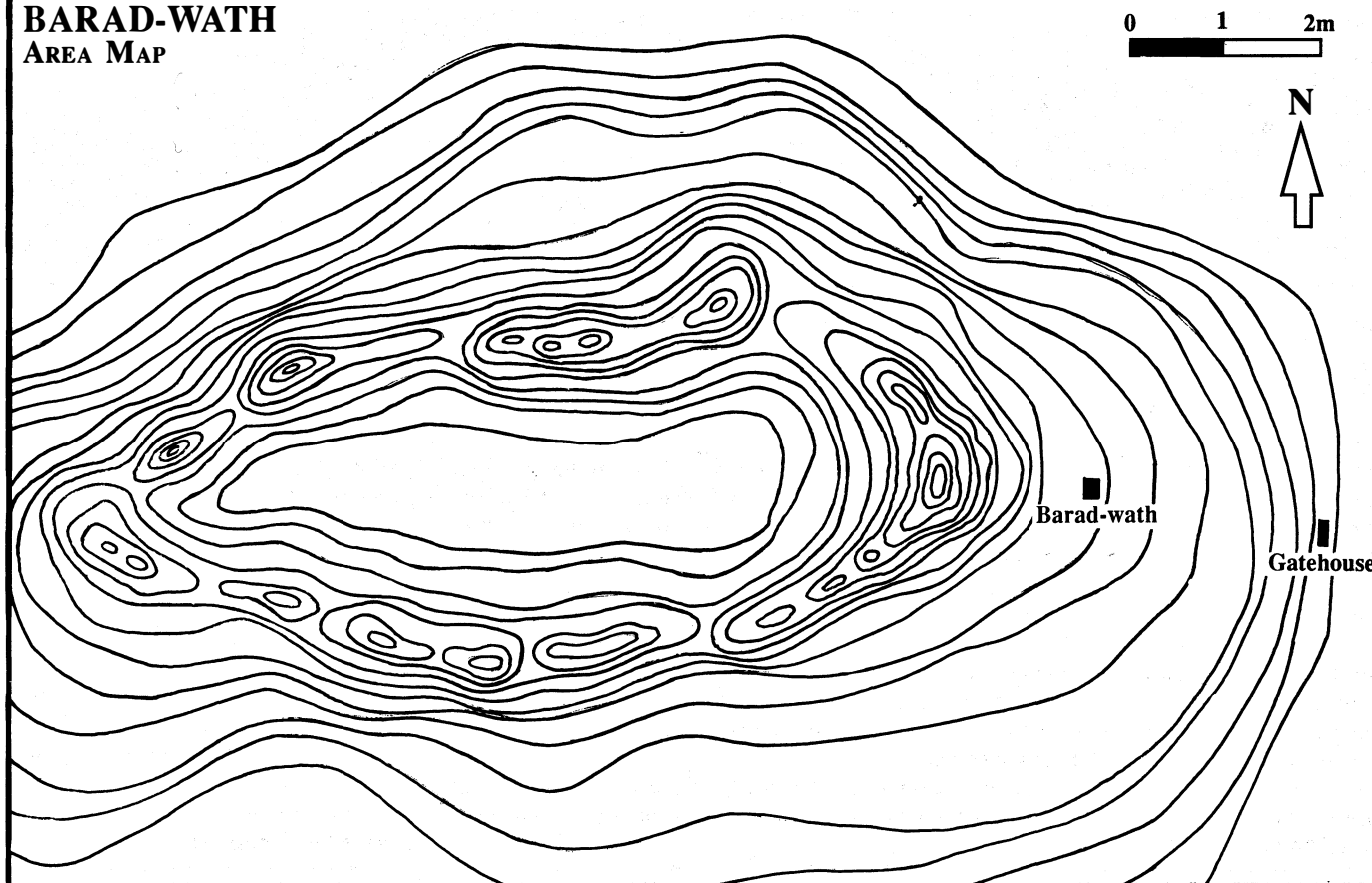
13. Guest Chambers.

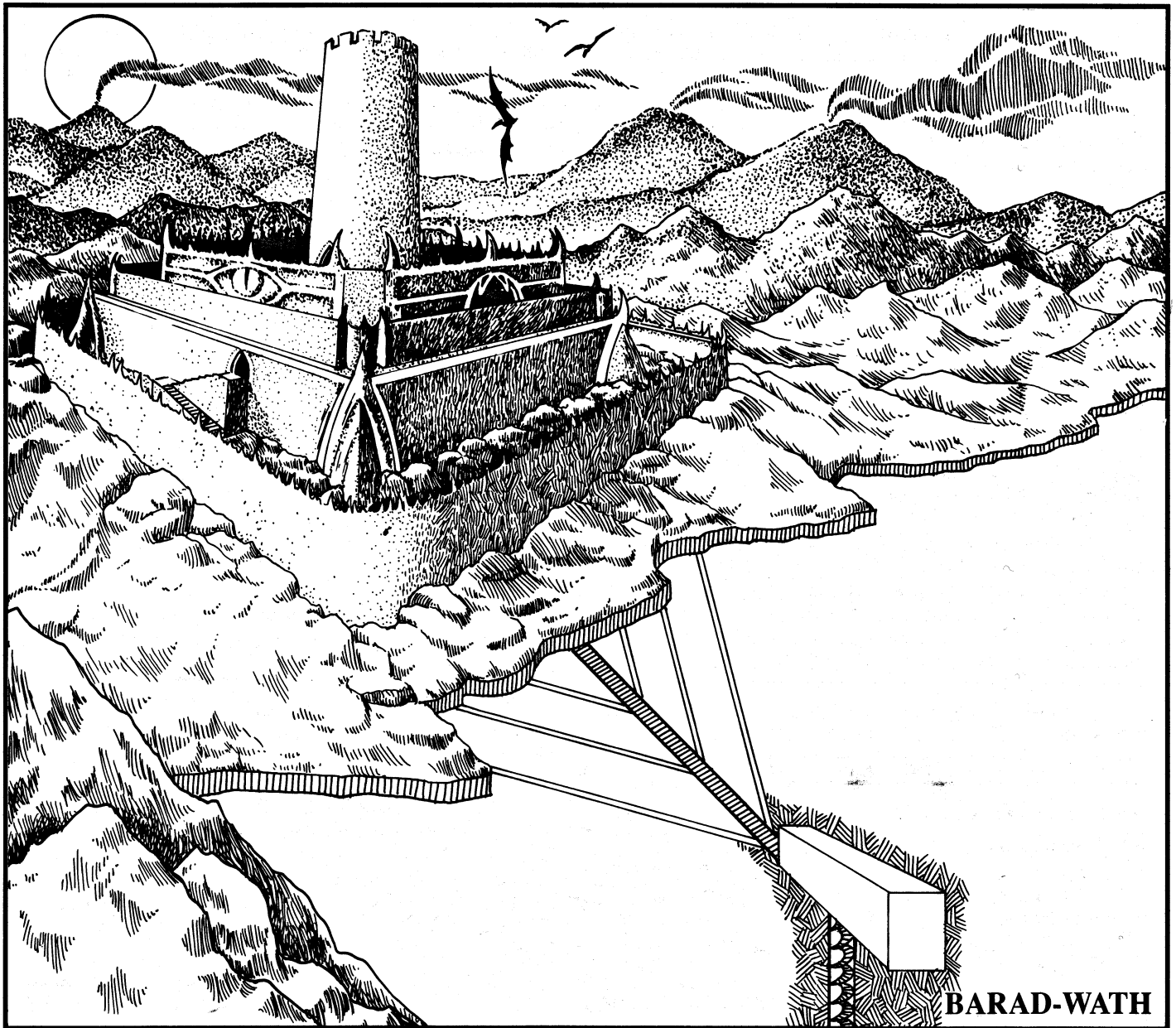
LEVEL FIVE

14. Beacons and Bells. Due to the Orcish tendency to attempt the illegal, the pull-ropes for the bells have been tied high in the room, making ringing them a serious effort. Their tone is so cacophonous that anyone with musical sense cringes when the bells sound.

10.0 BARAD-WATH

The Tower of Shadow was originally designed by a Gondorian architect to house a garrison that would monitor the Gap of Núrn and the ruins of Ostigurth. The plans were reviewed, approved, and forgotten by Isildur, and it was Médrúnar, an eccentric Númenórean noble, who pushed the project forward. Médrúnar's brother and his nephew had been sacrificed by Sauron in the golden temple of Armenelos before the Downfall. A trumped-up charge of treason paved the way for the murder, but the real reason lay in Médrúnar's loyalty to the Faithful. Médrúnar was spared his relatives' fate, due to his absence from home on a visit to the city of Pelargir. The climactic destruction of Númenor followed only three months after the death of the lord's family members. The double loss nearly drove him to take his own life. Many years later, hoping for a mortal wound, he fought alongside the Gondorian lords in the War of the Last Alliance. A crippling, but not fatal, blow to the left leg forced him to leave the field of combat, and he returned to the City of the Stars following the Battle of Dagorlad.

BARAD-WATH
SIDE VIEW**BARAD-WATH**
AREA MAP



With Sauron's demise, Médrúnar publicly and privately urged the lords coordinating the watch on Mordor to build a fortress that would survey the evil city of Ostigurth and the southern portion of the Gorgoroth plateau. Its isolated location relative to the other Gondorian fortresses and its difficult building site made the concept most unpopular with the victorious forces. Médrúnar was named Chief Engineer of the project, given the authority to begin work, and denied funds.

Nonetheless, in T.A. 6, construction was started high upon the side of Orod Rauveleg (S. "Mighty Demon Mountain"), the easternmost peak in the Eregwath range. Lord Médrúnar breached his own treasury to hire architects, engineers, and workmen. The lofty site, chosen because it commanded a view that rivaled even that of Barad-dûr, also provided an excellent defensive position. Such considerations were a priority, since the possibility of retaliation by remaining servants of darkness was still high in this remote region. Barad-wath was the only Gondorian-designed fortress to be built within Gorgoroth; all the others stood upon the plateau's borders.

The scarcity of labor along with the intricate irrigation system included in the plans significantly slowed construction. The death of Médrúnar brought it to a halt. The lord's heir hoped to retain some fraction of the family fortune. (Médrúnar had squandered nearly 70% of the original estate on his pet project.) Only the foundations and their irrigation system were complete, with marginal work started on the structure above ground, and thus it would remain for some time.

Fifteen hundred years elapsed before the two Nazgûl, Ren the Unclean and Indûr Dawndeath, arrived at the site (at the bidding of Sauron) along with a small contingent of workers and engineers. They picked up where the Gondorians had left off, perverting the original design to fit their master's needs. The fortress was completed in T.A. 1652, a mere twelve years after the Servants of Darkness arrived. They readily incorporated the completed structures in their own additions. Instead of serving as a bright beacon of hope, Barad-wath became a focus of the Evil One's will. Its garrison would enforce his orders throughout the Gwathirau and the Lithlad. Its battlements gave Mordorean warlords a clear view

north across the plateau to Mount Doom and south over all the lands west of the Sea of Núrn. As the headquarters for the Uruk-burzumal confederation, Barad-wath housed the commander who governed all the Orcs of the Eregwath and the central Ephel Dúath.

10.1 AN OVERVIEW OF THE TOWER

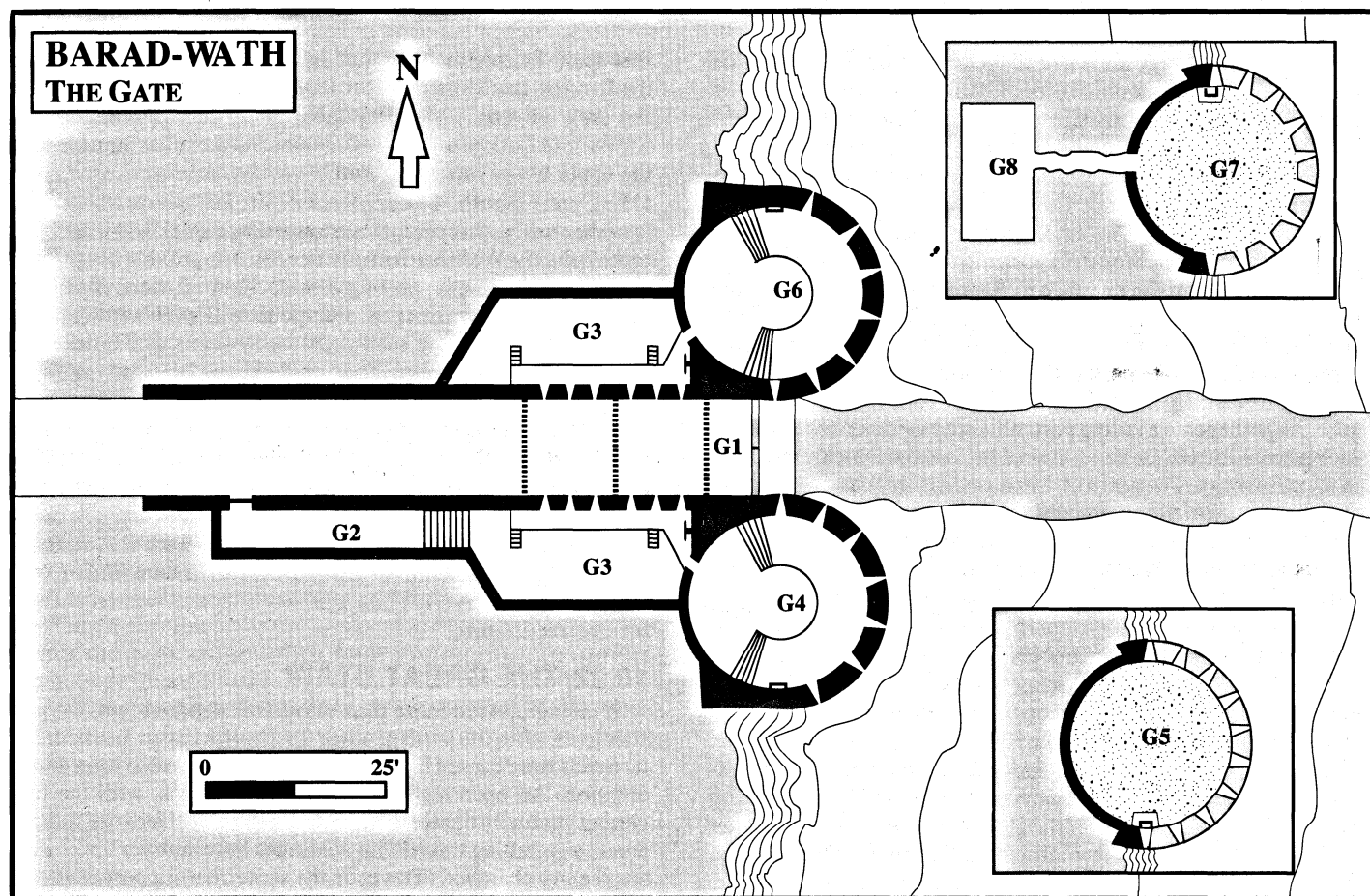
Perched upon the eastern slopes of a huge, extinct volcano, the tower of Barad-wath looms 3,534 feet above the floor of Gorgoroth, although its gate opens only a few hundred feet above the plateau. The mountain was named Orod Rauveleg in the early Second Age due to its ominous silhouette. Like all of the terrain in Mordor, the mountain appears dark with the actual hue of the rock ranging from grey to black. Its broken ridge line resembles the outline of the horned head of a mighty Demon. The peak is continually shrouded in a black mantle of clouds, reminding even the least astute observer of the cloak of shadow typically adopted by a Balrog. Consequently the mountain is Gorgoroth's most watered spot. The large central caldera (the remnants of the volcano's last ancient eruption at the end of the First Age) acts as a funnel for the precipitation, which falls most frequently in the form of hail. The porous nature of the crater floor prevents any build up of the melting ice, whose waters filter into underground fissures and channels. The slopes receive a lesser, but damaging, share of hailstones, sufficient to retard the growth of all plants but the dense blanket of Mordorean brambles covering the mountain's foot. The brambles reach an altitude of 2,000 feet, where they become much sparser, fading out altogether at 4,000 feet. In the vicinity of Barad-wath, the guards must continually burn back the ferocious shrubs to allow a clear view of the surrounding area.

The fortress is a curious combination of Gondorian and Mordorean architectural philosophy, with the ingenious irrigation system, gate tunnel, and foundation twisted into one of the most bizarre castle defenses in Endor. Built from the dark rock of the mountain itself, the fortress is pitch black in color. The original designers showed conservatism in their plans, since it was supposed to be a very utilitarian structure. However, with the arrival of the Nazgûl, Barad-wath became a spectacular and awe-inspiring sight: fangs of rock jut upward from the tower's battlements, leering gargoyles crouch upon cornices and pediments, and the symbol of the eye decorates the black walls.

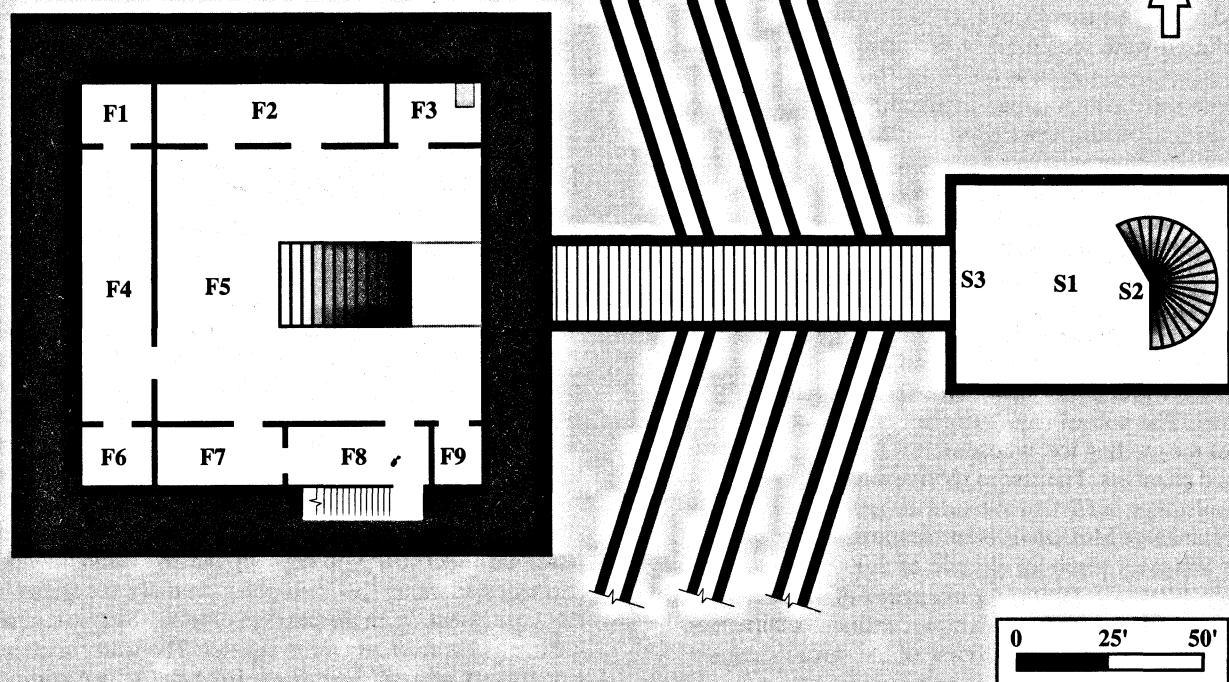
10.2 THE LAYOUT OF BARAD-WATH

10.21 THE GATE

The lower gate was the first part of Barad-wath to be built by the Gondorians. The foundations and walls of this structure were sculpted directly out of the side of the mountain, with only a minimal amount of actual "bricklaying." When the Gondorians completed the gatehouse, it displayed smooth arches and typical Westernessean design. Centuries later, the Úlairi added carvings of skulls, wolf-headed finials, friezes of ravaging wargs, and gargoyles clinging above archways. Ren's insane mind devised an ingenious way to enhance the fear-inspiring qualities of the gatehouse. From the spring that provided the castle's water supply, Ren piped the overflow out through the eyes and mouths of the gargoyles adorning the front gates. Initially the stream of liquid had little effect. With the passage of time, the spitting lizards and goblins grew more and more sinister. The water contained small amounts of iron washed down from the upper portions of the



BARAD-WATH THE FOUNDATIONS



mountain. Mixed with the water to create iron oxide, the residue was deposited along the entire pipe system. As the water continued to flow, long smears of reddish brown formed below the gargoyles' apertures.

G1. Front Gate. The main tunnel leads back to the great stair some three miles beyond the gates. The passageway was carved out of an ancient lava tube, and surrounded with defenses to restrict entry into the keep above. Three steel portculli and a 15' tall steel-bound wooden door guard the entrance to Barad-wath. The portculli are set 12' apart, with the first being 6' away from the great door. The portculli are designed to trap (and kill) any enemy intruders. At the command of the Gatemaster, the portculli are dropped, trapping anyone within the passage between them. Those unlucky enough to be caught beneath a falling portcullis are in serious trouble. They each take a +150 HCr with additional Impact and Puncture criticals of equal severity. The portculli have a special locking mechanism that makes them almost impossible to lift by normal means. A secret tunnel, 60' from the entrance, provides access to the guard towers and murder chambers above and beside the tunnel. The passage is Extremely Hard (-30) to find.

G2. Side Passage. This corridor, 5' wide x 9' high, leads back 30' to the first of the murder chambers.

G3. Murder Chambers. Archer points from which the gate guards eliminate those trapped between the portculli; the slits are located 10' above the floor of the entry tunnel.

G4. Lower South Tower. Sunken into the rock, this room possesses several weapon racks mounted upon the walls. Stairs lead up to an encircling balcony 8' off the ground where the arrow slits are located. Each slit is four feet high and a mere four inches wide. The entire perimeter of this walkway holds twelve such slits, each nine

feet apart. During the time that the Gondorians were working on the fortress, this large chamber served as the sleeping quarters for the crew of men while they labored on the upper castle. The Servants of Darkness used this chamber for a similar purpose, until the upper tower was completed.

G5. Upper South Tower. Raised 40' feet above the sunken chamber below, this parapet is accessed by a steel ladder anchored to the balcony. Wide battlements were built to provide cover for the gate forces, while supporting a wide field of view. Two large cauldrons rest above fire pits, and spouts will send burning oil, hot water, or other pleasant substances into troughs with holes above the gate entrance.

G6. Lower North Tower. The mirror image of the lower south tower (#G4).

G7. Upper North Tower. Similar to the upper south tower (#G5). However, a secret door, Extremely Hard (-30) to find, opens up into the private library (#G8).

G8. Private Library. The designer of Barad-wath was an eccentric; he originally had this chamber built for his own studies, but it has since been perverted into a private experimentation chamber for Ren the Insane.

10.22 THE GREAT STAIR

Winding upward more than thirty-five hundred feet, the great stair greets the gate passage some three miles inside the mountain. Its treads were carved from a natural chimney formed in an ancient eruption. An open staircase, it spirals upwards, with the turns getting gradually tighter until, after 2000' vertical feet, the staircase enters a spiralling tunnel that continues the climb for 1500' into a small entry chamber. (Travel on the somewhat slippery steps is an

Easy, +15, maneuver for the castle's inhabitants, but is Light, +10, for one unaccustomed to the trek. Exhaustion, haste, or physical handicap could quickly elevate the difficulty of climbing the stairs to Very Hard, -20, or Extremely Hard, -30.) Three guard posts are stationed at intervals of 1000', while several resting chambers are located every three hundred feet. Their archways are inset into the wall beside a wide landing. The rooms are semicircular in shape (with a 10' radius), and contain a water cistern, a privy, two benches, and a small table. The three guard stations are attached to the adjacent rest areas. They sit behind hidden panels (Very Hard, -10, to find) which are rarely closed and house 3-4 Orcs each. Each guard post contains four stone slabs that serve as beds, benches, and tables. During the long interval between the Gondorian and Mordorean occupations, the chambers became home for various subterranean flora and fauna. The most abundant of these are the bats, followed by scavenger rodents (rats, mice, etc.). Nor did the Orcish labor teams remove the debris. Due to the vermin, much animal (and Orcish) waste has accumulated. The fauna of the stair chambers provide an excellent source of food (and entertainment) for the Orcs; and the flora include useful subterranean herbs. On the open part of the stair (bottom 2000'), the Orc guards pursue an unusual form of amusement to whittle away dull hours of duty. It entails catching several rodents and tossing them by the tail to determine who can throw the vermin the farthest. The practice actually helps to keep the rat and mouse populations under control, although it creates a sizable mess at the bottom of the chasm (which the Urdug Orcs are forced to clean up). A variant of this game involves lobbing heavy objects down the chimney in hopes of squashing an Urdug Orc.

S1. The Entry Chamber. This small barren room opens onto a straight-running staircase that leads up into the rest of the castle. The chamber's walls possess small inscriptions detailing the people (Gondorians) who worked to build the fortress. After the occupation of the tower by the Nazgûl, these inscriptions were covered over by "additional" decorations: a 20th level *Symbol of Warning* that notifies the tower commander of any intruder. A 3' opening in the ceiling permits access into a large cavern that is filled with the messenger bats of the castle.

S2. The Cavern of Bats. 250 bats inhabit this small continuation of the natural chimney. Access to the surface, through a narrow and twisting cranny, is possible from top of the cave, allowing a messenger bat to fly to the commander's tower. This chamber was originally sealed off by the Gondorians, but was reopened when the rest of Barad-wath was completed.

S3. The Straight Stair. This long, climbing corridor is the functional area for one of the most elaborate traps ever built. Along the walls of the corridor, six large 8' diameter openings branch off. A successful Hard (-10) perception roll will indicate the presence of algae on the floor of these tubes. These round tunnels travel for eighty feet to where they meet the water-storage chambers. Climbing within these tunnels is a Hard maneuver, for the walls and floors are smooth and slippery (and have bits of algae on them). If an intruder or enemy army enters the castle and manages to reach the straight stair, an order can be given to open the floodgates of each of the tanks and spill their entire contents into the corridor. Anyone caught in this massive torrent will be swept back into the Entry Chamber, down the stairs for fifteen hundred feet to where the spiraling tunnel opens into the lava tube, dropping the victim two thousand feet.

Those caught in the flood, in addition to the danger of being drowned, initially receive an "E" Impact Critical and a +150HBa. To remain standing in the wash is all but impossible (Absurd with an additional -100 to the roll. If the players complain, ask them if they have ever stood beneath Niagara Falls. After the victims have been swept into the Entry Chamber, each will receive another "E" Impact Critical as well as another +150HBa. The water will then funnel the intruders into the spiraling tunnel-stair. Any victim who has his senses about him must make a Sheer Folly, -50, moving maneuver to remain in the room or be pulled onto the staircase. After six rounds, the difficulty drops to Very Hard, -20, and then graduates downward every three rounds until it becomes Routine. Anyone is so unlucky as to be swept into the staircase will be tossed about, receiving a +40LC every three rounds. In four minutes, the water reaches the opening to the chimney where the PC will find himself in free fall over a 2000' chasm. A mere eleven seconds (1 round) suffice for the victims to plummet to the bottom where they will certainly meet their doom.

10.23 THE STORAGE TANKS

These tanks are the crux of the great water trap described above. Three tanks on either side of the corridor are connected to the stair by way of wide tubes. Each chamber is connected to the other and is separated by a sealed wooden door that lifts vertically upwards (to allow the transfer of water between tanks). They are parallel to one another, except for a 4' height separation between each (the two highest tanks are 8 feet above the lowest). The tanks are 15' by 30' by 10' (4,500 cu. ft. or 127.4 cubic meters) holding up to 15,484 gallons (127,400 liters) of water each. The tanks are constantly filled from the runoff collected by the central volcano crater. It fills each tank at a rate of about six quarts (approx. three liters) per second (taking three days to fill all the tanks). There is a release mechanism located at the lower end of each tank, thus allowing the rapid flushing of the individual chambers as desired. The door itself is 8 feet wide, and connects directly to the tunnels that branch off the straight stair (see #S2 above). The door is lifted by an elaborate counterweight system (it was based on a Dwarven design) that allows it to be lifted simultaneously with all the other floodgates. The master control is located in the upper tower (#L9). The sluice gate can be hoisted clear of the tank in a matter of seconds, making the release of the water very abrupt (and deadly).

St1. Upper Tanks. Open to a low ceiling chamber, these two (separate) tanks provide access for maintenance and cleaning. A 3' lip surrounds the water tank, and a small passage leads down to the door mechanisms.

St2. Middle Tanks.

St3. Bottom Tanks.

St4. Service Tunnels. These narrow corridors provide access to the upper tanks, and the mechanisms of the lower gates. To access the middle and bottom tanks, the proceeding ones must first be drained. Connections run between the tanks to facilitate both filling and maintenance.

10.24 THE FOUNDATIONS

Originally constructed by the Gondorians, this structure forms the core of the castle. The walls that separate the foundations from the courtyard are twenty feet thick. The inner walls are much thinner, being only a foot thick, with connecting doors made from 4-inch steel-reinforced wood. The locking mechanisms (unless otherwise noted) are very simple in design, consisting of a thick beam placed in metal brackets (imbedded in the wall on either side of the door, with additional brackets located on the door itself).

F1. Garrison Latrine. Typical Gondorian design, it is used gleefully by the Orcs, though not always for its intended purpose. The walls have been chipped and defiled with various colorful (in both respects) inscriptions and drawings. The graffiti is typical of the castle's Orcish inhabitants. The stench in the room is beyond description, yet it provides the perfect atmosphere in the adjacent mess hall for the company of Orcs. These latrines are cleaned once per month (at the insistence of the Mannish garrison).

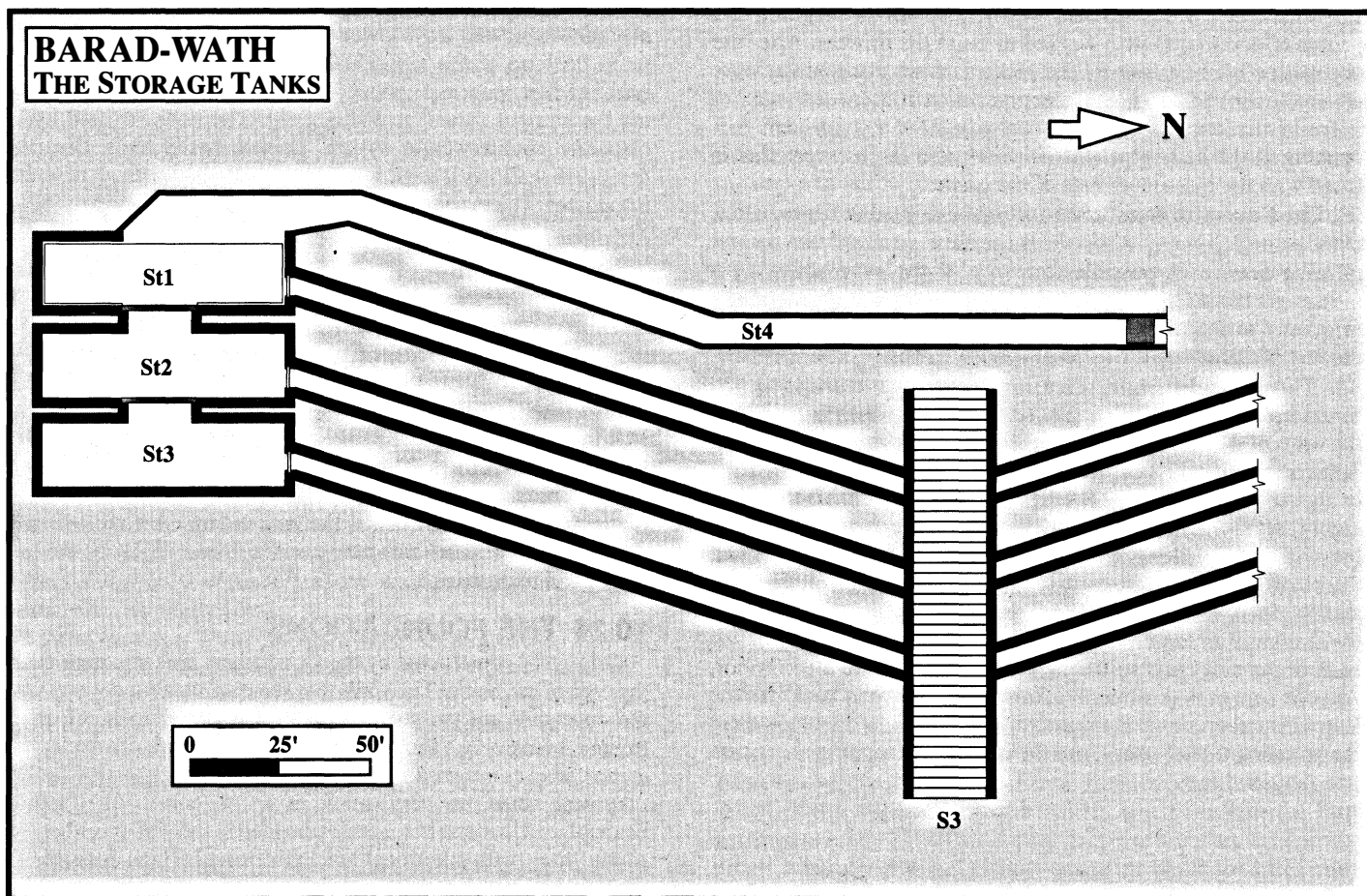
F2. Mess Hall. Two large stone tables squat down the length of the room and are paralleled on either side by crude stone benches. The mess hall is heavily guarded during the daily feeding frenzies to quell riots before they get out of hand. Food fights are a constant occurrence, with only a few casualties per meal. Rats act both as scavengers and appetizers, favoring this room above all others.

F3. Kitchen. Loosely termed as such, the kitchen is in use round the clock while the Orcish cooks prepare meals for the troops. The most common items "listed on the menu" are Nazotbajaga, Fâtoftbajaga, and Tarbâmbajaga (loosely translated as Hot Muck, Cold Muck, and Furry Muck). The favorite desert is Bagalmabloz. Several damaged cupboards contain skewers, cleavers, pots, pans, hammers, pliers, saws, and other tools. A rack on the east wall contains several Orcish spices of unusual and unknown origin (all having unusual flavors). A pen of rats is kept in this chamber to suppliment the food supply. It is constantly restocked by guards returning from duty on the stair. In the northeast corner, a trapdoor leads down to the upper water tanks (#St4) with a side room that provides cold storage. Carcasses of various animals and prisoners are stored here along with vegetables, wine, ale, and other such necessities. Another pantry stores the primary food source of the garrison: mushrooms and other forms of fungi.

F4. Barracks. The large chamber provides sleeping accommodation for the 500-strong Orcish garrison of Barad-wath. Overcrowded and cramped, the cesspool provides comfortable resting quarters for those of Orcish descent. The layer of garbage that litters the floor can be dated in a method similar to that used for trees (counting the rings). Some of the oldest litter harkens back to the original garrison. The overpowering reek of the chamber is matched only by that of the adjacent latrine. It is not uncommon for the body of an Orc, thought to be a deserter, to be found buried beneath one of the garbage mounds. Discipline is maintained through the presence of four massive Troll guards. Sleeping is disorganized, and occurs in the less messy areas of the room. Most Orcs pile together in several disgusting and snoring heaps.

F5. Greeting Chamber. The straight stair (#S2) connects the entry chamber (#S1) to this room. The tower's secondary defenses are focused here. All doors accessing the greeting chamber can be sealed and barred, and arrow slits are present in all surrounding walls. As a result, anyone except extraordinarily recognizable individuals (such as the Nazgûl and certain commanders) moves very quickly across this space. An unwary warrior often becomes the focus of a vigorous game known to the Orcs as Kalog-jog-marrhom (Or. "Shoot the Slow Fool"). The straight stair rises into the center of the room, giving an attacker no cover (aside from the stair itself).

F6. Weapons Room. Numerous spears, scimitars, bows and arrows, as well as a plethora of other Orcish weapons are found in racks and strewn about the floor. Shields bearing the symbol of the Eye are stacked in the corner. A single Troll guard maintains watch over this room to prevent Orcish thievery.



F7. Orcish Temple. Normally the doors of this chamber are locked, with the keys in the possession of the High Priest residing inside. The doors of the shrine are thick red metal, containing locks which are Very Hard (-20) to pick. Upon the arrival the Nazgûl Ren, the red doors were painted black. The front of the room bears a black silk tapestry emblazoned with the Lidless Eye. The High Priest sleeps on the floor at the foot of an eye shaped altar. The altar itself is set on a dark, raised platform and has been the site of innumerable sacrifices to the Dark Lord of Barad-dûr. Several items of great value are stored in this unholy temple to be used in the elaborate and vile rituals of the Orcs. The most notable of these is the Skull of Krâzgûrtha, the gold plated remains of an ancient warrior who fell in the Battle of Unnumbered Tears (1.A.). It serves as a x5 power point enhancer, and allows the holder to maintain the attention of all occupants of the room.

F8. Landing. Eight Mannish guards stand watch over the access point to the rest of the castle. The Orcs are allowed up only to preform sentry duty on the outer walls and patrol the surrounding area.

F9. Flood Control. Located in this room is the master set of controls for the water trap. The controls may be overridden by someone with access to the actual counterbalance (via the service tunnels, #ST4). Only the commander or his lieutenants are allowed to enter this room. All others face the penalty of death (and a slow and painful one at that). To assure security, the door is made of solid steel and bears a lock that is Extremely Hard (-30) to pick.

10.25 THE INNER COURTYARD

The inner courtyard (IC) provides access to the rest of the castle and is the first portion to display the Mordorean style of design. A short staircase from the foundations (#F8) surfaces here, while another descends to the outer courtyard (#OW1). A massive portal opens into the lowest level of the Mannish keep (#MK1). The walls appear roughly hewn, although, if examined closely, evidence of careful carving is present. The straight sections of wall are fifteen feet high and seven feet thick. The round corner pieces have thinner walls (4'), 10 arrow slits, and provide a good field of fire across to the outer wall. Smaller sections have been hollowed out along the rest of the wall to provide full bow coverage (25 slits along each side). Only Men patrol this inner court, though Orcs must be shuttled through for night patrols and guard duty.

10.26 THE OUTER WALL

Also of Mordorean design, the wall is incredibly thick, measuring 25' thick at its base and standing 30' high. A wide sentry walk provides ample room for the defense of the castle, and serves as a secondary landing area for Fell Beasts.

OW1. The Outer Courtyard. The Mannish guards are stationed in wooden barracks located at the foot of the outer walls. Wide flagstones form the floor of the courtyard and are constantly swept by the Orcs (usually Urgdug). Mannish patrols are maintained during the day and evening. The dark hours require the services of the Orcs, though eight fires keep the outer courtyard dimly lit. Weapon practice and marching drills transpire here to keep boredom from growing oppressive.

OW2. Garrison Barracks. The barracks provide sleeping quarters for three hundred soldier, but only 200 beds are filled. The comfortable bunk beds are neatly made, with personal items stored in chests at the foot of each bed (Hard, -10, to open). In contrast to the Orc sleeping quarters, the Mannish barracks are very neat. Highly disciplined, these soldiers are spit-and-polish shining examples of crack Mordorean troops. Yet due to their isolation, they have never seen combat as a unit. Only a percentage (35%) have been previously involved in battle.

OW3. Mess Hall. The dining hall is quite tidy. Three long tables and accompanying benches provide accommodation for all of the regular Mannish troops. Meals are served punctually in shifts at the crack of dawn, high noon, and with the setting of the sun. The Men line up and file along the wall adjacent to kitchen where they are served buffet style. A few soldiers are volunteered to serve their comrades and help in cleaning up afterwards. Food is composed of primarily the same ingredients as those of the Orcish swill, but it is much better prepared and digestible. The rat-and-mushroom stew is often supplemented by shipments of vegetables and venison, with ale being served on special occasions. The Men also keep chickens and rabbits for special occasions and must constantly guard against ever-devilish Orcish coop-raiding.

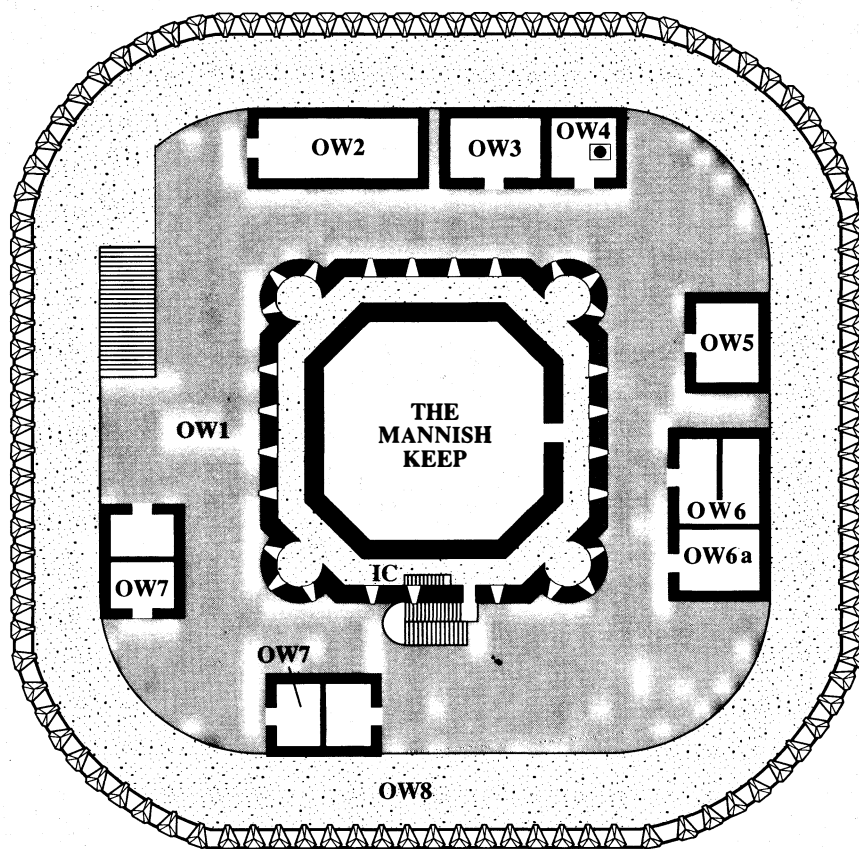
OW4. Cookhouse. Connected to the mess hall, this kitchen is extraordinarily clean. Eleven cooks labor over an assembly line. Five big cauldrons (3' diameter) are suspended above a long firepit which runs the length of the chamber. The cauldrons can be moved along a suspended track, thus allowing easy serving to the lines of hungry soldiers at the serving window (connecting to the mess hall). The head cook personally prepares the meals of the Mannish commanders, using separate facilities located at the far end of the room. Counters line the remaining walls, with numerous cupboards containing innumerable pots, pans, and utensils. Two large cleavers are set aside to fend off any Orcish raiders, and have proven to be effective deterrents. A permanent guard of approximately ten soldiers keep vigil over the kitchen.

OW5. Chicken Coops and Rabbit Pens. Numerous chickens and rabbits are raised in these pens to supplement the dreary diet of the Mannish garrison. The outer stone walls of the covered pens are protected by four-inch spikes set five inches apart in a regular pattern. A single heavily-barred window provides ventilation for the prized stock. A heavy wooden door, also imbedded with spikes, is double-locked and Very Hard (-20) to open. The chief cook, head guard, and garrison commander possess the only keys to this fortified pen. Additionally, two guards sit watch on top of the coop, while two more remain by the door and window.

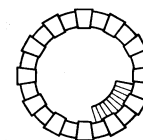
OW6. Food/Weapon Supply House. Almost as heavily guarded as the rabbit pens, special foods and Mannish weapons are stored in two long, adjacent rooms. The third room in this building provides accommodation for the garrison commander. The weapons supply store holds spears, bows, broadswords, and innumerable arrows. Armor is also stored here, along with shields and repair material. The back half of this room functions as a blacksmith shop for both the Orcs and Men. The accompanying food storage room is set apart from the other two and holds similar defenses as the chicken coop (minus the spikes).

OW6a. Garrison Commander's Quarters. This richly appointed room provides luxurious comfort for the Mannish garrison commander. It is the nicest chamber in the castle, save those used by visiting lords or the occupying Nazgûl. Several weapons of ancient and noble lineage adorn the walls, along with finely woven tapestries. The decor reflects the commander's eastern heritage, and conceals a substantial cache of rare liquors. All of the commander's personal belongings are secured within these guarded chambers. Items, save those displayed on walls, are carefully hidden in false walls and furniture (ranging from Hard, -10, to Sheer Folly, -50, to detect). The lock on the door is Extremely Hard (-30) to pick, and is trapped with a poisoned barb which is Very Hard (-20) to detect and Hard (-10) to avoid or disarm (the poison is concentrated 10th level Jeggä).

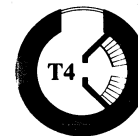
BARAD-WATH



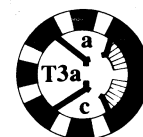
THE COURTYARD



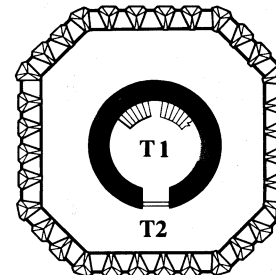
LEVEL FOUR



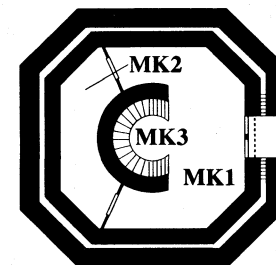
LEVEL THREE



LEVEL TWO



LEVEL ONE



THE MANNISH KEEP

OW7. Fell Beast Stables. Each of the stables can house two Fell Beasts, which are separated by a thick, sturdy wall. The flying steeds are led up and down the stairs (by their very nervous keepers) to the outer wall from which they take off and land. Only one beast is normally kept in each stable, though there is always one available for a visiting lord. Should a mount be required, it will take (on average) twenty minutes for the creature to be roused, bridled, exercised, and fed. At the end of this time, the eager beast will be awaiting its rider atop the outer wall.

OW8. Sentry Walk. The walls are heavily adorned with grotesque sculptures, gargoyles, and sharp fang-like parapets. Eighteen chests occupy the inner perimeter of the wall. Each is locked (Hard, -10, to open) and holds 200 arrows in a wooden case, climbing equipment, and a sturdy rope ladder. The ladder is used to give the patrols the means to descend to the surrounding landscape. At any given time, eighteen guards are posted upon the walls, as well as a squad of nine soldiers who patrol the nearby slopes. Defense of the walls is provided by archers, as well as eight cauldrons fixed to the sentry walk. These vessels hold burning or boiling oil which can be poured into gutters which run the length of the walls and empty through the mouths of the gargoyles onto the hapless attackers below. The siege defenses have never been used and are probably unnecessary due to the Barad-wath's lofty position and the surrounding brambles.

10.27 THE MANNISH KEEP

MK1. Great Hall of Burzshmat. Within this lofty chamber, the elite guard of the castle's lord stand watch to preserve the security of the tower above. Access to the hall is obtained via a squared tunnel (20' wide and 20' tall) that pierces the double outer wall. The entrance to the interior chamber is protected by double bronze doors at either end of the entry corridor. Each door is emblazoned with the symbol of the Lidless Eye and is secured (from the inside) with four sturdy oak timbers. Within the tunnel an additional set of steel portcullis and a 1200 pound deadfall effectively seal the inner keep from unwanted entry. Controls to lower both the portcullis and the deadfall are located within the central stair chamber and can be activated by any member of the elite guard.

The outer walls of this hall are twenty feet thick, and are composed of jet black stone. A corridor circles the entire great hall, possessing arrow slits overlooking the inner courtyard. The outer face of the keep walls is adorned with the glowing effigy of the Sauronic Eye on each side. The Eyes are each five feet across and composed of a magical and rare crystal-metal that burns with the very fires of the earth. During the winter months, the Eyes of Barad-wath can be seen from as far away as Ostigurth.

The decor of the great hall is dominated by the awards, battle honors, and decorations commemorating the exemplary performance of the elite guard. The most prominent colors include black, red, gold, silver, and bronze. Ceremonial armor and weapons are hung in places of honor, along with the ever-present symbol of the Eye. The banner of the unit is woven into a gaudy flag, featuring a black skull entwined with a red serpent. The riches of this room rival the treasures of many noble lords of the West, with rough net worth of nearly 10,000gp. Without the direct permission of the tower's lord, none may pass the great hall.

MK2. Rangers' Quarters. Living behind the vast hall of Burzshmat are an extremely well-disciplined and deadly group of warriors. Barad-wath, high upon Orod Rauveleg, inaccessible and isolated, is one of Sauron's training centers for elite rangers. Upon completion of training, the graduates of Barad-wath are sent into southern Gondor, Harad, and Umbar to further the Dark Lord's interests. They sleep on functional cots, under the strictest of

discipline, on the most rigorous of schedules. Eighteen members of the Rangers' Guard are on permanent assignment here, with an additional twenty trainees (drafted from peoples under the Dark Lords sway). The majority of the contingent will be out of the castle at any given time, performing such training missions as rock climbing and wilderness survival. These troops do not partake in the regular watch duty, but are required to stand guard on the roof of the main keep. The regular garrison of Barad-wath regard the Rangers as spoiled favorites who have weaseled their way into a position of relative power.

MK3. Stair. The stair to the tower above spirals up in the center of the keep. A brilliant red carpet covers the treads, with golden tassels hanging over the edge. A brass railing guards each side of the stair, which overlooks a great 20' wide polished mosaic of the Lidless Eye on the black marble floor of the great hall.

10.28 THE TOWER

Comprised of four separate levels, the Tower of Barad-wath stands atop the Mannish Keep. It provides accommodation for visiting lords, as well as housing the Nazgûl Ren the Unclean. This tower is of Sauronic design, although it mocks the general shape of the Gondorian fortresses. The walls are smooth and polished, and the upper parapets are squared, contrasting strongly with the carnivorous designs below. A vast scarlet flag flaps in the foul winds above the Tower of Shadow; it bears the symbol of the Eye against the silhouette of a black, Demonic mountain.

LEVEL ONE

T1. Chamber of the Nine. This room reflects the rich nature of the tower's master. Many Chey treasures are displayed upon the walls, which themselves are polished black with veins of red and gold snaking in odd patterns. Nine great tapestries hang on the circular walls, each representing one of the Ringwraiths. When a Nazgûl stays at Barad-wath, the torches flanking his corresponding tapestry are set alight. The symbol adorning each tapestry and its corresponding Úlair are as follows:

Witch-king A burning crown set over the Eye.
Khamûl A Dragon encircling the Eye.
Dwar A great red hound baying at the Eye.
Indûr The Eye enshrouded (but not obscured) with a cloud.
Akhôrahil The Eye surrounded by a sheath of lightning.
Hoarmûrath The Eye formed from ice.
Adûnaphel A fell turtle with the Eye upon its back.
Ren The Eye surrounded by a circle of flame.
Ûvatha A horse breathing fire and bearing the Eye.

A golden ring is imbedded in the floor before each tapestry, with a great single ring connecting them all together. A large golden throne rests in the middle of the hall, with its back facing the door that exits the tower onto the upper courtyard. The throne is keyed to the Nazgûl. Anyone so foolish as to sit in this chair is immediately subjected to 1-10 "E" Electricity crits (*MERP*: 1-10 "E" Heat crits) in addition to a +100 point-blank fireball attack (confined to the chair).

T2. The Upper Courtyard. Four elite guards are stationed outside day and night. The walls are surmounted with typical fang parapets. Two fires serve as landing lights for incoming emissaries. Exceptional dignitaries (i.e., Lords of Mordor) land their Fell Beasts on this level and then command their mounts to fly down to the outer wall.

LEVEL TWO

The guest chambers of Barad-wath contain riches rivalling those of most Adan kings. Each holds a great bed, a large desk, a bath, and several wardrobes and chests. Entry into the luxuriously appointed rooms is barred by gold-plated, magically strengthened oak. The doors bear the symbol of the Eye, are mystically sealed, and open only to the touch of the proper guest. Each door is Absurd (-70) to open, and each possesses a special ward against intruders. The guest room windows are protected by steel-shutters (Very Hard, -30, to open, and 2' wide by 4' high). The panes are one inch thick and colored to depict a flaming sword. Anyone tampering with or entering the window is subjected to a +70 *RMCH* Dark Law *Darkfire Bolt*, a bolt of coruscating black fire that shoots from the window frame. Treat as a *Lightning Bolt* that delivers Cold ("A-J"), Electricity (secondary on "F-J"), and Impact (tertiary on "H-J") criticals.

T3a. Guest Chamber. An intruder (anyone other than the occupying lord and the cleaning staff comprised of the elite guard) attempting to gain entry will be subject to a 30th level *RM* Mind Destruction *Mind Break*, which will render the victim into a blithering idiot; he can be led around but can take no action (1 day/10% failure). Several Númenórean and Chey artifacts decorate the chamber. A large gold and silver encrusted oaken four poster bed with black and red silk sheets and matching canopy rests upon a 1' high dais. Garish decorations are found throughout the room; the desk, chairs, and tapestries all possess a degree of gaudiness. A small cabinet contains several choice wines from the far reaches of Endor. The desk is secured against unwanted eyes, and its drawers are Sheer Folly (-50) to open. Most notable of the guests who have stayed in the room are Adûnaphel and the Angûlion.

T3b. Guest Chamber. This room is reserved for the most distinguished of the Barad-wath's guests, and its wards are among the most gruesome. The Úlair Ren had this door enchanted so that it will release a 30th level (with an additional -50 to the victim's RR) *RM* Black Channels *Black Finger*, the spell erases the facial area of the victim. The victim will die of asphyxiation unless an opening is created or some means to cancel the effects are found quickly. Beyond this cruel door is the richest of the three guest chambers. A great throne, carved from obsidian and inlaid with gold, rests near the window beside a great polished culvorn (S. "Red-wood") desk. Any unauthorized tampering with the desk will result in the perpetrator's memory stat being reduced to 1 (30th level attack, any system). The locks are Sheer Folly (-50) to open. The second time the desk is disturbed (by the same individual), the tamperer is subject to a 40th level *RMCH* Death Mastery *Organic Disintegration* (courtesy of the Witch-king), which disintegrates his body and any possessions made of organic materials on his person. This room has accommodated the Úlair Khamûl, the Mouth of Sauron, and the Úlair Ren during visits from the Witch-king.

T3c. Guest Chamber. When tampered with by an intruder, the door releases a 30th level *Aging True*, causing the victim to age one year per minute until dead. Should those possessing immortality (Elves, Half-elves, Orcs, etc..) be subject to this curse, they will dehydrate and wither to the point where nothing but dust remains (this awful process takes two hours). The most unusual and (relatively) stark guest room, this chamber was designed to accommodate Araudâgûl and other disturbed, but distinguished, guests. The furniture is carved of onyx and is affixed either to the walls, floor, or ceiling.

LEVEL THREE

T4. Ren's Chamber. A large set of gold-inlaid double doors mark the entrance to the personal chamber of the castle's lord. Upon this door is a 30th level *RM* Sense Control *Sense Control True* that will affect anyone who attempts to force entry. The spell causes its victim to unconditionally believe that he is aflame, feeling intense, searing pain (the victim will lose 30 hits per round until unconscious). However, this sensation will begin again upon reaching full hits (victim gets another RR) in a continuing cycle of torment. Filled with Chey memorabilia, Ren has decorated his room to suit his idiosyncracies. A large stained glass window in the shape of Sauron's Eye looks northeast across the plateau. The window has been enchanted to allow the Nazgûl to see across the plain as if he were a normal man, ignoring the obscuring haze and magnifying the view (up to 60x) as desired. The window itself is very large, measuring 10' wide and 8' high, and opens downward at the mental command of any of the Nine.

In the middle of the floor, a brass ring secures a leash for the great mount of the Nazgûl. When attached to the collar, it renders the beast unconscious, though if provoked the creature will awaken. Should the need arise for Ren to leave the castle, he unleashes the Fell Beast (thus awakening it), opens the window of the Eye, and flies out upon the back of his steed.

The chamber's furnishings are grouped around the launching/landing area. A great black throne inlaid with mithril sits against the wall, and restores 1 PP/minute to any user of the Black Arts who sits in it. Though Ren does not require a bed, a great Chey throne-bed, carved of gold-inlaid gyrawood and appointed with black silk sheets, rests on the southwest side of the chamber. Ren often rests here when pondering strategies, patiently conjuring up new plots for his dark master. Many Chey artifacts are displayed in cabinets, on small tables, or hung on the walls. Some of these items are keepsakes that Ren has collected in his travels and conquests. The most notable are:

- An intricately decorated horse lance given to Ren by Ûvatha in the days of their cooperation against the Kargaris Ahar. It is a +20 weapon, and fumbles only on a 01 or 02.
- The Sword of Ahar, taken at the defeat of the Kargarim from the side of their fallen King. It is a +25 adarcer two-handed blade, and it delivers an additional Cold critical of two levels less severity.

Numerous tapestries decorate the room, including an identical silk version of Ren's personal symbol found in the Chamber of the Nine (#T1). A wide desk made from black marble with red streaks rests to the right of the bed. Numerous maps, charts, and plans are often laid upon its surface, all written in Morbeth (Tengwar letters), and encoded for Ren and his high commanders. If anyone so much as glances at these pages, they will receive a 25th level *Rune of Burning*. The victim is immolated in magical fire that will affect only them. The victim must make a successful RR or take an "E" heat critical every round (RR allowed each round to attempt to break the spell) until he is consumed.

LEVEL FOUR

T5. Tower Top. Permitting a commanding view of the surrounding land, the top of the tower is off limits to any other than the elite guards, commanders, and the Úlair Ren himself. Lying atop a six foot dais, in the center of the tower's roof, rests a great lantern. The beacon is visible from Barad-dûr and can be rotated, thus directing the signal. A great pole rises 36 feet above the keep. Adorned with the symbol of the Eye, this massive flag flaps in the foul winds swirling around Barad-wath.

11.0 OSTIGURTH

Ostigurth was the center of power in Gorgoroth during Sauron's secret return. (The city continued to fulfill this role even after Minas Ithil was taken in T.A. 2002.) As the headquarters for Mordor's factions, it witnessed many meetings between the Nazgûl and the Lords of the realm. Its central location on the edge of Núrn, Gorgoroth, and the adjacent Angûrath slave mines made it one of the most strategic spots in the Black Land.

The City of Death is aptly named, for no other place, not even Minas Morgul, possesses the deathly ambience of Ostigurth. The corpses of hundreds of victims from the hellish mines of Angûrath are transported daily to the Valley of Death. Unless consumed by the Orcs, they are incinerated upon huge smoking pyres. The skeletal remains are then strewn across the valley floor and throughout the Orcish caverns or embedded into the walls of the fortress and the surrounding cliffs. Live captives that have proven uncooperative or useless are hurled at the jagged walls of the valley (which have been adorned with many foot-long, barbed spikes) from the catapults located in the Mannish district. This activity is sufficiently popular among the inhabitants of Ostigurth that many Orcs will venture outside in full daylight just to jeer at the hapless victims. The resultant suffocating stench of death is so overpowering that those unaccustomed to its reek are usually incapacitated by nausea.

Intense competition characterizes the lives of the city's inhabitants. Men and Orcs alike make daily assertions of their power lest they be supplanted and cast down to a lower position. Possession is the entirety of the law, and disputes are settled on the spot by those involved, usually to the amusement of the surrounding crowd. Rioting is prevented by the overriding presence of one or many of several figures of great power (e.g., the Nazgûl) who often reside within Ostigurth.

Following the taking of Minas Ithil, the City of Death remained one of the most important sites in Mordor due to its strategic location. After the departure of Khamûl and Adûnaphel in T.A. 2951, Lord Tónn Varthkûr of Near Harad ruled Ostigurth until the fall of Sauron. Two Orcish leaders (Râshkûk and Dogdorût), one from each of the confederations concentrated near the city, grudgingly served Lord Varthkûr while more willingly displaying their authority over the Orcish portions of the mixed population. Among the Torog warclan of Ostigurth, the Olog Kruxtôgg reigned, ruling his dim and violent brethren with a brutal and uncaring hand.

Orcs, Trolls, and Men live in separate districts in order to prevent fighting between the groups. In T.A. 1640, Ostigurth had a population of 2,560 individuals (1,700 Orcs, 800 Men, and 60 Trolls). However, in the years before the War of the Ring, additional influxes of Men and Orcs increased the population to well over 50,000 individuals (most of whom occupied encampments before the city's gates). All traffic through the Gap of Núrn stops in Ostigurth before continuing onward.

11.1 A HISTORY OF THE CITY OF DEATH

Constructed early in the Second Age, Ostigurth was built at the terminus of a short canyon. Its steep, black walls provided an excellent defensive barrier as well as shelter from Mordor's clouds of volcanic fumes. The original inhabitants were the Orcs, infesting the tunnels and caves throughout the encircling vale. Sauron's need for Mannish warriors and workers created a steady flow of traffic northward through the Gap of Núrn. The new recruits often camped in the foothills of the Ered Angurath. Eventually, the site gained a wall to shield the travellers from the Orcs. As Sauron's

power grew, the fortification expanded to become a city focused on the training of troops. Construction culminated with the completion of the Tower of Blood (Barad Sereg). The evil nature of the settlement gave rise to the name of both the valley (Gurz-gropor or Imlad Gurth) and the city (Kûtot-vâdök or Ostigurth).

The original forces of Ostigurth were destroyed in the Battle of Dagorlad. Summoned by Sauron, the city's warriors faced the Last Alliance as it besieged Barad-dûr. The victorious Host of Men and Elves razed the Tower of Blood, and left the City of Death to its ghosts. The ruins stood vacant for the next sixteen hundred and thirty five years. Timidly, the Orcs from the Mines of Angûrath began creeping back to the adjacent caverns. The arrival of Gûrthlug in T.A. 1637 signalled the beginning of an ordered restructuring of the military site. The female Pertorog divided the city into separate sectors to accommodate Orcs, Trolls, and Men in segregated groups. Under orders from Sauron, she started the reconstruction of Barad Sereg a year later. The tower reached completion just as Khamûl arrived to take command and to confer with his fellow Úlairi.

Ostigurth's structures, excepting the Tower of Blood, were constructed from the dark volcanic rock at hand. A rarer crimson stone found deep within the mountains' roots was quarried for use in Barad Sereg alone. The finished tower resembled a huge humanoid skull of bloodied bone from whose crown rose a wicked, black spike. Fires kept alight within the tower's eye-socket windows completed the illusion that Demonic life animates the skeletal head.

Upon the fall of Sauron and the destruction of the One Ring, the surrounding walls of the vale collapsed, sealing the City of Death in a rocky tomb.

11.2 OVERVIEW

Although three races populate Ostigurth, the largest concentration of Orcs and of Trolls dwell in the cavern complexes adjacent to the city. The barracks above ground are reserved for the elite among the Yrch and the Tereg, as well as the entirety of the Mannish forces. The canyon outside the city walls, the passages within these defensive ramparts, and the sewers below the city are entered only in numbers or avoided completely.

THE IMLAD GURTH

Cradling the evil city, the floor of the Imlad Gurth moves outward to the Gap of Núrn in a narrow trough of jagged rock. Raised roads enter the vale from the north and south, hugging the canyon walls. Large, guarded caves mark the entrances to the two Orcish holds that sprawl beneath the surrounding peaks. Great coal pyres, smouldering beneath a layer of corpses and refuse, bathe the canyon with a continual eerie glow. Their smoke creates an acrid haze which hangs in the air for long periods of time before weak southerly winds clear it away. A small stream winds through this savage terrain, creeping under two bridges before expiring in the grasses fringing the soil outside the canyon.

No guard regularly patrols the valley, but only the well-equipped, the foolhardy, or the numerous travel through the area at night. Some of those who perished within the vale do not sleep well. These Undead wander the canyon in search of the living (although they rarely enter the city or the caves). The ghosts and ghouls are comparatively weak, but their presence provides an adequate watch in the Imlad Gurth. When necessary, the Úlairi restrain the canyon haunts or incite them to more pervasive activity.

THE CITY WALLS

These thirty-foot thick walls rise to a height equalling their width and are crowned by a wide walkway. They encompass the entire city and divide it into separate districts. The walls themselves are hollow and contain additional barracks and supply rooms. The dank, dark passages are a haven for disease and vermin, and are generally avoided by the Mannish contingent. (Orcs delight in exploring this treasure trove of filth.) Patrols complete the circuit of the sentry walk regularly. Collections of heavy debris are piled at irregular intervals, to be used by the guard to quell unruly and unwanted activity on the streets below.

THE SEWERS

Running beneath the city itself are a number of small passages designed to carry the volumes of waste into the depths below to huge subterranean cesspools. Water is diverted from the mountain springs into wide troughs that spread out below grade. Slaves move much of the waste into the troughs, where it is washed downstream into the depths, several hundred feet under Ostigurth.

11.21 THE LAYOUT OF OSTIGURTH

1. The Main Gate. A fairly elaborate structure, the main gate is a series of six large portculli and two sets of sliding steel doors. The adjoining towers monitor all activity passing through the entrance. Atop the walls, guards walk back and forth. From beneath the gate, a small stream spills down the black stone and eventually snakes its way into Núrn. The streambed contains an unnatural tint that gives the water an evil grayish hue. Few visitors to Ostigurth are turned away in the daylight hours, although those not on official business must pay an arbitrary (and unfair) toll.

2. Common Sector. The only area of the city that possesses a true residential character, this district is home to the Mannish infantry. Several wells, armorers, butchers, chandlers, and other shops are present. Access to the other precincts is not easy, since special passes are required in order to travel between gates (unless authorized by command). Three disciplinary catapults are located near the wells.

a. District Commander's Residence. This is the traditional home of the district commander. It is a modest accommodation, though lavish compared to the rest of the city's structures. A permanent guard of five soldiers watches the townhouse.

b. Barracks. The wood structures hold 50-100 soldiers each, as well as eating facilities. Each warrior possesses a bunk and a small wooden chest containing his personal possessions. The barracks are sparsely furnished and kept spotlessly clean.

c. Taverns. Rough-looking, yet solidly built, these watering holes are among the most dangerous of their kind. Muscular and aggressive tavernkeepers maintain a general sense of order, but brawls are commonplace. Cheap, harsh, and exceedingly potent fermented brews are the only item available on the menu.

d. Wells. Though the water is of poor quality by normal standards, it is the best to be found in Gorgoroth. Great pains are taken to ensure security of the water supply: tampering is punishable by death (with no trial), and the only delay in sentence depends upon how far one is away from the catapults.

e. Stables. The stone structures house the garrison's mounts.

3. Arena. Capable of holding up to 1,500 individuals, the arena sponsors events once each week. Usually prisoners are selected to participate in gladiator-style tournaments, although nonhuman opponents are not uncommon. Only those possessing high status or wealth are able to attend these most popular spectacles.

4. Mannish Garrison. The men of this district hail from Harad and Khand. It is the most dangerous Mannish precinct.

5. Food Stores. Housed within large and well built warehouses, a wide variety of goods are stored here. The stock includes food, weapons, armor, tools, and all manner of miscellaneous items. The warehouses are heavily guarded and always patrolled. It is assumed that the presence of the watch and associated penalties are sufficient to prevent theft, and only a marginal attempt is made to keep track of the inventory.

6. Training Area. In order to whip the recruits into shape, Ostigurth's training field is equipped with some of the most challenging exercises existent. It is not uncommon for soldiers to lose their lives while performing maneuvers, and it is that possibility which promotes a high level of quality in the troops. Cavalry tactics are practiced, as are marching formations and minor skirmishes. Should the need arise for visiting dignitaries to land a flying mount, this area is used as a runway with stable facilities provided at the southern end.

7. Elite Orcish Garrison. Kept intentionally separate, the Orcs that stay here are among the best to come from the adjoining caves. Only those of Uruk and Gûsmuras origin are allowed to reside here, and few are allowed to leave (save in times of war).

a. Barracks. The stones of the barracks carry a thick layer of dust and dirt, but no cracks or crumbling corners imperil their structural integrity. Nothing save straw pallets are provided for sleeping, and the Orcs squabble hourly over which mat belongs to which Orc.

b. Tavern. Constructed from stone, the establishment possesses open archways that act as both windows and doors. The Mannish taverns, in comparison, are lavish havens of peace and quiet. A continual whirlwind of brawling Orcs, mugs, chairs, and almost anything that is not bolted to the floor sets the atmosphere in this less-than-tranquil environment. If fighting ever ceases, it usually means that all occupants have either passed out, died, or been rendered unconscious. To enter and leave the bar without sustaining some injury or loss is considered near impossible. Perhaps the only organized and regular activity is the daily arrival of the heavily guarded ale shipment. The tavern is maintained by a family of Olog-hai, trained in both bartending and combat. No attempt is made by the family to halt or interfere with the fighting or moving-target dart games (actually, they throw knives). However, the heaviest Troll has been known to enforce a rather brutal discipline should the bar sustain heavy damage.

8. Hold of the Guard. Surrounding Barad Sereg, several barracks hold the guard of the Tower of Blood. It is the most prestigious position in the Vale of Death, and the occupants have the dubious pleasure of directly serving the High Lords of Mordor. The living quarters for the guard are spacious and comfortable, surpassing in quality even the Gondorian and Elven quarters of the West.

9. Barad Sereg. The generals of the Mordorean host meet within the tower to plot tactics and strategy.

11.3 THE ORC CAVERNS

Snaking through the mountains like cancerous growths, the two goblin colonies of Ostigurth are each home to some 800 Yrch. They are composed of two separate tribes, the Uruk-guniga and the Drepa-hai, who exist in the natural Orcish state of mutual hatred. They resent the existence of a walled city within their vale, but the continual presence of powerful rulers in the city ensures Orcish cooperation. Tribal chieftains enforce the Nazgûl's orders among their subjects. Recalcitrant individuals are disciplined using the catapults of Ostigurth.

The original caverns were a network of ancient lava tubes. When the Orcs arrived, they merely expanded the existing system into a vast maze of catacombs. The tunnels reach from the tops of the surrounding mountains to their very roots. Connecting passages

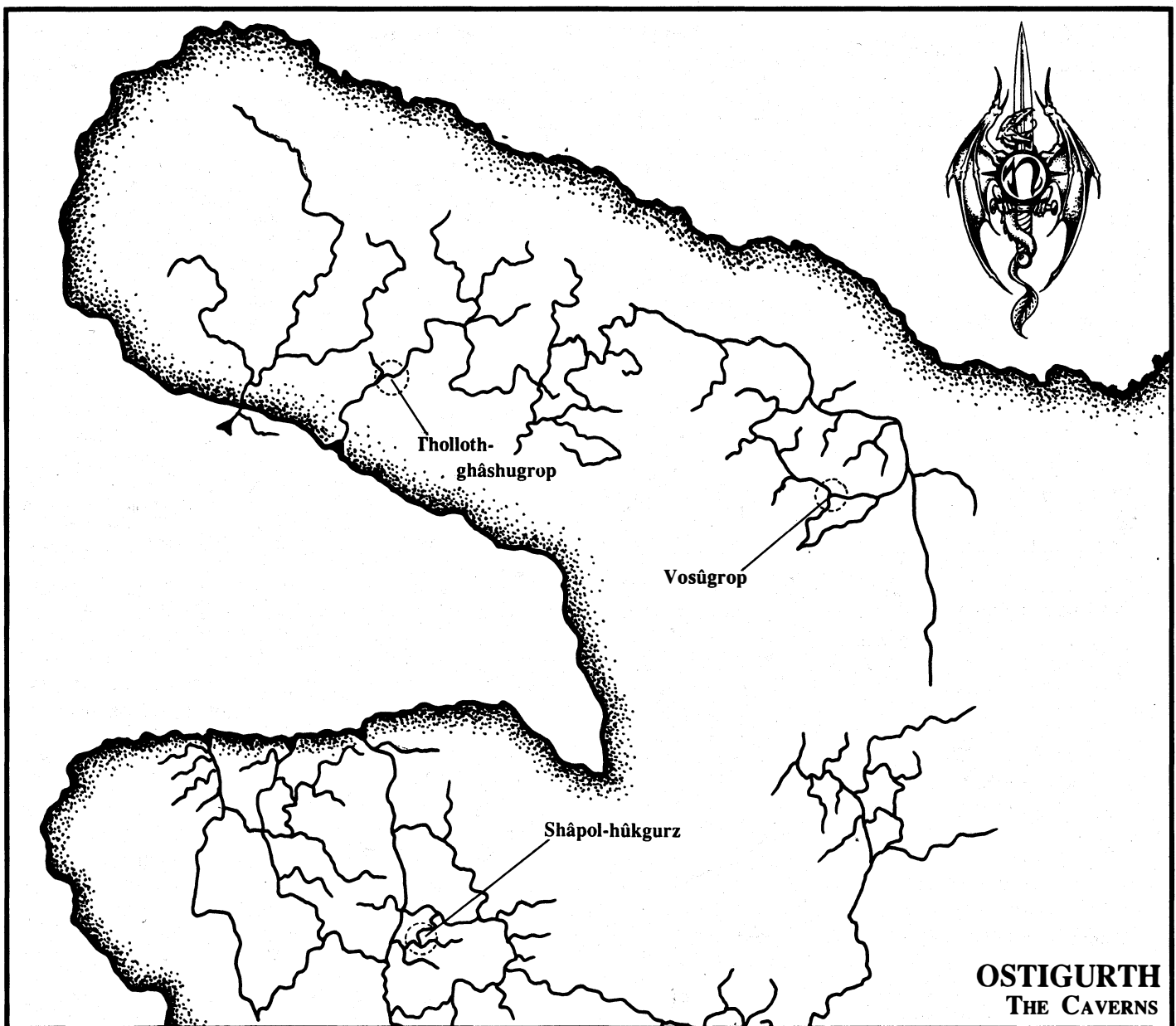
run from the two towns to each other and wind back into the Mines of Angûrath. The caverns are poorly lit (by flickering torchlight or dim glows of phosphorescent fungi), and easy ground for a sneak or a thief. In areas of higher population density, the lighting is brighter, and the noise level is higher. The aggressive Orcs lose none of their feisty nature when thrashing out their daily tasks. Due to the lack of a ventilation system, the caverns are often hazy with smoke, making both breathing and seeing more difficult. In the lower depths, some pockets of methane exist. A stray spark occasionally provides fireworks for the hapless wanderer. (Travel through these areas is more often done with glowing fungi than with torchlight.)

The central hold of the Drepa-hai lies deep within the mountain roots, well protected by a maze of watched passages and guardposts. That of the Uruk-guniga is more accessible. Occasionally, tunnels are excavated from one Orcish town to the other in an attempt to raid the opposition's hoard. Such forays are always met with violent reprisal, and small battles rage for several weeks after a raid.

11.31 THOLLOTH-GHÂSHUGROP

The Uruk-guniga have named their hold Tholloth-ghâshugrop. The central focus of the caverns are a group of extensively carved lava tubes only three hundred feet into the mountainside. Consisting primarily of a network of elaborate lurg caves and breeding chambers, the complex also accommodates the northern throne room where the chieftain of the Uruk-guniga presides.

The rest of the Tholloth-ghâshugrop consists of similar complexes (minus the throneroom). The endless, winding paths reach to the very depths of the Underdeeps and rise up to the cliffs overlooking Ostigurth. In these lofty perches, groups of Orcs (known as cliffdwellers) reside, picking victims (who have been hurled by the catapults) off of the spiked walls of the canyon. Conversely, others of the tribe never see the light of day, and spend their time toiling in the deep mines and dungeons below.

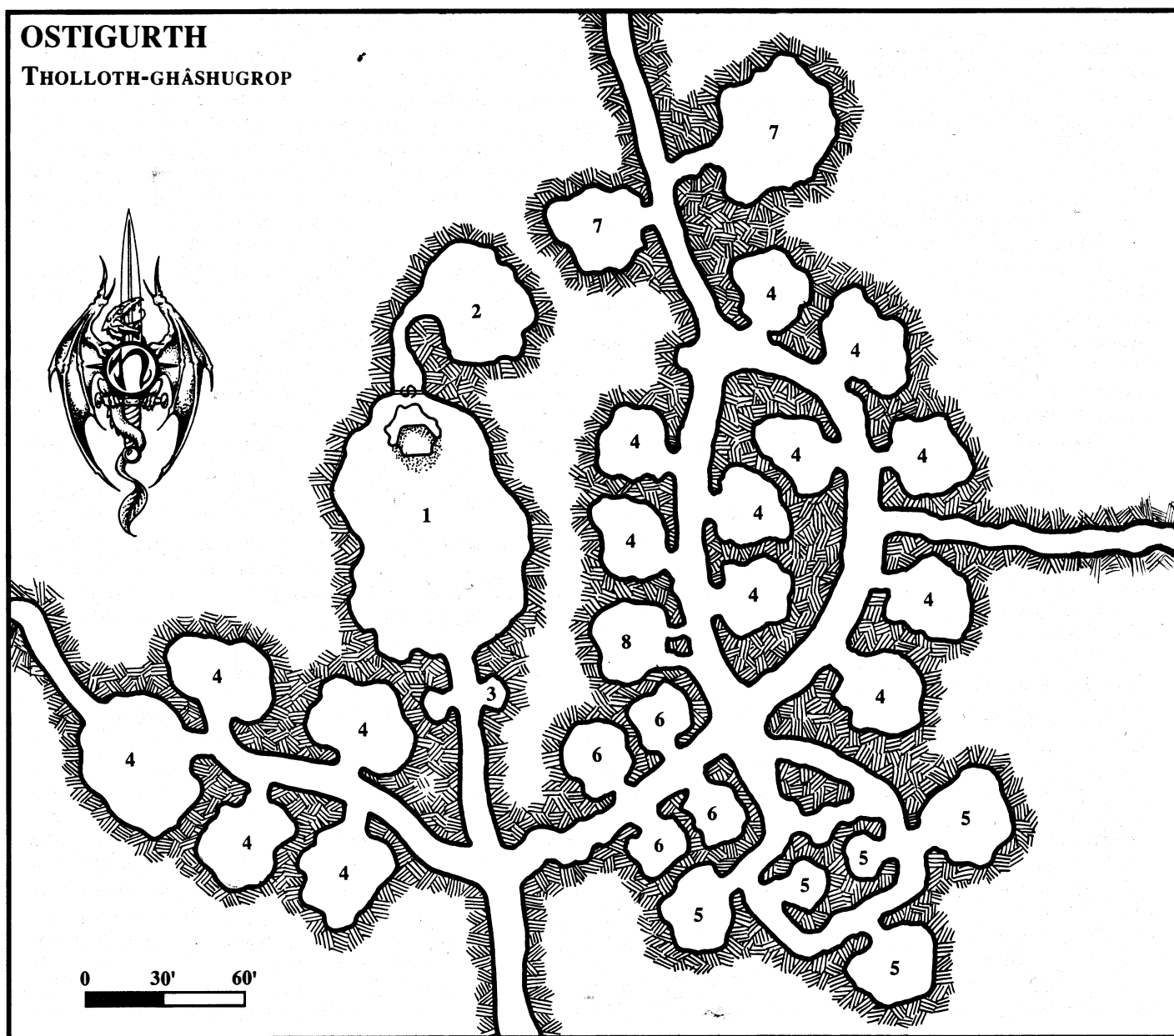


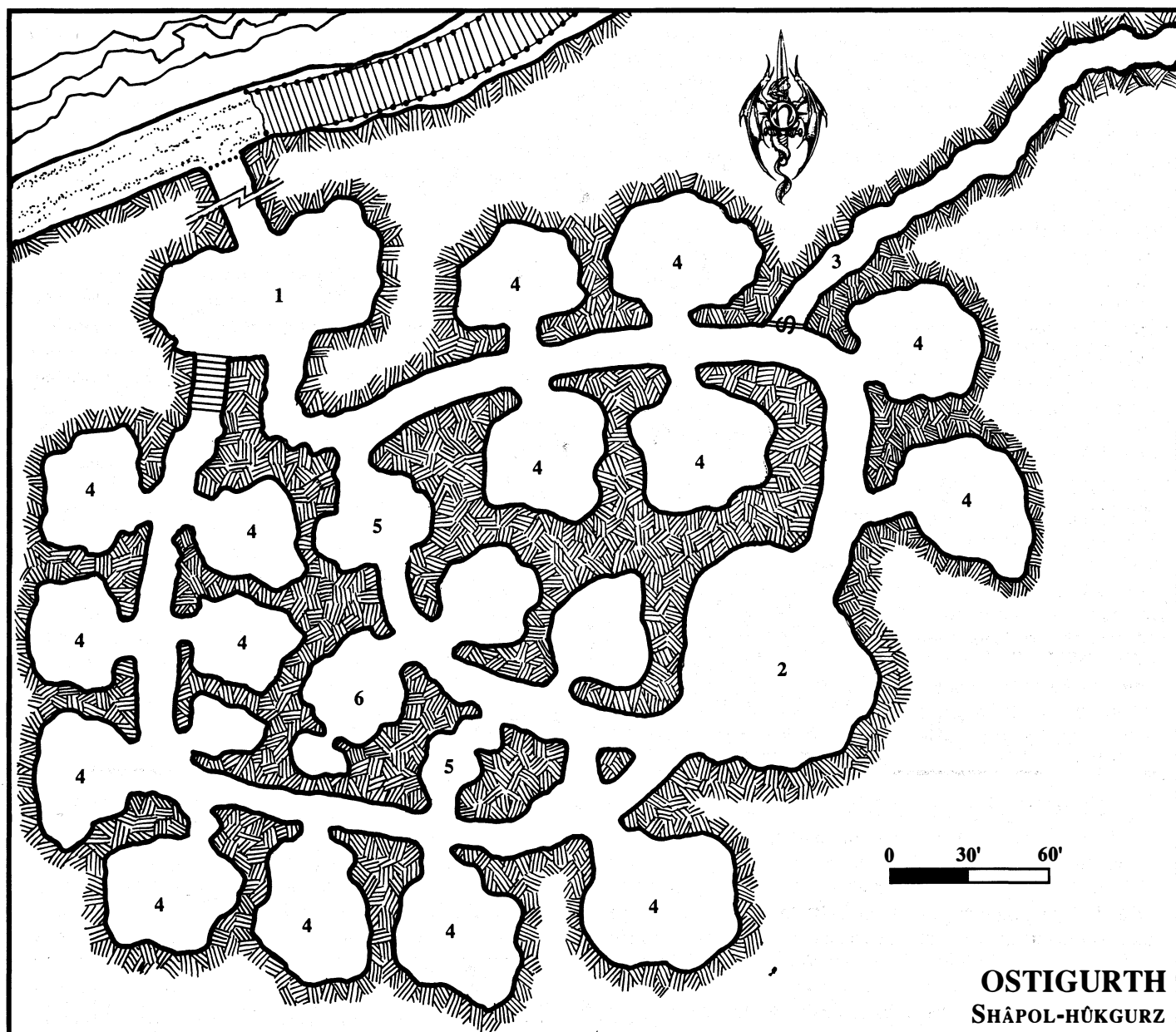
1. Throne Room. Occupying a large natural cavern, the throne of the Uruk-guniga rests upon a natural dais. The massive seat was sculpted from a column of basalt that once supported the cavern roof. The entire room slopes downward to the throne, and is lit by a long series of coal-burning lanterns. The tribe's chief spends most his day in the throne room to emphasize his authority. Since he is a puppet of the Lords in Barad Sereg, his concentration is focused chiefly on the internal affairs of his tribe. Six Olog warriors and 20-30 Uruk-hai comprise his guard. The remaining subjects cower in terror of their ruler's wrath. Though access to the throne room is surprisingly direct for an Orcish hold, Rashkûk takes great pride in the implied insult to the rival tribe. His brashness is not without risk, since several of his predecessors perished due to the placement of the throne room. A small secret door (Hard, -10, to find) travels further into the cave system, allowing access into the Orc-lord's personal chamber.

2. Hold of the Orc-lord. Not even the most trusted servants of the Lord of Rage know of the entrance to this chamber. The room is lavishly decorated with the tattooed skins of vanquished oppo-

nents, and numerous grisly trophies dot the walls and ceilings. Spoils from past expeditions are strewn across the floor, along with just about everything else. Hidden in one corner, a small trap door conceals a chute that leads downward to the breeding pits. The chute is 45' deep, Very Hard (-20) to find, and not a terribly comfortable ride. Given time, an escapee can arm a trap at the bottom, which consists of a series of blades that rise from the bottom of the chute to deliver 1-10 "C" Slash criticals. The chute is also hidden at the bottom, and its opening in the cavern ceiling there is as hard to find as the one at the top.

3. Guardhalls. A watch is present in these rooms at all hours of the day. Located to provide good visibility and access to the adjacent tunnels, the caverns are kept (relatively) bare. Numbers vary, but at least 14 Orcs can be found in here at any time. The only exceptions are the two smaller sentry-posts which guard the entrance to the throneroom. Here, a single elite Uruk stands watch and maintains control over a strong steel portculli, which bars the entrance in times of peril. These chambers were added after the last assassination of the chieftain of the tribe.





4. Lurg Caves. The chambers are multi-purpose and provide eating, sleeping, breeding, and play areas for their occupants. Possession of a private chamber tends to follow a strict caste system, with the stronger and weaker Orcs properly segregated.

5. Elite Lurg Caves. Similar to the lurg caves, the chambers of the elite troops are better supplied.

6. Storerooms. Various rotting and ill maintained supplies lie in jumbled heaps. Given enough time, one could find almost any Orcish item. Armor, clothes, weapons, food, and the occasional Orc may be found amongst the ceiling-high mess.

7. Wolf-pens. Two sets of steel bars block the entrances in order to keep the occupying wolves from wandering. The wolves are fed live victims, thrust into the area between the bars of the outer portcullis. The outer gate is closed, and the inner opened, allowing the wolves access to their quarry. The inner gate is closed while the beasts are held at bay with polearms.

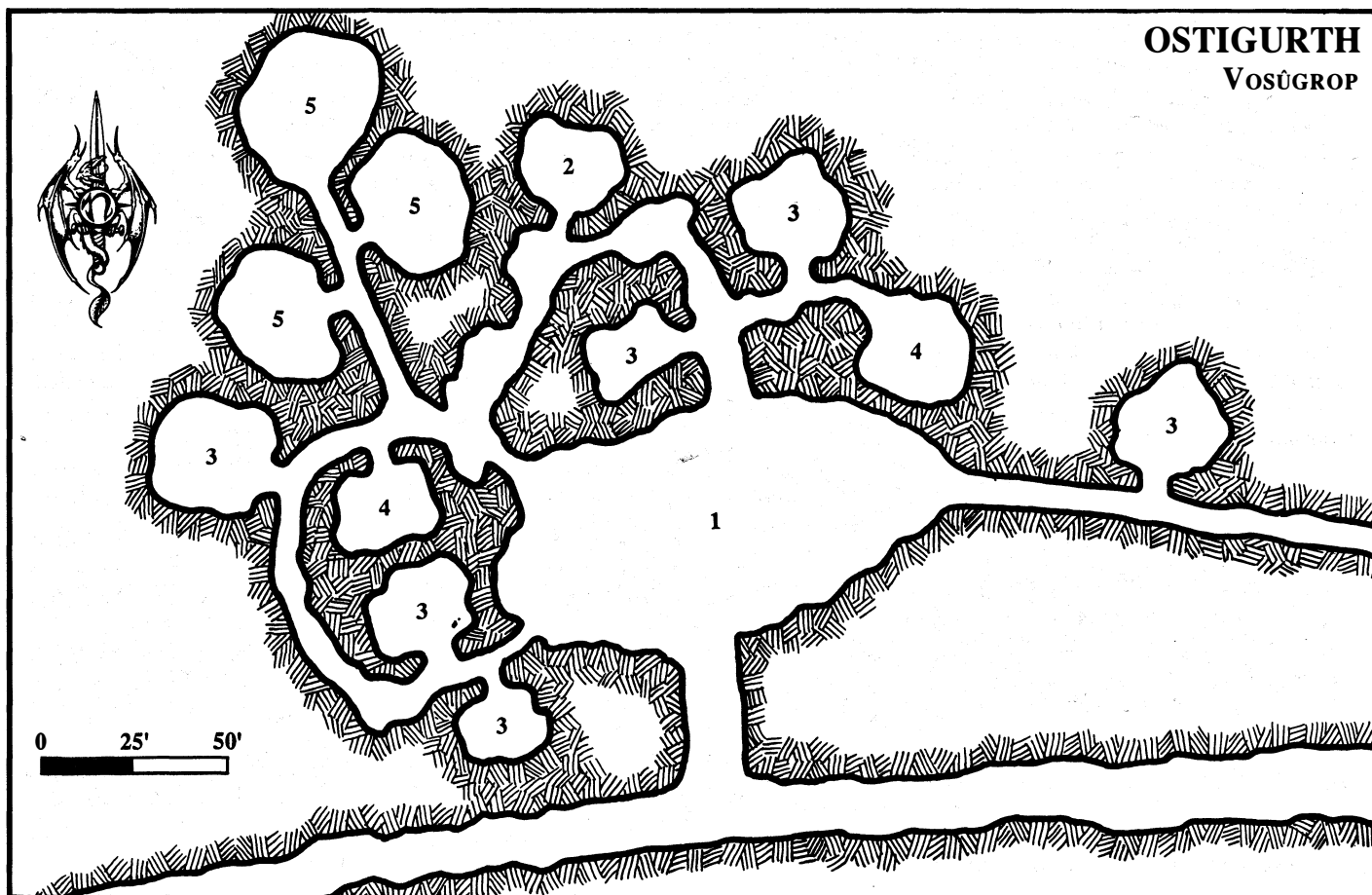
8. Wellspring. Water is hardly a good term to describe this icy-cold and gurgling mire. The chance of contracting a disease from the water is high, although natural Orcish resistance keeps the tribe's sicknesses to a minimum.

11.32 SHÂPOL-HÛKGURZ

Much more of a maze than its neighbor, the Shâpol-hûkgurz is home to the brutal Drepa-hai. The tribe is more bloodthirsty than many, and these caverns are a study in torturous devices. In contrast to the Uruk-gûniga, the Drepa-hai pride themselves on their devious and cruel traps, which combine with their labyrinth of twisting passages to provide security. Several varieties of traps may be found within the maze of tunnels. While some are designed to kill (either slowly or quickly), others are intended to merely inflict pain and hold captive the victim. The following list describes some of the types of devices that may be encountered, though the variety is boundless.

NOTE: To the members of this tribe, certain symbols mark the location of each trap and signal them to avoid the area.

A. Basic Pit Trap. Designed to hold whomever falls into it, this simple trap consists of a pit covered by grey cloth. The darkness of the hold makes it very difficult to see such concealment (Hard, -10, to spot). The sprung trap delivers standard fall damage.



B. Spiked Pit. Identical to the above trap, save for the long, barbed spikes imbedded in the floor: 1-5 additional "A" puncture crits are inflicted. Removing oneself from the spikes inflicts an additional "C" slash for every "A" delivered.

C. Deadfall. A simple tripwire (Hard, -10, to spot) causes a large stone to drop into the passage. The stone is held in an excavation in the roof, suspended by a net. The trap is Very Hard to avoid once triggered. Those caught beneath receive a +80 LCr.

D. Swinging Trap. Similar in basic design to the deadfall, this trap, when triggered, releases a large piece of timber, suspended by chains from the ceiling. The log swings down across the passage, inflicting a +80 LBa on those in its way. A variant includes metal spikes imbedded in the log, inflicting additional puncture crits.

E. Cave-in Trap. Built into an unused chute, a large number of boulders are suspended some distance up the chute. Tripping the wire will cause a minor avalanche to bury the occupants of the hallway (Very Hard, -20, to dodge). It delivers 1-10 "A" Crush crits. The rumbling boulders create a lot of noise, thus alerting the residents to the presence of an intruder.

F. Blade Trap. The blade trap involves the standard trip-wire and a large metal spring hidden in a recess in the wall (Hard, -10, to spot). The spring is formed by bending a flexible metal bar back on itself, and mounting blades on the outer edge. The triggered spring whips out across the hallway, imbedding itself (or cutting through) those nearby in the hall (consider a +110 two-hand sword attack; it is Very Hard, -20, to avoid).

G. The Rôb Trap. A large mindless Cave-troll, fondly known as Rôb, hides behind a curtain (Hard, -10, to spot) and lunges out to attack unsuspecting travellers. The Troll is chained (around his waist) to the wall, and can only move 20' up and down the corridor.

The Troll is trained to wait until victims walk by the curtain before attacking. Note that there is more than one Rôb, and each has been known to rip the chain out of the wall (a Very Hard, -20, strength maneuver). He won't do this until he takes at least 50 hits.

F. Fire Trap. A standard Orcish lantern is set to fall, should a tripwire be pulled, into a barrel of highly volatile oil. This causes all in the hallway to take a -30 Fireball attack. Should a critical higher than a "B" be delivered, the victim is aflame and takes damage accordingly.

G. Noise Traps. These traps do no harm, but are intended to alert as many people as possible. Variations on this include screeching bats, clattering metal, or a large gong. The inhabitants are aware of which sound corresponds to which location.

THE LAYOUT

1. Entry Hall. Shooting off from the main passage, the Shâpol-hûkgurz are intentionally located to keep attention away from the caverns. Several guards stand watch in the entry hall, keeping an attentive lookout for intruders (especial Uruk-guniga). The rest of the chambers are built in a circular pattern, accommodating several of the elite guards.

2. Throne Hall. A large cave bear pelt resting upon a natural stone formation marks the sitting place for the Orc-lord. Because of the tribe's unusual fondness for torture, prisoners are kept in the throne hall on a regular basis for entertainment purposes. Many guards are stationed here, since this chamber is usually off-limits for the common Orcs. Occasional parades pass through it to display military might, much to the delight of the chief.

3. Secret Passage. A hidden passage (it is a very poorly kept secret) travels back towards the elite guard chambers and the Orc-lord's personal chamber. The entrance is Extremely Hard (-30) to spot, although two guards remain in front of it at all times.

4. Lurg Caves. The caverns provide quarters for the troops. Inhabitants of the individual rooms tend to follow a strict caste system, with the stronger and weaker Orcs segregated.

5. Guard Chambers. At least six heavily-armored soldiers stand watch at most times. Guards pride themselves on the unreasonable amounts of decorative and trophy-laden armor they wear. Chain-mail of varying degrees is the norm, with a rare few actually possessing plate (built for those of Orcish stature). Those questioned or detained by the guards are never released without donating to the station's trophy collection (those of high stature are usually exempt). Fingers, noses, toes, ears, and lips are the most popularly donated items, with a few heavily intoxicated and dim Orcs foolishly offering up their heads.

6. Wellspring. An icy-cold and gurgling mire provides water for the tribe.

7. Storage. Guards are posted at each of the storage areas.

11.4 THE OLOG CAVERNS

These caverns were enlarged by Ostigurth's Troll population. They comprise but one level, branching off of the tunnel connecting Angûrath to Ostigurth. The Olog-hai remain intentionally isolated from the Orcs, since Vosûgrop includes a breeding area in which experiments are carried out by minions of the Dark Lord.

THE LAYOUT OF VOSÛGROP

1. Communal Hall. The large hall is the communal sleeping area for nearly 150 Trolls. Their sense of privacy is not well developed, nor are their sleeping manners. Makeshift beds are spread across the floor, allowing no room for a separate eating area. Should an overly lethargic Troll remain comatose too long, it is highly likely that he will become snack food for his companions.

2. Well. This crude pit is filled by oil-tainted, purple water.

3. Guard Chambers. Manned by only a few Trolls, the posts are located to keep unwanted guests out of the breeding pits.

4. Storage. More properly a chuck-it-in-and-forget-it room. Not only are the contents forgotten, but often the actual location of the room remains unknown for months at a time. Occasional bits of rare and unexplainable treasure are heaved into the room, although few remain for any amount of time, since daring Orcish looters regularly raid the place.

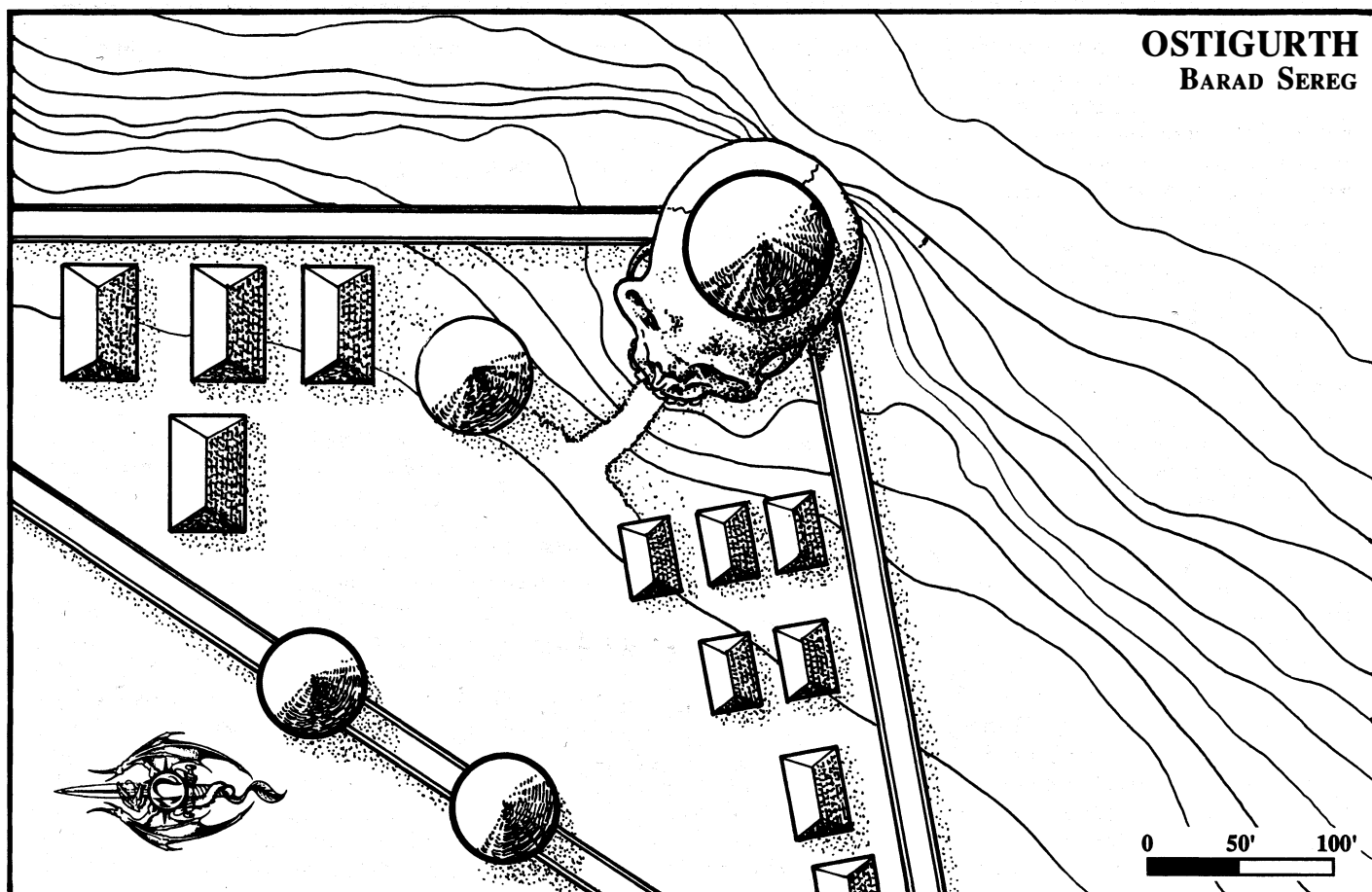
5. Breeding Chambers. Elite Pertereg (commanded by the Lords of Mordor) supervise the breeding of Olog-hai to produce the massive warriors desired by the Dark Lord.

11.5 BARAD SEREG

The grim tower of Barad Sereg overlooks the City of Death with flickering, burning eyes. Within, the high commanders of Mordor plot Sauron's return and the downfall of his enemies. It is a fortress of both spectacular horror and terrible beauty. Its smooth crimson walls curve upwards to form the skull foundations, while the upper tower reaches toward the sky as a cruel, black spike.

LEVEL ONE

1. Gate of the Mouth. Carved in the pattern of teeth, great ivory plated steel doors open outward, allowing entry into the skull-shaped keep. When closed, a large steel bar is drawn across to lock the doors in place. Inside the main portal is a massive portcullis (weighing nearly fifteen thousand pounds) and another set of steel doors. These slide apart when opened. Along the split between the two panels, the magically preserved remains of a man are imbedded in the ivory surface. Though lost in legend, it is thought that this man may have been the predecessor to the current Mouth of



Sauron. His fate was punishment for crossing the Demon's Tongue deep in the caverns of Mount Doom without permission. Due to the powerful magic which holds him here, he has been kept alive since S.A. 1700. When the Dark Lord returned from his defeat at the hands of the Men and Elves, he found his servant attempting to probe the secrets of the One Ring's creation in an attempt to form his own empire in the south.

The most gruesome feature of this door is its alarm system. When the doors are opened, the man screams in agony, for he feels the pain of being torn in half and dying. Upon closing the doors, he magically comes back to life, only to wait for the next time the doors are opened. His screams will alert anyone nearby to the presence of guests. While whole, he retains the ability to speak, along with his personality and memory. He will desperately plead with any who will hear to refrain from opening the doors. (He cannot be harmed, nor killed without destroying the entire door. The door resists spells as if it were 60th level.)

2. Entry Hall. A vast hall carved in smooth curves, its vaulted ceiling peaks more than twenty-six feet overhead. A wide carpet flows like a splash of blood across the black floor, leading to a huge set of double doors which are inscribed with the symbol of the Lidless Eye. Several coal-burning sconces illuminate the chamber, while no less than eighteen elite guards remain in here at all times. Two spiral staircases make the ascent into the upper chambers of Barad Sereg from this room.

3. Hall of Greetings. Behind the great doors of the Eye, an ornately decorated hall of truly epic proportions broods in malevolent peace. Another eighteen guards are stationed in pairs at the door of every room, at the foot and top of the stairs, as well as in the middle of the room. A vast staircase leads up to a large landing, and then splits into three separate staircases, leading further on into an open

chamber above (#6). As with the entry hall, coal and oil lamps illuminate the room, while several tapestries hang upon the walls. Contrasts of reds and blacks are the predominant colors, with occasional streaks of silver, gold, white, and yellow. Each of the adjoining doors are made of black steel and inscribed with the symbol of the Eye. They are Extremely Hard (-30) to open. Due to the constant burning of the torches, the room is filled with a mildly oily smell.

4. Guest Chambers. Among the most elaborate of guest chambers, save for those in Barad-dûr, these rooms are appointed with furnishings of onyx, agate, mallachite, lapis lazuli, bloodstone, or tiger's eye. All the amenities are supplied. Each chamber possess its own name and a corresponding ambience. The names are as follows:

4a. Morharad. Filled with decorations hailing from Greater Harad, the room is used to accommodate high-ranking officials from Endor's southern desert regions.

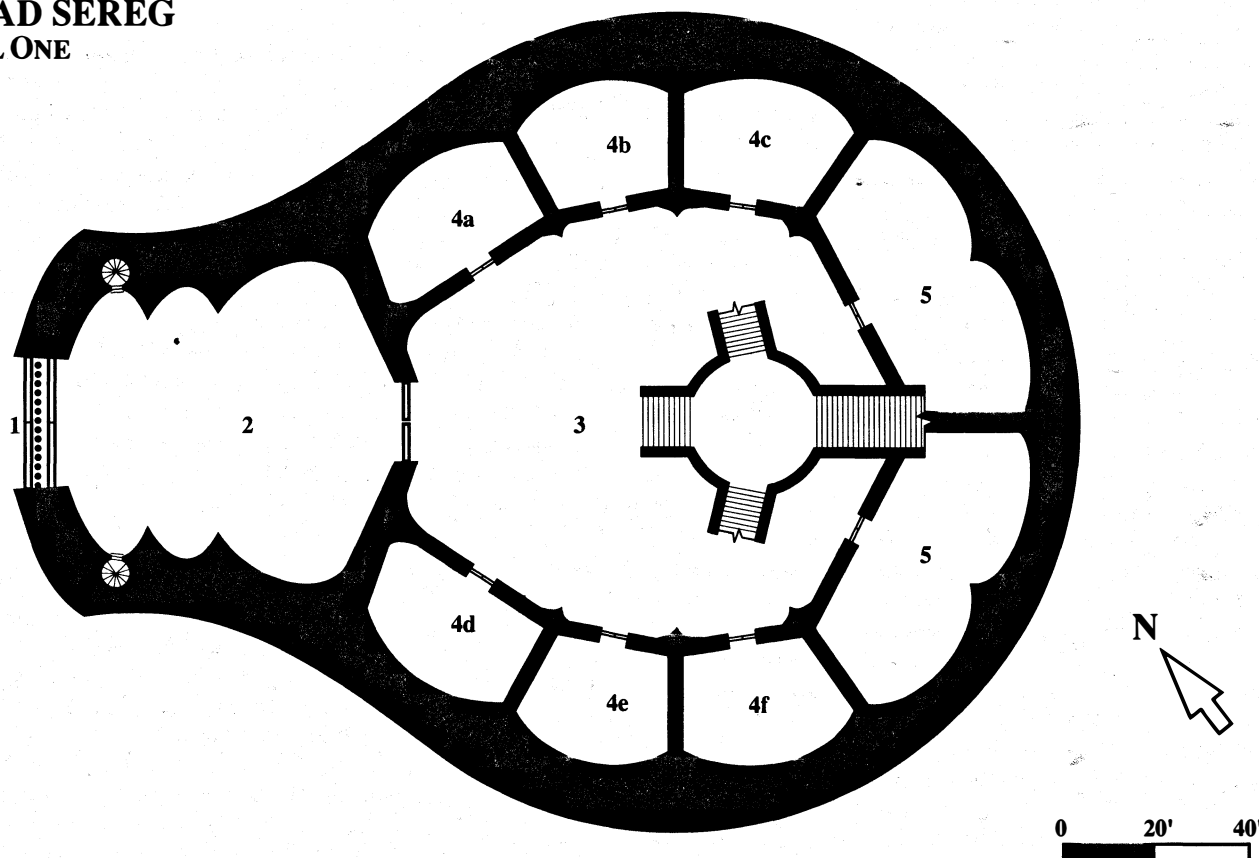
4b. Mailëiâ. Most lavish of the guest rooms, a large nine-poster bed carved of tiger's eye rests squarely in the center of the garish chamber.

4c. Laurëaran. Often used to house the rich dignitaries from the far eastern reaches of Endor, gold-leaf and malachite are common, and several Chey masks adorn the walls.

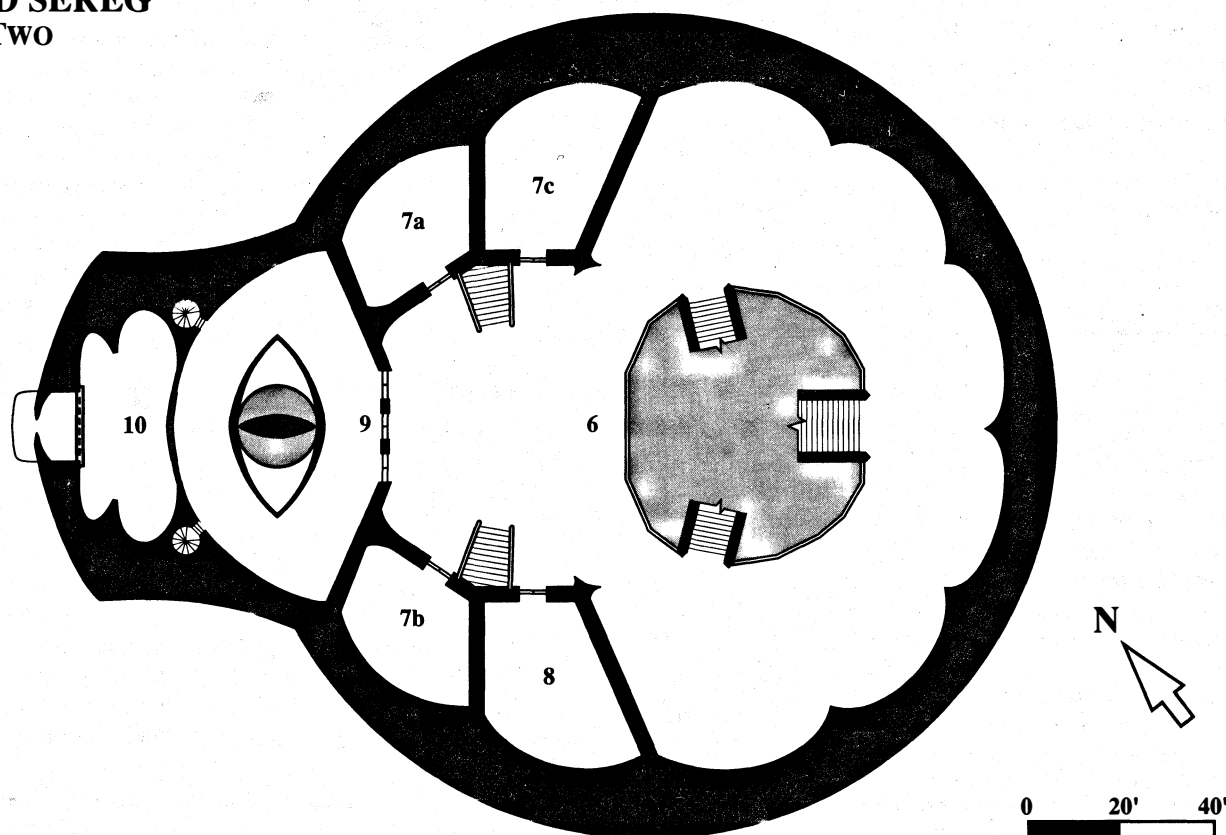
4d. Hîrangaina. The more "unruly" ambassadors are given quarters in Hîrangaina. Heavy chairs, a low bed, and a massive desk are all carved of monumental bloodstone.

4e. Saironmard. Saironmard proves to be restful for those oriented to magic. A special enchantment embedded in its lapis lazuli furnishings permits the recovery of power points in half the normal time.

BARAD SEREG LEVEL ONE



BARAD SEREG LEVEL TWO



4f. Raugrunya. Raugrunya is specially reserved for those entities not truly of Endor. Rumors persist that the room and its agate furnishings are particularly resistant to elemental punishment.

5. Elite Guard Quarters. Each of these chambers holds 36 of the most elite guards in Mordor. Most are Men, but an occasional Troll or Uruk finds himself in an unusual position of trust. Sleeping and eating are both accomplished in these chambers, with supplies brought in from the city.

LEVEL TWO

6. Assembly Hall. An unofficial greeting hall, the assembly chamber of Barad Sereg is constantly watched by at least eighteen guards at a time. Often, special ceremonies are held here.

7. Guest Chambers. These rooms surpass those on the lower level and are reserved for the most important visitors.

7a. Laugdargum (B.S. "Evil Emissary"). The chamber contains a finely crafted safe, formed from a solid block of black ithilnaur. The lock is ingenious in design, and Absurd (-70) to open. Even a successful attempt would require several hours of intense work.

7b. Agarwaen-kaimasan. Splashes of red marble highlight the richly decorated walls, ceiling, and floor.

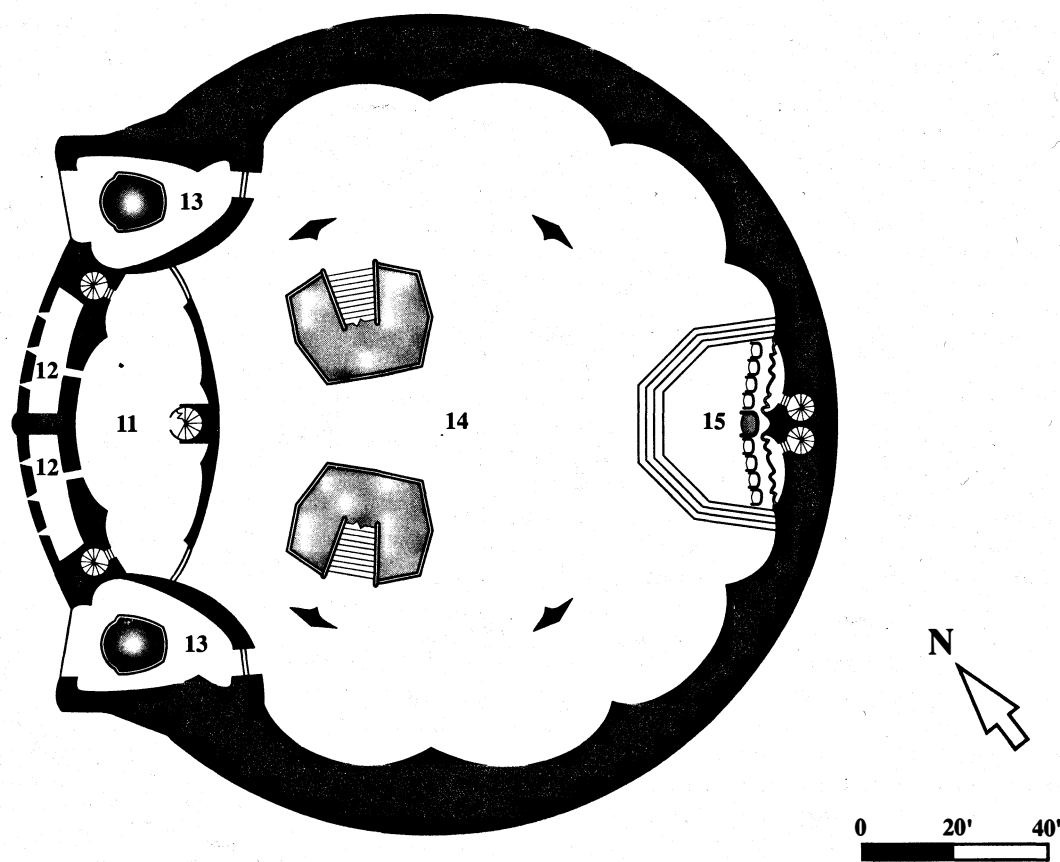
7c. Sammath-i-Tarkáno (S. "Chamber of the High Commander"). The chamber has been reserved for the commander of Barad Sereg who also acts as the Lord of the City. For the most part, this remained the personal chamber of Tónn Varthkûr during his stewardship. Decorations varied with the occupants, though they are always finer than those found in any other room, save those of the Ringwraiths.

8. Guard Chamber. Eighteen guards are quartered here.

9. Meeting Hall. This was the special assembly chamber for the most trusted servants of Sauron before his return. A great table of polished obsidian sits in the middle of the room. Eighteen mighty chairs surround the table, allowing seating for visiting dignitaries to join the discussions. The table itself is carved into the shape of the Lidless Eye and is enchanted so that Sauron is aware of and may speak to anyone who enters this room regardless of the individual's location within. (Sauron may use his domination attack via this link, although no spells of any kind may be cast through it; Sauron must concentrate to be aware of the goings-on in this room, though his attention can be summoned, should one make the attempt). The table also allows the person assuming the position of chairman to probe the thoughts and feelings of anyone within the chamber (consider a 60th level spell). The outer doors are sealed against unwelcome intruders and will punish anyone who attempts to force entry by delivering a 30th level *RM* Dark Channels *Dark Absolution* attack, which rips the victim's soul from his body and destroys it utterly.

10. The Watch. Though manned by the local guards, this chamber performs more as an area where the commander of the tower can address the inhabitants of the Imlad Gurth. When he steps into the area beyond the top of the portcullis, his image is magnified and projected (via illusion) over the top of the city. The image is roughly nine times larger than his person, and the speaker's voice is magnified so that all in the Vale may hear. The projection is used exclusively by the Lords of Mordor, since severe punishment is the fate for anyone else. There is one recorded incident in which a renegade Orcish guard gained access to the booth. Though quickly removed, he was able to perform a few obscene gestures first.

BARAD SEREG LEVEL THREE



LEVEL THREE

11. Sentry Chamber. The chamber quarters the guards charged with the maintenance of the upper chambers. A large spiral staircase ascends to the fourth level.

12. Defense Stations. These small chambers pierced by arrow slits were incorporated into the original design to provide cover over the gate.

13. Eye Beacons. A large coal pyre burns in the middle of each room, giving the tower its demonic eyes. The fires are always kept alight, even during the daytime. Coal from the mines is transported up via the side spiral stairs and stored in containers within the chamber itself. Though it is continually guarded, these rooms are often unbearably hot, and the duty is consequently looked down upon by the troops.

14. High Throne Hall. A huge, vaulted ceiling looms over the formalities carried out within the chamber. A multitude of banners hang from sharp finials, while tapestries and flags complement the curving, polished walls. The most commanding feature is the great dais holding the Thrones of Gorgoroth.

15. Thrones of Gorgoroth. Nine thrones of great wealth and majesty rest upon a vast marble dais. The center throne surpasses the other eight in both size and intricacy. Here, the Witch-king presides when present. Otherwise, a golden throne is set before the seat of the Witch-king, and it is here that the city commander is seated. Each of the thrones correspond to one of the Nine Nazgûl and reflects its occupant's character. Not only do the thrones possess magical defenses, they also have the potential to take the offensive as well.

In the following list, the thrones are described from left to right, as if one was facing them. Each has a corresponding attack, though all may be surrounded by a 20th level one-way *RM* Barrier Law *Wall of Force* controlled at the head chair (this spell reduces any attack by 90% of its normal OB, including magical, melee, and missile attacks). The center throne may utilize the powers of the others. Should an individual who is not one of the Úlairi sit in a throne, he must resist versus an attack equivalent to that of the owner. Should he fail, he will become a lesser wraith, with no will other than that of the Ringwraith he thusly offended.

The throne of the city commander cannot call upon any of the powers possessed by the nine Thrones of the Úlairi; it is merely worth a fortune in gold. Behind the thrones hangs a vast black curtain, concealing two sets of spiral staircases which lead up to the private chambers of the Nazgûl.

a. Throne of the Horseman. Upon command, the occupant of this chair may command any person before the throne to take on the features of a mule. The degree of failure indicates the rate of change (the attack is considered 31st level).

b. Throne of the Quiet One. Should a subject offend the occupant of this throne, he will experience the ill effects of a horrible curse (32nd level attack). Victims suffer excruciating pain whenever an attempt is made to vocalize. Each time they attempt to make any noise with the throat or tongue, they take 50% of their remaining hits.

c. Throne of Storms. The Úlairi seated in the Throne of Storms projects a +60 *Lightning Bolt* that delivers 3x concussion hits.

d. Throne of the Dogs. The occupant of the throne can inflict the curse of lycanthropy. However, the victim transforms not into a powerful wolf, but a painfully typical hound (a 39th level attack).

e. Throne of the Witch-king. The Úlair seated in the throne can cause anyone in the room to become a wraith (60th level spell). The victim retains his level as a wraith.

f. Throne of the Dragon. At the command of the Nazgûl occupying throne, the image of Ancalagon the Black is projected into the mind of the victim. This is such a terrible shock that it renders the individual into a quivering heap for 1 hour for every 5% RR failure (consider a 50th level attack).

g. Throne of Dawn. Victims of the Throne of the Dawn take on the detrimental characteristics of the Stone Troll. Should the victim be struck with direct natural sunlight, he will turn irrevocably to stone (consider a 37th level spell).

h. Throne of Ice. The throne unleashes a +60 *Icebolt*, x3 damage.

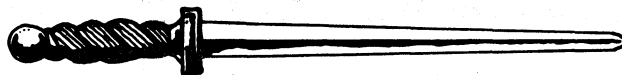
g. Throne of Fire. Attacks with a +60 *Firebolt*, x3 damage.

LEVEL FOUR

16. High Guard Chambers. This lofty chamber sits eighty feet above the floor of the city, providing access to three balconies that overlook the dreadful vale. Fuel for the tower beacon, as well as large crates of supplies, are stored here in abundance. There is enough material to support the garrison of the tower for a whole month, without replenishment. The goods are of the finest quality and are continually replaced to maintain their freshness.

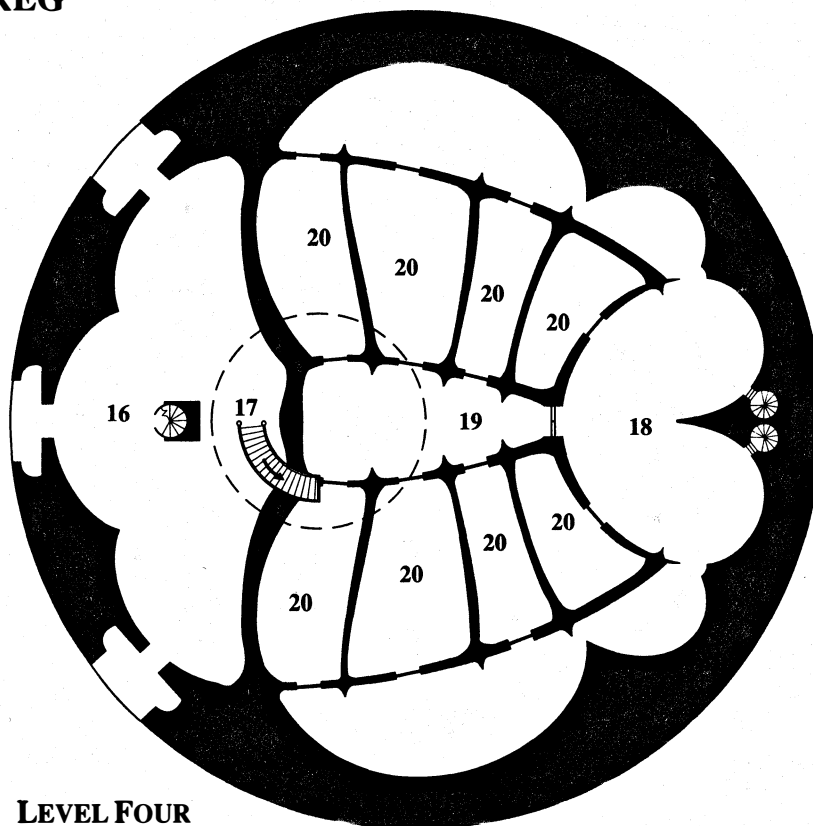
17. Tower Stair. The stair leads up to the isolated beacon tower. It runs in an unbroken flight of 70 treads, which rise in a twisting spiral.

18. Hall of the Nazgûl. To the living, the chamber appears deserted and empty. However, this room also exists in the dimension of Shadow and contains images of both the past and present. The illusions change according to which of the Nazgûl are present in the room, with each viewing their own personal fantasy. A drawback of this amusement is that the Nazgûl operate at -50 to all actions when they are preoccupied with the images. Ringwraiths within this chamber are healed at a rate of 3 hits/rnd, and their full forms are visible to the living eye. These effects persist throughout the hallways which lead to the entrances of the individual rooms.

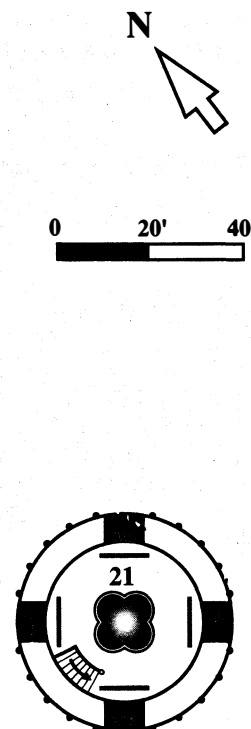


19. Home of the Lord of Barad Sereg. More lavish than any room in the city, this one is exclusively reserved for the Witch-king. Though he seldom remains in Ostigurth, many trophies of his exploits remain within the safety of his chamber. Few of these, however, are magical in nature; mostly they consist of the preserved heads of vanquished foes. A few enchanted weapons (of at least +20) adorn the walls, as are numerous Númenórean tapestries. The doors are magically sealed, and open only to the hand of the Lord of Morgul himself. Any other who touches the door will remain stuck to its surface until such time as the Witch-king sees fit to release him (a 60th level spell).

BARAD SEREG

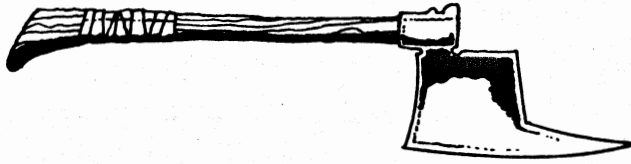


LEVEL FOUR



LEVEL FIVE

20. Chambers of the Dark Servants. Rich beyond the wildest dreams of the most powerful kings in Middle-earth, these rooms reflect the personalities of the occupants and are appointed accordingly. Each door is keyed to its specific owner; should an intruder attempt to gain entry, he will be attacked with a 30th level *RM Organic Disintegration* spell, causing the complete destruction of his body and any possessions made of organic materials located on his person.



LEVEL FIVE

21. The Beacon Flames. A single, large, coal-burning fire beacon remains in readiness at all times. A barrel of oil is kept nearby to aid in lighting the beacon. Four large bronze gongs are located behind the support pillars for the tower's peak. Each gong resonates with a specific tone, indicating specific situations.

North Gong — Signals the entry of a dignitary through the main gates of the city.

South Gong — Signals the entry of a dignitary into the Tower.

East Gong — Marks the arrival of a messenger to Barad Sereg.

West Gong — Is rung 15 minutes before the beginning of a meeting in the Meeting Hall (#9).

All four gongs rung in succession signal all troops to report for an announcement from the Watch (#10).

12.0 MINAS DÛRLITH

Minas Dûrlith (S. "Tower of Black Ash") was built in the Second Age as a beacon tower and fortified outpost. It remains significant as it was the only hold of the Dark Lord that never succumbed to the might of the Last Alliance. This status was more easily attained than might be suspected, since Minas Dûrlith rests in one of the most inaccessible spots in Endor: the northern edge of the Gaer Dûrlith. The Army of the Last Alliance regarded the castle as abandoned and of too little importance to destroy; yet it played a role in the return of the Dark Lord in the Third Age. From its ramparts, Sauron maintains control of the isolated Orc tribes dwelling on the southern flanks of the Ered Lithui.

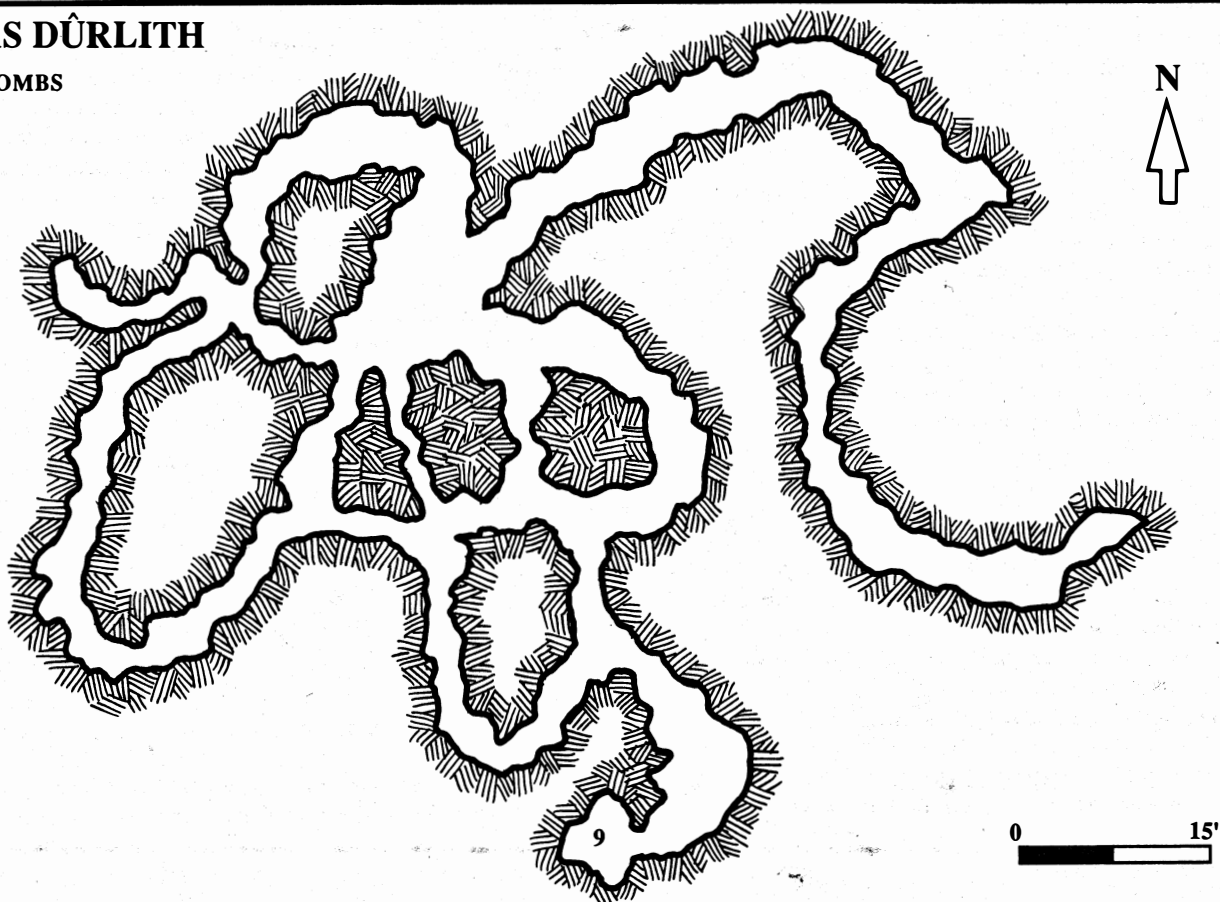
The defenses of Minas Dûrlith are meager compared with any other fortresses in Mordor, because it relies on the ashen sea before it and the inhospitable peaks behind it to provide protection. The castle was constructed of black, volcanic stone. Its foundations are anchored on a volcanic plug some eighty feet above the mountain's foot. A path passes by the iron doors of the citadel. The westward route follows a great ledge, winding along cliff-faces to Barad-dûr. The eastern path descends to the Gaer Dûrlith, doubling back on itself, until it reaches the ever-shifting desert floor.

LEVEL ONE

1. Gate. The gate to Minas Dûrlith is a pair of great iron doors followed by two portculli. The doors are hollow, and are barred by three iron rods 6" thick (that slide into place when the doors are closed). Three inch steel bars form the spiked barriers that back-up the security of the doors. They can be raised or lowered via controls located on the walls above the gate. The accompanying counter-balances are found within the walls themselves, and can be locked in place to assure the immobility of the portculli.

MINAS DÛRLITH

CATACOMBS



2. Entrance Passage. This long, spiraling ramp is the first in a series of passages that culminate with entry into the central hall (#4). It is open to the sky, circling inward between high walls. Obvious signs of the castle's inhabitants abound on the ramp, but the center portion of the surface is kept clear of debris. Patrols habitually enter the castle via this ramp, depositing their excess materials along the length of the corridor. Ladders at regular intervals provide access to the top of the walls for the watch.

3. The Wide Stair. From a wide platform, this stairway spirals upward to the central hall (#4). The stair has no guardrail, and the open shaft occupying the well's center ends in the caverns of the Ash Drake. Climbing the stair at a normal pace is a Routine (+20) maneuver; however, running up or down is a Light (+10) maneuver.

LEVEL TWO

4. Central Hall. Though not large, this is the first true chamber in Minas Dûrlith. Its walls hold an assortment of grotesque trophies and grim tapestries. The hall is the most heavily travelled of all the rooms in the tower, since all traffic must eventually pass through it. At all times, a monitoring sergeant and at least two Troll guards control access through the room. Two torch sconces provide murky lighting for the resident Uruk-hai. No windows permit the rays of the sun inside. A strong, steel ladder on the southwest arc of the hall leads up to the next level.

LEVEL THREE

5. Hall of the Guard. Two of Azgûrath's personal Troll-guard are stationed here at all times standing watch. Two separate ladders, made from solid steel, lead upwards. The southwest ladder goes directly to the top of the tower, while the other travels up a shorter distance to Azgûrath's personal chamber. A stairway descends from the hall of the guard, leading down to the corridor of the garrison (#8).

LEVEL FOUR

6. Azgûrath's Chamber. Azgûrath lives in lavish comfort compared to the rest of the tower's garrison. A large pile of furs in the northeast corner serve as the great Troll's bed, while jars of jellied delicacies rest on shelves throughout the room. Two smaller fur heaps provide accommodation for the Olog's personal guard. Hanging upon the wall are a number of crude weapons. Several Dwarfish, Elvish, and Mannish skins and the head of an Ash Drake are mounted between the weaponry. Unfortunately, the initial process of curing and mounting was not well understood by the Troll, and his pelts add a certain distinguishing odor to the chamber.

A large chest holding Azgûrath's personal treasures rests near his bed. Within the chest are a pair of Elven swords (+20 Mithril broadswords, detect Orcs and Trolls 500' radius, Of Slaying Orcs). Twenty gems worth 3 to 50gp each, 200 Gondorian gold coins, as well as 500 silver pieces, and 800 bronze pieces fill out the contents. Azgûrath knows the significance of money, but does not use his coinage for the purchase of luxuries. He prefers to muse over the metallic colors, and spends much of his time counting his wealth. (He's not terribly good with numbers and keeps getting stuck around 21.)

LEVEL FIVE

7. Beacon. Similar in design to the beacon on Barad-wath, the Dûrlith beacon uses a focus mirror to send the beam of light across the haze of the desert. Its fuel is obtained from the coal and sulfur deposits in nearby caves. Several horns rest in cast iron sconces along the perimeter of the battlements. They are blown to herald the approach of travellers.

THE FOUNDATIONS

8. Corridor of the Garrison. The spiral corridor serves as the sleeping, eating, and latrine area for the castle's Orcs. The conditions in this hall are terrible. The only cleaning mechanism is a trough of water fed by a sulfurous spring. The trough runs through the center of the corridor, descending towards the catacombs beneath the fortress. Three Sauratereg, the "sewer" Trolls of Dûrlith, lurk in the lower end of the hallway. These unspeakably repulsive and horrific monsters lie rotting in the cesspool of sewage that has collected here over hundreds of years. They have degenerated into truly mindless beasts, and remain here in the "bowels" of the tower because it has become a familiar home. The stench from the area wafts up to permeate all of Minas Dûrlith.

9. Catacombs. A series of ash-filled caves run below Minas Dûrlith. They are the territory of a vicious Ash-drake. Occasionally, a reluctant volunteer is chosen to star in entertainment for the garrison. The individual is tossed from the stair (#3) at the tower's heart into the pit below. The rest of the Orcs and Trolls watch as the Ash Drake (affectionately known as Kâsak Kamordî) appears to digest the latest offering. Often, in the frenzy of the show, additional "volunteers" find themselves falling into the jaws of doom, much to the delight of their compatriots.

13.0 OTHER SITES OF NOTE

In addition to Mordor's mighty fortresses, Gorgoroth contains many other points of interest. The largest of these by far is the great slave mines of Angûrath, while smaller encampments and beacons are scattered throughout the land.

13.1 THE MINES OF THE ERED ANGÛRATH

Home to a large percentage of Mordor's Orcish population, the network of tunnels beneath the Ered Angûrath is said to be larger than any Dwarf-dwelling or Orc-hold. However, much of the Angûrath is unknown, and only selected points along the length of the mountains are well mapped. The entire range is connected together by a series of cracks, caverns, and lava tubes which follow along a major fault line between the plateau and Núrn. Utilizing these natural features, an underground avenue, the Vâdôkburzudh, runs from the tunnels of Ostigurth to the junction of the Ered Angûrath with the Ered Lithui. Innumerable passages branch off from this artery. Detailing the mines completely is all but impossible; however, some of the major sites are described below. Travel through the tunnels is hazardous, and a table to generate random passages has been supplied in section 23.0.

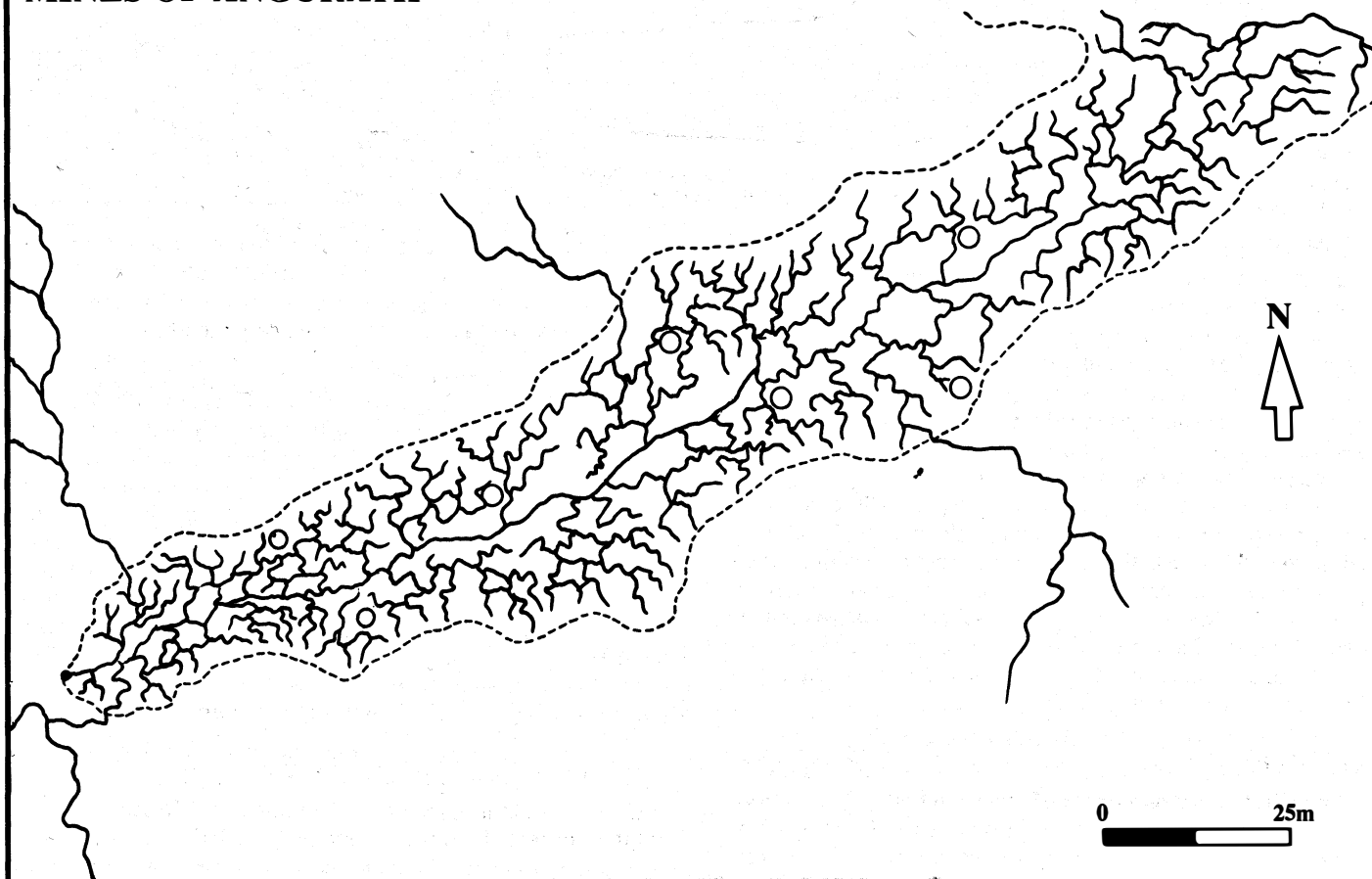
Ultimately, the mines of the Ered Angûrath are subject to Sauron's will, and the inhabitants follow his directives under strict compulsion. Local leaders, most of whom are of Orcish descent, transmit the Darl Lord's orders. During the formation of the confederations many of the tribal chieftains were replaced by minions handpicked by Gûrthlug. During the War of the Ring, the mines provided the industrial base for the Dark Lord's war effort, supplying both manpower and materials to the awesome Host of Mordor. Due to the sheer size of the mines, rare groups of renegade Orcs and Men (escaped slaves) lead independent lives, struggling to survive in this lightless hell. Most have never seen the light of day. Isolated underground towns, forging caverns, and dungeons riddle the rock of Angûrath, housing and incarcerating untold thousands. All the races of Middle-earth are represented in the slave population of the mines. The actual numbers continually vary due to cruelty, disease, injury, displacement, and neglect.

PRINCIPAL FORTRESSES IN THE UDÛN AND GORGOROTH

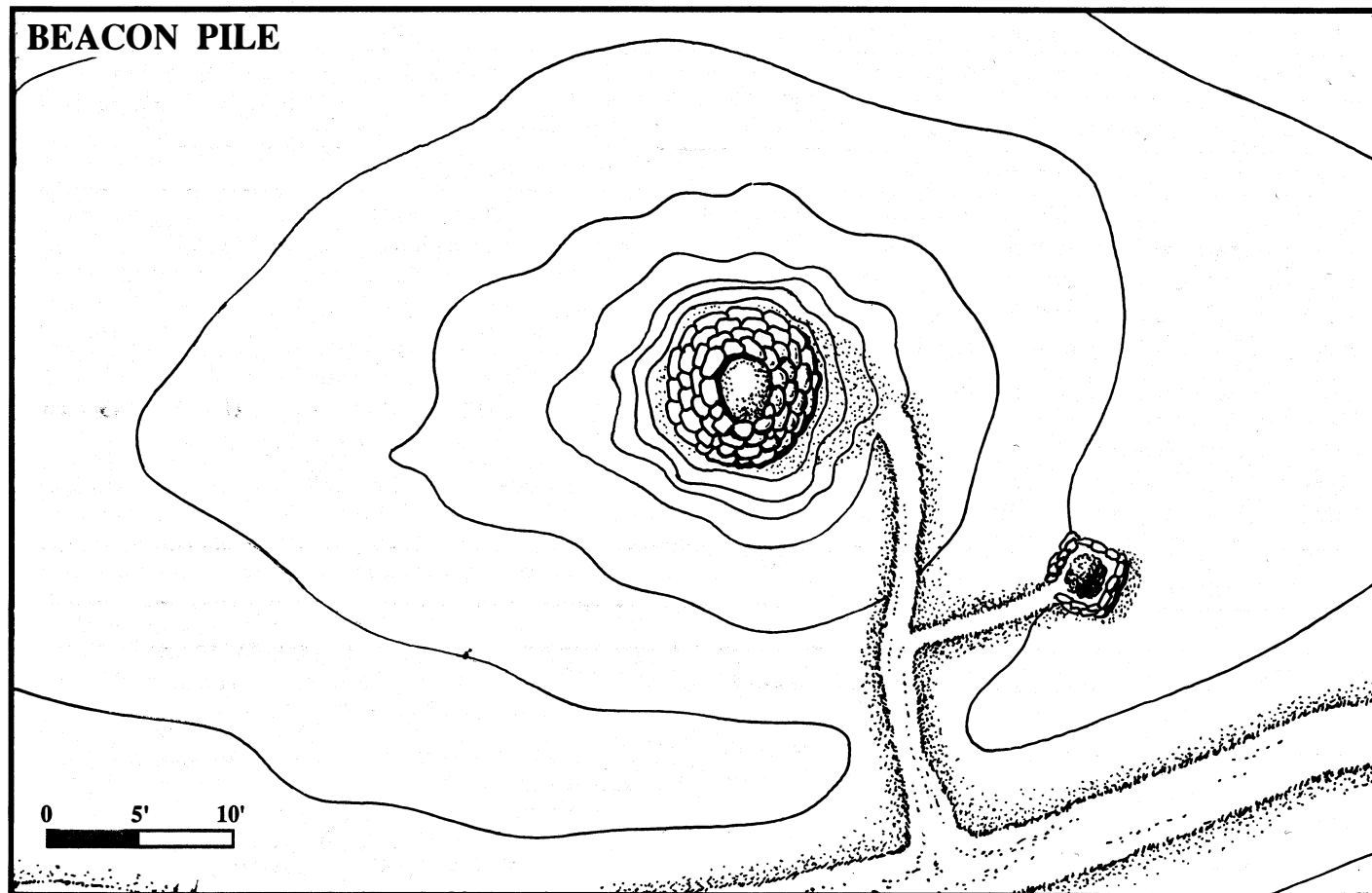
Gorgoroth's borders possess many fortresses, both major and minor. Most were built and maintained by Sauron and his minions, but a few owe their existence to the Free Peoples. Although some of the following are or will be detailed in other ICE releases, the garrisons of the more significant fortifications are briefly described in the chart below for the sake of completeness.

Name	Location	Origin	Design	Basic Garrison
Barad-dûr	C. Gorgoroth	Magical/Mordor an	Tower-city	Host of Sauron
Barad-eglathim	SWC. Ered Lithui	Mordorean	Tower-keep	1 Olog; 18 Uruk-hai; 54 Yrch
Baradilhach	E. Num Den	Mordorean	Tower-keep	1 Olog; 27 Uruk-hai; 27 Yrch
Barad Sereg	Ostigurth	Gondo-Mordorean	Urban Tower-keep	3 Olog-hai; 81 Uruk-hai
Barad Ungol	E. Cirith Ungol	Gondorian	3-tier Terrace	48 Uruk-hai; 160 Yrch
Barad-wath	W. Num Den	Gondo-Mordorean	Tower-fortress	3 Olog-hai; 81 Uruk-hai
Carach Angren	SW. Udûn	Gondo-Mordorean	Gate Complex	162 Men; 54 Olog-hai; 81 Uruk-hai; 243 Yrch
Carchost	W. Morannon	Gondo-Mordorean	Wall-tower	81 Men; 9 Olog-hai; 18 Uruk-hai; 148 Yrch
Durthang	W. Udûn	Gondorian	Tower-fortress	36 Uruk-hai; 90 Yrch
Minas Dûrlith	SC. Ered Lithui	Mordorean	Tower-keep	1 Olog; 27 Uruk-hai; 54 Yrch
Narchost	E. Morannon	Gondo-Mordorean	Wall-tower	81 Men; 9 Olog-hai; 18 Uruk-hai; 148 Yrch
Torech Ungol	C. Cirith Ungol	Volcanic Cavern	Natural	Shelob

MINES OF ANGÛRATH



BEACON PILE



Trade among the inhabitants is strictly barter, with the exception being a stipulated tribute to the Dark Lord. Such tithes are paid in raw materials, weapons, and tools, although fraud is not uncommon (but punishable by an exceptionally painful and public death). In addition to the movement of goods, grisly collections of undernourished and maimed corpses are transported south to the city of Ostigurth for disposal. The procedure is not strictly necessary, but it has become a ritual amongst the inhabitants. The dead who not removed are either left to rot or fed to the slaves.

Cloistered permanently in the shadowy depths of the earth, most of those trapped in these abhorred pits (both Orcs and Men) have become incredibly sensitive to light and cannot function when exposed to the sun. Their eyes have adapted to the environment, and they are able to see more than twice as far in darkness (for their respective race). Skin is very pale, with hair growing sparse and limp. Often, the natives are abnormally withdrawn, preferring to suffer alone rather than in groups.

VÂDÔKBURZUDH

Measured as the crow flies, the Vâdôkburzudh (Or. "Death's Dark Way") stretches approximately two hundred and fifty miles, but the winding passage is over four hundred miles long when traversed curve by curve. It never narrows to less than forty feet, or drops below fifteen feet in height. Wooden beams, metal pillars, and natural formations shore up any weak spots in the ceiling. Strong stone bridges span the deep chasms and ravenous fire-pits which interrupt its passage. Maintenance is continuous and carried out faithfully by the area's inhabitants. Luminous fungi, sporadic lanterns, and fire pits provide illumination. The route's floor is scored by two sets of ruts, formed from the never-ending trains of wagons and carts. The worn troughs function as rails, and are so

deep that considerable effort is needed to remove a cart from the track (unless the area is one of the usual unloading sites). Patrols are frequent, with special detachments, based at Ostigurth, travelling the length of the passage once every month.

ZÔHOKUR

Possibly the single largest operation in Gorgoroth, the Zôhokur (Or. "Mines of Iron") are responsible for nearly half (45%) of the total refining of ores. Elaborate forging chambers are located in the upper reaches, continually producing weapons, armor, and siege equipment for Sauron's hosts. The Snaga-ong labor with little reward under the close and brutal scrutiny of the Goth-skrigûrz. The output of area is closely monitored by the commanders at Ostigurth, since it is a vital link in the industrial chain of Mordor. Heavy wains travel both the great tunnel and the western slopes of the Ered Angûrath, bringing the refined metals to the rest of the Black Land. In addition to the ores delved in the mines, raw materials arrive from as far away as Largat-ûtôt, nearly 200 miles to the north.

ZÂBRÂTNÊN

Home to the Uruk-guniga, the Zâbrâtnên (Or. "Descent Below") holds a substantial refining operation, though not nearly as extensive as the Zôhokur. The majority of slaves at work in the Ered Angûrath are brought to the entrances of these caves from Nûrn and then distributed throughout the mines. Consequently, the population of the Descent is fairly high, although only half are actually Orcs. Several tunnels lead to the surface and maintain beacons along the border of Nûrn. The hold's name derives from its vertical configuration, since it extends from the spires of the mountains down into the blackness of the underdeeps.

AFAR-ÛTOT

One of the smaller settlements, the Afar-ûtot (Or. "Near-town") was originally set up as transport monitoring station. However, some mining operations have been initiated deep below the hold, and consequently the town's population has swollen. Caravans passing along the central tunnel often stop here for supplies and rest. Despite its apparent lack of strong leadership, the Afar-ûtot is a quiet area as Orc-towns go.

ÛLÛZÔ

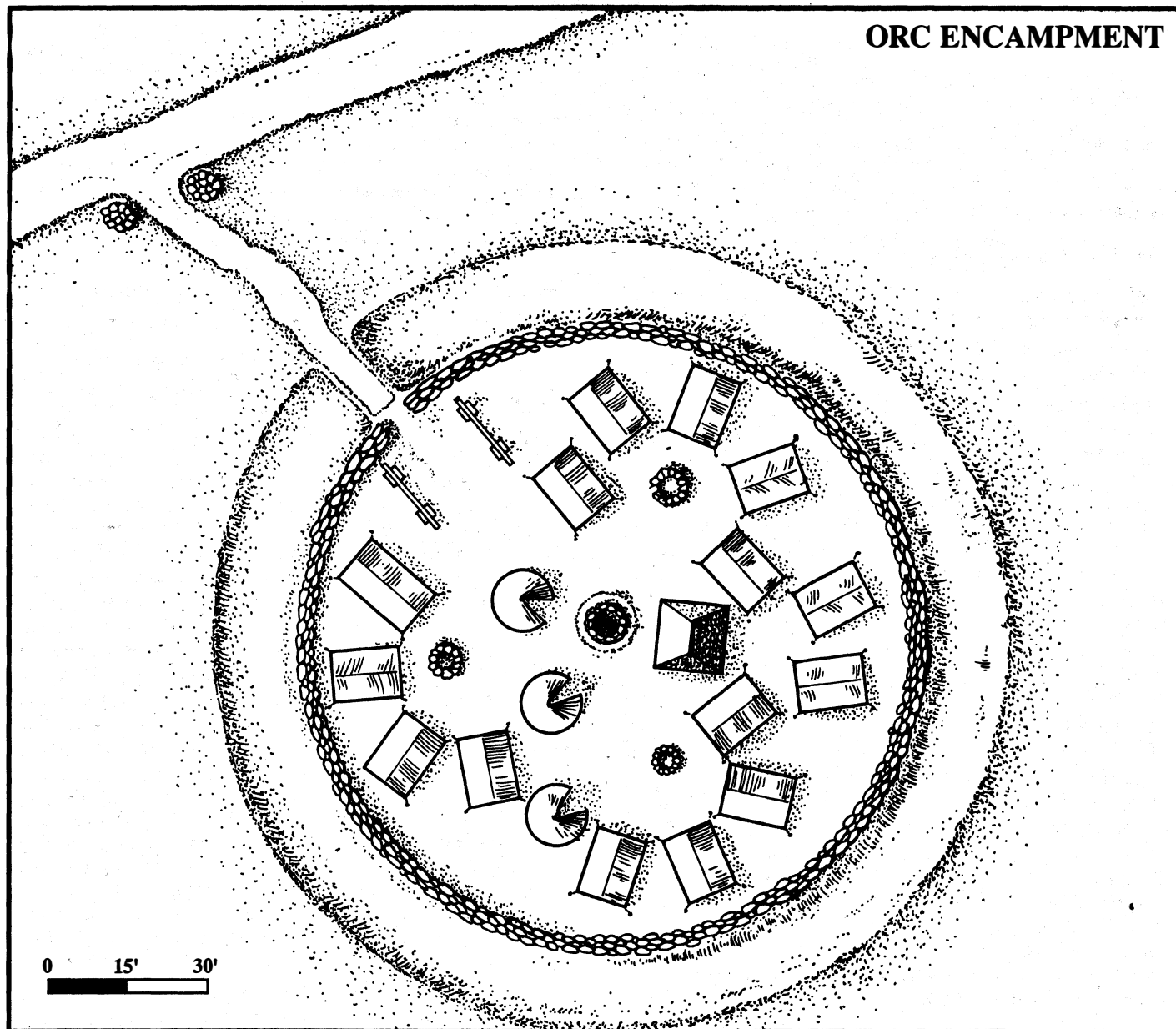
Largest of the mining operations below the Angûrath, the Ûlûzô (Or. "Lower Mines") produces some of the rarer minerals to be found in Mordor, including a raw form of naturally-occurring steel (due to a high concentration of iron and carbon). Mining picks swathed in searing flames are used to extract the valuable metal, creating clouds of smoke that asphyxiate the workings and elevate the death toll. Coal and brimstone are also extracted from these mines, and transported along the length of the range for their use in forging.

MOS-ÛTOT

The Mos-ûtot (Or. "Middle-town") was also designed as a travel stop. However, mining operations were subsequently pursued, and several tunnels lead to the surface and beacons. The hold became the focus of the Uruk-zôkon confederation in the mid-Third Age. The arrival of Gûrthlug signalled a large the influx of Orcs to the region, quintupling the town's size in under fifty years. Patrols are common throughout its halls, maintaining tight security. Two large and guarded entrances lead to the world outside, permitting easy trade with Nûrn.

VOKÛBANÂM

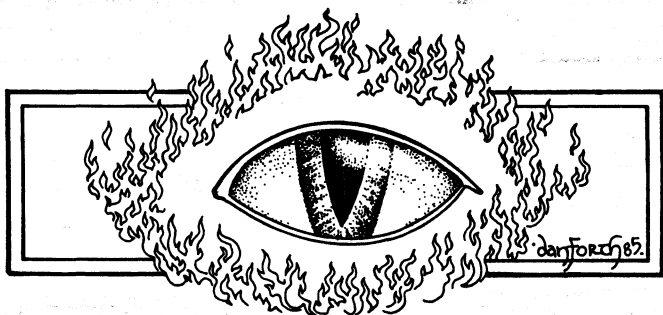
The tunnels of the Vokûbanâm (B.S. "Dwarf-dwelling") have been carefully hidden and finely crafted, since they are home to Mordor's Mornaugrim: the Black Dwarves. A very secretive and reclusive people, the Mornaugrim shun contact with any not of their own clan. Although occasionally seen in Nûrn, they are not found outside of their hidden hold unless their presence is requested by the Dark Lord himself. In such an instance, a small but heavily guarded diplomatic party travels to Barad-dûr via the Gap of Nûrn.

ORC ENCAMPMENT

The Orcs fear the Vokûbanâm, believing it to constrain a force more dreadful because of its mystery. It is rumored that elite Uruks perform breeding experiments in the caverns, mating Orcs with Demons and Wraiths. The movement of trade goods is done in isolation, without Orcish help. A Mannish outpost has been established on the eastern slopes, concealing the entrance to the Dwarven realm. Exchanged for foodstuffs and other supplies, their weapons possess a high standard of quality, and are prized possessions among the Uruk-hai. Unlike their Orcish counterparts, these weapons are things of morbid beauty and great worth.

LARGAT-ÛTOT AND THOLLZÔ

Located near the Ered Lithui, close to the most easternmost point in Gorgoroth, the Largat-ûtôt (Or. "Far-town") is one of the outposts for the Thrakognir tribe. A substantial mining operation flourishes below the town in the Thollzô (Or. "Deep Mines"), and its resources are transported both to Burzognir and Ostigurth in the south. Largat-ûtôt is one of the more rowdy communities, and is feared by the Mannish slaves of Angûrath.



13.2 ENCAMPMENTS AND BEACONS

Due to Gorgoroth's harsh terrain and difficult climate, special measures are necessary to ensure smooth communication between commanders and easy travel for the hosts of Darkness.

THE BEACONS

Sauron himself ordered a network of beacons to be set up across the plateau to fill the need. Each of Gorgoroth's fortresses possesses one or more beacons atop its battlements, but smaller posts constructed in relay chains across the plateau guarantee that the distant citadels receive even those signals lost in the pervasive volcanic haze. In many inaccessible areas, communication beacons are no more than a great pile of stones and a coal-burning fire. Although crude when compared with Barad-wath and Barad-dûr, the primitive sites serve their purpose. Placed at 30-mile intervals along all of Mordor's roads and atop many of the bordering mountain ridges, the beacons are well supplied with fuel (the cairns of the northern Ered Angûrath utilize coal, while those of the Ered Lithui use Orc dung) and ready to be set aflame.

THE ENCAMPMENTS

Alternating with the beacons, small semi-permanent encampments are located along the roads of the Black Land. Although not as secure as a fortress, each encampment is surrounded by a dry moat and a rough stone wall. In the center, a well provides fresh (albeit foul-tasting) water. A stone muster hall and crude privies occupy a portion of the enclosed space, leaving a generous expanse for the large tents packed by the war-bands. These canvas shelters are pitched over round recessions dug about six feet deep.

14.0 GORGOROTH AT OTHER TIMES

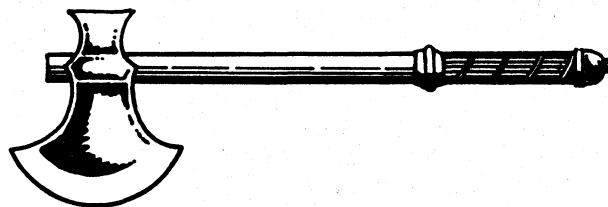
14.1 THE SECOND AGE

14.11 BEFORE THE FALL OF NÚMENOR

Mordor grew strong long before Sauron was recognized as a threat to Endor once again. Unless the PCs themselves are Orcs or in the service of Sauron, adventuring on the plateau of Gorgoroth in this era adds new meaning to the word dangerous. Mount Doom is active, Barad-dûr (the original tower) stands as a grim monolith overlooking the land, Shelob dwells within her lair, and Ostigurth is a collection of infested caves. The nation of Gondor has not even an idea yet, and Sauron is beginning his rise to power.

Sauron's disguised stay in Ost-in-Edhil, S.A. 1200-1580, provides a conveniently long window of opportunity for adventures on the plateau. The forge of Orodruin is complete, and Barad-dûr stands in silent brooding. More and more evil creatures are slowly gravitating towards Mordor, drawn by the Dark One's will (even when he himself is not there). PCs might be Númenórean explorers bent on colonizing new lands, or a group of scouts sent to discover the nature of the shadow falling over the land (Sauron is still thought to have fled Endor). In later years, Mordor becomes a virtual fortress, making it far more difficult for anyone attempting to penetrate its mountainous ramparts.

After S.A. 1600, the players might take on the roles of Mordorim. They could get involved in the intrigue of Mordorean politics among the lower echelons of the hierarchy, or get caught up in the schemes of Sauron himself. Other scenarios include an involvement in the Dark Lord's pursuit of allies after his defeat in Eregion (either from the point of view of Mordor or the Free Peoples), or a mission to discover the nature of the mysterious Nazgûl (S.A. 2251).



14.12 AFTER THE FALL OF NÚMENOR

Following the Akallabêth, from S.A. 3319-3434, Sauron pursues the growth of his hosts with vigor. New allies, mercenaries, and captives of war flow into the Black Land, making unauthorized travel there all but impossible. The Nazgûl are present, and the Lord of the Rings is intent on recovering the Elven Rings. He hopes to dominate all of Endor. During this period, Sauron wields the One Ring and is at his mightiest. GMs may wish to avoid this period for running adventures, unless the PCs are in the service of the Dark Lord.

14.13 THE SIEGE OF BARAD-DÛR

The siege of Barad-dûr, S.A. 3434-3441, provides an interesting time slot when adventures in Gorgoroth can be more easily found. The bulk of Sauron's forces remain tied up in the Dark Tower, while less powerful minions outside the fortress desperately try to save their master. One of the adventures supplied in Section 16.0 provides an example of the type of scenario that works well.

14.2 THE THIRD AGE

14.21 THE GONDORIAN OCCUPATION

The fall of Barad-dûr at the end of the Second Age left thousands dead and many more maimed. Isildur, now king of his people, dictated that evil must never return to Mordor, and the remaining minions of the Dark Lord were routed out or forced into hiding. The inhospitable plateau stood empty for well over a thousand years, with only hardy animals crossing its cursed plains. The Watch on Mordor was begun, and massive fortresses were constructed at its borders to ensure Isildur's wish. Slowly, however, the taxes of time took their toll, and Gondorian interest in Mordor waned. Evil things began to creep back into the land, hiding from the sight of the guardsmen.

Adventures during this period should be exciting, with plenty of risks without the overbearing certainty of annihilation. An expedition to the shattered ruins of Barad-dûr might prove a considerable challenge. Rumors of a castle deep in the Gaer Dûrlith abound, and only courage is required to mount an expedition to find it. Section 16.5 details an adventure during this time period (T.A. 1-approx. 1635).

14.22 THE RETURN OF EVIL

By T.A. 1750, it was clear that a shadow had returned to Mordor. Minions of the Necromancer had been seen, and large tribes of Orcs multiplied. Angmar had fallen in the North, yet its master came to his new empire in the south, quickly asserting his power in the taking of Minas Ithil in T.A. 2002. Throughout this expansion of the Dark Empire, none realized the true reason behind its growth. Adventurers in this period (T.A. 1980-2940) should find it particularly rewarding, though perilous, to delve into the secrets of the Black Land. The frequent comings and goings of the Úlairi make the outcome of any foray into Gorgoroth uncertain.

14.23 THE WAR OF THE RING

Among the most dangerous times to attempt any kind of entry into Gorgoroth is during the period leading up to and including the War of the Ring, T.A. 2951-3021. Sauron himself has now returned to his realm, and his policy of restraint has been shed with the fires of Mount Doom. The Mordorean hosts have swollen to tremendous sizes, and Orcs spill over the borders on a regular basis. War is coming. Sauron is searching for his precious Ring, while he continues to fortify his outer defenses.

Suggested adventures during this time would require very brave and somewhat foolhardy adventurers. They could be agents of the Gondorian Army or spies hired by its generals, attempting to learn the size of Sauron's Host. Information on the logistical network of Mordor, or the enemy's tactics would be a valuable prize.

14.3 THE FOURTH AGE

After the fall of Sauron, all of Gorgoroth lies in ruins. The upper towers of the Morannon are so much rubble, as are the walls of Carach Angren and Durthang. Barad-dûr has utterly collapsed, and Mount Doom has lost almost five hundred feet from its summit. Minas Dûrlith, Barad-wath, and Ostigurth have all been damaged in the final cataclysm, with the City of Death buried in an avalanche. The Host of Mordor has been scattered. Yet, Gorgoroth is not totally abandoned by evil. Rumors suggest that the Mouth of Sauron escaped the conflagration, and loose bands of Orcs inhabit the mines of Angûrath. Bands of mercenaries and Gondorian soldiers have excellent reason to venture beyond the Ephel Dúath. Bounties on Orcs and unguarded treasures beckon.

15.0 SUGGESTED ADVENTURES

The following adventures are designed to be used with the settings and layouts provided in the previous sections. Some of them are temporally specific and require certain a historical context, while others are suitable for any time period. The relatively broad spectrum of scenarios should allow the GM to choose or modify the material to suit his campaign. All provide adventure permeated by danger and excitement.

NOTE: *At first thought, it may seem all but impossible to adventure within the confines of the Black Land with anything short of a sixtieth level character. However, careful planning, common sense, and a reasonably kind GM who is careful to avoid having PCs encounter astonishingly powerful and dangerous foes (e.g., multiple Nazgûl or the like) should make expeditions into Gorgoroth viable. Additionally, PCs in the role of mercenaries or a band of independent Orcs suggest alternate scenarios with goals less pleasing to those aligned with the Free Peoples. The final results of a venture into the volcanic realm, as always, rests with the GM, who is encouraged to soundly thrash careless, ignorant, or overeager PCs who for get where they are.*

15.1 WHILE THEY LAID SIEGE...

Setting: The Devastation of Orodruin; before the walls of Barad-dûr during the siege of the Last Alliance of Elves and Men. City of Ostigurth. S.A. 3434-3441.

Requirements: A strong group of high-level soldiers or scouts who are members of the Army of the Last Alliance.

Aids: Military maps of Mordor, supplies, weapons, and the aid of healers should injury be incurred.

THE TALE

The siege of Barad-dûr has been raging with little progress for some time now. Gil-galad and Elendil have been musing over strategies and tactics in order to achieve victory speedily, but bands of Orcs outside of the Dark Tower are proving to be a hindrance to the army's logistical network. It is thought that some of the activity originates from an encampment in the south (Ostigurth). They have decided that a small contingent of skilled scouts should be sent south to investigate the area.

OBSTACLES

Remnants of the population of Ostigurth, which has been all but emptied, have gathered together to form small rag-tag units. The remaining officers of Sauron's hosts have been directing these bands to impede the progress of the siege. Action by the make-shift forces is escalating as the commanders push for a last, desperate attempt at breaking the siege. The Gondorian scouts will encounter only hostile individuals, excepting other members of the Army of the Last Alliance.

REWARDS

Certainly a commission and decoration, possibly the prestigious Cross of Mordor, awarded only for heroic deeds perpetrated in the Black Land, will be forthcoming, if the information the PCs provide is useful to the army commanders. The Cross is a mithril medallion, formed of a vertical bar crossed by a horizontal one of equal length, both elements possessing double-pointed ends resembling the points of a star. The Cross is set with a black diamond, and depends from a chain of mithril. The medallion's gem is enchanted and grants the wearer a +10 bonus to RRs against Essence and Channeling. In addition to this honor, the adventurers may be granted a monetary award.

15.2 EXPEDITION TO MOUNT DOOM

Setting: Gorgoroth; anywhere from T.A. 1-1630.

Requirements: A brave party of intuitive scouts, not afraid to delve into the horrible legacy of Sauron.

Aids: Extensive survival skills, pre-existing maps of Mordor, mapping skills, and a foolishly bold heart.

THE TALE

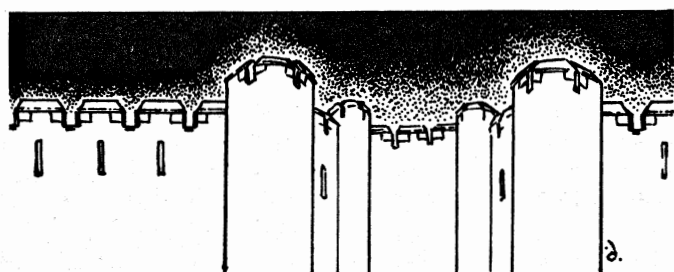
Legends have told that the Mountain of Leaping Flame is the greatest forge of all time. It is said that Sauron the Great forged mighty instruments of power within its fiery depths. Mount Doom stands as a curious, but grim, site in the stories of old. Ruzarmir, a wealthy historian in Osgiliath is eager to uncover more facts about the sleeping giant beyond the Ephel Dúath. He has decided to hire a group of stalwart adventurers to enter Mordor and learn more about Amon Amarth. He offers a substantial sum of money to anyone who might overcome their inherent fear of the Black Land and learn its secrets.

OBSTACLES

Merely travelling to and from the mountain should provide all the adventure that most can stomach. Any examination of the Sammath Naur beyond a cursory glance at the Crack of Doom should prove fatal, and must be avoided.

REWARDS

Ruzarmir will offer the PCs up to 100 gp for their participation in the exploration of Mount Doom; however, this sum will be delivered after they hand over their diaries, notes, and maps. Additionally, if the adventurers perform well, he may give each an antique item of some value. There is a chance (01-20) that the object is magical in some way. If the GM is careless or overgenerous, the PCs might reap a treasure beyond comprehension (not to mention altering the history of Middle-earth).



15.3 RESCUE AT CARACH ANGREN

Setting: Carach Angren between T.A. 1636-1640, before the Isenmouthe has been occupied by Indûr Dawndearth and the newly forming Uruk-udûn.

Requirements: A mid-level group of adventurers who respect the potential dangers of Mordor.

Aids: Maps of Mordor drawn and copied from the cartographers of the Last Alliance. Good survival skills would be helpful, as would First Aid and other healing capabilities.

THE TALE

Due to the horrible impact of the Great Plague, contact with the garrison at Carach Angren was lost six months ago. It is thought that some of the guard may still be alive; and, at the very least, the Gondorian Signet Ring, worn by the commander of the fortification to indicate his authority as granted by the King, can be removed before an opposing power discovers it. King Tarondor has decided to hire a specialized group of adventurers to accompany two of his elite soldiers to recover the Signet and rescue the remaining soldiers in the Isenmouthe.

OBSTACLES

The inherent dangers of the Great Plague are still present, and care must be taken to avoid exposure. A small band of Mordorean troops have travelled from Núrn to exploit the greatly diminished garrison. News of the isolated conditions of the fortress have reached the forces of Darkness, and an expeditionary force has been sent to secretly assure its permanent abandonment (thus making it incredibly simple to occupy it at a later date). Before being trapped in the upper levels of the Tarmorost, the garrison sealed the gate with the Great Stone, and destroyed the movement mechanism. Too few soldiers remain to hold out much longer; they survive on cunning and instinct.

REWARDS

Due to the political significance of recovering a governmental Signet Ring, King Tarondor is sure to be generous to anyone who brings it back intact. A minimum of 100 gp for bringing back the Signet will be granted each adventurer, with an additional 10 gp per soldier brought back alive.

Deeds of extraordinary courage may be recognized with a Cross of Mordor or the more revered Star of Gondor, granted only when crippling wounds are sustained. The Star is a large gold brooch, shaped like a seven-pointed star, set with a large star sapphire, and hung with ribbons of gold cloth. Embroidered runes on the ribbons spell out the words, "Eglerant i Erain," meaning "Praised by the Kings." The star sapphire is magical and grants the wearer a +15 bonus to all maneuvers as well as a +15 bonus to RRs against spells of any realm.

Should news of the Orcish band be garnered, it may be dismissed as merely the random movements of an isolated tribe, and its true nature remain hidden.

15.4 ORCS OF THE LEAPING FLAME

Setting: Ithilien between the Emyn Arnen and the Ephel Dúath in T.A. 1640.

Requirements: A group of low- to mid-level vengeful adventurers who have good tracking skills.

Aids: A map of the Ephel Dúath provided by the people of Ithilien.

THE TALE

Several days ago, a weary and wounded pair of merchants, Duranir and Doramis, stumbled into Bar-en-Tinnen. (See ICE's *Ghosts of the Southern Anduin*.) The two brothers brought terrible news: their caravan, while travelling along the western foot of the Ephel Dúath (carrying wines and silks north to Minas Ithil), had been viciously attacked by a small band of marauding Orcs. The raid was a complete surprise, since goblins have not been present in the area for hundreds of years. Duranir is especially worried, because he could not account for all of his men when he regained consciousness under the bush where the Orc leader had cut the merchant down. Several bodies were missing; it has been assumed that they have been taken captive. The incident has frightened and angered the residents of Bar-en-Tinnen, and there has been a call to action. A large reward is offered to anyone who will take up this dangerous mission. What down-on-his luck adventurer could possibly resist?

REWARDS

The Wise Seating of the town has set aside from its treasury 5 gp (Gondorian mint) per Orc slain (proof is needed), and 50 gp for every prisoner recovered alive. In all, there were 5 captives taken by the Snagaghâsh tribe now dwelling in the Ephel Dúath near Cirith Ungol. In addition to the coinage, successful adventurers will receive the adulation of the town's citizens and the beginning of a reputation for victory in feats of arms.

15.5 THE MYSTERY OF BARAD-WATH

Setting: Gorgoroth; T.A. 1640-50.

Requirements: A party of mid- to high-level adventurers, willing to risk their lives for the security of Gondor.

Aids: A detailed map of Mordor, supplies, and survival skills are the bare minimum required. Both Nazgûl have been briefly recalled to Núrn, and should not be present during the PCs' foray. If they are diligent, they may discover the original Gondorian plans for Barad-wath. Additionally, an individual who aided in the construction, may have left further notes in the libraries of Osgiliath or Minas Ithil.

THE TALE

While staying in Minas Ithil, the PCs are approached by a Gondorian official named Cerizor, who asks them to undertake an expedition into Mordor. He explains that "officially" nothing can be done by the government (as Mordor has been declared off-limits by the ruling body), but he requires an unofficial visit into Gorgoroth to discover the nature of some unusual activity in the Gwathirau at the ruins of Barad-wath. This is Ren and Indûr continuing the construction on Barad-wath, picking up where the Gondorians left off hundreds of years before. The adventurers must enter Gorgoroth, travel to the site, learn what is going on, and return to Minas Ithil. He offers a substantial cash reward, but this adventure will turn out to be far tougher than anyone could have imagined.

OBSTACLES

The construction of the castle is not completed, and as such, the elite rangers are not present. The degree of completeness is subject to the GM's discretion, and the construction site will not be without challenge. In addition to the construction crews and their escort, several Orcish tribes reside in the surrounding area. As a final note, PCs who create too large of a disturbance may warrant the return of one or more of the elite supervisors (this could be really bad...).

REWARDS

Cerizor will pay the PCs up to 300 gp each to undertake the quest, delivering 30 gp up-front as a retainer. The information the adventurers bring upon their return may well move the Gondorian to arrange official recognition from the King. Possibly one of the Gondorian decorations given to recognize valorous deeds will be granted: the Cross of Mordor, the Star of Gondor, or the lesser Ring of the Sun. The Ring is awarded to recognize deeds that greatly benefit the realm of Gondor rather than to reward personal sacrifice. Thus a scholar who discovered a forging process that resulted in sturdier weaponry might be awarded the Ring of the Sun. The Ring is a gold arm-ring adorned with a tracery of bronze and set with several small topazes. The item is enchanted, granting its wearer a +5 bonus to maneuvers utilizing Intelligence (Reasoning and Memory) or Presence.

15.6 ESCAPE FROM THE ANGÛRATH MINES

Setting: The Ered Angûrath between T.A. 1640-2460.

Requirements: A low- to mid-level group of prisoners determined to escape. It is unlikely that any of the party members would be Elves, though it is possible.

Aids: Whatever information the PCs can glean about their horrible surroundings, and any tools they may steal from their captors. Perhaps a run-in with more escaped slaves who have formed their own group will provide allies. Knowledge gained as a slave regarding safe food sources, familiarity with the daily events of their area, and lots of luck may also come in handy.

THE TALE

While travelling in neighboring lands, the adventurers were caught by a Mordorean raid, promptly bound, and taken into the awful depths of the Ered Angûrath. Now, a sudden cave-in has tipped the odds in the PCs favor. The warriors of their escorting guard have either been killed or seriously injured. The captives had better act fast, or they may remain prisoners forever.

REWARDS

Unless the PCs can exact some cash compensation from their opponents (over their dead bodies), their lives and their freedom will be the only reward they will need.

15.7 TITHES OF TERROR

Setting: Minas Dûrlith and surrounding area in T.A. 2480.

Requirements: A mid- to high-level group of scouts not afraid to brave the terrible Black-ash Sea.

Aids: Knowledge of the Ered Lithui, as well desert survival, climbing, and stealth skills.

THE TALE

Residents of Dagorlad have been alarmed by the movement of Orcish troops through the area. As of yet, the war bands have avoided the residents, and appear to harbor a desire to remain unseen. They come from the middle of the Ered Lithui, and rumors of a darkened tower on the edge of a vast desert seem to explain their origins. The war bands are, in fact, part of an organized movement of troops to populate Orc holds in the Misty Mountains. The commander of Minas Dûrlith has been instructed to sort the surrounding tribes into groups to be transferred north. Facts are needed, and a coalition of citizens has put together a reward of 20 gp for anyone who will brave a trip into Gorgoroth.

OBSTACLES

The Orcs of the Ash mountains, the garrison of the fortress, and the hazards of terrain, climate, and wild beasts that frequent the mountains and desert should keep the PCs on their toes.

REWARDS

Success in divining the true reason behind the movement of Orc troops may call for a ceremony of honor in the presence of the King together with the award of the Cross of Mordor, the Star of Gondor, or the Ring of the Sun. However, even incomplete information, detailing the location of Minas Dûrlith or the route followed by the Orcs will win the promised 20 gp. Any loot from the journey belongs to the adventurers who recover it.

15.8 THE INITIATION

Setting: Anywhere in the mountains surrounding Gorgoroth in T.A. 1-3000.

Requirements: A low- to high-level group with questionable morals and high ambitions.

Aids: None.

THE TALE

In order to gain membership in an assassin's guild (could be based anywhere — Minas Tirith, Shrel-kain in Rhûn, Pelargir, Umbar, etc...) or to win the trust of a lord in the pay of Evil, initiates are required to obtain a live specimen of the Morungol spider as well as several berries from the brambles of Mordor. These requirements arise from an ancient tale which recounts the lethal nature of this rare combination.

REWARDS

Obtaining membership in the organization or gaining the favor of a figure of note is the final goal. However, completion of the mission should bring great renown and prestige.

PART THREE

In the scenarios that follow, the action centers on the remote mining settlement of Bar Lithryn, a small town on the northern slopes of the Ered Lithui. The reason for the PCs' presence there need not be of major importance. Perhaps a friend or relative lives in Bar Lithryn; or rumors of trading opportunities might lure those with mercantile interests. Adventurers travelling from the lands of Rhûn to Gondor might break their journey in the mining town. Maybe the PCs were hired as guards for a caravan travelling from Ithilien to Bar Lithryn. Or they may be Gondorian spies looking for a way through the Ash Mountains and to penetrate Gorgoroth from the north. Not all the PCs need have the same motive for being in Bar Lithryn. Interesting opportunities for role playing will occur if there are several reasons present in the group.

While staying in Bar Lithryn, the adventurers will face many challenges, becoming enmeshed in a dangerous plot concocted by a servant of Sauron. Section 16.0 describes the terrain immediately surrounding the mining town, as well as the settlement itself and the inhabitants. Sections 17.0 through 20.0 present the adventure material pertaining to the site.

16.0 THE NORTHERN ERED LITHUI

Gondor in T.A. 1640 is a widespread realm. Her armies and administrators have acquired dominion over northwestern Endor, but in the aftermath of the Plague her position is weak, and many powers plot against her.

16.1 THE SAURONIC PRESENCE

"The tower's black color was clearly seen at a distance. But for long, it just remained a lonely black pillar of rock in a forbidding cliff landscape. The approach was torturous; we crossed dry gullies and ravines and climbed steep bluff faces. The architect, mad perhaps, was obviously obsessed with the idea of a remote and inaccessible site. I have seldom seen a building so difficult to reach.

"Once closer, I caught a glimpse of the masonry of the tower. Its dark surface was covered with gargoyles and sculptures of monstrous creatures, born in some inhuman imagination whose main pleasure seemed to be distortion and pain.

"There was a strong feeling of evil and desolation in the air. I felt completely alone in the alien terrain, as though my friends in other places had ceased to exist. Whatever power reigned behind that facade of darkest night could only be imagined in my worst nightmares."

— Excerpt from the memoirs of Melrandir the Voyager

Some dozen miles south of Bar Lithryn is a small stone tower of ghastly design originally built in black stone by Orcish slaves. It is Carvarad, home of Carrog, a servant of Sauron.

Carrog has long greedily desired the wealth mined from the ground by the Gondorians in Bar Lithryn. Until recently, the military might of Gondor has been too formidable, but now the Plague has weakened the realm's forces. Carrog has decided that it is time to move on the mining town, and he plans to unleash a dreadful conspiracy against Bar Lithryn. Rather than assailing the settlement by force, he will weaken its already poor economy. The resulting hardships should cause the inhabitants to abandon the settlement and depart westward. Then Carrog's Orcs and Men will take over the mines.

Carrog's servants have already infiltrated Bar Lithryn. (Carrog has Orcs, Men and some creatures of elemental Darkness in his service. They are described in the sections dealing with NPCs.) There are several spies among the miners and merchants. Their boss is a reclusive merchant, Ninko Goldmaster, who controls a big slice of the food trade.

The miners do not grow their own food, but buy it from merchants. These traders make their purchases from Gondorian manors and the native Donaen population (described in section 16.2). The Donaen serve Darkness, and thus their exchange of goods has easily been manipulated by Ninko. He is a wholesaler, buying grain and meat from the Donaen villages and selling it to the Poik Araudir (Rh. "Order of Miners"), a governmental hierarchy of persons who administer the mines of Bar Lithryn.

Carrog's first move will be to turn the Donaen against the Gondorians. Carrog's emissaries have kept the worship of the Dark Lord alive among the natives, with all its grisly practices. The shamans demand regular human sacrifices to the appease the Shadow. Thus far, to preserve strict secrecy, no Gondorians have been killed in the name of Darkness. When the shamans suddenly insist on the sacrifice of Gondorians, there will be a series of mysterious murders in the countryside. If the practice of the Dark Religion is revealed (it is strictly forbidden by Gondorian law), there will be an inevitable clash between the Gondorians and the Donaen, a conflict the natives will win by superiority of numbers and wilderness skills. If the murders remain unsolved, they will cause considerable horror and grief among the Gondorians. Regardless of the outcome, the Donaen will reduce the sales of food to the Gondorians. (This plot forms the background for the adventure in Section 17.0.)

Carrog's second move (Section 18.0) is the disruption of trade by the assassination of an important merchant and the simultaneous burning of several grain silos. The killing coupled with the arson will produce civil unrest, pitting poor against rich, miners against merchants. Riots will scourge the settlement, and law and order fall victim to chaos. Bar Lithryn should become an uncivilized den, where drunken barbaric mobs rule, and the leaders and merchants flee or perish.

Carrog's third move will be the activation of the Asdriags of the plains. These fierce, nomadic Easterling tribes are allied with the forces of evil, and if their attention can be turned towards raiding the Gondorian manors around Bar Lithryn, increased suffering and starvation will prevail among the townsmen. The Asdriags will be important actors in the adventure in Section 19.0, when the player characters attempt to help a Gondorian caravan of refugees escape from their plight.

During their adventures in and around Bar Lithryn, the PCs should realize that their enemy is brooding in his mountain stronghold, Carvarad. A direct attack on Carrog (Section 20.0) might vanquish their foe once and for all. This is a very difficult task, and it is not recommended for weak group. Success requires strength in arms, skill in magic, and luck.

Carrog's master plan is likely to succeed. Suddenly the Gondorians will discover that they are alone, without food, in an isolated country torn apart by chaos and starvation, and surrounded by hostile natives. There are but two alternatives left: flee or perish. Only the adventurers' intervention might prevent the rout.

16.2 THE TERRAIN

The lands immediately surrounding Bar Lithryn are composed of three distinct terrain types. They range from the high mountains of the Ered Lithui through the foothills wrinkling the base of the peaks to the flat and grassy plains of Talath Harroch. Each of these regions has its unique characteristics which will be described in separate sections below.

16.21 THE ASH MOUNTAINS

The Ered Lithui are a forbidding range of mountains, posing a serious barrier between Gorgoroth in the south and the plains of Rhovanion in the north. The peaks stretch from the Morannon eastwards to the grasslands, extending almost 600 miles. They are fairly high, possessing elevations between 6,000 and 7,500 feet. Volcanic processes created the Ash Mountains, which consist of black basalt. They are broken by few passes; to cross the range, travellers must climb it.

The climate is dry, and rain is rare. During summer, the days can be hot, but nights are always cold. In winter, snow permeated by hail falls at high altitudes. It is very windy, and strong gusts sweep the mountain vales.

THE INFLUENCE OF MORDOR

Evil forces have deep roots in the Black Land. It has been the home of Sauron for several thousand years, and his will has left strong imprints on the climate, geology, flora, and fauna of the terrain bordering his realm.

Gondorians think that the divide, or mountain ridge at the center of the Ash Mountains, forms the dividing line between Gorgoroth and southern Rhovanion. Their theory is wrong; the Dark Lord's influence extends all the way into the northern foothills of the Ered Lithui.

Travellers venturing into the Ash Mountains discover many characteristics due to Sauron's powers. Carnivores are more ferocious than normal, and they do not shun Mannish or Elvish flesh. Tough grasses bearing a fuzz of venomous spines, such as nettles, and thorny shrubs predominate among the flora. A few species carry berries during the early summer, but the fruits are bitter and often poisonous.

Natural springs among the cliffs give rise to black-pebbled streams. Although the rushing water is clear, an overabundance of minerals (lead, mercury, cadmium, copper, etc) suspended in the liquid may cause slow poisoning in those who drink it.

PLANTS AND ANIMALS

Among the hardy grasses and wiry briars, several species stand out. Thalphi-mithlain (S. "Flax of Grey-threads") is a fibrous grass, from which a sturdy linnen can be woven, that also serves as the staple food for the goats that graze the mountain slopes. Thártuth (S. "Bitter-shrub"), a small bush that bears orange berries in the autumn, also sports leaves year round. The foliage helps many herbivores through the winter when the grasses are covered with snow.

The Cave Lion, a fierce beast closely related to the ordinary lions of the savannas, preys on the goats. Cave Lions are very territorial and shun one another. Each dominates his own portion of the peaks, roaming an area that ranges in size from one to twenty-five square miles.

Ashfleas, noxious insects marked with a red blotch on their backs like the Morgai Fly, infest the pelts of nearly every animal inhabiting the Ered Lithui. They sting and suck blood like gnats, injecting an anticoagulant substance which causes acute swelling at the point of injection. The swelling may be several inches in diameter and up to one inch thick. It causes severe problems for persons wearing armor, making movement difficult.

THE INHABITANTS

Few Men reside among the peaks of the Ered Lithui, but several Orc tribes inhabit caverns with tunnels opening in cliff faces at varying elevations. In addition to the Rumarzgi, Thrakognir, and Uruk-snarka (detailed earlier in Section 6.0) who raid the plains, many smaller clans armed with cruder weaponry hunt goats and lions in the foothills. They trouble the Mannish settlements less frequently than their more numerous neighbors. Known as the Eklafoš Vîdûlu (Or. "Clanless Thieves"), these Orcs speak their own incomprehensible dialect of Orkish and have little knowledge of Westron. A person skilled in the Orkish tongues of Misty Mountains and Eriador would find it difficult to communicate with them. Most are equipped with stone weapons and leather armor. Only the boldest warriors have acquired metal weapons, usually from slain foes. The Orcs of the Ered Lithui hate humans, since they have been engaged in constant warfare with the Donaen (see below). In lean years, the Orcs will feast on their fallen foes.

16.22 THE FOOTHILLS

The hills are low and undulating. They are far more habitable than the mountains, but the soil is thin, discouraging farming. Only isolated spots between the foothills and the plains possess a deep topsoil. These vales are usually owned by the Gondorian noblemen of the region.

The climate is fairly dry. It rains occasionally during the winter, but the summer is subject to severe draughts. Winters are mild, with the soil remaining workable throughout the colder months. Hard freezes are rare, but a blanket of snow usually covers the ground from Narwain through early Gwaeron.

A few streams undulate down from the mountains towards the plain. They attract many species, and their banks shelter numerous holes, warrens, and lairs, including human habitation. The streams run in a northeasterly direction and empty into the Ardagomen, which flows into the Sea of Rhûn. They are seldom more than a score of feet in width.

PLANTS AND ANIMALS

Yew, pine, maple, and birch interspersed by grassy clearings cover the foothills. The flowering season is in late spring, just after the end of the winter rains. All the valleys bloom, and petals of crimson, bright yellow, periwinkle blue, pure white, and delicate pink fling a rainbow over the slopes. As summer passes, the plants turn brown and dry, and the hills gain a much drearier appearance.

The animal life is fairly varied. Deer, goats, marmots, gophers, chipmunks, and red-furred squirrels abound. They are hunted by lynx, wolves, and the infrequent cave lion that descends from the peaks to roam the foothills.

THE INHABITANTS

Many native human tribes live in the hills. They belong to a people known as the Donaen, a minor ethnic group in the huge Gondorian empire, descendants of the Daen Coentis that migrated westwards a long time ago.

The Donaen are farmers and herders. They grow rye and wheat in fields terraced on the hillsides. Their agriculture is primitive by Gondorian standards, and it has to be augmented by hunting deer and herding sheep and goats. The Donaen hate predators, especially wolves, and are engaged in a constant battle against them. There are many rituals of bravery surrounding the slaying of predators, and warriors that singlehandedly kill a cave lion achieve the greatest possible renown.

The Donaen live in villages comprised of rough, stone houses with thatched roofs, surrounded by a log pallissade. Villages are usually situated near streams or wells, making it easy to obtain water.

The Donaen were cowed by Sauron (Do. "Marec") during the Second Age. They paid tribute to Barad-dûr and were enticed to worship Darkness with human sacrifice and other foul practices. With the coming of the Edain and the establishment of Gondor at the beginning of the Third Age, the tribes were subjected to western influences. But the Donaen retained their previous allegiance. At the bidding of their new masters, the Gondorians, they abolished the open worship of Darkness, but in secrecy the nefarious rituals continued.

Many Donaen work for an Adan liege lord. Noblemen from Gondor possess estates in the area and have built manors and castles on their holdings. The manors form self-sufficient agrarian communities, containing the artisans necessary to produce required commodities.

Relations between the Gondorians and the Donaen are frosty. The Donaen have grudgingly accepted their western lords, but refuse to be assimilated into the Gondorian culture. Stubbornly, they maintain the ways of their fathers. They gather in secrecy in the old sacred groves during the festal nights to perform grisly rites. These include bloody sacrifices of humans and animals to Durnu, the Dark Mother. She is a Sauronic corruption of the divinity worshipped by the Donaen long ago. The Gondorians believe that the Donaen worship Doena, the Earth Goddess, a manifestation of Yavanna.

Occasionally, Orc tribes roam the hills, issuing from the caverns riddling the Ered Lithui. These raiders are hated by Donaen and Gondorians alike, and are often hunted to death by irate humans. The Orcs react to this in the expected manner and fight the Mannish warriors without mercy.

The most important group of people in the area arrived last: the Gondorians. The ruling clique consists of Adan noblemen who run the mines. They have brought with them numerous Gondorians of humbler origins as administrators, soldiers, and servants. During the last centuries, the Kings have granted large estates of fertile land in the area to newly created noblemen. These lesser lords have come with their households and built fortified villas upon their estates.

The Gondorians depend on their subject peoples for taxes and the performance of menial tasks, such as farming. The manorial lands are tilled by Donaen or Northmen who serve their Gondorian masters in exchange for protection against marauding Asdraigs and Orcs.

16.23 THE PLAINS

Talath Harroch, the enormous grassy plain north of the Ash Mountains, is dominated by shallow hills and short grasses and scrub. The climate is mild, although the weather is fickle due to the absence of natural barriers against the prevailing westerly winds. Thunderstorms, hail, and tornadoes can strike with little warning.

PLANTS AND ANIMALS

The flora of the Talath Harroch is a mixture of untamed grasses and wildflowers. Clumps of the tall, dark touchgrass and thickets of the dense bog-land grass are rare, while the shorter horsegrass, blue-eyes, and white clover predominate.

The most interesting animal frequenting this area of the Talath Harroch is the Axebeak. It is a huge carnivorous bird, similar in appearance to an ostrich, but with a big, eagle-like head. The axebeak hunts in a manner similar to the cheetah: it tries to sneak up on its prey and catch it with a short, vicious explosion of speed. The Axebeak can reach a speed of 50 mph for about 100 yards. Axebeaks rarely hunt humans, but they are often interested in catching horses. This causes eternal enmity between the birds and the tribes of the plain.

Herds of antelopes, packs of wild dogs, jackals (Rh. "Undar-lair"), Culcamix (large, burrowing rodents), wild cats, and the aggressive Ēgil's Viper comprise the most notable of the other inhabitants common in the Talath Harroch.

THE INHABITANTS

The southern plains are inhabited by roving nomad tribes. These belong to two distinct ethnic groups: the Éothraim and the Asdriags. Both herd cattle and horses and roam freely over the steppe.

The Éothraim are a fair folk, tall and well-proportioned, with blond hair and blue eyes predominating. A branch of Northmen, they remain free of Sauron's yoke due to their hatred of Darkness, while their nomadic lifestyle keeps them equally free of the Gondorian rule.

Smaller, slighter in build, and darker, the Asdriags are related to the fierce tribes of Khand and Nûrad. Although herdsmen, they lead lives vastly different from those of their Éothraim neighbors. Property and descent are traced through the female line, and women dominate religious and domestic life.

The Éothraim and the Asdriags dislike each other and often clash for control over wells or pasturage. The dependence on horses, characteristic of both peoples, forces them to compete for the necessities of life.

The Éothraim are allied with Gondor and often serve in her army. They have good relations with the Gondorians in Bar Lithyrn and sometimes trade horses for metal tools.

The Asdriags are Easterlings and obey the Dark Lord. The shamans of the tribes oversee the worship of Darkness and maintain their ties with the Lord of Mordor.

16.24 DOR RHÚNEN

Bar Lithyrn and its surroundings are all nominally a part of the huge Gondorian province of Dor Rhûnen, a territory that includes the land east of the Anduin River and west of Rhûn, south of Mirkwood and north of the Ash Mountains. Gondorian political and military control over this area has always been weak, since it is largely settled by independent nomads. The Gondorians allied themselves with the Northman tribes (Éothraim, Gramuz, etc.) in an effort to maintain a semblance of control. The allied tribes saw Gondor as an elder brother: richer, wiser, and generous. Thus the friendship has been strong; both parties had a need for each other.

Since the Plague depleted Gondor's powers, her control of the area weakened. Easterlings from the regions of Rhûn and east of Mordor vie for possession of the area, while the Northman who already live there realize that they may have to defend themselves without the help of Gondor. War is probably imminent.

16.3 BAR LITHYRN

"Bar Lithyrn could be smelled from a distance. Our whole group of travellers discovered the proximity of the town simultaneously. The smell was faint but acrid, and is probably the by-product of an industrial process used in the mines to purify the ores."

"I have seen many towns in the western and eastern regions of Endor, but few looked as shabby as Bar Lithyrn. Its name, meaning 'Home of the Ash-trees,' must have been chosen for sarcastic reasons, perhaps by some royal officer who wished to make an impression on the King."

— From the diary of Incran the Merchant

Bar Lithryn is located just east of the territory of the Orc tribe that calls itself the Uruk-snarka. The Orcish warriors concentrate their hostilities on the Donaen closest to the entrances to their caves, thus avoiding the full-scale reprisal by the Gondorians that would result from an attack on Bar Lithryn.

The heart of Bar Lithryn is its mines. They have been dug into the northern slopes of Ered Lithui to reach the precious metals hidden therein. Were it not for the mines, the settlement would not exist.

The settlement's inhabitants can be divided into two distinct groups: the poor and the rich. Miners, servants, and laborers comprise the poor, while the rich are composed of administrators and merchants. A great rift separates these two. The poor envy the rich, who in their eyes live off others' menial work. The rich defend their positions by quoting hostile clichés and leaning on tradition.

16.31 THE SETTLEMENT

Bar Lithryn did not grow as haphazardly as do most settlements. When the King of Gondor decided about fifty years ago to exploit the metal ores of the region, he ordered a royal architect to accompany the settlers to the area and design the outlines of the town.

Bar Lithryn is divided into three parts: the Trading District, the Governor's District, and the Mining District. The settlement has about 1,000 seasonal inhabitants. It was lightly struck by the Plague a few years ago. Only about fifty persons perished, one of which was the previous governor.

THE GOVERNOR'S DISTRICT

"The Governor's house (the word palace is too grand a term for it) is the only building of stone in the whole town. It is dark grey in color, and its architectural design is spare. It is obvious that the governorship of this settlement is not for vain noblemen, but those whose minds are dedicated to the service of the realm.

"The house is always guarded by a troop of soldiers, dressed in simple field uniforms. They look professional and seem to be of Northman stock.

"The governor was kind enough to receive me for a short interview. He talked about the problems of maintaining law and order and of running a mining operation in a remote corner of the empire. When asked about the proximity of Mordor, he responded that the forbidding cliffs of Ered Lithui, looming high above the town, conveyed only fear, no awe. 'This country is forever marred by the evils of the Dark Lord,' he said calmly. 'His accursed Orcs pose an occasional threat to people, even though they are too few to hurt the settlement as a whole.'"

—From the diary of Incran the Merchant

The political powers of Bar Lithryn reside in this district. The current governor is Elvir, a Gondorian nobleman who is competent, but who made himself unpopular in Osgiliath (before the capital was moved to Minas Anor). The King decided to give him a job that was both important and out of the way. Elvir is a bit resentful about this, but has largely accepted his fate. He works diligently to keep the town and its mines running smoothly. Elvir is a very honest man, and has tried to crack down on corruption and crime, but with a mediocre success so far.

The city guard is a unit of fifty warriors whose task is to maintain law and order in the settlement and to protect the mines and the metal storehouses from theft. The soldiers are mainly Gondorians and Éothraim. They are armed with broadswords, shields, bows, and wear chainmail. Ten Éothraim are mounted and use the lance.

The unit is well disciplined and does uphold law and order in the Governor's and Trading districts. They are far too few to do so among the miners, and there most crimes go unreported. Hostility flares often between miners and soldiers, since the guard has been used against the miners at many occasions in the past.

THE TRADING DISTRICT

"I spent my time in Bar Lithryn as the guest of the merchant Indis, a woman trading in clothes. Her home was always filled by friends and customers, and she seemed to know almost everyone in the town. Her husband was an artisan, constructing and repairing mining equipment.

"Indis told me that the town's merchants were trading almost exclusively in necessities, such as food, cloth, and tools. The general standard of living was low, and there were only a few persons interested in luxuries.

"During my stay I experienced something that must be a constant pain for the inhabitants: boredom. Nothing interesting seems to happen in Bar Lithryn. An occasional wandering minstrel braves the distance, but generally it is dull. A traveller like myself is seen as a welcome relief, and I was showered with invitations to dine with well-to-do or noble families."

—From the diary of Incran the Merchant

This district houses the merchants who trade in food and other supplies. They occupy an important niche in the settlement. Many merchants have become wealthy by trading in necessities, a policy encouraged by the Governor, but disliked by the poor. The district consists of mansions and warehouses. The mansions are used to display the importance and wealth of their owners.

The food merchants are the most important traders. Each buys food at the manors and villages and sells it to the Poik Araudir, that wing of the government supervising the mines and the miners. The argument for this arrangement is that miners should do what they are best at and avoid going into a business where they have no training. The Poik Araudir has a very strong position in this trade, since it is the only customer. The food traders have no alternative distribution network through which they may sell their goods. The food merchants also loan money to the farmers with future harvests as securities. This is a necessity, but it is not popular with the farmers. (Moneylending is rarely popular with the borrowers.) To avoid upsetting the local economy too much, the Governor has forbidden food merchants to own land. It is important to keep the Donaen villages functioning in their traditional ways.

The rest of the traders sell manufactured goods, such as tools and clothes, and other items, such as horses, to the mining administration and thus to the miners. These products are manufactured far away, in Gondor proper, and brought to Bar Lithryn by caravan. The goods are much more expensive than usual. (GMs should double the normal prices.)

THE MINING DISTRICT

"The Mining District is the largest and most ill kept section of the town. The poor wretches live in wooden huts, whose roofs are thatched. The huts lean in every direction and seem to perish in the first winter rain. Children dressed in rags were playing in the streets, and through the window holes in the walls I could see their mothers washing, sewing, knitting and chatting with each other. Everyone seemed well fed, and there was no sign of the malnutrition that is so common in such places. The Poik Araudir obviously has some interest in keeping the workers and their families healthy."

—From the diary of Incran the Merchant

The miners constitute most (about 80%) of the population. They live in a shantytown, consisting of poor huts built of wood. They work twelve hours a day in the mines up on the hillside and get a wage that is barely enough to survive on. Bar Lithyrn's mining is designed to be a source of income for the King's Treasury, and thus there is little incentive to provide more than a basic living for the miners.

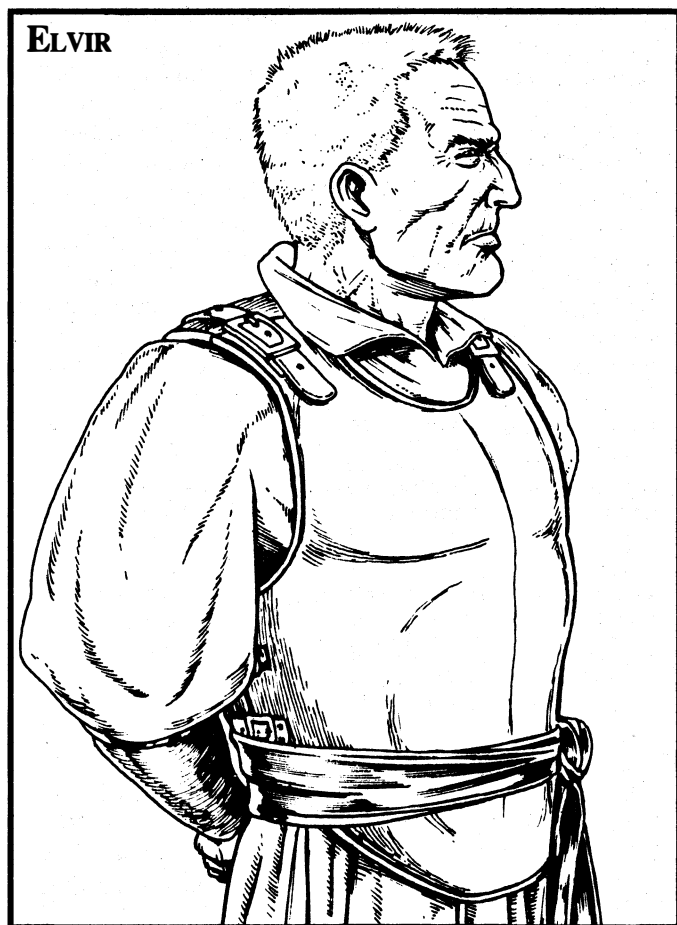
Nevertheless, the status of the miners has improved during the years. There have been strikes and conflicts that have changed the average miner's lot. (Remember that Gondor is a monarchy with a treasury whose moneys support its ruler's armies and the projects approved personally by the King. The concept of taxation to generate funds that will support the poor has not existed since the days of Hyarmendacil I (r. 1015-1149)) The miners are mainly landless peasants who have changed profession in order to make a somewhat better life.

Beer houses, often combined with brothels, are mixed in with the shanties. These are generally controlled by merchants. The beer is bought by the barrel from the Donaen.

16.32 IMPORTANT PERSONS

ELVIR THE GOVERNOR

Elvir is a man of military stance. His tall back is straight, his grey eyes are strong and clear, and his grey hair is cropped very short. He is a very competent person, who has made himself unpopular by being too honest and too rigid. The Governor cannot be bought at any price. He is forever devoted to the service of his beloved Gondor; so loyal that he, despite being both rich and of suitable age, is still not married. The rumor is that no woman would stand his organized personality.



Elvir conducts a one man campaign to rid the town of corruption and vice, but so far he has failed. The city guards work diligently, but they are simply too few and too dishonest.

MORGALAD, CAPTAIN OF THE GUARD

Morgalad is about six feet tall and has long, brown, curling hair that falls to his shoulders. He is not muscular, but rather wiry. Some people are deceived by this, but not for long. He is agile and quick and an excellent fighter with many weapons.

Like Elvir, Morgalad is still unmarried, despite his age (thirty years of age) and good looks. It is rumored that he has several mistresses at different places in the town, but nobody has been able to substantiate these rumors. Morgalad himself rarely talks about his private life.

The Captain maintains strict order in his guard force and cracks down on every irregularity. The problem is that he has too few guardsmen; he would need twice as many to efficiently maintain law and order among the unruly miners. And the guardsmen are often corrupt. The offer of a few silver pieces can often persuade a guardsman to look the other way when one has committed a minor crime.

16.33 THE SCOUNDRELS OF BAR LITHRYN

Wherever there are Men, there is wrongdoing. Bar Lithyrn is no exception to that maxim. Many men are lazy by nature and prefer to live on easily obtainable money, no matter how they get hold of it.

In Bar Lithyrn, different kinds of criminality characterize the two separate social strata. Among the merchants, corruption predominates. The traders bribe officials to get good contracts or obtain useful information. They are not above spying on each other and bribing one another's hirlings. Tax evasion is popular.

Among the poor, gambling, smuggling, illegal distilling, and larceny thrive. These misdeeds are often perpetrated by bands of perhaps a dozen, sometimes led by an individual belonging to the richer class.

Among these petty, small-scale transgressors, the Gondil family carries a menace of more significant dimensions. Originally from Osgiliath, the family has recently arrived in Bar Lithyrn, and their ambitions are grandiose. Currently, they run a brothel and a gambling den in the Mining District, bribing the city guard to look the other way. The Gondils seek a way to control and benefit from a large percentage of the local scoundrels. They are not unopposed. Several bands who congregate in the streets of the Mining District do not like the strangers, and occasionally there are fights between them.

Morgalad has suspicions concerning the Gondils' activities, but has not yet enough evidence to move against them. He is worried that an organized network of thieves and other malefactors will get a foothold in this tiny community, and has decided to fight fire with fire. When members of other bands are brought to the city prison for misdeeds, Morgalad drops charges against them in exchange for help against the Gondils. The local scum has been attracted by this. They have not yet realized that if they finish the Gondils, Morgalad has a lot of evidence to use against them.

There are many ways that the characters may experience contact with the rascals of Bar Lithyrn. Their belongings may be stolen. They may be offered illegal services of many kinds. If they settle in the Mining District, they may be offered "protection." Misdeeds may be used to entice or force PCs to move in a certain direction. If, for example, they are caught in one of the guards' raids on a gambling house, Morgalad may drop the charges if the adventurers perform some useful task for him. Or if an important item is stolen from one of the characters and fenced to the Gondil family, it could be a way of ensuring an encounter with that group.



17.0 DEATH AT THE MANOR

Hallorn is located twenty miles east of Bar Lithryn, in the foothills of the Ered Lithui. The manor consists of a gracious house, where the nobleman Halgon lives with his only child, a son, and twelve Gondorian servants. Barns, stables, outbuildings, and other structures belonging to a farm surround the house.

About one mile away stands an isolated Donaen village called Tissen. The Donaen do not get along well with the Gondorian lord. They dispute the ownership of a large meadow situated between the village and the estate. Negotiations have so far proved fruitless.

During their stay in Bar Lithryn, the characters will have encountered many individuals. One of them is Halgon, an minor Gondorian nobleman. He is a warrior from Osgiliath who was rewarded by the King with an estate here at the borders. The Gondorian arrived in the foothills some years ago with his retinue, built a manor called Hallorn, and became a member of the local upper class.

Due to a strong interest in visitors to Bar Lithryn, a sentiment shared by most of the town's aristocracy, Halgon has invited the PCs to come and stay at his home for a couple of weeks. A visit by strangers will enjoyably alleviate the boredom of life in the countryside.

17.1 THE MURDER

When the PCs arrive at Hallorn manor, the afternoon sun shines from a clear sky, and the air is fresh. Their first glimpse of the estate is a pastoral scene of small wooden houses clustered at the edge of a meadow. The peasants work on the fields, and everything is quiet.

Halgon greets his visitors warmly and himself conducts them to a guest house where they can wash, change clothes, and rest. The

Gondorian takes them on a tour of the manor when they are sufficiently refreshed. He is very proud of what he and his people have accomplished here. He talks a lot about farming and herding and shows his cattle. (This is a suitable occasion for the GM to show the players a map of the manor.) Halgon personally supervises the farming on his manor and is very knowledgeable (sometimes it is too much of a good thing).

During the evening meal, the adventurers are encouraged to talk about themselves and the strange things they have seen in faraway lands. All members of the estate have gathered to listen. The visitors' arrival is a welcome break in a monotonous routine. There will be singing and dancing after supper. Someone plays the fiddle, and everyone sings merry dancing tunes. The PCs, especially non-Mannish ones, are urged to share examples of their native cultures.

Assimilated into the estate's routine, the characters wake to the voice of a cock at dawn. As each rises, he hears the farmhands gathering for the day's work. Someone knocks on the door and asks: "Do you want breakfast?"

Halgon has departed for his regular morning ride. Those PCs still abed should rouse when they hear noise from the nearby stable. The servants providing breakfast will inform them that Master Halgon will join them as soon as he has returned from his ride.

As the characters finish their morning meal, the sound of galloping hoofbeats resound in the yard once again. Halgon's horse has returned—alone. When the PCs reach the yard, they will find two farmhands holding the agitated steed by its reins. The saddle is empty, and there are some bloodstains on it. There are no other traces of the Gondorian lord.

The servants are naturally quite upset. Halgon's son Turgon is immediately informed of what has happened. He is still in his teens and thus not really prepared to take command of the situation. Both he and the servants will look towards the characters, experienced adventurers, for advice and support.

THE TRUE TALE

During his morning ride, Halgon decided to take a new route. Instead of surveying the fields of his estate, he would follow the tracks in the forest between Hallorn and Tissen. The forest way would provide more challenge to both horse and rider.

In the forest, there is a glade with an altar dedicated to Darkness, at which the Donaen perform bloody rites. Last night, the tribesmen had cattle, while the shaman exhorted greater devotion to the powers of Shadow. Only the sacrifice of a Gondorian to Durnu (Do. "Dark Mother"), an idea given to him by Carrog's emissaries, would properly display the villagers' reverence.

Halgon on his horse chanced to pass through the sacred glade, and he saw some Donaen clearing the altar of the remnants of the sacrifice. The Gondorian was shocked when he realized the implications of the bloody cattle bones. He had little informal contact with the Donaen, and their adherence to such foul customs was unexpected. The four villagers (Ygan, Derc, Ogorec, and Rethan) were scared by the arrival of the nobleman, since they knew that the Gondorians would swiftly eradicate any traces of the dark religion once they were aware of its presence. The four also remembered their shaman's words. They decided to capture Halgon. They attacked him with spears and slings, wounding the nobleman as he fled along the narrow track. Halgon fell from his horse, and the frightened steed galloped home.

The Donaen dragged Halgon to the shaman's cottage in the forest and presented their prey to their spiritual leader. Viddis was not glad when he saw whom they had captured. When he talked about sacrificing Gondorians, he had rather thought of servants and farmhands whose disappearance should not cause a lot of alarm.

HALGON

But what could he do? He allowed the captive into his house, shoved him bound and gagged into the cellar, and took a vow of silence from the four villagers. Then he announced a special religious gathering for the coming night.

17.2 THE NPCs**HALGON**

Halgon is a quiet and gentle person, not exactly what one might expect from a warrior. The width of his knowledge is also greater than expected, and he often shows his skill in poetry by reciting aloud. He is very tall even for a Dúnadan. His features are clear and well-formed, and many women find him charming.

Halgon served as an officer in the Gondorian army and fought against both Easterlings and Southrons. He has a reputation for a cool head. His strategic capabilities kept him away from the frontline in an administrative post.

When his wife died four years ago, Halgon retired from the army, at the age of sixty, and was rewarded for his faithfulness and skills with an estate near the eastern border of the realm. He gladly accepted it, gathered his servants, hired a few more, and travelled to Bar Lithryn. His stay at Hallorn has mainly been successful. He has introduced various advanced techniques in farming and run the manor efficiently.

TURGON

Turgon is Halgon's only child. The boy is seventeen years old, tall, and fairly intelligent. He has been trained by his father to run the estate. In Osgiliath, the youth received a fairly good education, but since he came to Hallorn his attention has been directed towards farming.

Turgon is a bit bored. There are no other youths of sufficient social standing in the neighborhood to be his friends. His only companion has been his father, and that has not been very exciting. He nourishes secret dreams of leaving Hallorn to seek his own fortune back in the heart of civilization. There has been some conflict between father and son, but so far these exchanges have been no more than light quarrels.

When Halgon suddenly disappears, a lot of responsibility falls on Turgon's shoulders. It is a difficult burden for him to carry, and thus he will seek help from the player characters. They are experienced adventurers and have the capabilities and self-confidence that the boy lacks. He will ask them for advice, and often it will be difficult for him to make decisions. If the PCs take over the search for Halgon, Turgon will only be relieved.

EFFEM

Effem is about forty, fairly old for a Donaen. His hair is sparse and grey, and he is definitely overweight. It seems that he enjoys his wife's cooking a bit too much. He is a competent leader and has been chief of the Donaen village, Tissen, for fifteen years. Effem listens to advice and tries to make fair decisions. He does not get along to well with the shaman, but since they are the foremost members of the tribe, the pair cannot quarrel openly.

Effem dislikes the Gondorians whom he sees as foreign invaders that have come to seize the land and westernize its inhabitants. He is not particularly religious, but knows Durnu (Do. "Dark Mother"), the true ruler of his people, is more than just an abstract concept. The Dark Mother's herald, Marec, makes his home in Mordor, and the Donaen have been living on his grace since early in the Second Age. Thus, Effem supports the traditional religion, even though he tries to minimize sacrifices, since he sees them as a waste of resources.

TURGON

VIDDIS



When Effem heard the shaman call for the sacrifice of Gondorians, he was shocked. He thinks the new policy is outright stupid and will cause the wrath of the Gondorians to descend on every Donaen village. However, he cannot go against the will of the shaman in religious matters.

VIDDIS THE SHAMAN

Viddis is a devout worshiper of Darkness. He believes that Durnu will grant great powers to all her leading servants, and that he personally will share in the glory. Viddis hates the Gondorians, whose western ideals he regards as meek and unmanly. The shaman thinks that a true man must be stern and possess a will of iron.

Viddis is old, grey, and stooped. He is quite charismatic and has a strong hold over the villagers' minds. He preaches the superiority of Moirvár with great fervor.

ZAKEN, CARROG'S EMISSARY

Zaken is Carrog's messenger. He travels along the foothills of the Ered Lithui and conveys whatever information his lord desires. Zaken usually works through the shamans of the Donaen, since this gives a spiritual weight to his messages. He is rarely seen by ordinary Donaen, and is then generally taken for a wandering shaman.

But Zaken is something else, something far more sinister and dangerous. He is a spirit of darkness that has taken on human form. The night is his true element, where he can move with little chance of discovery and where he can strike, using terror and cold as his weapons. Zaken is a minion of Sauron and loyal to his master. All his acts serve the will of his lord, and he is completely ruthless.

Zaken is now the guest of Viddis and stays at his cottage. He does not eat or sleep, so he does not really need a home. However, his powers diminish in sunlight, and thus he prefers shelter during the daytime.

Zaken is capable of turning his body into darkness during night. He is solidified shadow or elemental darkness. He retains his physical body, stats, and skills, but he can also move without sound. It requires extreme luck to see him.

While in shadow form, Zaken will attack with terror. By touching a person, he can scare the victim witless, causing him to run away at breakneck speed. (To avoid fleeing, the victim must roll equal to or less than his Presence (*MERP*) or Self Discipline (*RM*) bonus.)

17.3 THE SETTING

17.31 THE MANOR

The manor consists of one spacious house, where most inhabitants live, and several smaller, surrounding buildings that are used as stables, barns, haylofts, and sheds.

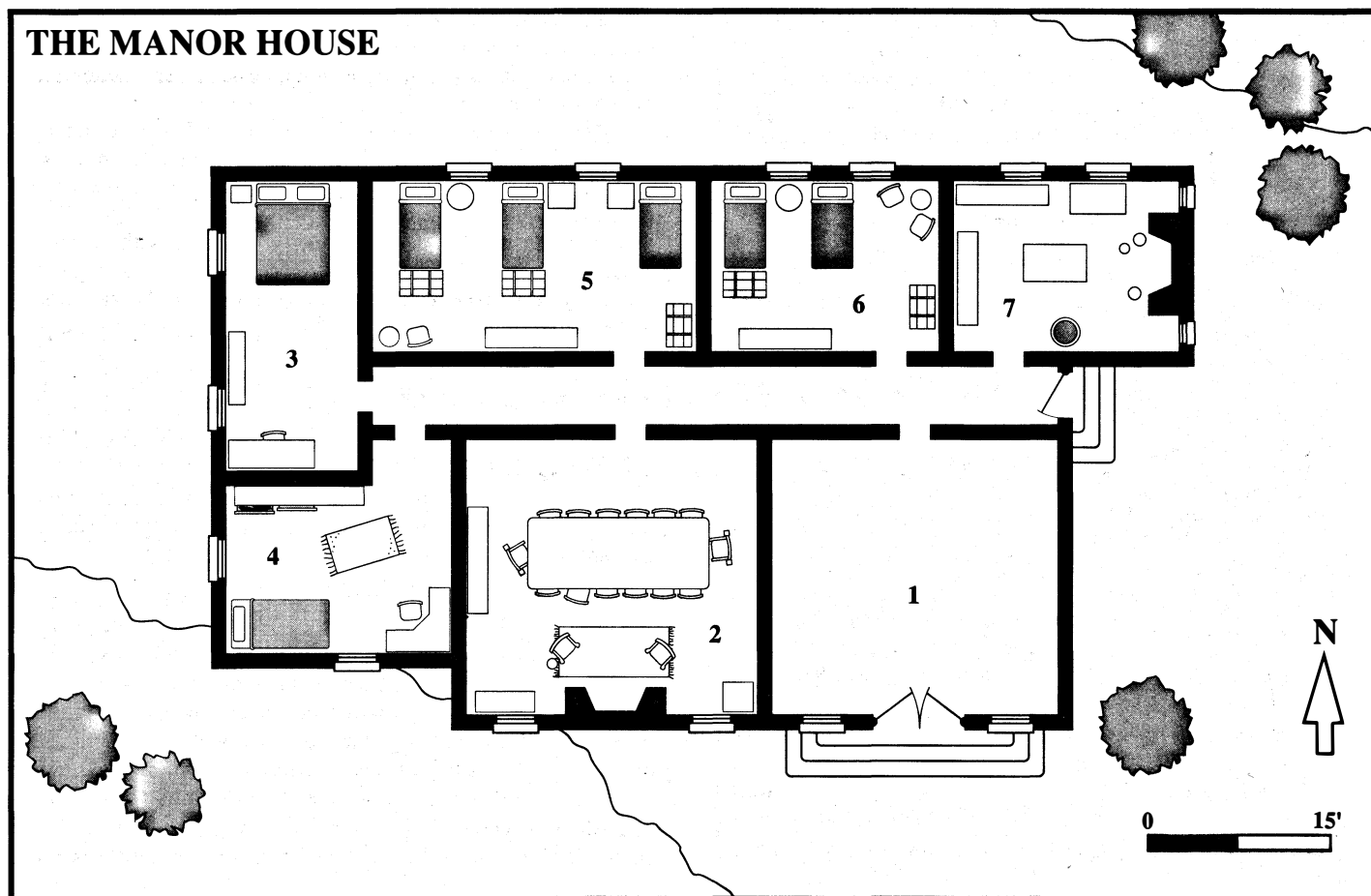
THE MANOR HOUSE

- 1. The Hall.** This is the formal entry to the house. The room is bare, with wood paneling and weapons hanging on the walls.
- 2. Sitting Room.** Halgon, Turgon, and their retainers spend most of their time in the sitting room. One half of the chamber serves as the dining area, with a huge table and many chairs around it. The other half is the sitting area, with a fireplace and several comfortable chairs. On the walls, tapestries portray hunting scenes.
- 3. Bedroom.** Halgon's bedroom is spare of adornment, almost stark. He sleeps alone in a large bed. On one wall, there is a desk and a chair, where the nobleman does much of the administrative work required for the smooth running of his estate. One cupboard holds all Halgon's clothes.
- 4. Bedroom.** Turgon's bedroom contains a narrow bed, a desk, a chair, a cupboard, and some other furniture. The state of the room reflects the nature of its youthful inhabitant; it is always in a state of chaos, and Halgon has made a point to never enter it.
- 5. Servants' Quarters.** The female servants live in this room. It contains three bunk beds, some tables, and cupboards where clothes are kept.
- 6. Servants' Quarters.** The male servants are quartered in this room. It is similar to that occupied by the female servants (#5).
- 7. Kitchen.** Ovens, cabinets, and cooking tools fill the kitchen. It is the territory of Iarwain, the manor's cook. She is a strict ruler and woe to the person who intrudes in her "realm" without sufficient reason. The PCs are not likely to be welcome here during their stay.

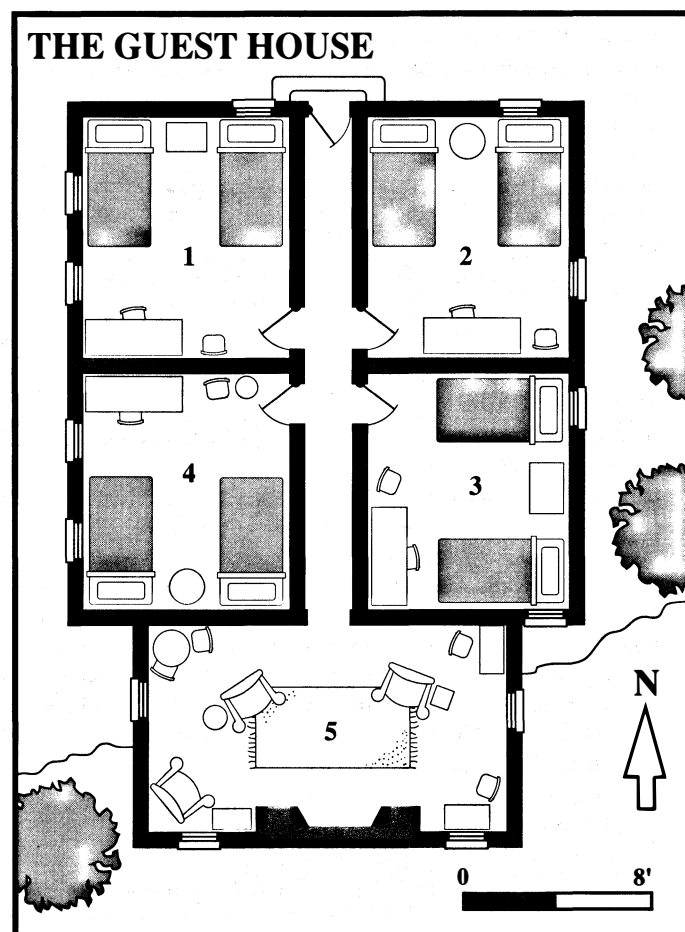
GUEST HOUSE

- 1-4. Bedroom.** All four bedrooms are similar. Each contains two beds, a cupboard, a desk, and two chairs. The furnishings are well-crafted, and paintings adorn the walls. Considering the amount of hardware the average adventurer tends to drag along, these rooms may prove a bit small. But equipment can always be stored in the stables.
- 5. Sitting Room.** This is a nice and cosy chamber in which guests may spend some of their leisure time. It has a fireplace and several comfortable chairs. Guests do not usually eat here, but at the manor house. Breakfast is served in the bedrooms.

THE MANOR HOUSE



THE GUEST HOUSE



17.32 TISSEN

Tissen village is a closely knit community. The twenty-two families depend on each other for survival. Without the mutual support, it would be impossible to harvest the crops, to raise cattle, or to hunt sufficient game. Furthermore, the villagers belong to an isolated and insulated culture. The Tissemi believe themselves to be the true heirs of the Withareyk (Do. "Wrinkled Land"), and all foreigners to be visitors at best, intruders and enemies at worst. The strangers usually worship powers hostile to Darkness, which makes them even more mistrusted.

It is almost impossible to persuade one Donaen to betray or fight another. Bribes are useless, simply because they have no use for riches in their daily lives. The Tissemi are fairly satisfied with their lot; more fertile soil and independence from Gondor, are the only commodities they desire, two things nobody can give them.

Another factor motivates the Donaen to refuse their friendship to the Gondorians. Durnu, who the Donaen follow, is a powerful entity, and her servants (the most powerful of whom is Marec, the Donaen appellation for Sauron) can literally destroy the Donaen people if they turn away from her. In fear and awe, they are bound to their chosen mistress irrevocably.

THE VILLAGE

Tissen consists of twenty-two stone cottages with thatched roofs. They are similar in design. Each contains two rooms: a kitchen and a chamber that accommodates eating, sleeping, social interaction, and the working of crafts. The rooms are spartan and reflected the subsistence lifestyle typical of the Donaen. At one side of the village, there are several barns and stables where the livestock are kept and the harvest stored.

The village is surrounded by a pallisade of wooden poles, ten feet high with sharpened tops. On the inside of the pallisade the ground is raised (backfilled), making it possible for an ordinary man to look above it and fire at enemies on the outside. It has one fortified gate, which is closed from the inside at night. The pallisade is designed to keep lions and Orcs away from the Donaen and their cattle. It requires a very strong reason for the Tissen to open the gate after sunset.

The village is not a military objective; it is certainly no fortress. However, Tissen's wooden pallisade is sufficient to repel most raiders and carnivores. The Tissen can raise a force of forty spears, and that is usually enough to defend the wall. Probably about 100 Orcs would be required to take the village by force, and the Eklafoš Vîdûlu who roam these hills can seldom muster a warband so large.

17.33 THE SHAMAN'S COTTAGE

Viddis dwells in a cottage apart from the village, so that he can live quietly and commune with the spirits of Darkness. His home is a small building of wood. It has one room with an open hearth, and contains Viddis' bed, a stool, and a workbench. A lot of shamanistic paraphernalia, such as masks, pendants, robes sewn from tree bark, rustic censers, and drying herbs, hangs on the walls. The workbench sports an oil-burning lantern, bronze flasks, tongs, and some small leatherbags containing cured herbs, mainly of the healing kind.

Through a trapdoor in the floor one can reach the cellar. It is used by Viddis to store food and beer. He put Halgon here to keep him out of the way. If the PCs reach him in time, before the sacrifice, the wounded nobleman will survive, although several months of recuperation will prove necessary to restore him completely.

17.4 THE TASK

Discovering the cause of Halgon's disappearance, rescuing the nobleman from his captors, and bringing the Donaen responsible for his attempted murder to justice is the series of tasks facing the PCs.

STARTING THE PLAYERS

The most obvious path of investigation is to track the hoofprints of Halgon's horse back through the nearby woods. However, the steed galloped a long way on the road, leaving no discernable tracks on its hard, sun-baked surface.

The forest consists of beech, maple, and other deciduous trees. There is little underbrush so it is fairly easy to travel in it. Only small animals, such as squirrels and sparrows, live there. Deer and other large mammals have been driven away by the Tissen a long time ago. The Donaen occasionally herd goats in the forest. The two objects of considerable interest in the forest are the sacred glade (described previously) and Viddis' cottage.

Another method of investigation is to follow Halgon's ride from the farm. (His route is marked with a dotted line on the map. The tracking character should make one skill roll every hundred yards or so to determine how well he follows the hoofprints).

If the adventurers reach the glade of sacrifice by this method, they will find it empty. There is a huge, stained block of solid rock at one side and clear evidence of digging. A successful closer investigation will reveal several things, listed below.

- The diggings hide a lot of bones: remnants of the sacrifices performed here across several years' time. Some are quite fresh, while others are old and dry. There are human bones present.
- The rock altar is very clean. There are no traces of moss, bird droppings, and other such phenomena on it. After every sacrifice, it is thoroughly washed.

— On the track leading eastwards from the glade, there is a broken spear point. It has miniscule traces of blood on it. To find it, the searching character must succeed with a Hard, -10, Perception roll.

If the characters look for tracks in and around the glade, they will find a lot of them. Many villagers were here during the night. There are so many tracks that it is impossible to find those that belong to Halgon and his captors. The tracks lead to and from Tissen.

If the PCs try to find witnesses of what happened, they will discover that few, if any, Donaen admit any knowledge of Westron. They stubbornly speak their native tongue, and thus an interpreter is needed. There are some people at Hallorn who speak the local dialect Tissig.

In summary, nobody knows anything, nobody has seen anything, and everybody wants the adventurers to speak to Effem, the village chief, instead. Effem speaks some Adûnaic and is a seemingly reasonable man. He is prepared to talk to the characters about their concerns, but says that the Donaen know nothing of anything that could be incriminating. Remember that he does not lie; only the five Donaen who captured the noblemen and Zaken know that Halgon is a prisoner at the shaman's cottage.

If Effem is asked about the religious practices of the Donaen, he answers that they worship the "forces of growing." When questioned about the sacrificial glade, he denies any knowledge about it, stating that he is not a religious man and leaves all that nonsense to the tribes' shaman. However, if the characters pursue the subject, the chief will perceive their interest as a threat to the security of the village. The Tissen will try to maintain a discreet watch over the PCs, and when the adventurers leave Hallorn, they will be ambushed with the intent to kill all.

AIDS

The PCs' only aids in this adventure are their own skillful observation and relentless pursuit of the clues that they discover. An Elf may suspect the nature of the evil he is facing from its spiritual emanations, but he should be unsure of its true origin.

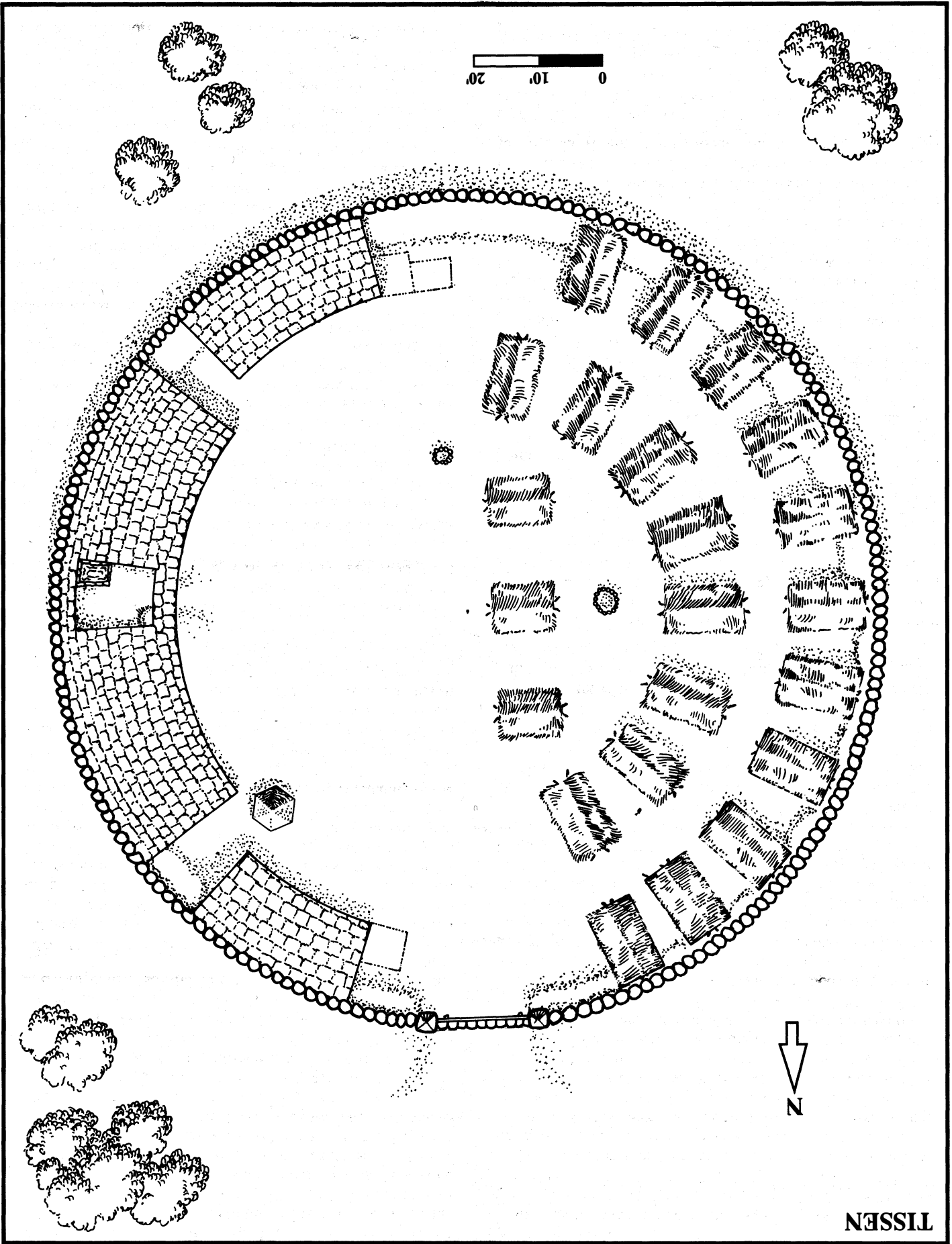
OBSTACLES

If the adventurers approach Viddis' cottage during daylight, both the shaman and Zaken are present. When they knock on the door, Viddis will open it, step out, and talk with them outside his home. He speaks some broken Westron.

Viddis claims that he has been in his cottage, communing with "the spirits of growing" in a trance for a long while. He admits, if asked, that the sacrificial glade is hallowed to the powers of growing, and that the Donaen have religious ceremonies there. They sacrifice animals to the gods they worship. He vehemently denies any human sacrifices.

Viddis will refuse the characters entry into his cottage. He claims that no stranger may enter the shaman's hut, lest their intrusion disturb the aura of power surrounding the structure. If the PCs try to force their way into the hut, combat will ensue. Viddis will use his magic against the adventurers, while Zaken exits through the window to use his own more unique powers to slay the PCs.

If combat goes against Viddis and Zaken, they will attempt to escape. Zaken will cover the shaman's retreat, and Viddis will run towards the village in order to alert his fellow Donaen.



REWARDS

The Eoadar, the tribe of the Éothraim that predominates in the plains north of Bar Lithryn, offer a bounty of 7 gp for the capture of known murtherers. Should the PCs have no connections with the Éothraim, there is a headprice of 3 gp paid under Gondorian law for the apprehension of bandits. In addition to these monetary rewards for solving the mystery, the gratitude of the bereaved is assured. Justice will be served, enemies of Gondor discovered, and that should suffice for any decent man of the West.

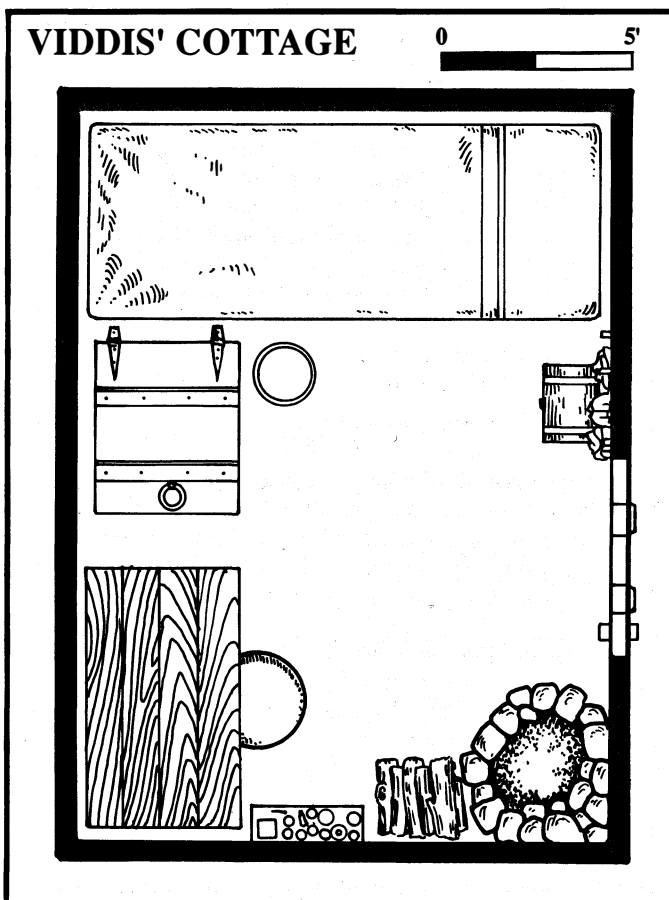
17.5 ENCOUNTERS

There are many things the characters may do to arouse the suspicions and anger of the Donaen. These include:

- Open violation of the sacrificial glade.
- The presence of Elves. The Donaen see the Eldar as their greatest enemies and believe that these beings by their sheer presence pose a threat to the village. It is most likely that Elves may perceive the evil nature of the sacrificial glade just by visiting it.
- Violent acts directed towards a tribesmember, especially the shaman or the chief.

In response to any of these deeds, the Donaen may react instinctually. If their anger is very great (something terrible must have happened) or their sense of security threatened (the existence of the village is at stake), they might storm Hallorn manor, attempting to slay all its inhabitants and burn the buildings to the ground.

A more reasoned course of action would involve waiting for the PCs to leave the manor and attacking them in the wilderness. Such method is far easier to hide and to blame on roaming Orcs, and thus it is preferred by both Effem and Viddis.



GMs should try to consider the pros and cons that would cross Effem's mind to determine precisely how the villagers react. An attack on the manor can probably be blamed on Orcs if no witnesses remain alive, but there is always a chance of discovery. And if discovered, Gondor's revenge will be gruesome. If Effem believes that the Gondorians at the manor know little about the Tissen's actions, he is most likely to abstain from destroying the manor and instead concentrate his attention on the PCs.

The characters are very likely to get into trouble, since they are the primary investigators of Halgon's disappearance. They will ask questions and poke their noses into places where they definitely do not belong. If the Donaen decide to attack only the adventurers, they will choose an appropriate place for an ambush. Forget all thoughts about compassion. The Donaen do not believe in such things when it comes to foreigners. Instead they will try to wipe out the PCs as quickly as possible. There is no gain in wasting Donaen lives.

Zaken will participate in such an attack, if he is convinced that the characters pose a threat to Carrog's plans. However, he is suspicious, and it will not take much evidence to convince him. When ambushing, the Donaen will attack with missiles and try to stay out of melee. They know that the characters are most likely to be experienced fighters, deadly in melee.

The Donaen will shadow the PCs when they leave the manor and try to discover where they will spend the night. They will either attack the characters' camp during darkness or the group as a whole when they set out next morning. If the characters press on through the night, the Donaen will use their superior knowledge of the terrain in an attempt to bypass and ambush the PCs.

18.0 MURDER OF A MERCHANT

The trade in foodstuffs is the lifeblood of Bar Lithyrn. The settlement has no way of supporting itself, but is completely dependent on the surrounding villages and manors for supplies. To ensure the steady flow of food supplies to the miners, the Poik Araudir (Rh. "Order of Miners") has acquired the help of several merchants. These individuals buy food from the farmers and lend them money to assure that they continue to function effectively as food producers. The supplies are transported to Bar Lithyrn, where they are purchased for cash by the Poik Araudir. It is an efficient arrangement, but it has some weaknesses. Primarily, its success depends heavily on the financial capabilities of the merchants. Their loans and purchases are relied upon as balancing effect in the market, helping the farmers in bad years and making a good profit during good years.

Carrog's spies have infiltrated many aspects of the settlement's daily life. (See 20.2 for more about Carrog.) The most important food merchant, Ninko Goldmaster, is in his pay. Ninko completely dominates the trade with the Donaen villages. The seemingly obvious reason for this is that he employs native Donaen to work for him as his representatives. Carrog's secret power over the Donaen tribes, by which he has enticed them into trading mainly with Ninko, is the real reason for the merchant's monopoly.

18.1 A TALE OF BRIBES AND SPIES

Corruption is inevitable where there is money to be made. Scoundrels tend to slide quietly into "appropriate places" in society, where they can make themselves indispensable by provid-

ing otherwise unobtainable services. Bar Lithyrn is no exception to this. A family from Osgiliath, the Gondils, has recently gone into business in the settlement. They run a brothel and a gambling den in the Mining District and bribe the city guard to look the other way. They intend to enter the lucrative food trade. This could provide an easy way of laundering the profits they made on their shady business. They have contacts with Seregon, a merchant from Osgiliath, whose business is plagued by a shortage of cash. By supplying him with ready cash, the Gondils expect to become silent partners in the food trade.

Ninko has spies in many places. His men have infiltrated many organizations within the settlement, including the city guard and most merchant houses. They continually report items of interest to him. Ninko sends monthly reports by messenger to Carrog and receives orders in return.

Ninko's spies quickly realized the implications of the arrival of the Gondils. As long as the family remained satisfied with swindling the miners of their meager wages, the merchant did not object to their presence. When they started to infiltrate the food trade, he became worried. His ability to reliably turn a profit was tricky enough in the current situation; Ninko did not desire another party to enter into the game. He consulted Carrog and was given orders to make an example of someone. Seregon was to be murdered and his warehouses burned. The Gondils would then be told to leave or perish. A food shortage would quickly develop within the settlement, since Seregon's warehouses are filled with grain and meat. Social unrest would inevitably follow, with clashes between miners and city guards.

But even the best laid plans can go awry. While all this scheming transpired, a female servant was dismissed by Seregon. The whole affair was very humiliating for the woman, and she decided to get revenge. She had witnessed the merchant's covert reception of the Gondils, and she told the captain of the city guard all that she had heard. The guard-captain, Morgalad, did not dare act against such an important individual without having the governor's approval, so he talked with Elvir before issuing any orders.

The governor was not unperceptive, and Morgalad's report did not surprise him. He was perfectly aware that some guardsmen were taking bribes from somebody to look the other way. Without sufficient information, his hands were tied. The captain's report made it possible for him to act. Elvir has decided to hire some mercenaries to do the dirty job for him. As newcomers to Bar Lithyrn, they would not be involved in local politics. Since they would not have any personal interests to protect, they could be expected to act tougher than the city guard. Enter the player characters, experienced adventurers looking for a way to make some money.

THE DEATH

Although Elvir's hesitation was based on prudence and a respect for the law, its outcome in this situation was unfortunate. The night before the governor hired the PCs to visit Seregon, the merchant was brutally murdered in his bed. Lairathin, a spirit of elemental Darkness from Carvarad, had visited the merchant at Ninko's bidding.

Entering the bedroom window in the hours before dawn, Lairathin slew Seregon with the sheer terror at the elemental's command, rather than a physical weapon. The merchant's death was discovered when a servant entered with a breakfast tray just after sunrise. The corpse was without any signs of violence, but the face was frozen in a grimace of pure terror. Since there were no signs of crime, the servant only called for an undertaker and did not bother to contact the city guard. Their conclusion was that their master had died of heart failure.



**BALLATH
GONDIL**



When the adventurers arrive to question Seregon, everyone is upset. The servants are still loyal to their deceased master, who treated them well. They will not answer questions from strangers, and the PCs will have to identify themselves as deputy city guardsmen to get any answers to their inquiries.

As far as the servants can tell, nothing strange has occurred. Their master worked late last night, as was his habit. Somebody remembers hearing creaking wood (the window sash being opened) in the early morning, but dismisses it.

There have been witnesses to the murderer's departure. Two city guardsmen, who patrolled the area during the night, saw a "shadowy figure" jumping over the fence surrounding Seregon's house. They had tried to pursue the shape, but soon lost track of it. They could not investigate further, because fires elsewhere in the Trading District started at that time. Their report can be found at the city guard's office.

THE FIRES

Two hours before dawn, several fires started in Seregon's warehouses. The city guard did what it could to fight the flames, but to no avail. All four structures were destroyed, and with them several tons of wheat, rye, and meat. These supplies were recently brought into the town from the countryside, and the Poik Araudir was about to buy them. (Ninko knew when to strike.)

The fires kept the city guards and volunteers busy throughout the rest of the night and well into the morning. The shady elements in the settlement used this to their own advantage, and the number of burglaries and robberies soared.

THE RIOTS

During the day after the fires, rumors began to spread in the city. Miners talked about how much was destroyed, and worried that the Poik Araudir would not be able to supply them with sufficient food to survive. These rumors originated from Ninko's agents, who have planted them carefully.

Towards the evening, when the miners returned from the mines, they flocked to the taverns in large numbers. Arguments about the "coming lack of food" escalated. All too soon, some were saying that everyone must take care of himself. Then the real troubles began. The miners poured out from the beerhouses into the street, moving towards the remaining warehouses. Before the city guard could intervene, they forced the doors of the nearest warehouse, assaulted the laborers remaining there, and started to loot. The whole night was one long riot, with arson, assaults, robberies, murders, and other crimes. Fifty guards against 800 angry miners could do little to quell the violence.

The characters will be assimilated into the city guard if they make themselves available. Otherwise, they will be left to their own devices. They are not that likely to be assaulted by miners since they (probably) look as tough as any war-veterans.

18.2 THE NPCs

SEREGON

Seregon was a mediocre merchant. He did not manage well in Osgiliath, so he decided to go to a smaller town where the competition was less harsh. Bar Lithym seemed to be such a place, because the Poik Araudir controlled the market. Since his arrival about a decade ago, Seregon firmly entrenched himself in the food trade and specialized in trading with the Gondorian manors in the region. His years in Osgiliath gave him an edge in dealing with noblemen, and he got along very well with them.

To increase his profits, Seregon decided to take bribes, a decision which in the end cost him his life.

NINKO GOLDMASTER

Ninko is a merchant with a shady past. He originates from the shabbier parts of Pelargir, in which city he made a career as a smuggler under the name Damas Farinan. He moved to Minas Anor and changed identity (Rinek Goldring) when the city guard in Pelargir started to look for him.

With his remaining funds, he invested in trading ventures whose destinations were in far away lands. Soon he owned shares in caravans and ships travelling to Hyarn, Elorna, and even legendary Mórenorë. In the course of business, he came into contact with Sauron's minions in Minas Anor. They lured him with great profits, and since Ninko was both greedy and immoral he gave the expected response. The city guard once again was alerted to his activities, and suddenly he had to flee, leaving (almost) everything behind. A Sauronic agent instructed him to go to Bar Lithym, where he would be assisted in starting new trading ventures under a new name. Ninko obeyed. Now he is a successful food trader and the most important link in Carrog's network in the settlement.

Ninko is about fifty years old. He is somewhat fat, even though he keeps himself in good trim through exercise. He hair is almost completely gone. What troubles him now is that his eyesight is growing poor; he has got cataracts in both eyes. He is not aware of the true nature of his disease and has consulted various charlatans in the settlement. These quacks have prescribed medicines of questionable value which have not cured him.

BALLATH GONDIL

Ballath is one of the most important members of the Gondil family. His task is to maintain contacts with people in power, to administer bribes when appropriate, and to negotiate in situations where more delicate persuasion is necessary. He is thirty years of age, short and slim, and definitely goodlooking. Nature has equipped him with a great deal of patience and a diplomat's tact and skills. He is capable of listening indefinitely to anybody who has the least bit of interesting information.

He could easily be taken to be harmless, but he is not. Unscrupulous and competent, his goals in life are to make money and have a good time. His major weakness is an overriding predilection for feminine company.

18.3 THE SETTING

18.31 SEREGON'S HOUSE

1. Bedroom. The merchant's corpse lies reclined in the bed. One of the windows is partially opened. The servants believe that Seregon opened the window during the night to get some fresh air. The room is well kept and in order. The assassin simply performed his deed and disappeared.

2. Office. The office is a bit unkempt and disordered. It is most likely that the only one finding his way through the papers was Seregon himself. However, if the characters spend some hours here, they will find his correspondence and bookkeeping. Everything looks normal. However, on the desk rests a letter addressed to a "Master G." It was written yesterday.

"Master G, greetings. It has come to my knowledge that a third party has been asking questions in town. I suggest that we meet to discuss this matter properly within one or two days. Yours sincerely, Seregon."

3. Parlor. In this richly appointed room, Seregon received his guests. Tapestries worth a fortune adorn the walls. The PCs should perhaps observe the fact that the murderer did not bother with these valuable. It can be taken as an indication that the death of Seregon was the aim of the assassin.

4. Entry Hall.

5. Kitchen.

6. Servants' Quarters. In this room, partitioned by screens, live four servants: one manservant, one kitchen maid, and the gardener. They can be persuaded or bribed to talk, if it is done with sufficient discretion.

7. Servants' Quarters. The butler and his wife, the cook, reside here. They are a Gondorian couple in their forties and have been in Master Seregon's service for more than a decade. Their loyalty to their deceased master is great, and they are reluctant to talk until they are certain that what they say will be used in hunting down the murderer.

8. Bathroom.

18.32 NINKO'S HOUSE

1. Wall. The house is surrounded by a seven foot high wall with iron spikes on the top.

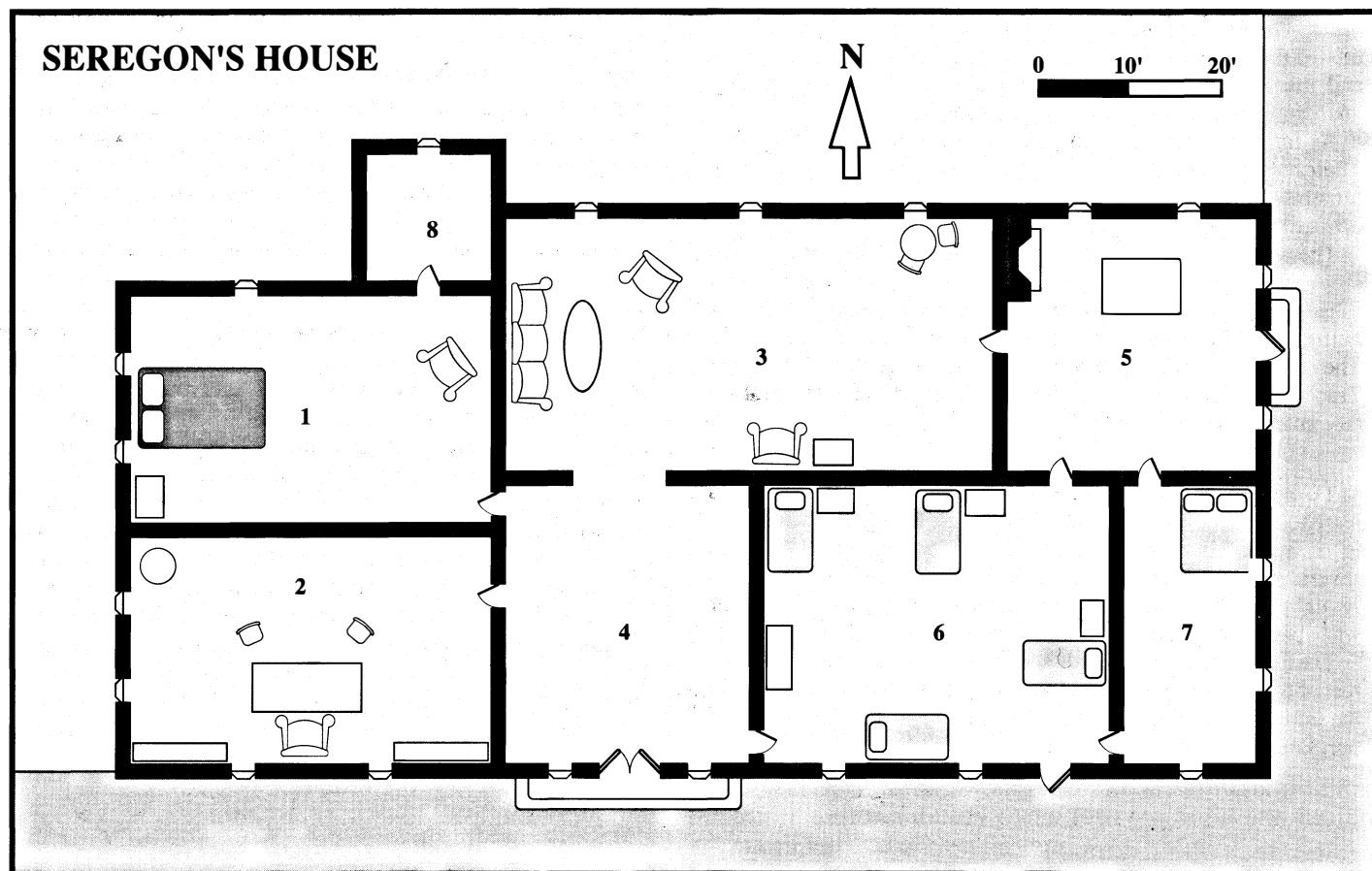
2. Yard. The yard is covered by gravel. There is a well.

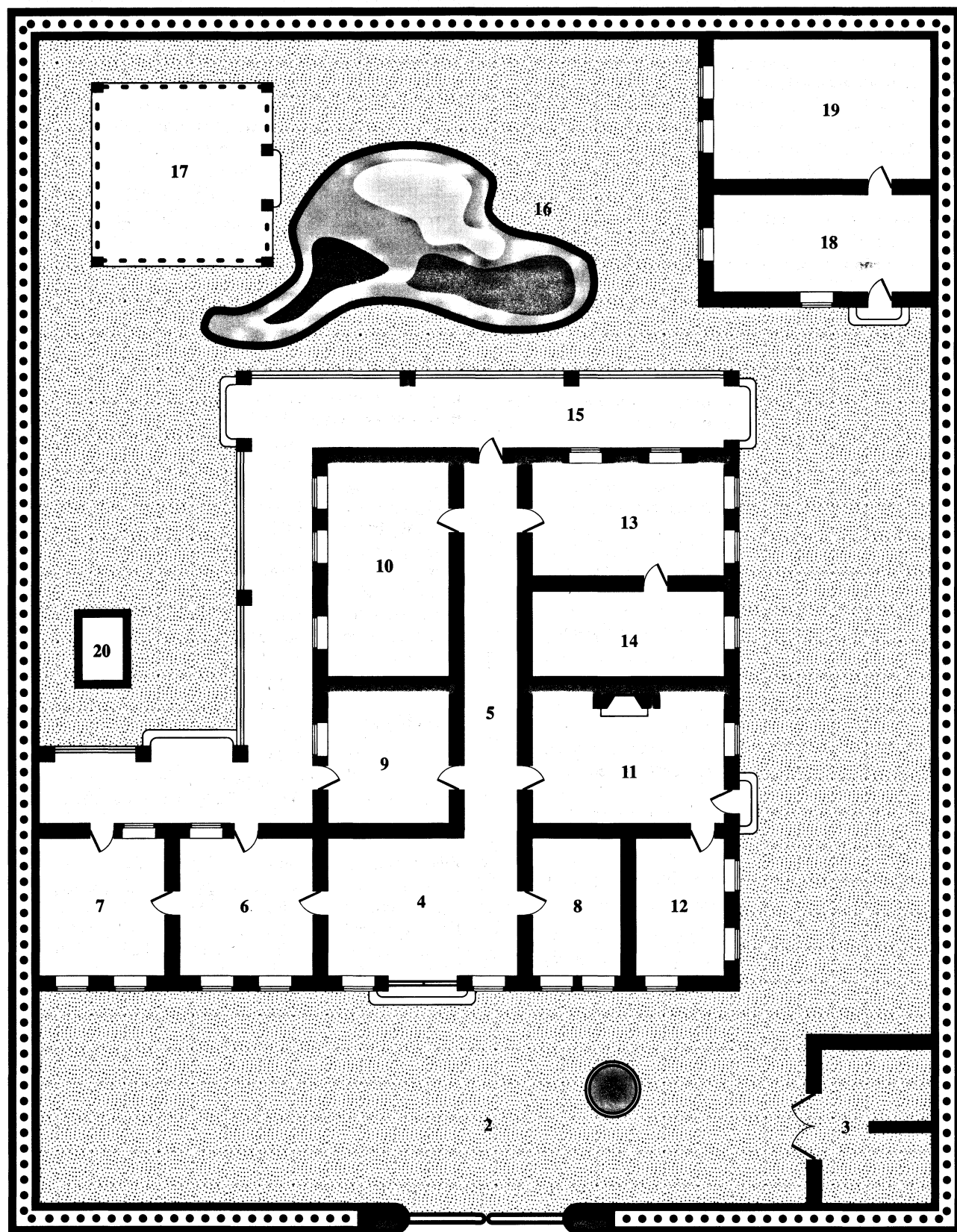
3. Stable. A small stable occupied by two good horses. The stable boy sleeps in the hayloft.

4. Entry Hall. A colorful rug lies on the floor.

5. Corridor.

6. Guest Room. The room contains two beds separated by a screen. No guests are currently visiting.





0 10' 20'

NINKO'S HOUSE

7. Guest Room. The room contains two beds separated by a screen. Lairathin is staying here, but if the house is under attack the elemental will search for enemies.

8. Bathroom. This room contains a large porcelain tub and a stove for heating water.

9. Parlor. The furniture and the tapestries reflect the wealth of the owner. A thief could easily earn several hundred gold pieces here.

10. Library. The walls are covered by bookshelves. Ninko seems to be very interested in the history of the Sauronic wars.

11. Kitchen.

12. Larder.

13. Office. The office looks a bit unkempt. There are several desks here covered with scrolls.

14. Ninko's Bedroom. Ninko likes good art and several paintings hang on these walls.

15. Verandah.

16. Garden.

17. Pavilion.

18. Guardroom. Six guards occupy the guardhouse. Two of them stand guard at the entrance, two are in the guardroom, and the remaining two are off duty and generally away having fun.

19. Bunkroom. The guards sleep in three bunk beds.

20. Privy.

18.4 THE TASK

Ideally, the PCs will unravel the entire complicated plot. However, Ninko's part in the tale is more important than that of the Gondil's, because the trader is in Carrog's pay. The Sauronic connection will prove more destructive in the long run than a family interested personal gain and possessing questionable morals.

STARTING THE PLAYERS

The characters are approached by Morgalad, the captain of the city guard. He tells them that the authorities need an independent investigation of a criminal matter. Competence and honesty is required. The captain negotiates a suitable fee, between 5 to 15 gp.

If the characters accept the mission, they will be told that Seregon, a merchant in the food trade, has been observed to have covert connections with the notorious Gondil family. The PCs will be given powers as deputy city guardsmen, but cautioned to act in secrecy, not displaying that power needlessly. Nobody knows the extent of the network of rogues, so it is necessary to be clever and discreet.

Morgalad will suggest that the adventurers begin by interviewing Seregon in order to find out his economic interests. By posing to be merchants, they can most likely obtain some interesting information with which to continue the investigation.

AIDS

Morgalad will provide whatever information he can get from the city guard, from the governor, and any place else that might help the PCs. He can also write letters of introduction to noblemen in the area.

OBSTACLES

If Ninko or the Gondils realize that the player characters move against them, they will retaliate without mercy.

REWARDS

The fee of 5 to 10 gp is the primary reward. If the characters do well and reveal Ninko's plot, they may receive an additional sum of 100 gp from the governor as well as the prestigious Ring of the Sun (see Section 15.0 for a detailed description of the powers of the Ring) for service rendered for the good of the realm.

18.5 ENCOUNTERS

The PCs have several clues to investigate. Some deal directly with Seregon's death, while others are more concerned with the riots.

The morning after the riots, the miners go on strike, demanding food. The city guard patrols the streets in the Governor's and the Trading Districts, but possesses no control in the Mining District. The situation there is unstable, even though the looting and the violence has ceased. The characters have the freedom of the streets there, but they should be armed.

THE LETTER TO "G"

If the PCs ask Seregon's servants about this letter and the identity of "G," they will get a response from Beleg, a houseboy. He remembers an incident, a few months ago, when Seregon called him to his office, where the houseboy received a letter which was to be delivered to one Halleg at a beerhouse, the Floating Duck. Seregon had not yet sealed the letter; when he did, Beleg caught a glimpse of the first line: "Master G, greetings."

If the characters go to the Floating Duck in the Mining District, they will discover that it is a seedy tavern catering primarily to those interested in drinking to excess. The only condiments served are beer and spicy sausages. If the PCs ask the bartender for Halleg and accompany the question with some coins, they will get a nod towards a thug that is seated at a table with a massive beer mug.

Halleg's reaction towards the adventurers depends entirely on how they behave towards him. A superior or hostile attitude will only gain them a sour rebuff and a refusal to talk. If the characters ask politely and do not reveal that they are in the city guard's service, he invite them to sit down and order more beer.

Halleg will not reveal any immediately pertinent information. However, if the PCs impress him as reasonable scoundrels, he will put them in touch with Ballath Gondil. A meeting at the Floating Duck will then be negotiated.

INTERVIEWING BALLATH GONDIL

Ballath Gondil looks out of place in the Floating Duck, since the beerhouse is frequented primarily by miners still in their working gear. The well-dressed Gondil has obviously been there before, since he is recognized by the bartender. The rogue is interested in knowing why the characters want to see him and will initially listen without giving any information himself. As long as the PCs do not reveal their connection to the city guard, conversation proceeds smoothly.

If the characters admit to having read the "letter to G," Ballath Gondil will acknowledge that he is "G." He does not reveal what he does for a living, but says that he had some business with Seregon, and that it came as a shock to him when he heard the rumor of the merchants death. The destruction of Seregon's stores was also bad news, since it touched some of the business matters they had in common.

Ballath Gondil will say very little, but admits that he is interested in buying information from the characters. He explains that a secret band acts within Bar Lithryn, apparently moving to acquire control over the food supply. The identities of the band's members are unknown to Gondil. He is anxious to know more of them, and will handsomely reward the PCs if they discover anything pertinent. Following this offer, Gondil departs the beerhouse.

A PATTERN OF RUMORS

If the characters spend some time and money with miners that participated in the riots, they will discover an interesting pattern. The rumors of food shortages started when the miners were walking to the mines at dawn. There were some new faces present, persons that the miners had not seen before. Ninko had a limited number of agents to send. Each found it necessary to plant his rumor at several different places to get the desired effect.

If supplied with enough beer, one miner should be able to describe one of the "newcomer" fairly well: "He looked like a brawler: big, muscular, and with a broken nose. His accent must have been from Lamedon or somewhere in Southern Gondor."

The man described is named Wyn, and he is a thug in Ninko's service. It is possible to track him down by visiting beerhouses during the evening. He will be found at the Floating Duck. If approached by the characters, he will reveal a grumpy nature and tell them to get lost. If the PCs try only to trace him, they may succeed (by successful Stalking and Hiding maneuvers) in shadowing him to Ninko's house. Wyn dwells with some other hirelings in a small house in the garden.

THE NEXT STEP

Once the PCs have trailed Wyn to Ninko's house, they should be aware of the connection between Ninko and the riot and that a secret band tries to control the food trade. They may bring the information to the city guard captain. He is very busy right now, dealing with the aftermath of the riots and trying figure out how to prevent new riots next night. The characters are given a free hand to investigate the murder, since the governor believes there might be a connection between it and the riots. However, the characters will have to work on their own, without official support.

The riots will resume the second night. The Poik Araudir and the merchants will convene several meetings, provoked by the crisis, which will result in nothing. The miners will control most of the settlement by morning. Since they lack training and skills, they will be unable to maintain law and order. Anarchy and chaos will reign. Ninko's agents will use the confusion to torch more storehouses. After the second night of rioting, residents will start to flee Bar Lithryn in more or less organized groups. (See Section 19.0.)

To solve the riddles at the heart of Bar Lithryn's troubles, the PCs must raid Ninko's house and discover what the merchant is hiding. It will be dangerous; Ninko has several guards in his service.

19.0 THE ESCAPE

Woe has befallen Bar Lithryn. Chaos reigns, food is in short supply, and nobody knows what next misfortune will strike the settlement. Many have decided that there is no sense remaining there in the wilderness. They intend to return westwards to the central provinces of Gondor, where they hopefully can build new lives.

The refugees are forming a caravan of wagons and hope to depart as soon as possible. The journey through the wilderness of the southern Talath Harroch is not without its dangers. The ferocity of the Asdriag nomads is particularly feared among the settlers. To guard against such foes, they are looking for strong, competent warriors to protect them on the route west.

Carrog's plan is approaching fulfillment. People are fleeing Bar Lithryn. To ensure that few reach safety, he has prodded the Asdriags to escalate their raids in the area. Emissaries have visited the nomads' shamans with the message that the powers of Darkness hunger for Gondorian blood.

19.1 THE REFUGEES' CARAVAN

The caravan consists of eight wagons, each of which carries a family of four to ten people. A pair of oxen pulls each wagon and can reach the breathtaking speed of three miles per hour. During a day, the caravan will travel a maximum of thirty miles. The adventurers may either follow the caravan on horseback or travel in one of the wagons. At night, they will stand guard and sleep in the open, while the refugees huddle in the wagons.

Isildur is the leader of the band, and his authority is recognized by respected by all the other refugees. He knows little of military matters, however, and is eager for advice from the PCs regarding such matters. He travels on horseback, continually riding up and down the line of wagons, checking on the wellbeing of those under his care.

Isildur would prefer that some of the hired warriors act as scouts, riding a couple of miles ahead of the caravan to look for suitable routes, impassable obstacles, and defensible places to camp. If there are only a few player characters, NPCs might take the roles of either the scouts or the warriors flanking the caravan.

THE JOURNEY'S BEGINNING

The caravan will follow a route along the border between the foothills and the plain. Isildur thinks they will thus attract the least attention from Orcs, Donaen, and Asdriags. They will move through a strip of territory frequented by neither group.

The caravan leaves Bar Lithryn early in the morning. The settlement has been torn by strife for several days, and smoke plumes rise from burning buildings, where the miners plunder. The city guard has drawn back to defend the Governor's District, where frightened people look for protection. The governor has despatched couriers to the capital of Dor Rhúnen, but nobody knows when a reply will be forthcoming.

The weather reflects the mood of the town. Thick clouds gather in the sky, and a chill wind blows from the south, from Gorgoroth. Everybody is feeling ill at ease. The children huddle quietly against their mothers' skirts, and the men look for their weapons. Only relief accompanies their departure from the strifetorn town.

Initially, the caravan travels almost straight north, until it reaches the outskirts of the plains. There, it turns westwards and follows the mountains, until the gates of the Morannon come into view. At that ominous place, the refugees will turn south into the garden of Ithilien.

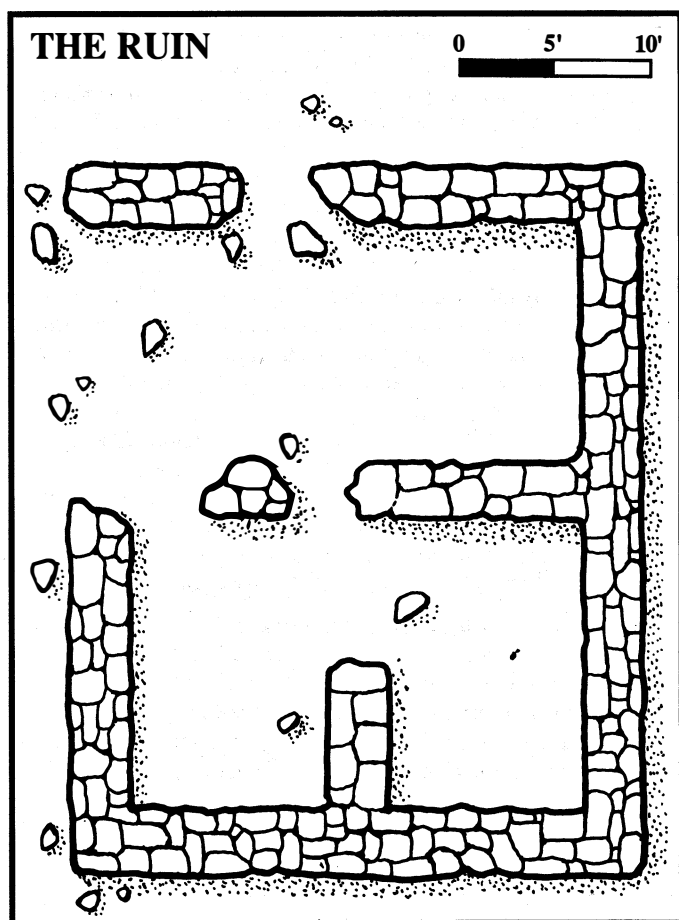
UNDER ATTACK

The second day of the journey, Asdriag scouts spot the caravan. The nomadic tribes have been informed by Carrog's emissaries that refugees may be leaving Bar Lithryn, and urged to attack and plunder them.

The Asdriag scouts are competent and careful, so they should not be easily discovered. A patrol riding north of the caravan might discover their tracks. The scouts follow the caravan at a distance during daylight. During night, they close in on the caravan to assess the strength of its guard force.

By the fourth day, the Asdriags have positioned a force of forty mounted warriors. They will attack at dawn, when the refugees are breaking camp. The raiders will show no mercy, killing everyone regardless of age and sex.

The caravan forms a circle at the night, with a big fire in the middle. The Asdriags will use bows to deplete the defenders from a distance, and then move closer to finish off the survivors with their deadly usrievs (nimble, sword-tipped lances). The attack will be conducted with no great finesse. Rather, the Asdriags will depend on speed and surprise.



Careful scouting on the part of the adventurers may have already revealed the presence of the Asdriags. If so, Isildur will order the caravan to make camp among the foothills, where the terrain may be better utilized for defense. The discovery of the ruins of an old stone building fully justifies his decision. The guards can use the crumbling walls to stem the assault, while the non-combatants hide within.

If the fight takes place on the plain, when the caravan is fairly unprepared, it is likely to end in a massacre. Unless, of course, the travelers manage to escape to the ruin visible on a slope in the distance.

19.2 THE NPCs

ISILDUR

Isildur was named captain of the caravan due to his calmly assertive manner. He is a middle-aged Gondorian wainwright, handsome, with greying hair, and fairly short and slim. Isildur is a competent leader. He knows how to manage a crowd of frightened adults and children, how to be a true diplomat. The caravan members have the utmost confidence in his abilities.

Isildur has rubbed shoulders with mercenaries before, and behaves respectfully towards them. He does not have much military expertise and is aware of it, so he will let the guards make the strategic and tactical decisions, while he himself monitors the caravan itself.

THE WIGHTS

Six Wights haunt the ruin, held in thrall by its evil emanations. They appear just before dawn, when the sky is still dark, materializing from the fallen stone walls. Shadowy forms with pale, flickering glimmers for eyes, these undead seek the energy of the living. As they draw on the life force of the caravan members, they become more corporeal. Hands like claws and faces like skulls appear.

19.3 THE RUIN

The ruin is an old stone meditation hall, constructed by the Edain several centuries ago. It has been abandoned for a long time, and only the walls of the ground floor remain. It was once the abode of a great evil. An obscure order of Black Númenórean monks gathered here to study dark and arcane knowledge. They conjured hellish monsters from unknown depths of the Void and communicated with evil spirits. The order settled in the foothills of the Ered Lithui, close to Mordor, hoping to achieve better results near to the realm of Darkness.

The monks perished long ago, when the powers they manipulated turned against them and slew them. Nothing remained but their evil chambers, which slowly fell into ruins.

Undead spirits lingered among the crumbling stones, attracted in the same manner as Wights are attracted to empty barrows. Nothing had disturbed them for centuries, when suddenly the caravan and the Asdriags broke their slumbers.

19.4 THE TASK

Conducting the refugees safely to Ithilien will require excellent scouting by the adventurers. They must spot the Asdriags before these raiders attack. Ideally, the caravan will have turned aside to find shelter in the foothills.

STARTING THE PLAYERS

"Noble warriors! We are a group of Edain who seek to leave this accursed place. Our goal is Ithilien. The journey is long and will cross the plains where the Asdriags ride. There are only a few fighters in our company, and we fear for the safety of our children. We need able warriors that can accompany us on our flight, and we are ready to pay. Will you take this challenge?"

The adventurers have been visited by Isildur, a wainwright who by his accent must originally be from Minas Ithil. His manners are extremely polite, and he is almost begging for mercy when he finally asks his question. It is obvious that he is afraid, but he manages to keep a fairly calm pose.

The PCs must decide among themselves how much money they will demand from the wainwright. He and his group are prepared to pay up to a couple of gold pieces per sword. This is no time for extensive haggling; after some discussion both parties should agree to the fee.

AIDS

Aside from the willing cooperation of the refugees, there are no aids for the PCs, except for their own weapons and skills. They must act intelligently and react quickly to the dangers in order to survive.

OBSTACLES

Cruel Asdriags, intent on slaughter, are not the only challenge present during the refugees' escape from Bar Lithryn. Evil Wights, appearing in the midst of the raid, will further complicate the PCs' task. These combined foes should provide challenges sufficient for the most daring of adventurers.

REWARDS

In addition to the money offered by the refugees (their life savings; scrupulous characters might think twice about accepting it), the PCs may receive the Garland of Courtesy, an honor granted by one of the small towns in Ithilien. A headband woven of green silk, the Garland is of little worth materially, but its significance — the performance of heroic deeds to shield the innocent from harm — is recognized throughout Gondor. Its wearers are respected highly by decent folk. (Scoundrels will, of course, have a different opinion.)

19.5 ENCOUNTERS

THE UNDEAD

The Wights of the ruin are attracted to hatred, bloodshed, and violence. Thus, they ignore the caravan, if the refugees spend the night peacefully. But when the Asdriags attack at dawn, all the unleashed fury, fear, and hostility release the wights from their sleep. Seeping up through the flagstones from the hidden dungeons of the ruins, they attack.

The six Wights are primarily interested in attacking Asdriags, since the nomads display greater ferocity and bloodthirst than the frightened caravaneers. They may attack some of the Gondorians that are in their way, but generally they seek out the raiders. However, when all the Asdriags are slain, the wights will turn their attention to the remaining Gondorians, if they stay within the ruins.

The Gondorians should use the fight between the Wights and the Asdriags to disengage. The Asdriags are brave and foolhardy warriors, and do not initially fear to engage the undead in combat. The Wights are, however, at a distinct advantage, and when half of the Asdriags have been slain, the remaining warriors will flee.

If the Gondorians have evacuated the ruins, they will not be harmed. The Wights will return to their ruined crypts. The routed Asdriags will not return, and the caravan may continue on its way unmolested.

NOTE: *GMs should roleplay this section carefully to keep the PCs on their toes. Force them to make quick decisions. Emphasize the swirling chaos, where three parties are fighting for different goals. The caravan wants to escape, the Asdriags want to show their bravery, and the Wights want life energy.*

To complicate matters further, a group of Éothraim riders might intervene in the battle. They will be primarily interested in slaying Asdriags and helping the caravan. They have heard rumors of the plight of Bar Lithryn and are on their way to render assistance.

RESUMING THE JOURNEY

Resuming the journey is not easy. The caravan must escape the bloody chaos of a battle and find its way back to the plains. With this accomplished, and the journey westwards resumed, nothing save random encounters will occur. Of course, these may prove equally challenging. However, the Asdriags prefer to limit their raids to territories east of Bar Lithryn, far away from Gondorian soldiers and Éothraim warriors. The animals of the Talath Harroch tend to avoid any great concentration of people. And the Donaen are gathering their forces to take Bar Lithryn; they will not bother a small group of refugees.

20.0 EXPEDITION TO CARVARAD

The ultimate source of Bar Lithryn's riots is in Carvarad, the home of Sauron's minion, Carrog. Adventurers who have been jostled by hostile miners while tracking Seregon's murderer should be easily enticed to discover and defeat the shadowy foe who threatens the mining town. Destroying Carrog will not end all the town's problems: the Donaen will still perform unholy rites, and the Asdriags will continue to raid and plunder. However, the Demon's removal will considerably enhance Bar Lithryn's chances of survival.

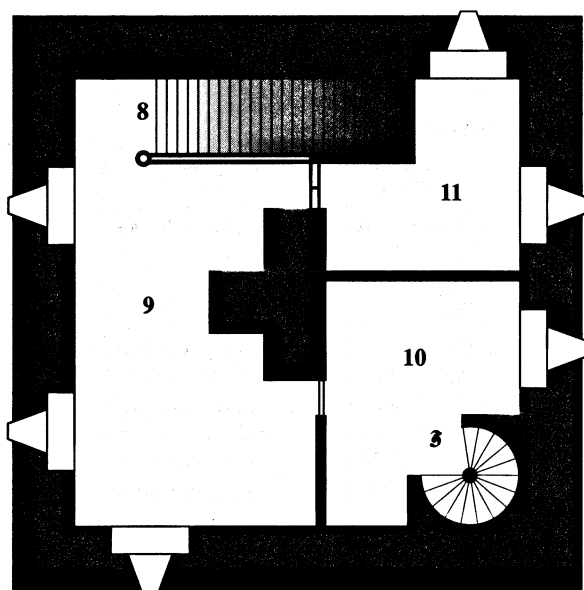
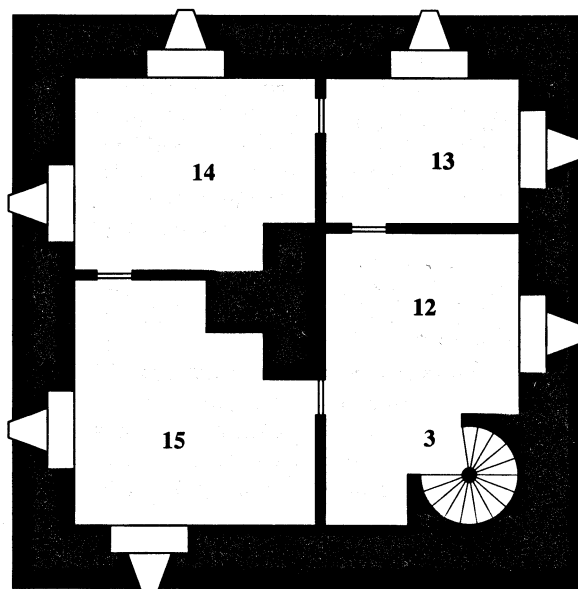
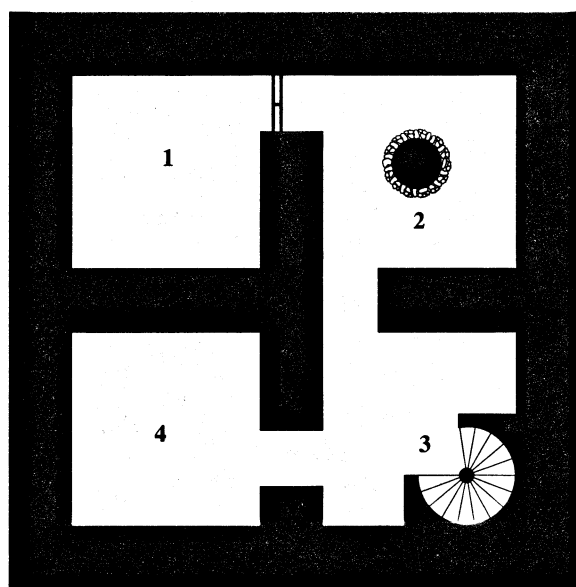
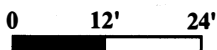
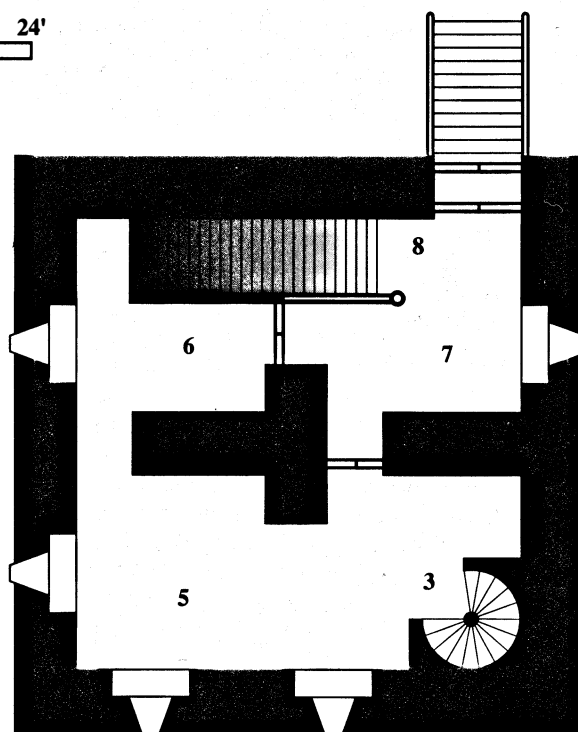
20.1 THE OCCUPANT OF THE ABANDONED TOWER

Carrog is a spirit of darkness and fire, a lesser Maia or Demon. When Sauron rose as the Dark Lord during the Second Age, Carrog was drawn to him as a moth is drawn to fire. The Demon became a useful tool, not as powerful as a Balrog or a Ringwraith, but still a formidable and capable servant.

Before Barad-dûr was besieged at the end of the Second Age, Carrog fled to the East. He survived Sauron's fall and went into hiding in the mountains' roots. When the Dark Lord returned again to western Middle-earth, Carrog took his seat in the abandoned tower of Carvarad. From its shadows, he sent his emissaries into the plains of the Talath Harroch and to the lands around the Sea of Rhûn, where he influenced those that served Darkness and passed Sauron's instructions to them. He placed spies among the Orc tribes roaming the Ash Mountains, enabling him to monitor Gorgoroth's northern border.

CARROG



CARROG'S TOWER**LEVEL TWO****LEVEL THREE****CELLARS****LEVEL ONE**

20.2 THE NPCs

CARROG

Carrog has hidden his true shape and assumed the outward appearance of a Man. He is tall, pale, and ageless. His hair is bright red, and his eyes are golden. The observant will note that they have elliptical rather than circular pupils. He pretends to be from Ralian, a land far east of Mordor, and identifies himself as a sorcerer seeking solitude among these forsaken hills. He claims to be an independent entity, who reveres neither the Valar nor the Dark Lord.

Carrog is never damaged by heat-based attacks, regardless of his form. His skin is the equivalent of rigid leather. He can always see perfectly, even in pitch darkness. Carrog can speak every Mannish language fluently, but has no knowledge of Elven tongues.

While in human shape, Carrog uses a (+20) short sword as his weapon. He always carries it. When battle threatens, if he has time, he will procure a shield from the armory. Carrog possesses some extraordinary powers, which he may use when in his natural form. A humanoid creature of swirling energies without solid body, he is merely a shape where shadow and fire have merged.

As flame and darkness, he delivers two +100 whip attacks with his fists every round (all criticals are heat criticals) or, at no PP cost, launches one +50 Firebolt. Carrog may fly while in this form. His maximum speed is 100 feet per second. He can also walk through solid materials, such as rock, at a speed of one foot per second.

THE ORC GUARDS

These Orcs belong to the Uruk-snarka tribe that dominates the area, but they are a bit more disciplined than most of their ilk. Carrog has gained their respect and fear through brute force and terror. They readily obey his commands, but if ordered to fight to the death against obviously superior foes, they may flee instead.

The Orcs fight with scimitars, bows, and daggers, and use chainmail with greaves, helmets, and shields for defense.

20.3 THE TOWER

Carvarad is positioned on the northern slope of a valley, about 600 feet above the vale's lowest point. The tower is constructed of hard, black basalt. The masonry is of extremely high quality, and a close inspection reveals that little damage has been done to it by the passing of time. The tower is very old, built during the reign of Sauron in the Second Age, many thousands of years before. Carrog moved into the abandoned tower several centuries ago, and began to implement the schemes of his master.

CELLARS

1. **Prison.** Carrog's prisoners languish in this dark and dank dungeon. They are chained to the walls. One Orc stands guard.
2. **Well.** The well of the tower is plentiful enough to serve the garrison's needs.
3. **Staircase.** The spiral stair climbs from the cellars to the upper levels of the tower. It is almost twelve feet in diameter.
4. **Storeroom.** Rarely needed supplies are stored here.

LEVEL ONE

5. **Guardroom.** Ten well trained Orcs reside here. Two of these always stand guard in the Entry Hall (#7).

6. **Armory.** Weapons and armor are stored here. Chainmail suits, daggers, one-hand swords, longbows and shields abound.

7. **Entry Hall.** Honored guests arriving at Carvarad climb the stairs outside the tower to reach the huge oak door at the entrance. It is guarded by two big Orcs. If the visitor is both expected and welcome, the guards permit him to step through the door to the beautiful Entry Hall. Tapestries depicting battle scenes decorate the walls. It is immediately apparent that the host is a man of great resources; a close look reveals that the tapestries originate in Gondor.

8. **Staircase.** These stairs connect the Entry Hall (#7) to the Great Hall (#9) on the next level.

LEVEL TWO

9. **Great Hall.** Carrog receives his guestshere. It is lavishly decorated with candelabras, tapestries, and oak furniture.

10. **Kitchen.** Two Mannish slaves work and live in the kitchen. Their task is to prepare food for the Orcs and for the occasional guest. Carrog does not eat.

11. **Storeroom.** Food and utensils are stored here.

LEVEL THREE

12. **Hall.** Carrog and his guests can recline in couches and drink wine, while discussing the matters at hand.

13. **Guest Chamber.** Simple ashwood furniture and paintings of daily life in a Gondorian home appoint the room. Carrog is a conscientious host and wants his rare visitors to feel at ease.

14. **Library.**

15. **Carrog's Chamber.** It is black and bare. An iron desk occupies one corner, while ebony bookshelves fill one wall. Here, Carrog works and meditates on his dark designs. There is no bed; Carrog does not sleep nor rest in any other way.

LEVEL FOUR

Reached via the spiral stair, the roof is flat and surrounded by battlements. It is used as an observatory and a temple by Carrog. As a shadow streaked flame, he contacts Sauron and receives instructions from him. Guests are not welcome here.



20.4 THE TASK

To reach Carvarad from Bar Lithryn, the traveller must parallel the flanks of the Ered Lithui for about seven miles to a pass traversed by a narrow track. The ridge rises 2,000 feet, and the path is frequented by Orcs, primarily the Eklafoš Vîdûlu. The descent into the valley on the other side is tortuous, as is the ascent to the tower on the far side of the vale. Inside the bounds of Mordor, it is shunned by all the inhabitants of Bar Lithryn. The vale is rumored to be the home of a ferocious Orc tribe, the Uruk-snarka, whose members eat all prisoners they capture.

20.41 STARTING THE PLAYERS

"Friends, I had a strange dream during the night," said Arador at breakfast. We looked at him, waiting for him to continue. "I think I saw a black man with a skeletal head sitting on a dark throne in some forgotten dungeon. Evil influences emanated from his empty eye sockets and spread out from his throne room. It was like a web of deceit, lies, and gruesome deeds reaching afar and entangling innocent people. I wonder what it indicates. Could it be a portent?"

If the PCs have not completely unraveled the mystery of Seregon's death (Section 18.0), this adventure might start in a mysterious way. In any case, they should not know precisely what they will encounter until they come face to face with Carrog himself.

20.42 AIDS

There are at least three different methods through which the player characters can obtain information about the source of Bar Lithryn's troubles. Be careful that the PCs find out too much at the beginning. The location of Carvarad should be sufficient.

INTERROGATION

If the characters capture one of Carrog's agents, they may be able to force him to answer some questions. Few individuals know where Carvarad is situated. Ninko Goldmaster and the elemental Lairathin number among those few, but Lairathin is an unlikely candidate for interrogation. Ninko, who is human, might break and talk.

DREAMS AND VISIONS

Dreams and visions may provide more detailed clues. Boromir received some pretty solid dream advice directing him to go to Rivendell in search of "the Sword that was broken." GMs may create similar experiences for their players.

Try to achieve a mystical aura around the message. The bald declaration: *"You have a dream that says that you should go into the mountains, find the stronghold of a Demon, and slay him,"* deprives the players of feelings and imagery, components essential to good role playing.

Instead, narrate what the dreaming character sees and hears. Mention a few pertinent landmarks, such as a spire of lead-colored rock mottled by whorls of red granite or a bluff face riddled with small holes from which dark-feathered birds emerge to circle the peaks, along the route to Carvarad. Describe the tower as a black spike protruding from the slopes of a deep vale. Shadows pool like water in the valley's hollows, while a web whose strands resemble orange light spreads out from the evil spike to encompass all the terrain within view. Carrog might be portrayed as a flame streaked with darkness, writhing in a horrible dance on the tower's roof. Use poetic license.

MELRANDIR'S MEMOIRS

Melrandir was a traveller of great renown from the early centuries of Gondor's existence. He journeyed through most of the lands of western Middle-earth and described his experiences in his memoirs. Today these faded records are known only to wise men who study the histories of Endor.

When trouble started in Bar Lithryn, Aranion, an old scholar, asked for an audience with Elvir, the governor. He had discovered an old document that described an evil fortress quite near the mining town. The scholar wonders if the ruin might be the cause of all the woes that have befallen the settlement. (Remember that Carvarad was uninhabited when it was visited by Melrandir.)

Elvir was interested and talked at length with Aranion. He decided that the matter was well worth investigating. Unable to spare any of the city guard, he resolved to hire the services of the first suitable adventurers to enter the town's gates.

20.43 OBSTACLES

Multiple encounters with warbands of the Uruk-snaga, as well as a final climactic battle against Carrog himself should push the PCs to their limits. The harsh terrain and lack of drinkable water will also pose problems, but experienced characters with some wilderness skills should easily overcome these lesser obstacles.

20.44 REWARDS

Defeating Carrog is a deed of truly heroic magnitude. Elvir, the town's governor, will award the PCs either 200 gp each from the treasury of Bar Lithryn or a grant of land in the vicinity. The feat may well reach the ears of the King in Minas Anor. A patent of nobility or one of Gondor's honors granted for service to the realm — the Cross of Mordor, the Star of Gondor, or the Ring of the Sun — may be awarded to the adventurers.

20.5 ENCOUNTERS

During the journey to Carvarad, foes of several different calibers will challenge the PCs. Cave Lions, vicious and hungry for manflesh due to the proximity of Mordor, roam the mountains in which the tower is located. Any group travelling through the pass will be subject to at least one attack by these beasts.

Climbing the ridge should prove strenuous and difficult. While sweat beads on their brows, the PCs should encounter the remnants of a fight between a warband of the Uruk-snarka and some lone Orcs of the Eklafoš Vîdûlu: half-eaten bodies.

Once over the ridge, the adventurers enter the territory of the Uruk-snarka. The Orcs monitor the terrain for intruders and prey, so the PCs must be very careful if they are to avoid discovery. The Uruk-snarka consist of about fifty warriors. Twenty of these (organized into four teams of five) comprise the scouts who roam the valley from dusk to dawn. When a scouting party spots intruders, one Orc returns to the Orc-hold to apprise their chieftain. The remaining four trail the unwelcome visitors while their chieftain assembles a warband of twenty-five seasoned warriors. The warband will try to ambush the PCs or attack them during the darkest portion of the night when the Orcs fight better and have superior vision.

Defeating twenty-five Orcs will not be not easy, but the warband will flee if the fight goes against them. The PCs may be so depleted after this engagement that they choose to return to Bar Lithryn to heal their wounds before trying again. A temporary retreat would be wise, since assailing Carvarad while wounded can only lead to a more permanent defeat. There are another ten Orcs and the hideous Demon lurking in the tower.

PART FOUR

21.0 CAMPAIGN AIDS

This section provides information specifically geared toward aiding the GM to integrate the material provided in Gorgoroth into his or her campaign. Specifically, the following material details the process for generating characters born into an Orc tribe in Mordor, as well as the use of Mordorean dialects.

21.1 CREATING A *MERP* ORC CHARACTER

The Yrch presence is manifest throughout Gorgoroth, yet Orcish cultures vary from tribe to tribe. All live in fear and loathing of their awful masters. Their lives are typically brutal, dangerous, and very short. Like any other race in the *MERP* system, Orcs can be developed as characters. However, members of the Drepa-hai bear tattoos depicting objects such as thumbscaws, nooses formed of live serpents, and viciously barbed knives, while Thrakognir Orcs favor abstract designs of scar tissue stained with green and orange dyes. (See *MERP*, Section 8.0 on page 106, and Table CGT-5 on page 27.) The following is a guide for those interested in designing Mordorean Orcs for use as both PCs and NPCs with in-depth backgrounds.

MENTAL AND PHYSICAL CHARACTERISTICS

Due to varying emphasis on abilities in the Orcish breeding pens, stat bonuses actually vary from tribe to tribe. For example, an Urgdug Orc would have an additional -5 modifier to all mental stats, whereas the Rûmarzgi Orc would receive an additional +5 in Strength and Constitution. Detailing individual tribes would be difficult, and such changes should be left to the individual Game-master. However, the following charts provide racial bonuses for both Orcs and Trolls in both *MERP* and *Rolemaster* terms.

RACE AND CULTURE

When developing a Mordorean Orc Character in *MERP*, much of the necessary information can be found in the rulesbook. However, for ease of use, alternative background options are provided in the following material. Gusmûras (Uruk-hai/Common Orc half-breeds) use either Orc or Uruk adolescent skill rank development depending upon which culture they are raised in.

Unlike *MERP*, *Rolemaster* does not depict in detail the nature of Middle-earth's Orcish society. Thus, the following *Rolemaster* skill ranks are assigned in addition to those developed, as well as restrictions on other skills available.

MERP CHARACTERISTICS

	Stat Modifiers						RR Modifiers			
	ST	AG	CO	IG	IT	PR	ESS	CHN	POS	DIS
Orc	+5	-5	+15	-10	-10	-10	0	0	+20	+5
Half-orc	+5	0	+5	0	0	-5	0	0	+10	0
Gusmûras	+5	0	+15	-5	-5	-5	0	0	+20	+5
Uruk-hai	+10	0	+20	0	-5	-10	0	0	+20	+5
Trolls	+15	-10	+15	-15	-15	-10	0	0	+30	+10
Half-trolls	+10	-5	+10	-5	-5	-5	0	0	+15	+5
Olog-hai	+20	0	+15	-5	-10	-10	0	0	+20	+10

ROLEMASTER CHARACTERISTICS

The following modifiers differ from those presented in *Character Law*, since they more specifically reflect the Orcs of Middle-earth.

	Stat Modifiers									
	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re
Orc	+5	+5	-10	-10	-15	+15	-5	-20	-10	-10
Half-orc	+5	0	-5	0	-5	+5	0	-5	0	0
Gusmûras	+5	+5	-10	-5	-15	+15	0	-10	-5	-5
Uruk-hai	+10	0	-10	-5	-15	+20	0	-5	0	0
Trolls	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10
Half-trolls	+10	-5	-5	-5	-5	+10	-5	-5	-5	-5
Olog-hai	+20	0	-5	-10	-10	+15	0	0	-5	-5

RR Modifiers Healing and Injury

	ESS	CHN	MEN	POS	DIS	soul departs	stat deteriorates	recovery mult.	dice type	max. hits
Orc	0	0	0	+20	+5	1	0	.5x	D8	120
Half-orc	0	0	0	+10	0	6	0	.5x	D8	120
Gusmûras	0	0	0	+20	+5	1	0	.5x	D10	130
Uruk-hai	0	0	0	+20	+5	1	0	.5x	D10	150
Trolls	0	0	0	+30	+10	1	0	.5x	D15	300
Half-trolls	0	0	0	+15	+5	1	0	.5x	D12	200
Olog-hai	0	0	0	+20	+10	1	0	.5x	D20	350

Special Benefits and Penalties to Adolescent Skill Development

Orc:

Movement in Rigid Leather or Chain — 3 Ranks
Weapon Skills — 3 Ranks*
Ambush — 1 Rank
Body Development — 1 Rank
Background Options — 2

Half-orc: As Orc, except 3 Background options.

Gusmûras: As Orc.

Uruk-hai:

Movement in Rigid Leather or Chain — 4 Ranks
Weapon Skills — 5 Ranks*
Ambush — 1 Rank
Body Development — 2 Ranks
Background Options — 2

Trolls:

Movement in Chain — 1 Rank
Smithing — 1 Rank
Stone-carving — 3 Ranks*
Weapon Skills — 4 Ranks (in one weapon).

* No more than 2 ranks may be placed in the same skill unless otherwise noted.

Restrictions on Orcish Skill Development (for all types)

Academic Skills: only Demon Lore, Lock Lore, Mining, Poison Lore, and Weather Watching may be developed at no penalty. All other academic skill costs are five times the normal cost.

Concentration Skills: all but Meditations and Mneumonics are at normal cost, with the aforementioned being twice the normal cost.

Deadly Skills (regardless of profession): all cost an Orc 1/2* of normal.

Language Skills: all but Linguistics are five times the normal cost. For specifics see 21.2.

Social Skills: Duping, Gambling, and Interrogation are 1/3* with the remaining skills being twice normal cost.

* Round up fractions; minimum cost is 1.

UNUSUAL SKILLS

Some of the skills mentioned above are particularly unusual or unfamiliar, and therefore deserve some explanation. A brief definition together with the stats applicable to maneuvers using the skill follow.

Demon Lore: (SD/In) Ranks in this skill show that a character possesses knowledge of the fallen Maiar; he or she will have a better chance of knowing specific details about such entities.

Duping: (Pr/Em) Ranks in this skill give the character a bonus when he or she verbally tries to convince another that false information is in fact true.

Interrogation: (Pr/In) Ranks in this skill give a character a better chance of extracting answers to questions that another would rather not reveal.

Mining: (St/Ag) Ranks in this skill give a character the ability to extract ores from the ground using the appropriate tools. The skill of *Prospecting* is necessary to determine whether or not the ores are present.

Mneumonics: (Me/It) Ranks in this skill enable the character to accurately remember events, visual scenes, or prophecies through the use of colorful nonsense verses or bizarre imagery.

Poison Lore: (In/Me) Ranks in this skill allow a character to recognize more easily poisons in the wild, as well as those prepared as a salve, dust, or elixir.

QUIRKS AND TRAITS

Orcs are exceedingly violent, disgusting, crude, cruel, obnoxious, self-indulgent, and brutal. However, they are not inherently evil. The quirks and peculiarities of specific tribes should be taken into account, and individual personalities will contain unique idiosyncracies.

Rolling on this chart is not mandatory nor does it require the expenditure of background points. It is merely included to help give Orcish PCs and NPCs unique Orcish color. Conflicting or unwanted results may be ignored or changed to suit the character.

Number of Quirks Possessed

01-25	26-50	51-75	76-00
1	2	3	4
Quirks and Traits			
01-02	Sneaky. +5 to stalk/hide maneuvers, obsessively quiet, and prone to eavesdropping.		
03-04	Packrat. Collects specific type of object whenever possible (trinkets, noses, string, etc...).		
05-06	Imbecile. -5 to Intuition stat bonus. Slow on the uptake		
07-08	"Inobservant." -5 to perception rolls; character is not physically handicapped, but continually says "huh?" and "what?" even if the message is understood.		
09-10	Forgetful. Forgetful and forever misplacing things (-10 to related rolls).		
11-13	Moody. Character is prone to mood swings.		
14-16	Good Liar. +10 to influence when passing off a lie.		
17-18	Twitch. Persistent twitch of a muscle (player's choice).		
19-20	Really Vengeful. Doesn't get mad, gets even.		
21-22	Belcher. Takes pride on loudness and content.		
23-24	Scratcher. Constantly scratches various bodily areas.		
25-26	Thumbsucker. May have other minor carryovers from imp-hood.		
27-28	Vermin-eater. Will attempt capture and eat insects whenever possible, and becomes irritable if restrained.		
29-30	Anti-social. -5 to all actions in a group larger than 3 individuals.		
31-32	Paranoid. Does not trust anyone or anything.		
33-35	Pessimistic. Never sees the bright side of things, -5 to group moral.		
36-37	Favorite Word. Continually uses a particular word or phrase (e.g., "Grûg", "Maurm", "Elf-meat").		
38-39	Annoying Laugh. The character laughs at anything, particularly themselves, with an irritating and loud peal of mirth.		
40-42	Glutton. Eats to excess, at every opportunity. Extremely possessive of food.		
43-45	Whiner. Constantly complains, favors the number 99.		
46-48	Noisy. Yells, slams doors, eats loudly, etc... -10 to stalk/hide maneuvers.		
49-50	Vocal Thinker. Thinks out loud.		
51-52	Punster. Incessant use of infantile humour to create "Puns;" just to associate with such a character is punishment itself.		

53-54	Flatulence. Suffers from constant gas and indigestion.
55-56	Braggart. Big mouth, prone to exaggeration.
57-58	Masochistic. Enjoys pain.
59-60	Bossy.
61-62	Delusions of Grandeur. Sees himself as much greater and stronger than reality.
63-65	Blabbermouth. Will not shut up.
66-67	Joker. Constant, annoying, and dangerous practical jokes of varying humor.
68-69	Knucklecracker. Constantly cracks knuckles, and other joints — loudly.
70-71	Runny Nose. Everpresent sniffles.
72-73	Guts. +10 to any morale check.
74-75	Foulmouth. +10 to insults and taunting.
76-77	Spitter. Long, drawn out, phlegm-filled, noisy, and constant spitting.
78-80	Jerk. Generally annoying to be around, -10 to group morale and Self Discipline rolls.
81-82	Rumor-monger. Gossips extensively, both creates and enhances rumors as necessary.
83-84	Rebellious. Will refuse to follow orders (or suggestions) and, if possible, will do the exact opposite.
85-86	Critic. Thinks he knows everything, and doesn't hesitate to let the object of his scrutiny hear his opinion.
87-88	Stupid Questions. Asks the most inane and annoying questions of everyone and everything.
89-90	Points out the Obvious. Will vocalize observations that are painfully obvious to everyone else.
91-92	Useless Advice. Offers unwanted and generally bad advice with or without prompting, and will often persist with his suggestions.
93-94	Storyteller. Has a story for every situation that may involve himself, relatives, a friend of a friend of a friend, etc...
95-96	Lamely Profound. Enjoys theorizing as to cause and effect, even when totally uninformed or ignorant of the subject.
97-98	Hyperactive. Will not sit down, shut up, or hold still. -10 to stalking/hiding.
99-00	Lethargic. Will not get up or do anything unless forced.

PROFESSIONS

In *MERP* Orcs may be Warriors, Scouts, and (on rare occasions) Animists. Orcs have the following restrictions in *Rolemaster* professions.

Allowable Professions	Notes
Assassin	Uncommon
Barbarian*	Uncommon
Bashkar	Rare
Burglar	Rare
Cleric	Very Rare
Dancer	Rare
Fighter*	The Norm
Healer	Very Rare
Lay Healer	Rare
No Profession	Rare
Rogue	Common
Shaman	Rare
Thief	Common
Warrior*	Common

* These professions are the only ones available to pure Trolls.

BACKGROUND OPTIONS

In addition to those supplied in both *MERP* and *Character Law*, the following table is supplied as a replacement for Orc Characters. Note that Orcs may not roll on the Money options, but may roll twice on the table for each background option used. Duplicate results are ignored.

Roll	Ability
01-50	+5 to one Primary Skill
51-55	Natural killer, 5 additional ranks in ambush.
56-60	+25 to Wolf/Warg handling and riding.
61-65	"Supernose," +20 to tracking with scent and related skills.
66-70	Long Arms, +10 melee weapon skills, -10 to missile.
71-75	Big, +5 to leadership, +5 to moving in armor, +1 hit per body development rank, +5 to all melee combat.
76-80	Agile, +10 to Ag stat.
81-85	Nimblefingers, +15 to lockpicking, pickpocketing, and related maneuvers.
86-90	Lightning Reactions, +5 to OB and DB.
91-95	Hardy, +10 Co bonus.
96-00	Exceptional Strength, +20 to Strength bonus.

21.2 LANGUAGES OF GORGOROTH

The tongues of Mordor beget a babel of sound due to the presence of a multitude of languages. Each of these is constantly changing in response to influences from other cultures. To know "Orkish" is simply not enough. Regional dialects, tribal slang, and military jargon so convolute the languages, that it requires a sharp ear and knowledge of the culture to understand what anyone is saying. As with most of Endor's Orkish speech, the language of the Yrch draws many sounds and meanings from Sauron's own Black Speech, which he created in the Second Age. Morbeth, or Ziflas as it is locally known, is the "high" language and is usually reserved for the inner circles and elite of Mordor. Each tribe has taken the original Ziflas and corrupted it to suit their own purposes. Below is a chart showing the origins of each dialect, its influences, and its users.

PRONUNCIATION

Much of the phonemes typical of Mordorean Orkish are derived from Sauron's Black Speech. The tongue contains several common inflections, but many are regionally based and can be traced through each of the accents. The following is a description of the most common inflections and pronunciations. Letters not represented in this chart are identical to English pronunciation.

Vowels

a	 Short, as in "bat"
á	 Sustained as in "bait"
â	 Sustained, lowered, and rounded as in "awe"
e	 Passing vowel, a schwa
ê	 Short, as in "bet"
i	 Short, as in "bit"
y or í	 Long, "ee" as in "beat"
î	 Long, as in "eye"
o	 Rounded and short, as in "got"
ô	 Rounded and long, as in "go"
u	 Short, as in "but"
ú	 Diphthong, "yu" as in "you" — rare.

ûLower, almost glottal. "Gruesome". Most common vowel in Orkish; almost a growl when paired with an "r" in some dialects.

Consonants

kPronounced as "k" only at the beginning of a word. Otherwise it is pronounced as the Scottish "loch" or German "Bach" (velar fricative). If "h" is added as in "Grishnákh," it is lengthened.

cPronounced "k" in all cases.

rPure Black Speech trills the beginning of this phoneme lightly with the sound finishing deep in the throat, while most Orkish dialects eliminate the trill altogether. Almost a growl.

thAlmost always voiceless as in "fifth".

z or zh ..Pronounced "zh" as in the French "Jacques".

tIn some dialects, "t" is enunciated as a glottal stop, similar to the Cockney accent in English: "bu' I said tha". It is always pronounced "t" at the beginning of a word.

jAlways pronounced as "j" as in "jet"

gAlways pronounced as "g" as in "get." Pure Black Speech has noted aspiration if it occurs at the end of a word.

hIf placed after a consonant, it indicates increased aspiration (i.e., passing of more air than normal).

pAs English, but somewhat harder.

zgPronounced as a whole, using the "g" to stop the sound.

COMMON LANGUAGES OF GORGOROTH

Language	Origin/Influences	Speakers	Other Names	Maximum Ranks Spoken/Written
Black Speech	Sauron (100%)	Legates Dark Priests Orcs of Barad-dûr	S."Morbeth" B.S."Naltflas" Or. "Ziflas"	5/5
Nî-gûjâb (Mordorean Orkish)	Black Speech (90%) Westron (5%) Sindarin (3%) Other (2%)	Any Orc or Troll Orkish"	Or. "First Tongue"	4/4
Jûgflas (Nûrmean Orkish)	Black Speech (65%) Varadja (15%) Lothagig (5%) Dialectal (10%) Other (5%)	Nûrmeans Ostigurth Barad-wath S. Angûrath	Or. "Wet-speak"	4/4
Bal-gûjâb (Gorothean Orkish)	Black Speech (80%) Westron (10%) Varadja (5%) Other (5%)	Orcs of Gorgoroth N. Angûrath Udûn Ephel Dúath Ered Lithui	Or. "Fire Tongue"	4/4
Tribal Dialects	— Varies greatly from tribe to tribe —			
Varadja	Old Varadja (70%) Black Speech (10%) Haradaic (10%) Apysaic (5%) Adûnaic (2%) Other (3%)	Variags	Or. "Burflas"	5/5
Haradaic	Old Haradaic (60%) Apysaic (25%) Adûnaic (10%) Westron (3%) Other (2%)	Haradrim	Or. "Burflas"	5/5
Lufûsflas (Battle Dialect)	Special	All Warriors	B.S. "War-speech"	3/2
Daumaprap (Barter Dialect)	Fragmented Orkish	Most Orcs	Or. "Bicker-words"	2/0

Note: Most Orcs do not pay attention to the type of Mannish language they learn; consequently most Orcs call any Mannish language "Burflas" (Man-speak).

Note: Each of these languages uses a written form of language. The strains of Orcish can be found to use a distant bastardization of the Angerthas script, while pure Morbeth uses an intricate and flowing form of the Tengwar letters. Varadja and Haradaic both favor a descendant of the original Tengwar letters, though the resemblance of the script has faded over the years.

Note: When converting these ranks to *Rolemaster* Language Ranks, use the guidelines below:

MERP	Rolemaster
Rank 5	Rank 7
Rank 4	Rank 6
Rank 3	Rank 5
Rank 2	Rank 4
Rank 1	Rank 2

22.0 TABLES

22.1 OSTIGURTH ENCOUNTER TABLE

Encounter	Mannish Sectors	Orcish Sector	The Caves	Before the Gates	Encounter	Mannish Sectors	Orcish Sector	The Caves	Before the Gates
Chance (%)	45%	65%	25%	5% (20%N)	PEOPLE				
Distance (miles)	.2	.5	1	1	1st Roll*	(46-00)	(53-00)	(51-00)	(66-00)
Time (Minutes)	15	10	30	60	Mannish Encounters				
OBSERVED EVENTS					Merchant	01-05	—	—	01-05
1st Roll*	(01-35)	(01-45)	(01-30)	(01-40)	Vendor	06-07	—	—	06
Fire	01-05	01-10	01	01-02	Priest/Cleric	08-10	01-05	01	07
Sewer Explosion	06	11-12	02-03	—	Drunkard	11-13	06	—	08-10
General Trap	07	13-15	04-28	03	Harlot	14-19	—	—	—
Catapult Execution	08-20	—	—	—	Mercenar es	20-24	07	—	—
Execution	21-22	16-25	—	—	Minstrel	25	—	—	—
Flogging	23-32	26-35	—	—	Beggars/Cripples	26	—	—	11
Brawl	33-36	36-45	29-30	04-12	Travellers	27-30	—	—	12-20
Murder	37-38	46-50	31	13	Messenger	31-32	08	02	21-22
Assault	39-45	51-65	32-40	14-20	Military Group	33-39	09-11	—	23-27
Theft	46-47	66-67	—	21	Dignitary	40-41	—	—	28
Patrol	48-54	68-76	41-88	22-57	Slaves	42-44	12-15	03-06	29
Wagon train	55-57	—	—	58-69	Soldiers	45-56	16-20	—	30-50
Dead Body	58-62	77-82	89-00	70-75	Off Duty Guards	57-68	—	—	51-53
Duel	63-65	—	—	76	Spies	69	21	07	54
Gambling	66-87	83-85	—	77-80	Swindlers	70	—	—	55-58
Ethnic Dispute	88-95	86-93	—	81-00	Street Peddlers	71-73	—	—	59-64
Public Torture	96-00	94-99	—	—	Trackers	74	22	—	—
Cannibalism	—	00	—	—	Fanatic	75-77	23-24	08	65-66
ANIMALS					Mugger	78-83	—	—	67
1st Roll*	(36-42)	(46-50)	(31-45)	(41-50)	Pickpockets	84-90	—	—	68-80
Bats	01-10	01-10	01-10	01-10	Orcish Encounters				
Cliff Buzzards	—	—	—	11-30	Muggers	—	25-35	09-10	81
Morgai Flies	11-50	11-60	11-15	31-80	Pickpockets	—	36-40	11	82
Snake	—	61-62	16-30	81-84	Murderers	91	41-51	12-15	—
Death Shrew	—	—	31-32	—	Military Group	92-94	52-70	16-67	83
Grey Wolf	—	—	33-37	85-86	Off Duty Guards	—	71-80	68-80	—
War Wolf	51-56	63-68	38-58	87-90	Drunkards	—	81-85	81	—
Mordor Horses	57-60	—	—	91	Soldiers	—	86-92	82-90	84-90
Mordor Cattle	61-77	—	—	92	Inebriated Serenade	—	93	—	—
Rats	78-00	69-00	59-00	93-00	Troll Encounters				
MONSTERS/UNDEAD					Stone Troll	—	94	91-99	—
1st Roll*	(43-45)	(51-52)	(46-50)	(51-65)	Olog-ha	95	95-00	00	91
Fell Beast	01-85	01-25	—	01-20	Special†	96-00	—	—	92-00
Ghost (N)	86-90	26	01-10	21-30					
Ghoul (N)	91-99	27-35	11-31	31-90					
Skeleton (N)	—	—	31-46	91-93					
Spectre (N)	00	—	—	94					
Wargs	—	36-00	47-00	95-00					

* — First roll to determine if the encounter is an observed event, or with an animal, a monster, or with people.

N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (Orcs, bats, etc.), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal (certain Undead, certain Trolls).

† — This might be an encounter with a wizard, a lord, or a woman disguised as a man. The individual is alone, possibly powerful, and definitely unusual. The GM may reroll or construct an encounter with a figure of note from the NPC table.

22.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Sauron — Fallen Maia Mage/Sorcerer/Alchemist.										
I	240	500	Pl/20	150+	N	N	200bs/ma	180lb	60	Before the One Ring was made (before ≈S.A. 1600).
II	120(240)	600	Pl/20	200+	N	A/L	250bs/ma	200lb	60	In hiding without the One Ring (T.A. 1-2941).
III	180(240)	600	Pl/20	200+	N	A/L	250bs/ma	200lb	60	Revealed without the One Ring (T.A. 2641-3019).
IV	360	600	Pl/20	200	N	A/L	310bs/ma	260lb	60	With the One Ring (S.A. 1600-3441). See Sect. 7.1.
THE NAZGÛL (See section 7.2 for stats & equipment).										
The Witch-king	60	360	Pl/20	120	N	N	180bs	90cp	30	Black Númenórean Mage/Sorcerer. Lord of the Nazgûl.
Khamûl	50	240	Pl/20	90	N	N	210bs	180g	10	Womaw (Avardaran) Ranger. The Second.
Dwar	39	195	Pl/19	75	N	N	140fa	100g	15	Wôlim Mage/Evil Magician. Third of the Nine.
Indûr	37	165	Ch/13	120	Y15	N	140sc	95cp	20	Kiran Mage/Evil Magician. The Fourth.
Akhôrahil	36	155	Ch/15	85	N	N	125ma	75ss	5	Black Númenórean Mage/Sorcerer. The Fifth.
Hoarmûrath	33	185	SL/11	95	N	N	150wm	80sp	5	Urd Animist. Sixth of the Nine.
Adûnaphel	32	160	Pl/19	75	N	N	160bs	125cp	15	Female Black Númenórean Bard. Seventh of the Nine.
Ren	32	160	RL/12	95	N	N	125th	85cp	25	Chey Mage/Illusionist. Eighth of the Nine.
Ûvatha	31	180	SL/4	100	N	N	180ml	240sb	25	Variag Warrior/Fighter. Messenger and Ninth.
THE LORDS OF MORDOR (See Section 7.3 for stats & equipment)										
Mouth of Sauron	50	120	No/2	40	N	N	70sc	50da	20	Black Númen. Mage/Sorcerer. Sauron's Spokesman.
Gothmog	40	240	Pl/20	80	Y40	(A/L)	240fl	210ba	20	Pertorog (Half-troll) Warrior/Fighter. Warlord of Gorgoroth.
Celedhring	40	120	RL/12	50+	N	N	75ma	—	40	Noldo Mage/Alchemist. High Smith of Sauron.
The Angûlion	35	125	Pl/20	65	N	(A/L)	90qs	25da	5	Black Númen. Mage/Sorcerer.
Bolvag	30	120	RL/12	33	N	N	110wh	45ha	15	Uruk Animist/Evil Cleric. High Priest of Barad-dûr.
Legates of the Ûlairi	15	155	Pl/19	55	Y10	N	180fa	120da	5	Mannish Warriors/Fighters possessing the Spirit Mastery spell list. Messengers and spokesmen for the Nazgûl.
CONFEDERATION COMMANDERS (See section 7.4 for stats and equipment)										
Krûsnak	30	85	No/1	60	N	N	90bs	—	15	Black Númenórean Animist/Evil Astrologer. Captain of the Morannon.
Bulrakur	18	167	Ch/14	35	N	(A/L)	185ma	115ro	10	Olog Warrior/Fighter. Leader of the Uruk-udûn.
Tónn Varthkûr	27	163	Pl/18	65	Y	A	200br	165cb	20	Haradan/Black Númenórean Warrior/Magician (Warrior Mage). Lord of Barad Sereg T.A. 2951-.
Gûrthlug	20	210	Ch/13	10	N	N	180ba	100ro	10	Female Half-troll Warrior/Fighter. Uruk-zôkon Leader.
Araudâgûl	15	158	RL/12	15	N	(A/L)	170ba	155th	5	Beorning/Olog Half-troll mix. Uruk-burzmal Leader.
Azgûrath	13	164	RL/12	10	N	(A/L)	190ma	90ro	5	Massive Olog Warrior/Fighter. Lord of Minas Dûrlith. Delivers 3x normal concussion hits due to his size.
Gaurhir	10	175	No/2	50	N	N	98qs	—	4	Demonic Werewolf Mage/Evil Magician. Leader of the Scara-hai Orcs.
OTHER PERSONS OF NOTE (See Section 7.5 for stats)										
Shelob	50	500	Pl/20	80	N	(A/L)	120HPi	100HHo	60	Demon-spider Mage/Sorceress. The Lady of Cirith Ungol. Also: 120HBi
Gollum	15	130	No/1	60	N	N	125MGr	85MBi	50	Stoor/Ghoul Hobbit. Smeagol. Keeper of the Ring.
OTHER LESSER INDIVIDUALS										
Rashkûk	12	140	Ch/14	25	N	A/L	135th	75sb	10	Uruk Warrior/Fighter. An Orc-captain at Ostigurth.
Daumdorût	13	135	Pl/18	20	Y	A/L	140bs	70sb	5	Uruk Warrior/Fighter. An Orc-captain at Ostigurth.
Kruxtdôgg	14	180	RL/11	10	N	(A/L)	165th	80ro	10	Olog Warrior/Fighter. Troll-captain of Ostigurth.
Grishnâkh	14	141	Ch/14	30	Y10	A/L	155sc	80sb	15	Uruk Warrior/Fighter, an Orc-captain at Barad-dûr.
Gorbag	8	135	Ch/13	0	Y	N	125bs	95sb	-10	Uruk Warrior/Fighter, a sergeant at Minas Morgul.
Lagduf	5	75	SL/5	40	Y	N	95ss	40sb	20	Uruk Scout/Thief. Part of Shagrat's Cirith Ungol group.
Muzgash	5	75	SL/5	40	Y	N	95ss	40sb	20	As Lagduf.
Radbug	3	47	SL/6	0	N	A/L	45sp	25sp	0	Orch Warrior/Fighter, stationed at Cirith Ungol.
Shagrat	10	155	Ch/14	25	Y10	A/L	170sc	112cp	10	Uruk Warrior/Fighter, Orc-captain at Cirith Ungol.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Snaga	7	93	Ch/14	20	Y	L	90bs	110sb	25	Orch Warrior/Fighter, Aka Slugat. Member of Shagrat's Troop.
Fha-korlash	6	86	Ch/15	40	Y	(L)	120bs	68hb	5	Orch Warrior/Fighter, Chief of the Scara-hai.
Nazog	8	60	Ch/13	60	Y	N	100bs	80cb	20	Half-orc Scout/Thief, Uruk/Variag from the Morgai.
Rhukskâ	4	70	RL/10	0	N	(A/L)	52ma	37sp	0	Orch Warrior/Fighter. Member of the Scara-hai.
Uklurg Ironfangs	13	110	Ch/14	40	Y	A/L	120sc	-25	10	Uruk Warrior/Fighter, of the Uruk-ghâshavir
Skargnakh	14	150	Ch/14	30	Y	A/L	130ma	120sb	10	Uruk Warrior/Fighter, of the Uruk-ongrum. Not bright.
Virsh	5	75	RL/9	15	N	N	40ms	28ja	0	Orch Scout/Rogue, Tracker of the Scara-hai.
NPCs FOR BAR LITHYRN (See the Part III Adventures)										
Elvir	12	96	No/1	25	N	N	80bs	80cb	0	Dúnadan Warrior/Fighter. Governor of Bar Lithryn.
Morgalad	12	96	Ch/13	25	Y	Y	90bs	90cb	0	Dúnadan Warrior/Fighter. Captain of the Guard.
City Guards	4	65	Ch/13	20	Y	Y	50bs	45cb	0	Dúnadan Warriors/Fighters.
Miners	4	65	No/1	20	N	N	50qs	—	0	Northmen.
NPCs FOR "DEATH AT THE MANOR" (See the Part III Adventures)										
Halgon	11	92	No/1	20	N	N	75bs	75cb	0	Dúnadan Warrior/Fighter.
Turgon	1	20	No/1	0	N	N	20bs	20cb	0	Dúnadan Warrior/Fighter.
Effem	4	60	SL/7	10	N	N	50sp	50sp	0	Donaen Warrior/Fighter.
Viddis	4	45	No/1	0	N	N	10da	—	0	Donaen Animist/Cleric.
Zaken	9	80	1	70	N	N	20SBa(4x)	—	30	Shadow Spirit. Casts 9th lvl <i>Fear</i> spell.
The Tissen	3	55	SL/7	10	N	N	45sp	45sp	0	Donaen Warriors/Fighters.
NPCs FOR "MURDER OF A MERCHANT" (See the Part III Adventures)										
Ballath Gondil	6	60	No/1	10	N	N	30da	30da	0	Dúnadan Scout/Rogue.
Ninko	5	55	No/1	10	N	N	25da	—	0	Dúnadan Scout/Rogue.
Ninko's Hirelings	3	45	SL/7	0	N	N	35qs	—	0	Northman Scouts/Rogues.
Lairathin	15	120	1	70	N	N	30MBa(4x)	—	30	Shadow Spirit. Casts 15th lvl <i>Fear</i> spell.
NPCs FOR "THE ESCAPE" (SEE THE PART III ADVENTURES)										
Isildur	2		SL/7	15	Y	Y	25ss	35sp	5	Gondorian Scout/Rogue. Leader of the caravan.
Caravaneers	1		SL/7	0	Y	Y	15ss	15sp	0	Gondorian Scouts/Rogues.
Asdriag Raiders	5	90	RL/9	45	Y5	N	80th	80cp	20	Asdriag Warriors/Fighters.
Éothraim	4	65	Ch/13	20	Y	N	50sp	45sp	0	Éothraim Warriors/Fighters.
(Med. Horses)	3	130	No/3	20	—	—	Tr50	—	30	Unarmored, fast.
NPCs FOR "EXPEDITION TO CARVARAD" (See the Part III Adventures)										
Carrog	20	120	RL/12	90	Y	N	80ss	+50 Fbolt	40	Lesser Maia. Knows all open Essence lists to L20.
Carrog's Guards	6	70	Ch/13	30	Y	Y	80sc	50sb	0	Orch Warriors/Fighters.
Uruk-snarka	3	45	SL/8	20	Y	Y	50ma	20sp	0	Orch Warriors/Fighters.
Eklafos Vidûlu	4	40	SL/4	15	N	N	55cl	25da	5	Orch Warriors/Fighters. Tribeless Yrch.

KEY

* — Armor or weapon is magical or specially made. Bonus is included in the DB or OB.

Codes: The statistics describe each NPC; a more detailed description of some of the more important NPCs can be obtained from the main text. Some of the codes are self-explanatory: Lvl(level), Hits, Sh(shield), and MM(Movement and Maneuver bonus). The more complex codes are described below.

AT (Armor Type): The two-letter code gives the creature's **MERP** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent **Rolemaster** type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. The DB of normal shields is 25. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves) - "A" and "L" are used to indicate arm and leg greaves, respectively.

OBs (Offensive Bonuses): Weapon abbreviations follow OBs: ba-battle axe, bs-broadsword, cl-club, da-dagger, fa-falchion, fl-flail, ha-hand axe, hb-halberd, ja-javelin, ma-mace, mg-main gauche, ml-mounted lance, ms-morning star, pa-pole arm, qs-quarterstaff, ra-rapier, sc-scimitar, sp-spear, ss-short sword, th-two handed sword, wh-war hammer, wp-whip, wm-war mattock, bo-bola, cb-composite bow, lcb-light crossbow, hcb-heavy crossbow, lb-long bow, ks-kragashsard, kn-kragrif, ro-rock (as club except base range = 15), sb-short bow, sl-sling, ts-throwing star. Animal and unarmed attacks are abbreviated using code from the Master Beast Table. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile OBs include the bonus for the combatant's best weapon in that category.

NOTE: Weapons in () are the most common weapon of that type used, but are not commonly carried (e.g., a first level Lesser Orc Kragashi does not normally carry a short bow, but will use one if it becomes available).

22.3 MASTER MILITARY TABLE

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile /2ndry OB	Mov M	Notes
BEFORE T.A. 1640; Orcs/11,810 (Note: all tribes contain a small Uruk population (2-5%), usually in leadership roles.)											
Drepa-hai/1,100	Orch	2	45	Ch/13	25	Y	N	50sc	35sb	0	Torture experts. Take teeth as trophies.
Duruk-burniz/500	Orch	3	60	RL/10	20	Y	(A)	60sc	35sp	0	Effective Warriors, but not too bright.
Goth-skrigurz/1,200	Orch	3	65	Ch/14	20	Y	(A)	65sc	40sb	5	Overseers of the Angûrath Mines
Halraendir/150	Orch	3	40	SL/8	20	N	(A)	40ss	60da	15	Specialized sneaks. Predominatly Scouts.
Rumarzgi/1,350	Orch	3	60	Ch/13	25	Y	N	80ms	20sb	0	Brutal and professional Warriors.
Scara-hai/350	Orch	2	45	RL/9	20	Y	N	50wh	30sb	5	Can assume wolf-form.
Skugga-strigz/400	Orch	5	90	PI/17	10	Y	N	90sc	45sp	5	Isolated but well-trained Warriors.
Snagaghash/700	Orch	2	45	SL/5	25	Y	N	45sc	35sb	15	Use fire constantly.
Snaga-ong/800	Orch	2	30	RL/9	30	Y	N	45sc	40sb	10	Mordorean Orc-smiths, bullied by Goth-skrigurz.
Thrakognir/750	Orch	3	50	RL/9	30	Y	N	60sp/bs	40sb	5	Many are Wolf-riders, use lances.
Urgdug/250	Orch	2	40	Ch/14	30	Y	N	40ma	20sl	0	Often used as slaves.
Uruk-burzrik/750	Orch	4	65	Ch/14	20	Y	(A)	80sc	45lcb	0	Inhabit Minas Dûrlith and surrounding area.
Uruk-ghashavir/600	Orch	1	25	RL/7	25	Y	N	50sc	35sb	0	Inhabit the Morgai ridge.
Uruk-guniga/1,280	Orch	2	60	Ch/13	20	Y	N	60sc	40sb	10	Rivals of the Goth-skrigurz and Drepa-hai.
Uruk-ongrum/900	Orch	2	35	RL/7	25	Y	N	50sc	35sb	0	Inhabit Morgai ridge, rivals of the Uruk-ghashavir.
Uruk-rakshi/250	Orch	1	30	SL/8	30	Y	N	40ss	35sb	15	Traders among Orcs, actually possess "good" relations with other tribes.
Uruk-snarka/50	Orch	1	30	RL/10	20	Y	N	40sc	30sb	0	Inhabit Ered lithui between Barad-dûr & Minas Dûrlith.
T.A. 1640-1975; 2002-2460 — THE CONFEDERATIONS											
Note: The Number appearing in brackets is the number of these troops from T.A. 2002-2460. Numbers indicated do not include wolves.											
Uruk-hrizg/2,094 (2,513) — Stationed at Ostigurth											
Leader/1	Olog	12	210	Ch/14	20	N	N	165th	80ro	0	Typical Commander. See Gûrthlug (Master NPC Chart)
Troll Guard/18	Olog	10	190	RL/11	20	N	N	140ba	80ro	0	Elite Guards. (21)
Lieutenants/25	Uruk	8	100	Ch/14	40	Y5	A/L	90bs	90lb	0	Group Commanders. 6 Captains to 1 Lieutenant. (30)
Captains/150	Uruk	6	80	Ch/13	35	Y	N	85bs	80cb	10	Squad Commanders. 10 Warriors per Captain. (180)
Adult Warriors/750	Orch	3	50	Ch/13	20	Y	N	60sc	45sb	0	Some favor whips or maces. (900)
Young Warriors/750	Orch	1	35	Ch/13	15	Y	N	40sc	30sb	-5	Very brave for their inexperience. (900)
Trackers/150	Orch	4	40	RL/9	30	Y	N	60ss	40sb	15	Scout/ Rogues. S&H:50; Perc:45. (180)
Wolfriders/250	Orch	3	40	Ch/13	15	N	N	45sp	40sb	5	When dismounted, use scimitars. (300)
Riding Wolves/250	War-wolf	4	110	SL/4	50	N	N	75LBI	65MCI	35	If ridden reduce speed to Fast. (300)
Uruk-zôkon/2,586 (3,222) — Ered Angûrath											
Leader/1	Olog	12	210	Ch/14	20	N	N	165th	80ro	0	Typical Commander. Also see Grthlug.
Troll Guard/30	Tereg	10	190	RL/11	20	N	N	140ba	80ro	0	Elite Guards. (40)
Lieutenants/35	Uruk	8	105	Ch/14	40	Y5	A/L	110bs	80lb	0	Group Commanders. 6 Captains to 1 Lieutenant. (43)
Captains/210	Uruk	6	95	Ch/13	35	Y	N	95bs	70cb	10	Squad Commanders. 10 Warriors/Captain. (258)
Adult Warriors/1,050	Orch	3	60	Ch/13	20	Y	N	65sc	40sb	0	Some favor whips or maces. (1290)
Young Warriors/1,050	Orch	1	35	Ch/13	15	Y	N	40sp	30sb	-5	Often used to test enemy's strength (1290)
Trackers/210	Orch	4	48	RL/9	30	Y	N	60ss	55sb	15	Scout/ Rogues. S&H:50; Perc:45. (300)
Skuggâk-hai/2,071 (3,104) — Stationed at and near Barad-wath											
Leader/1	Olog	11	220	RL/12	15	N	N	170th	70ro	0	Typical High Commander.
Troll Guard/20	Olog	10	200	RL/11	20	N	N	140ba	80ro	0	Specialized guards of Barad-wath (25).
Commanders/25	Uruk	8	100	PI/17	15	Y5	N	105bs	90lcb	0	5 Sergeants/Commander (38).
Sergeants/125	Uruk	6	100	Ch/15	25	Y	A/L	100bs	70cb	0	2 Elite, 6 Adult, 6 Young Warriors per Sergeant. (190).
Elite Warriors/250	Uruk	5	90	Ch/14	20	Y	A/L	90bs	65hcb	5	Strong troopers, usually function as corporals. (380).
Adult Warriors/750	Orch	2	55	RL/10	15	Y	A/L	55sc	30sb	0	Experienced but undisciplined. (1140).
Young Warriors/750	Orch	1	30	RL/9	15	Y	N	45sc	20sp	5	(1140).
Trackers/125	Orch	3	42	SL/5	25	N	N	60ss	30sb	15	Scouts. S&H45; Perc25; Track45. (190)
Uruk-burzmal/1,891 — Ephel Dûath/Morgai Ridge (3,789)											
Leader/1	Olog	13	230	RL/12	20	Y	A/L	165ba	80ro	10	Typical Leader.
Troll Guard/6	Tereg	10	200	RL/11	15	N	A/L	145wm	70ro	5	Brutish, vulnerable to the sun. (20).
Commanders/4	Uruk	9	120	PI/18	20	Y5	A/L	125bs	80lcb	5	+10 equipment. (8).
Sergeants/40	Uruk	7	100	Ch/14	30	Y	A/L	90bs	80cb	5	+5 equipment. (80).
Corporals/160	Uruk	5	95	Ch/14	20	Y	A/L	75bs	70sb	5	Some use handaxes or maces. (320).
Elite Warriors/320	Uruk	4	70	Ch/13	20	Y	A/-	65bs	40sb	0	Some use spears and handaxes. (640).
Adult Warriors/640	Orch	2	50	RL/9	15	Y	N	50sc	45sb	10	Also Spears, handaxes, maces. (1280).
Young Warriors/640	Orch	1	35	RL/9	10	Y	N	40sc	30sb	5	Spears and polearms. (1280).
Trackers/80	Uruk	4	60	RL/10	25	N	A/L	70bs	65cb	15	Scouts. (160).

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile /2ndry OB	Mov M	Notes
Uruk-udûn/3,781 (6,120)											
Leader/1	Olog	18	230	RL/12	45	N	A/L	200fl	120ro	5	Also see Bulrakur.
Elite Troll Guard/5	Olog	15	220	RL/12	20	N	A/L	170ba	90ro	0	Personal guards of the Leader.
Troll Guard/25	Olog	11	200	RL/11	20	N	A/L	150th	80ro	0	Warriors. (30).
High Commanders/5	Uruk	15	150	PI/19	40	Y5	A/L	165bs	125cb	10	Well- trained, highly disciplined Warriors. (8).
Commanders/25	Uruk	12	130	PI/18	30	Y5	A/L	140bs	100cb	5	+10 equipment. (40).
Sergeants/250	Uruk	8	100	Ch/16	25	Y	A/L	120ma	80hcb	0	+5 equipment. (400).
High Warriors/500	Uruk	5	65	Ch/13	20	Y	A/L	75ha	35cb	0	Some use polearms or broadswords. (800).
Adult Warriors/1250	Orch	3	55	RL/9	15	Y	A/-	45sc	20sb	0	Some favor handaxes or morning stars. (2,000).
Young Warriors/1250	Orch	1	40	SL/8	10	N	A/-	40pa	15sb	5	Many use scimitars. (2,000).
Wolfriders/500	Orch	2	50	RL/9	25	Y	A/-	45ml	10sb	15	Wield scimitars when dismounted. (800).
War-wolves/500	Warwolf	5	120	No/4	30	N	N	75LBI	45MCI	25	Fast when ridden. (800).
Uruk-rafshat/2,060 (3,087)											
Lea r/l	Uruk	12	135	PI/19	45	Y	10 Y	145bs	120hcb	5	+15 equipment.
Elite Guard/15	Uruk	9	110	PI/17	30	Y5	A/L	120bs	90cb	5	+10 equipment. (20).
Lieutenants/4	Uruk	8	100	Ch/14	25	Y	A/L	110ms	60lb	0	Warriors. (6).
Captains/40	Uruk	6	85	Ch/13	20	Y	A/-	80bs	55sb	0	Warriors. (60).
Elite Warriors/400	Orch	4	75	Ch/13	15	Y	A/-	65sc	40sb	5	Some carry polearms. (600).
Adult Warriors/800	Orch	2	50	RL/9	15	Y	N	50sc	35sb	0	Some use spears. (1200).
Young Warriors/800	Orch	1	35	SL/6	10	Y	N	40pa	10sb	5	Some use scimitars and handaxes. (1200).
T.A. 1975-2002 — THE FIRST HOST OF GORGOROTH / 37,559											
The Orcs/25,446											
High Commanders/2	Olog	17	200	Ch/16	60	Y10	Y	200fl	150sp	10	+15 equipment.
Commanders/4	Uruk	15	145	PI/19	45	Y5	A/L	150bs	100cb	0	+10 equipment.
High Captains/40	Uruk	12	135	PI/18	35	Y5	A/L	125bs	90hcb	5	+5 equipm nt.
Captains/400	Uruk	8	100	Ch/16	25	Y	A/L	100bs	80lb	5	
Sergeants/2,000	Uruk	7	90	Ch/14	20	Y	A/L	90ms	65lcb	5	
Elite Warriors/4,000	Uruk	5	75	Ch/13	15	Y	A/-	65bs	45sb	0	
Adult Warriors/8,000	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	
Young Warriors/8,000	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	
Trackers/1,000	Orch	4	65	SL/8	25	Y	A/L	65sc	45sb	15	
Wolfriders/2,000	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	
War-wolves/3,000	Warwolf	4	110	No/4	30	N	N	70MBi	65MCI	20	
The Men/12,113											
Warlord/1	Variag	24	160	Ch/16	65	Y10	Y	180ml	160sb	10	+2 equipment. Mounted.
High Commanders/2	Variag	18	150	Ch/16	40	Y5	A/L	165ml	145sb	10	+15 equipment. Mounted.
Commanders/10	Mixed	12	125	Ch/16	40	Y5	A/L	125bs	100cb	0	+10 equipment.
Captains/100	Mixed	8	110	Ch/14	35	Y	A/L	110hs	80lcb	0	
Sargents/500	Mixed	6	90	Ch/13	25	Y	A/-	95hs	75sb	5	
Elite Warriors/1,000	Mixed	5	70	Ch/13	20	N	A/-	90ba	40sb	0	
Exp. Warriors/3,000	Mixed	4	65	RL/9	20	Y	A/-	75bs	40sb	0	
Adult Warriors/3,000	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	
Young Warriors/3,000	Mixed	1	45	RL/9	15	N	A/-	40pa	15sb	0	
Light Cavalry/1,000	Haradan	5	75	SL/8	30	Y	A/L	90ml	40sb	0	
(Horses)/1,000	L-Horse	2	120	SL/3	40	—	—	40LTr	—	40	
Med Cavalry/500	Haradan	5	80	Ch/15	20	Y	A/L	90ml	35sb	0	
(Horses)/500	G-Horse	3	140	SL/3	30	—	—	55LTr	—	30	
T.A. 2002-2460 — These are newly created armies and confederations											
Uruk-morgul/19,640											
Leader/1	Olog	17	230	RL/12	45	N	A/L	200fl	120ro	5	+15 equipment.
Elite Guard/30	Olog	12	220	RL/12	20	N	A/L	170ba	90ro	0	Personal guards of the Leader.
Commanders/10	Uruk	15	145	PI/19	45	Y5	A/L	150bs	100cb	0	+10 equipment.
Jr. Commanders/100	Uruk	12	135	PI/18	35	Y5	A/L	125bs	90hcb	5	+5 equipment.
Captains/500	Uruk	8	100	Ch/16	25	Y	A/L	100bs	80lb	5	
Sergeants/1,500	Uruk	7	90	Ch/14	20	Y	A/L	90ms	65lcb	5	
Exp. Warriors/3,000	Uruk	5	75	Ch/13	15	Y	A/-	65bs	45sb	0	
Adult Warriors/6,000	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	
Young Warriors/6,000	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	
Trackers/1,500	Orch	4	65	SL/8	25	Y	A/L	65sc	45sb	15	
Wolfriders/1,000	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	
War-wolves/2,000	Warwolf	4	110	No/4	30	N	N	70MBi	65MCI	20	

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile /2ndry OB	Mov M	Notes
Edain-i-morgul/5,734											
High Commander/1	Variag	18	150	Ch/16	40	Y5	A/L	165ml	145sb	10	+15 equipment. Mounted.
Commanders/3	Mixed	12	125	Ch/16	40	Y5	A/L	125bs	100cb	0	+10 equipment.
Captains/30	Mixed	8	110	Ch/14	35	Y	A/L	110hs	80lcb	0	
Sargents/300	Mixed	6	90	Ch/13	25	Y	A/-	95hs	75sb	5	
Elite Warriors/600	Mixed	5	70	Ch/13	20	N	A/-	90ba	40sb	0	
Exp. Warriors/1,200	Mixed	4	65	RL/9	20	Y	A/-	75bs	40sb	0	
Adult Warriors/1,200	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	
Young Warriors/1,200	Mixed	1	45	RL/9	15	N	A/-	40pa	15sb	0	
Light Cavalry/800	Haradan	5	75	SL/8	30	Y	A/L	90ml	40sb	0	
(Horses)/850	L-Horse	2	120	SL/3	40	—	—	40LTr	—	40	
Med Cavalry/400	Haradan	5	80	Ch/15	20	Y	A/L	90ml	35sb	0	
(Horses)/400	G-Horse	3	140	SL/3	30	—	—	55LTr	—	30	
Dăgûlhi/2,731											
Leader/1	Olog	12	210	Ch/14	20	N	N	165th	80ro	0	Typical Commander. Also see Asgûrath.
Troll Guard/20	Tereg	10	190	RL/11	20	N	N	140ba	80ro	0	
Commanders/10	Uruk	8	105	Ch/14	40	Y5	A/L	110bs	80lb	0	
Sergeants/100	Uruk	6	95	Ch/13	35	Y	N	95bs	70cb	10	
Exp. Warriors/500	Orch	4	80	Ch/13	30	Y	N	80sc	55sb	5	
Adult Warriors/1,000	Orch	3	60	Ch/13	20	Y	N	65sc	40sb	0	
Young Warriors/1,000	Orch	1	35	Ch/13	15	Y	N	40sp	30sb	-5	
Trackers/100	Orch	4	48	RL/9	30	Y	N	60ss	55sb	15	
Guruthal Urgunrk/1,871											
Chieftain/1	Variag	15	140	Ch/13	45	N	N	145th	100sb	10	
Clan Guard/50	Variag	10	110	Ch/13	40	Y5	N	120bs	100sb	10	
High Captains/20	Variag	11	125	RL/10	40	Y5	A/L	125bs	100sb	0	
Captains/100	Variag	9	105	RL/10	30	Y	A/L	100ms	80cb	5	
Elite Warriors/500	Variag	6	90	RL/9	25	Y	A/-	85bs	45sb	5	
Adult Warriors/500	Variag	4	70	SL/8	20	Y	A/L	65bs	40sb	0	
Young Warriors/500	Variag	3	55	SL/8	15	N	A/L	45pa	20sb	0	
Light Cavalry/200	Variag	5	85	SL/8	30	Y	A/L	80ml	40sb	0	
(Horse)/200	Pony	2	120	SL/3	40	—	—	40LTr	—	5	
T.A. 2460-2941 (2951-3019) — THE HOSTS OF MORDOR / 112,076 (201,520)											
Note: Numbers in brackets show army strength during bracketed period.											
Zotan-luftatar — See the Lords of Mordor.											
THE HOST OF GORGOROTH/91561 (162216)											
The Orcs/60,115 (96,024)											
High Commanders/5	Olog	17	200	Ch/16	60	Y10	Y	200fl	150sp	10	+15 equipment. (8).
Commanders/10	Uruk	15	145	Pl/19	45	Y5	A/L	150bs	100cb	0	+10 equipment. (16).
High Captains/100	Uruk	12	135	Pl/18	35	Y5	A/L	125bs	90hcb	5	+5 equipment. (160).
Captains/1,000	Uruk	8	100	Ch/16	25	Y	A/L	100bs	80lb	5	(1,600).
Sergeants/5,000	Uruk	7	90	Ch/14	20	Y	A/L	90ms	65lcb	5	(8,000).
Elite Warriors/10,000	Uruk	5	75	Ch/13	15	Y	A/-	65bs	45sb	0	(16,000).
Adult Warriors/20,000	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	(32,000).
Young Warriors/20,000	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	(32,000).
Wolfriders/4,000	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	(6,400)
War-wolves/5,000	Warwolf	4	110	No/4	30	N	N	70MBi	65MCI	20	(7,000).
The Trolls/880 (1,320)											
Commanders/80	Olog	16	225	RL/12	40	N	A/L	185fl	80ro	10	(120)
Warriors/800	Olog	12	220	RL/11	30	N	A/L	150ba	75ro	10	(1200)
The Men/31,446 (66,192)											
High Commanders/2	Mixed	24	160	Ch/16	65	Y10	Y	180ml	160sb	10	+20 equipment. Mounted.(4).
Commanders/4	Mixed	18	150	Ch/16	40	Y5	A/L	165ml	145sb	10	+15 equipment. Mounted.(8).
High Captains/40	Mixed	12	125	Ch/16	40	Y5	A/L	125bs	100cb	0	+10 equipment. (80).
Captains/400	Mixed	8	110	Ch/14	35	Y	A/L	110hs	80lcb	0	(800).
Sargents/2,000	Mixed	6	90	Ch/13	25	Y	A/-	95hs	75sb	5	(4,000).

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile /2ndry OB	Mov M	Notes
Elite Warriors/4,000	Mixed	5	70	Ch/13	20	N	A/-	90ba	40sb	0	(8,000).
Adult Warriors/8,000	Mixed	4	65	RL/9	20	Y	A/-	75bs	40sb	0	(16,000).
Young Warriors/8,000	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	(16,000).
Light Cavalry/6,000	Variag	5	75	SL/8	30	Y	A/L	90ml	40sb	0	(12,000).
(Horses)/6,000	L-Horse	2	120	SL/3	40	—	—	40LTr	—	40	(12,000).
Med Cavalry/3,000	Haradan	5	80	Ch/15	20	Y	A/L	90ml	35sb	0	(6,000).
(Horses)/3,000	G-Horse	3	140	Ch/13	30	—	—	55LTr	—	30	(6,000).
Heavy Cavalry/(3,000)	Haradan	5	75	Pl/18	15	Y	A/L	90ml	25sb	0	
(Horses)/(3,000)	G-Horse	4	160	Ch/16	20	—	—	70LTr	—	20	
Mûmak Riders/(300)	Haradan	5	75	RL/9	25	Y	A/-	65sc	80sb	0	
(Mûmakil)/(300)	Mûmakil	7	400	RL/12	25	—	—	95Hba/95HHo/95HTs			
THE HOST OF NÛRN/59,515 (14,304)											
The Orcs/36,069 (48,412)											
High Commanders/3	Olog	17	200	Ch/16	60	Y10	Y	200fl	150sp	10	+15 equipment. (4).
Commanders/6	Uruk	15	145	Pl/19	45	Y5	A/L	150bs	100cb	0	+10 equipment. (8).
High Captains/60	Uruk	12	135	Pl/18	35	Y5	A/L	125bs	90hcb	5	+5 equipment. (80).
Captains/600	Uruk	8	100	Ch/16	25	Y	A/L	100bs	80lb	5	(800).
Sergeants/3,000	Uruk	7	90	Ch/14	20	Y	A/L	90ms	65lcb	5	(4,000).
Elite Warriors/6,000	Uruk	5	75	Ch/13	15	Y	A/-	65bs	45sb	0	(8,000).
Adult Warriors/12,000	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	(16,000).
Young Warriors/12,000	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	(16,000).
Wolfriders/2,400	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	(3,600).
War-wolves/2,400	Warwolf	4	110	No/4	30	N	N	70MBi	65MCI	20	(4,000).
The Trolls/330 (660)											
Commanders/30	Olog	16	230	RL/12	40	N	A/L	180fl	80ro	10	(60)
Warriors/300	Olog	12	220	RL/11	30	N	A/L	150ba	75ro	10	(300)
The Men/23,446 (65,892)											
High Commanders/2	Mixed	24	160	Ch/16	65	Y10	Y	180ml	160sb	10	+20 equipment. Mounted.(4).
Commanders/4	Mixed	18	150	Ch/16	40	Y5	A/L	165ml	145sb	10	+15 equipment. Mounted.(8).
High Captains/40	Mixed	12	125	Ch/16	40	Y5	A/L	125bs	100cb	0	+10 equipment. (80).
Captains/400	Mixed	8	110	Ch/14	35	Y	A/L	110hs	80lcb	0	(800).
Sargents/2,000	Mixed	6	90	Ch/13	25	Y	A/-	95hs	75sb	5	(4,000).
Elite Warriors/4,000	Mixed	5	70	Ch/13	20	N	A/-	90ba	40sb	0	(8,000).
Adult Warriors/8,000	Mixed	4	65	RL/9	20	Y	A/-	75bs	40sb	0	(16,000).
Young Warriors/8,000	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	(16,000).
Light Cavalry/6,000	Variag	5	75	SL/8	30	Y	A/L	90ml	40sb	0	(12,000).
(Horses)/6,000	L-Horse	2	120	SL/3	40	—	—	40LTr	—	40	(12,000).
Med Cavalry/3,000	Haradan	5	80	Ch/15	20	Y	A/L	90ml	35sb	0	(6,000).
(Horses)/3,000	G-Horse	3	140	Ch/13	30	—	—	55LTr	—	30	(6,000).
Heavy Cavalry/(3,000)	Haradan	5	75	Pl/18	15	Y	A/L	90ml	25sb	0	
(Horses)/(3,000)	G-Horse	4	160	Ch/16	20	—	—	70LTr	—	20	
General Note: All totals do not include mounts											

22.4 MASTER ENCOUNTER TABLE

MOUNTAINS OF MORDOR						THE PLATEAU OF GORGOROTH					
Encounter	Ephel Dúath	Morgai Ridge	Ere- gath	Ered Lithui	Ered An- gûrath	Udûn Vale	Den Nûrn	Gaer Dûrlith	Perth Ulmyn	Grip of Sauron	Devasta- tion of Orodruin
Chance (%)	15%	10%	20%	15%	40%	10%	33%	5%	15%	15%	30%
Distance (miles)	3	3	2	5	2	5	1	1	3	4	1/2
Time (hours)	4	2	2	6	2	5	20 min.	4	4	2	20 min.
INANIMATE THINGS											
1st Roll*	(01-20)	(01-25)	(01-15)	(01-45)	(01-30)	(01-40)	(01-10)	(01-50)	(01-20)	(01-10)	(01-75)
General Trap	01	01-02	01-08	01-02	01-08	—	—	—	01-03	01-05	—
Avalanche/Cave-in	02-12	03-14	09-15	03-09	09-16	01-03	—	—	—	—	01-04
Hidden Chasm	13	15-18	16	10	17	04	—	—	—	—	05-07
Sinkholes	—	—	—	11	18	—	01	01-50	04-11	06	08-14
Eruption	—	—	17	12	19	—	—	—	12	—	15-25
Steam Vents	14	—	18-19	13-14	20-21	05-06	02	—	13-20	07-09	26-37
Poisonous Fumes	—	19	20	15	22-24	07-10	—	51	21-27	10	38-45
Chasm	15-25	20-35	21-27	16-25	25-28	11	—	—	28-31	11	46-53
Lava Pools/Mud Pots	26-27	—	28	26-27	29	12	—	—	32-41	—	54-73
Flames	28	—	29-30	29-34	30-35	13-20	—	—	42-47	—	74-84
Ooze	—	—	—	—	36	21-32	03-20	—	48-58	12-15	85-94
Sand/glass storm	—	—	—	35-38	37	—	21-24	52-99	59-60	—	—
Cliff	29-34	36-50	31-34	—	—	—	—	—	—	—	—
Earthquake	—	51	35	39	38	33-35	25	—	61-62	16	95-00
Cave/Cavern	35-38	52-54	36-40	40-45	39-50	36-50	26	—	63-64	17-25	—
Lair	39-40	55	41-45	46-54	51-63	51-52	27-28	—	65-69	26-30	—
Mine/Quarry	41-45	—	46-47	55-57	64-70	53-60	29-39	—	70-72	31-41	—
Ruins	46-50	56-58	48	58-65	71-75	61-62	40-41	00	73-74	42-45	—
Settlement/Camp	51-56	59-66	49-58	66-67	76-85	63-70	42-80	—	75-78	45-95	—
Burial Sites	57-65	67-69	59	68-80	86-90	71-79	81-92	—	79-81	96	—
Beacon	66-70	70-75	60-64	81-90	91-93	80-82	—	—	—	97	—
Water/Spring	71-81	76-78	65-70	91-92	94-98	83-86	93-94	—	82-83	—	—
Herb	82-84	79	71-74	—	99-00	87	—	—	84	—	—
Bramble	85-00	80-00	75-00	93-00	—	88-00	95-00	—	85-00	98-00	—
ANIMALS											
1st Roll*	(21-45)	(26-37)	(16-50)	(46-60)	(31-50)	(41-65)	(11-25)	(51-55)	(21-55)	(11-50)	(—)
Bats	01-10	01-15	01-16	01-15	01-30	01-10	01-20	—	01-09	01-25	—
Black Swans	—	—	17	—	—	—	21-22	—	—	—	—
Cliff Buzzards	11-14	16-24	18-20	—	31-34	11-13	23-27	01-10	10-11	26-32	—
Echo Hawks	15	—	21	16	35	—	—	—	—	—	—
Ants	16-20	25-30	22-27	17-25	36-37	14-20	28-34	—	12-17	33-36	—
Ground Bees	21	—	28-29	—	—	—	35-36	—	18-22	—	—
Hornets	22-30	31-42	30-33	26-40	38	21-25	37-43	—	23-30	37-38	—
Locusts	—	—	34	—	—	—	44-50	—	31-38	39	—
Morgai Flies	31-50	43-68	35-50	41-50	39-45	26-40	51-57	11-24	39-50	40-50	—
Scorpions	—	—	—	51	46-47	—	—	25-27	51	51	—
Spiders	51-58	69	51-53	52-55	48-55	41-45	—	28-29	52-55	52	—
Morungol	—	70	54	—	—	—	—	—	56-59	—	—
Angusawéli	59	71-75	55-57	56	—	46-47	58-60	30-35	60-66	—	—
Beaded Lizards	60	76-80	58-63	57	—	48	61-62	—	67-70	—	—
Black Lizards	61-68	81-86	64-69	58	—	49-51	63-65	36-80	71-77	53	—
Toads	—	—	—	—	—	—	66-67	—	78-83	—	—
Rock Vipers	69	87	70	59-60	56-60	—	—	—	—	—	—
Snakes	70-80	88-90	71-80	61-63	61-70	52-56	68-76	81-00	84-90	54-55	—
Cave Bears	81-86	—	81-87	64-65	71	—	—	—	—	—	—
Death Shrews	87	—	88	—	72-75	—	—	—	—	—	—
Grey Wolves	88-95	91	89-93	66-85	76-80	57-75	77-80	—	91-92	56-57	—
War Wolves	96-97	92	94	86-93	81-84	76-90	81-90	—	93	58-62	—
Mordor Horses	—	—	—	—	—	—	91	—	—	—	—
Mordor Cattle	—	—	—	—	85-87	—	92-96	—	94	—	—
Rats	98-00	93-00	95-00	94-00	88-00	91-00	97-00	—	95-00	63-00	—

MOUNTAINS OF MORDOR						THE PLATEAU OF GORGOROTH					
Encounter	Ephel Dúath	Morgai Ridge	Ere- gwith	Ered Lithui	Ered An- gûrath	Udûn Vale	Den Nûrn	Gaer Dûrlith	Perth Ulmyn	Grip of Sauron	Devasta- tion of Orodruin
MONSTERS/UNDEAD											
1st Roll*	(46-50)	(38-50)	(51-60)	(61-80)	(51-70)	(66-75)	(26-40)	(56-95)	(56-70)	(51-85)	(76-90)
Ash Drake	—	—	—	—	—	—	—	01-40	—	—	—
Cave Drake	01	—	—	01-03	01-05	—	—	—	—	—	—
Cave Worm	02-03	—	01	04-14	06-10	—	—	—	—	—	—
Fell Beast	04-40	01-50	02-45	15-55	11-15	01-45	01-35	41-50	01-35	01-80	—
Giant Spiders	41-65	—	46-47	—	—	46	—	—	—	—	—
Barrow-wight	66-67	51-53	48-50	56-65	16-35	47-53	36-37	—	36-40	—	—
Ghost	68-69	54-55	51-52	66	36-40	54-64	38-50	51-65	41-60	81-90	01-98
Ghoul	70-75	56	53-55	67	41-55	65-69	51-85	—	61-65	—	—
Zuzarhî	—	—	—	68	56	—	86	66-90	—	—	—
Skeleton	76-77	56-58	56-57	69	57-75	70-87	87	91-99	66-77	91-95	—
Spectre	78	59	58	70	76-79	88-89	88-90	00	78	96	—
Wargs	79-99	60-00	59-96	71-98	80-98	90-00	91-00	—	79-99	97-00	—
Werewolves	00	—	97-99	99-00	99	—	—	—	00	—	—
Gûlscaru	—	—	00	—	00	—	—	—	—	—	99-00
PEOPLE											
1st Roll*	(51-00)	(51-00)	(61-00)	(81-00)	(71-00)	(76-00)	(41-00)	(96-00)	(71-00)	(86-00)	(91-00)
Men											
Trackers	01-05	01-03	01-02	—	—	01	01-03	—	01-02	01	—
Small Patrol	06-08	04-06	03-04	—	—	02-12	04-30	—	03-05	02	—
Normal Patrol	09-10	07-08	05-08	01-02	01	13-25	31-45	—	06-12	03	—
Mounted Patrol	—	—	—	—	—	26-30	46-55	—	13-27	04-05	—
Rangers	—	—	09	—	—	—	—	—	—	—	—
Wagon Train	11	09	—	03-05	02-05	31-35	56-65	01-02	28-30	06-15	—
Orcs (N)											
Trackers	12-13	10-12	10-13	06-08	06-12	36-37	66	—	31-32	01	—
Small Patrol	14-30	13-42	14-40	09-30	13-40	38-50	67-70	—	33-45	02-50	01-20
Normal Patrol	31-39	43-56	41-50	31-45	41-60	51-60	71-76	03-05	46-58	51-70	21-70
Wolfriders	40-49	57-64	51-53	46-63	61-63	61-74	77-78	—	59-70	71-77	—
Wargriders	50-53	60-65	54-55	64-70	64-65	75	79	—	71-73	78-80	71-73
Females & Imps	54	66	56	71	66-67	—	—	—	—	—	—
Slaves & Guards	55-64	67-69	57-59	72	68-77	—	80-85	—	74	81-82	74-88
Elite Trackers	65-69	70-74	60-67	73	78	76	86	—	75	83-85	—
Elite Guards	70-73	75-79	68-73	74-79	79	77-79	87	—	76	86	—
Caravan	74-80	80-85	74-75	80	80	80-85	88-90	06-90	77-90	87-90	89-91
Trolls (N)											
Stone Troll	81-85	86-88	76-80	81-84	81-83	86-92	91	—	91-94	91-96	92
Cave Troll	86-87	89	81-90	85-96	84-87	93-94	—	—	—	—	—
Olog-hai	—	—	91-92	97-98	88-90	95	92-93	—	—	—	93-95
Other Races											
Escaped Slaves	88-90	90-93	93-95	—	91-94	—	94	91-99	—	—	—
Dwarves	—	—	—	—	95	—	—	—	—	—	—
Others	91-96	94-98	96-97	—	—	—	—	—	—	—	—
Person of Note†	97-00	99-00	98-00	99-00	96-00	96-00	95-00	00	95-00	97-00	96-00

Key: See page 131.

22.5 RANDOM FEATURE TABLE

Structure	Vádókburzudh ("Death's Dark Way")	Ered Angúmath	Orcish Stronghold	Orc Tunnels	Mornaugrim Hold
Distance (feet)	300'	50'	100'	100'	200'
Nothing †	01-04	01-10	01-10	01-10	01-14
Passage Bends Left †	05-06	11-13	11-13	11-13	15-17
Passage Bends Right †	07-08	14-16	14-16	14-16	18-20
Sharp Bend Left †	—	17-18	17-18	17-19	21-22
Sharp Bend Right †	—	19-20	19-20	20-21	23-24
Passage Straightens †	09-11	21-23	21-23	22-24	26-28
Passage Slopes Down †	12-13	24-26	24-26	25-27	29-31
Passage Slopes Up †	14-16	27-29	27-29	28-30	32-34
Passage Levels off †	17-19	30-32	30-32	31-33	35-37
Dead End †	—	33-34	33-34	34-36	38
Water-filled	—	35	35	37	—
General Trap	—	36	36-40	38-40	39
Narrowing †	—	37-38	41-43	41-42	—
Broadening †	—	39-40	44-46	43-45	—
Intersect Passage *	20-45	41-55	47-55	46-50	40-47
Secret Door	46	56	56-57	51-52	48-50
Doubles Back — Left †	—	57-58	58	53-55	—
Doubles Back — Right †	—	59-60	59	56-57	—
Spring/Pool/Well	47-51	—	—	—	51-55
Creek	52-52	61-62	60	58	—
Lava Pool	—	63	—	59	56
Guard Post	53-60	64-66	61-63	60	57-60
Stairwell	61-62	—	—	—	61-65
Rampway	63	—	—	—	66
Slide Chute	—	—	64-65	—	67-68
River	64	67	66	—	—
Pit	—	68-69	67-68	61-63	—
Minor Chasm	65-66	70	—	64	—
Major Chasm	67	71	—	65	—
Lodgings	68-70	72	69-72	66-80	69-80
Bat Roost	71-75	73	73	81	—
Tavern	76	—	—	—	—
Imp Nursery	—	—	74	82	—
Slave Pit	77-80	74	75-76	83	—
Crypt	—	75	—	84	81
Garbage Pit	81-82	—	77	—	—
Store-room	—	—	78	—	82
Smelting Hall	—	76	79	85	83
Forging Hall	—	77	80	86	84
Metal Hall	—	78	—	87	85
Dungeon	—	79	81	88	86
Craft Chamber	83	—	—	—	87
Minor Armory	84	—	82-83	89	88-90
Guard Chamber	85-90	80	84-85	90	91
Barracks/Mess Halls	91	—	86-87	—	92-93
Cavern	92-93	81-86	88-89	91-92	—
Fungi Cavern	—	87-90	90	93	—
Stable	94	—	91	—	—
Quarry	—	91-92	92	—	94
Ore-winch	95	93	93	—	95
Mine	—	94	94	94	96
Junction	96-99	95-98	95-98	95-98	97-98
Passage to Underdeeps	—	99	99	99	—
Special	00	00	00	00	99-00

Use of this Table: The Gamemaster should regularly determine the appropriate column and roll for possible features. Suggested distance is given at the top of each column (i.e., 100', 200', or 300'). Generate features until a "nothing" or a "direction change" (marked with a †) result is obtained. If more than one feature is obtained, the GM should distribute their locations over the length of the distance (i.e., 100', 200', or 300').

† — Direction change result. Along with the "nothing" result, this halts the feature generation process for a given section of passage.

* — A second roll is required to determine the direction that these intersecting passages will take: 01-40, left; 41-80, right; 81-00, left and right. A roll is also required to determine the slope of the passage: 01-70, level; 71-85, slanting downward; 86-00, slanting upward.

22.6 NORTHERN ERED LITHUI ENCOUNTER TABLE

Encounter	Foothills	Mountains	Plains	Encounter	Foothills	Mountains	Plains
Chance	10%	10%	10%	Animals			
Distance (miles)	4	4	4	Axebeak	—	—	26-30
Time (hours)	3	3	3	Cave Lion	61	61-65	—
Sites				Deer	62-84	—	31-85
Stream	01-25	01-42	01-08	Ashflea	85	66-85	—
Waterhole	26-35	43-54	09-12	Wolf	86-90	86-90	86-90
Ruins				People			
Asdriag Camp	49	—	14-19	Donaen (1-5)	91-98	—	—
Éothraim Camp	50	—	20-25	Asdriags	—	—	91-95
Donaen Village	51-56	—	—	Éothraim	—	—	96-00
Gondorian Manor	57-60	—	—	Orcs (1-5) (N)	99-00	91-00	—

22.7 MASTER HERB AND POISON TABLE

HERBS				
Name	Codes	Form/Prep	Cost	Effect
Gariig	a-W-3	Cactus/Ingest	60gp	Heals 30 hits. AF10
Lothnimgil	t-V-7	Nectar/Ingest	100gp	Invigorates (heals1-10, +5 to all actions for 24 hours). AF5.
Kargigak	a-V-2	Berry/Apply	5bp	Tears of Blood. Heals 20 instantly, stings for 1-10 rnds (treat as stun). AF1.
Zülzendura	a-U-4	Mushroom/Ingest	70gp	Haste (3 rds). AF30.
POISONS				
Name	Lvl	Form/Prep	Effect	
Angusawéli Venom	3	Lizard/Paste	Minor Paralysis (-10/10% failure).	
Asgûrath	3	Snake/Liquid	Temporary Paralysis.	
Beaded Lizard Venom	2	Lizard/Paste	Dizziness.	
Jegga	7	Bats/Paste	Delivers 1-100hits.	
Juth	2	Scorpion/Liquid	Causes Gradual Insanity.	
Nimnaur	2	Spider/Liquid	Causes slow liquefaction of skeleton.	
Ondohithui	9	Lichen/Paste	Causes severe dehydration; failure by 101+ indicates fatality.	
Ondokamba	5	Bats/Liquid	Hardens extremities, rendering them useless.	
Fhamoraumang Varazâdî	10	Spiders/Liquid	Instant Paralysis	
Shapît Zêmar-gurz	20	Viper/Liquid	Heart Attack (Death). Consider level 5 on a weapon.	
Climate Codes: a=arid; t=temperate.				
Locale Codes: U=underground (caverns, etc.); V=volcanic; W=wastes.				
Difficulty of Finding: 1=Routine (+30); 2=Easy (+20); 3=Light (+10); 4=Medium (0); 5=Hard (-10); 6=Very Hard (-20); 7=Extremely Hard (-30); 8=Sheer Folly (-50); 9=Absurd (-70).				

22.8 TOXIC FUMES TABLE

Name	Level	Minimum Effect	Maximum Effect	Area Covered (in Sq Feet)	Chance of Emmission
Brimstone (Or. "Guldîg")	2	Unpleasant Odor	Nausea, -10/10% Fail	100-100,000+	01-40
Ekkîag-gurz (Or. "Gasping Death")	5	Exhaustion, -10 activity	Death due to Asphyxiation, (75+ fail)	50-5,000+	41-50
Bajagoj-dâgûl (Or. "Laughing Demon")	3	Dizziness, -5 activity	Fits of Uncontrollable Laughter (-100 to all actions).	10-1,000+	51-60
Gajum-ekmûbaram (Or. "Endless Sleep")	15	Drowsiness, -15 Percept.	Death	10-1,000+	61-65
Sûjuk Môbas (Or. "Sick Gut")	4	Headache, -10 percept	Severe Nausea (-20/10% Fail)	100-10,000+	66-70
Gulgogol (Or. "Yellow Ghost")	10	Burning Eyes, -15 Activity	Death due to Lung Destruction	10-1,000+	71-80
Glowing Ash (Or. "Skalkîshamhî")	8	Singed Hair	3rd Degree burns on exposed flesh. (1-100 hits), (1-5 "B" Heat Crits)	10-10,000+	81-90
Combination of any 2 of the above				1,000-1,000,000+	91-00

22.9 MASTER BEAST TABLE

Name	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	(Primary/ Second/Tert Attack	Notes
Angusawéli	2	1-20	S	VF/FA	25	SL/4	50	30SBI/40SSt/5SCI	Poisonous and aggressive reptiles.
Ants	0	10-1000	T	MD/MD	1	No/1	10	0TPi/—/—	Native to the southern plains of Gorgoroth.
Ash Drakes									
, Young	6	1-2	L/La	VF/FA	150	No/4	30	90LBI/50LCI/80HBA	
, Mature	12	1	L/SL	FA/FA	200	No/4	25	100HBI/70LCI/90HBA	
, Old	20	1	H/SL	FA/MF	300	RL/12	20	110HBI/90HCL/90HBA	Predator of the Gaer Dûrlith. Vicious hunter.
Axebeaks	5	1-3	L	VF/VF	110	SL/4	40	80HPi/—/—	Short burst of speed.
Barrow-wights	15	1	M/La	SL/VF	165	No/1	75	100we/90LBA/spec.	Protect their own tombs.
Bats, Small	1	1-1000	S	VF/VF	5	No/1	60	25TBI/—/—	
, Medium	2	1-100	S	VF/VF	15	No/1	50	30SBI/10SCI/—	
, Large	5	1-20	M	VF/VF	30	No/3	60	75MBi/60MCI/—	
Beaded Lizards	2	1-2	S	SL/MD	35	SL/4	20	10SBI/20SCI/poison	Passive carnivores.
Black Goats	3	2-20	M	MF/MF	56	No/3	30	20MBA/30SHo/—	Aggressive, agile mountain climbers.
Black Lizards	3	5-20	S	MF/MD	55	SL/7	30	30SCI/30SBA/25TBI	Nocturnal Hunters.
Black Swans	3	1-50	M	MF/SL	35	No/1	20	20MBA/25SPi/—	Large passive swans. Native to Núrn.
Cave Bears	12	1-5	L/La	MF/FA	300	SL/8	40	95HBA/90LCI/ 85LGr/90LBI.	Huge, grumpy predators. Rare in Mordor.
Cave Drakes	13	1	H/SL	FA/FA	250	PI/19	40	90HBI/50HCL/ 50HBA/80HHo.	Smaller subterranean Cold-drakes.
Cave Lions	5	1-2	M	FA/MF	140	SL/4	20	85LBI/70MCI/—	Very vicious
Cave Worms	10	1	H/La	SL/MD	160	RL/12	20	90HGr/swallow/10HHo.	Legless Cave-drakes.
Cliff Buzzards	2	2-10	S	VF/VF	30	No/1	50	40MCI/25SPi/—	Aggressive scavengers.
Death Shrews	1	1-5	T	MD/FA	2	RL/11	70	45TTi/disease/—	Emits a foul-smelling spray.
Deer	1	2-20	M	FA/MF	50	No/3	35	20SHo/35STs/—	Evasive
Echo Hawks	3	1-2	S	VF/BF	27	No/1	65	50MCI/40MPi/—	Subterranean bird of prey.
Fell Beasts	20	1-10	H/La	FA/FA	240	RL/12	50	90HCL/90LGr/ 90LBA/60LBI.	Native to Gorgoroth, relatives of Dragons.
Ghosts, Lesser	5	1	M/La	FA/FA	100	No/1	30	60MBA/50We/spec.	Drain 3 Co/rd (10'R).
, Greater	15	1	M/La	VF/VF	165	No/1	50	110we/90LBA/spec.	Drain 5 Co/rd (10'R).
Ghouls	3	1-5	M/I	MD/MF	50	SL/4	10	40SBA/50SCI/45we	Stupid, infects wounds
Giant Spiders									
, Lesser	8	1-10	M/I	MF/FA	160	SL/4	40	70LPi/75LSt/poison	
, Greater	20	1	L/La	FA/VF	350	RL/12	60	120HPi/90LHo/poison	Evil offspring of Shelob. Greater use magic.
Gorgoroth Toads	1	1-10	S	MD/VF	25	SL/4	20	20TGr/10SBA/—	Locust Hunters.
Grey Wolves	3	2-12	M	FA/FA	110	SL/3	30	55LBI/30MCI/—	Social pack animals.
Ground Bees	0	4-400	T	MD/VF	1	No/1	40	0TS/0TPi/—	Dangerous if angered.
Gûlscaru	15	1-3	L/La	VF/BF	260	SL/4	120	130LBI/110MCI/—	Wraith-wolves. Drain 5 Co/rd (10'R). Used as special guards in Orodruin.
Hornets	1	5-50	T	VF/VF	1	No/1	40	0SSt/20MSt/poison.	Protective.
Locusts	0	20-2000	T	VF/MD	1	No/1	30	0TPi/—/—	Swarming insects.
Mordor Cattle	4	5-50	L/I	SL/MD	200	SL/4	0	80LCr/70LTs/—	Stupid food supply animals.
Mordor Horses	9	1-9	L/I	VF/VF	210	SL/4	50	110LCr/95LTs/spec.	Hostile, bred as mounts.
Morgai Flies	0	1-100	T	VF/FA	2	No/1	35	15TBI/disease/—	Vicious Parasites, native to Mordor.
Morungol	1	1-5	S	MS/VF	15	SL/7	30	20TPi/20SSt/poison	Aggressive and territorial spiders, found only in Mordor. Level 15 poison.
Rats	1	1-100	S	MD/MD	15	No/3	10	10SBI/15SCI/—	Large scavenger rodents.

Name	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	(Primary/ Second/Tert Attack	Notes
Rock Vipers	1	1-4	S	SL/BF	15	No/1	50	20SSSt/poi on	Passive, venomous snake (lvl 20 poison).
Scorpions	1	1-10	T	SL/VF	10	RL/11	20	15TPi/20SSSt/poison	Poisonous predatory arthropods.
Skeletons	3	1-10	M/I	MD/MF	55	No/1	10	40we/50MBa	Berserk. Will attack until destroyed.
Snakes	1	1-2	S	MD/BF	25	No/1	25	35SSSt/poison	Typical Mordorian snake.
Spectres	5	1	L/II	FA/VF	150	No/1	100	40Sbt(5')/spec.	Drain 8 Co/rd (10'R).
Spiders	1	1-10	S	MD/MF	25	SL/8	20	15TPi/20SSSt/poison	Smaller cousins of the Giant Spiders.
Trolls, Cave	12	1-5	L/La	MD/MD	220	RL/11	25	100HCl/85we/80ro	Undead (all Undead beings ignore "stun" and "hits/rnd" results RR's allowed vs. Codrains).
, Stone	7	1-6	L/II	SL/MD	150	RL/11	15	80LBa/65LCl/60ro	
, Black (Olog)	9	1-5	L/La	MD/MD	250	RL/16	50	120we/80LBa/70ro	
War-wolves	7	1-10	L/I	VF/VF	170	SL/4	50	85LBi/65MCl/—	Specially-bred fighting dogs.
Wargs	8	4-20	L/I	VF/VF	180	SL/4	60	75LBi/60LCl/—	Vicious undead wolves, affected by "stun" and "bleeding" results.
Werewolves	12	1	L/La	VF/VF	250	SL/4	75	120LBi/100MCl/—	Demon-servants in wolf-form. Very rare.
Wights	15	6	M	SL/VF	165	No/1	75	90LBa/—/—	Undead
Wolves	3	2-12	M	FA/FA	110	SL/3	30	55LBi/30MCl/—	Ash Ghouls; Wanderers of the Gaer Dúrlith.
Zuzarhi	2	1-10	M/I	SL/MF	50	No/1	20	80MBa/40Sbi	

KEY

NOTE: For a full description of all the creatures listed here see ICE's *Creatures of Middle Earth*.

CODES: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl(level), #/Encount (number encountered), Size (Tiny, Medium, Large or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

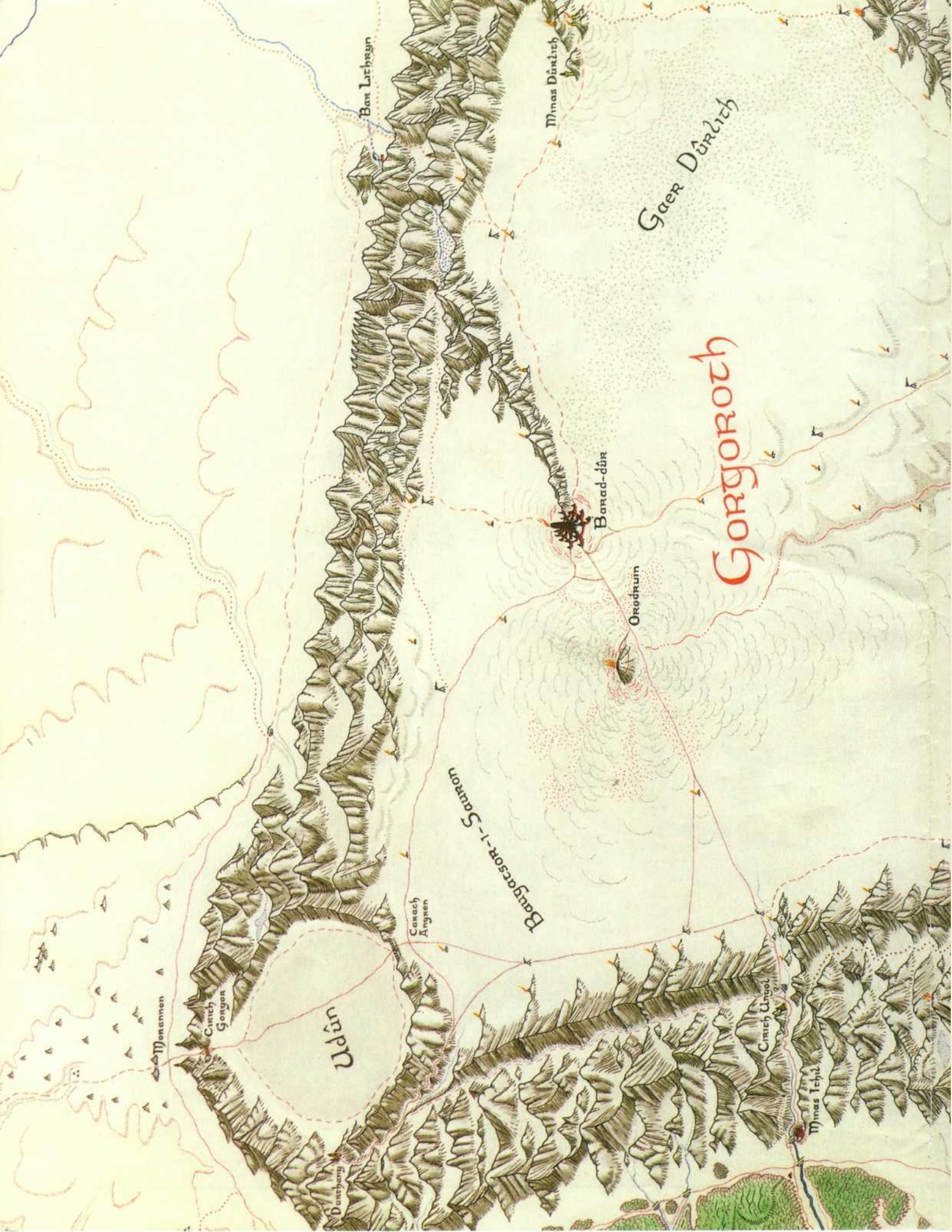
Crit: When a creature takes a Critical result, resolve it on the Critical Strike Table indicated by this stat: no code=normal tables, La=Large Creature Table, SL=Super Large Table (Large Table with a -10 mod for MERP), I=normal table with severity reduced by one (e.g. "E" becomes a "D", "D" becomes a "C", etc.; ignore "A" results), II=normal table with severity reduced by two (e.g. "E" becomes a "C", "D" becomes an "A", ignore "A" and "B" results).

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C=Creeping, VS=Very Slow, S=Slow, M=Medium, MF=Moderately Fast, F=Fast, VF=Very Fast, BF=Blindingly Fast.

AT (Armor Type): The two-letter code gives the creature's MERP armor type (No=No Armor, SL=Soft Leather, RL=Rigid Leather, Ch=Chain, Pl=Plate); the number is equivalent to the RM armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T=Tiny, S=Small, M=Medium, L=Large, and H=Huge. The last two letters indicate the type of attack: Pi=Pincher/Beak, Ba=Bash, Bi=Bite, Cl=Claw, Cr=Crush, Gr=Grapple, Ho=Horn, TS=Trample/Stomp, St=Stinger, and we=Weapon. Weapon codes follow: cb=composite bow, wh=whip, th=two-handed sword, da=dagger, ro=rock (use a S, M or L Cr attack, 50' range if no other range is given). These codes may differ slightly from the MERP or RM codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its "Primary" attack. Depending on the situation and the success of the "Primary" attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if previous attacks are very successful.)



Baw Lichyn

Minas Dûrlith

Gaer Dûrlith

Gorgoroth

Barad-dûr

Orodruin

Baugator-i-Sauron

Conach Angren

Ullín

Manannan

Cirth Gorgor

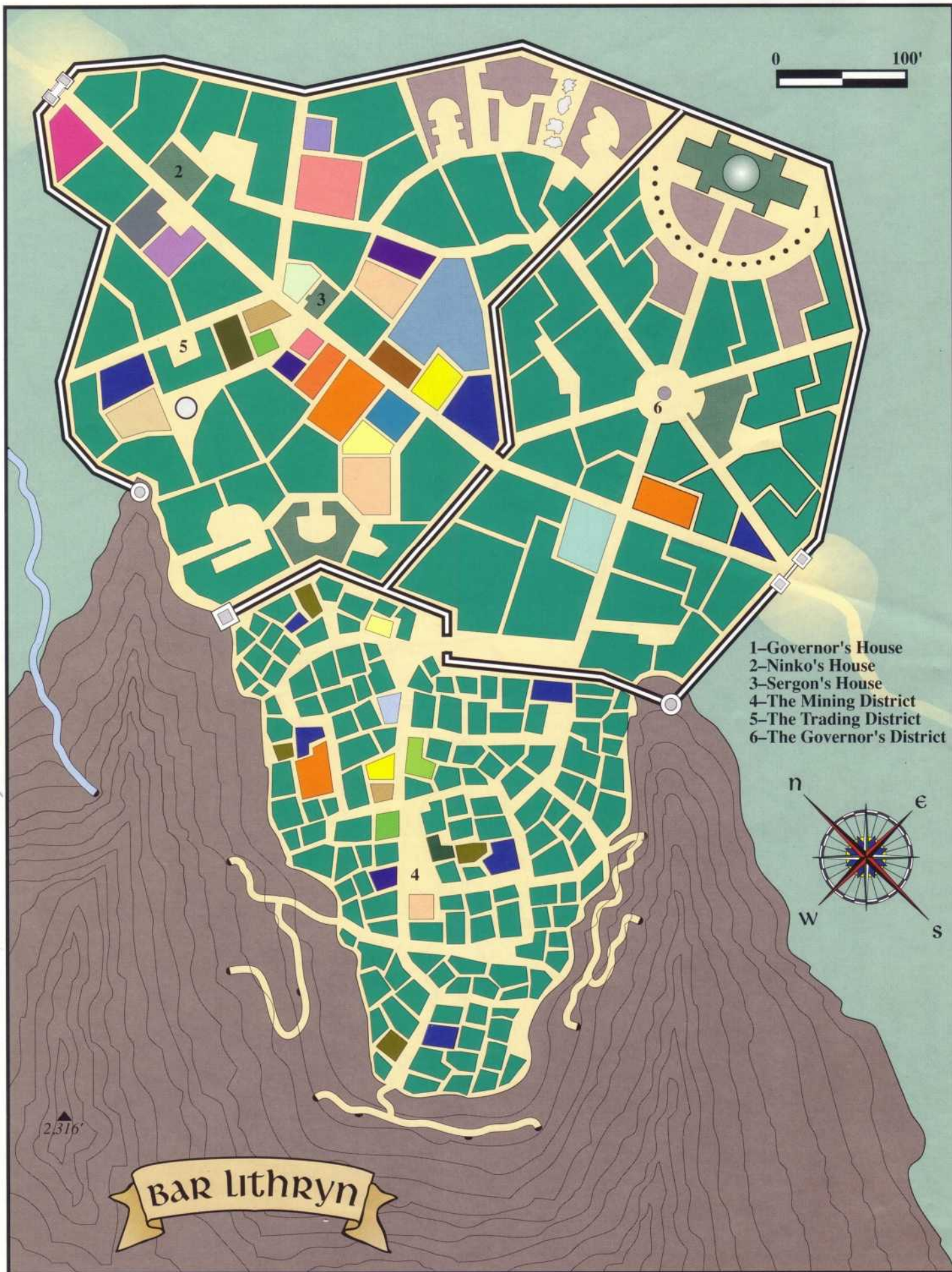
Dathang

Cirth Ungol

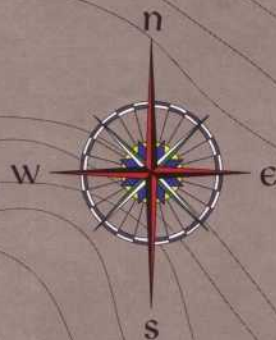
Minas Ithil







ostigurth



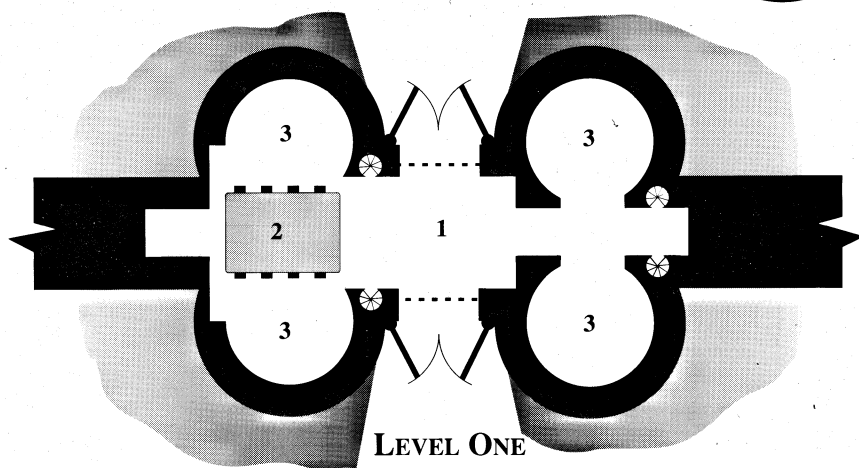
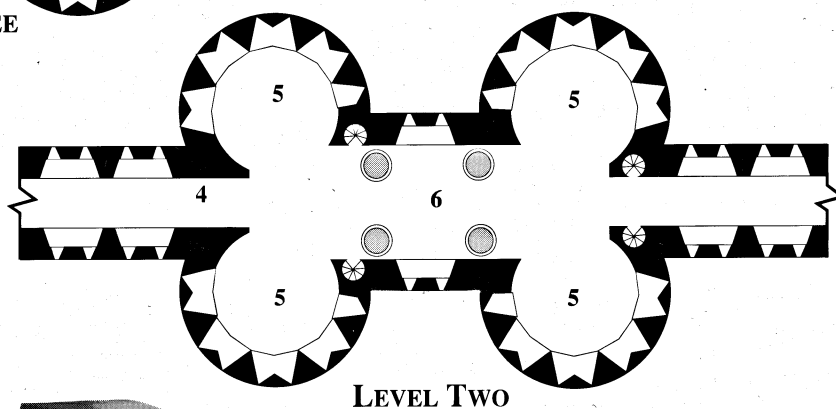
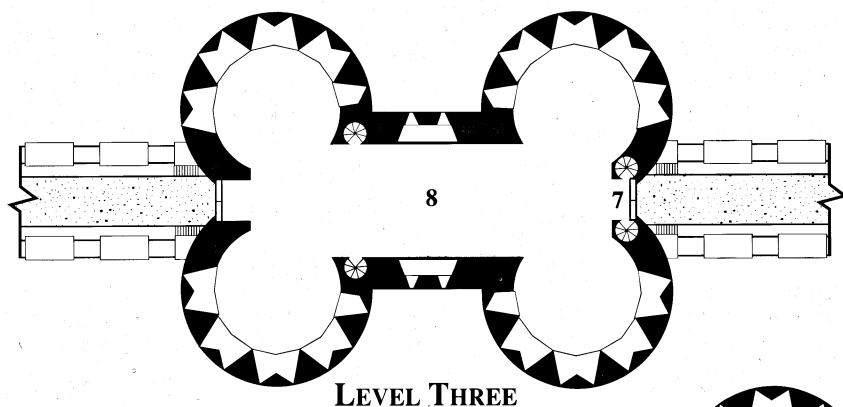
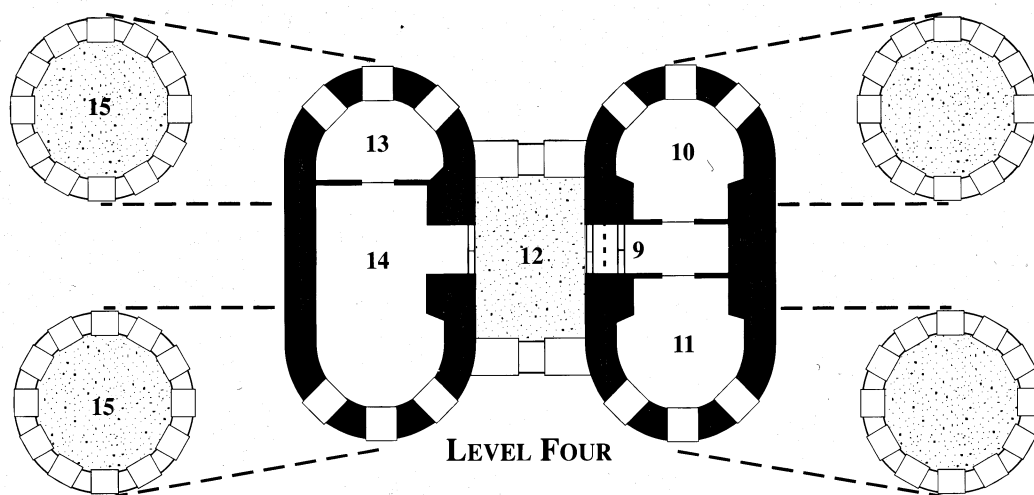
Structure Legend

Admin./Public	Healer	Ruins
Alchemist	Herbalist	Seer/Scholar
Armorer	Inn	Shipwright
Astrologer	Jeweler	Smith
Barracks	Lampmaker	Stable
Brewer	Mason	Tanner/Lithersm.
Brothel	Metalsmith	Tavern
Cobbler	Miller	Temple
Cooper	Moneylender	Theatre
Fletcher	Outfitter	Wainwright
Foodmerchant	Pilot/Guide	Warehouse/Shiper
Granary	Potter/Glassblw.	Weaver
Great-house	Residence	Woodcraft./Carp.

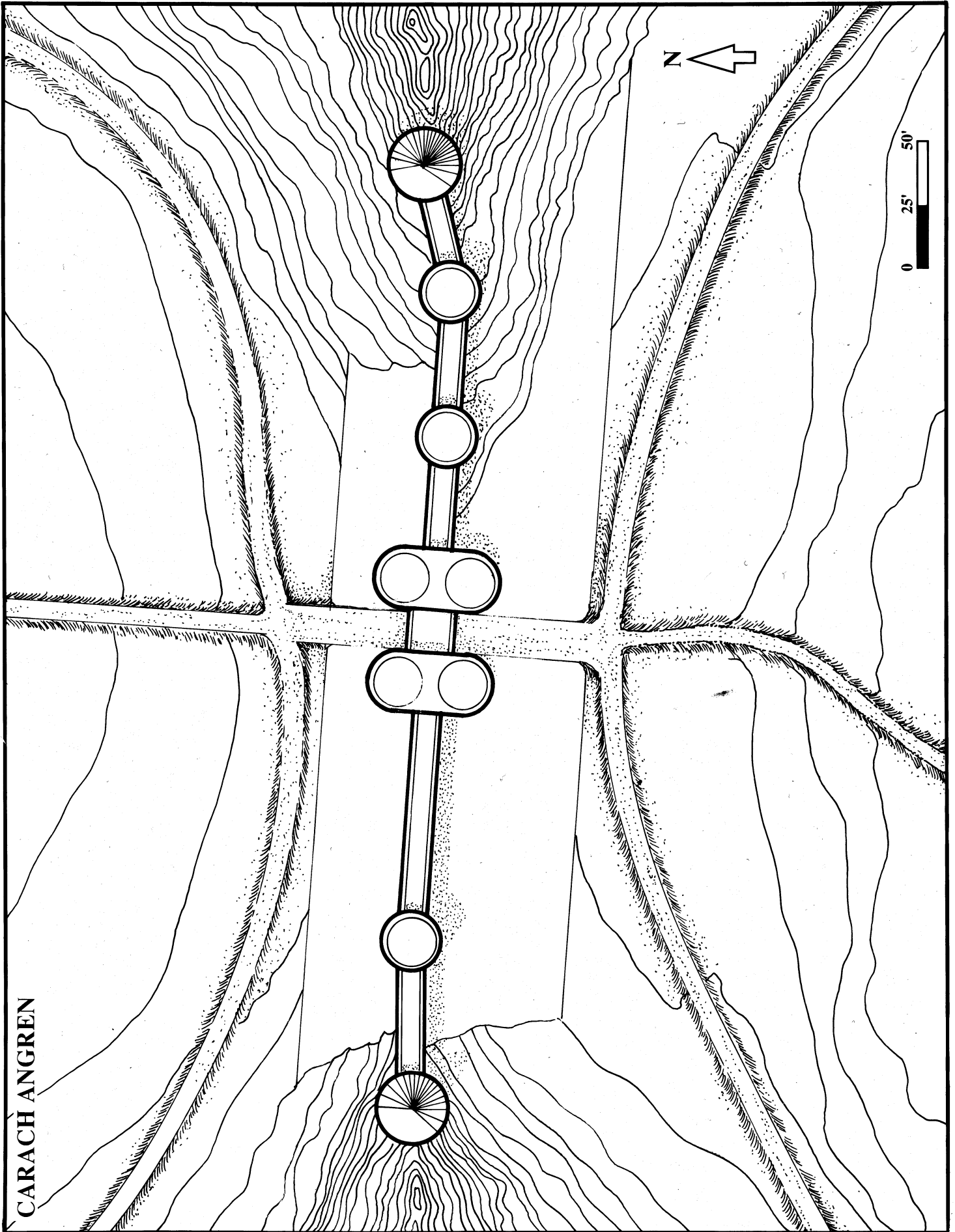
0 200'

CARACH ANGREN

THE GREAT GATE

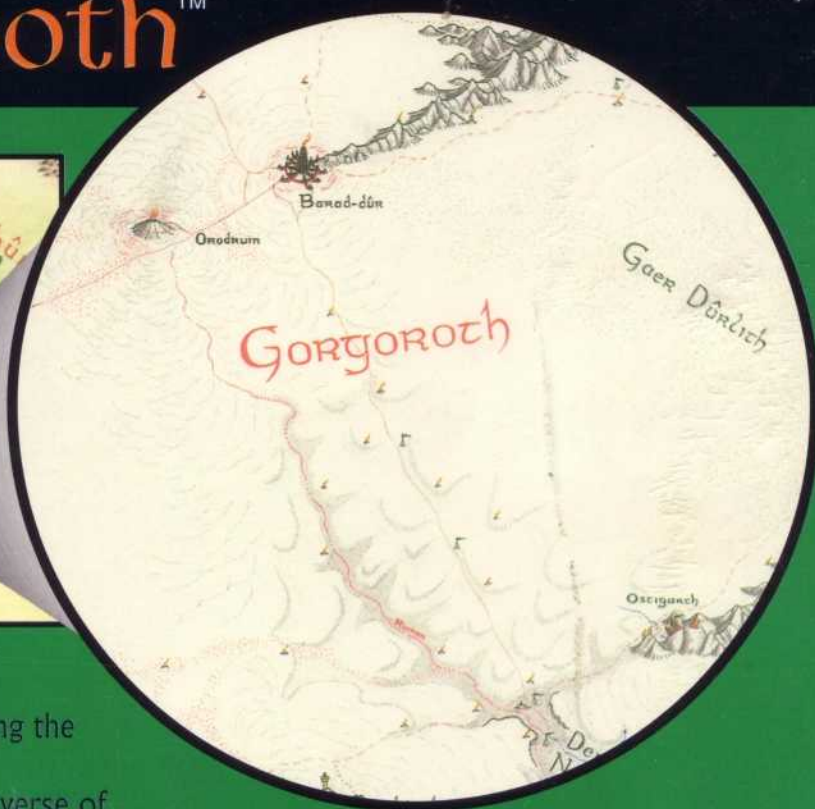


0 25' 50'





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