



OTHER MINDS

The Unofficial Role - Playing Magazine for JRR Tolkien's Middle-earth and beyond

OTHER MINDS Magazine, Issue 15 April 2015

Publisher

Other Minds Volunteers

Co-Editors

Thomas Morwinsky
Hawke Robinson

Assistant Editors

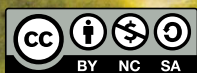
Neville Percy
Chris Seeman

Artwork

Antti Autio
Onur Bakar
Matej Cadil
Nacho Castro
Catherine Karina Chmiel
Jenny Dolfen
Anke Eißmann
Olanda Feng-Surdenas
Wouter Florusse
Daniel Govar
John Howe
Olga Kukhtenkova
Turner Mohan
Abe Papakhian
Jan Pospisil
Tara Rueping

Production Staff

Thomas Morwinsky



Unless otherwise noted, every contribution in this magazine is published under the
Creative Commons Attribution-NonCommercial-ShareAlike license (CC BY NC SA)
The exact license of a given contribution can be found at the beginning of each contribution.

Submissions

You can submit your contributions by sending them via email to

submissions@omzine.org

Please send as plain text for all text contributions. For artwork and maps, please send the files as .PNG or .JPEG/JPG (**please no TIFF or GIF**) at a minimum resolution of 300 dpi and no greater than 600 dpi. If your file is too large to send by email (more than a couple of MB), then you can create an account on the Other Minds website

<http://othermindsmagazine.com>

and upload your contribution there. Then send us an email notifying us of your submission on the website.

Licensing

We chose to use a Creative Commons Attribution-NonCommercial-ShareAlike license as our default licensing template. If the author does not specify otherwise, every contribution is licensed under said Creative Commons license.

It can be accessed here:

<http://creativecommons.org/licenses/by-nc-sa/3.0/us/>

Disclaimers

Neither the Editors nor Other Minds Magazine hold themselves responsible for the opinions expressed by the writers of articles or letters in this magazine. The opinions expressed in the articles, columns, advertisements, forums, essays and opinions sections are those of the writers/advertisers and not those of Other Minds Magazine or its staff. The contents of this magazine are the personal opinions of the authors and do not reflect the opinions of the publisher or editors. To the extent permitted by law, we do not accept any responsibility for any statement in the material contained in this publication. While every effort has been made to correct errors in essay articles before they appear, this magazine may include certain inaccuracies, errors, or omissions. Other Minds Magazine makes no representations as to the suitability, reliability, availability, timeliness, and accuracy of the information in this magazine for any purpose.

Other Minds Magazine is an unofficial fan-based publication (both online and sometimes in print) created for those who love to role play in J.R.R. Tolkien's world of Middle-earth (and beyond) using any game system they wish. This magazine provides original scholarly articles of interest to Tolkien enthusiasts whether they are role playing gamers or not. There is no affiliation between the creators of this publication and any current or previous owners of the Tolkien copyrights, including but not limited to Sophisticated Games, Cubicle 7, Decipher, Mithril Miniatures, The Saul Zaentz Company d/b/a Tolkien Enterprises, the Tolkien Estate, New Line Cinema, or any other Tolkien license holders. This publication is 100% free and Other Minds Magazine does not accept any kind of financial reimbursement in any way. Online issues are available in PDF format at

<http://www.othermindsmagazine.com>

Advertisements

Any company or producer of products related to role-playing in Middle-earth are invited to submit advertisements free of any charges within the pages of this magazine.

Please contact

advertising@omzine.org

if you have any questions or advertisements you'd like to submit.

Fair Use

The copyrighted images on pages 15, 20, 21 and 134 are copyrighted by their respective owners. It is believed that the use of this image, in the not-for-profit scholarly online fanzine *Other Minds*, qualifies as fair use under copyright law in the United States of America. (<http://www.copyright.gov/fls/fl102.html>).

CONTENTS

Editorial	4
------------------------	----------


by Thomas Morwinsky

The Road Goes Ever On	6
------------------------------------	----------


by Thomas Morwinsky

Inside Information	11
---------------------------------	-----------

by Thomas Morwinsky

 Middle-earth in miniature: Chapter 1 – Overview and Hobbits	12
-----------------------------------------------------------------------------------------------------------------------------------------------------------	-----------

by José Enrique Vacas de la Rosa

 Adapting HARP to Middle-earth for campaigns in the Late Third Age (TA 2945 onwards)	26
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------

by Olaf “Falenthal” Anguera

 Settlements in Rhovanion	41
-------------------------------------------------------------------------------------------------------------------------	-----------

by Thomas Morwinsky

 A Hope Unforeseen – Men of Drúwaith Iaur (Part 2)	112
---------------------------------------------------------------------------------------------------------------------------------------------------	------------

by Daniel Bayarri Martínez

EDITORIAL: IT'S A LONG WAY...

Again you have been waiting quite long for another Issue of *Other Minds* but here it is at last! The past year (wow, has it been really that long?) has seen many events, especially in my real life (going on MSc studies) that continue to occupy the majority of my time. Hopefully that will be successfully ended later this year and then *Other Minds* is likely again get the attention it deserves. The delay was not wholly due to real life to be honest, but I had another project to contribute to (more in *Inside Information*, so read further...).

This is a good place to give you a very small glimpse of things to come (though don't take my word for it, as things may change again). It has been quite some time (too long in my opinion) that *Other Minds* has had content specifically for *The One Ring (TOR)*. I plan to make that up for and have a stronger focus on that game in OM16. We had a review of the Core Rulebook in OM13, but a lot has happened since then. Several supplements for *TOR* have been published in the meantime, and of course these need reviews. Unfortunately it was not possible to provide one for this Issue, but the next one will surely see at least one, so stay tuned! Beside reviews, some original stuff for use with *TOR* has already been promised by a new contributor, so keep your fingers crossed and we will see the next Issue with a big *TOR* section in it!

And I don't tell any secrets that beside Eriador and Rhovanion, there is still one great area that needs to be explored in terms of demography ;)

But to come back to the present Issue, we have again a solid amount of contributions for you to feast on. Two of them take up a thread of Issue 14, while the other two step into new territory that may see a continuation in Issues to come.

The title of the first article, *Middle-earth in miniature* by veteran author José Enrique Vacas de la Rosa, is self-explanatory and well chosen. In the first part of it, José provides us with a good overview of the history of miniatures made for Middle-earth. The second part then deals with the depiction of a specific race – the Hobbits. Hopefully, this will be the first in a series of articles dealing with the various races of Middle-earth and their implementation by miniature designers and companies. At least José Enrique has promised to do so!!

The gaming and rule-related aspect of our contributions this time is represented by *Adapting HARP to Middle-earth for campaigns in the Late Third Age (TA 2945 onwards)* by Olaf “Falenthal” Anguera. HARP's mechanics are somewhat similar to the late MERP, though modernized. In a way, they represent something that MERP could have evolved into, had it seen a longer life. Here he presents options to create Middle-earth characters for the HARP ruleset and I hope this will prove helpful for those of you using HARP for their games.

Third comes the first “continuation” contribution. *Settlements in Rhovanion* by myself picks up the theme of *Demographics of Rhovanion in the Third Age* from Issue 14. While being very comprehensive, this latter lacked a listing of the settlements. This is made up for with this contribution, which brings a list of the major settlements in Rhovanion throughout the Third Age and should be seen as a second part of the article from Issue 14.

Last but not least Daniel Bayarri Martínez finishes his grand campaign during the War of the Ring. *A Hope Unforeseen – Men of Drúwaith Iaur* (Part 2) tells the second half of the tale begun in the last Issue. Again, the characters face great challenges in the context of the great war and they have to prove their worth in order to defeat the forces of the Shadow. I hope you all will enjoy reading and playing this adventure as much as I did when editing it!

There are some other news and announcements, but they are better told in another section, so see this Issue's *Inside Information* chapter.

Enjoy this Issue of *Other Minds* and see you all in OM16.

For the *Other Minds* team

Thomas Morwinsky, April 2015



"Then Ilúvatar said to them: 'Of the theme that I have declared to you, I will now that ye make in harmony together a Great Music. And since I have kindled you with the Flame Imperishable, ye shall show forth your powers in adorning this theme, each with his own thoughts and devices, if he will. But I will sit and hearken, and be glad that through you great beauty has been awakened into song.'"

- Ainulindalë (The Music of the Ainur)

The Silmarillion

by J.R.R. Tolkien

Listen to music by the many musicians around the world
inspired by the works of J.R.R. Tolkien.

Middle-earth Radio make available four different Internet radio streams dedicated to the audio and music inspired by the works of J.R.R. Tolkien.

You can tune in 24 hours a day, 7 days a week from anywhere in the world where you have an Internet connection, with your favorite streaming media player.

And when you hear a piece of music you like, be sure to support the musicians by purchasing their music (if applicable).

See the lengthy list of inspired music at the Tolkien Music website: www.tolkien-music.com

Tune in today and listen at:

www.middle-earthradio.com

THE ROAD GOES EVER ON

Certainly it reminds me [Frodo] very much of Bilbo in the last years, before he went away. He used often to say there was only one Road; that it was like a great river: its springs were at every doorstep, and every path was its tributary. "It's a dangerous business, Frodo, going out of your door," he used to say. "You step into the Road, and if you don't keep your feet, there is no knowing where you might be swept off to..."

—*The Lord of the Rings. Book I (A Shortcut to Mushrooms)*

There are many paths on the internet waiting to take you somewhere for Tolkien gaming. The vast reaches of the worldwide community harbour numerous roads and paths—some dangerous and some not—but it also has many havens of lore and respite where the weary traveller or loremaster seeking knowledge may find what he is looking for. In order to aid people on their journeys, this column of *Other Minds* (not exactly new, but with a new name) which will be a regular feature from now on offers a quick overview and pointer to potentially interesting Tolkien roleplaying-related websites.

For each site we give you a short description of its primary purpose and content to give you an overview for better judging how it might meet your needs.

The following list does not claim to be exhaustive or representative. In fact, I believe it is only a beginning. All the content of these pages is the responsibility of their owners. They are organised according to their primary gaming focus (e.g. TOR, MERP or whatever else) and, within each category, in alphabetical order.

This listing is intended to be "living", i.e. constantly evolving and updating. So, **if you know any other sites that present information of value for Tolkien gamers, do contact us at feedback@othermindsmagazine.com** so we can include it here for others to enjoy as well.

The following abbreviations are used:

TOR—*The One Ring* by Cubicle 7 and Sophisticated Gams. The current licensed game from 2011 onwards.

LotRRPG—*The Lord of the Rings Roleplaying Game* by Decipher. The licensee from 2002 to 2007.

MERP—*Middle-earth Roleplaying* by Iron Crown Enterprises. The licensee from 1982 to 1999.

TOR

Common skills and cultural baseline: some light analysis on the distribution of skills within cultures from the first TOR core book: <http://thechamberofmazarbuldnd.blogspot.com/2012/02/common-skills-cultural-baseline.html>

El Anillo Unico: A spanish fan-site dedicated to *The One Ring* by Cubicle 7 (see below for their presence). <http://elanillounico.tumblr.com/>

UPDATED **Facebook TOR group:** This has grown considerably and has now (April 2015) 433 members. <http://www.facebook.com/groups/222560297824158/>

NEW **Glorelendil's online resources:** Designed for maximum usability with the PDF's of the TOR supplements as well as an excellent online calculating tools.
<http://nameless-castle-5228.herokuapp.com/>
<http://thawing-shore-2005.herokuapp.com/>
<http://lit-oasis-7482.herokuapp.com/>

The One Ring – Adventures over the Edge of the Wild (TOR): Cubicle 7 published this latest instalment of games (after *MERP* and *LotRRPG*) with *The Hobbit-* and *The Lord of the Rings* license from Middle-earth Enterprises in August 2011 (PDF version). They have a great and very active forum as well, where you can find a lot of support and tips around the game. A new forum isd active since May 2013, which

addresses some technical issues with the old forum (see Issue 13 for the link). the latter has become a read-only archive.

Publisher site for TOR:

<http://www.cubicle7.co.uk/our-games/the-one-ring/>

Forum:

<http://forums.cubicle7.co.uk/viewforum.php?f=7>

NEW

Resources:

<http://forums.cubicle7.co.uk/viewtopic.php?f=7&t=9&sid=966c8d10995ba3df2b3876cea1ade15d>

NEW

Rich H's resources:

<http://forums.cubicle7.co.uk/viewtopic.php?f=7&t=62>

RPGnet: Another review of TOR can be found here.

<http://www.rpg.net/reviews/archive/15/15457.phtml>

LotRRPG

NEW

Darkshire: Some useful resources. <http://www.darkshire.net/jhkim/rpg/lordoftherings/>

Facebook LotRRPG sites: First an interest page. Not much to see, but you can “like” it. The second one is a closed group about actual gaming.

<http://www.facebook.com/pages/The-Lord-of-the-Rings-Roleplaying-Game/135039343195996>

<http://www.facebook.com/groups/jmezlotrrpgg/>

UPDATED

Hall of Fire: This was an excellent resource if you were looking for game-oriented material for Decipher's *Lord of the Rings Roleplaying Game* (LotRRPG). By now the site has gone offline and it is unlikely it'll get available again. Likewise, the fanzine itself has also ceased publishing. The last Issue was Nr. 86 from April 2013. If someone of you know whether there is something new, let us know and we'll spread the word further.

<http://www.halloffire.org>

MERP

I.C.E. product listing: Contains a listing of MERP products for reference.

<http://www.icewebring.com/ice-products>

Facebook MERP groups: Strangely, there are two groups/sites dedicated to MERP here. Middle-earth Roleplaying (MERP) is a simple page without much information.

<http://www.facebook.com/pages/Middle-Earth-Role-Playing-MERP/30841799801>

The second one, Middle-earth Roleplaying, has at least a bit of more info (though still quite little).

<http://www.facebook.com/pages/Middle-earth-Role-Playing/108714242486460>

Lindëfíron: A campaign log and resources for a mid-Third age campaign set in the Northwest.

Made with great love for detail. The artwork, especially of the maps, is awesome.

<http://www.lindefirion.net>

Sub-page “Project Pelargir”: <http://wiki.lindefirion.net/ProjectPelargir>

Loren Rosson's Blog “The Busybody”: A relatively new blog with reviews (“retrospectives”) of a selection of old and long out-of-print MERP modules. The relevant section is named “Middle-earth Retrospectives” and can be found on the left side of the links section (you have to scroll down a bit). <http://lorenrosson.blogspot.com>

oṭēḡer þīrīds āþīḡ hāþīds oṭēḡer þīrīds āþīḡ hāþīds oṭēḡer þīrīds āþīḡ hāþīds oṭēḡer þīrīds āþīḡ hāþīds

UPDATED

MERP printing edition reference: A great reference for all the editorial changes and different printings of MERP 1st edition. If you are interested in the various editions of MERP 1st ed., this one is for you! Seems to be offline now.

<http://homepage.mac.com/guyf/MERP/PrintingEditionReference.html>

MERP Wikia: A Wiki-based collection of articles detailing the MERP canon and expanding it. There is some info on other sources like the LotRRPG (depending on subject), but the focus is the published MERP canon and its expansion by fans. Highly valuable for everyone focussing on the MERP canon.

http://merp.wikia.com/wiki/Middle-earth_Role_Playing_Wiki

SYSTEM-NEUTRAL OR MIXED

Fan-sourcebooks: This Yahoo group (formerly fan-modules) was founded in 2001 after the demise of *Other Hands*. Here you can find a great variety of fan-made material for a lot of topics. Game system and canon focus is MERP, though not exclusively. <http://games.groups.yahoo.com/group/fan-modules>

Facebook *Other Minds* group: We are happy to greet new fans, so don't hesitate to swing by and become a member! <http://www.facebook.com/groups/othermindsmagazine>

NEW

Gondica: Blog of former MERP author Anders Blixt with some of his Middle-earth stuff on it.

<https://gondica.wordpress.com/>

NEW

Iron Crown Enterprises: Publishers of HARP (the system used by Olaf Anguera's contribution). Visit their website. The logo is downloaded through Wikipedia under Fair Use:

[http://en.wikipedia.org/wiki/File:High_Adventure_Role_Playing_\(logo\).png#/media/File:High_Adventure_Role_Playing_\(logo\).png](http://en.wikipedia.org/wiki/File:High_Adventure_Role_Playing_(logo).png#/media/File:High_Adventure_Role_Playing_(logo).png)

<http://ironcrown.com/>

UPDATED

MERP.com: The site devoted to roleplaying in Middle-earth (not exclusively ICE's MERP as the title may suggest). It contains a vast vault of useful information and gaming material. <http://www.merp.com>

Tower Hills, The: A webpage centered upon (Hårn and) Middle-earth.

http://www.towerhills.me/middle_earth/

TOLKIEN STUFF IN GENERAL

Ardalambion: One of the best sites dealing with Tolkien's languages. You may need to get used to the colour scheme, though. <http://folk.uib.no/hnohf/>

Compañía, La: A spanish site with a forum and dedicated to Tolkien in general (including books, movies and RPG's). Looks quite good, though due to my lack in spanish skills I can't say much about it.

<http://www.lacompania.net>

Deutsche Tolkienengesellschaft (German Tolkien Society): Similar to the Tolkien Society (see below), this site is about the furtherance of Tolkien scholarship and analysis in general.

<http://www.tolkienengesellschaft.de/>

The Elvish Linguistic Fellowship: A Special Interest Group of the Mythopoetic Society, this (and its journals) is the place for you if you're looking for information and lore about Tolkien's invented languages. <http://www.elvish.org/>

The Encyclopedia of Arda: A good encyclopedic website about Tolkien's world.

<http://www.glyphweb.com/arda>

Gernot Katzer's *History of Middle-earth* site (German): A good site describing the essentials of the *History of Middle-earth* series. <http://www.uni-graz.at/~katzer/home.html>

Grey Havens, The: One of the oldest reference sites on the web that is still in business.

<http://tolkien.cro.net/>

Tolkienforum (German): A good forum covering all aspects of Tolkien lore and fandom.

<http://www.tolkienforum.de>

Tolkien Forum, The (English): A good English forum on many aspects of Tolkien

<http://www.thetolkienforum.com/>

Tolkien Gateway: A good wiki site with an encyclopedia on many topics Tolkien and Middle-earth

http://tolkiengateway.net/wiki/Main_Page

Tolkien Society: The site for everyone interested in the more scholarly and academic treatment of all things Tolkien. <http://www.tolkiensociety.org/>

Wikipedia Portal "Middle-earth": Even Wikipedia has a whole section dedicated to Tolkien and his myth. <http://en.wikipedia.org/wiki/Portal:Middle-earth>

ARTWORK

IN THIS ISSUE Antti Autio: See his fascinating artwork at <http://aautio.deviantart.com>.

IN THIS ISSUE Onur Bakarov: We are indebted for your kind permission to use his work. You can find more of his art on <http://bakarov.deviantart.com/>

IN THIS ISSUE Matej Cadil (neral85): Found on deviantart at <http://neral85.deviantart.com>

Dead01: If you're into exploring the darker side of Middle-earth, this one is for you! See it at <http://dead01.deviantart.com/>

IN THIS ISSUE Jenny Dolfen (Goldseven): A great german artist who focuses on the Eldar of the First Age. Her watercolour images are fantastic. You can also buy prints in several versions and sizes as well as originals. <http://www.goldseven.de>

IN THIS ISSUE Nacho Fernandez Castro (NachoCastro): This is his first appearance in *Other Minds*. Thank you very much for your kind permission to use your work! <http://nachocastro.deviantart.com/>

IN THIS ISSUE Katherine Carina Chmiel-Gugulska (Kasiopeia): Another very skilled artist who allowed us to use several of her stunning works. <http://kasiopea.art.pl/>

IN THIS ISSUE Anke Eißmann: She must be counted among the greatest Tolkien illustrators. Check her art out at <http://www.anke.edoras-art.de>

IN THIS ISSUE Olanda Fang-Surdenas (Wynahiros): You may find her work on <http://wynahiros.deviantart.com>

IN THIS ISSUE Wouter Florusse (woutart): Another very talented artist who was so kind to grant permission for the use of his work within *Other Minds*! Check out his page on: <http://woutart.deviantart.com/>

IN THIS ISSUE Daniel Govar: A great artist whose website can be found at <http://danielgovar.com>.

NEW John Hodgson: The primary artist and artistic director for *The One Ring*. It's no wonder that the game is so well received (beside the good rules) if you look at his art: <http://jonhodgson.deviantart.com/gallery/>

IN THIS ISSUE John Howe: The second of the great Tolkien artists that allowed the use of his artwork within our pages. Check out his great index. <http://www.john-howe.com/>

Liga Klavina (liga-marta): Check out her awesome art at <http://liga-marta.deviantart.com/>

Elena Kukanova: Very fine Middle-earth art. Check it out! <http://ekukanova.deviantart.com/>

IN THIS ISSUE Olga Kukhtenkova: You can find her work on the Tolkien Gateway: http://tolkiengateway.net/wiki/Category:Images_by_Olga_Kukhtenkova

IN THIS ISSUE **Alan Lee:** Beside John Howe and Ted Nasmith the third of the famous Tolkien artists. You can find him online at <https://www.facebook.com/alan.lee.5496>

IN THIS ISSUE **Turner Mohan:** One of our new artists at OM. Find out more at <http://www.mohan-art.com>.

IN THIS ISSUE **Ted Nasmith:** The official site of renowned Tolkien artist Ted Nasmith, who was so kind in allowing us to use so much of his artwork within *Other Minds*. For more information, see <http://www.tednasmith.com/>

IN THIS ISSUE **Abe Papakhian:** Another great tip for deviantart. Check out his artwork at <http://abepapakhian.deviantart.com>.

Pegasusandco: very well worth a look.
<http://pegasusandco.deviantart.com/>

Daniel Pilla: Great stuff. See it at <http://danpilla.deviantart.com/>

IN THIS ISSUE **Jan Pospisil (merlkir):** One of our “old” artists, whose images we have used already in past issues. Check him out at <http://merlkir.deviantart.com>

Rolozo: Among the oldest artwork-related sites around
<http://fan.theonering.net/~rolozo/cgi-bin/rolozo.cgi/news>

Shyangell: A visit to her very enjoyable page is always worth it. See more at <http://shyangell.deviantart.com/>

IN THIS ISSUE **Tara Rueping:** Find her great work on <http://www.trueping.com>.

INSIDE INFORMATION

THE FURTHER DEVELOPMENT OF OTHER MINDS

You might remember some announcements from Issue 14 concerning its future. Well, not everything of that has materialized and not everything could be continued as planned, but the improvements (especially concerning layout) shown first in OM14 will be further developed to make the experience of reading (and using) it more worthwhile.

We thought about providing a more “moody” version of *Other Minds* like the layout in Issue 14 and another more “printer-friendly” one. The latter would primarily mean a white background (like OM had in the Issues up to and including 13) to save you ink or toner when printing an Issue.

Please tell us what you think of the idea (as it is some extra work). We will put up a poll [on our Facebook page](#) where you can voice your opinion on this.

THE ONE RING

In the Editorial I hinted at some news, and so I won't let you wait too long. The last year has brought a number of new supplements for *The One Ring*, and if you look more closely at the credits section of the *Rivendell* supplement, you will find the name of your trusted editor among them. It was a pleasure to contribute to an official game supplement and I hope that everyone of you buying *Rivendell* has found it enjoyable for your games and for reading alone. Be assured though, that other commitments such as these will not affect my dedication for *Other Minds*. As long as you out there find it useful and a good read, it is reason enough to continue it for all your benefit.

The aforementioned publication of several supplements for *The One Ring* since our last Issue has created a backlog concerning reviews for products of the line: The last one was about the core rules in Issue 13. Unfortunately it was not possible to provide one for this Issue, but the next one will surely see at least one, so stay tuned!

VOLUNTEERS

Susana Barriga was unfortunately not able to continue in her capacity as OM layouter due to real life obligations, but nonetheless we are highly indebted to her for her hard work and the innovative ideas she introduced to *Other Minds* and wish her all the best for the future!

We will try as best as we can to pick up where she left and make *Other Minds* not only a magazine with good content, but also beautiful to behold. Things have developed quite far indeed since 2007 in Issue 1!

If you feel you might be interested in participating in *Other minds*, don't hesitate to ask, as we have enough tasks to share.




Nessa © by Olga Kukhtenkova, used with permission

MIDDLE-EARTH IN MINIATURE

CHAPTER 1 - OVERVIEW AND HOBBITS

By José Enrique Vacas de la Rosa
(arthadan@gmail.com)

© 2015

per the terms of the CC license: 

José Enrique has been a long-term contributor to Other Minds, and he did it again! Beside being well-versed in Middle-earth lore, he also is a gifted miniature painter and collector. The theme of miniatures has already seen some coverage in previous Issues, but this time it will be something quite different.

Rather than describing a range from a single company, we will be shown how Middle-earth and its inhabitants have been envisaged by various companies throughout the decades. The beginning of this is the following essay which covers an introductory chapter to miniatures for Middle-earth in general and then will go on with one of its most recognisable people – the Hobbits.

supplementary stuff



OVERVIEW

Welcome to a new series of articles about miniatures for tabletop roleplaying games set in Middle-earth!

The aim of these articles is to provide you, dear reader, with an overview of miniatures to bring your games to life with beautiful and accurate depictions of your heroes, non-player characters (including those in the novels), and foes.

Since we are playing in Tolkien's Middle-earth, I will emphasize his vision rather than allowing myself to be seduced by Peter Jackson's movies. The methodology is based on a research of the following sources, in order of relevance:

1. Texts published by J. R. R. Tolkien: The Hobbit and The Lord of the Rings. However, I give more importance to the Lord of the Rings because it was conceived as a Middle-earth story from the very beginning.
2. Texts by J. R. R. Tolkien published by his son Christopher Tolkien.
3. Visual references made, mentioned or approved by Tolkien: the Bayeux Tapestry, Tolkien's own illustrations, and Pauline Baynes' illustrations.
4. Secondary visual references: paintings by artists (e.g. Angus McBride, John Howe), Peter Jackson's movies, and my own personal preferences.

I will show you miniatures fitting the result of the research, taking into account only currently produced ones, because the aim of this article is to provide you with the "right" choice of miniatures for your Middle-earth games without selling your soul to the Dark Lord of Mordor for a second-hand highly priced miniature in the most obscure corner of the internet (or for a pricey limited edition). However, I may break my own rule if there is something worth seeing from ages past!

Regarding miniatures

First, a short note about the scale. It is tricky indeed to speak about scale regarding fantasy miniatures as the standard has changed over the years and it depends greatly on the company. I will go for the current de facto standard, which is 28-30 mm for a standing adult human male, from the bottom of his feet to eye level. For us, that will be the height for our average Middle Man of Middle-earth. So please, allow me to introduce Beran:

Looks like I got a job!



Image 1: Beran (conversion) by Wargames Factory

As you can see, he is exactly 30 mm tall and he will be present in all photographs I use for scale reference purpose. Unlike the rest of miniatures you will be seeing here, he is a soft, detailed plastic miniature from Wargames Factory, slightly converted by me. Maybe that is why I like him that much...

Now, how tall would he be in real life? Let's see...

Galadriel, "the tallest of all the women of the Eldar of whom tales tell," was said to be man-high, but it is noted "according to the measure of the Dúnedain and the men of old," indicating a height of about six feet four inches [193 cm].

The Rohirrim were generally shorter [than the Dúnedain], for in their far-off ancestry they had been mingled with men of broader and heavier build. Éomer was said to have been tall, of like height with Aragorn; but he with other descendants of King Thengel were taller than the norm of Rohan, deriving this characteristic (together in some cases with darker hair) from Morwen, Thengel's wife, a lady of Gondor of high Númenórean descent.

—Unfinished Tales. The Disaster of the Gladden Fields (Appendix)

We can deduce from these quotes the following:

The "man-height" (i.e. accepted norm) for male Dúnedain was about six feet four inches (1.93 m), so the Rohirrim were shorter than the Dúnedain (on average).

But, how much shorter were they? Gimli may help us, with his comment about the Grey Company:

"They are a strange company, these newcomers," said Gimli. "Stout men and lordly they are, and the Riders of Rohan look almost as boys beside them; for they are grim men of face, worn like weathered rocks for the most part, even as Aragorn himself; and they are silent."

—The Lord of the Rings. The Passing of the Grey Company

A height of about 10 cm less than for Dúnedain seems right to make a noticeable difference for the Rohirrim, so let's settle at this height for our Middle Men. I will take the smallest miniatures produced nowadays as the shortest acceptable height for an adult male. Let's settle that a 25 mm miniature is a 1.50 metres (4 feet 11 inches) man (thus 1 mm equivalent to 0.06m in reality).

Size of mini	equivalent (m)	equivalent (feet)
25mm	1.50	4' 11"
28mm	1.68	5' 6"
30mm	1.80	5' 10"
32mm	1.92	6' 5"

Table 1: Equivalent size of miniatures in the 25mm scale

So, Beran would be a 1.80 meter (5 feet, 10 inch) Nordic man in real life.

Now, we have to discuss the style of sculpting we are going after. Since Middle-earth is what I call "realistic fantasy", I will go for a realistic style. Forget about oversized weapons, bodybuilder warriors, and chainmail bikini chicks. I will go for sharp detail, realistic human proportions (in Men, Hobbits and Elves at least!), and nice poses, if possible.

Concerning the evil, shiny gold, I will avoid limited editions and such. This is for gamers, not for collectors!

A note about scale: technically, a scale is the defined size ratio between a full-sized object and its miniature scale version. For example, one inch equals one foot, often written as 1:12 or 1/12 scale

oṭhēr þīrṑṑs āþīṑ hāþīṑs oṭhēr þīrṑṑs āþīṑ hāþīṑs oṭhēr þīrṑṑs āþīṑ hāþīṑs oṭhēr þīrṑṑs āþīṑ hāþīṑs

(one inch in the model equals 12 inches in reality). So, 30 mm is not a scale but miniatures collectors call it so. Weird people – trust me!

SETTING THE TIME PERIOD

The history of Middle-earth is long and complicated and it would be overly ambitious to try to cover all of it. Since I am currently playing *The One Ring* by Cubicle 7, I will start with its default time-setting, which is the time period between the events of *The Hobbit* and *The Lord of the Rings* (starting in about TA 2946). I think it is a good starting point because is an attractive period for many gamers and well documented.

Middle-earth’s slow technological development is well known and that is particularly true for the immortal Elves. So, depending on the race, a miniature designed for a late Third Age setting could equally be used for most other periods, as well.

A BRIEF HISTORY OF MIDDLE-EARTH MINIATURES

Let’s begin with a quick overview of the official sources of Middle-earth miniatures since the beginning,

Heritage Miniatures

This company produced 25 mm miniatures based on the animated *The Lord of the Rings* film in 1979. The level of detail is poor by current standards and proportions are way off, but they were the very first. Needless to say, these are long gone.

Image 2 below shows how these beginnings looked like.

Image 2: 25 mm Rohir, by Heritage Miniatures in the 1970s



© by José Enrique Vacas de la Rosa

oṭhēr þīrṑṑs āþīṑ hāþīṑs oṭhēr þīrṑṑs āþīṑ hāþīṑs oṭhēr þīrṑṑs āþīṑ hāþīṑs oṭhēr þīrṑṑs āþīṑ hāþīṑs

CITADEL MINIATURES

This company, now called Games Workshop, offers nowadays the most popular range of miniatures and strategy games based on Middle-earth. Back in the early 1980s it was called Citadel Miniatures and was the second company to produce Middle-earth miniatures. Of course, these old miniatures are long discontinued.



Image 3: Sauron on his throne, by Citadel Miniatures in the 1980s

GRENADIER MINIATURES

After Citadel, Grenadier got the copyright in the 1980s and they produced some boxed sets. Those were the times of High Adventure! With some influence from the animated movie, they created some interesting sets. Mirliton Miniatures currently has the old moulds of Grenadier and is producing some miniatures, but this range is out-of-production due to copyright reasons.

The image to the left from the Frothers Unite miniature forum (thank you!). Please check-out his miniature blog (see The Road Goes Ever On chapter).



Image 4: 25 mm Gandalf, by Grenadier Miniatures in the 1980s

Games Workshop

Games Workshop's current range is based on Peter Jackson's films, so they have the same heretic deviations artistic freedom as the movies: Gondorians in full plate armour, Uruk-hai with crossbows, a scrotum-bearded, hugely over-sized Goblin King, and so on. However, in my opinion, their biggest mistake is their scale. Nowadays most brands produce 30 – 32 mm miniatures, but theirs are slighter smaller, being 25 – 28 mm tall (at least the first releases, the scale seems to have crept since then). That is bad news unless you want short guys. However, they are fine for big creatures such trolls or small ones such goblins or Hobbits. In general, they are pricey but with a nice detail level, although people are increasingly complaining about the most recent releases (especially the "Finecast" resin miniatures).

Unfortunately, most of the Lord of the Rings-related miniatures are now discontinued, The Hobbit releases are quite scarce and are produced in metal no more, only resin ("Finecast"; see above) or plastic.

So much for the tall Dúnedain...



Image 5: 28 mm Faramir and Gríma, by Games Workshop based on the films.

Mithril Miniatures

I HATE Elves!



Image 8: Glorfindel and Thranduil by Mithril Miniatures, based on the books.

ՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԴՏՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԴՏՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԴՏՕՇԽԵՐ ՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԴՏ

- This company has been producing official miniatures for The Hobbit and The Lord of the Rings books since 1987, and overall they are fine. In my opinion, they have three big problems though:

Harlequin / Black Tree

This company produced a short-lived series of Middle-earth miniatures called "Lord of the Rings". They even released a short run magazine called "The One Ring" (see Image 06; not to be confused with the current Roleplaying Game) in 1999 to support the Lord of the Rings series. It was focused on war games, with units of many armies and a character range. After losing the licence, they renamed the series to keep it on sale under the name of "Legions of the Realm". Currently, the whole series has been sold to another company, Scotia Grendel, but it is not fully back into production.

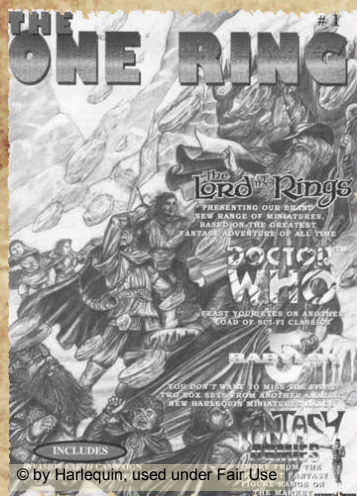


Image 6: The One Ring



Image 7: Black Tree's Orcs from the "Legions of ~~Middle-earth~~ the Realm" range

CHAPTER I: CONCERNING HOBBITS

As it is absolutely mandatory, I will begin the overview of the various people with Middle-earth's most emblematic race, the Hobbits. There are many companies out there producing Halflings, Hobbits and the like. Of course, I will automatically discard the comical versions with incredibly big heads and aberrantly enormous hands, feet and bellies. Let's begin finding out how tall they were.

Height and body proportions

[...] the Hobbits of the Shire were in height between three and four feet, never less and seldom more. They did not of course call themselves Halflings; this was the Númenórean name for them. It evidently referred to their height in comparison with Númenórean men, and was approximately accurate when given.

—*Unfinished Tales. The Disaster of the Gladden Fields (Appendix)*

We know the “full man-height” of the Dúnedain was considered six feet four inches (1.93 m), so a “Halfling” should be about three feet two inches (0.96 metres) tall.

As noted below, there are different Hobbit breeds, so let's settle the following height interval for our Hobbits and let's do the math as well:

3 feet (0.91 metres) → 15 mm

4 feet (1.22 metres) → 20 mm

Now, about their general appearance:

[...] they dress in bright colours (chiefly green and yellow); wear no shoes, because their feet grow natural leathery soles and thick warm brown hair like the stuff on their heads (which is curly); have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it). [...]

—*The Hobbit, Chapter I: An Unexpected Party*

It is worth noting that Hobbit are divided in three breeds, with different built:

Before the crossing of the mountains the Hobbits had already become divided into three somewhat different breeds: Harfoots, Stoors, and Fallohides. The Harfoots were browner of skin, smaller, and shorter, and they were beardless and bootless; their hands and feet were neat and nimble; and they preferred highlands and hillsides. The Stoors were broader, heavier in build; their feet and hands were larger, and they preferred flat lands and riversides. The Fallohides were fairer of skin and also of hair, and they were taller and slimmer than the others; they were lovers of trees and of woodlands.

—*The Lord of the Rings. Prologue*

Clothes and equipment

As we all know, Hobbits are a peace-loving race. There are few exclusive weapons of war to be found in the Shire unless they are mathoms. However, we know Hobbits are good with bows and slings and we have seen them going to battle during the Scouring of the Shire, so let's take a look at their weapons in that conflict.

But as they came to the east end of the village they met a barrier with a large board saying NO ROAD; and behind it stood a large band of Shirriffs with staves in their hands and feathers in their caps, looking both important and rather scared.

Behind him Sam heard a hubbub of voices and a great din and slamming of doors. In front of him lights sprang out in the gloaming; dogs barked; feet came running. Before he got to the lane's end there was Farmer Cotton with three of his lads, Young Tom, Jolly, and Nick, hurrying towards him. They had axes in their hands, and barred the way.

[The ruffian] With a long knife in his left hand and a club in the other he made a rush at the ring, trying to burst out back towards Hobbiton. He aimed a savage blow at Merry who stood in his way. He fell dead with four arrows in him.

—*The Lord of the Rings. The Scouring of the Shire*

That said, we are looking for adventurers, so a wider range of weapons and armour is acceptable.

Regarding clothes I have found this:

Question 4. I do not know the detail of clothing. I visualize with great clarity and detail scenery and 'natural' objects, but not artefacts. Pauline Baynes drew her inspiration for F. Giles largely from mediaeval MS drawings – except for the knights (who are a bit 'King-Arthurish') the style seems to fit well enough. Except that males, especially in northern parts such as the Shire, would wear breeches, whether hidden by a cloak or long mantle, or merely accompanied by a tunic.

Sc. belong to our 'mythological' Middle-Ages which blends unhistorically styles and details ranging over 500 years, and most of which did not of course exist in the Dark Ages of c. 500 A.D.

—The Letters of J.R.R. Tolkien.#211

So our Hobbit wardrobe should consist of breeches, cloaks, long mantles, and tunics. But we have some modern elements as well like Lobelia Sackville's umbrella (although I would go for a Roman-like umbraculum, formed of skin or leather and capable of being lowered at will), Bilbo's waistcoat, whose buttons he lost escaping from Goblin-town, and Bilbo's hat, which he forgot along with many other things when he joined Thorin's quest. So, some modern elements (e.g. waistcoats first appeared in the 18th century CE) are acceptable for wealthy and well-educated Hobbits.

Games Workshop

This company produces the Peter Jackson movie character miniatures, as well as a range of Hobbit villagers for their own *Scouring of the Shire* supplement. The detail is nice and the height correct, although be wary of those wearing modern clothes, such as Paladin Took with a top hat. They are made of resin and most of them are now discontinued. I am not sure who sculpted these, but at least some were sculpted by Allan and Michael Perry.



Image 8: Frodo and Shire Shirriff by Games Workshop

Mirliton Miniatures/EM-4 Miniatures (old Grenadier)

Despite their age (these are miniatures from the 1990s), they are nice, affordable and of the right height. Regarding proportions and outfit, they are a good match. These are sculpted by Mark Copplestone and still available from Mirliton Miniatures and EM-4-Miniatures.



Image 9: EM-4 Halfling leader by Mirliton Miniatures

Mithril Miniatures

Mithril has produced many Hobbits over the years, both well-known characters as well as generic adventurers. The proportions are a bit child-like, with heads a bit too big for an adult, and their feet are not big (but they do have curly hair). The sculpting style is quite personal, especially the faces, so you have to decide if it works for you. Sculpted by Chris Tubb.



Image 10: Hobbit Innkeeper and adventurer by Mithril Miniatures

Reaper Miniatures

The big problem with Reaper is that the quality and scale varies dramatically from one miniature to other even within the same range. The Halflings are no exception. There are many Halfling thieves, as this is a common archetype in roleplaying games, but the two below look more like adventurers. The male on the right is a bit small even for Hobbit standards and please note that the lass on the left is cheating, as she is standing on an integral base.



Image 11: Halfling adventurers by Reaper

Red Box Games

So far this company offers one Halfling who fits the bill as a Middle-earth Hobbit with all my blessings (although they have a stocky one in chainmail which may work as well). The one below looks like Gérard Depardieu dressed as a Hobbit in Hildebrandt style – beat that! He is sculpted by Tre Manor.



Image 12: Ollander Elsewhetherornot of Mootshire by Red Box Games

The Red Box miniature is shiny and difficult to photograph, so I have included a picture from the official website:



Image 13: Ollander Elsewhethorot of Mootshire by Red Box Games

Scotia Grendel (old Harlequin / Black Tree)

This company offers two Halfling ranges of non-Lord of the Rings characters. Here we have non-Frodo, non-Sam and non-Merry. I do not own these, so I am not sure about the scale, but they look nice.



Image 14: Halfling adventurers by Scotia Grendel

Mounted Hobbits

These are harder to find. I have found only one source of suitable – and available – models and that is Games Workshop. It has a mounted version of the four Fellowship Hobbits in their Scouring of the Shire range. The one in the middle is a discontinued Mithril miniature shown just for your viewing pleasure.



Image 15: Hobbit adventurer on pony by Red Box Games & Frodo by Games Workshop

CURIOSITIES

Sabertooth Games made a game with pre-painted plastic figures in 40 mm. Quality was not so bad and I picked some of them at bargain price when the game died. One of those is a tall Frodo which makes me think of Bandobras Took also known as Bullroarer who was big enough to ride a horse.

Pre-painted Plastic? Seriously?

Too much ent-draught!

Yes, but I can ride a horse!



© by José Enrique Vacas de la Rosa

DISCONTINUED

Image 16: Frodo by Sabertooth Games and Frodo by Games Workshop

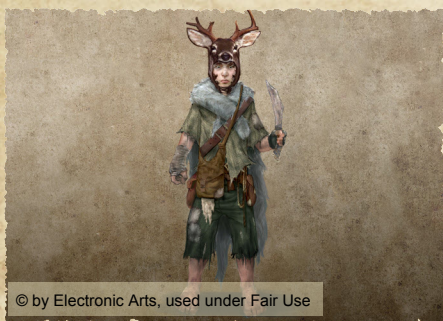
Another curiosity which has cost me countless sleepless nights is the Mystery of the Lost Stoors. I cannot find a single bearded Halfling miniature! Even Mithril's Sméagol and Déagol miniatures who, as you already know, dear reader, were Stoors are beardless! However, I admit it can be argued they were too young to have grown a beard. I have tried everything, even searching Gnomes' miniatures, but there is not a single one, to my knowledge, that fits the bill. Miniature-makers around the world, please sculpt at least one!

The account of the vain journey of the Nazgûl up the Vales of Anduin the Stoor settlements were not entirely deserted at that time; and such of the Stoors as dwelt there were slain or driven away by the Nazgûl.

—*Unfinished Tales. The Hunt for the Ring*

And a final curiosity, related to the Hobbits of the Anduin Vales. In our chosen time period they are almost extinct (however in The One Ring RPG you have them as an option for player characters). There is very little information about them, so I will use logic to deduce how they should look like.

First of all, most of them were Stoors. That means bearded Hobbits, as noted before. Secondly, and most importantly, they lived in complete isolation, which would have had a massive impact on their looks. I imagine them dressed in furs and leathers, hunting with short bows and spears. In third place, they lived hard lives, so instead of fatty smiling Hobbits, they were a tough people. There is an image from a cancelled computer game by Electronic Arts, called the White Council, I would like to share with you in Image 17.



© by Electronic Arts, used under Fair Use

Image 17: Stoor Hobbit by Electronic Arts

Now, I know what you are thinking, dear reader. You are thinking "if a company ever produces Hobbits like these, I will give it my money in a heartbeat", and "they look so cool and original they will sell like hot cakes". Let's try the direct approach... Tre Manor from Red Box Games, would you mind to sculpt some of these and add them to your next Kickstarter, pretty please?

CHARACTERS OF NOTE

Below are my personal picks and suggestions for some well-known characters, pulling together all my thoughts from the previous pages.

Bilbo: he has the generic Hobbit outfit, including a hood and a cloak (not a hooded cloak) given to him by Dwalin, and Sting. Avoid by all means the movie version, as the clothing is too modern. My pick would be Scotia Grendel's non-Merry (see picture above), although the hood is missing.

Fellowship Hobbits: I assume you want them armed with blades (be it Sting or barrow blades) and Lórien cloaks. I will take the easy route and pick Game Workshop for them, taking into account that some modern elements such as waistcoats are acceptable as noted earlier. However, I have yet to find fine figures for Merry and Pippin after taking the Ent-draught.

Conclusion

I hope I have provided a good and representative overview of the many options out there for your Hobbit miniatures. If you know some more alternatives, please let me know through the Other Minds Facebook group. By the way, if my dear editor Mr. Thomas Morwinsky agrees, I will be running a poll in the aforementioned Facebook group (<https://www.facebook.com/groups/othermindsmagazine/>) so you can choose which race/culture you want to see in the next article!



Image 18: Scale comparison of featured miniatures



Arda in the First Age
from the building of Thangorodrim
until the War of Wrath

Eä:
*"Ilúvatar called to them, and said:
'I know the desire of your minds that what ye have seen should verily be
not only in your thought, but even as ye yourselves are, and yet other.
Therefore I say:
Eä! Let these things Be!
And I will send forth into the Void, the Flame Imperishable,
and it shall be at the heart of the World, and the World shall Be;
and those of you that will may go down into it.'
And suddenly the Ainur saw afar off a light, as it were a cloud with a living heart of flame;
and they knew that this was no vision only, but that Ilúvatar had made a new thing:
Eä, the World that Is."*
—J.R.R. Tolkien, The Silmarillion, Ainulindalë (The Music of the Ainur).


The Eä RPG system is dedicated to role playing gaming in J.R.R. Tolkien's universe.
Eä d20 is currently well along in it's development with the "Races & Cultures" tome nearing completion. Eä d20 is the adaptation
of the Open D20 (D&D 3.5) role-playing gaming system modified to more accurately fit the "feel" of Tolkien's Middle-earth.
Tomes of lore include:

- Races & Cultures (near completion)
- Magic in Middle-earth (core mechanics complete, conversion charts in progress)
- Destinies & Lore (Classes, Skills, Feats, etc. - in early stages)
- Creatures & Monsters (Ancalagon through Zigurim) (planned)
- Valar & Maiar (Includes Vala, Maia, Istari, Lords and Characters of Renown) (planned)

ADAPTING HARP TO MIDDLE-EARTH FOR CAMPAIGNS IN THE LATE THIRD AGE (TA2945 ONWARDS)

By Olaf “Falenthal” Anguera
(olafalo@gmail.com)

© 2015

per the terms of the CC license: 

Seeing new ideas emerge is always fascinating, and Olaf manages to capture the spirit of the late MERP (or at least a section thereof) in his contribution about character creation for Middle-earth using the HARP rules. So, if you like this system or use it for your Middle-earth based games, then this section will surely have value for you.

And even for those preferring other game systems, its ideas might inspire you for an idea for your game system of choice.

Whatever your preferences are, enjoy Olaf's ideas for HARPing in Middle-earth!

rule idea



High Adventure Role Playing (HARP) is a generic fantasy game system published by I.C.E., publishers also of Rolemaster and the former MERP, among other games. Although I.C.E. has undergone lots of changes and none of the original crew is still at work there, the new people in the company are making an effort to modernize the brand's classic products. In short, we can describe HARP as the rules system that MERP could have been, had it seen a 3rd edition. We still have the critical tables, and lots of skills and detail, but the authors managed to reduce the mechanics to the necessary minimum. For a general idea, all actions are resolved on a single table and combat attacks only require one roll.

Being such an “Heir of MERP”, it was only a matter of time until house rules to play HARP in Middle-earth have made their appearance. The following is just my version of how I have tweaked the core rules to fit Tolkien's world.

My own campaigns have always played during the last decades of the Third Age, and the selection of playable cultures presented here reflects this. Some of the differentiations might not suit your own campaign (especially for Hobbits and Dwarves, but also Sindarin and Silvan Elves), so feel free to drop them, as they're only intended for gaming flavor.

It would be good to hear reader's' opinions and critiques of these house rules, and I hope that, at least, you may find something appealing for your adventures. Happy gaming!

PROFESSIONS

As for every other rule in this document, the following are my recommendations to give HARP's rules a Middle-earth flavor. Regarding professions, the main changes I present are related to the magical abilities. Middle-earth is a “low magic” setting, and skills should matter more than spells. Thus, a Rohiric Harper will try to seduce someone by using

Influence skills, but not Charm spells. Also, I don't consider it appropriate that every Dunnish Ranger be able to cast spells for hiding. They should use the Stalk/Hide skill instead.

That doesn't mean that, for certain individuals, the GM might not allow to change one of their Favored categories for Mystical Arts. For example, that would be acceptable for Elves or even Woses. But the bulk of the characters of a certain profession should follow this more "mundane" modification.

Additionally, Mages, Monks and Warrior Mages are considered forbidden per se, but a certain character from the Far East or a powerful Noldo might use one of these professions if the GM approves it.

The following is a list of the changes proposed for some of the professions to lower their magical abilities:

- *Ranger* – During the initial 3 ranks, Athletics replaces Mystical Arts as Favored. Instead of having their own spell sphere, they automatically gain the talent Survivalist. Beginning at first level, and then every seventh level thereafter (7th, 14th, etc.), they gain a +10 bonus to any Outdoors skill of their choice. This can stack up, but no skill may have greater than a +30 bonus from this ability.
- *Harper (Bard)* - During the initial 3 ranks, Athletics replaces Mystical Arts as Favored. Instead of having their own spell sphere, they get the Enhanced Senses and Natural Linguist talents. Harpers gain a +10 bonus to any Artistic, Influence or Lore (Mundane) skill of their choice, beginning at first level, and then every seventh level thereafter (5th, 10th, etc.). No skill may have greater than a +30 bonus from this ability.
- *Rogue* – During the initial 2 ranks, Influence replaces Mystical Arts as Favored. Beginning at first level, and then every third level thereafter (3th, 6th, etc.), they gain a +5 bonus to any one skill of their Favored Categories. No skill may have greater than a +25 bonus from this ability.
Rogues also get 10 free DPs for buying talents.
- *Cleric* – It's now called Animist. Its two Favored Skill Categories are defined as Outdoors and Athletic. The spells of the Cleric and Ranger spheres are considered Animist's Sphere. See the section about Magic for a full list of the spells that cannot be used in Middle-earth.

RACES

All Races

Due to the low magic level of Middle-earth, the racial bonus to Power Points is 0 for all except Elves and Woses, who have a +10 each. I recommend that the non-used Power Points bonus (+30 for Elves, +20 for Woses) be distributed according to the player's preference between the racial Resistance Roll bonuses.

You may notice that different races have different initial and maximum Fate Points. This is a way of balancing the game for the most powerful races (i.e., Elves and Dwarves), considering that, in Middle-earth's history, Humans and Hobbits are the races that have done the most impressive deeds capable of changing the World, even when they were considered "less powerful races." In game terms, this is represented by lower initial skill bonuses granted by race, but more flexibility (for humans) and a higher number of Fate Points. It is recommended that Fate Points be treated as a valuable thing, and thus I recommend disallowing player characters from buying them with DPs. They should only be obtained or regained as rewards from heroic and altruistic actions. A suggested rate may be one Fate Point every 2 adventures or so, but only if the players act accordingly to their "Hero of the Free People" status.



Boromir © by Kasiopela, used with permission

All Elves



Idril Celebrindal © by Antti Autio, used with permission vianart.com

All Middle-earth Elves have the following special abilities:

- Endurance +20, Power Points +10 / Stamina +5, Will +5, Magic +20
- *Immortal*: They do not die of old age, only by violence or grief
- *Immunity to disease*: Elves do not get sick – no roll necessary
- *Cold resistance*: +15 to DB and RRs against cold
- *Immunity to ghosts*: +100 to RRs against Fear coming from Ghosts/Specters/Ghouls of Mannish origin. Incorporeal Elvish fēar do not cause any unnatural fear.
- *Animal communication*: Elves can communicate with some beasts. They get a +10 to Beastmastery (one group or type of animal).
- *Talent "Accelerated Healing"*: Healing times are reduced to half. Magic healing has normal duration
- *Talent "Reduced Sleep Requirement"*: They do not sleep, they meditate for 4 hours every day
- *Talent "Enhanced Senses"*: +10 to General Perception, but only when related to seeing or hearing
- *Quiet Stride*: +25 to Stalking Maneuvers
- *Night Vision*: Clear vision on a starlight night up to 100' (30m). As daylight by full moon up to 500' (150m). Blind in total darkness.

Noldor

- Strength +1, Agility +3, Quickness +2, Reasoning +3, Insight +2, Presence +4
- If a Noldo buys the talent "Scholar" or "Master Craftsman" (see College of Magic), the player may pay 5 extra DPs and choose two Lores (either from Mundane or Arcane) or two Crafts (among Goldsmith, Jeweler and Scribe) and add a +10 each.
- *Lure of Power*: Every time a Noldo has to do a Will RR motivated by the chance to learn secret or dark knowledge, racial pride or possession of powerful artifacts, the roll is modified by -20. If the roll fails, he gets 1 Corruption Point in addition to the normal effects of the failed roll.
- Initial Fate Points: 1 / Max. Fate Points: 3
- Languages: Quenya (S6/W5), Sindarin (S6/W5), Westron (S6/W4), Silvan (S2/W1)
- For the adolescence ranks use the "Shallow Warren" culture with the following changes: Ambush 0, Crafts 3, Climb 0, Jump 0, Attunement 3, Region Lore (Local) 1

Sindar

- Agility +3, Quickness +2, Reasoning +2, Insight +2, Presence +3
- May buy the following new talents:
- "Sea Elf (Falathren)": +10 to Sailing, Crafts: Shipwright and Navigation. Cost: 10 DPs.
- "Beautiful Voice": +10 to Singing and one Instrument. Cost: 5DPs
- If a Sinda buys the "Survivalist" talent, he gets an additional +10 to two of the affected skills.
- *Sea Longing*: A Sinda who has seen (or lived at) the sea must do a Will RR (75) every month that he is away from it. Living by a river grants a +10 to the RR. If failed, he'll get a -10 to all actions during the month and 1 Corruption Point. When the next month arrives, he must roll again applying the -10 penalty. The penalty is cumulative if the RR is failed in consecutive months. All accumulated penalties are erased when a RR is succeeded or after living for at least a month near the sea. The Corruption Points are not lost in this way. [Note: If a GM knows that his campaign won't run near the sea, the Sindarin Elven PCs can get the Call of the Wild penalty from the Silvan Elves instead.]

Legolas © by Jenny Dolfen, used with permission

- Agility +3, Quickness +3, Reasoning +1, Insight +2, Presence +3
- If the talent Speed Loader or Close Shot is bought, a Silvan Elf can spend 5 extra DPs and gets a +10 bonus to either Short or Long Bow and to Craft: Bowyer. The bonus can only be gained once.
- If a Silvan Elf buys the “Survivalist” talent, he gets an additional +10 to two of the affected skills.
- May buy the following new talent:
- “Beautiful Voice”: +10 to Singing and one Instrument. Cost: 5DPs
- Call of the Wild: A Silvan Elf who has seen (or lived at) the forest must do a Will RR (75) every month that he is away from it. If failed, he’ll get a -10 to all actions during the month and 1 Corruption Point. When the next month arrives, he must roll again applying the -10 penalty. The penalty is cumulative if the RR is failed in consecutive months. All accumulated

penalties are erased when a RR is succeeded or after living for at least a month at the forest. The Corruption Points are not lost in this way.

- Initial Fate Points: 2 / Maximum Fate Points: 4
- Languages: Silvan (S6/W5), Sindarin (S6/W5), Westron (S2/W0).
- For the adolescence ranks use the Sylvan culture with the following changes: Missile Weapons 3, Melee Weapons 1, Sniping 1, Armor 0, Ride 0, Region Lore (Local) 2, Runes 1, Attunement 0

Only a playable race at the GM's discretion. The scarce evidence hints in the direction that mortality is the default way (with no longer life than the mortal parent) for Half-elves, but the GM should decide what he wants to allow for his players (a choice between immortality and mortality should be offered only under very extraordinary circumstances affecting the fate of the world, i.e. similar to the case of Elrond and Elros and not as a regular game rule).

The Racial Hybrid rules apply, using one of the Elven races as the primary one if the character is allowed to be immortal or a human one if he elects to be mortal (if the GM allows a choice, which should be very rare as outlined above). The blood of the secondary race will be Greater and the 2 DPs must be spent. If the character is mortal and chooses the Elven Blood ability this enhances his stats: Instead of a +2 to Quickness he will receive a +2 to Agility.

Hobbits



Riddles in the Dark © by Daniel Govar, used with permission

All Hobbits have the following special abilities:

- Endurance +35 / Stamina +15, Will +15 (Harfoots +20), Magic +0
- Talent "Reduced Size": +25 to Hide.
- Talent "Blazing Speed": In spite of their low height, Hobbits can move very fast when they want to. Their BMR is increased by 5' (1,5m)
- Fear of Water: -20 to all skills related to movement in or on water (e.g. Swim and Sailing), except Stoors
- Sure Shot: +10 to one thrown weapon of choice or to Slings.
- Simple life: +20 to Will RR when related to Corruption.
- Initial Fate Points: 3 / Maximum Fate Points: 5
- Languages: Westron (S6/W2), Hobbitish (S6/W1) [Hobbitish is a dialect of Westron. In fact, someone who knows Westron shouldn't have major problems conversing with a Hobbitish speaker].

Note: In the late Third Age, the distinctions between Hobbit cultures have been largely blurred by frequent intermarriage and only some traits - like adventurous dispositions of those with a strong Took (=Fallohide) ancestry - remain. The GM should decide, depending on the timeline of his campaign, if the players may choose only Harfoot characters (the default Hobbit, if there is such) or also Fallohide or Stoor. On the other hand, the different cultures could be kept separate just for gaming interest and flavor. In the latter case, the

Hobbits who live along the shores of the Brandywine can be considered Stoors, while the ones from the North Farthing can be Fallohides.

Harfoots

- Strength -2, Constitution +3, Agility +2, Quickness +4 / Will +20
- For the adolescence ranks use the Underhill culture with the following changes: Swimming 0, Crafts 1, Horticulture 1, Animal Handling or Herbcraft 1
- Fallohide: Strength -2, Constitution +3, Agility +2, Quickness +4, Presence +1
- For the adolescence ranks use the Underhill culture with the following changes: Swimming 0, Crafts 1, Duping 1, Tracking or Public Speaking 1
- Stoor: Strength -1, Constitution +3, Agility +2, Quickness +4
- For the adolescence ranks use the Underhill culture with the following changes: Sailing 1, Crafts 1

Dwarves



Thorin Oakenshield © by Jenny Dolfen

All Dwarves have the following special abilities:

- Strength +2, Constitution +5, Agility -1, Quickness -1, Self-Discipline +4 /

Endurance +50 / Stamina +20, Will +10,
Magic +0

- Dark vision: With some kind of light source (candle, torch, ...), they may see up to twice as far as the light provides
- Disease Resistance: Dwarves do not get sick from diseases affecting humans. No roll is needed in such cases,
- Underground rising: +10 to Navigation rolls when underground
- Dense musculature: +5 to OB (only Melee) and DB. Malus of -25 to Swimming skill
- Stone Sense: May attempt a normal Perception roll to spot unusual details on the stones, like hidden doors, traps set in the walls or ceiling or flaws in the stonework.
- Heat resistance: +15 to DB and RRs against heat
- Animal aversion: -15 to all maneuvers related to animals (Riding, Beastmastery, Animal Handling, etc.)
- Fear to water: -15 to all maneuvers done in the water or with the peril of falling in it (Sailing, combat on a boat or ship, jumping over a river, etc.). For the Swimming skill, this penalty is added to the -25 from Dense Musculature, resulting in a -40.
- Orc hate: Dwarves gain the talent Bane – Orcs for free.
- Great Smiths: Can choose two Crafts from Stonecutter, Blacksmith, Weapon Smith and Armorer to which they receive a +5 bonus. They can't get a +10 bonus to one skill.
- Racial Loyalty: Anytime a Dwarf is in risk of hurting another Dwarf, he always gets a chance to roll a Will RR with a +30 bonus to avoid damaging him.
- Initial Fate Points: 3 / Maximum Fate Points: 5
- Languages: Khuzdul (S6/W5), Westron (S6/W4), Sindarin (S4/W2)

Longbeards

The House from Khazad-dûm (Durin's House)

- If a Longbeard buys the talent "Scholar", the player may choose two Lore specialties (from Mundane or Arcane: Dragons) and add +10 to each.
- For the adolescence ranks use the Deep Warrens culture with the following changes: Crafts 2, Mundane Lore 1

Broadbeams

The House from Belegost (Linnar's House)

- For 10 DPs a Broadbeam Dwarf can turn the "Trading" skill into a Favorite skill and get a +10 bonus to both Trading and Appraisal. If "Trading" is already a Favored skill, then the Dwarf can still get both +10 bonuses for 5 DPs.
- For the adolescence ranks use the Deep Warrens culture with the following changes: Crafts 2, Trading 1

Firebeards

House from Nogrod (Úri's House)

- If a Firebeard buys the talent "Master Craftsman" (see College of Magic), the player may choose two Crafts from Stonecutter, Blacksmith, Weapon Smith and Armorer to which he receives a +5 bonus. He can't get a +10 bonus to one skill.
- For the adolescence ranks use the Deep Warrens culture

Note: On the origin and father name of the Houses of Belegost and Nogrod, see Other Minds, Issue 4.

Humans

All humans have the following special abilities:

- Endurance +30 / Stamina +10, Will +10, Magic +10
- Skill flexibility: One skill from a non-favored category becomes favored, thus costing 2 DP per rank instead of 4 to rise
- Bonus skill ranks: 5 free ranks during character creation to spend among skills of the favored categories
- Skill specialization: +10 bonus to one skill during character creation
- Initial Fate Points: 3 / Maxi.Fate Points: 5

Dúnedain

Strength+2, Constitution+3, Self-Discipline +2, Reasoning +2, Presence +3

- Dúnedain don't have the usual 10 points to distribute among stats like the other human cultures
- May buy the talent "Sailor": +10 to Sailing, Navigation, Region Lore (Coast Region) and Rope Mastery. Cost: 15 DPs
- They can learn the following spells at the cost of 4 DP per rank, even if their profession doesn't have Mystical Arts as a Favored category (see *Magic* section for some suggested changes on behalf of spell learning): *Universal*: Minor Healing, *Cleric*: Cure Disease, Herbal Enhancement, Major Healing, Neutralize Poison, Restoration, Dreams, Guidance, Intuitions.
- Initial Fate Points: 2 / Max. Fate Points: 4
- Languages: Westron (S6/W5), Adûnaic (S5/W2), Sindarin (S3/W1),
- Lifespan in this timeframe: 100-105 years for Gondorian Dúnedain and 110-115 years for Dúnedain of the North (ca. 155 years for Northern Dúnedain in the direct Line of Isildur).
- Talent "Hate": One race, creature or culture must be chosen from the ranks of the Shadows' servants (e.g. Orcs, wolves, trolls)
- For the adolescence ranks, use the Sylvan culture for Dúnedain of the North and the Urban culture for Gondorian Dúnedain.



Mixed Dúnedain

- Strength +2, Constitution +2, Self-Discipline +1, Reasoning +1, Presence +1 and 4 more points to distribute among 4 different stats (i.e. +1 to 4 different stats)
- Initial Fate Points: 3 / Max. Fate Points: 5
- Languages: Westron (S6/W5), Adûnaic (W3/W1), Sindarin (S3/W0)
- For the adolescence ranks use the Urban culture. This culture is composed of heirs from the Dúnedain mixed with so many bloods (northern, Dunnish, Haradaic, ...) that the Racial Hybrid rules can't apply. If the GM decides to use them, they may be found mainly in Gondor and Rhudaur (prior to its fall against Angmar).

Beorning

- Strength +1, Constitution +1, Self-Discipline -2
- These stat modifications are applied *after* the normal 10 points for humans have been distributed among the stats, thus allowing for racial mods of up to +4 to Strength and Constitution.
- +10 to Animal Handling and Beastmastery (one type of animal each)
- Languages: Atliduk (S6/W0), Westron (S5/W0), Nahaiduk (S4/W0)
- Talent "Animal Friend" – Beornings won't be attacked by animals unless threatened.

- Beornings of the royal line are the only characters who can buy the Shapechanger talent (always to bear). Therefore, a Beorning character that has previously bought the “Nobility” talent may buy the “Shapechanger” talent at any level (the ability can be discovered or “awoken” during the adventuring career of the character)
- For the adolescence ranks use the Nomad culture.

***Note:** Beornings as a culture only begin to exist after the Death of Smaug (TA 2941), when the people from the Anduin Vales began to see Beorn as a leader, considering him their lord and themselves a new, united clan. Consider the timeframe of your campaign before making this culture available.*

Rohir/Corling

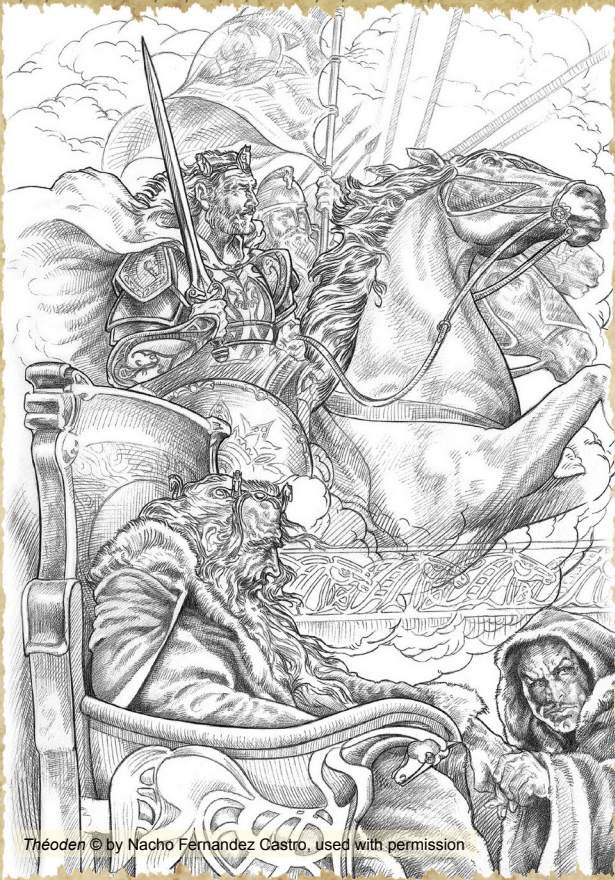
- +10 to Combat Style: Mounted Combat (Horses + Weapon of choice), Riding: Horses, Animal Handling: Horses
- Languages: Westron (S6/W1), Rohiric (S6/W1),
- For the adolescence ranks use the Nomad culture with the following changes: Riding 3, Stalk/Hide 0, Herbcraft 0, Region Lore (Local) 2

Dorwinron

- +20 to Stamina RRs against Poison
- +10 to Trade and Sailing
- Languages: Westron (S6/W1), Logathig (S6/W1)
- For the adolescence ranks use the Urban culture with the following changes: Runes 0, Stalk/Hide 0, Public Speaking 1, Dance 1

Ounlending

- +10 to Storytelling, Lore: Local Region, Climbing
- Languages: Dunael (S6/W0), Westron (S2/W0), Rohiric (S1/W0)
- For the adolescence ranks use the Nomad culture with the following changes: Climbing 2, Acrobatics 2, Riding 0, Animal Handling 0



Woodman

- +10 to Herbcraft, Lore: Flora, Survival: Forest
- Languages: Nahaiduk (S6/W0-), Atliduk (S4/W0), Westron (S3/W-0)
- For the adolescence ranks use the Sylvan culture with the following changes: Animal Handling 1, Attunement 0, Armor 0, Healing 1, Riding 0, Crafts 1, Runes 0, Region Lore (Local) 2, Navigation 1

Losson

- +20 to DB and RRs against cold. -20 to DB and RRs against heat
- +10 Navigation, +20 Survival: Arctic
- Languages: Labba (S6/W0), Westron (S3/W0)
- Talent “Enhanced Scent” – If the scent of a target is available to the character, he gets a +50 to tracking him
- For the adolescence ranks use the Nomad culture with the following changes: Ambush 2, Animal Handling 0, Riding 0, Stalk/Hide 2, Herbcraft 0, Region Lore (Local) 2, Swimming 2

Northman

- +10 to Brawling, Trading, One Weapon of choice
- Languages: Westron (S6/W1)
- For the adolescence ranks use the Nomad culture with the following changes: Animal Handling 1, Armor 2

Wose

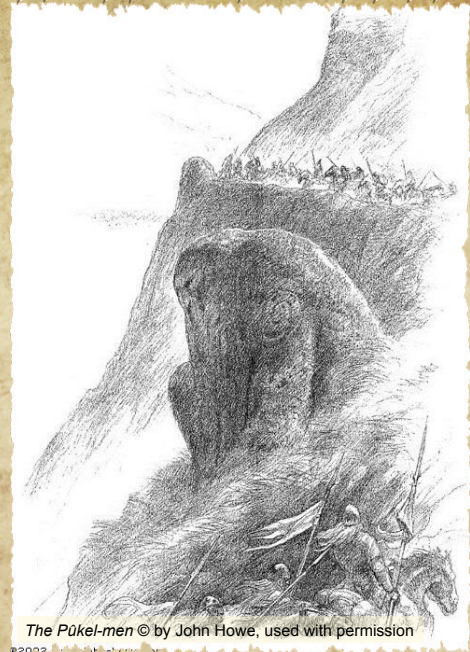
- Insight +1, Presence -2 / Power Points +10
- These stat modifications are applied *after* the normal 10 points for humans have been distributed among the stats, allowing for mods of +4 to Insight.
- +10 Lore: Flora, Survival: Forest
- Languages: Pukael (S6/W0), Westron (S3/W0), Dunael (S3/W0)
- Talent "Enhanced Scent" – If the scent of a target is available to the character, he gets a +50 to tracking him.
- Talent "Night vision" - Clear vision on a starlight night up to 100' (30m). As daylight by full moon up to 500' (150m). Blind in total darkness
- For the adolescence ranks use the Underhill culture with the following changes: Ambush 2, Crafts 1, Herbcraft 2, Jumping 0, Locks and Traps 0, Swimming 0, Tracking 2, Melee Weapon 0

Rural Men

- +10 to Horticulture, Animal Handling (one type of animal), Trading
- Languages: Westron (S6/W1), Local Language (S6/W1)
- For the adolescence ranks use the Rural culture.

Urban Men

- +10 to Mundane Lore (one lore), Streetwise (hometown), Appraisal
- Languages: Westron (S6/W2), Local Language (S6/W2)
- For the adolescence ranks use the Urban culture



CULTURES

The following changes apply *before* the ones from the race/culture.

- *Rural*: Crafts 1, Climbing 1, Appraisal 1
- *Urban*: Crafts 1, Locks & Traps 1, Riding 1

TALENTS

The following talents may only be acquired if they are granted by race or culture. The GM can decide to make exemptions for certain characters:

- *Accelerated healing*
- *Darkvision (lesser and greater)*
- *Nightvision*
- *Reduced sleep requirement*
- *Regeneration (minor, major and greater)*
- *Shapechanger*

SKILLS

The category Concentration and the Martial Arts skills aren't used in Middle-earth. The GM might opt to use them if the campaign runs in the Far East or uses PCs or NPCs from that land.

TRAINING PACKAGES

Only the Jade Dragon package is not appropriate. The training packages from the core rulebook can be used in Middle-earth only by changing the names:

- **Astothian archer** – can be used as Elven archers: taught at the Halls of Thranduil or in Lórien. Mundane Lore is applied to “Elves”.
- **Caldean rovers** – can be used as Rangers of the North / Rangers of Ithilien: they protect the Free People from Sauron in the North and in the South respectively.
- **Bounty hunters** – can be used as is.
- **Anjorian sailor** – Gondorian sailor / Corsair of Umbar: the spoken language is Adûnaic.
- **Falathrim sailor** – Sindarin Elves from Lindon or Edhellond. The spoken language is Sindarin.
- **Con man** – can be used for any city where the GM wants to include a 'Thieves' Guild or similar organization

- **Tyrian sage** – Rivendell sage: “Tyrian” skills are changed for “Elven”. The written language is Quenya.
- **Knight** (from the Martial Law book) – Knight of Dol Amroth / Rider of Rohan

WEAPONS

- **Eket**: Dúnadan heavy short sword, similar to a roman gladius. It's very rare in the late Third Age, but can be used as a special reward.
Cost: 10mp / **Weight**: 3 lbs (1,5kg) / **Production time**: 3 days
Category: Short blade / **Fumble**: 02 / **Attack Size & Type**: Medium Puncture

ARMOUR

Plate armor doesn't exist in Middle-earth. At the GM's discretion, the stats for the Plate/Chain Armor can be used to represent a superior chain armor only available for the most technologically advanced cultures (Noldor, Dwarves, Númenóreans). This kind of chain armor would cover full arms and legs, plus a mail hood. Normal Chainmail only covers the torso an upper arms and thighs.

LANGUAGES

Table 1 below shows the list of languages spoken in western Middle-earth.

Languages	Written	Race or culture (Spoken/Written)
Adûnaic	Yes	Dúnedain (5/2), Mixed Dúnedain (3/1)
Atliduk	No	Beornings (6/-), Woodmen (4/-)
Dunael	No	Dunlendings (6/-), Wose (3/-)
Haradaic	Yes	Gondorians (1/1)
Khuzdûl	Yes	Dwarves (6/5)
Hobbitish	Yes	Hobbits (6/1)
Labba	No	Lossoth (6/-)
Black Speech	No	PCs may only learn it with the GMs approval
Logathig	Yes	Dorwinrim (6/1)
Nahaiduk	No	Woodmen (6/-), Beornings (4/-)
Westron	Yes	Noldor (6/4), Sindar (4/1), Silvan (2/0), Hobbits (6/2), Dwarves (6/4), Dúnedain (6/5), Mixed Dúnedain (6/5), Beornings (5/0), Rohirrim (6/1), Dorwidhrim (6/1), Dunlendings (2/0), Woodmen (3/0), Lossoth (3/0), Northmen (6/1), Woses (3/0), Eriadorians (6/1), Gondorians (6/2)
Pukael	No	Woses (6/-)
Quenya	Yes	Noldor (6/5)
Rohiric	Yes	Rohirrim (6/1), Dunlendings (1/0)
Silvan	Yes	Silvan (6/5), Sindar (5/4), Noldor (2/1)
Sindarin	Yes	All Elves (6/5), Dúnedain (3/1), Dwarves (4/2)

Table 1: Languages in northwestern Middle-earth in the late Third Age

MAGIC

It's recommended that the use of magic in Middle-earth is limited and specialized to certain individuals, mostly NPCs. As a way of representing this in game terms, only Animist or Mage characters can spend Development Points in the learning of spells (see the Dúnadan race for an exception to this). Accordingly, the Universal Sphere spells are now considered part of the Magician's Sphere.

In general terms, Harper's Sphere spells become Magician's Sphere, and Ranger's Sphere spells become Animist's Sphere. Some exceptions are detailed below.

Also, the simple use of magic is dangerous in Middle-earth, as Sauron is able to detect spell-casting and locate the caster. Therefore, it's advised to use as few spells as possible and in its weaker versions. Every time a PC uses a Power Point, he has to roll 1d100. If the roll is equal or less than the total of Power Points used, there's a chance that a Shadow creature has become aware of the magic focus and feels attracted to it. For this effect, Attack spells the expended PPs are multiplied by 2 to determine detection chance. For Elemental spells, the factor is x3. The GM must then roll on the Encounter Table (13.2, page 146 in the HARP Core Book) according to the region where the spell caster is. If the result is Monsters, then the GM has to choose a fitting creature or enemy that will hunt the magician. The GM is free to introduce said enemy in the way or moment he feels is dramatically more appropriate. Note that enemies might not only attack the PC, they might also be agents trying to seduce the caster to the Shadow.

Following is a list of changes to the Following is a list of changes to the spells available for every

profession. First you can find the spells that don't exist as such in Middle-earth. Then I recommend what spells should compose the Animist's and Mage's Spheres.

Overall changes (Unavailable spells)

The effects of these spells might be present in Middle-earth, but it is recommended that they cannot be cast by PCs or even NPCs. For example, the One Ring provided with Invisibility to its wearer, but it's not wise that a number of spell casters might go around becoming unseen twice or thrice a day.

- *Universal*: Arcane Bolt
- *Magician*: Fly, Invisibility, Long Door, Air Wall, Elemental Ball, Elemental Bolt, Fire Wall, Icy Misty Wall, Shock, Spikes, Water Wall
- *Warrior Mage*: All

Changes to the spells in the Animist's Sphere

- *From Universal*: Minor Healing
- *From Cleric*: Animal Form, Control Animal, Calm, Cure Disease, Herbal Enhancement, Livegiving, Lifekeeping, Major Healing, Nature's Strength, Nature's Tongue, Neutralize Poison, Plant Disguise, Restoration, Summon Animal, Tree Door, Tree Merge, Tree Skin, Turn Undead
- *From Ranger*: Find Shelter, Hues, Locate Food, Natural Trap, Path Lore, Traceless Passing



Summoner © by Onur Bakar, used with permission

Changes to the spells in the Mage's Sphere

The Mage's Sphere is made of all of the Universal, Harper and Mage Sphere spells, except Minor Healing and the ones indicated in Forbidden Spells above.

As a way of giving sense to Mage characters, it's recommended that players choose spells that are somehow related. Following are some of the most usual groups of spells that fit into Tolkien's world:

These are the spells from the “College of Magics” sourcebook that are allowed in Middle-earth:

- *Cantrip*: Compass, Ignite, Smoke Rings
- *Medium Magic*: Detect Life, Detect Undead, Water Breathing, Beguiling Voice, Project Voice, Nature's Awareness, Predict Weather, Breezes, Conflagration, Cool, Elemental Resistance, Extinguish Fires, Flash, Heat, Obscuring Mist, Tremors, Unfog, Disease, Inflict Injury, Inflict Pain, Poison Air, Speak with the Dead, Summon Undead, Undead Mastery, Unluck, Weaken X, Wounding, Analysis, Magestaff, Spell Resistance, Waiting Spell, Ward, Animal Transformations, Control X, Plant Growth, Plant Healing, Repel Animal, Share Animal Sense, Telepathic Bond

Note: This is an additional rule, adapted from “The One Ring” RPG Shadow rules, published by Cubicle 7.

The idea behind Corruption Points (CP) is not so much that of a constant threat to the players, but that of a “shadow” that haunts them and grows slowly, until they succumb to it. If the PCs behave in an honorable way, the danger of losing control should be low. Only if they are responsible of acts of free violence, egoism or they go into the “wolf’s den” (entering Mordor, seeing Sauron’s hordes gather at the Morannon,...), the weight of despair and the Shadow will take possession of their hearts and push them to commit stupid or cowardly acts. An example of this is the Lord of the Rings movie version when Frodo, seduced by Gollum, sends Sam away when entering Mordor. It is not present in the book, but provides a good example for the idea behind the concept.

Ring of Fire © by Olanda Fang-Surdenas, used with permission



- The spells listed under the ‘Necromancer’ topic (see Magic section above) automatically add 1 CP when learned. They also add 1 CP when cast, even if they are not successful. If using the “College of Magic” sourcebook, the following spells should be added as well: Disease, Inflict Injury, Inflict Pain, Poison Air, Speak to the Undead, Summon Undead, Undead Mastery, Unluck, Weaken [stat], Wounding.
- The PC is responsible, knowingly, of vandalism, abuse of power, mischief, . . . The consequence can range from 1 CP for threatening innocents or lying for his own profit to 4 CP for treason or breaking an oath. 5 CP should be the maximum for torturing someone or committing a murder.
- For handling Shadow and Corruption in the context of everyday life (especially NPC’s and the functioning of the world around the heroes) and “normal” misdeeds, the suggestions found in Other Minds, Issue 14 (article “Hope and Shadow”) might be a guideline.

Living through an anguishing experience. The PC can make a Will RR to diminish or negate the effects. This can be:

- Tragic natural event (relative's death, natural disaster, mortal accident,...): RR (75). Add 1 CP only if the RR is failed.
- Macabre murder, terrifying experience, random destruction, Enemies' display of power, awakening in a haunted barrow, discovering a traitor among friends, beholding the corpses of dismembered farmers: RR (100). Add 1 CP only if the RR is failed.
- Suffering slavery or torture, the Black Breath, being hunted by a Nazgûl, facing the Lidless

Eye: RR (125). 1 CP is added automatically. If the RR is failed, 2 more CPs are added.

- Direct experience of the Enemies power, like being captured by a Nazgûl or being interrogated by Sauron: RR (150). 1 CP is added automatically. If the RR is failed, 2 more CPs are added.
- Being in possession of cursed objects, created by Sauron or its followers. The GM should assign a number of CPs to every item, according to their power. For a measure, the One Ring grants 20 CPs. No item should grant more CPs than this. Except for major cursed artifacts, most items should add from 1 to 5 CPs.
- Travelling through regions infested or possessed by the Shadow (Moria after the Balrog appeared, the Barrow-downs after about TA 1636, Mordor, Southern Mirkwood, etc.): RR (from 75 to 150, at GMs discretion) for each day in the place. Add 1 CP if the RR is failed.

Effects of Corruption

- Every CP above the total Self-Discipline bonus of a character subtracts a -1 to all RRs.
- When a character's CPs are higher than his SD total bonus x2, the GM should begin forcing the PC to roll Will RR's to avoid losing control and behaving in evil ways. Examples are hiding treasure from the friends, threatening with violence if confronted, falling into apathy, abuse of one's own power or intellect, cowardice, denying help to someone in need,... The potential loss of control should be related to the characters personality. Such rolls should only be asked for in dramatic moments, probably no more than once per game session. Bear in mind that a character with 0 or negative SD has to make these rolls when he has at least 1 CP, not sooner.
- The GM might use Sauron's agents to try seduce the PCs, making offers that force them to roll Will RRs. The agent adds his Duping skill bonus to the roll to determine the RR target number. Examples of agents are Gollum, Gríma Wormtongue, The Mouth of Sauron or Saruman.
- Certain good oriented NPCs, like Galadriel, Elrond, Tom Bombadil or Radagast have the ability to "detect" the PC's Corruption Points. If they are too high, they can deny their help or entry into their homes. On the other hand, they may try to persuade the PC to correct his

ways, thus reducing corruption. The criterion "too high" is the GM's decision, but it can be a fixed number (for example, Tom Bombadil won't appear in the Old Forest to help anyone with more than 10 CP's) or just whoever has more CP's than SD bonus.

- Every CP adds a +1 for the roll to enter the Frenzy state.
- Every CP adds a +2 to every Casting Spell roll (either Utility, Attack or Elemental).

Decreasing Corruption

- When a PC recovers a Fate Point, he also loses a CP
- If the GM considers that the players have actively helped ending a dangerous threat from the Enemy, they might lose a number of CPs accordingly to said danger. The number of CPs lost this way should range from 1 to 5. The danger to the Free People should be taken into account, not the danger to the characters. For example, killing a Huorn in the Old Forest might be a tough battle, but probably a rarely moving tree wasn't a very great danger. On the other hand, discovering a remedy that might hold the Plague at bay could grant a Corruption Points reduction, even if there wasn't any kind of battle or death risk for the PCs.

CREATURES OF MIDDLE-EARTH

At the moment of writing these rules, HARP is undergoing a revision that affects creature stats. A new Bestiary sourcebook is about to be published, but it's still not available. Meanwhile, I've made a list of the creatures we have from the 2004 HARP version (Core Book and Monsters: A Field Guide) and its Middle-earth counterparts. **You'll have to ignore most of the creature descriptions as they often don't fit Middle-earth's cosmological background**, but the raw stats can be used with minor tweaks.

Here's a list with the basic creatures from Middle-earth and the corresponding HARP creature stats you may use. Where needed, some tweaks are indicated to the HARP stats. First the Middle-earth name is listed, and in parenthesis follows the HARP equivalent.

ORCS

- Snaga (Kobold with Leather and without Shield: -30 DB) Lvl 1
- Goblin (Goblin with Leather: -10BD) Lvl 1
- Lesser Orc / Half-Orc (Hobgoblin with -25 to all actions at daylight [Half-Orcs don't have this penalty]. Remove Silent Step ability) Lvl 2
- Orc (Lizardmen with Rigid Leather (+10BD) or Chain Mail (+20 BD) and Normal Shield (+5BD). -25 to all actions at daylight). Lvl 4
- Uruk-hai (Orc) Lvl 6

TROLLS

- Hill or Forest Troll (Troll, Lesser). Lvl 5
- Mountain or Cavern Troll (Ogre). Lvl 8
- Olog-hai (Troll, Greater). Lvl 10

Undead

- Mewlip (Ghoul). Lvl 3
- Ghost(Ghost). Lvl 5

- Barrow-wight, Minor (Specter, Class II). Lvl 5
- Barrow-wight, Greater(Wight, Class III). Lvl 8
- Nazgûl (Wraith, Class IV). Lvl 12
- The Witch-King (Lich, Class V). Lvl 15

Giant Creatures

- Giant, Young (Giant, Lesser). Lvl 10
- Giant, Adult (Giant, Greater). Lvl 20
- Wyvern (Wyvern). Lvl 10
- Dragon (Dragon). Lvl 25
- Balrog (Cacodemon). Lvl 20
- Balrog of Moria (Lord Vlach). Lvl 25

Beasts

- Neeker-Brekers (Locust). Lvl 1
- Hummerhorns (Wasp, Giant). Lvl 2
- Mirkwood Spider (Spider, Lesser). Lvl 3
- Ungoliant's Spawn (Spider, Giant). Lvl 8
- Shelob (Spider, Greater). Lvl 20
- Mûmakil (Mammoth). Lvl 15



In Mordor © by John Howe, used with permission



THE TOLKIEN EMAIL LIST

The eldest of the lists

This Tolkien discussion group has existed since the
First Age before the world was made round.....

Join and contribute

Our list has existed since the early 1990s with many
members who have been here for years beyond count....

Now we have moved to Google and have become a
private Google Group.

To request to subscribe to this group, please visit
the following page:

http://groups.google.com/group/tolkien_list/subscribe

or contact rossiele@yahoo.com


(Elena Rossi, ½ Listowner)



SETTLEMENTS OF RHOVANION

By Thomas Morwinsky
(tolwen@gmx.de)

© 2015

per the terms of the CC license: 

This contribution was born out of the last Issue of Other Minds. The latter's contribution about demography in Rhovanion throughout the Third Age lacked a list of settlements for each period. What you now have before you is the result of this recognition.

In a sense, it is the second part of that article and then you can enjoy it best and have the whole picture of this interpretation of Third Age - Rhovanion to be used for your games or scholarly research. Have fun!

background stuff



FOREWORD

In Other Minds, Issue 14 I published an article about the demography of Rhovanion in the Third Age. Comprehensive as it is, it still lacks somewhat in one respect – the details of the major or otherwise noteworthy settlements in Rhovanion. The appendix in OM 14 already contained a listing of the proposed settlements and this article picks up this loose thread, expanding it and thereby finishing the theme of demography and urban settlements in this region of Middle-earth. It is basically an encyclopaedic work and thus best used for reference rather than reading as text in itself.

STRUCTURE

The article deals with the various settlements grouped into political realms to make it manageable and sensible from an in-world-perspective.

Only those settlements with some significance for the respective realm (according to my interpretation) are given some information. Thus for two reasons, not all settlements are described in detail. The first one is rather obvious – the sheer amount of settlements throughout ten eras in such a wide area is simply too much to describe in detail. The advantage this offers is also the second reason: It leaves a lot of room for individual GMs and players alike to develop them into greater detail. So, in a sense, this is an arena for “other hands and minds” to work upon.

IMPORTANT NOTICE

The article often uses terms like “realm”, “lordship” or “princedom”. At first glance they invoke images of well-established realms with functioning and clearly-defined power structures, patrolled borders as well as revenue collection and an overall central authority which is exercised in the various fields of interest for those in power.

It must be remembered though, that in Rhovanion (and especially in most of the “realms” in the Anduin Vales) a “realm” can also mean a loosely-organised structure with one of the local lords titled as “high-chieftain”, “king” etc. but little actual power beyond cultural or representative roles. In a word, one should not automatically think of a “kingdom” here in the way the term is applied in the real world – or other fantasy environments, where a king often

is depicted in an absolutist way (i.e. wielding the absolute power over the resources of his kingdom).

The suggested levels of “central power” for the respective “kings” of a certain realm are given in a rough gradation as shown in the following table 1:

Level of central authority and power	Examples and descriptions
high	“Classic” kingdom (i.e. absolute monarchy). The monarch exerts absolute authority and is the one to decide over war and peace, as well as enacting laws and being the supreme judge. Taxes are paid for the most part (or completely) to the king’s treasury. Gondor might be an example (although it could also fit into the “medium” category) or (for the bad guys) Mordor in the late Third Age. In the real world, 17th century France is a good illustration.
medium	A kingdom where the king still is the supreme lord, but powerful local nobles may withhold some power. He depends on their goodwill and cooperation more often than he is able to simply enforce his will. Many of Tolkien’s realms may fit here. The Númenórean realms are described where the nobles hold considerable power. Rohan may also fit to some extent, but this is debatable. In the real world, medieval Germany with its myriads of regional lords and kings (and often also emperors) struggling to check their power is a good example.
low	Here the central authority is rather weak and often its role is more cultural or ceremonial than political. The Woodmen may have such a power structure, but we know so little of them (barely the name). The hobbitish Shire is also a good example, where the offices of Mayor or Thain are also primarily ceremonial and less so anything else. In the real world, many ancient Germanic tribes or confederations elected a king only in time of war and/or need and his power and prestige depended on his success as a leader.

Table 1: Levels of royal authority

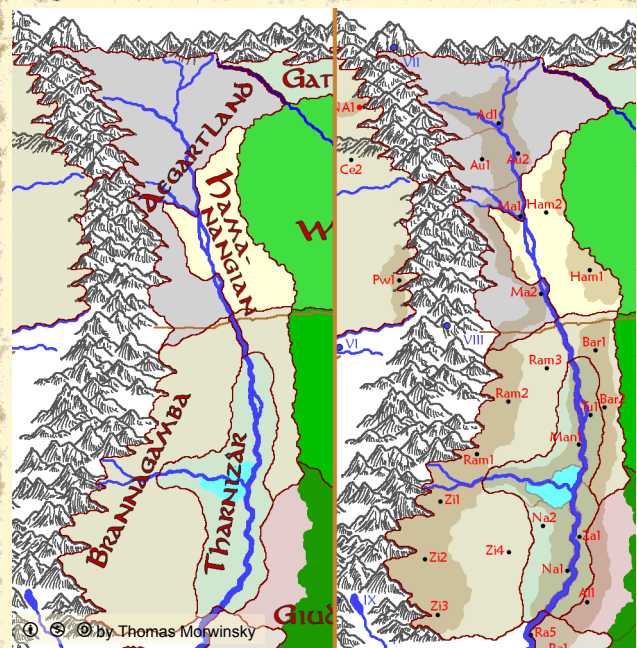
TA 600

Settlements in Aegartland

Level of central authority: low

Like many other Northmen realms, Aegartland is not a centralised state, but more a loose confederation of tribes and clans that cooperate more or less – depending on the need. The lord of Wrakyaburg is the strongest prince in the region, but his role is far from that of a real ruler. In fact, he is more of an arbitrator and primus inter pares. Only in wartime, when a major enemy threatens the Estaravi, does the lord have more power – as the leader of the united host.

- *Wrakyaburg* is the main settlement in the northern Anduin Vales. Its natural strategic advantage at the confluence of the Anduin tributaries grants it an excellent position of power for the domination of the area.
- *Idima* had been erroneously labelled as “Au3” in *Other Minds*, Issue 14. In fact it is “Au2”
- *Mathlaburg* is without doubt an important centre even in this time. The town is built on the site of a former Hobbit village at the confluence of a tributary running down from the Hithaeglir with the Great River. While Wrakyaburg in a similar place is a political centre, Mathlaburg’s focus lies on economy. The pass over the Misty Mountains northwest of the town at the source of the Mitheithel (the so-called “Sharp Pass”) and the north-south trade



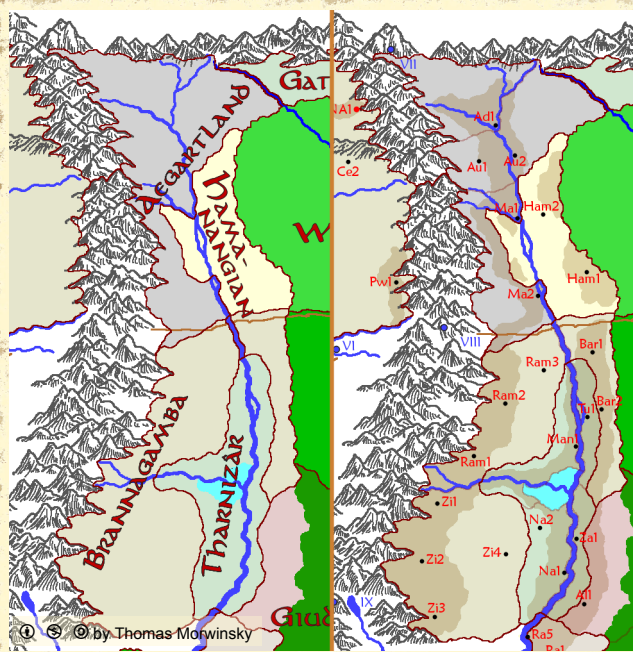
#	Settlement	fief	Population	Code
1	Wrakyaburg	Adastar	900	Ad1
2	Woumis	Audipar	1,100	Au1
3	Idima	Audipar	650	Au2
4	Mathlaburg	Mathlaburg	1,200	Ma1
5	Walbilf	Mathlaburg	600	Ma2

Table 2: Settlements of Aegartlant in TA 600

route along the river makes this an excellent crossroads where many people meet. Both travellers going to or coming from this pass will rest here. This position makes the site of Mathlaburg the natural choice for a trade centre.

Since about TA 500, the Estaravi have begun to slowly drift southward along the river, thereby gradually pushing Fallohide Hobbits from their former settlement areas. Instantly recognizing the potential of the site, they made Mathlaburg the place of their primary settlement.

Settlements in Hamanagian



Level of central authority: **low**

The Fallohides are the least sedentary of the Hobbits and have the closest contact with the Elves of Greenwood. Due to this lifestyle, their settlements are few in number and often not very long-lasting.

#	Settlement	Population	Code
1	Wiro	700	Ham1
2	Mago	500	Ham2

Table 3: Settlements of Hamanagian in TA 600

- *Mago* is the primary Fallohide settlement in these times. Due to the only semi-sedentary lifestyle of the Fallohides, its small size is already remarkable for this folk.

Settlements in Tharnizâr

Level of central authority: **low**

#	Settlement	fief	Population	Code
1	Thaled	Mantarbran	600	Man1
2	Bauges	Tûnamin	600	Tu1
3	Ramac	Zanas	601	Za1
4	Tûnagul	Zanas	500	Na1
5	Rugamba	Zanas	500	Na2

Table 4: Settlements of Tharnizâr in TA 600

As the other Hobbits, the Stoors of Tharnizâr are not very urbanised (even according to rhovanic standards) and thus their settlements are small, but greater in number and more permanent than those of their Fallohide cousins.

- The Stoors maintain settlements mostly near to water. None of them is of greater significance beyond their importance of local trade and organisation. *Thaled* is what comes closest to a capital of the Stoors, being home to their most ancient and revered clan.

Settlements in Brannagamôa

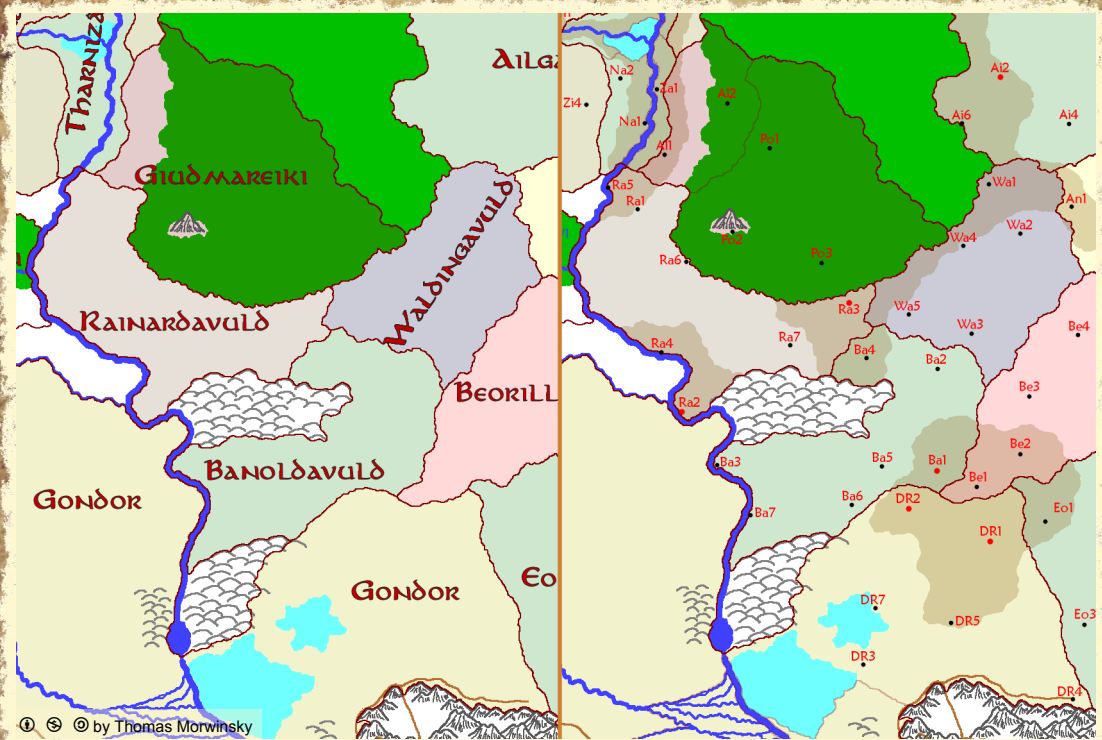
Level of central authority: **low**

#	Settlement	fief	Population	Code
1	Lûbanga	Zînaran	600	Zi1
2	Brangad	Zînaran	500	Zi2
3	Medelac	Zînaran	900	Zi3
4	Orleld	Zînaran	500	Zi4
5	Gollis	Ramban	500	Ram1
6	Hudo	Ramban	500	Ram2
7	Tharni-Trân	Ramban	500	Ram3
8	Pharamac	Barantar	600	Bar1
9	Lastar	Barantar	500	Bar2

Table 5: Settlements of Brannagamba in TA 600

As in all times, the Harfoots (in Brannagamba) are the greatest group of Hobbits, and these years in the early Third Age are no exception.

- *Medelac* is the biggest and most wealthy settlement of the Harfoot clans. It lies close to Khazad-dûm and is the town which serves as the primary trade hub with the Longbeards. These are always in need of foodstuffs and livestock services, of which the Harfoots are the chief providers. The lifestyle of the Harfoots, who prefer rolling hills and the Hithaeglr foreland, is the one most similar to the dwarvish preferences.



Settlements in Rainardavuld

Level of central authority: low

Rainardavuld is the lordship that comprises the northern half of the Grama. These are descendants of ancient men that have learned much from the Entwives that once dwelt near in the region now known as the *Brown Lands*. They still retain many of the agricultural skills and through them much of this has also come to the Hobbits (or the latter learned it directly from the Entwives, as the lore is blurred here).

The Grama of Rainardavuld possess several important settlements.

Settlements in Giudmareiki

Level of central authority: low

#	Settlement	fief	Population	Code
1	Derbuin	Alidavuld	1,300	Al1
2	Wegin	Alidavuld	1,000	Al2
3	Winalaudan	Podaldavuld	700	Po1
4	Molcison	Podaldavuld	800	Po2
5	Oro	Podaldavuld	700	Po3

Table 6: Settlements of Giudmareiki in TA 600

The sparse population density in the whole realm leads to wide open spaces between settlements.

- *Derbuin* along the Anduin is the seat of the High Chieftain, though this is mostly a ceremonial title.
- *Wegin* in the western eaves of the forest is the secondmost important settlement of these people.
- The town of *Molcison* bears the highest significance for the hunter-and-gatherer Woodmen of Podaldavuld. It lies on the slope of the hill that the Elves who have lived there in former centuries call *Amon Lanc*. For the Woodmen, it is an important site, as they view the hill (an extinct volcano) as a portal to the Otherworld and thus the place where they can get into contact with their deceased ancestors when the conditions are favourable. For this reason, *Molcison* is revered by all Woodmen – and many other Northmen of the region – as the most important spiritual centre and destination for pilgrimages.

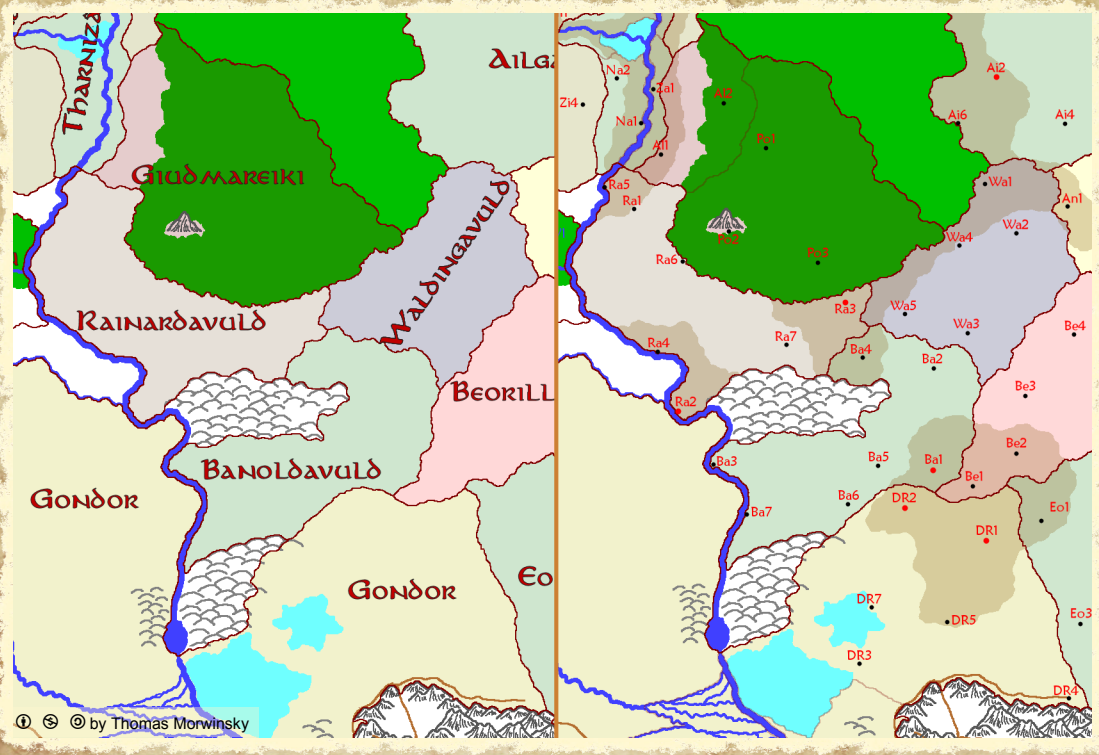
#	Settlement	Population	Code
1	Kannar	1,800	Ra1
2	Wogard	1,900	Ra2
3	Reimar	2,900	Ra3
4	Adenar	1,800	Ra4
5	Hurdt	2,200	Ra5
6	Lebert	1,600	Ra6
7	Arinkar	2,000	Ra7

Table 7: Settlements of Rainardavuld in TA 600

- *Wogard*, their southwesternmost town is the primary partner for all trade and communication with northern Calenardhon over the Northern Undeeps.
- *Hurdt* is the seat of the northern branch of the Grama, and is the commercial centre in the southern vales; similar to Mathlaburg in the northern part.
- *Reimar* with its great stone monument is the spiritual centre not only of Rainardavuld, but for all Grama.

Settlements in Banoldavuld

Settlements in Dor Rhunen



Level of central authority: **low**

Banoldavuld comprises the southern territory settled by the Grama and lies close to the Gondorian province of Dor Rhunen.

#	Settlement	Population	Code
1	Erenir	1,600	Ba2
2	Quairnus	1,700	Ba3
3	Diebold	2,200	Ba4
4	Anut	2,100	Ba5
5	Enker	1,500	Ba6
6	Winthera	1,000	Ba7

Table 8: Settlements of Banoldavuld in TA 600

- Erenir, the biggest settlement of the southern Grama lies in the most densely settled area of southwestern Rhovanion. It has close ties with both the neighbouring Gondorian city of Tirith Thoron as well as the main population centres of Burh Criduri and Burh Cretala in the Ehwa-thrumi realm of Beorillavuld.

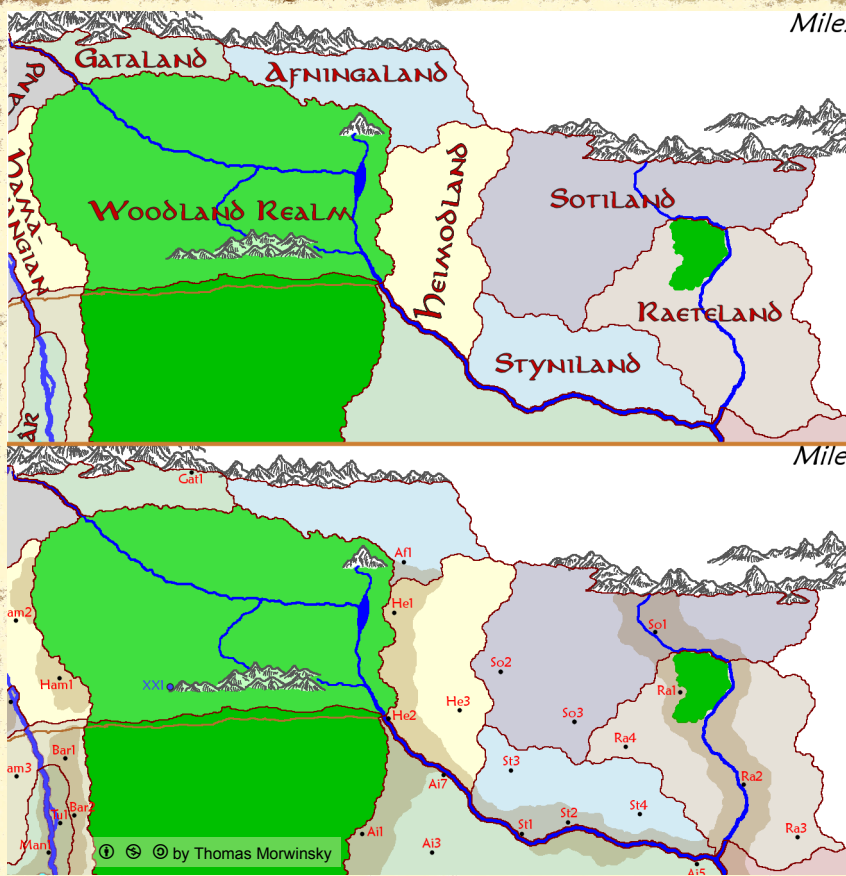
Level of central authority: **medium**

Gondor's province has only recently been established, but generous tax exemptions and opportunities of land grants have already attracted many settlers from Gondor.

#	Settlement	Population	Code
1	Rhúnost	4,100	DR1
2	Tirith Thoron	3,600	DR2
3	Tirith Nindor	1,700	DR3
4	Bar Lithryn	1,900	DR4
5	Bar Denel	1,200	DR5
6	Eithel Gelebrin	1,000	DR7

Table 9: Settlements of Banoldavuld in TA 600

- Rhúnost is the principal town here and serves as the administrative, economical and military centre of Gondor in Rhovanion.
- Despite its relative small size, Bar Lithryn holds an important position as Gondor's easternmost outpost. Consequently, travellers of all sorts



Settlements in Gataland

Level of central authority: **low**

Gataland is probably the most inhospitable and least settled area in all of Rhovanion. It is characterised by its location between the Grey Mountains (Ered Mithrin) to the North and Greenwood to the South.

#	Settlement	Population	Code
1	Asvi	600	Gat1

Table 9: Settlements of Gataland in TA 600

- Asvi is its only settlement and it serves as the primary waystation for people venturing further north or taking the northern route between the Anduin Vales and eastern Rhovanion.

Settlements in Afningaland

Level of central authority: **low**

Scarcely more populated than Gataland, Afningaland is a bridge territory that links the inhospitable rough northern to the more temperate southern regions.

#	Settlement	Population	Code
1	Irgar	1,400	Af1

Table 10: Settlements of Afningaland in TA 600

- Irgar, the only town of note is the primary stop for anyone travelling further north. One might call it the last glimpse of civilisation in this part of the world.

Settlements in Heimodland

Level of central authority: **low**

This realm commands an important area east of Greenwood, resulting in a relative wealth for some sub-realms that profit from local trade.

#	Settlement	Population	Code
1	Tjodring	1,000	He1
2	Bara	1,100	He2
3	Haslod	1,100	He3

Table 11: Settlements of Heimodland in TA 600

- In this time, Bara is the most important settlement in Heimodland. It commands the important trade crossroads of the Celduin (leading northward to the Wood-elves and south ultimately to the Sea of Rhûn) and the Forest Road that exits Greenwood at this site.

Settlements in Styniland

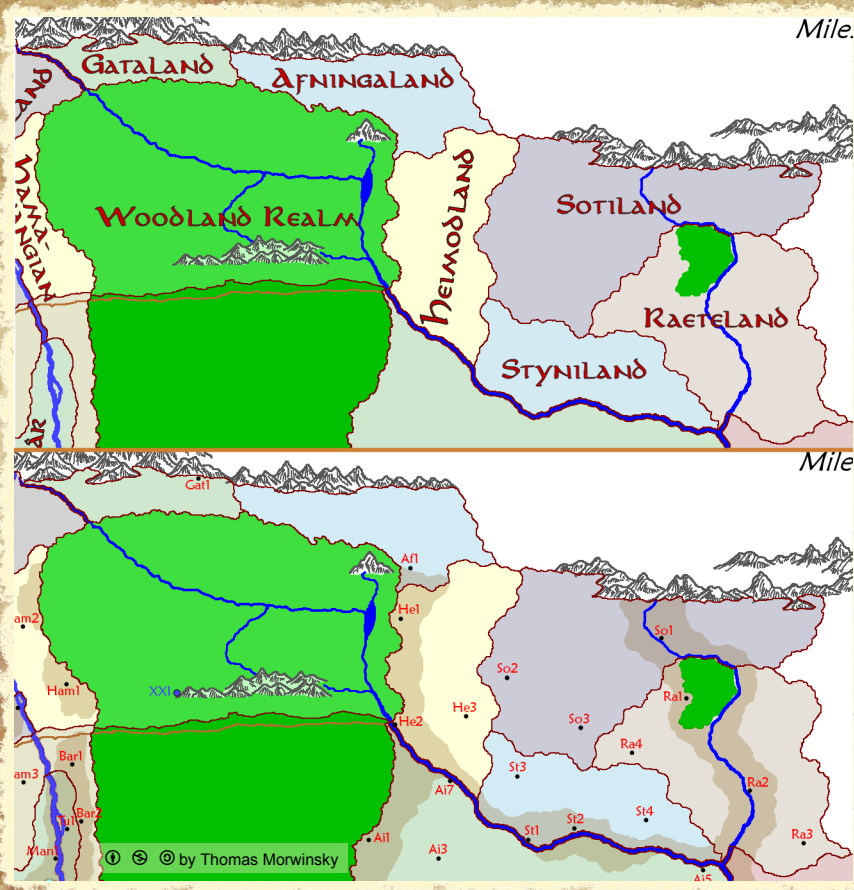
Level of central authority: **medium**

This is the second lordship that benefits from trade along the major highway in the North (the Celduin). Its location along much of that river's length is a great boon for its people.

#	Settlement	Population	Code
1	Hraring	1,000	St1
2	Sikning	1,150	St2
3	Eddrid	800	St3
4	Thollvir	900	St4

Table 12: Settlements of Styniland in TA 600

- Sikning is the seat of the most powerful *thegn* in Styniland and the *de-facto* lord of the land. He takes care that the traffic-tolls along the river are paid duly.



Settlements in Sotland

Level of central authority: **low**

This realm profits from its location south of the Iron Hills (Eryn Engrin), where an outpost of Durin's Folk ensures steady demand for foodstuffs and high-quality products in return.

#	Settlement	Population	Code
1	Ostils	1,100	So1
2	Ralod	500	So2
3	Merid	700	So3

Table 13: Settlements of Sotiland in TA 600

- The Carnen river valley is this lands' main traffic-artery and the town of *Ostils* is its focus. It flourishes due to trade and exchange with the small dwarven colony in the Emyr Engrin.

Settlements in Raeteland

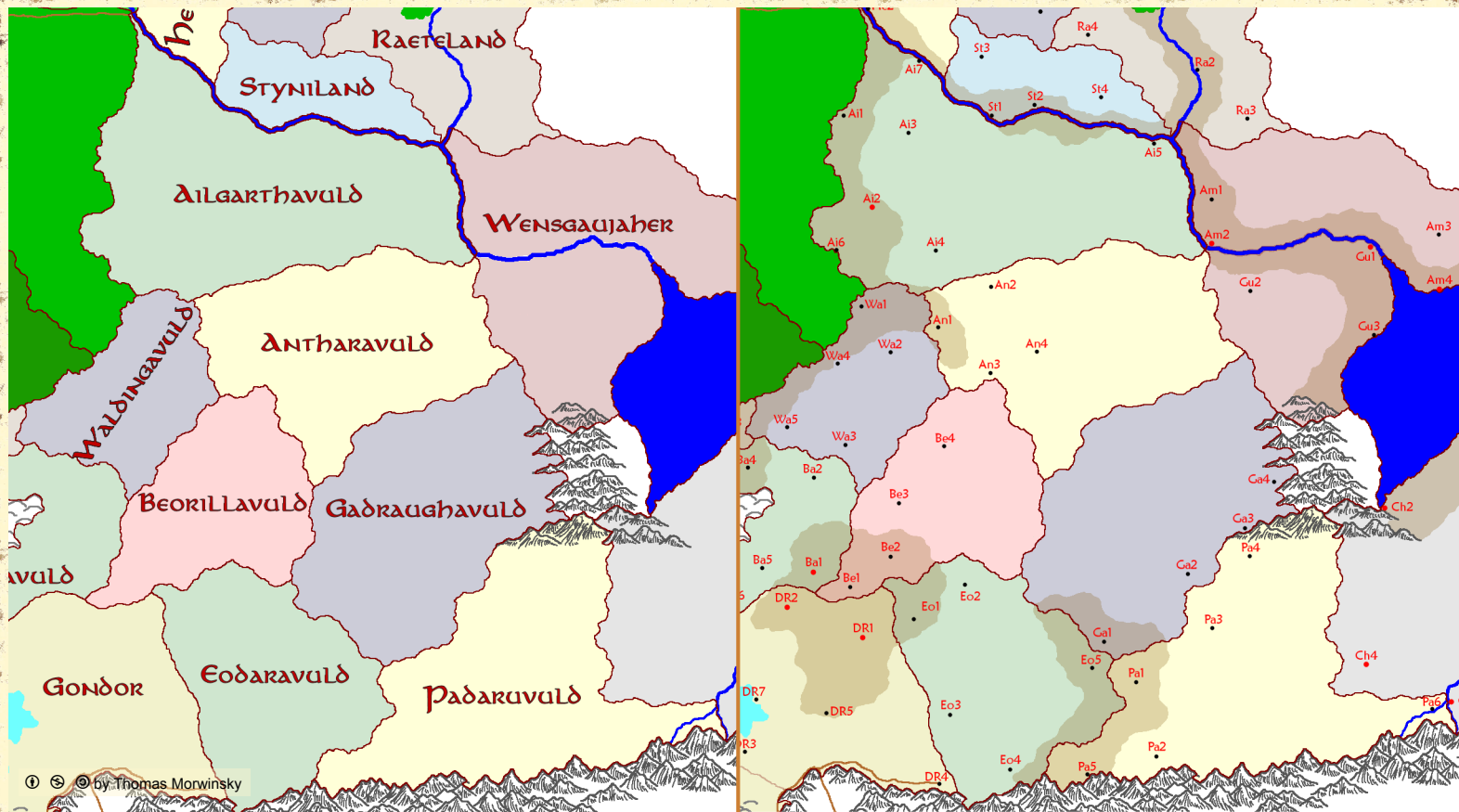
Level of central authority: **low**

Situated along the lower Carnen, the realm flourishes from trade with all its neighbours. Concerning its political influence its weight is limited however.

#	Settlement	Population	Code
1	Jollund	1,400	Ra1
2	Kjaring	1,200	Ra2
3	Virn	600	Ra3
4	Irbjorg	600	Ra4

Table 14: Settlements of Raeteland in TA 600

- *Jollund* at the small bight of the Ironwood is the main town and seat of the most important chieftain here.



Settlements in Ailgarthavuld

Level of central authority: **medium**

One of the major Ehwathrumi clans, the Ailgartha command the southern shore of the river Celduin up to the Greenwood.

#	Settlement	Population	Code
1	Burh Hinseges	1,800	Ai1
2	Burh Alge	2,900	Ai2
3	Burh Hudaranth	1,200	Ai3
4	Burh Ginder	1,100	Ai4
5	Burh Marhlinge	900	Ai5
6	Burh Fragira	1,200	Ai6
7	Burh Baulis	900	Ai7

Table 15: Settlements of Ailgarthavuld in TA 600

- *Burh Alge* is the seat of the *huithyn* of the Ailgartha. The settlement is situated at the most populated part of the land, being close to the major highways in the Greenwood area.
- Though being rather small, *Burh Marhlinge* is an important town in Ailgarthavuld. It is the easternmost town and is located close to the confluence of Celduin and Carven and near the border to its eastern neighbours. It is a favourite summer residence for the *huithyn* too.

Settlements in Waldingavuld

Level of central authority: **medium**

By now, the Waldinga clan commands one of the smaller Ehwathrumi realms, but his princes are determined to improve their position.

#	Settlement	Population	Code
1	Burh Sauthis	2,000	Wa1
2	Burh Wabiras	1,000	Wa2
3	Burh Brotigis	700	Wa3
4	Burh Casares	1,100	Wa4
5	Burh Vaspuc	500	Wa5

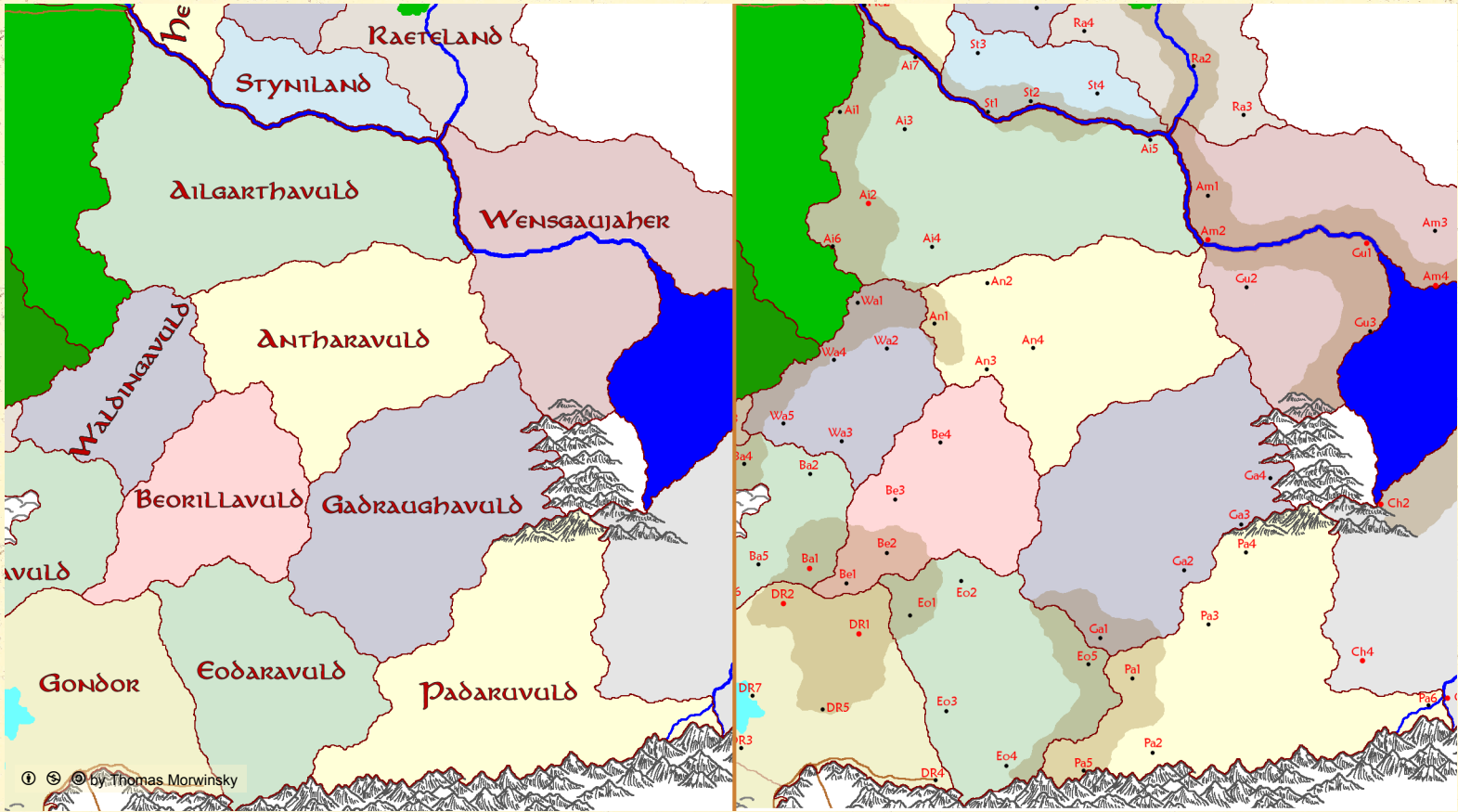
Table 16: Settlements of Waldingavuld in TA 600

- *Burh Sauthis* near the edge of Greenwood is the most important town, situated at the overland route that runs along the forest's eastern border.

Settlements in Antharavuld

Level of central authority: **low**

This is one of the smaller and less populated Ehwathrumi princedoms. Most of its population live in the western territories.



#	Settlement	Population	Code
1	Burh Hanguir	1,500	An1
2	Burh Habiud	800	An2
3	Burh Galecis	900	An3
4	Burh Frilora	800	An4

Table 17: Settlements of Antharavuld in TA 600

- Burh Hanguir, the seat of the most important chieftain also is the centre of the clan’s commerce and culture.

Settlements in Beorillavuld

Level of central authority: **medium**

This Ehwathrumi pryncedom is counted among the most trusted allies of Gondor.

#	Settlement	Population	Code
1	Burh Ciduri	1,700	Be1
2	Burh Cretala	1,300	Be2
3	Burh Itilengis	1,200	Be3
4	Burh Feriseril	1,000	Be4

Table 18: Settlements of Beorillavuld in TA 600

- Burh Ciduri lies amidst the population centre in southwestern Rhovanion, sharing a common economic and cultural area with the Gondorians, Grama and other Ehwathrumi clans.

Settlements in Gadraughavuld

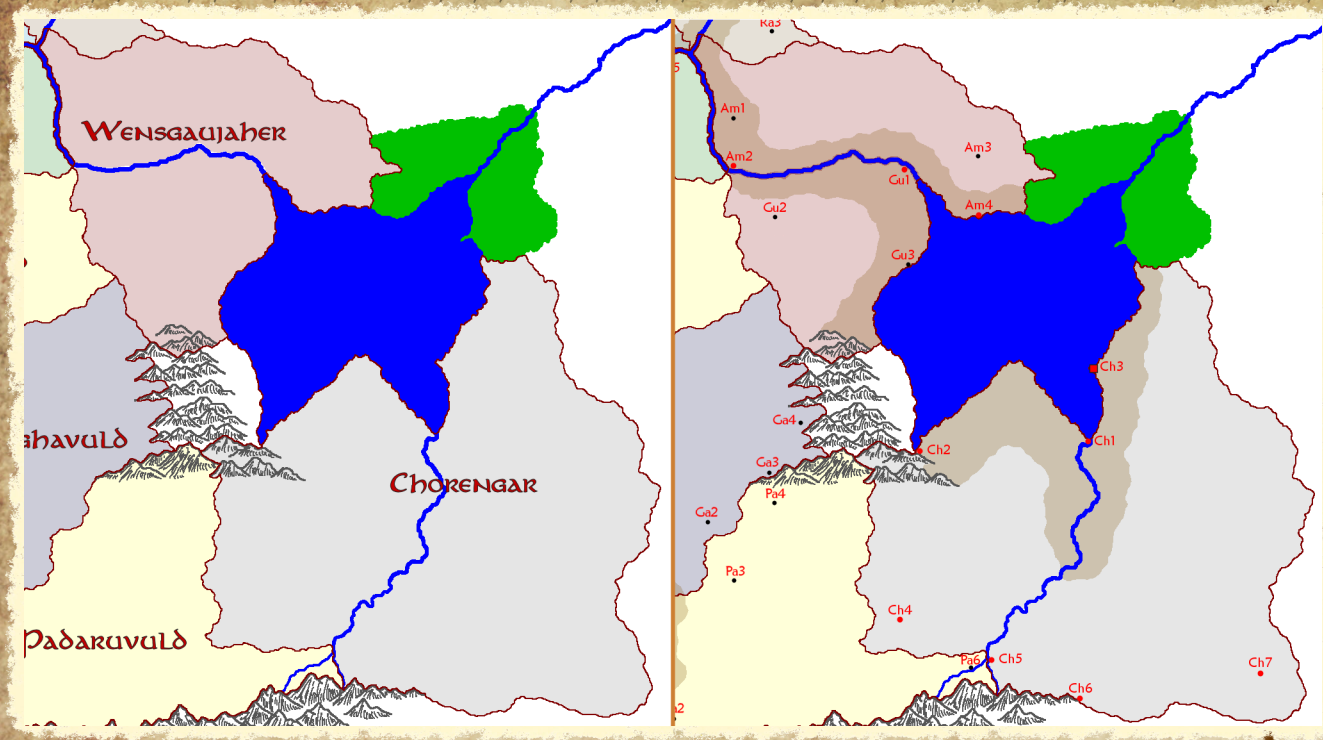
Level of central authority: **low**

This is the least populated and most wild of the Ehwathrumi pryncedoms. More than any other, they are willing to plunder and raid any neighbour for their own profit.

#	Settlement	Population	Code
1	Burh Hasuil	1,700	Ga1
2	Burh Bena	1,000	Ga2
3	Burh Thindic	800	Ga3
4	Burh Frela	900	Ga4

Table 19: Settlements of Gadraughavuld in TA 600

- Burh Hasuil, the main settlement lies close to the primary towns in Padaravuld and Eodaravuld, with whom they interact in almost every aspect of day-to-day life.



Settlements in Wensgaujaher

Level of central authority: **medium**

This realm along the lower Celduin is populated by people of primarily “hadoric” edainic stock mingled with a minority of other ethnicities. Its largest towns lie either on the Celduin or the coast of the Sea of Rhûn.

#	Settlement	fief	Population	Code
1	Victiluin	Wensgaujarar’is	2,400	Am1
2	Leucir	Wensgaujarar’is	3,100	Am2
3	Salaseg	Wensgaujarar’is	1,500	Am3
4	Bescani	Wensgaujarar’is	2,600	Am4
5	Thausedir	Wensgaujarar’esed	2,800	Gu1
6	Eldimas	Wensgaujarar’esed	800	Gu2
7	Gaspas	Wensgaujarar’esed	2,000	Gu3

Table 22: Settlements of Wensgaujaher in TA 600

- *Leucir* is the principal city along the middle Celduin, profiting from trade and its crossroads location.
- *Thausedir* is, despite not being the largest town, the seat of the most powerful lord and thus is of the greatest political importance.
- *Bescani* is the principal port in the realm, being home to many fishermen and most of the realm’s ships fit for war.

Settlements in Chorenkar

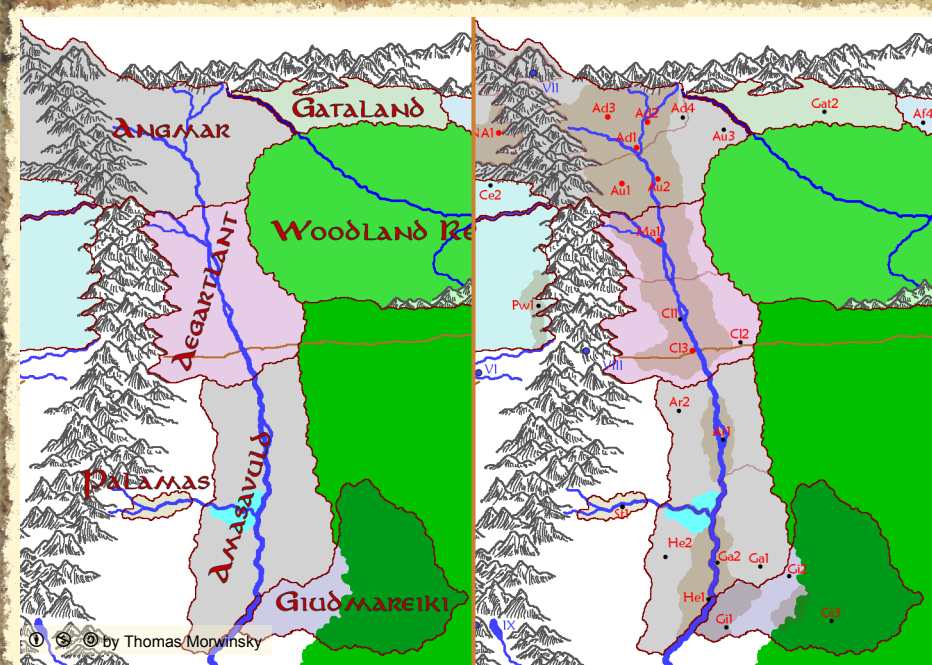
Level of central authority: **high**

The principal Easterling (from a Gondorian point of view) people in eastern Rhovanion are the Choren living in their realm Chorenkar.

#	Settlement	Population	Code
1	Gelakles	3,100	Ch1
2	Mamerat	4,500	Ch2
3	Dilomang	15,300	Ch3
4	Goralkat	3,200	Ch4
5	Meladat	3,900	Ch5
6	Levarir	3,500	Ch6
7	Calonet	2,700	Ch7

Table 23: Settlements of Chorenkar in TA 600

- *Dilomang* is the greatest city in all of Rhovanion by far – including the Gondorian ones. It is the principal centre of politics, trade and culture in the easternmost reaches of Rhovanion. It is a vibrant port metropolis bustling with life. Compared to this city, in comparison all of the towns of western and central Rhovanion (excluding Gondor’s) look like rustic and underdeveloped villages.
- *Meladat* is the most important gateway to western Rhovanion, lying close to Burh Rilagad in Padaruvuld.
- *Levarir* serves a similar function at the eastern end of the Ered Lithui for the people inlands.



#	Settlement	fief	Population	Code
1	Wrakyaburg	Adastar	3,700	Ad1
2	Hebidir	Adastar	3,300	Ad2
3	Sasinas	Adastar	3,100	Ad3
4	Erva	Adastar	1,800	Ad4
5	Woumis	Audipar	3,500	Au1
6	Vusbas	Audipar	3,000	Au2
7	Idima	Audipar	800	Au3

Table 24: Settlements of Angmar in TA 1400

- *Wrakyaburg* has grown significantly and is the administrative and commercial centre of Angmar's eastern lands.

Settlements in Aegartlant

Level of central authority: **medium**

Like many other Northmen realms, Aegartland is not a centralised state, but more a loose confederation. The emergence of Angmar however has led to a somewhat stronger centralisation compared to earlier centuries.

#	Settlement	fief	Population	Code
1	Mathlaburg	Mathlaburg	3.600	Ma1
2	Walbilf	Cledinaland	2.000	Cl1
3	Chirben	Cledinaland	1.000	Cl2
4	Cledinur	Cledinaland	3.400	Cl3

Table 25: Settlements of Aegartlant in TA 1400

- *Mathlaburg* has greatly risen in prominence after the northern Madugardi joined Angmar. In addition to its previous economic importance (which has increased as well), it has become the seat of the free Madugardi and marks the northern limit of the Free People in the Anduin Vales.
- *Cledinur* commands the passage over the Anduin and thus marks the second important source of revenues and power for the people of this land.

Settlements in Catalonia

Level of central authority: **low**

This rough northern frontier is still thinly settled. But now this remote area has gained importance, as it borders the new realm of Angmar in the west.

#	Settlement	Population	Code
1	Kvistadr	700	Gat2

Table 24:C3 Settlements of Gataland in TA 1400

- *Kvistadr* is the new primary settlement in this northern march area. Its location in the midst between the western and eastern realms in northern Rhovanion serves the town as a major waystation well. The traffic going to and from Angmar via this route is quite high despite the inaccessibility and poor infrastructure of this region.

Settlements in Angmar

Level of central authority: **high**

The old northern lands of Aegartland are now part of Angmar. From an economic point of view, the region has profited (many other topics are quite debatable) from this and consequently, the towns have grown considerably.

Settlements in Amasavuld

Level of central authority: **low**

Commanding the lower Vales, the Herimandi constitute an integral part of the mannish societies in western Rhovanion.

#	Settlement	fief	Population	Code
1	Arimarborh	Arimalant	1,200	Ar1
2	Feldanfricamar	Arimalant	700	Ar2
3	Herimerburgh	Herimerlant	1,100	He1
4	Agissun	Herimerlant	500	He2
5	Boinsburgh	Gaudalant	500	Ga1
6	Rialomar	Gaudalant	500	Ga2

Table 26: Settlements of Amasavuld in TA 1400

- *Arimarborh*, situated on an island in the river is the most important town and also the seat of the High Chieftain.
- *Herimerburgh* is the southern centre of trade with the Grama (through river trade) and Woodmen.

Settlements in Palamas

Level of central authority: **low**

The recently returned Stoors have established their new communities upon the upper Gladden.

#	Settlement	Population	Code
1	Wami	800	St1

Table 27: Settlements of Palamas in TA 1400

- The town of *Wami* is the only larger settlement of the Stoors that have made their home here recently.

Settlements in Giudmareiki

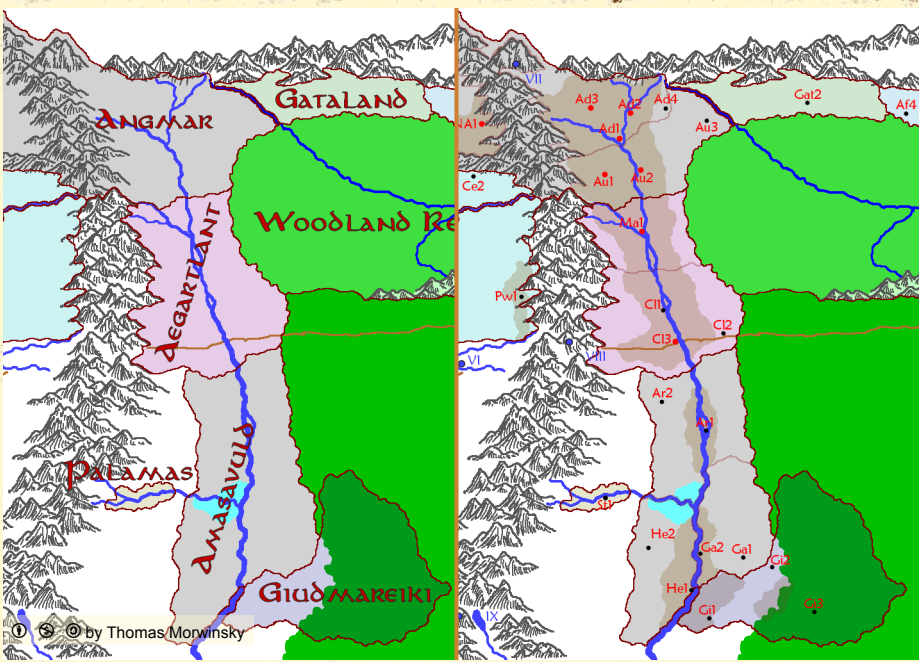
Level of central authority: **low**

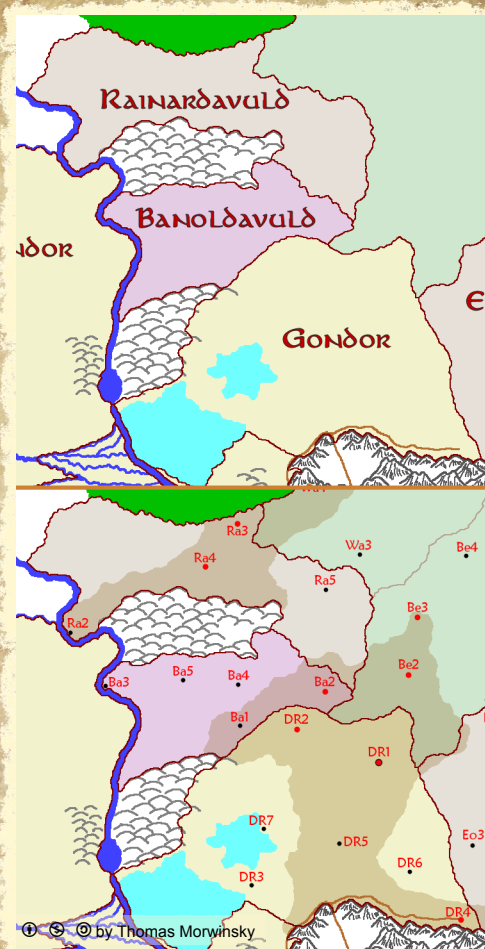
The encroaching Shadow has driven the Woodmen from great parts of southern Mirkwood, and especially the loss of their holy site at the Naked Hill has proven hard. They try to cling to their forest areas, but it is becoming increasingly difficult.

#	Settlement	Population	Code
1	Derbuin	900	Gi1
2	Wegin	600	Gi2
3	Winalaudan	600	Gi3

Table 28: Settlements of Giudmareiki in TA 1400

- *Derbuin* serves as the realm's most important trade point with other people.





Settlements in Rainardavuld

Level of central authority: **medium**

Due to the encroaching Shadow in southern Mirkwood, the Grama have retreated somewhat from the areas near to the evil fortress, but have gained land southward.

#	Settlement	Population	Code
1	Wogard	1,200	Ra2
2	Staihnaring	3,400	Ra3
3	Kolbar	2,800	Ra4
4	Erenir	1,000	Ra5

Table 29: Settlements of Rainardavuld in TA 1400

- *Staihnaring* is the realm's political, commercial and spiritual centre.
- The smaller town of *Wogard* serves as the main shipping location for traffic up and down the Anduin.

Settlements in Banoldavuld

Level of central authority: **medium**

The southern Grama realm now has greater ties than ever with Gondor, providing foodstuffs for the Dúnedain and receiving assistance in return.

#	Settlement	Population	Code
1	Pohr Atiska	2,410	Ba1
2	Wulthagartha	3,000	Ba2
3	Hairdemundis	1,300	Ba3
4	Thaurp Awiskr	900	Ba4
5	Quairnus	700	Ba5

Table 30: Settlements of Banoldavuld in TA 1400

- *Wulthagartha* still serves as the realm's centre of trade and politics.

Settlements in Dor Rhúnen

Level of central authority: **high**

This time sees the Gondorian province at its peak. The interest of Rómendacil II and Valacar in Rhovanion has sparked a growth of prosperity.

#	Settlement	Population	Code
1	Rhúnost	7,700	DR1
2	Tirith Thoron	5,000	DR2
3	Tirith Nindor	2,200	DR3
4	Bar Lithryn	3,800	DR4
5	Bar Denel	2,800	DR5
6	Ilornost	1,200	DR6
7	Eithel Gelebrin	1,400	DR7

Table 31: Settlements of Dor Rhúnen in TA 1400

- *Rhúnost* still is the centre of the province, providing all services that a sizeable city can offer.
- *Tirith Thoron* is the town that manages most trade with the Grama princes.
- *Bar Lithryn* is the springboard for all wishing to travel further east or coming from there.

Settlements in Afningaland

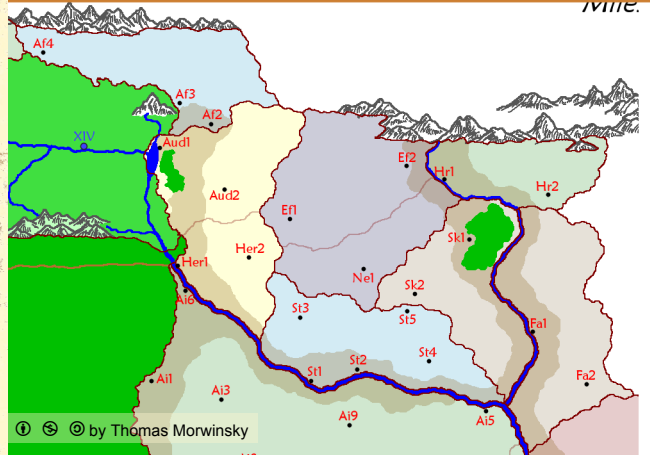
Level of central authority: **low**

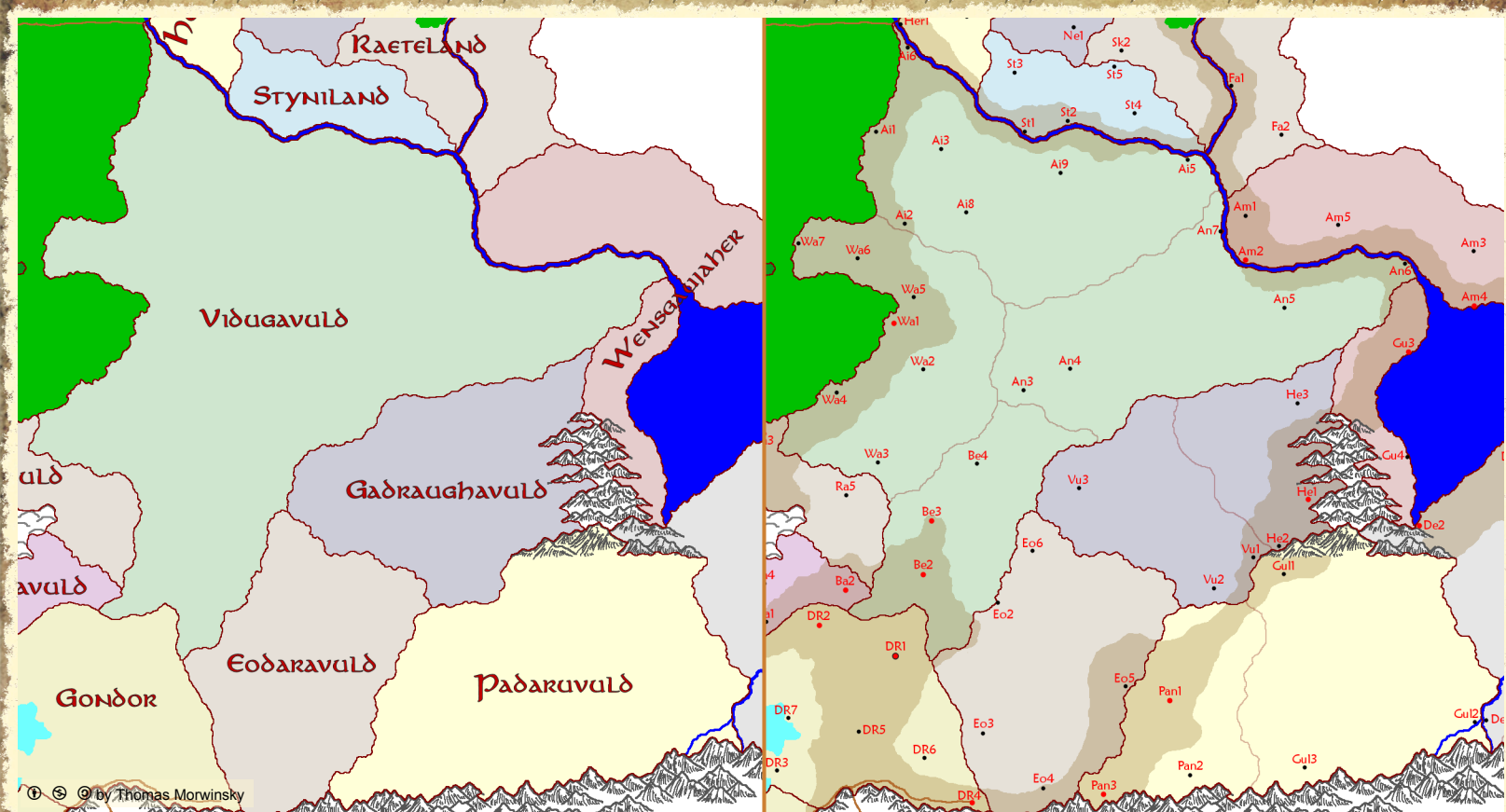
This realm has not changed much in the past centuries, apart from the growing population.

#	Settlement	Population	Code
1	Sorlibar	500	Af2
2	Horkjaröd	1,100	Af3
3	Hrodby	800	Af4

Table 32: Settlements of Afningaland in TA 1400

- *Horkjaröd* is the realm's new primary town which serves as the springboard for anyone venturing further north.





Settlements in Vidugavuld

Level of central authority: **medium**

#	Settlement	fief	Population	Code
1	Burh Sauthis	Waldingardi	4,200	Wa1
2	Burh Wabiras	Waldingardi	1,500	Wa2
3	Burh Brotigis	Waldingardi	1,300	Wa3
4	Burh Sunthra	Waldingardi	1,700	Wa4
5	Unsibyaburg	Waldingardi	1,400	Wa5
6	Burh Waldmarhis	Waldingardi	2,500	Wa6
7	Burh Widu	Waldingardi	1,900	Wa7
8	Burh Cretala	Beogardi	3,800	Be2
9	Burh Itilengis	Beogardi	2,800	Be3
10	Burh Feriseril	Beogardi	1,600	Be4
11	Burh Hinseges	Ailgardi	1,800	Ai1
12	Burh Alge	Ailgardi	2,400	Ai2
13	Burh Hudaranth	Ailgardi	1,100	Ai3
14	Burh Marhlinge	Ailgardi	1,400	Ai5
15	Varcaburg	Ailgardi	1,600	Ai6
16	Goiarburg	Ailgardi	800	Ai8
17	Burh Wunadald	Ailgardi	900	Ai9
18	Burh Galecis	Anthagardi	900	An3
19	Burh Frilora	Anthagardi	800	An4
20	Eldimas	Anthagardi	800	An5
21	Thausedir	Anthagardi	1,900	An6
22	Burh Hidiric	Anthagardi	1,300	An7

Table 38: Settlements of Vidugavuld in TA 1400

This realm saw the greatest changes in all of Rhovanion. It had its origin in the small realm of Wailingavuld. In the early 13th century TA, an ambitious chieftain named Vidugavia rose to power there, and through a firm alliance with Gondor managed to greatly enlarge his own power when the Dúnedain once again showed a major interest in the region. Wailingavuld grew and added other principalities into its fold. At the death of Vidugavia, its successors named the realm and its people after him. Now it is the most powerful of the Northman kingdoms by far. Most of the population is concentrated in its western reaches, near Mirkwood.

- *Burh Sauthis* is the realm's biggest town, profiting from the great road running the eastern edge of Mirkwood. It is the commercial centre of Vidugavuld.
- *Burh Widu* is the political centre of the realm and despite its comparatively small size commands great power.
- *Unsibyaburg* is a noteworthy town, as it is here that services of all kind – even the shadier ones – can be obtained. It is both needed and detested by the more noble-minded. By now, its usefulness outweighs any negative aspects by far.

- *Burh Marhlinge* serves as the eastern residence for the chief of Ailgardi, keeping close contact with the other people in this part of the realm.
- *Thausedir* is the easternmost town, formerly a part of Wensgaujaher. It retains its non-Ehwathrumi character, but Horselord chieftains keep an eye on potential troublemakers.

Settlements in Cadraughavuld

Level of central authority: **medium**

The princes of Gadraughavuld were among the few who could retain their independence when Vidugavia and his successors began their bid for mastery over all of Rhovanion. They maintain uneasy and shifting alliances with all their neighbours to ensure their continued independence.

#	Settlement	fief	Population	Code
1	Burh Thindic	Hendagardi	2800	He1
2	Burh Frela	Hendagardi	1800	He2
3	Etorusburg	Hendagardi	1600	He3
4	Burh Bena	Vuralgardi	700	Vu1
5	Burh Goutharis	Vuralgardi	1200	Vu2
6	Galiasburg	Vuralgardi	900	Vu3

Table 39: Settlements of Gadraughavuld in TA 1400

- *Burh Thindic* near the mountains of Rhûn is the new seat of power of the High Chieftain. It serves also as the economic centre and starting point for treks through the mountains.

Settlements in Eodaravuld

Level of central authority: **medium**

This is the second Ehwathrumi principedom that is still independent and tries to retain its independence in the face of its superior neighbours.

#	Settlement	Population	Code
1	Burh Milenis	1,500	Eo2
2	Burh Vesigulf	1,300	Eo3
3	Burh Vadua	2,200	Eo4
4	Burh Ansuar	2,500	Eo5
5	Arolaburg	2,100	Eo6

Table 40: Settlements of Eodaravuld in TA

- *Burh Ansuar* as the primary settlement is located in the eastern reaches and keeps close ties with its neighbours from Padaruvuld.

Settlements in Padaruvuld

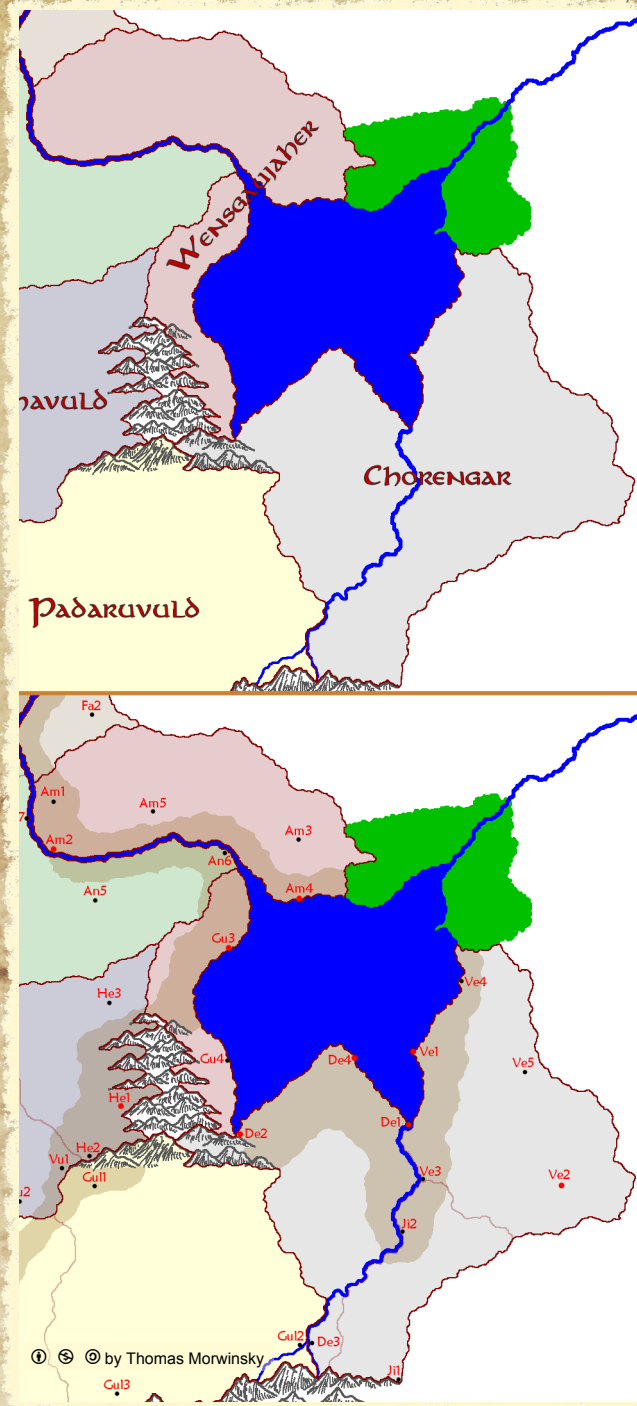
Level of central authority: **medium**

Padaruvuld is the greatest and most powerful Ehwathrumi principedom after Vidugavuld and often acts as its chief antagonist in the power struggles on the Plains. Usually at least one of the smaller principdoms is allied with it.

#	Settlement	fief	Population	Code
1	Burh Madebur	Pannagardi	3,300	Pan1
2	Burh Theurges	Pannagardi	1,000	Pan2
3	Burh Cerades	Pannagardi	2,900	Pan3
4	Burh Adahe	Gulemardi	1,000	Gul1
5	Burg Vitirar	Gulemardi	2,500	Gul2
6	Wolaburg	Gulemardi	2,200	Gul3

Table 41: Settlements of Padaruvuld in TA 1400

- *Burh Madebur*, the seat of the prince, lies near Burh Ansuar, precipitating close relations between the two.
- *Burh Vitirar* in the easternmost part of the realm is the primary Ehwathrumi gateway for traffic and trade to and from the East.



- *Gaspar* on the shore of the Sea of Rhûn serves as the primary seat of the king.
- *Leucir* is still the commercial centre of the Cel-duin.
- *Bescani* in the realm's eastern reaches is the second important port town of the realm.

Settlements in Chorenkar

Level of central authority: **medium**

The kingdom of Chorenkar has changed drastically. Especially Rómendacil II's campaign in the mid-13th century that led to Vidugavulð's rise caused a great diminution.

#	Settlement	fief	Population	Code
1	Gelakles	Deklimalda	6,500	De1
2	Mamerat	Deklimalda	4,700	De2
3	Meladat	Deklimalda	2,500	De3
4	Cauveles	Deklimalda	2,800	De4
5	Dilomang	Veltenulda	3,900	Ve1
6	Mavajenkus	Veltenulda	2,500	Ve2
7	Daschakles	Veltenulda	2,400	Ve3
8	Laumetes	Veltenulda	2,100	Ve4
9	Gasevakus	Veltenulda	1,700	Ve5
10	Levarir	Jirzesda	1,700	Ji1
11	Diklases	Jirzesda	1,500	Ji2

Table 43: Settlements of Chorenkar in TA 1400

- *Dilomang* has suffered greatly. It was completely destroyed by Rómendacil II when it perished in a storm of fire. It was never able to recover its former importance.
- *Gelakles* is now the kingdom's most important city. It also serves as the major departure point for traffic going to Angmar.

Settlements in Wensgauiher

Level of central authority: **medium**

This kingdom has suffered dearly from the Vidugavian expansions.

#	Settlement	fief	Population	Code
1	Victiluin	Amnulaher	2,400	Am1
2	Leucir	Amnulaher	3,700	Am2
3	Salaseg	Amnulaher	1,300	Am3
4	Bescani	Amnulaher	3,100	Am4
5	Haldaris	Amnulaher	1,500	Am5
6	Gaspar	Guliahher	4,900	Gu3
7	Angasmarr	Guliahher	700	Gu4

Table 42: Settlements of Wensgauiher in TA 1400

Level of central authority: **low**

The people of Amasavuld try to re-order their life on a smaller scale than before, but they are happy to have survived.

#	Settlement	fief	Population	Code
1	Arimarborh	Arimalant	1,200	Ar1
2	Warobor	Arimalant	500	Ar3
3	Herimerburgh	Gaudalant	1,000	Ga3
4	Banoburg	Gaudalant	650	Ga4

Table 46: Settlements of Amasavuld in TA 1640

- *Arimaborh* retains roughly its size prior to the Plague, owing to refugees from surrounding regions.

Level of central authority: **low**

The Plague struck hard here as well and the Stoors struggle to re-order their life.

#	Settlement	Population	Code
1	Wami	550	St1

Table 47: Settlements in Palamas in TA 1640

- *Wami* still is the only settlement worth noting.

Level of central authority: **low**

The loosely organised Giudmaris have suffered severely from the Plague – and the rise of Dol Guldur, which now has almost all of the forest south of the Narrows in its grip.

#	Settlement	Population	Code
1	Rorchird	800	Gi4
2	Wallocar	600	Gi5

Table 48: Settlements in Giudmareiki in TA 1640

- Both *Rorchird* and *Wallocar* are new towns, founded by survivors of the Plague.

TA 1640

Level of central authority: **high**

As in almost all areas, the Great Plague left a devastated land and Angmar was no exception here.

#	Settlement	fief	Population	Code
1	Wrakyaburg	Adastar	2,400	Ad1
2	Hebidir	Adastar	2,100	Ad2
3	Erva	Adastar	1,300	Ad4
4	Vusbas	Audipar	2,700	Au2
5	Idima	Audipar	1,000	Au3

Table 44: Settlements of Angmar in TA 1640

- *Wrakyaburg* still is the centre of eastern Angmar, even though it has lost about a third of its population. In fact the losses were even higher, but partly compensated by an influx of refugees from other areas.

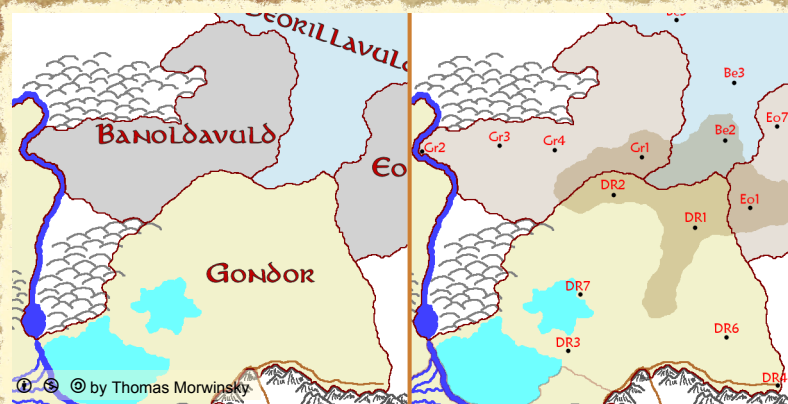
Level of central authority: **medium**

Owing to the Plague, this realm has shrunk drastically, but still manages to carry on.

#	Settlement	Population	Code
1	Mathlaburg	900	Ma1
2	Cledinur	1,300	Ma2
3	Arcort	800	Ma3

Table 45: Settlements of Aegartlant in TA 1640

- *Mathlaburg* and *Cledinur*, the two trade centres have suffered, but still stand and maintain their role on a reduced scale.



Settlements in Gramavuld

Level of central authority: **low**

This realm succeeds the two formerly independent Grama realms. The Plague has nearly wiped out the northern realm, causing its remnants to flee south. Consequently, they were forced to abandon their ancient home-lands near Mirkwood.

#	Settlement	Population	Code
1	Wulthagartha	1,200	Gr1
2	Hairdemundis	800	Gr2
3	Thaurp Awiskr	800	Gr3
4	Quairnus	700	Gr4

Table 49: Settlements in Gramavuld in TA 1640

- *Wulthagartha*, is the new primary town of the remaining Grama. Support from their Númenórean neighbours has helped them to master any problems caused by the dreadful pestilence.

Settlements in Dor Rhúnen

Level of central authority: **medium**

The Gondorian power has been shattered and is just now rebuilding. It is only due to the weakness of Gondor's enemies that its strength has not been tested yet. Due to its high population Gondor's province was hit especially hard by the Plague.

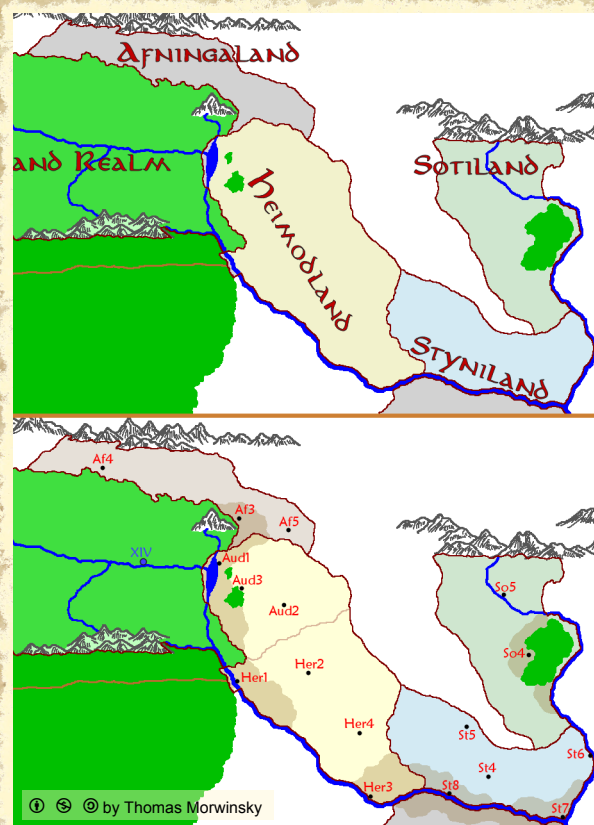
#	Settlement	Population	Code
1	Rhúnost	3,600	DR1
2	Tirith Thoron	1,100	DR2
3	Tirith Nindor	1,000	DR3
5	Ilornost	700	DR6
6	Eithel Gelebrin	1,000	DR7

Table 50: Settlements in Dor Rhúnen in TA 1640

- *Rhúnost* still is the centre of Gondorian Rhovanion, but in greatly diminished form. Many empty houses and unmaintained grand properties are silent testimony to the debilitating effects of the deadly disease. Recovery has only

just begun after years of struggling and a failed rhovanic policy of the new king Tarondor in his early years as a king. Now the first signs of recovery and a semblance of normality have set in.

- *Tirith Thoron* is the town most hit by the events. From a pre-Plague population of around 5,000, its current 1,100 inhabitants represent a sad remnant of this once thriving city.



Settlements in Afningaland

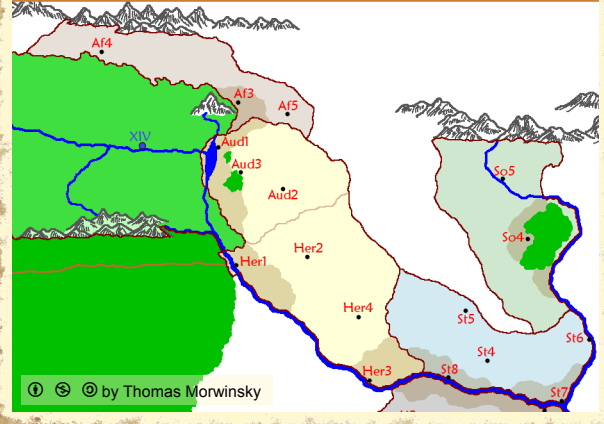
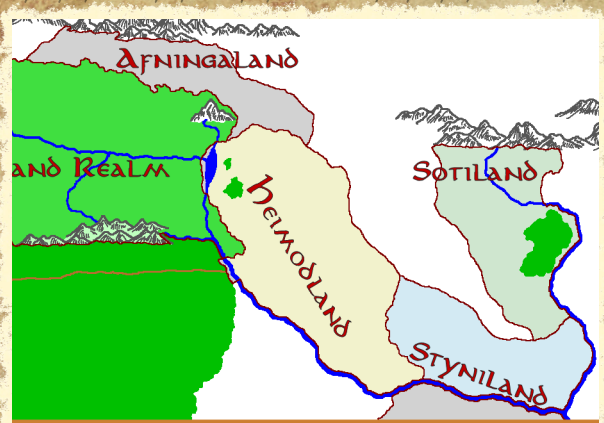
Level of central authority: **low**

Gataland is no more and the Narrows between the Ered Mithrin and Mirkwood are now devoid of any settlements. Direct contact between eastern and western Rhovanion has been lost in this area, though not all deem this a bad thing, since Angmar holds the western part of this area.

#	Settlement	Population	Code
1	Horkjaröd	1,100	Af3
2	Hrodby	600	Af4
3	Gulmarburgh	700	Af5

Table 51: Settlements in Afningaland in TA 1640

- *Horkjaröd* serves as the chieftain's seat in a land that is even less densely settled than ever before.



Settlements in Heimodland

Level of central authority: **medium**

Heimodland profited from the Great Plague, enlarging its territory in the process and becoming the most important of the Northmen realms north of the Celduin.

#	Settlement	fief	Population	Code
1	Grokiborg	Audigdeill	1,000	Aud1
2	Siorling	Audigdeill	500	Aud2
3	Kakiby	Audigdeill	500	Aud3
4	Bara	Herrá	800	Her1
5	Haslod	Herrá	600	Her2
6	Hraring	Herrá	600	Her3
7	Eddrid	Herrá	700	Her4

Table 52: Settlements in Heimodland in TA 1640

- *Grokiborg* on the Long Lake still profits from the contacts with the Woodland Realm.
- The example of *Bara* shows that the Celduin still functions as the realms lifeline. Together with *Grokiborg* it controls the most important crossing points and even the diminished trade and traffic could not fully diminish its power.

Settlements in Styniland

Level of central authority: **medium**

Its location along the Celduin has helped its people regaining a foothold in life again.

#	Settlement	Population	Code
30	Thollvir	700	St4
31	Guganrid	600	St5
32	Froaling	800	St6
33	Eirgaborg	800	St7
34	Aggvarholm	600	St8

Table 53: Settlements in Styniland in TA 1640

- *Eirgaborg* now constitutes the realm's biggest town and centre of political power.

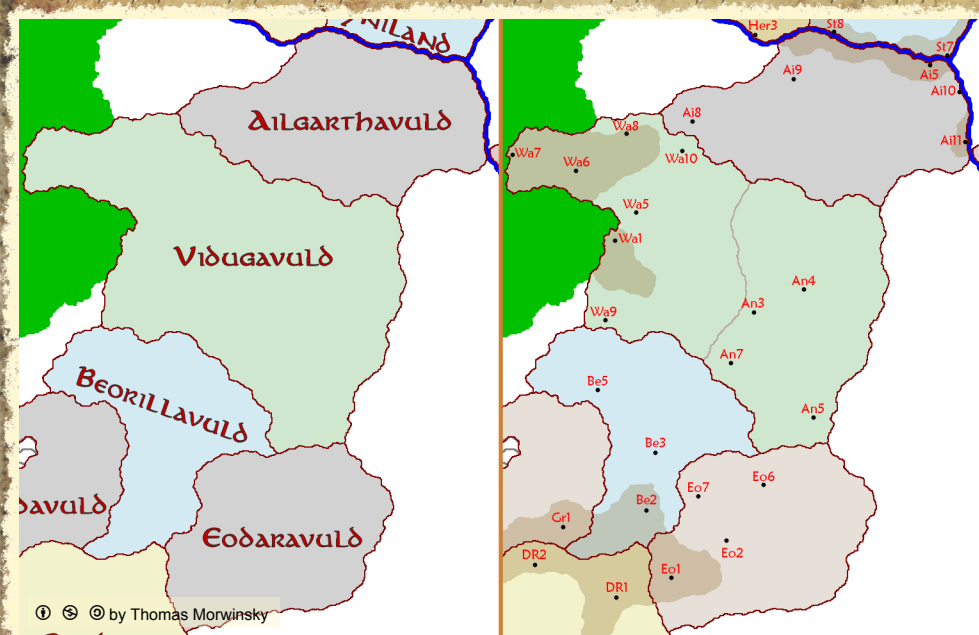
Settlements in Sotiland

Level of central authority: **low**

The realm try as:

#	Settlement	Population	Code
1	Jollund	500	So4
2	Ostils	800	So5

Table 54: Settlements in Sotiland in TA 1640



#	Settlement	fief	Population	Code
1	Burh Sauthis	Waldingardi	2,000	Wa1
2	Unsibyaburg	Waldingardi	900	Wa5
3	Burh Waldmarhis	Waldingardi	1,300	Wa6
4	Burh Widu	Waldingardi	1,100	Wa7
5	Burh Alge	Waldingardi	1,400	Wa8
6	Gridstarr	Waldingardi	1,000	Wa9
7	Burh Svirkar	Waldingardi	900	Wa10
8	Burh Galecis	Anthagardi	1,400	An3
9	Burh Frilora	Anthagardi	900	An4
10	Galiasburg	Anthagardi	1400	An5
11	Burh Riduilas	Anthagardi	1400	An7

Table 56: Settlements in Vidugavuld in TA 1640

- *Burg Sauthis* still is the commercial centre of the realm, though diminished in size.
- *Burh Waldmarhis* remains the seat of the althyn as well (the lords have not given up their claim, despite the recent setbacks).

Settlements in Ailgarthavuld

Level of central authority: **medium**

The *thyn* of this region took the chance when the Great Plague weakened the power of the Vidugavian *althyn* to declare his realm independent again in TA 1637. Its people are concentrated in the eastern reaches of the realm.

#	Settlement	Population	Code
1	Burh Marhlinge	1,000	Ai5
2	Goiarburg	1000	Ai8
3	Burh Wunadald	1300	Ai9
4	Hamalburg	1,400	Ai10
5	Burh Hidiric	700	Ai11

Table 55: Settlements in Ailgarthavuld in TA 1640

- *Burh Marhlinge* still is the *thyn*'s seat, even though it is not the greatest town.
- *Hamalburg* is the new commercial centre along the lower Celduin.

Settlements in Vidugavuld

Level of central authority: **medium**

The successors of Vidugavia have been hit hard by the Plague and their realm has shrunk drastically. Despite this, it still is the mightiest realm of the Ehwathrumi, though in these times this may not mean much.

Settlements in Beorillavuld

Level of central authority: **medium**

This realm has survived as best it could, though like all the others, it is severely diminished in size and power.

- *Burh Cretala* and *Burh Itilengis* contain the majority of the realm's townspeople and – services.

#	Settlement	Population	Code
1	Burh Cretala	1,800	Be2
2	Burh Itilengis	1,200	Be3
3	Burh Brotigis	1,000	Be5

Table 57: Settlements in Beorillavuld in TA 1640

Settlements in Eodaravuld

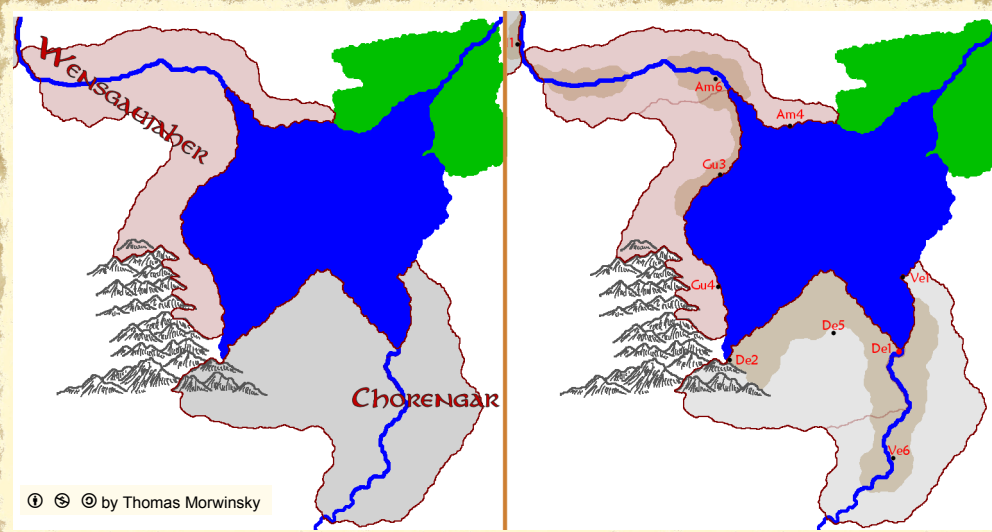
Level of central authority: **low**

The fourth and last of the surviving Ehwathrumi realms, Eodaravuld is still reeling and accordingly its influence in politics is quite low.

#	Settlement	Population	Code
1	Burh Suilv	1,600	Eo1
2	Burh Milenis	1,100	Eo2
3	Arolaburg	1,000	Eo6
4	Farusburg	700	Eo7

Table 58: Settlements in Eodaravuld in TA 1640

- *Burh Suilv* is again the seat of the *thyn*, ruling the remnants of his people as best as he can.



① ② ③ by Thomas Morwinsky

Settlements in Wensgaujaher

Level of central authority: **medium**

The once again fully independent people of this realm have suffered as all others and are therefore diminished as well.

#	Settlement	fief	Population	Code
1	Bescani	Amnulaher	800	Am4
2	Thausedir	Amnulaher	1,600	Am6
3	Gaspas	Guliaher	1,400	Gu3
4	Angasmarr	Guliaher	1,000	Gu4

Table 59: Settlements in Wensgaujaher in TA 1640

- Thausedir, the realm's new seat of power has been founded after the abandonment of many other towns due to the Plague.

Settlements in Chorengar

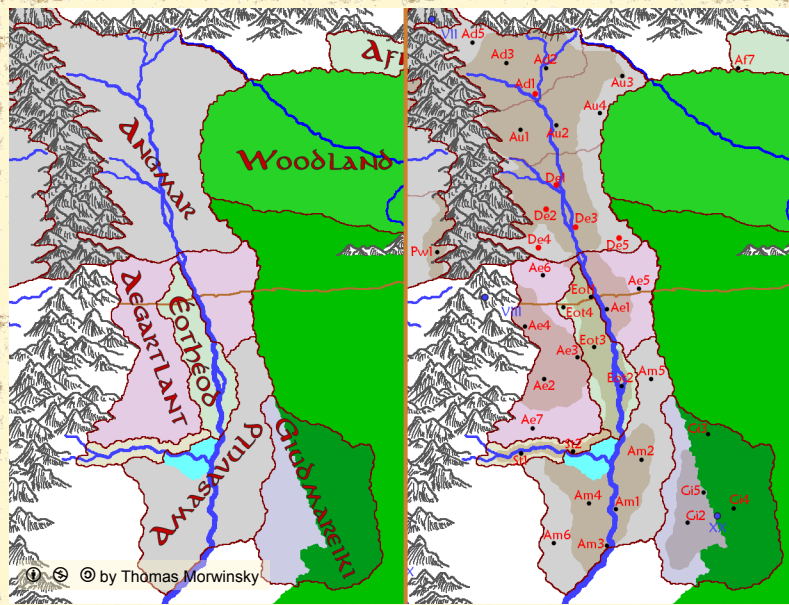
Level of central authority: **medium**

These most important Easterlings try to re-order their life just as most other people.

#	Settlement	fief	Population	Code
1	Gelakles	Deklimalda	3,300	De1
2	Mamerat	Deklimalda	1,300	De2
3	Gaivares	Deklimalda	800	De5
4	Dilomang	Veltenulda	900	Ve1
5	Lineminges	Veltenulda	1,800	Ve6

Table 60: Settlements in Chorengar in TA 1640

- Gelakles has emerged scathed, but is more than ever the pre-eminent town within the realm. Its many trade contacts help the city to maintain its position.



TA 1940

Settlements in Angmar

Level of central authority: **high**

This time sees the height of Angmar's power. It is not only in Eriador that the Witch-king's reach is farthest, but also in Rhovanion. A great part of former Aegartlant now belongs to Angmar. Generally, the towns and cities in eastern Angmar have grown substantially over the previous 300 years and the land prospers.

#	Settlement	fief	Population	Code
1	Wrakyaburg	Adastar	4,000	Ad1
2	Hebidir	Adastar	2,100	Ad2
3	Sasinas	Adastar	2,500	Ad3
4	Pudarid	Adastar	1,400	Ad5
5	Woumis	Audipar	2,000	Au1
6	Vusbas	Audipar	2,500	Au2
7	Girchiron	Audipar	1,400	Au4
8	Idima	Audipar	1,800	Au3
9	Matlaburg	Deldined	5,000	De1
10	Hemnolaud	Deldined	3,400	De2
11	Idima	Deldined	3,600	De3
12	Haroburg	Deldined	3,400	De4
13	Audeld	Deldined	3,600	De5

Table 61: Settlements in Angmar in TA 1940

- *Wrakyaburg* again is the political centre of eastern Angmar, having more than made up its losses caused by the Great Plague. It controls the northern pass to Eriador as well as the eastward route around Mirkwood. It is also here that the Gundabad area is governed from and communication with.—despised—orcish allies takes place.

- *Matlaburg* has risen out of the ashes of the post-Plague era and reached an unprecedented size. It has grown far beyond its original borders and now is the main economic hub of the Northern vales once more. In addition, there is the seat of the prince of Deldined, Angmar's new province in the Anduin Vales and thus the centre of politics concerning all the southern neighbours.

Settlements in Éothéod

Level of central authority: **medium**

The realm of Éothéod is a newcomer to this region. This realm was established in the mid-Anduin Vales by a fraction of the defeated Ehwathrumi who fled the onslaught of the Wainriders in the mid-19th century. Even though they occupied an area formerly inhabited by other people, their independent spirit and opposition to Angmar made the newcomers welcome. Now they hold a narrow stretch of land, locked in between the remnants of Aegartlant and eastern Angmar. Even though they have found a new home, they feel restrained in this land, but for now there is no other solution on hand.

#	Settlement	Population	Code
1	Cledinur	1,900	Eot1
2	Arimafæsten	1,000	Eot2
3	Eocastel	1,300	Eot3
4	Bedetūn	600	Eot4

Table 62: Settlements in Éothéod in TA 1940

- *Cledinur*, the old city of Aegartlant now is the primary settlement of the newly-founded realm of the Horselords. It has recovered somewhat from the Plague era and still is the most important economic centre, controlling the Great east Road's crossing over the Anduin. The inhabitants still are primarily of Madugardi stock, but they have arranged themselves with the new Éothéod masters and begin to warm to the idea of actually belonging to this culture.
- *Eocastel* is a new town and the political centre of the Éothéod. Founded by their first great chieftain Marhwini in TA 1864, it is here where the greater matters of the remnants of the Horse-folk are decided.

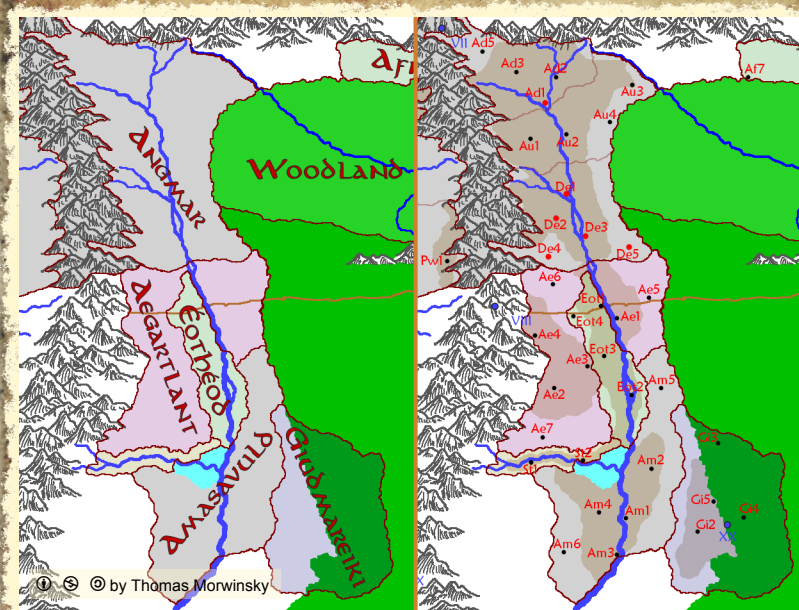


Table 68: Settlements in Audiqdeill in TA 1940

- ## Settlements in Valiagard

The northernmost of the Marhathiuda realms has established itself recently, and its lords are concerned with settling in their new land permanently, thus forming close alliances with the other Northmen of the area and especially their Marhathiuda brethren from Taulagard.

Table 69: Settlements in Valiagard in TA 1940

- ## Settlements in Taulagard

The southern Marhathiuda principedom is the more populous of the two. The Marhathiuda have assimilated the former Vogningi living in the area

Level of central authority: **low**

#	Settlement	Population	Code
1	Horkjaröd	1.100	Af3
2	Hrodby	800	Af4
3	Karagard	900	Af6
4	Irmingholm	600	Af7

Table 67: Settlemenets in Afningaland in TA 1940

- ## Settlements in Audigdeill

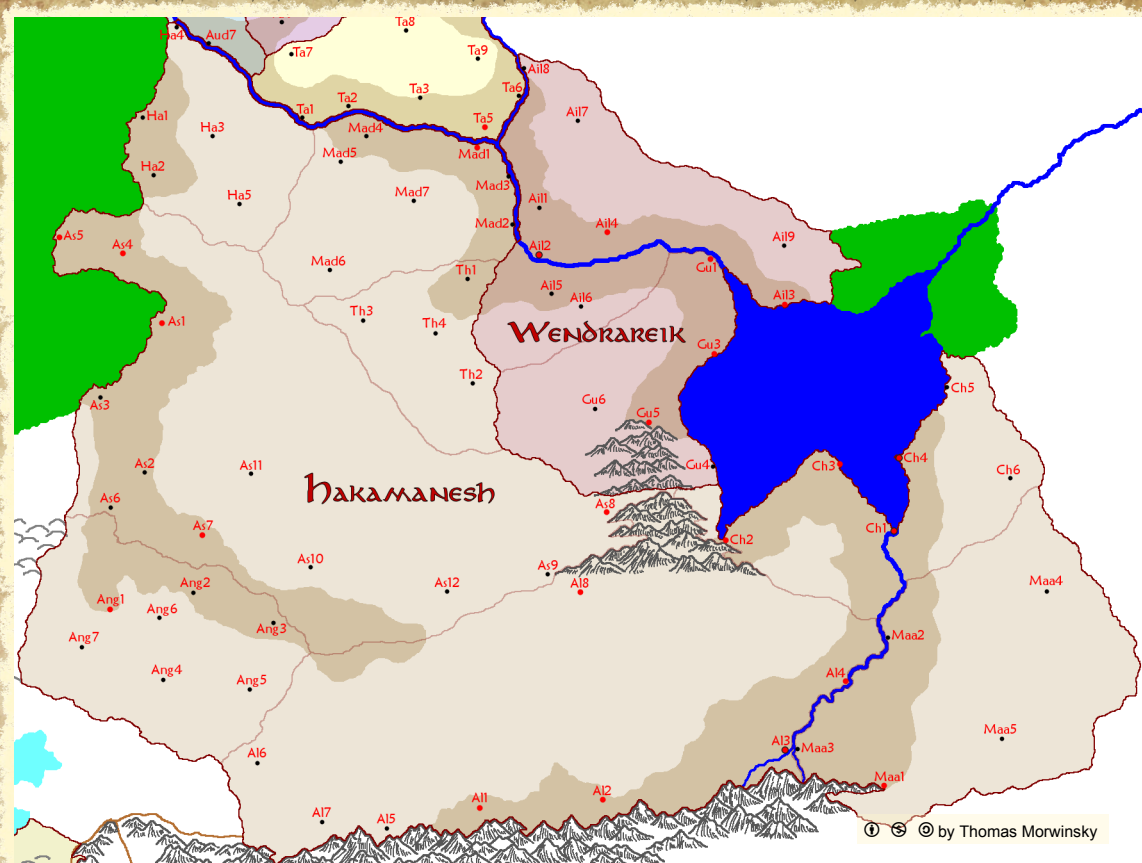
Level of central authority: **medium**

Audigdeill is the primary successor to the older realm of Heimodland. It commands the area of what later became the core lands of Dale east of the upper Celduin and the Long Lake.

օճեր թիոճ արձ հարճօճեր թիոճ արձ հարճօճեր թիոճ արձ հարճօճեր օճեր թիոճ արձ հարճ

Table 70: *Settlemenets in Taulagard in TA 1940*

-



#	Settlement	fief	Population	Code	#	Settlement	fief	Population	Code
1	Burh Hinseges	Hasugardi	1,800	Ha1	28	Widarti	Ashkania	2,600	As5
2	Burh Osida	Hasugardi	1,200	Ha2	29	Matesir	Ashkania	2,300	As6
3	Burh Hudaranth	Hasugardi	800	Ha3	30	Itileshi	Ashkania	3,200	As7
4	Varcaburg	Hasugardi	900	Ha4	31	Smendis	Ashkania	2,600	As8
5	Goiarburg	Hasugardi	700	Ha5	32	Benarti	Ashkania	1,200	As9
6	Burh Marhlinge	Madegardi	2,700	Mad1	33	Arolurtis	Ashkania	1,600	As10
7	Burh Hidiric	Madegardi	1,800	Mad2	34	Gaumenes	Ashkania	1,400	As11
8	Hamalburg	Madegardi	1,400	Mad3	35	Ignes	Ashkania	1,200	As12
9	Armisburg	Madegardi	1,100	Mad4	36	Theurennes	Alborz	3,200	Al1
10	Burh Wunadald	Madegardi	1,300	Mad5	37	Wolenes	Alborz	2,700	Al2
11	Burh Sumerec	Madegardi	800	Mad6	38	Virtiyas	Alborz	5,600	Al3
12	Setagerilf	Madegardi	900	Mad7	39	Aspadenes	Alborz	3,100	Al4
13	Thireburgh	Thiregard	1,900	Th1	40	Certes	Alborz	2,000	Al5
14	Burh Idecer	Thiregard	900	Th2	41	Varnes	Alborz	2,400	Al6
15	Handaburgh	Thiregard	800	Th3	42	Thuxua	Alborz	1,800	Al7
16	Tabaheim	Thiregard	1,100	Th4	43	Hyumisa	Alborz	2,600	Al8
17	Wulthagartha	Angramayn	2,700	Ang1	44	Gelakles	Chorengar	6,900	Ch1
18	Burh Cretala	Angramayn	1,800	Ang2	45	Mamerat	Chorengar	3,500	Ch2
19	Burh Milenis	Angramayn	1,400	Ang3	46	Cauveles	Chorengar	2,800	Ch3
20	Vinidraburg	Angramayn	1,200	Ang4	47	Dilomang	Chorengar	5,500	Ch4
21	Nisarar	Angramayn	600	Ang5	48	Laumetes	Chorengar	1,900	Ch5
22	Adiusad	Angramayn	900	Ang6	49	Hyspes	Chorengar	1,200	Ch6
23	Thoroburg	Angramayn	1,100	Ang7	50	Hyumisa	Maad	2,600	Maa1
24	Sautirenes	Ashkania	4,000	As1	51	Diklases	Maad	1,400	Maa2
25	Brotigarti	Ashkania	2,000	As2	52	Meladunya	Maad	2,200	Maa3
26	Sundrenes	Ashkania	1,400	As3	53	Mavajenkenes	Maad	1,100	Maa4
27	Waldigenes	Ashkania	3,300	As4	54	Cyasenes	Maad	1,800	Maa5

Table 71: Settlements in Hakamanesh in TA 1940

Settlements in Nakamanesh

Level of central authority: **medium**

The masters of this realm are known in the West as “Wainriders”. It is still far from being a monolithic bloc of one ethnicity. The people known as “Wainriders” in the closer sense form only a minority – though an important one. It is they who had – violent – dealings with Gondor and thus the whole realm is seen as being composed of Wainriders.

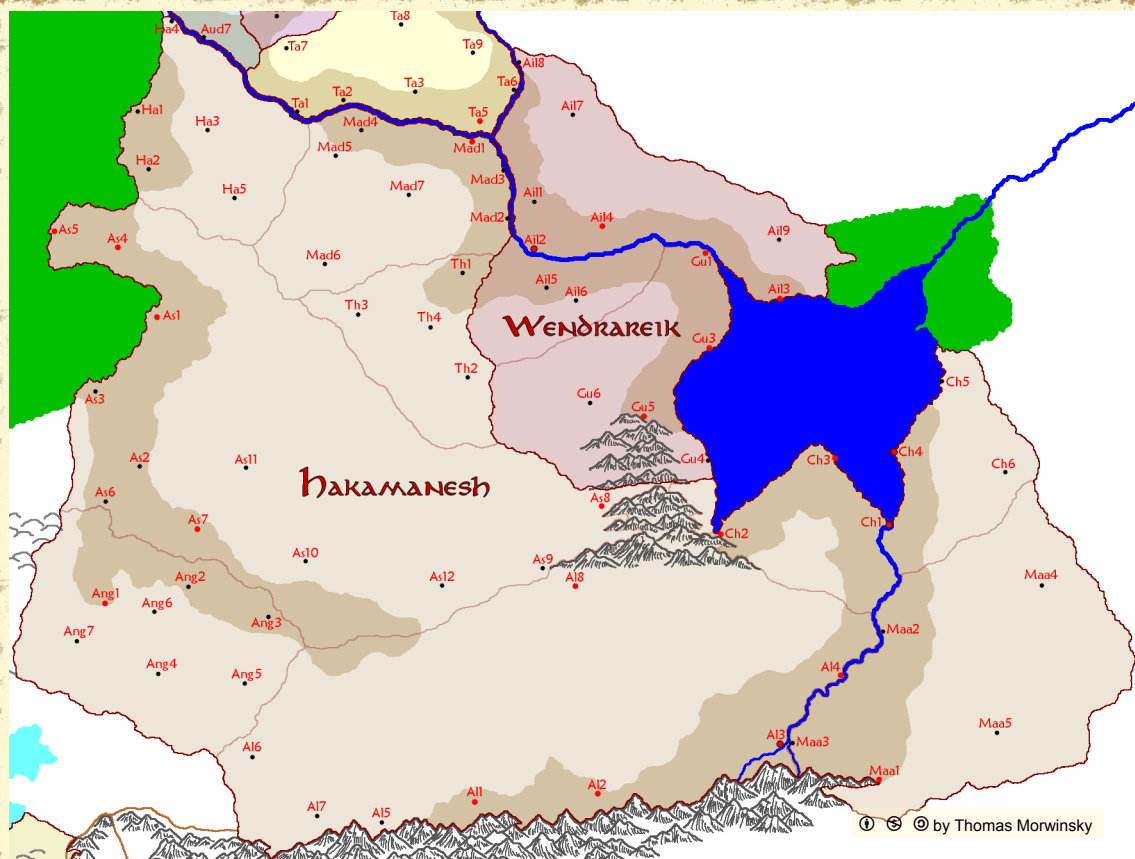
In fact, many people who lived here previously still call their ancient land home, but now they are subject to their Wainrider masters. The Wainriders themselves settled mostly in the areas near Mirkwood and the central plains, displacing many of the remaining Northmen into the “Northmen provinces” within their empire.

Especially the bulk of the remaining Northmen of Ehwathrumi stock (now divided into the Brivarinda and Vinidira groups) play a role within the state of their new masters.

The former Choreren have been completely integrated into the Mardumhesta as well, willingly providing much of the logistic support in the southeastern part of their empire.

- *Burh Marlinge*, an old settlement of the Ehwathrumi is the main centre in the “Northman” provinces of the Wainrider Empire. Situated near the Marhathiuda centre of Taulaburga, this – according to rhovanic standards – densely settled area is one of the most active areas in the region.

- Among the Vinidira, the town of *Wulthagarta* is noteworthy, since it is the extension of the old Gondorian town of Tirith Thoron and now the centre of the southwestern part of the Wainrider realm.
- Due to its location along the ancient road, *Saurirenes*, the former *Burh Sautis* is well populated and an important Wainrider settlement.
- *Waldigenes*, the former *Burh Waldmarhis* is one of the larger Wainrider towns, taking the houses of the former Northmen occupants. It is the major settlement in the western part of their empire and therefore an important political and economical centre. The proximity to Mirkwood is convenient for the Dark Lord, as it makes it easier for him to exert influence over his servants among the Mardumhesta (mainly the priests and many of their elites).
- Along the strategic route along the Ered Lithui lies *Virtiyas* (the old Burg *Vitirar* of Padaruvuld). Its importance as a strategic centre is highlighted by the big population.
- *Gelakles*, the ancient city in former Chorengar has risen to prominence among the settlements along the southern shore of the Sea of Rhun. It is the centre of Sauron’s servants in eastern Rhovanion (through the clergy of the Mardumhesta) and serves as the logistic base for supplies to Angmar which are shipped through the Sea of Rhun and up the Celduin.
- *Dilomang* has seen a resurgence in its fortunes as well, being situated in the midst of one of the most populous regions of the area.



Settlements in Wendrareik

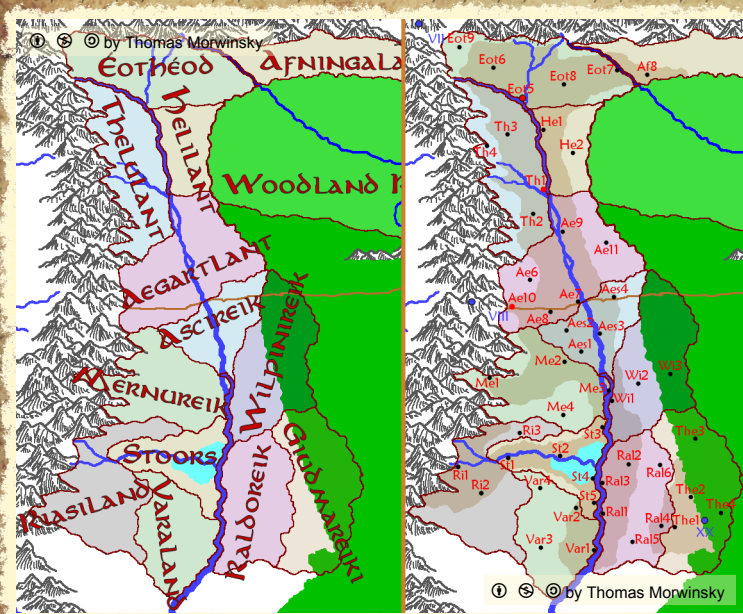
Level of central authority: **medium**

This realm has undergone some significant changes as well. Built on the ashes of the previous Wensgaujaher, it is a new state with the former Wensgaujas as the most influential group, but incorporating also elements of former Ehwathrumi fleeing eastward. It has profited from the destruction of the Ehwathrumi realms about a century ago, being able to gain a good share of their lands in the wake and hold itself against the Mardumhesta with the help of the other Northmen.

#	Settlement	Fief	Population	Code
1	Thausedir	Guliaher	3,400	Gu1
2	Gaspas	Guliaher	2,800	Gu3
3	Sisaburh	Guliaher	1,100	Gu4
4	Taudaburg	Guliaher	3,100	Gu5
5	Etorusburg	Guliaher	1,600	Gu6
6	Victiluin	Aliaher	2,200	Ail1
7	Leucir	Aliaher	5,200	Ail2
8	Bescani	Aliaher	3,000	Ail3
9	Seniasta	Aliaher	3,800	Ail4
10	Fralara	Aliaher	1,600	Ail5
11	Eldimas	Aliaher	1,000	Ail6
12	Kjaring	Aliaher	1,700	Ail7
13	Virn	Aliaher	800	Ail8
14	Salaseg	Aliaher	800	Ail9

- *Leucir*, an old Wensgauja settlement that suffered dearly from the Great Plague and the problems thereafter, once again is an important town of the region. Lying on the river Celduin near the border of the northern Wainrider provinces and the Free Men of the North, it is an important place both for politically and concerning trade. It is no small wonder that during this time it is the seat of the Lord of Wendrareik.
- *Thausedir* has lost most of its importance due to different developments of the past century in Rhovanion. But despite this, it still is the most important centre of commerce on the northern shore of the Sea of Rhun.

Table 72: Settlements of Wendrareik in TA 1940



TA 2500

Settlements in Eotheid

Level of central authority: **medium**

Shortly after the defeat of Angmar in Eriador, the Eotheid left their homes in the mid-Vales to seek more land. This was motivated by several factors: The growth of Dol Guldur's Shadow and the pressure of their mannish neighbours led the Eotheid's lord to the decision to seek land elsewhere. The fall of Angmar in the West proved a good opportunity, as its eastern lands were thrown into disarray as well. Together with the help of the other Northmen, who saw a chance for more land and revenge upon Angmar, which had become aggressive during its last years in Rhovanion as well, the remnants of the Angmarean forces were annihilated. Those of its people that survived the battles and the following purges by the Eotheid fled into the North (all other routes being blocked) and were not heard of again. In the following five centuries, the Eotheid build new homes and prospered, far away from the Shadow of Dol Guldur and free of Angmar's threat in the North. The newly won lands also gave all people much needed space. This helped to avoided land-associated conflicts for many years.

#	Settlement	Population	Code
1	Framsburg	5,100	Eot5
2	Æfrefæste	1,100	Eot6
3	Arkeburg	1,400	Eot7
4	Doretag	1,100	Eot8
5	Cendatūn	600	Eot9

Table 73: Settlements of Eotheid in TA 2500

- *Framsburg*, built near the site of the old Estaravi town of Wrakyaburg is the principal settlement of the Horse-people and both the commercial and political centre of their lordship. All the other settlements are local centres of a small size – even by northern standards.
- *Æfrefæste* is the principal settlement to watch over the orcs in Gundabad and acts as the main rallying point should a muster against them become necessary. To this end, *Cendatun* acts as a picket post.

Settlements in Telulant

Level of central authority: **medium**

This realm is one of the new Madugardi lordships beside the ancient Aegartlant. It came into being at about the same time as Eotheid, when Angmar fell and its territory east of the Misty Mountains fell to the victors. It inherited the great (for northern standards) old settlement of Matlaburg which quickly regained its status as major centre of trade and politics.

#	Settlement	Population	Code
1	Matlaburg	2,900	Th1
2	Hemnolaud	900	Th2
3	Woumis	1,000	Th3
4	Bitgurda	700	Th4

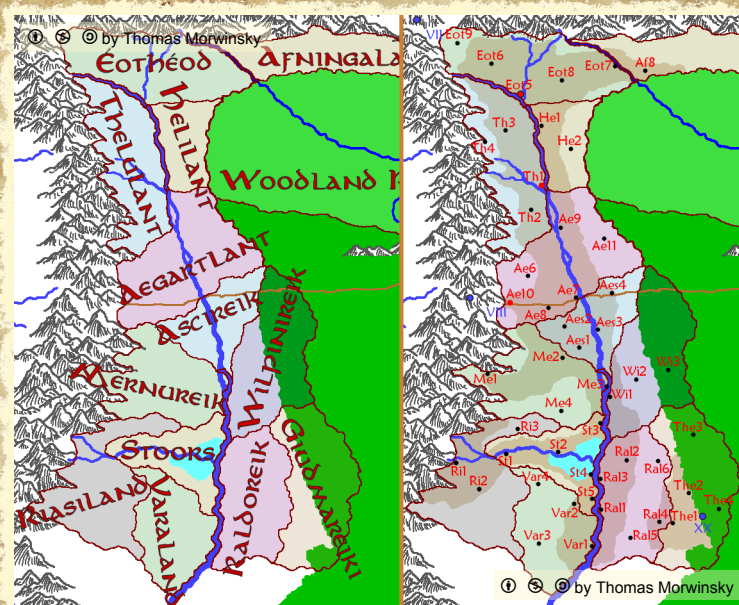
Table 74: Settlements of Telulant in TA 2500

- *Matlaburg* is a wonder in the North. Not only did it manage to survive for centuries and belong to many different realms and lordships, but the spirit of its people remained intact as well. Even during the reign of Angmar and the compliance of Matlaburg's people with the Witch-realm's policies, did they retain a certain degree of freedom. This is in no small part due to its excellent location for trade and travel and the skill of its people in both. Pragmatic as they are, they fully support the new masters and again Matlaburg displays its ability to make the best out of every situation.

Settlements in Hellulant

Level of central authority: **low**

This lordship constitutes the second new Madugard territory beside Telulant and the ancient Aegartlant. It emerged together with Telulant from the ashes of eastern Angmar where the Northmen victors divided the spoils. Hellulant is a small lordship with a small population and limited settlements.



#	Settlement	Population	Code
1	Vusbas	1,700	He1
2	Rudartgart	600	He2

Table 75: Settlements of Hellilant in TA 2500

- *Vusbas* is the main town of Hellilant and serves as the realm's centre. Its lord resides here. Due to the low centralisation of the realm, his position is more of a "first among equals" rather than a powerful king.

Settlements in Aegartlant

Level of central authority: **low**

The ancient realm of Aegartlant still exists in this time, though changed from previous times, both in area and outlook. They now command the High Pass and the Old Road between the mountains and the forest.

#	Settlement	Population	Code
1	Tedoras	600	Ae6
2	Cledinur	2,000	Ae7
3	Bedetūn	700	Ae8
4	Idima	1,200	Ae9
5	Haycombe	3,100	Ae10
6	Audeld	600	Ae11

Table 76: Settlements of Aegartlant in TA 2500

- *Haycombe* is a newly-founded main settlement of Aegartlant. The increased traffic over the Hithaeglr since about the 22nd century of the Third Age made this settlement rich and powerful. Consequently, the most powerful prince of Aegartlant has his house here.

- The old town of *Cledinur* complements Haycombe's position very well, thus putting the pair among the most well-off settlements of the whole Anduin Vale area.

Settlements in Ascireik

Level of central authority: **low**

Part of the Giudmaris (the Woodmen) have established their homes far from the Great Forest and live a quiet life along the Anduin. This principdom is known as Ascireik, even though – as in so many Northman communities – the power of the king or lord is very limited due to the dispersed settlement patterns and independent traditions of these people.

#	Settlement	Population	Code
1	Eokastel	1,500	Aes1
2	Gaudgerhaf	800	Aes2
3	Wagaldbourg	1,100	Aes3
4	Menarbourh	900	Aes4

Table 77: Settlements of Ascireik in TA 2500

- *Eokastel* is the greatest town of the territory and administrative centre of Ascireik. It profits from trade along the great East Road.

Settlements in Mernureik

Level of central authority: **medium**

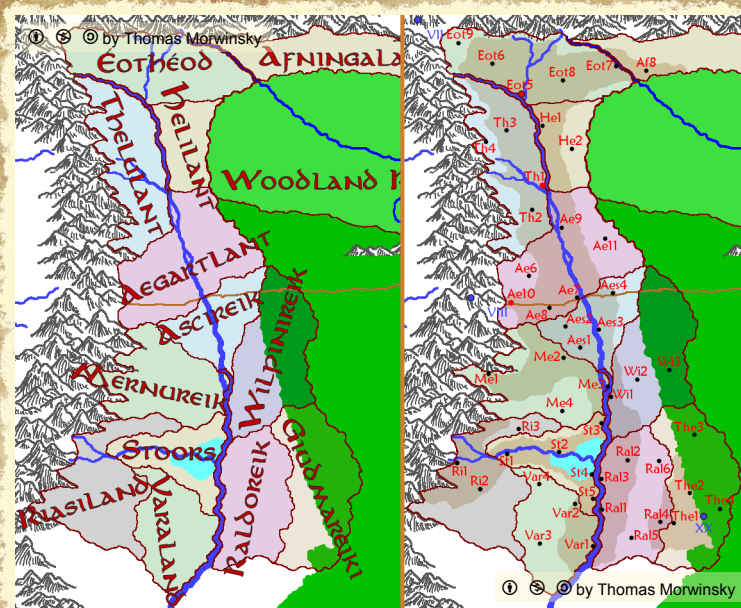
The Giudmaris have not enlarged their territory in Mirkwood during the Watchful Peace, but also expanded towards the Misty Mountains. Here Mernureik is their southernmost lordship west of the river.

#	Settlement	Population	Code
1	Firienseld (Mountain Hall)	800	Me1
2	Feldanfricamar	1,300	Me2
3	Arimarburgh	1,000	Me3
4	Velmarhall	700	Me4

Table 78: Settlements of Mernureik in TA 2500

- *Firienseld* (the Giudmaris' term for *Mountain Hall* in the Common Tongue and *Bergahall* in another Northman tongue) is neither the greatest nor the oldest town of the territory but functions as administrative centre of Mernureik. Founded in TA 2480 as an answer to the increasing threat from the orcs of the mountains, it is built on the foundations of an older site. This former settlement was named was *Bergahall* by an isolationist group of Madu-

- *Feldanfricamar* is the largest town in Mernureiki where their prince has his house.



Settlements in the lands of the Stooks

Level of central authority: **low**

The Stooks live their quiet life and are good neighbours with almost all of the mannish communities around.

#	Settlement	Population	Code
1	Wami	900	St1
2	Tambani	700	St2
3	Pûta	1,100	St3
4	Braldatar	800	St4
5	Carannîn	800	St5

Table 82: Settlements of the Stooks in TA 2500

- *Pûta* is the greatest settlement and here all matters are decided that concern the Stoor's life.
- *Braldatar* is a sizeable town along the Anduin. Until a few decades ago, this was also the home of Déagol and Sméagol.

Settlements in Riasiland

Level of central authority: **low**

The Herimandi realms have relocated to the western side of the river due to the pressure from the Shadow of Dol Guldur and Riasiland is the westernmost of these two princedoms.

#	Settlement	Population	Code
1	Wainoardur	1,200	Ri1
2	Hinseldurt	800	Ri2
3	Osorta	700	Ri3

Table 83: Settlements of Riasiland in TA 2500

- *Wainoardur* serves as the seat of the most powerful chieftain.

Settlements in Varaland

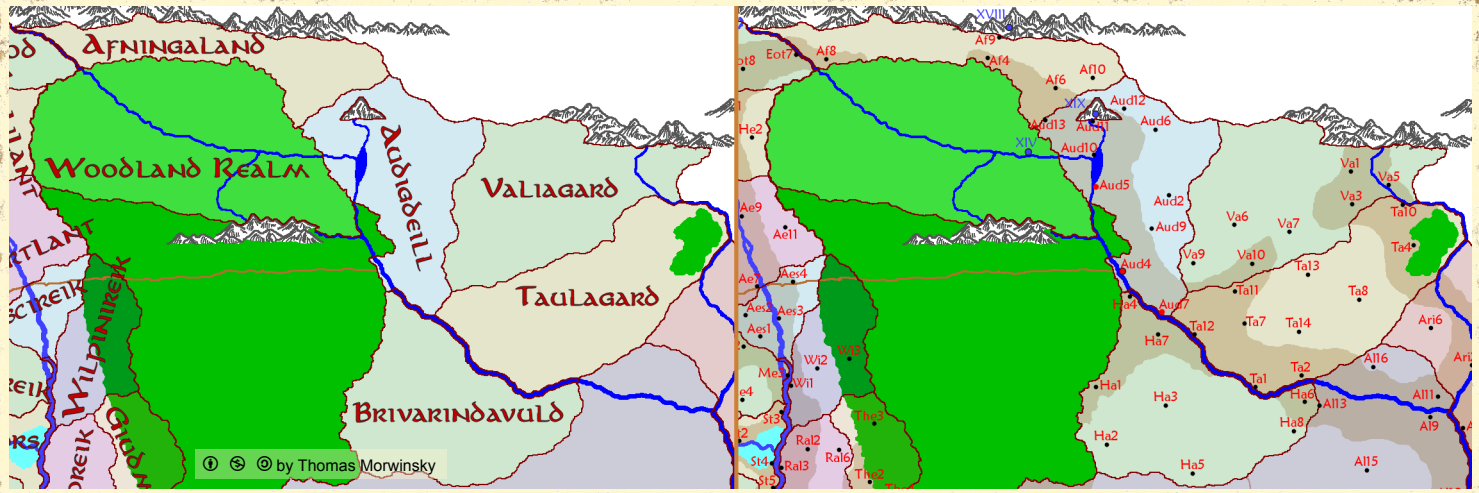
Level of central authority: **medium**

Varaland is the sister princedom of Riasiland, being located along the shore of the southern mid-Vales.

#	Settlement	Population	Code
1	Herimerburgh	1,200	Var1
2	Galdasar	800	Var2
3	Mitwanbor	600	Var3
4	Arepaldgart	700	Var4

Table 84: Settlements of Varaland in TA 2500

- *Herimerburgh* is the southernmost of the greater Northman settlements on the Anduin and is often the first stop for boats coming from the South. Consequently, the town is the seat of the greatest local chieftain.



Settlements in Afningaland

Level of central authority: **low**

Afningaland is thinly settled, but commands a strategic position between the southern lands and the Grey Mountains. The people of the principedom are the primary brokers for goods and trade with the Dwarves of the Grey Mountains.

#	Settlement	Population	Code
1	Hrodby	600	Af4
2	Karagard	800	Af6
3	Hidingholm	600	Af8
4	Borrigard	900	Af9
5	Huringborg	700	Af10

Table 85: Settlements of Afningaland in TA 2500

- *Borrigard* on the foothills of the Ered Mithrin is situated just below the primary mansion of Durin's House here (Thakalgund).

Settlements in Audigdeill

Level of central authority: **low**

These people live in a prosperous region, bordering on the lands of both Elves and Dwarves. Since the Naugrim left Erebor direct trade has lessened somewhat, though commerce with the North still provides sufficiently for a measure of extra wealth.

#	Settlement	Population	Code
1	Siorling	900	Aud2
2	Bara	5,100	Aud4
3	Frekiborg (Londaroth)	2,600	Aud5
4	Thjolnarvik	900	Aud6
5	Hrondborg	3,500	Aud7
6	Eyldaby	800	Aud9
7	Esgaroth	800	Aud10
8	Bjerga	800	Aud11
9	Horkjarod	1,100	Aud12
10	Einarholm	1,600	Aud13

Table 86: Settlements of Audigdeill in TA 2500

- *Bara*, the ancient entrypoint for the Old Dwarf Road east of Mirkwood still is the main economic centre east of Mirkwood. The recent re-emergence of the Necromancer in Dol Guldur has affected travel through the forest not too much at this time.
- *Hrondborg* has taken over the role as political centre since Durin's House left Erebor almost 300 years ago. Correspondingly, the importance of Bjerga near the Lonely Mountain has drastically declined since that time. Therefore, the principedom's focus lies in its southern reaches.

Settlements in Valiagard

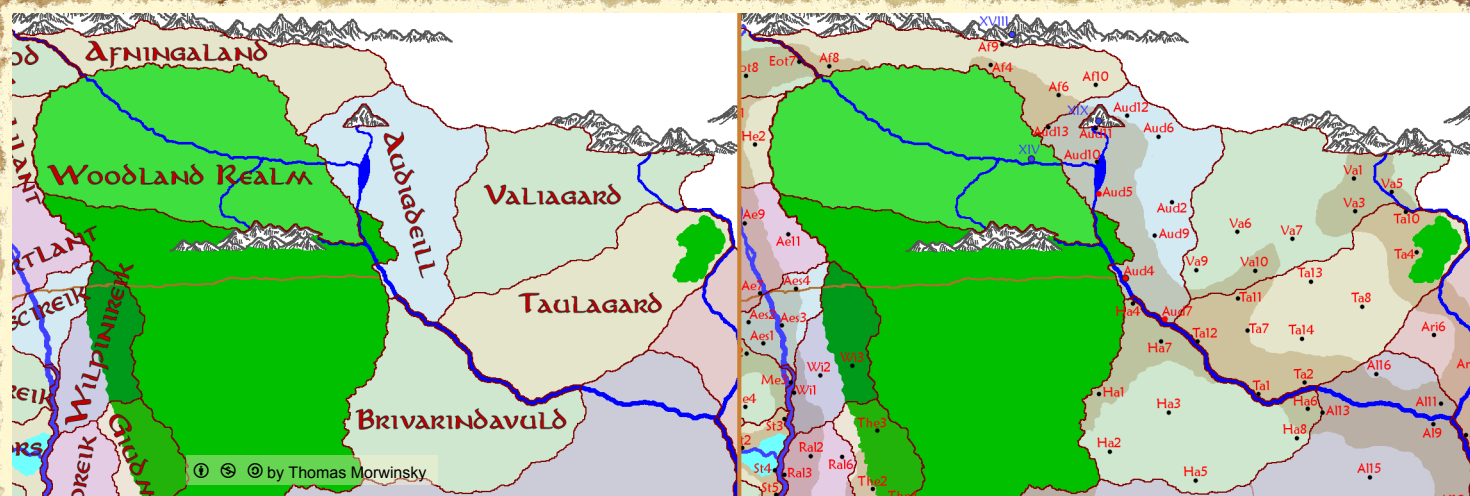
Level of central authority: **medium**

This is the northern of the two Marhathiuda realms in the North during this time. The focus of its – sparse – population lies in its southern parts.

#	Settlement	Population	Code
1	Hadvirborg	800	Va1
2	Andesvira	1,500	Va3
3	Ostils	1,000	Va5
4	Ralod	900	Va6
5	Thaldiovigad	800	Va7
6	Haslod	1,000	Va9
7	Hangburg	1,300	Va10

Table 87: Settlements of Valiagard in TA 2500

- *Andesvira* is the seat of the second chieftain, while *Hangburg* to the south functions as the residence of the High-Chieftain.



Settlements in Taulagard

Level of central authority: **medium**

This is without doubt the more powerful principedom of the Marhathiuda. Its southerly location places it closest to its potential enemies to the south and east. As a consequence, it is much more centralised than most Northman realms in this time.

#	Settlement	Population	Code
1	Hraring	1,700	Ta1
2	Sikning	1,400	Ta2
3	Burh Austar	2,600	Ta4
4	Eddrid	1,100	Ta7
5	Irbjorg	1,500	Ta8
6	Ampramirawik	1,000	Ta10
7	Fermaburga	1,200	Ta11
8	Svandborg	700	Ta12
9	Merid	800	Ta13
10	Skoraholm	900	Ta14

Table 88: Settlements of Taulagard in TA 2500

- *Burh Austar* near the Ironwood is the seat of the Great Chieftain and the cultural centre.
- *Hraring* on the Celduin is one of the two centres of trade and revenue along the Celduin (the other being *Sikning*). Due to its position, it is always well-guarded and manned by the local chieftain to deter raiders from the south.

Settlements in Brivarindavuld

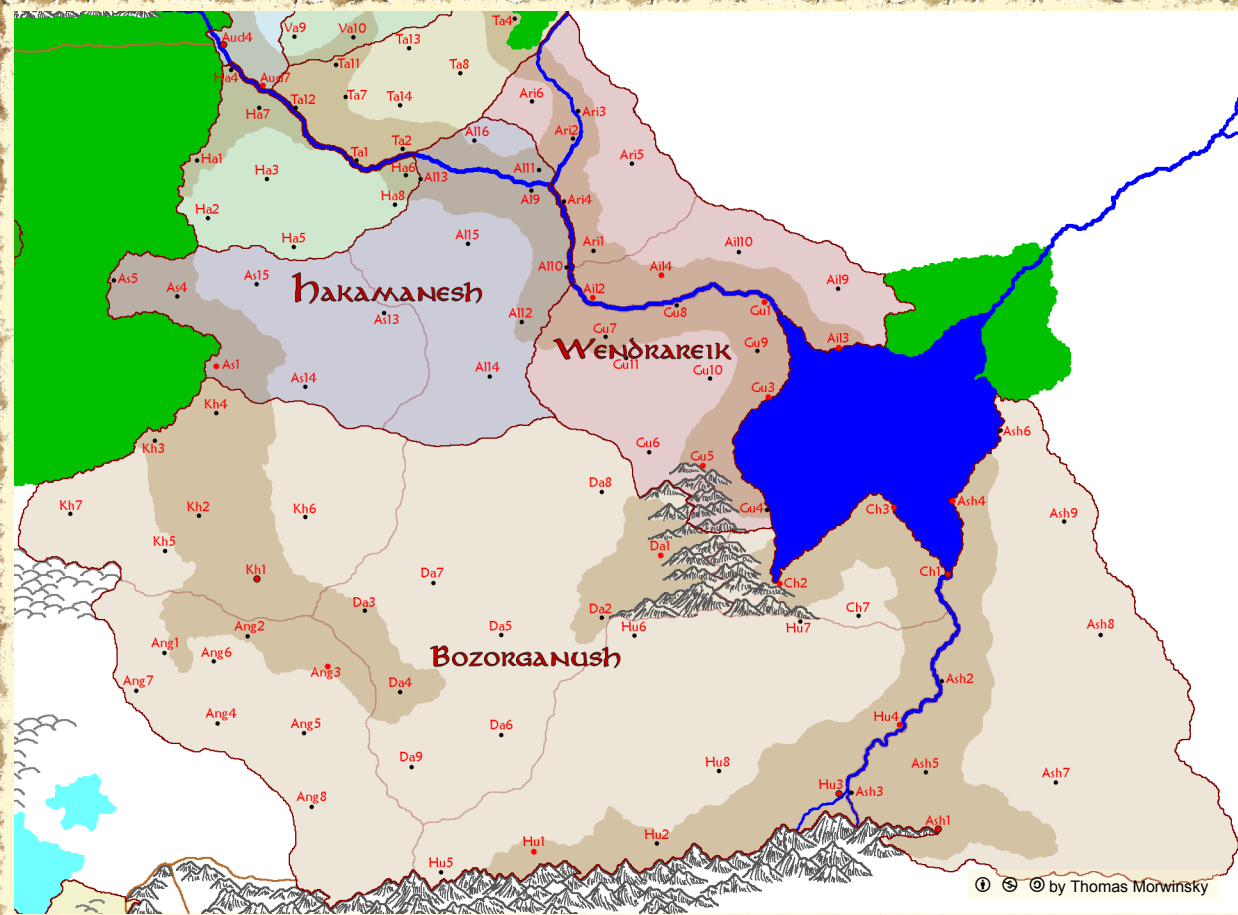
Level of central authority: **medium**

The defeat of the Wainriders offered the remaining Northmen a chance for independence in the late 25th century, and the territory of Brivarindavuld emerged as the last “Northman” principedom south of the Celduin in the Third Age.

#	Settlement	Population	Code
1	Burh Hinseges	1,400	Ha1
2	Burh Osida	900	Ha2
3	Burh Hudaranth	1,400	Ha3
4	Varcaburg	2,300	Ha4
5	Goiarburg	700	Ha5
6	Tingaburgh	1,100	Ha6
7	Ethamar	700	Ha7
8	Burh Wunadald	1,000	Ha8

Table 89: Settlements of Brivarindavuld in TA 2500

- *Harcaburg* in the far-northwestern corner is the principal settlement and this already shows the close ties the Brivarinda have with their northern cousins as well as the concentration of the people in this area of the principality.



Settlements in Wendrareik

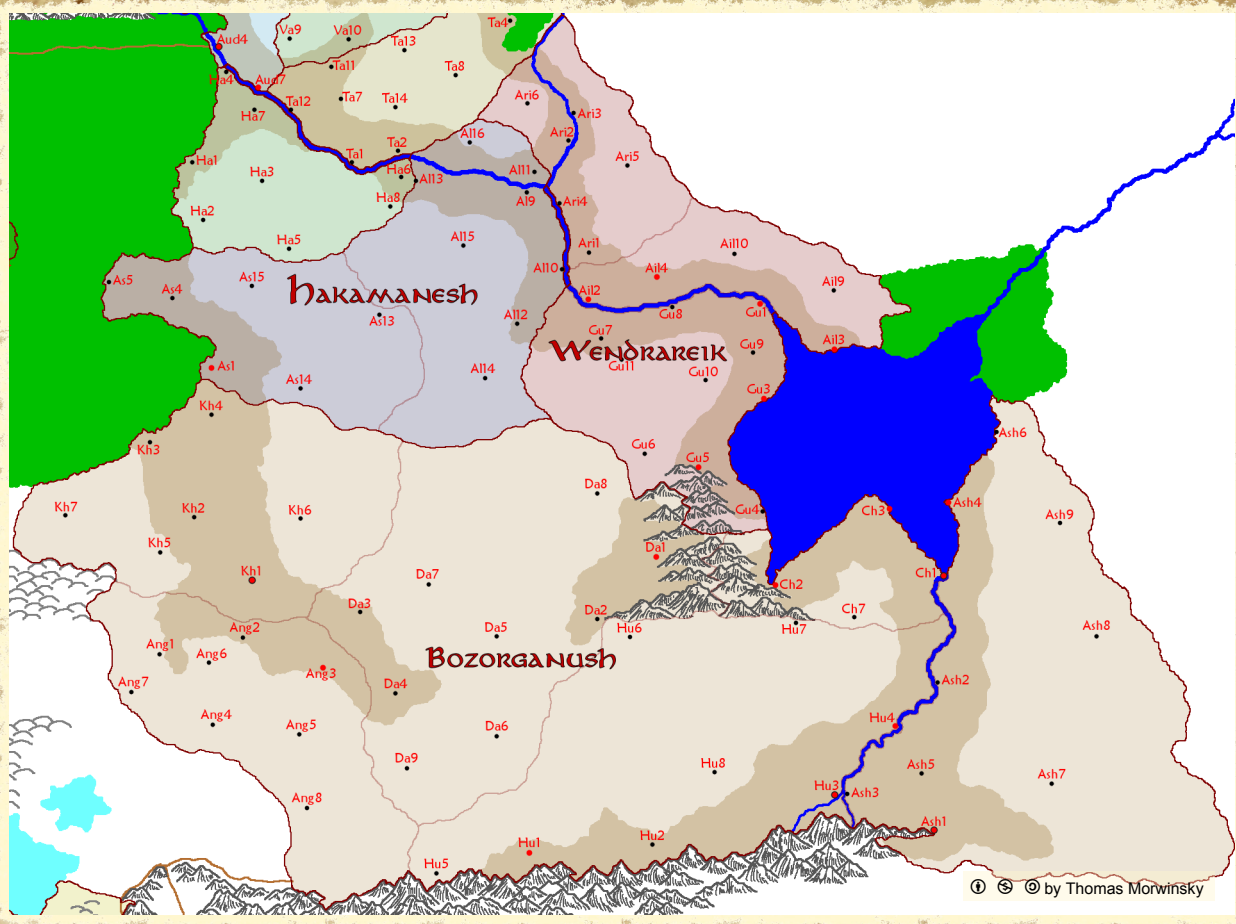
Level of central authority: **medium**

In this era, Wendrareik has reached its peak of power. In the wake of the Bozorgana invasion and defeat of the Wainriders (Mardumhesta), it was able to enlarge its own territory while remaining independent. Relations with the Free Men of the North are generally good (after all, they're related) and trade with the Easterlings became acceptable once the dusts of war had settled.

- Thausedir* has evolved into the most important urban centre of the Wendragarda, serving as the seat of power both for the whole kingdom and the sub-kingdom of Guliaher. It controls traffic from the South up the Celduin. Apart from this, the old centre of *Leucir* still commands great importance, being the primary settlement in the sub-kingdom of Aliaher.

#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Victiluin	Arilaher	1,200	Ari1	12	Thausedir	Guliaher	5,400	Gu1
2	Tridigawik	Arilaher	900	Ari2	13	Gaspas	Guliaher	2,800	Gu3
3	Virn	Arilaher	800	Ari3	14	Sisaburh	Guliaher	1,500	Gu4
4	Averaburgh	Arilaher	1,700	Ari4	15	Taudaburg	Guliaher	3,300	Gu5
5	Kjaring	Arilaher	700	Ari5	16	Etorusburg	Guliaher	1,800	Gu6
6	Osidara	Arilaher	600	Ari6	17	Fralara	Guliaher	1,600	Gu7
7	Leucir	Ailaher	4,200	Ail2	18	Hunthlaburg	Guliaher	1,700	Gu8
8	Bescani	Ailaher	3,000	Ail3	19	Riagard	Guliaher	2,000	Gu9
9	Seniasta	Ailaher	3,400	Ail4	20	Aldicagard	Guliaher	900	Gu10
10	Salaseg	Aliaher	1,000	Ail9	21	Andesedar	Guliaher	700	Gu11
11	Thosiluinar	Ailaher	1,400	Ail10					

Table 90: Settlements of Wendrareik in TA 2500



Settlements in Hakamanesh

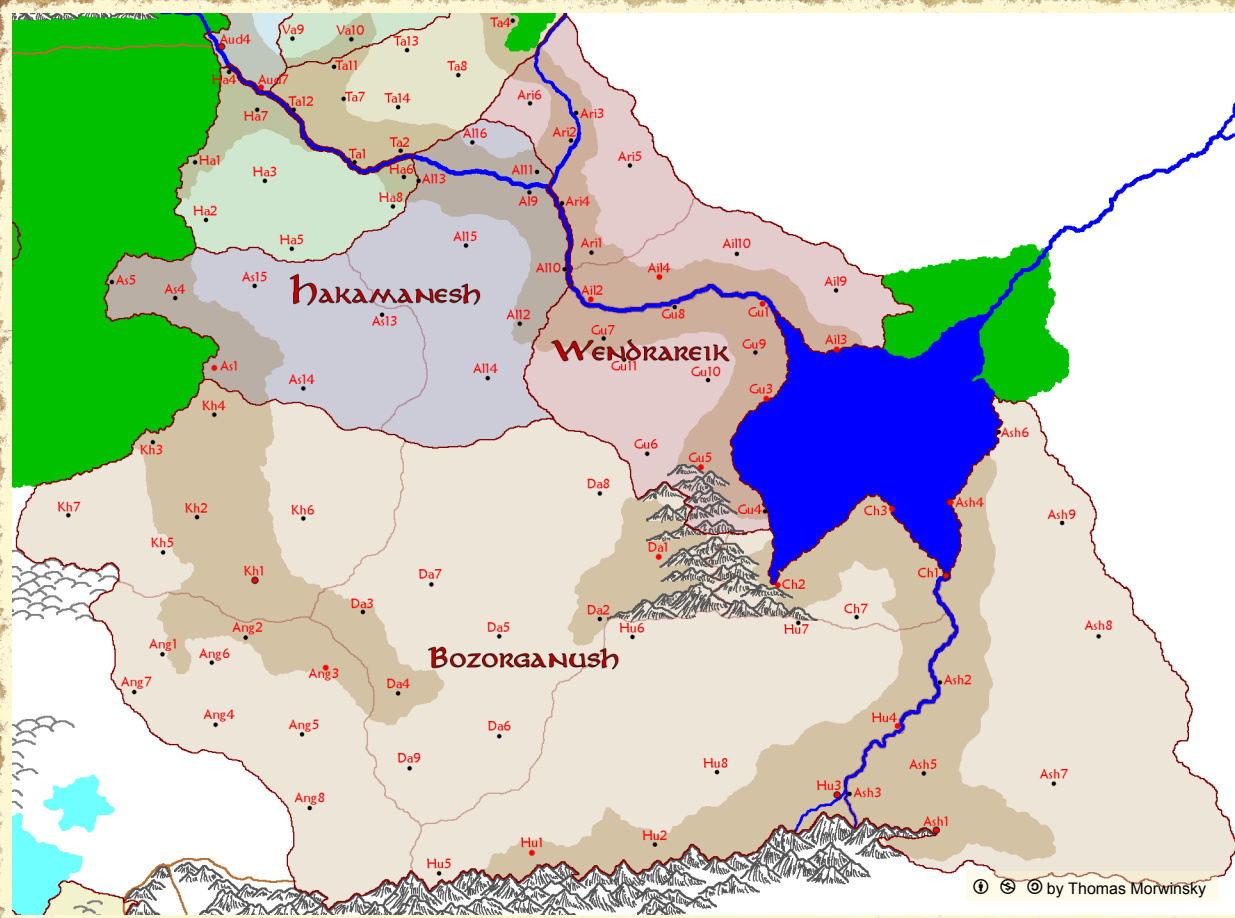
Level of central authority: **medium**

The coming of the Bozorgana (called ‘Balchoth’ in Gondor) quickly led to the collapse of the old Mardumhesta empire. Only a fraction of it resisted the newcomers, and they are confined to the northern areas of their old realm.

- *Sautirenes* is the main town and ruling centre in this last independent Wainrider realm. Together with *Waldigenes* it lies at the core of the remaining Mardumhesta power.

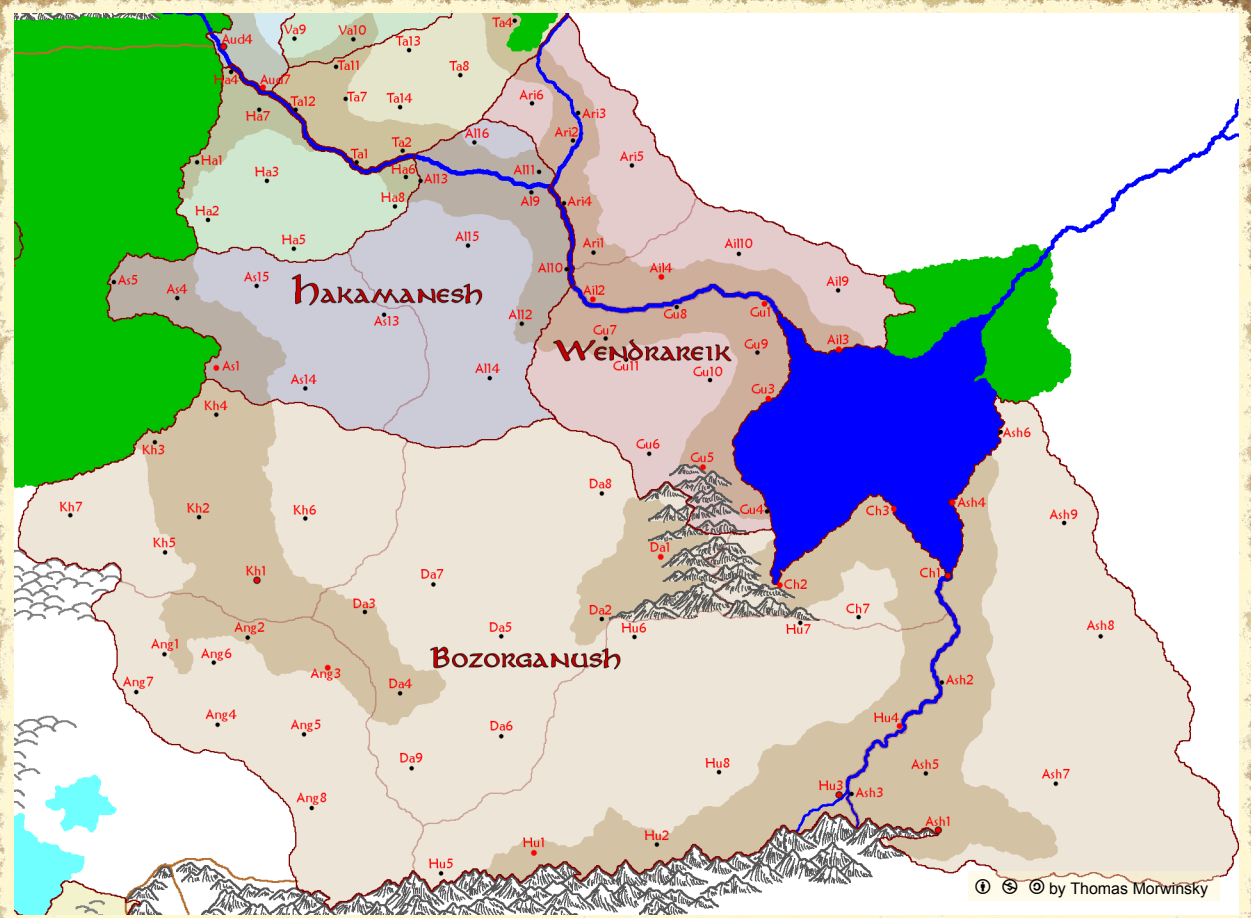
#	Settlement	Fief	Population	Code
1	Sautirenes	Ashkania	2,800	As1
2	Waldigenes	Ashkania	2,400	As4
3	Widarti	Ashkania	800	As5
4	Sumerenes	Ashkania	700	As13
5	Vindaspes	Ashkania	1,800	As14
6	Vaushnes	Ashkania	1,200	As15
7	Marhlinedes	Alborz	1,900	Al9
8	Hideraspes	Alborz	1,200	Al10
9	Vispadres	Alborz	1,500	Al11
10	Thirenes	Alborz	900	Al12
11	Armirenes	Alborz	800	Al13
12	Tabaspes	Alborz	1,300	Al14
13	Setagenes	Alborz	900	Al15
14	Dâmerdis	Alborz	1,000	Al16

Table 91: Settlements of Hakamanesh in TA 2500



#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Wulthagartha	Angramayn	1,400	Ang1	24	Ignesares	Dârusharam	1,100	Da5
2	Burh Cretala	Angramayn	1,000	Ang2	25	Tuxra	Dârusharam	1,400	Da6
3	Burh Milenis	Angramayn	2,600	Ang3	26	Hyses	Dârusharam	1,500	Da7
4	Vinidrabung	Angramayn	1,100	Ang4	27	Caxces	Dârusharam	2,000	Da8
5	Nisarar	Angramayn	600	Ang5	28	Smâtares	Dârusharam	1,600	Da9
6	Adiusad	Angramayn	700	Ang6	29	Theurenesh	Hudarsharam	2,900	Hu1
7	Thoroburg	Angramayn	1,000	Ang7	30	Wolenes	Hudarsharam	2,400	Hu2
8	Varnes	Angramayn	1,300	Ang8	31	Virtiyas	Hudarsharam	5,200	Hu3
9	Gelakles	Choraram	6,900	Ch1	32	Aspadenes	Hudarsharam	2,600	Hu4
10	Mamerat	Choraram	3,500	Ch2	33	Certes	Hudarsharam	2,000	Hu5
11	Cauveles	Choraram	2,800	Ch3	34	Hyrumisares	Hudarsharam	1,100	Hu6
12	Kasteises	Choraram	1,100	Ch7	35	Phraotes	Hudarsharam	1,400	Hu7
13	Itilelaspes	Khovarsharam	5,400	Kh1	36	Tanishares	Hudarsharam	1,700	Hu8
14	Brotigarti	Khovarsharam	2,600	Kh2	37	Hyrumisenesh	Asharam	5,100	Ash1
15	Sundrenesh	Khovarsharam	3,100	Kh3	38	Diklases	Asharam	1,400	Ash2
16	Sotumâta	Khovarsharam	2,600	Kh4	39	Meladunya	Asharam	1,900	Ash3
17	Matesir	Khovarsharam	2,100	Kh5	40	Dilomenesh	Asharam	2,600	Ash4
18	Gaumenesh	Khovarsharam	1,000	Kh6	41	Vigaspes	Asharam	2,000	Ash5
19	Âsames	Khovarsharam	1,200	Kh7	42	Laumetes	Asharam	2,000	Ash6
20	Smendis	Dârusharam	2,600	Da1	43	Cyasenes	Asharam	2,400	Ash7
21	Benares	Dârusharam	1,200	Da2	44	Mavajenkenesh	Asharam	1,100	Ash8
22	Arolmenesh	Dârusharam	1,600	Da3	45	Hyspesenes	Asharam	1,200	Ash9
23	Ateisertes	Dârusharam	1,900	Da4					

Table 92: Settlements of Bozorganush in TA 2500



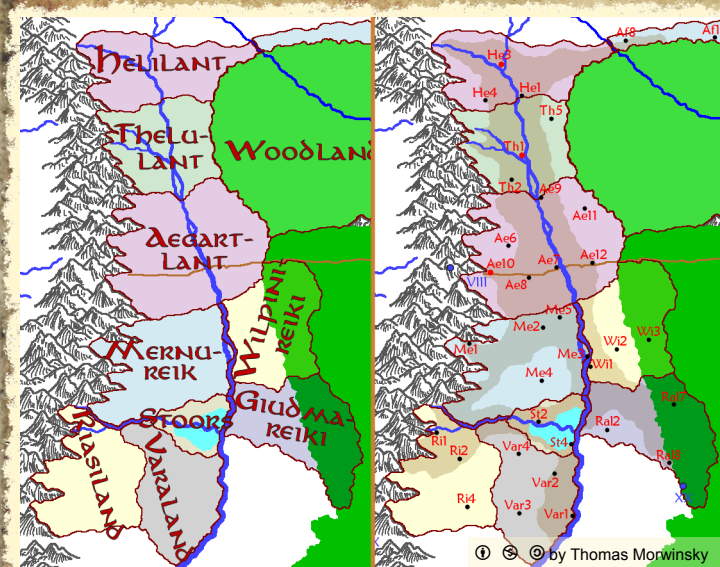
Settlements in Bozorganush

Level of central authority: **medium**

The Bozorgana (called 'Balchoth' in Gondor) are newcomers to this region, and their Empire has quickly absorbed the vast majority of the older Mardumhesta (Wainrider) rule. Although the unified realm is a relatively new institution, it seems clear that its lord is bent on establishing a firm and lasting rule.

- *Gelakles* has survived the vagaries of the Third Age very well and is again one of the urban centres of power in eastern Rhovanion. In fact it is the religious centre of the Bozorgana, and one of the three major centres of the new eastern masters.

- *Hyrumisenes* is the second great city in eastern Rhovanion. It controls the access to the south-eastern routes, thereby serving as link with the adjacent territories.
- *Itilelaspes* in the western part of the new empire is the third great centre. It is the main staging ground for all operations against the West. It is here where the great army mustered and marched westwards in the ultimately unsuccessful attempt to defeat Gondor in TA 2510. The old Ehwathrum town of *Burh Itilengis* that was later renamed to *Itileshi* under Mardumhesta rule serves as economic and political hub for western Bozorgana.



TA 2600

Settlements in Heliant

Level of central authority: **low**

The Madugardi of Helilant have inherited most of the lands of the former Eothéod when these left for the South. The growing danger from orcs of the Misty Mountains and Dragons in the North caused them to retreat their borders somewhat though. In any case they now are the northernmost mannish group in the Anduin Vales.

#	Settlement	Population	Code
1	Vusbas	1,400	He1
2	Framsburg	3,200	He3
3	Woumis	600	He4

Table 93: Settlements of Helilant in TA 2600

- *Framsburg*, the old Eothéod capital now serves as the primary centre of the Madugardi people.
- The old main town *Vusbas* is somewhat diminished in importance and size.

Settlements in Thelulant

Level of central authority: **low**

This realm prospers after a fashion. In this time, it seems as if peace has returned, although the recent increase of orcs in the mountains and the returned Shadow cause doubt.

#	Settlement	Population	Code
1	Matlaburg	3,000	Th1
2	Hemmlaud	1,500	Th2
3	Rudartgart	700	Th5

Table 94: Settlements of Thelulant in TA 2600

- *Matlaburg* at the ancient crossroads is their main town and serves in this function well, although traffic over the mountains has become scarce with the growing power of the orcs.

Settlements in Aegartlant

Level of central authority: **low**

Apart from the expanded territory, not much has changed here in the past 100 years.

#	Settlement	Population	Code
1	Tedoras	600	Ae6
2	Cledinur	1,900	Ae7
3	Bedetün	700	Ae8
4	Idima	1,200	Ae9
5	Haycombe	3,000	Ae10
6	Audeld	600	Ae11
7	Menarbourh	600	Ae12

Table 95: Settlements of Aegartlant in TA 2600

- *Haycombe* still is the most important town, overseeing all the traffic to and from the mountains as well as being a bulwark against orcish incursions.
- For many centuries now *Cledinur* exists as the primary guardian and toll station for the Old Dwarf road over the Anduin.

Settlements in Mernureiki

Level of central authority: **low**

The territory of these clans has moved somewhat southward, but beyond that, there has been only minor change during the last 100 years.

#	Settlement	Population	Code
1	Firienseld (Mountain Hall)	800	Me1
2	Feldanfricamar	1,300	Me2
3	Arimarburgh	1,000	Me3
4	Velmarhall	700	Me4
5	Eokastel	1,000	Me5

Table 96: Settlements of Mernureiki in TA 2600

- *Firienseld* continues in its role as a forward post on the foot of the mountains.
- *Feldanfricamar* still is the prince's seat, though this title does not carry as much as power as it does in other lands.

Level of central authority: **low**

#	Settlement	Population	Code
1	Chelogart	1,000	Wi1
2	Hendibourgh	600	Wi2
3	Forezhall (Woodland Hall)	600	Wi3

Table 97: Settlements of Wilpinireiki in TA 2600

- *Chelogart* on the river is the most populous settlement of this territory, but neither the political nor the spiritual centre.
- The latter role falls to *Forezhall* where the most powerful chieftain resides as well.

Level of central authority: **medium**

#	Settlement	Population	Code
1	Ainoarbourgh	600	Ral2
2	Winalaudan (Woodmen Town)	600	Ral7
3	Hadasirt	1,600	Ral8

Table 98: Settlements of Giudmareiki in TA 2600

- While *Hadasirt* on the southern border is the realm's most populous centre and serves as the main guard against threats from the Bozorgana, it is the other principal town that deserves attention:
- *Winalaudan* (Woodmen Town) is quite small even by Northman standards, but its importance lies in the cultural and spiritual role it held for centuries. It houses the LAMP OF BALTHI, an ancient artefact that somehow has the power to keep the worst effects of the Shadow at bay.

Level of central authority: **low**

The past 100 years have been hard for the Stoors. Many of their lands have been conquered by hostile neighbours and the have suffered from famines and orc raids. Consequentially, their lands have drastically shrunk.

#	Settlement	Population	Code
1	Tambani	800	St2
2	Braldatar	900	St4

Table 98: Settlements of the Stoors in TA 2600

- *Braldatar* is the seat of the most influential matriarch among the remaining Stoors. They trade with the northern Northmen and otherwise rely on their skills of hiding to avoid unwanted attention.

Level of central authority: **medium**

The past century saw an increase of fortunes for the Herimandi of Varaland. They increased their territory northward (mostly former Stoor lands) and also profited from trade along the Anduin.

#	Settlement	Population	Code
1	Herimerburgh	2,000	Var1
2	Galdasar	1,A5500	Var2
3	Mitwanbor	1,200	Var3
4	Arepaldgart	1,000	Var4

Table 99: Settlements of Varaland in TA 2600

- *Herimerburgh*, the seat of the prince has grown significantly. He maintains an – according to the Vales’ standards – impressive court and force that is ready to defend the area or enforce his will.
- *Mitwanbor* is an important centre for all business with the mountain regions, lying along one of the primary routes to Riasiland.

Settlements of Riasiland

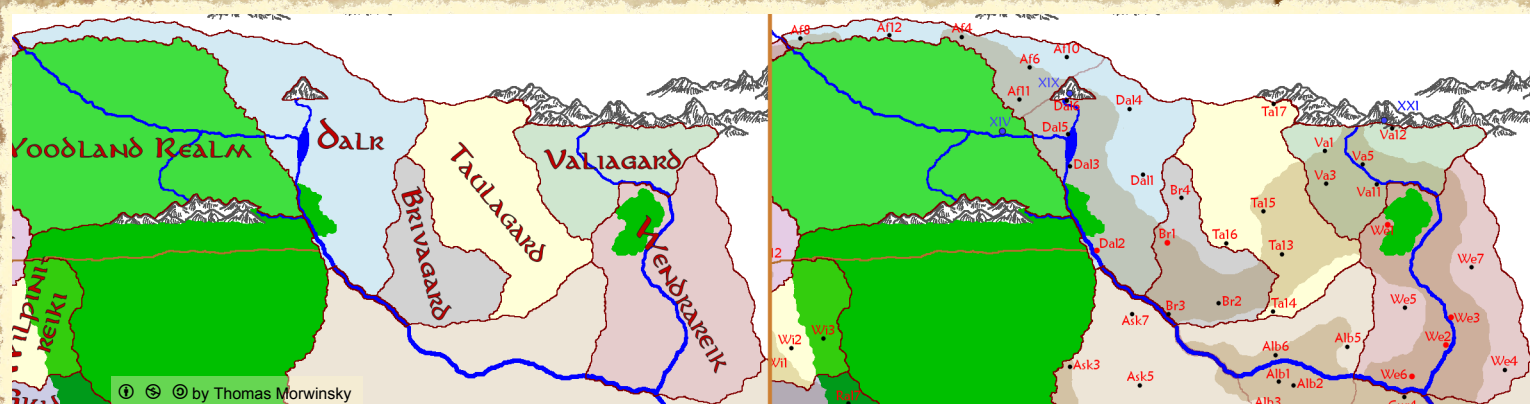
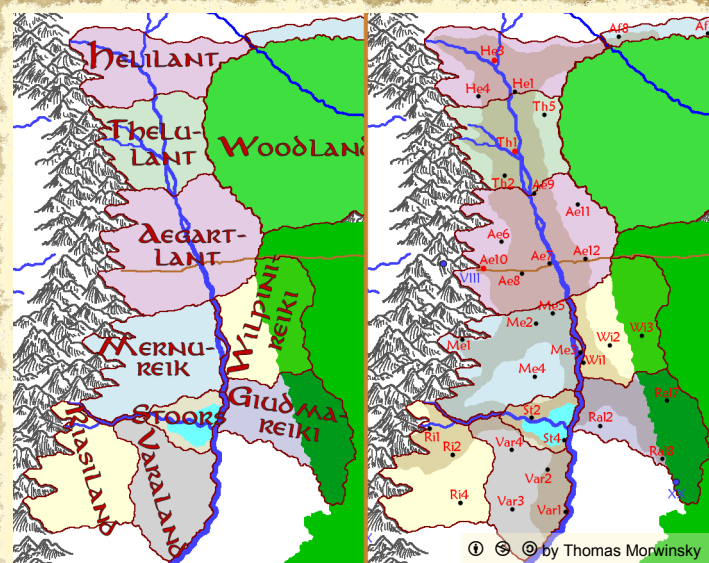
Level of central authority: **medium**

Being less fortunate than their eastern brethren, the Herimandi of Riasiland were also able to extend their borders, but their development was less successful.

#	Settlement	Population	Code
1	Wainoardur	1,200	Ri1
2	Hinseldurt	800	Ri2
3	Ansprild	800	Ri4

Table 100: Settlements of Riasiland in TA 2600

- Wainoardur, their main settlement on the foothills of the Misty Mountains is a busy trading and mining town, but the recent increase of orcish activity in the mountains cannot be ignored any longer.



Settlements of Dale (Dale)

Level of central authority: **low**

The appearance of dragons in the Grey Mountains and the flight of Durin's Folk to Erebor came as a disaster to the Dalringi of Afningaland. The northern borders have retreated to avoid contact with the fearsome beasts now dwelling to the north gaining an uneasy peace.

The return of Durin's Folk to Erebor proved to be a great of this land. Even though previous trade with the dwarven settlements in the Ered Mithrin was stable and valuable, the return of the Naugrim promised an age of glory for the Northmen. Many new buildings sprang up and there is an overall feeling of hope, growth and renewal.

- The most visible sign of all this is the foundation of the new settlement of Dale near the old town of Bjerga. The new settlement is supposed to become the new and glorious seat of the lord of Dalrland.
- Einarholm, the main settlement lies far to the south of the region, reflecting recent developments and the general trend of settlement.

#	Settlement	Fief	Population	Code
1	Hrodby	Afningaland	600	Af4
2	Karagard	Afningaland	800	Af6
3	Hidingholm	Afningaland	600	Af8
4	Huringborg	Afningaland	600	Af10
5	Einarholm	Afningaland	1,400	Af11
6	Thramaby	Afningaland	600	Af12
7	Siorling	Dalrland	700	Dal1
8	Bara	Dalrland	3,500	Dal2
9	Frekiborg (Londaroth)	Dalrland	1,900	Dal3
10	Thjolnarvik	Dalrland	600	Dal4
11	Esgaroth	Dalrland	1,000	Dal5
12	Dalr (Dale)	Dalrland	2,400	Dal6

Table 101: Settlements of Dale in TA 2600

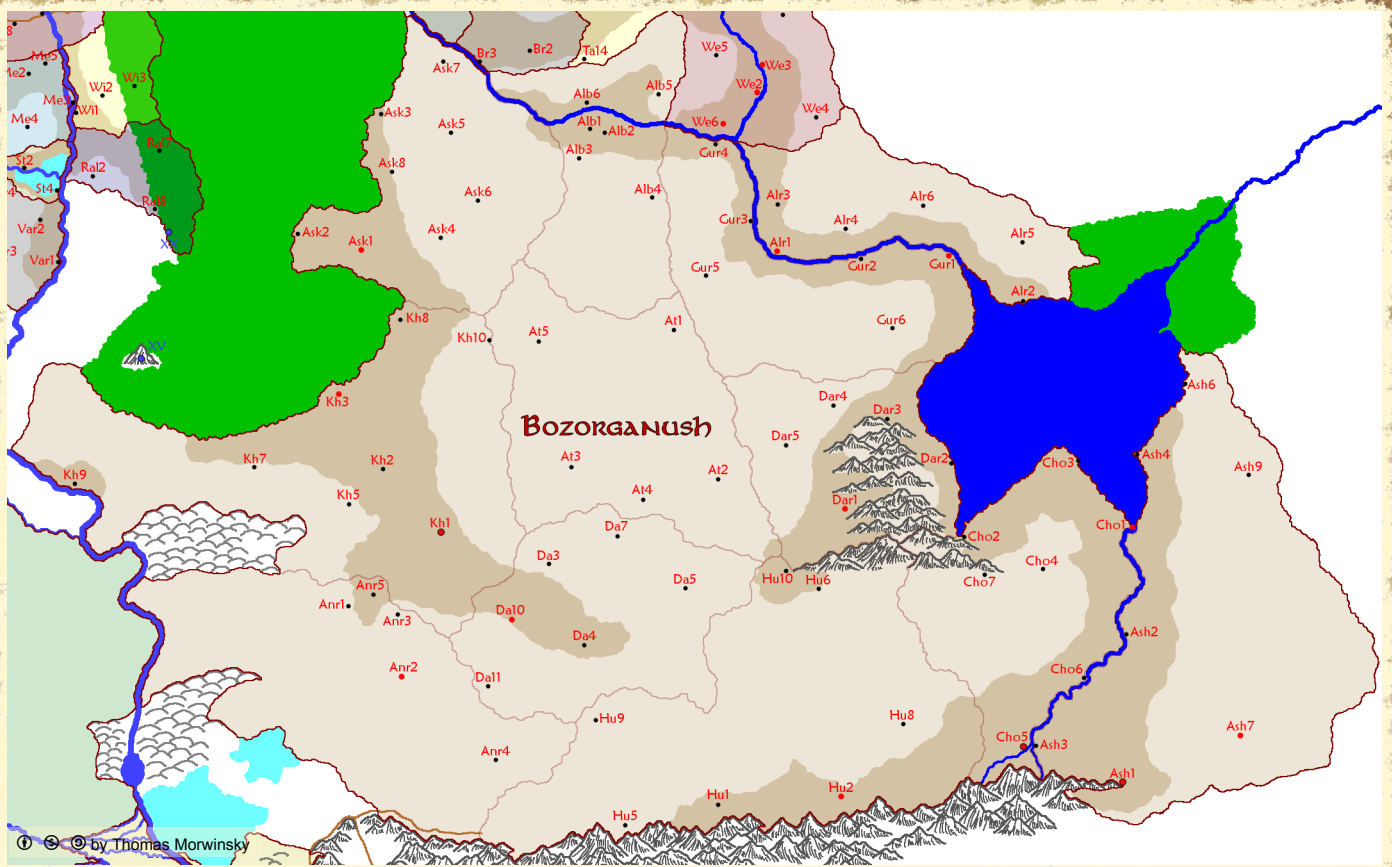
- Dalr (Dale) is the new centre of the princedom. Even though not the greatest town, it is growing exceedingly fast.
- Bara, the ancient trade centre still stands but shows signs of decline. Traffic through the forest has decreased markedly and many buildings are empty now.

Level of central authority: high

- *Virn* on the eastern shore of the Carnen serves as their current seat of the king. Its position provides for good command of the area and excellent logistics.
- *Vispadres* is the second biggest settlement in current Wendrareik. It commands the triangle between Carnen and Celduin, serving as the principal bulwark against enemy attacks as well as staging ground for troops.

#	Settlement	Population	Code
1	Burh Austar	2,900	We1
2	Tridigawik	3,500	We2
3	Virn	4,400	We3
4	Kjaring	1,100	We4
5	Osidara	1,200	We5
6	Vispadres	3,100	We6
7	Adwinburg	900	We7

Table 105: Settlements of Wendrareik in TA 2600



Settlements of Bozorganush

Level of central authority: **medium**

This era sees the greatest extent of the Bozorgana Empire. Although politically more or less united, it is still a multi-ethnic entity which – fortunately for its neighbours – weakens its potential as an enemy.

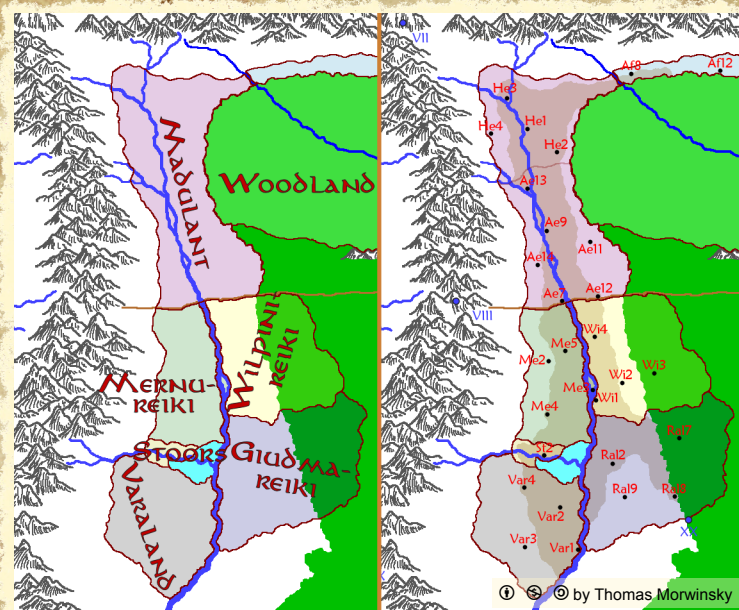
The list of settlements can be found on the next page. The following ones are the most noteworthy in this time.

- *Gelakles* does not flourish as strongly as before and its population has declined. Its people have quickly assimilated into Bozorgana society though which has strengthened its function as religious centre of the Bozorgana.
- *Hyumisenes* still is among the greatest and most important cities in southeastern Rhovanion. It controls access to the southeastern routes, serving as a link and gateway to the adjacent eastern territories and Mordor.

- *Virtiyasis* is the second greatest city in south-eastern Rhovanion and closely connected to *Hyumisenes*. It serves as the region's primary economic and administrative centre.
- *Itilelaspis* in the western regions of the Empire nowadays serves as the political hub, and here the emperor resides. Together with *Sundrenes* and *Waldigenes* it forms the core urban centres in the western territories.
- *Thauses*, the recently conquered city of the Wendragarda is the centre of this new province, though its people are still not entirely integrated and the region is a source of unrest for the Bozorgana lords.

#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Waldigenes	Ashkaram	2,900	Ask1	39	Sundrenes	Khovarsharam	3,300	Kh3
2	Widarti	Ashkaram	1,200	Ask2	40	Matesir	Khovarsharam	1,500	Kh5
3	Hinsagestes	Ashkaram	1,700	Ask3	41	Âsames	Khovarsharam	1,100	Kh7
4	Vaushnes	Ashkaram	1,300	Ask4	42	Sautirenes	Khovarsharam	2,200	Kh8
5	Hudarenes	Ashkaram	800	Ask5	43	Sogastes	Khovarsharam	1,600	Kh9
6	Gorestes	Ashkaram	700	Ask6	44	Vindaspes	Khovarsharam	1,000	Kh10
7	Etharenes	Ashkaram	700	Ask7	45	Wulthagartes	Angrasharam	1,500	Anr1
8	Osirastes	Ashkaram	1,500	Ask8	46	Vinidrestes	Angrasharam	2,700	Anr2
9	Tingenés	Albaram	1,100	Alb1	47	Adistes	Angrasharam	2,000	Anr3
10	Armirenes	Albaram	900	Alb2	48	Varnes	Angrasharam	1,800	Anr4
11	Wunastes	Albaram	800	Alb3	49	Vimisames	Angrasharam	600	Anr5
12	Setagenes	Albaram	700	Alb4	50	Arolmenes	Dârusharam	1,100	Da3
13	Dâmerdis	Albaram	700	Alb5	51	Ateisertes	Dârusharam	2,300	Da4
14	Siknenes	Albaram	1,100	Alb6	52	Ignesares	Dârusharam	1,300	Da5
15	Leucastes	Ailaram	2,900	Alr1	53	Hyses	Dârusharam	1,000	Da7
16	Bescenes	Ailaram	1,800	Alr2	54	Milenartes	Dârusharam	2,600	Da10
17	Victiluin	Ailaram	1,000	Alr3	55	Nisarenes	Dârusharam	800	Da11
18	Seniastes	Ailaram	900	Alr4	56	Theurenés	Hudarsharam	2,100	Hu1
19	Salasegestes	Ailaram	800	Alr5	57	Wolenes	Hudarsharam	4,100	Hu2
20	Thosiluinares	Ailaram	600	Alr6	58	Certes	Hudarsharam	2,000	Hu5
21	Thauses	Guliam	3,300	Gur1	59	Hyumisares	Hudarsharam	1,300	Hu6
22	Hunthlenes	Guliam	1,500	Gur2	60	Tanishares	Hudarsharam	1,700	Hu8
23	Hideraspes	Guliam	1,200	Gur3	61	Smâtares	Hudarsharam	1,800	Hu9
24	Marhlinedes	Guliam	1,100	Gur4	62	Benares	Hudarsharam	1,200	Hu10
25	Thirenes	Guliam	900	Gur5	63	Gelakles	Choraram	3,000	Cho1
26	Inteses	Guliam	1,100	Gur6	64	Mamerat	Choraram	1,000	Cho2
27	Smendis	Darysharam	3,800	Dar1	65	Cauveles	Choraram	700	Cho3
28	Sisarastes	Guliaher	1,400	Dar2	66	Kasteises	Choraram	1,000	Cho4
29	Taudanes	Guliaher	2,000	Dar3	67	Virtiayas	Choraram	5,100	Cho5
30	Etoresnes	Guliaher	1,800	Dar4	68	Aspadenes	Choraram	700	Cho6
31	Caxces	Dârusharam	2,000	Dar5	69	Phraotes	Choraram	1,300	Cho7
32	Tabaspes	Atasharam	800	At1	70	Hyumisenés	Asharam	5,100	Ash1
33	Vitarshi	Atasharam	1,800	At2	71	Diklases	Asharam	1,400	Ash2
34	Naspes	Atasharam	1,000	At3	72	Meladunya	Asharam	1,900	Ash3
35	Âsenes	Atasharam	1,400	At4	73	Dilomenes	Asharam	2,200	Ash4
36	Cyrdenes	Atasharam	900	At5	74	Laumetes	Asharam	2,300	Ash6
37	Itilelaspes	Khovarsharam	5,100	Kh1	75	Cyasenes	Asharam	2,700	Ash7
38	Brotigarti	Khovarsharam	1,900	Kh2	76	Hyspesenes	Asharam	1,100	Ash9

Table 106: Settlements of Bozorganush in TA 2600



TA 2750

Settlements in Madulant

Level of central authority: **medium**

Madulant is the successor realm to the former three independent Madugardi princedoms (Helilant, Thelulant and Aegartlant). The growing pressure from the orcs of the Misty Mountains caused these men to unite in order to better defend themselves. Despite this, they were forced to retreat their borders from the mountains towards the river to create a buffer zone around their lands. This defensive move proved effective, greatly reducing orcish raids on the Northmen in the last 20 years.

#	Settlement	Fief	Population	Code
1	Vusbas	Helilant	1,400	He1
2	Rudartgart	Helilant	900	He2
3	Framsburg	Helilant	2,300	He3
4	Woumis	Helilant	600	He4
5	Cledinur	Aegartlant	1,000	Ae7
6	Idima	Aegartlant	1,100	Ae9
7	Audeld	Aegartlant	600	Ae11
8	Menarbourh	Aegartlant	700	Ae12
9	Matlaburg	Aegartlant	1,400	Ae13
10	Godenburg	Aegartlant	600	Ae14

Table 107: Settlements of Madulant in TA 2750

- *Framsburg*, the ancient site in the Northern Vales still is the greatest settlement and holds a key position as a bulwark against the orcs and especially their greatest stronghold – Gundabad. It is here that the Lord of Madulant mostly resides.

- *Matlaburg* serves as the second most important town of Madulant at this time. Though the traffic over the Hithaeglin has ceased almost completely due to orcish activity, its strategic position at the old crossroads ensures its continued settlement. It is the secondary seat of the landlord.

Settlements in Mernureiki

Level of central authority: **low**

The Giudmaris (Woodmen) of this princedom have been suffering from the orc attacks in the past 100 years or so and have also retreated further toward the river. Increased cooperation with the Madugardi in the north has enabled the Northmen to stem the tide of the goblins and establish a defensible perimeter on the western banks of the Anduin.

#	Settlement	Population	Code
1	Feldanfricamar	600	Me2
2	Arimarburgh	1,000	Me3
3	Velmarhall	800	Me4
4	Eokastel	1,200	Me5

Table 108: Settlements of Mernureiki in TA 2750

- *Eokastel* still serves as the realm's centre of politics and trade.

Settlements in Wilpinireiki

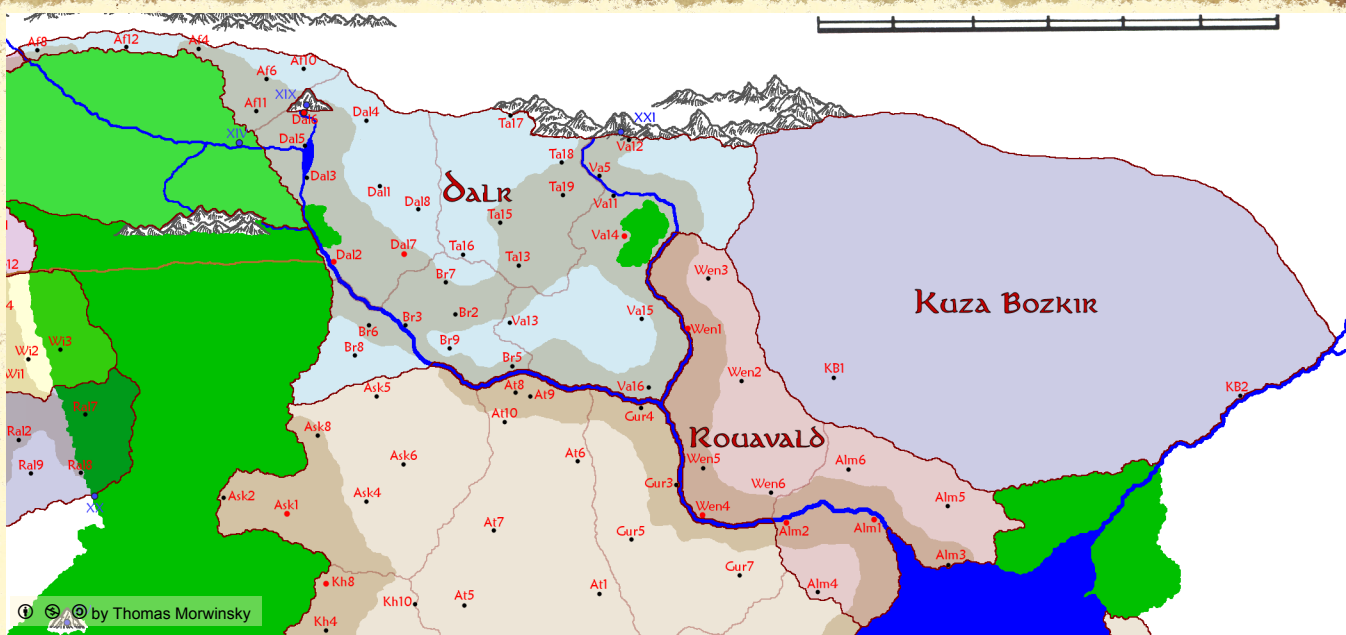
Level of central authority: **low**

Though relatively well-protected against the orcish raids of the past 150 years, the settlement patterns in this area have changed as well with a certain shift eastward and a corresponding loss of focus for the area along the Anduin.

#	Settlement	Population	Code
1	Chelogart	1,000	Wi1
2	Hendibourgh	700	Wi2
3	Forezhall (Woodland Hall)	900	Wi3
4	Thallarbourh	1,000	Wi4

Table 109: Settlements of Wilpinireiki in TA 2750

- *Forezhall* has grown in size and is becoming the most important centre in the realm, even though both *Chelogart* and *Thallarbourh* harbour more inhabitants.



Settlements in Dale

Level of central authority: **medium**

The new realm of Dale has changed considerably in the past 150 years. Due to the return of the Longbeards to Erebor, an intensive partnership has developed which also brought much wealth and power to the Lord of Dale (Dale). The realm of the same name has expanded and encompasses all formerly independent Northmen communities north of Mirkwood, south to the Celduin and east to the Carnen (and partly beyond). The Marhathiuda remain a distinct culture from that of the Dalringi, but they recognise the advantages of being part of a greater and stronger kingdom.

This time shows the apogee of power for the Northman kingdom of Dale, its glory and splendour

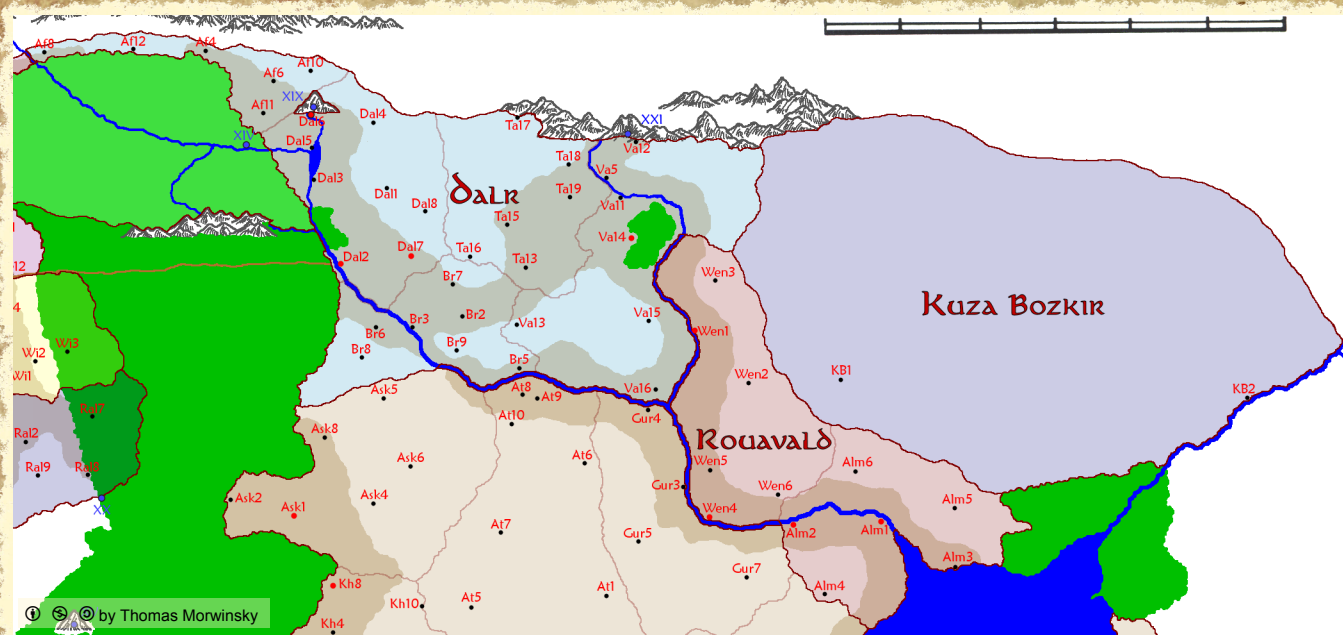
is without comparison in the mannish kingdoms of the North.

- *Dale (Dale)* is the greatest city of man in the North. Enriched by the craft and friendship of the Dwarves of Erebor, its wonders are without parallel in the North. King Bladorthin is a good ruler and friend of Dwarves and Elves.
- *Bara*, the old town at the crossroads where the Old Dwarven Road exits eastern Mirkwood, is in further decline due to the low level of traffic on the old highway. It has compensated this somewhat by focussing on the traffic flowing along the Celduin. Still it cannot be denied that this settlement has seen better days.
- *Svandborg* on the Celduin is the regional centre of the lord of Brivagard and an important place along the middle Celduin.

#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Hrodby	Afningaland	900	Af4	18	Ethamar	Brivagard	1,500	Br6
2	Karagard	Afningaland	800	Af6	19	Fermaburga	Brivagard	1,100	Br7
3	Hidingholm	Afningaland	1,100	Af8	20	Ernfrigard	Brivagard	1,400	Br8
4	Huringborg	Afningaland	600	Af10	21	Findaburgh	Brivagard	1,100	Br9
5	Einarholm	Afningaland	1,400	Af11	22	Merid	Taulagard	2,000	Ta13
6	Thramaby	Afningaland	600	Af12	23	Thaldiovigad	Taulagard	1,300	Ta15
7	Siorling	Dalrland	700	Dal1	24	Hangburg	Taulagard	600	Ta16
8	Bara	Dalrland	2,600	Dal2	25	Burh Wenjan	Taulagard	1,100	Ta17
9	Frekiborg (Londaroth)	Dalrland	1,100	Dal3	26	Hadvirborg	Taulagard	1,100	Ta18
10	Thjolnarvik	Dalrland	600	Dal4	27	Andesvira	Taulagard	1,200	Ta19
11	Esgaroth	Dalrland	800	Dal5	28	Ostils	Valiagard	1,200	Va5
12	Dalr (Dale)	Dalrland	5,100	Dal6	29	Ampramirawik	Valiagard	1,900	Va11
13	Haslod	Brivagard	2,700	Dal7	30	Frefaburgh	Valiagard	1,500	Va12
14	Raderguldburg	Brivagard	1,100	Dal8	31	Skoraholm	Valiagard	700	Va13
15	Eddrid	Brivagard	1,600	Br2	32	Burh Austar	Valiagard	3,000	Va14
16	Svandborg	Brivagard	2,200	Br3	33	Osidara	Valiagard	1,200	Va15
17	Burh Naurthauja	Brivagard	1,300	Br5	34	Taulaburga	Valiagard	1,400	Va16

- *Burh Austar* near the Ironwood is once more the seat of the local lord (of Valiagard) and from here the eastern borders are guarded and protected effectively.
- *Merid* in southern Taulagard is the region's political centre. Here the lord of Taulagard resides as the representative of the king in Dale.

Table 113: Settlements of Dale in TA 2750



Settlements in Rouavauld (Dorwinion)

Level of central authority: **medium**

The new realm of Rouavald is successor to the ancient Wendrareik. Due to the ethnic policies of the Bozorgana and the reign in exile, the people have changed and so has their name. In the West this new realm is also known as 'Dorwinion'.

#	Settlement	Fief	Population	Code
1	Virn	Wendramarka	4,400	Wen1
2	Kjaring	Wendramarka	1,100	Wen2
3	Adwinburg	Wendramarka	900	Wen3
4	Leucir	Wendramarka	3,100	Wen4
5	Victiluin	Wendramarka	1,700	Wen5
6	Seniasta	Wendramarka	900	Wen6
7	Thausedir	Ailamarka	4,400	Alm1
8	Hunthlaburg	Ailamarka	3,100	Alm2
9	Bescani	Ailamarka	1,800	Alm3
10	Intersaburg	Ailamarka	1,300	Alm4
11	Salaseg	Ailamarka	1,000	Alm5
12	Thosilunar	Ailamarka	900	Alm6

Table 114: Settlements of Rouavald in TA 2750

- In this time *Virn* still is seat of the lord of upper Rouavald (called by its ancient people 'Wendramarka') and the seat of his power.
- *Thausedir* has again been made the seat of the king and centre of commerce for the newly united realm.
- *Leucir* remains the most important settlement in southern Wendramarka.

Settlements in Kuza Bozkır

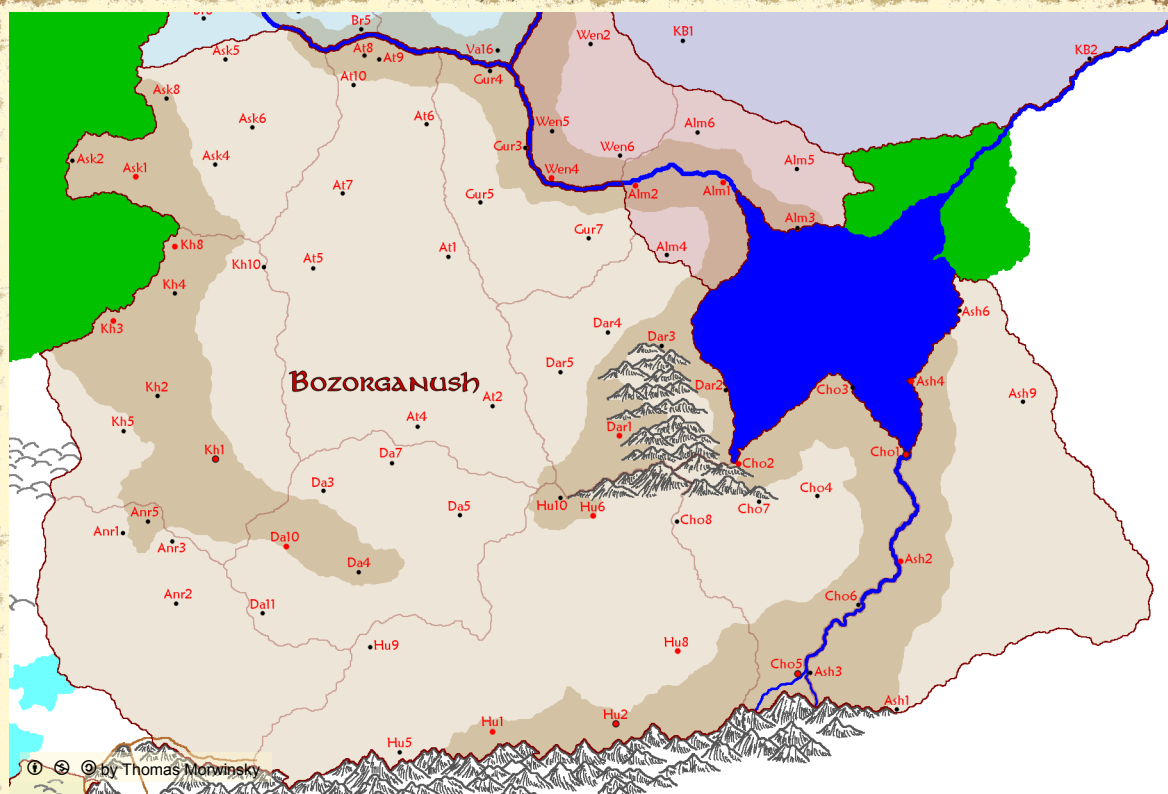
Level of central authority: **low**

The new “realm” of Kuza Bozkir is home to a formerly unknown nomadic people from the East. They have no permanent homes and wander their territory depending on the season. The only two permanent places are situated on the fringe of their territory.

#	Settlement	Population	Code
1	Nemir	700	KB1
2	Tufak	900	KB2

Table 115: Settlements of Kuza Bozkir in TA 2750

- Both *Nemir* and *Tufak* are small “main towns” of this realm even by Rhovanic standards. Their importance does not lay in their size, but their very existence. Both serve as contact points and trading places with foreign folk. Thus only a small part of their population is of Hunkarim stock; most are people from the neighbouring lands.



#	Settlement	Province/Fief	Population	Code	#	Settlement	Province/Fief	Population	Code
1	Hideraspes	Guliaram	2,200	Gur3	32	Wulthagartes	Angrasharam	1,200	Anr1
2	Marhlinedes	Guliaram	1,500	Gur4	33	Vinidrestes	Angrasharam	2,200	Anr2
3	Thirenes	Guliaram	1,700	Gur5	34	Adistes	Angrasharam	1,700	Anr3
4	Smernita	Guliaram	1,300	Gur7	35	Vimisames	Angrasharam	600	Anr5
5	Smendis	Darysharam	4,100	Dar1	36	Arolmenes	Dârusharam	1,300	Da3
6	Sisarastes	Darysharam	1,400	Dar2	37	Ateisertes	Dârusharam	2,400	Da4
7	Taudanes	Darysharam	1,600	Dar3	38	Ignesares	Dârusharam	1,300	Da5
8	Etorenes	Darysharam	1,400	Dar4	39	Hyses	Dârusharam	1,000	Da7
9	Caxces	Dârusharam	1,800	Dar5	40	Milenartes	Dârusharam	4,300	Da10
10	Tabaspes	Atasharam	800	At1	41	Nisarenes	Dârusharam	1,200	Da11
11	Vitarshi	Atasharam	1,800	At2	42	Theurennes	Hudارشaram	3,800	Hu1
12	Âsenes	Atasharam	1,400	At4	43	Wolenes	Hudارشaram	6,700	Hu2
13	Cyrdenes	Atasharam	900	At5	44	Certes	Hudارشaram	2,000	Hu5
14	Setagenes	Albaram	700	At6	45	Hyumisares	Hudارشaram	2,900	Hu6
15	Sumerenes	Albaram	700	At7	46	Tanishares	Hudارشaram	2,600	Hu8
16	Tingenés	Albaram	800	At8	47	Smâtares	Hudارشaram	1,600	Hu9
17	Armirenes	Albaram	1,000	At9	48	Benares	Hudارشaram	2,400	Hu10
18	Wunastes	Albaram	900	At10	49	Gelakles	Choraram	5,800	Cho1
19	Waldigenes	Ashkaram	3,500	Ask1	50	Mamerat	Choraram	3,400	Cho2
20	Widarti	Ashkaram	1,500	Ask2	51	Cauveles	Choraram	2,000	Cho3
21	Vaushnes	Ashkaram	2,300	Ask4	52	Kasteises	Choraram	1,000	Cho4
22	Hudarenés	Ashkaram	900	Ask5	53	Virtiyas	Choraram	6,000	Cho5
23	Gorestes	Ashkaram	800	Ask6	54	Aspadenes	Choraram	1,200	Cho6
24	Osirastes	Ashkaram	2,000	Ask8	55	Phraotes	Choraram	1,800	Cho7
25	Itilelaspes	Khovarsharam	5,300	Kh1	56	Mencestes	Choraram	1,300	Cho8
26	Brotigarti	Khovarsharam	2,500	Kh2	57	Hyumisenés	Asharam	2,400	Ash1
27	Sundrenes	Khovarsharam	3,300	Kh3	58	Diklases	Asharam	2,900	Ash2
28	Sotumâsta	Khovarsharam	2,200	Kh4	59	Meladunya	Asharam	2,500	Ash3
29	Matesir	Khovarsharam	1,100	Kh5	60	Dilomenes	Asharam	3,900	Ash4
30	Sautirenes	Khovarsharam	3,000	Kh8	61	Laumetes	Asharam	2,100	Ash6
31	Vindaspes	Khovarsharam	800	Kh10	62	Hyspesenes	Asharam	700	Ash9

Table 115: Settlements of Bozorganush in TA 2750

Settlements in Bozorganush

Level of central authority: **medium**

Bozorganush has shrunk in the last 150 years. A policy of ethnic cleansing and conformity caused weakening of the formerly centralised power precipitating the breakaway of conquered territories. The free Men of the North and Wendragarda/Rouavald profited most from this, but also in the West the borders retreated. Now the realm is ethnically much more homogenous, but internal strife over the the right policy for the future is growing.

The map and table on the previous page show the development graphically and in numbers.

- The population of *Gelakles* has significantly increased in the last 150 years and still the city is experiencing an unheard-of prosperity.
- *Hyumisenes* has seen a sharp decline in fortunes. Though still an important gateway, decay is prevalent.

- In contrast, *Virtiyasis* has grown further and is next to Gelakles the second great urban centre in southeastern Rhovanion.
- *Itilelaspis* in the western regions of the Empire remains the political hub, and despite growing tensions concerning the distribution of power, the emperor still resides here. Together with *Sautirenes*, *Sundrenes* and *Waldigenes* it forms the core urban centres of the populous western territories.
- *Thauses*, the recently conquered city of the Wendragarda is the centre of this new province, though its people are still not entirely integrated and the region is a source of unrest for the Bozorgana lords.
- The city of *Wolenes* north of the Ered Lithui has seen a dramatic growth of population, thereby strengthening the demographic weight of the whole southeastern region of the Empire.



Easterlings © by Jan Pospisil, used with permission

Settlements in Wilpinireiki

Level of central authority: **low**

The lordship of Wilpinireiki has suffered like all others in the Anduin Vales and so its power is limited and barely sufficient to keep the orcs at bay. The – nominal – lord of that region resides at Cledinur.

#	Settlement	Population	Code
2	Cledinur	900	Wi5
3	Idima	800	Wi6
4	Menarbourh	700	Wi7
5	Hudesfell	600	Wi8
6	Lariburg	600	Wi9

Table 117: B2Settlements of Wilpinireiki in TA

- Cledinur has lost almost all of its former power and its population density is lower than ever. Even though the official lord of Wilpinireiki resides here, his power is limited and he has to rely on the support of the other chieftains for any action. Cledinur alone is barely able to keep the western territories relatively safe. Local lords and chieftains (like Beorn) are in practice wholly autonomous in their immediate area.

Settlements in Mernureiki

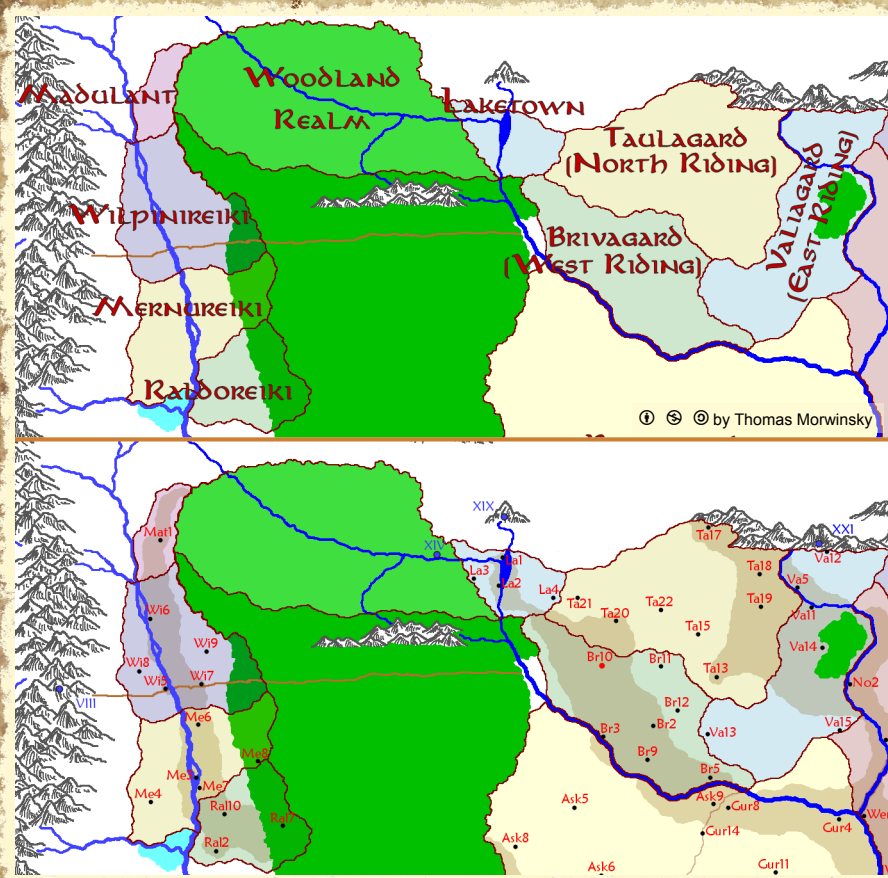
Level of central authority: **low**

Like the other territories in the Anduin Vales, Mernureiki is a “realm” almost only by name. Local chieftains wield near absolute power in their area and the high chieftain has to rely on their compliance for any coordinated action of whatever sort.

#	Settlement	Population	Code
1	Arimarburgh	700	Me3
2	Velmarhall	600	Me4
3	Thallarbourh	600	Me6
4	Chelogart	600	Me7
5	Forezhall (Woodland Hall)	600	Me8

Table 118: Settlements of Mernureiki in TA 2920

- Arimarburgh is now the seat of the nominal High-Chieftain, but the diminished size and power of the realm means that this bears little meaning. The almost non-existent trade and traffic over the Misty Mountains and the fall of Dalr long ago means that the Men of the Vales have to fend for themselves.



TA 2920

Settlements in Madulant

Level of central authority: **low**

Not much is left the from once prosperous Madulant. Renewed orc raids have devastated the lands in recent times, while the arrival of Smaug at Erebor and the disruption he caused there led to the loss of almost all contact and support from Dalr. All in all, the lordship is a pale shadow of its former self, and it seems that the land is slowly falling apart with less honorable behavior to be seen more often.

#	Settlement	Population	Code
1	Rudartgart	1,000	Mat1

Table 116: Settlements of Madulant in TA 2920

- Rudartgart is the last settlement of Madulant beyond the size of smaller villages or hamlets. Here the lord tries to hold his land together as best as he can, but his reach is limited.

Settlements in Raldoreiki

Level of central authority: **low**

The overall structure of Raldoreiki is similar to Mernureiki, with the High-Chieftain barely wielding nominal and representative (as the first among equals) power. His seat is in Winalaudan, relatively protected by the forest and the friendship of Rada-gast and the River-maidens.

#	Settlement	Population	Code
1	Ainoarbourgh	900	Ral2
2	Winalaudan (Woodmen Town)	800	Ral7
3	Rebotoun	600	Ral10

Table 119: Settlements of Raldoreiki in TA 2920

- *Ainoarbourgh* is the most populous town and situated relatively near to the Anduin and far away from Dol Guldur. It functions as the “gateway” to the mid-Vales for the little traffic that still goes along the Anduin.
- *Winalaudan (Woodmen Town)* is now the seat of the High-Chieftain, and he tries to keep his people safe as best as possible.

Settlements in the Laketown area

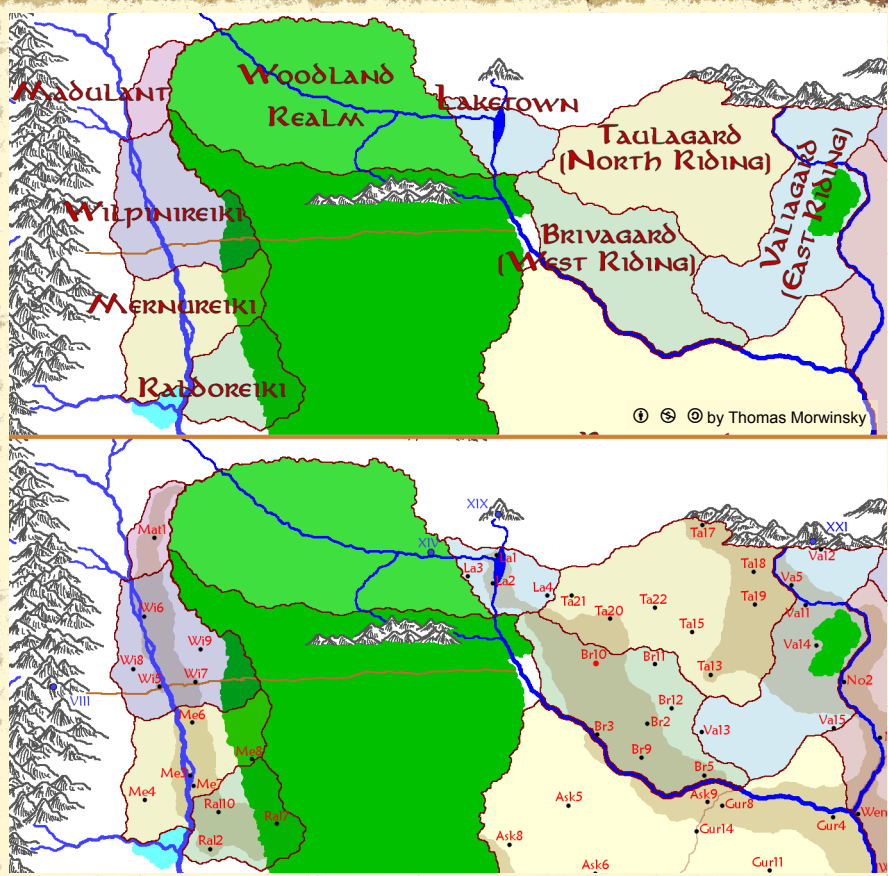
Level of central authority: **low**

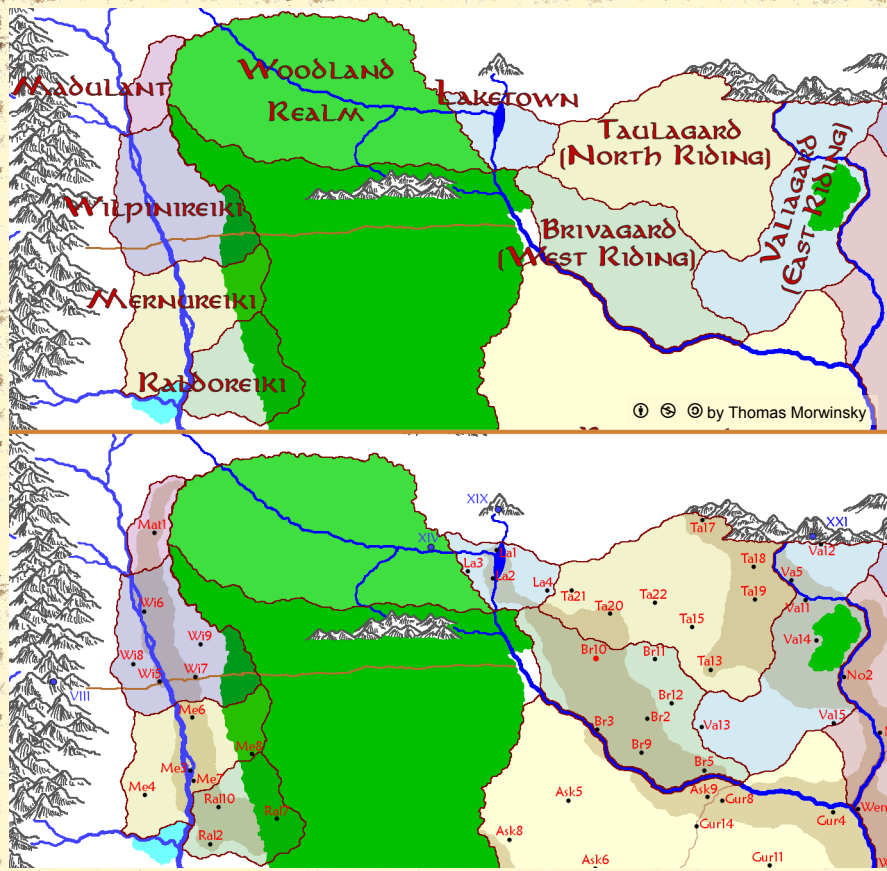
The arrival of Smaug 150 years ago spelled disaster for the once prosperous realm of Dalr. Apart from the dwarven citadel, he destroyed the heart of the mannish kingdom, which fragmented soon after the death of king Girion. What little is left of the core of that realm is now situated around the Long Lake, and this people now call themselves Vatningi (“Water-people”). There is no centralised government, even though the Master of Esgaroth (most important among the remaining towns) bears some elevated respect by his peers. Overall, the region now is a remote backwater in the affairs of Rhovan-ion.

#	Settlement	Population	Code
1	Esgaroth	800	La1
2	Steidarvik	700	La2
3	Gjaldarholm	500	La3
4	Snævarby	800	La4

Table 120: Settlements of Laketown area in TA 2920

- *Esgaroth* is the commercial and therefore most important town in the region.
- *Snævarby* near the border to Taulagard is the second centre with some more importance, as





- *Burh Wenjan* is the seat of the lord. Despite not being the most populous town in the realm, its strategic location is more than a compensation for this.
- *Raderguldburg*, the realm’s biggest town, lies near the border of the Laketown area and Brivagard, the triangle with a high (according to the measure of the region and time) concentration of people.

Settlements in Valiagard

Level of central authority: **medium**

The easternmost of the Marhathiuda realms has suffered most severely from recent events. Part of their territory is occupied by Roavald and Rostamush, respectively. Despite that, they get along fairly good with Rouavald, who is more often than not an ally against any attempts of the southern East-erlings to enlarge their territory or make booty.

#	Settlement	Population	Code
1	Ostils	800	Va5
2	Ampramirawik	1,400	Va11
3	Frefaburgh	800	Va12
4	Skoraholm	700	Va13
5	Burh Austar	1,900	Va14
6	Osidara	600	Va15

Table 123: Settlements of Valiagard in TA 2920

- *Burh Austar* still is the seat of the lord and focus of the realm.
- *Ampramirawik* in the north is the second-largest settlement and serves as the counterpart to Burh Austar in protecting the central regions of Valiagard.

Settlements in Taulagard

Level of central authority: **medium**

The northernmost of the Marhathiuda realms is – as always – the least populous, but also the most sheltered one from any enemies in the south. Thus its people enjoy a relatively high degree of protected life.

#	Settlement	Population	Code
1	Merid	700	Ta13
2	Thaldiovigad	900	Ta15
3	Burh Wenjan	1,200	Ta17
4	Hadvirborg	1,000	Ta18
5	Andesvira	1,200	Ta19
6	Raderguldburg	1,500	Ta20
7	Siorling	1,100	Ta21
8	Avigaburg	700	Ta22

Table 122: Settlements of Taulagard in TA 2920

Settlements in Rouavald (Dorwinion)

Level of central authority: **medium**

Rouavald has profited greatly from the civil war in Bozorganush, and was able to reclaim many of the old land of Wendragarda through an alliance with the Marhathiuda. This time sees the greatest extent of the realm which commands almost all of the lower and middle Celduin and much of the Carnen.

#	Settlement	Fief	Population	Code
1	Virn	Nordmarka	2,300	No1
2	Audvingar	Nordmarka	1,000	No2
3	Adwinburg	Nordmarka	800	No3
4	Oswinburh	Nordmarka	1,000	No4
5	Kjaring	Wendramarka	1,400	Wen2
6	Leucir	Wendramarka	3,100	Wen4
7	Victiluin	Wendramarka	1,700	Wen5
8	Seniasta	Wendramarka	1,200	Wen6
9	Elmontoun	Wendramarka	1,000	Wen7
10	Wëartfæst	Wendramarka	900	Wen8
11	Thausedir	Ailamarka	4,400	Alm1
12	Hunthlaburg	Ailamarka	3,100	Alm2
13	Bescani	Ailamarka	2,000	Alm3
14	Intersaburg	Ailamarka	1,300	Alm4
15	Salaseg	Ailamarka	1,000	Alm5
16	Thosiluinar	Ailamarka	900	Alm6
17	Taudaburg	Ailamarka	1,600	Alm7
18	Gaspas	Ailamarka	1,300	Alm8
19	Etorusburg	Ailamarka	1,000	Alm9

Table 124: Settlements of Rouavald in TA 2920

- *Virn* is still an important place in the northern province of Nordmarka, but the focus of the realm is shifting southwards.
- *Leucir* was able to keep its status and still is one of the flourishing trade towns along the lower Celduin.
- *Thausedir* is the seat of the king of the realm and it exerts considerable power through its control of the Celduin estuary and the northern coast of the Sea of Rhun.
- *Hunthlaburg* is the inland centre in Ailamarka, commanding an important crossroads.
- *Taudaburg* on the northern foothills of the Mountains of Rhun forms the realm's southernmost town whose lord is responsible for guarding the Southern Gate between the mountains and the sea.



Settlements in Kuza Bozkir

Level of central authority: **low**

Nothing worth of note has happened here beside the suffering and loss in numbers that these people have endured due to the two strong winters (TA 2758/59 and 2911/12).

#	Settlement	Population	Code
1	Tufak	400	KB2
2	Tinmin	450	KB3

Table 125: Settlements of Kuza Bozkir in TA 2920

- *Tufak* still is one of the trade posts for the Hunkarim. Beside a significant loss of population nothing has changed here.
- *Tinmin* is the second trading town and has taken Nemir's place.

Level of central authority: **medium**

- *Waldigenes* in the East Bight is their most populous town and the seat of the king. It is from here that he plots his moves.
- *Hideraspes* on the Celduin is the realm's eastern centre and the seat of the lord of Guliarum.

Level of central authority: **medium**

The western of the three Bozorgana realms holds the lands most close to Anduin and the Free People – and Dol Guldur. It has inherited the ancient capital of *Itilelaspes*, though the town has seen better times.

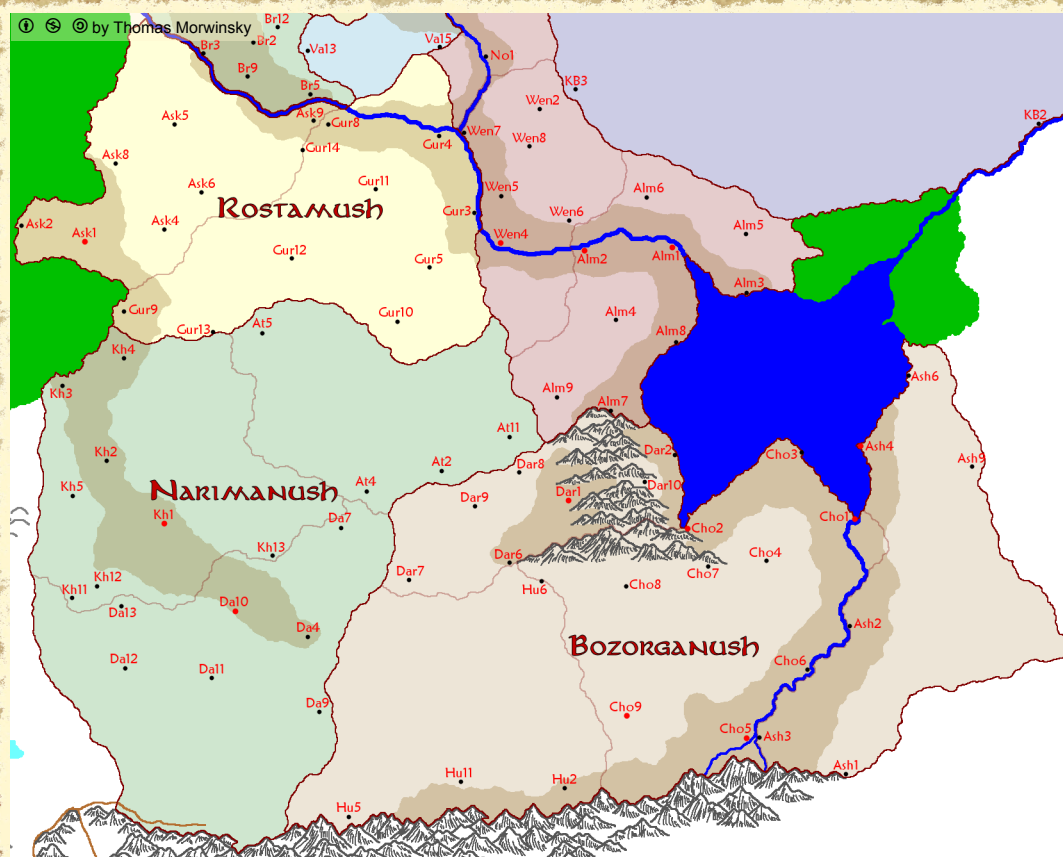
#	Settlement	Fief	Population	Code
1	Itilelaspes	Khovarsharam	3,300	Kh1
2	Brotigarti	Khovarsharam	1,400	Kh2
3	Sundrenes	Khovarsharam	2,000	Kh3
4	Sotumâsta	Khovarsharam	1,100	Kh4
5	Matesir	Khovarsharam	1,000	Kh5
6	Wulthagartes	Khovarsharam	1,200	Kh11
7	Vimisames	Khovarsharam	800	Kh12
8	Arolmenes	Khovarsharam	1,000	Kh13
9	Vitarshi	Atasharam	900	At2
10	Âsenes	Atasharam	1,100	At4
11	Cyrdenes	Atasharam	800	At5
12	Caxces	Atasharam	600	At11
13	Ateisertes	Dârusharam	800	Da4
14	Hyses	Dârusharam	1,100	Da7
15	Smâtares	Dârusharam	900	Da9
16	Milenartes	Dârusharam	1,700	Da10
17	Nisarenes	Dârusharam	1,200	Da11
18	Vinidrestes	Dârusharam	1,800	Da12
19	Adistes	Dârusharam	1,000	Da13

Table 127: Settlements of Narimanush in TA 2920

- *Itilelaspes* still functions as a seat of a king, even though this time of the king of this successor kingdom rather than an emperor. In any case, it is the centre of power in the western Bozorgana's realm.

#	Settlement	Fief	Population	Code
1	Waldigenes	Ashkaram	2,800	Ask1
2	Widarti	Ashkaram	1,400	Ask2
3	Vaushnes	Ashkaram	1,400	Ask4
4	Hudarenes	Ashkaram	700	Ask5
5	Gorestes	Ashkaram	600	Ask6
6	Osirastes	Ashkaram	800	Ask8
7	Tingenens	Ashkaram	800	Ask9
8	Hideraspes	Guliaram	2,000	Gur3
9	Marhlinedes	Guliaram	1,200	Gur4
10	Thirenens	Guliaram	1,300	Gur5
11	Armirenes	Guliaram	1,000	Gur8
12	Sautirenes	Guliaram	1,400	Gur9
13	Tabaspes	Guliaram	800	Gur10
14	Setagenes	Guliaram	700	Gur11
15	Sumerenes	Guliaram	700	Gur12
16	Vindaspes	Guliaram	800	Gur13
17	Wunastes	Guliaram	800	Gur14

Table 126 Settlements of Rostamush in TA 2920



Settlements in Bozorganush

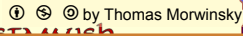
#	Settlement	Fief	Population	Code
1	Smendis	Darysharam	3,300	Dar1
2	Sisarastes	Darysharam	1,200	Dar2
3	Benares	Darysharam	1,500	Dar6
4	Ignesares	Darysharam	1,100	Dar7
5	Aspes	Darysharam	900	Dar8
6	Naserenes	Darysharam	900	Dar9
7	Teisana	Darysharam	800	Dar10
8	Wolenes	Hudarsharam	2,300	Hu2
9	Certes	Hudarsharam	1,500	Hu5
10	Hyumisares	Hudarsharam	1,900	Hu6
11	Utamestes	Hudarsharam	800	Hu11
12	Gelakles	Chorasharam	3,800	Cho1
13	Mamerat	Chorasharam	2,600	Cho2
14	Cauvels	Chorasharam	1,200	Cho3
15	Kasteises	Chorasharam	900	Cho4
16	Virti yas	Chorasharam	4,700	Cho5
17	Aspadenes	Chorasharam	1,300	Cho6
18	Phraotes	Chorasharam	1,200	Cho7
19	Mencestes	Chorasharam	700	Cho8
20	Tanishares	Hudarsharam	1,800	Cho9
21	Hyumisenes	Asharam	1,900	Ash1
22	Diklases	Asharam	2,400	Ash2
23	Meladunya	Asharam	1,600	Ash3
24	Dilomenes	Asharam	3,100	Ash4
25	Laumetes	Asharam	1,100	Ash6
26	Hyspesenes	Asharam	700	Ash9

Level of central authority: **medium to high**

The southeastern successor state of old Bozorganush is the most populous and radical of the three. Unfortunately for its people, it lacks the power to contest the combined might of the two Bozorgana states (not counting further allies such as Rouavald).

- *Smendis* on the western foothills of the Mountains of Rhun is the northwestern centre of the realm. It is a trading centre where many contacts are made, and its lord closely monitors all of the activity in the lands to his north.
- *Gelakles*, the ancient city maintains its status as the religious and commercial centre on the southern shore of the Sea of Rhun, even though it has suffered a decline in population.
- *Virti yas* is still the most populous city in the realm, though like most others, his people have dwindled in number. The king resides here, and ever thinks about how he can defeat his rivals in the other realms and revitalise the powerful Empire of his forefathers.

Table 128: Settlements of Bozorganush in TA 2920



Settlements in Wikipinireiki

The death of Smaug and the flight of the Necromancer have made life easier in Mirkwood and this is felt throughout the region. The Woodmen of Wilpinireiki feel it as well and the hope it brings. Their territory has shrunk though, as many of them have joined Beorn. All of their settlements are limited in size in this time, with *Djfiriburgh* as the principal one.

Settlements in Mernureiki

- *Forezhall* still is the seat of the local chieftain.

Since the Battle of Five Armies five years ago, many people have flocked to Beorn's banner and joined the confederation that is named after him.

օճեր թիոճ արճ հարճ օճեր թիոճ արճ հարճ օճեր թիոճ արճ հարճ օճեր օճեր թիոճ արճ հարճ

- *Burh Wenian*, the seat of the lord of Taulagard

Table 133: Settlements of Raldoreiki in TA 2946

- *Winalaudan* still is the focus of hope and future for the woodmen of this lordship.

This is a new realm of the new clan group of the Giudmaris that have reclaimed *Mountain hall (Firienseld)* after the defeat of the orcs in the Battle of Five Armies.

#	Settlement	Population	Code
1	Firienseld (Mountain Hall)	600	Beg1
2	Velmarhall	900	Beg2

Table 134: Settlements of Bergareiki in TA 2946

- Long have the Woodmen waited to re-occupy *Firienseld* again, but now it has become reality after the orcs of the mountains were decisively defeated at the Battle of Five Armies.

commands one of the most important routes in the North – the road from the Dwarves in the Iron Hills to Erebor. This fills the coffers of the chieftain, but the friendship of the Marhathiuda with the Dwarves is genuine.

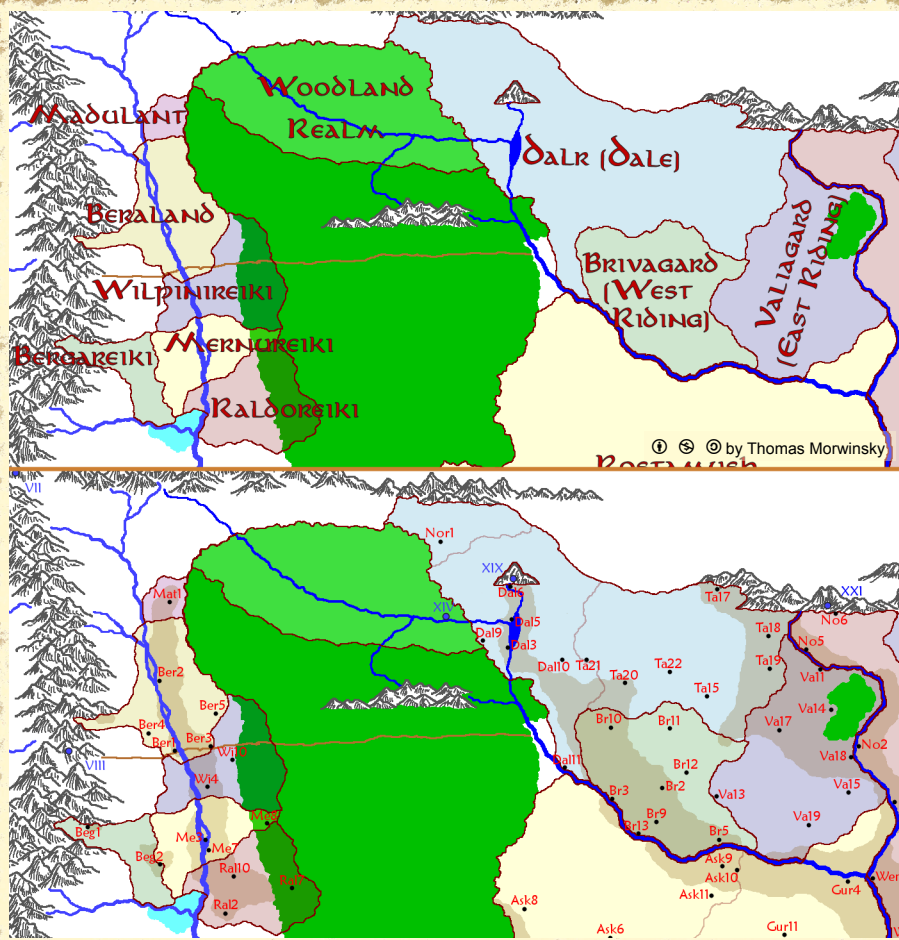
- In these days, *Raderguldburg* has a crucial role, namely showing the Marhathiuda of Brivagard that joining the Kingdom of Dalr is something that is good for the northern riders.

Five years after the death of Smaug, the re-founded realm of Dair still is weak, but signs of growth and hope are seen everywhere. The town of *Dair* (*Dale*) itself is still under construction, but many wooden houses now give home to the fast growing population. Recently, the lord of Taulagard joined the kingdom, fostering hope that the ancient realm could be rebuilt in its old borders.

- *Dalr* is of course the primary settlement and the sign of hope and renewed friendship of the returned Dwarves of the Lonely Mountain. King Bard has his seat here, and the news of his rebuilt kingdom range far and wide.
- *Esgaroth* is the most important trade centre and enjoys the protection of the king and remains special within the realm.

#	Settlement	Fief	Population	Code
1	Todingholm	Nordrmork	800	Nor1
2	Steidarvik	Dalrland	800	Dal3
3	Esgaroth	Dalrland	1,000	Dal5
4	Dalr (Dale)	Dalrland	2,100	Dal6
5	Filby	Dalrland	600	Dal9
6	Hognivik	Dalrland	800	Dal10
7	Gautiborg	Dalrland	600	Dal11
8	Thaldiovigad	Taulagard	800	Ta15
9	Burh Wenjan	Taulagard	1,200	Ta17
10	Hadvirborg	Taulagard	800	Ta18
11	Andesvira	Taulagard	700	Ta19
12	Raderguldburg	Taulagard	1,500	Ta20
13	Siorling	Taulagard	1,100	Ta21
14	Avigaburg	Taulagard	700	Ta22

Table 135: Settlements of Dalr (Dale) in TA 2946



Settlements in Brivagard

Level of central authority: **medium**

This Marhathiuda lordship is very reluctant concerning the offers of joining Dalr. By now its lord prefers to let things as they are as the situation is quite comfortable for now.

#	Settlement	Population	Code
1	Eddrid	1,100	Br2
2	Svandborg	1,000	Br3
3	Burh Naurthauja	2,400	Br5
4	Findaburgh	900	Br9
5	Haslod	1,600	Br10
6	Hangburg	1,100	Br11
7	Adalaheim	800	Br12
8	Skjótrvatby (Celduin Village)	600	Br13

Table 136: Settlements of Brivagard in TA 2946

- Svandborg has lost a lot of its importance and prestige in this Riding. The lord has re-located his seat and many people have left with him.
- Burh Naurthauja has seen a dramatic increase in importance and population in the last 20 years. Its location is better suited to control traffic that comes upstream the Celduin and nowadays it is farther away from any interference from Dalr, a fact that the Lord is well aware of.

Settlements in Valiagard

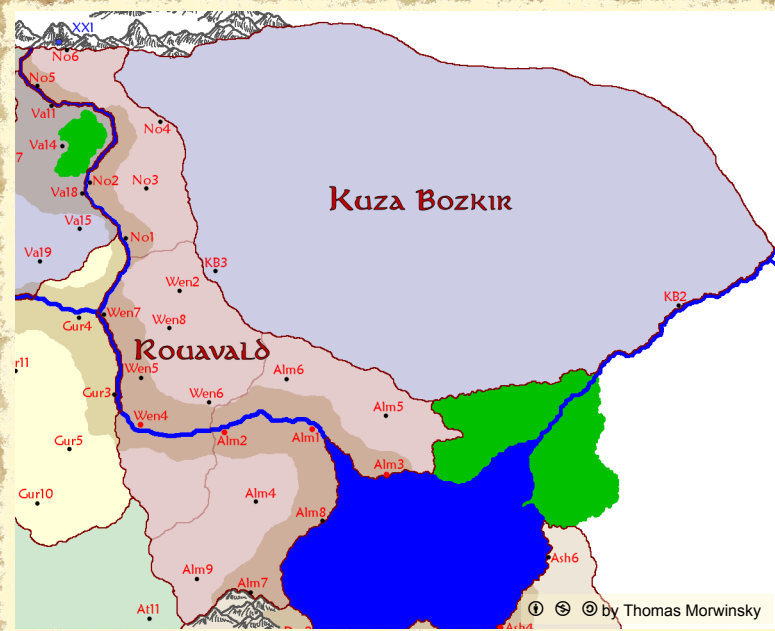
Level of central authority: **medium**

This Riding has prospered in the past twenty years. It was able to regain lost lands both in the South and West, and its lord enjoys the success. By now he is not intent on giving up his independence.

#	Settlement	Population	Code
1	Ampramirawik	1,200	Va11
2	Skoraholm	700	Va13
3	Burh Austar	1,900	Va14
4	Osidara	600	Va15
5	Burh Sueriris	700	Va17
6	Agisburg	800	Va18
7	Burh Vithandis	700	Va19

Table 137: Settlements of Valiagard in TA 2946

- Burh Austar remains the primary seat of power and trade in this Riding.



Settlements in Rouavald

Level of central authority: **medium**

Rouavald still is a secure and safe realm. It ceded some territory to the East Riding (and lost some to Rostamush) but gained more along the Carnen up to the Iron Hills.

#	Settlement	Province/Fief	Population	Code
1	Virn	Nordmarka	1,600	No1
2	Audvingar	Nordmarka	800	No2
3	Adwinburg	Nordmarka	600	No3
4	Oswinburh	Nordmarka	700	No4
5	Ostils	Nordmarka	600	No5
6	Frefaburgh	Nordmarka	600	No6
7	Kjaring	Wendramarka	1,400	Wen2
8	Leucir	Wendramarka	3,100	Wen4
9	Victiluin	Wendramarka	2,100	Wen5
10	Seniasta	Wendramarka	2,000	Wen6
11	Elmontoun	Wendramarka	1,300	Wen7
12	Wëartfæst	Wendramarka	1,500	Wen8
13	Thausedir	Ailamarka	4,400	Alm1
14	Hunthlaburg	Ailamarka	3,100	Alm2
15	Bescani	Ailamarka	2,600	Alm3
16	Intersaburg	Ailamarka	1,000	Alm4
17	Salaseg	Ailamarka	1,200	Alm5
18	Thosiluinar	Ailamarka	1,000	Alm6
19	Taudaburg	Ailamarka	1,600	Alm7
20	Gaspas	Ailamarka	1,400	Alm8
21	Etorusburg	Ailamarka	900	Alm9

Table 138: Settlements of Rouavald in TA 2946

- *Thausedir* continues to flourish and the overall situation is good.

Settlements in Kuza Bozkir

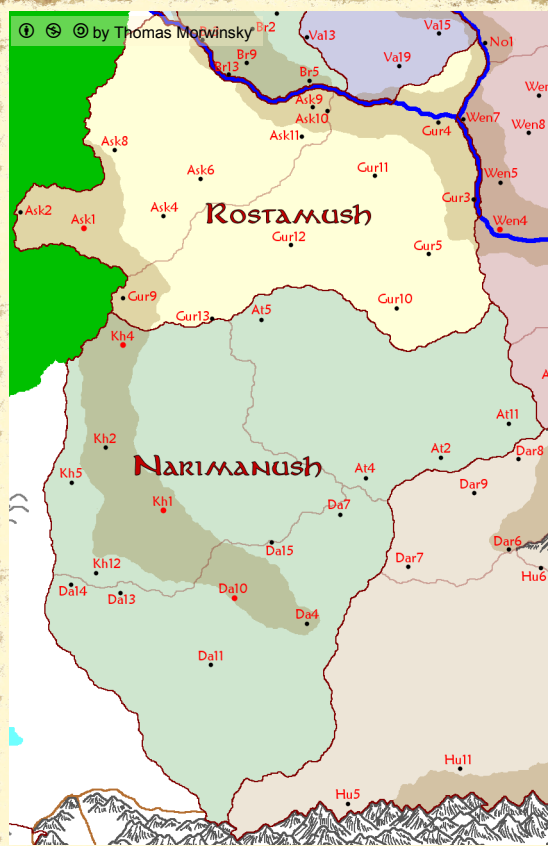
Level of central authority: **low**

The Hunkarim of Kuza Bozkir continue to send warriors to the neighbouring realms as mercenaries, as they do not trust either side, but welcome the wealth associated with the profession.

#	Settlement	Population	Code
1	Tufak	600	KB2
2	Tinmin	600	KB3

Table 139: Settlements of Kuza Bozkir in TA 2946

- *Tufak* and *Tinmin* continue to serve in their purpose as trade and contact points and also have grown in size. Besides that, no noteworthy events have taken place.



Settlements in Rostamush

Level of central authority: **medium**

Beside a few minor changes to the borders north of the Celduin, there has been no change to the situation in this realm.

#	Settlement	Fief	Population	Code
1	Waldigenes	Ashkaram	2,600	Ask1
2	Widarti	Ashkaram	1,300	Ask2
3	Vaushnes	Ashkaram	1,400	Ask4
4	Gorestes	Ashkaram	600	Ask6
5	Osirastes	Ashkaram	800	Ask8
6	Tingenés	Ashkaram	1,000	Ask9
7	Armirenes	Ashkaram	1,200	Ask10
8	Wunastes	Ashkaram	700	Ask11
9	Hideraspes	Guliam	2,000	Gur3
10	Marhlinedes	Guliam	1,900	Gur4
11	Thirenes	Guliam	1,400	Gur5
12	Sautirenes	Guliam	2,000	Gur9
13	Tabaspes	Guliam	900	Gur10
14	Setagenes	Guliam	1,000	Gur11
15	Sumerenes	Guliam	800	Gur12
16	Vindaspes	Guliam	800	Gur13

Table 139: Settlements of Rostamush in TA 2946

- *Waldigenes* still serves in his old function during these times, although the king is worried about the growing aggressiveness of Bozorganush.

Settlements in Narimanush

Level of central authority: **medium**

Similar to Rostamush, no great changes have taken place here.

#	Settlement	Fief	Population	Code
1	Itilelaspes	Khovarsharam	3,500	Kh1
2	Brotigarti	Khovarsharam	2,300	Kh2
3	Sotumâsta	Khovarsharam	2,800	Kh4
4	Matesir	Khovarsharam	2,000	Kh5
5	Vimisames	Khovarsharam	1,900	Kh12
6	Vitarshi	Atasharam	900	At2
7	Âsenes	Atasharam	900	At4
8	Cyrdenes	Atasharam	1,300	At5
9	Caxces	Atasharam	600	At11
10	Ateisertes	Dârusharam	800	Da4
11	Hyses	Dârusharam	1,000	Da7
12	Milenartes	Dârusharam	1,700	Da10
13	Nisarenes	Dârusharam	900	Da11
14	Adistes	Angrasharam	1,000	Da13
15	Wulthagartes	Khovarsharam	1,200	Da14
16	Arolmenes	Khovarsharam	900	Da15

Table 140: Settlements of Narimanush in TA 2946

- *Itilelaspes* serves in his old function even in this time, although as in Rostamush, the king is worried about the growing aggressiveness of Bozorganush. Owing to the latent mistrust among the two realms, a unified defence strategy is unlikely though.



Settlements in Bozorganush

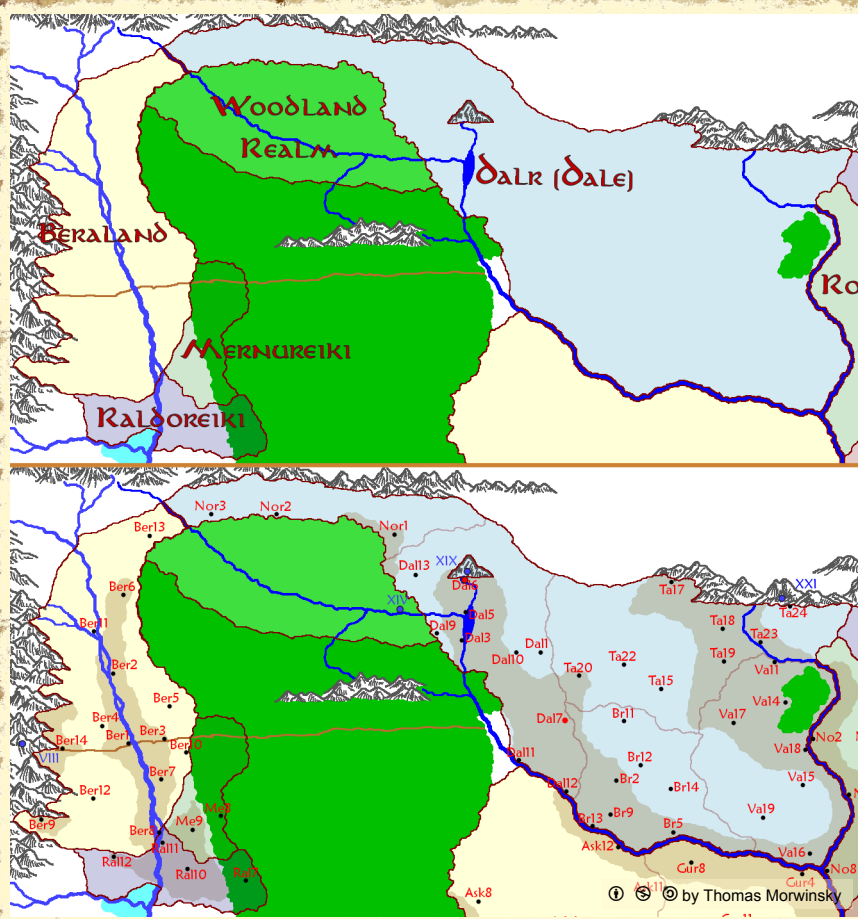
Level of central authority: **medium to high**

As in the other Bozorgana successor states, not much change is seen here, but the influence of Sauron is growing stronger, and his advisers speak to the Emperor of past glory and how he might reunite the realm in earnest. Indeed preparations for a great campaign to achieve this are slowly considered. These plans have not yet ripened, but an air of change is felt throughout the realm.

- *Smendis*, *Gelakles* and *Virtiyas* function in the same capacity as in TA 2920. There are no changes worth of note apart from a further growth of the latter city.

#	Settlement	Fief	Population	Code
1	Smendis	Darysharam	3,300	Dar1
2	Sisarastes	Darysharam	1,300	Dar2
3	Benares	Darysharam	1,500	Dar6
4	Ignesares	Darysharam	1,100	Dar7
5	Aspes	Darysharam	900	Dar8
6	Naserenes	Darysharam	900	Dar9
7	Teisana	Darysharam	800	Dar10
8	Wolenes	Hudarsharam	2,800	Hu2
9	Certes	Hudarsharam	1,400	Hu5
10	Hyumisaresh	Hudarsharam	1,700	Hu6
11	Utamestes	Hudarsharam	800	Hu11
12	Gelakles	Chorasharam	4,100	Cho1
13	Mamerat	Chorasharam	2,800	Cho2
14	Cauveles	Chorasharam	1,200	Cho3
15	Kasteises	Chorasharam	900	Cho4
16	Virtiyas	Chorasharam	5,200	Cho5
17	Aspadenes	Chorasharam	1,300	Cho6
18	Phraotes	Chorasharam	1,200	Cho7
19	Mencestes	Chorasharam	700	Cho8
20	Tanishares	Hudarsharam	1,600	Cho9
21	Hyumisenesh	Asharam	1,900	Ash1
22	Diklases	Asharam	2,200	Ash2
23	Meladunya	Asharam	1,500	Ash3
24	Dilomenes	Asharam	3,000	Ash4
25	Laumetes	Asharam	1,200	Ash6
26	Hyspesenes	Asharam	700	Ash9

Table 141: Settlements of Borzaganush in TA 2946



Settlements in Beraland

Level of central authority: **low**

Many men have joined the Beorning confederation, many of them from Woodmen descent. Even though the internal structure still remains decentralised, it is the largest realm in the Anduin Vales for centuries to come.

#	Settlement	Population	Code
1	Cledinur	1,200	Ber1
2	Idima	900	Ber2
3	Menarbourh	1,000	Ber3
4	Hudsfell	500	Ber4
5	Lariburg	500	Ber5
6	Rudartgart	600	Ber6
7	Thallarbourh	600	Ber7
8	Arimarburgh	900	Ber8
9	Firienseld (Mountain Hall)	600	Ber9
10	Difriburgh	600	Ber10
11	Matlaburga	800	Ber11
12	Wenoburga	700	Ber12
13	Odarthalla	600	Ber13
14	Haycombe	700	Ber14

Table 141: Settlements of Beraland in TA 3015

Settlements in Mernureiki

Level of central authority: **low**

In the past decades, Wilpinireiki and Mernureiki have merged due to losses to the Beorning confederation and increasing pressure from the Shadow. The folk moots of Mernureiki and Wilpinireiki recognised this need and thus the two houses were united.

#	Settlement	Population	Code
1	Forezhall (Woodland Hall)	1,100	Me8
2	Einhartar	600	Me9

Table 142: Settlements of Mernureiki in TA 3015

- Forezhall has grown considerably in the past decades, and is now the greatest Woodmen settlement by far.

Settlements in Raldoreiki

Level of central authority: **low**

The situation is similar to Mernureiki, so no great differences can be observed.

#	Settlement	Population	Code
1	Winalaudan (Woodmen Town)	900	Ral7
2	Rebotoun	700	Ral10
3	Chelogart	600	Ral11
4	Velmarhall	700	Ral12

Table 143: Settlements of Raldoreiki in TA 3015

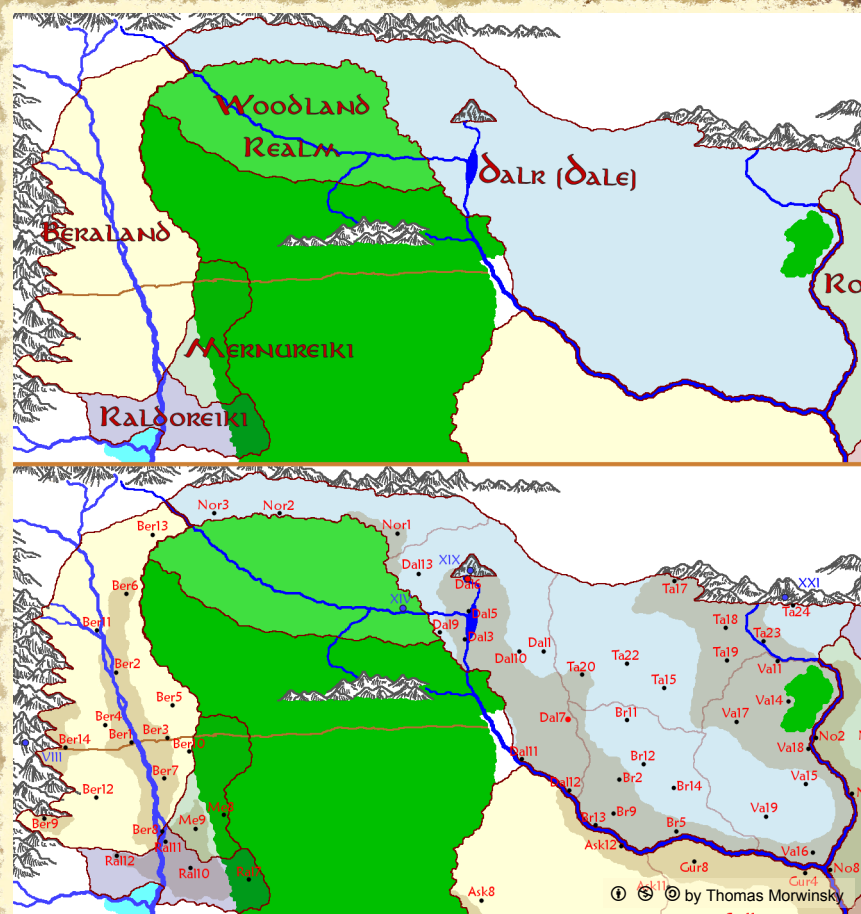
- Winalaudan retains its status as the most revered settlement in the realm, but the removal of the LAMP OF BALTHI several decades ago was a severe blow, even if it is safe now.
- Velmarhall on the eastern bank is a new settlement that the Woodmen have built to secure their new lands in the area.

Settlements in Dálr

Level of central authority: **medium**

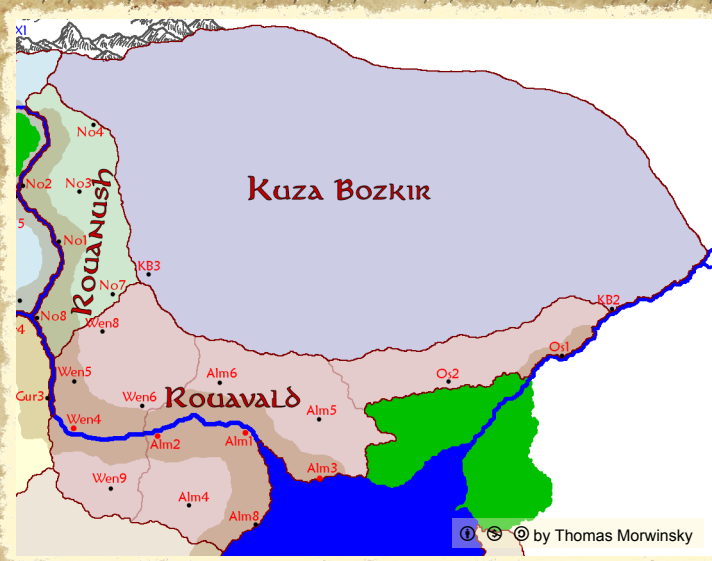
The kingdom of Dálr has grown greatly in the past decades, and now its size rivals the extent it had almost 300 years ago in the days of glory. The growth of the Shadow causes great worries though, and king Brand (grandson of Bard the Dragonslayer) tries to secure his realm as good as possible by strengthening bonds of friendship and alliance with as many worthy allies as possible.

- *Dálr* once again is the wonder of the North, a rich, powerful and beautiful northern city. It stands where ruins dotted the vale only 75 years ago.
- *Burh Naurthauja*, the residence of the West Riding still is a stronghold on the Celduin.
- *Burh Wenjan*, the primary town in Taulagard also prospers greatly from the renewed kingdom.
- *Burh Austar*, the ancient town and fortress in the East Riding is the region's primary safe place and marshalling point for the muster should the need arise. As the eastern borders are increasingly threatened, King Brand has given much attention to the strengthening of the East Riding.



#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Todingholm	Nordmork	700	Nor1	19	Skjótvatby (Celduin Village)	Brivagard	600	Br13
2	Elgarvik	Nordmork	700	Nor2	20	Skoraholm	Brivagard	600	Br14
3	Grodiholm	Nordmork	600	Nor3	21	Thaldiovigad	Taulagard	1,000	Ta15
4	Siorling	Dalrland	700	Dal1	22	Burh Wenjan	Taulagard	2,300	Ta17
5	Steidarvik	Dalrland	800	Dal3	23	Hadvirborg	Taulagard	1,000	Ta18
6	Esgaroth	Dalrland	1,400	Dal5	24	Andesvira	Taulagard	700	Ta19
7	Dálr (Dale)	Dalrland	5,200	Dal6	25	Raderguldburg	Taulagard	1,500	Ta20
8	Haslod	Dalrland	2,600	Dal7	26	Avigaburg	Taulagard	1,100	Ta22
9	Filby	Dalrland	600	Dal9	27	Ostils	Taulagard	600	Ta23
10	Hognivik	Dalrland	700	Da10	28	Frefaburgh	Taulagard	800	Ta24
11	Gautiborg	Dalrland	800	Dal11	29	Ampramirawik	Valiagard	1,100	Va11
12	Svandborg	Dalrland	1,800	Dal12	30	Burh Austar	Valiagard	2,000	Va14
13	Einarholm	Dalrland	600	Dal13	31	Osidara	Valiagard	800	Va15
14	Eddrid	Brivagard	1,000	Br2	32	Taulaburga	Valiagard	800	Va16
15	Burh Naurthauja	Brivagard	2,400	Br5	33	Burh Sueriris	Valiagard	900	Va17
16	Findaburgh	Brivagard	1,500	Br9	34	Agisburg	Valiagard	1,000	Va18
17	Hangburg	Brivagard	800	Br11	35	Burh Vithandis	Valiagard	900	Va19
18	Adalahejm	Brivagard	700	Br12					

Table 144: Settlements of Dálr (Dale) in TA 3015



Settlements in Rouanush

Level of central authority: **high**

This new princedom was established under the pressure of the Bozorgana and many of the most fanatical enemies of Dale flocked here to prepare for an all-out campaign against the Northmen.

#	Settlement	Population	Code
1	Virn	1,600	No1
2	Audvingar	1,000	No2
3	Adwinburg	600	No3
4	Oswinburh	700	No4

Table 145: Settlements of Rouanush in TA 3015

- *Virn*, the old town of the Wendragarda and Roudengi is now home to devout followers of the Dark Religion who hope to make an end to the Free Men of the North better sooner than later.

Settlements in Rouavaļd

Level of central authority: **medium**

The kingdom has suffered somewhat from the pressure of the Bozorgana and was forced to give up his northernmost possessions to them. Currently it is an ally of the Easterlings – though not out of choice but under duress of threat and total extermination. The king grudgingly gave in, but many still hold on to their ancient friendship with the Dalemén and try to find ways of supporting them.

#	Settlement	Fief	Population	Code
1	Kjaring	Wendramarka	600	No7
2	Elmontoun	Wendramarka	1,500	No8
3	Leucir	Wendramarka	3,000	Wen4
4	Victiluin	Wendramarka	2,100	Wen5
5	Seniasta	Wendramarka	1,700	Wen6
6	Wëartfæst	Wendramarka	1,300	Wen8
7	Smerbourh	Wendramarka	600	Wen9
8	Thausedir	Ailamarka	4,400	Alm1
9	Hunthlaburg	Ailamarka	3,800	Alm2
10	Bescani	Ailamarka	2,600	Alm3
11	Intersaburg	Ailamarka	1,400	Alm4
12	Salaseg	Ailamarka	1,300	Alm5
13	Thosiluinar	Ailamarka	1,000	Alm6
14	Gaspas	Ailamarka	1,400	Alm8
15	Albintun	Ostramarka	700	Os1
16	Lenbyrig	Ostramarka	800	Os2

Table 146: Settlements of Rouavaļd in TA 3015

- *Thausedir* and all the other towns of the realm have not seen much change.

Settlements in Kuza Bozkir

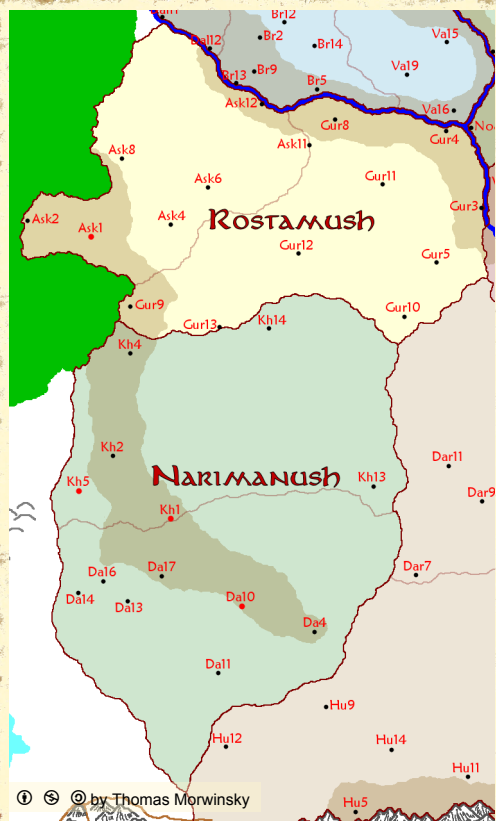
Level of central authority: **low**

The Hunkarim of Kuza Bozkir continue to send warriors to the neighbouring realms as mercenaries, as they do not trust either side, but welcome the wealth associated with the profession.

#	Settlement	Population	Code
1	Tufak	700	KB2
2	Tinmin	600	KB3

Table 147: Settlements of Kuza Bozkir in TA 3015

- *Tufak* and *Tinmin* continue to serve in their purpose as trade and contact points and also have grown in size. Beside that, no noteworthy events have taken place.



Settlements in Rostamush

Level of central authority: **low**

There have been quite substantial changes to the northern Bozorgana realm. Though still independent by name, the campaigns of the king of Bozorganush, supported by the servants of Sauron have led Rostamush to be a vassal state totally subordinate to the southern realm. The wish of its ruler is now also command for the king in Waldigenes, and the latter fears (fully justified) that after victory in the coming war, the united Bozorganush will be re-established again. The influence of Bozorganush is also reflected by territorial gains of the latter that were to the expense of both Rostamush and Narimanush and provided Bozorganush with a common border and good staging areas to both of the other realms.

- *Waldigenes* and *Sautirenes* (as well as the other major settlements in Rostamush) serve in the same function and capacity as 70 years before. There have been no changes that require extra mentioning.

#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Waldigenes	Ashkaram	2,800	Ask1	9	Marhlinedes	Guliam	1,100	Gur4
2	Widarti	Ashkaram	1,500	Ask2	10	Thirenes	Guliam	1,300	Gur5
3	Vaushnes	Ashkaram	1,300	Ask4	11	Armirenes	Ashkaram	1,200	Gur8
4	Gorestes	Ashkaram	600	Ask6	12	Sautirenes	Guliam	1,500	Gur9
5	Osirastes	Ashkaram	800	Ask8	13	Tabaspes	Guliam	700	Gur10
6	Wunastes	Ashkaram	700	Ask11	14	Setagenes	Guliam	1,000	Gur11
7	Ârsanes	Ashkaram	1,700	Ask12	15	Sumerenes	Guliam	800	Gur12
8	Hideraspes	Guliam	1,800	Gur3	16	Vindaspes	Guliam	600	Gur13

Table 148: Settlements of Rostamush in TA 3015

Settlements in Narimanush

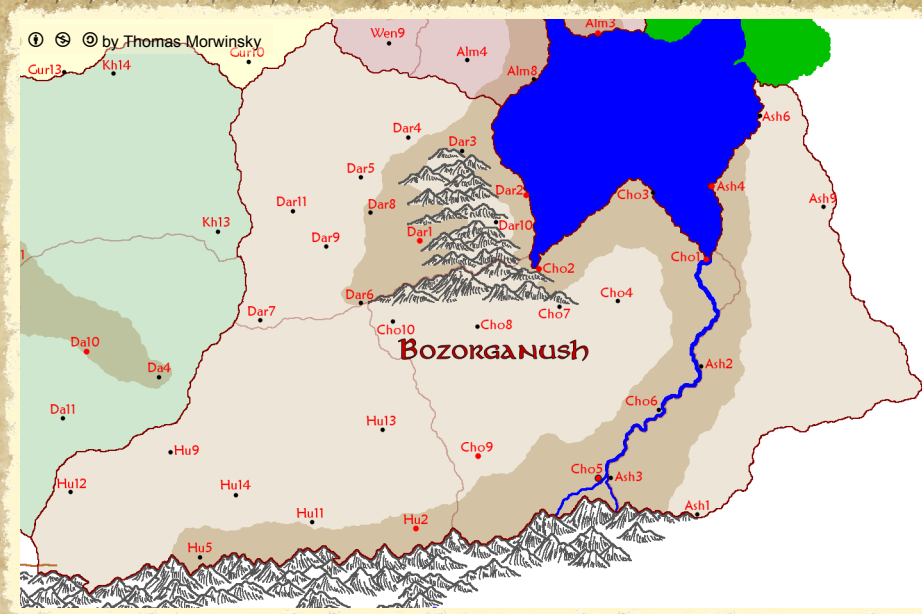
Level of central authority: **low**

Similar to Rostamush, Narimanush experienced a number of setbacks in the past decades which leave it as a puppet state of Bozorganush. It has lost a good portion of its northeastern territories and has to do the Emperor's bidding (at least most of the time). In addition, Sauron's emissaries exert considerable influence, making clear that it is the unmistakeable wish of the Lord of Mordor that Bozorganush has the right to rule and be the chief of Rhovanion.

#	Settlement	Fief	Population	Code
1	Itilelaspes	Khovarsharam	2,700	Kh1
2	Brotigarti	Khovarsharam	1,800	Kh2
3	Sotumâsta	Khovarsharam	1,400	Kh4
4	Matesir	Khovarsharam	2,700	Kh5
5	Âsenes	Khovarsharam	900	Kh13
6	Cyrdenes	Khovarsharam	1,800	Kh14
7	Ateisertes	Dârusharam	1,200	Da4
8	Milenartes	Dârusharam	2,700	Da10
9	Nisarenes	Dârusharam	700	Da11
10	Adistes	Dârusharam	1,000	Da13
11	Wulthagartes	Dârusharam	1,200	Da14
12	Vimisames	Dârusharam	1,900	Da16
13	Cretarestes	Dârusharam	1,400	Da17

Table 149: Settlements of Narimanush in TA 3015

- *Itilelaspes* remains the seat of the king, but in recent times both *Matesir* and *Milenartes* experienced a substantial growth in population.



Settlements in Bozorganush

Level of central authority: **high**

In recent decades, Bozorganush has experienced a revival in power and fortunes, which promoted the Emperor and his plans to re-establish the unified Empire. Sauron's emissaries (Mordor being an important and powerful ally since the Dark Lord officially declared himself in TA 2951) hold great influence both at court and throughout the country.

- *Virtiyas, Gelakles and Smendis* fulfil the same roles as 70 years earlier. There have been no significant changes since then.

#	Settlement	Fief	Population	Code	#	Settlement	Fief	Population	Code
1	Smendis	Darysharam	3,300	Dar1	18	Arshasa	Hudarsharam	800	Hu14
2	Sisarastes	Darysharam	2,600	Dar2	19	Gelakles	Chorasharam	4,100	Cho1
3	Taudarenes	Darysharam	1,600	Dar3	20	Mamerat	Chorasharam	2,800	Cho2
4	Etorastes	Darysharam	1,600	Dar4	21	Cauveles	Chorasharam	1,200	Cho3
5	Caxces	Darysharam	1,000	Dar5	22	Kasteises	Chorasharam	800	Cho4
6	Benares	Darysharam	2,300	Dar6	23	Virtiyas	Chorasharam	5,200	Cho5
7	Ignesares	Darysharam	2,400	Dar7	24	Aspadenes	Chorasharam	1,300	Cho6
8	Aspes	Darysharam	900	Dar8	25	Phraotes	Chorasharam	900	Cho7
9	Naserenes	Darysharam	1,100	Dar9	26	Mencestes	Chorasharam	700	Cho8
10	Teisana	Darysharam	800	Dar10	27	Tanishares	Hudarsharam	1,000	Cho9
11	Vitarshi	Darysharam	1,000	Dar11	28	Hyrumisares	Hudarsharam	1,100	Cho10
12	Wolenes	Hudarsharam	2,600	Hu2	29	Hyrumisenes	Asharam	1,900	Ash1
13	Certes	Hudarsharam	1,100	Hu5	30	Diklases	Asharam	2,200	Ash2
14	Smâtares	Hudarsharam	1,600	Hu9	31	Meladunya	Asharam	1,500	Ash3
15	Utamestes	Hudarsharam	1,900	Hu11	32	Dilomenes	Asharam	3,000	Ash4
16	Varnes	Hudarsharam	1,300	Hu12	33	Laumetes	Asharam	1,200	Ash6
17	Vinespes	Hudarsharam	900	Hu13	34	Hyspesenes	Asharam	700	Ash9

Table 150: Settlements of Bozorganush in TA 3015



Der Chasseur im Walde (cropped) by Caspar David Friedrich (PD)

A HOPE UNFORESEEN

MEN FROM DRÚWAITH JAUR

By Daniel Bayarri Martinez
(danibayarri@yahoo.com)

© 2015

per the terms of the CC license: 

The second part of the adventure from *Other Minds*, issue 14 takes the heroes to Anórien and finally Minas Tirith and Harlond. Their fate is interwoven with the characters from *The Lord of the Rings* and their actions will have a real impact on the course of history in these days.

I hope you all have as much fun and enjoyment reading and playing this adventure as I (the editor) had when developing it from its first incarnation when it was submitted to the piece you see now before you!

Most maps and other aids are shown in the text. These are also provided in the Appendix (without the parchment background) to be used at the GM's discretion.

adventure



Important GM note: As already mentioned in the first part of this adventure (see *Other Minds*, Issue 14), this adventure is not to be understood as one with a pre-determined path that must be followed for the adventure to succeed. It cannot be emphasized enough that such a “**railroading**” will very likely lead to widespread dissatisfaction within the gaming group and **should be avoided at all costs**. Even though the plot as outlined here may suggest a very strict pathway (especially later in Harlond), it is not so. The GM should rather read it as a kind of “textbook case” describing how the adventure **might** run if everything works perfectly. It should give him an idea of the scenery, the plot and the NPC's intentions. But he is encouraged to modify any events in a way that seem more suitable to the actual rpg-situation. He must then use his knowledge of the key (and possible) events and places to improvise his own way of events, in case the players decide different from what is suggested in this outline (which is – from experience – almost certain). Therefore the GM is well-advised to be very familiar with all the persons, places and events to be able to react flexibly to unforeseen developments and still give the players an enjoyable experience while still leading the adventure to a good conclusion. The Campaign Map (Image 1) on the next page gives the GM a good overview of the adventure area.

HIRÇON AND THE RED ARROW

Aldwych is a small village next to the Firienwood. Twenty families live in the settlement whose most prominent business is the *Fallen Autumn Leaves* inn (#1 on Image 2; see Image 2 and 3 for a layout). This boarding house has a good reputation and offers generous meals and friendly treatment. Solan, the innkeeper's wife, is especially kind with guests and it is rumoured that she is also very complaisant...

Aldwych also has a communal granary and a water mill on the local creek. There are not many shops and many of the deals are done by bartering, but on the monthly market and at the inn coins are accepted so some locals might be willing to take

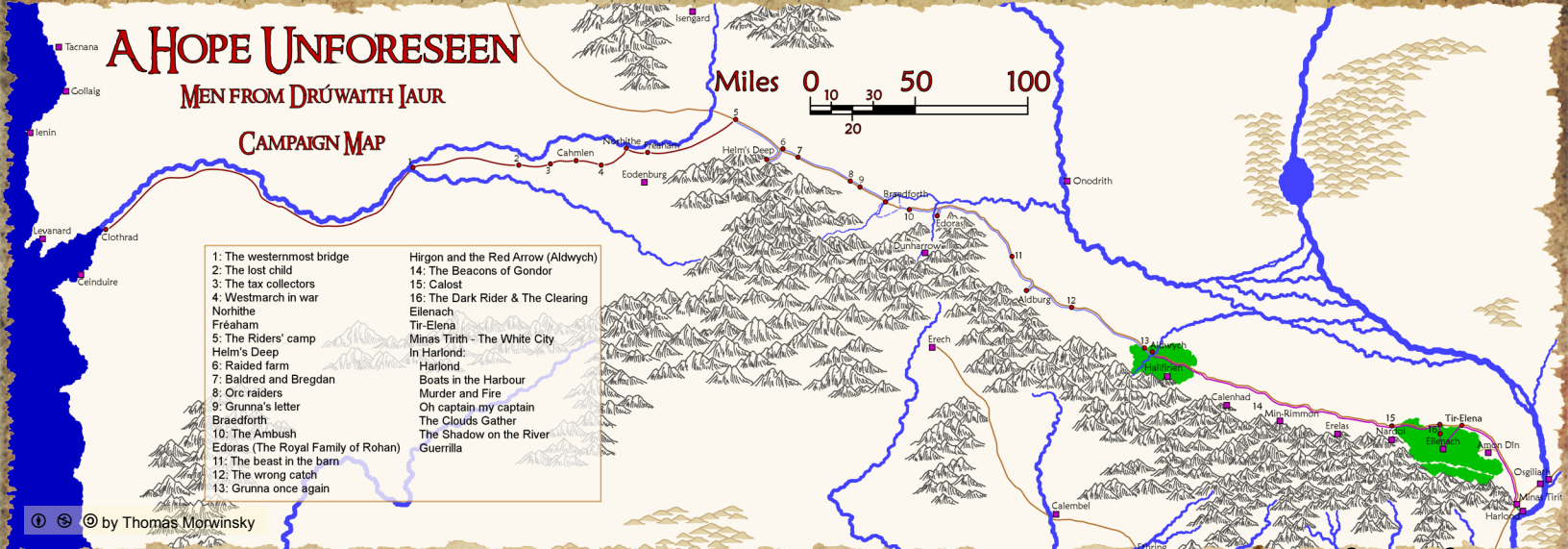
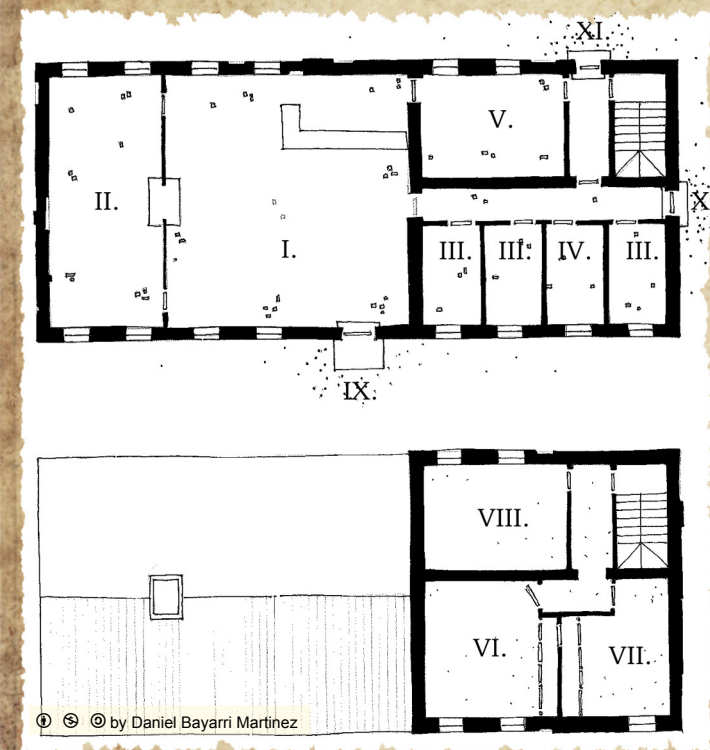
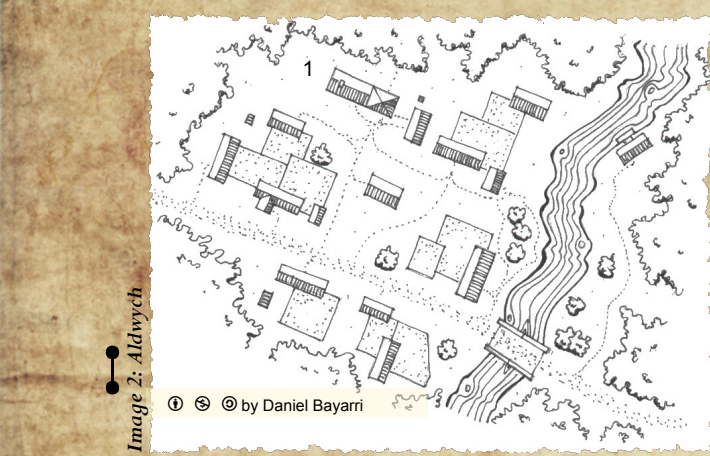


Image 1: Campaign Map

them. There's no resident Healer either, but the staff at the *Fallen Autumn Leaves* can provide basic medical services to travellers in need.

The characters will reach the village as described in the previous scene (see *Other Minds, Issue 14*) when the sun stands low in the western sky and they are very likely looking for accommodation. Prices at the *Fallen Autumn Leaves* are reasonable. There's a communal bedroom for travellers or, if they can afford it, they could rent a private room instead. There's even the possibility of having a warm bath if they feel like it and have the funds. Room rates include dinner that will be served at the communal dining room which will be rather crowded at that time. Several locals spend the evening here having a sip and there are other travellers having dinner too: A seed merchant on his route through Anórien with his teenage son, two goldsmiths from Onodrieth travelling to Minas Tirith to buy raw materials for their workshop, and a stranger calling himself Odell from the Anduin valley also travelling to Minas Tirith to see the remains of the White Tree – or so he claims. In fact it is very unlikely he would be admitted even near to it. In reality he is a brigand who wanders from inn to inn swindling and stealing from other travellers. The last guest is a courier from Minas Tirith traveling westward. All these are spending the night at the *Fallen Autumn Leaves*.

The courier is the only one with a private room and can be clearly identified by the White Tree emblem on his black leather vest. He's having dinner alone and on his table he has a leather cylinder similar to a quiver. His name is Hirgon and he left Minas Tirith two days ago. He was ordered to deliver the Red Arrow to King Théoden in Edoras. This black arrow with a red tip is the symbol used by Gondor and Rohan to request help from each other and it's been a long time since it was sent the last time.



lying on the floor. He has been wielding his short sword which lies beside him. Once he is awake again, Hirgon will urge the character, even if he has never spoken to him before, to chase the thief. *"Get hold of him!! In the name of the Valar, don't let him run away with it!!"* -Seconds later Hunwald will also join them, holding the man at his shoulder and taking him to the chair inside the room.

Hirgon's condition is not serious but he'll need to rest for some time and is not able to chase the thief due to a severe vertigo from the strike to his head. The Gondorian is very angry with himself and looks very worried. If the characters have not introduced themselves to him before he'll be the one asking questions now. He noticed that they are not from Rohan, since they speak Westron with a foreign accent amongst themselves (or their dunnish dialect!) and they look battle-hardened and worthy. If the characters tell him about their mission he'll beg them to help him. He has no other options now as he clearly is unable to run himself for some time. He'll explain to them the situation briefly. They must bring the leather cylinder back at all costs. The thief left on foot so if they move fast they might catch him before he's too far away.

The breaking of dawn is still some hours away and if the characters leave to chase Odell they'll need some lighting. Hunwald has been present during the conversation with Hirgon and will join the hunting party. The track can be followed easily by someone skilled enough.

GM note: Since it is important that the tracks are followed, the GM is well-advised to have a PC skilled at tracking in the group.

The tracks are from a single man first running north and then turning east into the Firienwood. During the chase the characters will be surprised by the sounds of the forest and the appearance of a scared boar. Depending on the group, the GM may add further encounters to intensify the situation's atmosphere.

Two hours after they left the inn the track will become unclear. Something happened here, since suddenly there are footprints of half a dozen people and it looks like someone fell down and was dragged away. The multiple tracks now move east again. And twenty meters away, hidden among the bushes, lies the body of Odell. He is half-naked, stabbed and quite dead. The footprints from here keep moving east till they reach the Meringstream where they are lost.

114



Odell was intercepted by the remaining mercenaries. They robbed him, including Hirgon's valuables and then moved towards the stream. They've been walking on the riverbed downstream for a while to make sure no one can follow them and then headed for their camp.

GM note: Before entering the river, the track leads downstream, indicating at the general direction the mercenaries have taken. You may also devise other, not so obvious, means to make sure that the characters find the mercenaries. It is not important how they locate them, only that they do, and that it fits the situation.

The mercenaries have two men on watch, one on each side of the camp which is located among a rocky formation by the east bank of the river some seven hundred meters to the north of the point where their tracks entered the stream. The failed assault of the previous night and the losses suffered brought their spirits down. They are worried and unsure of what to do now or which direction to take.

The characters should get to the camp easily just following the stream; Hunwald will help them if they have any problem deducting the direction the mercenaries took when they reached the Mering-

stream. They should be careful to avoid the attention of the sentries (or try to eliminate them) and will surprise the remaining six men going through the contents of the bags they took from Odell. The camp is in fact lit by a small campfire (which is a handy way to offer the characters directions in the night) surrounded by the men's backpacks and sleeping rolls. Other items of their equipment, mostly shields, short spears and an extra hand axe or two are present as well. The whole group has no more than a couple of silver pieces and three dozen of bronze ones. Odell's bags contain a nice set of rings and bracelets of different origins worth around 5sp if sold at the right place. He also had 3sp, 15bp and 23 cp in a leather pouch. Hirgon's leather cylinder containing the arrow lies open on the floor, next to the six men.

Independent of how the scene develops, Hunwald will always be the first to reach the cylinder and will pick it from the floor. He won't take anything else and won't hand it to the characters.

The mercenaries will be beaten easily as their morale is very low, and they'll try to flee as soon as they notice they are being attacked and pose no threat to the characters. If any of them are taken prisoner, it is up to the characters what to do with them.

The group will be back at the *Fallen Autumn Leaves* by noon. Hunwald will replace the Red Arrow from the leather cylinder with a standard arrow taken from the mercenaries' camp hiding the original one in his bag.

GM note: If the characters insist on being handed the cylinder at the mercenaries' camp, Hunwald will try to make the exchange there. Any previous statements by the characters (before reaching the campsite) that they want to get the cylinder, will alarm him to do the exchange as soon as possible. He'll make sure he does it unnoticed and only then he'll accept to hand the item to the characters. If none of them asks him to do so, he'll offer it to the leading character before they reach the inn.

Hirgon's vertigo has subsided somewhat and he is beginning to feel better. He'll be waiting at his room impatiently. Hunwald will not enter the inn and as soon as all the characters head towards the door he'll head for the stable. If any of the characters notice this and ask something, he'll excuse himself saying he wants to check whether his horse is fine and that he has not been robbed too. He will even suggest to the characters to check their own bags at the common room too.

Immediately after that, he'll saddle up his horse and will ride eastwards with his precious trophy.

The characters will discover they've been betrayed when Hirgon opens the cylinder and discovers the fake arrow. Hunwald has disappeared by then. One of the inn employees has seen him leaving in gallop eastwards and can point the direction to the characters.

The Mordor agent has only a few minutes of a head start, so a skilled rider on a good horse can catch up before he leaves the forest. If Hunwald feels threatened he'll get off the road and will enter the woods taking the roughest route available, jumping over fallen trees and having his horse perform all types of evasive maneuvers which anyone chasing must master too. Characters may knock him down if they wound him or the horse or if they force him into a dead end.

Hunwald may move back to the road if he feels he has lost his pursuer(s), only to find out he has become lost himself and enters the trail just at the spot where any delayed characters are.

In the end they must recover the Red Arrow and hand it to Hirgon, thus ending up Hunwalds promising career. The former will take the road west the following morning. Due to their invaluable help, Hirgon will hand the characters a ring with an engraved tree. He will explain to the characters they will get any help they may need from any soldier or guard in Anórien by naming him and showing forth the ring.

After that, they'll part as friends bidding each other farewell.

THE BEACONS OF GONDOR

By the sixth of March the characters should be on the road again. Those will be their first hours in Gondor since they crossed the Adorn twenty days ago.

They will leave the Fírienwood behind and will enter the open fields of Anórien. The road leads through grass fields and tilled land flanked by two rows of ash trees. The characters are able to make good speed on this well-established road. The Gondorian beacons of Halifirien, Calenhad, Min-Rimmon and Erelas along the White Mountains are passed (the characters probably won't notice them). Villages, homesteads, hamlets and farms can be seen to the north and south, indicating a well-developed and settled land. The characters probably pass through a number of smaller settlements where they might find shelter and refreshments or supplies if they are in need of anything.

CALOST

For two days the characters will move on unmo-
lested and at nightfall of March 7th, they'll reach Calost – a small village from which the beacon of Nardol can be seen.

Among the small group of houses on the north bank of the creek running down from the mountains, a small but comfortable inn known as the *Traveler's Rest* is situated. It has rooms for up to fourteen guests and their horses.

The evening at the inn will be quiet and at dinner time the characters will have the opportunity to meet Dostir and Romer, two soldiers from the Nardol beacon. They have been given a task (see below) to visit Calost, and with that are allowed to take a beer with other locals. They can be easily recognized as they wear worn-out uniforms with the white tree on their chest. Due to the distance to the beacon (about 10 miles as the wolf runs), they have taken two horses from the beacon and are due to return tomorrow.

If the characters approach them, they will prove to be friendly and will have no problem in chatting about their duties at Nardol and about the beacon's function in general. If the characters share with them their own story or at least their future plans and they present themselves as well-behaved, they'll be judged as worthy men and the two soldiers will hand them a small parcel containing letters to their families in Minas Tirith. Hard times and personnel shortages have disrupted the regular supply (and post) service for the beacons these days and the men must rely on worthy travellers to send some news to their beloved ones.

The parcel also includes a letter for Romer's younger brother Ruar who is stationed at the Eilenach beacon and two ten inches (25cm) wide metal gear wheels. These wheels are needed at Eilenach to repair the pulley system which operates the heavy loads hoist at the beacon. The ones installed have been damaged and since Eilenach beacon is small and lacks a proper workshop, they sent a request to Nardol (which is a better-equipped major beacon) for new ones. The guardsmen will ask the characters to bring the letters to their families in Minas Tirith. The one for Romer's younger brother and the spare gear wheels shall be delivered at the inn known as *The Two Black Oxen* which stands by the bridge in Tir-Elena.

On the next morning the characters should leave Calost and hit the road again. If they question the innkeeper or any local about the remaining distance

to Minas Tirith they'll be told that about two more days of hard riding will be needed to reach the city. It will be suggested to stop at *The Two Black Oxen* in Tir-Elena as it lies at the proper distance for a rest and the meals offered there are as famous as the wine. Tir-Elena is just at the crossroad where the path for Cair Andros leaves the main road to the north of the Tawar-in-Drúedain forest.

The travel that day will be uneventful, but the area is unusually empty. Few people can be seen, even though the land looks tilled and several villages and hamlets can be seen – or are passed by the adventurers. Many people have fled the open area out of fear that war might come upon them. The road is wide and much more comfortable here. The sky is overcast but it does not rain. Shortly after leaving they will reach the first tree groves of Tawar-in-Drúedain. Tir-Elena is just a couple of hours away.

The Dark Rider & The Clearing

As the road follows the northern border of the forest it gets narrower and the flanking tree lines disappear replaced by the thick and dark shadow cast by the Tawar-in-Drúedain.

Suddenly, when noon has already passed, the characters will be surprised by a penetrating and sharp scream. A shadow in the sky will fly over the forest and will then dive at great speed.

Both the characters and their horses must make a real effort to stand where they are and not turn around and flee. The terror caused by the Ring-

wraith riding his winged beast ought to be enough for several characters or their mounts to panic and flee into the wood for a place to hide.

If all the characters were brave enough to avoid being terrorized and so skilled as to hold their mounts (that should be **really** hard though), the Nazgûl, who is trying to locate Gandalf and Pippin (who had gazed into the *palantír* of Orthanc) on their ride to Minas Tirith, will then make a second over-flight this time at a much lower altitude and just over the characters. This time at least some (at least two) of the characters will be unable to restrain themselves (the respective tests should be appropriately hard) and run for the forest.

The flying beast and his rider will then disappear, leaving the characters' group split among those who remained on the road and those who fled into the forest. Those in the forest will find themselves lost and disorientated, surrounded by the thick vegetation and under the dark shadows of the trees. Finding the way back to the road should be made really difficult for those in the forest.

If the characters fled as a result of their own fear (rather than following a comrade to stay together) they will need to recover their temper in order to take any voluntary action. Since all those who failed their rolls, fled heedlessly into the forest, they will be isolated from any other characters in the same situation.

The characters still on the road can try to find their comrades following their tracks into the forest.



Fell Beast by Tara Rueping

One of the characters lost in the forest will accidentally fall in a well partially hidden under vegetation. This character can be one of those who fled from the Ringwraith or a comrade who entered the woods searching for those who had panicked. The GM should make a fitting choice according to his group and situation.

The well is a shaft about fifteen feet (4.5m) deep and four feet (1.2m) wide but the fall will be cushioned (only minor damage by the fall) by brushes growing in the higher reaches of the shaft and two bodies as well as another bush at the bottom (see below). The floor at the bottom is even and the surrounding walls look to be smoothly carved and a dedicated search will even discover some small figures engraved here and there. The character in it can try to climb up the walls but the task is quite difficult (the bushes growing from the wall have been either uprooted or severely weakened by the character's fall and offer no help).

There are two bodies at the bottom of the well. They look like they died one or two days ago at the most. They can still be identified as male humans wearing tunics with the white tree on them. Their outer garment (armour and/or surcoats with the White Tree) is lacking though (the characters may notice this). The enemies responsible for this took these to fool the remaining garrison of Eilenach into allowing them access to the tower and then to overpower them. If the character down there has some lighting and performs a more detailed search, he might conclude they died due to piercing wounds, as their backs and sides look as if they have repeatedly been stabbed.

While the character is trapped at the bottom of the well, eventually all those who have entered the forest will sooner or later also arrive there. It is located in an area with thick vegetation, but a circle of large stones roughly seven feet (2 m) tall and three feet (1 m) wide set at thirty feet (9 m) from the well's opening can be seen breaking through the undergrowth.

The stones forming the circle are worked roughly and if the branches are removed, a shape looking vaguely human can be identified. As soon as the characters are gathered around the well, they will notice strange shapes moving furtively around them. It is very hard to identify the size and number or whether they are animals or people.

While the characters try to rescue the trapped comrade from the well, the number of figures stalking around them seems to increase. They seem to

getcloser each time and sound much more aggressive but will remain hidden.

When the characters finally implement a plan to rescue their comrade, they'll face a rain of projectiles coming from the thick forest around them. These are small stones which will hit anyone not ducking for cover. The shooters (using leather slings), will remain hidden and move constantly around, so that projectiles come from every angle.

While the characters try to duck for cover or attack the shooters or even keep on going with their rescue attempts, a loop made of thick rope will close around the ankle of the character closest to the clearings' edge. Immediately a branch to which the rope is tied will be released dragging the character up towards the treetops. He will be left suspended head down at no less than fifteen yards (4.5m) above the ground. The rope goes upwards from his ankle and then down towards the thick forest disappearing in the darkness. He may try to cut the rope if he can get hold of a blade but even then it will take several minutes and the fall might be painful or even dangerous. The more effort he puts in the task the more projectiles will hit him.

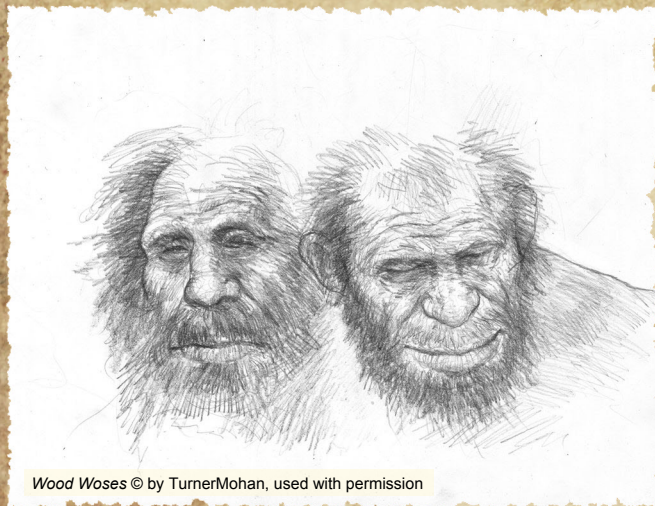
If any of the other characters run into the forest to free him or to intercept the shooters, he'll be hit by a branch which was strained back and then released. It hits the character violently in the chest. If the character does not dodge on time he will be heavily hit and thrown to the floor of the forest. If downed, he'll lose anything he was holding at that moment, be it a blade, a torch or any other item.

These traps are not directly activated by the characters but by someone else hidden in the woods. They were prepared by the wild men, as they expected a return of the "evil men". They are really hard to detect and the heavy shading by the trees makes it even harder. The third trap will again be a loop tightening up around a character's ankle but this time it won't drag him up to the tree tops but will make him fall down as it is under tension and will throw him to the ground. Once the character is on the ground he will be dragged out of the clearing and into the thick forest. He may try to grab roots or branches but the force on the other end of the rope is very hard to resist. If any other character tries to get hold of him he will immediately become the main target of the projectiles still coming in from every side.

Once the character has been dragged into the thick forest for a few seconds he'll feel how a dozen hands and the weight of several bodies fall on him. Any weapon he may be wielding will be taken from

him. The weight on him will keep him immobile until his hands are tied up.

After a few minutes the situation for the characters is far from promising. One of them may still be inside the well, a second one is probably hanging head down, a third one has disappeared in the forest and there may be others wounded or bruised by the stones being shot at them.



Wood Woses © by TurnerMohan, used with permission

Characters who did not enter the forest at all do not know what happens to the others. They may hear shouts and the noise of the ambush (let them roll for an appropriate perceptive skill) but can't see anything. They'll have to wait until their comrades complete this scene before they can join them.

The captured character will be forced to stand up and walk through the forest. The gloom of the forest and the unfamiliar environment prevents him from getting a clear picture of what is going on or where he is being walked to. He can identify a small number of savage men. Short, strong, with their skin richly tattooed, they are just wearing loincloths. Two of them are grabbing him by the arms and forcing him to walk forward. They wield crude weapons which are nonetheless threatening. After walking for less than two minutes the character might be able to see the scenery on the clearing at least partially.

In the clearing the group will enjoy a few minutes of silence and quiet after their friend has disappeared. If any of the characters leave the clearing to search for him, there's a good chance he'll encounter other traps set by the Woses; effectively preventing an immediate tracking.

It is a great opportunity to rescue the character in the well or the one hanging head down if it has not been done already. After a few minutes, a savage man wielding a heavy club emerges from the far side of the clearing. Behind him the characters' comrade also walks, escorted by two other savage men with short spears.

The leading Wose will proceed no further than three yards (ca. 2.5m) into the clearing and will address the other characters with a very strong accent in poor Westron using a disdainful voice.

"You mean man, what you doing at me forest?"

Any attempt to give an explanation will be interrupted by a second savage man appearing to the right of the characters wielding an axe with a stone head.

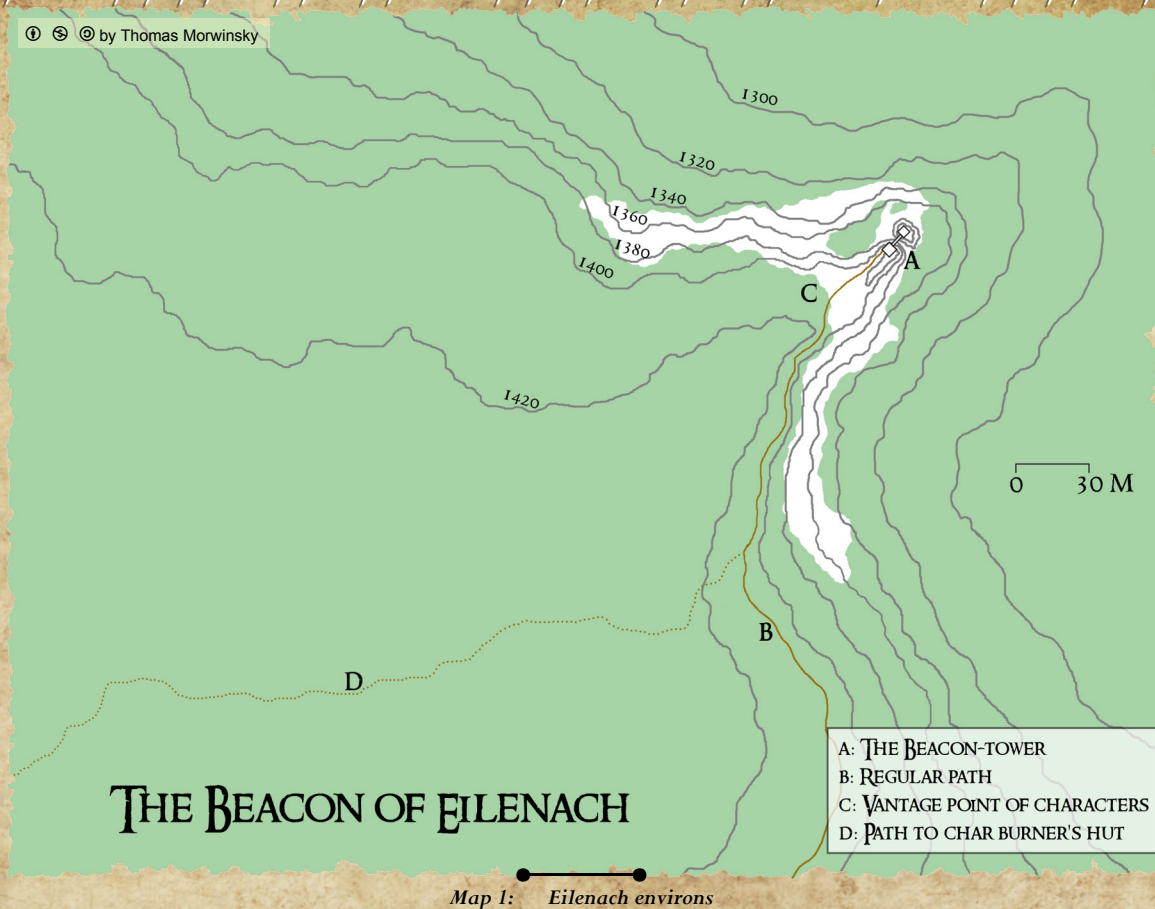
"Lie!" will he shout while being echoed by others *"You mean man, other like you here yesterday. You kill man from stone houses in the mountain house. You like them. You many blades, many noise, no respect."*

By this time the characters have some clues of what may have happened. The two bodies found in the well might be from soldiers of the beacon in the forest. In fact the Eilenach beacon is built on the top of a rocky structure within the Drúadan forest. It looks like the savage men have mistaken the characters with the men who killed the soldiers. They must try to convince the Drúedain about their true intention in order to be released. The Púkelmen can't read but if the characters have the letters handed by Romer and Dostir they will set a spark of doubt in them as they are stamped with the Gondorian tree and stars which they recognize. The Ring of Hirgon will be similarly useful hint that the characters are trustworthy folk.

The characters' explanations will cause a debate among the two Drúedain. The conversation is unintelligible but will end up with the first man grunting something towards the wood.

A few minutes later a fifth savage man will enter the clearing helping a young lad along, whose clothes are torn and with several leaf-bandages on his chest and right leg. The savage men rescued Romer's younger brother, Ruar who was deemed dead when his comrades were killed and thrown into the well, and took care of him. He is severely wounded but conscious. He can identify the letters from Romer and Dostir, the replacement wheels for the beacon's bridge as well as Hirgon's ring if the characters have it and think of using it.

Alternatively, the Woses might be convinced if the characters roleplay (and roll) some very good social skills when trying to persuade them of their honesty and good intentions. The GM should remember to be open to good ideas of the players (and reward them).



The Drúedain will accept Ruar's explanations and will offer to guide the characters to the forest's limits or to the rocky formation on which the Eilenach beacon is built if they want to discover what happened there.

GM note: *The GM should encourage the players to re-take Eilenach, as the beacon is crucial in this situation and it is a great chance to become part of history. However, he should avoid forcing the characters. If they don't want to explore the whereabouts at Eilenach.*

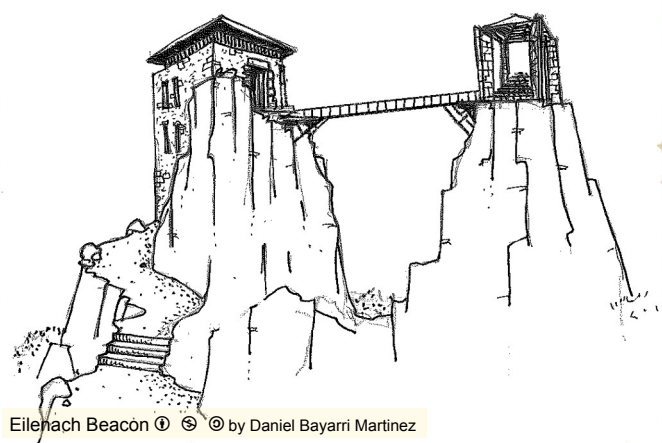
If the characters choose to avoid Eilenach and get back to the road, they'll witness how the first beacon of Amon Dîn is being lighted just when they are about to enter *The Two Black Oxen*. The spark of light will be clearly visible on the distant mountain top. Eyes from the locals sitting by the porch will then turn to where Eilenach is supposed to be but nothing will happen there. Immediately afterwards, a soldier who was sitting by the inn's entrance will rush to the interior of the building to round up his comrades and the whole party will leave for the beacon as quick as possible. They have good riding horses and will ride as hard and quick as possible on the supply way to the beacon. They will need about

two hours for the ca. 20 miles (32km). If the characters still decide not to participate in re-taking the beacon, the soldiers will be able to do it alone.

EILENACH

If the characters decide to investigate what happened at the Eilenach beacon the Drúedain will lead them through a narrow trail among the undergrowth and the trees towards the feet of the rocky outcrop on which the beacon was built. Here their path meets the regular supply road for the beacon. Higher up the hill, it becomes a path barely three feet (1m) wide and winding up the steep hillside ('B' on Map 1). The Party will find roughly hewn steps every few yards (meters). If everything went reasonably straightforward, the characters will reach Eilenach in the late evening of March the 8th.

Soon the path is high enough for the characters to see above the treetops and it keeps advancing up the rocky hill, interrupted by rough slopes and new sets of steps. After several minutes it reaches a relatively flat plateau close to the hill top. The summit is crowned by two peaks close together ('A' on Map 1). The taller of the two stands on the plateau and holds a tower that is partially built into the rock. The top of the second peak, which is not visible



from the plateau, holds the beacon proper. Both are connected (well above the level of the plateau) by a wooden bridge.

Be aware that there may be enemies at the tower, the Drúedain have led the characters aside from the path through the forest for about the last 30 minutes to prevent any sentries from noticing them. The place where they finally emerge offers a good view of the tower, while rocks provide for good cover ('C' on Map 1).

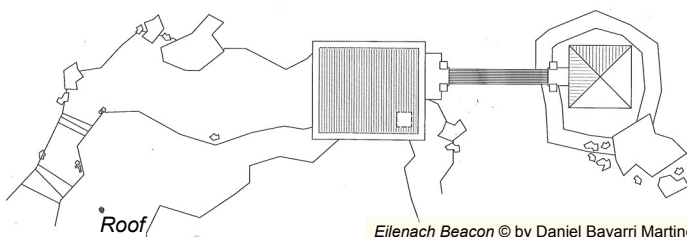
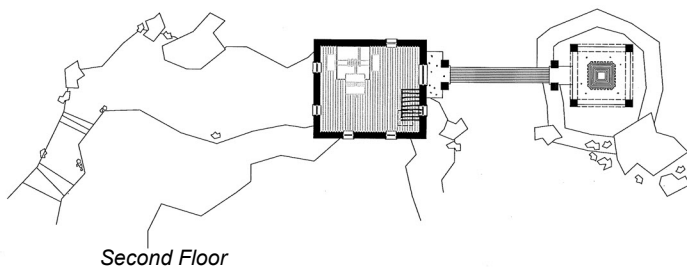
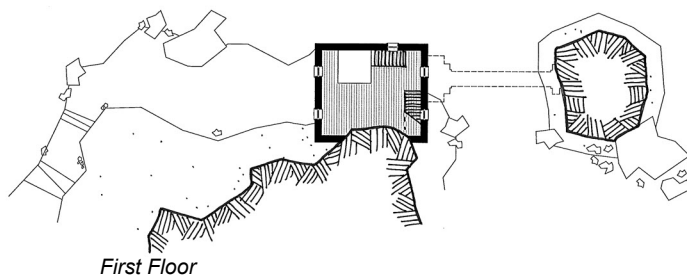
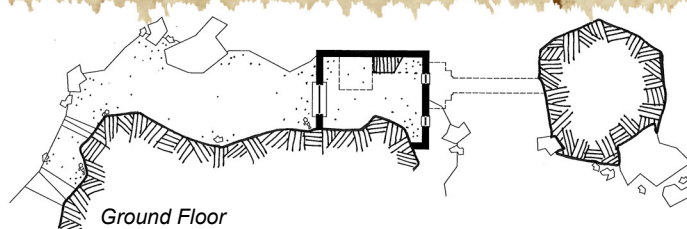
The tower's door is just about 30 yards (27 meters) away from the characters on the other side of the plateau they just have reached. The door looks firmly closed. Light is coming out from the windows on the first floor. The image on the next page gives you an idea of the exterior layout.

As soon as the characters reach the platform they'll notice that the Amon Dîn beacon is being lit but there is no action visible that will lit Eilenach's beacon and transmit the signal to Nardol. A figure can be seen moving at the tower's rooftop. It is the sentry set by the occupants. He's left his post overwatching the main door and the plateau leading to it to inform his comrades about the lighting of the Amon Dîn. If the characters reach Eilenach after Amon Dîn was lit all the occupants will be at the rooftop looking at Amon Dîn and not paying much attention to the main entrance door or the plateau.

From where they are it is very hard to reach the beacon itself (rather than the tower). See also map 1 for details of the surrounding area. Climbing up the rock's surface is dangerous and requires plenty of skill. If any one (or more) of the characters tries to reach the peak that way, he will also risk to be discovered by the tower's (probably unfriendly) occupants.

Shooting a flaming arrow to light up the pyre is also very hard as from their position it is not an easy target with a fair chance of success. And any failures will surely alert the tower's occupants.

Image 4 below details the beacon's layout. The tower's door on the ground floor has no lock but it is barred from the inside with a large wooden beam. The ground floor has just a single room that is not very large and limited by the exterior wall of the tower and the natural rock of the mountain. A wooden stair connects it to the first floor, which is much larger than the ground floor. In it half a dozen men doze. This floor has five windows large enough for a thin man to sneak through them. The windows can be reached from the exterior by a skilled climber, but again the man on guard may spot anyone attempting to do so without the necessary stealth. If the sentry and/or occupants are looking towards Amon Dîn the climber has a much better chance of



Eilenach Beacon © by Daniel Bayarri Martinez

Image 4 Layout of Eilenach Beacon

completing the task unnoticed. If he is quick, since this distraction will not last too long and then the climber will face almost the whole enemy party.

From the first floor another wooden stair leads to the second one in which a hoist to lift heavy loads through all three floors is located and from where the bridge itself can be reached. The mechanism is not working properly and needs to be repaired to get the platform moving again. Right now the platform is blocked midway between the first and second floor. To repair it, the two replacement wheels provided by Romer and Dostir must be installed.

From the second floor a third stair goes up to the tower's rooftop on which the occupants have placed a sentry.

Soon after the characters arrived near the beacon and surveyed the situation, they notice a young woman approaching the watchtower by the regular path. She is dressed in plain clothes and heads directly for the tower. If the characters do not intercept her, she will knock at the door and call for Bregorin.

Her name is Maura and she is the daughter of a nearby char burner who supplies the nearby villages and especially the beacon with charcoal to ensure its all-time preparedness for a signal. Bregorin and Maura fell in love since she first came to the beacon three months ago delivering a charcoal load. Now he is overdue for their last date (yesterday) and she is now coming to look for his whereabouts.

At first she gets no answer until someone answers and tries to get rid off her, claiming that Bregorin is away on duty.

GM info: *As an alternative (if you are more inclined towards a happy ending for the two young lovers), Bregorin may still be alive (though wounded) and forced to speak with her through a window and trying to send her away.*

In any case, she'll insist and says that she won't believe that. The Mordorean agents may simply wait until she leaves herself, but on the one hand they're worried she might alarm someone (by now they're convinced that they left no witnesses and hid the bodies of the dead soldiers thoroughly) and so think of "silencing" here to avoid further trouble. A well-placed arrow might serve this well, but then they also feel secure and think a little fun before finishing her off might be a good idea. The beam barring the door is removed and two of the agents rush forth to capture her. Fortunately for her, one of them trips a

bit and thus negates the element of surprise. Scared, she quickly flees to the woods – with the two agents in hot pursuit (the door is immediately closed behind them). Her fear and knowledge of the area give her a slight advantage for the moment, but her pursuers are skilled outdoorsmen. The path of both Maura and her pursuers leads them near the characters, and they may intervene as soon as they want. The woods and dense vegetation will make it impossible to observe the events from the tower.

Notes on the Mordor agents and re-capturing Eilenach

Any attempt of getting into the tower and beacon must be carefully planned. It should be obvious to the characters that any frontal assault will be suicidal and doomed to fail right from the beginning. A stealthy approach while scaling the rock to gain access might work, but it is not easy and once detected, the climber is very prone to attacks from the defenders above.

The men occupying the beacon have been sent here undercover and ahead of the main attack to disrupt Gondor's beacon system and prevent any precise information of the attack reaching Rohan. The group is comprised of eight experienced warriors. They are aware of the importance of their mission and have been told that they are required to hold the beacon until relieved by their own troops. The latter should take a week at most after the capture of the beacon, when Minas Tirith is expected to have fallen.

Due to this, they expect the first beacons to be lit shortly, and then any attempt to re-take Eilenach **may** take place. This latter is important, as they believe that their attack has left no witnesses alive and that there won't be time to organise a serious relief attempt. Therefore they may be a bit less alert and a bit more slack than they should be (trying to capture Maura rather killing her safely is one such slackness – but it is the way of evil that often causes its own downfall), but nonetheless they are professionals and know what they're doing.

The original Gondorian garrison consisted of seven men: two are dead in the well (being surprised when returning to the beacon from Tir-Elena), three have been killed in the tower (one of them may be still alive though, see below) and one is at Tir-Elena (see below). They believe Ruar to be dead as well, as his wounds were serious and they left him for dead. The agents are unaware of his survival and believe that they have "taken care" of the whole garrison. Two of them may be (lightly)



wounded, due to the previous fight. This is optional, depending on the strength of the characters. The agents used the uniforms of the soldiers in the well (and information gained from them) as a disguise to gain access to the tower and overpower the men there.

The lighting of Amon Dîn will cause a short distraction, but as the agents expect this to happen, this will be short-lived and from then on, their vigilance will be higher.

Capturing Eilenach is not an easy task and should be planned well by the characters. As outlined above, a frontal assault is out of the question, and a pure stealth & climbing attack is very risky and more likely to fail than not. The following events may be the best chance for the characters, as it allows them a surprise attack under cover. If this is combined and timed correctly with a scaling approach, the chances for success should be quite good.

Ruar is another valuable source of information. While not present in the tower at the time of the attack, he can provide them with information about the tower and beacon in general and the approximate number of enemies (he saw five of the attackers and is sure that there are some more) and their skill. He was not able to overhear their plans, as he was already unconscious by that time.

Maura is possibly the character's best chance to get access to the tower. The most elegant way is to

follow the agents, knock them over as they finally have caught up with Maura. Then she'll be able to explain the circumstances to the characters and they will – hopefully – recognize the chance this offers. The two agents have almost exactly the same stature and hair colour as the two most appropriate characters. If they were overpowered without too much bloodshed and damage to their clothing, the two characters will be able to impersonate them well enough to gain access to the tower. They may convince Maura to come with them as a “captive” to make the masquerade perfect. Any rolls for disguise or similar skills should be easy (if rolled at all). If they don't come up with this idea themselves, Maura might suggest this. She's a tough and fearless young woman; traits which are of course very useful for the daughter of a char burner living in the semi-wilderness of Gondor.

Maura may also suggest leading the characters to her parent's hut if they ask for any more assistance.

With Maura's help, it will be easy to gain access to the lower level, but here their cover will be blown and a fight is very likely. The characters will have the element of surprise though (it's unlikely that all of the agents are ready for a fight). If this assault is combined with another character scaling the rock, success is almost guaranteed. The character scaling the rock may come as an additional attacker from behind the agents (attacking from the rear when they rush to the ground floor) or he may use the chance to get to the beacon and light the fire.

If the characters manage to light the pyre, the Mordorean agents will have no means to extinguish it (if they haven't been neutralised already) and minutes later they will be able to see a spark of light from Nardol beacon to the west.

Once the beacon is lighted and the Mordorean agents have been dealt with, the characters may spend the night at Eilenach or walk to Tir-Elena. The Drúedain will lead them safely through the forest.

MINAS TIRITH - The White City

The characters will reach the northern gate of the Rammas Echor on the ninth of March in any case. If they chose not to investigate matters at Eilenach, the soldiers at the inn were successful in re-capturing and lighting the beacon.

The gate is heavily guarded and only those knowing the passwords are allowed to enter the walled fields. The characters may use the ring given by Hirgon or the letters from the beacons if they have them to convince the guards to let them pass through. Otherwise they'll have to prove their good intentions and worthiness by other means.

After crossing the gate they'll enter the Pelennor Fields. Eventually the White City will appear in front of them. Built against the slope of the Ered Nimrais the huge walls and tall towers will impress the characters thoroughly. It's the largest city they have ever seen and it is a wonder for them that men can build such a marvel. It seems their one month long odyssey seems to be near its end.

When they finally reach the main gate, the characters will witness and take part in the parade of the companies arriving from the southern territories of Gondor to defend Minas Tirith.

"And so the companies came and were hailed and cheered and passed through the Gate, men of the Outlands marching to defend the City of Gondor in a dark hour; but always too few, always less than hope looked for or need asked. The men of Ringló Vale behind the son of their lord, Dervorin striding on foot: three hundreds. From the uplands of Morthond, the great Blackroot Vale, tall Duinhir with his sons, Duilin and Derufin, and five hundred bowmen. From the Anfalas, the Langstrand far away, a long line of men of many sorts, hunters and herdsmen and men of little villages, scantily equipped save for the household of Golasgil their lord. From Lamedon, a few grim hillmen without a captain. Fisher-folk of the Ethir, some hundred or more spared from the ships. Hirluin the Fair of the Green Hills from Pinnath Gelin with three hundreds of gallant green-clad men. And last and proudest, Imrahil, Prince of Dol Amroth, kinsman of the Lord, with gilded banners bearing his token of the Ship and the Silver Swan, and a company of knights in full harness riding grey horses; and behind them seven hundreds of men at arms, tall as lords, grey-eyed, dark-haired, singing as they came."

—The Lord of the Rings. Minas Tirith

The characters will enter the city mixed among the men from Lamedon, Lebennin, Langstrand and the company of Swan Knights led by Imrahil, Prince of Dol Amroth.

They are cheered as they cross the main gate but all of them will notice the number of men arrived to defend Minas Tirith does not meet the expectations of the people here.

A sergeant will approach the leading character to identify the origin and number of their company. Here they should put forth their letter (or other items) that shows they are volunteers from foreign lands, called upon by Gondor's envoys abroad. He will then instruct them to go up to the third ring of the city where accommodation has been prepared for the newcomers.

The characters will share their quarters with the men arrived from Anfalas. Hunters, shepherds and farmers poorly armed and led by Golasgil whose personal guard is being hosted somewhere else.

Once they reach the barracks, cots for everyone will be provided. Again an officer will approach the leading character and once again he'll be asked about the origin and number of men in his company. The officer will be surprised both of the small size of the party and the far land they came from as well as their deeds and adventures so far (if they tell him). He will however, praise their determination and willingness to aid Gondor in its hour of need and call them friends of the Stone Land. He thinks about their assignment and finally comes to a conclusion:

"In that case I think you'll be more helpful in Harlond. You will spend the night here and tomorrow morning you will depart as escorts of the caravan leaving for the harbour. Report to the captain commanding the garrison, show him this sealed letter and he will give you further instructions. Meanwhile you may go to the armoury if you need any gear. And fetch some surcoats with the White Tree there. You must wear those while on duty."

The characters will be able to spend the whole day in Minas Tirith to visit the city if they want to. They will notice a growth of dark clouds issuing from Mordor and slowly drifting towards the West. Many people are quite worried about this and deem it as a sign that the war will begin soon.

HARLOND

Early morning of the 10th of March a thick cloud of smoke covers the sky, somber and featureless. The air is heavy and still and all things around will look grey and shadow-less. The Dawnless Day has come. The cloud issued from Mordor on the day before slowly drifted west, blotting out the stars, and it looks like there will bend to it.

The characters must pack their belongings once again and leave for Harlond, the riverine port of the White City guarding the southern gates of the Rammas Echor. Harlond is a walled complex built on the Anduin's northern bank and harbours the docks and the port district. Now only around 400-500 men live here, most of them dockers, sailors or traders, though in better times many more called this their home. A similar number of women and children still stay here as well.

The city guard has a small garrison in Harlond taking care of both the main Rammas Echor Gate ('I' on Map 2) and the southern Pelargir Gate ('II' on Map 2) to Lebennin. In this crisis, the garrison has been reinforced with what forces are available (similar to the forces defending Osgiliath and led by Faramir), and the characters are part of this.

Before the caravan leaves Minas Tirith as it approaches the main gate, an old man will walk towards one of the characters and will beg him to hand his daughter in Harlond a letter. It's been a while since he heard from her and he fears for her safety. The old man's name is Uldros and his daughter is named Teriet. She lives at the number three of the Northern Wall passageway. If the characters accept to deliver the letter Uldros will bless them and wish them good luck. The letter is sealed but if the characters choose to break the seal they will find the following text:

Dear Teriet

Please let your brother know your father. Círan has received a visit from his southern relatives. The six of them had supper together. He expected which were people to come till it looks they are also busy at their own households.

I am anxiously waiting for any news you might send about our family. The messenger who has almost arrived and I'll need them here to prepare the party.

With love from your father

Uldros

It won't take more than thirty or forty-five minutes of gloomy travel after leaving Minas Tirith under the faint light of the day for the caravan to reach Harlond. The caravan is made up of six wagons pulled by mules and has been sent to pick up any provisions being stored there and transport them back to Minas Tirith. From that day on, food will be rationed both at Harlond and the White City.

The gate connecting Harlond to the Pelennor Fields and further Minas Tirith ('I' on Map 2) will be open and if the sentries are asked they will point out the direction to the barracks where the garrison's captain can be found, where they will arrive around the 7th hour. The regular barracks ('IV' on Map 2) lie just next to the Pelargir Gate. Once there, the characters will be led to the room in which Círamir, the captain, is now residing. He is a large man, slightly overweight, and wears a thick and dark beard. He will be accompanied by another man in his fifties, bald and skinny, and in civilian dress and they seem to have just finished their conversation.

"Militiamen, aren't you?" Círamir says as the characters introduce themselves. "Fine then, you can take the morning shifts at the docks. That will give my men some time to rest. The thing is I don't bloody know where I can have you lodged. I have no room for you in the barracks these days with the reinforced garrison for the gate and all..."

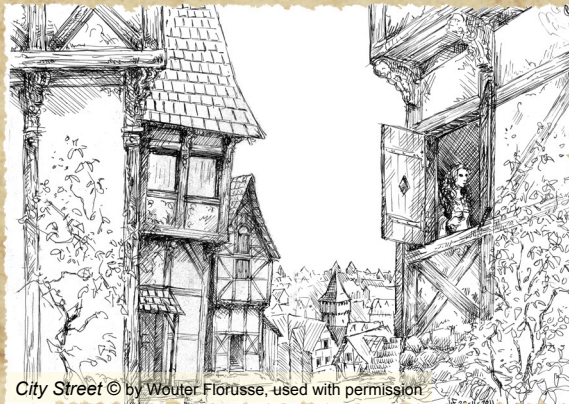
The skinny man will speak at that point, introducing himself as Girion and offering himself to host the characters at an empty warehouse he owns near the docks ('VIII' on Map 2). He is a respected merchant in Harlond (he is here on business by chance) and he is not expecting any cargo to be delivered these days due to the present situation so he can spare the room at a warehouse for the small party of characters.

Círamir will send the characters with Girion to inspect the warehouse and quarter them there if it is suitable. They are scheduled for their first shift to begin at the 10th hour to relieve some of the weary regular men on the eastern walls (red line on Map 2).

The warehouse where Girion has quartered the characters is located on a narrow street at the opposite end of the docks almost leaning against the harbour walls ('VIII' on Image 1). It is a rectangular building built of wood and divided in three different sections, each of which has a set of large double

GM info: *Girion is not as generous as he may look. In fact he is afraid of his future and has made the necessary arrangements to be sure he will have a comfortable life if the Dark Lord prevails. He has contacted a local agent from Mordor and has agreed to help a party of men to enter the White City secretly, receiving a high reward in gold as well as assurances of safety under the new masters afterwards. He plans to take benefit of his role as host to deal with the characters and help enemies of Minas Tirith into the city.*

doors opening to the street. The three sections are then connected through internal doors and the section on the left hand side has a back door opening to a dark alley.



The characters will be led into the central section of the warehouse, which is not being used now. There are spare boxes and other leftovers all over the place. A barrel full of water stands to the right of the entrance door and a strong smell of rotten fish comes from the two outlet iron grills on the floor, which is made up of irregular cobblestones. On the left back corner a wooden structure hides a dirty lavatory.

There is also a small mezzanine built in wood, which can be reached via a steep stairway on the right wall. The mezzanine is packed with empty wooden crates. A hatch leading to the rooftop can be reached by stacking some of the crates and climbing on top of them.

The right section of the warehouse contains two medium sized rowing boats which seem to be under repair. There are tools arranged on the walls and on a large wooden table at the back of the warehouse. There are also multiple spare parts and other materials kept here.

The left section contains a set of nicely arranged boxes and crates. They are now empty but the strong smell of – not so fresh – fish pervades the whole room.

Girion will hand the leading character a set of keys opening all the doors in the building and will wish them a comfortable stay. Since they will already have a shift today, he will get them a late breakfast before telling them he'll send one of his employees with something to eat. Meanwhile they are free to investigate their new home and walk around the neighbouring alleys if they want to.

GM info: *Here they might notice the narrow back alley behind the warehouse as well as the sewer access nearby at the wall. Especially the latter might be very useful later.*

Around half an hour later two women will knock on the door and enter the warehouse. The older one is in her forties while the younger might be sixteen or seventeen years old. They've brought white bread, cheese, dried meat and a small jar of red wine. They have also brought as many wooden bowls as there are characters and a few sweet biscuits wrapped in a clean piece of cloth.

The women will ask the characters to improvise a table by grouping some of the crates around the room and will then array the meal on it. They will both be friendly and chatty. The older one's name is Enit and she has been working as a cook at Girion's town-house for the last five years. The young girl name is Freya and joined the house staff only two months ago as a maiden.

After their breakfast the characters can spend the rest of their remaining off-duty time resting or exploring Harlond. They were told to be at the barracks at the 10th hour to receive the watchword and start their shift at the eastern docks and walls. Freya and Enit will promise to be back shortly before the character's shift to bring them lunch. While at the warehouse, the characters also note that beside the thick cloud cover, the river is partially clouded by a mist, which makes it difficult to view far. At some times, the mist gets even thicker, creating an eerie atmosphere in the dock area.

If the characters decide to take a short walk around Harlond they'll find the remaining community is surprisingly lively. Even though the docks are quiet and almost no ship or boat of significant size can be seen, many of the remaining locals are also packing to leave the harbour and seek shelter behind the walls of Minas Tirith. Many carts and mules are being loaded with almost any type of bags, sacks and crates. At both wall gates the sentries efficiently search all those entering or leaving Harlond letting no one pass without thorough inspection. Foreigners

ferent sizes. Behind the table there's a frayed green curtain.

The characters will have a couple of minutes to look around the room before a woman comes from behind the curtain. She looks like in her late forties or early fifties, wears a black dress and a pointy hat. She uses a large tooth as a pendant. Her curly dark hair looks dirty and all messed up, her fingernails are long and yellowish and she has a wart on her left cheek. Following the woman, a large black dog will also enter the room and will come round the table to smell at the nearest character's boots.

GM note: Teriet is – obviously – not what she seems. The appearance above is for customers, where she wears make-up and other accessories for dressing up. Without it, she looks much prettier and younger (actually she's 36). This disguise will also help her later. She also owns a house near the barracks, which will be of use later (Number 'X' on Image 1a).



The woman will welcome the visitors and without even letting them speak, she'll offer them a "love potion" or an "invigorating" elixir. If the characters hand her the letter, she will check the wax seal and will thank them. As a reward she will offer them a small flask containing a greasy and bluish liquid which she promises will turn the consumer in

a real stud capable of satisfying as many women as he wishes during a night. The flask contains a single dose.

The potion has a strong and sour taste and produces euphoria. The consumer will indeed experience an extraordinary sexual vigour for that night, or at least that's what he will feel like although his or her partner may not agree (alternatively it might be really what it is supposed to be – Teriet needs some skill to keep her reputation as someone with at least some ability). In any case, he will surely not remember what happened and will fall asleep at the latest six hours after drinking the potion and waking up the following day with a strong hangover which will seriously affect his skills especially in noisy or heavily lighted environments. The GM should apply penalties to all skill rolls appropriate to his rpg-system.

If the characters decide not to leave their quarters before their shift, they'll know about the food rationing when a – bloodless – brawl between a group of guardsmen and a man who does not want to hand them his provisions erupt into strife in front of their door.

At the barracks they'll be told that Ciramir has already gone to sleep and it will be the second in command, Marahil, giving them their orders. The party must split in two groups each of which will start the shift on opposite ends of the docks to meet in the centre as they walk by. Their patrol area is marked by the red line on the map below (Image 2). If any boat or ship arrives during their shift it must be inspected and the crew and passengers identified. All foreigners or suspicious individuals must be arrested and taken to the barracks for further questioning. Actually it's been several days since the last boat reached Harlond and the last week has been very quiet; so as far as Marahil is concerned the task given to the characters is simple. They must pay attention to the lights flickering on the southern bank of the Anduin though because this is deemed the location of the Dark Lord's minions' camps.

When the time of their shift approaches, Enit and Freya will arrive at their improvised barrack hosting the characters with the early lunch (as their shift is over lunchtime, they are advised to have it a bit earlier). This time Girion accompanies them and he is carrying a wine amphora. The meal is made of salted fish and roasted potatoes, plenty of wine and a large portion of cake.

The women will be much more quiet than during the morning and sometimes they'll be even rude. On the other hand Girion will act very amicably, inviting the characters to eat as much as they want and filling up their jars with more wine (thinned as he points out if asked, so that it is suitable even for guards on duty) as soon as they empty them. If he is asked about the rationing or about how he got so plentiful rations for them, he will answer the guards deliberately look on the opposite way when it comes to the provisioning of the men defending Gondor.

At one point during the lunch Freya will try to get the attention of one of the characters without Girion noticing it and will then hand him a piece of cloth in which she has tried to write some words with a burnt stick. Unfortunately she has not received much instruction in writing and her level of literacy is very low. Accordingly the text is very hard to understand, only three words can be made out with certainty: Betray, Poison and Help.

GM note: *Particularly clever and alert PC's may already put one and one together at this stage and frame Girion, leading to his early arrest and severely influence the later plot. This may not be a problem, as it emphasises the character's influence on the story (and being some kind of reward for good play). In that case, the GM must be all the more familiar with the various elements of the whole plot in order to adapt them to this unforeseen development. If the GM doesn't want this to happen and the plot proceed as described below, he should make sure by whatever means he deems appropriate (and fitting!) to prevent Girion's cover to be blown at this early stage.*

Girion and the two women will leave as soon as the early short lunch is over. Characters are supposed to begin their shift soon.

About half an hour after lunch those characters that had any wine during dinner will feel sick. It will start as an upset stomach and light nausea but will develop to a general feeling of discomfort. Girion added a drug to the wine he served to the characters and those with a stomach not strong enough to overcome it will find their rolls reduced.

GM info: *Characters who passed this medium test, should only suffer very light penalties, while those who failed should receive penalties according to the details below. The exact numbers depend on the game system chosen.*

The poison is not very strong but the quantity Girion added was generous. Failing to overcome the first symptoms will translate into a basic reduction of all the character abilities (light penalty, according to your game system). An hour later all the characters, which failed the first test must roll a second one. Failing again means a medium reduction of skills (again, dependent on game system) and will begin to gag. At the second hour a third test must be passed, failing will mean a major reduction in the character faculties, vomiting and high temperature. Failing the fourth and last test one hour later will cause the character to lose consciousness.

The poison can be treated with an antidote if it is administered on time. After being given the antidote, no further tests are necessary, and the recovery will only take four hours per level of failure (see below). If the antidote is not given, the symptoms will naturally and gradually disappear at the following rate: Every 24 hours the situation will revert one level (e.g. from severe to medium symptoms) until the character recovers to normalcy. Anyhow those who failed three or four tests will need to watch their diet for some days and will suffer from diarrhoea for a week.

GM note: *If his group was unlucky in their rolls the GM may make the subsequent tests easier or skip them altogether. As the characters face a lot of further challenges during the next days, weakening them severely at this early stage might not be too helpful. In addition, it could frustrate players overly, if they feel overwhelmed by difficult challenges. The GM is advised to find the right balance for his group and campaign.*



BOATS IN THE HARBOUR

Shortly after, during the 11th hour, two rowing boats will approach the docks under the cover of the mist and dim light. Each of them is crewed by two rowers, a steersman and two extra men. All are covered by grey cloaks.

They carry neither torches nor lanterns and due to the low profile of the boats, the dim light, the haze and the grey clothing of the men in the equally light-coloured boats, the characters will have no chance of noticing their presence until they are already in the harbour and close to one of the docks where a dark figure is waiting for them. Spotting them at this time is of medium difficulty, modified by any penalties due to the drugged wine. Map 2 shows the suggested course of the boats and the position of the hooded figure (red star).

The Characters will be somewhere along their patrol line (see Map 2) and at least two hundred meters away from the point where the boats are docking near the hooded figure who was waiting for them. When the characters investigate and head for the spot, the crew from the first boat has already disembarked and is running up the streets of Harlond. As soon as he notices the characters coming up, the hooded figure follows them. The crew of the second boat is only a few meters away from the quay. They'll jump to the docks with their blades drawn as soon as they can and will attempt to cover the escape of their comrades by delaying (or killing) the characters without uttering a single word. They are a mixture of men with dark skin and pronounced features wearing dark-brown clothes and light grey cloaks.

If any of the characters tries to chase the crew of the first boat, he will have to make a very difficult moving manoeuvre (depending on chosen game system) to evade the blocking attempts by the crew of the second boat. Even then, he will probably end up losing them among the narrow alleys not far from Girion's house.

At the same moment the first men vanish into the streets, cries from the Pelennor can be heard and an unnerving fear grips all the characters: Ringwraiths circle above, ostensibly chasing some men towards Minas Tirith (this in fact the attack on Faramir described in *The Lord of the*

Rings). The piercing cries from the Ringwraiths and the unnatural and distracting fear coupled with their presence as they hunt Faramir and his men down at the Pelennor fields will cause enough distractions for the characters to lose the fugitives trail. If that is not enough, Gandalf's display of light might help as another cause of distraction.

Those characters facing the crew of the second boat will have a hard time defeating the latter. Again the events around Faramir and Gandalf might cause some confusion and distraction, causing some or all the men involved to get dazzled or crouch in fear. Anyhow they'll soon get help from other guards alerted by the combat sounds and the screaming. None of the Mordor agents will be captured alive (at the minimum they will be severely wounded and unable to be asked about their identity or mission) and to avoid that, they might even jump into the water and try to swim away into the mist.

As soon as the fight is over, the characters will be relieved from their duties and sent to the main barracks where they must report to Marahil. When they arrive they'll be informed about Captain Cirimir being sick in bed. He has very high temperature, vomits and diarrhoea. Although no one is aware of it, Girion has also poisoned Cirimir. The dose he got was much larger than the one administered to the characters and thus his life is in danger. If the characters ask Marahil, they'll be allowed to visit the captain in bed and to inspect what is left of his dinner. Nothing will look out of place but the amphora from which Cirimir drunk his wine is of the same type as the one Girion brought to the characters' dinner. **GM note:** Again, the PC's might be able to severely "disrupt" the normal plot by figuring out the threat to the captain's life and manage to save him (i.e. surveilling his quarters, providing an antidote etc.). The GM should be aware to this possibility and have a plan ready how he will handle it (i.e. allowing the characters to proceed in their rescue attempts or preventing it by appropriate means). There will be no further events and the characters are relieved from guard duties for the rest

of the day. They might spend the time as they see fit and what suits them most.

There will be no sunrise on the eleventh of March either. The dark clouds from Mordor still hang low in the sky and only little light gets through, creating a gloomy atmosphere. The characters are sent back to their barracks and will only need to resume their duties at noon on the 11th again. Marahil however is very nervous and although he has sent patrols all over the walled complex to look for the men who escaped after their landing, he will also ask the characters to help out as well.

MURDER AND FIRE

If by that time the characters do not consider Girion suspicious, they will find out that nobody brings them dinner in the evening nor breakfast next morning (11th). Freya and Enit are not seen again either.

Girion lives in a house not far from the river bank ('V' on Map 2), a few streets away from the spot where the boats landed. It's a square building three storeys high. The ground floor is built of stone while the first and second floors are built of wood. If the characters visit the house before the landing of the boats, they'll be allowed to the ground floor only. If they arrive after this action they'll find it closed. No one will answer the door-knocker or any other type of calling. The main door is firmly locked and so is the side-door located in a side alley with only one exit. All the window's wooden shutters on the main facade are also locked but after closer inspection one of the second floor windows on the side facade looks unlocked. No smoke comes out of the chimney and no sounds can be heard from the interior.

Characters can break in forcing the doors locks or climbing up the side facade to reach the second floor windows but must do it carefully not to be confused with burglars by the neighbours. Good ideas on how to deal with this should be rewarded by the GM.

The house is being used by half a dozen Mordor agents preparing to leave for Minas Tirith. There are four men and two women (Teriet among them) who plan to leave Harlond among the last group of civilian evacuees to be sent to the White City after their mission is completed (see next scene).

They killed Girion about an hour after they reached the house and got all the information they needed. They also killed his wife and his fifteen year-old son. Enit was stabbed in the kitchen but Freya was able to hide in a secret compartment beneath

the staircase in which Girion keeps his smuggled goods hidden. The hideout is reached by removing the fourth step at the first flight of the ground floor stairs, which is simply wedged into the next step and has not been nailed. There are still two small liquor barrels (subject to high taxes) and three small wooden chests full of leather pouches containing expensive species from Southern Harad (also subject to very high taxes) hidden in this compartment beside the scared Freya.

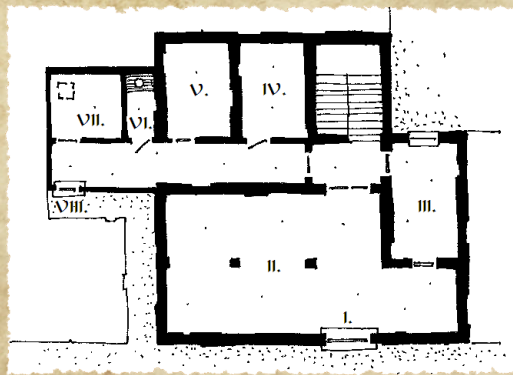


Image 4: Girion's house (ground floor)

Image 4 shows the ground floor of the building. The large door at the main facade (I) leads into the building's main hall (II). The hall is a large room with double the normal height above which several rooms open on the upper floor. It is used by Girion to welcome customers, business partners and other visitors. To the right there's a small office (III) in which business and the daily issues related to the trading routes run by Girion are solved. Furniture is scarce, a simple wooden table and three chairs take the centre of the office and on one corner of it there's a small flask of ink and a writing feather. Behind it a large shelf contains several paper scrolls.

From the main hall a double door opens to a smaller room from which a set of stairs leads to the upper levels. On the ground level a narrow corridor runs to the left with four doors on the right and one to the left. The one to the left (VIII) is on the far end of the wall and connects to the dark alley flanked by the nearby buildings. The first door to the right (IV) opens to Enit's and Freya's bedroom. It is small and has no windows. Two small cots, a stool and a couple of chests containing the two women's possessions are the only furniture to be seen. The second door leads into the kitchen (V), which is also used as dining room by the servants. The last two doors open to a small lavatory (VI) and the pantry (VII). A hatch in the far left corner of the pantry floor covers a set of steps going down to the basement.

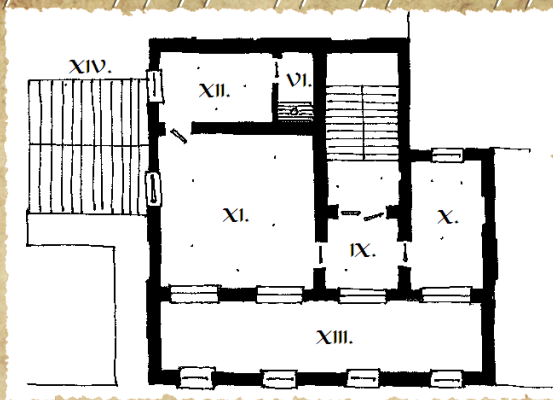


Image 5: Girion's house (first floor)

Image 5 shows the first floor of Girion's house. The main stairs end up in a central hallway with several doors (IX) and a balcony above the the main hall (XIII). To the left and right of this room two large doors open to the day rooms (X and XI), which again have lavish balconies towards the main hall. The room to the left (X) is smaller and has a nice carpet lying on the floor. A set of wooden arm-chairs take most of the space and an easel is placed on one corner with no book on it. On a chest placed along the longer wall the characters may find a set of embroidering tools and there are several chandeliers standing on stools around the room. The room to the right (XI) of the landing hall is much larger and most of it is occupied by a large table with six chairs around it. The walls in this room are panelled in walnut and a hidden door in them leads to a lavatory (XII).

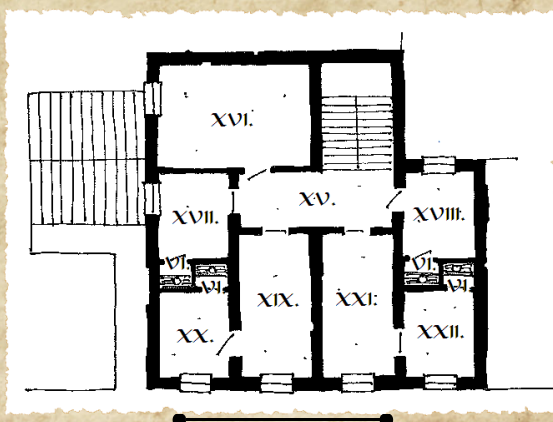


Image 6: Girion's house (second floor)

Image 6 above details the layout of the second floor of Girion's house. The stairs lead up to the second floor where they end up in a small rectangular hallway with one door on each side and two to the front.

The doors to the far right and left lead to bedrooms each for guests (XVII and XVIII). A large bed with a comfortable mattress and a great chest at its

feet are the only furniture here. A small cabinet houses a toilet for the guests. The two doors to the front open to the family's suites, one for Girion and his wife (XIX and XX) and the other for their son (XXI and XXII). Both suites are identical and divided in two rooms overlooking the street. The first chamber is nicely dressed with colourful carpets, and tapestries hanging from the walls. A set of small tables, a divan, two or three large chests containing clothing and other everyday implements, cushions and candelabra can be seen. A set of double doors connects this first chamber with the bedroom itself, which is mostly occupied by a bed with white cloth canopies and smooth linen. One of the chests in Girion's room has a hidden double-bottom in which his wife's jewellery is kept. It is hard to notice but very easy to open. Inside the hidden compartment the jewels can be found nicely arrayed on blue velvet. A necklace made of white pearls is the most expensive piece (5gp), there are also five rings, three of them made of gold and the other two of silver, with mounted gems (3gp each) and other costume jewellery (12gp the whole lot). Each bedroom has its own lavatory.

The last door in the second hallway gains access to Girion private office (XVI). In it the merchant keeps his accounting records and other documents. A window to the side alley lights the room. This will be the only window open so if the characters choose to break into the house by climbing the walls, the first room they'll get in will be this one.

A large desk takes most of the space. Several paper rolls are arranged on it and again an ink flask and a set of writing feathers are nicely placed to the right. There's also an abacus and a candleholder.

On the wall opposite the window there's a large wooden shelf in which numerous paper scrolls, a few books and folders containing deal arrangements, cargo quantities, route calculations and stocks are stored. Behind the scrolls there is a hidden (relatively easy to locate once the scrolls are removed) compartment containing five vials. Three of them are empty and the other two still contain the poison used against the characters and Ciramir.

Hanging from the wall behind the desk there is a tapestry depicting a seascape. Behind it there's a metallic chest embedded in the wall. The lock is very hard to pick but the key is still in the inner pocket of Girion's vest. In it the house owner keeps his real accountant records and a small treasure of 25 gold pieces and thirty silver pieces.

The bodies of Girion's wife and his son lay on the son's bedroom floor (XXII). Both were stabbed

and left there among pools of their blood. Enit's corpse on the other hand has been moved from the kitchen (V) to her bedroom (IV) and thrown on one of the beds. There are blood marks all over the ground floor corridor from the kitchen door to her bedroom. Girion died in that corridor too and his body is now lying beneath Enit's.

The attackers have searched the house but they obviously weren't there to rob anything since most of the valuables are still in place. Silver chandeliers, nice hourglasses with engraved wooden decorations, tapestries and all other items remain untouched.

Four of the attackers, three men and one woman, will be in the dining room on the first floor, which they now use as their base. Depending on when the characters enter the house, they'll find them sleeping, eating or waiting until it is time to leave for Minas Tirith.

A fifth man is in one of the bedrooms on the second floor. He is watching the street from one of the windows, which has been left slightly open. If the characters do not act cautiously or cause attraction otherwise the guard is likely to discover them before they enter the house and the servants of Mordor will wait for them. In this case, it will be a hard fight, since the six are professionals and will use all of their skills to their utmost advantage. Alternatively, if alarmed with enough time the six may opt to flee into the sewers, providing the characters with more enemies later on.

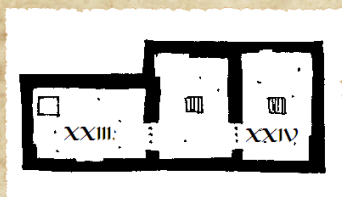


Image 7: Girion's house (basement)

The last of the intruders, a woman, will be in the basement when the characters enter the building. Image 7 above shows its layout. It is organized in three consecutive rooms linked by heavy wooden and iron-reinforced doors (XXIII and XXIV). The keys for the (now open) doors can be found in Girion's office on the ground floor. The first room with the stairs leading down from the pantry is used as a storage area. There are boxes and sacks containing provisions, half a dozen wine amphorae of the same type as those the characters and Cirimir were handed for their meals. Here is also a well. The other two rooms are empty and have no use right now. In the centre of each room there's a drainage grill of two feet (0.6m) diameter. These connect to the sewers of Harlond. If the characters enter the

rooms unnoticed they'll surprise the intruder while she is in the third room on an inspection tour through the whole house (this is her last room). After realizing the footsteps she just heard are not from her comrades she'll close the barred door and will flee to the sewers through the drainage grill. If the characters were noisy enough when they reached the basement the woman will be already gone but the drainage grill will be open (or closed if you play her cleverly; in that case the characters might come to the right conclusion that the room was locked from the inside but empty...).

Also if the guard on the second floor notices that the characters just broke in and are likely to win the ensuing fight against his comrades, he'll try to escape by jumping to the neighbouring roof from one of the windows and then run away.

After the combat between the characters and the intruders is over, two of them should have fled one way or another (i.e. the guard and the woman in the cellar). If the character's approach was noisy, slow or otherwise delayed it is likely that all the agents had time to flee together. Among the equipment of the agents, the characters will find six backpacks containing civilian clothing with secret pockets large enough to hide small daggers and other small items. There are also improvised bundles made of clothing picked from the chests around the house as well as several pouches with coinage minted for Pelargir and Linhir.

The four bodies of the defeated intruders belong to dark skinned men, which could easily be confused with Lebennin farmers or fishermen from the Ethir. Each of them had fifteen silver pieces and twenty five bronze ones, which they were probably going to use to pay bribes or buy new material in Minas Tirith.

Among their items there are also some drawings of Minas Tirith's main gate and some of the towers and two lists of names and addresses written on two different pieces of parchment all of them lying on the dining room table.

On the first list the following is written:

- *Fanariel. Minas Eriith*
- *Mldras. Minas Eriith*
- *Eriet. Harlond.*
- *Erendul. Harlond.*

On the second one there are more detailed entries::

Girion. Sea Lords, 4 Harlond

Belebragol. Coopers, 8. Minas Tirith.

Harwege. Shield Gate Passage, 4. Minas Tirith

Glorinadan. New Fountain, 9. Minas Tirith

GM info: The GM should be aware of the possibility that the characters try to send this list to Minas Tirith, as the people are likely to be traitors or at least in contact with the Enemy's servants. A possibility would be to have it sent to Minas Tirith, but due to the quickly unfolding developments, it won't have any effect on the events in Harlond (it might help in Minas Tirith though).

Spread all throughout the room used by the intruders the characters may also find some basic supplies and a limited number of standard weaponry like short swords and daggers. There are also several flasks and pots containing diverse poisons. There are three doses of a greenish ointment which – if applied to the blade of a weapon – will, after giving a wound on the first attack, result in a progressive loss of control by the victim which will lose consciousness in less than thirty seconds and won't wake up until five minutes have passed or water is splashed on his face. The poison will be useless if it is not used in the next four days.

GM info: The test should be of medium difficulty. Apply appropriate difficulty levels according to your game-system of choice.

There is also a flask with four doses of a dense brownish liquid which can be applied to arrow-tips or spear heads. Again if the weapon causes a wound on its first attack, the victim will suffer strong pain, which will spread though his nervous system evolving into a heart attack and a total collapse within two to four minutes. Resisting this should be a difficult test. All the other vials and pots contain mixtures which have lost their properties or in quantities too small to have any effect. There are three flasks with ointments in different tones of blue. A vial with a black liquid and two small boxes with four doses each of a yellowish dust. The dust is actually a strong drug. Those consuming a dose lose any sense of pain and fear and can fight for about 30 minutes without

suffering any penalties due to wounds until a fatal wound is taken. In addition during the first thirty seconds after consuming it, the strength of the character will increase so that any damage caused by him increases by a third (round up). After the effect is over, all penalties resume and the character will have to deal with all his wounds normally. In addition, the drug is highly addictive: If one dose is consumed (and the user survives) the character will need a second dose twelve hours later, if one is at hand the character must overcome a strong impulse (difficult test, details depending on rpg-system) to avoid consuming it. If the second dose is not consumed, all attributes and skill bonuses of the character will be halved during the next twenty four hours. If the drug is not at hand the effect will be the same but, (s)he will attack the nearest person, friend or foe, in his rage. After the second day (if it is survived), another difficult test should be made, and if this is failed critically (details depend on game-system), all attributes will be reduced by 10% permanently (round fractions up). Otherwise, the reduction lasts one month (although the character is unlikely to know that...).

On the other hand if a second dose is consumed a third one will be needed again twelve hours later. This time the impulse will be very difficult to overcome (again, GM choice depending on game-system) and the effects of not consuming the dose will last twice as long. Consuming a third dose implies total addiction. From that moment on a dose is needed every twelve hours and not having it reduces the character's characteristics by 50% for three months if a very difficult test is failed normally and a 25% **permanently** if the test is failed critically. Detoxification is feasible but a specialist will be needed and those can only be found in Minas Tirith or other major cities of developed cultures.

Freya will remain hidden until the characters discover her. She's very nervous and extremely scared. Tears run down her cheeks when she tells how her master left the house in the late morning and came back with a group of foreigners. After arrival within the house, they talked with him, provisioned themselves and after about an hour killed him and Enit but she was on the first floor cleaning and had time to run to her hidingplace. She can't give the characters any other information as the foreigners spoke a language she didn't understand.

After the events at Girion's house the characters will probably head for the barracks to let Marahil know what they just discovered (the GM may have a patrol assisting the characters in defeating the agents). If they do, they will be told all civilians are

to be evacuated to Minas Tirith the following day (March 11th). The soldiers will remain in Harlond to defend the walls. If they do not head for the barracks they will hear the news about these plans as they are proclaimed throughout the streets by a patrol. If Marahil is told about the fugitive intruders, the maps and the other items found in Girion's house, he'll have the guard at the gates reinforced and no one will be allowed to enter the Pelennor Fields until the refugee column departs on the following morning.

Due to their commitment in this case, Marahil asks the characters (if they don't ask for it themselves) to investigate these events further. From that moment on the characters are free to proceed as they see fit and have no further regular duties. By this time it will probably be evening already, although the dark clouds from Mordor make it look like night.

If the characters found the name list at Girion's home, they probably recognized Teriet on it and want to visit her again. On the other hand no one seems to know who Terendul is.

The Northern Wall passageway will look the same as last time but this time the door of Teriet's shop will be firmly locked. No one will come to open no matter how hard the characters knock. The lock is easy to pick though, if they try it that way. If the characters knock heavily on the door or work on the lock the large black dog they saw during their previous visit will start to bark furiously running from the door to the window and growling.

The neighbours in the street are not very friendly but they are extremely curious so if the characters take too long to break in they'll soon have plenty of eyes watching them from windows and doors around them. The bell will ring again when the door is opened but this time no one will come out from behind the curtain. The dog will attack the first person walking in.

The first room will mostly look the same as the first time the characters were there. Behind the curtain there is a second room, barely larger than the first one, without windows. There is a cot to the right and an open chest at its feet containing ragged old clothing. Next to the cot there is a small table and a stool. On the table a broken small mirror, a set of fake yellowish nails, a wig and a fake wart. A set of cosmetic items can also be found. To the left there's a much larger table and a chair. On the table there are multiple flasks and pots containing liquids, herbs and other ingredients to create potions and poisons. There's a bottle with a bluish liquid identical to the poison used on the characters and Cirimir.

If the characters search around the vials and tin cans they may also find the letter they handed Teriet the previous day.

The characters can hear muted sounds coming from above. They can be identified as wing-flapping and croaking by someone proficient in wilderness skills. At the far left corner of the room there's a hatch in the ceiling and below it a toppled stool on the floor. Through the hatch the characters can reach the attic in which several crows are living. The birds will immediately spread their wings and attack the intruder with their beaks and claws. The characters will need to defeat them or force them into fleeing in order to make it into the room safely. The floor here is covered with bird-droppings and there are half a dozen cages spread throughout the place. There is a small hole on one of the side-walls through which the last crow probably fled the room. Not far from there is a tiny table with an ink flask and three small pieces of parchment on it. Teriet used the crows to send messages back and forth between the other bank of the river and even farther away. Two of the parchments still have legible pieces of text written on them. The text is written in a southern dialect so it's unreadable for the characters (very likely). The complete text goes as follows:

Message 1: "Darkness will be the signal. Be ready."

Message 2: "The gate must be taken. Move to the city as soon as possible. We need Terendul to take over today."

The second message can be found still tied to the leg of one of the downed crows if at least one was hit. Alternatively, the crow carrying it was unable to escape and can be caught if the characters come up with a good idea. If none of the characters are able to read the southern dialect (which is very likely) they may get some help at the barracks. They'll need to give some explanations to Marahil but he will find a man among his junior officers who can read some southern. In fact he will only make the words "darkness" and "ready" from the first message and "gates" and "today" from the second. The message will be then sent to Minas Tirith for a complete translation but that will be the last time the characters see it. If the characters copied it, they may find someone more skilled among the drunken sailors at the northern wall passageway taverns (medium chance). It will cost them some beers and over an hour to find a guy and something stronger to get him to read the text. The translation given won't be very accurate but much better than what the officer gave them.

In Teriet's bedroom the characters will find another hatch with an iron handle just beneath the large table. Once open a set of wet and slippery stone steps will be seen. They lead to the basement's floor, which is about 7 by 10 feet (ca. 2 x 3 m). If some light is brought down there the characters will easily find, the pointy black that Teriet was wearing the day they met her lying on the floor. One of the walls of the basement has been dug out and a passage five feet (1.5m) wide connects the basement to the sewers beneath Harlond (see city map for details). The sewers run both to the right and left, disappearing in the darkness (but the left way is a dead end, as it ends at the city wall).

The sewer system beneath Harlond is quite complex (see Map 2 on page 125 for details). It was built in different phases as the settlement grew and is designed not only to drain the sewage water from the town to the river but also to contain the Anduin risings and keep the harbour safe from the river's strength. The larger ducts like the one near Girion's basement are about seven feet wide (2.1 m) and two men can walk through them side by side but the smaller ones decrease in diameter as they move away from the river bank. The one accessible from Teriet's shop is only about 4 to 5 feet (1.2 to 1.5 m) wide.

All of them are built in masonry and depending on when they were completed may have a rectangular cross-section or a circular one. Water at the tunnels close to the wall or far from the river is one foot deep at the most but as they get closer to the bank it can be up to three feet deep.

Almost from the moment the first network was built the sewer system has been used by smugglers and petty criminals to avoid tax collectors and guards.

During their first inspection of the tunnels, the characters are unlikely to find anything interesting. After a few forks and some rusted blocking grills they'll end up reaching the spot in which the tunnel empties into the river to the south of the docks.

At around the 18th hour, probably while on their way back to where they started their inspection or when feeling lost in the sewer system, at a duct barely illuminated by the light coming through a grill opening to the street above, they'll be surprised by the sound of all the bells of Harlond tolling and the shouts of people running up and down the street. The Royal Warehouse is burning and the guards are urging the population to form bucket chains getting water from the docks to extinguish the fire.



The Royal Warehouse holds the provisions gathered during the last day all over Harlond, which were to be sent to Minas Tirith the following day. Just as the characters reach the market square they'll see flames licking out of the Royal Warehouse's roof. Almost everyone in town is helping in fighting the fire. They can join one of the bucket chains bringing water from the river or one of the volunteer groups trying to rescue as many goods from the burning building as possible before it collapses.

The ground floor is still mostly safe but thick black smoke fills it up completely, making breathing difficult. A brave character will be able to do about three or four runs into it and take one bundle, barrel or sack of provisions to the exterior. On every such attempt there's a risk of smoke causing the character to stop due to coughing or even fall unconscious. Apply appropriate tests according to your game system. The fire will burn for almost half an hour longer and when it has been finally extinguished it will be night-time. Approximately one third of the stored goods have been saved and are now being redistributed to smaller warehouses around Harlond.

The fire was set by the Mordor agents to add confusion and divert from their main action, which is yet to come.

By that time the characters should be exhausted. While heading back to their improvised barracks, they'll meet Freya waiting for them at the door. She's crying again and very scared. After helping with the fire she went to Girion's house again to pick some clean clothes and her belongings. There she saw that someone had broken into the house again. It was a tall dark man with curly hair and a long scar crossing his face. The man was searching Girion's private office when Freya went by it and although he tried to get hold of her she made it to

ՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԺՏՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԺՏՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԺՏՕՇԽԵՐ ՕՇԽԵՐ ՔԻՐՈՒՏ ԱՐԴ ԽԱՐԺՏ

Here the characters should get the chance for a rest and thus no further events take place that evening.

Oh CAPTAIN my CAPTAIN

"Captain Ciramir is dead and Marahil is missing. Please get back to the barracks as soon as possible."

Those characters going for the barracks as requested in the message, will be met by a sergeant looking worried and nervous. The characters will be led to Cirimir's chamber and on their way they'll be

The street ends up in a t-junction. There are no new markings, the whole street lies in gloom of the early morning (again without a sunrise) and everything is silent. To the left a half open door creaks as it is moved by the wind coming up the street from the docks.

As the characters close towards the doors or if they spend too long thinking about which way to take a light spark from inside the building (a defensive measure of the chased agent) whose door was creaking will blind them for a second. Shadow and gloom in the alley will resume immediately after. Image 5 shows the way of the assassin and Marahil from the barracks to the house (red line).

The door creaks again if they try to open it. The room behind it is long and narrow. To the right there's a wooden stair with a broken balustrade. The steps creak heavily if someone walks on them and in fact if two or more people stand on the stairs at the same time the whole structure will collapse. There's a second set of steps immediately below the first one going down to the basement. Characters must walk to the other end of the room in order to reach them. There's a body lying halfway down the stairs. It is Marahil. His eyes are wide open, staring to the ceiling but there's no life in them. His face is slightly burned and has a wound on his chest, probably from a small dagger or knife. His left fist is closed and holds a piece of dark cloth and some reddish hairs.

The stairs go down to a half flooded basement. The water is about half a feet (15 cm) deep, reaching the first step. On the wall opposite to the stairs a hole of at least three feet (1 m) diameter has been dug, connecting the basement to one of the secondary sewers. Climbing through the hole into the sewer asks for some skill and a delicate manoeuvre in the confined space. Down there the water level is higher, reaching the knees of the characters. At this point they can find a hint of the direction the escapees took (perhaps a fallen item or marks of blood) to the right. After that, the small sewer leads to a major one, but here no signs are to be found. Whichever direction they end up taking after walking five minutes a secondary tunnel will meet the one they are in from the right. The water from this secondary tunnel drops into the one the characters are in at around five feet (1.5 m) height, creating a small waterfall. Echoes of distant voices can be heard coming from the secondary duct. This duct is very narrow and a human must hunch down and crawl to move through it. The tunnel is also steep and water comes down it at some speed. Water pours into the duct from numerous much smaller ones to the left and right. Those are too small for a man to enter them. Some twenty yards (18 m) ahead the duct ends in a water reservoir built to regulate the river's differing water levels for the sewage system (#1 or 2 on Image 5). The duct's mouth is about fifteen feet (4.5 m) above the reservoir's bottom and several other ducts can be seen empty-

ing into the reservoir from other directions (see city map). If the characters did not take this duct they'll end up in the same depot after some crossings, turns and small waterfalls. The reservoir has several narrow and slippery stairs connecting the various secondary tubes with the main canal.

Down in the reservoir, at an elevated dry spot, two people are visible with a lantern beside them providing some light. A figure (a woman, but that is not recognizable for the characters) is lying down while someone is kneeling over her, trying to stop a bleeding wound at her side. As long as the characters watch from the distance, the scene will proceed as follows. The figure kneeling by the wounded person will try to save her life, applying bandages and pressure on the bleeding wound. Seen from the distance it looks like the kneeling person is red-haired slender and wearing brownish male clothes and a dark grey cloak. A dagger worn on the side of the thigh and a sword carried on the back can be seen.

As soon as any of the characters make themselves evident, the figure will stand up. It's also a woman (only recognizable with a good perception roll). She'll throw something at the characters (**GM info:** This is one of the prepared nuts that will produce a blinding flash upon impact; like the one used against Marahil) to blind the characters and give her time to escape. She'll run towards one of the exits of the reservoir ahead of the characters and will close an iron grating behind her. Due to her quick reaction it will be very hard to prevent her from escaping. The lock is hard to pick (it was prepared that way for such an event) and opening it will take some time so when the characters finally resume the chase she will already have a head start into the sewers' maze.

The woman left behind can't speak and will die in a couple of minutes if she does not receive proper medical treatment. The wound is deep and she has lost plenty of blood so stabilizing her will be really hard. Even if the characters manage to do it, moving her to the surface will be even more difficult. If she does survive she'll be unconscious for several days. She's a small woman with dark skin and hair. She's quite attractive and characters may have seen her before when they broke into Girion's house.

Spread around the reservoir's dry floor there are three sleeping bags and two backpacks with diverse clothing. There are also two bows, a broad sword and two daggers as well as some other basic equipment like a lantern, a couple of torches, a small hand mirror, a brush and other goods and necessities.

If the bundles are searched thoroughly, up to four doses of the same drug seen at Girion's house

Once all these events are over what is left of the day will go by uneventfully. The characters may get back to their cots and rest for some hours or investigate other matters. They will have almost the full of March 11th at their disposal.

ensure that he wouldn't change his mind at the last moment. Then they planned their next and main move, the assassination of Ciramir. Unfortunately for them, the intervention of the characters reduced the number to two plus Teriet (perhaps more if the characters gave them enough time to flee Girion's house — they are not keen on fighting when they can avoid it). Those escaping had to move to some other hideout (the sewer reservoir where the characters found them was one of those). If all agents were able to flee Girion's house, they split up in two groups of three each and agreed to try an individual escape. The GM may develop this further if he wants, else the other agents will simply hide in the city until they will make their escape attempt. One of the two agents who left, a man, got back to Girion's house later to see if any of their stuff is still there and to take it with him. The second, a woman, meanwhile assassinated Ciramir but, although she made it to the safe house ('X') with the sewer entry she was chased by Marahil. She dealt with him using a prepared nut but ended up badly wounded herself. She reached the hideout where she met with Teriet but the characters appearance prevented her from healing the wounded agent. Now only one agent plus Teriet are alive (or at least actively involved against the PC's). The first part of the mission has been accomplished (Ciramir is dead) so they decided to make for Minas Tirith before it is too late. They want to mix up with the civilians and make their attempt at escaping.

The 12th of March will arrive with darkness still hanging over Harlond. From the first morning hours the citizens of the harbour have been leaving the settlement and moving to Minas Tirith hoping to be safer behind its city walls. Both the Rammas Echor Gate ('I' on Image 1) and the Pelargir Gate ('II' on Image 1) will be open for this traffic.

If the characters do not get involved in the checks at the gates and decide to invest their time in other tasks, or simply to rest at their barracks, the Mordor agents will have no trouble leaving Harlond in disguise.

On the other hand if they do invest time in the process related to the evacuee control, they will most probably end up having an opportunity to arrest them. The man wears plain civilian clothes and carries a heavy bundle on his back full of all sorts of goods and chattels. He walks using a walking stick and wears a large brown hat. On a first look he won't catch the character's attention but a closer inspection may bring up any of the details the characters have about him. It can be the dark curly hair or most probably the scar on his face. If he feels like he has been discovered he will immediately drop the bundle and flee towards the docks pushing aside the refugees around him.

The characters will need to prove skill and strength in order to move quickly enough among the refugees to hunt him down. If the man is rounded up he will produce a dagger from a hidden pocket and will take a civilian as a hostage. He will walk backwards, facing the characters, with the blade on the hostage's throat. As he walks away from the characters he'll test the doors he passes by with his feet. On the third door, if the characters have not come up with a way to stop him, the door will abruptly open as it is hit and both the intruder and his hostage will enter the building closing it as they move in. It's the house of a docker who has already left Harlond. The ground floor has a single room with almost no furniture. A steep ladder climbs to the first floor where the bedroom is. He will throw the hostage to the floor as soon as the door is locked and will go up the ladder to the first floor. He'll spend a few seconds deciding which way to go, finally opening a window and jumping to the roof of the nearest building. If the characters have not come up with any plan or have not been able to get a hold of him he'll flee jumping from rooftop to rooftop and will never be seen again (unless the GM wants to use him again during the occupation by Mordor's forces – in which case he is likely to cause trouble again).

Meanwhile the second agent (Teriet) will make her escape attempt through whichever gate is most appropriate. If all the characters chase her comrade she'll leave Harlond unmolested. If the characters split and some of them are still at the gates, they may identify her. She is wearing a wig hiding her red hair, walks bent over using a stick and with her left hand on the side of a cart. Her disguise is very good, but characters may notice the leather boots, which can be seen beneath her long gown from time to time.

If the characters stop her she won't look up while being questioned. She will curse the character

and use the stick in an attempt to make him fall. If rounded up she'll surrender and can be arrested.

During the time spent at the gates the characters will come up with several suspicious refugees before they identify the two agents of Mordor. They are all genuine Harlond residents. Identifying the agents will be really hard due to the poor descriptions they have and the good disguise they wear, so the agents have a good chance of escape.

While at the gates, the characters will also witness the arrival of the new captain appointed to take Ciramir's role. He will enter Harlond riding a large war-horse and is escorted by five other men. He will not stop at the gate and will directly ride to the barracks. If the characters do not get involved in the search at the gates, they'll be aware of the new captain's arrival as they see him ride by at any other place appropriate.

Early that evening the same youngster that reported the death of Ciramir the previous day will also come to them with a new message. He will recite the message standing firm and with his eyes closed making sure he gets everything right.

"The Captain decided to dismiss you from your duties. You are required to get to your barracks in time and wait there for further orders as a curfew has been issued from the 17th hour onwards."

Smiling after having completed his mission, the boy will leave the characters again and run for the barracks. The characters will not receive any other messages and if they go to the barracks the Captain will be unavailable to them or they'll be told he is inspecting this or that position. No soldiers will use the captain's name and will always refer to him using his rank instead.

The Shadow on the River

The evening and night of March the 12th will arrive without any new events. Characters ought to be back to their improvised barracks and if they are not, they will be instructed to do so by a patrol walking the streets making sure the curfew is respected. After the evacuation almost no civilians are left in Harlond and all the taverns and other entertainment sites will be closed. There are almost no lighted windows and the sound of the patrolling guards' steps echo in the streets.

The characters will be woken up by the sound of all the bells in Harlond tolling – again. It's still night-time (about 11 p.m.) but the moon and the stars are hidden behind the clouds issued from Mordor. As they get out of the warehouse they'll meet a group of soldiers running towards the docks and shouting "*They are coming! They are coming!*".

As they go (or run) down the street the glow from torches and lanterns at the docks will project long shadows on the cobblestones. The bells are still tolling and when the characters finally reach the riverside area they face a terrible scene. Dozens of boats and rafts have reached the docks and many more are crossing the river from the opposite bank. The scenes depicting the landing in Osgiliath in *The Return of the King* movie by Peter Jackson should give you a good idea of how this looks like. From the boats hordes of orcs are disembarking and charging on the few Gondorian soldiers who are trying to stay their advance.

As soon as the characters arrive at the docks a barge will land close by and a bunch of orcs will jump on the walkway to charge at them. The first wave should be defeated easily, although some of the soldiers around the characters will perish in the effort, but meanwhile new rafts have reached the docks and new waves charge while a rain of flaming arrows flies over their heads (the Osgiliath scenes from Peter Jackson's *The Return of the King* may give some idea of the scenery of this amphibious attack). As the characters fight this new wave back, a large boat will reach the quay and two orcs will disembark while pulling two ropes chained to a troll's neck. At that point the defense has collapsed at several points of the docks and several buildings are already burning due to the numerous incendiary arrows and the flames of the burning houses cast a terrible light into the night.

If the characters try to retreat, they have to do it in order. An uncontrolled flight will receive a rain of arrows and javelins. If they choose to stand, the

pressure on them will increase so fast that they'll be forced into retreat. Orc archers are taking positions on the captured buildings, the troll is upon them and more and more rafts are arriving to the docks. It should be absolutely obvious to the characters that it is best to run and fight another day.

As they are pushed back into the streets, fighting the orc parties arriving from side alleys and shooting down orc archers in the flaming rooftops, they'll end up being encircled at a street still far from the Rammas Echor. At both ends of the street orc parties move forward breaking into burning buildings and ravaging them. To their front the orcs will pull a couple of wounded men in the battledress of Gondor to the centre of the street and will give them a gruesome death.

The characters will then be next to the side-wall of the Harlond public baths ('VI' on Image 1) and beset by both sides. The wall is twelve feet (3.5 m) high and built in masonry. They could try to climb the wall but some cooperation among them will be needed to scale it while being harassed by the orcs. A few yards (meters) ahead on the street the wall has a green wooden door. Characters may try to reach it but they'll need to deal with some of the Orcs heading towards them. The door is not locked and can be opened easily. On the inside, the strong door can be barred (the staff simply forgot to do it when they left), and the characters are safe for the moment.

As soon as all the characters are safely in the garden the orcs on the other side will start to beat on the door in an attempt to break in. Soon thereafter, one or two of them will appear on the top of the wall.

The garden is triangular and rather small. There are half a dozen cypress trees surrounding the central area occupied by fountain and the bath-house closing the garden to the south-west. Characters may know the place if they took a bath during their stay in Harlond. Three sides of the garden are protected by the wall, which just saved them. The building has only one floor but three doors. Those to the right are wooden and green. They are locked but are easy to pick. Each of them leads into a storage room in which gardening tools and other accessories are kept. The middle door is far larger and nicely carved. It's a double door and each set opens to a bathing room. The flooring inside is polished and steps down into a pool. The water in it right now is at room temperature because the boilers in the basement are not working. Finally the doors to the left are also nicely carved. The first one leads into a small warehouse where towels and linens are kept,

If necessary, the characters may encounter the caretaker who has fled here and he may help them with local knowledge. He may suggest following him through the corridor and into the main building. As soon as the characters reach the door connecting with the corridor, the one leading to the street will give way and the orcs will break into the garden.

The group must move forward to avoid being run over by the orcs and will end up reaching the bath's main atrium. This open space is surrounded by a colonnade to which the corridor leads. The centre of the atrium is occupied by a large pool whose water is now covered by a thin layer of ash falling from the sky. A new impact will make the building tremble once more as soon as the characters are on the move again. The wall in front of them will then collapse as a huge hammer hits it from the opposite side. Attached to the hammer the arm of a large troll, and then the whole of the troll himself will appear in front of the characters. It will take a few seconds for the troll to notice the characters and that's the time they have to decide if they face him, try to avoid him, retreat to face the orcs or jump to the pool. If the characters needed help to enter the baths this will be the moment when the caretaker will be shot down by an arrow .

If they face the orcs behind them instead, the characters ought to be able to knock down enough to move to the other end of the atrium and reach a door, which will help them block the oncoming waves of enemies for a while.

new corridor it is much narrower and dark. Behind them the characters will clearly hear the furious advance of the orcs looking for them and hammering on the door, which begins to show first cracks. It won't take long before it breaks so they have to hurry up if they want to escape alive. The corridor extends forward with doors opening to the left and right, which lead into service rooms for the staff. It's around ten yards (9 m) long and ends up at a flight of four steps going down to a closed door. This will be the only exit at hand as all the other rooms are small and have no windows. The door is not locked and once open the characters will enter a large chamber in the cellar. To the right there are six large fireplaces constructed from red brick, which are now cold. These fireplaces are used to heat up the cavities built around the pools at the baths. To the left there is a large area for the storage of fuel with a trapdoor leading upwards. The dark smoke from the flaming building is less dense down here, but the screams and the war-noise are unmistakable. There's no apparent way out but at the far left corner of the hall there's a large cylindrical wooden structure. It's a water-basin used to replenish the pools in the baths. Beside it there's a drainage grill three feet (1 m) wide connecting directly to the sewer system of Harlund below. The characters now may have a chance to silently slip away using this exit, but if they wait too long, orcs will pour in, and they'll have to fight it out again.

It won't be hard to lose any chasing enemies (if there are any) in the maze of the sewers. Once done the characters may stop to take a breath and decide which way to take now. Ideally, they have either lost their pursuers (the smell in the tunnels will negate the orkish trackers' keen sense of smell) or killed all those who knew (or suspected) where they might be. Fleeing unnoticed into the sewers will give them an advantage and a chance to rest and recover, which they should before proceeding. The city map on Image 1a may aid the GM in directing the group in this subterranean maze. The first hours of March the thirteenth will arrive while the characters are probably still in the sewers. Harlond has been taken by the forces of Sauron. The town is being pillaged and the docks are crowded as more and more orcs land. The Rammas Echor is being demolished by orcs and huge trolls operating rams. The corresponding sounds echo throughout the city.

GUERRILLA

One way or another, the characters will end up in the sewers which they may already have visited previously that week. The tunnels seem quiet but the sounds of the destruction from the surface reaches them even through the drainage grills in the streets and basements throughout the harbour. The water running down there now has turned black and thick due to the quantity of ash it contains.

The characters may contemplate to flee Harlond, but it should be made obvious to them (if they make some reconnaissance), that this area of the Pelennor is firmly in the hands of the enemy and they are unlikely to reach safe territory beyond Harlond's walls. It should be clear that hiding in or near the harbour city is their best option to evade capture or being killed in the near future.

The tunnel they are in now is a secondary one of about 5 feet (1.5 m) height. The water is one foot (0.3 m) deep and if they take too long to leave for a safe place, they'll see a body floating in their direction. It's a dead guard, and perhaps someone they knew. The water is also very cold and will eventually soak their feet even if they are wearing boots. They characters may get sick if they spend too long in there. There's a wider duct a few yards (meters) ahead with two lateral platforms at least three feet (1 m) wide and free of water.

A few minutes after they reach the sewers and once the dead guard has floated by, they'll hear steps of someone or something sloshing in the water on a side duct joining theirs some three yards (meters) to their front or rear. A couple of minutes later another guard supporting one of his comrades will turn up. The man will be thankful for any help. He has a minor wound himself on his forearm while his comrade has a bleeding wound on his side. Two of his ribs look broken and inner organs might also be injured.

If asked about his story, he'll tell the characters how the attack took him by surprise while sleeping at the main barracks. He was supposed to be on duty that night but was instructed to stay in the barracks instead. The bells woke him and he barely had time to equip himself before the orcs seemed to be everywhere. He took his wounded friend to a basement not far from the barracks but did not feel safe there and entered the sewers.

The wounded soldier needs proper treatment urgently. He's in a serious condition, unconscious and breathing heavily. If none of the characters can help him he's unlikely to survive the next day. On

the other hand the whole group needs a place to hide. They may consider the old reservoir they discovered while chasing Teriet the previous day. If they do it it will take quite a long time of walking up and down tunnels and ducts until they finally find it. If they talk of this openly, the soldier (Camran) will tell them that there are several more places of this type in the system, and he may lead them to the nearest one. Regardless of whether they go to the previous or another one: It will be reasonably dry and has several access ducts and tunnels for retreat so it could be a good base for the moment. They may also consider getting back to the warehouse they were using as barracks. They'll need to leave the sewers through a drainage grill on the street some fifty yards (45 m) away from the entrance though. It is marked as 'XI' on the city map. They can also think of the grill near the wall in the sheltered back of their barrack which might give a much more discreet access. The doors have been pulled down and the character's belonging pillaged, but the building was not burned so it might still serve as a hideout for some time as well.

GM note: The GM should always be aware of the type of sewer that is used by the characters. The secondary ones (the dashed lines) have a much smaller diameter (see above) and are usually only accessible by moving crouched. For (severely) wounded or otherwise handicapped people this is a major obstacle.

As an alternative they may seek shelter in abandoned houses or partially demolished buildings, in tunnels of the sewer system far from the main network, in basements or crypts around Harlond or any similar place. Or they might be on the move to avoid being tracked down in one place. The GM should be prepared for unexpected ideas of his group and thus be familiar with the surroundings and facilities of the place.

As they wander through the tunnels searching for a safe place in which to rest a bit, they'll come across a party of orcs searching for new victims. They'll hear their steps and growls with enough time to avoid them or to set up an ambush, - depending on the character's choice. If the group is already quite battered, the GM may also leave this encounter out, as it provides no further drama to the story rather than the risk of a severe wound.

All in all it will be noon on the 13th when they finally settle wherever they decided their retreat should be. The wounded soldier will be in a critical condition unless he received proper medical treatment from one of the characters.

Map 4 (GM map 2) shows the layout of Harlond after the attack. Moving around Harlond is not safe at all. There are hundreds of orcs unloading material, various equipment and tools at the docks and moving it to the spots where the wall is being demolished. They are also building two siege towers at the market square from large beams shipped from the other bank of the river and other minor pieces improvised from the ruins and material they gathered from the burnt buildings of Harlond (red 'A' and 'B' on Image 6). Hordes of orcs are clearing a way from the market square to the – former – Rammas Echor Gate ('T' on Image 6), so that the finished towers can be moved out without problems. The characters may use the narrower alleys to avoid patrolling orcs and other creatures but it will take very long to advance just a few yards (meters) and it must be done very carefully. Image 6 shows the damage done to the city.

The orcs are also gathering all the bodies from locals and soldiers they find at the market square, not far from where the siege tower segments are constructed. The corpses are then beheaded and the heads loaded on carts which leave towards the Pelennor Fields. The rest of the corpses are then thrown to a huge pyre. The smoke column rising from the pyre can be seen from everywhere in the harbor and the smell of burnt flesh reaches every corner of Harlond. The orcs may even consider this a giant barbecue and have their share for lunch and dinner.

The characters did not have breakfast or lunch and they probably lack food and water readily, so hunger and thirst will be something to worry about.

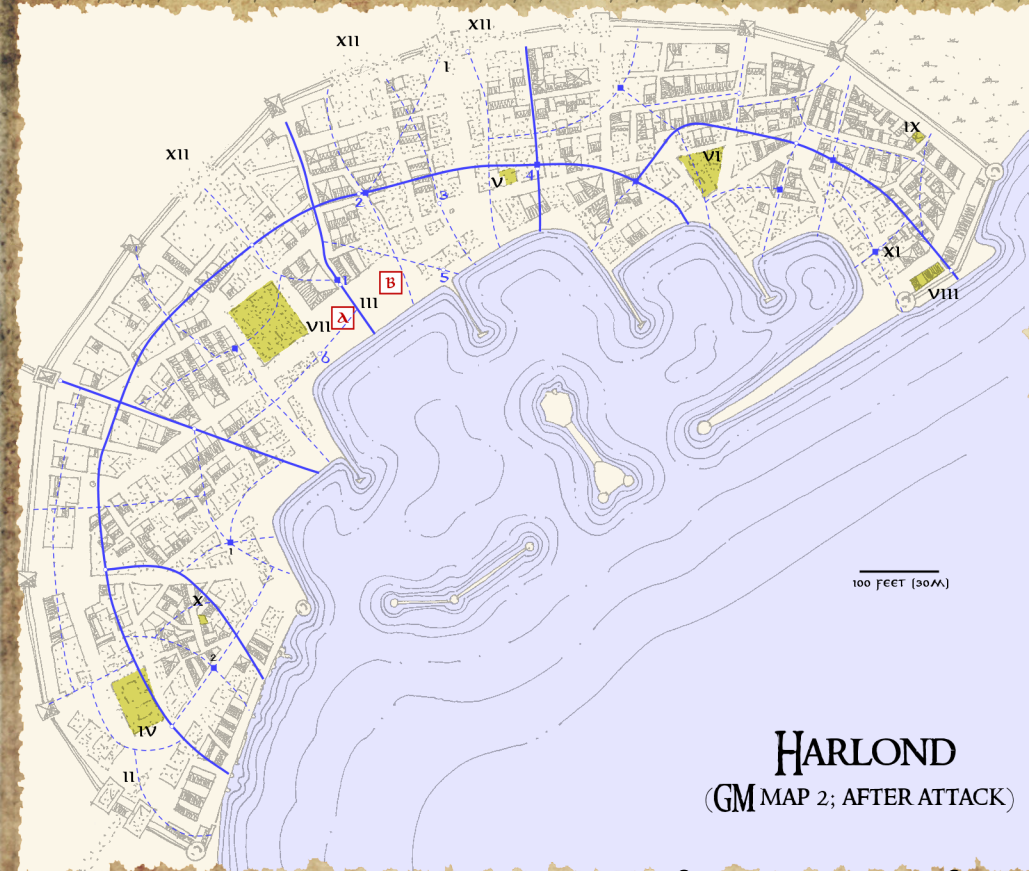
Most of the foodstuffs were sent to Minas Tirith the previous day, but some leftovers can still be gathered around Harlond. The orcs are also unloading boxes and other packages with provisions and they have now established improvised depots at the docks. No special area or building has been designated to store them as they are regularly loaded on carts and wagons and sent to the Pelennor fields. There are no guarding orcs as such, but there are plenty of them moving from one point to another completing all sorts of tasks. Almost no humans can be seen among the Dark Lord's minions now working at the docks but when one of them walks down there, he spends most of the times giving orders to orcs. They are tall dark haired men wearing richly embroidered scale armour and always surrounded by a retinue of orcs with lashes and whips making sure the orders are obeyed properly. Getting anywhere close the provisions will be really difficult but a cunning plan may succeed. The GM should be generous and open to reasonable ideas.

Orcish provisions are not very tasty though – and you never know from what source they have been made. The wooden crates are full of what looks like some sort of dried meat the origin of which is unknown. There are also large clay pots full of a brownish gel with a strong sour smell and similar delicacies. Anyone attempting to eat orc provisions must first overcome the nausea they induce. Depending on the level of success, they will be edible or will make the character feel quite sick and handicapped.

The characters may also search for food and water in those buildings which have not been burned yet. This way they may come up with small amounts of standard equipment and provisions distributed all over Harlond in small pantries and basements not yet pillaged by the orcs. Each such foray will risk an encounter with wandering orcs who are searching the ruins and buildings for any shiny item they may add to their own war booty. Any such encounter – even if the characters are victorious – may cause too much unwanted attention in the form of additional foes that cannot be overcome. In all their decisions, the characters should always be aware of their precarious situation.

In one instance the characters will come across two women who are searching for a place to hide or something to eat. Ideally they'll meet them as they hurry across a street in front of the characters without noticing their presence. Their clothing looks dirty and torn and they have ash and mud all over their faces and hair. One of them is helping the other to walk as she looks handicapped. The characters will then see two orcs following the two women waiting for the best moment to jump them.

If the characters do not intervene the two women will be attacked by the Orcs and perish after a few minutes – or later if the orcs have some additional fun in mind. If the characters deal with the orcs and lead the women to their hideout they'll be thankful. The older one is about forty years old and her name is Brais. She's rather pretty despite the mud and dirt she is covered in. The younger woman is some ten years younger and is pregnant and expecting to conceive soon. Her name is Suna and both hid themselves in the basement of their house when the attack came. They didn't leave Harlond with the other refugees for fear of Suna's advanced stage of pregnancy. That morning a group of orcs pillaged their home but they did not find them. Anyhow, they got scared and as the orcs left the building they went out in search of a better hiding-place.



Map 4 : Harlond after the attack - GM map 2

The day will progress with no further events. At night the characters ought to be back at their refuge with their new friends. As they discuss on what to do next they'll be found by a party of men. If the characters set up a watch or any type of trap or warning system, they will have advance warning and the element of surprise. If not the characters will be surprised themselves.

The group is made up of a Gondorian sergeant, two soldiers, a docker and a young boy who worked as a courier for the guardsmen during the last week and the characters may remember him from previous meetings. One of the soldiers has a dirty bandage around his head while the dockworker has a bruised cheekbone and an improvised bandage on his left hand. They bear different weapons of the GM's choice. Two of them carry wine-skins and a third one holds a small wooden barrel.

At first the encounter can be tense but as soon as both sides recognize each other, the situation will ease up. The newcomers have little or no food to share and will ask the characters to give them something if they have. They've been hiding for hours in basements and attics and had no chance to eat at all.

If asked, the sergeant will explain that he was on duty at the Rammas Echor Gate when the bells started to toll. He and his men ran towards the

docks but were intercepted by the orcs advancing from that direction. He lost most of his men in the fight before he had to retreat and hide. He does not understand how it came that the alarm came so late or what happened to the men that were supposed to be on duty at the docks that night.

The new party has ambushed a small group of orcs a couple of hours ago and lost two men in the fight. The soldiers came across the characters while searching for a safe path to reach the main dock. They are planning to light the siege towers under construction ('A' and

'B' on map 4) so to support the defence of Minas Tirith. The small barrel is full of ignitable oil and they have some alcohol-rich beverages in the wine-skins they've found in a basement.

If the soldier the characters met before is still with them, he'll volunteer to join the new group. The characters will also be welcomed if they want to participate. It should be made obvious that it's expected of a Gondorian soldier to fight the enemy whenever he has the possibility and means (and the characters are now soldiers of Gondor). Participating in a raid on the siege towers is such a chance.

The plan they have by now is simple and rather naive. They plan to create some sort of distraction by shooting flaming arrows to one of the provisions' stocks at the docks to benefit from the confusion and reach the siege towers. The characters may suggest variations or totally new plans if they want. Disguising some or the whole group as orcs, getting enough flaming arrows to directly attack one of the siege towers, capture a rowing boat and approach the docks from the river, or any other suggestion on that line will be accepted. Creative thinking should be rewarded by the GM. Additionally, a proper plan for a safe escape or retreat should be part of the advance planning and the GM is well-advised to make that very clear by any appropriate means.

The first thing to do will be to advance from their hideout to the docks where the siege towers are being built using the cranes and pulleys already there. The group must avoid orc patrols and transport parties taking more and more material up the streets towards the Pelennor. By that time the walls have several large breeches through which columns of dark minions enter the Pelennor Fields ('XII' on map 4).



While on their way to the docks, the group will come across a group of three men wearing the classical Númenórean *karma* helms and hauberks and surcoats with elaborated embroidered figures. They walk down the street chatting and are escorted by a dozen orcs. The one in the

centre is Terendul, the captain which arrived the previous day to replace the late Ciramir. Terendul is a traitor and he was the one ordering the watchmen at the docks to be dismissed and all patrolling men to be called back to the barracks to help the assault the previous night. He is now commanding the operations in Harlond and is heading towards the docks to welcome the first party of southern reinforcements which are expected to arrive shortly. He can be recognized by any of the soldiers accompanying the characters.

The characters will reach the docks at the same time as Terendul regardless of whether they have followed him or not. There are two siege towers under construction and both are completed to about two-thirds. Great numbers of orcs are working on them, using several cranes and pulleys operated by trolls.

There are several spots at the docks where the busy invaders have improvised material storages not only for construction but for several other logistic needs. The scene the characters will witness is that of a crowded place so they ought to plan their attack in detail if they want to go ahead with it. The GM may help them by an NPC pointing out the usefulness of the sewers as a means of covert access to the dock area and thus little risk of running into orcs until the last moment. The sewer access grills near the former market square (marked '1' to '6' in blue on Image 6) are the most useful for this. Numbers 1, 5 and 6 would be for the most daring characters, as they are nearest to the towers, but also the ones with the least cover.

The siege towers are being built in the centre of the main dock, about thirty feet (9 m) apart from one another. There are columns of orcs and other beasts coming up and down the neighbouring streets as well as boats and barges downloading material or troops. There is no guard as such, because the zone is considered secured, and each group is concentrated on their own task with as much interest as their master's whip demands.

Whatever plan the characters and their friends have agreed upon, it will run smoothly at first (if it was not too simple and foolish) but as soon as the characters are close to laying fire to the first siege tower one of them, or one of their comrades, will be detected as an enemy and the orcs will close in on him. From that moment on, the success or failure of the mission (and the character's fate!) will depend on their skills, ideas and improvisation talent alone.

The event will take place just as the Haradan leader disembarks and meets Terendul and his aides. The meeting will take place not far from the siege tower which was about to be burned so they'll be among the first ones to discover the saboteurs. Terendul himself will immediately charge on them and easily dispatch one of the character's comrades who will fall to the cobblestoned floor. Terendul will then turn to face the nearest character with his bloody blade. The former Gondorian captain shall not be beaten during this scene, so if the character looks like he's going to win, the orcs and men escorting Terendul (who ordered them initially to stand back, since he wanted to do this himself) will take his place pushing him back into safety.

The characters must then look for the most efficient way to leave the docks alive taking benefit of all the possible tools at hand. There are multiple cranes, ropes, pulleys, barrels crates and other equipment which might prove useful. Also, if at least one of the siege towers has started to burn the firefighting will involve many of the orcs around, allowing for extra room to manoeuvre and avoid being hunted down. Any escape plan prepared in advance will be of great use.

If the characters make it out of the docks and back to the street maze of Harlond, their chances of escape will increase. Most of the buildings are now burned or empty so the characters may use rubble heaps, doors and windows in an attempt to shake off their pursuers. At least a couple of orcs will follow them from the rooftops stopping from time to time to shoot their bows on them.

The chase may take quite long and at least half the men who started out the expedition with the

characters will be captured or killed. It is important the characters do not lead the Orcs directly to their hideout and seek an evasive route long enough to make sure they are no longer being chased when they reach their safe place.

When they finally escape and reach their hideout, they'll find that only those they actively helped and led through the streets were able to make it there too. If Brais and Suna did not take part in the guerrilla action at the docks (which is highly likely due to Suna's situation) they'll be hiding in one corner when the characters arrive and Brais might try to attack them unless they identify themselves.

THE BATTLE OF PELENNOR FIELDS

The night from the 13th to the 14th will bring no new surprises. If the characters come out of their hiding place to check what's going on out outside or if they can see the docks, the city walls or any of the major streets, they'll see how those siege tower(s) not severely damaged during their raid will be transported to the Pelennor fields through the pre-cleared path and one of the large breaches ('XII' on Image 6) in the Rammas Echor.

The last orc columns will then follow in a large siege train made of catapults and prepared parts for trebuchets to be built before Minas Tirith. The docks will then be much less busy and only the footsteps of lone orcish guards will be heard.

Later that night the thunderous sound of Mordor battle drums will roar through the Pelennor Fields, making the floor at Harlond tremble and the roar of the orcish legions besieging Minas Tirith will follow them. During the day deep trenches around the city walls are dug and they are now used as fire pits whose flames turn the deep-hanging dark clouds in the sky red. The assault on the White City has begun and if the characters can locate a place from which the scene can be overseen they'll witness the roar and eerie shine of the battle.

The fighting at the walls will last for the whole night and during that time a second wave of Sauron's troops will reach the Harlond docks using the same barge and boat transport as the first wave. This time it's the Southrons. Hundreds of them arrive at the northern bank of the Anduin in nicely arranged columns showing discipline and much more organization than the creatures now fighting the defenders of Minas Tirith. If the characters can't witness the arrival of the Men of Harad, they'll know about it as the trumpets and kettledrums sound through the streets to get companies grouped and marching.

They can prepare raids and ambushes on the newcomers but should be aware that they'll probably make no impact and will be easily overwhelmed. It should be pretty clear to the characters that they survived the raid on the siege towers only with a great portion of luck and they shouldn't strain their luck.

Terendul has tortured one of the men left behind during the raid against the siege towers and he has given away the hideout's location. Terendul himself is leading the party with around a couple dozens of his finest men. He has also brought the tortured man with him to guide them. His face covered in blood, with no teeth, both hands broken and burns in his chest and legs. The poor man can barely stand.

If the characters spend the whole night hiding at their safe place and do not launch any raid on the Southrons or have moved their base as a precaution (they might think of the sewers as being less safe if any of their comrades were captured alive), they'll be surprised by Terendul's attack on their hideout just before dawn of the 15th. Depending on which shift and guards system they have decided to set, they'll be able to welcome the attackers one way or another.

Terendul expects to surprise the character's group but will – hopefully – fail due to the guards set by them (or if they have moved their hiding-place) if they are well organized or because the prisoner will make an attempt to warn them on a last breath of bravery and life. The former Gondorian captain will then urge his men to charge trying to get as many of the characters as possible. They'll show no mercy and are skilled fighters.

If the characters were active during the night, the scene will take place when the characters get back to the hideout urged on by Brais who came out for them as Suna is about to give birth and she needs some help.

Whichever way the scene takes place, the characters will have to fight the traitor and other men in the service of the Dark Lord while protecting the two women. When the fight is at its peak, if possible with the characters in serious trouble, a horn will be heard in the distance echoed by hundreds answering.





One Stood There Still © by Antti Autio, used with permission

It seems that there is still hope. The Rohirrim have come and fight a hard battle against the orcs and Southrons. The huge *mûmakil* are like bulwarks where the Riders can't go, as their horses won't allow it. Around them, the Haradrim rally. The city defenders lead a sortie from the Main Gate and join the fight on the fields and on a gentle hill the corpse of one of the hideous flying beasts of Mordor lies immobile.

Also if possible the sound of the horns will be followed by a few seconds of sunlight breaking through the clouds and illuminating the characters and their opponents. The fight will stop for a second and characters will gain an extra round of combat with their opponents not fighting back which might enable them to turn the tide. The clouds will then close again and the sounds of the battle to the north will resume.

Terendul will escape again but the hideout is no longer safe and a new one must be found (if the character's haven't already done this, in which case the former scene does not take place, but should earn the characters some extra experience for their foresightedness). The morning of March the 15th has arrived, darkness from the east still covers Harlond and the characters must move out through the ruins of the harbour city or through the sewers towards a new place where they can feel safe again (if they haven't already). Suna is likely to give birth today. Meanwhile she'll be in pain and needs help to walk even slowly.

At least one of the men of Harlond must be alive by that time. It should be clear by now that the sewers no longer offer a safe retreat (Terendul will have these combed now – and the sewers are no place for birth anyway!). And that changing to an overground hiding-place might increase their chances of survival. He will be the one leading the party to an attic of a warehouse close to the docks which looks like a secure place for a while. From the small windows in it the characters can see the river to the south and can get a glimpse of the fields on the other side of the walls to the north.

GM note: *Non of this is observable from Harlond, but the GM might be inspired by it.*

The following events however are well observable from Harlond and instrumental here. Down the river a fleet with black sails seems to be sailing northwards. They'll reach the docks in about half an hour where they are being watched by men waiting with ropes and planks to support their landing.

As the fleet is about to cross the mouth of the harbour the lead ship will fly the White Tree flag. The men at the docks look surprised and shocked but the officers among them will react immediately, urging the archers at the rooftops to shoot on the vessels now arriving at the docks. As the rain of arrows hits the galleys, small rowing boats will be lighted as improvised fireships and let loose hampering the fleet's manoeuvres.

This is the chance for the characters to become part in this great battle aiding Aragorn and his troops. The characters may leave their hideout to attack the archers or attempt to stop those launching obstacles towards the galleys or destroying the wooden runway and piers. The flagship is about to reach the main dock and is being received by a thick rain of arrows and other missiles. Characters might also charge down this dock and if they do so they will progress easily at first as they'll catch the Southrons by surprise. They'll see the first men from the Grey Company disembark but their bridgehead will

be halted by the arrows arriving from a near building behind the characters. Aragorn and his men must take cover behind their shields and the dock is not wide enough for them to manoeuvre. Men will be shot repeatedly and will fall into the river. The characters must choose between trying to open a path towards the galley to ease the pressure on the disembarking men or turning back to assault the building where the main group of archers is located.

Whichever action they take, they'll have to face numerous Southrons charging them from all directions. If they succeed in any of the two, Aragorn and the other men will be able to charge down the pier and reach the main dock. More and more galleys will then reach other points of the harbour and the resistance of the Southrons will crumble as the men from southern Gondor charge up the streets towards the Pelennor Fields.

As the characters join the newcomers on their advance towards the battle being fought on the other

side of the Rammas Echor, they'll come across Terendul and what is left of his escort. They must face him one last time and kill him before leaving Harlond to join the last phase of the Pelennor Fields battle. Alternatively he may be killed by one of the characters from the book – depending on the situation.

Epilogue

After the battle, the characters (if they survived) may return to their wards in the safe house to find out that with the victory at the end of the day, Suna indeed gave birth to a baby girl and that both of them are safe but exhausted. The destiny of our characters from this point onwards is lost in the memory of time. Whether they survived that day and had a chance to fight again at Morannon and walked back to their homes, or if they were never seen again at the Mouths of Isen is unknown to us and is not told in this story.



Eomer and Aragorn meet in the midst of battle © by Abe Papakhian

օճեր թիլճ արճ հարճօճեր թիլճ արճ հարճօճեր օճեր թիլճ արճ հարճ

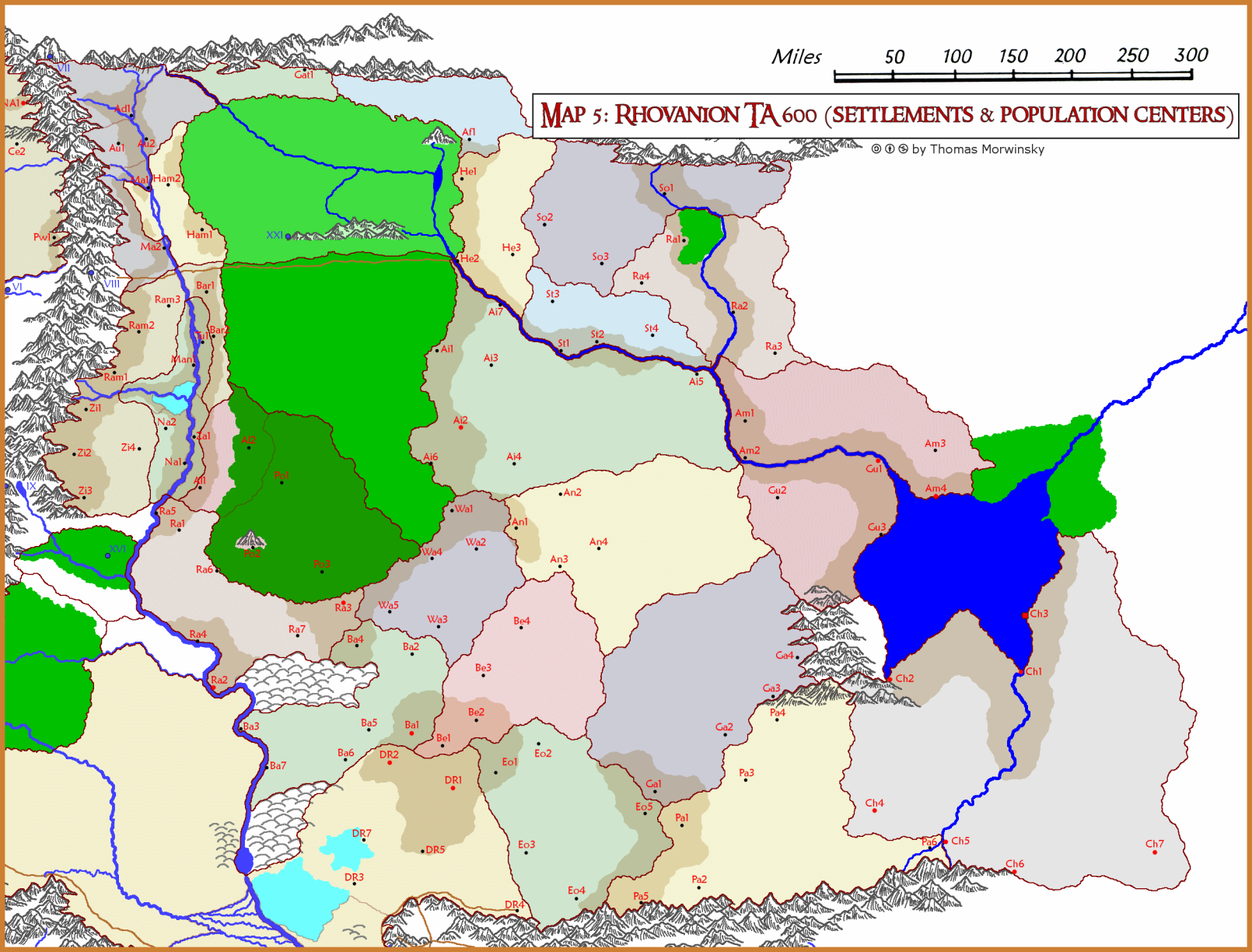
APPENDIX

օճեր թիլճ արճ հարճօճեր թիլճ արճ հարճօճեր թիլճ արճ հարճօճեր օճեր թիլճ արճ հարճ

Miles 50 100 150 200 250 300

MAP 5: RHOVANION TA₆₀₀ (SETTLEMENTS & POPULATION CENTERS)

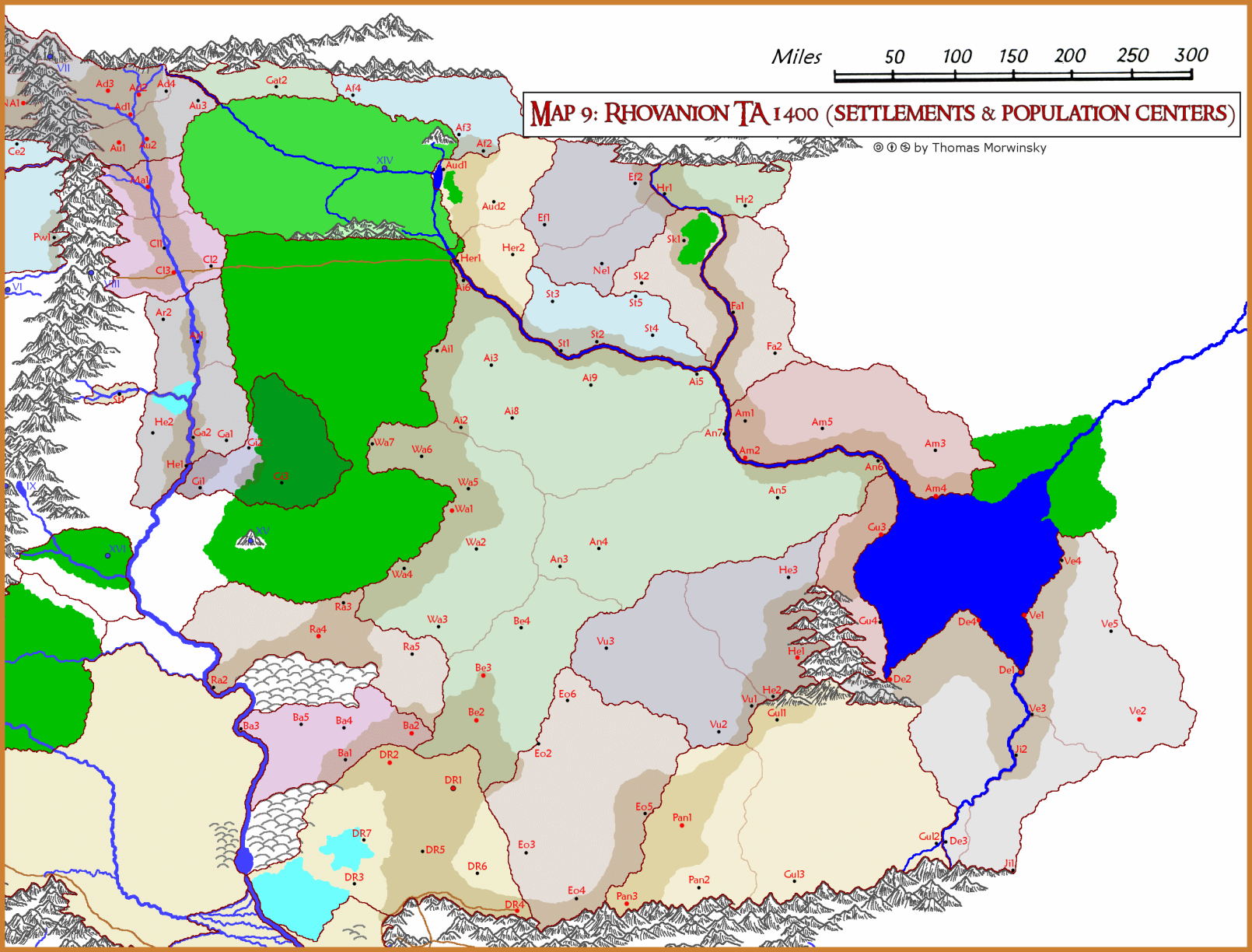
© 1995 by Thomas Morwinsky



Miles 50 100 150 200 250 300

MAP 9: RHOVANION TA I400 (SETTLEMENTS & POPULATION CENTERS)

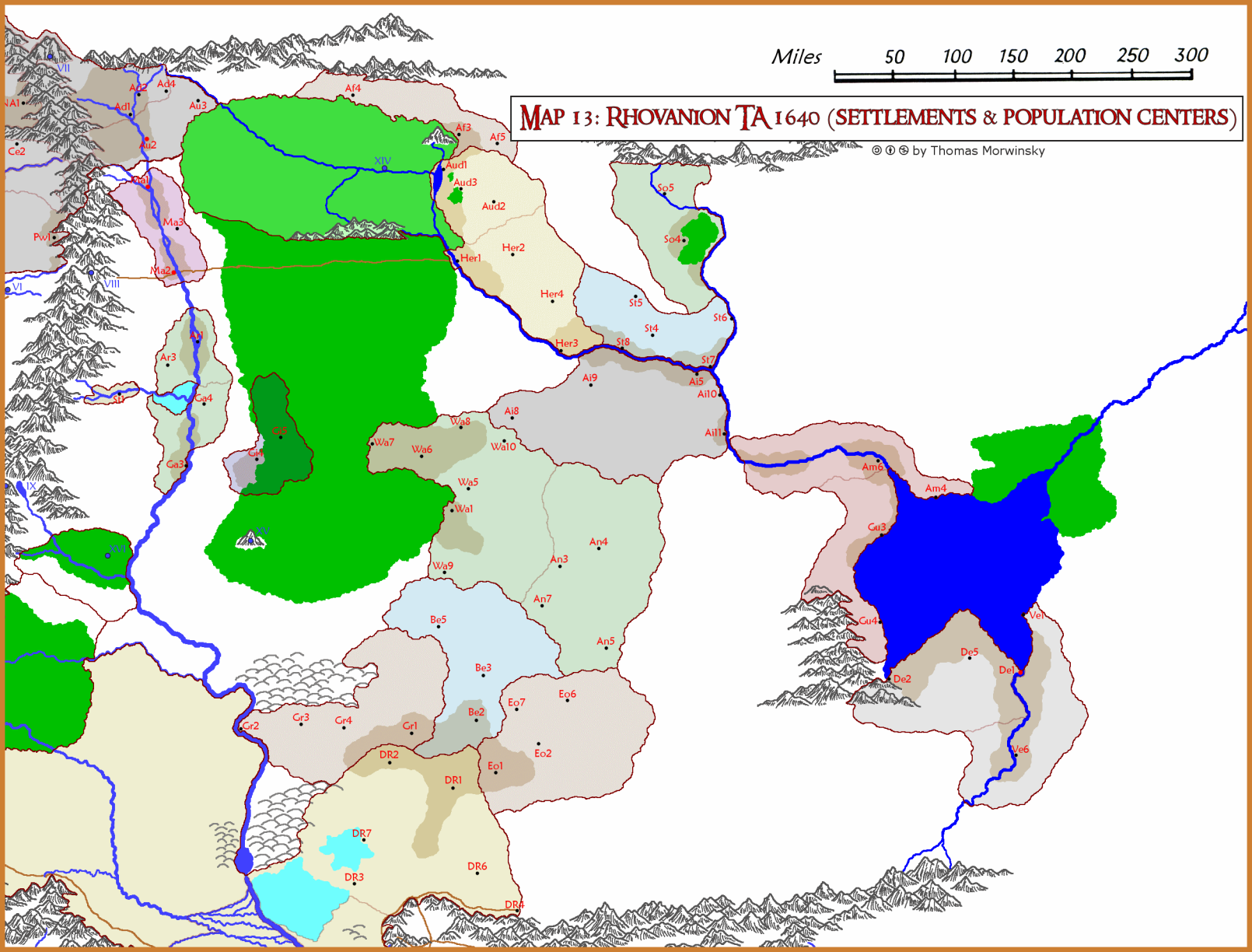
© 1995 by Thomas Morwinsky



Miles 50 100 150 200 250 300

MAP 13: RHOVANION TA 1640 (SETTLEMENTS & POPULATION CENTERS)

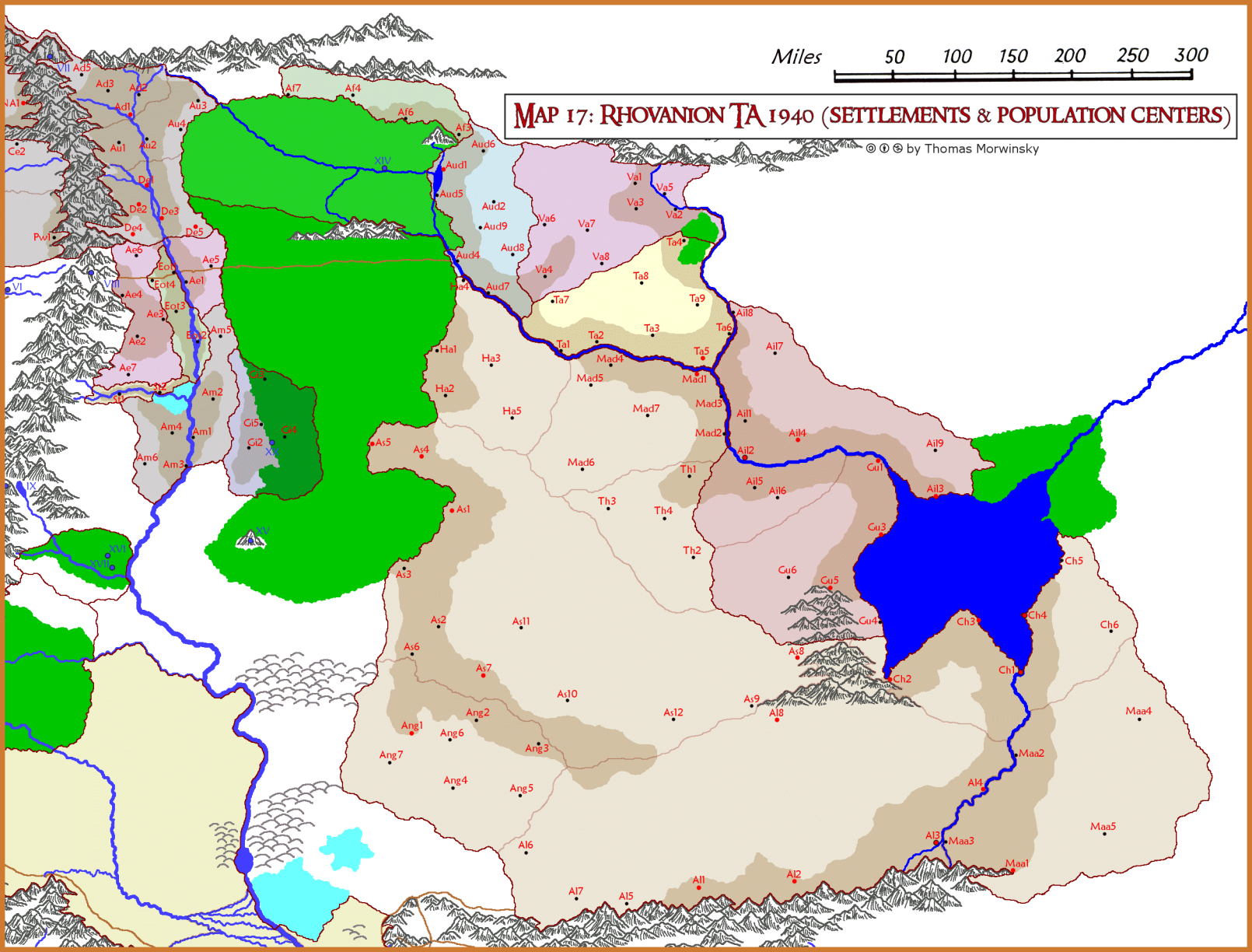
© 1 1 1 by Thomas Morwinsky



Miles 50 100 150 200 250 300

MAP 17: RHOVANION TA 1940 (SETTLEMENTS & POPULATION CENTERS)

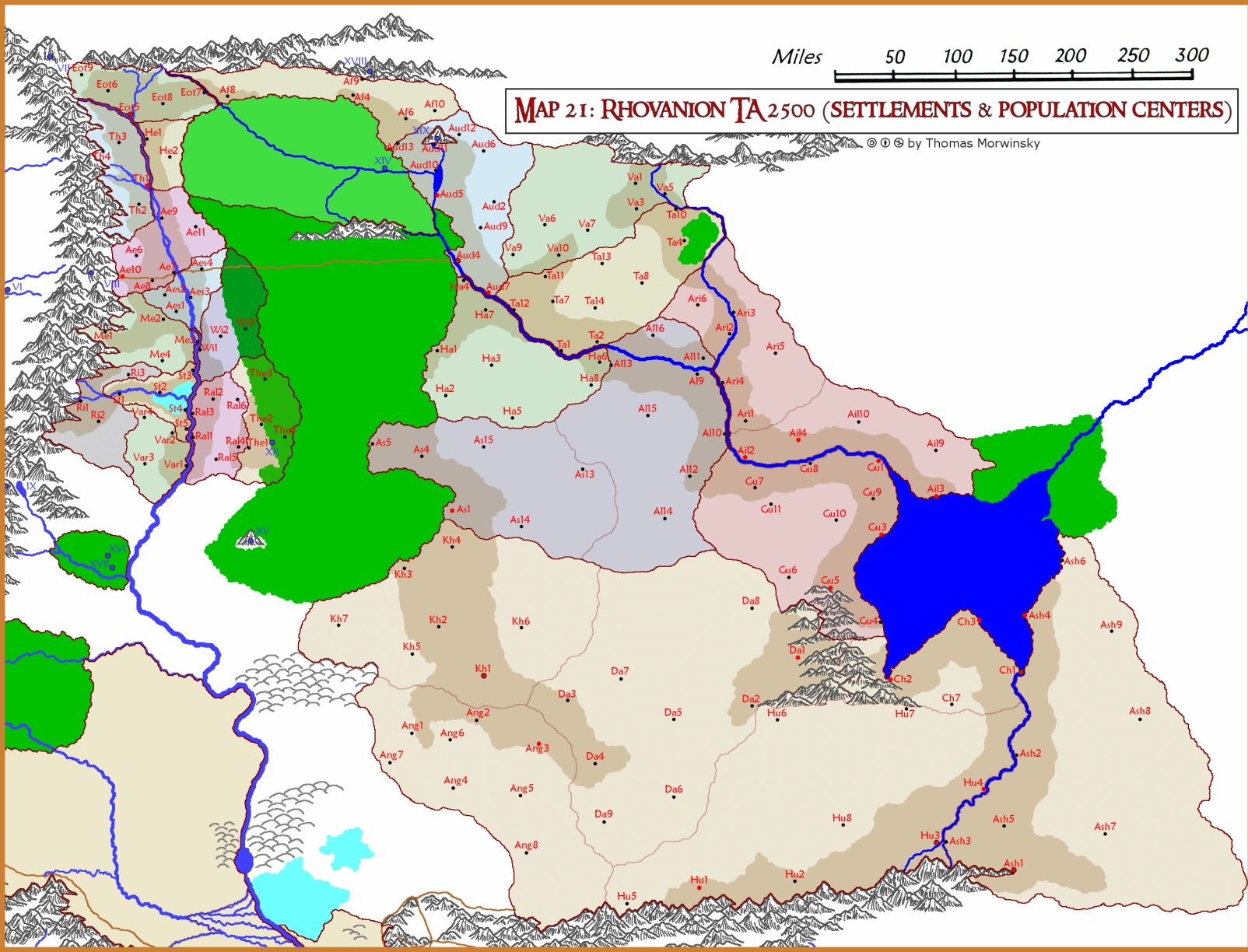
© 1994 by Thomas Morwinsky



Miles 50 100 150 200 250 300

MAP 21: RHOVANION TA₂₅₀₀ (SETTLEMENTS & POPULATION CENTERS)

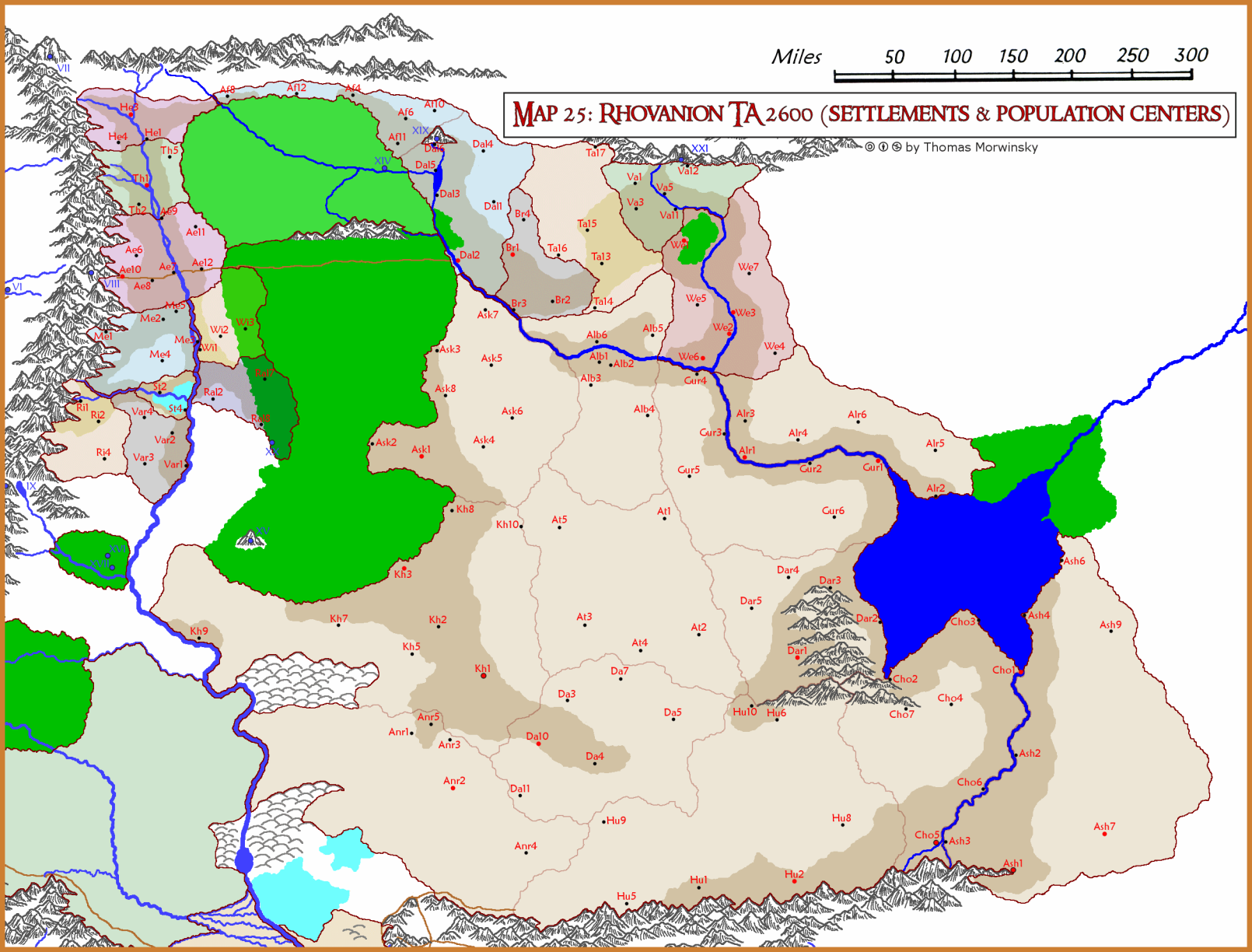
© 1999 by Thomas Morwinsky

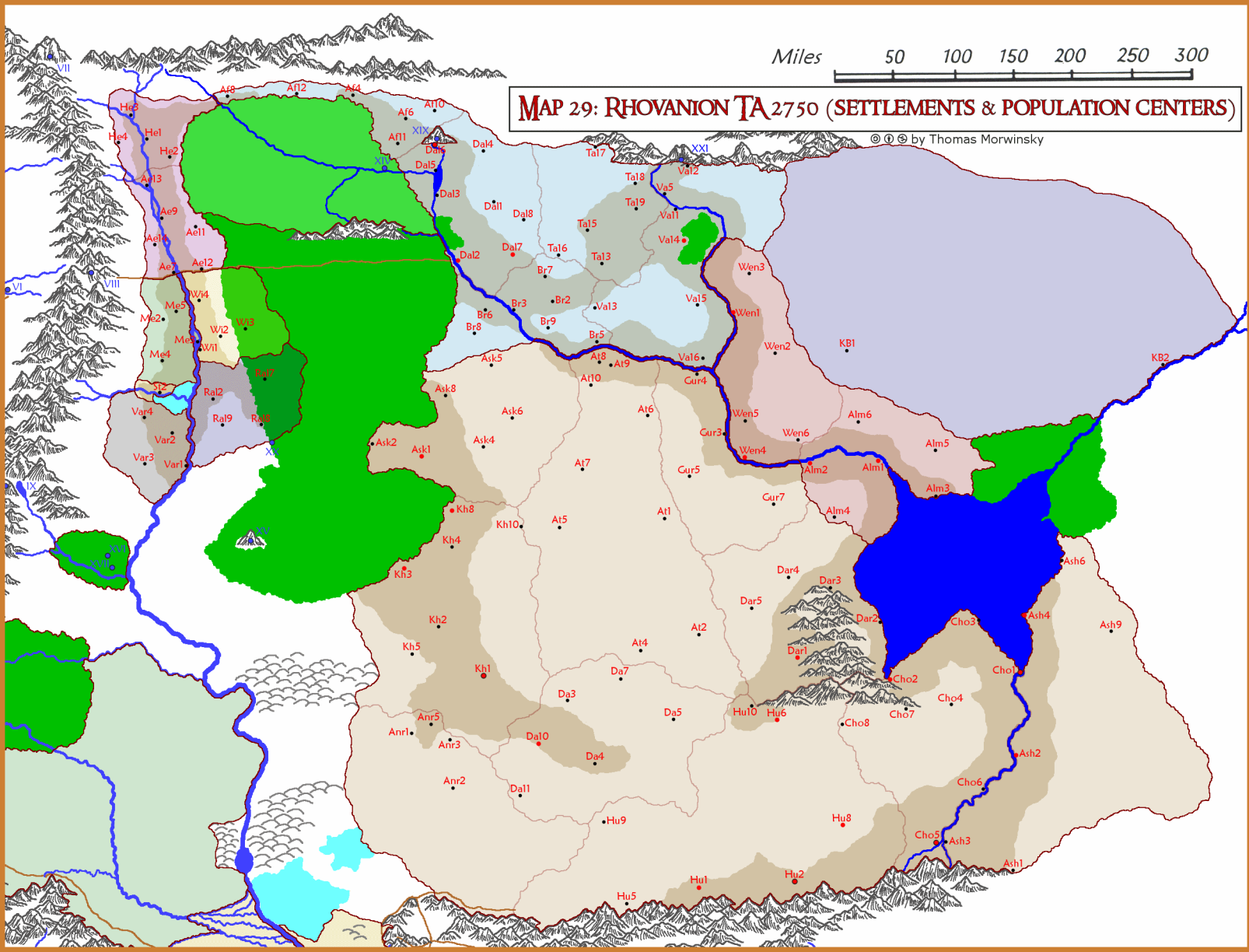


Miles 50 100 150 200 250 300

MAP 25: RHOVANION TA 2600 (SETTLEMENTS & POPULATION CENTERS)

© 1999 by Thomas Morwinsky

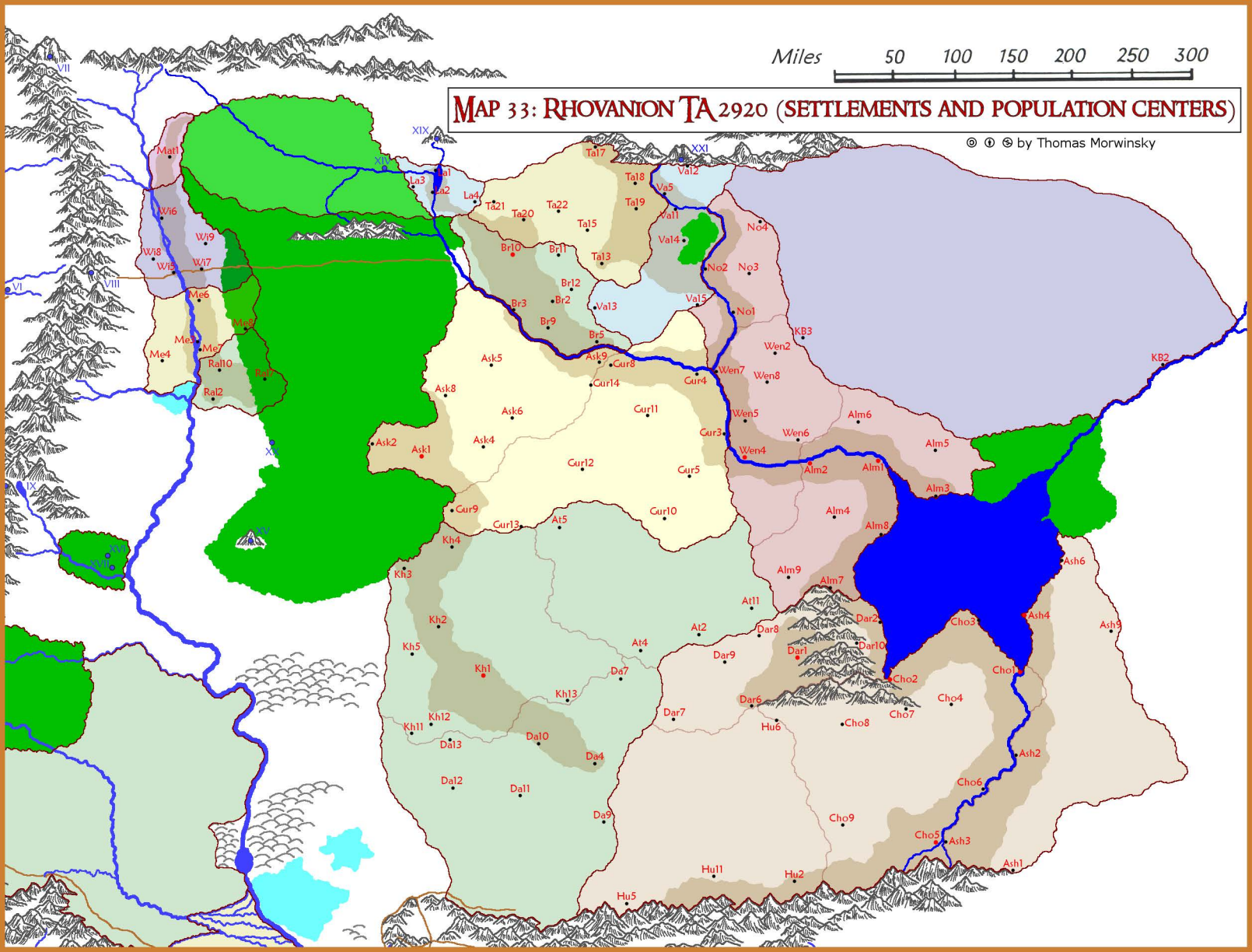


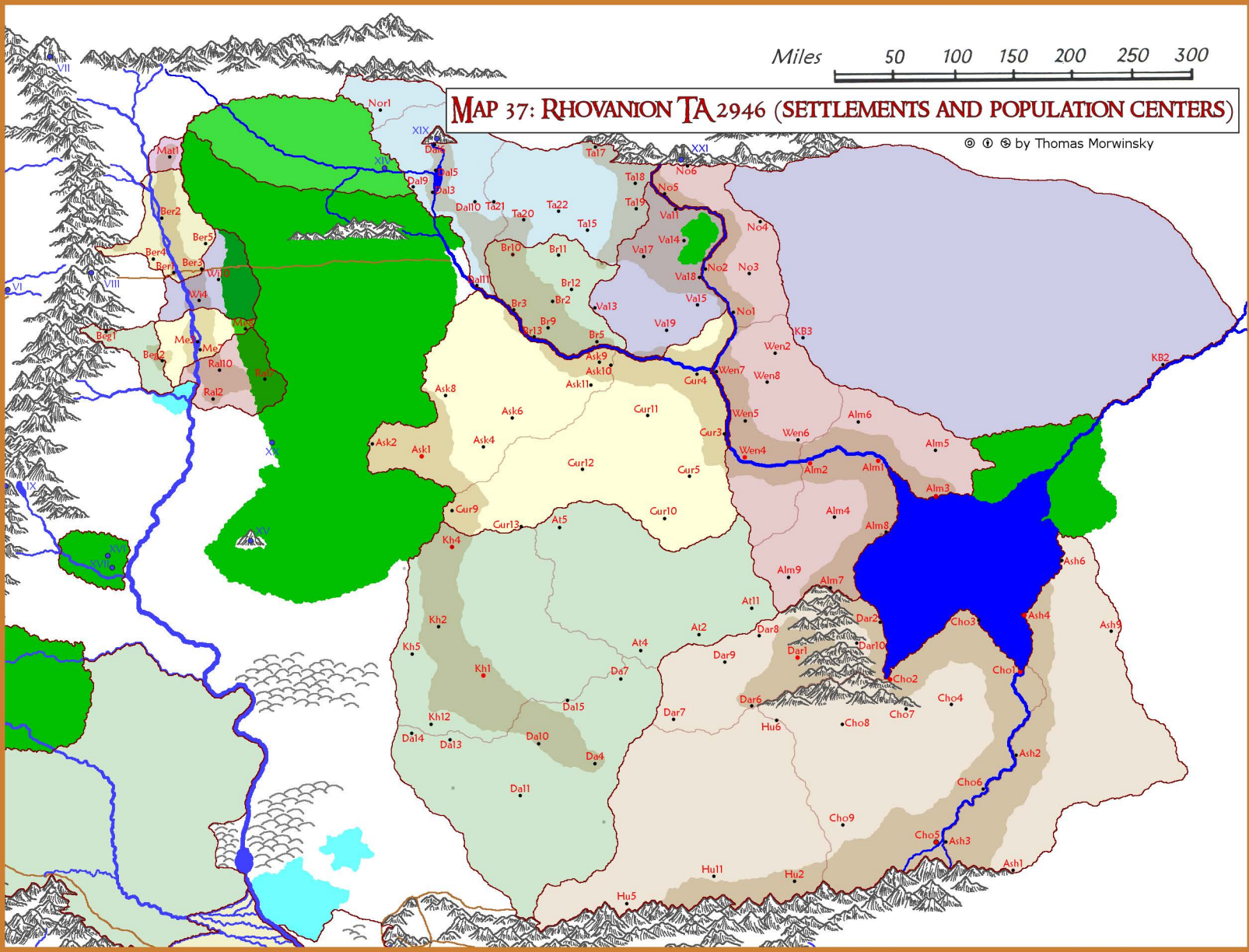


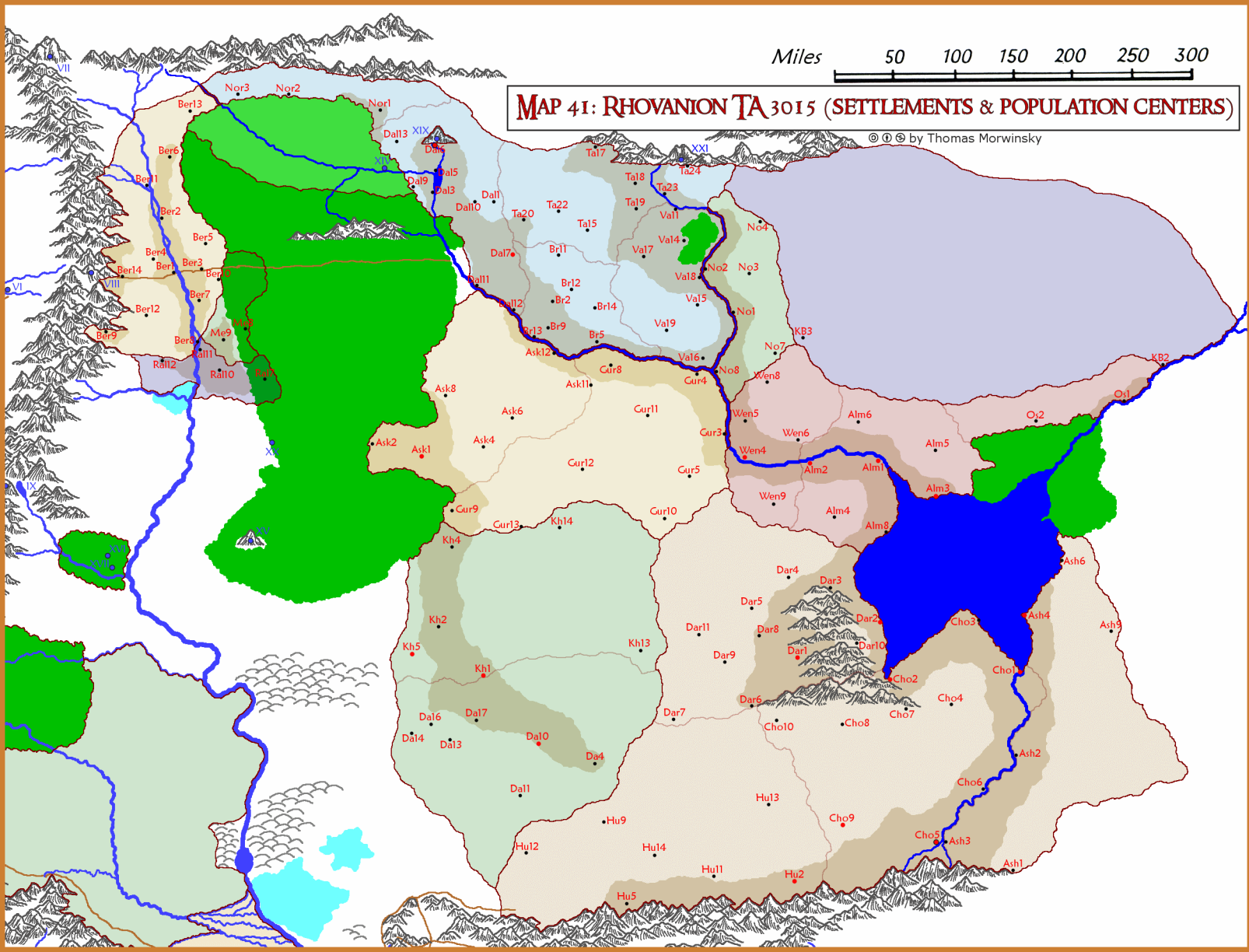
Miles 50 100 150 200 250 300

MAP 33: RHOVANION TA 2920 (SETTLEMENTS AND POPULATION CENTERS)

© ① ② by Thomas Morwinsky







A HOPE UNFORESEEN

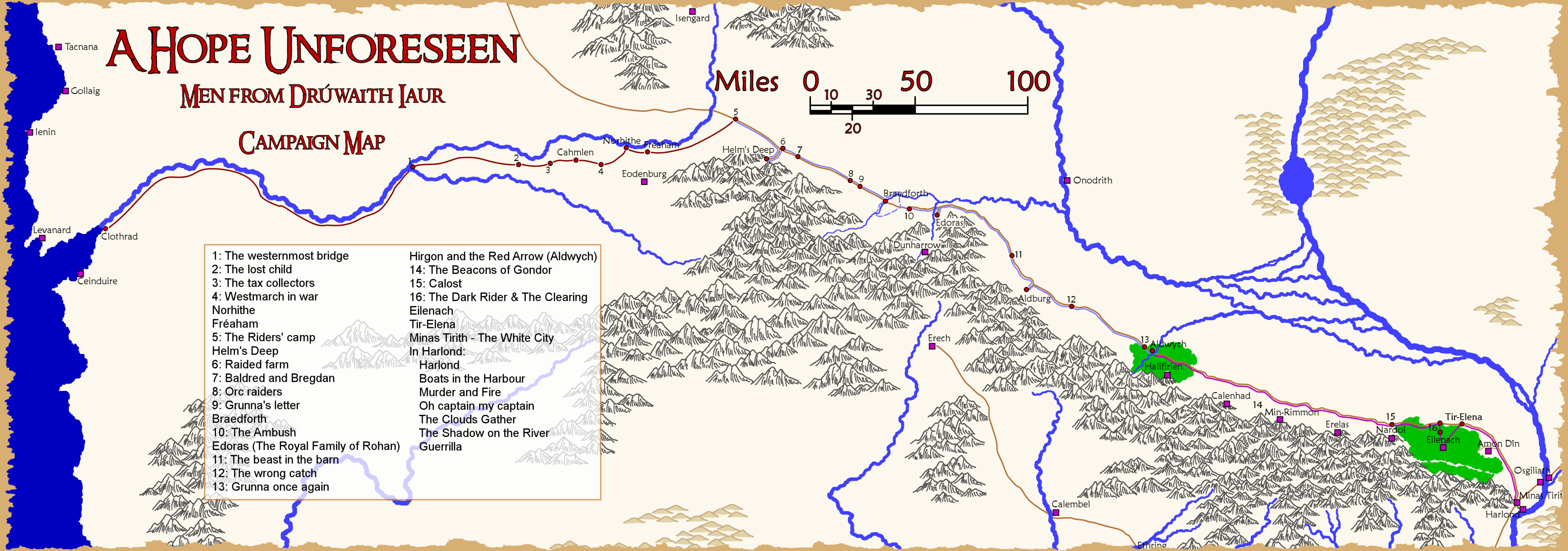
MEN FROM DRÚWAITH JAUR

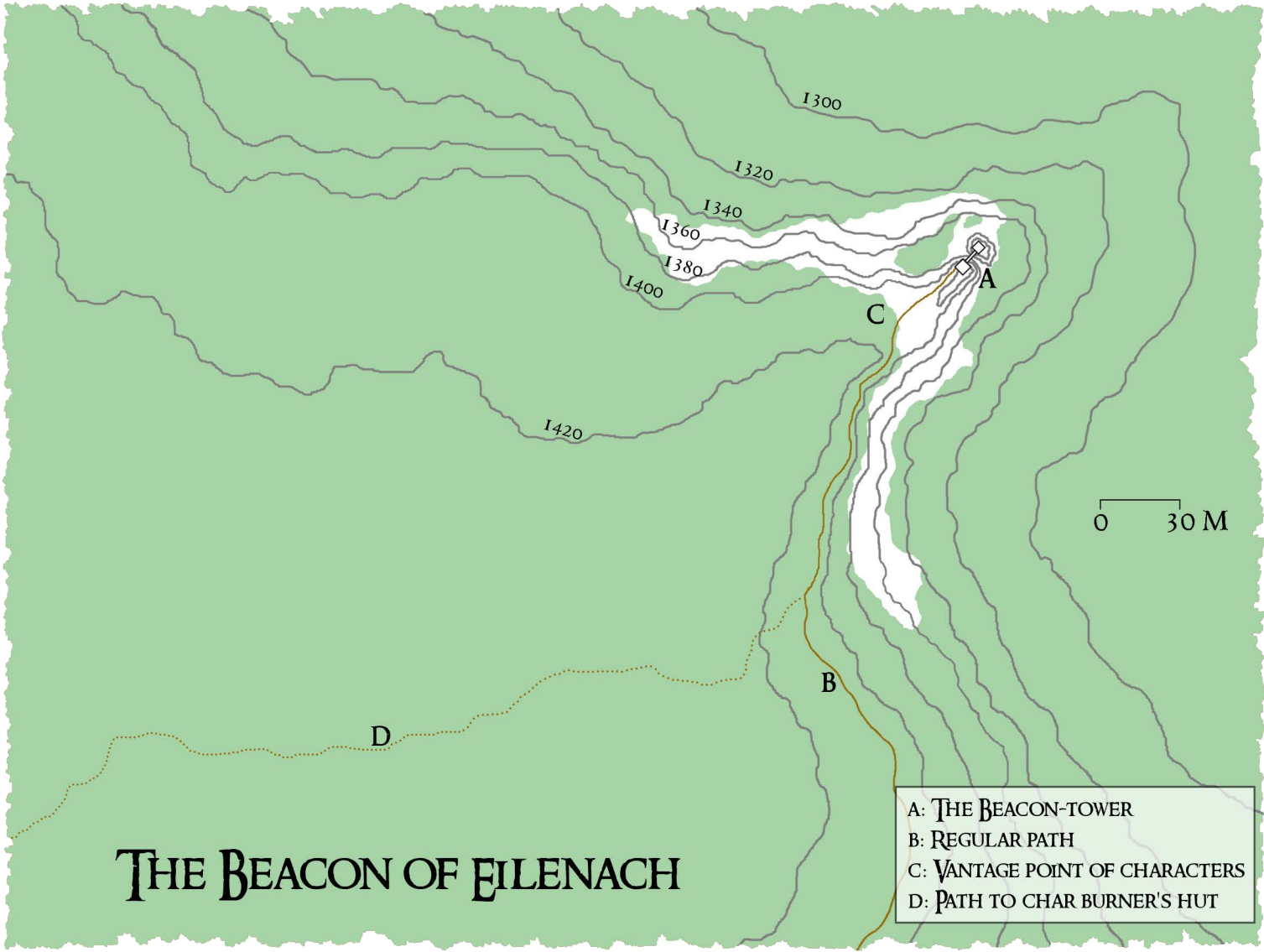
CAMPAIGN MAP

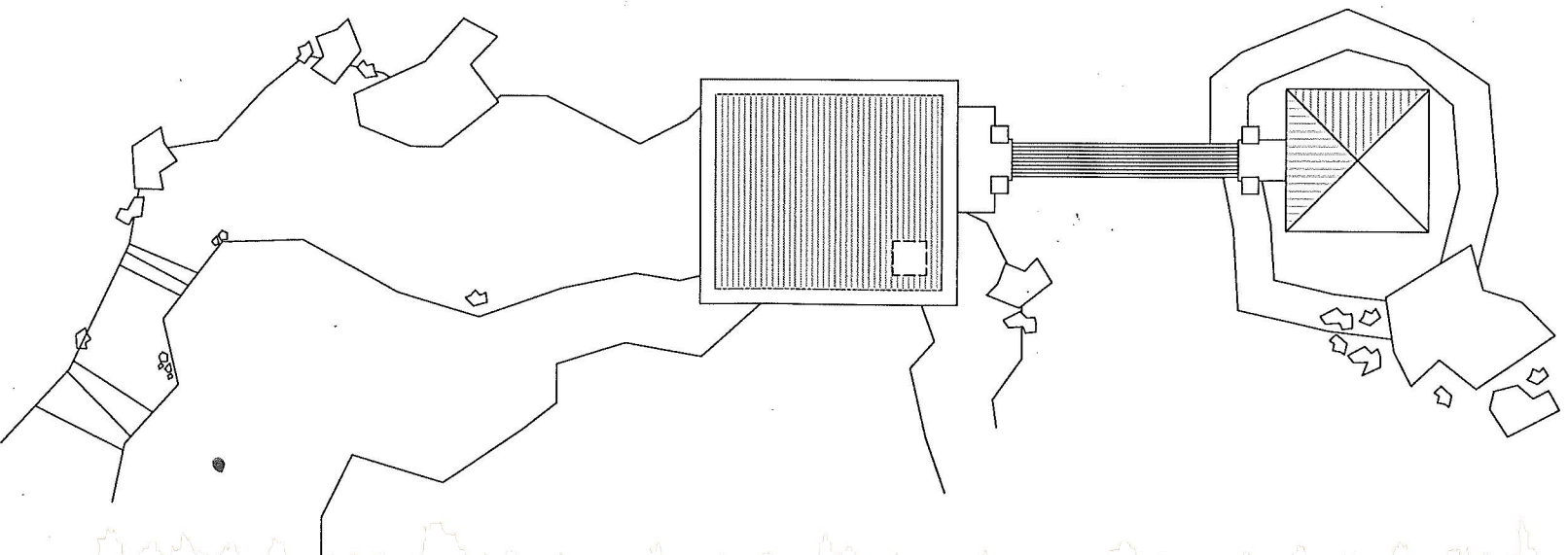
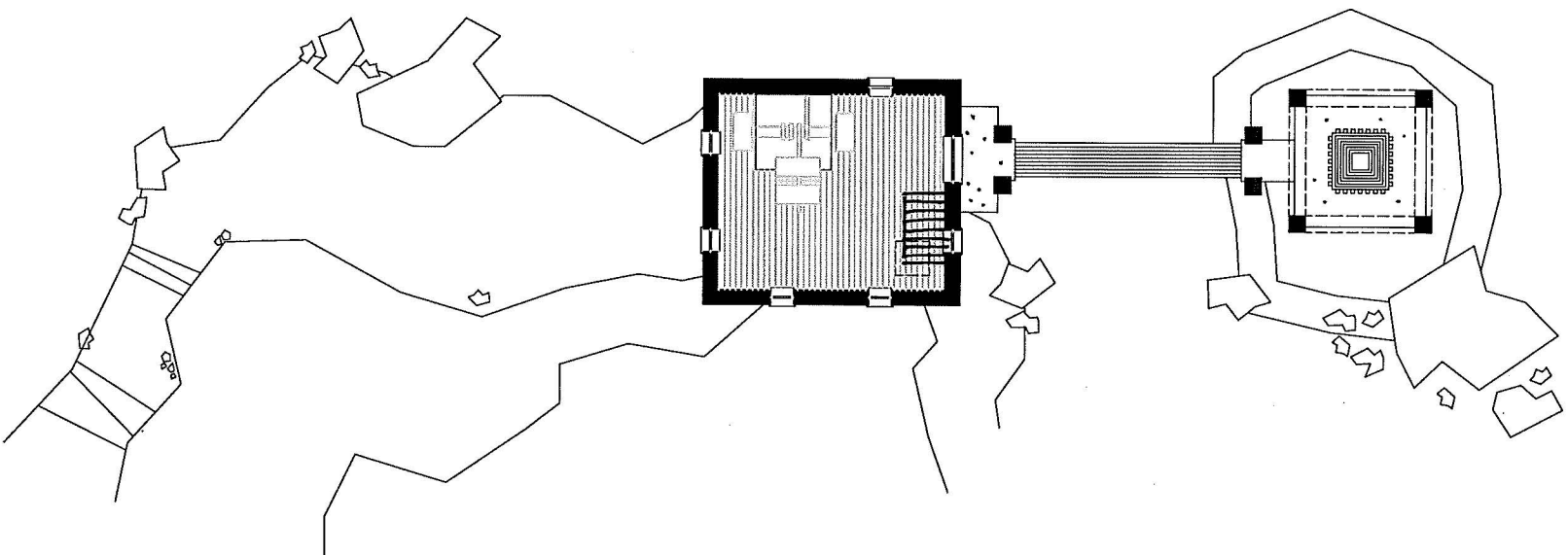
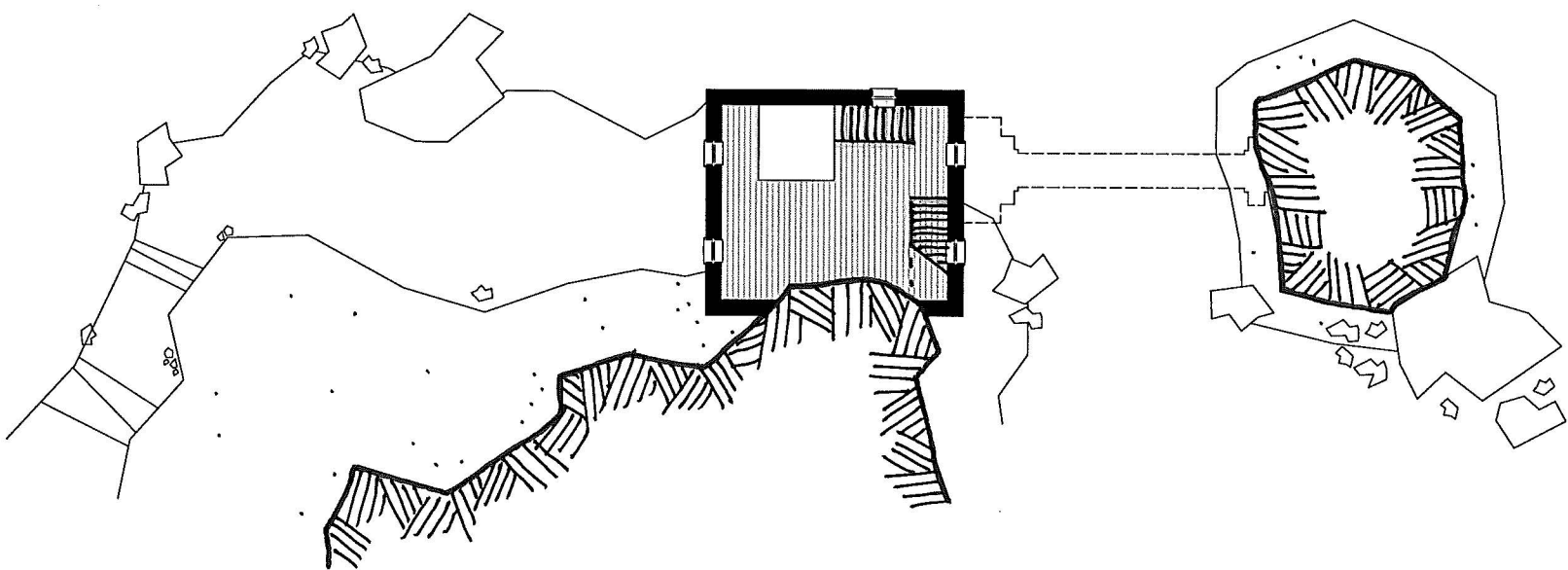
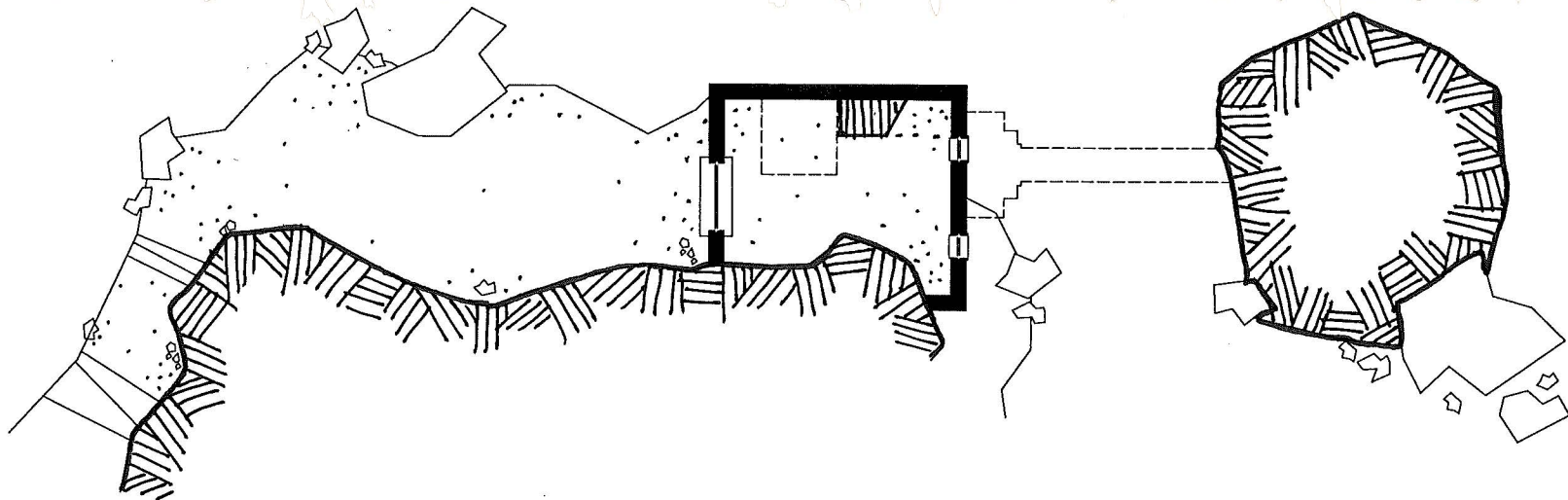
Miles 0 10 20 30 50 100

- 1: The westernmost bridge
- 2: The lost child
- 3: The tax collectors
- 4: Westmarch in war
- Norhithe
- Fréaham
- 5: The Riders' camp
- Helm's Deep
- 6: Raided farm
- 7: Baldred and Bregdan
- 8: Orc raiders
- 9: Grunna's letter
- Braedforth
- 10: The Ambush
- Edoras (The Royal Family of Rohan)
- 11: The beast in the barn
- 12: The wrong catch
- 13: Grunna once again

- Hirgon and the Red Arrow (Aldwych)
- 14: The Beacons of Gondor
 - 15: Calost
 - 16: The Dark Rider & The Clearing
- Eilenach
- Tir-Elena
- Minas Tirith - The White City
- In Harlond:
- Harlond
- Boats in the Harbour
- Murder and Fire
- Oh captain my captain
- The Clouds Gather
- The Shadow on the River
- Guerrilla









HARLOND

(GM MAP 1)



HARLOND
(GM MAP 2; AFTER ATTACK)



100 FEET (30M)

HARLOND