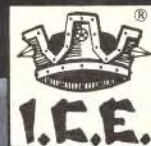


FORTRESSES of Middle-earth™

#8203



CALENHAD™

A Beacon of Gondor



Playable with



Rolemaster™

FORTRESSES of Middle-earth™

CALENHAD™

CONTENTS

1.0 Introduction.....	2
1.1 THE FORTRESS SERIES.....	2
1.2 TERMINOLOGY.....	2
1.3 ADAPTING THIS MODULE.....	2
2.0 Background.....	3
2.1 THE TALE OF YEARS.....	3
2.2 A BRIEF HISTORY OF THE BEACONS OF GONDOR.....	5
3.0 The Surrounding Lands.....	7
3.1 CALOST.....	7
3.2 ERYN MYTH (S. "GREY-WOOD").....	8
3.3 THE MANOR OF FORDELIN.....	9
3.4 TRAVELLING TO CALENHAD.....	10
4.0 A History of Calenhad.....	11
5.0 The Layout of Calenhad.....	13
5.1 THE FORTRESS.....	13
5.2 THE OUTER BAILEY.....	13
5.3 THE MIDDLE BAILEY.....	18
5.4 THE INNER BAILEY.....	26
6.0 Calenhad at Other Times.....	40
7.0 The Garrison at Calenhad.....	42
7.1 THE THIRD TIROMIN.....	42
7.2 THE SECOND TIROMIN.....	43
7.3 THE FIRST TIROMIN.....	43
7.4 THE TIRNAFUIN.....	43
7.5 THE TIRADOR.....	44
8.0 Adventuring Around Calenhad.....	44
8.1 SECOND AGE ADVENTURES.....	44
8.2 THIRD AGE ADVENTURES.....	44
8.3 FOURTH AGE ADVENTURES.....	44
9.0 Tables.....	45
9.1 MASTER GARRISON TABLE.....	45
9.2 MASTER NPC TABLE.....	46

CREDITS

Author/ Designer: Tim Cooke

Fortress Design: J. M. Ney

Additional Material: Pete Fenlon

Editor/Developer: Jessica Ney

Cover Illustration: David and Elissa Martin

Interior Illustration: Paul Jermy

Layouts: Andrew Christensen, Edward Dinwiddie, Jennifer Kleine, William Hyde, David and Elissa Martin, Richard Britton

Project Specific Contributions: *Series Editor:* Jessica M. Ney; *Content Editor:* Peter C. Fenlon; *Page Design:*

Jennifer Kleine; *Layout:* Andrew Christensen, Edward Dinwiddie, Kevin Williams; *Cover Graphics:* I. Haines Sprunt; *Editorial Contributions:* Coleman Charlton, John Ruemmler.

Author's Thanks: To Sam Kilford, Robert Welham and Ian Laws for their contributions to this manuscript and to those at Hewett Sixth for their support.

ICE MANAGEMENT — *Art Director/Production Manager:* Terry K. Amthor; *Sales; Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler; *Terry Amthor; Graphics & Production Staff:* Andrew Christensen, Edward Dinwiddie, William Hyde, Jennifer Kleine, I. Haines Sprunt, Kevin Williams; *Sales & Customer Service Staff:* John Brunkhart; *Finance Staff:* Heidi Heffner; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson.

Copyright 1990 © TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, Inc., Berkeley, CA. *Calenhad*, *The Hobbit*, and *The Lord of the Rings*, and all characters and places therein, are trademark properties of TOLKIEN ENTERPRISES.

Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902.

First U.S. Printing 1990.

Stock # 8203

ISBN 1-55806-097-9

1.0 INTRODUCTION

Calenhad was the sixth, counting from east to west, in a chain of seven beacon-towers. Its watch-fire relayed warning to Minas Anor (Minas Tirith) of any attack on Gondor's northern frontiers. Whether a Dunlending invasion from the west, an Orcish raid across the Anduin, or civil strife within Calenardhon, Calenhad flashed messages between Halifirien (the seventh beacon) and Min-Rimmon (the fifth). In later years, the tower's beacon was set ablaze to summon military aid from the Rohirrim.

Provided with natural fortification by steep cliffs to the north and inaccessible mountain slopes at its southerly back, Calenhad's elevated site originally sported but a rude signal-platform. The structure's fire-cage, when set alight, warned nearby Gondorian settlements of incursions by Dunnish tribes as these displaced people migrated toward the Misty Mountains. Centuries later, when Easterlings raided across the Anduin, a more formidable tower was constructed over the platform's ruins. As the Shadow in Mordor grew and spilled out across its mountain borders to threaten the West, the tower was expanded and strengthened, eventually becoming a fortress of considerable military significance.

1.1 THE FORTRESSES SERIES

The *Fortresses of Middle-earth* series is intended to provide Gamemasters (GMs) with extremely detailed overviews of individual towers, castles, citadels, and other fortifications of particular note. Each module in the line documents the history, design, layout, and garrison associated with the given site. A list of suggested adventure themes follows the text.

Before reading the material on this fortress, take a look at the two-page view located at the center of the booklet. It gives you a clear picture of what the text is all about. Then turn to Section 1.2.

Like the rest of the Middle-earth Series, this module contains game terminology and references based on ICE's *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy role playing (FRP) systems. If you need to adapt the material to another FRP game, read Section 1.3.

1.2 TERMINOLOGY

Because of space considerations, we cannot reasonably discuss all the peculiar terms found in this module. We can, however, provide a sampling of the most commonly used terminology.

Bailey — an enclosed courtyard.

Barbican — an outwork containing a castle gateway.

Bartizan — a small tower suspended from a wall or tower to provide flanking fire.

Battlement — the protected defensive position located atop a wall or tower.

Crenelation — a notched battlement (parapet) resembling "spaced teeth" with alternating openings (embrasures called crenels) and sections providing cover (merlons).

Curtain — a straight section of defensive wall.

Dike — an artificial embankment such as a man-made earthen wall; also an excavation.

Drawbridge — a bridge that can be raised and lowered.

Embrasure — a specially designed opening from which a defender fires missiles, such as a crenel or a space hollowed in a thick wall which provides access to a loop.

Houd — an often temporary, overhanging timber galley projecting from the top of a wall.

Keep — also called a Donjon, it is the independent, self-defensible, inner stronghold of a castle or manor.

Loop — a narrow opening in a wall for the discharge of missiles.

Machicolation — a projecting gallery at the top of a wall or tower with slots (murder holes) in the floor from which missiles can be dropped or fired down against an enemy.

Moat — a defensive ditch.

Motte — a large defensive mound.

Parapet — a bank of earth or a wall over which a defender may fire.

Portcullis — a vertical, sliding grill with spiked tips that serves as a barrier gate.

Splay — a sloping base of a wall or tower, which frustrates ramming by deflecting strikes upwards.

Talus — a sloping wall, thicker (splayed) at its base.

Turret — a bartizan.

1.3 ADAPTING THIS MODULE

This module is adaptable to most major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.31 HITS AND BONUSES

When converting percentile values to a 1-20 system, a simple rule is: for every +5 on a D100 scale you get a +1 on a one-twenty (D20) or three to eighteen (D18) scale.

The concussion hit numbers listed in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike attacks and damage are used to describe serious blows and wounds (respectively). Should you use a FRP system that employs no critical strike results (e.g., TSR Inc.'s *Advanced Dungeons & Dragons*® game), simply double the number of hits the PCs take or halve the hit values found in this module.

1.32 CONVERSION CHART

If you play an FRP game other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

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

2.0 BACKGROUND

"A light kindled in the sky, a blaze of yellow fire behind dark barriers. Pippin cowered back, afraid for a moment, wondering into what dreadful country Gandalf was bearing him. He rubbed his eyes, and then saw that it was the moon rising above the eastern shadows, now almost at the full. So the night was not yet old and for hours the dark journey would go on."

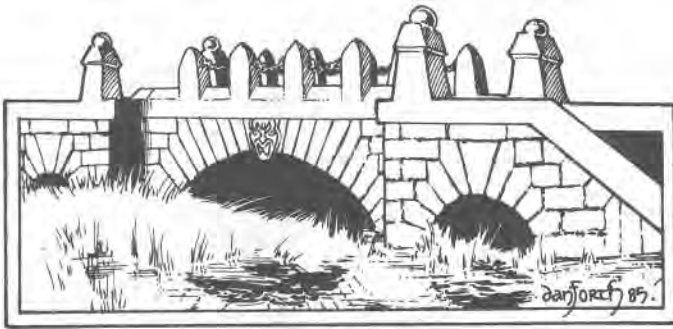
"Where are we Gandalf?" he asked.

"In the realm of Gondor," the wizard answered. "The land of Anórien is still passing by."

There was silence for a while. Then, "What is that?" cried Pippin suddenly, clutching at Gandalf's cloak. "Look! Fire, red fire! Are there dragons in this land? Look, there is another!"

For an answer Gandalf cried aloud to his horse, "On, Shadowfax! We must hasten. Time is short. See! The beacons of Gondor are alight, calling for aid. War is kindled. See, there is fire on Amon Dîn, and flame on Eilenach; and there they go speeding west: Nardol, Erelas, Min-Rimmon, Calenhad, and the Halifirien on the borders of Rohan."

—*LotR III*, p. 15-16



2.1 THE TALE OF YEARS

SECOND AGE

1800 — First Númenórean settlers arrive in Gondor, displacing indigenous lowlanders.

3319 — The Downfall of Númenor.

3320 — The Realms in Exile, Arnor and Gondor, founded.

3325-3441 — Dunlendings migrate to Dunland and the southern foothills of the Hithaeglir. The Gondorians erect a chain of simple signal-platforms to alert the local settlers to Dunnish movements, summoning military aid if necessary. Orthanc is built during this period. The placement of the Palantír in Isengard makes the signal-platforms obsolete for defense of the borders, but they remain useful as an important communication relay for interior security.

THIRD AGE

2 — Amon Anwar made sacred to the remains and the memory of Elendil. Isuldur is slain at the Gladden Fields (Loeg Ninglören).

490 — First Easterling invasion into Rhovanion.

491-523 — Six of the signal-platforms, Amon Dîn, Eilenach, Min Rimmon, Calenhad, Erelas, and Nardol, are upgraded to become signal-towers. They can accommodate small garrisons, and the fire-cages on their roofs summon warriors from the surrounding farms and hamlets to meet a threat.

830 — Falastur, the first of Gondor's Ship-kings, comes to the throne. His policies favor the commercial interests of the south.

748 — Gondor absorbs all lands east of Anduin, north of Mordor, South of Greenwood, west of the Sea of Rhûn.

861 — Arnor is divided into three lesser kingdoms: Arthedain, Cardolan, and Rhudaur.

1050-1300 — Sauron comes to Greenwood which falls under shadow to become Mirkwood.

1304 — Minalcar is crowned as Romendacil II. Unlike his four predecessors, his rule favors the Northmen of Rhovanion.

1301-50 — Rhudaur falls under the Shadow.

1409 — Cardolan is overrun by the Angmarim. It dwindles, disappearing altogether in the Great Plague.

1432-47 — The Kin-strife.

1635-37 — The Great Plague ravages Calenardhon. The region is seriously depopulated.

1640 — The capital is moved from Osgiliath to Minas Anor.

1640-57 — With Calenardhon a new frontier and the lands east of the Anduin growing wilder, the borders of province of Anórien are in jeopardy. Three of the signal-towers (Amon Dîn, Eilenach, and Min Rimmon) located between the province borders and Minas Anor are expanded to become beacon-towers.

1856-99 — The Wainrider invasion. King Calimehtar orders that baileys be constructed around Amon Dîn, Eilenach, and Min Rimmon.

1974 — The Witch-king overruns Arthedain.

1980-81 — The Balrog emerges in the deeps of Moria; the Dwarves abandon their city.

2002 — The Palantír of Minas Ithil is taken.

2003-15 — Eärnil II orders the strengthening of the fortifications around Amon Dîn.

2050 — Eärnur is slain by the Witch-king. Mardil becomes the first Ruling Steward. Orthanc is locked and left with only a small guard.

2460 — The Watchful Peace ends. Periodic raids by Orcs.

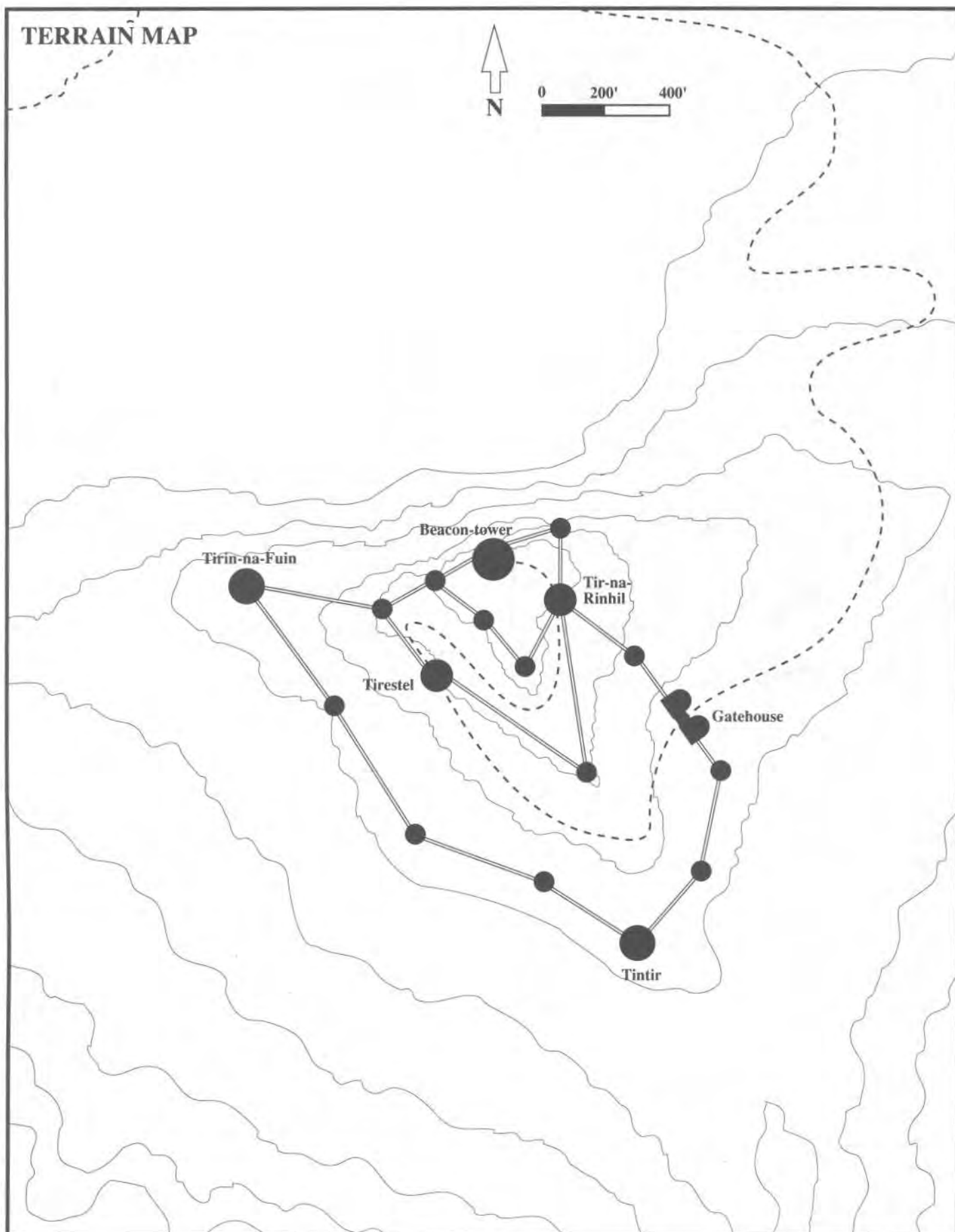
2475 — Osgiliath is overrun. It becomes a deserted outpost.

2510 — Orcs and the Balchoth invade Calenardhon. The Éothéod help crush the invaders and Cífrion the Steward rewards the Horse-lords by giving them the province as their own. Eorl and Cífrion pledge that their respective nations will always come to one another's aid in wartime. Cífrion removes the casket of Elendil from Amon Anwar and places it in the Hallows of Minas Tirith. The mound on Amon Anwar is left intact and is revered throughout the following centuries.

2512-36 — Cífrion orders a new beacon-tower, complete with bailey, to be designed and built on Amon Anwar. It is named Halifirien, and the Mound of Elendil remains undescended. The signal-towers of Calenhad, Erelas, and Nardol are expanded to become beacon-towers. Thus the pact between the Rohan and Gondor, to come to one another's aid in wartime, can be honored. The beacon system, that endures to function during the War of the Ring, is complete at the end of this time, although strengthening of the fortifications continues sporadically.

2545 — Eorl the Young dies in the Wold while fighting Easterlings.

2546-58 — Baileys are constructed around Calenhad, Erelas, and Nardol.



- 2710** — Dunlendings seize the deserted citadel of Isengard.
- 2712-17** — The fortifications are strengthened around the seven beacons. Calenhad acquires an outer curtain wall.
- 2758** — Dunlendings invade Rohan. Three fleets from Umbar and Harad land on the southern coasts of Gondor. Their armies reach as far as the Isen. Dor-en-Enil is ravaged..
- 2759** — The Corsair fleets are defeated. Beren gives the Keys of Orthanc to Saruman.
- 2760-76** — Beren orders the fortifications strengthened around the northern beacons. Calenhad's outer bailey is divided by a new defensive wall to create a middle bailey.
- 2885** — Haradrim, encouraged by Sauron's emissaries, cross the Poros and attack Gondor. The sons of King Folcwine die in Gondor's service in the victory of the crossings of Poros.



- 2901** — Ithilien's last inhabitants flee to escape raiding Uruk-hai. Turin II builds secret refuges for his soldiers in Ithilien, including Henneth Annûn. He refortifies Cair Andros. The fortifications of the beacons are strengthened.
- 2980** — Aragorn II leads a fleet of Gondor in a raid on Umbar, burning much of the Corsair fleet. He leaves Ecthelion II's service upon his return..
- 3019** — The beacons are lit, summoning the Rohirrim to Gondor's aid in the War of the Ring.

2.2 A BRIEF HISTORY OF THE BEACONS OF GONDOR

In the late Second Age, after the downfall of Númenor, men and women of the newly-founded realm of Gondor settled in the region of Calenardhon, causing a mass migration of the local Dunnish tribes to Dunland and the southern foothills of the Hithaeglir. During this period, a series of simple signal-platforms were built on the sites that later became beacon-towers. Their function was to watch the movements of the Dunlending tribes, and summon military aid if ever needed. These platforms were little more than open fireplaces, and became largely obsolete for defense purposes when the Orthanc was completed near the end of the Second Age. However, they did remain useful as a local communication relay, leaving the Palantír placed at Orthanc free for more important matters, such as monitoring the Dark Lord's movements.

War loomed again at the close of the age. Rinhil, the commander of Calenhad as well as the officer possessing responsibility for the signal-platforms, gathered the local populace to swell the ranks of the Last Alliance. His coordination ensured that Calenardhon's food supplies enhanced the baggage trains that followed. In the Battle of Dagorlad, however, Rinhil perished along with many of his finest knights.

As a new age dawned, Isildur returned to Osgiliath to instruct his nephew, Meneldil, in the ways of governing Gondor. The King planned to depart to take control of his father's kingdom, Arnor. Before his departure, Isildur rode with Meneldil and a few trusted friends to a hill then known as Eilenaer (upon which the beacon of Halifirien would later be built). The hill lay near the center of the lands of Gondor. Isildur's companions leveled part of the green and treeless opening on its summit; on its eastward side they raised a mound. Within it, Isildur laid a casket, saying to those gathered around him:

"This is a tomb and memorial of Elendil the Faithful. Here it shall stand at the mid-point of the Kingdom of the South in the keeping of the Valar, while the Kingdom endures; and this place shall be a hallow that none shall profane. Let no man disturb its silence and peace, unless he be an heir of Elendil."

— *Unfinished Tales*, p. 308

The High-king then urged Meneldil to visit the mound occasionally, especially during times of danger or distress. He further said that his heir should be brought to this site and told of the making of the hallow, adding that the secrets of the realm should be revealed to him.

Peace reigned in Gondor for many years, until T.A. 490, when the cruel Easterling tribes invaded Rhovanion. Although the invasion was easily beaten off, it aroused concern, and as a result, the signal-platforms were upgraded, becoming signal-towers. These new fortifications had small garrisons and fire-cages on their roofs to summon aid from the surrounding lands to meet a threat.

Maintaining of the signal-towers was the responsibility of the conclave in Minas Anor. Yet when Falastur, the first of the Ship-kings, came to the throne, attention was focused on the ports in southern Gondor, away from the outposts of the northern territories. The signal-towers soon fell into disrepair, as the resources needed were not made available.

In the next five hundred years, despite their dilapidated state, the signal-towers took on a much greater task than originally intended. In T.A. 861, Arnor was split into three successor kingdoms. The towers relayed messages between the Gondor, Cardolan, and Arthedain as the Palantíri of both kingdoms were used increasingly to monitor their enemies.

Sauron reappeared in Middle-earth around T.A. 1050, making his new abode in Greenwood the Great. His presence on the Rhovanion border encouraged a new wave of Orc raids and the polluting of the forest, which became known as Mirkwood. The small garrisons stationed at the signal-towers were stretched to the limit to protect the villages and hamlets scattered around the provinces of Anórien and Calenardhon.

When Romendacil II was crowned as king, he favored the northmen of Rhovanion. During his reign, the northern outposts were once again repaired and maintained.

The next centuries witnessed the succumbing of Northern Kingdom of the Dúnedain to the forces of the Witch-king in Angmar. In the early fourteenth century, Rhudaur fell to the shadow; scarcely a century later, Cardolan was overrun by the Angmarim.



In T.A. 1432, Eldacar was forced out of power by the Usurper, Castamir, and the Kin-strife begins. For the next fifteen years, the signal-towers were used as secret refuges for Eldacar's supporters. When the true King marched back to Osgiliath at the head of an army of Northmen, the towers' garrisons openly threw in their lot with him. After overthrowing Castamir, Eldacar richly rewarded those who had remained loyal to him, with special notice to the captains of the signal-towers.

Sauron's might was felt two hundred years later in the Great Plague, when much of Calenardhon's population died, leaving the region seriously depopulated. In the following years, the capital moved from Osgiliath, which had also been ravaged by the plague, to Minas Anor. Soon after this, the conclave in Minas Anor concluded that with Calenardhon a new frontier and the lands east of the Anduin growing wilder, the borders of the province of Anórien were in jeopardy. They decided to expand three of the signal-towers into beacon-towers: Amon Dín, Eilenach, and Min Rimmon. New magical beacons were placed on their summits, allowing a variety of messages to be sent back and forth along the chain of fortresses by varying the color and intensity of the light emitting from them.

In T.A. 1856, the notorious Wainriders struck out against Gondor and erected their own kingdom in Rhovanion. The King of Gondor, Calimehtar, ordered the construction of baileys around the three beacon-towers. Although these towers were never tested by the Easterling confederacy, they provided crucial protection for Gondor's western flank.

As Gondor's fortunes steadily increased, the only remaining remnant of Arnor was on the brink of collapse. In T.A. 1973, a messenger arrived at the beacon-tower of Min Rimmon, begging shelter and protection against Orc-trackers. The man, Amarath, was the messenger heading for Minas Anor to request military aid. He reported that Arthedain could not survive the coming winter alone.

Problems with Easterlings at home delayed the Gondorian response, and the army did not reach the Grey Havens until the late autumn of 1974. Gathering Elven aid, the Gondorian forces arrived too late to save the kingdom from collapse. In a bloody battle, they managed to destroy the Angmarim army that had decimated the northern realm.

After Minas Ithil was captured by the Nazgûl in T.A. 2002, Minas Anor became Minas Tirith. King Eärnur ordered the strengthening of the beacon-tower furthest east, Amon Dín. The tower gained an outer curtain wall, thus creating an outer bailey. Several years later, Eärnur was slain by the Witch-king outside the gates of Minas Morgul. Since he had no descendants, Mardil became the first Ruling Steward. In this year, Orthanc was also locked, and the keys returned to Minas Tirith. The northern outposts became more and more important as a means of communication, especially because the Orthanc-stone was locked away.

The next five centuries witnessed periodic raids by Orcs on isolated farmsteads. Although the garrisons in the signal-towers did all they could, they could not stop the vast number of marauding bands. These sporadic attacks culminated in an invasion of Calenardhon in T.A. 2510, when a vast army of Balchoth and Orcs swept westward, advancing on the weakened Gondorian army. However, with the help of the Éothéod of the Anduin vales, the invaders are crushed. Cirion, the Ruling Steward, gave the province of Calenardhon to his Northmen allies. At the memorial to Elendil, Eorl, the Northmen leader, and Cirion swore an oath to come to each other's aid in times of war. Cirion removed the casket of Elendil and placed it in the Hallows of Minas Tirith. Soon after, as the Northmen moved south to settle in their new land, Cirion ordered a new beacon-tower, Halifirien, to be built on Amon Anwar. The remaining signal-towers were upgraded to beacon-towers. By T.A. 2536, the chain of fortresses was complete, with each tower crowned by a magical beacon. The oath made twenty-six years earlier could now be honoured, and by this time, the Northmen had settled into their new home, renaming the region "Rohan."

Within twenty years Eorl the Young died in the Wold while fighting Easterlings. Both realms deeply regretted the loss, but the Easterling threat was again highlighted. The Conclave in Minas Tirith decided that baileys should be constructed around Calenhad, Erelas and Nardol, strengthening the chain of strong fortresses in the foothills of the Ered Nimrais.

In T.A. 2759, Beren gave the keys of Orthanc to Saruman after the Dunlendings who had earlier occupied it had been driven out. Although the fortress of Isengard was once again occupied, the northern towers were still considered to be a crucial factor in Gondor's defense.

The years leading up to the War of the Ring saw many improvements in and extensions to the beacon-towers, but during these years, the knowledge required to skillfully manipulate the magical beacons grew more scarce. By the beginning of the third millennia, all the towers had resorted to wood fires. Additionally, Gondor sent military aid north ever less frequently. The Corsairs of Umbar pressed her southern shores sorely, and the Rohirrim provided armed forces in honor of Eorl's oath. Some of Rohan's most renowned warriors, such as the sons of King Folcwine, died in Gondor's defense.

During the latter half of the War of the Ring, the beacon-tower at Amon Dín was given the instruction to set alight its main fire, signalling that aid was desperately needed in the City of Guard. However, had the schemes of Sauron had been successful, this avenue of aid would have been denied to the Southern Kingdom.

While the attention of Denethor II was turned east towards the threat of Mordor across the Anduin and west towards Rivendell and the fortunes of his son Boromir, the Towers were forced again and again to repel assaults by Orcs striking from Mordor and the Misty Mountains. If any of these towers had fallen, Gondor's dire plight would have taken longer to reach the ears of Théoden, and precious time would have been lost.

But Sauron failed, and the beacon-towers were able to carry out their primary function successfully, resulting in the now-legendary Ride of the Rohirrim to the gates of Minas Tirith. Later, some of the towers were attacked by an army of Orcs that lay in ambush for the Riders of Rohan.

After the downfall of the Lord of the Rings, the new Kings of Rohan and Gondor again travelled to the tower of Halifirien. On the spot of Elendil's hallow, they renewed the Oath of Eorl. Thus King Elessar (Aragorn) and King Éomer sealed and strengthened the friendship between the two realms. The beacons had played a vital role in the decisive actions at the end of the Third Age, and their strategic importance did not go unnoticed. King Elessar ordered all seven towers repaired and expanded, resulting in a chain of stalwart fortresses running north and west of Minas Tirith.

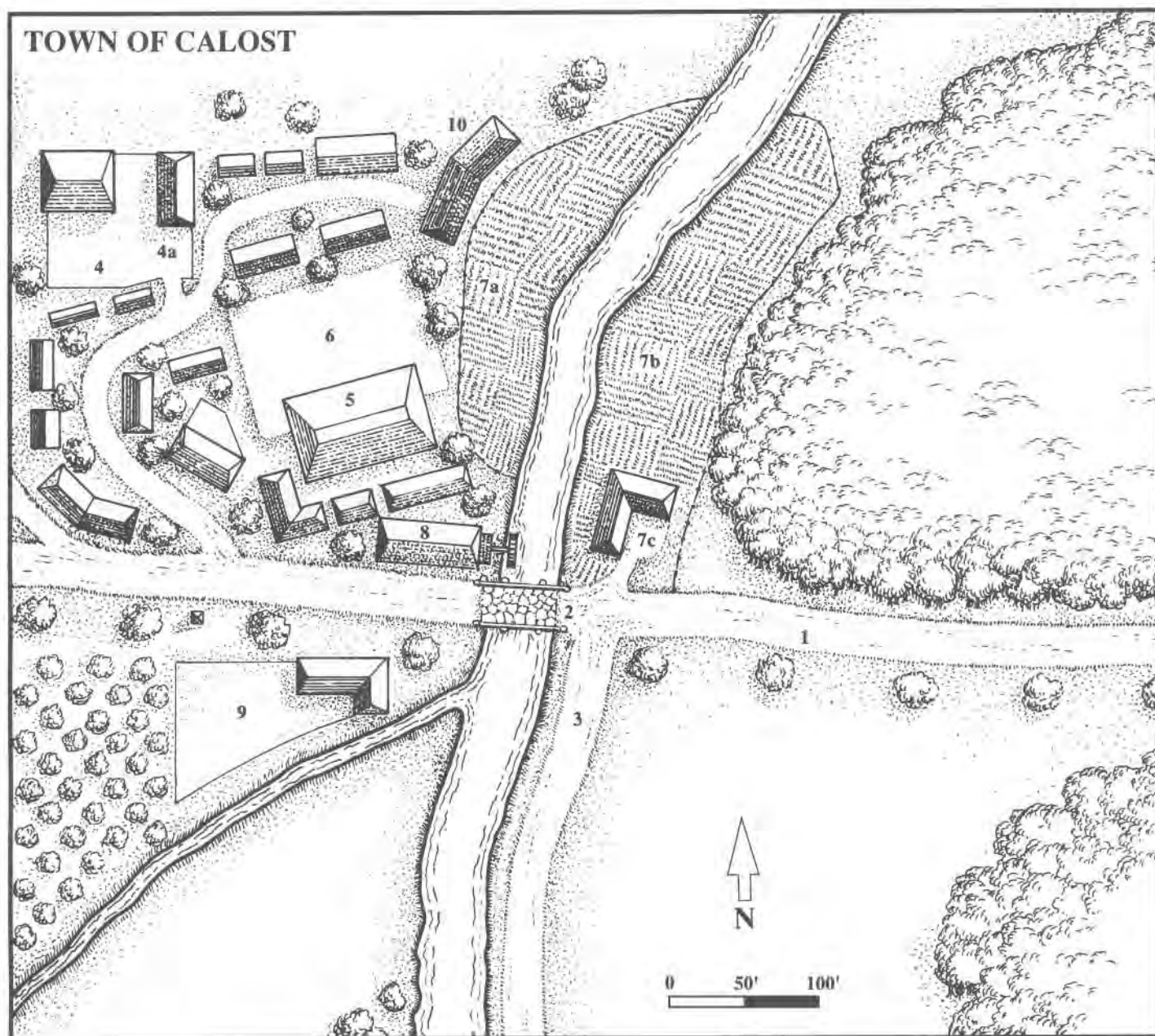
3.0 THE SURROUNDING LANDS

It is the responsibility of the inhabitants of the beacons (or Northern Towers) to patrol the lands and villages of western Anórien, gathering taxes for the Conclave in Minas Tirith and ridding the lands bandits and rogues.

The region has many characters and places of interest, a few of which are detailed below.

3.1 CALOST

Calost (S. "Green-town") lies approximately thirty miles east-northeast of Calenhad and twelve miles north of Min-Rimmon. The Great North Road passes through the village as it crosses the small, but clear, stream of Calenen (S. "Green-water") via an ancient but sturdy bridge constructed long ago.



The population is composed mainly of Anóriens who settled in the region at the beginning of the Third Age. Their deep attachment to the land stem mainly from survival through the toughest conditions and invoke great pride in the population of Calost.

The layout of the village is typical of those in the region, with most of the buildings clustered on the western side of the river.

THE LAYOUT

1. Great North Road. This highway is tree-lined from Minas-Tirith to Aldburg on the borders of Rohan. Along its length stand league stones and small stone shelters to provide cover from rain.

2. Stone Bridge. Made of flint long ago by fine masons from Númenor, the construction techniques have long since been lost, but the bridge remains in good condition.

3. Path. Leads off to the beacon-tower of Min-Rimmon. It is well-maintained by the garrison stationed there.

4. The Traveller's Rest. The inn has managed to keep operating despite the harsh conditions of recent years. Its fame for good food and excellent entertainment has spread up and down the Great North Road; many travellers stop overnight here on their journey. The inn has a small yard and stables (#4a), where mounts are fed and looked after and carts stored. Its owner is Fallin, a round, red-faced Anórien who has great expertise in the brewing of strong ales and the making of fine wines. He resides with his wife and small son in a large room on the upper floor. The Rest can accommodate up to fourteen guests and as many mounts; the moderate prices charged make it a stop hard to pass over. The local villagers often gather here at night to drink the night away in merriment.

5. Storehouse. In this massive wooden barn, the village's reserves of food are kept during the winter months. Inside is a single room filled with large crates of flour, wheat and barley from Fallor's farm and many smaller crates in the center holding produce from Gorin's orchard farm or other goods bought in the market.



6. Market-place. The enclosed area contains the market which occurs on the first and fifteenth day of each month. Traders come from western Anórien, allowing villagers to purchase items they would otherwise be unable to find. During the rest of the month, carts are sometimes stored here if Fallin's courtyard becomes full. It is also used as a recreational area by children.

7 Fallor's Farm. Straddling both sides of the Calenen, this small farm provides staples for the village. Barley grows on the western side (#7a), tended by Halifór and his son, Horluin (#10), while wheat is produced in the slight-larger eastern field (#7b) and tended by Fallor and his wife Frandica. All produce is stored in the storehouse until it can be processed by the mill (#8), sold at the market-place, or eaten. Fallor is the brother of the inn-keeper, Fallin, and is himself a very generous and considerate man, charging rock-bottom prices to his fellow villagers, and often freely giving away his produce to those who cannot afford to purchase it. He resides with his wife and infant child in a converted barn (#7c) which has been in his family for many, many generations.

8. Hamthir's Mill. A low building constructed of stone, the mill draws power from a large wheel which rotates in the river. Hamthir employs two people to help him during the harvesting season, but otherwise works alone. He is a great friend of Fallor, who runs the farm and generates most of his business. Other villages sometimes bring in their wheat to the mill, and Hamthir gladly grinds it for them for only a small fee.

9 Gorin's Orchard Farm. Gorin is a mean, greedy man who hoards his fruit and charges high prices to the villagers. He is generally disliked in Calost. However, Gorin runs the village's only orchard, producing a variety of fresh fruit for those who can afford it. Gorin also grows some vegetables, but reserves them for his own consumption.

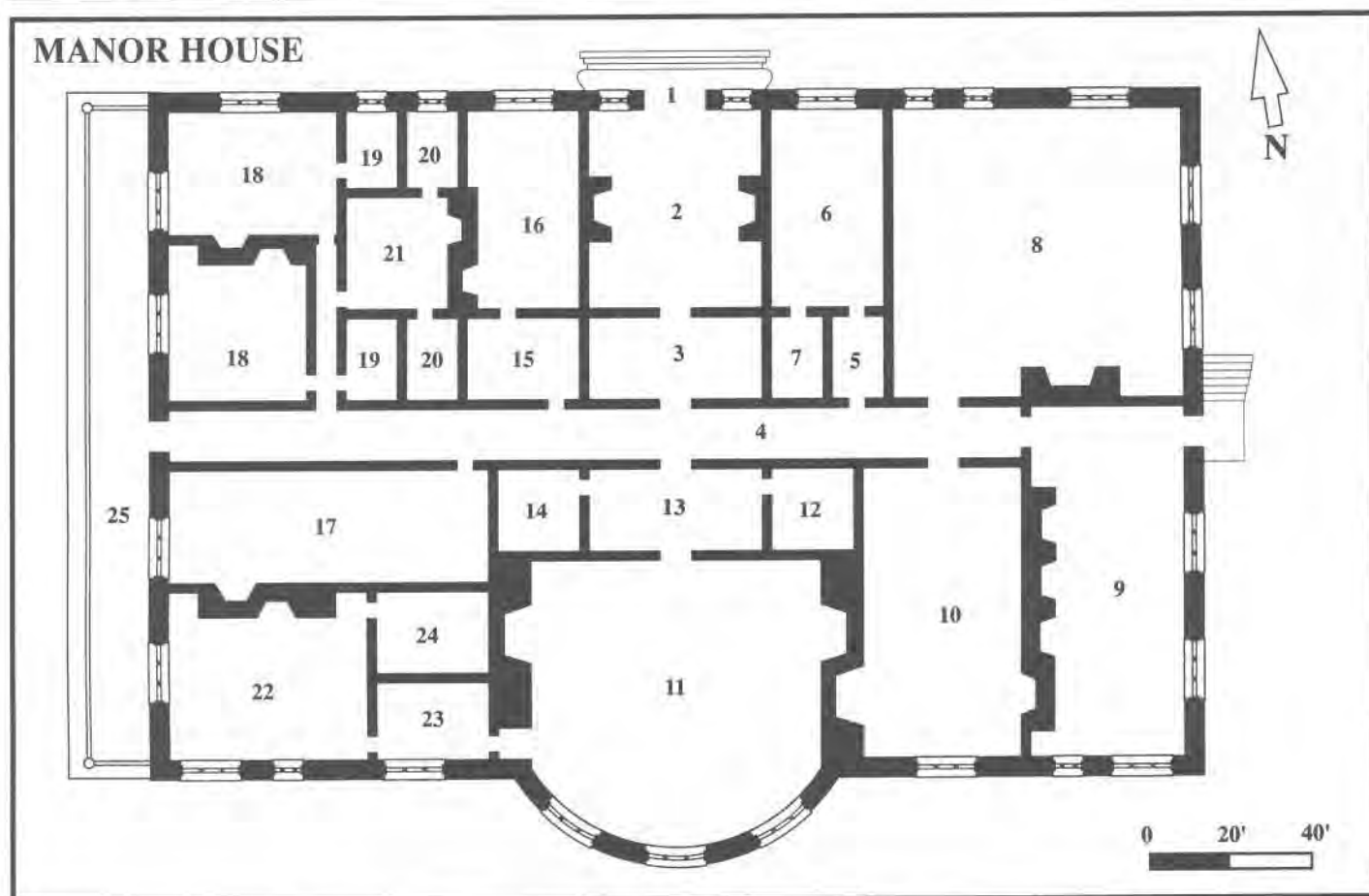
10. Halifór's House. A small single-level stone structure serves as home for Halifór as well as his wife and son, Horluin.

11. League-stone. One of many league markers along the Great North Road. This stone is distinguished from the others by the wooden sign above it inviting passers-by to the Travellers Rest Inn.

3.2 ERYN MYTH (S. "GREY-WOOD")

Situated just east of Calost, this small wood is named for its lack of life: no birds sing; no foxes prowl; nothing moves save the branches swayed by the wind. Legend has it that some great evil entered it along ago, and a part of the shadow still lingers. The truth, however, is more hideous.

During the last days of the First Age, Morgoth's host was scattered; many of his minions were hunted down and destroyed by the vengeful Valinorean army. One such figure was Maroch, a Greater Ordainer (Balrog), who escaped from Beleriand to flee eastwards. Yet the victorious army tracked and confronted him in the Grey-wood. Seeing no way to defeat his enemies, Maroch banished himself to the Void until such time as someone sacrificed a human in the wood while repeatedly reciting his name. The Valinoreans could find no other way to break the spell, and so left him with the hope that no-one would remember these events and the Balrog's whereabouts. The Ordainer's spirit lingers in the wood: those straying beneath the trees usually flee Eryn-myth in terror (making a RR vs. a 13th lvl spell allows the individual to remain in the grove). Had Sauron known of Maroch's fate, he would almost certainly have freed him and commanded the Ordainer to destroy much of northwestern Middle-earth.



3.3 THE MANOR OF FORDELIN

Fordelin is a wealthy Dúnadan who made his fortune in Minas Tirith. He has retired to a country manor with his family. The estate lies a few miles west of Calost, on the south side of the Great North Road. The manor house sits approximately half a mile from the road and is reached by a path which runs behind his estate parallel with the main road. Another track branches off opposite Fordelin's manor and runs to the beacon-tower of Calenhad.

Fordelin is regarded as slightly insane by the villagers of Calost, but they keep all thoughts to themselves since he helps them during the winter months by providing meat from his stores. And his skill as a healer is impressive.

Fordelin's estate contains a small stables to the west of the manor house, which can hold up to seven steeds at any given time. A spring just east of the house provides water for its washbasins, privies, and kitchen.

THE LAYOUT

1. Covered Shelter. Allows Fordelin and his guests to remove any items of wet clothing before entering the building.

2. Entrance Hall. A splendid chamber colorfully decorated with a luxurious carpet and various floral displays in pots hanging from the ceiling. Double doors at the far end give access to the Inner Chamber (#3).

3. Inner Chamber. A long room with pegs at one end upon which are hung cloaks in a variety of sizes. Footwear is stored in a large trunk below the pegs. Many other items of outdoor clothing and use are stored at the far end in similar trunks, including personal bridal gear and the children's outdoor toys (stored during the winter months).

4 Corridor. Runs the length of the manor and gives access to most rooms. Paintings hang on its walls; many of them depict family ancestors, and some are quite valuable.

5. Closet. Has stored in it many of the day-to-day things used by the servants. A door at the back leads to a store room (#6).

6. Stores. This room houses many of the ancient mementoes that Fordelin has acquired in his long life.

7. Armory. The room is always kept locked (Extremely Hard, -30, to pick) and houses weapons for all the servants, the family, and any visitors, should the manor ever be attacked. Only two keys are available to the door; Fordelin possesses one which he keeps in his private study, and the supervising house-servant, Tharagun, holds the other, which he carries on his person at all times.

8. Library. Fordelin's wife Finriel is a great lover of books and has built up an extensive collection over the years. Most of the walls are shelved and full, and in the room's center stand three desks for studying. Finriel always looks to further her collection and frequently hires people to travel to Minas Tirith to purchase more books in the city's shops. She has chosen to educate her children herself, and so is often found in the library with them.

9. Kitchen. A large room with several great hearths in the inside wall. A pantry is located in the far corner.

10. Dining Hall. Dominated by a large table with chairs for twelve, the family and servants eat here. Tharagun has become very close to Fordelin and more often than not eats with the family, discussing matters of importance with the Lord of the manor.

11. Main Hall. This chamber is dominated by the full-length bay-windows on the southern side. Through these can be seen the towers of Min-Rimmon and Calenhad, standing against the backdrop of the Ered Nimrais. A large rug covers most of the main hall, and scattered around it are comfortable chairs and sofas. On the walls hang beautiful tapestries depicting various scenes from a forest hunt to the fall of the great Elendil during the siege of Barad-dûr at the end of the Second Age.

12. Healing Chamber. This small room is devoted entirely to the arts of healing. Although Fordelin is now retired, he keeps abreast of the latest developments and techniques. When required, Fordelin performs healing in this room, but at other times, the door is locked (Extremely Hard, -30, to pick). The only key is kept in Fordelin's private study. On the far wall is a cabinet storing a variety of herbs perfectly preserved. The cabinet is always closed, although never locked.

13. Antechamber. Where guests and servants wait before entering the main hall. It is also used as a waiting room when Fordelin is seeing many patients at a time.

14. Washroom. For the use of anyone in the manor at any time. Inside is a privy and washbasin with water pumped from the spring.

15. Servants Lounge. Many of the servants retire here in the evening if they are not with the family. It is comfortably furnished with large cushioned chairs and a sturdy desk equipped with quill, ink and paper. A door at the back leads to the servants' sleeping quarters (#16).

16. Servants' Bedchambers. This large chamber serves as the sleeping quarters for all the servants who work at the manor. Privacy is limited, but curtains have been placed around most of the beds.

17. Guest Chambers. Accustomed to house visitors at the manor, Fordelin has this room kept always ready. A washbasin lies against the far wall in the corner.

18. Children's Rooms. Occupied by Lorin and Finriel II. The rooms are decorated with similar motifs, the pink flowers in the brocades draped over the beds and covering the furniture matching as closely as the identical features of the twin girls!

19. Washrooms. Similar to the more public washroom (#14), these are for the private use of Lorin and Finriel II.

20. Storage. These two rooms are used to store a variety of items, but are usually filled with the toys and outgrown clothes of Lorin and Finriel II.

21. Play Room. When the weather is bad outside and their parents are busy, the two children usually turn to their play room. It is filled with all sorts of wonderful devices, many magical, from their closets (rooms #20).

22. Master Bedchamber. Used by Fordelin and Finriel. A large four-poster bed stands parallel to the window, from which can be seen the White Mountains. Two doors lead off this chamber, one to Finriel's dressing room and another to Fordelin's private study.

23. Dressing/Wash Room. Dominated by a large dressing table against the far wall, Finriel prepares herself here each morning. There is also a washbasin and privy located to each side of the door.

24. Fordelin's Private Study. The room contains a desk covered with documents concerning the manor as well as many confidential papers from Minas Tirith. Fordelin can be found here most nights before he retires, writing a letter or reading a report. Against the far wall is a safe hidden behind the desk (Extremely Hard, -30,

to perceive) which contains the following: a ring that belongs to Finriel which heals 5-20 hits on command 1x/day; Fordelin's healing gloves, which halve recovery time as long as the patient is touched with them until fully recovered, 1x/day; approximately 250 gp in coinage, and 150 gp in gems.

25. Balcony. Stretches the entire width of the house, but is only seven feet wide. Members of the family often relax here during evenings in the summer months.



3.4 TRAVELLING TO CALENHAD

The beacon-tower can be seen from the Great North Road, so travellers to Calenhad have no trouble identifying the track which leads directly to it. After following this path for less than a mile, the wayfarer will see Calenhad looming in front of him, with its hardened grey walls and majestic main keep. If he is not recognized, he will be hailed when he reaches shouting distance. Should the traveller not reply and continue to approach, he will be met by armed

guard who demands his name and the nature of his business. If, however, the visitor is recognized or gives a satisfactory answer, the gate swings open, allowing access to the outer bailey.

Once access has been granted, travellers bringing merchandise are led to the tally room in Tintir, while guests are led to the main keep and shown to the great hall. Steeds are taken to the stables, where they are tended for the duration of their masters' stay.

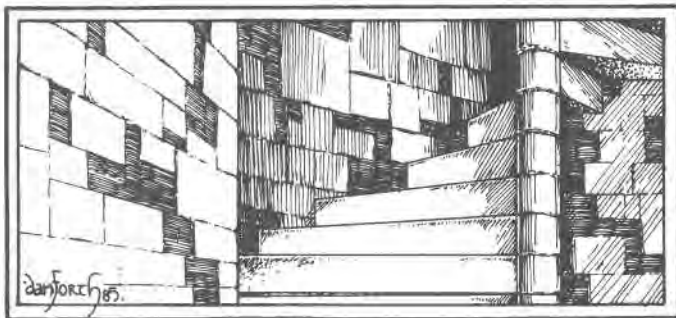
When a guest leaves, his horse will be returned to him for a small fee, which includes a bill for all his meals, and he is free to continue his journey. Such treatment of visitors to Calenhad are the norm, and over the year they average several each week. Personal acquaintances of the Captain of the Beacon receive more distinctive treatment and, of course, are not charged for their room and board.

4.0 A HISTORY OF CALENHAD

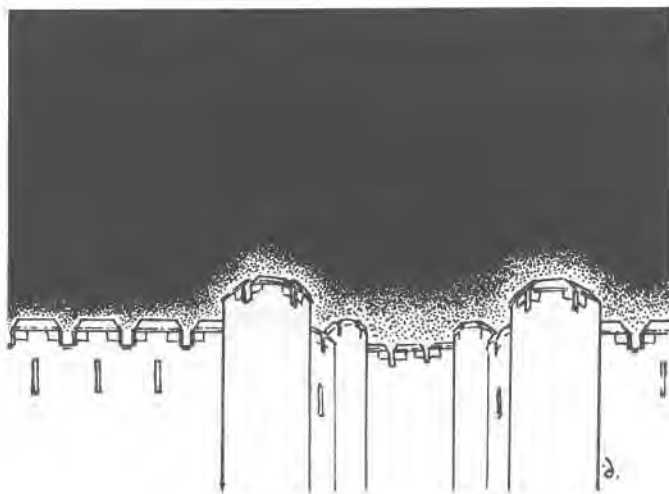
The fortress of Calenhad lies in the foothills of the Ered Nimrais. Calenhad is the sixth beacon-tower from Minas Tirith, standing approximately 150 miles west and north of the City of Guard. It is located just off the Great North Road, which runs between Gondor and the successor Kingdoms of Arnor, and dominates the surrounding lands with its majestic walls. Of all the beacon-towers, this is one of the largest and most heavily defended. Its shining beacon can be seen on a clear night as far away as twenty leagues — well within sight of the neighbouring towers of Halifirien and Min-Rimmon. Created by master architects and masons from Minas Tirith, the stonework of the beacons is unrivalled in western Anórien, overshadowed only by the huge citadel of Orthanc to the west and the major cities of Gondor to the east.

The original signal-tower was constructed by Gondorian masons in the early Third Age from grey granite brought down from quarries in the White Mountains to the south. During this time, five other towers were built on hills, beacons which would project their light over the lower lands. These fortifications replaced the earlier platforms which had stood on the tops of hills (allowing the basic fire signals to be seen from afar) as pioneers in Calenardhon and Anórien had displaced the local Dunnish tribes westward. The new towers each held a small garrison of men. With their larger fire-cage, they could warn the surrounding area as well as the next tower in the chain of an impending attack.

The signal-tower of Calenhad was one of the last of the six to be upgraded to a beacon-tower. It is situated at the top of a steep incline, with the path to the tower winding around from the north to the south, where the entrance was located. The transformation finally occurred in T.A. 2522, with the new tower built around the old signal-tower, incorporating its sturdy structure into the enlarged design. The inside of the old signal-tower now forms the elegant stairwell that runs the height of the massive beacon-tower. Grey granite was used throughout its construction, although the top levels (above level five) were faced with white limestone, creating a stunning structure when viewed from a distance. Although the Númenórean techniques of building had long since been lost, the final tower was still extremely strong.



Within twenty-five years of completing the beacon-tower, a bailey was constructed around Calenhad. The curtain wall consisted of four wall-towers and the tower of Tir-na-Rinuil, named after the first commander of Calenhad. This outer tower is the tallest secondary structure in the fortress, consisting of eight levels, although it falls far short of the beacon-tower. Tir-na-Rinuil served as the gatehouse of the complex until the fortress was further expanded one hundred and fifty years later.



In T.A. 2712, the fortifications on all the beacon-towers were strengthened, and Calenhad gained an outer curtain wall. This wall possessed seven watch-towers and the two larger towers of Tirin-na-fuin and Tintir, as well as a separate gatehouse.

Tirin-na-fuin (S. "Guardian of the Night") faces westward; hence its name. The tower is heavily fortified, with walls crowded with arrow slits and a roof crowned by numerous merlons and embrasures. Its storage rooms hold war machinery, thus giving the structure a vital role in the defense of the fortress. Tirin-na-fuin allows archers to fire further up the road than all the other towers, and so in an attack, it is often considered the first point of defense.

Tintir (S. "Morning-Seeker") faces the rising sun and is closest to the gatehouse. For this reason, merchants bringing goods to sell or to have stored check with the tally room located on the ground floor. Tintir guards against a surprise attack from the mountains themselves and is the most southerly point of the fortress.

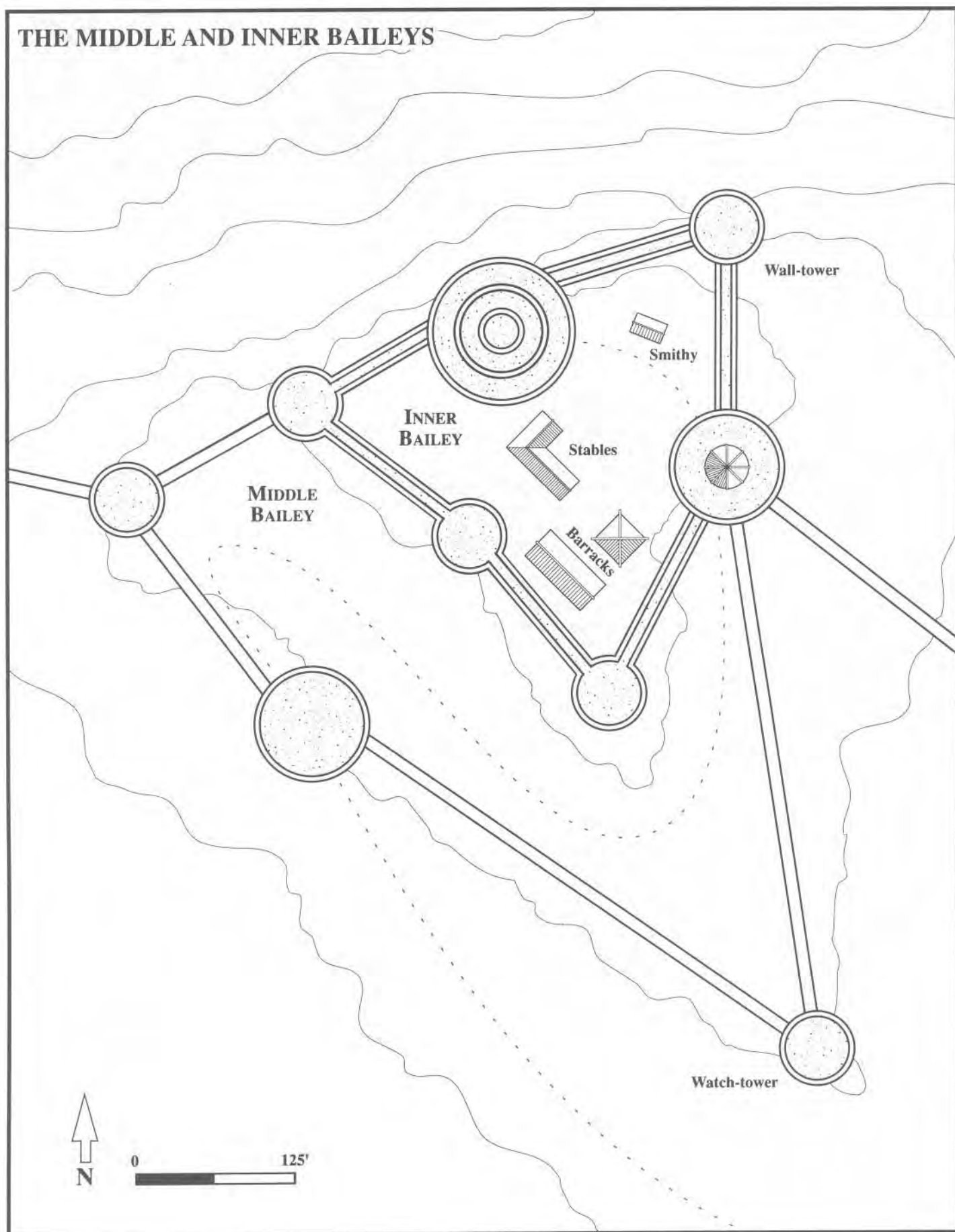
The gatehouse is the key to Calenhad; its two pairs of massive doors are capable of stopping all but the most formidable of battering rams. The path to the main tower passes through the center of the gatehouse, winding its way toward the tower of Tir-na-Rinuil.

After little more than fifty years had passed, Calenhad was again improved, as the outer curtain wall was divided by a new defensive wall to create a middle bailey. One extra watch-tower and the defensive tower of Tirestel were added.

Tirestel was defiantly named to signify that the Dúnedain would never give up, especially in these troubled times, as long as there was one man left alive to carry on the fight. Tirestel blocked the path to the beacon-tower, and the men within are charged with the responsibility of keeping records of who is and is not in the inner bailey. Like all the towers, it was constructed of carefully cut local grey granite, brought from the quarries of the White Mountains.

Calenhad saw action in the War of the Ring, although the price was high: the gatehouse was smashed by Orcs, and the nearby lands were torched. (See the section entitled "Calenhad At Other Times"). The new High King Elessar (Aragorn) understood the strategic value of the beacons and ordered them rebuilt and expanded, adding extra height and strength to the outer curtain walls and gatehouses.

Toward the end of Elessar's reign in the Fourth Age (c. F.A. 100), the refortification of Calenhad was completed: its majestic walls with their improved towers stood proud below the stunning beacon-tower, truly a marvellous sight for the citizens of western Anórien to behold.

THE MIDDLE AND INNER BAILEYS

5.0 THE LAYOUT OF CALENHAD

The fortress of Calenhad is a large complex built up over many years. The following text contains a room by room description of the beacon, describing the outer towers as well as the main keep.

5.1 THE FORTRESS

The beacon-tower of Calenhad has acquired by the end of the Third Age three baileys, a gatehouse, four major towers and numerous smaller ones. The main keep is situated on the northern wall of the inner bailey, at the top of a steep incline. The rest of the complex sprawls south from the keep.

5.2 THE OUTER BAILEY

The outer curtain wall, built around T.A. 2715, was later split into two by a new defensive wall to create a middle and outer bailey. Nevertheless, the outer bailey has several important features: the gatehouse, several watch-towers, and the major towers of Tintir and Tirin-na-fuin.

5.21 THE GATEHOUSE

GROUND LEVEL

1. Great Gates. These massive steel-plated and reinforced, solid oak doors are the first line of defense against attack. When closed, two massive oak beams winched into place across the doors, make entry nearly impossible. The doors are closed in the evenings; entry must then be sought by hailing the guards. The door mechanisms are located on the second level of the gatehouse. Passing through the doors leads to the entry passage (#2).

2. Entry Passage. This 20' long corridor lies between the Great Gates and the secondary gates. Two portcullis guard access; arrow slits on both walls allow defenders to rain arrows on any foes who breach the main gate. The secondary gate is not as strong as the main gate but still represents a formidable obstacle. These gates are again solid oak, but they can be pushed open or shut from within the outer bailey. One beam is placed at night across the secondary gate to add strength.

3. Curtain Wall. At this point, the wall is at its highest, about 32 feet in height, and is an impressive 10 feet thick. The wall was built of local granite from the quarries in the foothills of the Ered Nimrais and is so constructed that it possesses a very smooth outer finish.

4. Guardroom. Accessed by a set of stairs that run from the outer wall of the gatehouse to a solid timber door (kept locked, Very Hard, -30, to pick), the guardroom is a large chamber with arrow slits in the southern wall allowing archers to fire at foes in the entry passage. Stairs set next to the entrance allow access to the other levels of the gatehouse.

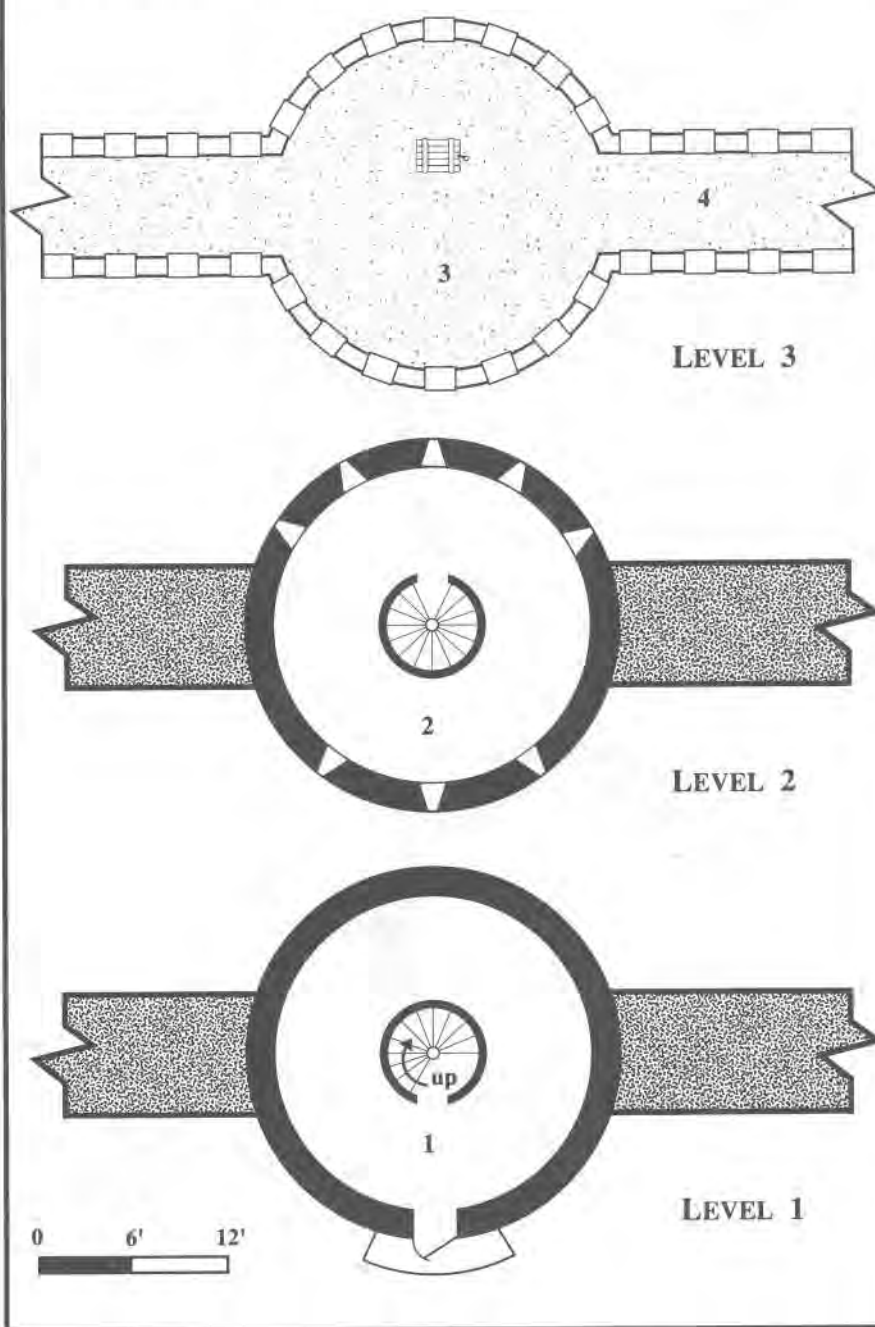
5. Guardroom. Identical to the opposite guardroom (#4). However, the arrow slits are situated in the northern wall.

SECOND LEVEL

6. Guardroom. This chamber has arrow slits in the walls to allow guards to fire on foes outside the gatehouse walls. The Great Gates are also operated from this chamber, by a large wheel which when turned counter-clockwise will open the left gate. A series of chains operates the upper beam. A small passageway leads to the kettle chamber (#7).

7. Kettle Chamber. This chamber lies directly above the entry passage. In the walls are two niches which have two massive kettles placed inside. During wartime, these kettles are filled with water or oil, heated, and then poured through the murder holes in the floor. Arrow slits at the front and back of the gatehouse allow more arrows to be fired.

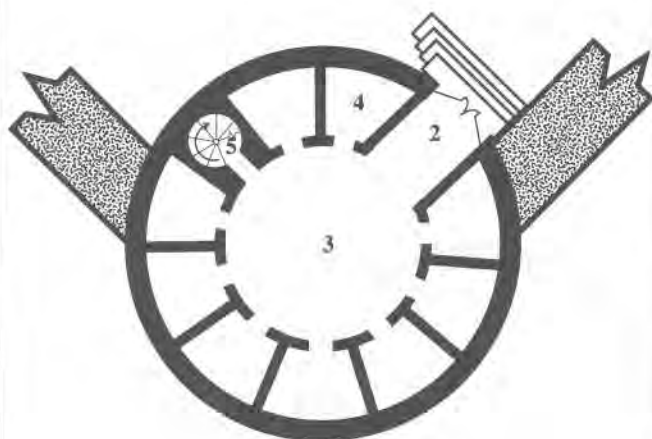
WATCH-TOWER



TINTIR



SECOND LEVEL



GROUND LEVEL



CELLAR

0 6' 12'



8. Guardroom. Similar to #6, this guardroom also has gate controls for the main gates; turning the wheel clockwise results in the right gate opening. The chains here control the lower beam.

THIRD LEVEL

9. Rooftop. The rooftop is surrounded by crenelations which provide cover for defending archers. Access is gained by either of the two covered stairwells which are situated at the far left and far right of the gatehouse. During wartime, the stairwell roofs are covered with soaked animal skins to prevent them catching fire. The rooftop partially extends to the left and right into the sentry walk (#10).

10. Sentry Walk. This walk is a feature throughout the curtain walls of Calenhad: a 10 feet wide walkway which runs the length of the outer walls. On either side of the walks are crenelations which provide cover. A sentry patrols each section of the wall between the many towers.

5.22 THE WATCH-TOWERS

GROUND LEVEL

1. Guardroom. This circular chamber covers the whole floor and is accessed from a sturdy door (usually kept locked and Hard, -20, to pick) which faces directly into the outer bailey. Stairs in the center of the chamber lead to the second level.

SECOND LEVEL

2. Fighting Chamber. Another circular chamber which is punctuated with arrow slits in the walls, facing both into and out of the outer bailey. Stairs lead up to a trap-door.

THIRD LEVEL

3. Rooftop. The tower's rooftop is either gained from the trap-door which can be locked from the inside (Sheer Folly, -50, to unlock) or from the sentry walks. The rooftop is surrounded with crenelations to provide cover and opportunities for fire.

4. Sentry Walk. Leads off to either side of the rooftop. Sentries patrol these stretches of the wall during the night.

5.23 TINTIR ("MORNING-SEEKER")

CELLAR

1. Surplus Storage. This chamber is often used to house the goods of merchants who are stopping at Calenhad. At other times, it remains relatively empty. A winding staircase in the northern wall connects the cellar to the ground level.

GROUND LEVEL

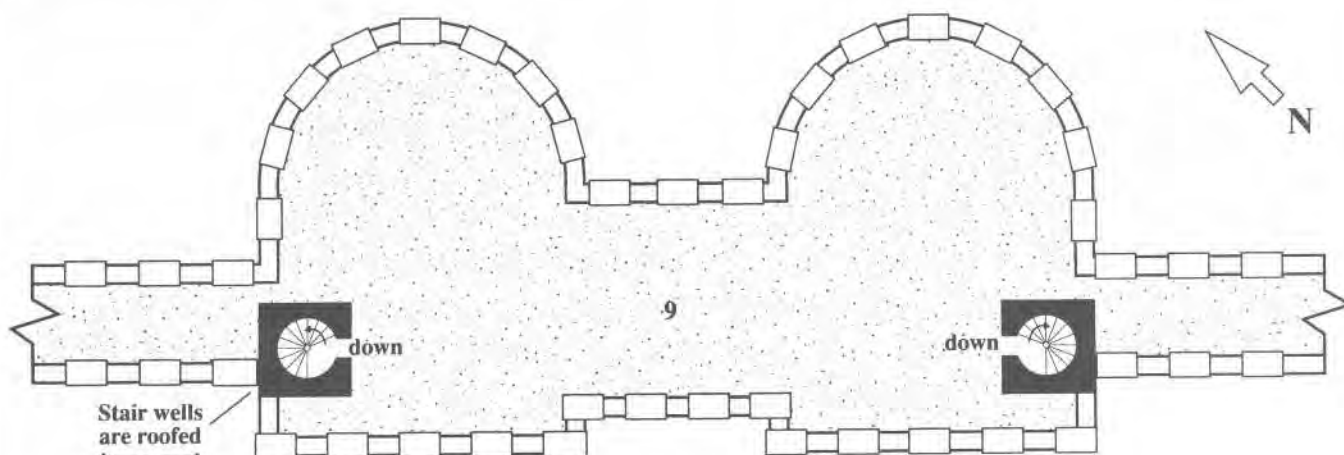
2. Entry. Entrance to Tintir is gained through a pair of large iron-bound doors (when locked, Extremely Hard, -30, to pick), which are at the top of three well-worn steps. A short corridor leads to the tally room (#3).

3. Tally Room. This room is usually the first place where merchants bringing their supplies to Calenhad come. The goods are checked and tallied here, and their storage location is given to the merchant, who either delivers them to the location, handing the guard a note from the tally room, or has the goods stored on this level, to be placed later. The system is quite effective; records are kept to avoid disputes from occurring. Various doors lead off from this central chamber to store rooms (#4).

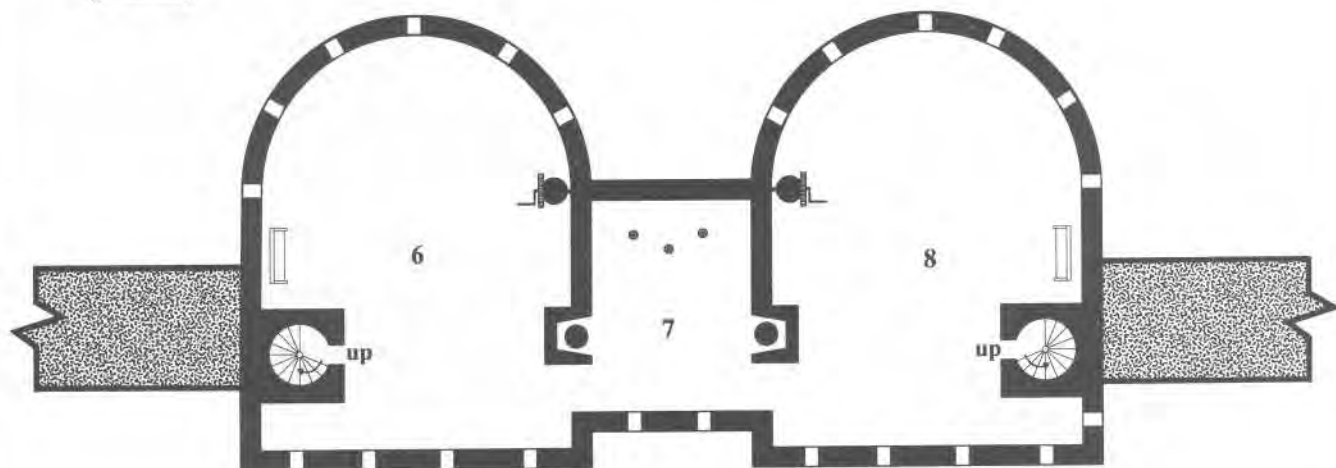
4. Temporary Storage. These nine rooms hold goods which have just arrived and are to be permanently stored elsewhere.

5. Stairwell. Runs against the northwest wall and provides access to all levels of the tower.

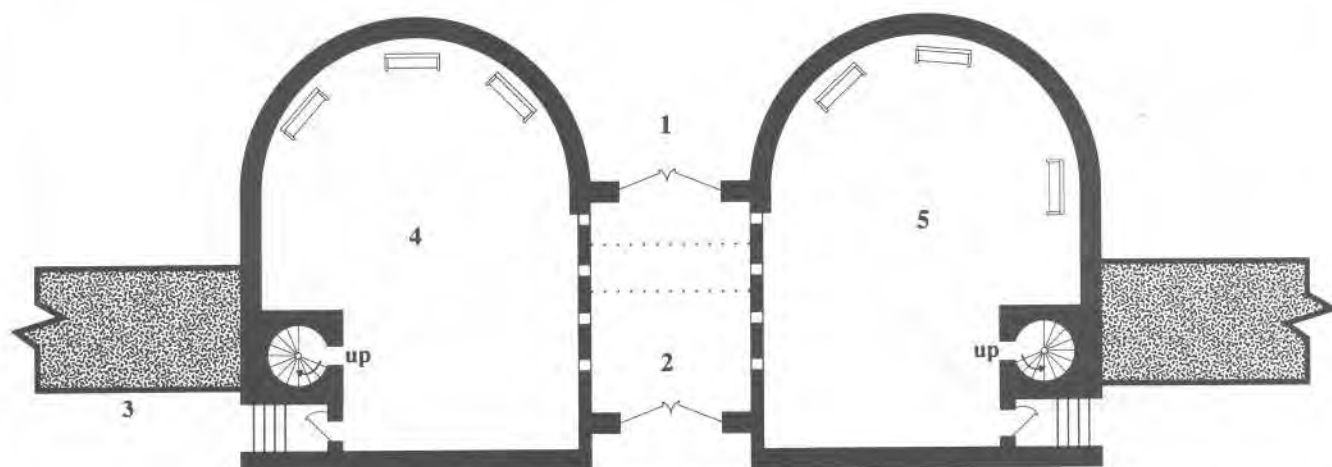
GATEHOUSE



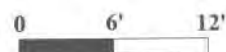
THIRD LEVEL



SECOND LEVEL



GROUND LEVEL



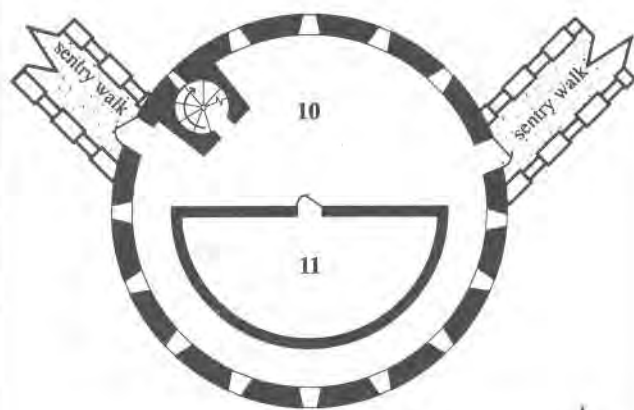
TINTIR



FIFTH LEVEL



FOURTH LEVEL



THIRD LEVEL

0 6' 12'



SECOND LEVEL

6. Hall. This is a small, circular chamber with corridors running from it that provide entry to other chambers on this level.

7. Kitchen. In this area, light meals are prepared. A small hearth lies in a niche against the northern wall for the preparation of hot foods.

8. Kitchen Stores. This chamber contains several weeks worth of non-perishable food-stuffs as well as more tasty, perishable food for the guards.

9. Mess Hall. This semi-circular chamber is where guards who are not on duty pass their time. A barrel of ale is available; the drink is heartily consumed by those who spend their time away from the main tower.

THIRD LEVEL

10. Guard Room. The main meeting room for those about to go on duty, the chamber also allows archers to fire on foes during a siege. Doors on the east and west walls are kept locked (Very Hard, -20, to pick) and give access to the sentry walks. The stairwell in the northwestern corner of the chamber continues up to the next level.

11. Armory. The entrance is through a large oak door which is usually kept locked (Hard, -10, to pick). Inside, the room is filled with a variety of bows, crossbows, arrows and quarrels. A few bladed weapons are also stored here.

FOURTH LEVEL

12. Wartime Barracks. This chamber is filled with soldiers during times of war. At other times, it is used for storage and as a weapons practice room. The stairwell continues up.

FIFTH LEVEL

13. Rooftop. This is the main look-out tower to spot any threat coming from the Ered Nimrais. Access is gained through a trap-door which can be bolted from the inside, making escape from the tower nearly impossible. The rooftop is surrounded by crenelations which provide cover for archers. In the center of the rooftop, facing east, flies the standard of the tower, a banner bearing a rising sun topped by seven stars.

5.24 TIRIN-NA-FUIN ("GUARDIAN OF THE NIGHT")

CELLAR

1. Storage. Various war machines (ballistae, trebuchet etc.) are stored here, unassembled, as well as spare parts and ammunition. In the center of the chamber is the tower's well, which provides a constant supply of fresh water. Stairs in the east wall lead up to the ground level.

GROUND LEVEL

2. Entrance. A pair of large iron bound doors similar to those guarding the tower of Tintir stand at the entrance from the outer bailey. At least one guard is always present at the portal, either outside or just inside. A corridor gives access to all other chambers on this floor. Opposite the main doors is a winding staircase which goes down to the cellar and up to the higher floors.

3. Armory. This large chamber contains rows of pole-arms, spears, bows, swords, and shields to furnish soldiers fighting in the outer bailey as well as the tower itself. Entry is gained from either of the two doors in the south or northeastern walls. These doors are kept locked (Very Hard, -20, to pick) at all times.

4. Storeroom. Holds small items of value that belong to merchants currently residing at Calenhad who wish their special wares to receive greater protection than that offered by ordinary store rooms. The door is kept locked at all times (Extremely Hard, -30, to pick). The sentry guarding the door has one of the two only keys.

5. Storeroom. This room serves a function similar to that of the adjacent storeroom (#4).

SECOND LEVEL

6. Kitchen. This kitchen is more extensive than the one in Tintir, having a spit for roasting meat and other elaborate tools to aid in cookery. A door opens onto the pantry (#7).

7. Storeroom. In here is kept the food-supply of the tower, which would outlast a four week siege. Firewood for the hearth in the kitchen is stacked against one wall. Several ale barrels from the brewery in the main keep occupy one corner.

8. Dining Hall. A large chamber is dominated by three large tables. Food is served to guards who occupying the outer towers at midday and during the evening. The atmosphere is often jovial. Ale supplied by the cooks sometimes results in brawls; hence the crockery and furniture is shoddy.

THIRD LEVEL

9. Fighting Corridor. People leaving the stairwell at this level enter into the fighting corridor. During times of war, archers fire from the arrow slits; the sentry walk is manned from here. The door to the walkway can be closed and locked (Extremely Hard, -30, to pick) when necessary.

10. Wartime Barracks. This room houses guards and soldiers during war, and also holds the injured while healers tend to their wounds. At other times, the barracks is converted to a mess room for guards not on duty.

11. Chamber of Records. This secure room holds all the records for items in the storerooms (numbers 1,4,5,7,12, and 14). Records are usually kept for one year before being destroyed.

12. Storeroom. Holds a wide variety of items ranging from armor for soldiers in battle to extra furniture for the dining hall on the second level.

FOURTH LEVEL

13. Fighting Corridor. This corridor runs adjacent to the outer wall of the tower and has many arrow slits from which archers can fire. There is a door on the eastern wall which gives access to the sentry walk running towards the main keep. This door is usually kept locked (Extremely Hard, -30, to pick).

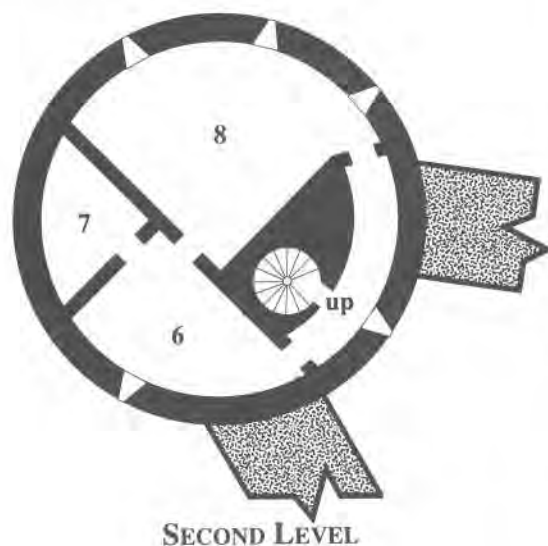
14. Storeroom. Used to house the possessions of guards occupying the wartime barracks. During times of peace, however, the keeper of the tally room in Tintir decides what should be stored here.

15. Wartime Barracks. Like many of the other wartime barracks in Calenhad, this room is used for other purposes during times of peace and is usually turned into a temporary storeroom.

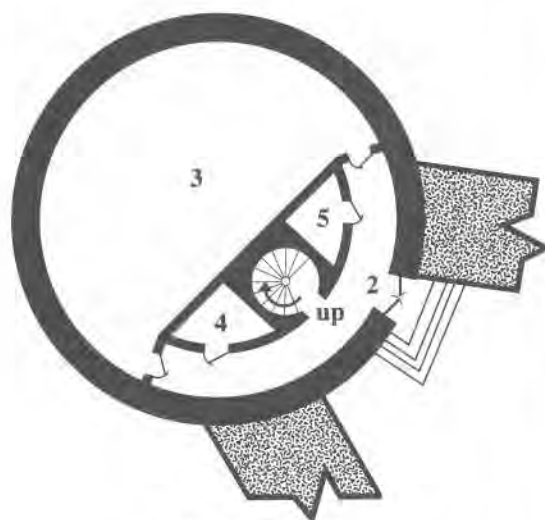
FIFTH LEVEL

16. Rooftop. Entered through a trap-door from the main stairwell of the tower, the roof of Tirin-na-fuin is filled with war-machines during sieges. All war-machines are brought here and assembled once a year to check their functional capacity. The standard of the tower flies from the western wall: a representation of the Valacirca against an ebony black ground.

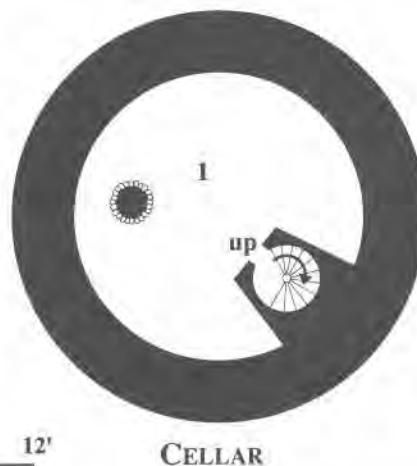
TIRIN-NA-FUIN



SECOND LEVEL



GROUND LEVEL



CELLAR



0 6' 12'

5.3 THE MIDDLE BAILEY

The middle bailey was created around T.A. 2770, when a new curtain wall was built. The middle bailey boasts the two largest outer towers, Tirestel and Tir-na-Rinuil, as well as numerous watch-towers (see Section 5.22). The path towards the beacon-tower passes through both these large outer towers.

5.31 TIRESTEL

CELLAR

1. Storage. The lowest level of this tower is a cellar used for the storage of extra food and siege weapons as well as goods assigned from the tally room in Tintir. A well is present, which provides water for the tower. Twin stairwells connect the cellar to the ground level.

2. Doors to Outer Bailey. These two large doors control passage along the road that connects the outer to the middle bailey. They are iron-bound, solid oak (when shut and locked, from the inside only, are Sheer Folly, -40, to pick).

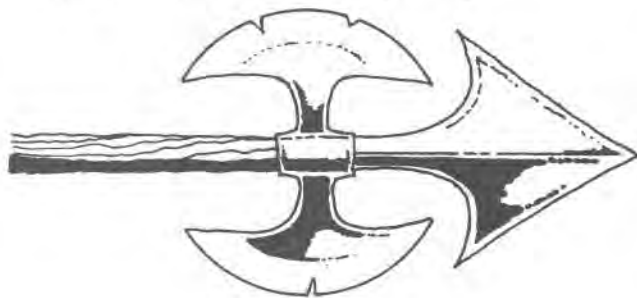
3. Entry Passage. The passage is approximately 35 feet long, ending at the doors guarding the entrance to the middle bailey. Towards the northern wall are two portcullis which further obstruct enemies, should they reach this far.

4. Doors to Middle Bailey. These are identical to the doors to the outer bailey; the lock mechanism is on the inside of the tower.

5. Guardrooms. The two rooms are identical; here, guards are briefed and stationed. The rooms access a passage to the stairs (#6).

6. Stairs. A large winding staircase runs to all levels of the tower. Both sets of stairs are identical.

7. Checkpoint Offices. Each of these chambers has two guards who have been briefed on who is expected and allowed to pass. The western office deals with entries and exits from the middle bailey, while the eastern office compiles a list each day of those inside and takes messages, passing them on to the western office. Communication is through the arrow slits set in the wall facing the entry passage. Stairs against the southern wall of the tower provide access to the entry passage through a wooden door, which is kept locked (Very Hard, -20, to pick) during the night.

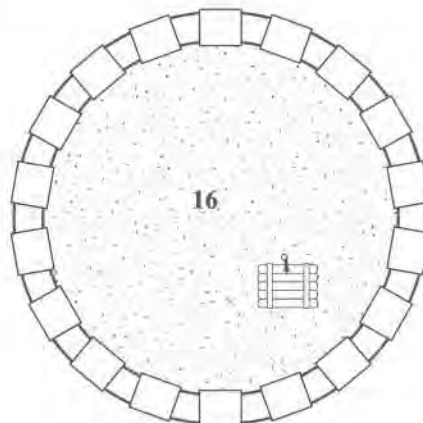


SECOND LEVEL

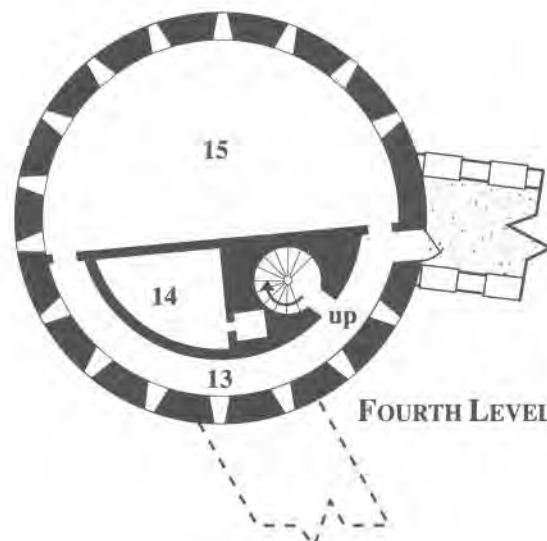
8. Guardroom. This chamber fills the entire level; at all times, guards are stationed within it. During times of war, the four large kettles set in niches are heated, and their contents (usually oil or water) can then be poured through the murder holes in the floor. Arrow slits in the walls allow archers to fire on the enemy.

9. Murder Holes. These small holes allow hot liquids to be poured through them, the burning liquids spurting onto invaders in the entry passage below. An intricate pattern of channels allows the kettles to be tipped where they are, spreading the liquid evenly amongst the holes. During times of peace, wooden panels are placed over these channels so guards can walk more easily.

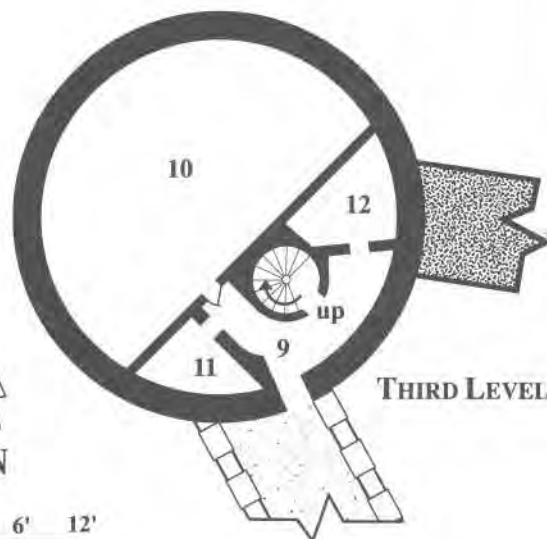
TIRIN-NA-FUIN



FIFTH LEVEL



FOURTH LEVEL



THIRD LEVEL



THIRD LEVEL

10. Wartime Barracks. Occupied by guards during wartime. At other times, this room is converted to a practise room for sparring with melee weapons.

FOURTH LEVEL

11. Fighting Corridor. This corridor runs along the inside of the wall, with many arrow slits providing opportunities for archers. On the eastern side of the tower is a locked door (Extremely Hard, -30, to pick), which gives access to the sentry walk.

12. Armory. Crossbows, both heavy and light, short bows, long bows, composite bows, slings, javelins and spears are stored in Tirestel's common armory. A vast supply of arrows and quarrels is also present.

13. Secret Armory. The chamber is known to only a few in Calenhad. Its hidden entrances are Extremely Hard (-30) to perceive, while inside lie the more exotic and special weapons of the tower. A small number of finely crafted Númenórean bows (+15) were sent here early in the Third Age and are now quite scarce. Other items of interest are swords, maces, axes, and other melee weapons which are all magical (+10).

14. Armory. This chamber holds devices to attack and destroy siege ladders and siege towers, as well as a vast selection of pole arms and melee weapons.

FIFTH LEVEL

15. Weavers' Solarium. The room is devoted to the ladies of the beacon, who spend many hours creating tapestries for Calenhad's walls with the help of but a few serving maids. Large windows dominate the northern and southern walls, flooding the chamber with light. Two small doors open off the solarium.

16. Storerooms. The doors to the storerooms are always locked (Hard, -10, to pick). Inside are kept the unfinished tapestries being created in the solarium as well as valuable embroidery silks, seed pearls, brocades, and weavers' tools.

SIXTH LEVEL

17. Rooftop. Entry onto the rooftop is gained through either of the twin stairwells, which are roofed to keep out the rain. Trap doors can be placed over the stairwells to stop a howling wind, but this is rarely done. The rooftop is surrounded by crenelations, allowing archers to fire on foes who have penetrated the outer bailey.

5.32 TIR-NA-RINHIL

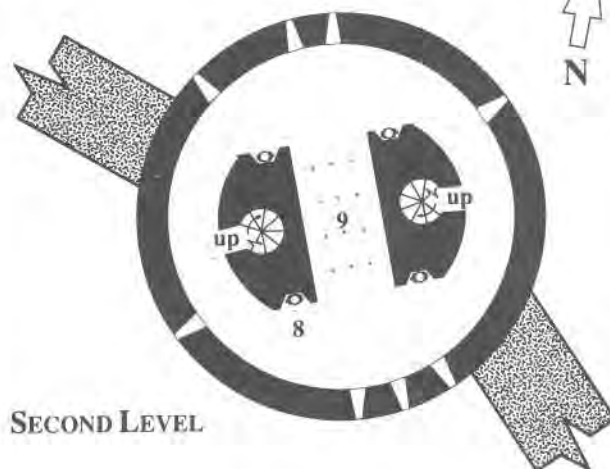
LOWER DUNGEON

1. Guardroom. There are at least two guards present here at all times. They hold the keys to all the outer cells, while the keys to the inner cells remain with the Captain of the Tower and the Seneschal of the Beacon alone. A door to which the guards have the key gives entry onto the hall accessing the inner cells. Stairs also connect the guardroom to the upper dungeon.

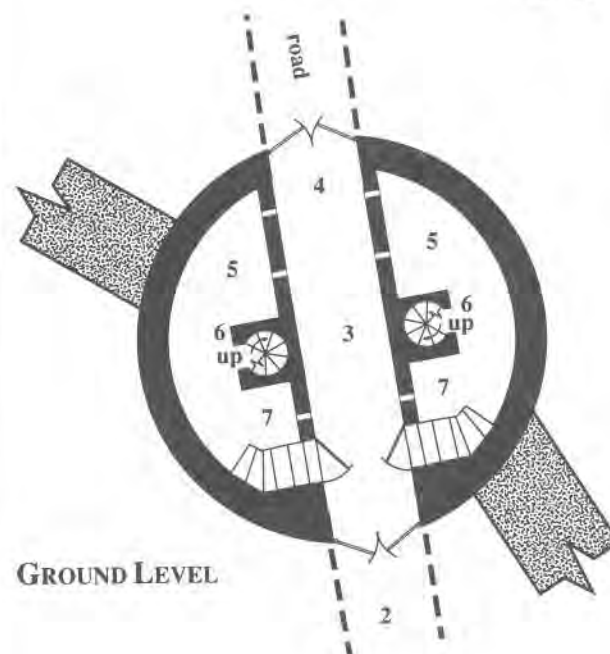
2. Access Hall. The walls of this circular space is perferrated by the doors to Calenhad's strongest cells. The chamber is bare of ornament and is regularly checked by the guards stationed in the guardroom.

3. - 6. Inner Cells. These are Calenhad's strongest cells, which have held the likes of Grathian, the infamous highway-man of the mid-Third-Age. The doors are extremely strong, being Absurd (-75) to pick from the inside and Extremely Hard (-30) to pick from the outside. Each cell contains a hay pallet for a bed and a small privy.

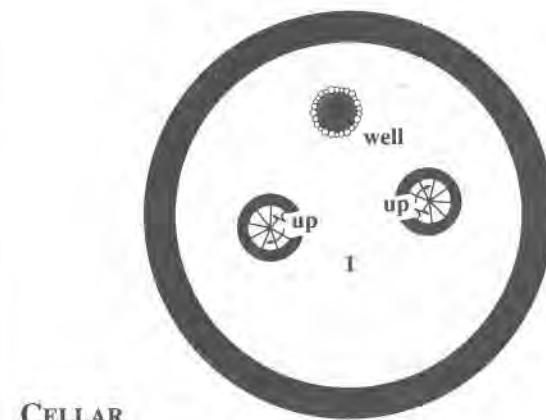
TIRESTEL



SECOND LEVEL

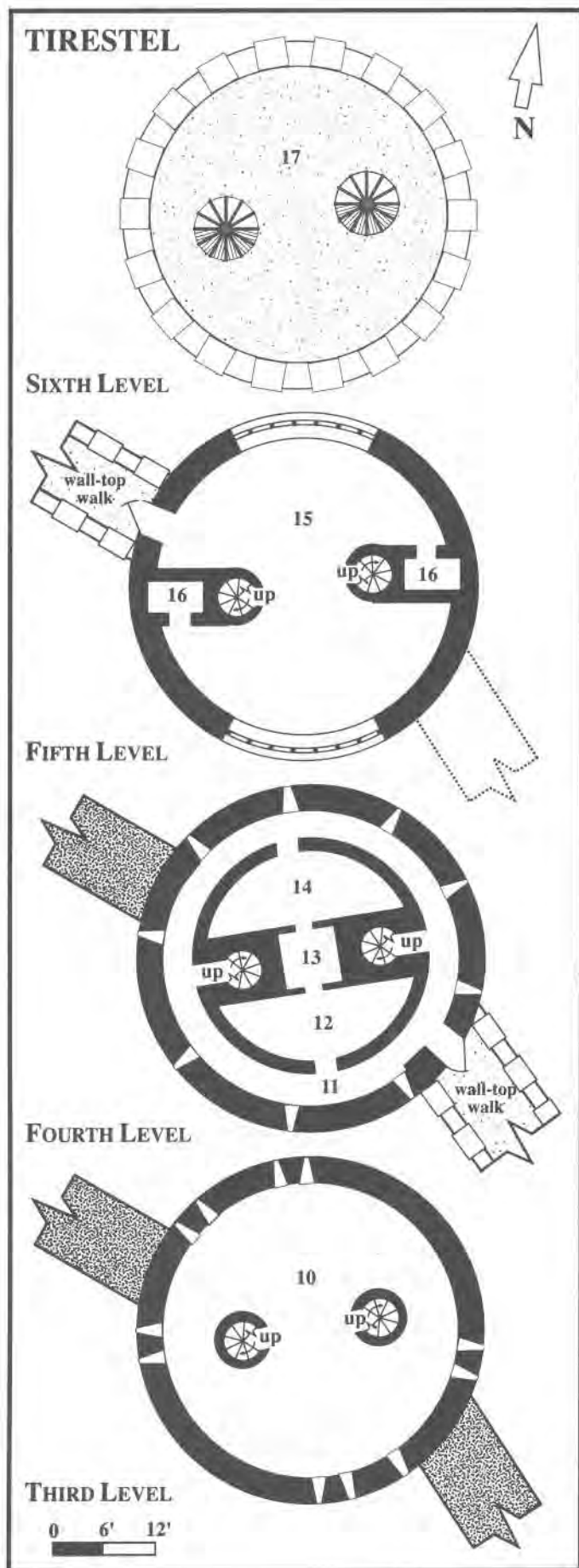


GROUND LEVEL



CELLAR

0 6' 12'



7. Access Corridor. The corridor runs around the edge of the outer wall of the tower. The doors to all the outer cells are reached from it.

8.— 17. Outer Cells. While not as secure as the inner cells on this level, these cells nevertheless pose a formidable obstacle to anyone wishing to escape. From the inside, their locks are -80 to pick; from the outside, they are -20. Each contains a small privy and straw for a bed. These cells usually hold long-term prisoners who have been convicted of serious crimes or prisoners of war.

UPPER DUNGEON

18. Guardroom. Two guards are always present to monitor the cells of the upper dungeon. Stairs going down to the lower dungeon are located at the northern end of the room, while stairs up to the ground level are located at the southern corner. A large iron-bound door (Extremely Hard, -30, to pick) provides access to the various cells on this floor, to which the guards stationed here have keys.

19. Access Corridor. This circular corridor has cell doors on both its inner and outer walls. Guards pace its circuit frequently, checking on those prisoners held inside the cells.

20.— 23. Inner Cells. These are as secure as the outer cells on the lower dungeon, being -80 to open from the inside, and -25 to open from the outside. Each cell holds a privy and straw for a bed.

24.— 33. Outer Cells. These cells hold individuals accused of petty crimes, or convicted rogues being held just overnight. They are still Sheer Folly (-50) to escape from the inside, but a simple bar mechanism makes their doors Easy (+10) to open from the outside.

GROUND LEVEL

34. Doors to the Middle Bailey. These are usually kept flung open, but when they are closed (at night and during war), they are Extremely Hard (-30) to unlock without the proper keys. The doors are bound with iron and steel, making them exceptionally resistant to rams.

35. Entry Passage. This corridor is about 40 feet long; arrow slits from flanking guardrooms overlook it. Four portculli are positioned along the corridor to further obstruct entrance to the inner bailey.

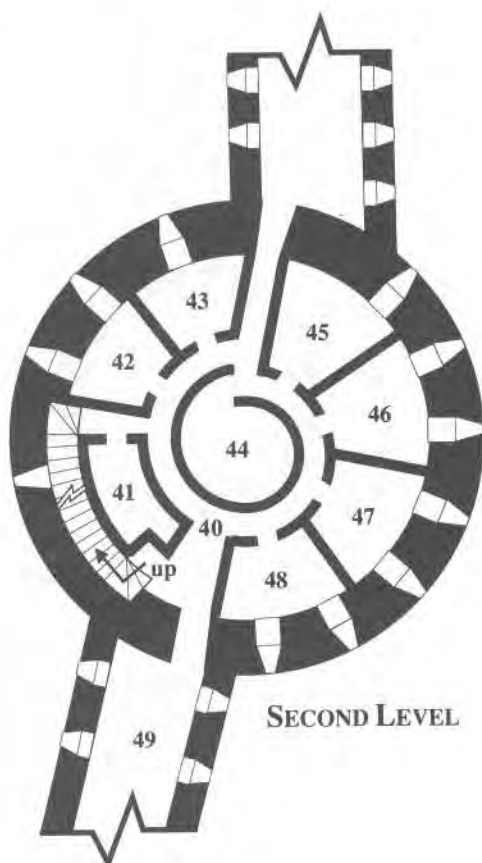
36. Doors to the Inner Bailey. These doors are identical to those guarding entrance to the middle bailey. Without the proper keys, they are Extremely Hard (-30) to open.

37. Guardroom. Members of the Second Tiromin are stationed here to keep a watchful eye on proceedings. Arrow slits in the western wall allow archers to fire into the entry passage, should the situation demand it. Entrance to this chamber is gained by a heavy door in the northern wall, which leads into the inner bailey. The door is usually locked (Extremely Hard, -30, to pick). Another door leads from this chamber to the a rom containing the prison records (#38).

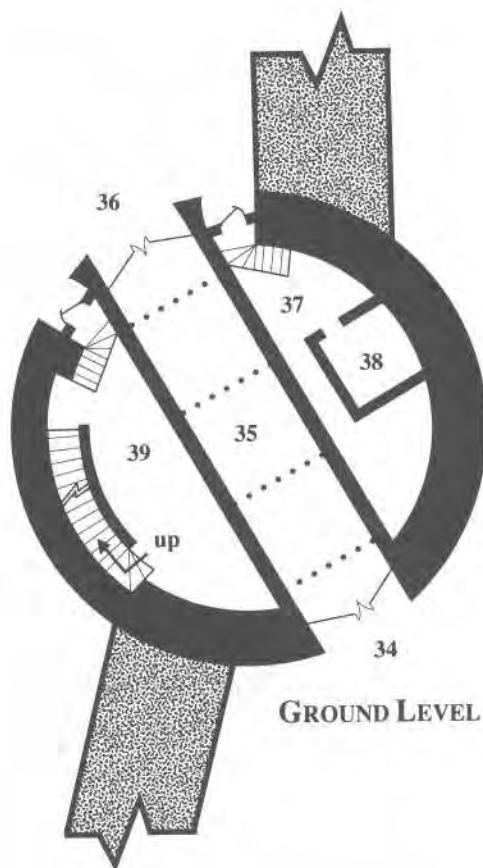
38. Prison Records. The small office contains a list of all those being held in both the upper and lower dungeons, the reason for their presence, and the date for their trial or release. The records are updated whenever necessary, and all are kept for five years before being destroyed.

39. Guardroom. This room is entered through a large wooden door identical to the one in room the opposite guardroom (#37). Inside, stairs run down to the dungeons as well as up to the higher levels of the tower. Arrow slits in the eastern wall allow archers to fire into the entry passage, should the doors to the outer bailey be breached.

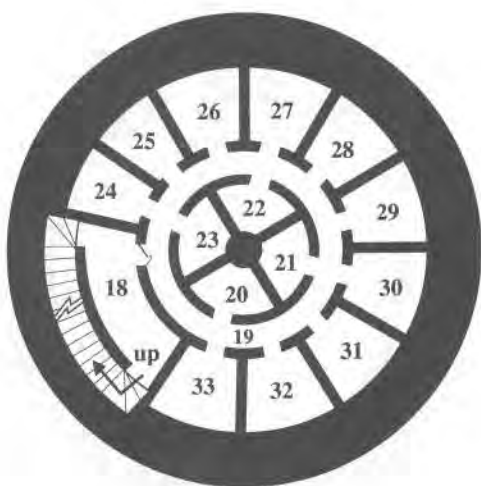
TIR-NA-RINHIL



SECOND LEVEL



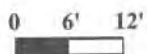
GROUND LEVEL



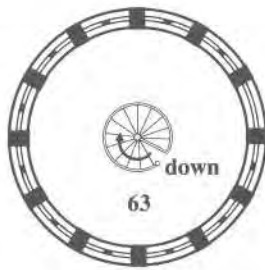
UPPER DUNGEON



LOWER DUNGEON



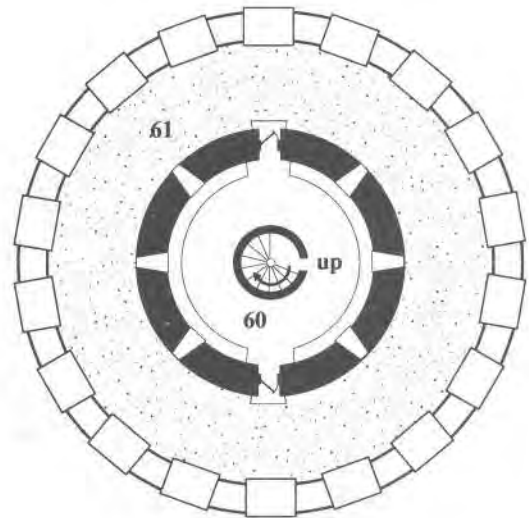
TIR-NA-RINHIL



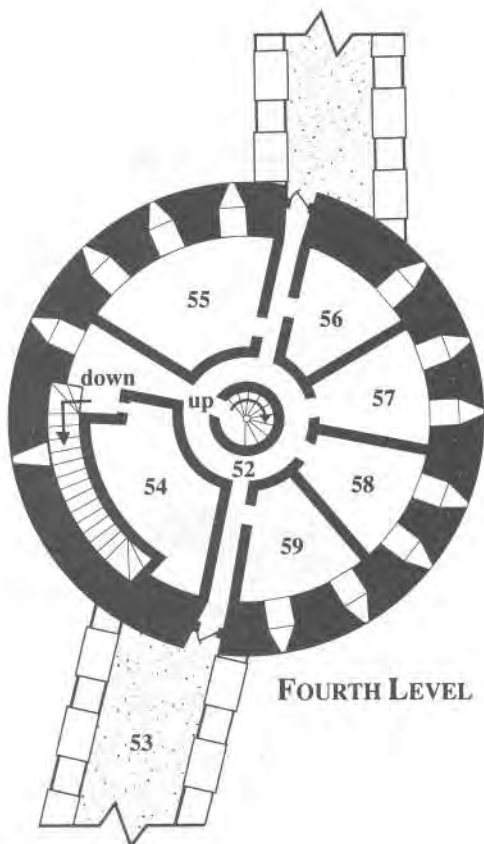
SEVENTH LEVEL



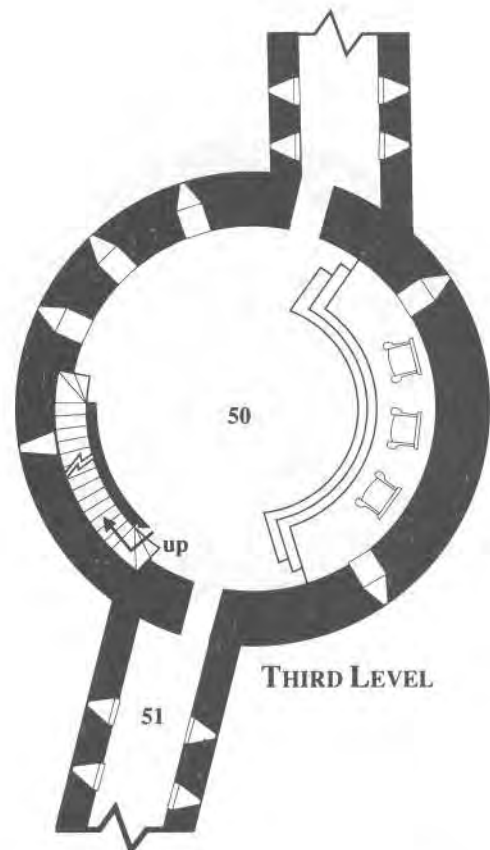
SIXTH LEVEL



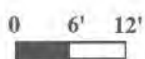
FIFTH LEVEL



FOURTH LEVEL



THIRD LEVEL



SECOND LEVEL

40. Access Corridor. This provides entrance to all chambers on the second level. The stairs run into and out of this corridor, providing access to all other levels.

41. Storage. A variety of items for the offices on this level are stored here. The door is shut, but invariably unlocked. When secured however (at night), the padlock is -30 to pick.

42. Office. The room is used by the Seneschal or the Captain of the Tower when they sit in the military court of justice. The room is filled with tomes detailing various aspects of provincial and Gondorian law. A large desk rests against the far wall opposite the entrance; its surface is scattered with papers relevant to upcoming cases.

43. Office. This room is occupied by a skilled servant who organises the agenda for the military court of justice. The records of past cases are also stored here, should they ever be needed again.

44. Armory. This circular chamber houses a wide variety of weapons, although the bulk of the walls are filled with pole arms and bows.

45. Map and Chart Room. The walls of this room are covered with many maps depicting the surrounding lands. Carefully stored in chests lie other maps and charts showing other, more distant, regions. A guard is usually present to watch over these sensitive and, in many cases, extremely old and valuable charts.

46. Meeting Chamber. The chamber is used for a variety of purposes, but most commonly, judges confer here on the current case to agree upon a verdict. The walls are quite somber, with only the banners of Calenhad and Gondor hanging.

47. Interview Room. This room allows those accused to present their case to those who are to defend them. The room is bare, apart from a number of chairs and a large desk against the far wall.

48. Office. This office is open to anyone who wished to use it to prepare evidence for the court on the next floor. There are a number of desks inside, all supplied with plenty of paper, and a small selection of books detailing the most common laws of the land.

49. Firing Corridor. These corridors allow archers to fire into either the inner or middle baileys should they be breached. Torches provide light, and hooks in the wall allow quivers to be secured to the wall.

THIRD LEVEL

50. Military Court of Justice. The Court of Justice fills the entire level; it is dominated by a large dais along the eastern wall. The dais holds three large chairs in which the three men known as the Osshir ("Fortress-lords"), or the judges, sit. The Osshir are usually either the Seneschal or Captain of the Tower, an outside leader (i.e., from a village), and an expert in Gondorian Law. The final decision falls to the Seneschal or Captain of the Tower, who also deliberates over the proceedings. The court sits twice a week, on Mondays and Thursdays, and the basic proceeding to each case is as follows:

1. Prosecutor states the case and presents the evidence against the defendant.
2. Defendant presents evidence.
3. Witnesses are called (Prosecutor then Defendant).
4. Cross-questioning occurs.
5. Osshir leave and deliberate the verdict.
6. Osshir return and deliver the verdict.

Cases have lasted from around five minutes to all day. However, the average case lasts around fifty minutes, with the Osshir taking another fifteen minutes to decide upon a verdict. The court serves the area surrounding Calenhad that does not fall under the influence of other beacon-towers. Cases range from local crimes such

as stealing cattle and sheep, to more serious crimes, like murder. Sentences passed are at the discretion of the Osshir, although guidelines sent out from Minas Tirith are usually applied.

51. Firing Corridor. Allows arrows to be fired at attackers in the baileys

FOURTH LEVEL

52. Access Corridor. Provides a means to reach all rooms on this level. The staircase against the wall finishes here, and a winding stairwell continues from the center of the tower to the upper levels. Doors on the northern and southern walls are usually locked (Extremely Hard, -30, to pick), but provide entry onto the sentry walk.

53. Sentry Walk. Running both north and south of the tower, these sentry walks are patrolled by vigilant guards at all times. Along the edge of the walls are crenelations to provide cover for archers.

54. Storeroom. This large room holds goods that are most commonly needed by those who have their quarters located on this floor. The weapons and armour of the Third Tiromin are also stored here.

55. - 59. Quarters of the Third Tiromin. These five rooms each hold two guards who are members of the Third Order of Guard. (See Section 7.0.) The rooms are furnished with a desk and bed for each warrior. Weapons and equipment are all kept in the storeroom (#54). The men stationed in these rooms are permitted to decorate their quarters as they see fit, and as a result, most of them have hung colorful tapestries and paintings on the walls. A small chest in the room holds each guard's valuables and wages; the chest is Hard (-10) to open and on average contains items whose value totals at 9-10 silver pieces.

FIFTH LEVEL

60. Guardroom. This room acts as a drilling ground for the guards of the Third Tiromin, with regular morning and evening workouts under the supervision of the a member of the First Tiromin. Against the walls is a step which allows archers to comfortably fire out of the arrow slits. On the northern and southern walls are doors which open onto the fighting terrace (#61).

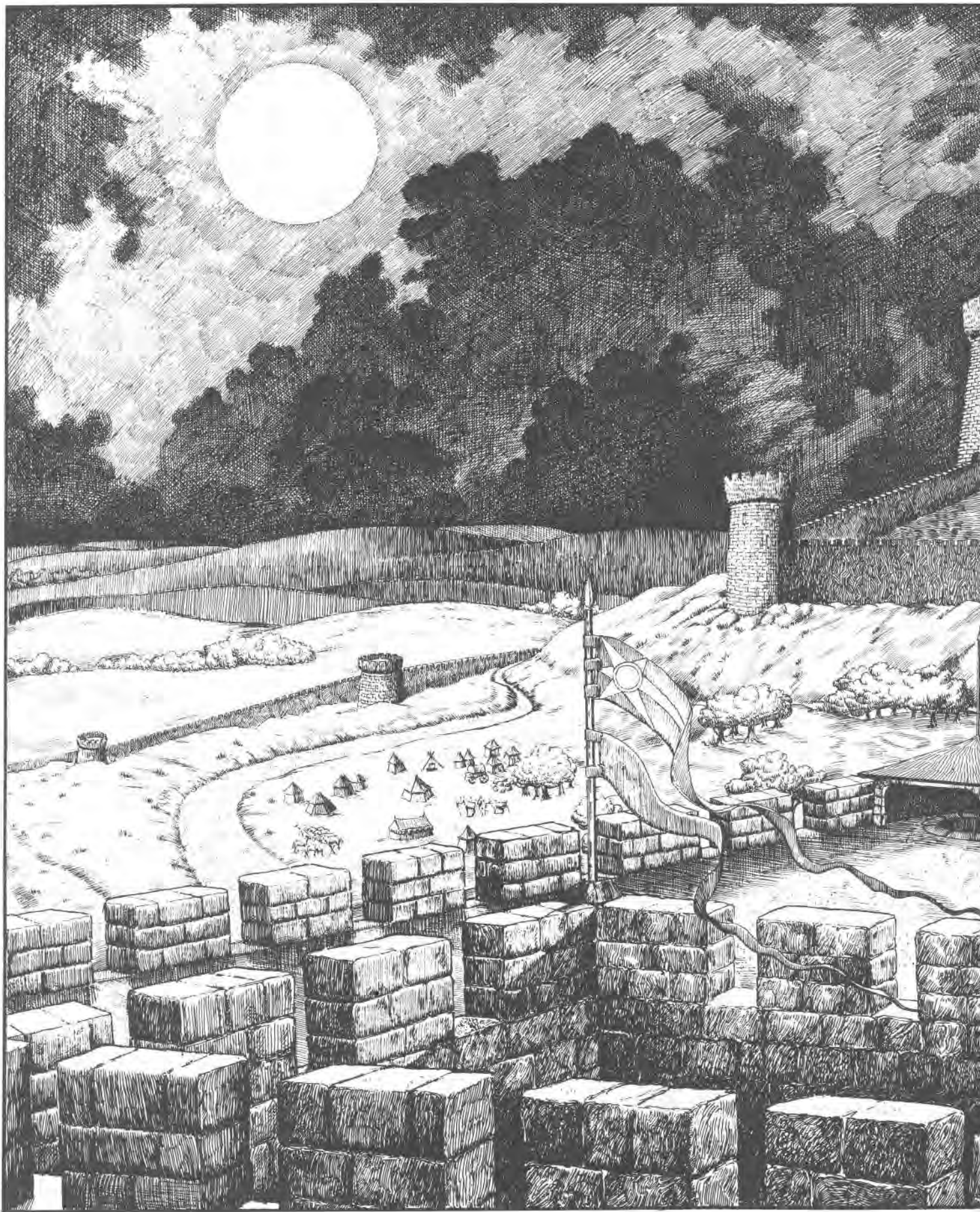
61. Fighting Terrace. Allows archers to fire from the battlements. Two ballistae are brought here in times of war to fire north and east against oncoming foes. The First Tiromin are often seen and heard practicing their sword-fighting skills in the inner bailey from here.

SIXTH LEVEL

62. Soldiers' Solarium. Mostly occupied by members of the Third Tiromin when off-duty. However, it is open to all soldiers, and other guards are occasionally found here socializing. The room contains several comfortable couches and a number of large colorful tapestries between the wide, open windows. The main window, facing east, gives a fantastic view of the road approaching Calenhad as well as the foothills of the Ered Nimrais. Stairs in the middle of the chamber continue up to the seventh level.

SEVENTH LEVEL

63. Observation Chamber. This chamber is open to all and is often used by the Captain of the Tower, who finds the view particularly enjoyable. It is the second-highest point in Calenhad, and, on a good day, the far-sighted can see the towers of Erelas, 50 miles to the east. The stairwell ends here and is surrounded by a bronze rail at hand-height. The chamber is bare except for a few comfortable chairs scattered for those who wish to sit and contemplate. On the eastern side of the observation chamber hangs the standard of Tirin-na-Rinhi! a sword surmounted by seven stars.





5.4 THE INNER BAILEY

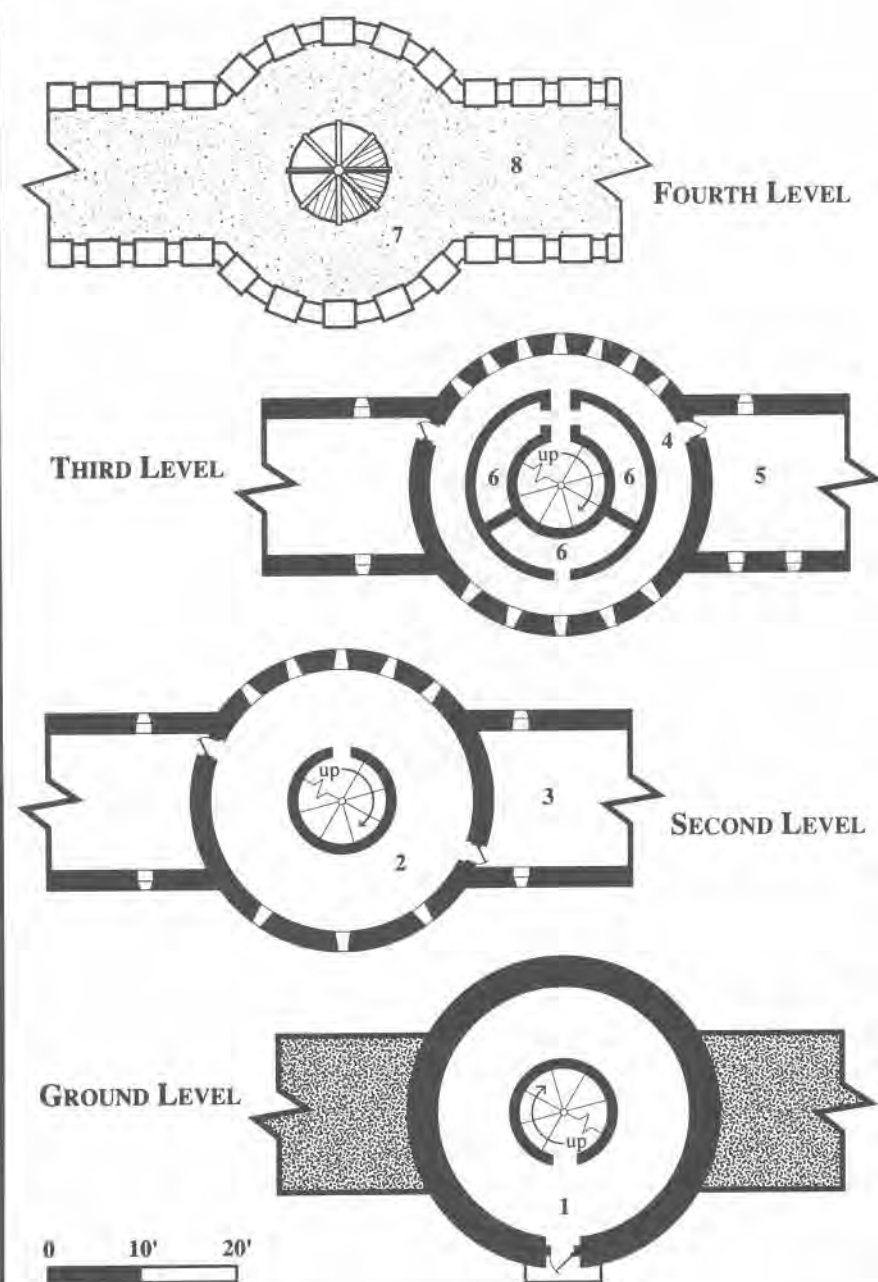
The inner bailey is the heart of the complex and also the oldest part. It contains the original watch-towers, now known as the wall-towers, as well as both the outer barracks, the smithy, the stables and, of course, the beacon-tower. Construction of the inner bailey was initiated in T.A. 2552, becoming then the only bailey the beacon-tower possessed.

5.41 THE WALL-TOWERS

GROUND LEVEL

1. Guardroom. Guards stationed in the wall-towers spend their brief rest periods in this simple chamber. A winding staircase ascends through the center of the room to the second level.

WALL-TOWERS



SECOND LEVEL

2. Battle Corridor. The corridor features many arrow slits in its outer wall, allowing archers to fire on the enemy. The stairwell continues up to the third level from here. Doors accessing the lower firing corridor (#3) in the curtain wall are usually locked (Extremely Hard, -30, to open).

3. Firing Corridor. A long corridor from which archers can fire more arrows into either the inner or the middle baileys.

THIRD LEVEL

4. Battle Corridor. Almost identical to the battle corridor on the second level, access to it is gained through a short passage running from the stairs. Three small rooms are also located off this passage. Locked doors in the outside walls lead to the upper firing corridor (#5) in the curtain wall.

5. Firing Corridor. A long corridor from which archers can fire arrows into either the inner or the middle baileys.

6. Storage. Two rooms leading off the passageway from the stairwell hold a vast supply of bows, crossbows, quarrels and arrows. The storeroom facing the inner bailey contains a number of basic healing herbs for injured guards, as well as facilities for their care, such as large barrels of clean water.

FOURTH LEVEL

7. Fighting Terrace. The stairwell that ends here is roofed to stop rain from entering the tower. The terrace is surrounded with crenellations to help defenders repel an attack. To either side of the rooftop lies the sentry walk.

8. Sentry Walk. Sentries on duty patrol up and down, keeping vigilant watch for a surprise attack.

5.42 THE LONG BARRACKS

Both of the outer barracks are used by members of the Tirador (see Section 7.0) who stay in these rooms for the duration of their service in the tower's military, typically one year. The five officers who sleep in the "little barracks" are usually senior members of the Second Tiromin and guide the progress of the Tirador warriors through their time at Calenhad.

GROUND LEVEL

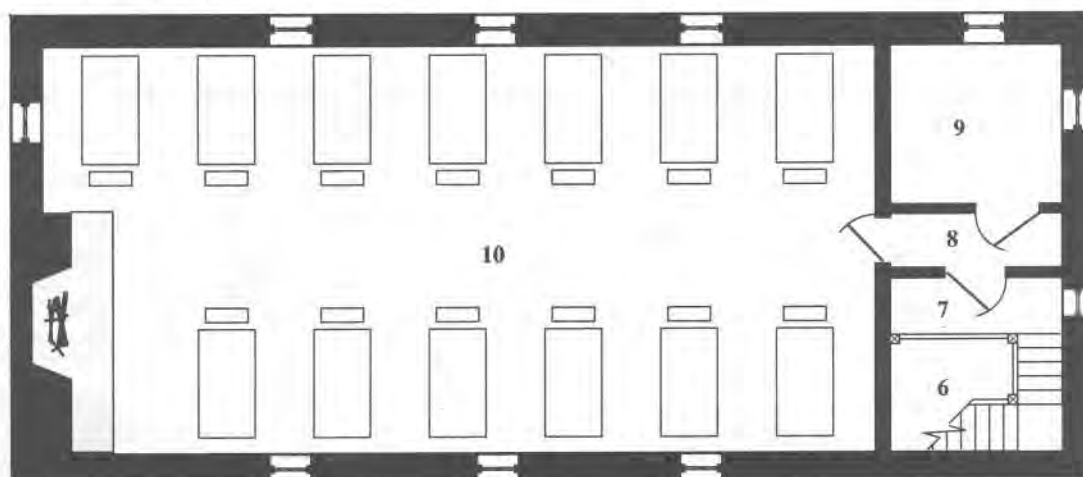
1. Entry Hall. The narrow passage gives access to the cloak room, the stairwell, and the dining hall of the long barracks.

2. Cloak Room. The brown cloaks of the Tirador are stored here; each individual owns two such garments.

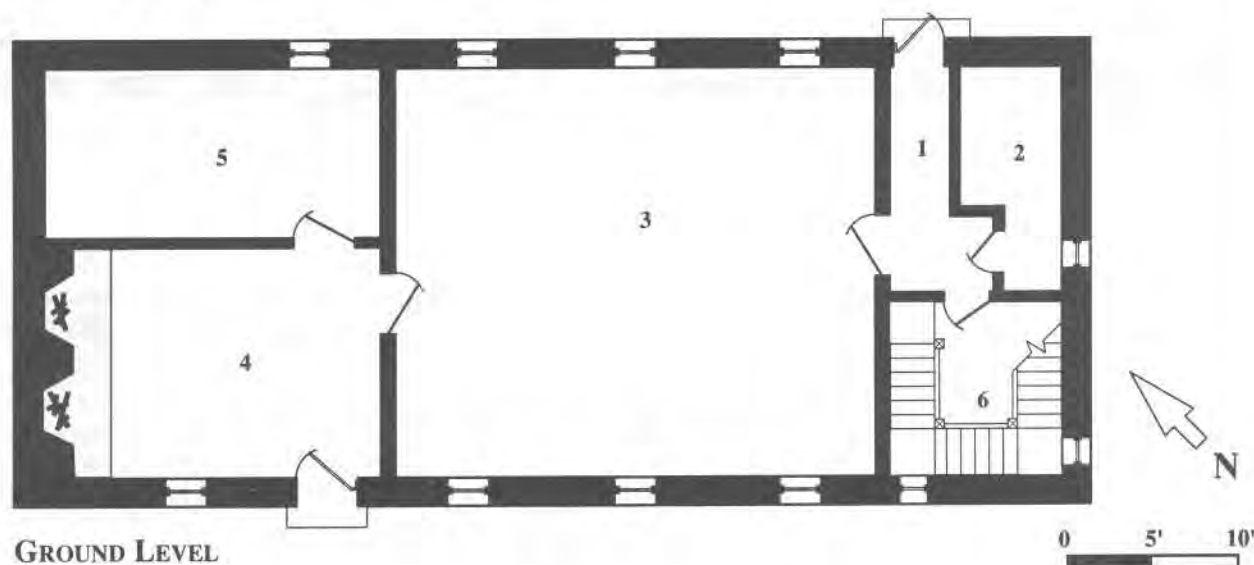
3. Dining Hall. The large room is dominated by the three large tables. Comfortable chairs around the tables allow the Tirador to sit and to discuss the day's actions while sampling the exquisite (for them!) food.

4. Kitchen. Servants approved by the Master Cook in the keep work here during the day, providing meals for the Tirador. Two large fires are set in niches against the northwestern wall. On the southern wall, a back door opens into the inner bailey. A door to the right, as one walks in, leads to the pantry.

LONG BARRACKS



SECOND LEVEL



GROUND LEVEL

5. Pantry. Stocked with various types of food to cater to the tastes of the Tirador. The pantry also contains a large table upon which is stacked crockery and cutlery.

6. Stairwell. Dominated by the beautiful wooden staircase which run against its walls. A large couch rests against the eastern wall.

SECOND LEVEL

7. Balcony. Located at the top of the stairs. A door in the right wall leads to the upper hall (#8).

8. Upper Hall. A passage connecting the stairwell, the study, and the sleeping quarters.

9. Officers Study. The officers from the Second Tiromin are often found in here compiling reports on the performance of members of the Tirador, as well as their personal reports to the Captain of the Tower. The room holds a large desk and wooden armchair.

10. Sleeping Quarters. This large dormitory has beds for thirteen men. At the foot of each bed is a chest for personal belongings, which can be locked (Hard, -10, to open). Against the far wall, an open fire warms the room during winter.

5.43 THE LITTLE BARRACKS

GROUND LEVEL

1. Front Hall. This spacious hall provides access to other rooms on the first floor. A polished wooden staircase lead up to the second floor. A swing door, on the right as one enters, opens into the kitchen.

2. Kitchen. Very similar to the kitchen in the "long barracks", this room has a hearth set against the far wall as well as a back door leading into the inner bailey. Another door opens onto the pantry.

3. Pantry. Packed with the favorite visual of the officers stationed here and more mundane fare for the Tirador quartered upstairs.

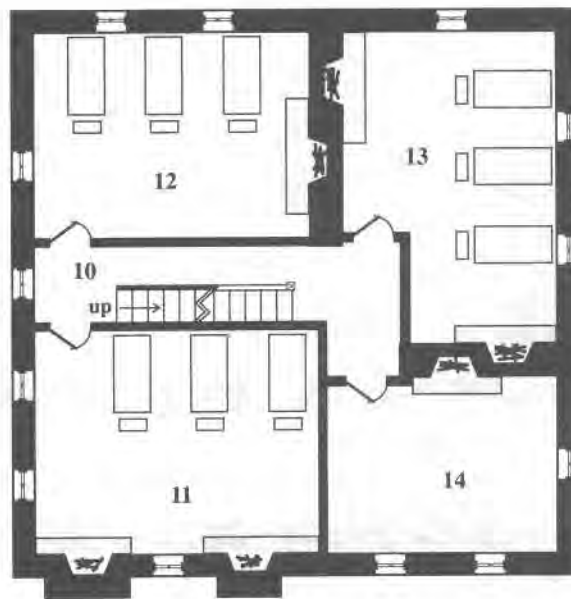
4. Officers' Dining Chamber. The officers dine in this panelled chamber, enjoying more comfort than those they supervise; the table is of a polished oak, and the chairs are cushioned. A small hearth against the eastern wall provides warmth in winter.

5. Back Hall. The hall provides access to the officers' quarters located on this floor.

LITTLE BARRACKS



GROUND LEVEL



SECOND LEVEL

0 5' 10'



6. - 9. Officer's Quarters. Each room houses one officer of those currently supervising the Tirador. The chambers' amenities include a hearth, an oak chest for personal possessions (can be locked; Very Hard, -20, to pick), a large comfortable bed, and a small desk for personal correspondence. Married officers share their quarters with their spouses.



SECOND LEVEL

10. Upper Hall. The large passage is dominated by the stairs which run down to the first floor, and up to the small attic, where bulky personal items can be stored. Doors open off this hall to the sleeping quarters (#11-13).

11. - 13. Sleeping Quarters. Each of these rooms houses three members of the Tirador, who are expected, or have decided to stay on and join the Third Tiromin. Every room possesses a large hearth as well as a chest (can be locked; Hard, -10, to pick) by each of the three narrow beds.

14. Officer's Quarters. Similar to the rooms on the first floor (#6-9).

5.44 THE STABLES

The size of the stablemaster's quarters is attributed to an incident that happened in T.A. 864, when the current stablemaster, Horlim, saved the Captain of the Tower from ambushing Dunlendings. The Captain showed his gratitude by arranging for the stablemasters quarters to be extended to their present size and making the position a hereditary one. The stables are always busy around dawn, midday, and dusk, when patrols set forth and return. The stablemaster's day begins an hour before dawn, when he prepares the horses for their coming labor, and does not finish until the last horse has returned.

1. Double doors. These large wooden doors are usually kept open throughout the daylight hours. However, they can be closed and barred, making them Hard (-10) to force open.

2. Barn. The large chamber can accommodate up to twenty-six horses, although there are usually one or two stalls that remain empty. A giant hayloft stretches to each end above the horse stalls, providing a ready supply of hay.

3. Tack Room. Stores the various implements used with horses: blankets, bridles, saddles, etc.

4. Back Hall. A small door from the barn opens into this narrow passage, giving access to the stable-master's quarters.

5. Parlor. The stablemaster and his family often spend their evenings together here, when entertainment elsewhere in the tower is unappealing to them. The front door opens onto the inner bailey; a hearth in the western corner provides warmth.

6. Kitchen. The stablemaster's wife is often be found here, humming to herself as she prepares food for her family. The kitchen has two open fires which are carefully controlled to provide excellent cooking fires. Doors from the kitchen lead into the parlor and the back hall.

7. Stable-boy's Room. This small room contains a bed, a small table, and a chest, in which the stable-boy keeps his possessions.

8. Still-room. Filled with fresh herbs, which the stablemaster and his wife prepare and store to use on injured horses as well as for the mischances that occur in any household.

9. Bedchamber. For the use of the stablemaster and his wife. The chamber contains a large double bed, several comfortable chairs, a small hearth, and a three blanket chests. The walls have been covered with tapestries depicting horses galloping across open fields.

5.45 THE SMITHY

1. Forging Chamber. Shaped like an inverted "T", the room is a hive of activity as two smiths work to craft the various items demanded of them. A large furnace stands opposite the massive steel-reinforced doors, while worktables at the east and west sides provide an area for finer work to be pursued. The furnace is kept hot by a series of pumps which blow air underneath the coals, causing the fire to erupt in a shower of sparks. On either side of the furnace stands an anvil used to shape and temper the metal, and a large barrel of water in which to cool it once tempering is finished. Two doors open off the forging chamber to the storerooms.

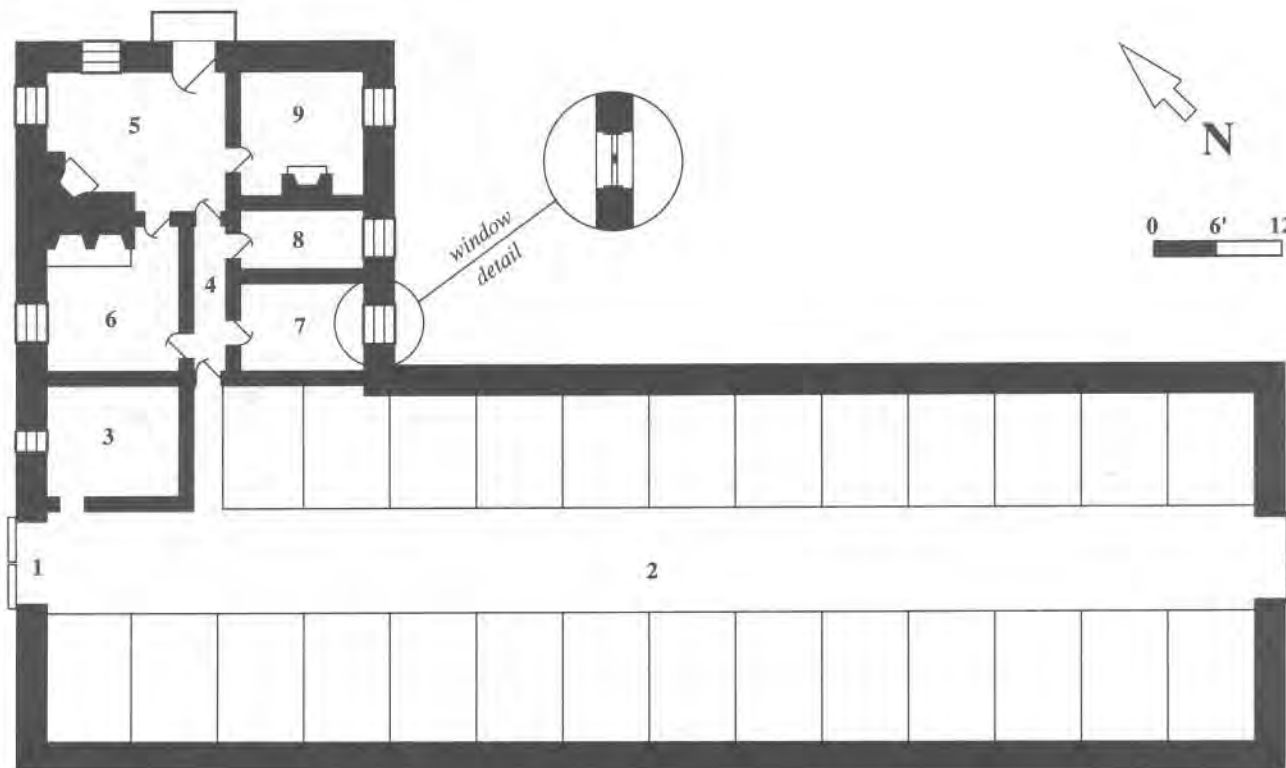
2. Storeroom. In here, finished blades, horseshoes, wheel fittings, rakes, hoes, weather vanes, etc. are stored. A desk under a window provides space for the smiths to plan special items with those who are commissioning such goods.

3. Storeroom. Racks of sword-shafts, dagger blades, quarrel tips, etc. await the final stage in the creation process. The smiths are very particular and don't allow anyone in here to view unfinished products.

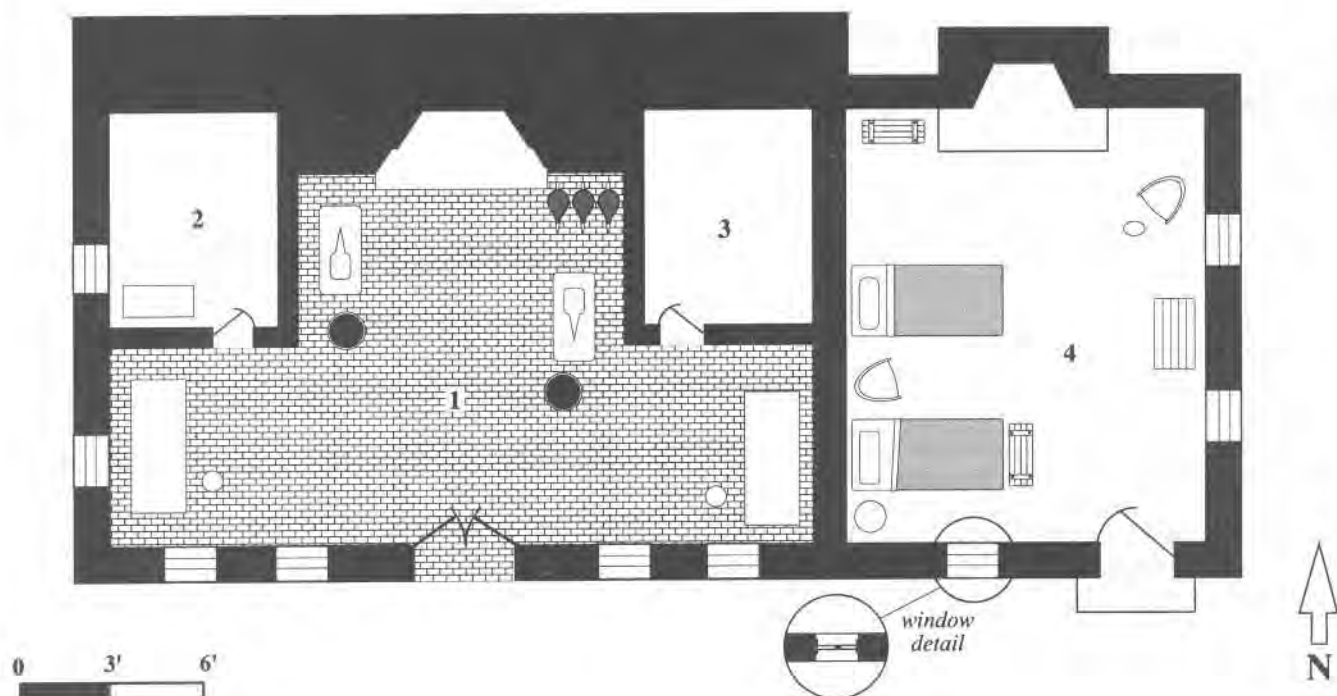


4. Smiths Quarters. The smiths share their quarters, adjacent to the smithy. The chamber holds two comfortable beds and a large hearth at one end. Comfortable furnishings scattered throughout the room make the smiths' lives easier. However, the pair are often found in the beacon-tower, where they are popular not only for the work they perform, but also because of their rowdy natures and stinging wits.

STABLES



SMITHY



5.46 THE BEACON-TOWER

CELLAR

1. Stairwell. The great stairwell of Calenhad starts here in this circular chamber. The stairs run all the way to the roof; each step has been carefully hewn and faced with marble. In the center of the chamber lies a large well, which abundantly provides water for the fortress from an underground lake. An arch in the eastern wall leads to the access corridor (#2) curving through the cellar.

2. Access Corridor. Provides entry to all rooms in the tower cellar.

3 - 12. Servants Quarters. These rooms house the dozen servants that work throughout the Calenhad fortress. Each chamber quarters one or two servants and contains a bed, a small trunk for storage, and a chest for the storage of personal possession, which can be locked (Hard, -10, to pick) at will.

13. Laundry. Much of the clotheswashing for the entire fortress is performed in this large chamber by servingmaids. The room contains many large tubs full of soapy hot water and dirty laundry.

14. Bakery. Supervised by the Master Baker, the bakery creates wonderful loaves of delicious-smelling bread several times a day.

15 - 19. Storerooms. Used for storage by the bakery, these storerooms hold vast quantities of flour, yeast, spices, and cooking implements.

20. Baker's Chambers. The three rooms adjacent to the bakery are for the sole use of the baker and his spouse. The chamber nearest the bakery is a parlor; the next room is a study where the baker keeps tallies of bakery supplies; and the far room is a bedchamber.

21. Great Kitchens. The first sense affected by these wondrous kitchens is smell; the wonderful odors emanating from sizzling roasts, piping hot omelets, and flavorful stews often draws eager diners to the doorway before mealtimes. A large fire opposite the entrance arch is always alight, and preparations for breakfast, dinner, and supper seem to boil and bubble at all hours.

22. - 25. Storerooms. Filled with the ingredients for numerous recipes. Cooking utensils used rarely also occupy the shelves.

26. Cook's Chambers. This suite of three rooms is identical to the baker's chambers, with the office at the back used to record the use of and current levels of items and ingredients in the storerooms.

27. Brewery. Various ales are distilled here in the process that takes far too long for most people's liking. Much machinery helps the Master Brewer in his never ending personal battle to produce an ale capable of surpassing even those produced in Andrast!

28. - 30. Storerooms. These small rooms contain supplies used in the brewing process, as well as bins of hops and grains.

31. Brewer's Suite. The two-room suite consists of a parlor for the brewer and his spouse and a bedchamber.

32. Wine Cellar. This is a favourite haunt for many of the inhabitants of the tower, as they try a few of the vast number of barrels crammed to the ceiling in this cellar. Wines are left to mature here; generally the further down in the cellar, the older the wine.

33. Siege Stores. Holds a six months' supply of salted meats. However, if a siege is expected and there is time, the room can double its capacity.

34. Siege Stores. Holds six months' worth of dry food-stuffs. As with the other siege-store, the room can double its capacity.

GROUND LEVEL

35. Entrance Portal. Entrance to the beacon-tower of Calenhad is gained through a pair of solid, steel-reinforced oak doors, flanked by a pair of guards at all times. When closed, these gates are Sheer Folly (-50) to force open from the inside without the keys. The doors are Absurd (-75) to breach from the outside.

36. Entry Passage. The passage continues into the tower to the main stairwell. Halfway along its length, a small flight of steps on either side give access to other rooms on this floor. Two portcullis are positioned in the ceilings just before this branch, capable of sealing of the tower should the outer doors be breached.

37. Watchpost. A guard stationed here monitors who comes in and who goes out. The room also contains a winch used to raise and lower the southern-most portcullis in the entry passage.

38. Guardroom. Several members of the Third Tiromin are stationed here.

39. Lesser Armory. The room contains a vast supply of melee and missile weapons as well as pole arms, all stacked against the walls. A large array of blunted weapons are also available ifor use in the practice rooms.

40. Storeroom. Holds padding for the practice room as well as a large selection of miscellaneous items.

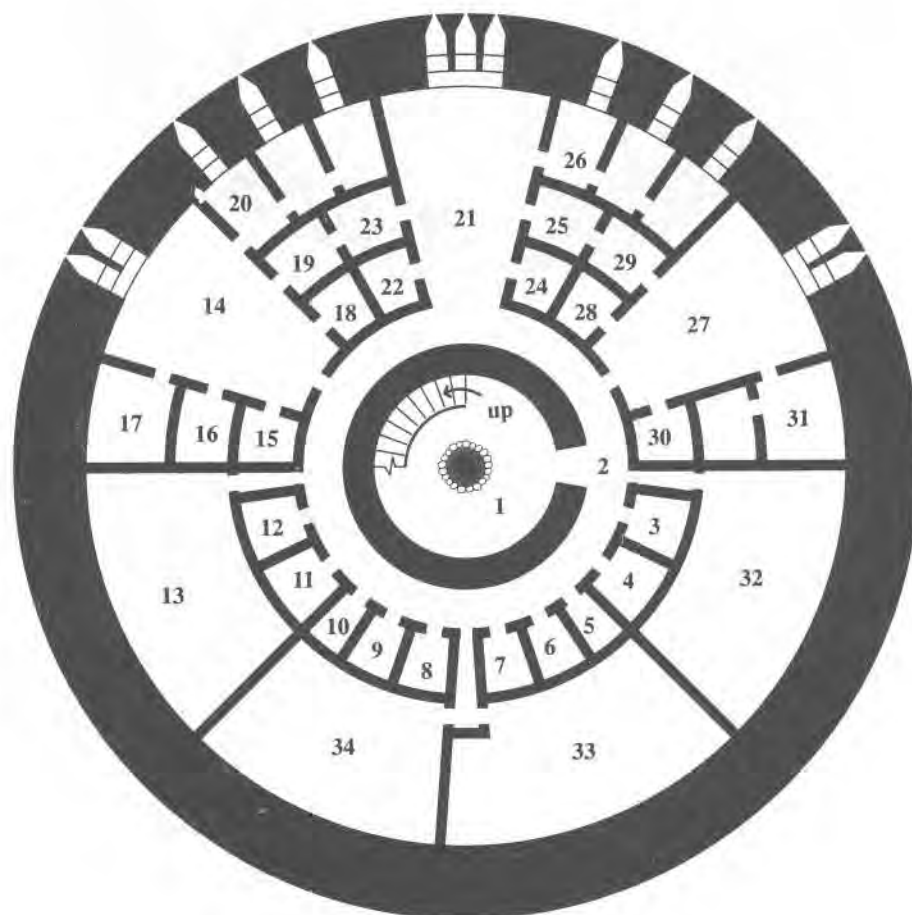
41. Watchpost. Similar to opposite watchpost (#37). The winch in here raises and lowers the northern-most portcullis.

42. Guardroom. Members of the Third Tiromin are stationed in here, ready to be called to any part of the fortress.

43. Practice Room (Missiles). This chamber has a large number of target boards against the outer wall. Archers from all over the complex come here and spend hours practising their aim and accuracy. A guard is stationed just inside the entrance. Members of the Tirador sojourn here just after sunrise, learning how to handle a bow.

44. Practice Room (Pole Arms). Techniques of how to handle various types of pole arms are taught in this large chamber. Targets placed against the far walls are used to test the accuracy of spear-throwing. An experienced guard is stationed against the inner wall and observes all the combatants with a bemused expression. The Tirador practices here just before they take a noontide dinner.

BEACON-TOWER

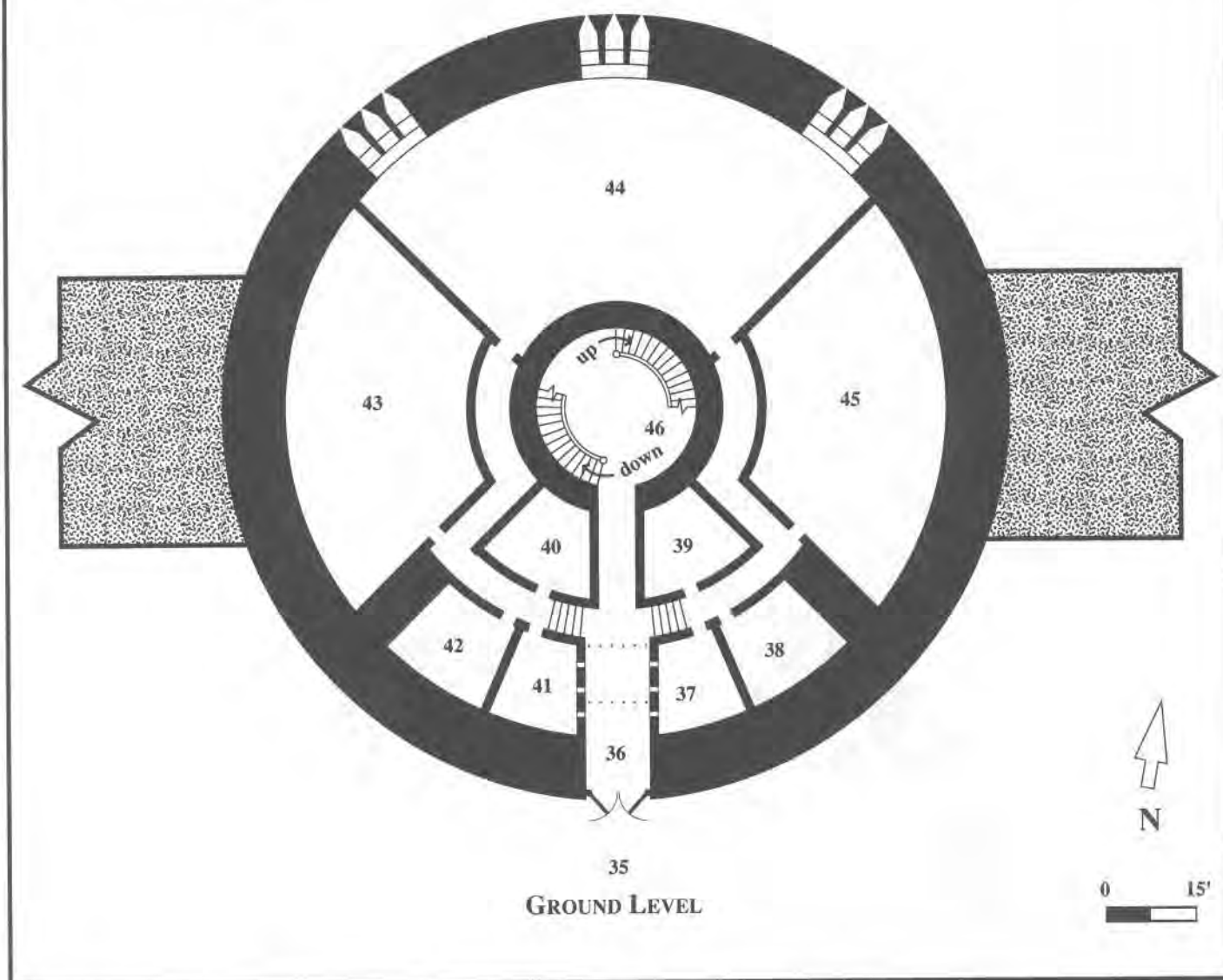


CELLARS



0 15'

BEACON-TOWER



45. Practice Room (Melee). Guards challenge each other to mock-duels in this room and spend endless hours intensifying their sword-fighting skills. This is the most popular practice room, and the stationed guard often must limit numbers for safety's sake. The Tirador spars here in the long hours between dinner and supper.

46. Stairwell. The circular space served as the stables of the old signal-tower, but now forms the grand stairwell that runs from top to bottom of the tower. The steps are faced with marble, and the banister is of polished brass.

SECOND LEVEL

47. Stairwell. The first landing in the staircase possesses a door from the stairwell to the second level of the beacon-tower.

48. Corridor. Gives access to the rooms on the southern side of the tower.

49. Storeroom. Seasonal and ceremonial banners for the great hall hang alongside surplus tapestries and wall drapery.

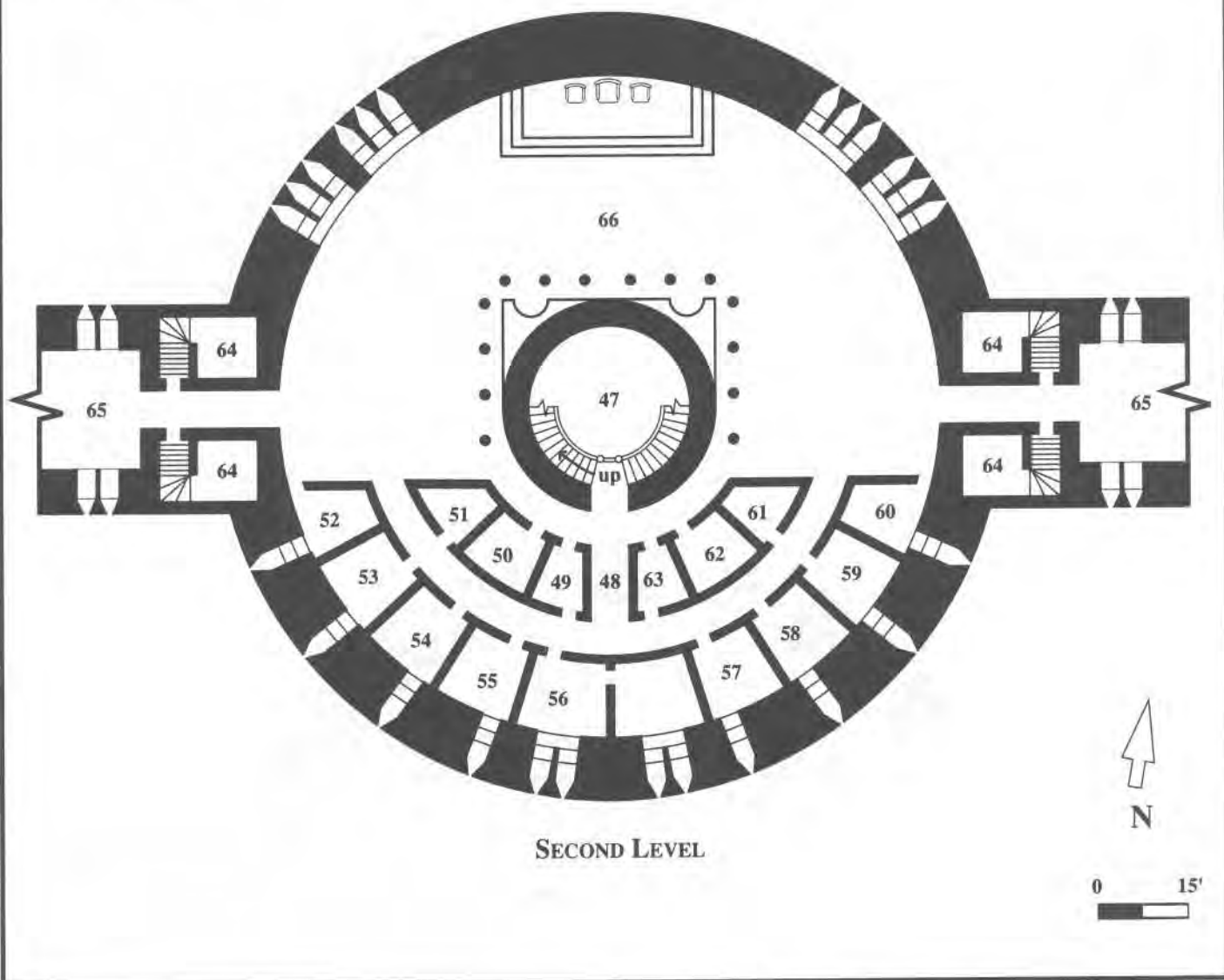
50. Servants Quarters. Houses the two of the servants who continually clean the interior of the beacon-tower. The room has a large double bed, with a large chest to either side. Opposite the bed stands a small desk with papers strewn over its surface.

51. Servant's Quarters. Houses two more servants who keep the tower tidy. The room contains two beds, two trunks, and two small chests for personal possessions.

52. - 55. Knight's Quarters. Eight members of the Third Tiromin reside in these rooms. Each chamber contains two beds, a large trunk at the foot of each for items of clothing, and a small chest where personal possessions can be locked away. A commodious desk is stocked with books from the library on the sixth level.

56. Seneschal's Quarters. In this suite of rooms resides the High Guardian who coordinates the doing of day-to-day tasks necessary to the functioning of Calenhad. The post is currently filled by Baramor, who resides here with his wife, Glindiel, and is a great friend of the Captain of the Beacon, Aramon. The suite is divided into a main room, where Baramor entertains his guests, and bedroom/study, which contains a desk overflowing with papers and a large, comfortable bed. The top drawer of the desk holds a pouch containing a red ruby (worth 95 gp). Both chambers are warmed by a small hearth.

BEACON-TOWER



57. - 60. Knight's Quarters. In these rooms reside members of the Second Tiromin who are not located on the fourth level. The rooms are all similar, containing two beds, chests, trunks, and a small hearth. The chests are usually locked (Hard, -10 to pick).

61. Servants' Quarters. Two servants occupy these rooms and work in the sick room during the day, dealing with anything from a common cold to broken legs. During war, they perform uglier tasks. The room contains two beds, trunks, and chests, as well as a small writing desk, with writing implements in the only drawer.

62. Servants Quarters. The room resembles the adjacent servant's quarters, containing beds, chests, trunks, and a desk. The two servants who live here work in the upper kitchens during the day, preparing simpler meals for those in the upper levels who have no time to devote to the lengthy process of dining in the great hall.

63. Storeroom. Holds linen for the beds on this level and the next.

64. Watchposts. These four chambers are identical; their purpose is to guard entry to and from the firing corridors that connect the beacon-tower to Tir-na-Rinuil, Tirestel, and the wall-towers. During peaceful times, however, there is only one guard in each of the rooms.

65. Firing Chambers. These long corridors allow archers to rain arrows on foes and are lit by torches held in brackets against the wall. The arrow slits are arranged in pairs along the corridors' length.

66. Great Hall. Considered to be the focal point by the inhabitants of the fortress, this magnificent chamber fills much of the second level. A collonade surrounds the massive stairwell upon which are carved the faces of previous Captains of the Tower, numbering around 75. The chamber is tastefully appointed with oak and ash furnishings; tapestries adorn the walls. Honored guests are often met here by the Captain himself, before being led up to his more private hall on the third level. A dais dominates the northern wall, where the Captain, flanked by the Seneschal and his most trusted knight greet the most important guests, such as the King on his annual tour of Gondor's fortifications. Two niches opposite the dais accomodate the two most-trusted members of the Second Tiromin who stand guard at during ceremonies.

THIRD LEVEL

67. Stairwell.

68. Stillroom. Two servants work in this room during the day, preparing and storing dried herbs, tinctures, and salves. Cupboards on the wall are stocked with basic healing mixtures.

69. Healing Chamber. Two extremely skilled servants work here, caring for those who fall ill or are injured in the tasks of daily life. However, during wartime, more extensive facilities are demanded, and the little barracks is converted into a small hospital for the critically wounded.

70. Hall of the Captain. The Captain usually entertains his guests in this hall, either meeting them here or in the great hall on the second level. It is nicely decorated (judged by the critical eye of Silrien, the Captain's wife). Solidly built doors open on the east and west walls to chambers on either side of the hall.

71. Captain's Study. Dominated by the large wooden desk which has reports neatly piled on it. Amaron delegates much of the work to Baramor, the Seneschal, but reports which require his special attention are brought and left in here. The desk has a drawer which

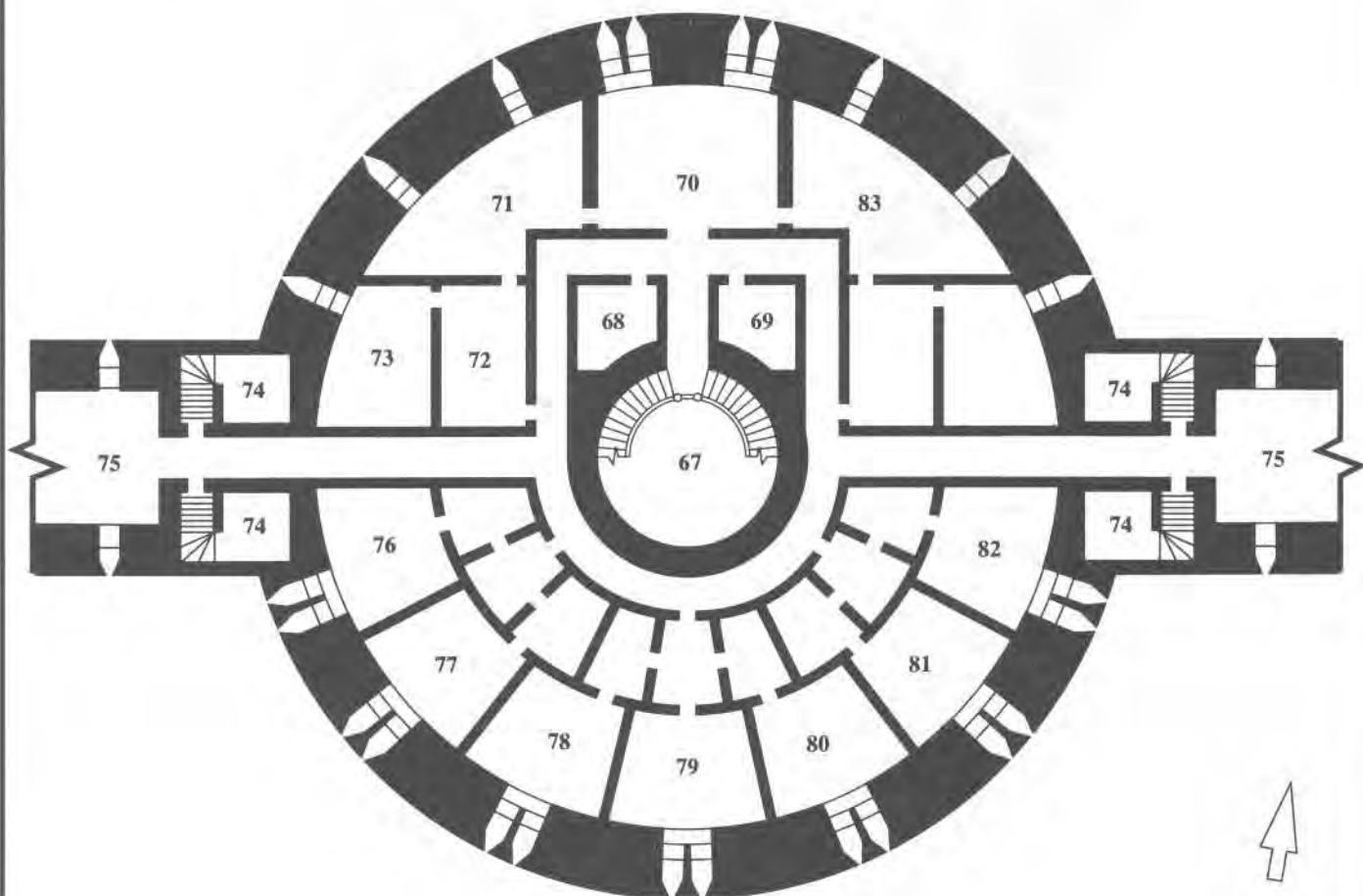
is always kept locked (Sheer Folly, -50, to pick). Inside are confidential orders from Minas Tirith and the key which opens the door to the guest chambers (#112) on the fifth level and the upper treasury (#116) on the sixth level.

72. Captain's Parlor. The Captain retires in the evening to this beautifully decorated room, spending peaceful evenings with his wife, Silrien. A wooden door opens into the main corridor of the level, while another door leads into the bedchamber (#73).

73. Captain's Bedchamber. Amaron, Captain of Calenhad, resides here with his wife Silrien. The room is generous, but dominated by the large bed against the back wall. Silrien has made it as comfortable as possible for a "chimney" (as she jests), but to a soldier's eye, the room is luxurious. Large tapestries depicting Gondor's early history adorn the walls, and a rug brought all the way from the Osgiliath markets covers the stone floor.

74. Watchposts.**75. Firing Corridors.**

BEACON-TOWER



THIRD LEVEL

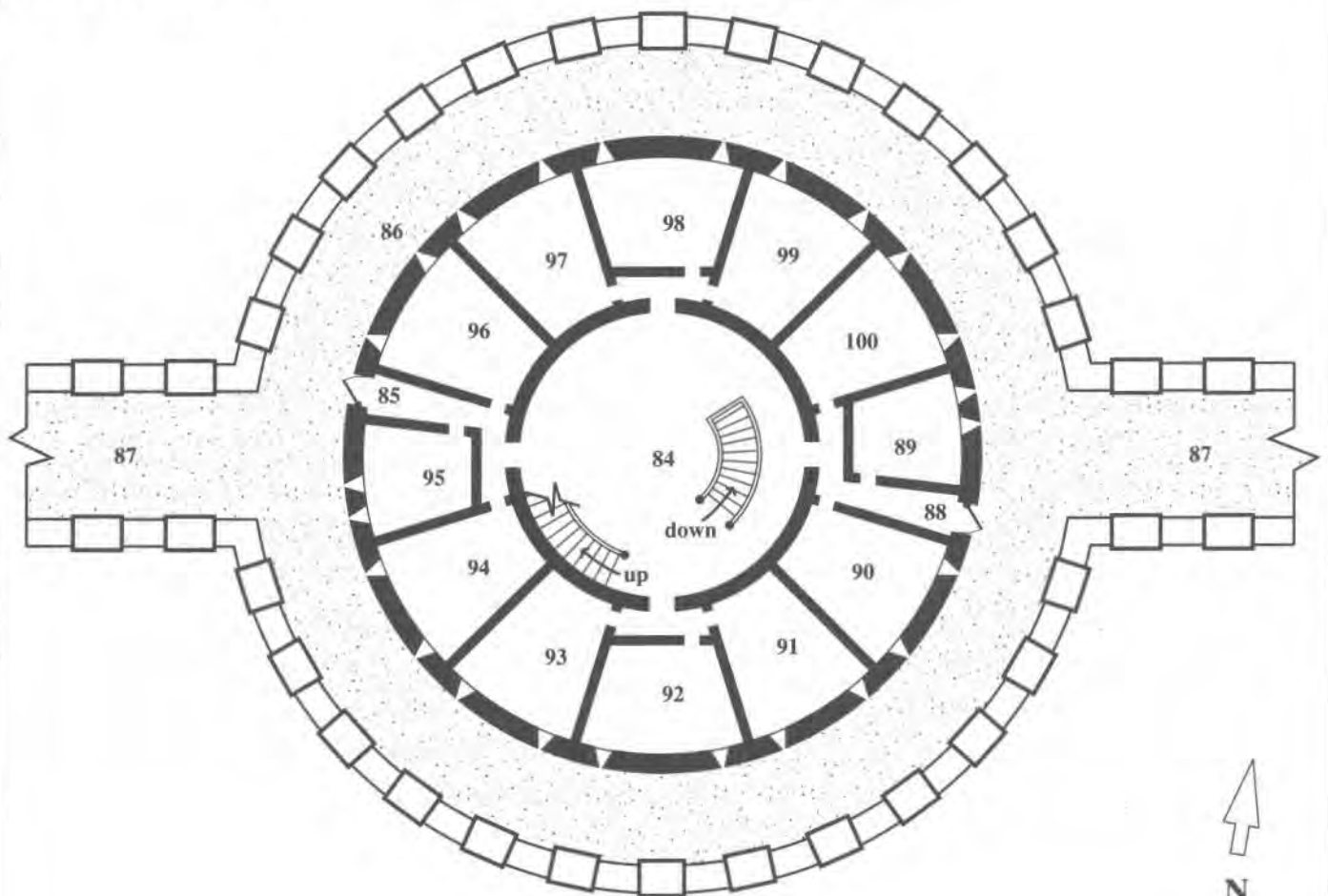
76. - 82. Quarters of the First Tiromin. These suites of rooms are reserved for the most skilled knights in Calenhad. Each has its own parlor/study, decorated to the knight's tastes, and contains a desk for each occupant as well as an entry hall shared with one other suite of rooms. Each of the bedchambers has two beds and two chests for private possessions. Two wide arrow slits allow light into the chambers during the day.

76. Chambers of Hurin and Hallamon. Hurin and Hallamon have served as knights at Calenhad for some forty-two years. They are still hale; many believe that Elven blood flows through their veins (which is indeed true). The chests in their chambers are locked (Very Hard, -20, to pick) and items of note within Hurin's chest include: Morcrist (S. "Dark-Cleaver"), a +20 Númenórean broadsword which delivers an extra cold critical of three severities less; a pair of gauntlets which negate 15% of hand and lower arm crits; and a variety of mementoes which Hurin has picked up. In the chest of Hallamon lie: a +15 magical longsword, which delivers an 'Of Slaying' critical against Orcs and Trolls; and a +10 helm, which allows the wearer to have perfect night vision lasting ten minutes, up to 3x/day. Amongst the items are small bags, which hold a variety of gems and jewelry worth 200 gp.

77. Chambers of Calmarin and Eärnar II. These two are famed as Calenhad's greatest swordsmen and for the great rivalry between them. Their skills in combat have been proven time and again. Adorning the walls hang the shields, banners, and weapons of those they have defeated. In the chest of Calmarin rest: Caluva (S. "Bow of Light"), a +15 longbow which gives a critical of one severity less to those who are struck by its arrows; a +15 sword which can cast *Light* (10'R) 2x/day; 3 +5 arrows which are 'Of Slaying' Orcs; and 77 gp. Eärnar's chest holds: Tintilar (S. "Glittering Fire"), an exceptionally sharp +15 broadsword which has the effect of reducing a foe's Armor Type by three; boots, which give +10 to riding; a ring which can cast *Aura* 1x/day; and 90 gp.

78. Chambers of Beren and Amrod. The two youngest knights who were recently promoted to the First Tiromim. Beren stores in his chest a +10 magical broadsword, a +5 shortbow, and 20 gp, while Amrod has a +15 short sword, a +5 normal shield, and 28 gp. The locks on both chests are Medium (+0) to pick.

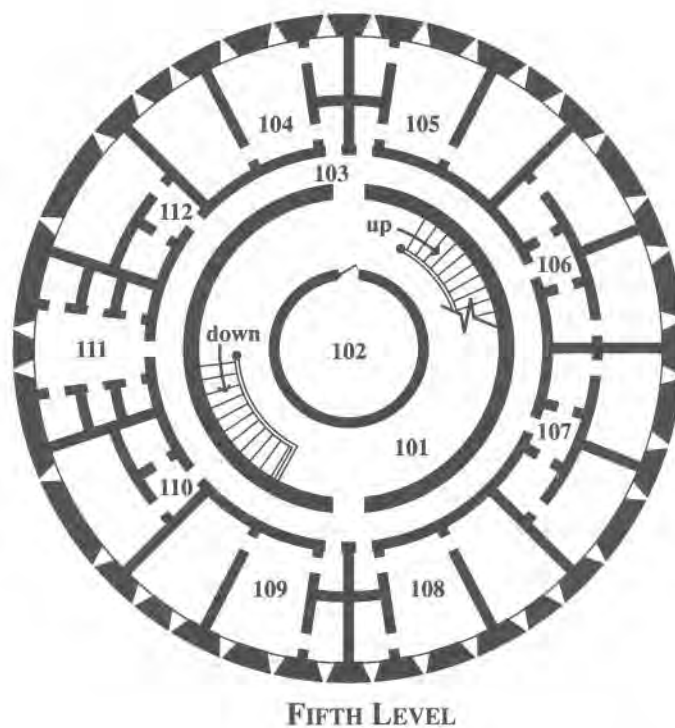
BEACON-TOWER



FOURTH LEVEL

0 15'

BEACON-TOWER



79. Chambers of Hamarath and Taren. Renowned for their dauntless courage, these two have known each other since they were children. This special companionship has many times caused one to save the other's life, earning them admirable reputations. The lock on Hamarath's chest is Hard (-10) to pick; its hickory planks contain a +15 Númenórean sword; a ring which adds +5 to his DB; a bright blue sapphire which Hamarath considers his luck charm, since it has a 5% chance of negating any serious critical strike (although Hamarath does not know this); and 47 gp. Inside the chest of Taren (which is Very Hard, -20, to pick) lie Elnar (S. "Fire-star"), a red ruby crafted long ago which installs *Firearmor* on the user 1x/day; a +10 sword made of an extremely rare milky-white substance; a cloak which gives a +20 bonus to all hiding and stalking maneuvers; and gems worth 88 gp.

80. Chambers of Tharl and Selin. The oddest of partners, Tharl is relatively short and has endured many jokes about his similarity to a Dwarf, while Selin is 6'11" tall and has suffered the inevitable comparisons with Elves. Both now find it amusing, but for much of their early years considered such jests very offensive. The padlocks on their chests are both Medium (+0) to pick. One chest contains Tharl's +10 short sword; his +10 target shield; a +15 shortbow; and 45 gp. Selin's holds a +15 long sword; a belt buckle that negates 15% of abdomen and chest upper leg crits; and 46 gp.

81. Chambers of Halrin and Vinryon. Known widely for their diplomatic powers as well as their physical prowess, this pair often sort out local disputes over such matters as farmland without bothering the Captain of the Tower. Their chests (Medium, +0, to pick) contain +10 weapons, as well as approximately 80 gp.

82. Chambers of Eglor and Daramin. These two are the most approachable knights, genuinely caring more than the others for the surrounding lands and their inhabitants. They often raise points that would have gone unnoticed by others of the First Tiromin, and so are very popular amongst the local villagers. In their chests (Hard, -10, to pick) are folded matching cloaks, which add +10 to all maneuvers, twin amulets which add +20 to interaction/influence rolls, and gems totalling 150 gp. Their weapons are of a fine (+10) quality.

83. Ladies' Bower. This set of three rooms is where the Captain's wife, Silrien, her ladies in waiting, and the more skilled maid servants accomplish much of the sewing required at Calenhad. Clothing belonging to all ranks of people in the tower are repaired, as well as napkins, tableclothes, hand towels, and tapestries. Silrien chats merrily with her companions as she works with seemingly effortless grace.

FOURTH LEVEL

84. The Knight's Hall. This large hall is where the Second Tiromin gather each morning to be given their daily duties. It is also the center of attraction most evenings: local singers and other acts perform to the applause of an appreciative audience or to the jeers of a critical one. The central marble staircase passes through this hall.

85. Passageway. Gives access to the fighting terrace.

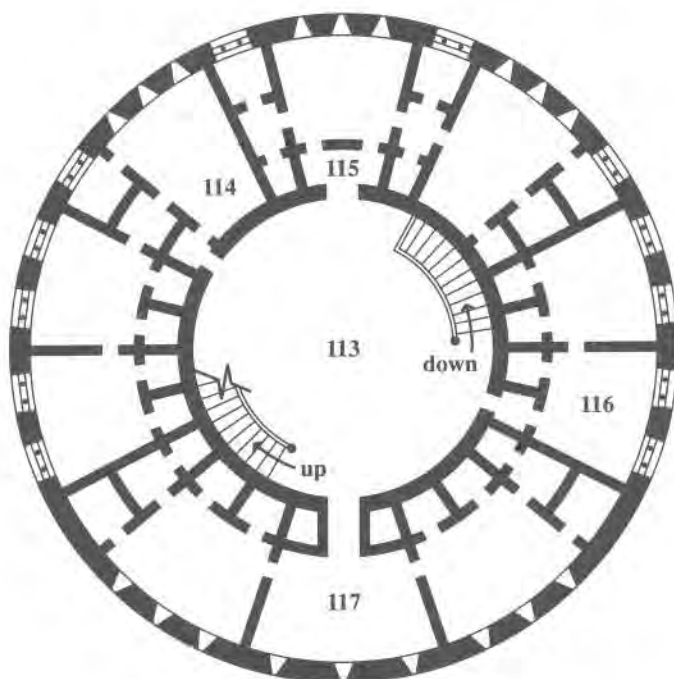
86. Fighting Terrace. From this level onward, the Keep shrinks in diameter. This "shrinkage" allows for the fighting terrace which surrounds this level and provides archers a place from which to fire with great accuracy. The terrace gives way on the eastern and western sides to the sentry walk.

87 Sentry Walk. Constantly patrolled by members of the Second Tiromin, the walks extend both east and west of the beacon-tower.

88. Passageway. Gives access to the fighting terrace.

89. - 100. Knight's Quarters. These rooms serve as quarters for most of the Second Tiromin, the body of Calenhad's garrison. Each room is designed to hold two knights, but when the Second Tiromin grows in size, some rooms house three. In each chamber, two comfortable beds rest against opposite walls, flanked by a chest with the knight's personal possessions. The chests are kept locked (Extremely Hard, -30, to pick), but inside, the knight's personal fortune, which usually amounts to about 25 gold pieces. At the end of each bed stands a large trunk containing clothes. On the inside wall, pegs accommodate the knight's cloaks and other gear. The chambers are decorated according to the inhabitants' tastes, which run the gamut from stark soldierly neatness to the lavish cushions, draperies, and tables bearing sweetmeats typical of nobility.

BEACON-TOWER



SIXTH LEVEL



FIFTH LEVEL

101. The Wardens' Hall. This circular chamber is reached by continuing up the stairs from level four. A guard is positioned at the top of the staircase to watch the entrance to this floor.

102. Treasury. The chamber used to be the old fire platform for the originally signal-tower. Now, it functions as the main treasury, containing taxes collected for the conclave, as well as the garrison's wages. An assortment of minor magical items which various knights have collected are also stored here, although the more potent items are secured in the upper treasury (#116).

103. Passageway. Provides access to the rooms on this level.

104. Beacon-warden's Chambers. At any time, one pair of Beacon-wardens maintains a ceaseless watch on top of the beacon-tower, while another travels the local countryside gathering information on the activities of villages and the enemies of the realm. During this time, the other two pairs of beacon-wardens rest and await their turn to once again take on the task they have sworn to uphold until relieved. The spacious suite of rooms reserved for the warden and his spouse include an entrance hall with a large chest for cloaks; a parlor, where the warden can entertain guests when not on duty; a small study, where the warden writes his reports to the Captain of the Tower and to the Conclave in Minas Tirith; and a large bedchamber. The chambers are decorated with soft carpets and pleasant tapestries. A hearth in the parlor and bedroom provide extra heat during the cold winter months.

105. Beacon-warden's Chambers. Like room #104.

106. Guest Chambers. A set of rooms reserved for important guests and travellers who stop at Calenhad. It has opulent furniture and fittings. Passing merchants use these rooms if they can afford the price and if they are known and recognized by the Captain.

107. Guest Chambers. Like room #106.

108. Beacon-warden's Chambers. Like room #104.

109. Beacon-warden's Chambers. Like room #104.

110. Guest Chambers. Like #106.

111. Upper Kitchens. These kitchens mainly prepare food for guests and the wardens that occupy the fifth and sixth levels. However, anyone can order a meal from the chef if they are busy and have insufficient time to partake of the banquets served daily in the great hall. The six small rooms adjacent to the chamber where the cooks work are store rooms and hold a variety of items, from exotic foods to kitchen utensils.

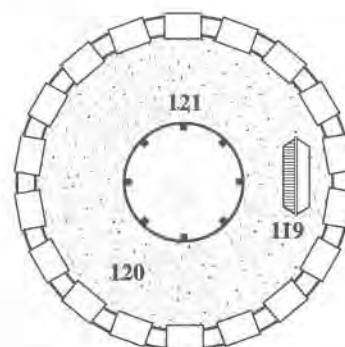
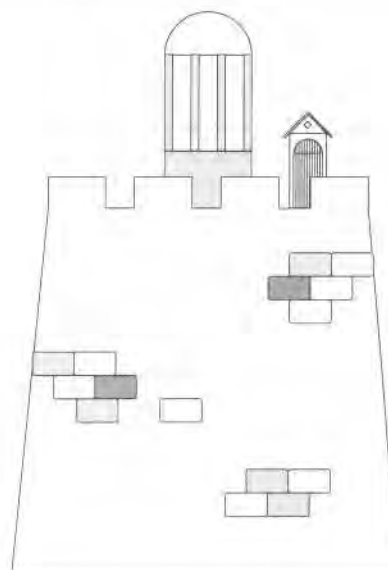
112. Guest Chambers. Like #106.



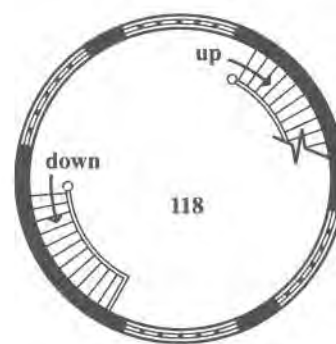
SIXTH LEVEL

113. Upper Hall. A large circular chamber fitted with a deep velvet-blue carpet. Tapestries adorn the walls and depict excerpts from Gondor's greatest achievements; the defeat of Sauron at the end of the Second Age; the expansion of the borders north of Mordor, and so on. Exits from the hall lead to the other rooms on this level.

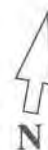
BEACON-TOWER

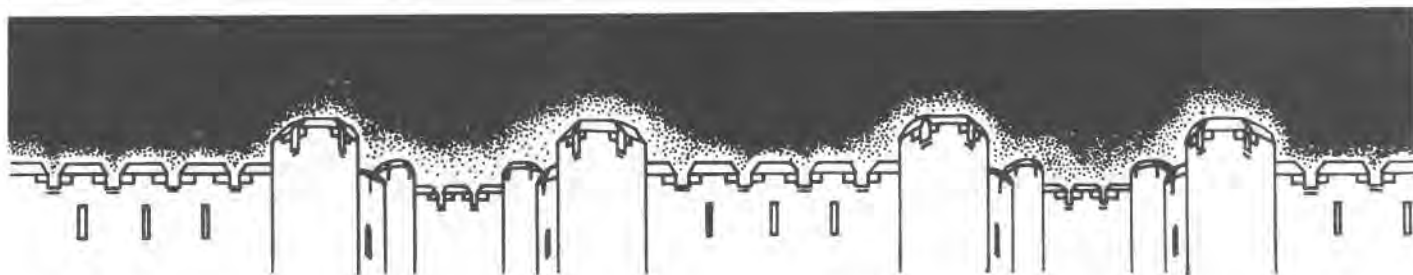


EIGHTH LEVEL



SEVENTH LEVEL





114. King's Chamber's. This large suite of rooms is set aside for the use of the King of Gondor when he reviews Calenhad's fortifications once each year. The chambers were decorated by the most artistic minds of Minas Anor. All have rich velvet carpets and countless beautiful tapestries adorning the walls. The three largest rooms serve as parlor, bedchamber, and study; each is appointed with exquisitely crafted furniture. When the King is present, he meets with the Captain of the Tower in the parlor to discuss Calenhad's current status and needs, taking the annual report with him when he leaves.

115. Library and Reading Rooms. The two main chambers in this set of rooms are the common and restricted libraries. The common library houses an abundance of literature, including the widely acclaimed "A History of the Realms in Exile" (available after T.A. 1728), a standard literary text throughout the Third Age, as well as many tomes dealing with basic math and science. No magical tomes are available here, however, although this library is open to all. The restricted library has a guard stationed outside it at all times and can only be entered by those obtaining the permission of the Captain or the Seneschal. The library contains many books that would be considered rare even in a major city. There is also a small selection of magical tomes available for study (Channeling, Open and Closed lists to level 10) by those given consent by the Captain of the Tower. This room is always quiet and frequented by Glindiel and Silrien, who spend many hours together reading.

Off each of these two libraries are located small reading rooms where books can be studied in peace and solitude.

116. Upper Treasury. The door to this chamber is always locked (Sheer Folly, -50, to pick). The items inside include a large chest of gold and mithril coinage, confiscated valuables, expensive or rare goods, and the Captain's personal items, most notably: a +20 Númenórean long sword which glows with 250' of Orcs and Trolls, delivering 'Of Slaying' criticals against such individuals; the "Sceptre of Calenhad", which also acts as a +10 shortsword and whose presence confirms that he who holds it is recognized by the Conclave in Minas Anor (Minas Tirith); and boots which allow the wearer access to the Moving Ways (Chan) list up to lvl 10, with a maximum use of 15 PP a day.

117. Upper Armories. These rooms hold the bulk of Calenhad's store of weapons and armor; there are literally hundreds of bows and crossbows, melee weapons, and pole arms, as well as chests full of arrows and quarrels. Military estimate holds that the entire stock of weapons would last for four hundred and seventeen days if every member of the complex fired non-stop! There are stacks of shields piled to the ceiling as well as many, many suits of armor. The upper armouries really are the weapons' cabinet for the whole complex.

SEVENTH LEVEL

118. Council Chamber. This room features a large circular table in the middle. Four large windows whose panes possess small stained glass ornaments provide plenty of light for the council's meetings. On the first day of each month (and whenever else is deemed necessary), the Captain of the Tower adjourns here with all members of the First Tiromin, as well as the Seneschal, the beaconwardens, and other important members of the complex, to assess and discuss the functioning of Calenhad. The First Tiromin each give their monthly reports on the progress of trainees and the status of outlying villages. Then the Captain and the Seneschal inform the knoghts of orders from Minas Anor. During wartime, the council meets each evening to discuss tactics, and to plan tomorrow's strategies. A staircase leads from the chamber up to the roof of the tower.

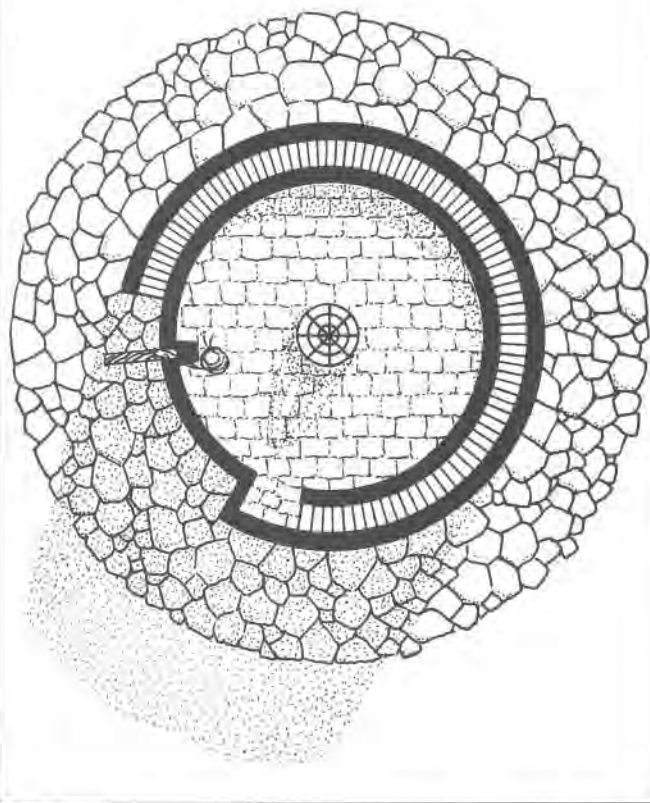
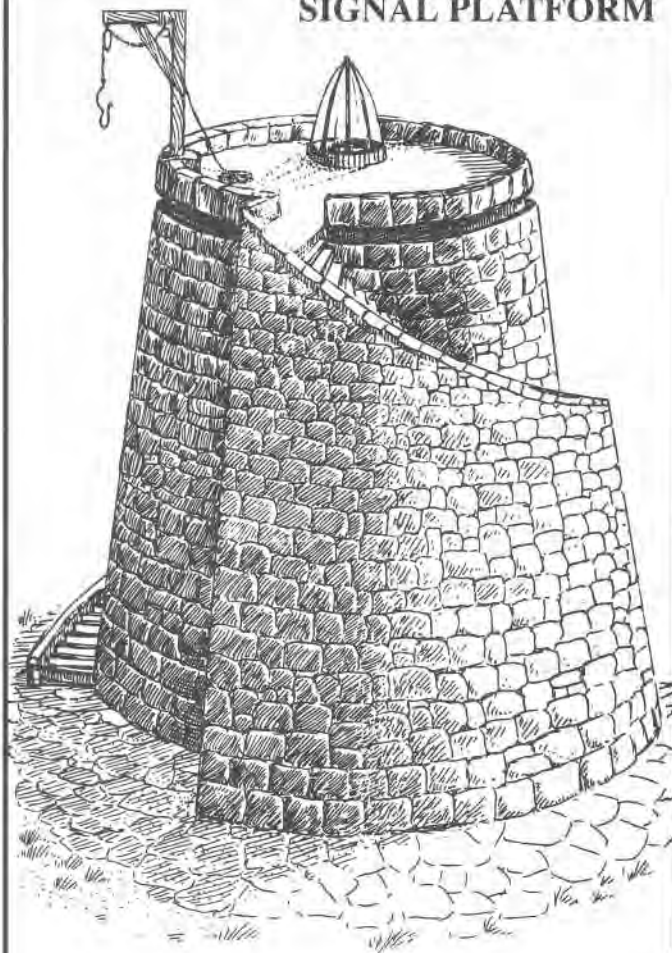
EIGHTH LEVEL

119. Roofed Stairwell. The stairwell that began in the cellars of the tower ends here at a door opening onto the roof. The door can be locked from the inside, should it be required.

120. Terrace. The roof of the keep is surrounded with crenelations; war machines can be positioned to fire northwards towards the road approaching Calenhad.

121. Beacon. The Beacon of Calenhad is a clear laen dome set on a cornice of marble supported by marble columns sprouting from a pedestal. Within the pedestal, pipes snake through darkened recesses to emerge in a pattern of holes, forming a seven-pointed star. When the beacon was built, its wardens were skilled manipulators of the Essence. Just as a Wizard's staff or an Astrologer's crystal cannot be successfully wielded by any save those possessing specialized knowledge, so the Beacon of Calenhad requires expertise in its operators. The proper procedures performed by a Magician, Illusionist, Alchemist, Sorcerer, Monk, or Mystic caused flames to sprout from the Beacon's pipes. Further manipulations controlled the brightness, color, and duration (codes of blinks allowed the conveyance of complex messages) of the fire. However, the passage of time and the ceaseless wars of Gondor, with Sauron's minions as well as the Corsairs of Umbar, saw the loss of much knowledge. By the War of the Ring, the secrets of the proper manipulation of the Beacons of Gondor had been all but forgotten. Only a handful of people remembered that once the call for military aid had been conveyed by methods other than the lighting of a bonfire beneath the Beacon's clear dome. Although the wood-fueled blaze is effective, the complexity of messages that can be transmitted is limited, and the laen dome requires continual cleaning to keep it free of soot.

SIGNAL PLATFORM



6.0 CALENHAD AT OTHER TIMES

THE SIGNAL-PLATFORM

From S.A. 3325 to T.A. 490, Calenhad existed as a signal-platform to alert local Gondorian settlers of Dúnnish movements. The structure consisted of massive blocks of limestone set in a ring, bulwarked with earth in the interior, and topped with a terrace. A staircase spiraled around the platform's mammoth girth to allow access from the ground to the fire-cage located on the terrace. A nearby cabin provided quarters for the warden responsible for lighting the Beacon.

THE SIGNAL-TOWER

The largest portion of Calenhad's existence saw the fortification in the guise of a signal-tower. It was built in T.A. 491 to provide protection to the surrounding lands after the first Easterling invasion of Rhovanion and survived until T.A. 2511, when it was strengthened to become a beacon-tower. The structure was maintained by a small garrison. The following layout text describes the tower.

1. Main Door. An iron-faced oak door serves as the sole entry. It is locked and Very Hard (-20) to open. Even then, three steel bars set behind the inward-opening door can stop intruders. Two windows set 20' above the ground overlook the doorway. They are set in alcoves and can be reached via the interior stairway.

2. Lower Level. Dominated by a stairway and stalls for two horses, this area is essentially a barn. Messengers and occupants keep their mounts here. Normally, a guard/attendant is on duty to care for the horses and operate the door. Only folk uttering the proper passwords are permitted to enter.

3. Second level. A hundred feet above the ground, this level serves as the garrison's living quarters. It can be reached by only the stairway. On the way up, two alcoves open off of the steps — one holds a well, the other a privy. A ladder joins the second level to the outer walk and upper level above. Windows provide light and allow the garrison to rain arrows on attackers. Machioliations in the floor are designed for pouring hot oil on intuders climbing the walls of the tower or lurking at its base.

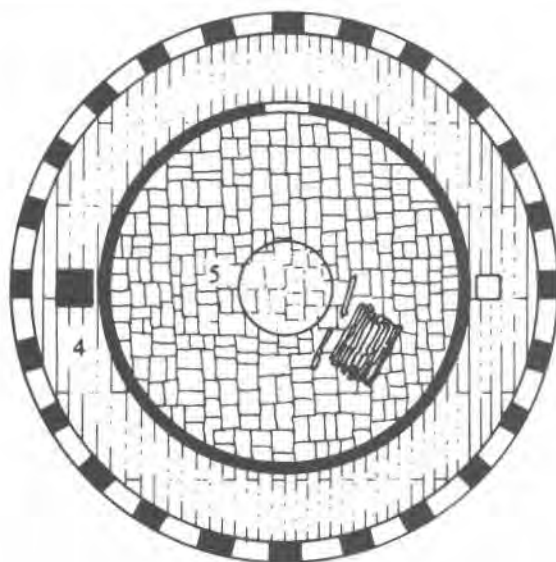
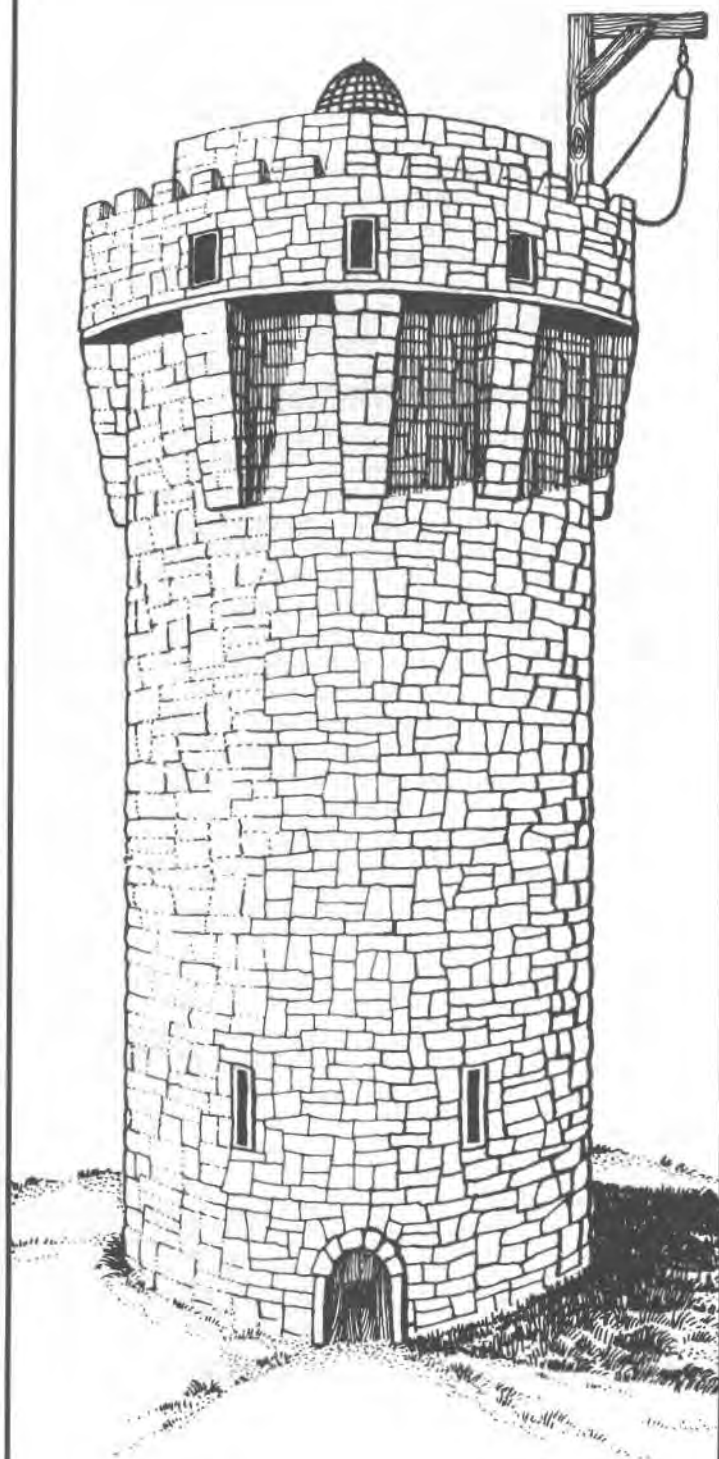
4. Outer Walk. A ladder peeking through the stone floor is the only way down. The walkway is the principal outer defense of the tower. A wood pulley-frame allows the garrison to bring firewood and equipment to the upper levels without laboring up the stairs. A guard normally completes a circuit of the walk every ten minutes.

5. Upper Level. An iron fire-cage dominates the terrace and is kept full of dry wood and tinder. Beside it rests a coal brazier, which is always smouldering and ready. Designed for ventilation and quick lighting, the arrangement is well suited to the tower's needs. Two fire-tenders man the apparatus.

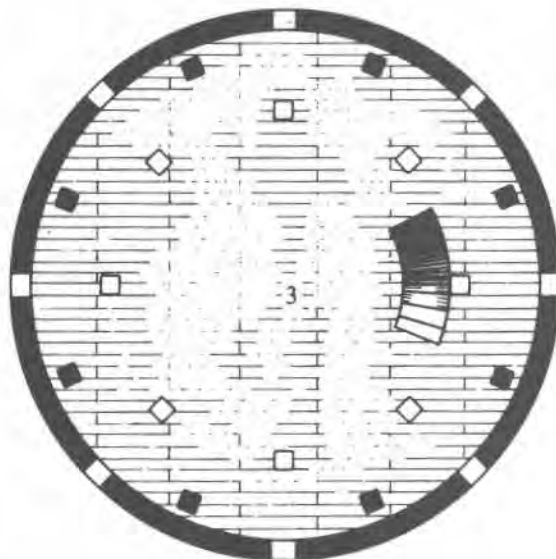
THE BEACON-TOWER

The years between T.A. 2512 and T.A. 2545 witnessed the establishment of Rohan by Eorl under the blessing of the Steward Cirion. The Oath of Eorl required expanding the remaining signal-towers into beacon-towers. During this period, the necessary alterations were made. Although no outer towers or walls were built, the tower itself became a truly significant landmark on the map of military objectives.

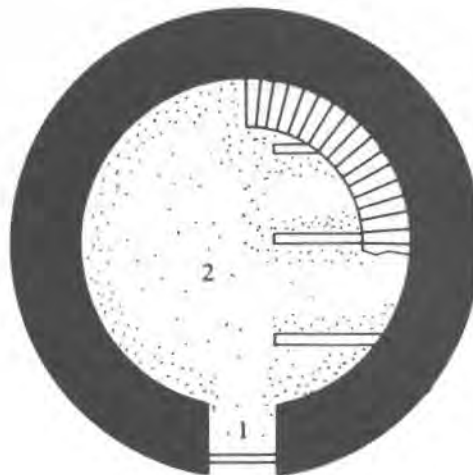
SIGNAL TOWER



UPPER LEVEL



SECOND LEVEL



LOWER LEVEL



BEACON-TOWER AND BAILEY

After Eorl the Young died fighting Easterlings, both the Rohirrim and the Gondorian Ruling Steward saw the necessity of expanding the beacon-towers. Calenhad gained a bailey (now the inner bailey) as well as the tower of Tir-na-Rinuil, adding to the formidable defenses of the Beacon-tower itself. The new outer tower served as the gatehouse of the complex from T.A. 2546 to T.A. 2712, when the current gatehouse was constructed. In T.A. 2612, the smithy and the stables were built within the bailey.

THE NEW GATEHOUSE

The turbulent years before T.A. 2712 stood witness to Orc raids that occurred with increasing regularity and Dunnish militancy in the foothills of the Misty Mountains. At last, the Conclave in Minas Tirith responded by adding an outer curtain wall to the fortress of Calenhad, creating a new outer bailey. The towers of Tintir and Tirin-na-Fuin as well as the Gatehouse were part of this refortification. A few years later, the Ruling Steward decided to increase the garrison and ordered the construction of the "long" barracks.

THE MIDDLE BAILEY

In response to the Dunlending invasion of Rhovanion in T.A. 2758, the Ruling Steward, Beren, gave the keys of Orthanc to the White Wizard Saruman, ordering the further strengthening of the beacon-towers. Thus, Calenhad's outer bailey was divided by a new curtain wall and tower, creating a middle bailey. The tower of Tirstel was designed to serve as a secondary gatehouse, should the first be breached. The path to the beacon-tower ran through it.

THE WAR OF THE RING

From T.A. 3017 to T.A. 3020, Calenhad and the other beacon-towers were often attacked by bands of particularly vicious Orcs, sent by Sauron to delay Gondor's pleas for aid, and Uruks controlled by Saruman, who wished to seize the Dark Lord's mastery for himself. When the war of the Ring escalated from single forays of Nazgûl to the march of armies, the towers' great Beacons were finally set alight, calling the Riders of Rohan for aid desperately needed in Minas Tirith. The message reached Edoras in a single afternoon, most of that time taken up by the journey from Aldburg to the Horse-lords' city!

The attacks culminated in a major assault on the Tower of Calenhad on the night of March 14th, T.A. 3019, when a large group of Orcs (led by the Half-troll Grogg) smashed the Main Gate and took the Gatehouse. Fortunately, none of the outer towers was captured, and relief arrived from Min-Rimmon and Halifirien, turning the tables and repelling the Orcs.

7.0 THE GARRISON AT CALENHAD

Calenhad is under the direct control of the Conclave in Minas Anor (Minas Tirith), where most of the knights and guards at Calenhad originate. However, a small force of Anóriens are trained under the eye of the Captain of the Tower, thus improving the protection afforded local villages.

For an average soldier, duty at Calenhad was thought of as dull as best, since "action" very rarely occurred. This common conception resulted in the high turn-over of guards at Calenhad; most left after their obligatory four-year stay. Yet toward the end of the Third Age, Calenhad's position in the area became vital strategically, and the duty of guards more demanding.

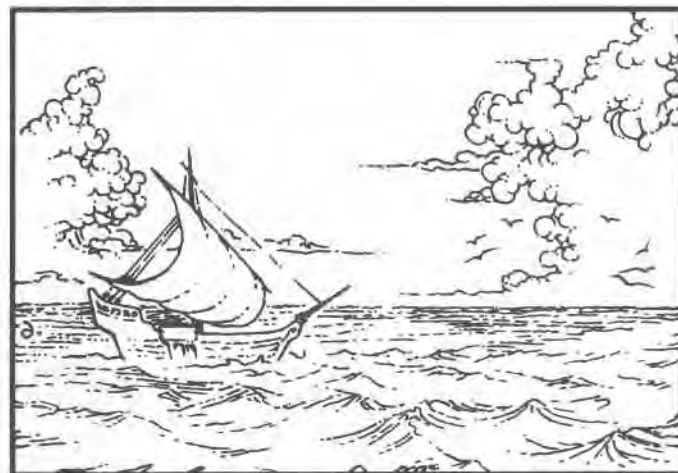
Most of the garrison at Calenhad are in the Order of Guard, or the Tiromin (S. "Tower Watchers"). This Order is unique to the beacon-towers and dominates all seven of them, filling three of the five tiers in the garrison hierarchies: the First, Second and Third Tiromins, the Tirnafuin, and the Tirador.

7.1 THE THIRD TIROMIN

The Third Tiromin is the lowest in the Order of Guards, composed of new arrivals to Calenhad. They usually number around fifteen, but peaked at twenty-two during the Kin-strife of T.A. 1447. Their main task is performing guard-duty in the beacon-tower itself; thus, many of their number can be found on levels one and two and near the central staircase on higher levels. These guards are usually commanded by a member of the First Tiromin, whose responsibility it is to further recruits' training in combat skills and to educate them in the customs of the surrounding area.

Guards of the Third Tiromin wear a green mantle over their breast-plates when on duty in the fortress. At other times, a green doublet is worn. The Third Tiromin reside on level four of Tir-na-Rinuil and on the second level of the beacon-tower.

A member of the Third Tiromin usually remains in the company for his first year of service. All members of this order are proficient in one melee weapon and semi-proficient in one missile weapon.



7.2 THE SECOND TIROMIN

Generally considered the main force of the fortress, the Second Tiromin are those guards who have been at the beacon-tower for more than a year. The warriors who do not request an extended duty may spend the rest of their time at Calenhad amongst these ranks.

Usually numbering thirty-two, the Second Tiromin is the fighting force of Calenhad, serving as sentries on the outer walls and patrolling the nearby region. Supervision of the servants and of the Third Tiromin are their other central duties. Their main chambers are located on the fourth floor (rooms #89 - #100) of the beacon-tower, but younger members of the order reside on the second floor.

The Second are split into four groups of seven, each commanded by one of their own, bringing the group total to eight. Two of these groups are highly trained in the handling and mastery of horses and in the art of fighting on horseback, while the other groups specialize in hand-to-hand fighting.

The Second Tiromin are seen wearing their royal-blue mantles as they ride around the countryside or keep watch from the outer wall. When not patrolling the area, guards of the Second Tiromin sometimes wear royal-blue doublets, but more often than not, sport more individual garb to suit their own tastes. They are all equipped with broadswords, a long-knife, and a missile weapon to suit their stature.

7.3 THE FIRST TIROMIN

Very few troops attain the skills necessary to become a knight of the elite First Tiromin, and none has done so without extending their duty at Calenhad. The benefits however are worth the extra effort; and include complete and absolute trust of the Captain of the Tower, large quarters shared with just one other person on the prestigious third level, and the respect of all in Calenhad and the surrounding lands.

Members of the First Tiromin work in pairs, each having an area in which they excel. This allows the Captain of the Tower to place delicate matters into an individual's hands, knowing that with their specialized knowledge, the task will be done efficiently and promptly. The number of pairs in this, the highest Order of Guard, has remained constant since T.A. 2513: seven.

These knights outrank all but the Captain of the Tower and the Seneschal. Their many duties include the supervision of the Third Tiromin and the surrounding villages, as well as acting as special messengers and escorts to travelling members of the nobility.

Due to their great skill in battle, these knights have picked up a variety of weapons which make them all the more formidable. Most of these are locked away in chests in their rooms.

The First Tiromin wear red mantles over their shining armor when on duty. When off-duty, their garb is conservative, but frequently possesses red ornamentation to remind all they encounter of their exalted status. They are equipped with a variety of weapons to suit their own preferences, but all are very proficient in at least one melee and one missile weapon.

7.4 THE TIRNAFUIN ("NIGHT-WATCHERS")

While not really a separate Order, members of what has become known as the Tirnafuin are guards who have duty during the nocturnal hours. Usually numbering around fifteen, they are the replacement sentries who take over the watch between midnight and four in the morning. Each wears a white tabard over his leather breastplate, and bears a cloakpin shaped to resemble a crescent moon.



7.5 THE TIRADOR ("WATCHERS-FROM-THE-LAND")

Members of this separate addition to the garrison at Calenhad come from the surrounding lands and usually number between ten and twenty. For one year, the tower takes members from local villages, trains them, and then sends them back home to pass on their skills.

Unfortunately, when the plan was implemented, its perpetrators never realized that the abrupt change in lifestyle for the Tirador's members would result in many young men wishing to leave their villages forever. When this happened, little could be done about it, and so now, almost one in three of all those who enter the Tirador either remain and join the First Tiromin (if space permits), or travel to Minas Tirith in search of a better life than the one offered in their home villages.

Members of this Order have their quarters situated in the outside buildings known affectionately as the "little" and "long" barracks. Their rooms are not cramped, although they share quarters with two to twelve others. While on duty (which mainly revolves around training sessions and serving occasional guard duty in the beacon-tower), they wear a brown cloak over their leather armor. Each is equipped with a shortsword and dagger.

8.0 ADVENTURING AROUND CALENHAD

During Calenhad's long and trying existence, opportunities for adventure have abounded. Anyone who can wield a weapon or fire a bow will find the area around Calenhad and the other beacon-towers intriguing.

8.1 SECOND AGE ADVENTURES

— The Last Alliance has reached the Gap of Calenardhon and is preparing for the last leg. The PCs are staying at the camp near Calenhad, as the garrison continues to collect supplies for the huge army. One evening they see a shadow moving by one of the hastily erected supply-barns. A torch is struck, and a thick liquid is poured over the wooden buildings. The enemy is burning the supplies! The PCs must stop them or much of the food will be ruined, and a greated conflagration may spread to other buildings.



8.2 THIRD AGE ADVENTURES

- Travelling to (or from) Minas Tirith, the PCs decide to stop in the safe haven of Calenhad. While secretly socializing in the wine cellar (#32), they overhear Barmir, a slightly-drunk member of the Second Tiromin, mutter that he'll kill the stablemaster unless the man allows his beautiful daughter, Nimriel, to marry the knight. During the night, the stablemaster is murdered, while Barmir is nowhere to be seen. Barmir arrives back at the tower in the late afternoon, claiming that he took his horse for a ride and denying any knowledge of the stablemaster's murder. The PCs must discover if he is indeed telling the truth (which he is), and subsequently capture the true culprit (who is actually working for Grathian the highwayman).
- Travelling through northern Anórien, the PCs find a small child mauled by a wolf. He is still alive, but just barely. They must get him to the nearest healer, Fordelin, at his manor in time to save his life. Only there lie the herbs necessary to heal the boy. However, it is almost dusk, and the wolves' cries can be heard...
- While passing through a local village, PCs hear that the elusive Grathian is again at work, and that the Captain of Calenhad has decided to offer a reward of 100 sp for the scoundrel's capture or death. The PCs decide to take up the challenge and leave the Inn, not knowing that one of Grathian's men has watched them all the time and is following them...
- A particularly cruel group of Orcs has just destroyed an entire village nearby. It is thought that most of the women were taken captive by the Orcs, since only men were discovered in the ruined village. The PCs are called upon by the Captain of the Tower to repay an old deb and to uncover these Orcs' lair. A reward of 40 sp each is offered for precise directions to the cave, as well as a further reward of 2 sp per Orc head bought back. Should the PCs rescue the captured villagers, coinage would not begin to show the gratitude of the residents of the fortress.
- Grog is once again on the prowl, and the Captain of Calenhad fears a major assault. He enlists the players to find and kill the huge Half-troll, offering 250 gp for Grog's head. Shortly after the adventurers set out, they encounter a large group of Orcs heading directly for Calenhad! The PCs must decide to either turn back and warn the tower or to continue with their message... Just how loyal are they to Gondor?
- Caught resting at Calenhad, the PCs suddenly find themselves in the middle of a siege! They must help the garrison fight off the attack before they are killed by rampaging Orcs.

8.3 FOURTH AGE ADVENTURES

- The War of the Ring is over, and the powers of evil have been shattered. The new King has posted a decree through his lands which states that a reward will be offered for the capture or death of Orcs still active. The PCs read the decree while passing near Calenhad and decide to pursue the matter...

9.0 TABLES

9.1 MASTER GARRISON TABLE

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	MovM	Notes
GARRISON AT CALENHAD											
Third Tiomin Good (+5) equipment.	Anórien	2	29	SL/6	15	Y5	N	40bs	15cp	10	Warriors/Fighters.
Second Tiomin Fine (+10) equipment; tower guards.	Gondorian	4	73	RL/10	25	Y5	A/L	95bs	68cp	10	Warriors/Rangers.
Second Tiomin Fine (+10) equipment; all good riders; patrol guards.	Gondorian	4	71	RL/10	25	N	A/L	92bs	60sb	10	Rangers.
Tirador From nearby villages.	Anórien	2	25	SL/5	10	Y	N	30bs	10sb	5	Warriors/Fighters.
Tirafuín Night guards.		4	69	RL/10	25	Y	A/L	94bs	64lb	10	Warriors/Fighters.
THE FIRST TIOMIN AT CALENHAD											
Hurin Morcris (S. "Dark-Cleaver"), +20 Númenórean broadsword, delivers additional cold critical of three severities less; gauntlets, negate 15% of crits to hand and lower arm.	Gondorian	14	137	Ch/14	20	Y5	A/L	122bs	87cp	10	Warrior/Fighter.
Calmarin Caluva (S. "Bow of Light"), +15 longbow, delivers additional heat critical of one severity less; +15 sword, casts Light 2x/day; 3 +5 arrows, "of Slaying" Orcs.	Gondorian	14	156	Ch/15	35	N	A/L	137ls	129lb	5	Warrior/Fighter.
Eärnar II Tintilar (S. "Glittering Fire"), +15 broadsword, reduces foe's At by 3; +10 riding boots; ring, casts <i>Aura</i> 1x/day.	Gondorian	13	129	Ch/14	30	Y5	A/L	130bs	110cp	10	Ranger.
Hallamon +15 longsword, "of Slaying" Orcs and Trolls; +10 helm, allows wearer to have perfect night vision lasting 10 mins., 3x/day.	Gondorian	12	114	Ch/13	25	N	N	110ls	96lcb	10	Warrior/Fighter.
Hamarath +15 Númenórean sword; +5 DB ring; sapphire, 5% chance negates any critical strike.	Gondorian	12	108	Ch/15	20	N	N	113ls	93sb	5	Warrior/Fighter.
Taren Elnar (S. "Fire-star"), Fire armor 1x/day; +10 sword; cloak, +20 hiding and stalking.	Gondorian	11	102	Ch/13	15	N	N	108bs	90lb	10	Warrior/Fighter.
Vinryon +10 short sword, +10 short bow.	Gondorian	10	107	RL/9	15	N	N	103ss	87sb	15	Ranger.
Selin +15 long sword; belt buckle, negates 15% of abdomen and upper leg crits.	Gondorian	9	100	RL/10	10	N	A/L	98ls	86lb	10	Ranger.
Tharl +10 short sword; +10 target shield; +15 shortbow.	Gondorian	9	99	Ch/13	15	Y10	N	99ba	84sb	5	Warrior/Fighter.
Beren +10 broadsword; +5 shortbow.	Gondorian	8	94	RL/9	10	N	N	80bs	89sb	10	Ranger.
Halrin +10 broadsword; +10 composite bow.	Gondorian	8	92	SL/5	20	N	N	70bs	85cb	10	Ranger.
Daramin Cloak, +10 to all maneuvers; amulet, +20 to interaction/influence rolls; +10 broadsword; +10 composite bow.	Gondorian	8	89	RL/9	15	N	N	77bs	75cb	15	Ranger.
Amrod +15 short sword; +5 shield.	Gondorian	7	85	Ch/13	15	N	N	84ss	80sb	10	Warrior/Fighter.
Eglor Cloak, +10 to all maneuvers; amulet, +20 to interaction/influence rolls; +10 broadsword; +10 composite bow.	Gondorian	7	82	SL/6	15	N	N	80bs	74lcb	10	Ranger.

KEY

The following abbreviations are used below: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.

AT — Two letter codes give the character/creature's *MERP* armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent *Rolemaster* armor type: 1=No Armor; 2=Robes; 3=Soft Hide (as skin); 4=Heavy Hide (as skin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Shirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Metal Breastplate and Greaves; 19=Half-plate; 20=Full-plate.

Weapons — Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=warhammer; wm=warhammer.

DB, Sh, Gr — Defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y10" means "yes, a +10 shield."). "A" and "L" indicate arm and leg greaves respectively. Parenthetical references indicate some equivalent covering.

Animal Attacks — animal attacks are denoted by an OB followed by three letters. The first letter indicates the size of the attack: T=Tiny; S=Small; M=Medium; L=Large; and H=Huge. The second and third letters refer to the attack type: Ba=Bash; Bi=Bite; Cl=Claw; Cr=Crush; Gr=Grapple; Ho=Horn; Pi=Pincher/Beak; Ti=Tiny Teeth & Claws; TS=Trample/Stomp; St=Stinger.

Notes — Spell lists are denoted by three numbers (e.g., 1/2/3). The first number refers to lists known to 5th lvl, the second to lists known to 10th lvl third to lists known to 20th lvl. Parenthetical notes indicate equivalent or approximate profession.

9.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	MovM	Notes
NPCs AT CALENHAD										
Rinhil	17	198	Pl/20	55	Y20	A/L	172ls	142cp	10	Dúnadan Warrior/Fighter. +25 Númenórean longsword; helmet, +15 to morale of troops under wearer's command.
Monach	15	173	Pl/20	50	Y15	A/L	154bs	138cp	10	Dúnadan Warrior/Fighter. +15 mithril-edged broadsword; Captain T.A. 427-466.
Amaron	15	169	Ch/16	40	Y15	A/L	149bs	123cp	10	Dúnadan Warrior/Fighter +15 broadsword; Captain T.A. 3006 - F.A. 14.
Baramor	11	128	Ch/14	30	Y10	A/L	127bs	96sb	10	Dúnadan Ranger. +10 armor (floats in water); Seneschal T.A. 3009 - F.A. 14; Captain F.A. 14-37.
Silrien	5	59	No/1	15	N	N	60da	—	15	Dúnadan Animist/Lay Healer. Bracelets, +10 DB; wife of Amaron.
Glindiel	4	48	No/1	10	N	N	72da	30sb	15	Gondorian Ranger. Wife of Baramor; necklace, <i>True Aura</i> 2x /week.
Chief Chef	3	48	No/1	10	Y	N	50ss	25sb	10	Anórien Warrior/Fighter. +5 short sword
Other Chefs	2	31	No/1	10	N	N	35lk	10lcb	10	Anórien Warriors/Fighters.
Smiths	4	50	RL/9	15	Y	N	60bs	41cp	10	Anórien Warriors/Fighters.
Servants	2	36	SL/5	5	N	N	40ss	—	5	Anórien Warriors/Fighters.
Stablemaster	4	48	SL/5	10	N	N	65bs	50sb	10	Anórien Ranger. Excellent rider; +10 broadsword.
Stableboy	2	29	SL/5	5	N	N	35ss	10sb	5	Anórien Ranger. Son of stable master
NPCs AT CALOST										
Fallin	4	50	SL/6	10	Y	N	60bs	20lcb	10	Anórien Warrior/Fighter. +5 broadsword; brother of Fallor.
Fallor	5	64	RL/10	15	N	A/L	72bs	40sb	10	Anórien Warrior/Fighter. +10 sword; brother of Fallin.
Frandica	3	30	No/1	10	N	N	20lk	—	15	Anórien Animist/Lay Healer. Wife of Fallor.
Gorin	5	69	RL/9	15	Y	N	88sc	60lcb	10	Easterling Warrior/Fighter. Very mean; spy.
Halifor	3	34	SL/6	10	N	N	43ss	—	10	Anórien Warrior/Fighter. Farm laborer.
Horluin	3	31	SL/6	5	N	N	40ss	20cp	5	Anórien Ranger. Farm laborer at Eryn Myth.
Maroch	+49	475	Pl/20	85	Y	N	277bs*	Spells	30	Mage/Sorcerer. Trapped First Age Demon. Sword is +35, irrevocably evil, delivers triple concussion damage and attacks twice a round. Knows all Sorcerer/Evil Cleric base lists to lvl 50 as well as all open and closed lists to lvl 35.

[illegible]



PRODUCT LISTING



Look for these ICE product lines at your favorite retail outlet. Each of the role playing systems is supplemented with a variety of support material.

Middle-earth Role Playing Boxed

The Role Playing system perfect for novices as well as experienced gamers! Based on *The Hobbit*® and *The Lord of the Rings*™, **Middle-earth Role Playing (MERP™)** provides the structure and framework for Role Playing in the greatest fantasy setting of all time... J.R.R. Tolkien's Middle-earth®! **MERP** is supported by a wide variety of Game aids, Campaign modules, Adventure supplements, and Ready-to-Run adventures. **\$15.00**

Rolemaster Boxed

I.C.E.'s advanced Fantasy Role Playing Game system, **Rolemaster** is a complete set of the most advanced, realistic and sophisticated FRP rules available and they have been reformatted and reorganized in the new Second Edition. The flexibility of the system allows it to be used wholly or in part. Each of the books can be used separately to improve the realism of most major FRP systems! Look for the new complement to your **Rolemaster** game: **Shadow World™** adventures **\$38.00**

Shadow World

Shadow World, a whole new realm of adventure! The planet *Kulthea*™ forms the **Shadow World**, a unique fantasy gaming environment supported by comprehensive stats for both **Rolemaster** and **Fantasy Hero**. The **Shadow World** is a vast planet of scattered isles and lost realms, each land isolated by forces both tangible and supernatural. Not only is it a richly designed fantasy world unto itself, but it allows the GM to insert it into his **Rolemaster** or **Fantasy Hero** campaign whole or in part. It is also designed for use with most major fantasy role playing systems. **\$20.00**

Space Master

Adventure in deep space and alien worlds with ICE's Science Fiction Role Playing Game system! **Space Master** covers professions, races and cultures, settings, and much more. The range of technologies stretches from tomorrow to the far future. Now the cornerstone of this exciting system is a trilogy of boxed games: **The Role Playing Game**, **Star Strike™**, and **Armored Assault™**. Dogfight with the galaxy's most lethal starcraft. Infiltrate secret laboratories. Vaporize unsuspecting AFV compounds! Each stands alone for hours of enjoyment; together they form a massive sci-fi environment that provides more adventure than your humanoid heart can handle. **The RPG, \$30.00; Star Strike, \$30.00; Armored Assault, \$35.00**

Cyberspace

Set in the gritty near future where Megacorporation repression collides with Sprawl street warfare, this is ICE's newest Role Playing game system, fully compatible with **Space Master™**. Muscle-grafted Punks and jacked-in Netheads crawl out of the gutters to scrap Media Stars and Cybernetic Mercenaries, a conflict beyond the stature of Good and Evil. From depraved polluted cities to the surreal beauty of Earth's global computer matrix, this is the world of **Cyberspace!** **\$18.00**

IQ (Iron Crown Quarterly)

The **ICE Quarterly™** is here! ICE's magazine for the Informed Games Buyer & Player, **IQ** features all the latest dirt from ICE up front, no nonsense (well, maybe a little nonsense). In the immortal tabloid format, **IQ** is sixteen pages packed with advance product announcements, inside ICE® information, humor, occasional fiction and reviews, and featured **MERP, Rolemaster, & Space Master™** material — such as adventures, systems supplements, and new optional rules! If you're not getting the **IQ**, you're not getting the whole picture! Look for the **IQ** at better retail outlets. **\$1.00**

Champions

the Super Role Playing Game

Don't just read comic books, live them! With the easy-to-use character design system, your only limit is your imagination. **Champions** is based on the **Hero System™**, the rules system of all Hero products. Because of this common thread, all **Hero Games™** are compatible. Learn one **Hero Game** and you can easily play them all. **Champions** has just undergone an extensive revision, but all previous **Champions** material is still compatible. **\$28.00**

Star Hero

The wait is over; Hero gamers can finally take to the stars! This self-contained game includes the description of a complete sci-fi universe and several scenarios — everything you need to begin a campaign. Leave the earth far behind! **\$15.00**

Adventurers Club Magazine

The magazine for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of Hero Games. The **AC** answers your questions and keeps you informed on upcoming releases. And there's a complete ready-to-play adventure in every issue! **\$3.00**

These fine products are sold at better retail outlets worldwide. Ask for them at your favorite store...or order directly from us: Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA, 22902, USA. **Prices are subject to alteration without prior notice.** VISA & MASTERCARD orders call (800) 325-0479. Va residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9AM-5PM, Eastern Standard Time, Mon-Fri. **Allow up to 4-6 weeks for delivery.**

FORTRESSES of Middle-earth™

The FORTRESSES OF MIDDLE-EARTH series provides Gamemasters (GMs) with intricately detailed presentations of the most famous fortifications, castles, citadels, and towers in J.R.R. Tolkien's world. Each package documents the history, design and garrison particular to that stronghold. Elaborate layouts and perspectives are the highlights of each product. Here, you'll find a wealth of adventure layouts for use with the MERP™ and Rolemaster™ FRP Systems. The graphics are easily adapted to most other major FRP lines. Why adventure anywhere else when you can experience the FORTRESSES OF MIDDLE-EARTH!

CALENHAD™ A Beacon of Gondor

Located in the northern foothills of the Ered Nimrais, Calenhad is one in a chain of seven beacon-towers. Its watch-fire relays warning to Minas Tirith of any attack on Gondor's frontiers. Whether a Dunlending invasion from the west, an Orcish raid across the Anduin, or civil strife within Calenardhon, the tower's beacon is set ablaze.

Calenhad's elevated site on steep cliffs originally sported just a rude signal-platform. The structure's fire-cage, when set alight, warned nearby Gondorian settlements of incursions by Dunnish tribes. Centuries later, when Easterlings raided across the Anduin, a more formidable tower was constructed over the platform's ruins. As the Shadow in Mordor grew, the tower was expanded and strengthened to become a fortress of considerable military significance. CALENHAD™ features

- Over 20 pages of layouts, illustrations, and perspectives.
- Complete, multi-level floorplans for 4 guard-towers, the gatehouse, and the impressive beacon-tower.
- Typical layouts for watch-towers on the outer curtain wall and the wall-towers overlooking the inner bailey.
- Room by room descriptions and adventure suggestions.
- Statistics for the garrison of Calenhad and important NPCs residing in the beacon's vicinity.

©1990 Tolkien Enterprises. MIDDLE-EARTH and THE HOBBIT are registered trademarks of Tolkien Enterprises. THE HOBBIT and THE LORD OF THE RINGS and all characters and places therein are trademark properties of Tolkien Enterprises, a division of Elan Merchandising, Inc., Berkeley, CA. All characters and places derived from the works of J.R.R. Tolkien are common law trademarks used by license from Unwin Hyman, Ltd., publishing successors to George Allen & Unwin, Ltd., London, U.K.

Made in U.S.A.

#8203



0

ISBN 1-55806-097-9

Produced and
distributed by
ICE, Inc.,
P.O. Box 1605,
Charlottesville,
VA 22902

