

OTHER MINDS

The Unofficial Role-Playing Magazine for

JRR Tolkien's Middle-earth and beyond

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submissions@omzine.org

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<http://othermindsmagazine.com>

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

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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

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EDITORIAL: 10 YEARS AROUND!

Other Minds, Issue 17 is just around the corner when I write these words. Yet again I have missed the self-imposed deadline of being more timely, but at least it has not been a year since the last Issue. That's a beginning.

Having said that, it is also quite remarkable that we have been around for exactly 10 years now! The first Issue of *Other Minds* was published in July 2007 and despite changes in staff and especially publication rhythm, we still continue in our goal of bringing high-quality Middle-earth gaming stuff and Middle-earth-related lore (and more) to you out there. Looking back, it have been 10 good years, even though the slowed-down release schedule tells of the numerous other duties that we have to face and can devote less time to *Other Minds*.

But let's now move on to the core of OM – the contributions. This time, we have a really great variety of stuff was certainly worth the wait.

We will have a strong focus on TOR-compatible stuff, as far as settings and rule systems are concerned. We have two very prolific authors that honour us with their work. Both José Enrique and Paul were very busy and provide the bulk of our submissions this time – thank you for your support!

This brings us to this Issue's content, and you will find a good range of topics ranging from adventures, background info (including TOR stats), Middle-earth lore and reviews.

The first one is once again our series about miniatures. ***Middle-earth in miniature III: Terrors of the Old Days*** by long-term contributor José Enrique Vacas de la Rosa shows a wide range of miniatures and models that fit for the ancient terrors (e.g. Balrogs or dragons). Both companies that produce officially licensed miniatures (i.e. having the label "Middle-earth" on them) as well as companies who do not have a license, but whose products fit for Middle-earth as well.

The TOR content begins with several reviews. First is ***Review – Rivendell*** (by José Enrique again) which discusses this publication in depth to give you some info whether to purchase this book or not.

Close on its heels comes the ***Review – Ruins of the North*** (by myself). This first adventure supplement for Eriador is worth a closer look and whether it matches the high standards set by previous publications for this game line.

Review – The Darkening of Mirkwood (by myself) concludes the reviews for this Issue. It is a great work, worth the comparison with legendary campaigns like *The Enemy Within*.

Leaving the official material, ***First Seed of a Great Forest*** by recurring author Olaf "Falenthal" Anguera leads the reader into our first adventure for the Issue. The Companions will be drawn into a plot that revolves around a perilous threat to one of the most ancient trees of Mirkwood and their attempts to protect it from further harm.

The next in line is the first instalment in a new series labelled "Creatures of Middle-earth" (see also the *Inside Information* section) and covering backgrounds and ideas for additional creatures in your Middle-earth games. ***Were-worms*** by José Enrique Vacas de la Rosa has the honour of being the first of several similar articles.

Next comes our second adventure of this Issue: ***Darkness over Amon Nyrn*** by Paul Kirk leads a group of bold characters into the wildlands of Eriador to stop an ancient evil from threatening the people of the area. Prepare yourself for defeating the Shadow in Eriador!

Our next contribution ***The Leofrings*** by Paul Kirk sheds some additional light on the Leofrings, a group of Northmen living on the northern borders of Rohan. This ties in with Paul's next contribution:

The Horse and the Rider examines Rohan's military structure and potential from the realm's beginning up to the War of the Ring! Don your armour, saddle your horse, hold on to your spear and ride with the king against the enemies of the Riddermark!

Last but not least you will see ***Urbanisation of Gondor and Rohan***, which is the second part of my take on the demographics of these two realms. After scrutinising the demographics of the realms as such, now it is time to go into more details of their supposed urban structure.

That's all for now and enjoy this Issue of *Other Minds*. I'd be happy to see you all on our Facebook page. I'd especially welcome discussions, questions and any other comment you might have to see there. And of course, we'll see again in OM18!

For the *Other Minds* team

Thomas Morwinsky
July 2017



"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.'"

- Amundalë (The Music of the Ainur)

The Silmarillion
by J.R.R. Tolkien

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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 (May 2017) 532 members. <http://www.facebook.com/groups/222560297824158/>

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 is 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>

Resources:

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

UPDATED 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>

LoTRRRPG

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

Facebook LoTRRRPG 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/jmezlotrrpg/>

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* (LoTRRRPG). In the meantime the site has vanished and the domain is closed. 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> (whole domain offline)

MERP

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

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

Facebook MERP groups: There are several 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>

MERP UK is a new (at least to my knowledge) closed group dealing with “untold stories” in Tolkien's world. You can find it here:

<https://www.facebook.com/groups/231370666959142/>

It seems I overlooked this one. Nothing new here for years though.

<https://www.facebook.com/groups/5519656692/>

Lindëfirion: A campaign log and resources for a mid-Third Age campaign set in the Northwest. Made with great love for detail. The artwork, especially 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>

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 up to 1992 (i.e. 1st ed.), this one is for you! Online again at a new site.
http://www.icwebring.com/MERP_Print_Ref/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>

UPDATED

Facebook *Other Minds* group: We are happy to greet new fans, so don't hesitate to swing by and become a member (366 by July 2017)! <http://www.facebook.com/groups/othermindsmagazine>

Gondica: Blog of former MERP author Anders Blixt with some of his Middle-earth stuff on it.
<https://gondica.wordpress.com/>

Iron Crown Enterprises: Publishers of HARP. 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 (though **not** exclusively or even primarily 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 (Hârn and) Middle-earth.
http://www.towerhills.me/middle_earth/



Facebook group on Middle-earth tabletop games (in german): A Facebook interest group for tabletop roleplaying games set in Middle-earth, independent of a specific system. .
<https://www.facebook.com/groups/209367129217255/>



Mittelerde-Rollenspiel: A site devoted to tabletop roleplaying games set in Tolkien's Middle-earth for all german speakers exclusively.
<http://www.mittelerde-rollenspiel.de/>

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.tolkiengesellschaft.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. Link updated! <http://gernot-katzers-spice-pages.com/tolkien/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 **Sergio Artigas (Artigas):** You can browse through his inspiring art in deviantart: <http://artigas.deviantart.com/>

IN THIS ISSUE **Onur Bakar:** Find more of his art on <http://bakarov.deviantart.com/>

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

IN THIS ISSUE **Nacho Fernandez Castro:** Visit his site on <http://www.nachocastro.es/>

IN THIS ISSUE **Thomas Cole:** Famous american romantic painter. See https://en.wikipedia.org/wiki/Thomas_Cole

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. <https://goldseven.wordpress.com/> or <https://www.patreon.com/jennydolfen>

Nacho Fernandez Castro (NachoCastro): See his page at <http://nachocastro.deviantart.com/>

Katherine Carina Chmiel-Gugulska (Kasiopeia): Found on <http://kasiopea.art.pl/>

IN THIS ISSUE **Anke Eißmann:** She is one the greatest Tolkien illustrators. Check her art out at <http://www.anke.edoras-art.de>

IN THIS ISSUE **Olanda Fang-Surdenas (Wynahiros):** See her art on <http://wynahiros.deviantart.com>

IN THIS ISSUE **Wouter Florusse (woutart):** Check out his page on <http://woutart.deviantart.com/>

IN THIS ISSUE **Caspar David Friedrich:** Famous romantic painter. See the Wikipedia page for examples of his work: https://en.wikipedia.org/wiki/Caspar_David_Friedrich

IN THIS ISSUE **Raymond E. Gaustadness (shockbolt):** You can find his fine work on <http://www.digitalartwork.no/>

IN THIS ISSUE **Olga G (steamey):** Her beautiful art can be foun at <http://steamey.deviantart.com/>

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

Other minds and hands
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/>

Thomas Jedrusek: One of the illustrators of *The One Ring*. see his page at <http://www.morano.pl/>

Milek Jakubiec (EthicallyChallenged): Thanks for giving permission to use your work! See more at <http://ethicallychallenged.deviantart.com/>

IN THIS ISSUE **Pierre Joubert:** A well-known illustrator of youths' books. See his official page (in french) at <http://www.pierre-joubert.org/>

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

IN THIS ISSUE **Joona Kujanen (Tulikoura):** Find his amazing art at <http://tulikoura.deviantart.com/>

Elena Kukanova: Check it out on <http://ekukanova.deviantart.com/>

Olga Kukhtenkova: You can find her work on the Tolkien Gateway:
<http://fan.theonering.net/~rolozo/cgi-bin/rolozo.cgi/collection/kukhtenkova>

Alan Lee: The third of the famous Tolkien artists. <https://www.facebook.com/alan.lee.5496>

IN THIS ISSUE **Carl-Friedrich Lessing:** A famous romantic painter. See his Wikipedia article at https://en.wikipedia.org/wiki/Karl_Friedrich_Lessing

IN THIS ISSUE **Angus McBride:** The famous illustrator of numerous historical books as well as MERP. The Facebook page of his estate can be found under <https://www.facebook.com/mcbrideangus/>

IN THIS ISSUE **Turner Mohan:** Find out more of his excellent work 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/>

Gabriel Oliveira: Found at <http://think0.deviantart.com/>

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

IN THIS ISSUE **Jereme Peabody (jipeabody):** Find more of this this skilled artist at <http://jipeabody.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>

IN THIS ISSUE **Peter Xavier Price (peet):** A new artist in OM. See him at www.facebook.com/peterxavierprice

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

Carlos Gordo Sacristán: A spanish artist, unfortunately by no e have no homepage for him.

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

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

Sampsa Rydman: He has published fantastic maps and a great campaign, especially maps. See him at <http://www.lindefirion.net/>

IN THIS ISSUE **Ari Suonpää:** Please visit his beautiful art at <https://www.facebook.com/artofarisuonpaa>

Danik Tomyn: Another great artist that can be found at deviantart. His section is at <http://danikyaroslavtomyn.deviantart.com>.

IN THIS ISSUE **Tuuliky:** As a regular OM reader, you will know her great work already. It may be found at <http://tuuliky.deviantart.com>.

IN THIS ISSUE **Maciej Zagorski:** An artists specialising in maps. Find more at <https://www.patreon.com/user?u=2863325>

OTHER STUFF THAT MIGHT BE INTERESTING FOR ROLEPLAYING IN MIDDLE-EARTH

Facebook “Fans of Mithril Miniatures” group: Lots of photos of painted minis plus some awesome dioramas. <http://www.facebook.com/groups/107518272188/>

Frothers Unite miniature forum: It is related to miniatures for sure! See also the article of *Middle-earth in miniature* in this Issue. [http://deartonyblair.blogspot.com.es/ \(it is about miniatures, I swear\).](http://deartonyblair.blogspot.com.es/(it+is+about+miniatures,+I+swear))

Games Workshop: If you are interested in miniatures made according to the movie design, then the Games Workshop miniature line (for skirmish-level tabletop wargaming) is for you. <http://www.games-workshop.com>

Many Mithril Pages: A site run by fans of Mithril Miniatures (see next entry). Here you can find extensive information and fan support for both current and out-of-stock minis. <http://mmp.faerylands.eu/index.php>

Mithril Miniatures: This company has been producing Middle-earth figurines since 1988; thus being one of the oldest still in continuous business. They now have a general line (though diminished in volume compared to earlier times) and an exclusive fellowship one which anyone can buy too, but the Fellowship members may vote on the next figures to be made. They also have a board which is mostly miniatures-centered but some general Middle-earth related information can be found as well. <http://www.mithril.ie>
Forum: <http://mithrilfigures.proboards19.com/index.cgi>

NEW **Wargames Terrain:** Looking for the latest tabletop miniature wargaming and roleplaying news? Make sure to check out the Wargame News and Terrain Blog which is daily covering new miniatures, tabletop scenery and wargame rules from companies worldwide. Venture into the magnificent world of tabletop miniature wargaming and engage in fantasy, science fiction and historical warfare on your miniature tabletop battlefield. Check them out at <http://wargameterrain.blogspot.com> and Twitter [@wnt_news](https://twitter.com/wnt_news)

Check the full review of the soon to be released Northstar Miniatures plastic Dwarf Infantry and prepare to field epic Tolkienesque and folkloric inspired dwarf armies and roleplaying dwarf adventurers soon. http://wargameterrain.blogspot.com/2017/04/northstar-miniatures-plastic-fantasy_30.html

INSIDE INFORMATION

CREATURES OF MIDDLE-EARTH

In this Issue we start a new section that will bring you new creatures for your games. In the past we already had similar contributions (remember Neville's Moldewarp from Issue 4?), but it is time to make this a more regular contribution.

In all games, the point comes that players and game masters wish to introduce new creatures to their games. In the context of games that use Middle-earth as their setting, there can be some potential whose importance depend primarily upon the level of Tolkien authenticity one prefers for his games. As soon as you introduce creatures beyond those described by Tolkien himself (i.e. Orcs and Trolls as the most common ones) you have to think about their integration into the greater scheme of things as laid out by Tolkien. In this context, the ideal new creature is one that is rooted in Tolkien lore (even if only mentioned peripherally or in older texts) as well as providing an interest challenge in actual gaming. The first instalment (after the Moldewarp) is about the Were-worms found in an ephemeral sentence in *The Hobbit*.

NEW ARTISTS

We are always happy to announce a new artist for *Other Minds*. This time we have not one or two, but eleven artists whose art is used in *Other Minds* for the first time. We are greatly indebted to all of them for granting us permission to use their excellent works here. You can find links to their respective websites in the a "artists" section on pages 9 and 10 of this Issue. The artists are (in alphabetical order):

Sergio Artigas' focus is on Dwarves and related topics. Thank you very much for your permission!

Nacho Hernandez Castro (NachoCastro) makes stunning work with a focus on *The Lord of the Rings*.

Thomas Cole is a famous romantic American painter from the first half of the 19th century.

Raymond Gaustadness (shockbolt) has made a number of excellent Tolkien-themed images. See his website for more details.

Olga G (steamey) has drawn a number of stunning pieces and we are indebted for her permission to use them.

Joona Kujanen (Tulikoura) is another highly skilled artists and we recommend checking out his work (see page 10).

It is a very special honour to introduce the next artists, as it is no one less than the great **Angus McBride** that will be seen within the pages of our magazine! I am sure everyone in the Middle-earth RPG community knows the multiple stunning works he provided for the MERP line in the 1980s and '90s. Beyond this, his primary work was the illustration of historical themes and books. As an example, he provided illustrations for a great number of volumes in the various lines of Osprey Publishing.

Sadly he passed away far too early in 2007, but we are greatly honoured that his estate gave us permission to use artwork from Angus for our purposes. We are greatly indebted for this indeed.

Jereme Peabody (jipeabody) is a highly talented artist with a focus on landscapes. We highly recommend to visit his website!

Spanish artist **shyangell** focusses on portraits and depictions of people. Don't miss to visit her website (see page 10).

Ari Suonpää (arisonpaa) makes stunning landscape pictures. Thank you very much for your permission to use your work.

Maciej Zagorski creates excellent maps and you should not miss out the chance to visit his site (on p. 10).



Rúmil of Tírión © by steamey, used with permission

MIDDLE-EARTH IN MINIATURE

CHAPTER 3 - TERRORS OF THE OLD DAYS

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

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José Enrique continues with his insightful discussion of miniatures for Middle-earth. His intimate knowledge of the market allows him to give us a comprehensive overview of miniatures and models that we might use in our games, for diorama builders or just for the pleasure of viewing. The theme of this issues goes right to the Heart of Darkness if you so will - the ancient terrors haunting the Free People.

Similar to the last installment, this is theme-centred rather than company-centred. It is a fitting continuation of the previous articles and I hope many more are going to follow. Check out our facebook page for news about miniatures!

supplementary stuff



INTRODUCTION

Join me dear reader, in my journey back in time to an Age when Vampires darkened the sky with their wings, dragons smashed whole armies and powerful Balrogs were the bane of the Eldar. Beware! Some of these evils may have endured the passing of many millennia and plague the heroes in later ages...

But first allow me to look back, because this living, breathing (and seldom painted) miniature world we linger in from time to time, is constantly changing. Thus I have some updates to our previous topics, Hobbits and Dwarves.

Hobbits: Copplestone Castings has released new Hobbit militia, an absolute must if you ask me. These are about 21 mm high which corresponds to “real” 1.28 m or 4’2” in our assumed scale. In hobbitish terms, this would make them useful primarily for Fallohides, as they would be too big for the typical Hobbits of the Late Third Age (about 3 feet or 0.9m in general).



© by Copplestone Castings, used under Fair Use

In addition, **Midlam Miniatures** has launched a Kickstarter to fund the production of new Halfling miniatures. They are divided into two groups: Adventurers in two poses (standing and lying on the ground) and a Town Council. These measure also about 21mm, and thus the notes above for “real” height apply here also.

Melissa Hamstring

#2

Approx.
21 mm
Head - Feet



+



Female Halfling Adventurer + Sleeping / Dead Adventurer
© by Midlam Miniatures, used under Fair Use

Dwarves: I have found the elusive quote to support my point about Dwarves lacking any kind of empathy with animals, making no sense to give them battle mounts if you prefer your miniatures close to Tolkien's vision of Middle-earth:

No Dwarf would ever mount a horse willingly, nor did any ever harbour animals, not even dogs.

— *The History of Middle-earth, Vol. X The Peoples of Middle-earth, Relations of the Longbeard Dwarves and Men, note 29*

Also, I have discovered **BlackChapel Miniatures**, a new company making fine Naugrim. These are great-looking sturdy Dwarves in proper chain-mail (most of them) with a decent height (the one in the picture below is 21 mm tall, which would be in real life 1.28 metres or 4 feet 2 inches).



© by Black Chapel Miniatures, used under Fair Use

Another new discovery of **Midlam Miniatures** are its Dwarves. They have a nice Naugrim range, some with plate armour (unfortunately) but many of them work fine for Middle-earth. The dwarven slaves below represent the most original ones of this range. They are well-fitted for dioramas in orc caves or similar situations (remember Thráin II in the pits of Dol Guldur!).



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And last but not least, **Northstar Miniatures** will be releasing some plastic multipart Dwarves, for an **Osprey Games** fantasy wargame. They look ace! Concerning height, please check out the scale comparison with a Gimli miniatures by Games Wor



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© Picture kindly supplied by Timmy of the Wargame News and Terrain Blog - <http://wargameterrain.blogspot.com>



Wargame News and Terrain

Now, let's cut to the chase. Brace yourself and face the Terrors of the Old Days! This section is made in two parts: First come the currently available miniatures and models for the *Terrors*, while an Addendum discusses older miniatures that are no longer in production (some of them for decades). These are included for reference.

THE TERRORS

I'm beginning to suspect many of you are not only gamers, but miniature collectors as well. The last winning topic in the poll at the *Other Minds* Facebook of this instalment of *Middle-earth in Miniature* most likely has only a very limited use in gaming – or how many dragons or balrogs are you going to throw against your unlucky adventurers? On the other hand, the Tolkienist aspect of the theme may also have attracted many votes. Whatever the case, we have a number of truly impressive miniatures for the *Terrors of the Old Days* indeed.

We will cover a wide range of creatures, including all of the fallen Maiar who followed Morgoth, incarnating themselves in Arda such the Balrogs or Sauron himself. Add to this the incarnated spirits from beyond the Circles of Arda, namely Ungoliant (and I will include here Shelob as well) and you have an impressive collection. In addition there are monsters made by Morgoth such as dragons and other creatures difficult to categorise such as the 'nameless things' living deep under the roots of the mountains. Despite having an ancient origin, I have decided to save the Fell Beasts used as winged mounts by the Nazgûl for the article on the Undead because they only appear in the books with their Wraith masters.

It is worth noting that no exact size is provided in the books for most of these creatures, so there are only vague comments about this. Nonetheless, where applicable, notes are given. Sit back, here they come!

Balrogs (Valaurakar, if you prefer)

And in Utumno he gathered his demons about him, those spirits who first adhered to him in the days of his splendour, and became most like him in his corruption: their hearts were of fire, but they were cloaked in darkness, and terror went before them; they had whips of flame. Balrogs they were named in Middle-earth in later days.

— *The Silmarillion. Of the Coming of the Elves and the Captivity of Melkor*

In this early quote we get the general feeling about the look of these demons, they are shadow and flame. Does this mean they have no solid physical body? Let's keep reading...

Then he [Gothmog, Lord of Balrogs] turned upon Fingon. That was a grim meeting. At last Fingon stood alone with his guard dead about him; and he fought with Gothmog, until another Balrog came behind and cast a thong of fire about him. Then Gothmog hewed him with his black axe, and a white flame sprang up from the helm of Fingon as it was cloven.

— *The Silmarillion. Of the Fifth Battle: Nirnaeth Arnoediad*

They certainly are solid enough to handle axes able and cleave helmets with them.

The Balrog reached the bridge. Gandalf stood in the middle of the span, leaning on the staff in his left hand, but in his other hand Glamdring gleamed, cold and white. His enemy halted again, facing him, and the shadow about it reached out like two vast wings. It raised the whip, and the thongs whined and cracked. Fire came from its nostrils. But Gandalf stood firm.

[...]

The Balrog made no answer. The fire in it seemed to die, but the darkness grew. It stepped forward slowly on to the bridge, and suddenly it drew itself up to a great height, and its wings were spread from wall to wall; but still Gandalf could be seen, glimmering in the gloom; he seemed small, and altogether alone: grey and bent, like a wizened tree before the onset of a storm.

From out of the shadow a red sword leaped flaming.

[...]

*At that moment Gandalf lifted his staff, and crying aloud he smote the bridge before him. The staff broke asunder and fell from his hand. A blinding sheet of white flame sprang up. The bridge cracked. **Right at the Balrog's feet** it broke, and the stone upon which it stood crashed into the gulf, while the rest remained, poised, quivering like a tongue of rock thrust out into emptiness.*

— *The Lord of the Rings. The Bridge of Khazad-dûm*

They wield weapons and have feet, for me this is evidence of a physical body. Regarding wings, miniature designers mostly agree that these ‘fire demons’ look way cooler with wings, but they often come as separate pieces, so it’s up to you to attach them or not. Elrond gave me a wise advice once and I’m not going to start over the eternal debate about Balrog’s wings (if they have any...)



(...) Then leapt Ecthelion lord of the Fountain, fairest of the Noldoli, full at Gothmog even as he raised his whip, and his helm that had a spike upon it he drove into that evil breast, and he twined his legs about his foeman’s thighs; and the Balrog yelled and fell forward; but those two dropped into the basin of the king’s fountain which was very deep. There found that creature his bane; and Ecthelion sank steel-laden into the depths, and so perished the lord of the Fountain after fiery battle in cool waters.

—The Book of Lost Tales.
The Fall of Gondolin.

As always, we have to take Tolkien’s posthumous (and this case – very early) works with a grain of salt. At least in this early stage in the development of his stories an Elf is able to overthrow a Balrog. Apparently, the Elf’s head is roughly about the same height than the Balrog’s chest and the Balrog doesn’t seem to be much heavier than the Elf. If we accept this as Tolkien’s final word on the matter, Balrogs shouldn’t be much bigger than a Noldo Elf, and taking in account that this is Gothmog, Lord of the Balrogs no Balrog should be much bigger than him. One might argue with the early developmental era of this text. In Gandalf’s fight with the Balrog some passages suggest a significantly greater size of these demons.

Now, what do we have as Balrog miniatures out there? I’ll give a list of both official (licensed) ones plus some that fit the bill without the “Balrog” label on the box.

Anima Tactics

This *Ignis Demon* would be a provocative interpretation of the subject, but still valid. I like especially the fire ‘wings’. The round base is 40 mm in



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radius, so I guess this would be about 45 mm high (ca. 2.75m) without the wings.

Games Workshop (GW, formerly Citadel)

The most obvious choice is the version from Peter Jackson’s movies. It is about 75 mm tall (not counting the flaming neck), but you have to account its forward-bent position. Standing straight upright, he’d be about 100 mm tall, which translates into a “real size” of about 6.1 m (20 feet). The official 28 mm scale of the Games Workshop miniature series works to our advantage here, as a 32mm miniature will somehow lessen the big size of the demon without making compromises in design. All over, it fits the sparse description quite nicely. Please note that these came in two versions. The original one that was available shortly after the first movie was a metal mini with plastic wings (which made it much easier to give them a great span than with metal) while the one currently available is made fully of plastic (for the same price of course...). There are also differences in the equipment, as you might fit a sword or whip in the right hand.

What makes this model appealing are the **really** big wings, which enhance its presence and fit nicely to the LotR quote. The plastic is a huge advantage here, as this wouldn’t have been possible with metal wings.



© by C. Campbell (<http://analogue-hobbies.blogspot.de/2011/05/you-shall-not-pass-28mm-lord-of-rings.html>), used under Fair Use

The second GW candidate is a creepier ‘Shadow Dweller’ which is supposed to be a diminished Balrog after centuries of being imprisoned in the stone. Like its more powerful cousin, it is far bigger than a human-sized model (which is not true to canon if you accept the Ecthelion quote above as “true”). Strangely enough this one has hooves, whereas the movie Balrog has “real” feet. Taking in account the base of this model and the previous one are the same, this one is smaller but I’m afraid I can’t give a more precise height estimate.

Helldorado

These Efrít Warriors are an interesting take on the subject, as their bodies seem to be part solid and part flame. With the addition of flaming weapons, they would look particularly good. They are human-sized, but the Helldorado range is on the high end of the ‘Heroic scale’, so I’d say these are about 35 mm (ca. 2.1 m). And am I right that the one on the right looks like a female Balrog and how could that be?



<http://www.chickhammer.com/2014/03/baby-balrog-dweller-in-dark.html>, used under Fair Use



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Mirliton Miniatures (former Grenadier)

This is a classic miniature inspired by the Ralph Bakshi animated movie from 1978. Back in the day he was a big bastard, but as scale has crept over the years, now he's "Ogre size". The sculpt is a bit dated, but the price is a bargain. Talking from memory, he should be about 45 mm (2.7 m) tall. It is very similar to the old Grenadier model (see "Addendum" section), but not identical.



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The one below is an armoured Balrog. As they are never described wearing any kind of protection, but just weapons, this a quite liberal artistic license. He also sports a tail – a feature never mentioned by

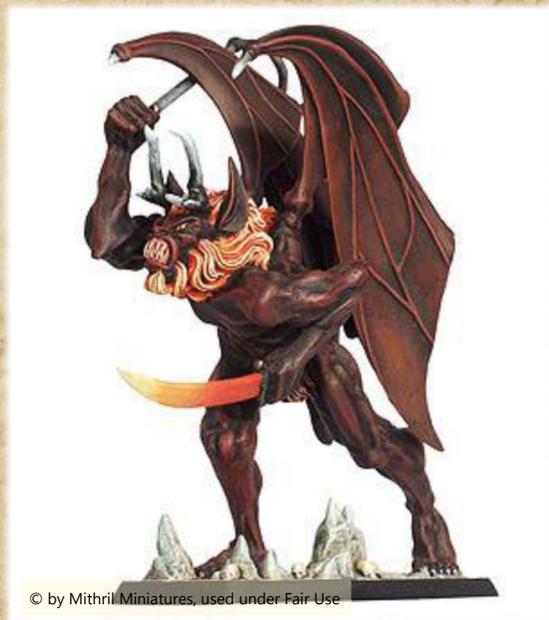


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Tolkien. Given the circumstances (especially for the quite detailed description in Moria) it is likely that such a prominent feature would have been mentioned. Most other models have them as well though (e.g. the GW one above). It is close in style to the previous one with a similar height. The face kind of reminds me of the Beast from the Disney version of Beauty and the Beast... Therefore this would be a great candidate for a Middle-earth version of the classic tale of "The Beauty and the Balrog"...

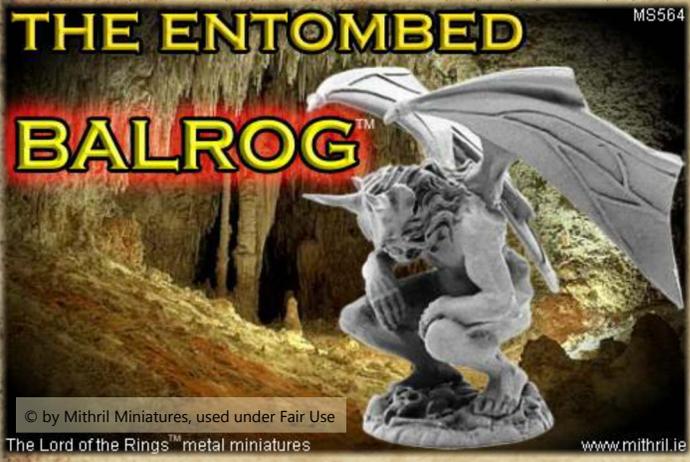
Mithril Miniatures

This Balrog is big and similar in size to the Games Workshop version (about 75 mm; ca. 4.6 m), soft in detail and a quite boring pose. Standing upright, he probably be around 100 mm (6.1 m). It looks like he is squeezing through a narrow passage with the (relative small) wings somehow unspectacularly folded straight on the back. In contrast to the GW model, he is more massively built (despite the similar size), which is emphasised by the wings, whose positioning underline the overall two-dimensional impression. As Mithril's license only allows them to produce full-metal miniatures, they could not use lightweight plastic or resin for bigger, more three-dimensional and impressive wings. It is a good example of a relative static pose for a creature that is actually highly dynamic (just compare it with the GW version!). I include him here primarily to complete the list.



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However they also have another in a much more interesting pose, the (in)famous Balrog in the loo. It is little wonder that he was so ill-tempered when the Dwarves disturbed him (during some important business?)... The figure is much smaller than Mithril's older Balrog (about 40 mm without wings).



Reaper Miniatures

When we set aside the 'High Fantasy' demons with oversized weapons and the muscles of a body-builder on steroids, we also have some more options.

The first in this list is *Narglauth*, Fire Demon by Bob Olley it's a bit static and has hooves instead of feet, but other than that is quite correct. I'm not sure about the scale unfortunately.



However, the crouched position is misleading, and standing upright he'd probably be around 70 mm (ca. 4.3 m) in height. I greatly appreciate the idea of the entombed Balrog, but in my opinion the execution does not match the intention.

But they also have a 'lesser Balrog', which I find more accurate in size. Unfortunately the dynamic pose has a static feeling and doesn't quite work. He looks like he is simply running rather than charging or actually attacking. This one is about 45 mm (ca. 2.75 m) without wings.



My favourite Balrog miniature is some kind of curiosity, as unfortunately it is in a wholly different-scale. It's this tiny 15 mm (corresponding to 0.9 m in "reality") flame demon from **Khurasan Miniatures** and sculpted by Tom Meier. Despite not having feet and sporting wings, I deem him almost perfect!



Boldogs

Boldog [...] is a name that occurs many times in the tales of the War. But it is possible that Boldog was not a personal name, and either a title, or else the name of a kind of creature: the Orc-formed Maiar, only less formidable than the Balrogs.

— *The History of Middle-earth, vol. X – Morgoth’s Ring. Myths Transformed*

There is no direct quote telling us how these Maiar in Orc form looked like exactly. A common Orc is about Dwarf height, with the exception of the Uruk-hai who are about the size of a man. But for these quite exceptional creatures I suggest a more imposing stature and of course they should carry top quality equipment.

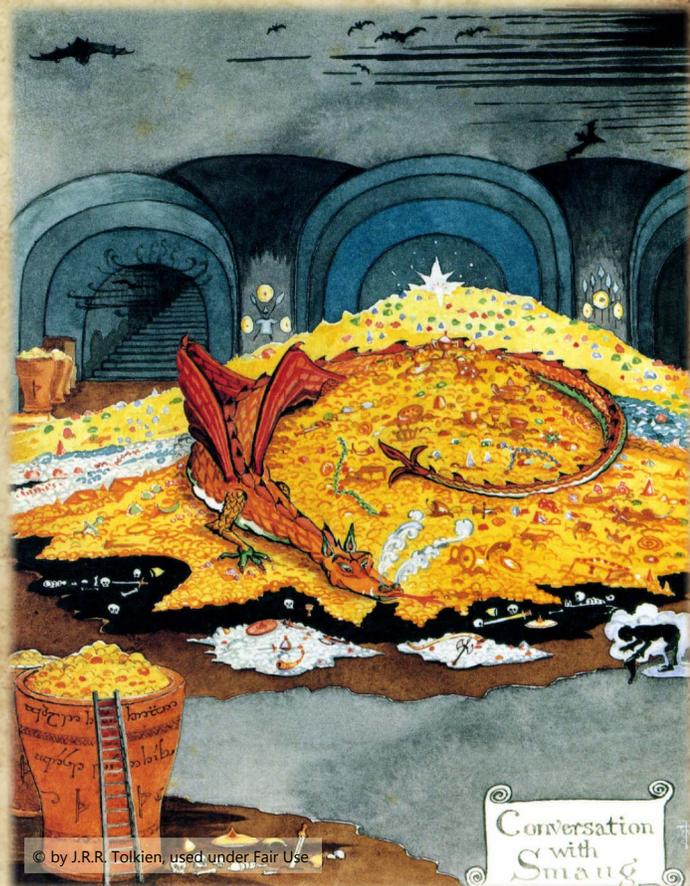
Ral Partha Europe: *Gargantua Orc* (sculptor unknown, Fantasy Armies line). This looks like a real badass super-orc!



Height: 31 mm (1.88 metres or 6 feet and 2 inches)

Dragons

This is one of these rare occasions where we have a drawing by Tolkien himself on the matter at hand, so let’s take a look to the most faithful depiction of Smaug.



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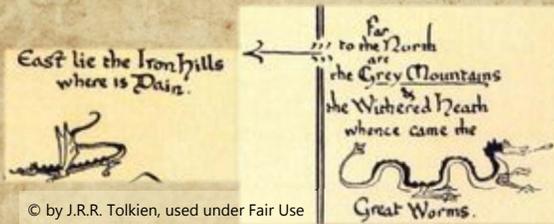
Conversation with Smaug

Another image shows him in flight, right after being hit by Bard’s black arrow:



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And these two from the famous Map of Thrór (Smaug to the left and an unnamed dragon to the right):



So far we can confirm that at least has a serpentine body covered with scales, long neck and longer tail, four short legs (sorry Peter Jackson!), wings (some of them, see the quote below)... and ears! The overall serpentine outlook is already prominently mentioned for Glaurung, the father of Dragons.

Again after a hundred years Glaurung, the first of the Urulóki, the fire-drakes of the North, issued from Angband's gates by night. He was yet young and scarce half-grown, [...] Then Fingon prince of Hithlum rode against him with archers on horseback, and hemmed him round with a ring of swift riders; and Glaurung could not endure their darts, being not yet come to his full armoury, and he fled back to Angband, and came not forth again for many years.

— *The Silmarillion. Of the return of the Noldor*

Of course he could be caught and driven away in such a way because he had no wings with which to escape. Winged dragons appeared much later in the First Age:

Then, seeing that his hosts were overthrown and his power dispersed, Morgoth quailed, [...]. But he loosed upon his foes the last desperate assault that he had prepared, and out of the pits of Angband there issued the winged dragons, that had not before been seen; and so sudden and ruinous was the onset of that dreadful fleet that the host of the Valar was driven back, for the coming of the dragons was with great thunder, and lightning, and a tempest of fire.

— *The Silmarillion. Of the Voyage of Eärendil and the War of Wrath*

In *The Silmarillion* we can see also that a dragon's belly is so close to the ground that a Dwarf can stab him with a knife (ok, the dragon is crawling, but still its belly couldn't be far above the Dwarf in order to render this sense this sort of attack plausible):

But the Naugrim made a circle about him when he assailed them, and even his mighty armour was not full proof against the blows of their great axes; and when in his rage Glaurung turned and struck down Azaghâl, Lord of Belegost, and crawled over him, with his last stroke Azaghâl drove a knife into his belly, and so wounded him that he fled the field, and the beasts of Angband in dismay followed after him.

— *The Silmarillion. Of the Fifth Battle: Nirnaeth Arnoediad*

The search for appropriate miniatures for a Glaurung-like dragon has proven to be more challenging than expected. Despite the numerous dragon models available, most of them have horse-like legs articulations, with long legs. And adding ears is not trendy at all for dragon-makers. I have narrowed the results to the - in my opinion - very best.

Warploque Miniatures has some good ones, including my favourites, the Fire dragon, Western dragon and Forest dragon. They have no ears but other than that they're perfect. I can only provide measures for the first one, which is 34 cm (ca. 20.7m) long if standing straight (from head to end of the tail) and about 9 cm high (5.5m; without the spines) if standing on a flat surface), but keep in mind all of them use the same base to get an idea of their size.



© by Warploque Miniatures, used under Fair Use
Shown on 120mm base



Warploque
MINIATURES



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Games Workshop has many dragons, but I only deem the slender Cavern Drake above fitting for Middle-earth. Even if the articulations on the legs do not have a Tolkienian feel to them, his belly is low and he has ears – and a small dragonette. Unfortunately I have no clue about its size.

Of course we also have to include the Smaug from the *Hobbit* movie. Be aware though, that beside the really good skill of the design, it significantly differs from Tolkien's idea – primarily because the movie Smaug misses one pair of legs (and ears – but that's quite usual as already noted)! It also has neither ears, nor a serpentine body or a belly covered by treasure. Thus it is ill-suited if you look for a model closely following Tolkien's ideas, but I include it due to the movie's popularity (for many, this is Smaug - regardless what Tolkien wrote...). If you can live with this, Games Workshop has a "miniature" for you, but prepare to invest a small fortune for it...



£45
~~RRP £65~~
Save 30%!

ARCWORLD
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As you can see with the Bilbo figure in the foreground, this Smaug is really big. It is made from resin, which allows for a big and well-sculpted model and still stay within reasonable weight limits. This material also eliminates stability issues with big wings.

Geene Models (sculptor Galileo Hernandez) has created a dragon with a striking similarity to the movie Smaug – but on the other hand, PJ’s Smaug also strongly resembled the dragon design from the *Reign of Fire* movie. For whatever reason, the website of Geene Models has been offline for some time now (their primary business are dinosaur models). Being so similar to the Games Workshop version, it has the same flaws regarding compatibility with the canon. At least the body is slender enough to be approximately “serpentine”...

This dragon is made of resin and with an approximate total length of 650 mm (ca. 40 m) from the mouth to the tip of the tail and of similar size as the one from Games Workshop. The wings alone are about 300 mm long (from the claws to the trailing edge). The second picture shows a GW 28 mm figure for scale comparison. If you envisage Smaug not this big (like I do), this might be an option for an older unnamed dragon of the First Age (or Ancalagon himself).



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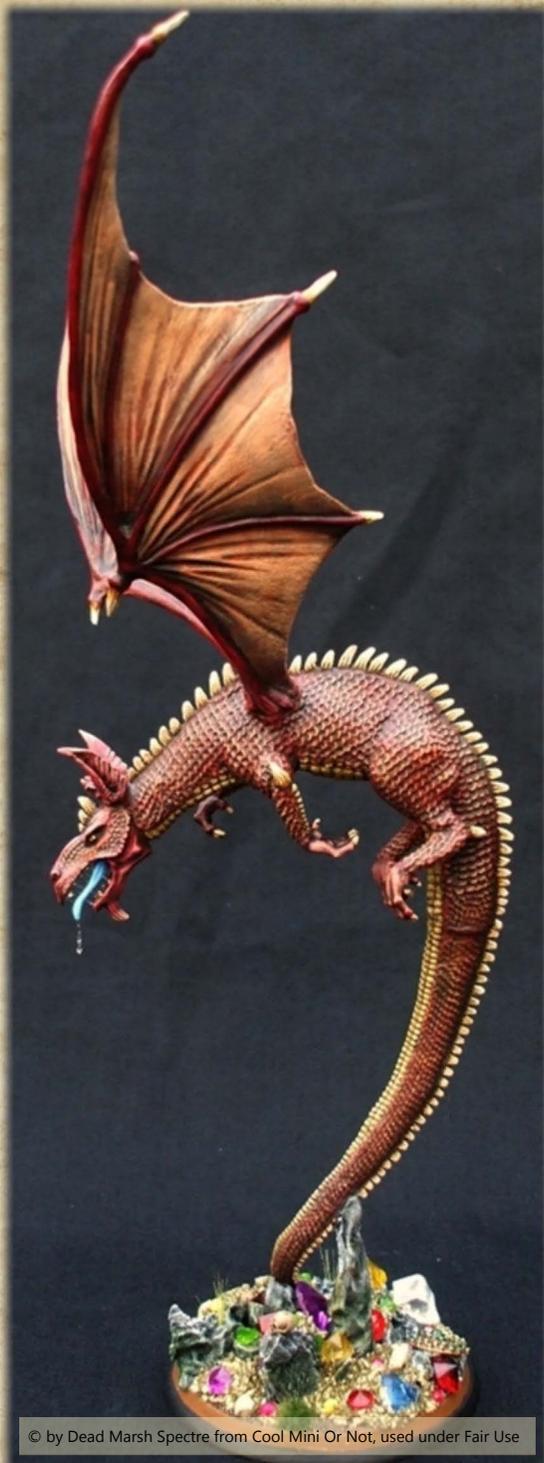
Galileo Hernandez 2014



Mithril Miniatures has two sets inspired by Tolkien's painting 'Conversation with Smaug', and another version of the famous dragon flying, but none of them is much to my liking, even though ironically they resemble Tolkien's images very closely and much more than any other mini I found for this specific dragon. In my opinion they look cartoonish and the detail is soft. As an example, compare the rich and varied textures of the previous one with these. In any case, judge yourselves whether they fit your vision for Smaug or not.

The first one labelled *The Vengeance of Smaug* (see left column) is of about 220 mm total height (13.4 m) and thus considerably smaller than the two previous models. Again, this is probably due to their limitation to metal miniatures, which by nature limits the size of models.

The second one named *Smaug the Dragon, Bilbo and Treasures* is again quite close to Tolkien's ideas (which is not normal for Mithril!) and considerably smaller than the GW version. The transparent resin Hobbit miniature does not come with this set. The dragon's size is similar to the previous one.

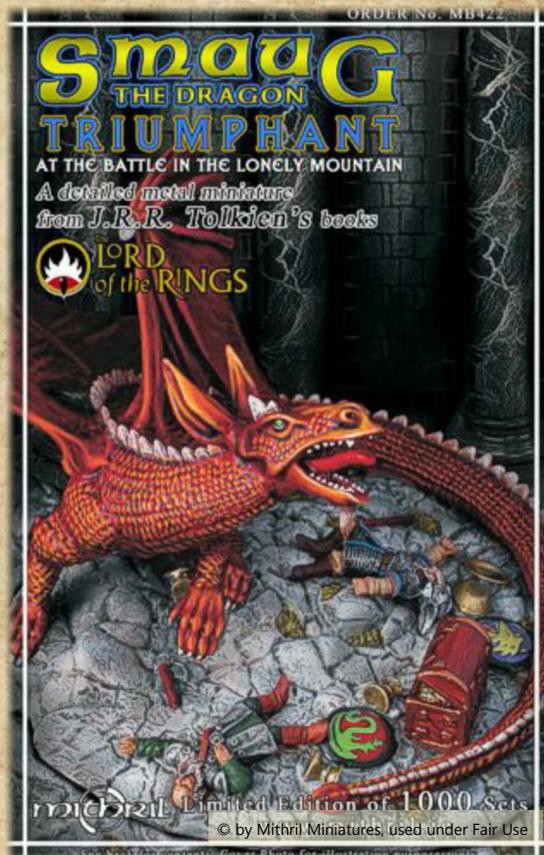


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Last, the final Smaug by Mithril is *Smaug Triumphant*, from which I have no photo, but the image from the package gives you an idea of the outlook and size (both of which correspond well to Mithril's other sets).



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But apart from Smaug, Mithril also has other dragons. Scatha is such an example. The size is comparable to the Smaug models shown above. The wings are a bit puzzling, as Tolkien calls him Scatha the Worm, hinting at a wingless dragon (i.e. similar to Glaurung, who was called ‘The Great Worm’). But you could argue that Tolkien uses “worm” synonymous for “dragon” and this might be not a strong argument for a wingless dragon.

Mithril also has some generic dragons, from which the *Fire Dragon* below is certainly the most interesting. The horny spikes seem a bit strange, but if you dismiss these, you have a very good wingless dragon of appropriate size. Length of the model is 220mm again (about 13.4 m) and if you take into account the curled tail, the creature would be even longer.



Despite this, the Mithril dragons look very much alike, so if you’re looking for a bit of variety in your dragons, you also have to consider other companies.

Giant Spiders and Spider-like creatures

Then the great spider, who had been busy tying him up while he dozed, came from behind him and came at him. He could only see the things’ eyes, but he could feel its hairy legs as it struggled to wind its abominable threads round and round him.

[...]

As he drew nearer, he saw that it was made by spider-webs one behind and over and tangled with another.

Suddenly he saw, too, that there were spiders huge and horrible sitting in the branches above him, and ring or no ring he trembled with fear lest they should discover him.

— *The Hobbit. Flies and Spiders.*

We have no specific details about the appearance of these generic giant spiders, other than their big size and hairy legs. With so little restrictions, we have a wide range of choices. Let us begin with the smaller specimens and then build up to the really big critters!

Heresy Miniatures has this monstrous spider made of metal and resin. It looks spot on for hunting Dwarves in Mirkwood down!



Reaper Miniatures offers a huge selection of arachnids in metal and a few in plastic. They come in various sizes, from dog- to horse-sized ones. Here you see some samples:



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Otherworld Miniatures' catalogue includes these useful giant spiders (and some more not shown). The first (unassembled) one is the biggest of them.



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These are about dog-sized which can be useful for some variety.



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Mithril Miniatures: The *Giant Spider of Mirkwood* (MC30) in my opinion is a nice representation of a Giant Spider. Its body size of 32 mm (1.95 m) makes it truly "giant" for an arachnid. For the full size, you also have to factor in the legs. The height (including legs) is about 30 mm (ca. 1.8 m). Overall, the wide legs make it look much bigger.



© by Mithril Miniatures, used under Fair Use

Shelob

Most like a spider she was, but huger than the great hunting beasts, and more terrible than they because of the evil purpose in her remorseless eyes. Those same eyes that he had thought daunted and defeated, there they were lit with a fell light again, clustering in her out-thrust head. Great horns she had, and behind her short stalk-like neck was her huge swollen body, a vast bloated bag, swaying and sagging between her legs; its great bulk was black, blotched with livid marks, but the belly underneath was pale and luminous and gave forth a stench. Her legs were bent, with great knobbed joints high above her back, and hairs that stuck out like steel spines, and at each leg's end there was a claw.

— *The Lord of the Rings. Shelob's Lair*

Disturbed as if out of some gloating dream by his small yell she turned slowly the dreadful malice of her glance upon him. But almost before she was aware that a fury was upon her greater than any she had known in countless years, the shining sword bit upon her foot and shore away the claw. Sam sprang in, inside the arches of her legs, and with a quick upthrust of his other hand stabbed at the clustered eyes upon her lowered head. One great eye went dark.

— *The Lord of the Rings. The Choices of Master Samwise*

Many people assume Shelob should look like an overgrown spider, but she was 'most like a spider'. The spider analogue is used to describe her general appearance, but in various details she is quite different from an ordinary spider in XXL format. It's quite remarkable to note she has 'great horns'.

Let's start with the most original interpretation I have to offer. This is Shelob from **Mithril Miniatures**. The humanoid head is its most distinctive feature. Add great horns, more eyes and you'll have a unique demon-spider. It is worth noting that this

model (by chance) fits the description of Tyulquin, one of the three chief spiders of Mirkwood (all three of them being children of Shelob) presented in The One Ring supplement *The Heart of the Wild* (but the model long pre-dates TOR of course). So, Mithril's Shelob might be a good choice if you're looking for a miniature representing this specific creature. This set comes with Gollum, Sam and Frodo as well. Shelob's body is about 85 mm long (approximately 5.2 m). If you add the long legs, she becomes even more menacing and impressive.



www.zinnfigur.com © by zinnfigur.com, used under Fair Use

The movie version from **Games Workshop** comes with Mr. Frodo wrapped in spider web and Sam. The attacking pose is more dynamic than what we usually see in spiders and the size is perfect. The image below is misleading, as Sam and Frodo are shown in a different scale than Shelob. The monster's body is about 50 mm long (3 m) and of course bigger when you add the legs. This is one of the few stances where a "big" monster is smaller in the GW than in the Mithril version.

As an alternative, **Reaper Miniatures** has one massive spider perfect for Shelob. This is *Cadirith, Colossal Demonic Spider*, from their Dark Heaven Legends range. Making an educated guess, I'd say she's about 80mm (4.9 m) or so in body length because she's too expensive to be small... and because of her name...



© by Games Workshop, used under Fair Use



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And then you can get from **eBob Miniatures** this one. Base has 40 mm radius, so it can work either as Shelob or a normal giant spider depending on your size or scale preferences.



© eBob Miniatures, used under Fair Use

Scenic base not included. Figure supplied unpainted with standard 40mm plastic base.

If you want something bigger, *Gol Gul, Barrow Spider* by **Mierce Miniatures** is an option. This massive resin miniature has a base of 120mm radius. The creature without legs is about 80 mm (4.9 m) and in my opinion big enough to represent Ungoliant herself.



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We have another overgrown spider, this one from **Scotia Grendel miniatures**. Sorry for the poor quality of the image, this is the official one on the vendor's website. The miniature standing close to it is human-sized to give you an idea of its size.



© Scotia Grendel Miniatures, used under Fair Use

The final demonic spider-creature I'd like to show you in this list is *Arachnarok* from **Games Workshop's Warhammer** series. It is really huge with a body of about 110 mm (6.7 m) and comes with lots of protrusion/horns. In my opinion it makes a perfect Ungoliant. I estimate the height (including legs) to be about 70 mm (4.26 m). Overall, this critter is bigger than an elephant! It is a plastic model (and thus relatively lightweight) and comes with a bunch of goblins that sit on platforms fastened to her abdomen. But as you can see from the picture below, omitting these is quite easy and you can't tell that there were some additional parts for the monster! In addition, the kit contains some smaller spiders whose sizes vary from about head- to dog-sized. And best of all, the price is extremely reasonable!



© by piratevikingpainting.blogspot.de



'Nameless things'

Far, far below the deepest delving of the Dwarves, the world is gnawed by nameless things. Even Sauron knows them not. They are older than he.

— *The Lord of the Rings. The White Rider*

We don't have much information about how these creatures may look (in fact we are left totally in the dark!), but at very least they should have teeth to gnaw. For once, I will take Peter Jackson's ideas as inspiration because long before the movies I imagined them with a similar outlook. Something like this from **Reaper Miniatures: Great Worm** (sculpted by Michael Brower, Bones line). This is a good example for the line's suitability for big monsters. The worm-like thing is 65 mm high (4m).

© Reaper Grendel Miniatures, used under Fair Use



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Phaeton Design Miniatures (sculpted by Chris Tubb): This take is much more conventional, with the "Nameless Things" being more or less humanoid creatures with slightly modified proportions and some extra protrusions. In my opinion they resemble too much a conventional Orc with some scaly protrusions, but judge for yourself whether these represent creatures you think of when hearing "Nameless Things". Concerning scale, these are about human-sized; i.e. approximately like a regular 32mm miniature.

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Vampires

The following quotes are pretty much all the information we have about Vampires in Middle earth:

*He turned aside therefore at Sauron's isle, as they ran northward again, and he took thence the ghastly wolf-hame of Draugluin, and the bat-fell of Thuringwëthil. She was the messenger of Sauron, and was wont to fly in vampire's form to Angband; and her **greatfingered wings were barbed at each joint's end with an iron claw.***

— *The Silmarillion. Of Beren and Lúthien*

A vampire shape with pinions vast screeching leaped from the ground, and passed, its dark blood dripping on the trees

— *The History of Middle-earth, vol. III. The Lays of Leithian*

I think Thuringwethil could have been a Maia able to change her form like Sauron, hence it would make sense she took a vampire's form to fly, just like Sauron did. Anyway, what is important for us is how this vampire's form is described. Wings and claws seem to suggest a hybrid form, a giant bat with some humanoid features.

It is especially important to note (at least for gamers) that the term "vampires" doesn't refer to pale aristocratic men in elegant suits here, but hideous demonic-like creatures. At the very least the usual vampiric stereotypes (deadliness of sunlight, no mirror image or susceptibility to 'holy' water) are unlikely to apply here...

Heresy Miniatures: Vampire in Manbat form (sculpted by Paul Muller).



© by Heresy Miniatures, used under Fair Use

This one fits the bill nicely, even if it looks more man than bat. Claws may be a bit short. By the looks of it, it should be slightly bigger than your usual 32 mm miniature.

Reaper Miniatures: *Vorvorlaka, Vampire* (sculpted by Bob Ridolfi, Dark Heaven Legends line). This vampire offers another take on the subject, different but still valid. Its size is about 32 mm (and thus of normal mannish height).



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Games Workshop: Gûlavhar, the Terror of Arnor (sculptor Trish Morrison, webstore exclusive). This is a proper a monster, huge and menacing. It is a made-up character for GW's wargame, so do not worry if his name does not ring a bell. Horns are an artistic license but all the rest is ace and the claws look particularly deadly. It is about 50 mm tall (excluding wings), and perhaps 60mm (3.65m) if standing fully upright. This makes for a big and scary vampire indeed. Painted by [Dead Marsh Spectre](#).



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Curiosity: there is an upcoming boardgame called Vampire Wars, by Dark Gate Games, with plenty of vampire plastic miniatures to choose from. Most of them are human-sized but the one pictured below is meant to be a big fella about 40 mm tall.



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Werewolves

Therefore an army was sent against him under the command of Sauron; and Sauron brought werewolves, fell beasts inhabited by dreadful spirits that he had imprisoned in their bodies.

— *The Silmarillion. Of Beren and Lúthien*

Werewolves in Middle-earth are huge wolves inhabited by evil spirits, they are not Men afflicted by some magical disease nor can they change their shape. So similar to vampires, Tolkien's "true" or original werewolves do not reflect the usual Fantasy or folktale stereotypes of these creatures.

Then Morgoth recalled the doom of Huan, and he chose one from among the whelps of the race of Draugluin; and he fed him with his own hand upon living flesh, and put his power upon him. Swiftly the wolf grew, until he could creep into no den, but lay huge and hungry before the feet of Morgoth. There the fire and anguish of hell entered into him, and he became filled with a devouring spirit, tormented, terrible, and strong. Carcharoth, the Red Maw, he is named in the tales of those days, and Anfauglir, the Jaws of Thirst. And Morgoth set him to lie unsleeping before the doors of Angband, lest Huan come.

— *The Silmarillion. Of Beren and Lúthien*

Granted that Carcharoth was the biggest Werewolf ever, but it is worth noting the comments about his size. So basically we need big bad wolves to represent them in our games.

Dark Sword: Dire wolves (sculptor Dave Summers, George R. R. Martin Masterworks line). These have quite realistic proportions, with slim limbs. I'm afraid I don't own this miniature so I can't provide an estimate about its measurements.



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Micro Art Studio: Great Wolves (unknown sculptor). Sadly they seem to be discontinued. They are a bit chunky but not cartoony. Length is 42 mm (2.6m) without tail (49mm/3m with tail) and height of 23 mm (1.4m) at the shoulder. Compare this with a Gray Wolf (1.6m maximum body length and 0.85m height at shoulder). Thus they are great for a ferocious beast like Draugluin!



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Reaper Miniatures: Warg (sculpted by Jason Wiebe, Dark Heaven Legends line). This one is truly massive and fearsome, my personal pick for Carcharoth himself. Especially the size makes it perfect for a giant wolf. Length is 50 mm (3m) without tail (70mm/4.3m with tail) and height of 30 mm (1.8m) at the shoulder



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Red Box Games: Fenris (sculpted by Tre Manor). For me this is the perfect balance between realism and fantasy. Length is 45 mm (2.7m) without tail (60mm/3.7m with tail) and height of 30 mm (1.8m) at the shoulder



© Red Box Games, used under Fair Use

Heresy Miniatures: The Tunnel Dweller (sculpted by Paul Muller). It was this miniature what made my imagination run wild about the Were worms. In terms of size I cannot be accurate but its base is 60mm in diameter.



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heresyminiatures.com/tunneldweller

Were-worms

Tell me what you want done, and I will try it, if I have to walk from here to the East of East and fight the wild Were-worms in the Last Desert.

— *The Hobbit. An Unexpected Party*

We know virtually nothing about these creatures; in fact it is entirely possible that they exist only in some Hobbit fairy tales. But it is a nice excuse to add some variety to our typical Middle-earth fiends and since this Other Minds issue includes my take on these creatures for The One Ring RPG, let's go ahead!

Heresy Miniatures: Maggotman (sculpted by Paul Muller). And closely related to Were-worms (and completely made-up by me) come their minions, the very disgusting Maggotmen. These could also work as another interpretation of the Were worms. Heresy's maggotmen fit well into the usual 32mm human-size as you can see in the picture below.

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Maggotman Base Size Guide



CHARACTERS OF NOTE

Sauron (late Third Age)

We have no description at all of the appearance of the Necromancer of Dol Guldur. However many people believe Sauron's shape in late Third Age was the widely-known Red Eye of Mordor as dramatized in the movie trilogy by Peter Jackson. But that's a mistake, the Eye is an expression of Sauron's will, his symbol (or coat-of-arms if you so will) and he did have a physical body. The latter was a necessity to impose his rule on the physical world.

Sauron should be thought of as very terrible. The form that he took was that of a man of more than human stature, but not gigantic. In his earlier incarnation he was able to veil his power (as Gandalf did) and could appear as a commanding figure of great strength of body and supremely royal demeanour and countenance.

— *The Letters of J.R.R. Tolkien. Letter #246*

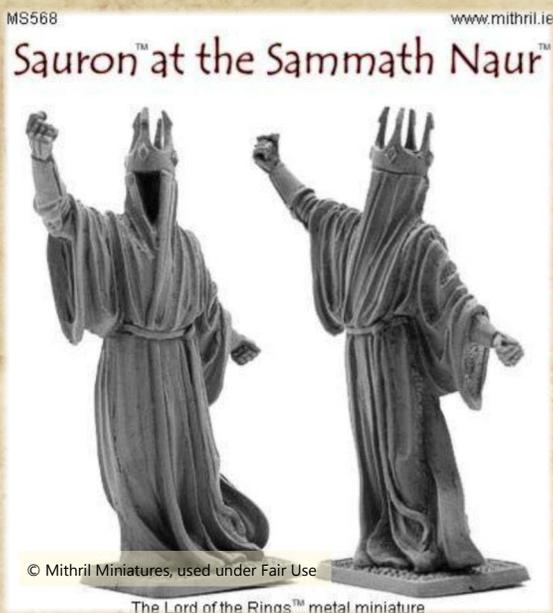
I'm partisan to the following miniature, *Nephal Shadow Prince Demon*, from **Reaper Miniatures**. It seems a rather nice figure for Sauron's fair "Annatar" form. The sword is a bit too much High Fantasy though. The figure is about a head taller than a normal 32 mm miniature. To be a believable "good Annatar", the paintjob should be less sinister though.



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If you prefer a more (semi-) spectral version, perhaps for a mid-Third Age setting while Sauron was recovering from the battle of the Last Alliance, I would suggest either of these:

Sauron at the Sammath Naur, by **Mithril Miniatures** depicts him after forging the One Ring, holding it in his raised arm. The pose works perfectly for me, but in that period (Second Age) he should have a physical form. However, he re-appeared around TA 1000, which may suggest a weak physical form from this point onward. Thus this miniature fits the bill for a 'semi-corporeal' Sauron as discussed above, with the minor exception of the articulated plate armour (an unfortunate staple feature in Mithril's minis) on his arms. The mini is about 47mm (55 to the top of the crown) high, translating into a "real" size of ca. 2.85 or 3.35m.



Sauron the Necromancer, by Games Workshop is in my opinion the best option for a “spectral” Sauron. He is imposing and despite the static pose, the clothes have a sense of flowing motion, and the miniature is menacing as it should be. Again, the articulate plate, this time in the form of gauntlets, is not much to my liking. The mini is around 60mm (3.65m) high.



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Games Workshop has another Sauron in his range, which represents the movie version you see early in *The Fellowship of the Ring* at the battle of the Last Alliance – complete with plate armour, spikes, oversized mace and all. In this outlook, he’d also fit the late-Third Age Sauron after he declared himself again in TA 2951. The miniature is 55mm high (60 to the top of the crown), which corresponds to a height for Sauron of ca. 3.35m (plus about 0.3m for his crown). The overlapping plates look crude, putting some distance between the overly refined articulated Renaissance style armour used by Mithril, which in my opinion works better for the setting. If I had to make a single exception regarding the rule of no plate armour, it would be this guy. I think it’s justified to grant the Dark Lord himself an exception to the armour rule. This Sauron also comes with an Elendil cut down by Sauron and Isildur raising the shards of Narsil in defence. See the image in the next column for details.



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Mithril also has two more Saurons: First in his incarnation during the Last Alliance, battling Gilgalad and Elendil on the slopes of Orodruin. His size (58mm; 3.5m) looks quite good (compare the normal-sized characters beside him). A nice collection of guys armoured in the typical Mithril late-gothic full-plate suits unsuitable for a proper integration into Tolkien’s Middle-earth.



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The other one is his “Annatar” persona (figure to the right), battling Celebrimbor (on the left) on the steps of the latter’s forge. This time, he is more or less normal-sized, due to his disguise in a fair elven-like form. I wonder what’s going on with his hair (a fashion statement...?). Again articulated plate armour (at least less pronounced this time) rule these miniatures out for purists.



ADDENDUM: TERRORS FROM THE OLD DAYS - BACK IN THE OLD DAYS...

In this addendum you will find for your viewing pleasure some vintage models, discontinued long ago, which I believe to be interesting to understand how the vision of some of these creatures has evolved over the ages. It also may help you to decide whether you’d like to get hold of one (or more) in second-hand sources like eBay. Be prepared for some hefty prices though!

Let’s start again with one of the most popular subjects – Balrogs.

In the 1980s, when Games Workshop was still called **Citadel**, they made their first Middle-earth fire demon in 1985. It came in a boxed vignette set called *Encounter at Khazad-dûm* which also included a Gandalf, Aragorn and Boromir. The pose of the Balrog strongly resembles the one from the movie (or better, the movie one resembles this older miniature...). The Balrog is about 47 mm high, but its forward-bent position makes it appear smaller as it is. Standing upright, it would be about 70 mm, translating into about 4.2 m in “real” life.

Design-wise (beside the general pose), it is quite different from the later GW version with a much greater head in proportion to the body. It also features a tail and the comments on the Mirliton Balrog regarding this feature apply here as well. At least it is a separate part which can be omitted. It was made wholly from metal.



Below you can see the contents of the box. To the right are (from top to bottom) Aragorn, Boromir and Gandalf. Aragorn is exactly 32 mm from his soles to the top of his head.



The second one is from 1983 and sculpted by Michael Perry. The miniature is about 60mm high (ca. 3.6 m), so roughly double the size of a normal human. The design is reminiscent of the demon's design from the 1978 Ralph Bakshi animated movie.



© <http://www.mainlymedieval.com>

Then the copyright passed to Grenadier and they produced some boxed sets based on the 1978 animated movie. And most certainly they have a Balrog:



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The following miniature is the first rendering of an original MERP creature. The original *Razarac* (the same creature discussed in the "Terrors" main section in its running incarnation) is no longer in production, but worthwhile to mention as well. The figure is about 42 high, but fully upright about 50 mm (about 3 m) and thus more in the range of a troll or ogre.

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Now let's move to good old Mr. S himself...

Citadel Miniatures had several Saurons in their 1980s vintage *Lord of the Rings* series. The first was Sauron on his throne. Both the throne and the seated Sauron are quite small in my opinion: 60mm (3.65m) for the throne, and 25mm (1.55m) for the crouched Sauron. If standing upright, I estimate him at about 40mm (2.4m). I guess this was made with a smaller scale in mind, perhaps 28mm or even 15mm.

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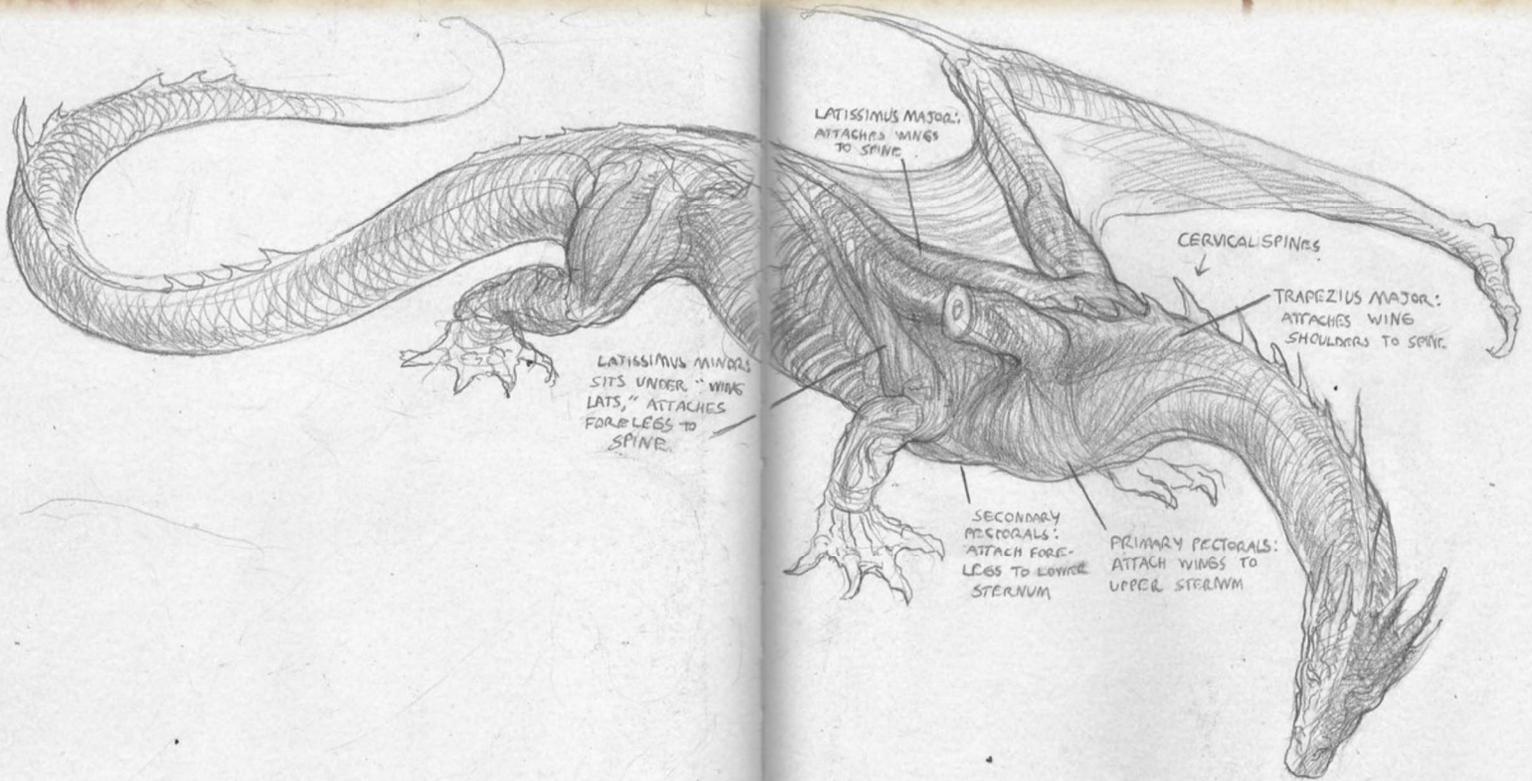


The second was Sauron gazing into the *palantir* of Minas Ithil. This mini is about the size of a regular 32mm miniature (38mm; 2.3m). To be significantly bigger than a human, he fits best to smaller-scale miniatures as well.



CONCLUSION

So, dear reader, I have come to the end of this instalment of "Middle-earth in miniature" and I hope that you've got a good overview of the miniatures on the market (and some vintage ones for reference) that fit to the *Terrors of the Old Days* theme. For now I say goodbye and invite you for our next theme which will be decided in a poll on the *Other Minds* Facebook group. See you then and choose the terrors to throw at your players!



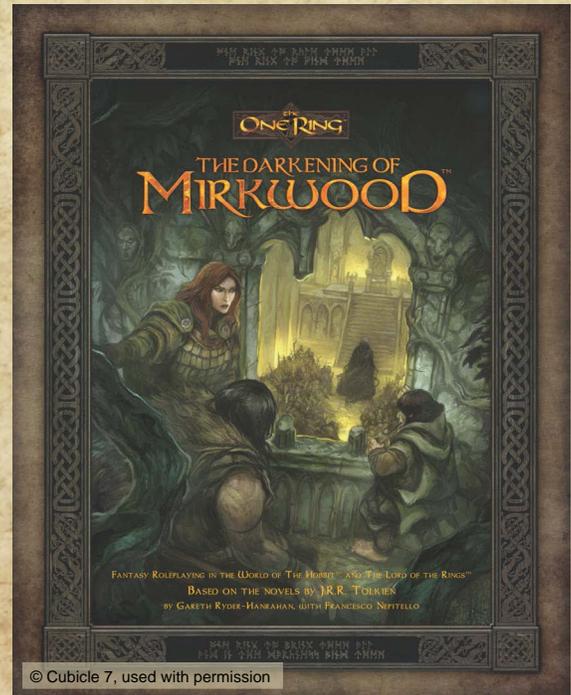
Smaug anatomical study © by Turner Mohan, used with permission

REVIEW: THE DARKENING OF MIRKWOOD

Reviewer: Thomas Morwinsky
(tolwen@gmx.de)

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review



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GENERAL

The Darkening of Mirkwood (DoM) is the second adventure collection for TOR set in Wilderland. You can play it alone, but information from *Heart of the Wild* (HotW) greatly deepens the background and understanding of DoM, so I strongly recommend this to be available for the LM as well.

DoM is designed as a campaign spanning decades, making full use of TOR's approach of alternating adventuring and resting times. It is set between TA 2947 and 2977. These 30 years represent the ever-increasing growth of the Shadow in Mirkwood. I will not go into detail (except for two scenarios). This would be a massive undertaking beyond the scope of this review and it would spoil all the fun. Suffice to say that all stories deal with the inhabitants in and around Mirkwood and their struggle against the forces of the Enemy.

STRUCTURE

The campaign is divided into five sections, which have a common theme related to the endeavours of the Shadow to extend its influence. Within each section there are individual scenarios for every year.

Product in Short	
Title	The Darkening of Mikwood
Author	Gareth Ryder-Hanrahan
Artwork	John Hodgson, Jason Juta, Jordy Lakiere
Publisher	Cubicle 7
Year published	2014
Pages	142
Price	£ 39.99
Gaming usability	★★★★★
Presentation & atmosphere	★★★★★
Middle-earth lore	★★★★★
Overall score	★★★★★
Available from	
http://cubicle7.co.uk/buy-now/ http://cubicle7.co.uk/find-a-shop/	

The individual scenarios are based on one another, but not necessarily in a linear way so that a decision or outcome in one scenario can have a profound effect on another adventure later in the whole storyline. What I find particularly well done is the way the outcomes of the scenarios are handled. You don't depend on a success in a previous scenario to play the later ones. Indeed the author lists possible outcomes and their influence on the future (i.e. whether all went well, results were mixed or everything went bad). That way a railroading is avoided ("you can't proceed to 'C', since you missed to solve 'B' properly"). Things will develop differently, depending how the Companions performed. But even stark failure won't ruin the campaign, future events will just evolve differently (often more difficult or with a darker tone).

TO NE

DoM differs somewhat from all the other adventures published for TOR. Even though the companions can (and hopefully will) succeed in the various scenarios, the overall outcome of the spreading Shadow can't be halted. Thus, after the first couple of adventures, the characters will feel that their actions do make a difference (e.g. who survives and what is saved), but they can't achieve a lasting victory. All they can do is to slow the advance, salvage what is good and plant a seed of hope for better times. Thus the overall tone of the campaign is much darker and grittier than we are used to in TOR. Personally, I like this approach and the accompanying atmosphere.

SPOILERS AHEAD

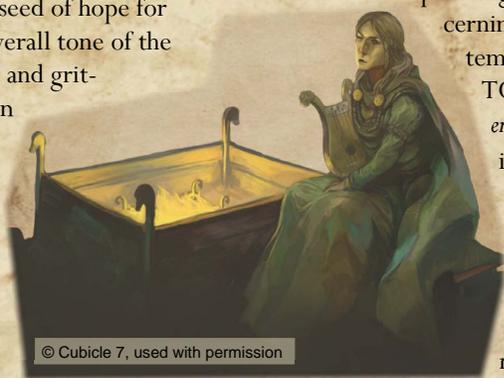
Fortunately, there is not much to complain about except for two issues concerning Tolkien lore. Strictly speaking, the first one is not really an original part of DoM, but a feature taken from the Core rulebook. It is the Werewolf of Mirkwood and the way the creature is handled. It is supposed to be almost "unkillable", as it always transfers its Maia "spirit" into a new wolf body after being killed. The adventure *The Dying of the Light* (TA 2971) is set to finally put an end to this. For this scenario it is assumed that this "body hopping" can be easily achieved by a spirit. However, this contradicts almost everything Tolkien wrote on the subject. It

therefore is more of a generic Fantasy event than an atmospheric design in line with the Professor's ideas. I strongly advise every LM to heavily modify this specific feature into something more fitting for Middle-earth.

The second issue concerns *Bëorn's Quest*, where a figure called "The Hunter" plays a pivotal role in Bëorn's (and possibly a character's) destiny. Though no specific name is mentioned, it is quite clear that this figure is meant to be Oromë. Though in itself a nice idea, Tolkien was quite clear about the role of the Valar and Maiar from Valinor: After the First Age they never again intervened in Middle-earth directly. It was forbidden to them to guide or rule Ilúvatar's children through a display of their majesty and power – which the "Hunter" clearly does. Indirect, covert action and advice (rather than a big show of power) was the whole point of the Istari's mission in the first place! In my opinion it is difficult to fix this, so I'd rather let the whole episode out than try to modify it.

OVERALL

So, what do I think about *Darkening of Mirkwood* as a whole? The two mentioned issues only affect a very small portion of the entire module and they can easily be addressed with a little bit of advance planning. There is only one bitter pill concerning people like me who prefer other temporal settings in Middle-earth than TOR's standard timeframe: *The Darkening of Mirkwood* is so deeply rooted in the second half of the 30th century, that it is almost impossible to adapt it to another time and enjoy it there. Apart from that, it really is a *genre* adventure (except for the minor points mentioned above) made for a very specific purpose.



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Darkening of Mirkwood compares extremely favourably to *Ruins of the North*, creating a tapestry of much greater depth and context on two pages less than its contemporary!

Overall, the campaign is a really impressive piece of work, worth of the highest praise and exemplary on how you can build an entire campaign on just one of Tolkien's many frameworks. Therefore I can only recommend it wholly for any campaign set in Bilbo's and Frodo's time as it will provide the Loremaster and the Companions with many sessions of fun in a really grandiose setting!

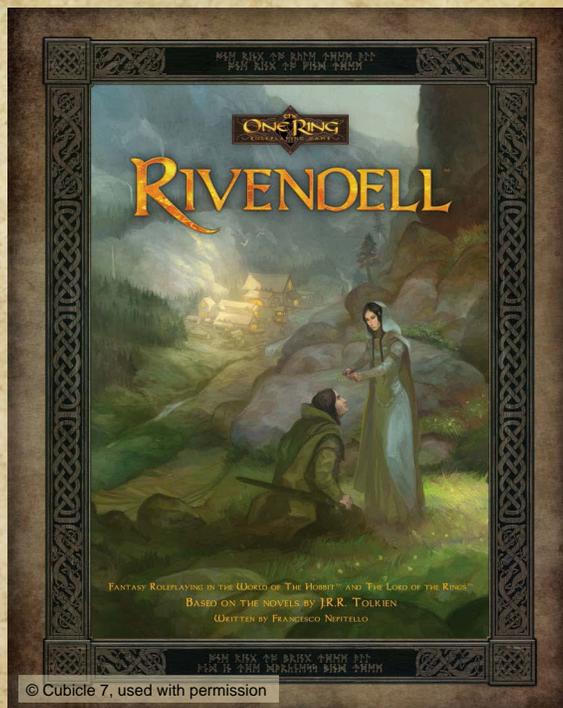
REVIEW: RIVENDELL

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

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review



Product in Short	
Title	Rivendell
Author	Francesco Nepitello, Shane Ivey, Andrew Kenrick, Thomas Morwinsky and James M. Spahn
Artwork	John Hodgson, Jan Pospíšil and Jeremy McHugh
Publisher	Cubicle 7
Year published	2014
Pages	144
Price	£ 39.99
Gaming usability	★★★★★
Presentation & atmosphere	★★★★★
Middle-earth lore	★★★★★
Overall score	★★★★★
Available from	
http://cubicle7.co.uk/buy-now/ http://cubicle7.co.uk/find-a-shop/	

GENERAL

Rivendell takes us into Eastern Eriador, to iconic locations such the Last Homely House, the Trollshaws, the Barrow Downs and many more and gives details about the land's history and monsters. Complementing the new gaming area, there are two new Heroic Cultures, the High Elves of Rivendell and the Rangers of the North. It also expands the rule system with magical treasure, the creation of special items and how to obtain them. Additionally, with the Eye of Mordor, it provides rules for measuring the attention powerful parties draw from the Enemy and its consequences.

This book can be used as a stand-alone reference, but it is required to play the adventures from *Ruins of the North*, which makes use of characters and locations contained in *Rivendell*.

About 46% of the book (66 pages) cover setting and background info (35 of these describe the regions; 24% of overall page count), while the remaining 54% are devoted to mechanical topics (creatures, treasures, rules, character sheets etc.).

The Regions

The lands described here range from the Greenway in the west to the foothills of the Misty Mountains in the east (with the notable absence of Bree); from Angmar in the far north to Tharbad and Eregion in the south. The default time setting are the years 2951 – 2977 of the Third Age, at the same time of the conclusion of the previous official campaign, *The Darkening of Mirkwood* (TA 2977). However the covered regions show little change over time, so it will work just as well some (or even many) years earlier.

Imladris is described in great detail, the layout of the Hidden Valley, the house of Elrond itself including some underground vaults and its famous inhabitants such as Elrond himself, Arwen, Glorfindel and many others. Strangely though, Elladan and Elrohir, who act as Elrond's extended arm in Eriador (and are thus most likely to be encountered abroad) are mentioned without any stats. At the end of this section we can find new Fellowship phase undertakings, of which I like one in particular: You can write a song! Of course this can also be used in the Adventuring Phase with different effects depending on the kind of song.

Without going into much detail, the history section is quite comprehensive and well researched.

The land is described in the usual way where main features, wildlife and characters of note are provided. I think this *Regions'* sections is OK but not exceptional. You have everything you hope to find, save for the map of Carn Dûm which appears in the companion volume *Ruins of the North*. My main issue with this chapter is that you only get to see what is already known. While *The Heart of the Wild* offered a rich and vast tapestry full of original details and an atmospheric sense of depth, here we only find a rather plain description. The places of interests are not evocative enough and they do not offer adventure hooks on their own, and the characters of note remain somewhat simple. In my opinion, the small details made *The Heart of the Wild* work so well – but they are missing here. A land so rich in history could have been presented in a much more interesting way. For example, The Crossing of Tharbad (p.66) is covered in two paragraphs saying something like “here it is said to be treasures and monsters”, and the region is visited sometimes by an unspecified and unnamed fishermen folk from Enedwaith. This lack of attention to the region's detail and its rich history downgrades it significantly in comparison to other modules, such as *The Heart of the Wild*.

Generally, the Middle-earth lore is sound, but the section *The Vale of Imladris* (The White Council) that describes the events surrounding the unmasking of the identity of the “Necromancer” and his eviction from Dol Guldur contains a major glitch. In *Rivendell*, Gandalf waits for 90 years after the inconclusive meeting of the White Council in TA 2851 before he unveils the Necromancer's true identity in TA 2941. This in turn almost immediately prompts the White Council's attack on Sauron's stronghold. However according to *The Lord of the Rings*, Gandalf's visit to Dol Guldur took place in TA 2851 and thus there was a gap of 90 years between the discovery of Sauron's return and the attack on Dol Guldur. In this section Saruman also claims (with no base in Tolkien's texts that I am aware of) that Sauron would be no real threat without the One Ring. Instead, the motive of Saruman to dissuade any action against Sauron in TA 2851 is lacking, even though it is present in the Appendix B of *The Lord of the Rings*: Saruman gambled by letting Sauron search the Gladden Fields for a time, hoping that the One might reveal himself through his master's search. By now these issues have not been fixed, though it'd be good to see this happen in later editions or printings of *Rivendell*.

The Monsters

Moving on to the Monsters section, new abilities for adversaries are provided, including some that are specifically tailored to Undead. I am not too keen on how Ettins are presented, them being immobile piles of big rocks. On the other hand, the Hillmen of Rhudaur are a nice addition with their raven spirits. Some of them can turn into spirit Wargs, which means stretching canon somewhat but I am fine with that. The Undead section has a wide variety of new monsters. Barrow-wights, Bog soldiers (something like the specters of the Dead Marshes but more corporeal), specters and the Wraith-kings' powers are described in detail. The “mannish ghost with unfinished business” cliché is a recurring and regularly used theme in TOR (in a modified version represented here by the Steward of Carn Dûm) and personally I do not think this fits with Middle-earth as described by Tolkien. The issue has been previously discussed in other reviews, so I will not go into greater detail on this again.

The Rules

The section on magical treasures offers a system to create items with special powers and explains how the characters might obtain them. The whole idea is that the characters are predestined to find the object the Loremaster has designed specifically for them, so with a little bit of luck a character exploring a treasure hoard might find a particularly useful item. I have not made up my mind yet whether or not I like this, I have experienced many funny and interesting stories with characters who received an apparently useless magic item who then had to be creative about its use.

The other addition to the rules is the “Eye of Mordor” mechanic, designed to track how much attention a group draws from Sauron’s spies and what kind of response their actions will provoke from the Shadow’s minions. In my opinion this is a fine way to present the growing power of the Shadow, reaching even into Eriador.

The Heroic Cultures

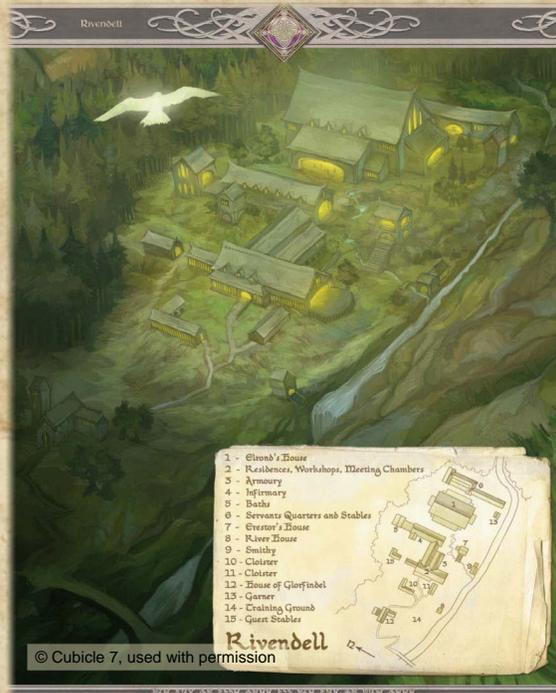
This volume presents us with the Rangers of the North and the High Elves of Rivendell. Both are recommended for experienced players because they start with higher attributes, but they will progress slower than characters belonging to the previous Heroic Cultures. Also, they have specific drawbacks such as Rangers being unable to spend Fellowship points to recover lost Hope or High Elves gaining Shadow points more easily than others. This way of balancing these new cultures makes some players unhappy. But I think it is appropriate, since they need to be more powerful than their Wilderland counterparts and their “crippling” mechanics are sound concerning lore.

Overall

The high level of previous supplements, namely *The Heart of the Wild*, works against this one. There is nothing wrong with it as such, but in my opinion it simply is not as satisfying. This is especially felt in the regions section – which is supposed to be the core part in this kind of sourcebook. The addition of rules with every sourcebook (while technically well-made and useful), complicates an originally rules-light system. It also occupies pages that are lost for other purposes (again, compare this to *Heart of the Wild*; see also the “General” section above for more details on the distribution of the various topics). It remains a rather small issue though, since most of the mechanics are optional. For me, *Rivendell* is lost

between satisfying both background needs as well as gamer’s wishes for new mechanical stuff. I think *Rivendell* simply is too thin to adequately cover both and should have been split into two separate books.

Still I recommend buying it, especially if you are planning to buy the companion volume *Ruins of the North*, because you’ll need *Rivendell*’s content for running it. After all, who does not want to play a Ranger or visit Rivendell?



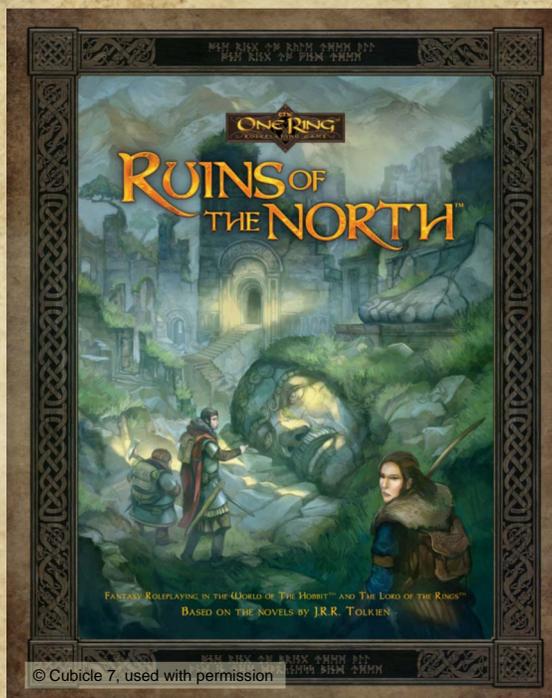
REVIEW: RUINS OF THE NORTH

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review



GENERAL

Ruins of the North is the first adventure collection for TOR focused on Eriador. In contrast to the two Wilderland adventure collections (*Tales from Wilderland* and *The Darkening of Mirkwood*), its six adventures do not belong to a greater story arc, but are completely independent. There are some possible hooks to play them in succession, but it is neither mandatory nor suggested. By design, they are made as stand-alone scenarios.

They use some of the information and background provided in *Rivendell*, so you will need that supplement as well to make full use of *Ruins of the North*. As with the other TOR reviews, I have collected all the stuff that may be spoiling your experience as a player in a specific section. So, if you (or your LM) plan to play these adventures, you should skip that part.

INDIVIDUAL SCENARIOS

The first adventure *Nightmares of Angmar* is set in the Far North of Eriador. Starting off in the Black Hills near Gundabad, the Companions accompany a Hillman woman on a rescue mission into the old realm of the Witch-king. Numerous dangers along the way complicate the mission before the

Product in Short	
Title	Ruins of the North
Author	Adam Dials, James R. Brown, Richard Harrison, T.S. Luikart, Marco Rafalá and James M. Spahn
Artwork	Andy Hepworth, Jon Hodgson, Sam Manley, Jeremy McHugh and Jan Pospíšil
Publisher	Cubicle 7
Year published	2014
Pages	144
Price	£ 39.99
Gaming usability	★★★★★
Presentation & atmosphere	★★★★★
Middle-earth lore	★★★★★
Overall score	★★★★★
Available from	
http://cubicle7.co.uk/buy-now/	
http://cubicle7.co.uk/find-a-shop/	

final encounter with a totally unexpected adversary in the ruins of Carn Dûm and its corrupted denizens. A very atmospheric detail is the “Key Moments” idea, whose overall results will play an important role at the climax of the adventure. One potential issue (depending on the LM’s priorities) is the background of the adventure, based on a in my opinion problematic assumption laid out in *Rivendell* (see “Spoilers Ahead” below for more details).

Harder than Stone begins as a classic “round up the bandits that raided the caravan”

job, but then develops into a more complex plot involving a minion of Sauron trying to get a stable foothold in northeastern Eriador. It also includes an ancient spirit as a key plot element, whose background is innovative and is likely to motivate the Companions further in thwarting the Shadow’s plans. Similar to the first adventure, the potential problems lie primarily in the supposed Middle-earth lore (see “Spoilers Ahead” for details).

The third scenario, **Concerning Archers** picks up a theme mentioned in Appendix A of the *Lord of the Rings*, thus expressing a textbook example of how an adventure can be hooked directly on a primary source. The Companions set out to discern the truth about a tale of Hobbit archers that marched from the Shire to aid king Arvedui in the final war of Arthedain. In the event, they encounter some expected and also some unexpected encounters, including several groups of ghostly (mannish) undead and a powerful band of orcs. As usual in TOR supplements, the atmosphere of good (or Hope) versus evil (Shadow) is very good and evokes the romantic mood of the system. As with the previous scenarios, I see its main issues in the background and lore of the adventure. The “Spoilers Ahead” goes into more detail. In my opinion, overall this is the weakest of the six adventures.

The following **The Company of the Wain** is less of a classic scenario with a clear objective, obstacles and an end, but more of a setting to be used in further adventures. There is a plot presented as well, but it is less conclusive and doesn’t necessarily lead to the destruction of the scenario’s centrepiece – the eponymous *Company of the Wain*. In my eyes, these characteristics let it stand out from the other scenarios. Its very careful but discreet use of Middle-

earth lore (by detailing how the mentioned spies of Saruman might operate in Eriador) and the avoidance of supernatural events or adversaries, further elevate this adventure. In my eyes the lack of any obviously evil monsters like orcs and the overall focus on human interaction is one of its main strengths. In my opinion, this

scenario/setting is a great hook for further adventures in Eriador and the hidden jewel in the whole book, as it is a very flexible tool for later use.



The fifth

adventure, **What Lies Beneath** leads the Companions into the heart of Eriador. They help one of the Rangers of the North to discover ancient secrets of his ancestors and explore their long-ruined mansion in the Weather Hills. Overall, it is straightforward, but once they arrive at the former manor things begin to become more complicated and not what they seem to be at first glance. Once these have been sorted out, the final confrontation with the main antagonist takes place. In my opinion this scenario nicely sums up both the strengths and weaknesses seen in TOR. For more details, see the “Spoilers” section below. Again, these do not touch the plot as such, but rather its background. As presented, the adventure is a solid scenario with a very good challenge in between.

Beside *The Company of the Wain*, **Shadows over Tyrn Gorthad** in my opinion is the other jewel of this book – especially as its appeal is drawn from an entirely different angle. In a nutshell, it is a high powered scenario that takes up well-known themes and events from *The Lord of the Rings*. It hooks on a prominent feature of evil activity in central Eriador and involves the Companions in assisting Gandalf himself on a mission to contain an ancient terror. In this, the Companions will have to travel to the former lands of Angmar. Here they will visit a building where readers of MERP’s *Angmar* are likely to have a strong *déjà vu*. Later on, they are going to visit ancient Dúnadan ruins before finally coming to the climax on the Barrow-downs. The adventure is complex and long, designed to span several years. In my opinion this mini-campaign is an impressive piece of work.

SPOILERS AHEAD!

As already mentioned, some of the adventures come with a grain of salt – primarily in lore related to Middle-earth. In *Nightmares from Angmar* the major issue is one inherited from Rivendell. Both modules/adventures assume that the Witch-king returned to his former realm of Angmar in secrecy to prepare it once more as a base against the Free People. While being absolutely logical from a plot point of view, Appendix B tells of Glorfindel's Prophecy after the Battle of Fornost: *Eärnur now rode back, but Glorfindel, looking into the gathering dark, said: "Do not pursue him! He will not return to this land [Angmar]."* (my emphasis). Now each LM has to decide how much credibility he grants to this, as it would invalidate a good part of TOR's handling of the area of former Angmar

in the 30th century of the Third Age. It might necessitate a distinct change in the setting background if he (like me) prefers Tolkien's vision. In the case of this adventure, a LM would have to replace the Witch-king with another servant of Sauron as the primary villain behind the

attempts to resurrect Angmar. The Steward of Carn Dûm may fit into this role. He is absent here in this module, but has been incorporated in *Rivendell*.

In *Harder than Stone* the background of Feredrûn seems a bit strange from a scholar's point of view: it may be possible that someone dwelling in Aman/Valinor (where she is supposed to be of Oromë's folk) would heed a "tempting" call from Sauron, servant of their bitter enemy Melkor - who can prove otherwise. Still, this does feel somewhat contrived, given the overall circumstances. In my opinion it would be easier (and more believable) to make Feredrûn someone who stayed in Middle-earth (due to love of the land) after the Valar and their retinue left for Aman, and who was tricked (or forced) into service by Sauron (or even better Melkor himself). This would eliminate the weak part of the background story while retaining all the rest. Making a successful *Song* test then would not stir memories of Aman, but perhaps of Almaren and the yearning for its successor Valinor.

Concerning Archers has some mannish undead in it (Hobbits in this case). The story uses the fantasy cliché of "unfinished business" as the cause for mannish souls staying in the world even though the living people have died long ago. For Middle-earth, ironically this does not really fit, but it does for Elves. The Oathbreakers are generally cited for the – fairly easy – existence of larger groups of mannish ghosts, without considering the exceptional circumstances of that situation. In any case, it is surprisingly similar to the way MERP handled these things, creating a strong common theme among the two lines even if the system mechanics are miles apart.

Another point is the availability of items from the eponymous Hobbit archers that can be found by the companions (p. 66 and 74). While this point is skilfully designed with great care to provide a Tolkienish

mood, the assumption that organic items

(leather, cloth & wood) strewn on an ancient battlefield will survive for

1,000 years,

stretches the laws of nature way too far – even for a secondary world with "magic".

In *What Lies Beneath* we encounter yet another mannish undead, this time due to a curse laid upon the person by the Witch-king. The reason given for his existence is again something that was used quite often in MERP, and is as unsatisfactory here as it was MERP's time. In addition, the main setting of the adventure is at the family's ancient mansion in the Weather Hills. This contravenes with Aragorn's unmistakable statement in *The Lord of the Rings* though: *The Men of the West did not live here [the Weather Hills]; though in their latter days they defended the hills for a while against the evil that came out of Angmar.* At least this issue is easy to fix with the relocation of the site into another hill area (e.g. the South or North Downs).

Shadows over Tyrn Gorthad is generally sound, the only thing that does not seem to fit into the picture is the supposed great range of the Barrow-wights (e.g. wandering up to the Weather Hills) and them being Sauron's tool for conquest of Eriador (which



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in this time has no real strategic value besides a few selected places like Imladris). This is out of Tolkien's idea that these creatures were sent to break Dúnadan morale by infesting the gravesites of their revered ancestors. And it does not fit to Sauron's methodical way of selecting targets and priorities. In my opinion, it'd be more fitting if the Barrow wights were generally more active and would threaten people near the Barrow-downs (e.g. a day's walk or so), which would also include Bree and seriously disrupt traffic on Eriador's key crossroads. This upheaval would serve as a great reason for the eventual breakdown of traffic, trade and cooperation and further isolate the remaining communities from another – a theme well-suited for undead terrors.

OVERALL

So, what is the overall assessment for *Ruins of the North*? For me, it leaves a mixed feeling: Though it is written in the well-known style of TOR, heavily using its themes, the deficits in Middle-earth lore spoil the fun somewhat – especially as it would have been easy to avoid them (by the Witch-king not returning to Angmar and not placing the Dúnadan family mansion in the Weather Hills). In addition, the lavish use of mannish undead in one-third of the scenarios is reminiscent of MERP traditions I hoped were overcome in modern Middle-earth gaming supplements. On the other hand there are the two great scenarios *The Company of the Wain* and *Shadows over Tyrn Gorthad* that don't just catch the right mood, but also stay in line with Tolkien-lore.

Apart from this, the choice to present disconnected adventures might be a good one: That way you can use what suits your needs without lacking prior experience or knowledge. On the other hand it fails to create a sense of an overarching theme or campaign in this area, like *Tales of Wilderland* and especially *Darkening of Mirkwood* did for Wilderland.



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Waldinneres im Mondschein © by Caspar David Friedrich

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FIRST SEED OF A GREAT FOREST

By Olaf “Falenthal” Anguera
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This adventure picks up some themes and ideas presented in several TOR supplements. The heroes have the chance to contribute to the preservation of hope for (former) Greenwood the Great once the Shadow is defeated. Before this may happen, their dedication and steadfastness will be tested several times.

In a ravine she lived, and took shape as a spider of monstrous form, weaving her black webs in a cleft of the mountains. There she sucked up all light that she could find, and spun it forth again in dark nets of strangling gloom, until no light more could come to her abode; and she was famished.

—*The Silmarillion.*
Of the Darkening of Valinor

adventure



FRAMEWORK

- **When:** The year is 2945, during the last week of October. It is only a few days before the start of Esgaroth’s first Dragontide.
- **Where:** The adventure begins in Lake-town (Esgaroth).
- **What:** A group of young men and women from Wilderland meet while attending the Dragontide festivities in Lake-town. An unexpected twist of events leads them to the Heart of the dreaded Mirkwood though.
- **Why:** An eager Elf unwillingly introduces the heroes-to-be to his own quest, which involves a stolen dwarven gem from Smaug’s corpse as well as a dying Old Oak.
- **Who:** Oldir is a young Elf that is answering a plea for help from his sister Duvainiel. She is trying to secure the survival of the Old Oak, the first tree of Mirkwood, the Greatest of the Forests.

ADVENTURING PHASE

This adventure is divided into five parts, from the entry to Lake-town and the first contact with the city, to the struggle to save the Old Oak in the Heart of Mirkwood.



Part One - Fast Friends

The characters arrive at the city of Lake-town from different parts of Wilderland, hoping to enjoy a few days of festivities and wonder. Before entering the city and joining the preparations of the Dragon-tide, they meet a merry Wood-elf named Oldir.

Part Two - First Treason

While enjoying themselves in the streets of Esgaroth, the new friends are asked by the town-guard to prove their innocence from an accusation by Oldir. They have to convince the Captain of the guard and Glóin, Erebor's ambassador, that they haven't stolen a dwarven gem.

Part Three -- Private Investigations

To prove their innocence, the company has to investigate Oldir's story, and discover what the gem was needed for. For that, they need to meet the elf's sister, Duvainiel. Through her, they get to know the sad story of the Old Oak and the Watchers, Wood-elves that swore an oath to protect the forest and its trees.

Part Four - On The Road Again

Asked for help in saving the Old Oak, the group embarks in a journey south, towards the eastern eave of the dreaded Heart of Mirkwood. They must choose their route, by boat across the Long Marshes, or with ponies on solid ground. As they enter the woods, an ominous dream gives them a vague glimpse of things to come.

Part Five - The Spider, The Tree And The Elves That Died

Finally reaching the clearing of the Old Oak, the group faces the sheer terror of beholding Tyulqin, Daughter of Shelob. After the spider leaves, the heroes must endure a full night surrounded by the anguished laments of the elves that died trying to defend the Old Oak from Tyulqin.

Epilogue - The End Is The Beginning

After their experience together, the company returns to Lake-town with new knowledge and unfinished business. Having missed the festivities of the Dragon-tide, but having also gained some grateful friends in Esgaroth, will the young heroes meet here again next year?

DEMO (OR OTHERWISE ONE-SHOT) GAMES

In demo games, the player's perception of the importance of Hope points can be weakened by the fact that the characters have their full Hope score to spend in a single adventure rather throughout the character's career. To simulate the scarceness of Hope points a player of The One Ring usually has to deal with, it is recommended that the characters begin with half of their original Hope score (rounding up).

- PART ONE - FIRST FRIENDS

The characters begin queuing at the shore of the Long Lake, immediately before the great wooden bridge that connects firm land with the floating city of Lake-town. It's a clear morning, and lots of people are arriving from all across Wilderland to the newly rebuilt city that is being inaugurated with the celebration of the first Dragontide (see Cubicle 7's Lake-town supplement, p.14, for more information). Word of the great event has spread out throughout the land. The sense of peace in the territories, and the curiosity that has overcome former suspicion, has led many young people to Esgaroth. Some town-guards keep watch at the shore, letting the newcomers cross the bridge in small groups, so that they can be inspected at the Tollhouse, recording their names and hometowns.

While waiting at the shore, an excited and merry Mirkwood elf that's right behind them in the queue introduces himself. He is tall and athletic, and his skin is not as pale as that of other elves:

"Hi! I see you're also new here. Mind if I join you? My name is Oldir and this is my first time in this city. Are you from around here?"

Do we know each other?

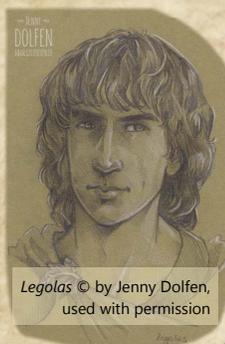
If this is their first adventure, the characters won't know each other (unless their personal histories say otherwise). In that case, you can opt not to calculate the Fellowship pool yet. There will be a narrative moment further down the adventure where this mechanic will make more sense.



Oldir will ask the characters about themselves, and will openly answer questions directed at him. This is the information he is willing to share about himself:

- He comes from the Woodland Realm and is eager to see all of Lake-town and thus he goes by the bridge rather than by boat (as is normal for elves).
- Oldir is here to meet his sister, Duvainiel.
- Duvainiel is a great scholar of gems and jewels, appointed by Thranduil himself to the city, now that precious stones are coming from Erebor again.
- Oldir would like to become a raft-elf to see his sister more often without having to leave his beloved wood.
- If the players ask for it, a successful **Insight** test reveals that some anxiety lies below the surface of his excited and merry demeanour. If asked about the matter, Oldir will state that he hasn't seen his sister in a long time. Another successful **Insight** reveals he's lying. If pressed further, he'll cut off the conversation: *"I just wanted to enjoy the festivities, not be interrogated by some strangers!"*

This is perfect moment for the group to learn more each other, and plant the seed of what could be a future fellowship of heroes in the Wilderland. They have some time while waiting in line for the guards to let them proceed to the city. Allow them to speak as long as they want, because a long friendship could begin in this very moment. Remember also to highlight the fact that they're young, most probably excited for their first travel far from their hometown, and expecting a few days of celebration and brotherhood.



When you see fit, the group is allowed to walk the broad wooden bridge and approach the impressive Gatehouse (p.5 *Lake-town* supplement) that will let them enter the city after days, or even weeks, of travel through the Wild. Tell the players that the guards only allow so many people that the characters all can pass., Oldir has to stay behind and wait for the next turn. The excited elf yells at the group from the shore:

"Don't wait for me, but we can join for a drink at the Elven Quarters this evening! Just ask for my sister Duvainiel there!"

Oldir, Duvainiel and the Wayward Elves

The siblings Oldir and Duvainiel appear in Cubicle 7's *The Darkening of Mirkwood* campaign book (p.75-76). There, they are presented as Wayward Elves, a small faction of unruly elves within the Woodland Realm. Wayward Elves are explained in detail in Cubicle 7's *Heart of the Wild* supplement (p.77-78). For this adventure, we'll consider them still not part of that faction. But their personalities, acts and words should show their tendency to value Mirkwood and all things elven above any other race or consideration.

It can be interesting to meet the same characters in different moments during the length of a campaign, so that players get the sense of continuity and evolution in the world that surrounds them. But if, for some reason, you don't want to use the same characters here as in the campaign, simply change the names of the siblings. There's no need for a direct link with *The Darkening of Mirkwood* for this adventure.

Regarding Oldir, roleplay him as a merry and simple-hearted elf. Take any chance to speak about how interesting Mirkwood and being an elf is, but without malice: he really believes what he says. In fact, Oldir is very excited because he thinks he's solved a big problem his sister had (explained in Part Two), and has come to Lake-town to meet her.

Make sure to mention to the players that the gate's guards take a look at their possessions at the Tollhouse (p.5 *Lake-town* supplement) before letting them in. But swiftly describe how they can't take their eyes from the alluring view of the city that opens before them. Wooden floors and wooden houses, all clean and new and branching into a maze of streets wherever their gaze wanders. People, lots of people, with various types of clothing and diverse origins, mingle together, chattering excitedly. Use the descriptions of the *Lake-town* supplement as needed, but the players will probably notice first the two huge buildings to their left and right as they leave the Tollhouse: the famous Bowman's Guild-hall and the Guard barracks (p.5 *Lake-town* supplement). As peaceful as the times are after the Battle of Five Armies, the Lake-towners haven't forgotten that unexpected threats can show up anytime.

The City Awaits

The Bridge Street (p.6 *Lake-town* supplement) is the main and widest street of Esgaroth, drawing a straight line from the Tollhouse to the central Market square and the exotic Market-pool (p.5-6 *Lake-town* supplement). A river of people heads in that direction, and it seems that all the fun is to be found in the Merchant's district. One could say that every trader and farmer has come to sell his goods in these days prior to the Dragontide.

Musicians entertain the citizens and visitors in exchange for some coins, and a drink now and then. The shops are all open, showing pottery, painted glass, recently baked pies, leather shoes, children's toys of dwarven manufacture and wine and silks from the distant East. Wandering traders sell food and drinks to be eaten and drunk while walking through the city. Should any player ask for it, remember that gold, jewels and timber are not sold here. They can only be found at the Elven Quarter.

Let the players enjoy the ambience and be open to foster any kind of interaction they propose, either with the citizens or between themselves (remember that this adventure is designed for a new group that meets for the first time). There are inns and ale-houses along the Bridge Street, and plenty of beautiful and strange things to buy or look at (especially for a Hobbit, a Beorning or a Wood-man).

Use the rules for Standard of Living if someone wants to buy something or buy a few drinks in a tavern. As a guide, consider that a Rich character might pay for 3 persons, a Prosperous for 2, a Martial for 1 (himself), and a Frugal or Poor requires someone to pay for him. Although a successful Song test might work wonders in the form of free drinks...

Describe the marvel and strangeness of the Market-pool. They might even have heard about it in their hometowns. It is a proper moment to tell the players about the artisans that gather here, able to make practical and helpful objects of any kind. This is a way of introducing the Undertaking "Go to the Market-pool" in-game.

But this part of the adventure shouldn't take too long, even if the players want to do lot of things. In fact, it works better if they get the feeling they only had the chance to take a first look at an overwhelming city before the guards find them.

- PART TWO - FIRST TREASON

While taking a walk along the shops and stands, a small patrol of town-guards appears and heads straight for the group of characters. Courteous but stern, they ask them to follow to the Guard barracks. Well-armed and able, they leave the characters no chance to negotiate.

A successful **Persuasion** or **Riddle** test allows a character to elicit some info from the youngest of the guards, Finn. He was too young during the recent Battle of Five Armies to take part in the armed force that marched north from the ruins of Esgaroth. But his father and elder brother died defending the survivors from the goblin forces, and he is willing to honour their sacrifice by upholding the law. However, he's still a young man in a friendly city prepared for a great festival, and that softens his personality towards the strangers.

Finn is able to tell them that by pure chance (a strange glimpse was noticed by one of the guards) a stolen property was found among the belongings of an elf at the Tollhouse. The elf has accused the characters of slipping the object in his pouch, probably while waiting at the shore. Finn is ordered to shut up by his officer when approaching the Guard barracks; behind the building, an isolated gaol is seen on the surface of the lake, connected only by a hanging bridge to the back-side of the barracks.

Detained!

As the characters enter the Guard barracks, they are stripped of their weapons, and their belongings (backpacks, pouches, purses...) are taken into custody and thoroughly searched. The Heroes are led to a sturdy wooden table, where the Captain of the Town guard invites them to sit facing him.

He's got the looks of a soldier that has battled on the slopes of the Lonely Mountain... and survived.

He's got grey hair, and a generous beard that frames his tired face. Probably the festivities are rather an additional problem than a joyful time for him. Next to the captain sits an aged, but lordly dwarf. He is wearing white-silvery robes, and a forked beard. If any of the characters is a Dwarf from the Lonely Mountain, he recognizes Glóin immediately.



“Thank you for coming” –begins the captain, as if they had a chance-. “My name is Galderic, and I’m the captain of the town-guard, responsible for the security of the city. A serious incident has occurred, and a grave accusation has fallen upon you. As we like to consider everyone innocent before proven otherwise, I’ve summoned you here to listen to what you have to say.”

He then turns to the dwarf at his side, who remains silent for now:

“This noble emissary from the Lonely Mountain is Lord Glóin, of the fabled Thorin’s Company. We had to interrupt his important duties because a gem was found in the belongings of a certain person during the routine search at the Tollhouse. This gem is of dwarven origin, as Lord Glóin has confirmed. Trading such objects is strictly forbidden without dwarven authorisation. But that “certain person” accused you of smuggling the gem in his pouch while talking to him before entering the city. The guards from the bridge did confirm that you were seen together for a while, so we’d like to hear what you have to say about this.”

The situation will be resolved using the rules for Encounters. Galderic will genuinely listen to what the characters have to say, not judging anything. But he’ll ask questions if the stories seem to contradict themselves, or some missing information looks important.

Both the Captain and Glóin secretly do not believe Oldir’s story, so the basic TN for all tests is 12 instead of 14, unless noted otherwise.

Set Tolerance

The initial Tolerance is equal to the highest Wisdom in the group, as common sense is better appreciated than bravery. Increase the Tolerance by 1 if there are any Dwarves in the group. Not only because of Glóin’s presence, but because it would seem foolish for a Dwarf to try trafficking with his own folk’s treasures. Increase the Tolerance also by 1 if there are Hobbits in the group: Bilbo left a reputation of honesty in the region that wouldn’t fit with a smuggler or fence.

Introduction

The characters are asked to introduce themselves individually, as the captain wants to hear them all. Tell the players that this could be a good time to invoke their Traits for automatic successes, so they don’t risk losing all Tolerance before even having a chance to defend themselves.

Interaction

Direct and sincere talking has a good chance of working well in this situation. **Persuade**, **Inspire**, **Courtesy** or even **Awe** all share the TN of 12. But anyone attempting **Riddle** to avoid telling a direct truth, or to obtain more information from Galderic or Glóin, will have to roll against a TN of 16.

A successful **Insight** test reveals that Glóin is more worried about the situation than would seem normal for a simple case of theft or trafficking.

If at any time the characters ask to see the gem, and succeed at a **Courtesy** or **Persuade** test at TN14, Galderic will look at Glóin beside him. The dwarf will open a piece of cloth on the table. Inside, a purple gem the size of a fist glitters under the light of the torches. In fact, it seems as if it would glitter even without the torches. The characters have a hard time trying to disengage their eyes from looking at the precious stone, as if something was telling them to possess it. Ask all players to roll for a Corruption test. Those who fail gain 1 Shadow point and can only concentrate back on the captain after the Dwarf wraps the gem again with the cloth.

When the characters are done explaining themselves (or if the Tolerance is exceeded) count the number of successful rolls achieved during the Encounter and compare them to the results below. The characters are set free, as there’s no proof against them, but this can have differing circumstances:

0-2: While the captain’s nose tells him that Oldir is guilty of introducing the dwarven gem in Lake-town, he hasn’t cleared his doubts about the full innocence of the characters. He will keep their weapons at the barracks while in Lake-town, to ensure they don’t leave the city without checking with the guard first.

3-5: The characters seem respectful people, and are simply asked to check with the town-guard before leaving the city. Also, they are asked to return peacefully to the barracks should further interrogations be needed.

6+: The captain is convinced of the character’s innocence. He even apologizes for the inconvenience, and considers them an example of behaviour. During this and the next Adventuring phase, the company can ask for a simple favour from Captain Galderic or the town-guard (nothing that goes against the law or their duty, of course).

Glóin Speaks

Once the captain of the Town guard decides to let the characters go free, Glóin raises his wrinkled hand and addresses the companions.

"I know you're not lying about your innocence, but you cannot go free yet. As the emissary from the Lonely Mountain, it is my duty to investigate this matter to the deepest bottom. "This here"—says the noble dwarf holding the wrapped gem, but without opening it up—"is a jewel belonging to the hoard that Smaug stole from us. The Shadow of that foul beast has tainted it. I know what I'm talking about, believe me. It's not the first time I see a beautiful thing marred by that Worm. How such a piece came into the possession of a Wood-elf is a wonder I can't understand. I've learned to respect a chance meeting, and to recognize people that can be trusted. I... The Kingdom Under the Mountain, needs your services. I ask you to find out how this jewel came into the elf's possession, what where his intentions with it, and if there are more stones like it in the wrong hands. I'll call on your honour and values to clear your name of this trickery you've been made part of. Also, who knows if something more dark and sinister is behind this theft. This might be only a part of some deeper plot. And last, but not least, any results will be paid generously with dwarven money, I give you my word."

Glóin offers 1 point of Treasure for each character if they manage to know where the gem comes from. If more information is gathered about the destination of the jewel, 1 more point of Treasure will be added to the payment.

Glóin will rely on the honour and good-will of the companions to accept his offer. But if needed, his influence in town and his prominent position won't leave the company much choice if they want to have a peaceful stay in Lake-town.

Of course, Oldir and his sister Duvainiel are the only starting clues in this investigation.

Dwarven Upper Class Warriors © by Sergio Artigas, used with permission



- PART THREE -

PRIVATE INVESTIGATIONS

If the companions demand to interrogate Oldir, they'll be allowed to do so, but with the supervision of a guard. The captain doesn't want any kind of revenge or threats to the elf, even when he seemed to have accused them falsely.

Oldir's Story

Oldir is not in jail, but locked in a room in the barracks. It seems that no one wants to anger the Elf King without great reason. The elf is sitting on the floor, his back to the wall and his wrists tied. He looks tired, and the happy smile from the morning has vanished from his face. He stares at the characters as they enter the room and stands up.

If the players simply ask Oldir about the accusation, or about the gem, he'll stick to his story: that the characters introduced the gem in his pouch, taking advantage of his innocence.

The characters can try to Persuade or Inspire him to tell the truth. Riddle can also be used to spot any gaps in his story, or Awe to make him fear what will happen once the real story surfaces. Whatever the skill used, and unless the character is a Mirkwood elf, the player needs to roll at least one B to make Oldir drop his pretense. A Mirkwood elf just needs an ordinary success. The use of a Trait like Honourable, Just, True-hearted, Trusty or similar will grant an autosuccess.

Mentioning his sister Duvainiel in any of the tests also lowers the TN by 2: while she might approve the acts of Oldir, the young elf doesn't want to appear as a failure before her.

Any aggressiveness will be cut off by the guard immediately, and will count as a failure.

If Oldir is somehow convinced to tell the truth, he'll sit on a stool and lower his eyes to the floor:

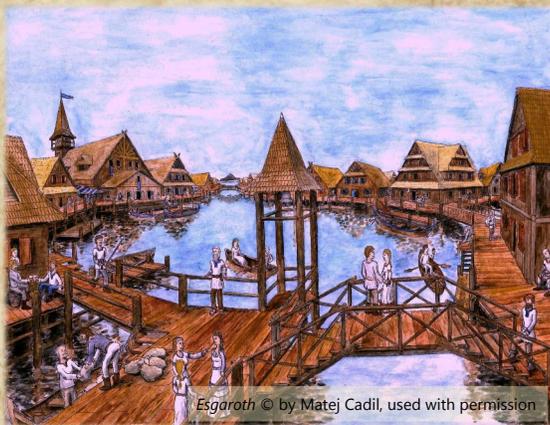
"The gem comes from Smaug's vest."—he says to the amazement of all-. "My sister sent me a message, pleading to obtain a jewel of great value with great haste, by whatever means necessary, and bring it to her here in Esgaroth. I didn't know how to do that, but remembered that the corpse of the Great Worm, with all that fabled stones attached to his body, was left untouched in the ruins of the burned Lake-town. The place is blighted, I assure you, and I was about to turn back a few times even before reaching the shore. Darkness and malice linger there, and the lake won't wash them away for long years to come."

The burnt pillars of wood protrude the surface like ribs of a giant beast. And a real beast lies there. My intention was to dive into the waters, and swim to the corpse of the creature. But fear paralyzed me before my feet could even get wet. A few minutes passed until I recovered myself, drowning in the stench of the place, and was already turning around to leave when a glimpse caught my eye. The biggest gem I had ever seen rested on the shore, near me. It was purple, glowing, and the size of a fist. I'm sure the stone wasn't there when I approached the waters; it was too big and shiny to have missed it. That place, and everything in it, is corrupted. But an undefeatable urge to take the gem overcame me, and that's why I grabbed it and ran to Esgaroth, happy to have found the gem my sister asked for, and to leave that horrid place behind."

Oldir doesn't know why his sister wanted a gem so badly, but he knows she's a great lore-master of precious stones and lights and what mortals call "elven magic". She's also very active in the defence of Mirkwood and in recovering, or at least protecting, the Wood from the encroaching darkness. This is his first visit to Lake-town, so he doesn't know exactly where she lives, only that her residence is in the Elven Quarter. She was recently appointed there by Thranduil himself, so asking the elven guards for Duvainiel should suffice to find her.

If Glóin and/or Galderic are informed of Oldir's story, the mentioning of the gem's origin darkens their already serious faces. The gem, Glóin says, has to be kept safe and out of reach, for he has seen too much bloodshed because of gold, jewels, and the Dragon sickness. This Duvainiel needs to be found and interrogated, for she seems to have driven her brother to a fool's errand.

Given the extreme urgency and importance of the task, Glóin adds an extra point of Treasure to the promised reward if the companions manage to learn what Duvainiel wanted a gem for.



Demo games

If you are running a demo game of The One Ring, maybe the available time for this adventure is limited to a few hours. To avoid rushing the final part of First Seed of a Great Forest, it is recommended that you skip the visit to the Elven Quarter entirely, jumping straight to the Meet the Sister part. Galderic can send a message to Duvainiel, summoning her to the Guard barracks. Oldir can mention to the characters that his sister wouldn't abandon him if she knew he was a prisoner. That hint should make the players come up with the idea of the message themselves. Otherwise, Galderic can suggest to send a letter, but let the players decide its content. As is done at the Glittering Gates (see below), mentioning her brother or the gem will assure her attendance.

Also, Duvainiel won't get into so much detail about the history of the Old Oak and the Watchers. Once she is persuaded to speak, go directly to the *Only one moon ago, a real darkness struck the Heart of Mirkwood*. part.

To The Elven Quarter

Even if the companions didn't get Oldir to speak about Duvainiel at the barracks, they might remember him talking about "visiting her sister" when they first met at the shore of the Long Lake. He also invited them to the Elven Quarter for tonight, suggesting to ask for Duvainiel there. With that information, the Elven Quarter is the next place to go (p.8 Lake-town supplement).

Captain Galderic explains to the company that the Elven Quarter is out of his jurisdiction: the Wood-elf King is held in the highest regard by the City Council, so much that the elven population of the quarter is only governed by elven laws and protected by elven sentinels. Everyone is free to enter the quarter, but Town guards or the dwarven ambassador asking suspicious questions about an elven citizen might cause a diplomatic issue very fast. A group of foreigners asking directions for an elven lore-master might be much more discrete and elegant.

Getting In

The Elven Quarter can be found in the southwestern corner of the city. It's separated from the Merchant's District by a canal, and it can only be entered by crossing one of the three bridges or by boat. Either way, as the company approaches a bridge or the docks, three armed elves will halt them and ask for their intentions before allowing them entrance.

The sentinels don't really forbid anyone's passing unless they notice a real threat, but the players don't have to know that. The elves simply want to get an eye on anyone entering their quarter, and avoid problems by forbidding the entry of weapons. No test should be needed if the characters simply say they're looking for an elf named Duvainiel. If there's an elf in the group who is willing to give his word for his companions (especially if there are dwarves in the group), they are allowed to cross the bridge or dock their boat even without naming Duvainiel. Any intent of lying to get in, or getting information from the sentinels without telling the truth, might require a **Riddle** test. Depending on the lie, the Loremaster might even consider it worthy of a Shadow point.

If Duvainiel is named in the conversation, the sentinels don't know exactly where to find her, although they know she's an expert in jewels, appointed by Thranduil himself.

When the sentinels or anyone in the streets is asked about jewellers, gem cutters or similar places in the Elven Quarter, the company will be directed to the Glittering Gate (p.8 Lake-town supplement).

If the companions bring weapons with them (that is, if Captain Galderic didn't secure them in the barracks due to a poor Encounter outcome), the elven guards order to give them into their custody, until the characters leave the Quarter again.

The streets of the Elven Quarter differ from the rest of the city in the fact that most facades are carved with vegetal motives. Leafs and branches seem to cover every inch of every column, and singing birds and jumping squirrels border the frames of windows and doors. Music comes from everywhere, and minstrels can be found reciting and playing at every corner.

When the characters reach the building of the Glittering Gate, easily recognizable for the smoke column that comes out of its roof, surprisingly only Dwarven smiths and Barding apprentices can be found there: in the middle of the Elven Quarter, no Elf is working in the only place of all Esgaroth where gold and jewels can be bought and sold.

If they ask for Duvainiel, one of the few Barding masters approaches the group. He only wears a leather apron and thick trousers. The heat of the forge is making him sweat, although his body is not as muscular as one might expect from a smith. In fact, Vosda introduces himself as one of the master jewelers, and the only one Duvainiel wants usually to do business with. From his long, delicate and glimmering fingers it is easy to discern he is telling the truth.

When asked about Duvainiel, he will tell the group that she is one of the best scholars in gems and jewels he has ever found. The elf gets very upset around the dwarves there, and that is why she wants only to talk with humans. Not that she seems very comfortable with them either, truth be said. Duvainiel comes once in a while to the shop to select the finest pieces for her Wood-elf King. Specifically she takes great care in choosing those gems that shine with a purer light, as white and unmarred as can be found.

With a **Persuasion** or **Courtesy** roll, Vosda trusts the characters (after all the elven sentinels let them through) and agrees to give them directions to Duvainiel's house. Otherwise, he can call for an errand boy to send her a message. If the companions write a letter mentioning her brother Oldir, that they found a shining gem that could be of her interest or something else that seems appropriate, the elven maiden will appear at the Glittering Gate (or any other appointed place) in barely an hour.

Meet The Sister

Duvainiel is pale, very pale, even for an elf. She almost seems to shine. Her black hair is braided upon her right shoulder, and she dresses with a practical but beautiful cloak, dyed forest-green. As much as she may know about jewels and gems, none adorn her. Any elf sees that she is young, no more than 400 years old, but ancient knowledge reflects in her eyes. A **Lore** or **Insight** test, if no elves are in the group, also reveals the same information.

She is stern and a woman of few words. Whatever methods the characters used to meet with her, she just wants to get over with them: Duvainiel offers money for her brother and the jewel, and initially is not willing to share any information. Any attempt to use a skill on her to gain her trust or tease out information results in an automatic failure.

Only after invoking an appropriate Trait might a character get a chance to use one Common Skill.

Also if Duivaniel is told that Oldir got a jewel from the remains of Smaug, she will show a face of horror and a Common Skill test is allowed.

If successful, the elf will agree to talk in private and take the group to her house and.

Duvainiel's Other Duties

While the Loremaster might drive the meeting with Duvainiel as an Encounter if he so wants, the elf is willing to gain any allies she can after learning of her brother's failure. The fact that she already showed the group into her house means that Duvainiel has already decided (or is desperate enough) to trust them.

"What do you know of Eryn Galen, Greenwood the Great in the language of Men?" -she asks point blank at the characters.

Only someone with Mirkwood-lore, or an elf with Elf-lore, will have heard the name before.

"That's what Mirkwood was named until about 2,000 years ago, when the shadow of the Enemy had still not fallen upon its leaves. When the first elves awoke, in the time before the sun and the moon, Greenwood the Great was already here, waiting for us. Green elves did we call ourselves out of respect for it, and wandered the woods from north to south, east to west, talking to every creature and to every plant. That's when the first tree, -the first seed of what became later the Eryn Galen, metaphorically for want of a better way to describe this -, was found."

Companions that aren't elves with Elf-lore just consider Duvainiel's story a fabled legend, probably full of symbolism, but not facts, and fit for children.

"It was already an old oak, the oldest of all, planted by Yavanna herself - at least that's what the ancient legends tell. in the dawn of time, and grown up under the lights of Illuin and Ormal, Aulë's lamps that illuminated Arda. Many of us took upon ourselves the duty of caring for the Old Oak, and protecting it. But when the Necromancer came to our wood, and the Shadow threatened to engulf us all, our King Thranduil behaved weakly, ordering the Elven Realm to be moved north, far from the Old Oak. Those elves faithful to the Great Forest understood that abandoning the Father of the Wood that sheltered us all would be treason of the worst kind.

So we stayed by the Old Oak's side, caring him, protecting him, talking to him, while all around us Mirkwood became pitch dark, and full of spiders."

(The Old Oak appears in *The Heart of the Wild* supplement, p.101)

Any character that has an idea of Duvainiel's age is aware that all these events occurred many centuries before she was even born. It may be mentioned by her at any time:

"I was not there, but I am one of them." - she answers - "And my loyalty is to the Old Oak and his Watchers, not to a coward King that hides underground."

The Old Oak

For this adventure, we will dig deeper into the roots of the Old Oak.

The story known to the Green Elves is the one detailed above - an ancient legend. In this case, the legend is not true (or at least not literally).

It seems rather impossible for an oak tree, however blessed it is, to live more than a score millennia (which would be necessary for the tale to be true).

In fact, the Old Oak is an ancient servant of Yavanna, his (or her) true name gone like leaves in the wind, who took the form of an oak tree in the Years of the Lamps and who did become already treeish early in the First Age. That explains why there's some kind of consciousness in it, and how it was able to send a call for help to Duvainiel (see below).

Evening is falling on Lake-town. A group of grey clouds filter the last rays of the autumn sun, setting down behind the Misty Mountains, beyond the long miles of the unending Mirkwood. Gloom seems to fall inside Duvainiel's chambers, as the maiden lights some candles and a hearth fire in the hall.

"Only one moon ago, a real darkness struck the Heart of Mirkwood. The Old Oak is dying. He has spoken to me in my dreams, calling for help. I could see in a nightmare a spider, a giant spider, the biggest any elf has ever seen since Ungoliant, climbing the Old Oak. It was a creature of Shadow, and she was slowly sucking the power and life of the tree. We Watchers swear oaths of protection, and the tree is summoning me in a desperate cry. I fear what has happened to the other Watchers, the ones that stood by the Oak's side, once the spider-demon appeared. That's why I wanted a jewel of light. I'm sure I can negotiate with that demon, Tyulqin, the Weaver is she called, to leave the remains of the Old Oak and our sacred place in exchange for it. At least I must try it, even if it is only a faint hope."

(Tyulqin, the Weaver appears in the Heart of the Wild supplement, p.100)

If wondering about the negotiation attempt proposed by Duvainiel, it will be clear to the characters that Duvainiel is desperate. She has no warranty that such a deal can work, but it is her only – desperate – shot.

The players can ask any questions they want. Duvainiel will answer as truthfully as possible. Remember that she is not evil or devious. She just believes in a cause that is above the mundane laws of short lived people; even above King Thranduil himself!

If pressed about her problems with the Elf King, she'll say that surely Thranduil sent her to Esgaroth to keep her ideals far from the Halls, and surrounded by sweaty humans and dwarves at all times.

If asked about the possible consequences of the Old Oak's death, she'll frown and whisper:

"The Old Oak is like a father to every tree in Mirkwood. If we let him die, anger and madness will overcome every root, every trunk and every branch. Mirkwood would not only be dark and twisted: it would be thirsting for revenge."

Any Elf of Mirkwood or Woodman will completely understand what Duvainiel is talking about: sometimes the forest seems to be quiet, waiting, dangerous but passive. If the energy that is felt in the trees would turn to action driven by anger, beware!

Any other companion, hailing from another culture, will still find motives to believe and help the elven lore-master: trading would be interrupted, safe passage would be compromised, hunting would become extremely dangerous, etc.

Duvainiel is desperate because she did receive the call for help a month ago, and doesn't know how bad the situation is. In fact, she's innerly convinced that she's already late, and therefore desperate.

Time is short, if there's time at all, and she asks the characters to help her get hold of the gem Oldir found at Smaug's dying place. She's not talking about stealing it, but thinks the characters could intervene in recovering the jewel from the town guard. Unless the companions told her so, Duvainiel doesn't know that it is a dwarf, Glóin, who is keeping it. The moment she discovers it, the elf will ask the characters to conduct the negotiation; Duvainiel is very reluctant to talk and ask favours from a dwarf. She still would like to appraise the suitability of the precious stone, but thinks that such a big gem, marred with the taint of such an evil creature, will surely be a precious morsel for Tyulqin.

Leaves In A Sea Of Trees

The companions might decide that they've already done their job, and report back to Glóin and Galderic everything they know, disregarding any other chore. After all, they came to Lake-town to have a good time, and they've earned a lot of gold in a single day, just for asking some questions around! If so, follow the rules for the Dragontide in the Lake-town supplement (p.14) and let them have fun spending their money! Glóin will still be very grateful towards the group, and could count on them for future tasks if they spend some time in Lake-town (for example, The Marsh Bell adventure from the Core Book will take place next year).

On the other hand they could decide to take their part in the bigger history of the world. Maybe Duvainiel's story sounds like a fairy tale to them, but it seems very possible that a big spider has killed a bunch of elves in the woods. Any good willed (and young) inhabitant of the Wilderland, inspired by the stories about the recent Battle of Five Armies, might feel impelled to lend a helping hand. Let the players discuss how they will do that.

They should look for Glóin's help, probably telling the truth about Duvainiel's goals. While Glóin is not very inclined to letting dwarven treasures be used for addressing elven problems, a **Persuade, Inspire, Song or Lore** test will convince him that the gem's taint could revive struggles of old times. To highlight that the gem, already tainted by Smaug, is useless for the Free People, will also help. Quite to the contrary, it has the potential to cause strife and corruption, and this can help persuade Glóin for handing it over to Duvainiel.

Additionally, if it can be used to appease the terror from a spider -at least for a time-, it will be more valuable than if set upon a necklace. Glóin still remembers what is like to be trapped by a spider, and hates them as much as a Dwarf can hate. In fact, the spider could "help" destroy an evil object, in exchange for sparing the life of a benign creature. Even if this last possibility seems a very faint hope, it is worth a try.

If the characters refuse to help Duvainiel, or argue that they've been hired by Glóin and not by an elf, the dwarven ambassador will ask the characters to protect and watch the jewel (he won't mention protecting the elven maiden...). He still feels the dwarves have a responsibility towards it, until it is destroyed.

Duvainiel will need a chance to appraise the jewel, to be sure it has a chance of appealing Tyul-

qin. Tell any character that sees the gem again that he feels a dark urge grow inside him. The elf's pale skin looks sick when reflecting the stone's light, and she covers it in a swift movement before declaring:

"This will suffice. We should depart as soon as possible, before the days grow shorter still."

The Fellowship Is Formed

Take your time to highlight this moment, when the characters decide to go beyond what is expected from them, and to embark in a quest that might prove greater than their skills, only because they feel is the right thing to do. If this adventure is part of a campaign, ask your players what person would mourn them the most, should the characters die. Take note of the persons the character are attached to, because they should be used in the future to enrich the Adventure and Fellowship phases.

Also this can be a good moment, from a narrative perspective, to let the players calculate their Fellowship pool. Their characters are not just planning a trip, they've decided to get together and risk their lives for a common goal. They've chosen the hardest path, the one that only a few choose to tread: the path of the heroes. With this decision they've changed from a group of new friends looking for fun in a big city, to a fellowship of comrades trusting and leaning on



Legolas and Gimli in Minas Tirith © by Peter Xavier Price, used with permission

- PART FOUR - ON THE ROAD AGAIN

The company will have to prepare for their journey south, to the clearing of the Old Oak. Duvainiel will accompany them, and can describe what she knows of the terrain, but will leave the decisions and cares of the travel to the companions. She will carry the gem, well-guarded in a small silver carved chest, and won't talk much during the journey, unless spoken to. It seems as if she were struggling with some kind of burden.

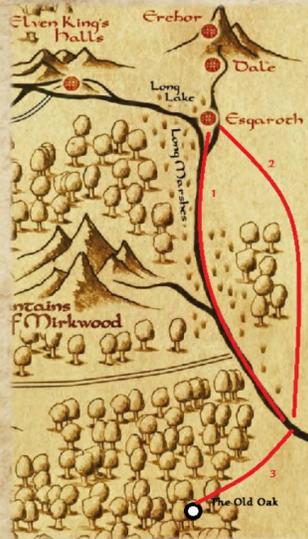
Journey Preparation

The journey will be composed of two legs: from Lake-town to the point where the company leaves the Celduin behind, and from there to the Old Oak.

For the first leg, the players have two options: across the Long Marshes by boat (route 1 in the map), or around them with ponies (route 2 in the map).

Duvainiel can tell the characters about the Long Marshes, a place better left alone, blighted from the influence of rotten waters and the dark trees. But if they manage to get a boat, it will be a faster and easier way to travel south. On the other hand, around the Marshes will take a few more days, and some trekking that might tire the group, but will surely be safer. The companions need to decide on the precise route to be taken.

If the players want to choose a completely different route, like entering Mirkwood by the Old Forest Road and then travel south to the Old Oak, use the rules for Journeys to calculate the duration and difficulty of the travel. Duvainiel will probably object at other options than the two here presented, but she'll leave the last word to the characters.



Through The Marshes...

If the companions choose the fastest route through the Long Marshes, everyone (Duvainiel, Glóin, Galderic or whomever they ask at the docks) will recommend talking to Gwina (See *The Heart of the Wild*, p.100). Gwina is a merchant hailing from Dorwinion, a blooming land far to the East, beyond most maps of Wilderland. Gwina's merchant longship (see *Journeys & Maps*, p.18) is easy to spot, as it is the only one painted in bright colours and decorated with banners and cloths. Well into her thirties, she's happy and joyful, and likes to sing during the journeys. With a short brown hair, and a tanned skin, her honey eyes still show the energy of a teenager. Besides, she sometimes travels south along the eastern eaves of Mirkwood, trading with the small hamlets found there. Therefore Gwina could give some advice on the last leg of the journey.

Travelling with Gwina will require a payment. A Rich character might pay for 3 passengers, a Prosperous for 2, someone with a Martial Standard of Living will be able to pay for himself, and a Frugal or Poor character requires someone to pay for him.

Gwina will take the role of the Guide, so it doesn't need to be covered by the group. Any Hazard affecting the Guide is automatically considered a success. A longship can travel 40 miles a day, therefore the journey will take half the time than it would on boats or by foot.

- From Lake-town to the south of the Long Marshes the journey will take 4 days, with 1 Travel check at TN18. Also 2 Corruption tests at TN18 should be made, for the Long Marshes are considered a Blighted place (one per day crossing them).

Remember to reduce the fatigue generated by each failed Travel test by 1 point, due to travelling on a boat. In autumn, that's 2 Fatigue points total per failure.

To lighten a bit the weight of the Corruption tests, you can introduce the next scene for the travel along the Long Marshes:

"For the first day of travel, Gwina has been talking and singing with joy. But the moment the longship enters the shallow waters of the Long Marshes, her happiness seems to fade away. Her voice breaks, and focuses on controlling every movement of her boat, so that it doesn't get stuck in the mud. Duvainiel's gloom has also definitely deepened in this foul place."

The players can be told that a **Song** or **Inspire** test might lighten a bit the hearts of everyone. Add up the number of successes. For each one, every character lowers the TN of a Corruption test by -2.

At some point during the travel through the Marshes, the group will have to stop and leave the boat. Maybe a Hazard has forced them to pull the longship with ropes, or they need to rest for a night on solid ground. Whatever the reason you find for it, the fellowship will be attacked by Marsh-hags (see *Lake-town*, p. 23-24 for stats). There will be one Marsh-hag for every two characters, with a minimum of 2 hags. They will appear all of a sudden from under the surface of the bogs, attacking the biggest character (the one with the highest Body): a hag will use Seize Victim while the rest Slash at him with their claws. Reducing the Endurance of a hag to 0 will make it retreat underwater. A Wound will kill it.



Duvainiel doesn't want to use her magic in such a corrupted place, but if the fight goes badly for the characters, she will use Elf-lights and Enchanted Sleep from the Virtue Wood-elf Magic.

Once the group gets out of the Long Marshes, Gwina will lead her longship to the southern shore of the Celduin. There, she'll bless their journey with a toast and provide some advices for the next days' route. It is a fairly easy terrain to cross until they decide to enter Mirkwood, and listening to Gwina's counsel will grant an autosuccess on the next Travel check.

- The trek from the Celduin to Mirkwood will take 2 days, and will require 1 Travel check at TN16 (or none if they listened to Gwina).

... OR AROUND The Marshes...

The fellowship can also decide against risking the dangerous and blighted Long Marshes, assessing that

a few more days of travel is better than not arriving at all. Glóin will equip them with ponies for the trek until they reach the Celduin. There they'll have to let the animals go free.

- From Lake-town to the south of the Long Marshes the journey will take 8 days, with 2 Travel checks at TN16.

Remember to reduce the fatigue generated by failed Travel tests by 1 point, due to travelling with ponies.

Optional Rule - Force the March

The company can choose to force the march when travelling; this will shorten the duration of the journey, but will strain their endurance. According to the Tales from Wilderland supplement, this is how Forced March works:

If the company undertakes a forced march, they halve the duration of each leg of a journey (round fractions up), leaving the number of Fatigue tests required unchanged. When on a forced march, every time that a hero must make a Fatigue test, he must make an additional Athletics test: on a success the hero's Fatigue rating goes up one point, two points on a failure, and remains unchanged on a great or extraordinary success.

To avoid too many rolls, an alternative rule is proposed here: Halve the duration of each leg of a journey (round fractions up), leaving the number of Fatigue tests required unchanged. The odd-numbered Fatigue tests are resolved with a Travel test while the even-numbered Fatigue tests are resolved with an Athletics test. When on a forced march, every time a hero makes a Fatigue test, he'll automatically gain 3 (spring-summer) or 4 (autumn-winter) Fatigue points on a failure, 2 or 3 on a success, 1 or 2 on a great success, 0 or 1 on an extraordinary success. Remember to reduce Fatigue by 1 point (to a minimum of 0) if travelling with ponies or boats.

Hazards will take the form of sudden storms or strong autumn winds that force the group to look for shelter, lest the ponies madden and try to run away.

Duvainiel will advise against following the most popular paths, to avoid issues with the taint of the jewel. One night, while resting on some rocky

terrain in the vicinity of the eaves of the Mirkwood, the group will be ambushed by a lone Hobgoblin hunter.

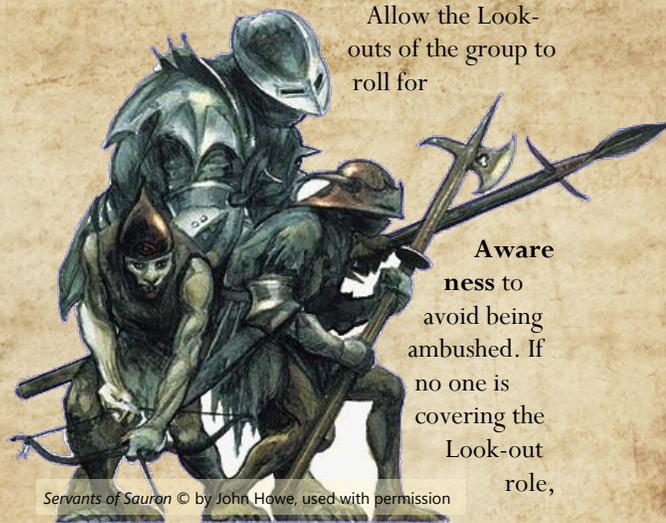
Demo games

If you are running a demo game, the Hobgoblin ambush could lead to only one or two characters facing the enemy. That implies that the rest of the group won't be able to experience the interesting Combat rules of The One Ring. If that is the case, it is recommended that you swap the lone Hobgoblin for a hunting party composed of one Snaga Tracker and one Wild Wolf per character.

If a character has Enemy-lore (Wolves) as a Trait, you might inform him of their Fear of Fire, Great Leap and Seize Victim Special Abilities.

Hobgoblins are cannibalistic creatures, and attracted by the increase in traffic heading north (due to the Dragontide), a group from the Mountains of Mirkwood has expanded its hunting grounds beyond the Long Marshes. This lonely hunter isn't out to kill large groups of humans, but to capture living prey to feed his community. Therefore, he'll attack when most companions are asleep.

Allow the Look-outs of the group to roll for



Awareness to avoid being ambushed. If no one is covering the Look-out role,

Servants of Sauron © by John Howe, used with permission

allow the Hunters to roll for **Hunting** against a TN16. If there are no Hunters either, everyone can roll for **Awareness** or **Hunting**, but against a TN18. As per the normal rules to avoid ambushes, every level of success allows to warn an additional companion. Only those heroes who have succeeded at one of the tests (or have been warned by a companion) can face the Hobgoblin. Beginning the next round, the unaware companions can roll for **Awareness** with a TN14 to wake up, due to the

noise of the fight. Reduce the difficulty of the test by -2 each round thereafter.

Even a single Hobgoblin can be a mortal menace for a starting group. He has a high Parry rating and a fair amount of Endurance points. His favorite Orc-axe, combined with Horrible Strength and No Quarter, makes him a deadly opponent if not taken down fast. If the fellowship is composed of up to three members, consider the time of day to be evening, and don't apply the Denizen of the Dark ability nor the Hate Sunlight. If the group is formed by four or more members, let it be night and apply the Denizen of the Dark ability.

Remember that Duvainiel can use the *Elf-lights* and *Enchanted Sleep* spells if needed.

Eventually, the group will arrive at the Celduin, where they'll have to abandon the ponies Glóin gave them. Boats of merchants navigate along the river towards Lake-town every few days. If they tie up the animals to the grassy ground, they'll have enough food to eat until a ship recognizes the symbols on their livery and bring them upstream to Esgaroth.

The river is deep, but the flow is not very strong. A simple **Athletics** test with a TN12 allows crossing it. For every extra success, a companion that failed his roll can be helped to the other side of the river.

The trek from the Celduin to Mirkwood will take 2 days, and will require 1 Travel check at TN16.

Demo games

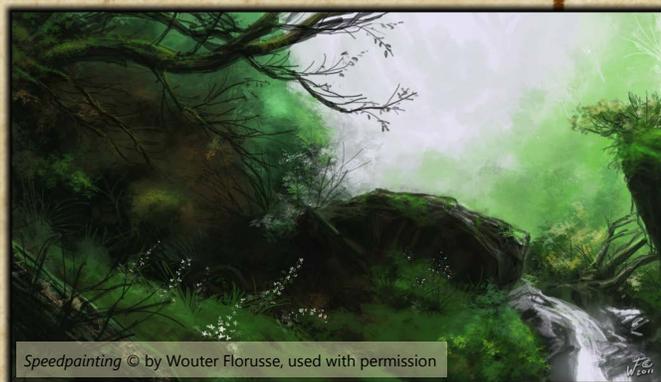
As noted before, in demo games the time to run an adventure is usually short. Once the Travel and Combat rules have been showed in the last sections (Through the Marshes... and ...Or Around the Marshes...), you might want to skip the ...And Into the Wood part to be able to fully develop the fifth and last chapter of this adventure.

In fact, it is recommended that even the last leg of the journey, from the Celduin to Mirkwood, is not rolled at all and just described to the players. The leg inside the Heart of Mirkwood can be summarized with a colorful description (see p.98 of *The Heart of the Wild* supplement) and an automatic increase in Fatigue of 3 points, and 1 of Shadow, to represent the struggle of the journey.

...And Into The Wood

The Fellowship's journey will last 6 days if sailing along the Celduin, or 10 if wandering across the Upper Marches, until they reach the place where they'll need to enter the Greatest of Woods.

Whatever their choice, you can take a moment to remind them that the Dragontide is already over back at Lake-town. Most travelers will already be heading home, back to their houses and communities after a few days of joy and merriment. Meanwhile, the fellowship is gazing at the twisted trees of the depressing Heart of Mirkwood. Spider webs hang from branch to branch, and the thickness of air makes even breathing a struggle.



Duvainiel seems lost in her dreams, even when walking or just sitting by the campfire at night. She's slow to answer when talked to, or to react when asked to do something.

When camping in Mirkwood for the first time, the characters will have a dream:

“Several elves, dressed in white and green, dance and chant in a glade, inside a circle of oaks. You seem to be part of the group, as you move with them. At the center of the circle stands the biggest and oldest oak you've ever seen. Its branches seem to lean on the other oaks, as an old man leaning on a young helper or a son. Outside the circle, the wood is as dark as a moonless night. The elven voices sing a beautiful song, but you cannot understand a single word of it [even if the dreamer is an elf]. Little by little, you seem to recognize some words. But when you get to catch the meaning of the sentences, your heart freezes: the elves are crying for help, anguished and full of terror.”

When waking up from the dream, the companions notice their tongues bloated, and their sweat gets cold during the night, feeling like a spider's web that is paralyzing their whole body.

The dreamers will see Duvainiel leaning against a tree, her eyes open wide. If approached, she will mumble that those were the Watchers, and that it is too late for them. Her despair will turn into anger, and she'll blame the characters for hindering her effort to rescue her comrades. Of course, the companions' acts did nothing to delay Duvainiel's plans, but she is out of her mind now. She'll draw her knife and point it at one of the characters, demanding them to force the march into the forest. Take note of how the players handle the situation: soothing her in some way (with **Song**, **Persuade** or even **Awe** tests) should work, but only if they get a great or extraordinary success. Invoking an appropriate Trait like Patient, True-hearted, Merciful or similar allows succeeding even with a simple success. If done so, a tear will run through her cheek before asking to be left alone and wrapping herself in a blanket for the rest of the night.

If any character fails any test with a , Duvainiel will feel threatened or manipulated and will run straight into the forest, with the gem tightly hold against her chest.

The heroes should try to chase and stop her, else she'll be lost in the Heart of Mirkwood, maddened and anguished. If they fail in the pursuit, or let her run away, this will be the last time they see Duvainiel. She'll get lost in Tyulqin's hunting grounds, and won't come out alive.

To chase the elven maiden, each runner has to achieve three successes in an extended **Athletics** test: a great success counts as two successes, an extraordinary success counts as three successes. For each roll needed, the chasers receive 1-3 Endurance damage (half of a Success die, rounding up), due to the thorny brambles and low branches that constantly cut and hit the runners.

Even if Duvainiel escapes the chasing companions, they'll find the gem lying on the ground without the need of any kind of test. Its gloomy light shines in the dark grass, as if the jewel wanted to be found...

If the characters succumb to the threat or use violence to impose themselves (physically or verbally), don't hesitate to grant a Shadow point: the darkness of Mirkwood and the corruption of the jewel are taking their toll on their spirits.

Whatever the outcome, ask all companions for a **Valour** test to recompose themselves afterwards and manage to fall sleep again. Those that fail add 1 point of Fatigue.

To the Old Oak

Getting to the Old Oak across the Heart of Mirkwood is a test of will and endurance. They'll be tested to the full in their commitment to the task.

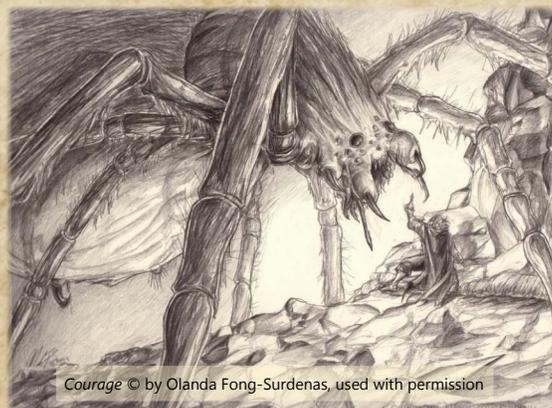
Walking through the dense forest, without paths or signs to navigate, takes the group 2 days to reach the clearing of the Old Oak. This means 1 Fatigue test at TN18. Once the eaves and the last remnants of fresh air are left behind, the suffocating atmosphere and the lack of day and night difference makes this a travel through a Blighted place, forcing 2 Corruption checks at TN18.

- PART FIVE - The Spider, The Tree AND The Elves That Died

And the fellowship suddenly arrives to an unexpected clearing, and witnesses a terrible scene: the Old Oak, gnarled as if in suffering, supports the enormous weight of a demonic spider, as big as a house.

The Spider

It is Tyulqin, undoubtedly, the Weaver of Illusions and Master of Poisons. The cry of sheer terror of Duvainiel confirms it. Her fangs are sunken in the bark of the Old Oak, dripping a liquid as yellow as sickness. Mixed with the magenta of the tree's sap, the oozy liquid that runs down the trunk resembles blood.



Courage © by Olanda Fong-Surdenas, used with permission

Tyulqin has feasted on the Old Oak for a long month and, her hunger satisfied, she is now resting. She has noticed the companions, but they're like flies to her: not worth the effort of swatting, unless they become too annoying. Present the demon as a lion in a slumber after feasting on a magnificent meal: in her state, fighting a group of armed mortals is not worth neither the risk, nor the reward.

Characters with the Enemy-lore (Spiders), Shadow-lore or Mirkwood-lore Traits will immediately know that this is a foe far greater, darker and deadlier than any great spider from Mirkwood they have either encountered or heard from.

Allow the players to choose their approach to the situation, and how to interact with Tyulqin. At first she'll simply ignore the characters. A successful **Awe** test, an attack or some similar action is needed to get the demon's attention. While offering the jewel is what they came to do, some players might consider her the "final boss" of the adventure and jump to attack the spider. The anti-climax when they discover that they have to accept the defeat and the following appearance of the Spectres will be still more surprising for them.

If they choose to fight, be sure to use *Webs of Illusion* first, along with *Strike Fear* (which affects the whole group and should reduce their chances to resist or damage Tyulqin). Then use *Dreadful Spells* (Stupefy) while she has Hate points left. Use also *Many Poisons* (Sleep) when able to incapacitate the heroes without killing them.

If all heroes engage in a fight, it will be Duvainiel who shouts to Tyulqin after a few rounds (or when you, as Loremaster, deem appropriate), offering her the tainted gem from Smaug's vest, in exchange for the demon to leave the glade.

To everyone's surprise, it seems that a smile appears in the all-too-human face of the spider, as she approaches the jewel.

Duvainiel opens the silver chest in that moment, and a pale light shines from the gem, reflected in the eager and bulbous eyes of Tyulqin.

The demon thinks that the tree is already dead and sucked dry. Therefore, the offering of such a succulent gem is like a free dessert to her: there's nothing left of interest to her in the glade. The companions hold no value compared to the banquet she's been having with the tree, and the sweetness of the corrupted jewel is tempting.

Without a single word, she slowly approaches the elf and takes the gem from her bare hands. The knick-knack of the beast's legs and mouth are utterly disgusting, but Duvainiel holds steady while Tyulqin seizes the gem and sucks it from the elf's delicate hands.

A few seconds later, the beast vomits the jewel, which falls heavily to the ground, turned into a deep black charcoal-like chunk. All sign of light or beauty has disappeared from it, as is the corruption that was imbedded its core.

Then the spider-demon slides out of sight, fusing into the darkness that surrounds the clearing.

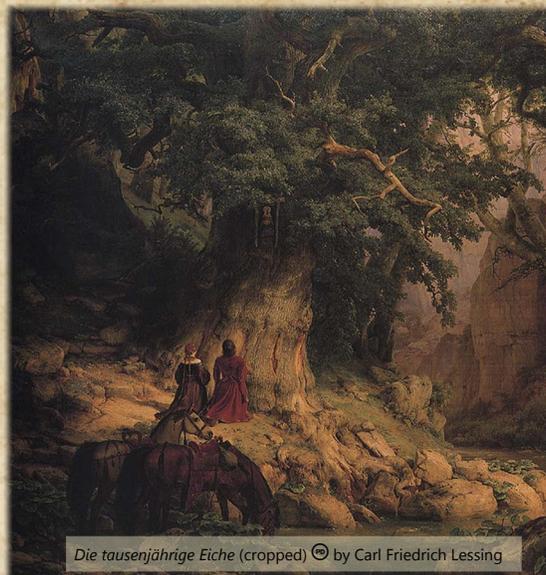
Only when life returns to their paralyzed members, does the fellowship understand that the demon is luckily gone, and they get to live for another day...

The Tree

Duvainiel hastes to the Old Oak, with suffering in her face, but also some kind of personal relief now that she's free of the gem's weight. The characters are free to explore the glade, the tree itself or look for other enemies nearby.

The glade itself is free of webs, as is the Old Oak. A successful **Hunting** or **Lore** test, or invoking the Trait **Enemy-lore (Spiders)** reveals that this is a private hunting ground, probably that of Tyulqin, and no other spider is allowed to weave here—surely under the penalty of death.

A **Search** test reveals some simple objects (a sandal, a bracelet, a bowl...) of elven manufacture, under the fallen leaves of autumn. They are scattered, as if dropped in a hurry. For every level of success, 1 point of Treasure per hero can be found among the objects (trinkets of elven manufacture, silver bracelets,...). Duvainiel won't have a problem with the characters keeping them; they are trifles to her, and she has more important matters to worry about.



Die tausenzährige Eiche (cropped) © by Carl Friedrich Lessing

Those who examine the Old Oak will go with Duvainiel. A successful **Healing** test reveals the tree is dead... dry and sucked of all apparent life. But if the test results in one or more **6**, a spark is noticed inside the wound inflicted by Tyulqin. Duvainiel can tell, with a surprised voice, that there is still life in it. The Old Oak is dying, but not dead.

She asks the companions to allow her to spend some hours here, examining the tree, looking for a way to reverse the damage done. If no hero got a great or extraordinary success at the **Healing** test, it will be Duvainiel after these hours of examination that discovers the spark of life. Some light will come back to her face announcing that the faint spark of life will still not fade away. But how long will it last? Sadly, there is no way to know.

If the surroundings of the glade are explored, the companions may roll for Search or Hunting. Those who succeed will discover several sacks hanging from nearby trees. They are human-sized, but woven with a black thread that fuses with the surroundings. The thread is so thin and strong that it cuts the hands like razors. If they try to open one of the sacks, they'll lose 1-3 (1d6/2) points of Endurance. Inside is the corpse of an elf: his flesh is untouched, clearly not having been used as food. But the whole body is curled and consumed from within, and the face of sheer terror hints at a terrible experience before death came as a release.

The Elves That Died

Tyulqin's webs don't only tie the bodies of her victims, they also chain their spirits. The great spider not only feeds on flesh and fluid, she also feasts on corruption and despair. The spirits of the elven Watchers of the glade were succulent for her, and only when she had tormented them enough, did the monster let those wretched souls free to die.

But the elves had sworn an oath to defend and protect the Old Oak in life, and this promise has been twisted in their painful death.

Now that Tyulqin is gone, the souls of the elves have been released. Only they've chosen not to go to Mandos, but to haunt the glade of the moribund Old Oak. Every living being that approaches the glade is now considered a threat to the tree. A deformed reflection of the task those elves performed in life.

But the Old Oak is not dead, and the glade is still protected by a circle of semi-sentient oaks. These are the first children of the Old Oak, which support and sustain him like sons an old father. The oaks form a circle around the Old Oak, grasping its heavier and farthest branches. They mark the limit of the glade, a circle no tormented spirit is allowed to enter.

Only an hour after Tyulqin left, the companions will hear what seem like beautiful voices approaching from the distance, asking them to come out of the circle of oaks to help.

Through A Long And Sleepless Night

The companions will recognize the voices as the ones that screamed in despair and anguish in the dream they had when entering Mirkwood. Everyone will feel uneasy, and it will be clear that the voices are trying to make them come out of the protection of the glade.

Being in a clearing, they'll notice that the night is closing over their heads when the voices start their siren's call.

Before the attack, the companions might come up with original ideas on how to avoid leaving the glade or otherwise face the Spectres. Allow one action per character before the Spectres fully take form around the circle of oaks.

Depending on the ideas, you should ask for a test and, if successful, grant some benefit to related rolls. A number of bonus Success dice depending on the level of success, or a free Attribute bonus are recommended benefits.

For example, the company might want to tie themselves to the Old Oak. Ask for a **Craft** test to each character that wants to do so. If successful, grant a temporary extra Heart bonus to the Endurance of each tied character. That will help them resist longer before losing control and walking from the glade (see below).

Lighting a bonfire to keep the Spectres away is another good option. Again, a **Craft** test is required. The use of the *Fire-making* Trait is considered an automatic normal success. Each level of success by each firestarter grants a bonus Success die to the company that can be used in the **Song** and **Inspire** tests to reduce the Spectres' Hate points.

After each player had a chance for one action, the Spectres take form and approach the glade. Consider one Spectre (see *Rivendell*, p.80) for every companion.

While inside the protection of the oaks, the Spectres can't reach them with their *Dreadful Spells*, but can still use *Strike Fear* (daunting the heroes) and *Visions of Torment* (causing Endurance loss to daunted heroes). The incorporeal Spectres (or Houseless), desire the possession of a physical body. Explain the *Visions of Torment* to the players as if their characters were seeing a beloved one, suffering and asking for help outside the glade.

If you followed the advice given in the scroll *The Fellowship is formed* at the end of Part Three, use the persons the players mentioned then.

The fellowship has to endure the lure and anguish projected by the Spectres for the night. Every turn will represent 3 hours. Thus, after 3 turns the sun will rise again and the Spectres will disappear.

If a Spectre runs out of Hate, it will be banished, as described in the Ghost-form ability (see *Rivendell*, p.76). As they are not in direct combat, the companions cannot use the *Intimidate Foe* task per se. But the mechanic can be used with the same results, once per turn. If the fellowship travelled by boat with Gwina, you can make them remember how they fought the fear of the Long Marshes singing songs and keeping their spirits high, for example.

Other options include trying to convince the undead elves that the group wants to help the Old Oak (use **Inspire**), keeping the spirits of the Fellowship high (use **Song**) or expelling the Spectres away (use **Awe**). Mechanically this is represented by draining the Spectres of their Hate points, either because they are soothed, endured, or because they are turned away. Other explanations of what they are trying to accomplish can be given by the players. Choose a skill appropriate for them and use it as if they were performing the *Intimidate Foe Combat Task*.

If, at any time, a hero is reduced to 0 Endurance, he will lose control of himself and walk towards the Spectres, outside the glade. The other companions can try one Athletics test each to catch him, with a TN of 10+the Body Attribute of the lured friend.

If at some point during the night a companion leaves the glade, or willingly abandons the protection of the circle, the Spectres will use their *Dreadful Spells* on him.

A successful use of *Dreadful Spells* (Grieve) will show the character the suffering the elves experienced at the jaws of Tyulqin:

You see nothing but darkness, as if you went blind, after stepping outside the clearing. But your spirit is drowned in fear. Your ears burst with cries for help, but your body is paralyzed by sticky threads that hurt your flesh. The candle flames that are the lives of your comrades, tilting in the darkness, fade and disappear one by one, eaten by a monster of many eyes. You know your time will come to die, sooner or later, but you won't fly away to Mandos. You still have to protect the Old Oak, you'll linger in Middle-Earth for eternity if needed, doing whatever is in your hands to fulfil your oath. At any price.

Back Home

Once the Spectres have banished or the heroes managed to stay in the clearing until dawn, Duvainiel recommends fleeing east as soon as the sun rises, far from the glade and out of Mirkwood. From a gaming perspective, there is no need to calculate or roll the journey back to Lake-town, unless you consider them necessary. Leave the players with the taste of their last stand in the clearing, not with some Fatigue tests. It will take some two weeks to reach the city again, along the last days of November.

During the trip Duvainiel will be open to discuss any opinions the heroes have regarding the Old Oak. She will express her commitment, and tell them that advice from the Wise should be sought.

- Epilogue -The END Is The BEGINNING

The fellowship can report back to Glóin, who will be more concerned with the lives of the companions and the spider Tyulqin, than by the fate of the Old Oak. The heroes have proven themselves to the Dwarf, and have gained a powerful and trusting ally in the city. After receiving their promised reward, they'll be invited to visit Lake-town again next spring, and Glóin arranges any needs for the travel home of those who want to return to their homes before winter falls on the Wilderland.

If this adventure is used as part (or beginning) of a campaign, Lake-town can be opened as a Sanctuary for free (as per the Open Sanctuary Undertaking).

The adventure from the Revised Rulebook, The Marsh Bell, would fit perfectly for next year's Adventure phase.

As follow-up ideas, and if the players show interest in healing the Old Oak, here are some hints of what they could do in the future:

Search for Answers Undertaking: Radagast might give information about how to expel Tyulqin's poison from the sap of the Old Oak. Also, he might be the only one aware of the fact that the Old Oak is truly a Maia from Yavanna, who took the form of a tree in the Years of the Lamps and who did become treeish already in the First Age (and he is unlikely to tell anyone of it). Thranduil can't tell any more than Duvainiel about the history and origins of the Old Oak, only that it seems to be a sentient being, something else than just an ancient tree.

If the Loremaster feels like broadening the scope of his campaign further from Wilderland, Radagast and Thranduil could even talk about an ancient shepherd of trees, that inhabits one of the oldest forests, south beyond the Golden Wood. He goes by the name of Fangorn, if memory doesn't fail...

With both of these bits of information, a cure can be sought. It should include the help of Ormal the Lampmaker (*Heart of the Wild*, p.79), who can help with understanding how certain Lights might be able to heal the tree.

This might require learning all light related spells available to the Mirkwood elves (Wood-elf Magic) and studying with the Lampmaker until the hero is able to create a Lamp of the Far Traveller imbedded with The Light of the Stars.

Placing such a lamp in the glade might heal the Old Oak and bring it to life. Maybe Tyulqin would be attracted to such a light again, so the demon-spider should be dealt with at some point. If no Mirkwood elf is in the fellowship, or none is disposed to learn all spells, remember that Duvainiel is committed to the task and has already mastered all Wood-elf Magic spells.

If the campaign *Darkening of Mirkwood* is played, in the year 2971 the Werewolf is defeated, and the Woodmen might consider letting the heroes take the Lamp of Balthi for a time, to revive the Old Oak. This adventure can also deepen the background why in 2965 the Wayward Elves try to steal the Lamp of Balthi.

Only after the Old Oak is revived, the first of the trees of Mirkwood will be able to speak again. No one can imagine what secrets and knowledge he might share with those that saved his life. But it is also unknown how deep the poison of Ungoliant's Spawn has reached... Perhaps he was able to resist and preserve his true self, perhaps not.

Any attempts of healing the Old Oak might also include an attempt to find a way of releasing the Spectres of the previous guardians from their tormented state and free their way to Mandos.

APPENDIX: -ALTERNATE STORY- THE HEART OF MIRKWOOD IS TOO SCARY FOR ME...

The region of the Heart of Mirkwood is one of the most dangerous regions, not only of Mirkwood, but of all the Wilderland. It is sensible if you, as Loremaster, think that a group of new characters should refrain from going there so soon. Maybe you want to keep this region unknown (and therefore feared) by your players, until the time in your campaign is right. On the other hand, if using **First Seed of a Great Forest** for a demo game of TOR, it might prove useful to show new players how the game handles dangerous travels.

While the Old Oak and Tyulqin's zone of influence lie there, and it could feel weird in future adventures to move them from the Heart of Mirkwood, another option might be suggested.

If the group can't travel south, where only the Heart of Mirkwood can be found, then they'll have to travel north from Esgaroth. There lies the Woodland Realm.

"A realm full of elves", we might think, "not fit for perils and adventures". But don't jump to conclusions so early.

As many, many times before, when looking for ideas regarding adventures in Wilderland, the *Heart of the Wild* supplement will save our lives... and maybe that of your players. Let's take a look:

"The northern part of [the Woodland Realm] is a land of silent wooded hills and quiet valleys, where no man goes. Even the Elves rarely travel to this empty land save when they seek solitude or to listen to the night-speech of the trees. Traditionally, this land is the hunting forest of the Elvenking, but the horns of the wild hunt have not echoed here in hundreds of years. The King hunts closer to his hall." (p.73)

"The land is no longer free of Spiders. For many years, they dared not cross the Elf-path, but the Spiders established a large colony somewhere in the middle of Northern Mirkwood, and are now encroaching on the Realm." (p.74)

So that the northern part of the Woodland Realm is not protected by the elves and, besides, somewhere there's a colony of Spiders that are attacking the Elven Realm. Interesting so far...

But having the whole Mirkwood to expand to, why would a group of Spiders attack a Realm? And are they organized enough to do that, and drive their actions by long term plans? It seems that some higher intellect should be behind these attacks. Wait! There's something more in the Heart of the Wild that we could use:

"Savage Tauler is the Hunter; he ranges from one end of the Heart of Mirkwood to the other, and sometimes even crosses over into the Western Eaves or troubles the borders of the Woodland Realm. He is strong enough to topple a deep-rooted oak with a twitch of his legs." (p.101)

Well, Tauler has no fear of elves, and would gladly harass them. Wait a minute, what's that about "topple a deep-rooted oak"? Why the exact reference to an oak? Is it referring to the Old Oak or...?

The Sentinel Oak

This ancient oak was planted by Thranduil's father to mark the eastern border of his domain. A matching tree once stood near the Naked Hill in the far south of the forest. The Sentinel Oak has seen many ages of the world come and go, and is considered wise among its kind. It is one of the livelier trees in Mirkwood, eager to speak to those who know the tongue of trees." (p.78-79)

There's another sentient tree in the Woodland Realm, in the northern parts, far from where elves usually patrol! And we could easily decide that there lies also a colony of spiders, probably led by Tauler to harass the Elven Kingdom.

By just by swapping the oak and the spider, we can use the adventure story as is, and make it a little easier for new characters.

The Journey, of course, has to change. The usual option would be to walk north and enter Mirkwood only when near the Sentinel Oak. This route will last 6 days, with 2 Travel rolls against TN12 and TN18.

Or the company might try to use Duvainiel's influence to travel on a raft to the Elvenking's Halls and, from there, straight north to the Sentinel Oak. It would be a longer journey, and more dangerous, but maybe they'll be able to get some help from the elves.

As for what they'll find once they reach the Sentinel Oak, it is up to you: The reason why the Watcher elves have become Spectres is that they chose not to leave for Mandos once dead, because of their oaths to protect the Old Oak and Mirkwood. In Middle-earth no creature has the power to enslave a spirit against the call of Mandos (for elves) or Eru (for humans). Not Tauler, not Tyulqin, not Shelob herself. Only Sauron's works, the Rings of Power that we know about, have that power. Therefore, there's no problem in using the Spectres' attack even if Tauler is the spider found by the characters.

But as far as mood is concerned, maybe Tauler and the war-colony of Spiders could be better presented as a more physical encounter. Tauler could be trying to uproot the Sentinel Oak, instead of sucking its inner light (the Sentinel Oak is not as ancient as the Old Oak, as it is not a Maia and didn't live under the light of the Lamps). While Tauler could leave the place once given the gem, the rest of the colony might not. Spiders are always treacherous creatures. You could use the "Castle of Spiders", from Tales from Wilderland (p.14-17) as inspiration for the encounter.

If the dead elves are not used in this adventure, remember that the company could run into Tyulqin again in the future. In fact, the Watchers could be fleshed out, and become a group that the characters can join. In charge of protecting the forest and investigating the source of its wickedness, they could be asked to investigate the Old Oak after notices from the Watchers stationed there have ceased.

Once they find another giant spider killing a sentient tree, they might suspect some evil is trying to destroy all benign sentient trees in Mirkwood.

See, for example, what Heart of the Wild says about the Sentinel Oak in its undertaking:

"The Sentinel Oak is prince of the eastern half of Mirkwood. [...] The other trees of the forest obey and honour the Sentinel Oak, even most of those under the Shadow." (p.79)

The death of such shepherds of trees might allow a deeper darkness to drown Mirkwood. This could easily be a long-term plan by some wicked mind that the characters need to uncover and destroy.

What other sentient trees are known, that would need protection? Well, the Sentinel Oak is said to have a matching tree, which was planted in the Naked Hill when Oropher reigned over all the Green Forest. Nowadays, the Naked Hill is where Dol Guldur stands...



Caspar David Friedrich - Felsenlandschaft im Elbsandsteingebirge © by Caspar David Friedrich



EÄ

THE WORLD THAT IS

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).

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

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)

DARKNESS OVER AMON NYRN

By Paul Kirk
(paulkirk187@gmail.com)

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This adventure takes up ideas and themes from TOR's Rivendell by pitting the characters in the struggle to protect a small community of Northmen in eastern Eriador from the onslaught of a new and hidden evil.

Their actions and success decide whether this community survives or not.

adventure



She was the messenger of Sauron, and was wont to fly in vampire's form to Angband; and her greatfingere wings were barbed at each joint's end with and iron claw.

—The Silmarillion.
Of Beren and Lúthien

FRAMEWORK

- **Where** - a journey through eastern Eriador leads the Fellowship to the remote village of Burhscilda.
- **Why** - the Fellowship find a wounded man of Burhscilda who is seeking the Rangers to aid his folk.
- **What** - ancient evil has awakened in the ruined fortress at Amon Nyrn and it threatens the lives of the people of the Hoarwell valley.
- **Who** - the Fellowship are Rangers of the North and the Scildings of Burhscilda are under their protection. (It is also entirely possible to play this scenario using a regular Fellowship, but some of the background detail may be lost without the presence of at least one Ranger. TNs and the information gleaned from Trait usage may require some adjustment if a regular Fellowship of mixed Heroic Cultures is used. A Loremaster might be well advised to consider having non Ranger characters partake in a couple of other adventures before this one.)
- **When** - this adventure can fit at any time during the latter years of the Third Age by the simple removal of Halbarad and his replacement with another Ranger. I propose that it be set in the year 2958 TA, the year after Aragorn has departed upon his errandries.

THE SCILDINGS

History

Marhscilda was one of those 'Proud Princes of Rhovanion' who had joined his riders to the host of Gondor when it challenged the hordes of Angmar. The younger brother of Frumgar, Lord of the Éothéod, he was known to be envious of his elder brother's position and power. He secretly hoped that he might make a name for himself upon foreign battlefields and that Frumgar, as yet childless, might succumb to the blades and arrows of the Easterlings and Orcs who yet plagued their lands.

Marhscilda took command of a mighty éored of nearly two thousand riders and rode to Sunnensætaburg in TA 1973 to join the army of Prince Ēarnur. Sunnensætaburg was the name given to the city of Minas Anor (which would later become Minas Tirith – and 'Mundburg' in the tongue of the Northmen) by the Northmen of this period.

Following the flight of Witch King in TA 1975, most of the surviving riders returned to their homes in the Anduin Vales, but a few hundreds remained with Marhscilda as there was still some fighting against the scattered remnants of Angmar's horde. Orcs and trolls were burning and looting as they retreated to the mountains, having treacherously turned upon their erstwhile allies. The men of Angmar had paid a dreadful price in blood and now their womenfolk and children were all but defenceless.

Marhscilda had received the news of the birth of his brother's son, Fram, and he knew now that he would never be Lord of the Éothéod, at least not without drawing swords against his brother and pitching their people into bloody conflict. So, the ever pragmatic Marhscilda took a woman of Angmar to be his wife and declared his intent to take and hold the upper valley of the Hoarwell as his own domain.

Many of his warriors also took wives from among the Angmarim, finding the women to be equally pragmatic about their situation. Better to live their lives with these 'straw heads', thought the women, than to be brutalised and murdered by goblins and their ilk.

Marhscilda settled in the Rhudaurian hamlet of Drefeth Lod, with its old Dúnadan watchtower, and took it for his stronghold. His warrior's raised an earthen embankment and erected a log palisade to fortify the place, renaming it Burhscilda.

The Dúnedain, such as remained in Eriador, were happy enough to allow Marhscilda and his warriors to settle upon the borders of Rhudaur. Their lands had been drastically depopulated during the recent war, great numbers having fled to Gondor as refugees with the departing army of Prince Ēarnur. Aranarth considered these riders out of Rhovanion to be trusted allies and he believed that even though the vast majority of the Hillfolk of Rhudaur had originally served the Witch King out of a hatred for the Dúnedain, most served him now out of fear. He saw no reason to oppose Marhscilda, who gathered many of the latter to his banner and awarded him the title of Lord Hoarwell.

His people took the name Scildings, in honour of their Lord, and lived peacefully for many centuries in the valley of the Hoarwell. Their dealings with the secretive folk known as the Rangers were generally friendly and it was this relationship that saved them, more than once, during the Orc Wars of the middle part of the 28th century.

The Present

Like all the men of Eriador, the Scildings of the mid-30th century are a people in decline. There are probably no more than several hundreds of them all told, scattered along the valley of the Hoarwell and all within a day's journey of the village of Burhscilda.

Once, they were fierce horsemen like their kinfolk in the Riddermark, but time and circumstance have changed this. Each time that goblins had descended from their mountain lairs, the Rangers had delivered timely warnings and the Scildings had managed to flee to the safety of their stronghold. The goblins were more interested in attacking softer targets and thus Burhscilda and its folk were spared the worst of the fate that befell many of the other 'middle men' of Eriador in those dark and bloody days.

Not so their horse herds though. Only a handful of horses that were secured within Burhscilda itself, managed to avoid becoming meat for ravenous goblin bellies.

Like the other communities of eastern Eriador, the Scildings continued to decline in number as many of their folk departed and went south to Gondor or west to the relative safety of Breeland.

Those who remained behind are an independent breed, with little of value to trade and this has led to their becoming an insular, almost secretive, people.

The Long Winter and, later on, the Fell Winter devastated what remained of their horse herds and

the Scildings have come to rely upon subsistence farming to survive. They are almost unrecognisable now as kinfolk to the Horse Lords of the Riddermark.



© by Pierre Joubert, Edition Hachette

They grow barley and oats as the staples of their diet, supplemented by lamb or mutton, cabbages and root vegetables. Stews of fish or mutton, thickened with barley and oatmeal porridge are common meals in Scilding homes. Strong black beer, known as Stout, is brewed by Burhscilda's brew master from roasted barley and consumed in copious quantities during feasts and festivals at Burhscilda.

Necessity has made them egalitarian by nature and tradition. Men and women have equal rights under Scilding law and should a woman wish to pick up axe and shield or bow, there are none who would deem this inappropriate. The tenacity of Rhovanion and the ferocity of Old Angmar remain evident in these people and those few outsiders who encounter them would consider them 'fierce folk' indeed.

Yet, even in these leanest of times and despite the blood of Angmar flowing in their veins, they remain on friendly terms with the Rangers of the North and stalwart foes of Goblins and their Hillmen allies.

Descended from the veteran warriors who followed Marhscilda into his self imposed exile, antique mail coats and long swords, lovingly tended as ancestral heirlooms, are not uncommon among them. The Lord and his retinue take the field, clad in mail and wielding such swords and long handled axes.

Leather armoured warriors, armed with spear and shield, are the mainstay of their military and the shield wall is their preferred method of fighting. Under the tutelage of the Rangers, a handful have become adept with bows and the art of ambush.

Burhscilda

The Scildings dwell on the West Bank of the Hoarwell, the rushing river waters providing some protection from the dreadful denizens of the Trollshaws and the Coldfells. Regular visits by small groups of Rangers too, add to the security of this little island of civilisation in otherwise lonely lands.

Fields, both ploughed and fallow, surround Burhscilda which is fortified by an earthen embankment and a wooden palisade. There are about a dozen buildings of varying sizes within the embankment as well as a chicken coop and several livestock pens for hogs, goats and sheep.

The terrain to the west of Burhscilda rises slowly through low rolling hills and scattered stands of trees that are the lone lands. A stone tower, square in shape and surmounted by a beacon, standing atop a raised mound at the northernmost edge of the settlement provides a commanding view of the farms that dot the valley to the north and south.

East of the village, on the very banks of the river, is a ferry. It rarely sees any use, save for occasional Rangers entering and departing the Trollshaws, but the Lords of Hoarwell maintain it diligently. There are landings on both banks of the river and wooden shacks to provide some shelter for travellers.

The Folk of Burhscilda

Waldaccus

Attribute Level 5

Specialties: Folklore, Region Lore (Hoarwell Valley)

Distinctive Features: Forthright, Gruff, Lordly

Skills: Awe ★★★, Battle ★★★, Courtesy ★★★, Sword ★★★

Endurance: 19

Lord Hoarwell cannot trace his ancestry back more than a few generations, but he knows he is directly descended from the royal line of Vidugavia because both his father and his grandfather have said as much. He is a bald and grey bearded man in his middle sixties, stern of countenance and gaunt of frame. He is intelligent with a sharp wit and a discerning eye. Despite his dour demeanour, he is kind hearted and loves children. He has a pair of large Rhudaurian Wolfhounds who lie at his feet. They are named Arius and Gisa after ancient heroes of the Ehwathrumi.

Waldhara

Attribute Level 6

Specialties: Region Lore (Hoarwell Valley)

Distinctive Features: Bold, Forthright, Honourable

Skills: Athletics ★★★, Battle★★, (Spears)★★★

Endurance: 20

The son of Lord Hoarwell, he is an accomplished warrior with spear, axe and sword. Yet even accomplished warriors can be laid low by the sting of a poisoned arrow from a goblin bow and only the fact that Fetlock, his pony, carried him from the fray saved his life. When the characters find him, his skin is pale and clammy with a cold sweat that drenches his hair and clothing. He is a decent fellow, if a bit dull and not particularly inspiring. He would have made a perfectly acceptable husband for Alswinthia if she had not already fallen for the roguish charms of Othlaf.

Alswinthia

Attribute Level 3

Specialties: Cooking, Herb Lore

Distinctive Features: Fair, Wilfull

Skills: Courtesy★★, Healing★★, Insight★★, Persuade★★

Endurance: 17

The daughter of Bárstan, a farmer killed in a crime of passion by Othlaf the Outlaw. She is troubled because she finds she is still very much in love with Othlaf, despite his terrible crime. She is fair haired and blue eyed and considered quite a beauty among the Scildings. Her father's farmstead, a few miles north of Burhschilda, has already been looted and torched by the Hillmen of the Eyebiter Clan and if Othlaf does not return, necessity will require her to accept Waldhara as her husband.

Wístan 'Horsa', son of Wulfram

Attribute Level 6

Specialties: Region Lore(Hoarwell Valley)

Distinctive Features: Gruff, Hardy, Trusty

Skills: Awe★★★, Courtesy★★, Sword★★★

Endurance: 20

Wístan is chief among the retainers of Lord Waldaccus and lives, along with his family at Burhschilda. A hulking, hairy, greybeard, he is known as Horsa (Horse) for his prodigious strength and stamina. He is a childhood friend of Waldaccus and holds the position of Gateward. Like his Lord, he is well past his prime, but he still remains a fearsome foe.

Éadith

Attribute Level 5

Specialties: Cooking, Firemaking

Distinctive Features: Fierce, Wary

Skills: Awe★★★, Insight★★★, Axe★★, Dagger★★

Endurance: 19

Éadith is the wife of Wístan Horsa and renowned as the most ferocious among the shield maidens of Burhschilda. She is known for her ability to see what is in the hearts and minds of outsiders and her piercing gaze has been known to discomfit all but the steadiest of men. She is a handsome woman, tall and auburn haired with green eyes. She wears a corselet of leather armour and has an axe thrust through her belt and a long dagger strapped to her thigh.

Othlaf, son of Othric (Deceased)

Othlaf was the son of a poor farmer in the Hoarwell valley. Young, handsome and daring, he was everything that a young girl could possibly desire in a man. What he did not have, however, was wealth and it was wealth that Bárstan, father of Alswinthia, desired above all things. Having killed the farmer in a crime of passion, Othlaf was 'outlawed' by his community and went to the Færunsparga to find the coin to fund a new life in Bree. What he found there was a painful demise, at the hands of the vile vampires whose slumber he disturbed.



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Bëorstan, son of Bëorgar

Attribute Level 4

Specialties: Old Lore, Rhymes of Lore, Story Telling

Distinctive Features: Fair Spoken, Merry, Patient

Skills: Craft ★★★, Insight ★★, Lore ★★★, Riddle ★★★, Song ★★★

Endurance: 18

Portly with a bulbous red nose and a gap toothed grin, jolly old Bëorstan is one of the most influential men in the village. He is Waldaccus' brother by marriage and he is also the village brewmaster, responsible for the production of the local 'Stout' beer. Any visitors to Burhscilda of mercantile inclination will find this black beer is both strong and delicious and would be likely to prove popular in both Breeland and the Shire. Convincing Waldaccus to allow Bëorstan to trade his brew might prove difficult, unless they can prove that such trade might halt the slow decline of his people. Bëorstan is also the Scop of the Scildings, the keeper of their wealth of accumulated history, genealogy and wisdom.

Halda, son of Halstan

Attribute Level 5

Specialties: Boating, Woodwright

Distinctive Features: Proud, Robust

Skills: Athletics ★★★, Inspire ★★★, Long hafted Axe ★★★

Endurance: 19

Short and barrel chested with arms like most men's thighs, Halda is the ferryman of Burhscilda. He lives in a cottage within the village along with his wife, Golda and their two children, Berta and Hoda. Halda is exceptionally proud of his son, Hoda, who has been taken into the household of his Lord to be trained as a Hearthguard. He is renowned as the finest axeman in the village and is known as Fell Hand Halda. While taking his rest, he enjoys nothing better than the whittling of wooden toys for local children.

Alward, son of Anselm

Attribute Level 5

Specialties: Smithcraft

Distinctive Features: Merry, Tall

Skills: Athletics ★★, Craft ★★★, (Spears)★★★★

Endurance: 19

Tall and brawny with long blonde hair tied in horseman's braids at his temples, Alward is the village blacksmith. He is cheerful and sings, badly, while he works. Fortunately he is extremely skilled at his work and is as capable of mending mail and blades as he is of forging farming implements.

He lives in the village with his wife and three small children. He is regarded as the most skilled fighter in the village and he wields an ancestral heirloom in battle, a Tall Spear¹ known as 'Woundweaver'. Woundweaver possesses the Weapon Qualities of Keen and Grievous from the TOR Rulebook.

RECENT EVENTS

The Scildings, like all the other men of Eriador, have continued in their slow decline with little change in their fortunes. Their relatively close proximity to the hidden fastnesses of the remaining Dúnedain afforded them some security beyond that which was provided to others. That was until the death of the Lord Arador and his companions at the hands of trolls and then, several years later, his son, Arathorn, who was likewise slain whilst hunting Orcs. As if the loss of the two chieftains in such a short time was not disastrous enough, a large number of the Rangers had also been lost during those two terrible encounters.

Yet, though the numbers of men they could bring to bear had declined somewhat, the Rangers continued to watch Burhscilda and bring warnings of any threats. The brothers Halmegil and Haladan were regular and welcome visitors at the home of Waldaccus when they passed through the valley of the Mitheithel. The two, long lived, rangers had been friends of the Lord of the Scildings from the days of his youth into his old age and they had watched his son Waldhara grow from babe in arms to adulthood.

¹ See the article on the Leofrings Heroic Culture for the rules for a Tall Spear.

The current woes of the Scildings began about a month before this adventure begins. The Rangers Halmegil and Haladan had brought word to Burhscilda of a gang of goblins having recently taken up residence in the ruins of the Færunsparga. If they were not dislodged, these villains would only grow in strength until they might become a serious threat to the folk of Burhscilda. Several farmers' families from further up the valley had already been murdered or taken captive.

The truth was that the Rangers suspected that an ancient evil from the days of the Kingdom of Angmar slumbered deep within the ruins of the place and they feared that the orcs might have come to try to wake whatever it was that lay there.

A company of Scilding warriors, led by Waldhara, accompanied the two Rangers to roust the goblins from their lair. The fight was quick and brutal, the Scildings sustaining only a single casualty. The Ranger named Haladan was poisoned by the bite of a black adder and remained, with his brother, within the ruins after the Scildings had departed once more to their homes.

What the Rangers had not realised was that a Scilding outlaw named Othlaf had entered the ruins several weeks before in search of treasure to loot. This fellow had been outlawed following the unlawful killing of a farmer and was bound for Bree. Realising that he would need gold, or at least silver, to set up a new life in Breeland, he determined to go treasure seeking in the ruins upon the Færunsparga. He delved into an ancient tomb in the depths of the hill and awoke a pair of horrors, hidden within since the fall of Angmar. These vampiric horrors were Turumarth and Seregwethil, secret shadows in service to the enemy. 'Sceadugengan' in the old Rhovanic tongue of the Scildings.

The goblins had not come to the Færunsparga to release the ancient evil – they had been called into its service. As night fell over the ruins, the Sceadugengan crept forth from their lair and the Rangers, Halmegil and Haladan met the same grisly fate that befell Othlaf the outlaw and the nearby farming folk.

For more than two weeks, the Sceadugengan preyed upon the folk of the Hoarwell Valley, driving them to Burhscilda and the perceived protection of Lord Waldaccus and his warriors. But earthen embankments and stout timbers proved no obstacle to the Secret Shadows. Nor did the spears and axes of the Scilding guards or the keen senses and sharp fangs of their guard dogs. Every morning that dawned found the blood drained husks of more victims.

Of the Rangers Halmegil and Haladan, there was no sign and an attempt to search for them at Amon Nyrn was thwarted by the discovery of many more goblins and Hillmen, having arrived in its vicinity. The Scildings were forced to hastily withdraw before their overwhelming numbers.

Waldaccus laid the blame for the evil that has now beset his hearth and home squarely at the feet of the Rangers. Others were not so sure of their part in the recent events. Finally after two days of argument, Waldhara took it upon himself to journey south and seek others of the Rangers to help his people in their plight. Waldaccus raged at his son and told him that he was never to return if he abandoned his kinfolk now, in this time of need. Waldhara considered his position, and saddled his pony. He set off accompanied by a single companion, his childhood friend Brunulf.

That very afternoon, the Hillmen of the Eyebiters clan arrived before the village gate demanding fealty and tribute for Turumarth, Lord of Ysbryd Brin. The Scildings had never heard of this Lord Turumarth, or of Ysbryd Brin for that matter. The Hillmen were sent away with a message that this Lord Turumarth would receive nothing from the folk of Burhscilda. That night, a horde of Goblins out of Carn Dûm arrived and Burhscilda found itself besieged.

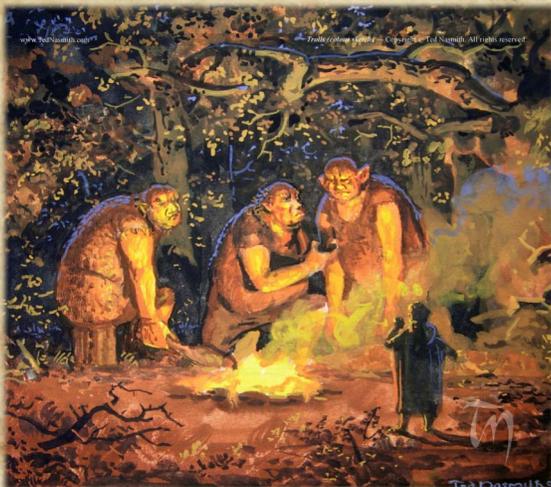
It was three day's journey to the last bridge for Waldhara and Brunulf. On the evening of the second day they were set upon by goblins. Waldhara was wounded and poisoned by one of their black arrows and Brunulf climbed from his pony to set about the ambushers with sword and shield, urging Waldhara to flee and find the Rangers. Despite his protestations, Brunulf convinced him that finding the Rangers was the only way to save his people.

Waldhara began to believe he was cursed when, amongst the ruins at the Last Bridge, he found himself beset once more. This time he was attacked by a Stone Troll who had taken up residence beneath the bridge. However, this time, the Scilding warrior's fortunes were about to change.

THE ADVENTURE PHASE

The WARRIOR and the TROLL

The Heroes (assuming there is at least one Ranger among them) are travelling westward, through the Trollshaws, on the Great East Road. Night has just fallen, the stars twinkle brightly and a full moon shines in the cloudless sky, lighting up the land almost as if it were daylight. They are accompanied by a young Ranger named Halbarad, who is to guide them to a secret camp on the North Downs, near the ruins of Fornost Erain, and pass them over into the care of a Captain of the Rangers named Halberen.



(If the Fellowship are not Rangers they might be travelling east from Bree, in search of the High Pass and they will have been joined upon the road by Halbarad. If one of the heroes is a High Elf of a Rivendell, he or she might even be leading the companions towards the Last Homely House)

An **Awareness** Tests at TN12 reveal the sounds of combat coming from among the ruins that surround the Last Bridge. A Troll has recently taken up residence underneath the bridge and has a small amount of Treasure there.

A Greater Success spots that a lone warrior is beset by a huge Stone Troll, armed with a club that is as large as a small tree trunk.

An Extraordinary Success spots that the warrior is limping badly.

Any character with the **Quick of Hearing** Trait may use it instead for an Automatic Success instead of taking the Awareness Test to become aware of the commotion.

Any character with the **Keen Eyed** Trait can, after the commotion has been noticed, use it for an

Automatic Success to assess the situation (but not gather the information revealed by the Greater and Extraordinary Test Successes).

As they approach, the warrior stabs the Troll through the thigh with his spear and sweeps his sword from its scabbard. The creature bellows in pain and sends the warrior flying through the air with a backhanded swing of its huge club. The warrior slumps against the remains of a dry stone wall. Thick black blood oozes from the wound in the Troll's leg as it pulls out the spear and flings it to the side with a pained groan. The Troll moves in for the kill, club raised high over its great lumpen head.

The Troll has suffered a single wound and sustained 10 points of Endurance damage.

Even a Wounded Troll is not to be taken lightly and it will require teamwork and some serious effort from the Rangers to bring down this fearsome foe without taking casualties themselves. Once the Troll is slain, the characters may look to the warrior to establish whether he lives or is dead.

They find that the warrior is alive...barely. He has been wounded and is unconscious, slipping slowly towards death.

A **Healing** Test at TN14 is required to heal the warrior's wound and stop him from dying. A Greater Success or better notes that the warrior's leg is tightly bound and that he appears to have sustained an earlier injury.

Enemy Lore: Orcs or a successful **Healing** Test at TN16 will reveal that the wound is **poisoned**.

The warrior, Waldhara son of Waldaccus, was not actually wounded by the Troll but in an earlier encounter where he was ambushed by Goblins out of Carn Dûm and pierced with a poisoned arrow.

An **Explore** Test at TN14 amongst the ruins will find the warrior's shaggy pony chewing grass nearby. The pony's name is Fetlock and it is saddled for riding, which is quite fortunate as the wounded warrior is unlikely to be walking anywhere for quite some time. The following morning, the fair haired warrior will drift back and forward, in and out of consciousness, muttering darkly about something he calls *Sceadugenga* and that he must find the Rangers.

An **Insight** Test at TN14 will reveal that the warrior's fair hair and florid complexion are unusual enough in Eriador to merit some further consideration.

A character may make a **Lore** Test at TN14 (TN16 for non Rangers) or use the **Arnor Lore** Trait for an Automatic Success:

- With a **Success** he recognises that the man is a Scilding and that *Sceadugenga* is most likely a word in the tongue of that people. The Scildings are a numerically small folk of Northman origin, numbering no more than a few hundred souls, who live in the valley of the Mitheithel to the north of the Last Bridge. They are considered friendly to the Dúnedain.
- A **Greater Success** reveals that it is about three or four days journey to their village of Burhscilda, which lies on the western bank of the Mitheithel and that their Chieftain is an aged warrior named Waldaccus who goes by the title of Lord Hoarwell.
- An **Extraordinary Success** means that the character knows that the Rangers Halmegil and Haladan, twin brothers, are charged with keeping a watch on both the village and the nearby ruins of Amon Nyrn. (If the Fellowship does not count at least a single Ranger among their number, this information might be volunteered by Halbarad at the discretion of the Loremaster)

This might raise the question of the nature of the threat they might face if the twins, Halmegil and Haladan are not able to deal with it. It may also raise the question of why they, themselves, have not come seeking reinforcement.

At this point, the characters will have two choices. They may return to Rivendell to seek the wisdom of Master Elrond and to gather such Rangers as are present, or they may decide that they are capable of dealing with whatever has driven this Scilding to leave his home to search for Rangers and set off for Burhscilda immediately.

At this point, one of the Rangers will have a Foresight come upon him. This foresight will indicate dark shadows that cloak the Hoarwell Valley and something dreadful that is about to befall or may already have befallen their brothers in arms.

In the unlikely event that the entire Fellowship lacks the Lore Skills and Traits to gather the required information, it will be presented to them by Halbarad.

If no one suggests sending Halbarad for help, he will suggest this himself and take his leave of the company. He says that he will journey to Rivendell

to seek the wisdom of Lord Elrond and to gather what strength of their folk as can be found at such short notice.

Halbarad, son of Halberen

Attribute Level 7

Specialties: Firemaking, Lore of Arnor

Distinctive Features: Lordly, Tall

Skills: Battle ★★★, Explore ★★★, Travel ★★★, (Swords) ★★★★★, Bow ★★

Endurance: 26

Halbarad is a distant kinsman of Aragorn, the Chieftain of the Dúnedain. He is tall and broad shouldered, dark haired and grey eyed with a noble countenance. He has been tasked to guide these Rangers to his father's encampment, near Fornost Erain, where they are to be assigned their duties.

Through the Lone Lands

The journey follows a little used trail that follows the West Bank of the Hoarwell. The journey would normally take 4 days, north through the Harsh Wilderland terrain of the Lone Lands, but this is lessened somewhat by the presence of the trail which reduces the journey to 3 days.

The adventure takes place in autumn and the Encumbrance Rating of the characters Travelling Gear for the purpose of calculating Fatigue is 3. A single **Travel** Test at TN16 is required.

The characters will be accompanied by Waldhara, who will have to be strapped into the saddle of Fetlock the pony. If the characters think of it, they may use Fetlock to carry some of their gear. This will reduce the Encumbrance Rating of their equipment to 2.

Eye of Sauron Results on the Feat Die for the **Travel** Test will provoke the following suitable Hazards on the road to Burhscilda. All can be found within the Core One Ring rule books, save for the Scout hazard which is from the Journeys and Maps supplement.

- Guide - Uncomfortable Lodgings
- Look-out - Cruel Weather
- Huntsman - Scanty Provisions
- Scout - A Short Rest at a Ruined Farm-house

- All Companions - Worn with Sorrow and Toil

Late in the afternoon of the second day, the characters will discover several black fletched and broken arrows the ground along the trail. A closer look with a successful **Hunting** Test at TN14 will reveal the following:

- **Success:** the tracks of a dozen or more Goblins and signs of a scuffle can be found. This was the location where the ambush was set for Waldhara and Brunulf.
- A **Greater Success** will reveal that the goblins have departed with the other pony back along the track to the north.
- An **Extraordinary Success** or a subsequent **Explore** Test at TN14 will discover the corpse of Brunulf tied to a tree in a nearby dell, feathered with the same black fletched arrows. His corselet of leather, sword and shield are lying discarded nearby. The bodies of two dead Goblins have been dumped unceremoniously in a ditch, behind a nearby dry stone wall.

On the morning of the third day, the Fellowship starts to spot signs of recent habitation. Investigating any of a number of abandoned farmsteads will indicate that the inhabitants have left these dwellings recently and hurriedly. Successful **Search** Tests at TN14 will reveal signs of looting and vandalism. A Successful **Insight** Test at TN14 might beg the question as to why the goblin raiders have not set fire to the thatched roofs of the cottages.

Burhscilda

In the early evening, on the third day of their journey, the characters reach the crest of a low rise and see the village of Burhscilda in the distance. It is lit up brightly by a ring of torches, mounted upon the palisade wall.

Fields, both ploughed and fallow, surround the village which is fortified by an earthen embankment and a wooden palisade. From where they stand, the characters can estimate that there are about a dozen buildings of varying sizes within the embankment as well as several livestock pens. A squat stone tower, square in shape and surmounted by a beacon, stands atop a raised mound at the northernmost edge of the village.

Characters with **Arnor Lore (TN12)** or **Lore (at TN14)** recognise the tower as an old Dúnadan watchtower from the ancient Kingdom of Rhudaur.

An **Awareness** Test at TN18 spots the following:

- A **Success** notices the ruined remains of other farm buildings, lying beyond the fields to the west of the current settlement.
- A **Greater Success** spots that the fields are empty of livestock and that there appear to be a number of tents and lean to shacks erected within the confines of the village palisade.
- An **Extraordinary Success** on the test reveals the presence of unidentified figures moving among the ruins.

The Eyebiter's Offer

As soon as the characters start to move towards the village gates, a group of men leave the nearest of the ruined farmsteads and begin to lope across the fields. Before the characters are within bowshot, the savage looking men have taken position between the characters and the safety of the village. There are three of them for each member of the Fellowship and they are clad in kilted tunics and jerkins of leather and rabbit fur. Their hair is worn long and is wild and unruly. They are clean shaven save for long drooping moustaches and their faces are painted with swirls of blue woad. Each is armed with a short hafted throwing spear and a brutal, cleaver-like axe. Shields are slung across their backs, each bearing the symbol of a raven. They glare at the characters with obviously hostile intent as a lanky, gangling, figure steps out from among them and holds up his right hand in acknowledgement.

The figure wears a cloak of raven feathers and a stuffed raven is affixed to the front of an antique bronze helmet he wears, probably looted from the same barrow where he found the narrow bladed short sword that he carries in his left hand. Like the others, he is clean shaven with a drooping moustache. Unlike them, though, his face is not painted.

The man sticks his spear into the ground then spits. He looks at the Fellowship through one eye and hops around on one leg for several seconds while waving his arms in spiralling patterns in the air and muttering in the guttural tongue of his folk. Then he speaks.

"Peace to you upon this night Rangers of the North (Travellers)" he says.

"I am Skraec" he continues. "I am Chieftain of the Eyebiters and trusted servant of the Lord of Ysbryd Brin"

He pauses for a moment. "The Haunted Hill" he says by way of explanation.

"Give the Scilding to me" says the man, pointing to the wounded warrior on the pony. "Deny him your aid or you too will know despair, for my Lord and his Lady are come and they hunger for the lives of men."

He pauses again to let his dire portent sink in.

"Do this one thing and you may return the way you came unharmed. None here shall hinder you. If you choose to deny me this thing and go on into the House of the Scildings, you will become nothing more than vittles to feed my master's hunger. You must choose now....go or stay!"

Skraec - Hillman Shaman

Attribute Level 6

Specialties: Herb Lore, Region Lore(Angmar), Shadow Lore

Distinctive Features: Cunning, Tall

Skills: Awe ★★, Lore ★★★★★, Riddle ★★, Shortsword ★★★★★, Spear ★★

Endurance: 22

Armour - 1D+1

Hate: 6

Shadow Abilities: Dreadful Spells (Curse of the Hillfolk), Dreadful Spells (Evil Eye), Raven Spirits, Snakelike Speed

Dreadful Spells (Evil Eye) - This Dreadful Spell can be used against a single character in each round of an encounter. If the character fails the Corruption Test (TN16), he or she suffers a -2 situational modifier to all Tests and Tasks until the encounter is completed.

Skraec is the Shamanic Chieftain of a clan of the Hillmen of Rhudaur known as the Eyebiters. His particular clan have been resident in Carn Dûm for some time and Skraec enjoys the favour of the Stew-

ard. He has the Shadow Ability: Evil Eye and has been sent with a large band of Goblins and clansmen south, to find and protect the servants of the Witch King. Skraec is no coward, but he certainly favours self preservation and will spend the lives of his followers quite willingly to buy his own.

It is, of course, extremely unlikely that the Rangers/Characters will abandon Waldhara to whatever grisly fate Skraec planned for him. The Shaman will simply shrug his shoulders, then smile coldly and maliciously, before gesturing for his warriors to stand aside and permit the Fellowship to continue on their approach to Burhscilda.



Orc scout and carrion seeker © by Olanda Fong-Surdenas, Olanda "Wyna Hiroso" Fong-Surdenas used with permission

In the event that the characters are craven enough to turn Waldhara over to Skraec, they truly deserve everything that is about to come their way. Skraec keeps his word and his warriors will not hinder their departure. The same cannot be said though for the scores of goblins who have manoeuvred themselves into position along the track the characters came and are waiting in ambush.

If this highly unlikely eventuality should occur, the characters will be forced to face three opponents each round until they have accounted for six times the number of Goblins that there are characters in the Fellowship. At this point the surviving goblins, still several score strong, will retreat into the darkness.

Should any of the characters survive this attack, they will receive 3 temporary Shadow points for the cowardly act that they committed in handing over the wounded warrior to the Hillmen.

The House of the Scildings

The following page holds a brief description of the numbered locations on the map of Burhsilda below.



The Watch Tower (1)

This is a squat stone tower some 50 feet wide at its base. The tower itself stands a similar height, though the sloped roof adds a further fifteen to twenty feet. Built upon a scaffold at the summit of the tower is a large black iron brazier, accessible by a single ladder. This was once known as the beacon tower of Dol Brildor (known only to characters with rather deep lore of ancient Arnor or Rhudaur). The Beacon still serves to alert the Scildings of the Hoarwell Valley to danger. The ashes of the Beacon still retain some small amount of heat, several days after being lit. The tower has several 'lean to' buildings attached and sits atop an earthen mound, some twenty feet high. It is surrounded by a wooden palisade, five feet high. The mound can be ascended using a flight of wooden steps, set into the side of the hill. A wooden shack at the bottom of the steps serves as a sentry post and a small gate with a wooden shingled roof blocks access to the upper stockade.

The Great Hall (2)

This timber building with its thatched roof is the main meeting hall, where Lord Hoarwell meets with guests and holds court for his folk. It is also where feasts and festivals, such as the festival of naming, takes place. A large fire pit dominates the centre of the hall, the roof of which is held up by wooden posts. A raised wooden dais is located at the northern end of the hall and behind this are doors that lead to the private chambers of Waldaccus and his immediate family. In times of turmoil, the Lord and his kin relocate to the upper floors of the watchtower. The dozen men of Lord Hoarwell's personal guard live in the Great Hall.

The Stables (3)

This long, two storey, building has a roof of wooden shingles and a pair of wide wooden doors. Once, these were the stables that housed the steeds of Prince Marhscilda's riders. Now, this building is home only to a handful of hardy ponies and a single dray mare. The upper floor, where hay was once stored now serves as a temporary shelter and dormitory for many of the refugees that have come to seek the protection of Burhscilda.

The Smithy (4)

This single storey structure is built of stone with a tall chimney and a roof of slate tiles. This is where Alward the Smith and Wamba his apprentice can be found most of the time.

The House of Bëorstan (5)

This is the home of Bëorstan the Scop. It is a single storey cottage of stone, with a thatched roof. It is here, in a wooden 'lean to', that Bëorstan brews his Scilding Stout beer.

Livestock Barns (6)

These are single storey structures of wood, with roofs that are of wooden shingles. Herein are the livestock of the Scildings consisting of goats, pigs and sheep. There are a handful of dairy cattle and a couple of oxen as well, used to haul ploughs to break up the stoney earth. Behind the Lord's Hall is a chicken coop with several score of hens and a large, angry, rooster.

Livestock Pens (7)

Although these fenced off areas are normally the preserve of the livestock, the influx of refugees into Burhscilda has meant that these areas are filled with tents and other makeshift shelters.

The Gate and the Dike (8)

A gap in the dike that surrounds Burhscilda has been fortified by the erection of a wooden gatehouse. The gatehouse itself is twenty feet wide and twenty feet high. The pair of stout gates is ten feet high and ten feet wide. The upper floor of the gatehouse is roofed by wooden shingles and a number of arrow slits look out across the wooden bridge that traverses the surrounding ditch. The ditch is almost twenty feet wide and some ten feet deep. Although dry during the months of summer, recent rains have caused the bottom of the ditch to become a morass of squelching mud. A successful **Athletics** Test at TN14 will be required to leap cross the mud. Failure will leave the jumper stuck in mud up to their knees. It will take a further two such Athletics Tests at TN14 to escape the clinging mud.

A wooden bridge, twenty feet long and wide enough for a cart to cross, or two horses to walk side by side upon, crosses the surrounding ditch.

Family Homes (9)

These cottages are the homes of those in direct service to Lord Hoarwell. Each is a drystone cottage with a thatched roof. As well as the household servants, Halda and Alward have their homes here.

Wistan's House (10)

A stone building with a roof of slate tiles is the home of Wistan Horsa, his wife and their youngest daughter. His sons serve in the household guard of Lord Waldaccus and reside in the Great Hall. Éadith, his wife, is renowned as the most ferocious among the shield maidens.

The Well (11)

Sixteen feet deep and surrounded by a stone wall, two and a half feet high. A bucket is attached by a rope onto a pulley.

Approaching Burhscilda

The Scildings have always been friendly to the Dúnedain and Lord Waldaccus has ever welcomed them in his household. Not so now though. Lord Hoarwell lays the blame for the evils that afflict his folk squarely at the feet of these ‘Rangers’. He does recognise, however, that he may well need their help to deal with his problems and will be thankful for their returning of his son Waldhara to him.

As the characters approach the village gates, they are challenged by the guards. There are eight of these in total. A successful **Awareness** Test at TN14 will reveal that two of the guards are women and a further two are greybeards, long past their prime.

“Who are you that comes to Burhscilda at this hour?” comes the gruff voice of the burly Gateward, who is called Wístan.

If the characters show that they have Waldhara with them, the Gateward will recognise him but they will still need to make a successful **Persuade** Test at TN14 to be admitted. The guards are wary of tricks and traps and have carefully noted the fact that the Hillmen permitted the character’s passage without a fight.

If the characters managed to force a confrontation with the Eyebiters and drove them off, they will only need to succeed at a TN12 **Persuade** or **Awe** Test to enter the village. This will reduce to TN10 if they have managed to retain the wounded Waldhara and Fetlock the pony.

The characters will be escorted into the presence of Lord Waldaccus by a pair of mailed spearmen and Wístan, the Gateward. Wístan is a hulking brute of a man, still powerful of body despite the grey of his beard and the paunch he carries.

Within the village, it is clear that there are many more people within the walls than would normally live here. Tents and makeshift shelters are erected all throughout the enclosure and women, children and elders look fearfully at the characters as they pass. In one or two faces the characters might see faint hope rekindled by their arrival, but most are miserable and seemingly resigned to their fate.

The population of Burhscilda is normally around 60 persons but it has increased tenfold with the influx of refugees from the abandoned farms of the valley. Waldaccus could, initially, gather close to two hundred men of fighting age from among the folk of the Hoarwell valley, but many have fallen victim to the night time predations of the Scedug-

engan and the cruel blades of goblins and Hillmen. There are only a few score remaining who are capable warriors with appropriate armour and equipment.

The characters are led into the smoke filled Great Hall. A hog turns upon a spit, filling the room with the smell of roasting meat. Two score of figures are arrayed along a pair of long trestle tables that run for half the length of the hall.

A handful of women are present but most of those gathered here are men. From young warriors barely out of their adolescence to grey bearded veterans, all of the men and a number of the women are clad in a coat of mail or corselets of bronze studded leather. Axes and short, single edged, swords are thrust through their belts and spears and shields, painted red with white horses, lean against the walls.

Despite the roasting hog, the warmth of the fire and the ale in their horns, there is a chill in the air and the Warriors of Burhscilda are subdued and quiet.

Sitting in his carved wooden chair, upon a raised platform, is Lord Hoarwell. He is wrapped in a cloak of bearskin and a scabbarded longsword lies across his knees. He is bald but heavily bearded, a tall and gaunt man with an unfriendly scowl etched upon his granite like features. A pair of Rhudaurian Wolfhounds is stretched out lazily upon the platform before him.

“What is that you want from us now, oh mighty Rangers of the North? Is it not enough that your meddling has awakened the ancient evil that slept ‘neath the Færunsparga and loosed it upon my poor people? Have you come to seal the Scedugenga back ‘neath the Twisted Hill or will you simply enrage it further before disappearing like our old friends, Halmegil and Haladan?”

His words, when they come, are heavily tinged with sarcasm and harsh with accusation. There is murmuring and dark glances from among the gathered Scildings as they wait to see who will speak for the Rangers of the North.

(The point of this Social Encounter is less about obtaining information to proceed with the adventure than in trying to rebuild the broken bridges between the Scildings and the Dúnedain.)

Waldaccus is a Northman Lord and as is typical of these martially inclined folk, he values Valour above Wisdom in Social Encounters. The character with the highest Valour present will set the base Tolerance Level for the encounter.

He presently has little time or inclination for Rangers and this will reduce his Tolerance Setting for the encounter by one. However, assuming that the characters have somehow managed to return Waldhara alive to his father, Waldaccus' gratitude for that service will balance this out. If they have, somehow, managed to get Waldhara killed or if they simply handed him over to the Hillmen of Rhudaur, the Tolerance Level for the Encounter will be Zero, meaning that the encounter is failed completely upon the first unsuccessful roll.

Courtesy, Inspire and Persuade are the most appropriate tests for this encounter. **Awe** will also work but the TN will be set at a higher threshold of TN16. Waldaccus will not be cajoled or threatened in his own hall and any attempt to do so will lead to an Automatic failure.



Wulf © by Turner Mohan, used with permission

The entirety of the background will most likely be revealed at this point, barring the part that the outlaw, Othlaf, has played. They will learn of the missing Rangers and the events surrounding the fight to dislodge the goblins from the Færunsparga. They will also learn that since that day, the steadings of the Hoarwell and now Burhscilda itself have been subject to the predations of a *Sceadugenga*, a night Shadow, a terrible creature that drains the blood from its victims and leaves their lifeless husks to be found with the rising of the sun. More than fifty

people, the tenth part of his folk, have fallen victim to this dreadful shade. Warriors, women and children, the old and the young have all met their grisly end and now the Eyebiters have come, demanding tribute and slaves for some chieftain they name Lord Turumarth of Ysbryd Brin. Waldaccus has never heard of this lord, but as the Hillmen have goblins in tow, this Lord Turumarth seems unlikely to be the sort of fellow they would wish to enter into any arrangement with.

Possible outcomes of the encounter:

0 Successes before exceeding Tolerance

Level: Waldaccus tells the Rangers, in no uncertain terms, that he blames them for the misfortune that has befallen his folk. He says that the pacts of friendship are sundered between their peoples and that once they have put the situation to right, they must depart Burhscilda and are no longer welcome there. If they were responsible for the death of Waldhara, they will be forcibly ejected from Burhscilda by the Lord's retinue. As the years pass by, the Scildings will fall under the sway of the Shadow in Angmar and become increasingly more hostile towards the Rangers, even to the point of armed conflict with them.

1-2 Successes before exceeding Tolerance

Level: Waldaccus still blames the Rangers for Burhscilda's woes but is willing to allow them to make amends and forge the trust between them anew. If the characters are successful in dealing with the *sceadugenga* he will permit the Rangers to shelter within the village but will no longer receive them in his Hall.

3-4 Successes before exceeding Tolerance

Level: Waldaccus still blames the Rangers for Burhscilda's woes but is willing to allow them to make amends and forge the trust between them anew. If the characters are successful in dealing with the *sceadugenga* he will permit the Rangers within the village and grant them the future hospitality of his own home.

5+ Successes before exceeding Tolerance

Level: Waldaccus is won over by the Rangers. He agrees to lend aid to the Rangers to help them in their endeavours. This aid will consist of a single warrior of his folk per Ranger in the Fellowship.

location, the level of success of their initial Awareness Tests and how they react in character.

In the event that they fail the Awareness Test, the first thing that will alert them to the events of the night will be the discovery, in the light of dawn, of another dead Scilding. A guard, his throat slashed and his body dragged into the shadows along the palisade wall. A Successful **Healing** Test at TN14 will reveal that he is lacking an unusual large amount of blood, given the nature of the wound. Successful **Search** and **Insight** Tests at TN14 will reveal drag marks where the body was pulled over to the palisade wall but no indications of any conflict.

If the character(s) on watch succeeded at the Awareness Test, they can choose whether or not to alert their companions.

Investigating the situation themselves is extremely dangerous but may well lead to saving the life of the *sceadugenga's* chosen victim. Taking the time to wake the other Rangers from their sleep will mean that the Fellowship are likely to be better placed to deal with the Secret Shadow, but will mean that they are too late to save the victim which they will find already in the creature's foul embrace. They may, of course, raise a general alarm, awakening all within earshot and sending the craven beast flying back to the Færunsparga. While this is a reasonably satisfactory conclusion, it means that the characters will have two of the creatures to deal with when they travel to explore the ruins on Ysbryd Brin.

If the character on watch spotted the figure dropping down behind the building, he or she will know where to look.

This particular *sceadugenga* is a female of the species, or at least it takes the form of a raven haired human woman when attempting to allure its chosen prey. The creature's name is Seregwethil, meaning "Bloodshadow" in Westron. The Eyebiters know her as Gwaethu in their native tongue.

She is the lesser of the two creatures that dwell beneath the Færunsparga and is a standard **Secret Shadow** per the TOR rules, except that she also possesses the Shadow Ability of *Craven*.

She will fight one on one until she is reduced to a single Hate Point. At this point she will use it to invoke her *Fell Speed* and flee combat at the next opportunity. Likewise, if faced by any more than one foe or if in real danger of being slain, she will use *Fell Speed* to escape combat.

After invoking *Fell Speed*, Seregwethil dips behind the surrounding wall and by the time any characters with bows have repositioned themselves at the palisade she will have vanished into the night.

Into the Trollshaus

Having encountered Seregwethil, any member of the Fellowship with the **Shadow Lore** background or who succeeds at a **Lore** Test at TN16 will realise that the foe they have just faced is a Secret Shadow, a vampire spirit from the First Age.

A Greater Success or better will reveal that such creatures are powerful opponents indeed, but that they are weaker if faced in the light of the day.

Lord Hoarwell insists that the Rangers make plans to travel to the Færunsparga that very day. "Strike while the iron is hot" he insists and it will take a successful **Persuade** Test at TN14 to curb his enthusiasm.

Characters that succeed at an **Insight** Test vs TN14 will realise that the best time to depart Burhscilda will be at dawn. The surrounding goblins will be disadvantaged by the rising sunlight and the Hillmen will be weary and keen to take their rest. Any character possessing the **Cunning** or **Clever** trait can come to the same conclusion.

It is possible to simply leave Burhscilda by the gate or to drop over the wall. Each member of the Fellowship will need to succeed at a **Stealth** Test at TN18 if they simply leave through the gate. Dropping over the wall will require a single **Stealth** Test at TN12 to reach the ferry undetected.

At the riverbank, a raft is pulled up to the bank. It is attached to stout timbers on each bank by heavy ropes which are used by the ferryman to transport travellers to and fro across the Hoarwell. The ferry can carry up to 10 persons at any one time, including the ferryman, whose name is Halda.

As soon as the characters push the ferry out onto the water, they will be spotted by the besiegers. If during daylight, these will be Hillmen. If at night, they will be goblin archers.

It will take three consecutive **Athletics** Tests at TN16 to haul the ferry across the river.

Although the crossing seems perilously slow, by the time the guards are roused and have reached the bank the ferry will be close to disembarking its passengers onto the eastern bank. The throwing spears of the Hillmen are beyond their maximum range and thus they will retire from any exchange of missiles very quickly.

The goblin bowmen are a different matter. They are at within range and it will take them to sustain several casualties before they are persuaded to withdraw.

Once on the eastern side of the river, the characters may commence their journey into the Coldfells. The land here is bleak and dangerous, but not without a harsh and rugged beauty. If accompanied by any of the Scildings, it will be suggested that the rope that controls the ferry be severed to prevent pursuit by the Goblins and Hillmen. "We can worry about crossing the river when and if we return from the Twisted Hill."

The journey to the hill known as Færunsparga is some 30/40 miles over Hard Wilderness terrain and takes the Fellowship two days to complete. The adventure takes place in the Autumn and the Encumbrance Rating of the characters Travelling Gear for the purpose of calculating Fatigue is 3. A single **Travel** test is required at TN16. It is unlikely that they will get lost as they will be following the valley of the Hoarwell in a north easterly direction.

An *Eye of Sauron* Results on the Feat Die will provoke the following Hazards (found in the TOR rulebook, p. 161/162) on the journey to the Færunsparga.

- Guide - Uncomfortable Lodgings.
- Look-out - Cruel Weather.
- Huntsman - Scanty Provisions.
- Scout - No Way Forward
- All Companions - Worn with Sorrow and Toil.

There are no planned encounters upon the journey unless the Fellowship fails to heed the advice of their Scilding compatriots and leave the ferry intact. In that event, they are attacked in the night by Goblins who have crossed the river in pursuit.

The pursuers outnumber the Fellowship and their allies by odds of two to one. These are mere Goblins though and once the craven little villains have taken as many casualties as there are members of the Fellowship, the remaining survivors retreat into the darkness.

If the characters are unaccompanied, this plays out as a normal combat encounter. If, however, there are Scilding warriors present the Loremaster should roll a Feat Die for each engaged Loremaster Character at the end of each Combat Round and apply the results on the following list.

These simple Skirmish Rules negate the need to assign stances and make Tests for Loremaster Characters and should speed up gameplay considerably.



Result of Feat Die for Loremaster Characters in Skirmishes

- **Eye of Sauron** - A cry of pain rings out and the Loremaster Character falls to the ground, unconscious. The character has sustained a Wound and will die if a successful Healing Test is not applied within 12 hours.
- **1** - The battle is swinging inexorably in favour of the enemy. Battered and bruised by the fighting, the Loremaster Character sustains Endurance Damage equal to the Weapon Damage of the Opponent plus twice it's Attribute Level.
- **2,3** - The enemy gains the upper hand, for the moment. The Loremaster Character sustains Endurance Damage equal to the Weapon Damage of his Opponent.
- **4,5,6,7** - Blows are exchanged and the battle continues unabated and with no advantage gained by either side.
- **8,9** - The Loremaster Character exploits a weakness in his enemy's defence and lands a blow. The Opponent sustains Endurance Damage equal to the Weapon Damage of the character.
- **10** - The Loremaster Character is more skilled, or just luckier than his opponent by successfully landing blow after blow. The Opponent sustains Endurance Damage equal to the Weapon Damage of the character plus the Attribute Level of the Character.
- **Gandalf Rune** - With a terrifying display of martial prowess, the Loremaster Character strikes a blow that leaves his opponent lying dead upon the ground (or wounded, if the Opponent has Great Size).

Loremaster Character's may spend Hope Points to adjust the result, but they may not adjust it by more than a single step on the table. Their Opponents may spend Hate in exactly the same way.

If a Loremaster character is outnumbered in combat, he or she must spend a point of Hope each round to negate the effects of being outnumbered. If the Loremaster Character has no Hope to spend, or simply decides not to spend it, the Opponents may adjust the result of the Feat Die by a single number, per outnumbering opponent, in their favour. The Opponents may then spend Hate Points to move the

adjusted result a single step along the table in their favour. The same situation occurs where Loremaster Characters outnumber their opponents except that references to Hope expenditure are replaced by Hate expenditure.

Loremaster Characters without Hope or Opponents without Hate either flee the scene or attempt to surrender in the subsequent round

Ysbryd Brin

The Fellowship will arrive at the Færunsparga by the evening of the second day, unless they happened to trigger the No Way Forward Hazard while making the journey. In that event, they will arrive at roughly the same time on the third day.

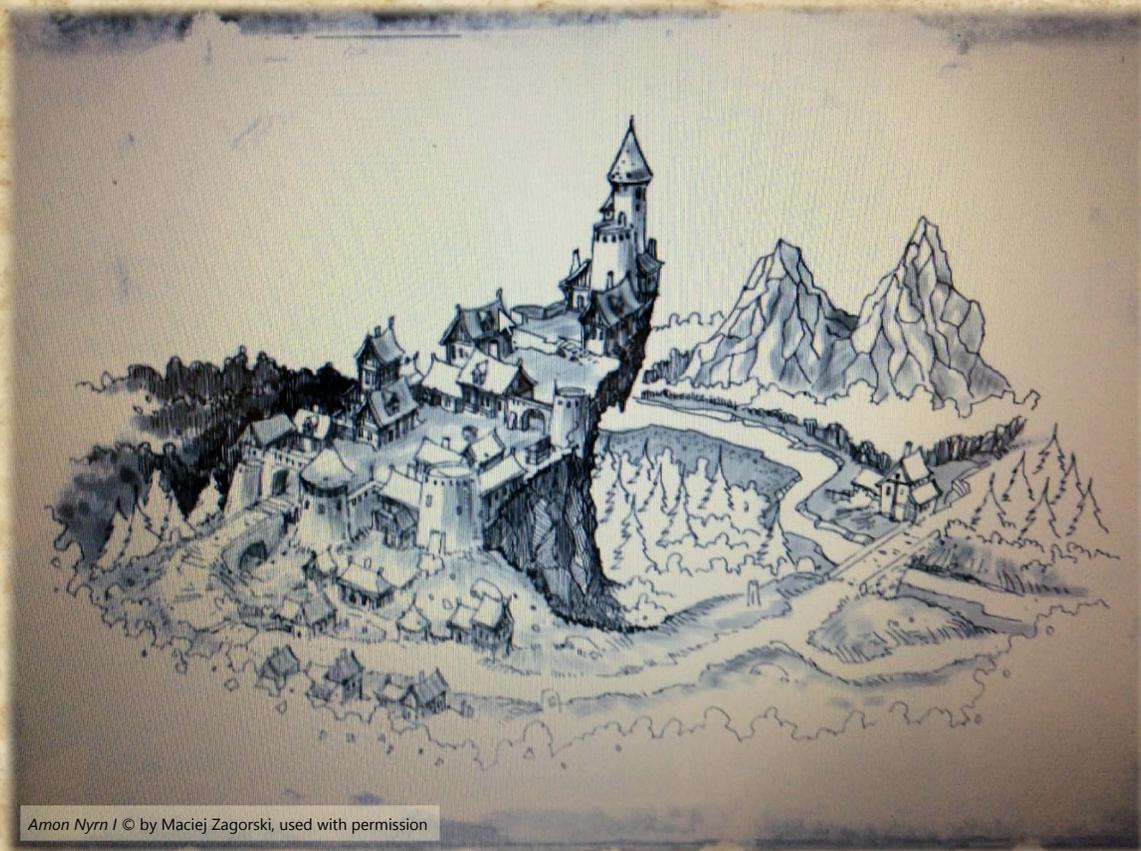
The ominous shadow of Ysbryd Brin dominates the valley of the upper Mitheithel on the eastern bank. Few folk dare to approach the place, many are scared of the rumours of Fell Spirits that haunt the place and others are frightened off by the unnatural appearance of the hill itself.

A high escarpment, several hundreds of feet high and with a perilous overhang of naked black granite forms the northern face of the hill. So tortured and unnatural is its appearance that the Dúnedain named it Amon Nyrn ("Twisted Hill").

It did, however, provide a commanding view of the Valley of Mitheithel and so they built a stronghold upon its peak, to watch over the settlements of the Hoarwell Valley and protect them from raiding Hillmen of the region, who still resented the rule of their Dúnedain lords. Much of the fortress was built underground, excavated by Dwarves of Khazad-dûm who were asked by King Eldacar in the late 3rd century TA for this express purpose (making the structure more than 2,500 years old at the time of the adventure). After the death of Éarendur in TA 861, Prince Galadhrion named himself King of Rhudaur and took the castle at Amon Nyrn as his stronghold.

Amon Nyrn remained the royal residence of the Dúnedain Kings of Rhudaur for almost five hundred years. As the Royal line of the Dúnedain of Rhudaur died out and the rule of that realm passed into the hands of Hillmen usurpers, the name of Amon Nyrn fell into disuse and it became known locally as Ysbryd Brin.

A small settlement had always existed on the southern and more hospitable slope of the hill. Originally, the people here were of Dúnedain stock, gathered close to their King's stronghold for protection and to provide services to the soldiers of the garrison. As the centuries passed, the original population of this hamlet left for Arthedain and Cardolan and



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were gradually replaced by folk of largely Hillman descent. This hamlet, whose original name is lost in the mists of time, became known as Ólbrin (“Behind the Hill”). In the latter years of the reign of King Gawrmadoc (around TA 1400), Ólbrin grew quite substantially in size and numbered well over a thousand persons living within it’s environs.

Across the river, on its northern bank, are a pair of small crags. These are known to the Scildings as the Eotendum and to the Hill folk of Rhudaur as Madog Brin. Legend has it that the two small peaks are the petrified heads of a terrible two headed giant known as ‘Madog the Great’. The legends also tell that the giant will awaken to fight in a final war between the forces of light and of shadow. The problem is that no one knows whose side the giant fought upon in previous wars and it can only be guessed whose side he will take when he awakens. A **Lore** Test at TN14 will reveal this (LM may take his pick as desired), as might the use of the **Arnor Lore** Trait.

Ysbryd Brin became a vital mustering point for the forces of Angmar during its wars with the successor Kingdoms of Arnor. After the final defeat of the Witch King, the fortress was sacked and razed by the warriors of the Northman Warlord Marhscilda. His warriors were, however, in superstitious awe of this ‘Færunsparga’ and while they drove the orcs and goblins away with great slaughter, they feared to descend too far into the depths beneath the hill.

Thus it was that great evil was left to fester in the darkness beneath Ysbryd Brin.

The Haunted Hill

By midday, the characters will be able to see the rocky overhang, known to the Scildings as the Færunsparga and to the Hillmen as Ysbryd Brin, jutting out over the Hoarwell, but it will take a further several hours to cross the wild terrain to reach their destination.

Directly south and west of the Færunsparga and directly in the characters’ path lies an area of upland bog, several miles across, known as Gors Moydaen. This Hillman name loosely translates as Bog of the Worm in the common parlance, though the reason for such a name is lost in the mists of time. If it includes at least one Ranger of the North, the Fellowship can cross the bog without incident. The Rangers Haladan and Halmegil have marked the path for those who know what to look for. If the Fellowship is accompanied by any of the men of Burhscilda, they can cross the bog without incident. These men

have crossed the bog previously, in the company of Haladan and Halmegil and have been shown the markings to follow. Otherwise, navigating this waterlogged and treacherous terrain successfully will require two **Explore** tests at TN14 from a group of companions that includes neither Rangers nor Scildings. Each failure will cause the members of the Fellowship to lose 3 points of Endurance due to exhaustion after stumbling into, waist deep, murky mires and having to haul themselves out, filthy and soaked to the skin.

As they get closer to the hill, **Awareness** Tests at TN14 will reveal that the Færunsparga is actually somewhat lower than the Fells that form its hinterland to the east, in the direction of the Misty Mountains. Its location, however, gives it a commanding view of the valley of the Hoarwell for many miles in each direction as well as across the rolling hills and dales of the lonely lands to the west.

As the characters approach Ysbryd Brin it becomes clear that something sinister is at work here. Stunted and twisted trees have shed their leaves, early for the autumn, and their branches seem to point accusingly, like spindly fingers, at the leaden grey sky. Even the nearby stands of evergreens are dead and brown in colour. The branches of several of these trees are hung with the dark shapes of the nests of a rookery of *crebain*. The *crebain* are not currently present, having gone to Burhscilda with Skraec and his Hillmen.

Atop the outcropping stands the ruin of the old castle known to the Dúndain as Amon Nyrn, but more better known as Ysbryd Brin. The most obvious way to gain access to this ancient fortification is by following a rutted, road that passes between several ruined buildings and gorse bushes to a broken gateway.

The Hoarwell was once spanned by a stone bridge that connected Ysbryd Brin to the road that led to a settlement named Noddfa Rhaglaw, lying several days’ journey across the Lone Lands to the North West. This bridge was destroyed during the war against Angmar and only ever partially rebuilt. Such temporary repairs as were made have long since rotted into ruin once more. The Hoarwell is narrow, no wider than eight yards, but extremely fast flowing here. It is almost as if the water rushes to escape from the shadow of Amon Nyrn. A single **Athletics** Test at TN16 is required to enable a character to jump across the gap in the partially collapsed bridge.

The area around the base of the hill and among the ruins of the fortress is presently overgrown with



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briars and thorny brambles. A single **Corruption** test is required upon entering this Blighted Area at TN16. Failure will result in the companion gaining a single point of Shadow.

Not only has the plant life hereabouts been affected by the recent reawakening of the *sceadugengan*. The local fauna too has undergone change. The river facing, cave mouths of Ysbryd Brin are home to countless bats that will rush forth in great swarms if disturbed and the ruins of the fortress are thick with black scaled adders that nest beneath the broken masonry and among the tangled brambles. The partially decayed remains of victims of these Adders that were too large to swallow whole can be found here and there. Even the Crebain now avoid lighting within the ruins as the larger specimens are perfectly willing to make a meal of them despite that they serve the same masters.

To avoid contact with these adders, it is better for the Companions to attempt to approach Ysbryd Brin and enter the ruins during daylight hours. These serpents are servants of the enemy and are nocturnal predators. Most are three to four feet in length though a few of them are perhaps twice that size. They are cold blooded and flames do not frighten them. In fact, the heat of campfires and torches will draw them like bears to honey.

Moving through the ruins without attracting unwelcome attention will require Successful Stealth Tests vs TN14. Any failure by any character will result in that character drawing the attention of a single adder. A roll of the Eye of Sauron will mean that the rolling character will have drawn the attention of a much more dangerous large Adder.

LM note: The rules for the Black Adders of Ysbryd Brin can be found in the bestiary at the end of the adventure.

Access to the catacombs of Ysbryd Brin is through a staircase that descends from the interior of the hall that is marked with an arrow on the map of the outer part of the fortress. The upper part of the staircase is choked with rubble and will require a single Athletics Test at TN14 to negotiate successfully. Any character who fails on this test will sustain a single point of Endurance Damage. A Fail with the Eye of Sauron will result in the character tumbling, noisily, down the stairs and sustaining a single Skill Die worth of Endurance Damage. The Fell Bats, roosting here, will be disturbed by the racket and will attack the characters until they have expended all their Hate Points.

LM note: The rules for the Black Bats of Ysbryd Brin can be found in the bestiary at the end of adventure.

Cloaked in Darkness

The caverns and catacombs beneath the ruined fortress are the lair of Lord Turumarth and his consort, Lady Seregwethil. The two are Secret Shadows, cowardly vampiric creatures who once served as messengers for the Witch King when he ruled in Old Angmar. After the defeat of the Witch King, at the Battle of Fornost, the craven creatures fled. Wounded nearly unto death they crept into the deep darkness beneath Ysbryd Brin, where they waited for their wounds to heal and hid from the vengeance of Elves and Men. Somehow they were forgotten about by the most powerful of the Captains of the free folk, whose intent was firmly focused to the north and the fortress of Carn Dûm.

In the darkness beneath the crooked hill, they drifted off into torpor and after what seemed little more than the blink of an eye, nearly a thousand years had passed.

Now reawakened, the two maintain the facade of a Lord and his Lady, despite that neither has any real regard for the other. They most certainly are not lovers and certainly not requiring companionship - neither on a physical nor emotional level. Their relationship is a lie, carefully crafted to hide their true nature from the eyes of free folk until such time as there is no further need for secrecy.

Lord Turumarth

This fiend, also known as Dergdûl in the ancient tongue of the Hillmen, is a Secret Shadow as described in the TOR Loremaster's Guide. Turumarth is the more powerful of the two creatures. He also has an additional Shadow Ability: Necromancer, that enables him to raise corpses to do his bidding.

If the Fellowship arrives at Ysbryd Brin after nightfall, Turumarth will be aware of their presence almost immediately. Unlike Seregwethil, he will not hide in his lair but stalk the companions through the dark halls. He will not attack them until he has judged the scope of their abilities, but the characters will be filled with a constant sense of foreboding as they journey through the catacombs. Should this mean that Seregwethil needs to be abandoned, Turumarth will deem this a sacrifice that is well worthwhile.

If the characters arrive during daylight hours, Turumarth will be hidden in his lair and dreaming of the power that will come with the return of his master to the North.

Necromancer: a creature with this Shadow Ability has the power to compel restless spirits to

enter the bodies of the dead. Each Hate point spent to invoke this dreadful ability enables the wielder to raise a single corpse and imbue it with a corrupted semblance of life.

The statistics for the **Walking Dead of Ysbryd Brin** can be found in the bestiary at the end of the adventure.

Lady Seregwethil

Seregwethil is also a Secret Shadow, as described in the TOR Loremaster's Guide. Known as Gwaethu in the old tongue of the Hillmen, Seregwethil is a particularly cowardly specimen of the breed and possesses the Shadow Ability: Craven to complement her normal abilities.

If the characters have already faced and bested Seregwethil at Burhschilda, she will be rightly wary of them. She will have regained only her Attribute Level of Endurance points and none of her Hate points. She will seek to avoid combat with them if at all possible. The characters will need to succeed on an Awareness Test at TN18 to spot her hanging from the ceiling of the cavern in her hideous half woman, half bat form.



The Dark Queen © by Raymond Gaustadnes, used with permission

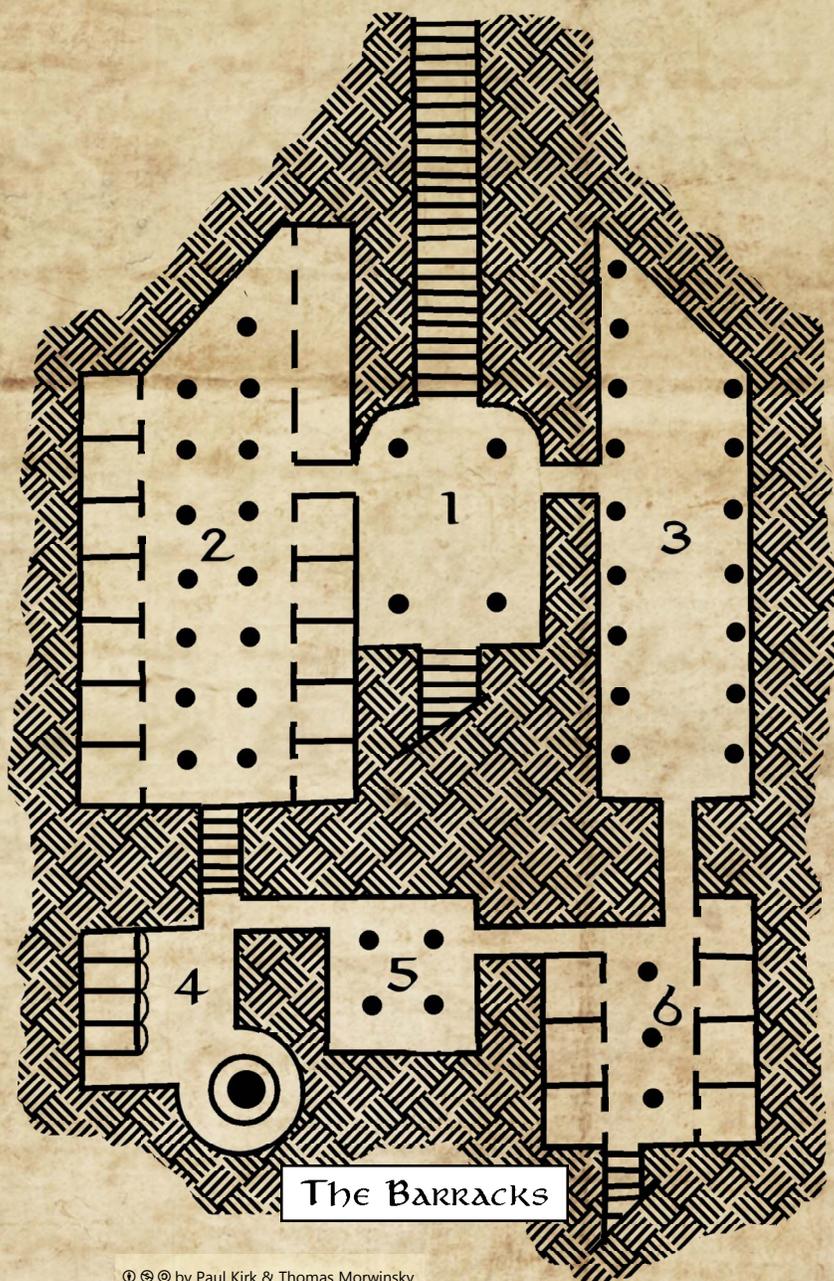
The Catacombs of Ysbryd Brin

Having been excavated by the Dwarves these chambers have, more or less, stood the test of time. The walls and pillars are of the same black granite that the crag itself is formed from. The floors are level and flagged with granite slabs, many of which are now cracked and worn. Here and there can be seen faded frescoes, scenes of hunting and courtly life. The doors, such few as remain, are of heavy oak which has rotten and mildewed. All hinges and bolts are of bronze which has greened with age. All other metalwork, such as the wall sconces and torch holders are of wrought iron, originally blackened to prevent corrosion. After more than two millennia the wrought iron has corroded to the extent that it will crumble before anything but the lightest touch.

Entering the catacombs will require an additional Corruption Test vs TN16. Failure will result in a companion gaining a single Shadow Point.

There are no living creatures within Ysbryd Brin save for many thousands of Black Bats that roost in the ceiling vaults of chambers with access to the outside. Even the Black Adders that infest the outer ruins do not enter the underground chambers for fear of the Secret Shadows, who would feast upon them as readily as any other creature. Only the Black Bats appear to be oblivious and uncaring of the unnatural predators that dwell within.

The air is musty and damp and assorted mounds and fungi grow in the lower depths. Small mounds of droppings are evident in the chambers where the Black Bats congregate.



The Barracks

Barracks

A flight of stone steps descends for fifty feet into the darkness.

- 1) The steps are damp and the underground air is stale and musty. At the bottom of the steps is a large chamber containing two rows of pillars of the same black granite as the crag. The floor is of close fitting flagstones, many of which are now cracked with age. Across the room, another flight of the carved steps descends further into the depths. In the west and east walls are archways, five feet wide and more than ten feet high at the capstone. Once, this was a guardroom and four men of the garrison would always be found on duty here.
- 2) Through the western archway lies a short corridor leading into a long hall, more than eighty feet in length and some twenty five feet wide. Rows of granite pillars support a vaulted ceiling some twenty five feet high. The side walls of this hall are lined with small, square, chambers and the floors are of the same cracked and worn flagstones. At the northern end of the hall are the broken stone frames of several tall and slim windows, the glass of which is shattered and shards of which lie in scattered heaps. A single archway is located in the centre of the southern wall. Once, this was the barracks for the garrison of the fortress. Each alcove was accessible through a hanging drape and was the domicile of a pair of Dúnadan soldiers. In later years each alcove was inhabited by as many as four warriors of the Hill folk, whether warriors of the Usurper Kings or the henchmen of the Angmarean Regents. The drapes, however, are long since gone having rotted away into nothing. Hanging in the vaulted ceiling of this chamber are hundreds of bats, drawn to the dark and dampness of the place. If disturbed, they will fly about in frenzied swarms before exiting into the night through the broken windows at the northern end off the hall.
- 3) This long chamber was once the dining hall for the servants and for the soldiers of the garrison. Once, long trestle tables and wooden benches filled this hall but these are long since rotted away. The vaulted ceiling of this hall is home to many hundreds of Black Bats. If disturbed, they will fly about in frenzied swarms before exiting



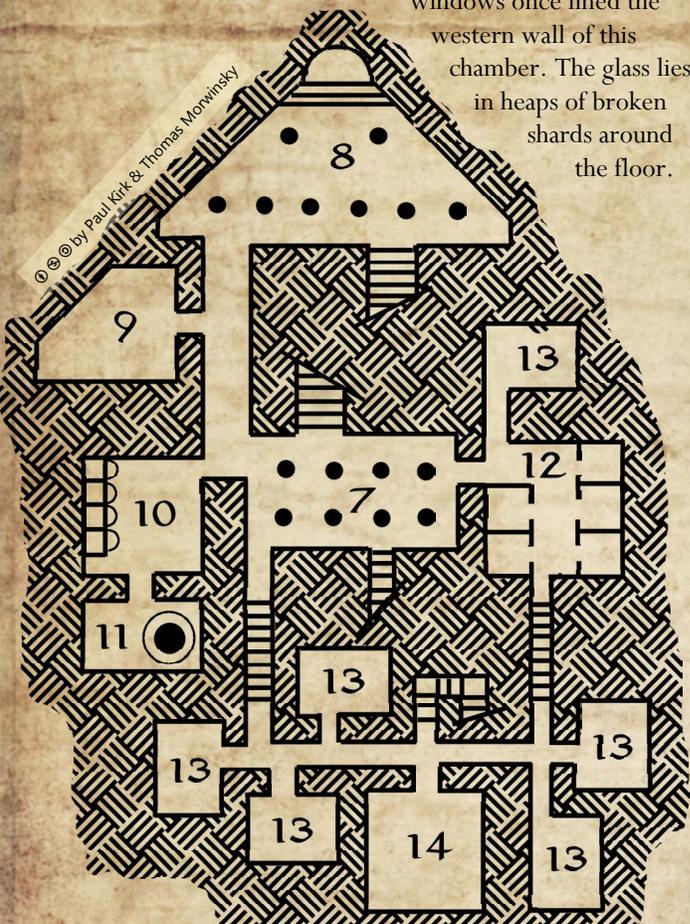
into the night through the broken windows at the northern end off the hall. A short flight of steps descends to the servants' quarters

- 4) A short staircase leads to a heavy oak door, hanging limply on hinges of greened bronze. The wood is damp and rotted, coated with a thin layer of mildew. Beyond this door, which is wide open enough for a single figure to squeeze through, is a large square chamber. The floor of the chamber is paved with the ubiquitous cracked flagstones, though these are partially disguised by the layer of damp mould that coats the floor. In the south east corner of the room is an alcove, containing a well. Three brass buckets are attached to chains of bronze, greened with age and attached to rings of bronze which are bolted to brackets on the stone walls. The western wall of the room is lined with ancient forge hearths. These hearths were installed by the dwarven artisans who excavated these underground chambers, and cleverly constructed to allow the heat, smoke and steam to escape through vents formed from natural fissures in the rock. Smithing tools and other portable equipment for these hearths have long since been plundered.
- 5) This chamber was once the main armoury of Ysbryd Brin. The chamber is now completely empty. Anything that was not affixed to wall or floor has been stolen centuries ago. Even the weapon racks and the wooden posts that mail hung upon were taken. A door in the western wall of the chamber leads to a short corridor, at the end of which are the servants' quarters. Some of the suits of antique mail and ancestral weapons of the Scildings were looted from here by the warriors of Marhsilda in TA 1975.
- 6) This chamber with its alcoves was once the servants' quarters. The drapes that once kept private the contents of the alcoves are long rotted into nothingness. The contents of the alcoves were looted and stolen away centuries ago. An archway in the southern wall leads to a stone staircase that descends a further forty feet to the dungeon level.

Halls of Residence

- 7) Forty feet below the upper guard chamber is a lower hall. This was the watch post for a further ten soldiers whose main duty was to prevent any unauthorised approach to the Royal Chambers, the Throne Room, or the Treasury. A switch-back stair descends some thirty feet to this hall from #6 and enters through the south wall.
- 8) This huge hall, with its vaulted ceiling, was once the throne room of the King of Rhudaur. Here they would hold court. Several carved stone steps lead to a raised platform at the northern end of the room, where once the throne stood and a ten feet wide stone stair descends to the Courts of the Dead. The frames of tall slim windows line the outer walls, the glass shards of which are strewn across the floor.
- 9) This chamber was once the private quarters and library of the Royal Family. Here they relaxed, played games or studied the collected writings of ancient scholars. All the furniture and book cases have long since rotted away. The books and manuscripts were destroyed when the Dúnedain lost control and Rhudaur went over to the Witch King. Those that were not destroyed were stolen and carried off to Carn Dúm. Leaded glass windows once lined the western wall of this chamber. The glass lies in heaps of broken shards around the floor.

- 10) This chamber was the castle kitchen. Three great stone ovens stand against the western wall. Anything that was not permanently fixed in place has been long since been plundered and the food preparation benches are rotted into nothingness.
- 11) This smaller side chamber was once a storeroom for victuals. A well, surrounded by a three foot high wall is in this room. Two bronze chains hang down the well, disappearing into the dark beneath. The bronze is greened with age as elsewhere and the wall and the surrounding flagstones are coated with scummy mould. A fall from this height will be fatal and characters with appropriate Traits should be allowed to invoke them to avoid such a fate. A single set of footprints can be seen in the mould, leading to the well. Likewise, the mould has been scuffed on top of the wall beside one of the chains. (This is a clue that someone else has been here before the Fellowship arrives. Othlaf the Outlaw climbed down the chain while looking for hidden treasures. Had he simply accepted that there was no loot to be had, he might be alive today and the Secret Shadows might yet slumber in their hidden refuge.)
- 12) This chamber with its alcoves was once the room for ten Dúnedan soldiers. Like the other barracks, the drapes that provided some privacy have rotted away into nothingness.
- 13) Each of these rooms was once the private chambers of an important dignitary of Ysbryd Brin and the Kingdom of Rhudaur. Here were the rooms of the Steward, the Castellán and others of the King's advisors, as well as a private chamber for the Queen and the Royal Children. Nothing remains to indicate the original use of these chambers. One of these rooms was the King's private bedchamber. Once again, there is nothing to indicate the room's original use. A single wall of the chamber sports a faded fresco of a white tree and seven stars upon a black background.
- 14) Nothing of any value remains within the Royal Treasury. After the death of King Orodreth II in TA 1355, his widow - Queen Lothraen - arranged for much of the treasury to be removed to her ancestral family estates near Fornost Erain. What little of the treasury that remained, after her flight, was used to buy the loyalty of his peers by Maelmadog, a Hillman Chief who claimed the Rhudaurian throne through his marriage to the Lady Morwen, a daughter of the niece of Queen Elwen. The men who served Angmar in the final days of Ysbryd Brin served out of fear of the Witch King and thus, no



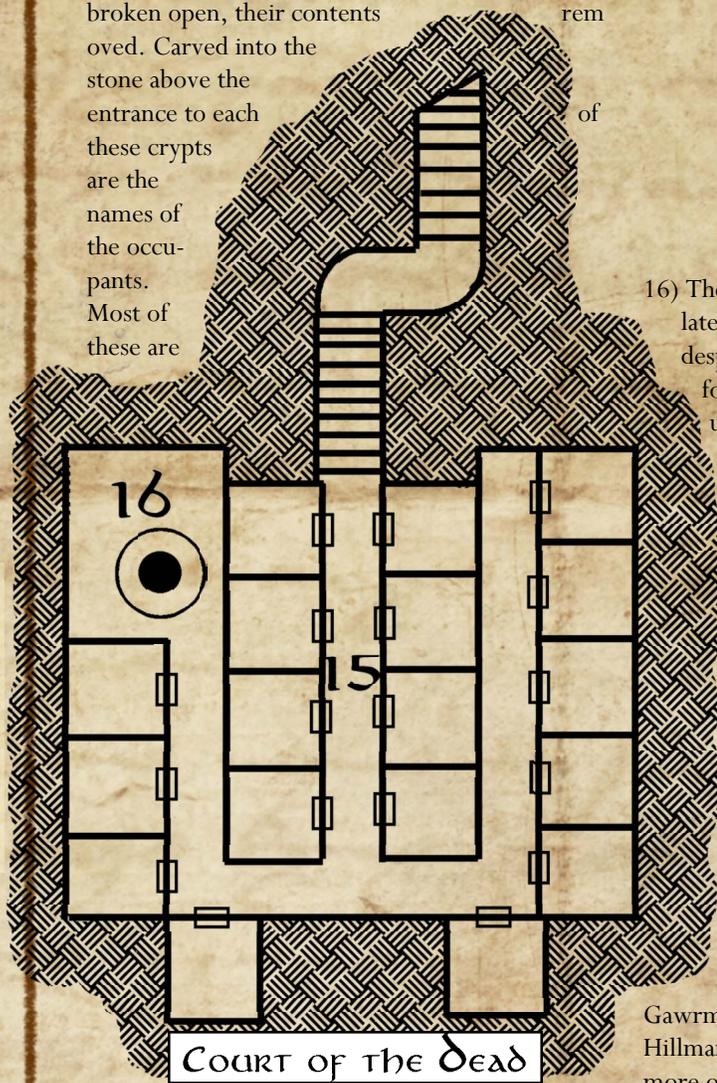
Halls of Residence

monies would have been found here save that which was the spoils of war, plundered from the border lands of Arthedain and Cardolan. Such plunder became the booty of Prince Marhschilda and his warriors when they sacked Ysbryd Brin in TA 1975.

Court of the Dead

15) Fifty feet below the Throne Room are the catacombs known as the Courts of the Dead. These are the tombs of the ancient Kings and Queens of Rhudaur, broken open and defiled many centuries ago. The tomb contents have been long since plundered and only the stone sarcophagi remain, broken open, their contents removed. Carved into the stone above the entrance to each of these crypts are the names of the occupants. Most of these are

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worn with age but those of the Dúnedain Kings, which are the interior crypts that will be first encountered, are still mostly legible. They read as follows (all dates are Third Age). The first dates refer to the dates of reign for the kings and the ones in parentheses their life dates):

Galadhrion 1st King of Rhudaur
861-951 (734-951)
Queen Gilraeth 761 - 922

Orodreth 2nd King of Rhudaur
951-1029 (817-1029)
Queen Anwen 835-981

Edhelthorn 3rd King of Rhudaur
1029-1031 (889-1031)
Queen Halbereth 910-1055

Elrion 4th King of Rhudaur
1031-1145 (959-1145)
Queen Tarandis

Fordegil 5th King of Rhudaur
1145-1198 (1024-1198)
Queen Luindis 1043-1180)

Aldor 6th King of Rhudaur
1198-1243 (1084-1243)
Queen Tathiriell 1095-1234

Elwen 7th King (Queen) of Rhudaur 1243-1305 (1164-1305)
Prince Consort Aldarion 1160-1296

Orodreth II 8th King of Rhudaur
1346-1355 (1259-1355)
Queen Lothraen 1299-1408

16) The writing upon the three outer crypts of the later Rhudaurian Kings is far less well preserved, despite that they are less ancient. These are as follows (LM note: These latter kings were not universally recognised as kings of Rhudaur, although they made claim to be upon their crypts. The most important trait is that they were no longer of Dúnedain descent). At one end of the corridor, a chamber contains a well. A pair of bronze chains hang from the vaulted ceiling above and disappear into the darkness below.

Maelmadog 9th King of Rhudaur
1355-1364

Cathmadog 10th King of Rhudaur
1364-1381

Gawrmadog 11th King of Rhudaur
1381TA-1408

Gawrmadog

The Courts of the Dead are haunted by Gawrmadog of Ysbryd Brin. Gawrmadog was a Hillman Warlord and the last King of Rhudaur to be more or less independent, before the realm became a puppet state of Angmar in the first years of the 15th Century TA. Unwilling to submit to the Witch King, he held out for many months before the Black Shadow was unleashed upon the defenders. All died except Gawrmadog who became a Fell Wraith in thrall to the shadow.

Now he stalks the halls of Ysbryd Brin, consumed by thoughts of vengeance against those who wronged him in life, yet fearful of his growing

power of the Witch King, whom he fears has returned to the northlands.

Halls of Fear and Loathing

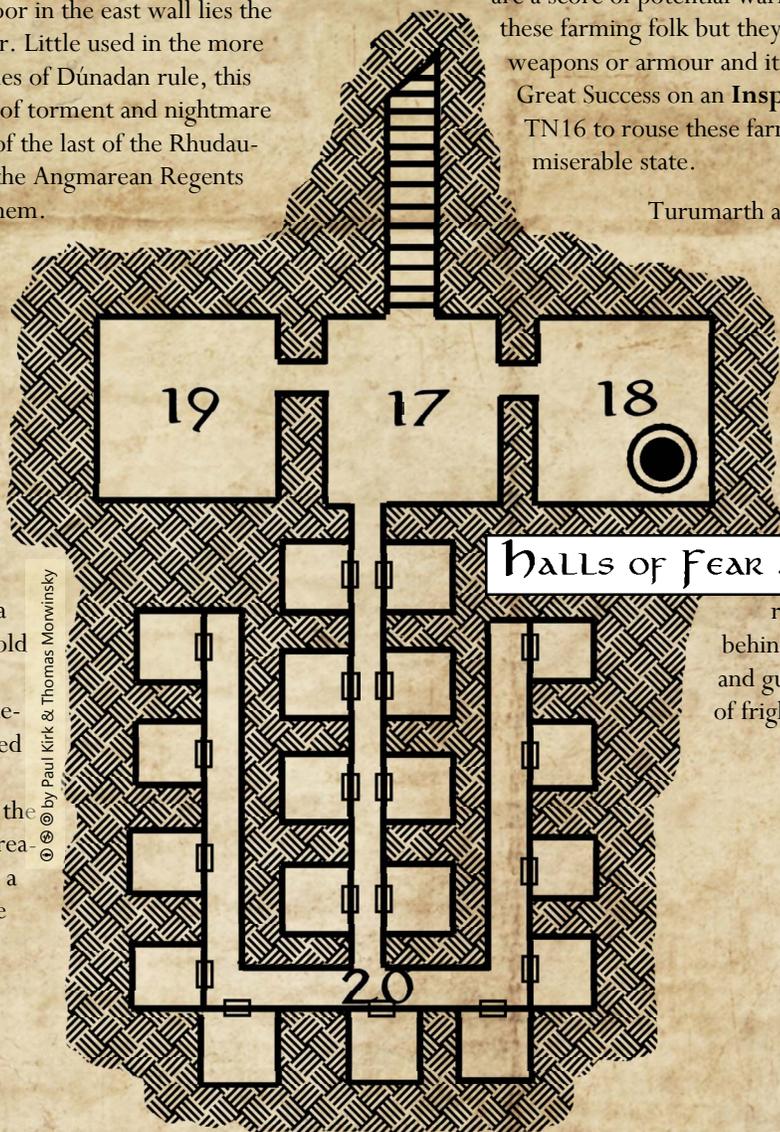
17) A switchback stair descends into the darkness for thirty feet into a square chamber with doorways in the east, west and south walls. This room once was a guard post for the castle dungeons. It is here, in this room that the possessed corpses of Halmegil, Haladan and Othlaf are to be found. Their task, in their animated state, is to prevent the escape of the dozens of frightened Scildings who are held captive in the cells that lie beyond the southern door.

18) Beyond the western door was once a barracks for the men of the garrison. Nothing remains that would identify this as such though. The smell that emanates from this room is dreadful, being the scent of death and decay. Lying within are the decomposing bodies of a score, or more, of people of the Hoarwell Valley.

19) Through the door in the east wall lies the torture chamber. Little used in the more enlightened times of Dúnadan rule, this became a place of torment and nightmare under the rule of the last of the Rhudaurian Kings and the Angmarean Regents who replaced them.

Black iron shackles, corroded by the passage of time line the walls and blood troughs lead to a sluice grate. The well drops some thirty feet into a cavern with a cold rushing stream. The grate is, likewise, of corroded black iron and would not bear the weight of any creature larger than a Hobbit. Anyone

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HALLS OF FEAR AND LOATHING

remaining behind to sup from and guard the larder of frightened captives.

foolish enough to stand upon it must make an Athletics Test at TN14 to jump clear or tumble down into the darkness beneath.

20) There are close to sixty terrified people being held in the cells that line these dank and damp corridors. They are the survivors from the farms of the Hoarwell Valley, kidnapped by goblins and Hillmen to sate the unnatural hunger of their vampiric masters. The doors are long since rotted to mulch and fear alone prevents their escape. Each survivor should be regarded as being in the **Miserable** state. A single Hillman, Medroc, is also being held here. He managed to cause offence to Skraec and has been placed here to join the prisoners. If treated reasonably, he can and will tell that the Secret Shadows live in a cave beneath the sluice grate. If the Fellowship manages to defeat the Secret Shadows, they can rescue these folk but will probably need to abandon them on the road if they want to return in time, to join in the Battle of Burhscilda. There are a score of potential warriors among these farming folk but they possess no weapons or armour and it will take a Great Success on an **Inspire** Test at TN16 to rouse these farmers from their miserable state.

Turumarth and Seregwethil have, thus far, managed to hide from the Scildings that there is more than a single *sceadugenga*. Each hunts on alterna-

Caverns of Shadows

Far beneath the crag lies a pair of natural caverns. These caverns are bisected by a fast flowing stream that flows from the northeast to exit into the river Hoarwell about a mile south of Ysbryd Brin. The caverns are cold, damp and mouldy. As the whole cavern, the running water is chillingly cold and averages around two feet in depth. Immersion in this water will immediately inflict a point of Endurance Damage each round until the character manages to leave the water. The character also suffers a -2 penalty to all Tests and Tasks due to the discomfort until they have had a short rest, per the TOR rules.

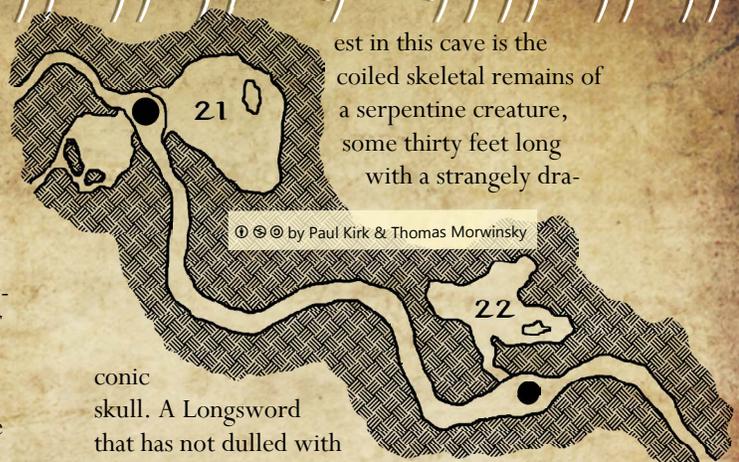
A character who wades through the water must make an Athletics Test at TN14 or lose footing and stumble in the strong current. Falling will result in immersion in the water as previously discussed. Managing to stay afoot will mean that the character suffers nothing worse than a sharp intake of breath.

21) The stream rushes out through a tunnel in the south wall. A narrow passageway has been excavated, leading to the north face of the crag. It is hidden behind a large column of rock at the western wall of the cave. This tunnel was used by Queen Lothraen and her handful of loyal retainers to escape Ysbryd Brin with the Royal treasury, after the assassination of her husband. It can be discovered by either a **Search** or **Explore** Test at TN14.

The exit too is cunningly hidden from the casual glance of any passersby. A **Search** or **Explore** Test at TN16 will be required to locate the hidden entrance, if actively looking for it. The Loremaster might consider an Awareness Test at TN18 to notice it in passing.

The eastern portion of this cavern is the lair of the Secret Shadow known as Lady Seregwethil. Although the two often portray themselves to their followers as a Lord and his Lady, the reality is that the two vampires are simply forced together by circumstance and the desire for mutual protection. Seregwethil has gathered some of the old treasure of the Dúnadan Kings that the fugitive Queen Lothraen dropped in the bed of the freezing stream. There is a small hoard worth perhaps 10 points of Treasure. Using the system from the Rivendell Sourcebook for this hoard gives it a rating of T* for the presence of a lost and forgotten Magical Treasures.

22) This cavern, accessible through the well in the torture chamber, is the lair of Lord Turumarth. The depth of the well is some ten yards, or thirty feet. As per the description at the start of this section, Turumarth may not be present when the characters come a knocking. Of particular inter-



est in this cave is the coiled skeletal remains of a serpentine creature, some thirty feet long with a strangely dra-

conic skull. A Longsword that has not dulled with age is wedged between two of it's vertebrae.

CAVERNS OF SHADOW

These are the remains of a Fennorm. Known as an Aelhûg in Elvish and as Moydaen in the tongue of the Rhudaurian Hill folk, this was an example of an early and flawed attempt by the Enemy to create Long Wyrms. This creature is probably the source of the name, Gors Moydaen and it lived in the marshes to the south before being driven away to starve to death in this underground cavern by the early Dúnadan settlers. The **Shadow Lore** Trait or a Lore Test at TN14 reveals rumours that, far beyond the Misty Mountains, living examples can be found in the marshes of Rhovanion.

A living example of such a creature can be found in the bestiary at the end of the adventure. The sword that is jammed between it's vertebrae has a dragon's head pommel. It is a Famous Weapon, created by Dwarves of Khazad Dûm and gifted to Lord Orodhel of the Noble House of Denelaith. It has the Piercing and Crushing abilities. What service Lord Oredhel gave to the Dwarves to merit such a prestigious gift is lost to the mists of time. All that even the wisest and most learned of scholars and Loremaster's might reveal is that the Lord Oredhel went into the cold marshes of Gors Moydean to face a Dragon that was terrorising the local settlers. He was never seen again, but nor was the dragon.

If Turumarth is present, he will drop from the ceiling and gleefully engage the Fellowship in combat as they struggle to exit the waters of the underground stream. The characters will suffer a -2 situational modifier to all Skill and Weapon Tests if they are engaged while still thigh deep in the freezing water.

After the *sceadugengan* are dealt with, the characters - if they are still alive - have faced and overcome mighty and hideous foes. The return from Ysbryd Brin might be simply 'handwaved' by a sympathetic Loremaster. I recommend this as any survivors are about to find themselves involved in another life or death struggle with the horde of Skraec the Eyebiter.

The Battle of Burhscilda

The climax of the adventure is the siege of Burhscilda by the forces of the Shadow. I recommend using the *The Loremaster's Guide to Mythic Battles* by James R Brown and S W Hodgman, specifically the rules for Narrative Time Battles. These are an excellent set of rules and can be easily accessed through a link in the authors signature, which can be found on the Cubicle 7 One Ring forums.

There is also a set of rules included for Episode Time Battles for Loremasters who prefer to have actual Character Combat as part of their Battles. An order of Battle, showing the forces involved, is provided below for just such an eventuality.

Free Folk

12 Scilding Hearthguards - Attribute Level 5, Endurance 19, Sword Damage 5, Hope 5

40 Scilding Warriors - Attribute Level 4, Endurance 18, Spear Damage 5, Hope 4

100 Scilding Levy - Attribute Level 3, Endurance 17, Spear Damage 5, Hope 2

20 Scilding Foresters - Attribute Level 4, Endurance 18, Axe or Bow Damage 5, Hope 3

24 Rangers of the North - Attribute Level 6, Endurance 24, Sword or Bow Damage 8, Hope 5

Halbarad - Attribute Level 7, Endurance 26, Sword or Bow Damage 8, Hope 6

Elladan and Elrohir - Attribute Level 8, Endurance 28, Sword or Bow Damage 9, Hope 6

Forces of the Shadow

60 Hillmen of Rhudaur

200 Goblins of Carn Dûm

80 Orcs of Mount Gram

24 Wild Wolves

12 Hill Trolls

Skraec Eyebiter - Hillman Chief

Baglûg - Orc Captain

Grûktash - Hill Troll Chieftain

Using the Narrative Time Battles Mode from Mythic Battles, the siege of Burhscilda will cover a period of 10 hours, or 5 separate Assault Waves, spaced at roughly two hourly intervals. This is slightly different from the rules as written which

suggest hourly or daily, depending on the situation. I believe that every two hours works best for this particular scenario. The Shadow Horde is discomfited by the failure of their Vampire Lords to appear and this is the reason of their reticence to launch or maintain an all out assault.

The siege will already be underway by the time the characters return from Ysbryd Brin. They will be able to cross the Hoarwell, on the ferry, unopposed, and assuming that they are careful, they will be able to enter Burhscilda from its river facing side.

The army of Skraec Eyebiter will be concentrated upon the western wall of the palisade and at the gates. A successful **Stealth** Test at TN14 will mean that the characters are not challenged. A Failure will mean that they are accosted by a small group of goblins, intent on finding a way to sneak through the Scilding defences. There will be a single goblin for each member of the company. A Failure with an Eye of Sauron result will bring an equal number of Wild Wolves to their support.

Upon entering Burhscilda, they will find that the entire population, capable of bearing arms, has been mustered to man the walls. The non-combatants are crammed into the old watchtower and guarded by a score of warriors and as many levies. There have been several half hearted attacks on the gate up to now, leading to a handful of casualties on both sides. The goblins are pounding on drums incessantly as they attempt to intimidate their foes. They have, as yet, made no serious attempt to storm the walls. It is as if they are waiting for something.

At this point, a successful **Insight** Test at TN14 or use of the **Clever** Trait will lead to the characters realising that the besiegers are waiting for the two Secret Shadows to appear before launching their main assault.

Upon the news that the *sceadugengan* are destroyed, Lord Waldaccus will show renewed hope for the coming fight. He believes that if they can hold out until the dawn, in ten hours time, then their enemies will lose hope and abandon the siege.

A Bowman, standing upon the platform above the gates gives grave warning that a band of Trolls has joined the ranks of the enemy horde.

to succeed at Four Battle Tests or lose 4 points of Endurance for each failure.

The characters may wish to pursue their foes and move into a Last Stand scenario for Skraec and his Hillmen. Fighting a Last Stand is also described in the *Loremaster's Guide to Mythic Battles* .

Assuming that Burhschilda has weathered the storm of battle and survived, the settlement will go from strength to strength and start to trade its *Scilding Black* stout with the folk of Bree. It will continue to provide a safe haven in the Hoarwell valley for Rangers and folk of good heart until the King returns, once again, to the north.

If Burhschilda falls, the Fellowship may fight a Last Stand to protect the non-combatants who are hiding within the tower. The following morning, the Rangers and the sons of Elrond will arrive in time to drive the remnants of the horde out of the ruins. The Watchtower will not have fallen, but the Scildings will have ceased to exist as a viable community. The bulk of their men and women are dead, mainly children and the elderly remain and such few as there are will journey west to seek refuge in Bree-land. Eriador will have lost one of its few remaining settlements of Free Folk.



The Fellowship Phase

XPs and APs should be awarded as normal for taking part in this adventure. An Additional XP per character should be awarded for defeating the *sceadugengan* and a further XP if the Battle of Burhschilda is a victory for the Free Peoples. A further award of 1XP might be considered for characters who have exhibited notable acts of Valour or Wisdom over the course of the adventure.

The Scildings are not a wealthy people, but if Waldaccus and/or Waldhara survived the battle, each of the companions will be rewarded with a gift of 3 points of treasure.

Word of their deeds at the Færunsparga will not take long to reach the ear of Elrond's ears. His sons will invite that the Fellowship accompany them to Imladris to meet with their father. If the characters accept, they will be able to open Rivendell as a Sanctuary and potentially gain the patronage of Lord Elrond.

Halbarad and the other Rangers too, are suitably impressed by the actions of the Fellowship. Any Rewards taken by the characters might be described as being presented to them by the Lady Gilraen who currently resides in the Last Homely House. The Rangers who rode to the relief of Burhschilda included, amongst their number, a half dozen who were men of Lady Gilraen's household.

Lady Gilraen as a potential Patron

The potential is also here for the Lady Gilraen to be taken as a Patron. Although she is not as powerful a patron as Lord Elrond or others, the patronage of Lady Gilraen should not be underestimated. As mother of the Chieftain, she has considerable influence among the Dúnedain and counts a number of veteran Rangers among her household. The requirements for and benefits of her Patronage are as follows. Adventures that involving her patronage would normally revolve around ensuring that the Secret legacy of the Rangers is not revealed to the world in general or protecting such folk as remain in Eriador from the forces of the Shadow.

Lady Gilraen

Requirements: Wisdom 3 or Standing 1 (Ranger of the North or Elf of Rivendell)

Resources: Direct Assistance, Information, Sigils

Direct Assistance

This assistance would normally be limited to a Ranger of her household, assigned to carry out a specific task on behalf of those under her patronage. Where necessity requires it and if time permits, a company of Rangers might be despatched. This company might be of any size from several Rangers to, very rarely, a dozen or more. A Fellowship is likely to find that they are the Direct Assistance that Lady Gilraen provides to others who share her patronage

Information

The Rangers of the North are vigilant and little escapes their notice. Information from Lady Gilraen might well consist of tidbits gathered by these observant wanderers and reported to her at Rivendell.

She is the mother of Lord Elrond's foster son. There is no reason to believe that relations between the two are anything but cordial, at least until after Aragorn and Arwen pledge their troth to one another. Lady Gilraen might also be able to obtain Lore from the Master of Rivendell and the various elven Loremasters who also live at the Last Homely House.

Sigils

The Rangers of the North are a secretive folk and there are few non-Dúnedain who know much of their origins and legacy. Those who are accepted in friendship by the Dúnedain are taught phrases and gestures that will reveal them as such to Rangers they have not previously encountered.

BESTIARY

Fennorm

The Fennorm, or Aelhûg as it is known in the tongue of the Elves, is believed to be an early and largely forgotten attempt by the Enemy to create Dragons. These hideous creatures are, thankfully, rare and those who yet exist are found in freshwater marshes, nesting upon dry ground amid the rivulets and water channels through the reeds. They are solitary and fiercely territorial but cowardly beasts, normally attacking from ambush, wrapping their coils about their victims to immobilise them before striking with their venomous fangs.

They are serpentine in appearance with iron hard scales and a draconic head, most being about the size of a large constrictor snake. Rumours persist of a gigantic specimen that haunts the pools and meres of the Long Marshes where they lie beneath the rotted boughs of Mirkwood. None have ever witnessed this horrid monstrosity and lived to tell the tale. Only the marks of its passing, as found by Elf patrols, hint at its existence.

Attribute Level: 6
Endurance: 38
Hate: 6
Parry: 4
Armour: 3D

Skills:

Personality 1, Movement 3, Perception 2, Survival 3, Custom 1, Vocation 1

Weapon Skills:

Bite 2, Crush 3

Bite - Damage 6, Edge Eye of Sauron, Injury 14, Called Shot Poison

Crush - Damage 12, Edge Eye of Sauron, Injury 12

Concealing Mist - By spending a point of Hate, a Fennorm can emit a thick and cloaking fog that conceals it from its enemies for as many rounds as it has points of Hate remaining. Within the cloud, victims of the Fennorm may not take rearward stance and all attackers must roll the Feat Die twice on each attack, taking the lesser result.

Craven - per rulebook

Savage Assault - If a Fennorm hits an opponent with its **Crush** attack producing a Greater Success or better, it may immediately follow up with a **Bite** attack on the same target by spending a point of Hate.

Poison - the victim of a Fennorm's venomous bite must succeed at a TN14 Protection test or suffer immediate additional damage equal to half of its attribute score, each round until unconscious and dying.

Snakelike Speed - per rulebook

Strike Fear - per rulebook

Walking Dead of Ysbryd Brin

Forced into unlife by the dark necromancy of Lord Turumarth, these animated corpses guard the dungeons of Ysbryd Brin. There is a strange spark that suggests a semblance of life in their glowing eyes, but this due to the presence of Fell Spirits within the cadavers. The souls of the men that once dwelt therein are long since gone.

Attribute Level: 3
Endurance: 12
Hate: 3
Parry: 3
Armour: 2D

Skills:

Personality 0, Movement 2, Perception 1, Survival 2, Custom 0, Vocation 0

Weapon Skills:

Sword 2

Shadow Abilities: Strike Fear, Unnatural Vitality

Fellbats of Angmar

Closely related to the Great Bats of the Mountains of Mirkwood, but much smaller, these black furred bloodsuckers are more of an irritation than a real danger unless gathered in large numbers. They have been drawn south, from the caverns beneath Carn Dûm, into the service of the Vampires of Ysbryd Brin.

Attribute Level: 1

Endurance: 300

Hate: 3

Parry: 6

Armour: 1D

Skills:

Personality 0, Movement 3, Perception 3, Survival 3, Custom 0, Vocation 0

Weapon Skills:

Bite 2, Damage 1, Edge Eye of Sauron, Injury Rating 10

Shadow Abilities: Bewilder, Craven, Denizen of the Dark, Fear of Fire, Fell Speed, Hate Sunlight, Strike Fear

The statistics provided represent a swarm of several hundreds rather than an individual Fellbat. They attack as a single entity and impede or attack all creatures within the combat. Only the Secret Shadows are immune to this chittering, skittering, swarm. It is not possible to enter Rearward Stance while in combat with a swarm of Fellbats. Although it would be immensely difficult to kill the entire swarm, they are cowardly little beasts who will flee as soon as they have no Hate Points remaining.

Black Adders of the Trollshaws

Venomous serpents, spawned in the caverns beneath Carn Dûm, these servants of the enemy are of sinister appearance and malign intent. Most are three to four feet long but some few can grow to twice that length. These nocturnal hunters will happily prey upon others of their species and a general rule of thumb is that the larger the snake, the older it is.

Greater Black Adder

Attribute Level: 4

Endurance: 16

Hate: 3

Parry: 7

Armour: 2D

Skills:

Personality 1, Movement 2, Perception 2, Survival 3, Custom 0, Vocation 0

Weapon Skills:

Bite 2, Damage 5, Edge Eye of Sauron, Injury Rating 12, Called Shot: Poison(as per Orc poison)

Shadow Abilities: Denizen of the Dark, Snake like Speed.

Lesser Black Adder

Attribute Level: 2

Endurance: 5

Hate: 2

Parry: 5

Armour: 1D

Skills:

Personality 0, Movement 2, Perception 2, Survival 2, Custom 0, Vocation 0

Weapon Skills:

Bite 2, Damage 2, Edge Eye of Sauron, Injury Rating 10, Called Shot: Poison(as per Orc poison)

Shadow Abilities: Denizen of the Dark, Snake like Speed.

APPENDIX

Some final notes to rationalise the timing of the assault on Burhscilda

Until the coming of the Rangers, the vampires planned a subtle approach by intimidating the Scildings until they finally submitted to their rule. That way, everything would appear like a local affair that wouldn't draw too much attention from both the Rangers and the Elves of Rivendell. The Fellowship's arrival and their unexpected encounter with Seregwehil has led to a great foreboding on Turumarth's part though. Now he cannot be sure that no more Rangers will arrive at Burhscilda and so he has decided that both the Fellowship and the Scildings must be destroyed as soon as possible. The two vampires do not plan to leave their lair until four nights later, when they will personally lead the attack, certain that the defenders will be no match for the horde they have gathered.

Turumarth has informed Skraec the Hillman that the assault upon Burhscilda must take place as soon as the warriors of Baglûg arrive from Mount Gram. They are already on their way, as are a band of Hill Trolls led by their monstrous Chieftain, Grûktash. The major flaw in Turumarth's plan is that he has not allowed for the possibility that the Companions might dare to hunt Seregwehil and himself in their lair and has left Ysbryd Brin all but unguarded.

Assuming that the adventure unfolds according to the proposed narrative, the Fellowship will return to Burhscilda just as the attacks are beginning. The Orcs and Trolls are now present, but the failure of Turumarth to arrive will be seen as an ill omen by Skraec. He will half-heartedly launch the assaults anyway, fearing the wrath of the vampires if he does not.

Alphabetical Glossary of Persons and Places

- Alswinth - A fair Scilding Maiden, beloved of Othlaf the Outlaw.
- Amon Nyrn - 'Twisted Hill', the Dúnedain's name for the Færunsparga.
- Burhscilda - Village of the Scilding folk.
- Dol Brildor - The Dúnedain's name for Burhscilda.
- Drefeth Lod - The Hillfolk's name for Dol Brildor.
- Færunsparga - 'Hill of Ill Omen'. The Scilding name for Amon Nyrn.
- Gawrmadog - The Last King of Rhudaur, now a Fell Wraith haunting the catacombs of Ysbryd Brin.
- Gors Moydaen - 'Marsh of Worms'. The Hillfolk's name for the broad marshy area on the eastern bank of the Hoarwell, lying to the south and west of Ysbryd Brin.
- Haladan - A Ranger of the North, charged with guarding the folk of Burhscilda. (Now deceased)
- Halmegil - A Ranger of the North, brother to Haladan. (Now Deceased)
- Marhscilda - A Lord of the Éotheod and founding father of Burhscilda.
- Othlaf - Beloved of Alswinth. Outlawed for the illegal killing of her father. (Now deceased)
- Seregwehil - Secret Shadow in the service of Angmar. Known as Gwaethu to the Hillfolk of Rhudaur.
- Turumarth - Secret Shadow in the service of Angmar. Known as Dergdûl to the Hillfolk of Rhudaur.
- Skraec - Chieftain and Shaman of the Eyebiter, a clan of Rhudaurian Hillfolk.
- Waldaccus - Lord Hoarwell, Master of Burhscilda and father of Waldhara.
- Waldhara - Son of Lord Hoarwell. Friend to the Rangers of the North.
- Ysbryd Brin - 'Haunted Hill', Hillfolk name for the Færunsparga.

THE LEOFRINGS

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In OM#14 I presented a group of mounted Northmen, the Marhathiuda. These were presented as a remnant of the old horse tribes that had lived upon the Rhovanian plain since the Second Age. Cubicle 7 presented their own mounted Northman culture for The One Ring RPG shortly after. These Leofrings were a remnant of the later Éothéod still living in the Vale of Anduin in the latter days of the Third Age. I originally designed this Heroic Culture with my own Mounted Combat rules from OM#14 in mind, but with the release of Horselords of Rohan, I have revised them for use with the official mounted combat rules contained in that publication.

background stuff



“...tall men and fair women, valiant both alike, golden haired, bright eyed and strong...”

*—The Lord of the Rings.
The Windows in the West*

INTRODUCTION

When the Éothéod departed the northlands and migrated onto the plains of Calenardhon, not all

were content to simply leave their homes and follow their King. Several groups of Riders and their kinfolk chose to remain in the north while others, struck by the sheer beauty of the Eastern Nether Vales, decided that they would travel no further.

Within less than a decade of the departure of the Éothéod, these disparate groups had come to realise that the Vales were no longer the safe haven they had once been when Eorl could put many thousands of Riders in the field.

The largest group had remained in the vicinity of Framsburg, believing that the stout palisades and deep ditches would protect them from the goblins of the north. They united under a powerful nobleman named Leofr, who had served with distinction under Eorl at the Field of Celebrant, but it was not long before the foul denizens of Gundabad poured forth from their mountain stronghold in unexpected numbers and forced them to abandon that stronghold. They migrated further south and settled in the western part of the Nether Vales where they first adopted the name of Leofrings (People of Leofr). Through time, the term Leofrings would come to be used in reference to all the Horsefolk groupings who dwelt in the southern vales.

Unlike the Eorlingas, these Leofrings chose no King from amongst their Thegns. Leofr realised that for him to claim Kingship of them would jeopardise such good will as remained towards them in the new Kingdom to the south. King Eorl still considered them to be his subjects and thus it was decided that Riders would be sent out to each of the extended family groups (Cohorts) to invite their Thegns to sit in a tribal council, to be convened in the ruined town of Dwarrowhall.

Dwarrowhall had been built by the Dwarfs of Khazad Dûm many hundreds of years earlier. It had been populated by members of many different northmen tribes, all living together under the watchful eyes of the 'Longbeards' and farming the lands of the Dimrill Dale and nearby lands. When Durin's Bane forced the Dwarves to abandon their ancient halls, the Northmen of Dwarrowhall left in their wake, in search of new homes and new markets for their skills and produce.

The newly arrived Leofrings claimed the deserted ruins as their own. They would make it the stronghold of their new homeland and it was here that they would spend the cold months of winter.

While most of his folk departed to continue a semi nomadic existence, Leofr and his household remained to repair the ruins so that they might give shelter for men again.

Following the death of Eorl, his sons and their descendents showed little interest in the affairs of the Leofrings. The young men might still journey south to join the 'Muster of Rohan' or find wives but the Leofrings became, in effect, an independent people.

As the power of the Shadow grew in Mirkwood, those of the Leofrings who wandered in the Eastern Nether Vales either migrated west across the Great River or fell under its sway.

To their shame, a number of 'cohorts' traded openly with the servants of the Necromancer and it is rumoured that some few have secretly entered his service. These villains regularly cross the Undeeps to steal horses from the Rohirrim and their actions have brought the rest of their kin into disrepute.

In the winter of TA 2940, when the Leofrings had gathered at the Dwarrowhall to celebrate the Feast of Yuletide, a horde of Orcs attacked and overwhelmed the defences, driving the survivors south.

The Leofrings are now greatly diminished in number. They still maintain the semi nomadic existence of their Rhovanic ancestors, unlike the Eorlingas, who have adopted a sedentary lifestyle on the fertile grasslands now known as 'The Mark'.

They tend their remaining herds in that area that lies between the Golden Wood and the River Limlight as well as in the northernmost regions of the Wold, near the Undeeps.

A few remain in the lands of the Western Nether Vales, eking out an existence among the ruins of Dwarrowhall or diligently maintaining their vigil over the Ford of the Leofrings.



The Riders of Rohan © by Anke Eißmann, used with permission

Although few in number, the Riders of the Leofrings are valiant warriors. They prefer to engage their foes at close quarters, reliant on the strength and manoeuvrability of their steeds to offset any disadvantage in numbers. The swirling melee and the charge are where these warriors gain the honour and reputation they crave. Some few are skilled with the bow, but these weapons are considered less honourable than the tall spears and swords that they wield to devastating effect.

DESCRIPTION

The Leofrings are Northmen of the same stock as the Rohirrim, which is to say that they are tall and brawny, fair of skin and light eyed. They are generally fair haired and the younger men tend to be clean shaven, but favour long moustaches. Both sexes wear their hair long. Men favour it loose although veteran warriors often plait the hair at their temples as a Mark of their standing. Young girls wear their hair long and loose but older, especially married, women tie theirs in two long plaits

Both of these are customs that date back to the time of their ancestors on the plains of Rhovanion.

The most distinctive feature of any warrior of the Leofrings, however, is a slightly bow legged gait. The mark of a life spent in the saddle.

STANDARD OF LIVING

The Leofrings possess little in the way of wealth and much of what they had was stolen from them during the sack of Dwarrowhall. Many have little more than the clothes on their back and such possessions as they managed to retain during their flight. Their standard of living is considered to be Frugal.

LEOFRING ADVENTURERS

Times have rarely been so hard for the people of Leofr. Few of their young people find the time or possess the inclination to pursue the path of the adventurer. Those who do are usually drawn from among those who have lost everything they own, or everyone they held dear to the depredations of Orcs and other servants of the Shadow.

Suggested Callings

Among the Leofrings who find themselves on the path of adventure, it is those who have lost their kith and kin to Orcs, or worse things, who usually take up the calling of the Slayer. Others who have lost all they owned, but retained their families, roam the Wilderland in search of new homes or opportunity and adopt the role of the Wanderer.

Unusual Callings

As a people of no letters, Scholars are a rarity among the Leofrings. Histories and wisdom are passed down through an oral tradition of tales, poetic eddas and songs. The handful of keepers of this accumulated wealth of knowledge are known as Scops or Skalds.

STARTING SKILL SCORES

Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe: ★★ Inspire: ★ Persuade: 0

Athletics: ★★ ★ Travel: ★★ Stealth: 0

Awareness: ★★ Insight: ★★ Search: ★

Explore: ★ Healing: 0 Hunting: ★

Song: ★ Courtesy: 0 Riddle: ★

Craft: ★ Battle: ★★ Lore: ★

Weapon Skills

Choose one of the following Weapon skill sets and record it on the character sheet.

1) (Swords) ★★, Bow ★, Dagger ★

2) Tall Spear ★★, Sword ★, Dagger ★

Specialities

Choose two traits from: Beast Lore, Enemy Lore(Orcs), Fire Making, Horsemanship¹, Region Lore(Anduin Vales), Smith-craft

Cultural Blessing

~ Horse Master ~

“They were tamers of beasts and had learned the mastery of horses, and many were skilled and fearless riders.”

Such is your skill at arms and your horsemanship that you fight just as proficiently when mounted as when afoot.

When a Leofring fights from horseback in melee combat, he uses his normal Weapon Skills which are not limited by the number of his Athletics Skill dice.

In addition, during a Charge only, a Leofring rider adds his Favoured Body score as extra damage on a Greater or Extraordinary attack success.

What the Thegn says...

Bardings

After the Dragon drove them from their homes, some few came to dwell amongst us at Dwarrowhall. They had learned their smithcraft from the Dwarves of the Lonely Mountain and many of our mail shirts and finest weapons were crafted by their skillful hands. Now they have returned to their homeland and their skills will be sorely missed.

Beornings

Their Lord is a mighty warrior who, it is said, wanders the vales in the form of a great bear. Their numbers are few, but swell daily as many Woodmen clans give over their allegiance to him. A few cohorts of our own people have sworn fealty to him as well. We missed their spears sorely when the Orcs came to Dwarrowhall.

¹ The description of the Horsemanship Trait can be found on Page 132 of Horse Lords of Rohan.

Dwarves of the Lonely Mountain

It is said that Dwarrowhall was built by Dwarves who dwelt in a massive underground city in the nearby mountains. All that I know is that there are no Dwarves there now. I have gazed in wonder on the lake that lies in the Dimrill Dale and have even approached the stair to their old city gates, before being chased away by the foul goblins who now infest the place. I have never laid eyes upon a Dwarf and I feared, until recently, that they may be so diminished in number that I never would. Now I hear that Smaug the Terrible is slain and that there is a King, once more, under the mountain. Strange days we live in.

Elves of Mirkwood

I know little of them as they stay safe and secret beneath their woodland boughs in the northern reaches of the forest. They are reputed to be fair of form and speech, but merciless in battle with vast armies of spearmen and archers at their King's beck and call.

Would that they were our allies but, alas, distance and their mistrust of mankind makes this impossible.

Hobbits of the Shire

I heard a strange tale from a Woodman of Rhosgobel, who heard it from a Barding merchant out of Dale. This Woodman told me that the small folk, the 'Holbytlan', have returned to the Anduin Vales. It is, of course, a nonsense. My father told me tales of these 'halflings' and how they once lived along the banks of the River Gladden, but they are long since lost to the mists of time.

Of course, this Woodman swore the Daleman's words to be true. He said that these 'Holbytlan' operate a hostelry near the Forest Gate and that one of them was somehow involved in the death of the dragon, Smaug.

Men of the Lake

A nation of merchants and shopkeepers, they dwell in a great wooden city that floats on the waters of a long lake, lying to the north east of Mirkwood. They are canny traders and capable warriors. I hear that their boats now sail down the rivers as far as the lands of the Easterlings.

Riders of Rohan

The Rohirrim are our closest kin and they dwell to the south in their mighty Kingdom of the Riddermark. They too are skilled riders and brave warriors though I fear that they have forgotten the bonds of kinship we share. Ever have our young men taken service in their Muster, yet their King refused to send his Riders to aid us in our time of need. I have heard that a new King sits in Meduseld now. We shall see if this one will honour the ancient ties between our peoples.

Woodmen of Wilderland

They are decent folk for the most part, although I have heard tales that a few of them have also given their allegiance to the Shadow. They breed hounds instead of horses. The Brown Wizard dwells among them at the settlement of 'Brown Hay' and they avail of his protection and wisdom. Would that we had such a powerful patron or ally.



Backgrounds

1) Gather no Moss

Basic Attributes: Body: 6 Heart: 6 Wits: 2

Favoured Skill: Explore

You roam the Vales with the wind in your hair and the sun upon your face. This is the heritage of your people. Whether acting as outrider or scouting for fresh pastures for the horse herds, this was the life you had lived until the Orcs came. The handful of survivors now live near the borders of the Riddermark, afraid to return to their homeland. You are not afraid and you hope to gather friends on your journeys, to cement alliances between all of the free folk of the vales, the better to fend off the followers of the Shadow and permit your kin to return to their homes.

Distinctive Features: Adventurous, Curious, Hardy, Honourable, Just, Proud, Vengeful, Wrathful

2) Warden of the Crossing

Basic Attributes: Body: 6 Heart: 4 Wits: 4

Favoured Skill: Awareness

Despite the abandonment of the Nether Vales by your people, a small garrison of warriors has been left to guard the Ford of the Leofrings. In bygone years, your father had served with this group of men. From him you learned how to observe and listen carefully for approaching danger. "The eastern approaches were the most dangerous", he told you, "but vile goblins occasionally approach from mountains in the west". The men at the ford have often been hard pressed to keep it open, but have yet to fail in their duty. One day, you hope to join this illustrious band.

Distinctive Features: Adventurous, Hardy, Honourable, Just, Keen-eyed, Patient, Quick of Hearing, Wary

3) Blood, Sweat and Tears

Basic Attributes: Body: 7 Heart: 4 Wits: 3

Favoured Skill: Craft

Your father was a man of Dale, who had made his living in the town of Dwarrowhall by forging and repairing weapons and armour for the warriors of the Leofrings. Your mother was the daughter of a local Thegn and you had always considered yourself to be of her people, rather than your father's. How you had envied their freedom to come and go at will, instead of having to work the forge, day in and day out. Now, struggling to simply exist amid the ruins of Dwarrowhall, you have heard of the rise of the new Kingdom of Dale. Your father and mother are both dead, slain in the sack of the town, and the prospect of a new life beyond Dwarrowhall has drawn your forth from your mourning.

Distinctive Features: Adventurous, Hardy, Honourable, Just, Patient, Robust, Steadfast, True Hearted

4) Tamer of Horses

Basic Attributes: Body: 6 Heart: 5 Wits: 3

Favoured Skill: Lore

As long as you can remember, you have had a way with horses. Among the men of your cohort, it was said that you had the skill to soothe a wild horse with a few gestures and gentle words when others would need to break the creature's spirit to train it.

Your cohort has since been dispersed and the herd scattered. Perhaps it is time for you to make your way in the world by other means.

Distinctive Features: Cautious, Clever, Determined, Hardy, Nimble, Patient, Steadfast, True Hearted.

5) Sing a new Song

Basic Attributes: Body: 5 Heart: 5 Wits: 4

Favoured Skill: Song

As a people of no letters, the stories and traditions of the Leofrings are passed on by word of mouth, down through the generations. Your family have long been repositories of these oral traditions and the ancient histories of your people are well known to you. Around the campfires, your father would regale the children with humorous tales to send them off to a contented slumber. In times of strife, he would seek to inspire the men with the heroic tales of Frama, of Leofr and of Eorl the Young.

Now, you are driven from your home and your cohort are scattered to the winds. With few left to impart your knowledge to, you have decided to create a story of your own.

Distinctive Features: Clever, Cunning, Fair-spoken, Forthright, Honourable, Just, Merry, True-hearted

6) Warrior Born

Basic Attributes: Body: 7 Heart: 5 Wits: 2

Favoured Skill: Battle

Orcs, Wild Wolves and villainous men in the service of the Necromancer, your folk have fought them all and in the battles of yore, the names of your forebears are remembered with honour among the captains and champions of your folk.

Your people may have been driven from their homes, but 'you' will not go quietly into exile. You have girt your loins with leather and iron and mounted your steed to bring the wrath of your people to the defilers of your homeland.

Distinctive Features: Bold, Determined, Fierce, Hardened, Honourable, Just, Stern, Wrathful

Cultural Rewards - Leofrings

The Rewards of the Leofrings are the same as those of the Riders of Rohan except that Ancient Mail from Gondor is replaced by Horn of the Northmen.

Horn of the Northmen

The Leofrings, like their Rohirric kin, use the braying of horns to announce their arrival on the field of battle and bolster courage among friends and allies or to bring despair and ruin to the enemy.

The bearer of such a horn can blow it in the Opening Volley or Charge phase of any combat encounter for one of two effects.

If the bearer succeeds at an Inspire test at TN16, the Fellowship gains an immediate bonus of +1 to their Fellowship pool for the duration of the adventure.

A Greater Success, or better, means a bonus of +2 to the Fellowship pool.

Loremaster characters immediately receive a single Hope Point for the same duration.

If the bearer succeeds at an Awe test at TN16, all opponents lose a single point of Hate.

A Greater Success means that the enemy automatically concedes Initiative and strikes last, no matter the other circumstances of the combat, until the following combat round.

An Extraordinary Success means that the foe is rooted to the spot with fear. In a situation where the fellowship are outnumbered, the LM cannot assign additional foes into the combat until the following combat round.

New Cultural Weapon

Weapon	Damage	Edge	Injury	Enc.	Group	Notes
Tall Spear (1H)	5	9	14	3	Spears	Not balanced for throwing
Tall Spear (2H)	7	9	16	3	Spears	Not balanced for throwing

These are long spears, developed by mounted cultures for use from horseback. Like the shorter spears favoured by foot warriors of other cultures, it is normally wielded in one hand. It may however be used as a two handed weapon by foregoing the use of a shield.



Aragorn and Eomer meet in the midst of battle © by Abe Papakhian, used with permission

THE HORSE AND THE RIDER

By Paul Kirk
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In OM#14 I presented a group of mounted Northmen, the Marhathiuda. These were presented as a remnant of the old horse tribes that had lived upon the Rhovanian plain since the Second Age. Cubicle 7 presented their own mounted Northman culture for The One Ring RPG shortly after. These Leofrings were a remnant of the later Éothéod still living in the Vale of Anduin in the latter days of the Third Age. I originally designed this Heroic Culture with my own Mounted Combat rules from OM#14 in mind, but with the release of Horselords of Rohan, I have revised them for use with the official mounted combat rules contained in that publication.

background stuff



*“Where now are the horse and the rider? Where
is the horn that was blowing?*

*Where is the helm and the hauberk, and the
bright hair flowing?*

*Where is the harp on the harp string, and the
red fire glowing?*

*Where is the spring and the harvest and the tall
corn growing?*

*They have passed like rain on the mountain,
like a wind in the meadow; the days have gone
down in the West behind the hills into Shadow.*

*Who shall gather the smoke if the deadwood
burning,*

*Or behold the flowing years from the Sea
returning?”*

—The Lord of the Rings.
The Two Towers

PREFACE

The object of this article is to present a believable and rationalised accounting of the military capacity of the Éothéod and the Riddermark during the final years of the Third Age. In the article, I hope to draw a number of comparisons with the England of the Anglo Saxons as a model for the Rohirrim as well as the Éothéod (at least in their later years) and will be focusing most of my efforts on the region of the Westfold with the intention of projecting my assumptions across the rest of the Kingdom of Rohan. Finally, I will be providing a selection of statistics for use with *The One Ring* (TOR) and *Adventures in Middle Earth* (AiME).

ANGLO SAXON ENGLAND AND HIDEAGE

What follows is a brief description of assorted land holdings in the England of King Alfred the Great. The actualities of land distribution and ownership at this time can be complicated to say the least and I will not be broaching the subjects of various localised landholding variants such as the Rapes of

East Sussex and the Lathes of Kent. These are well beyond the scope of my needs for this article and I will be firmly focused only upon the more widely used Hides, Hundreds and Shires

A Hide of land, under Saxon accounting in the reign of King Alfred the Great, equated to roughly 30 modern acres of land (roughly the size of 15 grassy areas in a modern Football Stadium). This land was reckoned sufficient to provide for a single Saxon family and the folk of five such Hides were required to provide a fully armed and armoured soldier for the King's Select Fyrd. Exactly how many Saxon peasants this single family consisted of is unclear, but given the amount of land involved, it is likely to have been an extended family grouping rather than a core family.

The armoured soldier raised by these families was referred to as a Thegn and over time, he became the owner of the land and the non military families became his tenants. It was their rents that paid for the upkeep of his armour and weapons. If you are interest in more details about the Thegn – and especially his military role – Osprey's *Anglo-Saxon Thegn 449-1066* (Harrison, 1993) provides a good overview together with inspirational illustrations.

Although the Thegn was a professional fighting man, this did not mean that the other men of military age had no military obligations. The Anglo Saxon Thegn was required to provide one man per Hide of land in his holdings for the Common Fyrd or Levy. However, this force was considered of second-rate quality due to a general lack of professional equipment and training and thus better suited for garrisoning or defensive duties rather than for a pitched battle. Here they would often get into trouble quickly if pitted against professional warriors. Against the latter, they had a good chance only if they vastly outnumbered their enemy (or were led and sufficiently stiffened by Thegns).

Through marriage and bloody feuding, some of these Thegns would eventually rise to become the landlords of many more than five hides. The most powerful of these land owning Thegns were known as Éaldormen (Earls). These were noblemen, their titles granted to them by the King because of the taxes they paid to his coffers and the spearmen they sent to his army (The Fyrd).

The land holding of an Éaldorman was known as a Shire and there were forty such Shires in Anglo Saxon England. Particularly powerful Éaldormen might have responsibility for the governance of several Shires. In this eventuality, the Éaldorman might appoint a Shire Reeve (Sheriff) to oversee a particular Shire under his jurisdiction.

Shires were further subdivided into smaller administrative districts called Hundreds. The origin of the term Hundreds is, once again, slightly confusing. It is not entirely clear whether this was a term referring to simply 100 Hides of land or a military subdivision from which 100 Thegns were drawn.

The Éothéod

"...it was after the Battle of the Plains that the Éothéod, a remnant of the Northmen, became a distinct people, dwelling in the Vales of Anduin between the Carrock and the Gladden Fields."

— *Unfinished Tales. Cirion and Eorl (Note 8)*

When the Ehwathrumi first arrived in the Vales of Anduin they were a people of small numbers, the defiant remnant of the defeated and scattered powerful confederation of Northmen in Rhovanion. There were other larger groups of people living the region of the Anduin Vales, but these lacked the core of experienced warriors, veterans of Wainrider wars, that the newcomers possessed.

They [the Éothéod] loved best the plains, and delighted in horses and in all feats of horsemanship, but there were many men in the middle vales of the Anduin in those days, and moreover the shadow of Dol Guldur was lengthening; when therefore they heard of the overthrow of the Witch-king, they sought more room in the North, and drove away the remnants of the people of Angmar on the east side of the Mountains.

— *The Lord of the Rings. Appendix A*

The defeat of Angmar in TA1975 thus led to a tract of land becoming available for conquest in the far north. The Éothéod, who had continued to suffer both from Easterling aggression (through the Narrows and around the southern borders of Mirkwood) as well as conflicts with neighbouring Northmen groups, relocated to these lands. The Estaravi, also Northmen, in past centuries had given their misguided allegiance to the dread Witch King of the wintry realm of Angmar and suffered terribly in the wake of his flight. The Riders under their Lord Frumgar built a fortified settlement that they named Framsburg after sweeping the northern vales free of

THE RIDDERMARK

Using the basic principles outlined above, we can assess the strength of Rohan's armed forces. The basic proposition for this article is that when King Folcwine set down his codified numbers for the Muster of Rohan in the , that he would have used a similar system, which I will tentatively refer to as 'Hides and Hidage', to quantify the number of Riders he would be able to raise across the Mark.

Where my interpretation will vary from the historical version practiced in Anglo-Saxon England is that each Rohirric Hide will only be required to support a single, core, family grouping. This core group consists of an average of 2 adults, 2.5 children and 0.5 Elders for a total of 5 persons. This provides us with an average of 25 persons being required to raise and support a single Éothegn of the *éotherë*.

The rationalisation for this is that the Rohirric Éothegn requires much more of his tenants' land to be left over for the grazing of his war horses than does the Saxon Thegn (who was mostly an infantry warrior). It makes sense to assume that a Hide of land can support fewer peasants if more of it is needed to support the Éothegn's horse herd.

Thus, if the Hide supports fewer folk, then correspondingly fewer members of its population can be raised for military service. I would suggest that this means that for each Rohirric Éothegn, there is a requirement to be able to raise merely a single foot-soldier for the local levy from his holdings.

Referring back to the section on Anglo-Saxon England, the next administrative division is the Hundred. For the purposes of this article, it is my intent to assume this to be military unit's origin. It cannot be referred to as a Hundred for Rohirric purposes as the basic military unit is the *éored*, containing a minimum of 120 riders. Instead I intend to use the apocryphal term Riding, though not in the way it would have been used historically, which was to denote the one third part of certain Shires. Instead, for my purposes, it will represent the land from which a single *éored* of Riders is recruited and maintained.

I further propose that any Rohirric Éothegn who owns three Ridings has the right to be ennobled as Lord of his own lands by the King. The name for the holding of such a lesser Noble is Scir. This is the Anglo Saxon/Old English term for Shire, though these Lords would not be anywhere near as powerful, nor the lands as extensive as the Éaldormen of an Anglo-Saxon Shire. An example of a Scir might be Grimslade, the landholdings of Grimbold the Marshal.

Rohan appears to have only two regions that might meet the criteria for the larger Anglo-Saxon administrative divisions known as Shires and they are referred to as Folds (West- and Eastfold). Erkenbrand seems to fill the same niche for Westfold as an Anglo Saxon Éaldorman and if we accept that, then perhaps a similar Lordship might exist for the Eastfold. There is no evidence that any term other than Lord is used by the Rohirrim and the use of the term Éaldorman for these more powerful Rohirric Lords is entirely subjective and apocryphal.



The Riders of Rohan

The professional warriors of Rohan are its Riders or Éothegns. These men are, for the most part small holding landowners, owning property held directly from an oath to the King of the Mark. This land supports the Thegn's livestock, including his horses, and a population of roughly two dozen persons. For the most part, these folk consist of his family members and a handful of tenant workers who are in his employ. A typical settlement consists of a longhouse where most of the folk live and a handful of outhouses such as a smithy, a barn and stables. Sometimes, where the buildings of several of these steadings are clustered around a particular site (such as a shared stream or pond) small villages spring up.

Some Éothegns have, over the passage of time, increased their personal holdings through marriage or other, occasionally nefarious means. These

wealthier and more powerful landowners must provide a further, fully armed and armoured, Rider for the muster and a footsoldier to the levy for every five full hides of land they own. The most powerful of them are usually ennobled by the King and a few of these 'Lords' are wealthy enough that they can afford to raise their own companies of Household Éothegns, whose fealty is primarily to them. These Household Éothegns are not land owners but professional warriors, maintained at the expense of the Lord and living under his roof at his Great Hall or Stronghold. The Household Éothegns of Erkenbrand are locally known as 'Helm's Shields' and are commanded by a Captain named Bréothain. Favoured retainers are often granted hides of land by these Lords and become Éothegns in their turn, with the duties and responsibilities that come with the position. Like the Household Éothegns, these minor landowners owe their fealty to their immediate Lord first and foremost.

Sturdy Men on Foot

The men of the levy of Rohan are normally either tenants or relatives of the Thegns. Each is a semi-professional warrior who must serve up two months of each year in the strongholds of the Kingdom and a day of each week to train with spear, sword and shield along with the others of their district. In this respect, they have a higher military value than the real Anglo-saxon fyrd, whose fighting strength was often quite low (see above). These levies are not as well armed and armoured as the riders but are capable enough fighters when arranged in a shield wall and supported by horsemen, or positioned behind a stout palisade or wall. They are gathered into companies, the members of which are all recruited from the same Riding. They are not however bound by the minimum numbers that an éored requires and it is normal for a company's strength to vary considerably, with an average of around one hundred men.

'Somewhat short of ten thousand,' answered Aragorn: 'but in that count I reckon only men well-horsed, fully armed, and with gear and provision to ride to battle far away, if needs be. As many again there are of men on foot or with ponies, with sword and shield, or bowmen and light-armed men of the dales: a good force to defend strong places, if war should come to the land of Rohan itself.'

— *The History of Middle-earth, Vol. VIII (The War of the Ring). The Muster of Rohan*

The quote in the previous column from HoME 8 supports an assertion that there might be a single non-Éothegn in military service for each member of the Muster. It is a quote from Aragorn about the military might of Rohan. Even though this passage was removed from the final cut of Lord of the Rings, its numbers do not seem to be too unrealistic for my purposes. Aragorn postulates, following the war in the Westfold, that the King can still muster close to ten thousand Riders (Éothegns) and a similar number of other troop types. One argument against the use of this passage seems to be that Aragorn is offering advice to the King, whose knowledge of Rohan's military potential should be greater. What this argument doesn't account for is that the King has been under the influence of Gríma Wormtongue and Saruman for some time and may actually have no idea of the present military situation in his Kingdom. It might be reasonable to assume that Aragorn, who served King Thengel as the mercenary Thorongil might have some knowledge of the ratio of Riders to others, even if his knowledge of the current numbers might be somewhat outdated.

The Éohéré

The Rohirrim had increased since the days of Folcwine, and before the attacks of Saruman a Full Muster would probably have produced many more than twelve thousand Riders, [...]

— *Unfinished Tales. Cirion and Eorl (Note 36)*

In Thomas Morwinsky's article on the Population of Gondor and Rohan we can see that the population of Rohan has grown steadily over the centuries, from less than 100,000 at the time of the Éothéod's migration into Calenardhon to roughly 370,000 in TA 3000. The application of my 'Hides and Hidage' equation to this population provides a figure of nearly 15,000 Riders for the full muster (the éohéré). Obviously, this is "many more" than 12,000. One has to be careful with this number though, as it includes West-march whose population generally is viewed as unreliable and thus unlikely to be included in Théoden's calculations. See the separate chapter about West-march below for more details on this. If we discount the people of West-march, the Éohéré would still count about 13,000 Riders. Even this diminished number, with 1,000 Riders more than the stated 12,000, in my opinion qualifies as "many more". So, regardless if you count West-march into the "full muster" or not, the numbers fit to the quote from UT above.

Riders of the Westfold

The key source here is the chapter *The Battles of the Fords of Isen* in *Unfinished Tales*.

In Thomas' article on the demography of Gondor and Rohan, Westfold is supposed to harbour about 80,000 people at the time of the War of the Ring.

Applying the 'Hides and Hidage' equation to this population gives us a figure of roughly 3,200 Éothe-gns of the muster and a similar number of 'sturdy men on foot'. This number of Riders equates to 26 full-strength éoreds.

He commanded the Riders of the Muster of Edoras, drawn from this ward, and from some parts of the West-mark and East-mark for which Edoras was the most convenient place of assembly.*

— *Unfinished Tales.*
The Battles of the Fords of Isen

This passage from UT shows that due to geographical constrictions, the Riders of the eastern-most districts of the Westfold are actually counted as part of the Muster of Edoras and mustered there rather than at the Hornburg. If we were to assume that roughly one fifth of the Riders of the Westfold are thus counted as Riders of the Muster of Edoras, that reduces the available Riders to around 2,600 or 21 full-strength éoreds.

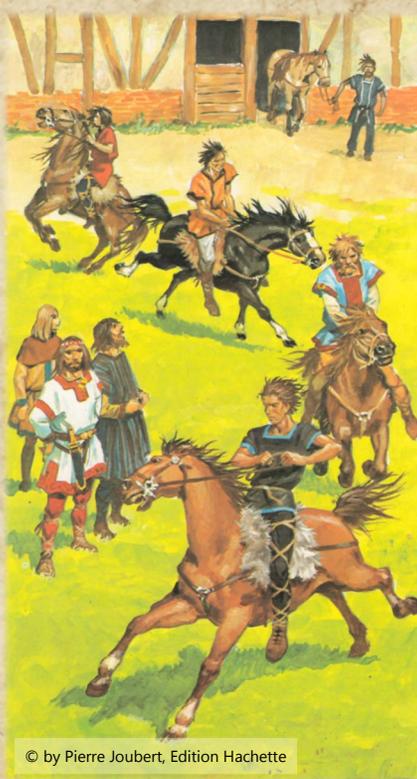
This seems to sit quite well with the numbers for troop dispositions that we find in *Unfinished Tales*. There we discover that, after leaving Elfhelm to organise for a rapid Muster in Edoras, Prince Théodred arrives in Westfold at the head of his household éored and finds that Grimbold of Grimslade is already at the Fords of Isen with ten fully mustered companies of Riders.

When King Théoden subsequently arrives at Helm's Deep, Gamling informs him that 'three parts of the folk of Westfold' are now gathered at the stronghold. Gamling is not, however, a book keeper or census taker but an old and grizzled veteran holding a suitable position in Erkenbrand's

household (such as his Heathward). He is most likely aware of the numbers of Riders that the Westfold can raise and it could, perhaps, be argued he may have based his estimate of the number of refugees on this. Thus, he notes that three parts of the muster have reached Helm's Deep and perhaps it appears logical to him that three parts of the population must be here also. There must certainly still have been many thousands of refugees present to cause him to make such an assertion.

If Gamling's estimate is based on the number of éoreds already mustered, then we know that by the time the King arrives at Helm's Deep, fully three quarters of available Riders have already been gathered. If we take a figure of fifteen to represent this fraction, this means that six full éoreds have not, thus far, reported for the Muster.

Following Prince Theodred's departure to the Fords, Erkenbrand remained at the Hornburg gathering such further Riders as he could. It is my belief that four further companies were raised and that these Riders, accompanied by Erkenbrand's own household men rode to the relief of Grimbold and Elfhelm, amounting to some 600 riders. These same riders were then, I believe, deployed by Gandalf, along with the remnants of Elfhelm's command, to defend the road to Edoras in the event that not all of the host of Isengard should turn to assault the Hornburg. Together with roughly a thousand men on foot (the survivors of Grimbold's garrison) Erkenbrand marched to the relief of the King at Helm's Deep.



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The Levies of Westfold

Having established an idea of the approximate numbers of Riders available to the Westfold Muster, I am now going to look at the numbers of footsoldiers that might likewise be available. The application of the Hides and Hideage formula and the previously discussed requirement for an Éothegn to provide a single Levied Soldier from his holding, gives a similar total of warriors who are not counted a part of the Muster, which is for fully armed Riders only.

When Gamling tells Théoden King of the refugees in the Glittering Caves, he mentions women and children, young and old. The only menfolk mentioned

The Muster of Eastfold

The Folde was part of the King's Lands, but Aldburg remained the most convenient base for the Muster of the Eastmark. [Author's note.]

— *Unfinished Tales.*
The Battles of the Fords of Isen
(footnote to the text)

According to the quote above, the Riders of the Eastfold are usually mustered at the old city of Aldburg (though this may vary according to circumstances and need). With a population of over 92,000 folk, Eastfold can raise 3,680 riders or 30 full strength éoreds and some 3,000 footsoldiers. A number of these riders are counted among the Muster of Edoras, reducing the strength of the Eastfold to 25 mounted companies.

The Muster of Edoras

The Folde has a similarly sized population to that of Eastfold. From among those 92,200 folk, 3,690 Riders can be raised plus some 3,000 footsoldiers. The Riders of the eastern regions of Westfold and those of the westernmost lands of Eastfold are counted among the Muster of Edoras and these add a further twelve hundred men, or ten full éoreds for a total of 40.

Not counted among the Muster, but in direct service to the King are the Knights of his Household. These are 120 strong, the strength of a fully complemented éored.

The Muster of Westemnet

Eastemnet has a population of just over 33,000 persons, most of whom live in the southern part of this land in the broad and shallow valley of the Entwash and along the north bank of the Snowbourne. On paper, it can raise about 1,300 Riders organised into 11 éoreds who are counted as part of the Muster of Westmark and who gather at the settlement of Ængarstead. However, due to the widely dispersed settlement pattern, it takes a considerable time to assemble the éoreds of Westemnet. In addition, no single Lord has the power to assume central authority here. Westemnet has a levy of just over a thousand men. With only a single strongpoint at Ængarstaed to defend, spearmen are much less common here than in the neighbouring Westfold. Instead, the West Emnet prefers to raise companies of mounted bowmen from among its menfolk. A company of such fellows was present at the Fords of Isen, accompanying Prince Théodred and his vanguard into battle.

The Muster of Eastemnet

With a slightly smaller population of 28,000, the Muster of this region is roughly 1,100 Riders arranged into 9 éoreds. Like the Westemnet, the ability of this region to gather its Riders quickly is inhibited by the lack of a centralised command structure and even further, by the lack of an agreed location for assemblage. The Riders of Eastemnet must travel to Aldburg in the Eastfold for the Muster.

The Eastemnet has a levy of just short of a thousand men. Like Westemnet, the vast majority of these men are mounted bowmen who patrol the great wall of the Emyn Muil, the borders of the Fenmarch and the Wetwang.

The Warriors of the Wold

The population of this extensive region of chalky hill country barely exceeds a thousand hardy souls. There are no strongholds in this land and precious few Éothegns, certainly not enough to fully complement and equip an entire éored. Thus the Riders of the Wold gather in ad hoc companies that may number anything from a pair of Riders to perhaps two dozen men, depending on circumstances. What these warriors lack in numbers, they make up for in skill at arms. Life is perilous in these lands and the Riders of the Wold regularly face down raiders who cross the Undeeps to steal black horses.

In the days of King Thengel, a single éored of Riders was raised and posted to Swigonstoc on the banks of the Entwash. Their task was to defend the horse herds of the northern marches against orcs and other horse thieves. This practice had ceased since Théoden King fell under the sway of Gríma, son of Galmod and the folk of the Wold were left to look to their own defence. Swigonstoc is a small hamlet of nearly a hundred souls and is the home of Grím-fara, son of Wídfara, who is counted chief among the riders of the Wold.



oēhēr þīrīds ārīd hāīrīds oēhēr þīrīds ārīd hāīrīds oēhēr þīrīds ārīd hāīrīds oēhēr þīrīds ārīd hāīrīds

WARRIORS OF THE ÉOTHÉOD IN THE TIME OF EORL THE YOUNG

Captains, Champions and Veterans of the Éothéod

These represent the elite of the horsemen of the Éothéod. Some are natural born leaders and heroic individuals but most are little more than thugs, chosen to join the warbands of others because of their tendency to solve any and all problems with violence or the threat of it. The personal retainers of the Lord of the Éothéod are chosen from among such men as these.

Attribute Level: 7

Endurance: 22

Hope: 4

Parry: 9(7+2)

Armour: 3D6+1

Destrier, Tall Spear, Sword or Axe, Shield, Mail Shirt, Cap of Leather and Iron

Weapon Skills: Tall Spear 4, Sword or Axe 4, Bow 2

Common Skills: Personality 3, Movement 3, Perception 2, Survival 2, Custom 3, Vocation 3

Special Abilities: Commanding Voice, Fell Handed

A Rider of the Éored

An Éored is simply the name given to a gathering of riders. This fellow might be the personal retainer of a powerful Warlord or a rider of a particular district under the command of an elected Captain. There is no set number of these riders in an Éored and the only constant is that they are very experienced warriors.

Attribute Level: 6

Endurance: 20

Hope: 3

Parry: 8(6+2)

Armour: 2D6

Courser, Leather Corselet, Tall Spear, Axe or Sword, Shield

Weapon Skills: Tall Spear 3, Axe or Sword 3

Common Skills: Personality 3, Movement 3, Perception 2, Survival 2, Custom 3, Vocation 2

Special Abilities: Fell Handed



The Lord of the Third House © by Joona Kujanen, used with permission

A Sturdy Man on foot

While it may well be every boy's dream to be a rider, it is his duty to defend his homeland. It is a sad truth that, even among the Éothéod, there are those to whom horsemanship does not come easy. Those who are sturdy of body, but less skilled at horsemanship are levied into companies of archers and spearmen. The levied men of Framsburg are required to give up one day in each week to stand guard over the town. The rest of the levy only really exist in theory and the footsoldiers from further afield have never actually been mustered. Should any event require their mustering, they would account for the one fifth part of the muster, but would take several weeks to gather in their entirety.

Attribute level: 4

Endurance: 18

Hope: 2

Parry: 6 (4+2) or 4

Armour: 1D

Leather Jerkin, (Spear, Shield, Dagger) or (Bow, Dagger)

Weapon Skills: Bow 2, Spear 2, Dagger 1

Common Skills: Personality 2, Movement 2, Perception 2, Survival 1, Custom 2, Vocation 1

Abilities: Dour Handed or Fell Handed, Resilient

Mounted Bowmen and Scouts

In the heavily wooded hill country, where armoured riders are of limited effect, the smaller Éothéod communities form patrols of mounted scouts from among those who are not immediately involved in herding and animal husbandry. These patrols might comprise any number, from a pair of scouts to a score or more of mounted men.

They range across the upper Vales, near Mount Gundabad, killing any orcs that dare to show their faces. They also patrol the borders from the Forest River in the east to the confluence of the Greylin and Langwell in the south, watching for incursions by those who would steal from the horse herds or threaten the security of the Kingdom. In times of war these riders gather into companies of horse archers that act as the eyes and ears of the muster.

Attribute level: 5
Endurance: 18
Hope: 3
Parry: 5
Armour: 1D

Pony, Leather Jerkin, Axe, Bow, Dagger

Weapon Skills: Axe 3, Dagger 1, Bow 3

Common Skills: Personality 2, Movement 2, Perception 3, Survival 3, Custom 2, Vocation 1

Abilities: Deadly Archery, Fell Handed, Horse Archery (See Kingsguard Virtue in Horselords of Rohan)

The Éoherë of Rohan in The One Ring

The Muster, or the *éohere* are interchangeable terms used to denote the total combined forces of trained and armoured horse warriors of the Kingdom of Rohan, excluding the Knights of the King's Household and units of mounted bowmen. Only horsemen are considered to be a part of the Muster and it is every boy's dream to fight in the *éored* of a mighty Lord or command one of his own.

The Levy is the term used to describe the foot soldiers raised to garrison and defend the settlements and strongholds of Rohan. Companies of mounted bowmen are raised in the regions of the Wold and the Emnets where there are few, if any strongholds to be garrisoned and there is approximately one footsoldier or mounted Bowman for each Rider of the Muster.

The Knights of the Royal Household and Captains of the Muster

These warriors of the Royal Household represent the elite of the horsemen of the Riddermark. Each man is sworn to the service of the King and would die to defend his person. In return, these Knights live at the King's expense in the barracks at Edoras and are equipped with the finest of armaments and mounts. They are 120 strong, the traditional number of a standard *éored*. Many Captains of the Muster have served in the ranks of the Royal Household.

Attribute Level: 7
Endurance: 22
Hope: 4
Parry: 9(7+2)
Armour: 4D6+4

Destrier, Tall Spear, Sword or Axe, Shield, Mail Coat, Helm.

Weapon Skills: Tall Spear 4, Sword or Axe 4, Bow 2

Common Skills: Personality 3, Movement 3, Perception 2, Survival 2, Custom 3, Vocation 3

Special Abilities: Commanding Voice, Fell Handed, Kingsguard (Shield Raising, Sword and Spear)



Sons of Rohan © by Jenny Dolfen, used with permission

An Éothegn of the Muster

Traditionally, an *éored* comprises a company of 120 Riders and is the one hundredth part of the Muster in its entirety. In reality, an *éored* can vary considerably in size and the number of *éoreds* available for muster fluctuates with the current fortunes of the Kingdom, the haste with which they need be gathered or the actual need at hand.

The nucleus of the *éotherë* are the *éoreds* in service to the Lords and Marshalls of the Mark. These riders are permanently maintained, professional, warriors of great skill and bravery representing roughly one tenth of the host in its entirety. The garrison at Edoras is comprised of five such *éoreds*, led by the First Marshal. The Second Marshal (responsible for the Westmark that encompasses Westfold and West Emnet) commands a single permanently maintained *éored*, as does the Third Marshal (managing the muster of the Eastmark encompassing Eastfold and East Emnet) and the Great Lords of Eastfold and Westfold.

The remainder of the *éotherë* comprises companies of riders called Éothegns, raised on a regional basis and led by local commanders.

Attribute Level: 6

Endurance: 20

Hope: 3

Parry: 8(6+2)

Armour: 3D6+1

Courser, Mail Shirt, Cap of Iron and Leather, Tall Spear, Axe or Sword, Shield

Weapon Skills: Tall Spear 3, Axe or Sword 3

Common Skills: Personality 3, Movement 3, Perception 2, Survival 2, Custom 3, Vocation 2

Special Abilities: Fell Handed

A Sturdy Man on foot

Each Éothegn is required to equip a single foot-soldier from his holdings. Most of these are Spear-men, sturdy fellows arrayed in a Shieldwall, though some are bowmen, gathered in serried ranks behind defensive palisades and embankments. These are the guardians of the Kingdom's strongholds.

Attribute level: 4

Endurance: 18

Hope: 2

Parry: 6 (4+2) or 4

Armour: 2D+1

Leather Corselet, Cap of Iron and Leather, (Spear, Shield, Dagger) or (Bow, Dagger)

Weapon Skills: Spear 2, Dagger 1, Bow 2

Common Skills: Personality 2, Movement 2, Perception 2, Survival 1, Custom 2, Vocation 1

Abilities: Dour Handed or Fell Handed, Resilient

Mounted Bowmen and Scouts

The regions known as the Emnets and the Wold have smaller resident populations and few strongholds. Instead of spearmen, these small communities form ranging patrols of mounted archers from among those who are not immediately involved in herding and animal husbandry. These patrols might comprise any number of men, from a single scout to a score or more of Riders.

They patrol the eaves of Fangorn and the banks of the river Anduin from the Gap of Rohan in the west to the Mouths of the Entwash in the east, watching for incursions by those who would steal from the herds or threaten the security of the Kingdom. In times of war these Riders gather into companies of horse archers that act as the eyes and ears of the muster.

Attribute level: 5

Endurance: 18

Hope: 3

Parry: 5

Armour: 2D+1

Pony, Leather Corselet, Cap of Iron and Leather, Axe, Bow, Dagger

Weapon Skills: Axe 2, Dagger 1, Bow 2

Common Skills: Personality 2, Movement 2, Perception 3, Survival 3, Custom 2, Vocation 1

Abilities: Deadly Archery, Dour Handed, Horse Archery (See Kingsguard Virtue in Horselords of Rohan)

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THE URBANISATION OF GONDOR AND ROHAN

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OM#16 saw an overview of the general population trends of the South-kingdom and now follows its conclusion with the urbanisation of that realm.

This also concludes the series about the three major population areas in the Northwest of Middle-earth (Eriador, Rhovanion and Gondor).

**MIDDLE-EARTH
SCHOLARSHIP**



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Gondor has sufficient 'townlands' and fiefs with a good water and road approach to provide for its population; and clearly has many industries though these are hardly alluded to.

—*The Letters of J.R.R. Tolkien.#154*

INTRODUCTION

In the last Issue of Other Minds, you saw an extensive article about the demographics of Gondor and Rohan throughout the Third Age. In this article now, we will take an extensive look at Gondor's and Later Rohan's urbanisation patterns. So in a way, these two resemble their sister-piece on the demographics of Rhovanion from Issues 14 and 15.

The major difference to Rhovanion is Gondor's and later Rohan's nature as prime examples of organised mannish polities in Middle-earth. This holds especially true for Gondor, whose rulers were able to lead their realm from a relative modest beginning (Arnor being originally the senior and more powerful kingdom of the Realms-in-Exile) to an empire whose splendour and power at its apogee was reminiscent of ancient Númenor. To achieve this – and hold together despite a string of major setbacks throughout the second half of the Third Age – the Kings (and later Stewards) must have commanded a highly organised state with an efficient economy, administration, military, robust infrastructure and demography. Gondor is quite likely urbanised to a much higher degree compared to Rhovanion and even Arnor (and its successor states) and consequently the most highly developed mannish polity in the Northwest of Middle-earth.

THE MAJOR CITIES

It is quite interesting to note that the three major cities of Gondor mentioned by Tolkien (Osgiliath, Minas Anor/Tirith and Minas Ithil) are located no more than 40 miles (ca. 65 km) from each other only while the fourth (Pelargir) lies within another 130 miles (ca. 210 km) of Osgiliath. The supposed

TRENDS IN URBANISATION

Gondor

Apart from the individual development of towns and cities, the provided data also allows for a good overview of population trends. Here the same categorisation of settlement sizes is applied, as in the various maps of this article. The colours in the graph below are used for differentiation and not present on the maps. It shows the trends for Gondor throughout all eras covered here.

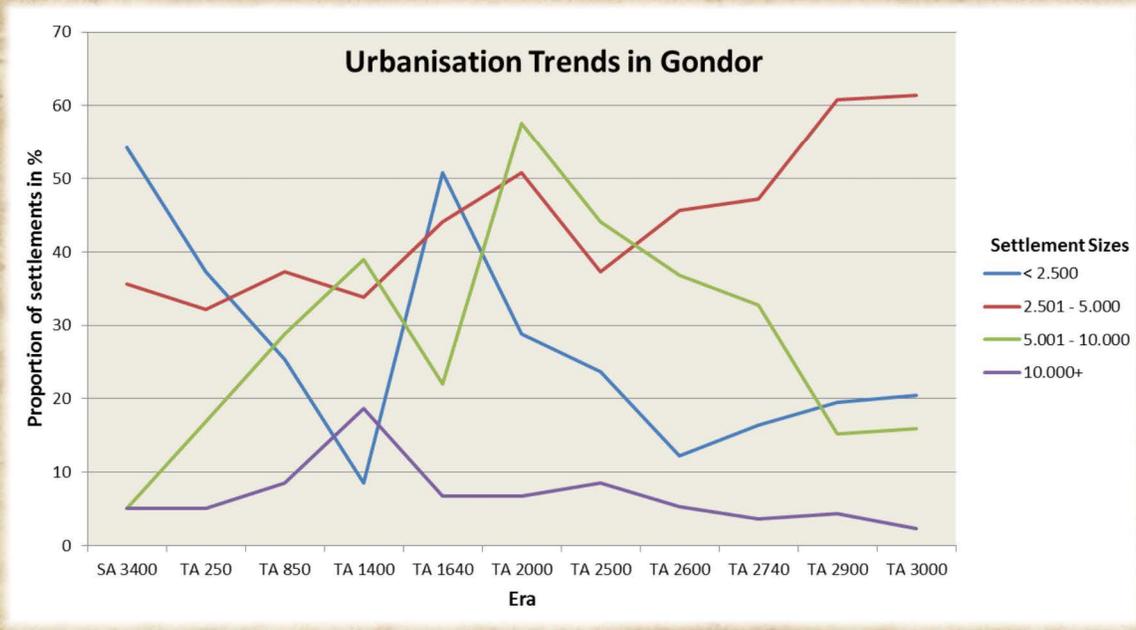
In the beginning small towns (blue line) dominate Gondor's urbanisation pattern, but they grow into larger sized settlements quickly during Gondor's imperial ascendancy. The aftermath of the Plague precipitates a sharp shift back towards smaller sized settlements, but their numbers again decrease until the end of the Third Age. Near the end of the Third Age their share again rises somewhat. The latter is seen as a result of the reign of the Stewards and a gradual de-centralisation of Gondor in contrast to former imperial times, which showed stronger emphasis on fewer and larger cities. This is also best seen in the development of large cities (purple line):

Starting low, their numbers rise until Gondor's apogee (ca. 11th to early 15th century) followed by an almost unbroken downward trend.

The larger medium-sized cities (green line) start low (as do the large cities) and show a general upward trend throughout the age – only interrupted by the Great Plague – that culminates in the late years of the kings, followed by an almost continuous decline towards the era of *The Lord of the Rings*.

The smaller of the medium-sized towns (red line) show a relative uniform trend throughout all the eras covered here. With the exception of TA 2500 we observe a constant increase in the total share of these settlements.

The observations discussed above reflect Gondor's overall development: Starting from relative humble beginnings, the imperial and expansionist era drastically promotes larger cities, while the following decline sees a long-term trend towards towns of limited size dispersed throughout the realm. This is seen as a result of Gondor's increasing de-centralisation and a rise of the power and influence of local lords at the expense of the Stewards' central authority.

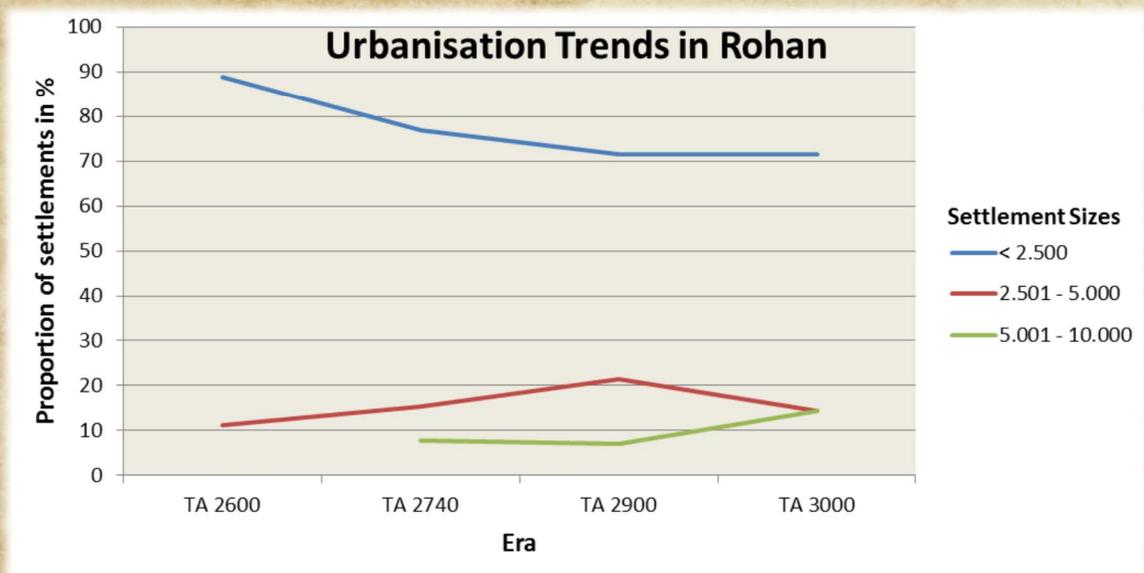


Rohan

Due to the relative young age of Rohan (compared to Gondor) less data is available. But a similar trend is clearly recognisable, depicted in the following graph:

From the start onward, the urbanisation pattern of Rohan is strongly dominated by small settle-

ments, which is fitting for a semi-nomadic society. Later on, the mid-sized towns gain a greater share (red line), which decreases after TA 2900 in favour for Rohan's largest settlements (green line) towards the end of the Third Age. This is seen as a trend of Rohan becoming a slightly more settled society. But still dispersed small settlements dominate Rohan's landscape until the end of the Third Age.



DEFINITIONS

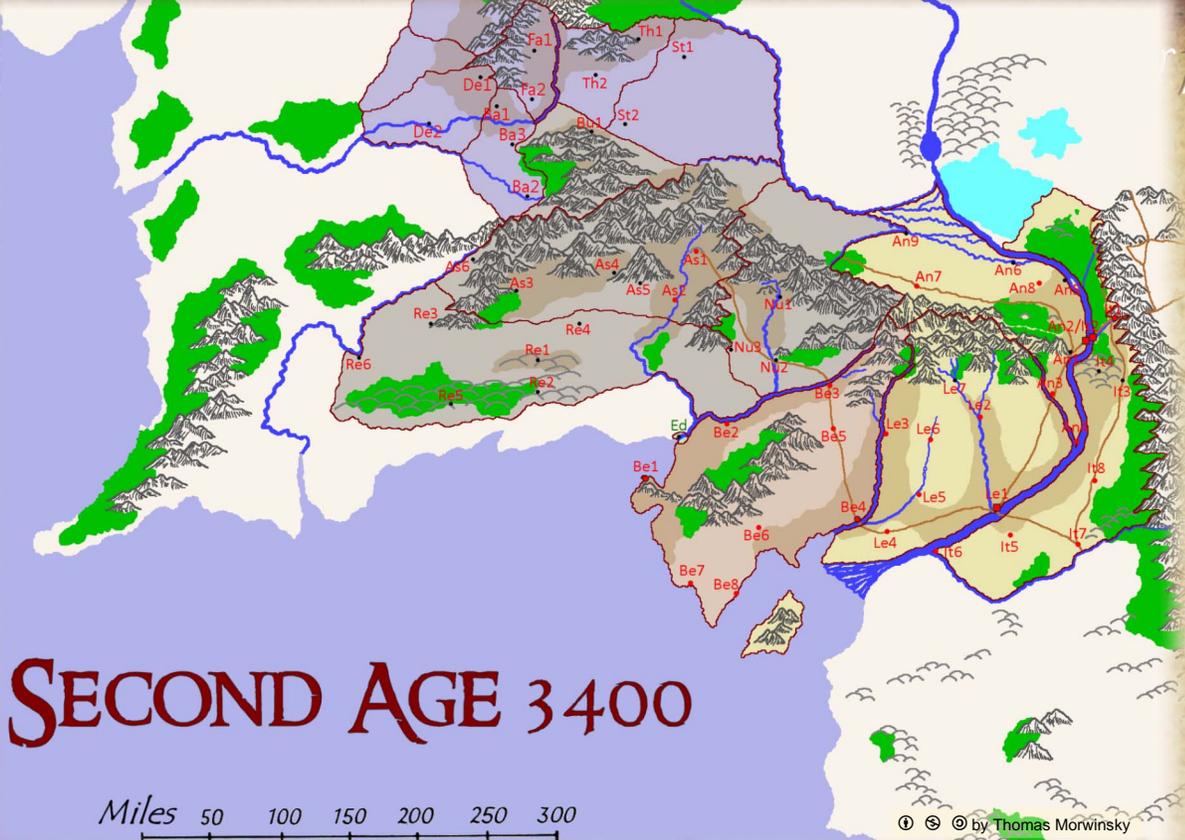
Here we discuss the various settlements within the realms of Gondor, Rohan and the various smaller lordships (namely the Mountain Kingdom of the Oathbreakers and the Elves in Edhellond) throughout the covered centuries (mostly of the Third Age).

As in the previous urbanisation pieces, only the major settlements (in terms of population) are shown here. It is paramount to keep in mind that the described regions harbour a much greater number of smaller settlements (villages, hamlets etc.) that have to be considered when fleshing out the specifics of a given region. Just bear in mind that only about 10% of the population live in "cities" (i.e. the major settlements shown here), while the rest lives in individual cottages/farms, villages etc. spread across the countryside. Only settlements with at least 1,000 inhabitants are covered here and counted as "urban centres". All the other people live in the mentioned small settlements that are not shown on the maps developed here.

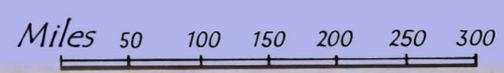
Given the number of settlements covered in this text, it is not possible to give details for all of them. Therefore, only those with the greatest significance in the given time are mentioned. In this way a rough framework is provided to individual LMs/GMs and players, while enough room for creativity is left to develop any region into greater detail. So, in a sense, the arena is still left open for "other hands and minds" to further flesh out Middle-earth.

The population figures for the listed settlements contain two numbers: One regular and one in brackets. The latter one is the population number from the previous era. That way it is a bit easier to gauge the development of a particular settlement without need to switch to another page.

It is also useful to keep in mind the supposed strength of the ruling authority as outlined above. A stronger authority (i.e. government) often also means a more efficient administration and also urbanisation. The general criteria outlined in the OM15 article can also be applied here (continued on next page):



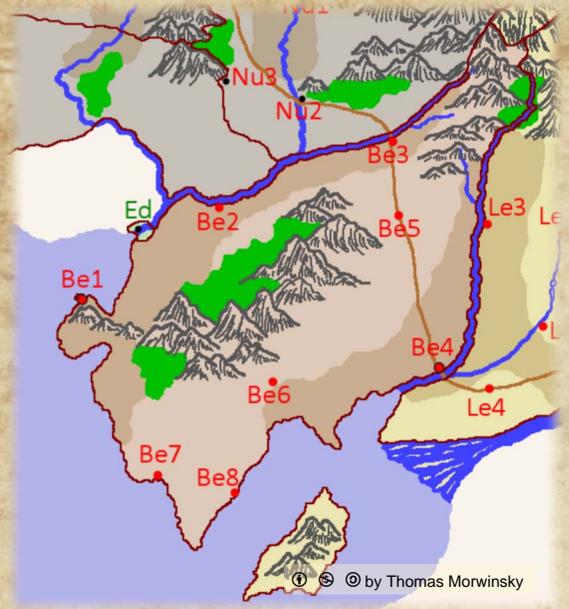
SECOND AGE 3400



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SA 3400

Settlements in Belfalas



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#	Settlement	Realm	Population	Code
1	Lond Ernil	Belfalas	8500	Be1
2	Spathlin	Belfalas	5,000	Be2
3	Ethring	Belfalas	4,500	Be3
4	Linhir	Belfalas	5,400	Be4
5	Aglarwedh	Belfalas	4,000	Be5
6	Gilvorad	Belfalas	3,500	Be6
7	Celegûr	Belfalas	4,000	Be7
8	Ciloth	Belfalas	3,100	Be8

Lond Ernil is the main settlement and the seat of the Prince of Belfalas. It was founded in SA 2820 by Faithful emigrants as a barrier for the southward expansion of the Mountain Kingdom. It is situated strategically on a rocky promontory on the northern side of the bay. A main advantage of the site is the well-protected natural harbour, which serves as a safe haven for all friendly ships.

Spathlin is a frontier town on the Ringló. Its location makes it a centre of both trade and military strength should the Mountain Kingdom (Conagach) think about threatening the borders.

Ethring has a similar role as Spathlin in both protecting the western border as well as acting as a gateway for trade and communication with its western neighbour.

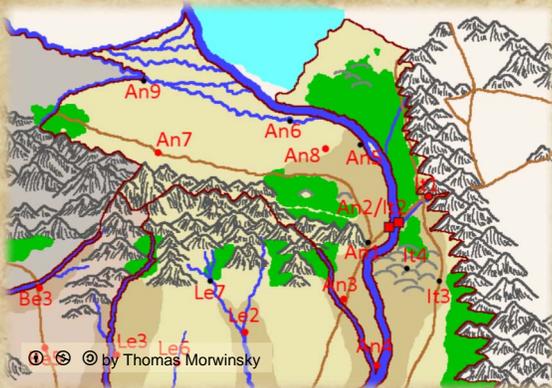
Linhir is the Belfalas' eastern gateway to Lebenin. It commands the main crossing over the Gilrain, which is also the border between the Land of the Prince and Gondor. It is a centre of trade and shipping in the area.

Celegûr is Belfalas' most important port in the southern peninsula, providing protection and infrastructure.

Settlements in Anórien

Level of central authority: high

Anórien is Anárion's own province while Osgiliath and the overall rule of the kingdom is shared with Isildur. Along with Ithilien, Lebennin and (later) Belfalas it forms the heart of the South Kingdom. Owing to its relatively recent formation, it is not as populous as Lebennin, but well-organised and growing.



#	Settlement	Realm	Population	Code
1	Minas Anor	Gondor	2500	An1
2	Osgiliath (west)	Gondor	15,000	An2
3	Englobar	Gondor	2600	An3
4	Mildil	Gondor	3,000	An4
5	Orchilion	Gondor	2,200	An5
6	Ralwath	Gondor	2,400	An6
7	Garel	Gondor	3,700	An7
8	Mithrod	Gondor	3,900	An8
9	Perendol	Gondor	2,200	An9

Minas Anor was founded in SA 3322 shortly after the landing of Isildur and Anárion. Its role is very different from that in the late Third Age. Around SA 3300, the reach of the Mountain Kingdom extended far to the east, and a fortress was established as an outpost by the Númenóreans of Lebennin at the far eastern end of the White Mountains to protect against possible incursions from the northern side of the mountains into the Anduin area and Lebennin. After this area's takeover by Anárion, the fortress was rebuilt and greatly enlarged, as it was also considered an excellent site for a base for a future westward expansion of Anórien. About 80 years later, the lands north of the eastern White Mountains have been incorporated into Anórien and Minas Anor no longer lies at the western frontier of the realm. Still it retains the original fortress character with only a small civilian population and – in comparison – a strong military presence. In this time it somehow resembles later Isengard – only on a much grander scale.

Only the topmost level, the connecting pathway and the first level behind the Outer Walls exist at this time and they differ significantly from the late-Third Age outlook. A regular stone wall was considered more than adequate to deal with any possible attacks from the Hill-folk. In any case vast free spaces that are used for agriculture and gardening exist within the walls. This also reinforces the image of a garden-fortress (like Angrenost in later years).

With Sauron's return to Mordor this all changed and plans were made to strengthen the city's defences. The Númenóreans mustered all their skill and crafted the wondrous Outer Walls of the same material to be used at Orthanc.

Osgiliath is without doubt the vibrant centre of the royal provinces. Situated on both sides of the Anduin, the city lies in the territory of two provinces (Anórien and Ithilien). Due to its royal status however, it is a separate administrative region and is ruled by an independent city council which is subordinate to the Twin Crown directly. For demographic purposes, it is calculated on the basis of Anórien and Ithilien though.

Garel is Anórien's principal urban centre in the recently established and settled western territories. The whole area still has a frontier feel to it.

Mithrod serves as the urban centre of the area near Cair Andros and was the first "staging ground" for the westward move. This role has now been taken over by Garel (see above).

Ralwath is one of several smaller settlements along the rivers bordering Anórien. Its primary role is to provide access to the easy transport of mass or heavy goods along the waterways. Together with **Perendol** it also is the gateway into the Onodló area.

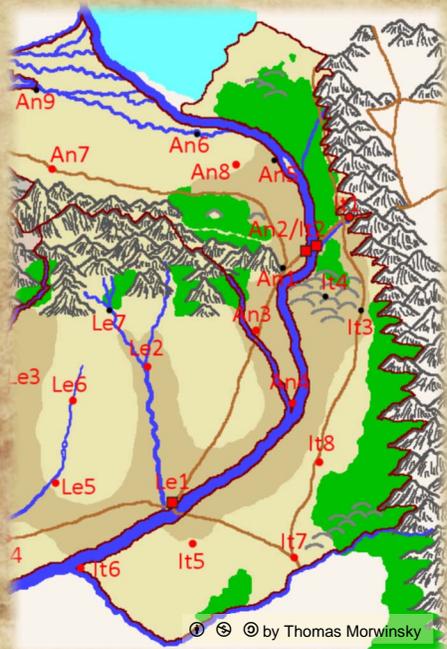


Ar-Pharazôn © by Turner Mohan, used with permission

Settlements in Ithilien

Level of central authority: high

Likewise to Anórien, Ithilien is a royal province – Isildur’s in this case. Even though founded only recently, it is prosperous and vibrant with life. Its long border and close contacts with Lebennin and Anórien attribute to this. Together these three provinces form a very compact block, greatly assisting in the development of the two new royal provinces.



#	Settlement	Realm	Population	Code
1	Minas Ithil	Gondor	5500	It1
2	Osgiliath (east)	Gondor	16,500	It2
3	Rolaith	Gondor	2,500	It3
4	Imragar	Gondor	2,200	It4
5	Gerwing	Gondor	3,100	It5
6	Ivalas	Gondor	4,000	It6
7	Brineth	Gondor	3,000	It7
8	Angring	Gondor	3,300	It8

Minas Ithil was founded parallel to Minas Anor in SA 3322 shortly after the landing of Isildur and Anárion. In contrast to the late Third Age, it is now a vivid and teeming city, seat of Isildur, the senior co-king of Gondor and centre of his own province. Even though its size is limited yet, the grand plans of Isildur are recognisable, with large areas within the amazing walls still undeveloped. Isildur plans to make his city the primary centre of learning and culture in Gondor.

Osgiliath has already been mentioned in the entry for Anórien. Everything that has been stated there applies to the eastern part of the city as well.

Angring is the centre of mid-Ithilien and the prosperous town provides all the urban services that are needed in the area.

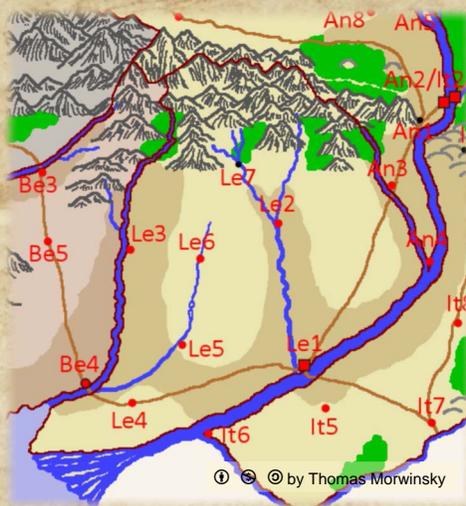
Brineth near the Fords of the Poros (Athrad Poros) is Ithilien’s gateway to the South. In addition to its function as a local hub of trade and travel, it also keeps watch over any possible incursions coming from this direction.

Ivalas is an important town for south-eastern Gondor, as the cargo from larger ocean-going ships is reloaded into smaller riverine craft for upriver transport on the Poros.

Settlements in Lebennin

Level of central authority: high

Lebennin is the most ancient Faithful fief in Middle-earth by far. Since the 24th century of the Second Age, Elf-friends from Númenor who felt pressure and persecution in their homeland, emigrated to Middle-earth with Lebennin as their primary destination. In this time, the formerly independent Pelargirean League has relinquished its independence and subordinated themselves to the sons of Elendil in exchange for far-ranging internal autonomy.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	29100	Le1
2	Geleph	Gondor	4,000	Le2
3	Ered Thralor	Gondor	5,000	Le3
4	Indros	Gondor	3,400	Le4
5	Tir Belevorn	Gondor	4,200	Le5
6	Minas Brethil	Gondor	5,000	Le6
7	Tunion	Gondor	2,300	Le7

Pelargir is the principal city in Lebennin and the oldest of the Faithful in Middle-earth. It is a bustling port city and the economic hub of the South-kingdom. Its lord is the most senior of the Númenórean nobles after the Prince of Belfalas. The intensive traffic between Arnor and Gondor is done primarily by sea in these years and consequently Pelargir’s importance and inhabitants are still growing.

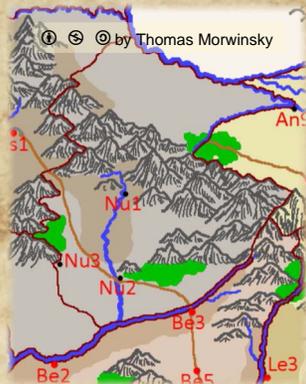
Geleph lies at the foot of the Lebennin highlands, being the local centre for the highlands and especially the new settlement at *Tunion* where rich mineral deposits have been discovered and are exploited.

Minas Brethil and *Ered Thralor* lie at the centre of Lebennin's agricultural heartland and provide all the necessary urban services needed for local communities. Minas Brethil is the second most important centre after Pelargir.

Settlements in Nusan

Level of central authority: medium

The Mountain Kingdom (*Conagach* in the indigenous tongue and *Erydarnad* in Sindarin) is the principal mannish realm beside the Númenórean fiefdoms. However, it is less developed and consequently its settlements and towns are considerably smaller, especially if they are compared to metropolitan areas like Osgiliath or Pelargir.



#	Settlement	Realm	Population	Code
1	Ossa	Conagach	2500	Nu1
2	Kadech	Conagach	1,500	Nu2
3	Denfrat	Conagach	1,000	Nu3

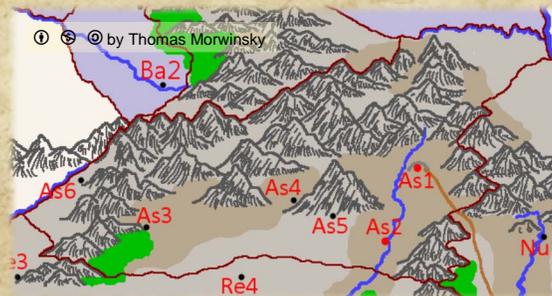
The town of **Ossa** is the most important spiritual centre of the Orodbedhrim. Even more importantly, the local cult stems from an older tradition, pre-dating the people's worship of Melkor (and indirectly – Sauron). Due to it being a symbol of ancient tradition, it is still allowed to exist, even though side-lined by the now official Cult of Melkor who has corrupted most of the people in the area (as it did in Númenor). Despite this, the town is a major population centre in the eastern part of the kingdom and the main settlement in Nusan. It is also the southern base for the pass in the White Mountains that leads into the northern parts of Nusan.

Kadech lies at the foot of the easternmost spur of the Ered Nimrais. Despite its limited size (according to Númenórean standards), it is the most important trading centre in eastern Nusan. It serves also as the gateway to and from the Númenórean realms.

Settlements in Asim

Level of central authority: high

This is the central part of the Mountain Kingdom (*Conagach* or *Erydarnad*). Together with Remit, it harbours the greatest part of its folk and it is here that the king has his seat.

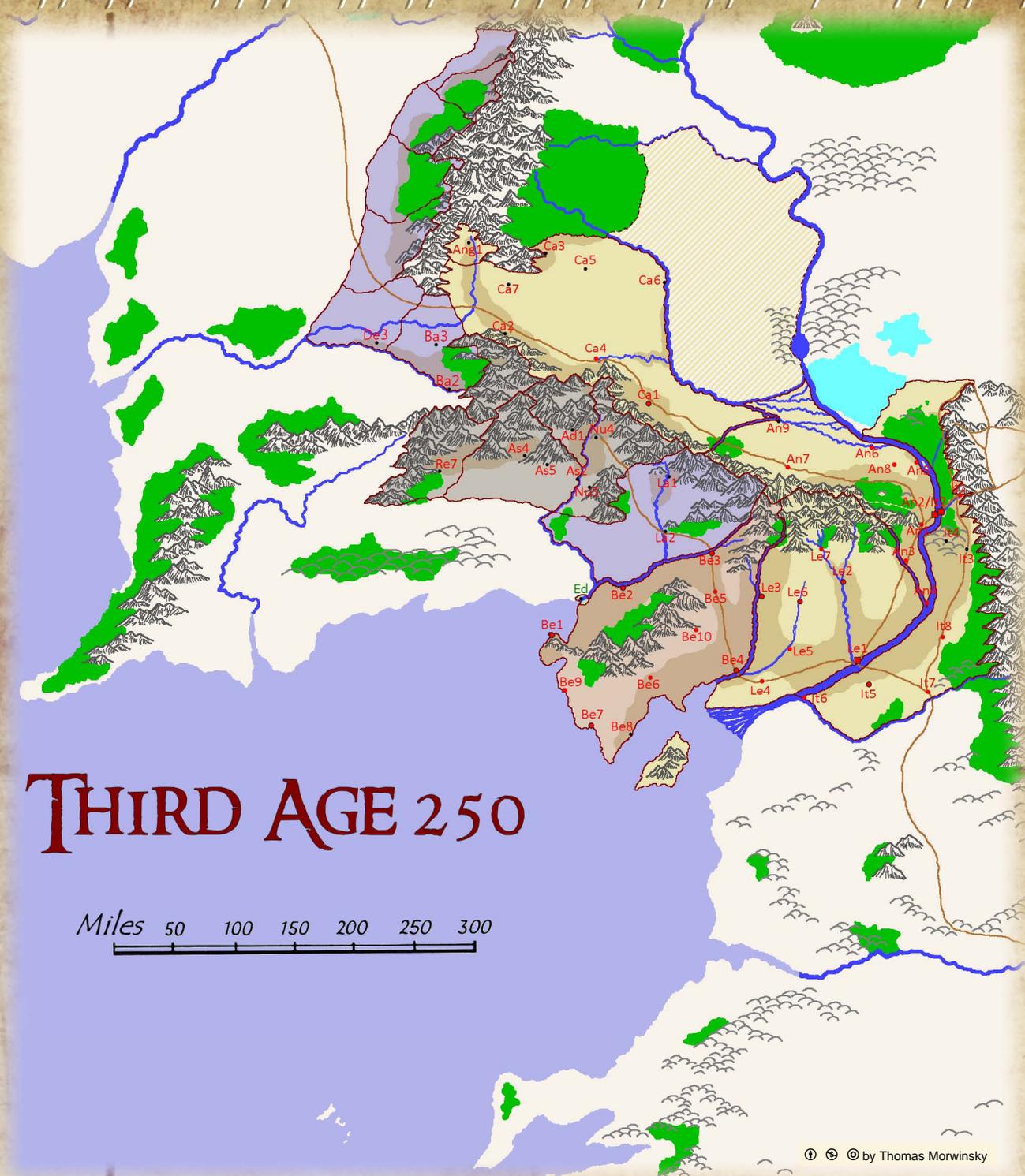


#	Settlement	Realm	Population	Code
1	Erech	Conagach	4200	As1
2	Conturg	Conagach	2,700	As2
3	Donal	Conagach	2,100	As3
4	Arach	Conagach	1,800	As4
5	Tartnaich	Conagach	2300	As5
6	Unnuch	Conagach	2,200	As6

Erech is the seat of the King of the Mountains. Although small by Dúnadan standards, the city is well-built and serves the king well. It lies close to the Dark Stair, the underground passage that ends in Dunharg. This is the centre of the Melkoric cult and extensive subterranean passages and chambers have been built here. It is here at Erech that the old king swore the oath of fealty to Isildur. The ancient black stone on the hill nearby is silent testimony to that and reminds the people of their obligation. The current king feels uneasy about it, torn between the oath and his old allegiance to Darkness. He hopes that the business of choosing between the two will pass him by.

Conturg is the most important town after Erech and controls all the traffic coming up the river Morthond. Thus its relative modest size is no indicator of the role it has in the lordship.

Unnuch is of special interest, as it lies on the very edge of both the kingdom and Asim. Its remote location would not normally suggest a sizeable settlement, but the presence of mines in the area has made it a comparably rich within the kingdom.



THIRD AGE 250

Miles 50 100 150 200 250 300

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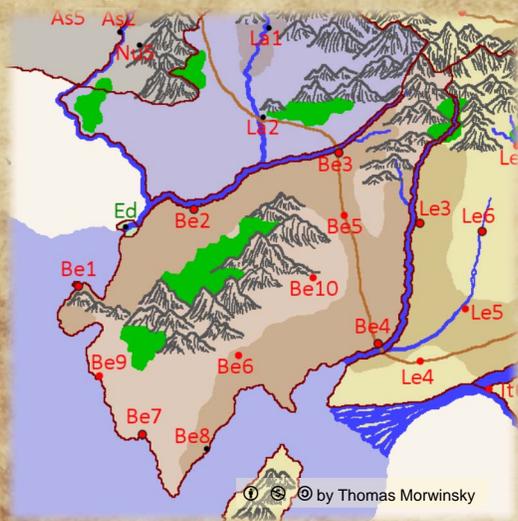
Colour	Realm	Notes
Beige	Gondor	Shaded: Claimed but not yet settled
Red-Brown	Belfalas	
Blue	Lamedach	North of Ered Nimrais: Gwathuirim clans
Gray	Princdoms of former Mountain-kingdom	

TA 250

Settlements in Belfalas

Level of central authority: high

Belfalas is still an independent principedom, although in great friendship and close alliance with the expanding realm of Gondor. Overall, a steady population growth can be observed.



#	Settlement	Realm	Population	Code
1	Lond Ernil	Belfalas	9,500 (8,500)	Be1
2	Spathlin	Belfalas	5,100 (5,000)	Be2
3	Ethring	Belfalas	5,300 (4,500)	Be3
4	Linhir	Belfalas	5,900 (5,400)	Be4
5	Aglarwedh	Belfalas	4,000 (4,000)	Be5
6	Gilvorad	Belfalas	3,200 (3,500)	Be6
7	Celegûr	Belfalas	5,800 (4,000)	Be7
8	Ciloth	Belfalas	2,400 (3,100)	Be8
9	Aramrad	Belfalas	4,500 (-)	Be9
10	Tir Celevras	Belfalas	3,900 (-)	Be10

Lond Ernil prospers in the bliss following Sauron's defeat. A sense of peace and hope permeates the city, which is now more than before in close friendship with Edhellond. The positive era of the past 250 years has led to a steady population growth.

Spathlin and **Ethring** have benefited from the fragmentation of Conagach (the Mountain-kingdom) as well as the establishment of Lamedach as an independent realm of the more friendly Hill-folk. Both towns command central positions at crossing points of the Ringló and profit from increased traffic.

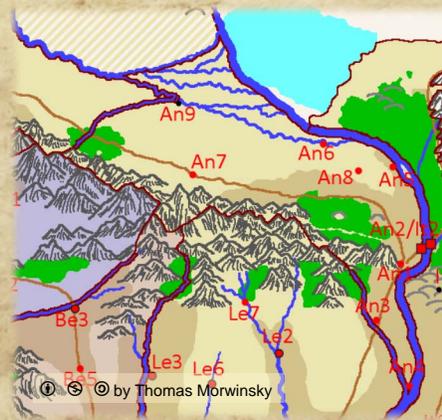
Celegûr has greatly profited from increased traffic on the Bay of Belfalas and its population have substantially grown in the past 200 years.

Tir Celevras is a new town that has grown from a small rural village at the feet of the Ered Falas. It owes this fortune to the discovery of rich ore deposits in the nearby mountains.

Settlements in Anórien

Level of central authority: high

By this time Anórien has evolved in the (sole) king's own province. The lasting peace brought by the victory over Sauron enabled it to heal the wounds of the long and exhausting war. Slowly it is growing, ready for the upcoming imperial expansion of the South-kingdom. Urban development within this province heavily focusses on Osgiliath, whereas the other urban communities are relatively small.



#	Settlement	Realm	Population	Code
1	Minas Anor	Gondor	2,700 (2,500)	An1
2	Osgiliath (west)	Gondor	24,5400 (15,000)	An2
3	Englobar	Gondor	2,700 (2,600)	An3
4	Mildil	Gondor	3,400 (3,000)	An4
5	Orchilion	Gondor	2,700 (2,200)	An5
6	Ralwath	Gondor	2,700 (2,400)	An6
7	Garel	Gondor	4,100 (3,700)	An7
8	Mithrod	Gondor	4,500 (3,900)	An8
9	Perendol	Gondor	2,300 (2,200)	An9

Minas Anor still is of very limited size. Anórien has been significantly enlarged, Conagach has fallen and the territory north of the Ered Nimrais has been named the province of Calenardhon. Consequently, there is no longer any need for a massive fortress as protection against the tribes of the mountains from the west (or the threat of Mordor from the East). Minas Anor now is a fortress inside the Kingdom's heart. Now that its protective function is no longer needed, the kings have recognised its potential as a summer retreat, and modified it to this purpose. Agriculture has been reduced to a subsistence level and for personal recreation. Consequently, the garden part has been enlarged greatly. The population has only minimally increased since Anárion's time, and they are for the most part occupied with the upkeep of this royal retreat. Despite its limited population, it is the seat of the governor of the province, as Osgiliath (the largest city by far) is a separate polity and technically not part of Anórien.

Osgiliath is the bustling metropolis of the whole province (and of Ithilien as well). Since the time of Anárion and Isildur, its population has almost doubled and its splendour is already outshining all other urban centres in the area. The prestige of being the royal city and economic prosperity create the sense of a new era for the city and Gondor as a whole.

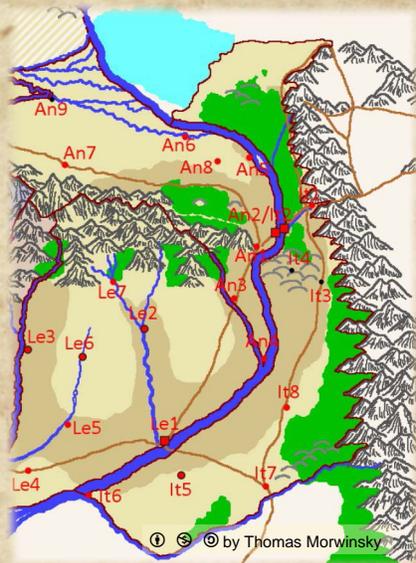
Garel and the other existing towns in Anórien haven't changed much in terms of population and role. Their growth reflects an evolutionary trend, with gradual increases rather than exceptional growth. **Mithrod** and especially **Garel** are the key settlements for the development of western Anórien and especially the new province of Calenardhon west of Anórien.

Settlements in Ithilien

Level of central authority: high

Ithilien was heavily involved in the War of the Last Alliance: First as a battleground when Sauron's forces attacked through the Ithil pass, destroyed Isildur's city and penetrated all the way to the gates of Osgiliath. Eventually, they were driven back and the land was freed from their brief occupation. Afterwards it became the logistic base for the long siege of Barad-dûr, and most of the necessary supplies were channelled through Cirith Ungol. Isildur's famed taking of the almost impregnable fortress of Agazlam (see *Other Minds*, Issue 11) opened up the way for this vital route.

In the days of king Cemendur Ithilien was awarded the status of the queen's province, much as Anórien is considered the king's.



#	Settlement	Realm	Population	Code
1	Minas Ithil	Gondor	4,800 (5,500)	It1
2	Osgiliath (east)	Gondor	25,000 (16,500)	It2
3	Rolaith	Gondor	2,400 (2,500)	It3
4	Imragar	Gondor	2,200 (2,200)	It4
5	Gerwing	Gondor	5,100 (3,100)	It5
6	Ivalas	Gondor	4,500 (4,000)	It6
7	Brineth	Gondor	3,600 (3,000)	It7
8	Angring	Gondor	4,800 (3,300)	It8

Minas Ithil has suffered badly in the War of the Last Alliance, when it was occupied and later razed by Sauron's troops. Afterwards, other priorities prevented its re-building, but in SA 3439 Isildur laid the foundation for the reconstruction of his city that should become even more beautiful and special than before. The aftereffects of the destruction and the attraction of Osgiliath for new people have limited its growth however, and its population still is below the level in Isildur's time. It is considerably bigger than Minas Anor though, and has established itself as a centre of art, culture and education in Gondor. The university is renowned for its scholars and knowledge gathered there. Beside these more "intellectual" aspects, Minas Ithil is also the administrative centre of the province.

Osgiliath has already been mentioned in the entry for Anórien.

Angring has greatly profited from the development and reconstruction efforts following the war. It is now the centre of trade and local administration in south-central Ithilien.

Gerwing has profited from its relative proximity to Pelargir and the overall population growth in southwestern Ithilien. It serves as the region's urban centre and provides all the services the surrounding rural areas need.

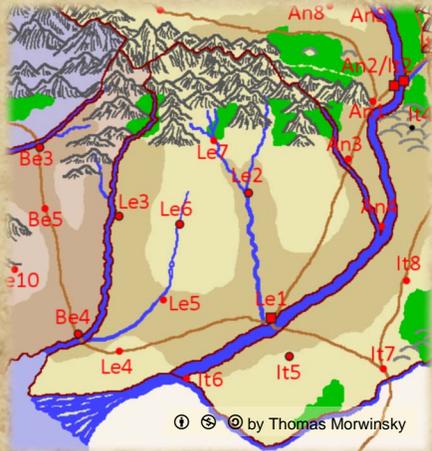


Finduilas Faelivrin © by shyangell, used with permission

Settlements in Lebennin

Level of central authority: high

Lebennin has fared well in the past two and a half centuries. Even though war strained its resources, the land itself was untouched by the conflict. Still the wounds are slow to heal and its population grows only slowly at this time.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	36,000 (29,100)	Le1
2	Geleph	Gondor	5,100 (4,000)	Le2
3	Ered Thralor	Gondor	5,700 (5,000)	Le3
4	Indros	Gondor	3,400 (3,400)	Le4
5	Tir Belevorn	Gondor	4,500 (4,200)	Le5
6	Minas Brethil	Gondor	5,500 (5,000)	Le6
7	Tunion	Gondor	2,700 (2,300)	Le7

Pelargir is still the province's principal port and stands out as the most ancient and magnificent city of the Faithful. Osgiliath may have royal splendour and a larger population, but it is here in Pelargir where merchants produce a great part of the country's wealth and where people from foreign lands can be seen. Especially the city's contacts to the south and Umbar draw the king's attention, as the latter (Númenór's most ancient haven) is still in the hands of *Ârúwânai* (King's Men). Despite this, there is limited trade with them and this is mainly facilitated through Pelargir. Compared to all the other towns and cities in the province, Pelargir has experienced the biggest growth.

Beside Pelargir, *Geleph* has also seen substantial growth. This is largely attributed to the rich mines near *Tunion* (the principal mining city) and Geleph's central location at the confluence of the Sirith and Celos from where the ore is shipped to its further destinations.

Minas Brethil and *Ered Thralor* still thrive as the centres of rural Lebennin, where much of the agricultural produce is marketed.

Settlements in Calenardhon

Level of central authority: medium

Around TA 250, the settled lands of Calenardhon reach approximately to the Onodló. Nomadic herders also use the lands of the northern borderland regions with almost no official Gondorian presence (but officially claimed by it).

In this time the Great Road crosses the Isen over a solid and wide stone bridge and it is considered as another example for superior Númenórean craftsmanship.



#	Settlement	Realm	Population	Code
1	Calvirien	Gondor	5800	Ca1
2	Harnost	Gondor	2,000	Ca2
3	Ride	Gondor	2,500 (1,000)	Ca3
4	Minas Meneth	Gondor	3,100	Ca4
5	Cothilt	Gondor	2,300 (1,000)	Ca5
6	Athrad Onodló	Gondor	2,000	Ca6
7	Gwyreth	Gondor	2,300	Ca7

Calvirien is the seat of Calenardhon's governor. Its location makes it fairly well accessible from Anórien while at the same time lying well within the province's borders. It is the first major stopover and garrison to watch over the Great Road. It has grown quickly during the time of royal charters and privileges for settlement in Calenardhon and is now the province's largest settlement by far.

Minas Meneth is the province's second city – both in importance as well as in population. It is situated near the source of the Celuloss (S. "Snow source"), about halfway between the Fords of Isen and Anórien's border. This area marks the perfect city location along the Great Road. In addition, its stra-

tegic location in the centre of the province makes it an ideal choice to station a garrison.

Harnost is a fortress and settlement at the end of the Ered Nimrais. It is strategically well placed to guard the Crossings of the Isen. At this time, there is a bridge over the Isen. It was constructed along with the Great Road. The task of guarding the Isen crossing is shared with Angrenost to the Northwest. The fortress' location in relation to Angrenost is also the reason for its name ("South-fortress").

The towns of *Ride*, *Cothilt* and *Gwyreth* are older settlements of the Gwathuirim who remained in their ancestral lands when the Númenóreans came to take it for their own. The people have accepted their new lords, but they remain cautious of them.

Athrad Onodló is the primary gateway into northern Calenardhon. It lies in the best spot to cross river's local ford. This gives the town an excellent position for both trade and the natural starting point for travels into the north. Not surprisingly, there are numerous businesses selling equipment for travelling through untamed lands.

Settlements in Angrenost

Level of central authority: high

This territory was established shortly before the War of the Last Alliance. At that time it was already recognised that a safe and reliable land connection between the two Realms-in-Exile was needed. To ensure this, bases to control key chokepoints were needed. The project received high priority shortly after the start of the war and the stabilisation of the war in Gondor. The fortress of Angrenost with its



Tower of Orthanc was built to protect the Gap of Calenardhon (the other new province) from the West against any incursions of the Gwathuirim.

#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	1400	Ang1

The fortress of *Angrenost* is the seat of the territory of the same name. Its core is the great tower of Orthanc. Construction of the site began in SA 3430, when an urgent need for a secure and quick connection between Arnor and Gondor arose due to Sauron's attack upon Gondor. As the area of future Calenardhon was largely unsettled at that time – and Enedwaith completely beyond Númenórean control – capable and sufficient garrisons were needed to

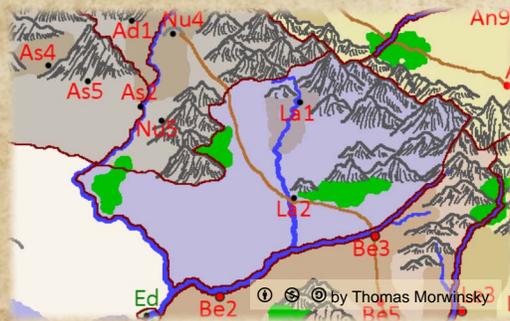
protect the road. The Fords of Isen (then the Isen Bridge), halfway between Minas Anor and Tharbad, was the natural choice for a strong watch post and garrison. The Númenóreans used all their craft in building the pinnacle of Orthanc, built from the same material as the great outer wall of Minas Anor. The fortress was finished in SA 3434, shortly before the Battle of Dagorlad.

At this time it serves as the northern anchor point of the great western protection system and it is the local centre of urban services in the area. The local commander is responsible for keeping an eye on the Gwathuirim to the west, but there hasn't been hostile activity worth mentioning for decades.

Settlements in Lamedach

Level of central authority: medium

Even before the Orodbedhrim swore the oath to Isildur, there existed a power struggle among the Great of that realm. One faction argued for a conservative and expansionist policy, embracing the ideology of the Dark Religion, while others preferred more cooperation and friendship with the Men of the Sea. This inner conflict increased with the oath to Isildur. And already three years before Sauron's attack it became clear that the traditionalists would not honour the oath if called upon. As a consequence, the western territories seceded from the kingdom, calling their own realm Lamedach after its ruler (a younger son of the king at Erech). Some limited military actions to force them back into submission followed, but this local conflict was soon overshadowed by the much larger war when Sauron attacked Gondor. The people of Lamedach are descendants of the Orodbedhrim, albeit from a related branch and not the core people that became the Oathbreakers.



#	Settlement	Realm	Population	Code
1	Ossa	Lamedach	700 (2,500)	La1
2	Calembel (ex-Kadech)	Lamedach	1,600 (1,500)	La2

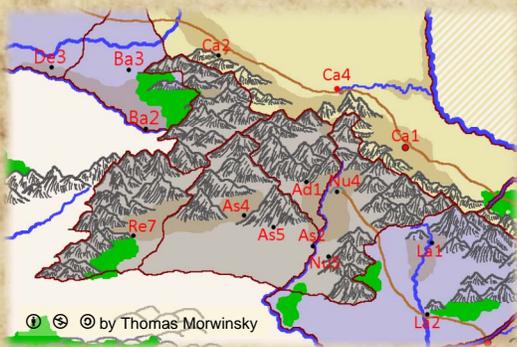
The town of *Ossa* has suffered drastically from the upheavals in Hill-folk society. But despite its diminished size, it preserves the cultural heritage of the people, originating in its sacred site at the headwaters of the river *Ciril*.

Calembel (the new name of former *Kadech*) now is the most populous town in this territory – even though quite small by Númenórean standards. The lord of *Lamedach* has his seat here.

Settlements in Nusan, Asim and Remit

Level of central authority **Nusan**: medium

The Mountain Kingdom (*Conagach* in the indigenous tongue and *Erydarnad* in Sindarin) is no more at this time. It fell apart with the death of its last king early in the Third Age. The resulting individual lordships compete for influence and will never again regain a unified polity. *Nusan* has shifted westward, now encompassing the old heartland of the realm. This breakup is generally seen (by the Númenóreans) as a first sign of the Oathbreaking and the decline of the people. Generally, the Oathbreakers do not welcome foreigners, but their dwindling numbers make it hard for them to hold their territory. Consequently, they have retreated towards the core of their former realm – freeing up territory for the Númenóreans and other people.



#	Settlement	Realm	Population	Code
1	Erech	Nusan	1,600 (4,200)	Nu4
2	Hungennarg	Nusan	1,500 (-)	Nu5

Erech now is much diminished compared to earlier times. It reflects the overall losses of population among the Oathbreakers, as well as a decline in lore and knowledge. A gloomy atmosphere permeates the town.

Hungennarg is one of the new towns of the Oathbreakers. Despite this, the size remains limited, reflecting the overall trend.

Level of central authority **Asim**: medium

Asim has also shifted westwards, losing much territory to the rival lordship of *Nusan*. As with all the Oathbreakers, their numbers have fallen and consequently the size number of their settlements have decreased after the Oathbreaking.

#	Settlement	Realm	Population	Code
1	Arach	Asim	1,500 (1,800)	As4
2	Conturg	Asim	1,900 (2,700)	As2
3	Tartnaich	Asim	1,700 (2,300)	As5

Arach and *Conturg* serve as the primary settlements with the former as the lord's seat.

Level of central authority **Remit**: medium

This lordship is by now the most marginalised of the Oathbreakers. Confined to the uttermost west of their range, it plays no significant role in the local Oathbreaker politics.

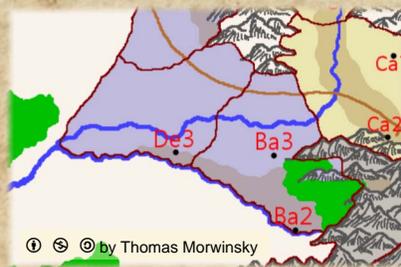
#	Settlement	Realm	Population	Code
1	Donal	Remit	1,700 (2,100)	Re7

Donal is now the only significant settlement in this lordship and the seat of its chieftain.

Settlements in Ader, Derca and Bael

Level of central authority: low

Many of the *Gwathuirim* have accepted the rule of the Númenóreans when the latter established the provinces of *Calenardhon* and *Angrenost*. Those who were unwilling to accept this joined their brethren across the *Isen*. A significant group (for later history) is that one re-locating into the future West-March between *Adorn* and *Isen*.

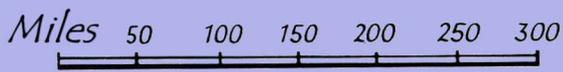


#	Settlement	Realm	Population	Code
1	Byrins	Derca	1300	De3
2	Eyrans	Bael	800	Ba2
3	Althais	Bael	1,100	Ba3

Byrins is the local centre in *Bael*.

Eyrans occupies a favourable spot near the source of the *Adorn*. it offers a number of natural advantages and remains settled throughout the whole age.

THIRD AGE 850



Colour	Realm	Notes
Beige	Gondor	
Blue	Gwathuirim clans	dark areas: higher population densities
Gray	Princedoms of former Mountain-kingdom	

© by Thomas Morwinsky

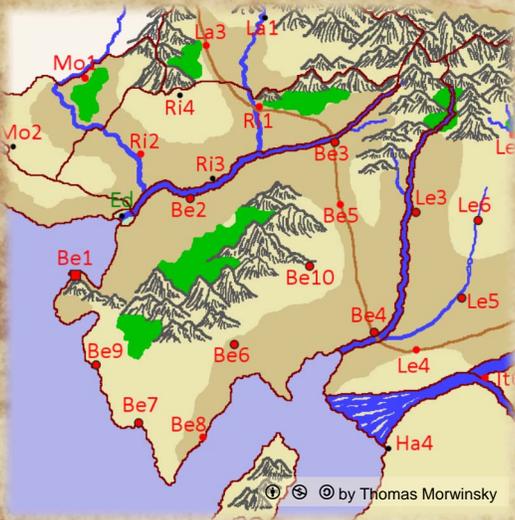
TA 850

Settlements in Belfalas

Level of central authority: high

Belfalas is now part of Gondor. In light of the growth of “old” Gondor and the overall political situation, the Prince deemed it wise to fully join the south-kingdom. Still, he was able to retain certain rights, secured the most exalted position as first among the great lords of Gondor and remains ruler of Belfalas. The overall prosperity of this early Ship-kings era is also felt in this territory.

All of the cities in the area continue to grow, though some faster than others.



#	Settlement	Realm	Population	Code
1	Lond Ernil	Gondor	12,200 (9,500)	Be1
2	Spathlin	Gondor	5,900 (5,100)	Be2
3	Ethring	Gondor	5,800 (5,300)	Be3
4	Linhir	Gondor	6,700 (5,900)	Be4
5	Aglarwedh	Gondor	4,400 (4,000)	Be5
6	Gilvorad	Gondor	5,200 (3,200)	Be6
7	Celegûr	Gondor	6,100 (5,800)	Be7
8	Ciloth	Gondor	2,900 (2,400)	Be8
9	Aramrad	Gondor	5,200 (4,500)	Be9
10	Tir Celevras	Gondor	5,400 (3,900)	Be10

Lond Ernil is one of the settlements that grow exceptionally strong. The general mood has changed from relaxation and peace after Sauron’s defeat to one of expansion and activity. The city is Gondor’s principal port in western Gondor and the only one with close contacts to an elven community. The recent seaward-orientated policies of Gondor under Tarannon (first as crown-prince and later as king) offered the city (and other coastal towns) excellent development opportunities.

Linhir links Lebennin and Belfalas and it is also one of the centres profiting from the policies of the recent kings.

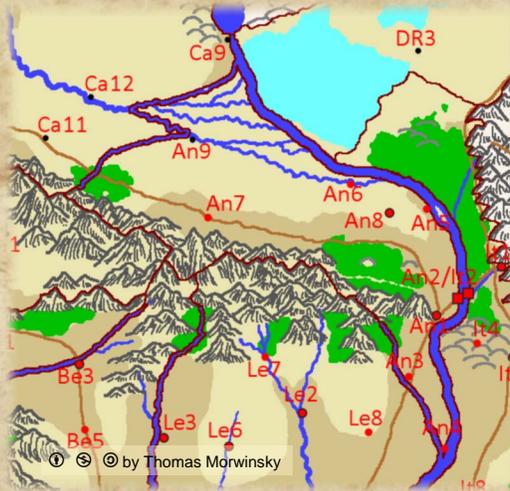
Gilvorad is one of the few landlocked towns that grew unusually strong. The discovery of rich mines in the area has attracted many more people and it is now a bustling boomtown devoid of its older and more provincial character.

Tir Celevras is similar to Gilvorad, as both owe their prosperity to mineral riches in the mountains nearby. The town has now developed into the province’s mining and metal-working centre. This is complemented by the surrounding countryside which provides the necessary foodstuffs.

Settlements in Anórien

Level of central authority: high

The lasting peace since Sauron’s defeat enabled the province to heal its wounds of the long and exhausting war. Now the emerging imperial expansion of the South-kingdom has also reached Anórien.



#	Settlement	Realm	Population	Code
1	Minas Anor	Gondor	5,500 (2,700)	An1
2	Osgiliath (west)	Gondor	27,500 (24,500)	An2
3	Englobar	Gondor	3,500 (2,700)	An3
4	Mildil	Gondor	3,900 (3,400)	An4
5	Orchilion	Gondor	3,200 (2,700)	An5
6	Ralwath	Gondor	3,800 (2,700)	An6
7	Garel	Gondor	4,200 (4,100)	An7
8	Mithrod	Gondor	5,400 (4,500)	An8
9	Perendol	Gondor	2,400 (2,300)	An9

Minas Arnor has now developed into a mid-sized town as far as population is concerned. But even with the growth of the inhabitants, vast spaces are still not occupied and the city still retains its character of a very “green” garden city. It is consid-

ered a well-suited summer retreat from bustling Osgiliath (which now is about ten times the size of Minas Anor). A good part of the significant growth has been due to its status as provincial capital.

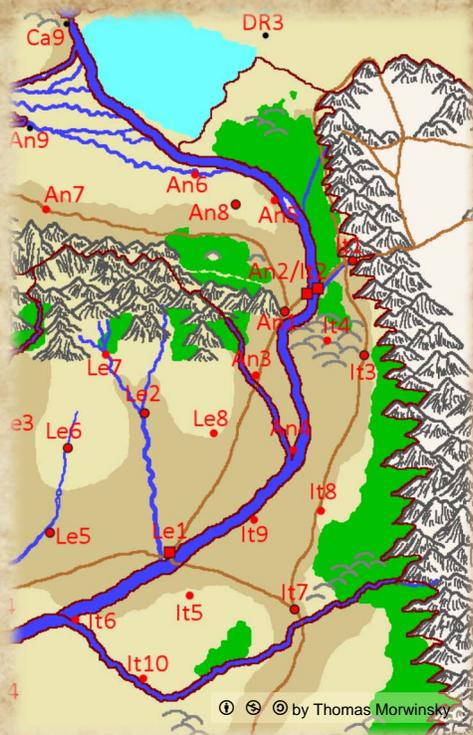
Osgiliath has grown further. The presence of the king and the prestige of being the capital of a growing empire attract new settlers as well as traders and entertaining professions. Embassies from foreign lands add further flavour.

Mithrod has grown as a consequence of the general increase in population in the area north of the Drúadan Forest. It is the most important settlement in central Anórien. In combination with *Orchilion* it oversees the Anduin bend and the crossing at Cair Andros.

Settlements in Ithilien

Level of central authority: high

Ithilien held a central role when Gondor waged a number of wars around TA 500 in Rhovanion. The resulting focus, allocation of resources (as a staging ground) and improvements in infrastructure promoted further growth of the population. Most towns have grown in size and only a few shrank due to reasons outlined below.



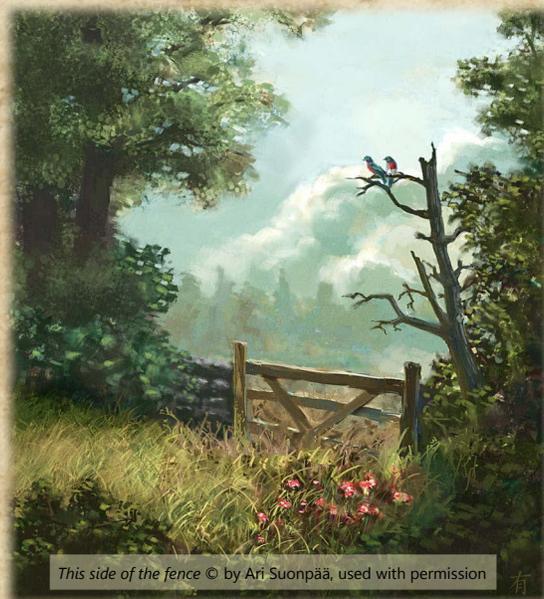
#	Settlement	Realm	Population	Code
1	Minas Ithil	Gondor	8,500 (4,800)	It1
2	Osgiliath (east)	Gondor	34,900 (25,000)	It2
3	Rolaith	Gondor	5,800 (2,400)	It3
4	Imragar	Gondor	3,600 (2,200)	It4
5	Gerwing	Gondor	4,600 (5,100)	It5
6	Ivalas	Gondor	4,300 (4,500)	It6
7	Brineth	Gondor	11,300 (3,600)	It7
8	Angring	Gondor	4,500 (4,800)	It8
9	Tir Aranduin	Gondor	4,800 (-)	It9
10	Minas Amrilos	Gondor	2,800 (-)	It10

The wounds of *Minas Ithil* have healed completely by this time, and Isildur’s city is the sparkling jewel of the province as well as the seat of the governor and his administration. The population has almost doubled compared to TA 250.

Osgiliath has grown even more. Its splendour, prestigious boulevards and impressive buildings make it a truly fitting capital for the Númenórean king.

Brineth is Gondor’s strategic base for its continuing conquest of the new province of Harondor (South Gondor). Its population has grown immensely and it now is the second-largest city in Ithilien – even more populous than Minas Ithil. Its outlook is much more martial in character than the serene provincial capital.

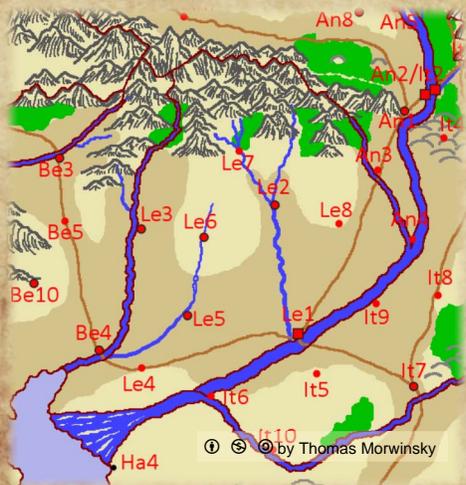
Minas Amrilos commands the best crossing point of the lower Poros. Its good position is also the reason for its rapid growth in the recent past, when it served as a staging point for patrols and supply depot for Gondorian troops south of the river.



Settlements in Lebennin

Level of central authority: high

Since the current king Tarannon took an active role as Captain of the Hosts, Lebennin has been a focus of his efforts for Gondor's expansion along the coasts. In addition to the military armament programs, innovations in agricultural techniques have led to a higher production of foodstuffs. This provides a solid base for its still growing population.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	44,000 (36,000)	Le1
2	Geleph	Gondor	5,100 (5,100)	Le2
3	Ered Thralor	Gondor	8,500 (5,700)	Le3
4	Indros	Gondor	3,400 (3,400)	Le4
5	Tir Belevorn	Gondor	9,500 (4,500)	Le5
6	Minas Brethil	Gondor	8,400 (5,500)	Le6
7	Tunion	Gondor	4,800 (2,700)	Le7
8	Galathlangoth	Gondor	4,000 (-)	Le8

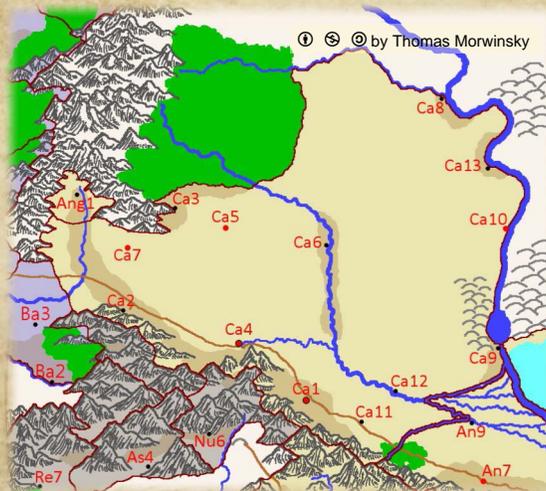
Pelargir is one focus of the Crown's military efforts to enlarge the realm and bring new territories under its control. Beside the already extensive trade volume, the naval programme has brought much work and new labour force to the region. All factors combined have led to a sharp increase in the city's population.

The populations of **Ered Thralor**, **Minas Brethil** and **Tir Belevorn** have increased significantly. The rich farmlands along the Gilrain and Serni prosper and these local centres have grown correspondingly.

Settlements in Calenardhon

Level of central authority: medium

The number of settlements in Calenardhon has increased markedly, while the size of the towns remains small, reflecting the overall light population density. Despite the limited absolute numbers, it is a prosperous province.



#	Settlement	Realm	Population	Code
1	Calvirien	Gondor	6,000 (5,800)	Ca1
2	Harnost	Gondor	1,800 (2,000)	Ca2
3	Ride	Gondor	2,500 (1,000)	Ca3
4	Minas Meneth	Gondor	5,100 (3,100)	Ca4
5	Cothilt	Gondor	3,600 (2,300)	Ca5
6	Athrad Onodló	Gondor	2,000 (2,000)	Ca6
7	Gwyreth	Gondor	3,000 (2,300)	Ca7
8	Tir Limlaith	Gondor	2,200 (-)	Ca8
9	Raurost	Gondor	1,900 (-)	Ca9
10	Minas Bregail	Gondor	2,800 (-)	Ca10
11	Círel	Gondor	2,000 (-)	Ca11
12	Faelval	Gondor	1,900 (-)	Ca12
13	Tirith Anduin	Gondor	2,300 (-)	Ca13

Minas Meneth has grown considerably. Aside from Calvirien it is the most important settlement along the Great Road. Its location makes it the ideal starting point for travel into the north of the province.

Tir Limlaith, **Raurost**, **Minas Bregail** and **Tirith Anduin** are all new (and small) frontier towns along the Anduin that have been deliberately founded by the kings to provide the garrisons along the Anduin with urban services. Especially **Tir Limlaith** near the North and **Tirith Anduin** at the South Undeeps play a crucial role in regulating and controlling traffic over the river. At both sites Gondorian engineers built wooden bridges over the river that greatly ease and channel traffic.

At **Athrad Onodló** it is no longer necessary to use the ford to cross the river. A solid bridge with stone basements and a wooden bridge leads over it into the wide northern plains.

Settlements in Angrenost

Level of central authority: high

This territory has not changed much since the last era. Apart from the finishing touches on the fortress and the establishment of a loyal (if overall small) population of indigenous people, there is little change here. The Gwathuirim have not threatened Calenardhon or its people for a long time, so Angrenost is already some kind of backwater within Gondor. Still it holds a key position in communications with Arnor, and therefore the kings make sure that everything is kept in good order here.



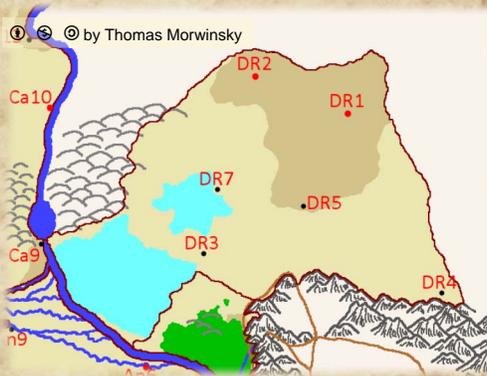
#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	2,000 (1,400)	Ang1

Angrenost still is the only larger settlement here – mostly due to the small size of the area as a whole. Even though this area sees almost no threats, the garrison remains sharp, due to this region's strategic importance. Serving in *Angrenost* is considered an honour among Gondor's soldiers.

Settlements in Oor Rhúnen

Level of central authority: high

This is Gondor's most recent province and similar to Calenardhon at that stage, its structures still reflect "frontier" character. Generous tax exemptions and opportunities of land grants have already attracted many settlers from Gondor. The kings plan further promotions in order to establish a stable demographic base in this area.



#	Settlement	Realm	Population	Code
1	Rhúnost	Gondor	4100	DR1
2	Tirth Thoron	Gondor	3,600	DR2
3	Tirth Nindor	Gondor	1,700	DR3
4	Bar Lithryn	Gondor	1900	DR4
5	Bar Denel	Gondor	1,200	DR5
6	Eithel Gelebrin	Gondor	1,000	DR7

Rhúnost is the principal town here and serves as the administrative, economical and military centre of Gondor in Rhovanion. It is also the primary point of contact with the various Northmen lords from beyond the northern and northeastern border.

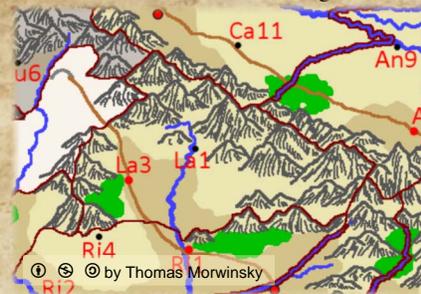
Despite its relative small size, *Bar Lithryn* holds an important position as Gondor's easternmost outpost. Consequently, travellers of all sorts frequent the town as a stopover. It is also the endpoint of the paved road coming out of Ithilien. Beyond this point, the "barbaric" territories (from a Númenórean point of view) begin.

Tirth Nindor has a special role, as it is the site where the monastic scholars are based and care for the graves of the Fallen of the Battle of Dagorlad during the War of the Last Alliance.

Settlements in Lamedon

Level of central authority: medium

In the course of Gondor's recent westward expansion, the formerly independent Hillman lordship of Lamedach has been made a province of Gondor. In return for their submission, Gondor granted their lord the hereditary (but to be renewed on accession of a new ruler) title of governor.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	2,500 (700)	La1
2	Kadimir	Gondor	2,900 (-)	La3

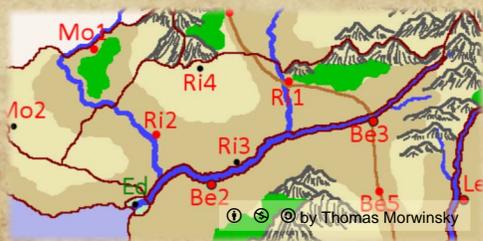
Ossarnen is the new, sindarised name of the older settlement of Ossa. It was a pragmatic choice, meaning simply "Waters of Ossa". With the creation of the province of Lamedon, the site enjoys much prosperity.

Kadimir is the new principal town in the province and the seat of the local lord. This has also attracted trade which led to a relative strong growth of the settlement.

Settlements in Nan Ringló

Level of central authority: high

Like Lamedon, this province has been newly created when Crown prince Tarannon led Gondor's armies (and diplomats) on the westward expansion. In contrast to Lamedon, this is a Númenórean-dominated province with a substantial number of Dúnadan settlers moving to the area. Still, "ordinary" men of mostly Orodbedhrim-related stock form the vast majority of the people living here.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	3,800 (-)	Ri1
2	Dúnir	Gondor	2,800 (-)	Ri2
3	Glanhir	Gondor	2,200 (-)	Ri3
4	Belegil	Gondor	2,500 (-)	Ri4

Calembel is the province's principal town and the place of the governor.

Glanhir is the smallest town in the province at this time, but the proximity of nearby Spathlin on Belfalas' side of the river puts it in a good position as a centre for trade and commerce.

Settlements in Anfalas

Level of central authority: medium

This is Gondor's youngest and least populated province in this time, which is also reflected in the small size and low number of its towns. Distances between settlements are also much larger in comparison to Gondor's other territories.



#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	3,600 (-)	Af1
2	Annúlon	Gondor	2,800 (-)	Af2
3	Serelond	Gondor	1,900 (-)	Af3

Rondalph serves as the province's seat of government and administration. It is also the most populous town and the urban centre of eastern Anfalas.

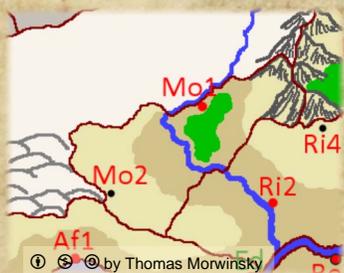
Annúlon serves as the urban centre of western Anfalas. It is also Gondor's westernmost city. The exterritorial outpost on the Cape of Andrast is supplied from here.



Settlements in Morthond

Level of central authority: medium

The area vacated by the Mountain-kingdom in the past centuries is now slowly claimed by Gondor. The new province of Morthond occupies the southern part of the former heart-land of that realm and is still growing.



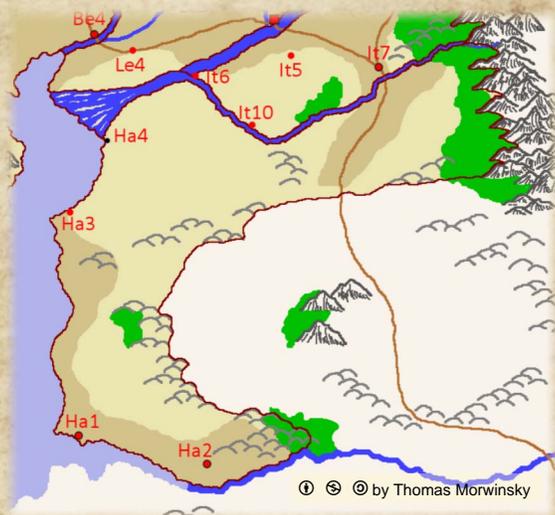
#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	3,000 (-)	Mo1
2	Galenhírost	Gondor	1,900 (-)	Mo2

Minas Bramreth is the province’s primary town and well-situated along the course of the Morthond. The lord of Morthond is looking northward, eager to increase his territory up to the Ered Nimrais.

Settlements in Harondor

Level of central authority: high

Besides the westward expansion, Gondor’s main focus in this time lies in the South. The territory between the Poros and Harnen has long been settled by men. Since the defeat of Sauron they have developed their own polities that lie between the ancient haven (and Ârûwâna stronghold) of Umbar and Gondor, making the region a key strategic interest for the two major powers. For a long time it has been a relatively populous area, making it an all the more a tempting prize. Since the mid-8th century, Gondor has been able to gain control of the area along the Poros, the coast and the Harnen estuary.



#	Settlement	Realm	Population	Code
1	Gobel Mírlond	Gondor	9,000 (-)	Ha1
2	Korb Ugarta	Gondor	6,400 (-)	Ha2
3	Eithel Turin	Gondor	3,000 (-)	Ha3
4	Methir	Gondor	2,000 (-)	Ha4

Gobel Mírlond is the province’s primary town and well-situated along the course of the Morthond. Its founding goes back centuries and for a long time the city is the local centre with a highly developed infrastructure, commerce and cultural life. Beside that, it is (apart from Brineth in Ithilien) the primary staging point for Gondor’s campaigns in the area.

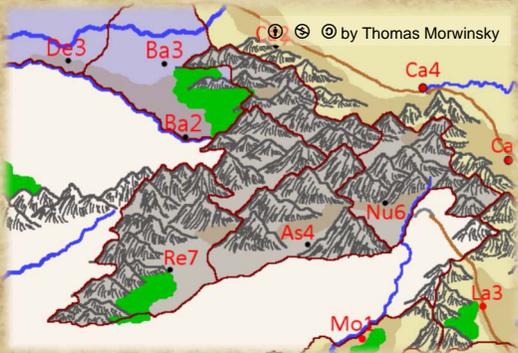
Korb Ugarta was the capital of a local Haruze kingdom, but its last king had no heir and with Gondor encroaching on his borders, he sought the next best solution in bequeathing his realm to the Dúnedain. This ensured the safety and prosperity of his people – even under new masters. A good portion of his lords disapproved this decision and seceded from the realm upon the death of their old king. Thus the immediate Gondorian gain was smaller than hoped for, but the former extent of the king gave them the perfect pretext for further conquests (to “reunite” the former lordship again).

Eithel Turin’s main role is that of an important waypoint along the coastal road. It serves to provide security and a base for Gondorian forces to effectively patrol the area and protect its people.

Settlements in Nusan, Asim and Remit

Level of central authority: medium

The remnants of formerly powerful Conagach have shrunken even more and cling to the extreme west of the White Mountains.



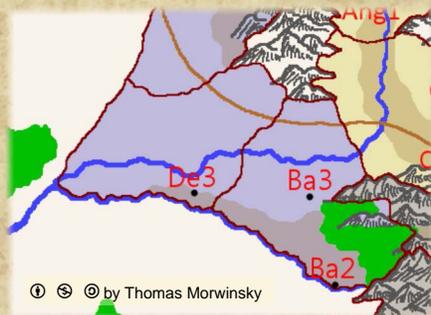
#	Settlement	Realm	Population	Code
1	Durany	Nusan	1,600 (800)	Nu6
2	Arach	Asim	1,500 (1,500)	As4
3	Donal	Remit	1,000 (1,700)	Re7

Durany is the only town that has grown since the last era. Due to the overall limited size this is a relative term, but it shows the trend of concentration in the former centre of the area near Erech, which is deserted in this time. The other towns are either stagnating in terms of size (Arach) or already shrinking (Donal).

Settlements in Derca and Bael

Level of central authority: low

There are no changes worth mentioning in this area compared to the previous era. Thus no individual descriptions for the towns are given.



#	Settlement	Realm	Population	Code
1	Byrins	Derca	1,300 (1,300)	De3
2	Eyrans	Bael	800 (800)	Ba2
3	Althais	Bael	1,100 (1,100)	Ba3



Wild Hunt © by Onur Bakar, used with permission

THIRD AGE 1400

Miles 50 100 150 200 250 300

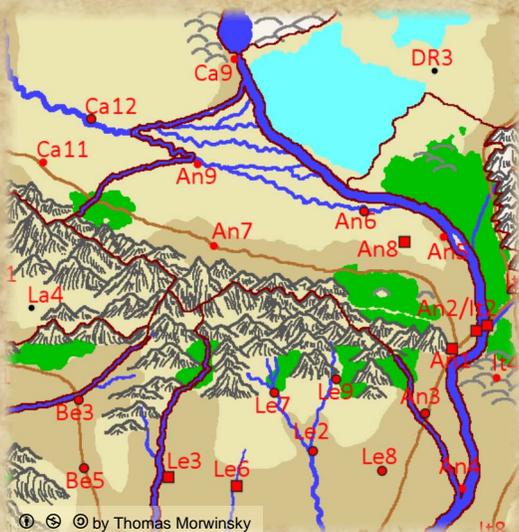
Colour	Realm	Notes
Beige	Gondor	
Blue	Gwathuirim clans	darker areas: higher population densities
Gray	Princdoms of former Mountain-kingdom	

© by Thomas Morwinsky

Settlements in Anórien

Level of central authority: high

The past centuries have brought immense riches to Anórien. In addition, it has never been threatened by war or insecurity, offering the best conditions for growth and development. This prosperity is also reflected in the urban population, which has reached an unprecedented level.



#	Settlement	Realm	Population	Code
1	Minas Anor	Gondor	10,500 (5,500)	An1
2	Osgiliath (west)	Gondor	34,800 (27,500)	An2
3	Englobar	Gondor	3,900 (3,500)	An3
4	Mildil	Gondor	3,900 (3,900)	An4
5	Orchilion	Gondor	3,200 (3,200)	An5
6	Ralwath	Gondor	6,800 (3,800)	An6
7	Garel	Gondor	4,200 (4,200)	An7
8	Mithrod	Gondor	10,600 (5,400)	An8
9	Perendol	Gondor	3,200 (2,400)	An9

Minas Arnor has further grown into a well-developed city in its own right as far as numbers are concerned. There is still a lot of capacity left, and correspondingly the overall appearance still is that of a garden city with large parks and wide open spaces. Its function as a summer retreat has also attracted more people. The provincial capital now is a city in its prime. The good fortunes of the past centuries are reflected in the numbers as well, which have nearly doubled since Tarannon's days.

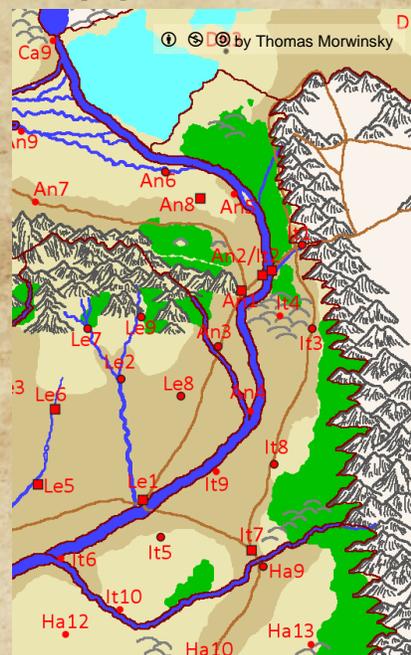
Osgiliath has reached the apogee of its bliss and power about 250 years ago under the reign of Hyarmendacil I. Even though some of the glory and bliss has disappeared for those sensitive enough to notice the signs, the general appearance still is that of the metropolitan capital of the dominating superpower in the Northwest of Middle-earth. The splendour and glory of the past 500 years still permeate every corner and the city's population is at its height.

Ralwath, close to where the southernmost arm of the Onodló and the Anduin meet and **Mithrod** north of Drúadan Forest have grown the largest. This is due to the overall population rise in this core area of Anórien. Mithrod and Minas Anor form the urban core of the province (excluding Osgiliath, which technically belongs to no province).

Settlements in Ithilien

Level of central authority: high

Ithilien has profited immensely from Gondorian politics of the past centuries, as it borders the major campaigning areas in the North and South. The corresponding traffic and trade has brought both immigrants and revenues. Especially the invitation of Rhovanic Northmen into Gondor by Minalcar has increased the people of Ithilien.



#	Settlement	Realm	Population	Code
1	Minas Ithil	Gondor	9,500 (8,500)	It1
2	Osgiliath (east)	Gondor	41,200 (34,900)	It2
3	Rolaith	Gondor	8,700 (5,800)	It3
4	Imragar	Gondor	4,900 (3,600)	It4
5	Gerwing	Gondor	7,000 (4,600)	It5
6	Ivalas	Gondor	4,700 (4,300)	It6
7	Brineth	Gondor	14,200 (11,300)	It7
8	Angring	Gondor	6,500 (4,500)	It8
9	Tir Aranduin	Gondor	4,800 (4,800)	It9
10	Minas Amrilos	Gondor	3,700 (2,800)	It10

Minas Ithil has developed further into the jewel of Ithilien. Though not the largest settlement of the province, it is its spiritual heart. Like its sister city Minas Anor, it is the seat of government. In addition Isildur's city is Gondor's centre of the arts, culture and learning.

Osgiliath's role in this time has been discussed fully in the entry for Anórien above..

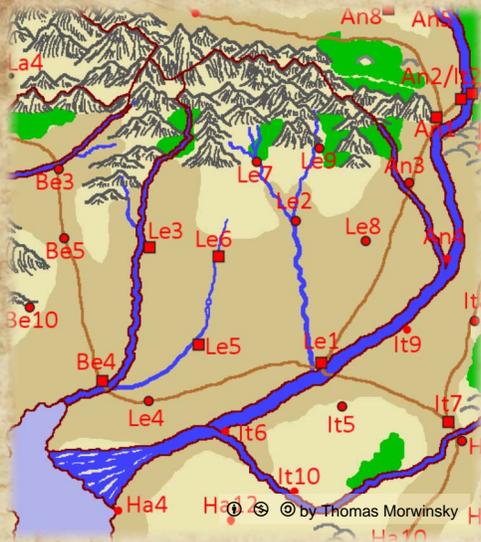
Rolaith has developed into a major trade centre, primarily due to its favourable location along the primary road of the province.

Brineth has immensely profited from the southward policies of the Ship-kings, as it lies so well-situated on a strategic crossing. This importance has attracted many new people. Since Gondor's grip on Harondor has solidified, Brineth is no longer threatened by war and its lords have wisely used the peace to further develop their city.

Settlements in Lebennin

Level of central authority: high

Lebennin has grown significantly in the past centuries when Gondor's expansionary success brought immeasurable riches and profits back home. The urban population has also increased drastically. Lebennin is the textbook case of the most heavily urbanised and developed region within the whole realm. The province's urban population alone rivals the entire population of the province of Anfalas in this time!



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	60,000 (44,000)	Le1
2	Geleph	Gondor	7,600 (5,100)	Le2
3	Ered Thrallor	Gondor	14,000 (8,500)	Le3
4	Indros	Gondor	5,700 (3,400)	Le4
5	Tir Belevorn	Gondor	10,300 (9,500)	Le5
6	Minas Brethil	Gondor	11,800 (8,400)	Le6
7	Tunion	Gondor	9,800 (4,800)	Le7
8	Galathlangoth	Gondor	5,300 (4,000)	Le8
9	Angril	Gondor	8,200 (-)	Le9

Pelargir has reached its demographic peak and is now home to about 60,000 people (about three times of the contemporary population of Tharbad – the biggest city in the North) and shows all facets of a thriving port city that trades with the entire known world and benefits from receiving the royal family's favour over centuries.

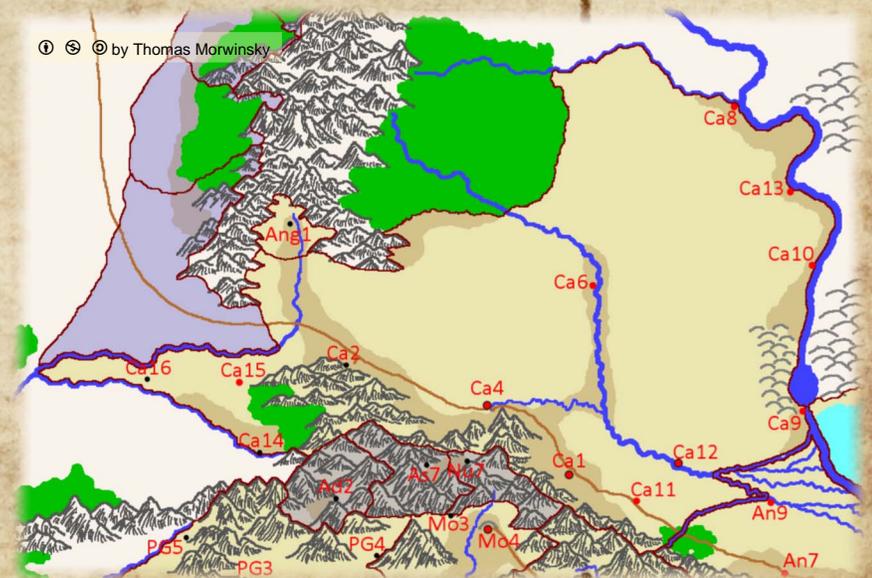
Ered Thrallor is another city that has disproportionately benefitted from the previous centuries of expansion. The rich fields along the Gilrain led to a immense local population growth, which also lead to growing of its central city. The situation is similar for nearby *Minas Brethil*, which also benefits from its location at the main crossing of the Serni.

Angril is an entirely new settlement (at least as far as the scale of major towns is concerned) that owes its existence to another major ore finding in the White Mountains. It is a true boomtown at the end of Gondor's heyday.

Settlements in Calenardhon

Level of central authority: medium

Like the other provinces, Calenardhon has seen a steady growth of its population over the past centuries. In contrast to most other provinces, the future developments begin to show already in this time, even if it is not yet obvious. The policies of Rómendacil II resulted in a strengthening of the Anduin defences, where several mid-sized garrison towns serve as the urban background for the numerous military forts that guard this part of the frontier. As a result of the fortification of the Anduin line, Rómendacil encouraged settlement in the area, precipitating the demographic trend that would shape the demographic trend that would shape the future history of Calenardhon.



#	Settlement	Realm	Population	Code
1	Calvirien	Gondor	5,800 (6,000)	Ca1
2	Harnost	Gondor	1,000 (1,800)	Ca2
3	Minas Meneth	Gondor	6,100 (5,100)	Ca4
4	Athrad Onodló	Gondor	2,600 (2,000)	Ca6
5	Tir Limlaith	Gondor	3,000 (2,200)	Ca8
6	Raurost	Gondor	2,800 (1,900)	Ca9
7	Minas Bregail	Gondor	2,900 (2,800)	Ca10
8	Círel	Gondor	4,400 (2,000)	Ca11
9	Faelval	Gondor	5,700 (1,900)	Ca12
10	Tirith Anduin	Gondor	3,800 (2,300)	Ca13
11	Eyrans	Gondor	2,100 (-)	Ca14
12	Athais	Gondor	3,900 (-)	Ca15
13	Byrins	Gondor	2,300 (-)	Ca16

Calvirien is still the administrative centre of the province, but its population has been stagnating for about 100 years or so before even shrinking ca. 50 years ago. It is generally believed that this is in context with the establishment of a noteworthy population along the Anduin. The same holds true to an even greater extent for **Harnost**.

Minas Meneth is the only city in southern Cale-nardhon whose population has increased. It is now the biggest city in the entire province, most likely due to its fortunate location on the Great Road halfway between the border of Anórien and the Isen.

Athrad Onodló's population has further increased due to the town's favourable location.

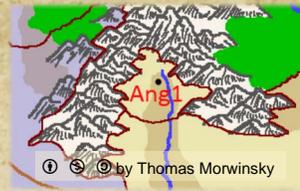
Tir Limlaith, Tirith Anduin, Raurost and **Minas Bregail** along the Anduin have all grown in size – a result of Rómendacil's "Anduin defence" policy. Raurost was the town which was founded as the logistic base for the building of the Argonath at the entrance to Nen Hithoel.

Círel and **Faelval** have experienced a recent boom in the past 100 years when the focus of politics shifted eastward within the province. Faelval commands the best crossing point over the lower Onodló and therefore is the primary gateway to the Anduin line from the south. The increased traffic that came with this has also benefitted of Círel.

Eyrans, Athais and **Byrins**: The peace and security brought by the power of Gondor has also significantly increased the population of the region between Isen and Adorn. It is primarily of dunnish stock and closely related with the Gwathuirim to the North. The – limited – but mostly peaceful contacts of the Dúnedain with these people have also encouraged migration into this area. Consequently, the previously existing settlements (see section about TA 250) have now grown considerably. Athais is the region's administrative centre.

Settlements in Angrenost

Level of central authority: high



No changes worth mentioning have taken place here. Overall this border area is safe and secure.

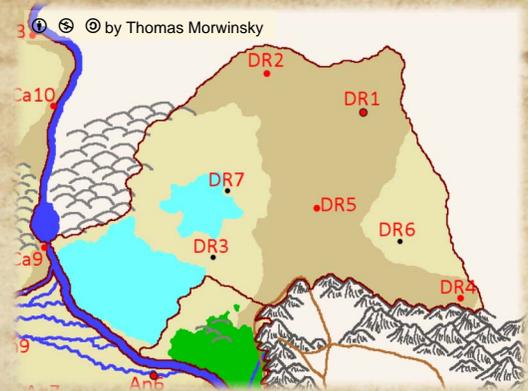
#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	2,000 (2,000)	Ang1

Angrenost still continues in its function as the northern guard over the Isen Bridge. Mostly though there is not much to guard against. The fortress is also the major base for the forts along the Great Road in Enedwaith.

Settlements in Oor Rhúnen

Level of central authority: high

This time sees the Gondorian province at its peak. Rómendacil II's and Valacar's interests in Rhovanion have sparked a growth of population and trade that lasts now for about 150 years. It is the first heyday of Gondorian presence in Rhovanion.



#	Settlement	Realm	Population	Code
1	Rhúnost	Gondor	7,700 (4,100)	DR1
2	Tirith Thoron	Gondor	5,000 (3,600)	DR2
3	Tirith Nindor	Gondor	2,200 (1,700)	DR3
4	Bar Lithryn	Gondor	3,800 (1,900)	DR4
5	Bar Denel	Gondor	2,800 (1,200)	DR5
6	Ilornost	Gondor	1,200 (-)	DR6
7	Eithel Gelebrin	Gondor	1,400 (1,000)	DR7

Rhúnost still is the centre of the province, providing all the services that a sizeable city can offer. It serves as the regional centre not only for Gondor, but also the neighbouring Ehwathrumi princedoms.

Tirith Thoron is the trade gateway for the Grama.

Bar Lithryn is the springboard for anyone wishing to travel further east or coming from there.

Settlements in Lamedon

Level of central authority: medium

Lamedon has consolidated itself as an integral part of Gondor at this time. Its lords claim only very little Dúnadan descent.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	2,500 (2,500)	La1
2	Kadimir	Gondor	4,300 (2,900)	La3
3	Egelost	Gondor	1,400 (-)	La4

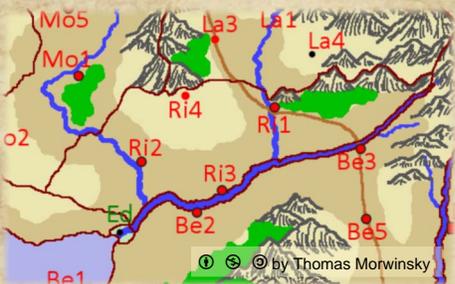
The population of *Ossarnen* has remained relatively stable over the past centuries, and there is nothing special to report here.

Kadimir has benefitted from the overall prosperity and growth substantially and is now the greatest town in the province by far.

Settlements in Nan Ringló

Level of central authority: high

The recent centuries that brought great stability as well as economic growth and prosperity to Gondor were also lucky ones for this province.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	6,500 (3,800)	Ri1
2	Dúnir	Gondor	5,800 (2,800)	Ri2
3	Glanhir	Gondor	6,000 (2,200)	Ri3
4	Belegil	Gondor	3,500 (2,500)	Ri4

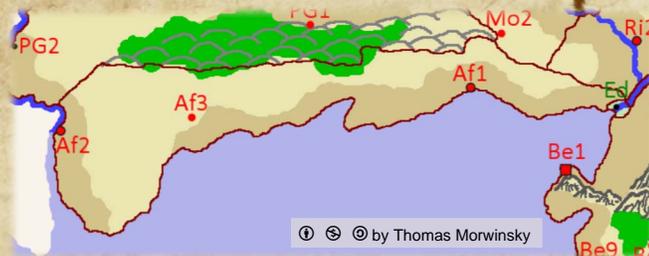
Calembel has grown much and is now the flourishing centre of the province.

Glanhir and *Dúnir* have more than doubled in size due to trade and production of Nan Ringló's own industries.

Settlements in Anfalas

Level of central authority: high

Even the remote territory of Anfalas has experienced a significant demographic increase. There are still only few towns, but their population numbers have risen sharply.



#	Settlement	Realm	Population	Code
1	Rondalgh	Gondor	6,400 (3,600)	Af1
2	Annúlond	Gondor	5,200 (2,800)	Af2
3	Serelond	Gondor	3,700 (1,900)	Af3

Rondalgh has almost doubled in size and serves as the eastern centre of the province.

Annúlond continues with its traditional role of Gondor's westernmost city and the gateway to the strategically important Cape of Andrast.

Ulfas



Ulfas © by Jan Pospisil, used with permission

Settlements in Pinnath Gelin

Level of central authority: medium

This is Gondor's most recent province in the West and was created more than 400 years ago after the Orodbedhrim had vacated the area and the king thought it necessary to finalise Gondor's expansion south of the Ered Nimrais. Even though the province lies in a backward area of Gondor, the mountains' mineral riches and the large tracts of empty land somewhat compensate for its remote location.



#	Settlement	Realm	Population	Code
1	Rond Rhandír	Gondor	4,000 (-)	PG1
2	Adavalinda	Gondor	2,200 (-)	PG2
3	Donal	Gondor	2,500 (-)	PG3
4	Arach	Gondor	2,200 (-)	PG4
5	Unnuch	Gondor	1,800 (-)	PG5
6	Pinnornost	Gondor	1,200 (-)	PG6
7	Annogwain	Gondor	3,000 (-)	PG7
8	Sáraphondost	Gondor	2,000 (-)	PG8
9	Galenhiros	Gondor	2,100 (-)	PG9

Rond Rhandír is the seat of the governor and the urban centre of the province.

Donal is the major mining settlement in the area.

Annogwain commands the best crossing over the middle Lefnuí and thus is the major crossing into the wilderness beyond. It marks the end of Gondor's territory in this time.

Adavalinda lies a bit further west than Annúlond. It has not been given town privileges and thus does not count as a "city", so Annúlond remains the most westerly "city" of Gondor.

Settlements in Morthond

Level of central authority: medium

The area vacated by the Mountain-kingdom in the past centuries is slowly claimed by Gondor. The new province of Morthond occupies the southern part of the former heartland of that realm.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	5,300 (3,000)	Mo1
2	Galenhirost	Gondor	4,500 (1,900)	Mo2
3	Durany	Gondor	2,300 (-)	Mo3
4	Erech	Gondor	6,200 (-)	Mo4

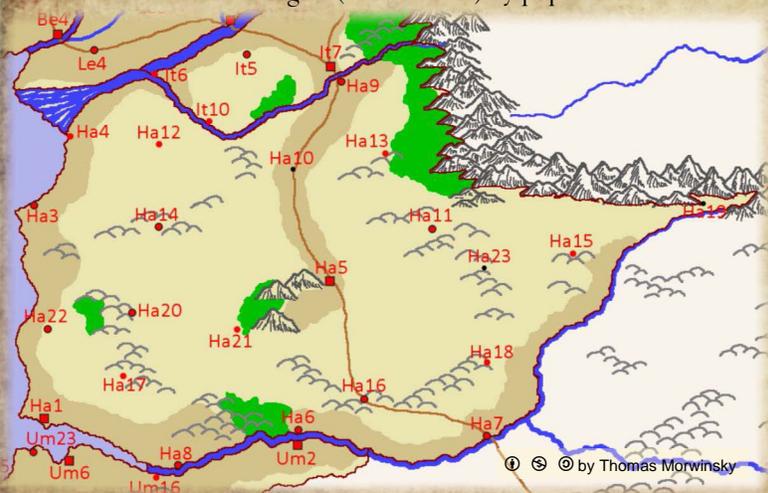
Minas Bramreth still is the province's oldest town and its favourable position continues to provide it with revenues, but it is obvious that its time of preeminence in Morthond is over.

The new city of **Erech** has been built about 400 years ago at the site of the remnants of the Orodbedhrim town of the same name (which was only a village before the Dúnedain came). Especially the great orb brought by Isildur reminds the people of the power of the Dúnedain and the dangers associated with betraying them. The territory of Morthond is among the few areas that are not ruled by a governor appointed by the king, but by a Númenórean family that was granted this fief in the 10th century on behalf of their great merits in the expansion of Morthond. The remaining Orodbedhrim live nearby in the mountains, but their low numbers and avoidance of Gondorian matters make it easy to forget about their existence.

Settlements in Harondor

Level of central authority: high

About 350 years ago Gondor won the decisive victory that secured Gondor's hegemony over the princes of Harad and ensured the long-term rule over the whole of Harondor. The incorporation of this already densely settled and urbanised region increased Gondor's population substantially. Since Hyarmendacil I's days, the political and economic opportunities provided by Gondor have led to a drastic increase of wealth and population in Harondor. The province is now Gondor's largest by area and second-largest (after Umbar) by population.



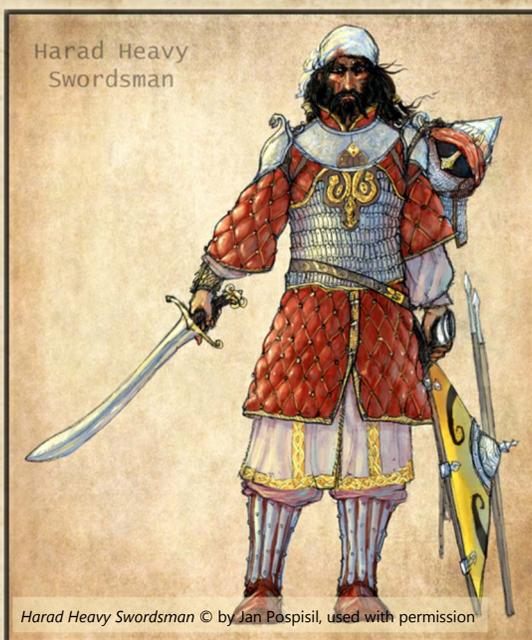
Gobel Mírlond now is one of the provinces primary cities. Though not the seat of the governor, it has the greatest population and is the territory's primary trade hub, attributed greatly due to its strategic position in the Harnen estuary.

For many years *Amon Eithel* was Gondor's operational base in Harondor. Consequently, it also enjoyed the settlement of many civilian support services and when the area was finally secured, the city became the seat of the provincial governor.

The great South Road crosses the Harnen over a big stone bridge at *Tiras Amrûn*, which is Gondor's main gateway to Near Harad and neighbour to *Gobel Ancalimon* to the south. It is also the main strongpoint which keeps an eye on developments in the nearby princedoms. This function has become increasingly important over the last 200 years. The waning of Gondor's hegemony over its southern client-states is felt strongest here.

Eithel Turin, *Celegost* and *Imlad Carnen* are the most important regional centres in the province.

#	Settlement	Realm	Population	Code
1	Gobel Mírlond	Gondor	18,100 (9,000)	Ha1
2	Eithel Turin	Gondor	5,400 (3,000)	Ha3
3	Methir	Gondor	4,700 (2,000)	Ha4
4	Amon Eithel	Gondor	15,900 (-)	Ha5
5	Tharven	Gondor	6,900 (-)	Ha6
6	Tiras Amrûn	Gondor	5,200 (-)	Ha7
7	Kor Pendan	Gondor	7,000 (-)	Ha8
8	Iant Poros	Gondor	5,300 (-)	Ha9
9	Lúrelost	Gondor	3,600 (-)	Ha10
10	Imlad Carnen	Gondor	9,200 (-)	Ha11
11	Emelin	Gondor	4,600 (-)	Ha12
12	Minas Húngor	Gondor	4,900 (-)	Ha13
13	Almirond	Gondor	5,900 (-)	Ha14
14	Jebat	Gondor	3,400 (-)	Ha15
15	Minas Risjar	Gondor	5,500 (-)	Ha16
16	Sarunost	Gondor	4,000 (-)	Ha17
17	Heran	Gondor	3,500 (-)	Ha18
18	Minas Airenareva	Gondor	2,400 (-)	Ha19
19	Celegost	Gondor	6,400 (-)	Ha20
20	Poshun	Gondor	4,700 (-)	Ha21
21	Minas Hartharos	Gondor	6,200 (-)	Ha22
22	Jaeri	Gondor	2,100 (-)	Ha23

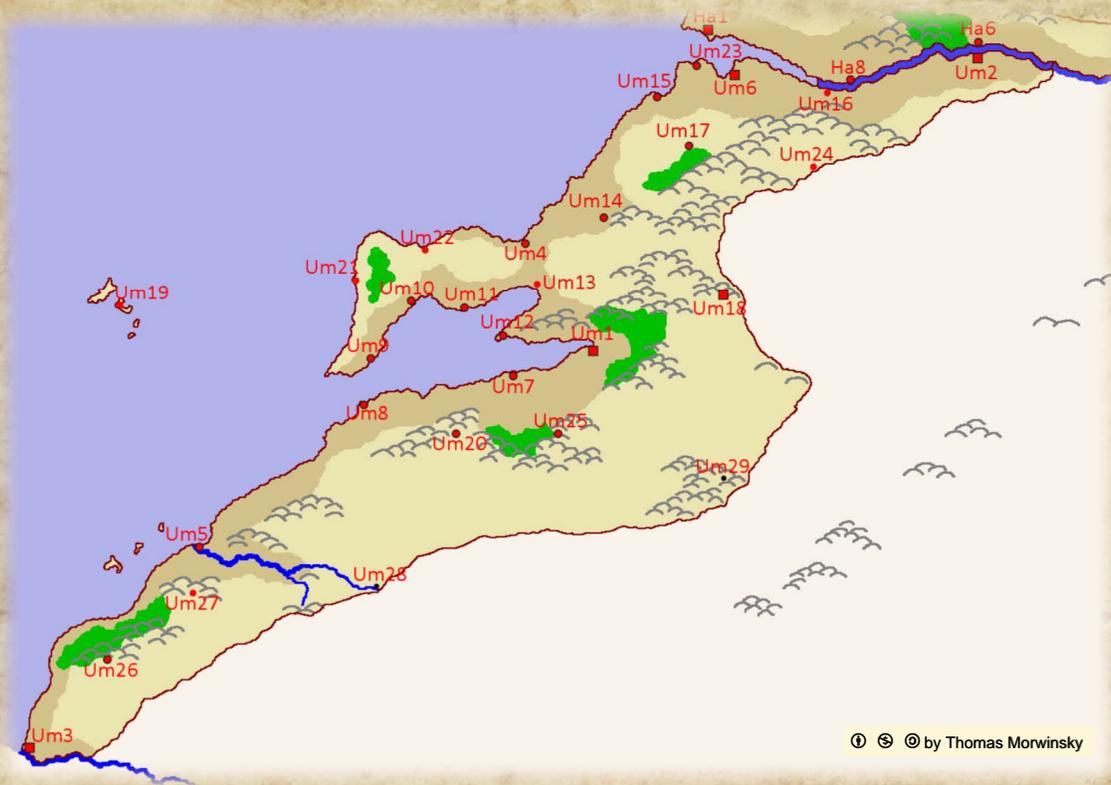


Settlements in Umbar

Level of central authority: high

The complete conquest of Umbar took over a hundred years before it was finally achieved by Hyarmendacil in the mid-11th century. Since then, this age-old and populous Númenórean lordship has developed further and is now Gondor's most populous province by far.

The population lives mostly near the coast, with the greatest part around the Nen Umbar (the bay where the city of the same name is located) and in the north along the lower Harnen.



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#	Settlement	Realm	Population	Code	#	Settlement	Realm	Population	Code
1	Umbar	Gondor	92,500 (-)	Um1	16	Suk Abàrrim	Gondor	4,100 (-)	Um16
2	Gobel Ancalimon	Gondor	18,000 (-)	Um2	17	Bar Númendur	Gondor	6,200 (-)	Um17
3	Dûsalan	Gondor	10,500 (-)	Um3	18	An-Karagmir	Gondor	10,600 (-)	Um18
4	Eithel Angîr	Gondor	7,600 (-)	Um4	19	Erelond	Gondor	3,800 (-)	Um19
5	Dol Annabrith	Gondor	9,300 (-)	Um5	20	Thônibar	Gondor	5,100 (-)	Um20
6	Ramlond	Gondor	11,000 (-)	Um6	21	Números	Gondor	3,800 (-)	Um21
7	Pellardur	Gondor	7,500 (-)	Um7	22	Dibis	Gondor	3,000 (-)	Um22
8	Ardûmir	Gondor	6,100 (-)	Um8	23	Kiba	Gondor	5,500 (-)	Um23
9	Caldûr	Gondor	7,000 (-)	Um9	24	An Zalim	Gondor	3,200 (-)	Um24
10	Erâdas	Gondor	6,000 (-)	Um10	25	Aglabrik	Gondor	5,700 (-)	Um25
11	Isigîr	Gondor	5,400 (-)	Um11	26	An-Bârâthil	Gondor	5,300 (-)	Um26
12	Marôs	Gondor	5,900 (-)	Um12	27	Tânibar	Gondor	3,000 (-)	Um27
13	Barazôn	Gondor	4,900 (-)	Um13	28	Ar-Tanal	Gondor	2,200 (-)	Um28
14	An Pharaz	Gondor	5,700 (-)	Um14	29	Gilmân	Gondor	2,000 (-)	Um29
15	Kas Shafra	Gondor	7,000 (-)	Um15					

Umbar represents the oldest city of the Númenóreans in the Northwest (founded in SA 2280) and for long years it was the strongest fortress of the King's Men (the *Ârúwânai*), before it was conquered by Gondor about 460 years ago. It is the largest urban centre in the Northwest, eclipsing even splendid Osgiliath. Its political influence, cultural impact and trading contacts range far beyond the borders of the city and even the province. Overall, the city holds both a strong economic and political importance as well as a huge symbolic value for Gondor.

Gobel Ancalimon is another ancient Númenórean colony whose history dates back to the days of king Tar-Ancalimon of Númenor. It maintains strong ties with Tiras Amrûn on the northern side of the river.

Dûsalan marks the southern boundary of Umbar's territory and it serves as the major border post against the realms to the south.

Pellardur, Ardûmir, Caldûr, Erâdas, Isigir and **Marös** are the traditional homes of powerful Umbarean lords and serve as their rural retreats.

Ramlond is the sister city to Gobel Mírlond to the northwest and is Umbar's main base and post in the Harnen estuary area.

Settlements in Nusan, Asim and Ader

Level of central authority: medium

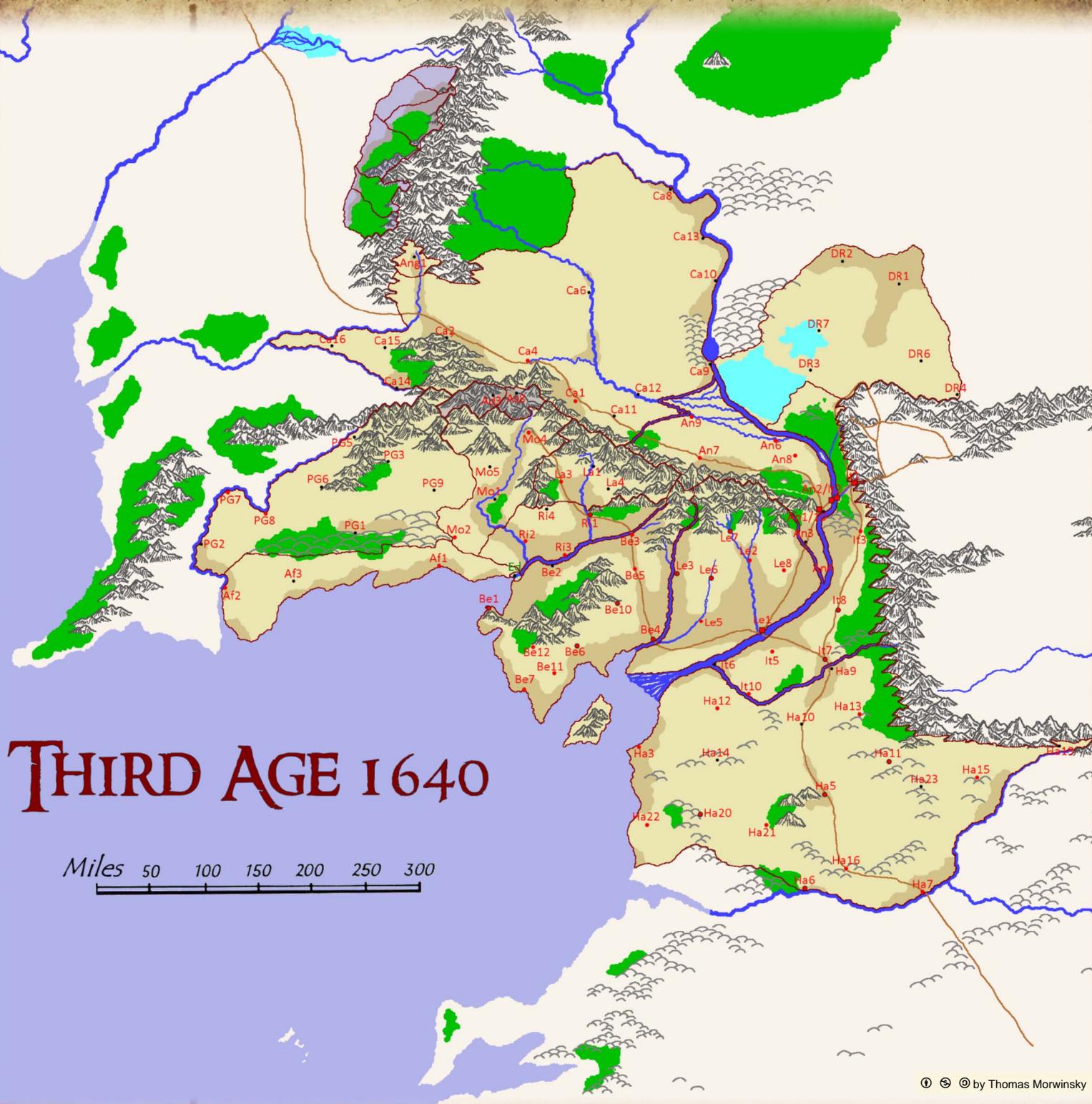
The remnants of formerly powerful Conagach have shrunken even more and cling to the higher reaches in the extreme west of the White Mountains. New settlements have been founded when the Oathbreakers retreated further into the mountains



#	Settlement	Realm	Population	Code
1	Morom	Nusan	500 (-)	Nu7
2	Finits	Asim	1,500 (-)	As7
3	Comfraich	Ader	900 (-)	Ad2

Morom has developed into something like a "capital" of the few remaining Orodbedhrim (as far as there is such a thing among them).





THIRD AGE 1640

Miles 50 100 150 200 250 300

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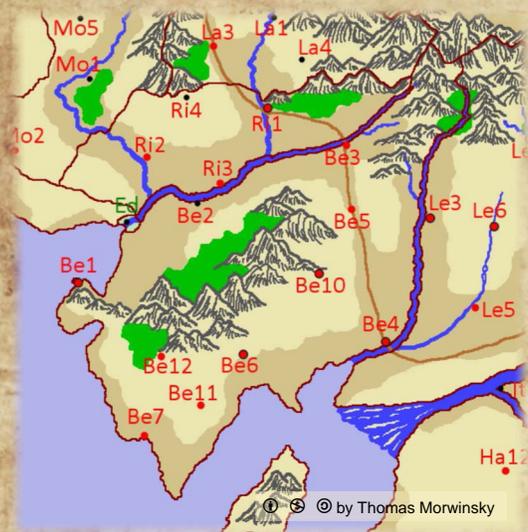
Colour	Realm	Notes
Beige	Gondor	
Blue	Gwathuirim clans	dark areas: higher population densities
Gray	Princedom of former Mountain-kingdom	

TA 1640

Settlements in Belfalas

Level of central authority: high

Similarly to the rest of Gondor, the cities and towns of Belfalas were devastated by the Great Plague from 1635/36. Two cities have vanished from the landscape altogether (Ciloth & Aramrad) and the rest have suffered substantial losses. This year sees the beginning of the healing, which remains a long way to go. Losses of about 50% or more of the population of a city or town are not uncommon in this time. The Land of the Prince not only suffered from the recent illness, but also from the devastating Corsair raid in 1634, even though Lebennin fared even worse.



#	Settlement	Realm	Population	Code
1	Lond Ernil	Gondor	8,700 (21,000)	Be1
2	Spathlin	Gondor	2,200 (7,400)	Be2
3	Ethring	Gondor	3,000 (6,000)	Be3
4	Linhir	Gondor	5,100 (12,500)	Be4
5	Aglarwedh	Gondor	3,500 (5,500)	Be5
6	Gilvorad	Gondor	5,600 (5,200)	Be6
7	Celegûr	Gondor	3,900 (8,500)	Be7
8	Tir Celevras	Gondor	5,500 (7,000)	Be10
9	Adrin	Gondor	2,800 (4,000)	Be11
10	Belrian	Gondor	3,000 (3,000)	Be12

Lond Ernil has suffered enormous losses in its population. Trade has almost completely ceased and the Prince is preoccupied with re-ordering and stabilising his realm.

Gilvorad is one of the few towns that gained population. Still, it had suffered massive losses due to the Plague – just like the other cities. It received however, refugees and survivors from other towns like Ciloth, which were hit so hard that they are no

longer counted as major settlements. Thus a great part of the population consists of refugees and newcomers who have yet to find a new home and life.

Belrian has suffered somewhat less than its neighbours from the Plague and was able to keep its population level stable through the influx of refugees.

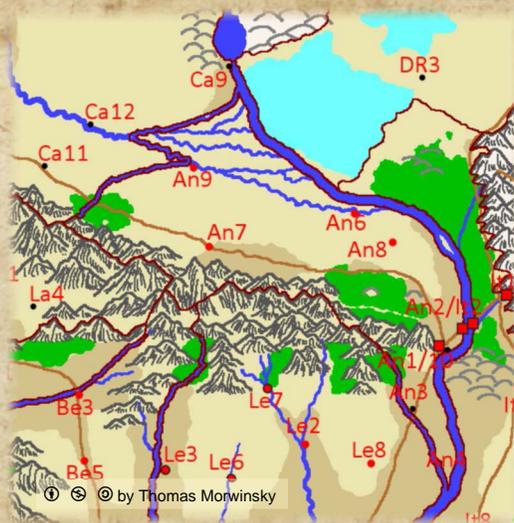
Settlements in Anórien

Soon after [the death of Minardil by the Corsairs in TA 1634] a deadly plague came with dark winds out of the East. The King and all his children died, and great numbers of the people of Gondor, especially those that lived in Osgiliath.

— *The Lord of the Rings, Appendix A*

Level of central authority: high

Like all territories, the Plague struck Anórien hard. Two towns (Mildil and Orchilion) vanished altogether, while most others suffered significantly in terms of population. Overall, the cities have lost about 43% of their population compared to TA 1400.



#	Settlement	Realm	Population	Code
1	Minas Anor	Gondor	16,500 (10,500)	An1
2	Osgiliath (west)	Gondor	11,600 (34,800)	An2
3	Englobar	Gondor	1,500 (3,900)	An3
4	Ralwath	Gondor	4,500 (6,800)	An6
5	Garel	Gondor	4,200 (4,200)	An7
6	Mithrod	Gondor	4,500 (10,600)	An8
7	Perendol	Gondor	3,200 (3,200)	An9
8	Harlond	Gondor	1,000 (-)	An10

Even though *Minas Anor* suffered from the Plague like all the great cities (including the death of the White Tree), its population did increase since that crisis. On the one hand it was an attractive place to flee to (especially from stricken Osgiliath), and on the other the removal of the king's permanent seat to Minas Anor has attracted many people to relocate their home here, irrespective of the Plague's effects. The city was also able to keep itself free from the turmoil of the last four years that shattered the integrity of Gondor's society. So in a way, the city stands like a beacon of hope amongst all the ruin and despair.

Osgiliath has been hit immensely by the Great Plague and its aftereffects. The unrest of Tarannon's early and unlucky years on the throne with civil unrest and false prophets struck the city to its core. Accordingly only about a third of its pre-Plague population still lives here (evenly distributed among both parts of the city). Even though some form of normalcy has returned, the large empty areas give testimony that the city's backbone has been broken permanently.

Beside Osgiliath, of the surviving towns *Mithrod* is the one that has been hit hardest. It lost many people to the illness and then even more left for Minas Anor.

Harlond is the only new town in Anórien. It was built as a port for Minas Anor to provide the city with an easy access to the Anduin. Formerly this was provided by Osgiliath, but that city's decay coupled with the need for an easy waterway access (*Harlond* lies much nearer to the new capital than Osgiliath) made the creation of a new port necessary.

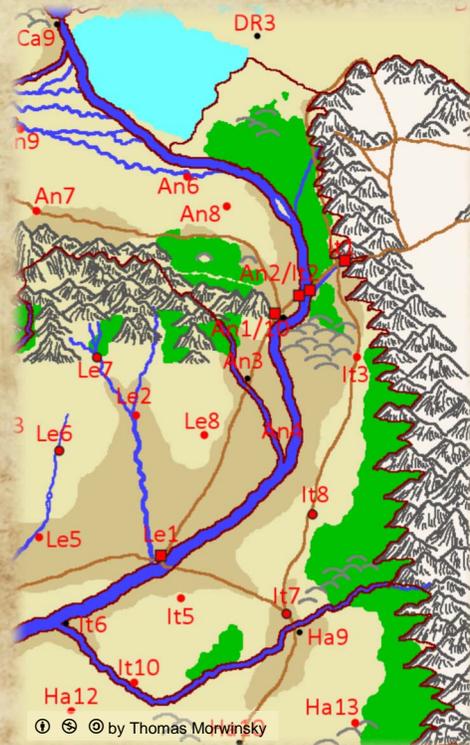


Old Mill Values © by Jereme Peabody, used with permission

Settlements in Ithilien

Level of central authority: high

Ithilien is no exception to the aftereffects of the Plague. Some towns became deserted, while almost all others lost great parts of their population. The overall losses of urban population are comparable to Anórien with about 45%.



#	Settlement	Realm	Population	Code
1	Minas Ithil	Gondor	20,000 (9,500)	It1
2	Osgiliath (east)	Gondor	14,100 (41,200)	It2
3	Rolaith	Gondor	3,600 (8,700)	It3
4	Gerwing	Gondor	3,000 (7,000)	It5
5	Ivalas	Gondor	1,000 (4,700)	It6
6	Brineth	Gondor	5,100 (14,200)	It7
7	Angring	Gondor	5,100 (6,500)	It8
8	Minas Amrilos	Gondor	3,200 (3,700)	It10

Similar to Minas Anor, *Minas Ithil* profited from Osgiliath's decline. The population of the City of the Moon has risen drastically and similar to its sister-city, it is seen as a beacon of hope in dark times.

Osgiliath's losses and breakdown have already been covered in the entry for Anórien. The once proud capital of Gondor now is but a shadow of its former self.

Brineth is the other city (beside Osgiliath) in Ithilien that has almost suffered collapse of public order due to the immense losses. Barely a third of its former people (already including new citizens coming from other areas) still live within the walls.

Settlements in Angrenost

Level of central authority: high

Here, consequences of the Plague were similar to those in the rest of Gondor. Despite the suffering, the strategic importance of Angrenost has always led to at least some attention by the King.



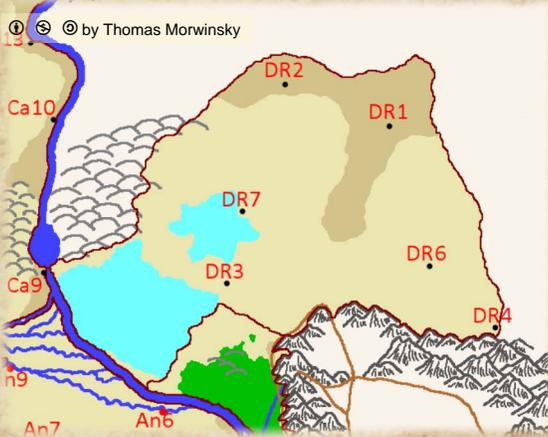
#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	1,000 (2,000)	Ang1

Angrenost suffered like the rest of Gondor, and now only about half of the former inhabitants remain.

Settlements in DOR Rhúnen

Level of central authority: high

The Gondorian power in Rhovanion 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 relative high population density (by rhovanic standards) this province was hit especially hard by the Plague, plus it was caught completely off guard, because the pestilence came as an unknown threat from northern and eastern Rhovanion. Only about 30% of its former urban population is left.



#	Settlement	Realm	Population	Code
1	Rhúnost	Gondor	2,000 (7,700)	DR1
2	Tirith Thoron	Gondor	1,200 (5,000)	DR2
3	Tirith Nindor	Gondor	1,000 (2,200)	DR3
4	Bar Lithryn	Gondor	1,200 (3,800)	DR4
5	Ilornost	Gondor	900 (1,200)	DR6
6	Eithel Gelebrin	Gondor	1,100 (1,400)	DR7

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 with the Plague and its after-effects as well as a failed rhovanic policy of the new king Tarondor in his early years of reign¹. Now the first signs of recovery and a semblance of normality have set in, but it is a long way to go.

Tirith Thoron is the town most hit by the events. From a pre-Plague population of around 5,000, its current 1,200 inhabitants represent a sad remnant of this once thriving city.

Settlements in Lamedon

Level of central authority: medium

The relative remote location of Lamedon and its sparse settlement pattern has spared it the brunt of the effects of the Plague. About two-thirds of the pre-Plague population remain in the region's towns.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	1,600 (2,500)	La1
2	Kadimir	Gondor	2,600 (4,300)	La3
3	Egelost	Gondor	1,200 (1,400)	La4

The population number decrease of Ossarnen reflects the situation described above, also for the other cities in this region.



Settlements in Nan Ringló

Level of central authority: high

Similar to Lamedon and Anfalas, the relatively low urbanisation (and the much smaller cities in general) have probably spared the province the devastation experienced in core areas of Anórien or Lebennin.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	5,200 (6,500)	Ri1
2	Dúnir	Gondor	3,000 (5,800)	Ri2
3	Glanhir	Gondor	4,300 (6,000)	Ri3
4	Belegil	Gondor	2,000 (3,500)	Ri4

The main town of *Calembel* is a good example of the relative uniform population losses among the urbanised population of the province.

Settlements in Anfalas

Level of central authority: medium

Like other more remote areas, losses due to the Great Plague were less severe in Anfalas than in the highly urbanised core provinces to the east. Roughly two-thirds of its former population can still be found in the major settlements of the province.



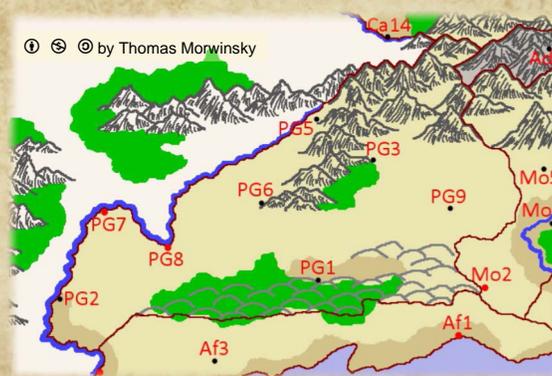
#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	3,800 (6,400)	Af1
2	Annúlon	Gondor	4,000 (5,200)	Af2
3	Serelond	Gondor	2,000 (3,700)	Af3

Of all of Anfalas' towns, *Annúlon* has fared the best by far. About three quarters of its former population still live here. Its remote location has probably helped limit the impact of the Plague. In addition, refugees from other areas have replaced some of its losses.

Settlements in Pinnath Gelin

Level of central authority: medium

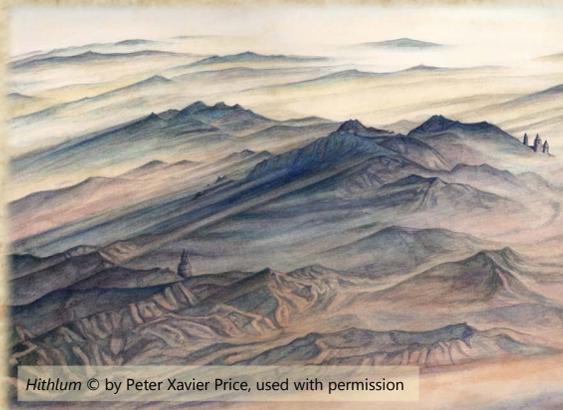
Like all the more rural western provinces, the cities' population has fared quite well during the great Plague. About 70% of its former population still reside here, even though one town (*Arach*) has been



#	Settlement	Realm	Population	Code
1	Rond Rhandír	Gondor	2,300 (4,000)	PG1
2	Adavalinda	Gondor	1,100 (2,200)	PG2
3	Donal	Gondor	2,500 (2,500)	PG3
4	Unnuch	Gondor	1,900 (1,800)	PG5
5	Pinnornost	Gondor	2,400 (1,200)	PG6
6	Annogwain	Gondor	4,200 (3,000)	PG7
7	Sáráthondost	Gondor	3,000 (2,000)	PG8
8	Galenhiros	Gondor	2,300 (2,100)	PG9

Rond Rhandír has been hit quite hard and not even 60% of its former population still live here. Thus it suffered the same fate as most of Gondor's larger cities, where the Plague devastated whole communities.

Pinnornost, *Annogwain* and *Sáráthondost* in the far west of Pinnath Gelin (and Gondor) are among the very few towns that have experienced a population increase after the Plague. This is in part due to influx of refugees. But a lesser impact of the illness and natural growth also played a part.

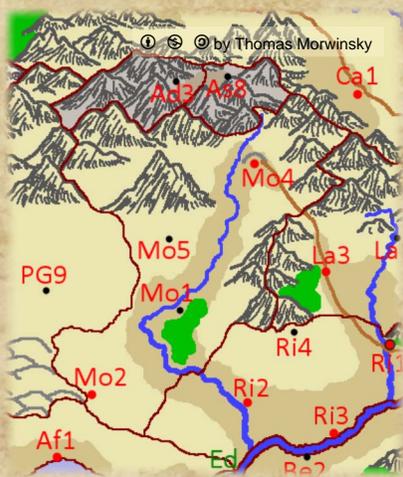


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Settlements in Morthond

Level of central authority: medium

Morthond enjoyed a period of prosperity even during the Kin-strife, when it was able to keep itself out of the worst events. Still it showed some sympathy towards Eldacar and thus enjoyed an era of royal favour. This came to an abrupt end with the Great Plague and the chaos it brought.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	1,400 (5,300)	Mo1
2	Galenhírost	Gondor	3,000 (4,500)	Mo2
3	Erech	Gondor	3,400 (6,200)	Mo4
4	Aerilost	Gondor	1,800 (-)	Mo5

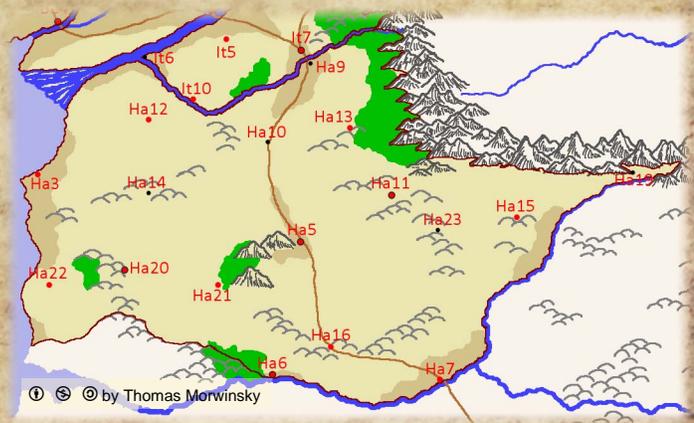
Minas Bramreth suffered disastrous losses not only from the Great Plague, but also because of the activities of a false prophet, who preached the end of days and seized control of the city. Due to the chaos in the rest of the realm, he was able to control the city for almost three years, before royal troops were able to capture the town. By that time his fanatical followers had killed many people and set the city on fire.

Erech suffered dearly from the Plague. And due to widespread unrest and turmoil in the province, its ruler was barely able to hold the city and keep the upper Morthond vale stable during the crisis following Tarondor's accession to the throne.

Settlements in Harondor

Level of central authority: high

Harondor has seen troubled times since the last era. First, Castamir's followers fled to Umbar following their defeat in the Kin-strife. This meant the loss of that province for Gondor and it made Harondor the primary battleground between the armies of Gondor and the Corsairs. After a Gondorian dominance following Hyarmendacil II's great victory, the fortunes changed in the early 17th century. The Corsairs took control of the northern Harnen estuary and Gondor was not able to dislodge them due to the weakness caused by the Great Plague. Especially the loss of Gobel Mírlond and its hinterland was a severe setback for Gondor.



#	Settlement	Realm	Population	Code
1	Eithel Turin	Gondor	3,000 (5,400)	Ha3
2	Amon Eithel	Gondor	7,300 (15,900)	Ha5
3	Tharven	Gondor	5,300 (6,900)	Ha6
4	Tiras Amrûn	Gondor	4,000 (5,200)	Ha7
5	Iant Poros	Gondor	1,800 (5,300)	Ha9
6	Lúrellost	Gondor	2,400 (3,600)	Ha10
7	Imlad Carnen	Gondor	7,100 (9,200)	Ha11
8	Emelin	Gondor	3,200 (4,600)	Ha12
9	Minas Húngor	Gondor	3,600 (4,900)	Ha13
10	Almíron	Gondor	1,500 (5,900)	Ha14
11	Jebat	Gondor	3,400 (3,400)	Ha15
12	Minas Risjar	Gondor	4,100 (5,500)	Ha16
13	Minas Airenareva	Gondor	1,900 (2,400)	Ha19
14	Celegost	Gondor	5,100 (6,400)	Ha20
15	Poshun	Gondor	3,000 (4,700)	Ha21
16	Minas Hartharos	Gondor	3,000 (6,200)	Ha22
17	Jaeri	Gondor	2,000 (2,100)	Ha23

Amon Eithel now is Gondor's central hub and seat of the governor. He tries to keep the Corsairs and Haradrim in check as good as possible, but he is doubtful about the long-term prospects.

Celegost has taken over the role as Gondor's most important city and garrison in southwestern Harondor. This role has led to the influx of many

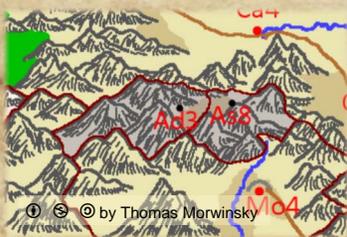
new people, partly compensating the losses caused by the Great Plague.

Imlad Carnen fulfils a similar role in the east as Celegost has in the west. It is Gondor's main base here and thus received more royal favours and attention. Together with Amon Eithel, these three cities form the core of Gondor's presence and defence against the Corsairs in Harondor.

Settlements in Asim and Ader

Level of central authority: medium

The Orodbedhrim seldom leave the mountains at all in this time. The Plague has not affected them much, but due to their dwindling they are a dying race anyway. The ephemeral nature of their "realms" and "towns" is reflected by the fact that yet another new settlement forms the focus of their people in this time.

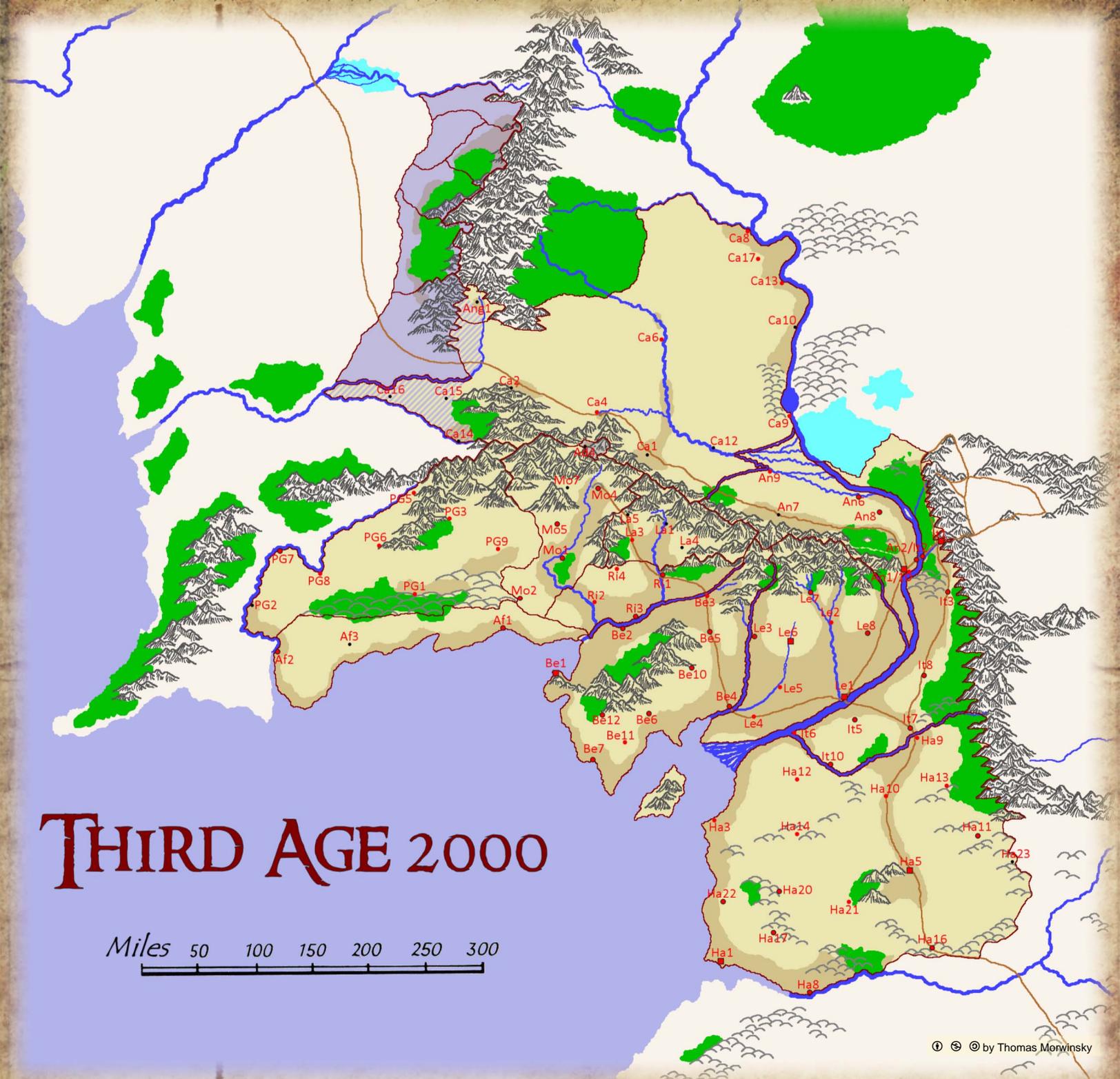


#	Settlement	Realm	Population	Code
1	Morom	Asim	500 (1,500)	As7
2	Dirnaicht	Ader	1,500 (-)	Ad3

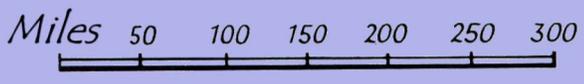
Dirnaicht is the new primary town of the Orodbedhrim in this time. Here the local lord broods over the past glory and whether there is anything he can do to avert the fate of his people.



As Autumn Comes © by Jenny Dolfen, used with permission



THIRD AGE 2000



© by Thomas Morwinsky

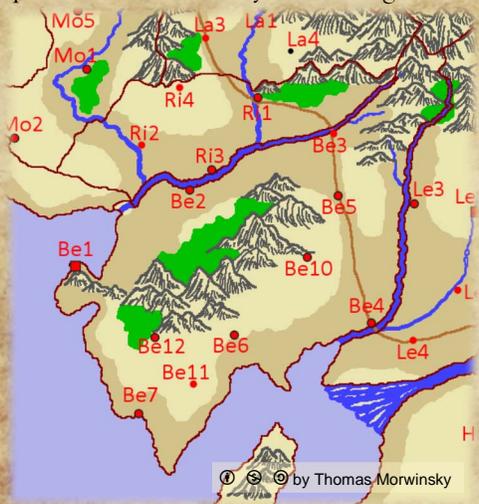
Colour	Realm	Notes
Beige	Gondor	
Blue	Gwathuirim clans	shaded: Gondorian territory settled largely by of Gwathuirim
Gray	Prindedom of former Mountain-kingdom	

TA 2000

Settlements in Belfalas

Level of central authority: high

Belfalas had ample time to heal the losses suffered by the Great Plague. Even though the population levels (and city sizes) are not as high as before the pestilence, the recovery has been significant.



#	Settlement	Realm	Population	Code
1	Dol Amroth	Gondor	14,600 (8,700)	Be1
2	Spathlin	Gondor	5,100 (2,200)	Be2
3	Ethring	Gondor	4,600 (3,000)	Be3
4	Linhir	Gondor	7,600 (5,100)	Be4
5	Aglarwedh	Gondor	5,500 (3,500)	Be5
6	Gilvorad	Gondor	7,200 (5,600)	Be6
7	Celegûr	Gondor	5,800 (3,900)	Be7
8	Tir Celevras	Gondor	7,200 (5,500)	Be10
9	Adrin	Gondor	4,200 (2,800)	Be11
10	Belrian	Gondor	5,500 (3,000)	Be12

Dol Amroth is the new name of former Lond Ernil. This renaming took place in honour of Amroth, king of Lórien who lost his life in the waters north of the city almost 20 years ago. The city itself has recovered significantly in the past two-and-a-half centuries. The number of inhabitants has risen by more than two-thirds in this time.

Spathlin has seen an enormous recovery, which resulted in more than doubling of its population in the past 260 years. Together with Glanhir in Nan Ringló, it forms the greatest urban area in the lower Ringló vale.

Settlements in Anórien

Level of central authority: high

The last two-and-a-half centuries brought significant changes to Anórien. The most important one is the development of Minas Anor into the realm's political centre as well as the further decline of Osgiliath. In terms of urban population, the province has recovered well and the past era was one of the last times of prosperity and bliss in this province.



#	Settlement	Realm	Population	Code
1	Minas Anor	Gondor	41,000 (16,500)	An1
2	Osgiliath (west)	Gondor	5,200 (11,600)	An2
3	Ralwath	Gondor	5,900 (4,500)	An6
4	Garel	Gondor	2,400 (4,200)	An7
5	Mithrod	Gondor	6,900 (4,500)	An8
6	Perendol	Gondor	4,600 (3,200)	An9
7	Harlond	Gondor	2,800 (1,000)	An10

Minas Anor is in its golden age. It has been the official seat of the king for more than 350 years, and further decline of Osgiliath has led to a concentration of economic, administrative and cultural matters west of the Anduin in Anárien's city.

Osgiliath has been in continuous decline for the past centuries. Every year more people leave for Minas Anor (or Minas Ithil), leaving ever greater areas of the once proud capital deserted and slowly falling into ruin.

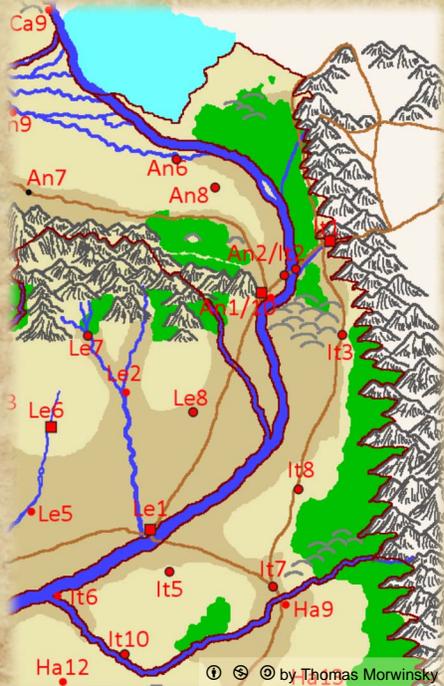
Mithrod has recovered somewhat and is now again the most important urban centre for the area near Cair Andros.

Not surprisingly, **Harlond** has grown as well, considering the dilapidated state of Osgiliath and its port facilities.

Settlements in Ithilien

Level of central authority: high

Ithilien is in many ways a mirror image of its sister province across the Anduin. Its cities (especially Minas Ithil) have profited immensely from Osgiliath's decline. Overall, the losses from the Plague have nearly been compensated.



#	Settlement	Realm	Population	Code
1	Minas Ithil	Gondor	36,000 (20,000)	It1
2	Osgiliath (east)	Gondor	6,500 (14,100)	It2
3	Rolaith	Gondor	8,500 (3,600)	It3
4	Gerwing	Gondor	6,100 (3,000)	It5
5	Ivalas	Gondor	3,000 (1,000)	It6
6	Brineth	Gondor	6,300 (5,100)	It7
7	Angring	Gondor	9,200 (5,100)	It8
8	Minas Amrilos	Gondor	5,400 (3,200)	It10

Minas Ithil mirrors its sister-city to the west. It has developed into a major metropolis of its own – largely due to the continued decline of Osgiliath. This era will end shortly when the Nazgûl issue from Mordor in their surprise attack and lay siege to the city later in the year.

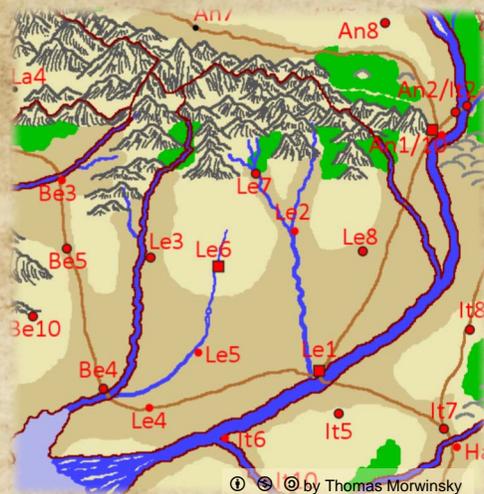
Osgiliath has already been covered in the entry for Anórien, and all of that applies here as well. Compared with its heyday of around TA 1400, only about 15% of its former population still live here.

Rolaith and **Brineth** are – beside Minas Ithil – the other major centres that have profited from the past centuries. Gondor's focus on defending Harondor (having already lost Dor Rhúnen in the North 150 years ago) has increased the allocation of resources southward: Mid-Ithilien (where both are located) is both near enough to the critical areas in the south to provide assistance and at a safe distance that precludes attacks through a surprise raid.

Settlements in Lebennin

Level of central authority: high

Lebennin has seen a substantial recovery from the losses by the Plague. The overall population of the cities hasn't reached the all-time high of the early 15th century though. As far as the urban centres are concerned, the development was quite different compared to many areas of Gondor: Rather than a relative uniform recovery throughout all of the cities, it was more focussed. A number of towns stayed at about their immediate post-Plague population levels, while others grew disproportionately.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	61,400 (31,500)	Le1
2	Geleph	Gondor	4,100 (4,100)	Le2
3	Ered Thralor	Gondor	5,200 (5,200)	Le3
4	Indros	Gondor	3,800 (-)	Le4
5	Tir Belevorn	Gondor	3,300 (3,300)	Le5
6	Minas Brethil	Gondor	15,000 (7,400)	Le6
7	Tunion	Gondor	5,300 (5,300)	Le7
8	Galathlangoth	Gondor	9,300 (4,800)	Le8

Pelargir is the prime example of the disproportionate recovery of Lebennin's cities. Now it houses even more people than in the early 15th century – representing its all-time high in the Third Age. In part this can be attributed to the policies of Taron-dor and Telumehtar, who focussed their attention to the South. Naturally, Pelargir was the primary base for all naval activities and thus experienced an economic upswing.

Indros has been re-settled by this time. Its position along the primary road in Lebennin made this spot a natural choice for a new city, built on the ruins of the old one that had been deserted in the wake of the Plague.

Minas Brethil enjoyed a similar population boom as Pelargir. In contrast to the metropolis however, it was not driven by the kings' foreign policies in Harondor and Umbar, but the development of the western half of rural Lebennin, and its geographical centre at Minas Brethil.

Galathlangoth fills more or less the same niche in eastern Lebennin as Minas Brethil in the west, and it has also taken a similar development in terms of population.

Settlements in Calenardhon

But during the Watchful Peace (from 2063 to 2460) the people of Calenardhon dwindled: the more vigorous, year by year, went eastward to hold the line of the Anduin; those that remained became rustic and far removed from the concerns of Minas Tirith.

— **Unfinished Tales. The Battles at the Fords of Isen**

Level of central authority: medium

The urban trend that began slowly after the Great Plague now becomes noticeable indeed as half of the province's urban population now live in the area along the Anduin (compared to about one fourth in earlier times). Generally, the towns in the southern regions stagnated in terms of population, dwindled or even disappeared, while those along the Anduin grew in size.

After long neglect, the bridge over the Isen collapses in this era. Over time, many of the remaining stones are recovered for building purposes, leaving a ford for what little traffic still remains.

#	Settlement	Realm	Population	Code
1	Calvirien	Gondor	2,100 (3,400)	Ca1
2	Harnost	Gondor	1,000 (1,000)	Ca2
3	Minas Meneth	Gondor	2,900 (3,800)	Ca4
4	Athrad Onodló	Gondor	4,700 (2,000)	Ca6
5	Tir Limlaith	Gondor	3,800 (2,000)	Ca8
6	Raurost	Gondor	4,800 (1,000)	Ca9
7	Minas Bregail	Gondor	1,100 (1,100)	Ca10
8	Faelval	Gondor	2,100 (1,900)	Ca12
9	Tirith Anduin	Gondor	3,200 (2,400)	Ca13
10	Eyrans	Gondor	1,100 (1,200)	Ca14
11	Athais	Gondor	1,900 (2,300)	Ca15
12	Byrins	Gondor	1,500 (1,500)	Ca16
13	Minas Ethadan	Gondor	3,800 (-)	Ca17

Calvirien and **Minas Meneth** both represent the trend of urban losses in southern Calenardhon quite well. Both lost substantial numbers of inhabitants. And as a consequence of the new situation, Calvirien no longer is the seat of the governor. At first the collapse of the Northern Kingdom 25 years ago led to a massive increase in traffic along the Great Road with emigrants from Eriador, but this ended a while ago. Many people re-located eastward to find new chances, especially since the Anduin line begins to receive more attention.

Athrad Onodló has seen a continuous upswing in the last centuries, as it commands the most important crossing of the upper Onodló. Consequently, the majority of the eastward traffic from central and western Calenardhon towards the Anduin is focussed here and has led to strong population increases and wealth for its residents. As a consequence of the new political realities, the governor's seat has been moved here to be closer to the emerging population centres in the province's east.

Settlements in Angrenost

Level of central authority: high

Not much has happened here apart from the region turning into a backwater ever more. The great threats and other centres of interest have turned eastward, and since the fall of Arthedain 25 years ago, traffic from Eriador has almost ground to a halt after the arrival of the last emigrants.



#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	1,200 (1,000)	Ang1

Angrenost has recovered somewhat in the past centuries, though its size remains limited.



Settlements in Lamedon

Level of central authority: medium

Like all of Gondor's territories, Lamedon has recovered from the Plague. Concerning urban centres, the focus has changed though. Older settlements remained roughly at their post-Plague levels, while new ones have sprung up.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	800 (1,600)	La1
2	Kadimir	Gondor	2,600 (2,600)	La3
3	Egelost	Gondor	1,800 (1,200)	La4
4	Gilirges	Gondor	1,400 (-)	La5

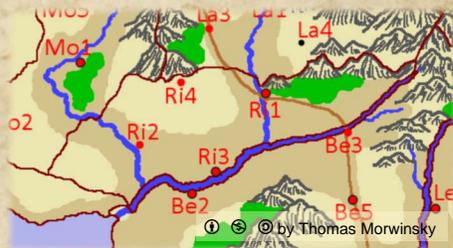
Ossarnen has lost half of its people in the past centuries, but it remains an important spiritual centre for its people.

Gilirges at Tarlang's Neck is a new town that owes its success the increased trade with Morthond as well as recent mineral findings nearby.

Settlements in Nan Ringló

Level of central authority: high

Nan Ringló has seen a considerable recovery since the Great Plague, though it hasn't reached pre-Plague levels.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	5,500 (5,200)	Ri1
2	Dúnir	Gondor	3,700 (3,000)	Ri2
3	Glanhir	Gondor	6,000 (4,300)	Ri3
4	Belegil	Gondor	2,600 (2,000)	Ri4

Calembel's population has remained relatively stable in the past centuries. The small increase cannot mask that it has lost its position as the province's primary city to Glanhir.

Glanhir has seen a drastic recovery of population and together with Spathlin forms a prosperous urban region along the lower Ringló. Naturally, the ties with Belfalas are quite strong and it profits from the security of the coasts provided by Belfalas.

Settlements in Anfalas

Level of central authority: high

Overall, the region has recovered quite well in the past centuries. There have been no extraordinary events here and life is back to normal.



#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	5,200 (3,800)	Af1
2	Annúlon	Gondor	5,700 (4,000)	Af2
3	Serelond	Gondor	2,300 (2,000)	Af3

Annúlon still is the greatest settlement in the province, even though it is not the seat of the lord. Its strategic location is also recognized by the kings who keep a vested interest here.

Settlements in Pinnath Gelin

Level of central authority: medium

As in neighbouring Anfalas, Pinnath Gelin has seen a gradual recovery in the centuries after the Plague. Undisturbed by the direct influence of Gondor's wars the people had time to rebuild their homes and society. In general, the recovery was relatively uniform for the major towns.



#	Settlement	Realm	Population	Code
1	Rond Rhandír	Gondor	3,700 (2,300)	PG1
2	Adavalinda	Gondor	2,900 (1,100)	PG2
3	Donal	Gondor	2,900 (2,500)	PG3
4	Unnuch	Gondor	2,700 (1,900)	PG5
5	Pinnornost	Gondor	3,000 (2,400)	PG6
6	Annogwain	Gondor	5,100 (4,200)	PG7
7	Sáráthondost	Gondor	4,000 (3,000)	PG8
8	Galenhiros	Gondor	2,600 (2,300)	PG9

Rond Rhandír has recovered, but not to former levels. Although it is not the most populous town it houses the lord's seat due to its central location.

Annogwain and **Sáráthondost** have consolidated their positions as the province's most populous towns and key sites for activity beyond Lefnuí.

Settlements in Morthond

Level of central authority: high

Morthond has fared exceptionally well in the past centuries. In contrast to all other provinces, the losses of the Great Plague have not been replaced, but the overall population and number of cities even grew beyond pre-Plague levels.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	5,500 (1,400)	Mo1
2	Galenhirost	Gondor	6,000 (3,000)	Mo2
3	Erech	Gondor	8,000 (3,400)	Mo4
4	Aerilost	Gondor	5,100 (1,800)	Mo5
5	Kalocrin	Gondor	1,800 (-)	Mo7

Minas Bramreth has experienced an unprecedented revival after the nadir of the 1640s. The population has more than quadrupled since then and life seems to have never been better here.

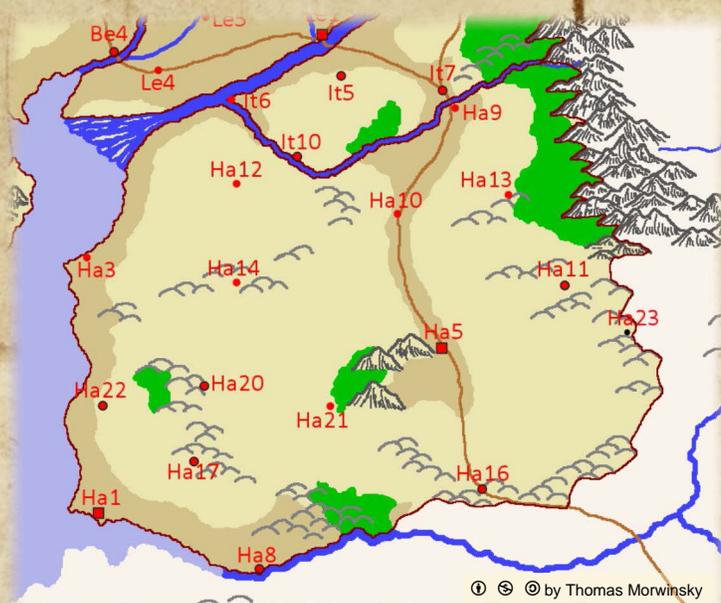
Erech also saw an enormous growth and it is now the biggest and most important city west of the river Ringló.

Kalocrin is a new settlement near Erech, which serves the immediate needs of the mining operations here.

Settlements in Harondor

Level of central authority: high

Harondor has seen very turbulent times in the past centuries. Gondor's setbacks and strategic defensive following the Great Plague have been followed by the last era of glory in the early 19th century, when the South-kingdom re-conquered Umbar for a time. This also brought the whole of Harondor back under Gondorian control. This last era of hegemony collapsed completely in the wake of the Third Wainrider War. Even though the main force of Haradrim and Variags bypassed the cities of Harondor before being defeated by Eärnil, the besieged garrisons played a crucial role in inflicting a crushing defeat on the invaders. This war also brought the final loss of Umbar as well as a large part of south-eastern Harondor.



#	Settlement	Realm	Population	Code
1	Gobel Mirlond	Gondor	18,000 (18,100*)	Ha1
2	Eithel Turin	Gondor	3,500 (3,000)	Ha3
3	Amon Eithel	Gondor	11,000 (7,300)	Ha5
4	Kor Pandan	Gondor	6,500 (7,000*)	Ha8
5	Iant Poros	Gondor	4,500 (1,800)	Ha9
6	Lúrelost	Gondor	2,900 (2,400)	Ha10
7	Imlad Carnen	Gondor	9,200 (7,100)	Ha11
8	Emelin	Gondor	3,200 (3,200)	Ha12
9	Minas Húngor	Gondor	3,600 (3,600)	Ha13
10	Almirond	Gondor	3,000 (1,500)	Ha14
11	Minas Risjar	Gondor	9,700 (4,100)	Ha16
12	Sarunost	Gondor	5,800 (4,000*)	Ha17
13	Celegost	Gondor	6,500 (5,100)	Ha20
14	Poshun	Gondor	3,000 (3,000)	Ha21
15	Minas Hartharos	Gondor	5,800 (3,000)	Ha22
16	Jaeri	Gondor	2,000 (2,000)	Ha23

* former number is from TA 1400

Gobel Mirlond with its strategic position once again is the central pillar of Gondor in the South-west. Its population has suffered somewhat during the Plague, but not as much as the northern cities and now its people are about as numerous as before the illness.

Amon Eithel now is strong again and the central hub for Gondor's forces against the enemies coming from the east and south-east.

Imlad Carnen is now the anchor in the east.

Minas Risjar lies near Gondor's border in this time and serves as its most important fortress against the Haradrim. Surprisingly, it is also the central trading hub with the Southerners. So, it is here where both sides concentrate their spy networks in order to gain an advantage over the other.

Settlements in Ader

Level of central authority: medium

The Orodbedhrim are almost a legend of the past for the people of Gondor. No one has seen one for generations and the once-proud lords of the mountains are slowly approaching their end.

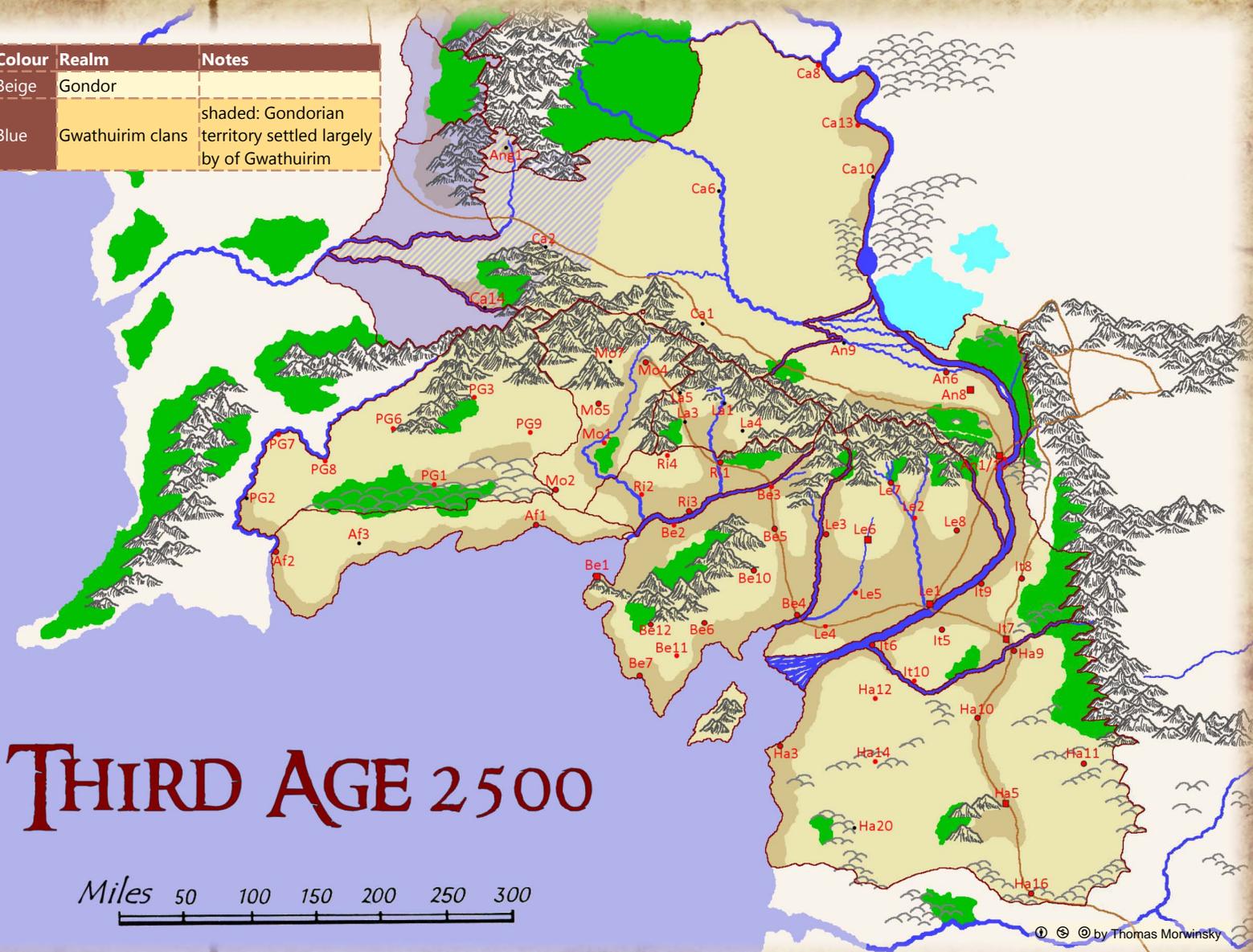
Dirnaight is now what could be counted as the



#	Settlement	Realm	Population	Code
1	Dirnaight	Ader	600 (-)	Ad3

“capital” of the pitiful remnant of these once great people. In most of Gondor it would be nothing more than a larger village though.

Colour	Realm	Notes
Beige	Gondor	
Blue	Gwathuirim clans	shaded: Gondorian territory settled largely by of Gwathuirim



THIRD AGE 2500

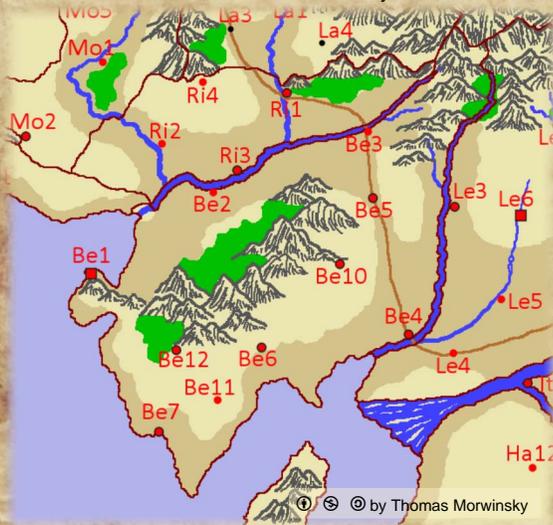


TA 2500

Settlements in Belfalas

Level of central authority: high

The end of the kings has had a significant impact on all of Gondor, including Belfalas. The loss of the link to Ilúvatar and the corresponding small but noticeable cracks in the Dúnedain's spirit lead to stagnation and even physical decrease. This becomes obvious in the slow but noticeable shrinking of the population. In Belfalas this shrinking is affecting all urban centres more or less uniformly.



#	Settlement	Realm	Population	Code
1	Dol Amroth	Gondor	13,500 (14,600)	Be1
2	Spathlin	Gondor	4,800 (5,100)	Be2
3	Ethring	Gondor	4,000 (4,600)	Be3
4	Linhir	Gondor	7,000 (7,600)	Be4
5	Aglarwedh	Gondor	5,200 (5,500)	Be5
6	Gilvorad	Gondor	6,400 (7,200)	Be6
7	Celegûr	Gondor	5,100 (5,800)	Be7
8	Tir Celevras	Gondor	6,500 (7,200)	Be10
9	Adrin	Gondor	3,000 (4,200)	Be11
10	Belrian	Gondor	5,300 (5,500)	Be12

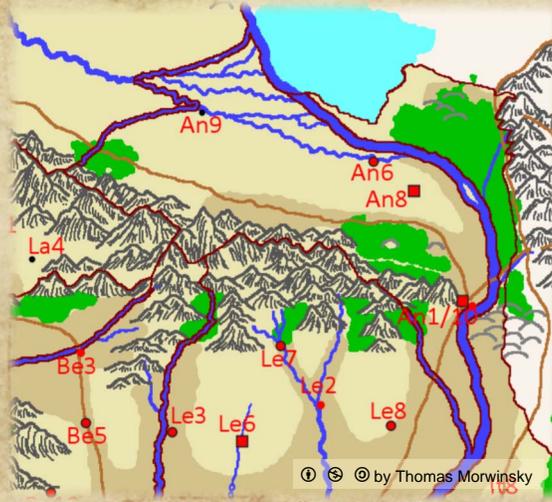
Dol Amroth still is the proud capital of the province, but the beginning of a slow decline is visible for those who keep their eyes open.

Adrin is the one city that has experienced the greatest loss in inhabitants – probably due to the lessened trade of Gondor in the Bay of Belfalas.

Settlements in Anórien

Level of central authority: high

The urbanisation pattern of Anórien in this time is quite heterogeneous. While some cities like Minas Tirith (former Minas Anor) have demographically remained more or less stable, others have grown or shrunk and some disappeared altogether like Osgiliath, which is no longer inhabited in this time.



#	Settlement	Realm	Population	Code
1	Minas Tirith	Gondor	40,200 (41,000)	An1
2	Ralwath	Gondor	7,500 (5,900)	An6
3	Mithrod	Gondor	10,400 (6,900)	An8
4	Perendol	Gondor	2,400 (4,600)	An9
5	Harlond	Gondor	4,000 (2,800)	An10

Minas Tirith still holds its population from 500 years ago. Any losses incurred have been compensated by refugees from Ithilien and other cities from Anórien.

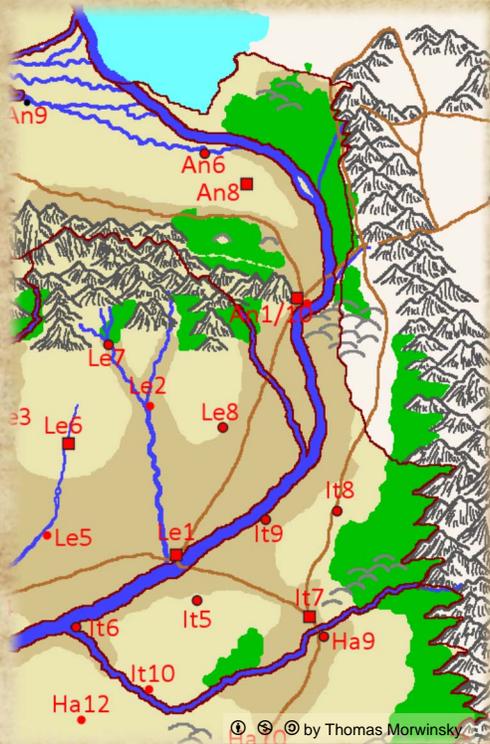
Ralwath and *Mithrod* have profited immensely from the changes in the past five centuries. The abandonment of Garel and the shrinking of Perendol have led to a concentration of the urban population in these two centres.

Harlond has similarly profited as Minas Tirith, especially after the final abandonment of Osgiliath 25 years ago. Most of the remaining workforce from Osgiliath has re-located here.

Settlements in Ithilien

Level of central authority: high

The back of Ithilien has been broken with the capture of Minas Ithil (now re-named Minas Morgul) by the Nazgûl almost 500 years ago. Now Gondor contains the threat from the city as best as possible, but constant raids (the greatest of these 25 years ago devastated what was left of Osgiliath) take their toll. It is in the south of the province where Gondor still has a strong position in this time.



#	Settlement	Realm	Population	Code
1	Gerwing	Gondor	5,900 (6,100)	It5
2	Ivalas	Gondor	6,500 (3,000)	It6
3	Brineth	Gondor	13,500 (6,300)	It7
4	Angring	Gondor	7,000 (9,200)	It8
5	Tir Aranduin	Gondor	5,500 (-)	It9
6	Minas Amrilos	Gondor	3,500 (5,400)	It10

After the loss of Minas Ithil **Brineth** has developed into Ithilien's main city. Its location near the crossing of the Poros is ideally suited to support both operations in Harondor and the defence against incursions from occupied Ithilien to the north.

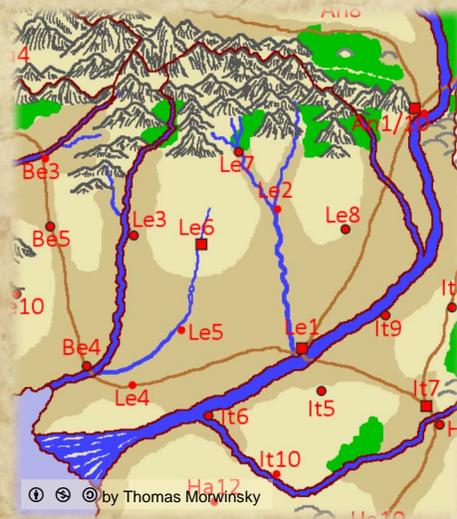
Angring has shrunken somewhat compared with the last era, most probably due to the continued threat from Minas Morgul. But still it stands at the forefront of resistance against a further enlargement from that city's influence.

Tir Aranduin has seen a revival in the past decades when some of the few survivors from the area of Minas Ithil founded new homes here.

Settlements in Lebennin

Level of central authority: high

The urban population of Lebennin has shrunken as in all regions, but the losses were relatively light. People fleeing from Ithilien and re-settling here are one reason for the relative light net losses here.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	58,600 (61,400)	Le1
2	Geleph	Gondor	4,000 (4,100)	Le2
3	Ered Thralor	Gondor	5,200 (5,200)	Le3
4	Indros	Gondor	3,600 (3,800)	Le4
5	Tir Belevorn	Gondor	3,300 (3,300)	Le5
6	Minas Brethil	Gondor	12,500 (15,000)	Le6
7	Tunion	Gondor	5,200 (5,300)	Le7
8	Galathlangoth	Gondor	7,100 (9,300)	Le8

Pelargir has lost some of its inhabitants since the last era, reflecting the overall decline. Still it is the most important city of the province and Gondor's trade centre.

Minas Brethil and **Galathlangoth** the two great rural centres in Lebennin have lost disproportionately more people than most of the towns, but they are still the most important urban centres after Pelargir.



Settlements in Calenardhon

Level of central authority: low

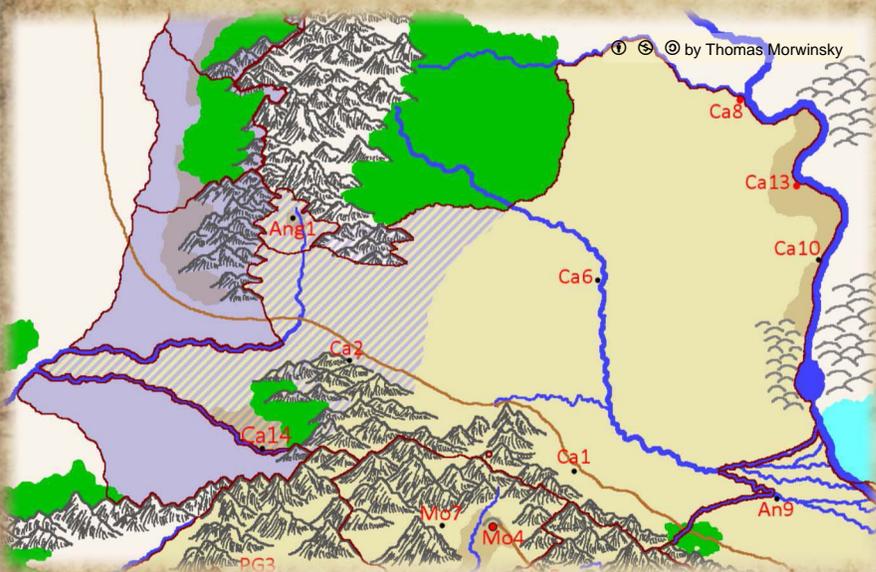
Nowhere in Gondor is the loss of population in general and in urban areas in particular more obvious than in Calenardhon. Only about half of the former population still lives within its borders, and its defences are dangerously fragile. The centre of the overall population has clearly shifted eastward and the urban population clearly reflect this: About 75% of the urban population is concentrated along the Anduin line. Despite this, the forts along the river had been poorly manned (if at all) during the lull of the Watchful Peace and only recently the new Steward Cirion has given increased attention to the threatened border along the Anduin.

#	Settlement	Realm	Population	Code
1	Calvirien	Gondor	1,100 (2,000)	Ca1
2	Harnost	Gondor	1,000 (1,000)	Ca2
3	Athrad Onodló	Gondor	1,000 (4,700)	Ca6
4	Tir Limlaith	Gondor	4,400 (3,800)	Ca8
5	Minas Bregail	Gondor	3,000 (1,100)	Ca10
6	Tirith Anduin	Gondor	4,900 (3,200)	Ca13
7	Eyrans	Gondor	1,000 (1,100)	Ca14

The old capital of *Calvirien* is a pale shadow of its former size and importance. This remnant makes a meagre living from the sparse trade along the Great Road.

Athrad Onodló has experienced a sharp loss of population in the past centuries. With the end of the high-level migration eastward about 50 years ago, the crossing has lost importance.

Tirith Anduin has been the provincial capital for about 350 years now. The eastward migration of people made the re-location of the government a necessity, as the defence against the occasional incursions from the Mardumhesta (Wainriders) and their kin across the Anduin made short lines of communication and logistics necessary.



Settlements in Angrenost

Level of central authority: low

The fortress has been in a long sleep for centuries. The interests of the Ruling Stewards lie in Harondor and the Anduin, not the Far West. Thus the garrison is made up almost entirely of a mixed race of men.



#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	800 (1,000)	Ang1

Angrenost has become a home for a mixed race of Gwathuirim and Gondorians. They do not care much about the few messages that come from Minas Tirith.

Settlements in Lamedon

Level of central authority: medium

The urban centres in this lightly settled province have remained fairly stable.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	800 (800)	La1
2	Kadimir	Gondor	2,100 (2,600)	La3
3	Egelost	Gondor	1,800 (1,800)	La4
4	Gilirges	Gondor	1,300 (1,400)	La5

Kadimir is the only town to significantly lose people. Beside this, there are no noteworthy changes.

Settlements in Nan Ringló

Level of central authority: high

Numbers have remained fairly stable in this province, but as in other areas of Gondor, they are slowly dwindling.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	5,300 (5,500)	Ri1
2	Dúnir	Gondor	3,200 (3,700)	Ri2
3	Glanhir	Gondor	5,500 (6,000)	Ri3
4	Belegil	Gondor	2,600 (2,600)	Ri4

Glanhir has suffered the most drastic loss of population, but even this remains limited. Careful observers note however, that this is likely to be the beginning of a long-lasting trend.

Settlements in Anfalas

Level of central authority: medium

The development in the far western province mirrors those of neighbouring ones (e.g. in Nan Ringló) with a slow decline in numbers.



#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	5,100 (5,200)	Af1
2	Annúlond	Gondor	5,200 (5,700)	Af2
3	Serelond	Gondor	2,000 (2,300)	Af3

Annúlond still is the greatest settlement in the province, even though *Rondalph* has almost caught up. It is strongly perceived that these western areas are of lesser concern to the Stewards in these days.

Settlements in Pinnath Gelin

Level of central authority: medium

The decline in both rural and urban population generally mirrors that of Gondor as a whole - there is nothing special to report here.



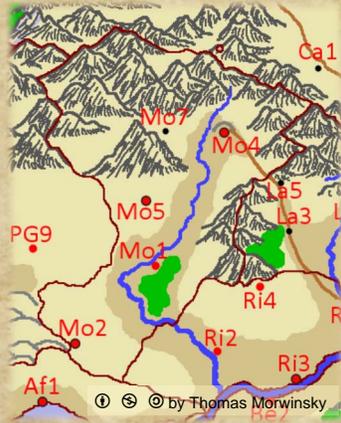
#	Settlement	Realm	Population	Code
1	Rond Rhandír	Gondor	3,700 (3,700)	PG1
2	Adavalinda	Gondor	1,300 (2,900)	PG2
3	Donal	Gondor	2,700 (2,900)	PG3
4	Pinnornost	Gondor	2,800 (3,000)	PG6
5	Annogwain	Gondor	4,800 (5,100)	PG7
6	Sáráthondost	Gondor	3,600 (4,000)	PG8
7	Galenhiros	Gondor	2,600 (2,600)	PG9

Annogwain and *Sáráthondost* have lost a considerable part of their people, indicating to the decline of these western outposts of Gondor. In addition, any ventures beyond the borders (mining, trapping etc.) begin to show decreasing revenue.

Settlements in Morthond

Level of central authority: medium

The development of urban centres in Morthond since the last era has been mixed. Some lost people, while others gained. Overall, numbers have declined, but not very much by this time. Generally, those cities lying further away from the former core territory of the Oathbreakers have fared better.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	4,500 (5,500)	Mo1
2	Galenhírost	Gondor	6,200 (6,000)	Mo2
3	Erech	Gondor	6,200 (8,000)	Mo4
4	Aerilost	Gondor	5,300 (5,100)	Mo5
5	Kalocrin	Gondor	1,900 (1,800)	Mo7

Minas Bramreth is among the losers of the province's cities as far as population numbers are concerned. Diminished trade along the river is generally seen as the main reason for this.

Erech has suffered the greatest losses – especially in the past decades. Since that time, the Dead in the mountains seem to have been troubled increasingly and fear of them has caused many people to move to other areas.

Galenhírost and *Aerilost* are those towns that even gained some people. Especially emigrants from *Erech* replaced previous losses.

Settlements in Ader

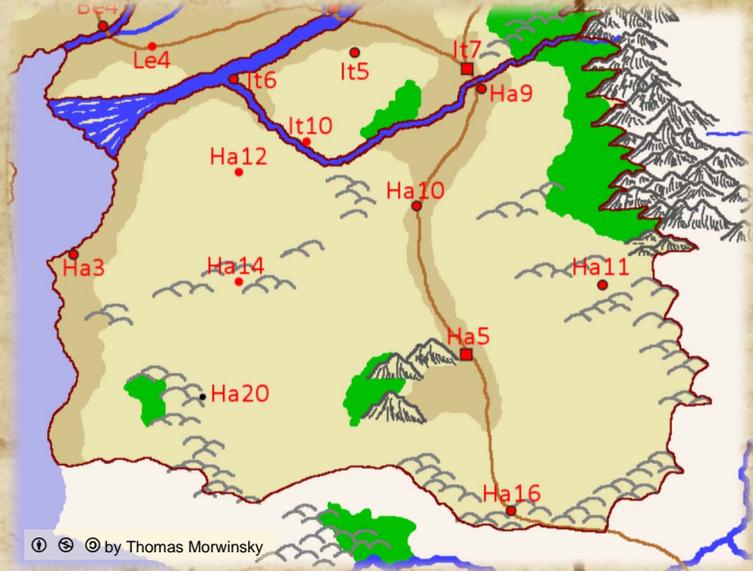
Level of central authority: low

Almost none is left of the former Oathbreakers. At this time only a single aged couple remains and lives hidden in future Dunharg awaiting its end.

Settlements in Harondor

Level of central authority: high

Gondor has been (and still is) fighting a long-lasting war against the Corsairs and the Haradrim in Harondor. Despite temporary success, the Dúnedain are gradually pushed back. The whole course of the Harnen plus its hinterland is now lost to Gondor. The rich and populous cities along the river have been partially razed when they were captured. Overall, the urban population has suffered only lightly since many fled northwards into Gondorian-held territory. Here they increased the numbers and enabled further resistance against the southern enemies. It is a long and unforgiving conflict.



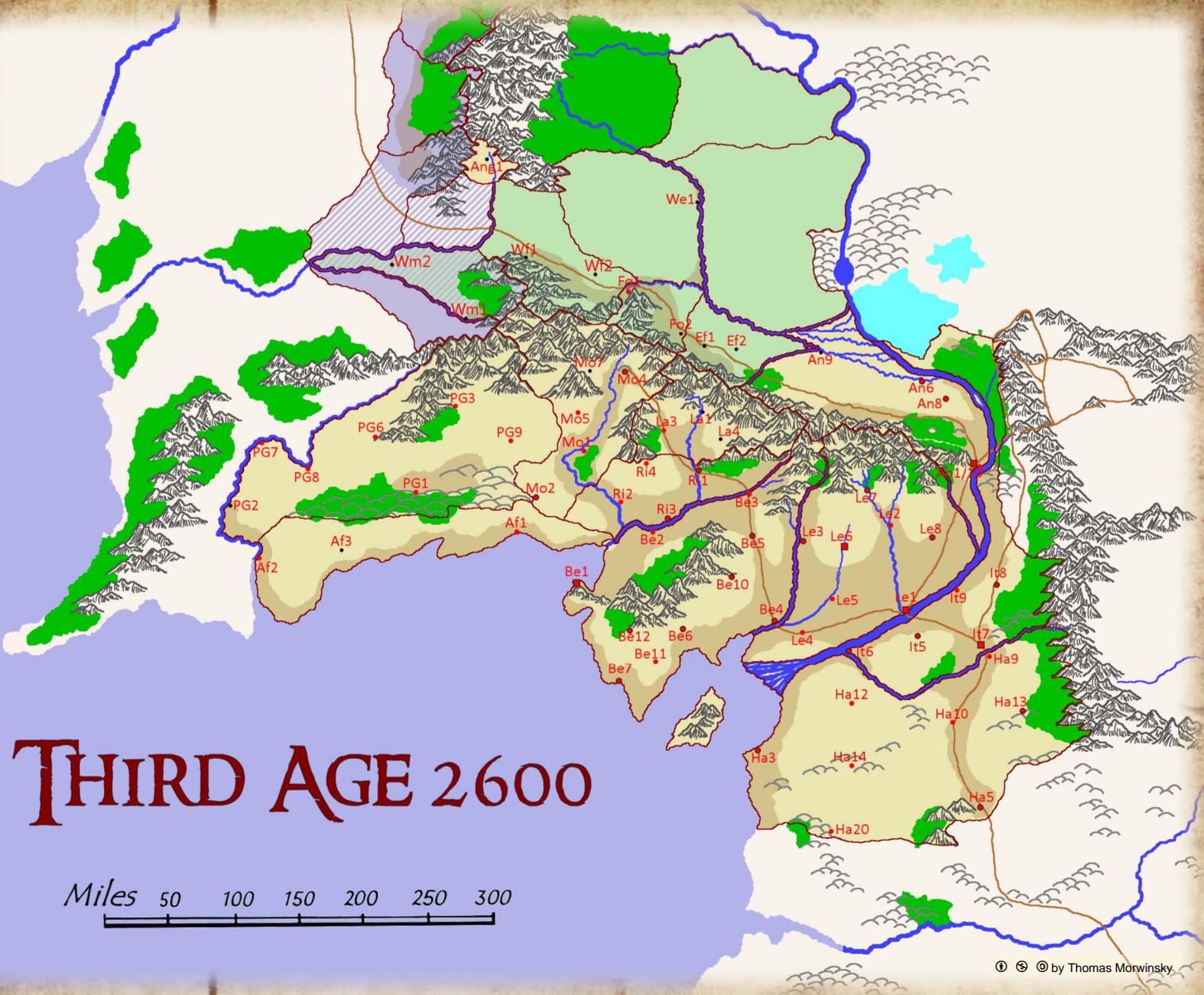
#	Settlement	Realm	Population	Code
1	Eithel Turin	Gondor	5,400 (3,500)	Ha3
2	Amon Eithel	Gondor	11,000 (11,000)	Ha5
3	Iant Poros	Gondor	5,300 (4,500)	Ha9
4	Lúrelost	Gondor	6,000 (2,900)	Ha10
5	Imlad Carnen	Gondor	7,600 (9,200)	Ha11
6	Emelin	Gondor	2,800 (3,200)	Ha12
7	Almirond	Gondor	2,700 (3,000)	Ha14
8	Minas Risjar	Gondor	6,900 (9,700)	Ha16
9	Celegost	Gondor	1,400 (6,500)	Ha20

Eithel Turin represents Gondor's main fortress and stronghold on the coast in these days and many people from Harondor fled here.

Iant Poros and *Lúrelost* represent the emerging the new core of the province and here the resistance is strongest and will last longest.

Imlad Carnen has become a frontier fortress in these days,.

Minas Risjar still is Gondor's southernmost fortress that has halted many attacks and secured the southern access to the central corridor for centuries.



THIRD AGE 2600

Miles 50 100 150 200 250 300

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Colour	Realm	Notes
Beige	Gondor	Shaded: Claimed but not yet settled
Red-Brown	Belfalas	
Blue	Lamedach	North of Ered Nimrais: Gwathuirim clans
Gray	Princdoms of former Mountain-kingdom	

TA 2600

Settlements in Belzalas

Level of central authority: high

There have been slight changes to the population of major settlements, the biggest of these in Dol Amroth.



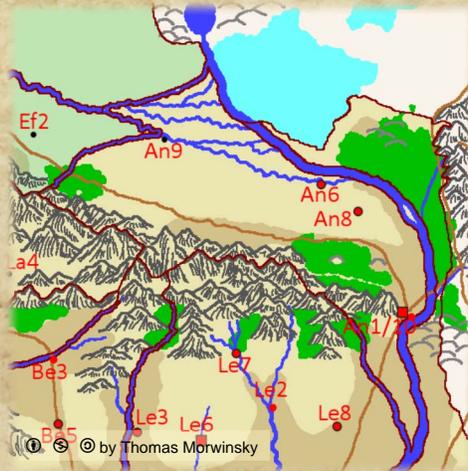
#	Settlement	Realm	Population	Code
1	Dol Amroth	Gondor	12,800 (13,500)	Be1
2	Spathlin	Gondor	4,600 (4,800)	Be2
3	Ethring	Gondor	4,000 (4,000)	Be3
4	Linhir	Gondor	6,600 (7,000)	Be4
5	Aglarwedh	Gondor	5,200 (5,200)	Be5
6	Gilvorad	Gondor	6,400 (6,400)	Be6
7	Celegür	Gondor	5,100 (5,100)	Be7
8	Tir Celevras	Gondor	6,500 (6,500)	Be10
9	Adrin	Gondor	3,100 (3,000)	Be11
10	Belrian	Gondor	5,300 (5,300)	Be12

Dol Amroth has seen little change in the previous 100 years, although the population has shrunk a bit.

Settlements in Anórien

Level of central authority: high

The urban population has shrunk noticeably compared to 100 years ago. This is seen as a result of the increasing decline of Gondor with the loss of a whole province (Calenardhon), even though it was settled with a friendly people 90 years ago. The overall ongoing loss of urban population cannot be denied.



#	Settlement	Realm	Population	Code
1	Minas Tirith	Gondor	37,300 (40,200)	An1
2	Ralwath	Gondor	6,500 (7,500)	An6
3	Mithrod	Gondor	7,600 (10,400)	An8
4	Perendol	Gondor	2,400 (2,400)	An9
5	Harlond	Gondor	3,300 (4,000)	An10

Minas Tirith continues to lose people, but with about 7.5% those losses remain small, due to its function as the realm's political centre.

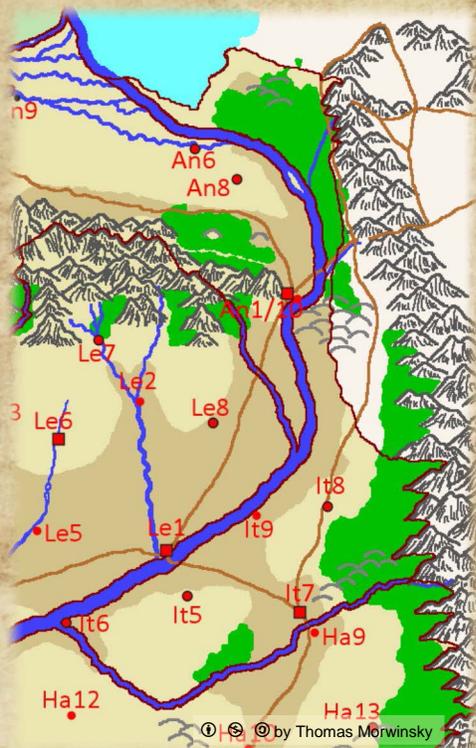
Ralwath and *Mithrod* have suffered strong losses (ca. 15 and 25%) compared to the last era. many people have left the area after losing Calenardhon and the trade there and re-located to central areas around Minas Tirith.



Settlements in Ithilien

Level of central authority: high

Despite all Gondorian efforts to contain the influence of the Nazgûl in Minas Morgul, Ithilien is a dying province. Even though its territory remained stable, the ever-present threat from Minas Morgul causes increasing numbers of people to leave for more secure Anórien and Lebennin. In addition, the successive losses of Gondor in Harondor cause additional concern.



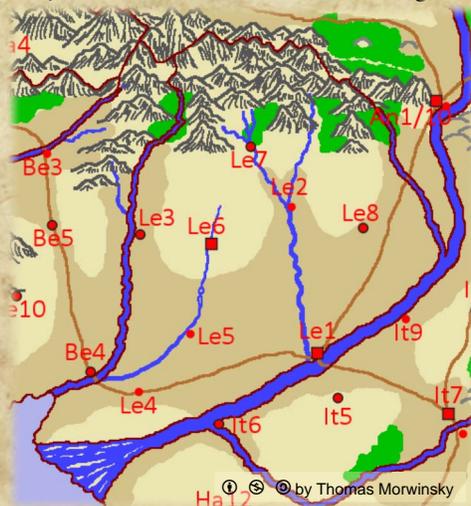
#	Settlement	Realm	Population	Code
1	Gerwing	Gondor	5,500 (5,900)	It5
2	Ivalas	Gondor	5,100 (6,500)	It6
3	Brineth	Gondor	10,900 (13,500)	It7
4	Angring	Gondor	6,600 (7,000)	It8
5	Tir Aranduin	Gondor	4,500 (5,500)	It9

Even though **Brineth** still is the province's largest city and seat of government its population loss of ca. 20% in only 100 years makes it obvious that even the southern parts of Ithilien are under the shadow of the Nazgûl's city.

Settlements in Lebennin

Level of central authority: high

The development of the urban population in this province mirrors the overall trend. It is, however, unevenly distributed and focussed on Pelargir.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	49,800 (58,600)	Le1
2	Geleph	Gondor	3,500 (4,000)	Le2
3	Ered Thralor	Gondor	5,200 (5,200)	Le3
4	Indros	Gondor	3,000 (3,600)	Le4
5	Tir Belevorn	Gondor	3,300 (3,300)	Le5
6	Minas Brethil	Gondor	12,200 (12,500)	Le6
7	Tunion	Gondor	5,200 (5,200)	Le7
8	Galathlangoth	Gondor	6,200 (7,100)	Le8

Pelargir has suffered the majority of the losses among the urban population with about 15% less people than 100 years ago. This can mostly be attributed to the increasing threat caused by the Corsairs and the corresponding decline in maritime trade, whose centre is still Pelargir.

Minas Brethil has remained almost stable in population, being the most important city to serve rural communities in west-central Lebennin. Many of the refugees from Ithilien found a new home here.

Settlements in Angrenost

Level of central authority: low

The fortress has now reached its nadir. Almost no men of Númenórean descent reside here anymore, and the loyalty to Minas Tirith is very weak.



Still, the captains here claim Dúnadan blood, though most of the people are purely Gwathuirim.

#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	300 (800)	Ang1

Angrenost has declined even further into a local village. Most of the old infrastructure besides the wall and the Orthanc are ruined or in steep decline. Overall, the site is a pale shadow of its former self.

Settlements in Lamedon

Level of central authority: medium

The towns have suffered only light net losses compared to the last era. A contributing factor may have been the influx of people fleeing from Ithilien.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	1,300 (800)	La1
2	Kadimir	Gondor	2,700 (2,100)	La3
3	Egelost	Gondor	1,700 (1,800)	La4

Ossarnen and *Kadimir* both were able to increase their population. Both attracted inhabitants from Gilirges that is only a small village in this time.

Settlements in Nan Ringló

Level of central authority: high

As in most areas, the urban people are slowly dwindling. That effect is somewhat limited here however.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	5,100 (5,300)	Ri1
2	Dúnir	Gondor	2,900 (3,200)	Ri2
3	Glanhir	Gondor	5,200 (5,500)	Ri3
4	Belegil	Gondor	2,600 (2,600)	Ri4

Both *Calembel* and *Glanhir* as the major settlements were able to keep their population almost stable. Despite this, the overall decline is also felt here throughout daily life.

Settlements in Anfalas

Level of central authority: medium

The Far West of Gondor is quickly losing importance and population in this time. This is also seen in the numbers of its urban population.



#	Settlement	Realm	Population	Code
1	Rondalaph	Gondor	4,800 (5,100)	Af1
2	Annúlon	Gondor	4,200 (5,200)	Af2
3	Serelond	Gondor	1,800 (2,000)	Af3

Annúlon has seen a sharp loss, with ca. 20% population loss in the past 100 years. The area becomes of much less interest both to the provincial government and especially the Stewards in faraway Minas Tirith.

Settlements in Pinnath Gelin

Level of central authority: medium

The overall numbers in the urban centres have remained relatively stable in this region.



#	Settlement	Realm	Population	Code
1	Rond Rhandir	Gondor	3,700 (3,700)	PG1
2	Adavalinda	Gondor	1,600 (1,300)	PG2
3	Donal	Gondor	2,700 (2,700)	PG3
4	Pinnornost	Gondor	2,800 (2,800)	PG6
5	Annogwain	Gondor	4,200 (4,800)	PG7
6	Sá Rathondost	Gondor	3,200 (3,600)	PG8
7	Galenhiros	Gondor	2,600 (2,600)	PG9

Annogwain and *Sá Rathondost* again are those towns with the biggest losses in population. The development of de-emphasizing the western centres continues. Given the overall situation of Gondor, this is no wonder.

Settlements in Morthond

Level of central authority: medium

Morthond is one of the provinces with a clear loss in urban population (in contrast to Pinnath Gelin for example). And losses are relatively uniform throughout all settlements.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	3,600 (4,500)	Mo1
2	Galenhírost	Gondor	5,800 (6,200)	Mo2
3	Erech	Gondor	5,600 (6,200)	Mo4
4	Aerilost	Gondor	4,800 (5,300)	Mo5
5	Kalocrin	Gondor	1,500 (1,900)	Mo7

Minas Bramreth is again hit hardest by the decrease of urban population. The urban centres to the north and south have taken over much of its function, leading to disproportionate losses.

Erech has suffered losses as well. At least the Dead have become quieter since the arrival of the Rohirrim and their Shadow has somehow been lifted from the upper Morthond valley.



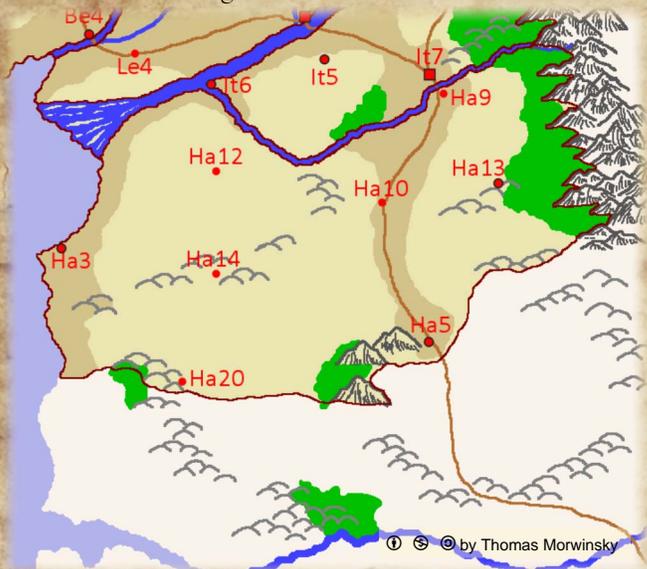
Riesengebirgslandschaft © by Caspar David Friedrich

Settlements in Harondor

Level of central authority: high

The last century has seen more defeats than victories for Gondor and consequently the province has continued to shrink. Concerning urban population, this is reflected by the loss of two major centres: Minas Risjar and Imlad Carnen have fallen to the Haradrim and Corsairs. Despite this, a good part of the people from that area were able to flee and resettle further northward. For Gondor this has the advantage of ceding less populated areas to its enemies. In fact, the intense warfare has left most of the contested areas barely populated at all. The war is fought with little quarter on both sides.

In the urban population of Harondor there has been a shift away from large big centres towards smaller and mid-sized towns. Many of the remaining settlements have gained population, mostly in the form of refugees from the now lost areas.



#	Settlement	Realm	Population	Code
1	Eithel Turin	Gondor	5,400 (5,400)	Ha3
2	Amon Eithel	Gondor	9,700 (11,000)	Ha5
3	Iant Poros	Gondor	4,300 (5,300)	Ha9
4	Lúrelost	Gondor	4,900 (6,000)	Ha10
5	Emelin	Gondor	2,800 (2,800)	Ha12
6	Minas Húngor	Gondor	5,400 (-)	Ha13
7	Almirond	Gondor	4,200 (2,700)	Ha14
8	Celegost	Gondor	4,600 (1,400)	Ha20

Eithel Turin remains Gondor's primary fortress and defence on the coast. Due to the encroaching border, its importance has even grown in these days.

Amon Eithel now is a border fortress. It has lost a substantial amount of its people, but now it has the advantage of being a strong bastion on the border that can guard its hinterland very effectively.

Minas Húngor has again gained key importance in eastern Harondor as the primary fortress of this region. Many of its people stem from Imlad Carnen, which fell some time ago.

Celegost is the third of Gondor's key stations in southern Harondor in this time. This is also reflected by its larger population compared to the last era.

Settlements in Eastfold

Level of central authority: medium

It has been just a few decades since the Eorlingas



(Rohirrim in the tongue of Gondor) settled here and the level of urbanisation reflects this recent event.

#	Settlement	Realm	Population	Code
1	Scildaburg	Rohan	1,700 (-)	Ef1
2	Leofstoc	Rohan	2,100 (-)	Ef2

Leofstoc is the primary urban centre of this area. The newly arrived people still live quite scattered reflected by the small size of their urban centres.

Settlements in the Folde

Level of central authority: medium

This is the core territory of this new realm and here most people initially settled after their arrival. It was a deliberate choice to settle near the White Mountains, as these offered places of safety in time of need far away from the Anduin with its threat from Easterlings coming out of Rhovanion.



#	Settlement	Realm	Population	Code
1	Edoras	Rohan	3,500 (-)	Fo1
2	Aldburg	Rohan	2,500 (-)	Fo2

Edoras is the new capital of the Eorlingas. Founded a few decades ago by Brego, it has already grown into a sizeable town – appropriate for the king of the Riddermark.

Aldburg is the first capital of the Mark, and Eorl ruled from here. He used the old Gondorian town of Calvirien as his seat, as it offered an already established infrastructure – even though some fixing up was required. With help from Gondor, repairs were made and this town served as a good base, from where to establish the new realm.

Settlements in Westfold

Level of central authority: low

This is the most recent territory of Rohan and the wildest by far. It has a very strong “frontier” feel to it and this is reflected in the spirit of its people.



#	Settlement	Realm	Population	Code
1	Súthburg	Rohan	1,000 (-)	Wf1
2	Léorburg	Rohan	1,000 (-)	Wf2

Súthburg is the new name for the old Gondorian fortress of Harnost. It is a direct translation of the old name into the new language. This place is the nucleus of settlement in Westfold and from here it spreads further.

Léorburg is the primary settlement in the east of the province, close to the Folde and Edoras. In many respects it is orientated more to the latter than to Súthburg.

Settlements in West-march

Level of central authority: low

This is the least developed part of Rohan (at least in the Rohirrim’s view). It is mostly settled by Dunlendings and only recently people from the Mark have begun taking land here.



#	Settlement	Realm	Population	Code
1	Eyrans	Rohan	1,100 (-)	Wm1
2	Byrins	Rohan	1,000 (-)	Wm2

Eyrans and *Byrins* are old settlements that have survived with changing fortunes from Gondorian times. Now they are looking into the future with very mixed feelings, as the Rohirrim begin to take land and make it clear that they are the new masters.

Settlements in Westemnet

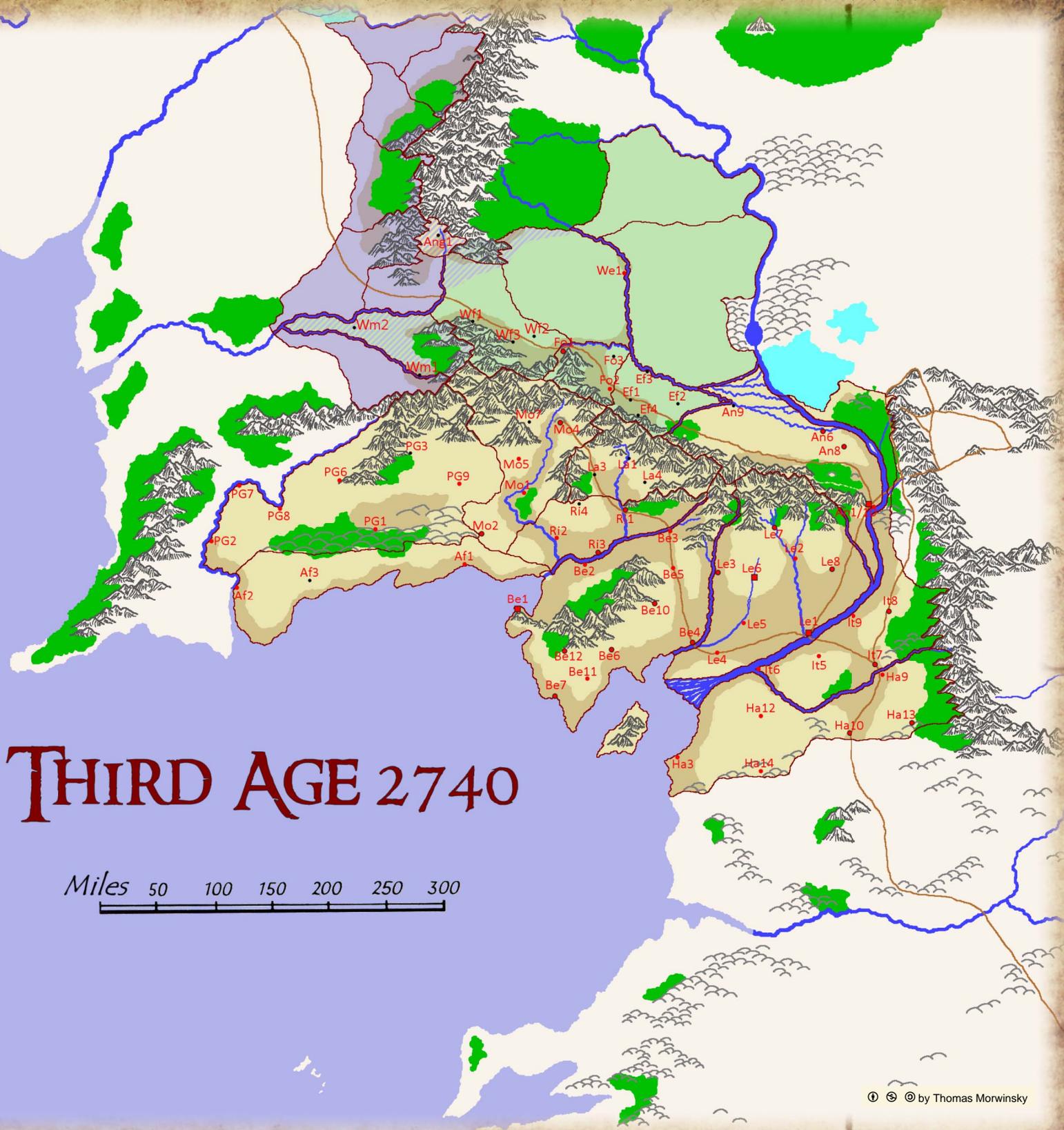
Level of central authority: low

Westemnet is a very lightly settled part of Rohan – especially in this time. The only town of a size worth mentioning is the former Gondorian settlement of Athrad Onodló.



#	Settlement	Realm	Population	Code
1	Ængarstead	Rohan	1,600 (-)	We1

Ængarstead is the new name for former Athrad Onodló. Its strategic location at the primary crossing of the river is of crucial importance for the Eorlingas as well.



THIRD AGE 2740

Miles 50 100 150 200 250 300

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Colour	Realm	Notes
Beige	Gondor	Shaded: Claimed but not yet settled
Red-Brown	Belfalas	
Blue	Lamedach	North of Ered Nimrais: Gwathuirim clans
Gray	Princedom of former Mountain-kingdom	

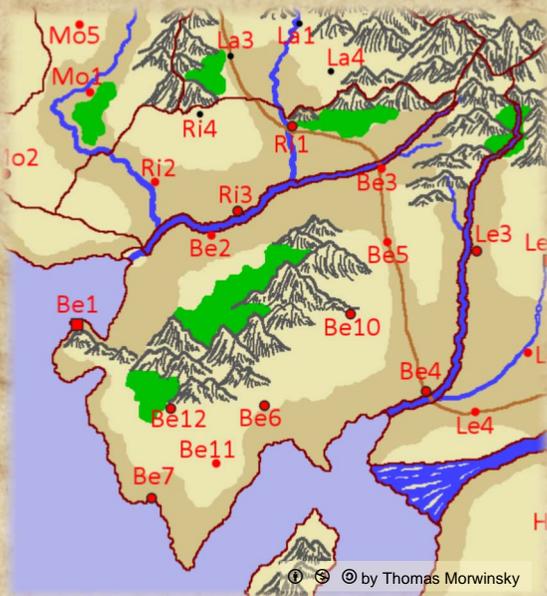
TA 2740

Settlements in Belpalas

Level of central authority: high

Like the overall population, the urban people slowly shrink in numbers. Beside that, there are no specific events in this era here.

Dol Amroth and **Linhir** are the two cities most affected by the loss of urban population (losing about 13 to 15% of their people). This decline of urban life and numbers is seen as a sign for the overall decline of civilization and grandeur in Gondor. Despite this, the Prince of Dol Amroth continues to uphold the ideals of the Faithful and so do his people.



#	Settlement	Realm	Population	Code
1	Dol Amroth	Gondor	11,200 (12,800)	Be1
2	Spathlin	Gondor	4,300 (4,600)	Be2
3	Ethring	Gondor	4,000 (4,000)	Be3
4	Linhir	Gondor	5,700 (6,600)	Be4
5	Aglarwedh	Gondor	4,900 (5,200)	Be5
6	Gilvorad	Gondor	6,400 (6,400)	Be6
7	Celegûr	Gondor	5,100 (5,100)	Be7
8	Tir Celevras	Gondor	6,600 (6,500)	Be10
9	Adrin	Gondor	3,100 (3,000)	Be11
10	Belrian	Gondor	5,600 (5,300)	Be12

Tir Celevras and **Belrian** are the exception to the rule, as both have gained population. This is primarily due to the recent discovery of new mineral veins in the central range and the associated boom in mining it.

Settlements in Anórien

Level of central authority: high

Anórien is losing urban population constantly. Even though the Stewards rule the realm wisely, the loss of the kings has an undeniable negative impact on the realm's demography. Apart from Minas Tirith, the province's towns remain relatively stable in size, although they also face challenges.



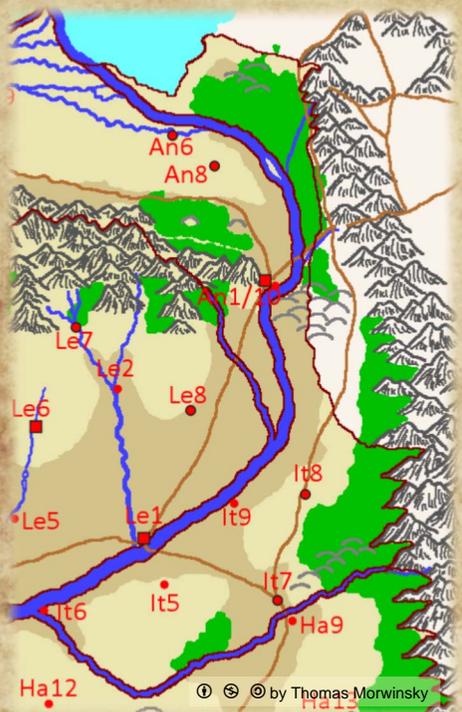
#	Settlement	Realm	Population	Code
1	Minas Tirith	Gondor	33,800 (37,300)	An1
2	Ralwath	Gondor	6,500 (6,500)	An6
3	Mithrod	Gondor	7,500 (7,600)	An8
4	Perendol	Gondor	2,000 (2,400)	An9
5	Harlond	Gondor	3,300 (3,300)	An10

Minas Tirith still faces a continuous shrinking throughout the years. More and more houses are abandoned when old lines fail or no one is able to continue a business. The last 140 years have seen a loss of almost 4,000 people.

Settlements in Ithilien

Level of central authority: high

This era is the last one that sees Ithilien (at least the part under Gondorian control) still relatively intact. It continues to lose people to the western provinces, but at least these losses mitigate the ones west of Anduin. In contrast to most other regions of Gondor, the shrinking of Ithilien's towns progresses uniformly on a high level.



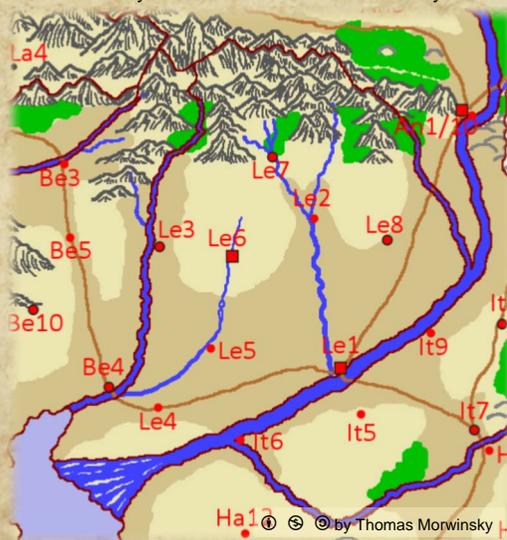
#	Settlement	Realm	Population	Code
1	Gerwing	Gondor	4,800 (5,500)	It5
2	Ivalas	Gondor	4,000 (5,100)	It6
3	Brineth	Gondor	9,500 (10,900)	It7
4	Angring	Gondor	5,800 (6,600)	It8
5	Tir Aranduin	Gondor	3,900 (4,500)	It9

Brineth serves well in its capacity as provincial capital, even though increasingly limited resources make this harder every year. In the late 29th century the nearby bridge over the Poros is destroyed by a Haradrim attack and not rebuilt thereafter.

Settlements in Lebennin

Level of central authority: high

Similar to Anórien, the greatest cities suffer most from the realm's continuing decline. In contrast, the smaller countryside towns remain relatively stable.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	47,200 (49,800)	Le1
2	Geleph	Gondor	3,500 (3,500)	Le2
3	Ered Thralor	Gondor	5,200 (5,200)	Le3
4	Indros	Gondor	3,000 (3,000)	Le4
5	Tir Belevorn	Gondor	3,300 (3,300)	Le5
6	Minas Brethil	Gondor	11,600 (12,200)	Le6
7	Tunion	Gondor	5,200 (5,200)	Le7
8	Galathlangoth	Gondor	6,200 (6,200)	Le8

Pelargir and **Minas Brethil** as the two biggest cities continue to suffer disproportionately from declining urbanisation in Lebennin.

Settlements in Angrenost



Level of central authority: low

Gondor has lost control of this site, so it is included for reference only.

© by Thomas Morwinsky

#	Settlement	Realm	Population	Code
1	Angrenost	Gondor	1,200 (300)	Ang1

Angrenost has seen an unprecedented revival under the rule of dunnish chieftains in the past three decades. A constant influx of more people has brought the place a vigour unseen in centuries.

Settlements in Lamedon

Level of central authority: medium

The towns have suffered only light net losses compared to the last era.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	1,300 (1,300)	La1
2	Kadimir	Gondor	2,300 (2,700)	La3
3	Egelost	Gondor	1,700 (1,700)	La4

Kadimir is the only town to have lost people. Otherwise there is nothing special to report.

Settlements in Nan Ringló

Level of central authority: high

This province is among the very few whose urban population has increased. This is caused primarily by refugees from Ithilien who have found a new home here.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	5,500 (5,100)	Ri1
2	Dúnir	Gondor	3,000 (2,900)	Ri2
3	Glanhir	Gondor	5,300 (5,200)	Ri3
4	Belegil	Gondor	2,400 (2,600)	Ri4

Both *Calembel* and *Glanhir* have profited through influx of new people. This is seen as a sign of hope and that an end to Gondor's misfortunes may still come.

Settlements in Anfalas

Level of central authority: medium

Anfalas sees a continued decline of population, especially in the Far West.



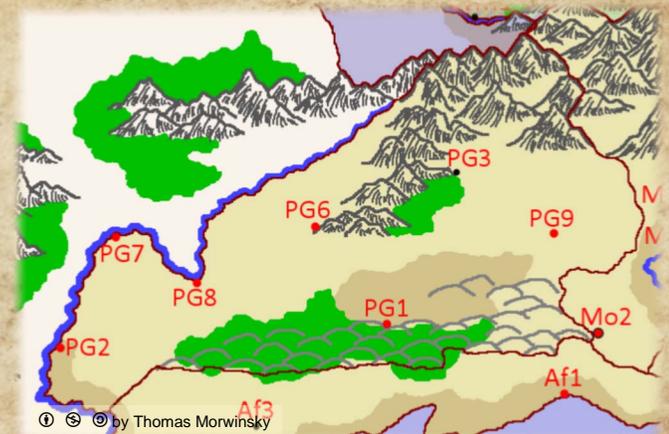
#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	4,500 (4,800)	Af1
2	Annúlon	Gondor	3,600 (4,200)	Af2
3	Serelond	Gondor	2,000 (1,800)	Af3

Annúlon is once again the town in the province with the highest losses in population. The development mentioned earlier continues unabated in this time.

Settlements in Pinnath Gelin

Level of central authority: medium

Pinnath Gelin is an exception to the rule, as its urban population has even increased in this time.

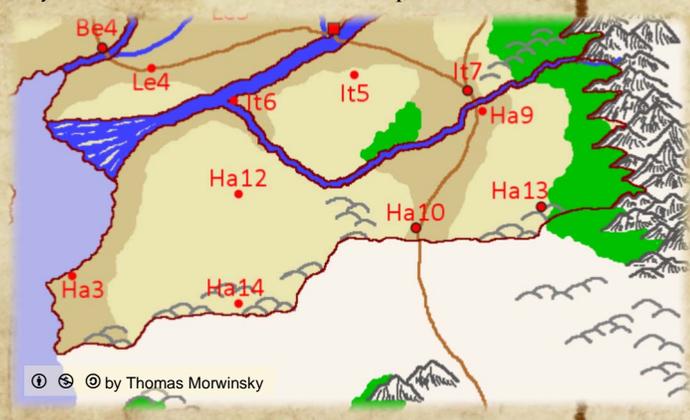


#	Settlement	Realm	Population	Code
1	Rond Rhandir	Gondor	4,500 (3,700)	PG1
2	Adavalinda	Gondor	2,800 (1,600)	PG2
3	Donal	Gondor	2,100 (2,700)	PG3
4	Pinnornost	Gondor	2,800 (2,800)	PG6
5	Annogwain	Gondor	3,800 (4,200)	PG7
6	Sá Rathondost	Gondor	2,900 (3,200)	PG8
7	Galenhiros	Gondor	2,600 (2,600)	PG9

Settlements in Harondor

Level of central authority: high

The last 140 years have seen many defeats for Gondor in Harondor. More than half of its former territory has been lost to the constant attacks of the Corsairs and Haradrim. Especially the loss of Amon Eithel was a hard blow and now Gondor controls only the northern third of its former province.



© by Thomas Morwinsky

#	Settlement	Realm	Population	Code
1	Eithel Turin	Gondor	3,800 (5,400)	Ha3
2	Iant Poros	Gondor	3,000 (4,300)	Ha9
3	Lúrelost	Gondor	5,300 (4,900)	Ha10
4	Emelin	Gondor	2,800 (2,800)	Ha12
5	Minas Húngor	Gondor	5,400 (5,400)	Ha13
6	Almirond	Gondor	4,200 (4,200)	Ha14

Eithel Turin still is Gondor's primary fortress and defence on the coast. Defeats of the last decades have sapped its strength though and it is the last major centre in the area.

Iant Poros suffers the same fate as most other towns here. The destruction of the nearby Poros Bridge by a major raid of the Haradrim in the late 29th century was a severe blow and the bridge has not been rebuilt.

Minas Húngor now poses as the eastern anchor of the last line of defence.

Almirond functions as the primary anchor in the defensive line in the mid-west.

Lúrelost is now the seat of the governor who tries to contain the enemies' advance as best as possible, even though the outlook is not good.

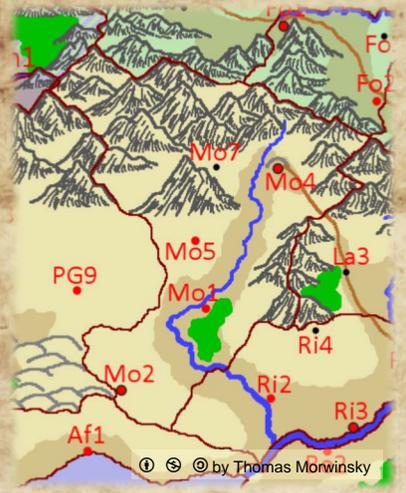
Rond Rhandír has profited greatly from the increase in urban population. It has reached an unprecedented number of people. Again, migration from Ithilien is seen as the main cause. Even though the way is long (and several other, well-established provinces lie in-between), the apparent safety of the Far West weighs higher than its provincial and rural character. The latter may even be an appealing prospect for the refugees from war-torn Ithilien.

Adavalinda on the lower Lefnui is the second town whose population experienced an unexpected boom. The easy accessibility through the river is the main reason why this town on the western fringe of Gondor grew in this era.

Settlements in Morthond

Level of central authority: medium

Morthond suffers continued losses both in its rural and urban communities also in this time.



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#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	3,000 (3,600)	Mo1
2	Galenhírost	Gondor	5,300 (5,800)	Mo2
3	Erech	Gondor	5,500 (5,600)	Mo4
4	Aerilost	Gondor	4,200 (4,800)	Mo5
5	Kalocrin	Gondor	1,200 (1,500)	Mo7

Minas Bramreth continues to lose population and importance within the province. It is a town in steep decline.

The population of *Erech* has somehow stabilized and is once again the largest town in the province.

Settlements in Eastfold

Level of central authority: medium



This era sees a first apogee of the realm's population. More towns have sprung up in Eastfold, supplementing the older ones. Overall, the settlements remain relatively small.

#	Settlement	Realm	Population	Code
1	Scildaburg	Rohan	1,800 (1,700)	Ef1
2	Leofstoc	Rohan	1,900 (2,100)	Ef2
3	Swanmere	Rohan	1,300 (-)	Ef3
4	Hodredscott	Rohan	1,600 (-)	Ef4

Leofstoc is the primary urban centre in this area, although it has lost some population.

Settlements in the Folde



Level of central authority: high

Folde still is (together with Eastfold) the heart of the kingdom in terms of demography.

#	Settlement	Realm	Population	Code
1	Edoras	Rohan	5,500 (3,500)	Fo1
2	Aldburg	Rohan	3,300 (2,500)	Fo2
3	Garhurst	Rohan	800 (-)	Fo3

Edoras has grown into a sizeable city in this time. King Helm rules his realm from here with a heavy but successful hand.

Aldburg has profited from the growth of the Eorlingas overall and the local people like the old city's amenities and favourable location.

Settlements in Westfold



Level of central authority: medium

The people and government of this region have settled by now. It still retains some of the "Wild West" feeling of Rohan.

#	Settlement	Realm	Population	Code
1	Súthburg	Rohan	1,000 (1,000)	Wf1
2	Léorlbúrg	Rohan	1,800 (1,000)	Wf2
3	Pedaworth	Rohan	1,000 (-)	Wf3

Súthburg's population has been stable in the past 140 years. Most people still prefer the dispersed settlement pattern of semi-nomadic people, limiting the growth of major settlements in this region.

Léorlbúrg has profited from its proximity to Edoras and still leans towards the king's seat, even if the town is formally within Westfold.

Pedaworth is a new town between Edoras and Súthburg. In times of need its population retreats to a small stronghold in the mountains nearby.

Settlements in West-march

Level of central authority: low

The past 140 years have seen a lot of development here. Out of pragmatic reasons, many of the new rohirric lords (and their retinue) have married local wives and now the greatest part of the population is of mixed descent – viewed with suspicion both from the "pure" Rohirrim and Dunlendings. Thus the loyalty of the region's population to Edoras is at least questionable.



#	Settlement	Realm	Population	Code
1	Frecasburg	Rohan	1,600 (1,100)	Wm1
2	Dinas Drust	Rohan	1,400 (1,000)	Wm2

Frecasburg and *Dinas Drust* are the new names of Eyrans and Byrins – respectively. They have been re-named to honour the new masters there. Especially Frecasburg plays an important role, where the powerful part-Eorlinga lord Freca resides.

Settlements in Westemnet

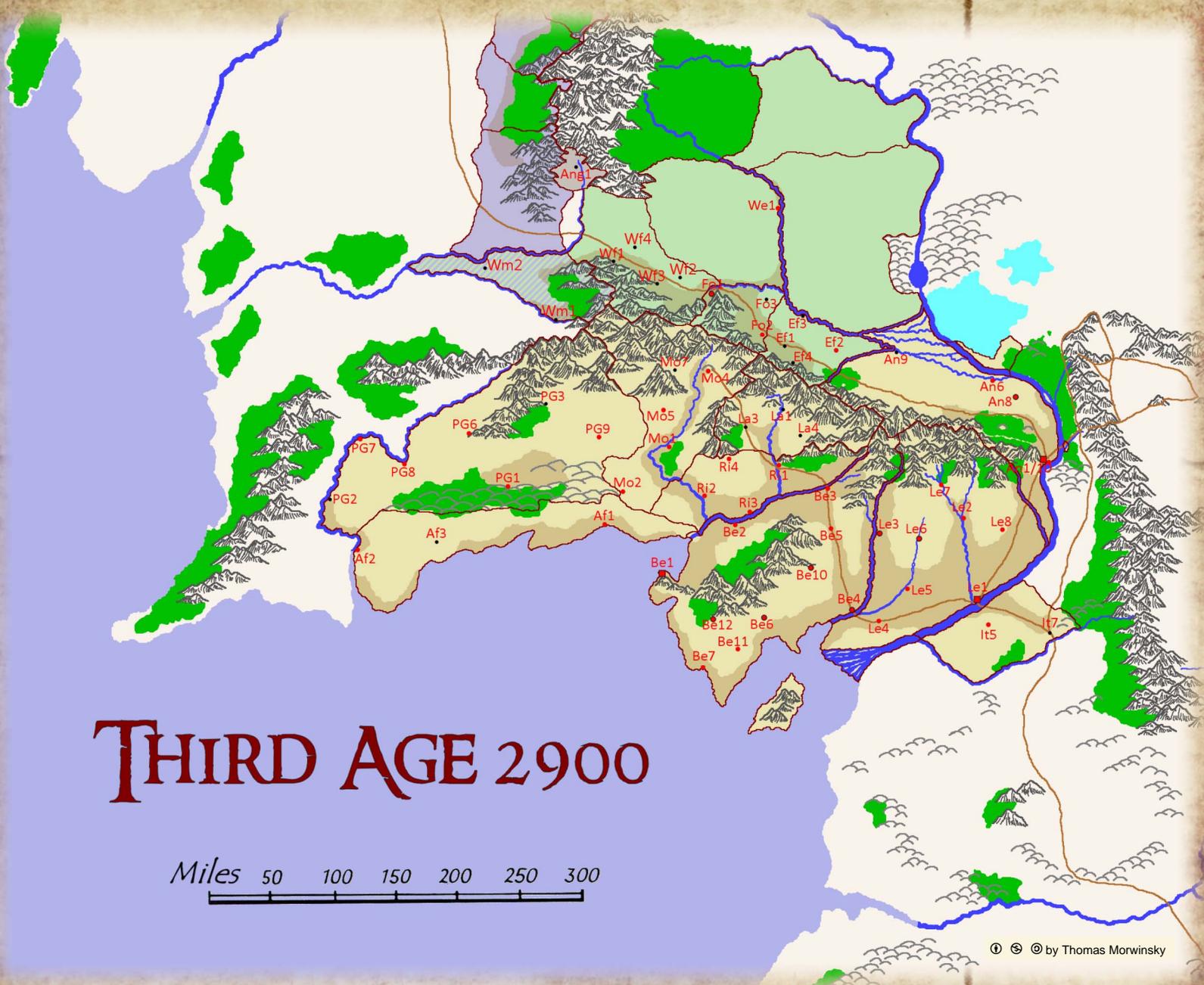


Level of central authority: low

Westemnet still is a very lightly settled part of Rohan and Ængarstead remains the only town.

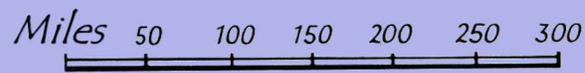
#	Settlement	Realm	Population	Code
1	Ængarstead	Rohan	2,600 (1,600)	We1

Ængarstead has seen prosperous times in the past decades. Its location as the gate into Eastemnet and the Wold serve it well and its inhabitants enjoy this status.



© by Thomas Morwinsky

THIRD AGE 2900



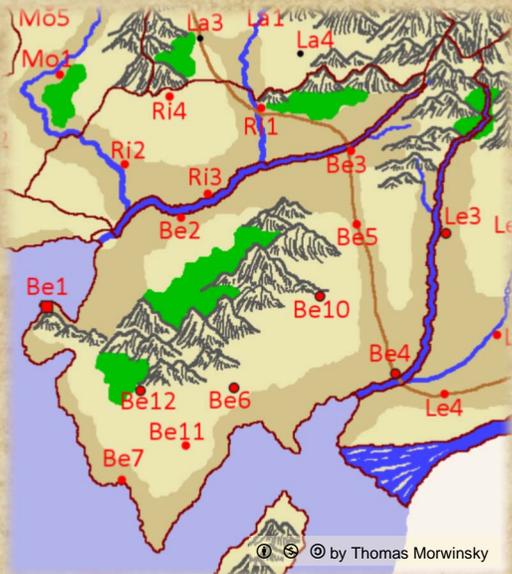
Colour	Realm	Notes
Beige	Gondor	Shaded: Claimed but not yet settled
Red-Brown	Belfalas	
Blue	Lamedach	North of Ered Nimrais: Gwathuirim clans
Gray	Princedoms of former Mountain-kingdom	

TA 2900

Settlements in Belpalas

Level of central authority: high

The slow but steady overall decline of the urban population continues in these days, even though differences can be seen between towns.



#	Settlement	Realm	Population	Code
1	Dol Amroth	Gondor	10,400 (11,200)	Be1
2	Spathlin	Gondor	3,900 (4,300)	Be2
3	Ethring	Gondor	4,000 (4,000)	Be3
4	Linhir	Gondor	5,500 (5,700)	Be4
5	Aglarwedh	Gondor	3,400 (4,900)	Be5
6	Gilvorad	Gondor	6,900 (6,400)	Be6
7	Celegûr	Gondor	4,800 (5,100)	Be7
8	Tir Celevras	Gondor	7,200 (6,600)	Be10
9	Adrin	Gondor	3,100 (3,100)	Be11
10	Belrian	Gondor	5,600 (5,600)	Be12

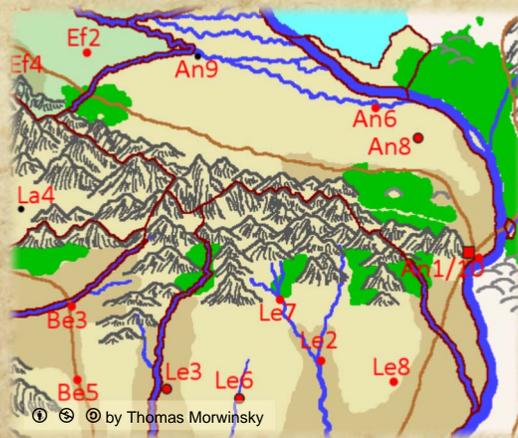
Dol Amroth still suffers the most from de-urbanisation in this era where increasing power is delegated to the various parts of the princedom, rather than concentrated within the capital. This also means that tradesmen and other businesses move away.

Tir Celevras and **Gilvorad** are the exception to the rule (Tir Celevras even more so). Both have grown, caused by the continued richness of the newly discovered veins and the associated revenues. In addition, both are well protected and relatively far away from the coasts and its surprise attacks by Corsairs and already well-protected.

Settlements in Anórien

Level of central authority: high

Anórien is losing urban population constantly. The decline is not evenly distributed though: The drop for Minas Tirith is the most pronounced.



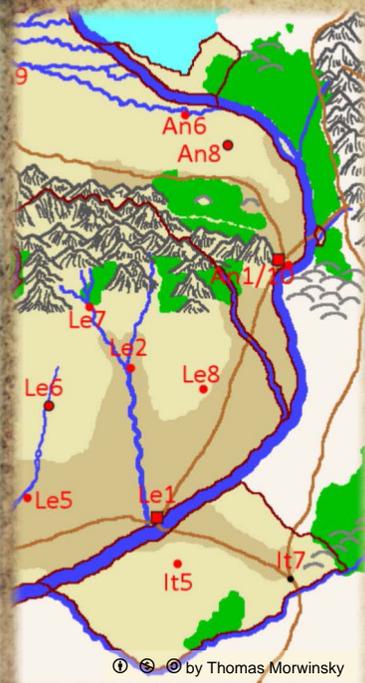
#	Settlement	Realm	Population	Code
1	Minas Tirith	Gondor	26,200 (33,800)	An1
2	Ralwath	Gondor	5,000 (6,500)	An6
3	Mithrod	Gondor	6,400 (7,500)	An8
4	Perendol	Gondor	1,400 (2,000)	An9
5	Harlond	Gondor	3,000 (3,300)	An10

The development of **Minas Tirith** mirrors the one seen in Dol Amroth. The biggest centres suffer in favour of the smaller ones, as power (and economy) becomes more decentralised. The losses in the capital are especially pronounced – it suffered a drop of almost 25% in people. Many have re-located to other areas, adding to a dropping birth rate.



Aragorn © by Jenny Dolfen, used with permission

Settlements in Ithilien



Level of central authority: high

In this era southern Ithilien's backbone has been broken and it is only a matter of time until it will fall completely. The great raid by the Haradrim that was narrowly repulsed in TA 2885 at the Crossings of Poros caused immense damage to its remaining communities. Only two of its former towns still exist in this day – end they are pale shadows of their former selves. The rest were destroyed in the disastrous campaign that devastated southern Ithilien.

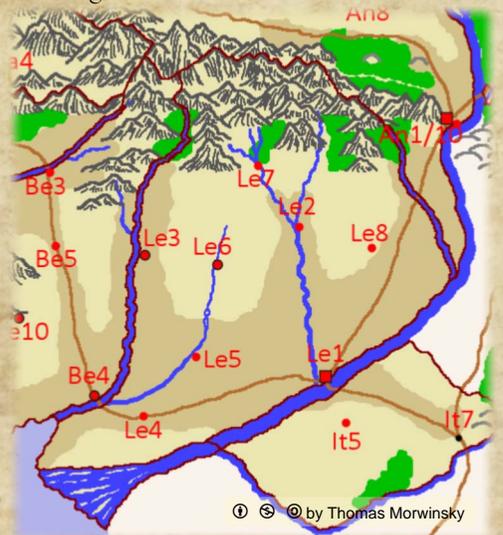
#	Settlement	Realm	Population	Code
1	Gerwing	Gondor	3,200 (4,800)	It5
2	Brineth	Gondor	2,200 (9,500)	It7

Brineth was attacked and captured by the Haradrim 15 years ago. Eventually they were repulsed, but the city went down in a blaze of fire, the majority of its population was killed and the nearby bridge destroyed. The price for victory was dearly bought not only due to the city's destruction, but also because of the death of king Folcwine of Rohan's twin sons during the final battle.

Settlements in Lebennin

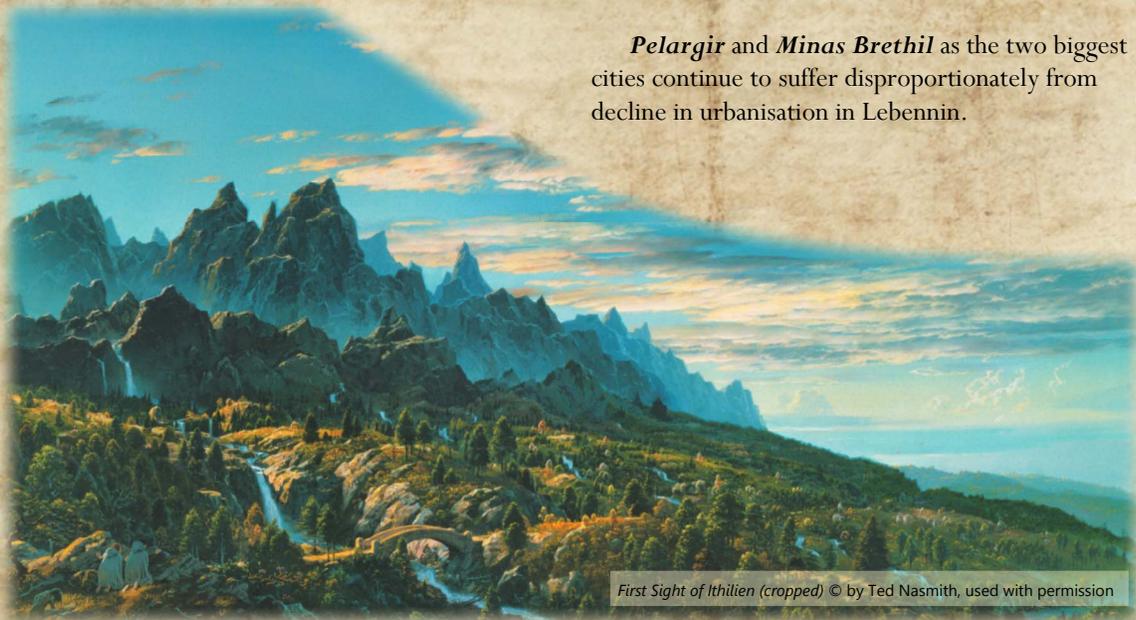
Level of central authority: high

Lebennin has not seen so much decentralisation as Anórien or Belfalas. This may be due to the recent conflicts being fought on its border. People therefore saw better chances within the greatest border settlement Pelargir. The urban losses are noticeable here as well, but the influx of refugees has compensated to some degree.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	47,200 (47,200)	Le1
2	Geleph	Gondor	3,500 (3,500)	Le2
3	Ered Thralor	Gondor	5,200 (5,200)	Le3
4	Indros	Gondor	3,100 (3,000)	Le4
5	Tir Belevorn	Gondor	3,300 (3,300)	Le5
6	Minas Brethil	Gondor	9,300 (11,600)	Le6
7	Tunion	Gondor	3,000 (5,200)	Le7
8	Galathlangoth	Gondor	5000 (6,200)	Le8

Pelargir and **Minas Brethil** as the two biggest cities continue to suffer disproportionately from decline in urbanisation in Lebennin.



First Sight of Ithilien (cropped) © by Ted Nasmith, used with permission

Settlements in Lamedon

Level of central authority: medium

Losses have been small, but with the already low numbers every little bit poses a significant loss.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	1,500 (1,300)	La1
2	Kadimir	Gondor	1,200 (2,300)	La3
3	Egelost	Gondor	1,700 (1,700)	La4

Ossarnen is the only town that was able to increase its population. Its sheltered location in the foothills of the Ered Nimrais may contribute to this.

Kadimir has lost most of its former importance. It has shrunk to almost 50% of its former size, marking a sharp incision in its history.

Settlements in Nan Ringló

Level of central authority: high

The losses of this province focus on the lower Ringló area.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	4,900 (5,500)	Ri1
2	Dúnir	Gondor	3,000 (3,000)	Ri2
3	Glanhir	Gondor	3,800 (5,300)	Ri3
4	Belegil	Gondor	2,800 (2,400)	Ri4

Glanhir has lost a substantial part of its population. A secondary attack by Corsairs that was launched to support the great Haradrim attack in TA 2885 sailed up the Ringló, attacked the city and took it before relief could come to its aid. The Corsairs retreated with great booty and prisoners. It has recovered only to a small degree by now, still suffering from this catastrophe.

Belegil gave a new home to some refugees from Glanhir and was thus able to increase its size during these unfortunate days.

Settlements in Anfalas

Level of central authority: medium

Apart from limited but steady losses, not much happens in this backward area of Gondor.



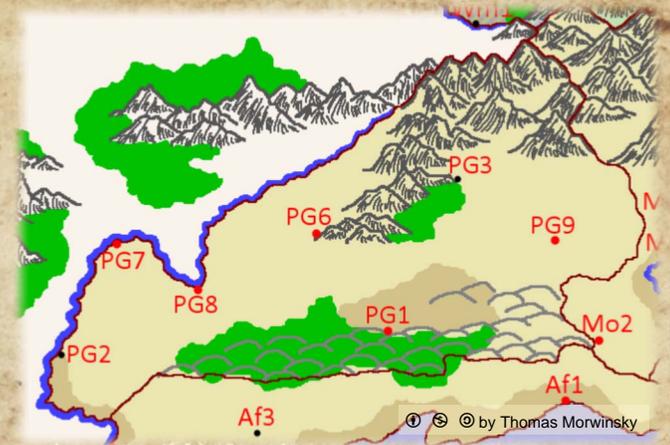
#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	3,700 (4,500)	Af1
2	Annúlond	Gondor	3,000 (3,600)	Af2
3	Serelond	Gondor	2,200 (2,000)	Af3

The losses of *Rondalph* and *Annúlond* reflect the decentralisation trend in this province.

Settlements in Pinnath Gelin

Level of central authority: medium

Pinnath Gelin is an exception to the rule, as its urban population has increased during this time.



#	Settlement	Realm	Population	Code
1	Rond Rhandír	Gondor	3,000 (4,500)	PG1
2	Adavalinda	Gondor	1,800 (2,800)	PG2
3	Donal	Gondor	2,100 (2,100)	PG3
4	Pinnornost	Gondor	2,800 (2,800)	PG6
5	Annogwain	Gondor	3,900 (3,800)	PG7
6	Sá Rathondost	Gondor	3,100 (2,900)	PG8
7	Galenhiros	Gondor	2,800 (2,600)	PG9

Pinnornost, *Annogwain* and *Sá Rathondost* all held their population or even increased it. This is mostly facilitated by the movement of people from other areas – namely Rond Rhandír.

Settlements in Morthond

Level of central authority: high

This province shares the fate of most territories in Gondor and suffers a continued and strong decline of urban communities.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	2,700 (3,000)	Mo1
2	Galenhírost	Gondor	4,600 (5,300)	Mo2
3	Erech	Gondor	4,800 (5,500)	Mo4
4	Aerilost	Gondor	3,700 (4,200)	Mo5
5	Kalocrin	Gondor	1,200 (1,200)	Mo7

Minas Bramreth continues its long decline and is only a shadow of its former self.

Galenhírost and *Erech* suffered the greatest losses, being the greatest towns to start with. An underlying but noticeable mood of fatalism seems to have gripped the area.

Settlements in Eastfold



Level of central authority: medium

Even though Eastfold is one of the most populous areas in Rohan, its towns remain relatively small – especially compared to the Folde. The people here still prefer a more traditional lifestyle in smaller towns.

#	Settlement	Realm	Population	Code
1	Scildaburg	Rohan	2,000 (1,800)	Ef1
2	Leofstoc	Rohan	2,600 (1,900)	Ef2
3	Swanmere	Rohan	1,700 (1,300)	Ef3
4	Hodredscott	Rohan	1,400 (1,600)	Ef4

Leofstoc continues its slow but steady development into the region's centre.

Settlements in the Folde



Level of central authority: high

Folde still is (together with Eastfold) the heart of the kingdom population-wise.

#	Settlement	Realm	Population	Code
1	Edoras	Rohan	6,600 (5,500)	Fo1
2	Aldburg	Rohan	4,400 (3,300)	Fo2
3	Garhurst	Rohan	800 (800)	Fo3

Edoras has grown even further. The losses from the Dunlending invasion in King Helm's time and the Long Winter have been replaced and the city is more than ever centre of a prosperous kingdom.

Aldburg has also grown substantially and is now the second-largest settlement in the kingdom. Many of the old structures have been repaired (some with help from Gondorian craftsmen) and the city is a unique blend of ancient Gondorian and new Rohirric styles and infrastructure.

Settlements in Westfold



Level of central authority: medium

The people and government of this region still retain their distinct "Wild West" image.

#	Settlement	Realm	Population	Code
1	Helm's Deep (Súthburg)	Rohan	1,200 (1,000)	Wf1
2	Léorlbúrg	Rohan	1,600 (1,800)	Wf2
3	Pedaworth	Rohan	1,000 (1,000)	Wf3

Helm's Deep is the new name of the former Súthburg. The fortress was re-named in honour of king Helm Hammerhand, who died here during the Long Winter when the fortress was besieged. In these times the population has slightly grown, a sign of the overall prosperity throughout Rohan.

Léorlbúrg suffered dearly during the dunnish reign and the Long Winter and hasn't regained its former size yet.

Settlements in West-march

Level of central authority: low

The aftermath of Wulf's War was felt especially here when the victorious Rohirrim took their revenge. Fortunately losses were not too high, but it further cemented old enmities.



#	Settlement	Realm	Population	Code
1	Frecasburg	Rohan	1,200 (1,600)	Wm1
2	Dinas Drust	Rohan	1,400 (1,400)	Wm2

Frecasburg has declined in importance during the past 160 years. The waning fortunes of the dunnish people within Rohan (including the mixed people of West-march) are reflected in the population figures for this settlement.

Dinas Drust was able to hold its size, this is mostly due to its very remote location and small interest of the rohirric lords in it.

Settlements in Westemnet

Level of central authority: low

Westemnet is the transition area from the densely settled areas to the south into the sparsely settled Wild North of Rohan.

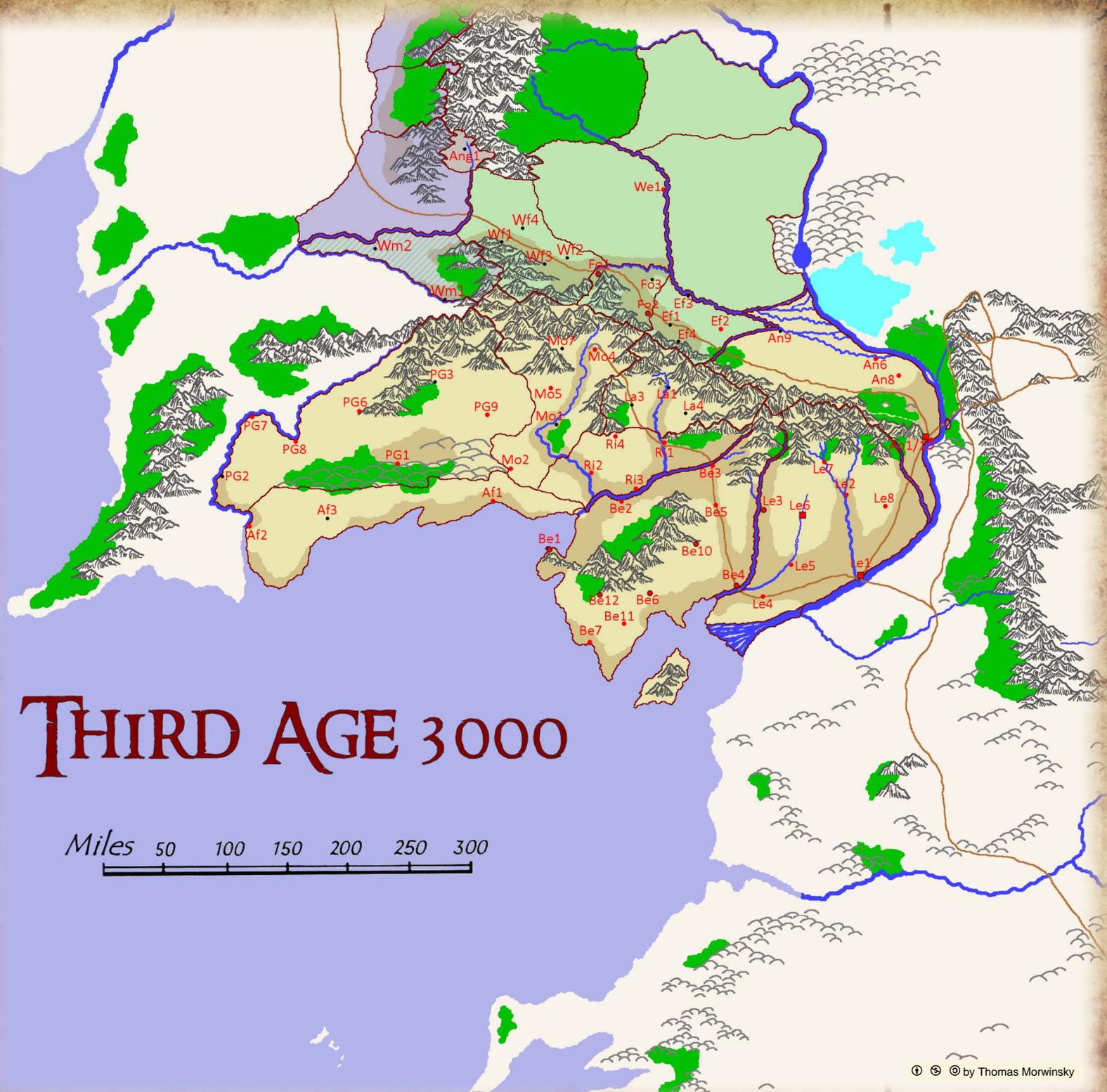


#	Settlement	Realm	Population	Code
1	Ængarstead	Rohan	2,600 (2,600)	We1

Ængarstead was able to keep its population stable. In light of the overall growth, this reflects the lesser importance of the northern parts of the realm. Still its command of the most important crossing over the Entwash secures its existence on a comfortable level.



Ziehende Wolken © by Caspar David Friedrich



THIRD AGE 3000

Miles 50 100 150 200 250 300

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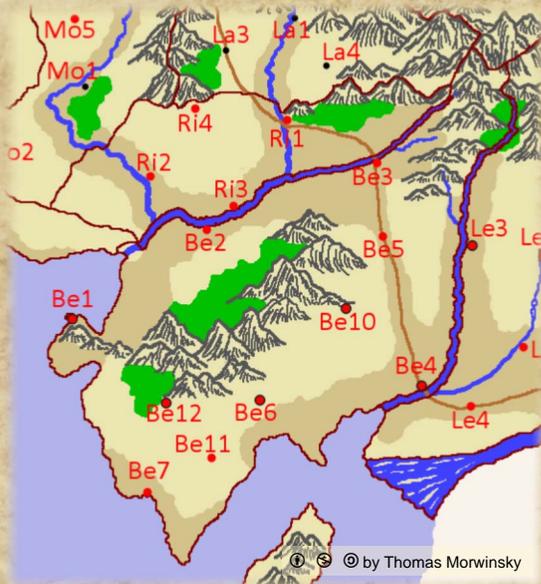
Colour	Realm	Notes
Beige	Gondor	Shaded: Claimed but not yet settled
Red-Brown	Belfalas	
Blue	Lamedach	North of Ered Nimrais: Gwathurim clans
Gray	Princesdoms of former Mountain-kingdom	

TA 3000

Settlements in Belpalas

Level of central authority: high

The urban decline has slowed somewhat in this era, but is still noticeable.



#	Settlement	Realm	Population	Code
1	Dol Amroth	Gondor	9,700 (10,400)	Be1
2	Spathlin	Gondor	2,800 (3,900)	Be2
3	Ethring	Gondor	4,000 (4,000)	Be3
4	Linhir	Gondor	5,300 (5,500)	Be4
5	Aglarwedh	Gondor	2,600 (3,400)	Be5
6	Gilvorad	Gondor	7,200 (6,900)	Be6
7	Celegûr	Gondor	4,800 (4,800)	Be7
8	Tir Celevras	Gondor	7,200 (7,200)	Be10
9	Adrin	Gondor	3,300 (3,100)	Be11
10	Belrian	Gondor	5,800 (5,600)	Be12

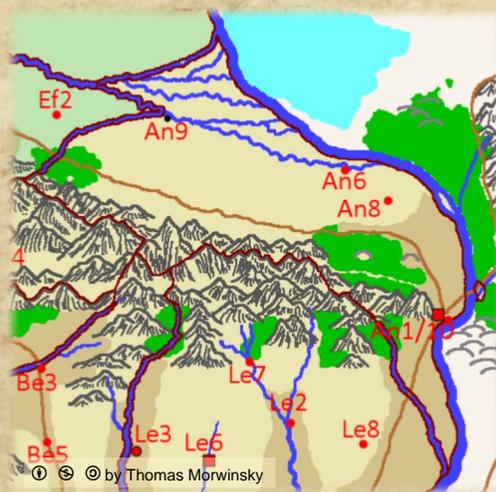
The losses of *Dol Amroth* have slowed down significantly, but still the population of the region's capital has reached a nadir. Despite the demographic decline, the Prince preserves the Númenórean ideals that give its people hope for better days to come.

Gilvorad is once more the exception to the general demographic decline. Its recent prosperity has made the city into the territory's second commercial centre after Dol Amroth.

Settlements in Anórien

Level of central authority: high

Anórien is losing urban population constantly. The decline is not evenly distributed though, as the drop for Minas Tirith is the most pronounced.



#	Settlement	Realm	Population	Code
1	Minas Tirith	Gondor	23,400 (26,200)	An1
2	Ralwath	Gondor	3,000 (5,000)	An6
3	Mithrod	Gondor	4,900 (6,400)	An8
4	Perendol	Gondor	1,200 (1,400)	An9
5	Harlond	Gondor	2,600 (3,000)	An10

In this time *Minas Tirith* has reached its demographic nadir of the last 1,000 years. Many houses stand empty – testimony to past grandeur. Doubts about the future can be felt on occasion, even though Gondor still stands strong.

Ralwath and *Mithrod* still provide the local centres in central Anórien in this time. As in other areas their population has shrunk as well. These sites get a lot of attention from the Steward during the build-up towards the War of the Ring: They provide a good backdrop and supply base for the border guard along the Anduin (especially Cair Andros), but it is also clear that once the Enemy crosses the river in force Minas Tirith won't be able to send any significant relief, as the main thrust is expected to aim at Minas Tirith and all the available reserves will be needed there. In February 3019 the Steward makes it clear that both cities won't be defended, as no troops can be spared for the expected thrust here (gained through intelligence from the *palantír*) and that the people should seek shelter in the southern parts of the land. The evacuation of Mithrod is complete by 3 March 3019, but the people of Ralwath are reluctant to go and instead retreat to long-prepared refuges and shelters in the Entwash swamps. When war finally comes, Sauron's troops only find empty land and deserted towns.

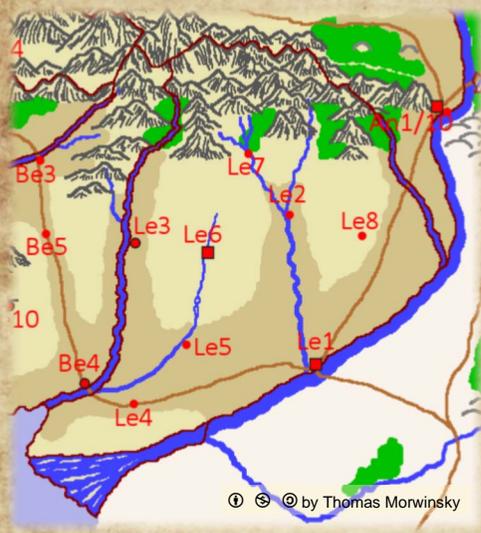
Settlements in Lebennin

Level of central authority: high

In this time the de-urbanisation is also severely felt in Lebennin. The quickly deteriorating strategic situation (Sauron declared himself again in TA 2951) and the long-lasting effects of the loss of the king (declining birth rates and an underlying fatalistic mood) have led to massive losses. The Fell Winter that was very hard in the North was less bad here, but also caused some losses.

In addition, the ever-increasing Corsair raids on the coasts cost Gondor military dearly and many civilians were either killed or carried away as captives to Umbar and Harad. Overall, times are not good for Lebennin.

Generally, there is a decline in urban populations, but losses are disproportionately heavy in Pelargir.



#	Settlement	Realm	Population	Code
1	Pelargir	Gondor	41,200 (47,200)	Le1
2	Geleph	Gondor	3,100 (3,500)	Le2
3	Ered Thralor	Gondor	5,100 (5,200)	Le3
4	İndros	Gondor	3,000 (3,100)	Le4
5	Tir Belevorn	Gondor	3,200 (3,300)	Le5
6	Minas Brethil	Gondor	9,000 (9,300)	Le6
7	Tunion	Gondor	3,000 (3,000)	Le7
8	Galathlangoth	Gondor	5000 (5,000)	Le8

Pelargir has suffered a severe decline in population in this time. It is the first time that the general de-centralisation of the past centuries is also felt in the time-honoured Númenórean metropolis on the Anduin.

Minas Brethil still is the province's second-largest city and provides a solid urban centre for the surrounding area.

Settlements in Lamedon

Level of central authority: medium

Overall, there are only minimal changes in the urban population mostly concerning the distribution among the various settlements.



#	Settlement	Realm	Population	Code
1	Ossarnen	Gondor	1,400 (1,500)	La1
2	Kadimir	Gondor	1,100 (1,200)	La3
3	Egelost	Gondor	1,600 (1,700)	La4

Ossarnen has lost minimally in the past 100 years, while **Egelost** is now the largest town. Overall, there are only minimal changes.

Settlements in Nan Ringló

Level of central authority: high

The urban decline in Nan Ringló mirrors that of Gondor as a whole. Almost all towns lose population to some degree.



#	Settlement	Realm	Population	Code
1	Calembel	Gondor	4,100 (4,900)	Ri1
2	Dúnir	Gondor	2,700 (3,000)	Ri2
3	Glanhir	Gondor	3,300 (3,800)	Ri3
4	Belegil	Gondor	3,100 (2,800)	Ri4

Belegil again is the only town to grow in size. Its remote location and relative safety surely play a role in this.

Settlements in Anfalas

Level of central authority: medium

Apart from limited but steady losses not much happens in this backward area of Gondor.



#	Settlement	Realm	Population	Code
1	Rondalph	Gondor	3,500 (3,700)	Af1
2	Annúlon	Gondor	2,900 (3,000)	Af2
3	Serelond	Gondor	2,000 (2,200)	Af3

The decline of *Rondalph* and *Annúlon* has been slowed somewhat, but is still felt clearly.

Settlements in Pinnath Gelin

Level of central authority: medium

Pinnath Gelin still has a large number of towns, but these are all quite small these days.



#	Settlement	Realm	Population	Code
1	Rond Rhandír	Gondor	2,900 (3,000)	PG1
2	Adavalinda	Gondor	1,800 (1,800)	PG2
3	Donal	Gondor	2,100 (2,100)	PG3
4	Pinnornost	Gondor	2,700 (2,800)	PG6
5	Annogwain	Gondor	3,300 (3,900)	PG7
6	Sáráthondost	Gondor	2,900 (3,100)	PG8
7	Galenhiros	Gondor	2,800 (2,800)	PG9

Rond Rhandír is in further decline now.

Pinnornost, *Annogwain* and *Sáráthondost* all lost population in the past 100 years. The threat from the Corsairs and the overall decline of Gondor take their toll.

Settlements in Morthond

Level of central authority: medium

This province shares the fate of most territories of Gondor and suffers a continued and strong decline of urban communities.



#	Settlement	Realm	Population	Code
1	Minas Bramreth	Gondor	1,800 (2,700)	Mo1
2	Galenhírost	Gondor	4,700 (4,600)	Mo2
3	Erech	Gondor	3,300 (4,800)	Mo4
4	Aerilost	Gondor	4,200 (3,700)	Mo5
5	Kalocrin	Gondor	1,200 (1,200)	Mo7

Minas Bramreth has lost even more people. A small town is all that remains of the once sizeable settlement. It has no importance beyond its imminent surroundings these days.

Galenhírost was able to grow (a great exception these days) – even though it lies far to the south of the province. Located in a favourable and well-fortified position it is far away from waterways and therefore Corsair raids and near enough to other centres (especially Rondalph in Anfalas) to provide a favourable position for trade and support.

Settlements in Eastfold

Level of central authority: medium

The urban growth in the traditional Eastfold is slow but steady even in this time with its uncertain future.



#	Settlement	Realm	Population	Code
1	Scildaburg	Rohan	2,100 (2,000)	Ef1
2	Leofstoc	Rohan	2,700 (2,600)	Ef2
3	Swanmere	Rohan	2,000 (1,700)	Ef3
4	Hodredscott	Rohan	2,300 (1,400)	Ef4

Leofstoc has now developed into a small but well-established and prosperous town. Its proximity to Gondor provides additional revenues, even though it does not lie on the main route of trade and travel (the Great Road).

Settlements in the Folde



Level of central authority: high
 Folde still is (together with Eastfold) the heart of the kingdom population-wise.

#	Settlement	Realm	Population	Code
1	Edoras	Rohan	9,100 (6,600)	Fo1
2	Aldburg	Rohan	5,100 (4,400)	Fo2
3	Garhurst	Rohan	900 (800)	Fo3

Edoras has now developed into a full-grown city. Despite its size it still retains its traditional rohirric character with wide areas reserved for herding horses.

Aldburg has grown significantly as well. It is the best place to muster in eastern Rohan and therefore even the muster of Eastfold is generally called here.

Settlements in Westfold



Level of central authority: medium
 Westfold has developed into a stable and populous part of Rohan in this time. Despite this, it is still the most “wild” and “alien”

part of the Riddermark, mostly due to the close proximity of the Dunlendings and their long common – and problematic – history.

#	Settlement	Realm	Population	Code
1	Helm’s Deep	Rohan	1,700 (1,200)	Wf1
2	Léorlborg	Rohan	2,300 (1,600)	Wf2
3	Pedaworth	Rohan	1,300 (1,000)	Wf3
4	Ceorstoc	Rohan	1,800 (-)	Wf4

Helm’s Deep has grown strong under Erkenbrand’s rule. Slowly it develops from a big fortress into a real town. Even though the fortress character will remain preeminent for many years to come.

Léorlborg has grown again and has almost reached the size it had in the time of king Helm Hammerhand.

Ceorstoc is a small town that grew in the past 90 years. It marks the spread of rohirric settlements towards the north.

Settlements in West-march

Level of central authority: low

Not much has happened here in the past 100 years in terms of demographics. Things look different though for politics. But the local lords keep peace with Edoras – for now.



#	Settlement	Realm	Population	Code
1	Frecasburg	Rohan	1,200 (1,200)	Wm1
2	Dinas Drust	Rohan	1,400 (1,400)	Wm2

Settlements in Westemnet

Level of central authority: low

There has not been much new in this province. In recent years the theft of horses has increased and the king is worried about incursions from beyond Anduin. Early in TA 3019 the town is evacuated due to growing fear from orcish raids. This measure is one of the factors that Gríma used to discredit Éomer with the king.



#	Settlement	Realm	Population	Code
1	Ængarstead	Rohan	2,600 (2,600)	We1

Ængarstead now – again – holds a key role for all activities beyond the Entwash. Only a small garrison is left here during the War of the Ring to guard the crossing. This is withdrawn together with the people due to Gríma’s machinations.

CREATURES OF MIDDLE-EARTH: WERE-WORMS

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This contribution begins a new type of content that focusses on various creatures that might be encountered in Middle-earth. It is designed to enrich the setting while staying true to the themes and style of the Professor's work.

supplementary
stuff



Tell me what you want done, and I will try it, if I have to walk from here to the East of East and fight the wild Were-worms in the Last Desert.

—The Hobbit. An Unexpected Party

WERE-WORMS

Little is known about the origins of this evil race, and less so in the western lands on Middle-earth, as they dwelt in Far East. Some of the Wise believe they were a first step in the creation of the mighty dragons, before the Enemy managed to give them strong bodies. Others say they are not related with dragons at all, and they are nothing but evil spirits incarnated to serve the Enemy, much like the balrogs but of a very different nature. It is also common belief about the few scholars who study this matter that the animosity between both races was the reason behind the Were-worms exile far from Angband, however a few say they were spawned in the east from the beginning. Whatever the reason, dragons hate and despise were-worms and were-worms envy dragons and will always try to best them using their scheming minds. Truth is both races share their malice and cunning, and much like Glaurung himself the were-worms enjoy playing cruel mind-games with their victims and there is power in their voice.

Besides their persuasive voice, it is said some among them can cast an illusion on themselves for short periods of time to look like normal men.



Were-worm © by Carlos Gordo Sacristán, used with permission

Physically they are utterly repulsive, with a man-like upper half and a worm-like lower body. Were-worms are poor fighters because they are slow-moving and their lower body is soft, although they are resilient.

See also the article on “terrors of the old days” in this Issue of *Other Minds* for about suitable miniatures to represent these creatures.

They dwell in darkness, usually underground but mist-clouded swamps are also possible. However, they do not like solitude because their love for secrets and their drive to meddle with the life of “lesser” creatures is as deep as a dragon’s love for gold. They live for causing pain and suffering and they find joy proving themselves smarter and more clever than any visitor they may have. Normally they are found in labyrinthical lairs, with places to hide should they need arise, protected by some not very bright, but effective, minions. These minions can be maggotmen, orcs, trolls even or any other creature unlucky enough to be under the influence of the were-worm.

They are known for welcoming anybody seeking their aid. If the visitor is weak-minded, such as goblins, the were-worm voice alone will suffice to make them obey his suggestions as orders, making them believe they should thank the great were-worm for being allowed to serve him. But if the visitor is deemed interesting and clever he will be considered worthy to make deals with the were-worm, asking anything he wants in exchange of fulfilling a request. It is the game were-worms like to play and they respect the rules to the letter keeping their part of the bargain scrupulously, but they demand the request to be satisfied beforehand and there is always a catch in anything they offer. Only desperate or unwise people seek their aid. There are many legends about them scattered in the eastern lands and all have tragic endings, for example the one about a noble hero in need of a magic sword to slay a dragon is asked to steal a Great Eagle egg for the were-worm to suck, the sword was magic indeed but cursed and to lift the curse he needed the aid of the Great Eagles he could never get; or the one about a greedy soldier asking the location of a secret Dwarven treasure and revealing in exchange the weakest spot of his city, the treasure was a gigantic gold statue the soldier could never take and his city was ravaged by the enemy along with his loved ones. According to legends even wars have been started between previously friendly realms due to the crooked help of the were-worms. All these tales have the same moral: no matter if you think you have nothing to lose, the were-worm will enjoy

proving you wrong and then taking whatever you have left, leaving you in even greater suffering and pain. Still there is always somebody foolish enough to play the game.

Besides doing pacts, they like to learn secrets and to such end they keep networks of spies in nearby communities if they can and sometimes they trade secrets among themselves. Their spies can be animals or people who owe them a favor, people who are being blackmailed or are fulfilling the were-worm request as part of a deal. Whatever the method, news travel fast to their caves and their sharp minds can guess secrets, hidden motivations and find patterns to anticipate the likely outcome of things to come.

Were-worms in TOR	
Attribute Level	
6	
Endurance	Hate
54	10
Parry	Armour
4	2d
Skills	
Personality 5	Survival 1
Movement 1	Custom 3
Perception 2	Vocation 2
Weapon Skills	
Sharp Claw	3
Special Abilities	
Hate Sunlight	Dreadful Spells*
Deceiving appearance	Craven
Great Size	

***Dragon-spell**

(see *Tales from the Wilderland*, page 150)

Deceiving appearance

Spending 1 Hate point the were-worm can cast an illusion on himself to look like an old disgusting man, but his upper half won’t be cloaked so they will always hide their short but sharp claws, never showing their hands opened (a successful use of *Lore* may reveal this). The illusion will last for the duration of an encounter.

This skill takes time to use, so it can only be used if the were-worm knows ahead of time he will have a visit. It cannot be used if the were-worm is taken by surprise or if he is in well-lighted place. The use of the Wood-elf Cultural Virtue *Elf-lights* or objects such as an elf-lamp will negate it.

Weapon type	Damage	Edge	Injury	Called Shot
Sharp Claw	4	10	12	-

MAGGOTMEN

It is unclear if were-worms can spawn weaker creatures on their own, same as dragons or great spiders, or if these creatures are the result of some kind of curse on unfortunate Men. They are slow, coward, dim-witted and servile, fit only to serve the basic needs of his master and as fodder in fights and usually never leave his master's lair.

Maggotmen	
Attribute Level	
2	
Endurance	Hate
10	1
Parry	Armour
2	1d
Skills	
Personality, 1	Survival, 1
Movement, 2	Custom, 1
Perception, 1	Vocation, 1
Weapon Skills	
Claw	1
Special Abilities	
Hate Sunlight	Craven
Foul reek	

Weapon type	Damage	Edge	Injury	Called Shot
Claw	3	Eye	14	0

HOW TO INTRODUCE A WERE-WORM IN YOUR CAMPAIGN

Despite the fact they dwell in the Far East, you can have the odd one in some remote location of North-western Middle-earth. As the Balrog of Moria, who fled the destruction of Angband hiding deep into the earth, a Were-worm might find an urgent reason to travel (or flee) from its ancient home. By the secret paths of creatures far below the surface, he travelled long miles exhausted and/or wounded until emerging in a cave. You can place him in any mountain range, be it the Ered Mithrim, the Hithlaegir or any other, and he can fit the role of the mysterious evil lurking in the cave of Nan Mordeleb (see *Horse-lords of Rohan* for more details).

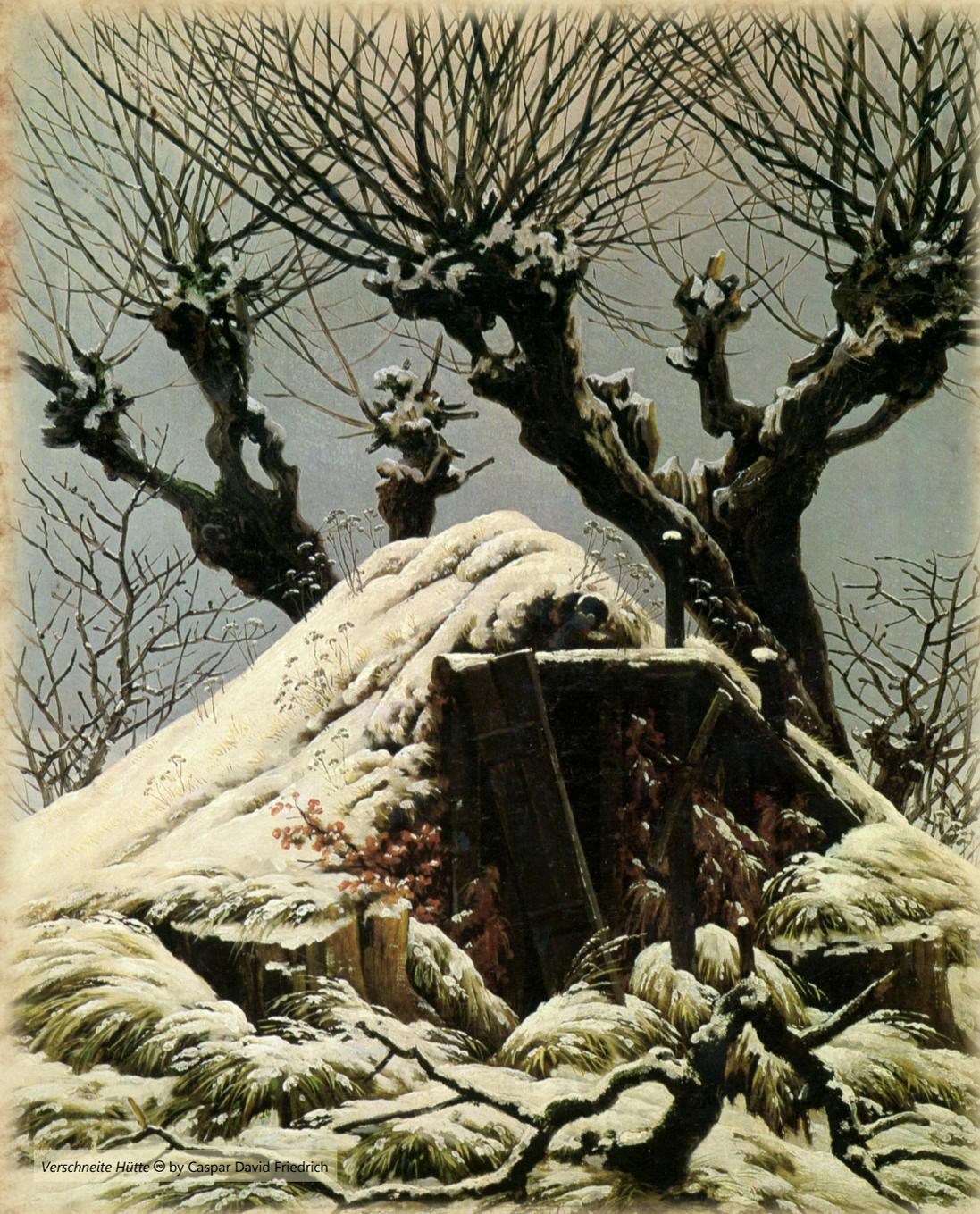
His corrupting influence may have left an imprint in the surrounding land, but he will be very careful in hiding his presence, as he is not interested in bowing to Sauron. He will be a figure of legend, old ones if he is keeping a low profile or recovering from a grievous wound (and in this case undoubtedly plotting his revenge). These legends can be known by a successful use of a *Lore* skill. Here are some suggestions for the integration of a a Were-

worm in the canon (if the creature is located in the Misty Mountains or western Grey Mountains):

- **Léod of the Éothéod** desired to tame and ride the first of the Mearas. For years he tried and failed. In despair he sought the hidden cave of the were-worm, deep under the earth. Nobody knows what he gave in exchange, but he did find the horse and muttering a secret word revealed by the were-worm, he was able to mount it, so the deal was fulfilled. But as soon as the effect of the magic word wore off, the horse threw him to the ground, killing him.
- **Eiláfr's Sword:** Eiláfr was from the Éothéod. Despite being the son of a well-known warrior, his courage failed him every time he had to fight and so he was ashamed by his people and his family. He was thinking about putting an end to his misery when a black crow came to him, inviting him to the were-worm cave. There he was offered a sword which will fill him with courage in exchange of one innocent life and he agreed. After killing a child, he became a bloodthirsty warrior because the blade was cursed. He was a driving force in many of the worst massacres of Hill-men in the Gundabad Vales at the hands of the newly-arrived Éothéod. He killed his own brother when the truth about his horrible crime was revealed. Legend says he was entombed in a lone barrow with the cursed blade.
- **How the River-folk learn to trade:** long ago Anniki, one of the first River-men, followed the Great River Anduin up-stream and there he found the cave of the were-worm. He was a good fisher, but he wished he had more gold so he could build a palace like the *althe gn* at Framsburg. The creature proposed him to be his servant, for every ten year he spent serving the were-worm he would get a coffin full of gold. The were-worm thought since Anniki was very ambitious, he will have a slave for life as he will likely always want more. Anniki spent the first ten years spying on the were-worm every time he was making deals with someone else and so he learnt he had been a fool. He told the were-worm he wanted no more gold, as he knew something ill will happen if he took it, and they play a game of riddles. If the were-worm won, Anniki would have to serve him for life but if Anniki won he could walk away. Anniki won and he ran away fearing the were-worm could turn on him. He got no gold, but thanks to all the years spent learning from the were-worm, he became a very successful trader.

ADVENTURE HOOKS

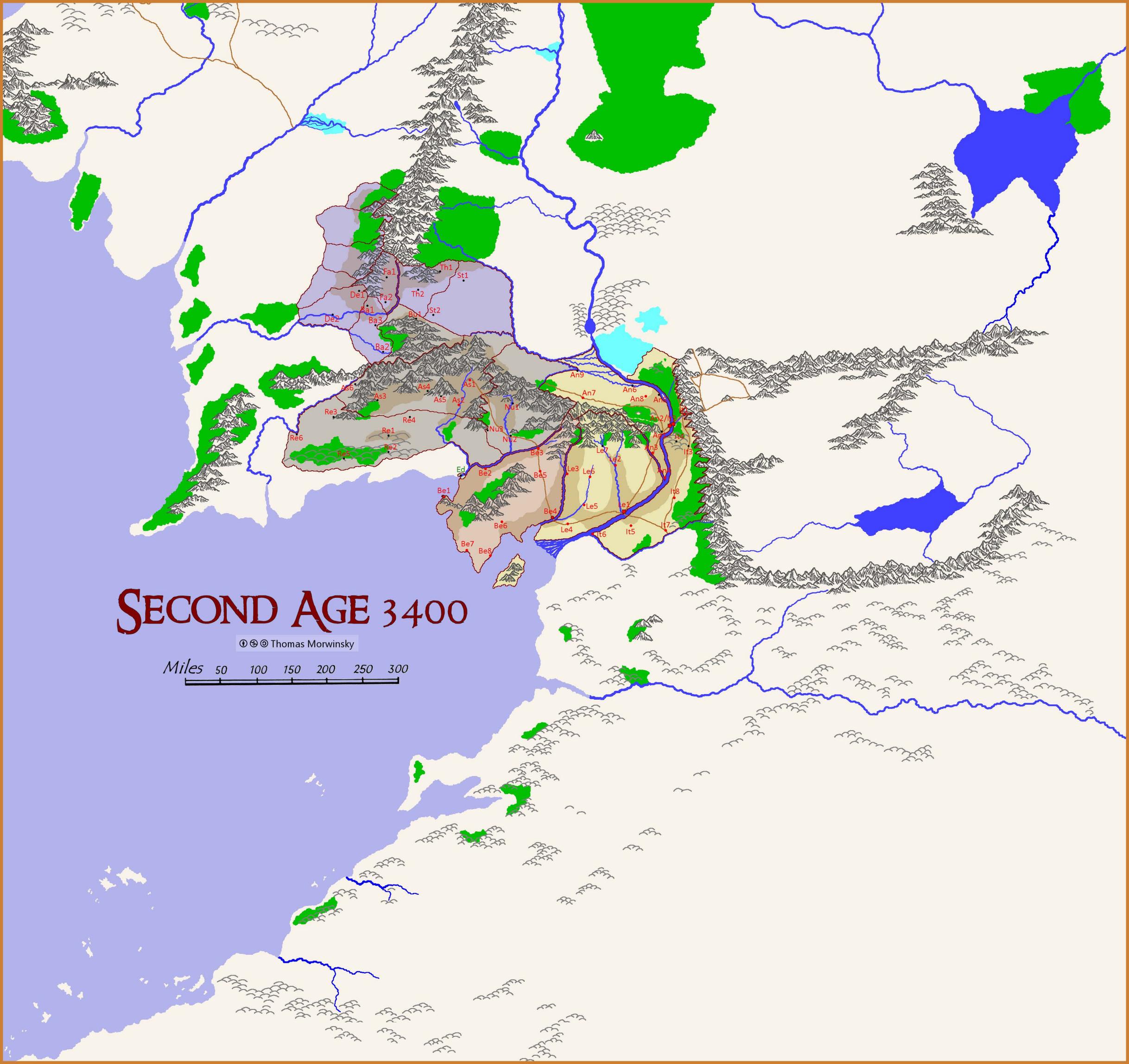
- The conspiracy: The were-worm is pulling the strings to create tensions between neighbours, trying to escalate the conflict into a bitter blood-feud. The group will try to prevent it, learning who is behind.
 - A pact with the Devil: as bad as it sounds, the group has to face an unstoppable evil and the were-worm seems their only choice. They will have to be very careful and try to outsmart him or suffer the consequences.
 - Stopping the menace: the creature's lair has been located and the group is tasked with putting an end to his Machiavellian games.
- They will have to face many obstacles and treas-
sons before even entering his cave...
 - The maker or Orc-men: The were-worm is
the terror on Nan Mordeleb and he is league
with Saruman. He has made a deal with the
White Wizard and his end of the bargain is
corrupting men, degrading them to an orc
level so they will mate on their own with these
foul creatures. The group will have to rescue a
Dunlending or a Rohir prisoner doomed to
such fate (and maybe even learning the connec-
tion with Saruman in the process!).



Verschneite Hütte © by Caspar David Friedrich

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APPENDIX



SECOND AGE 3400

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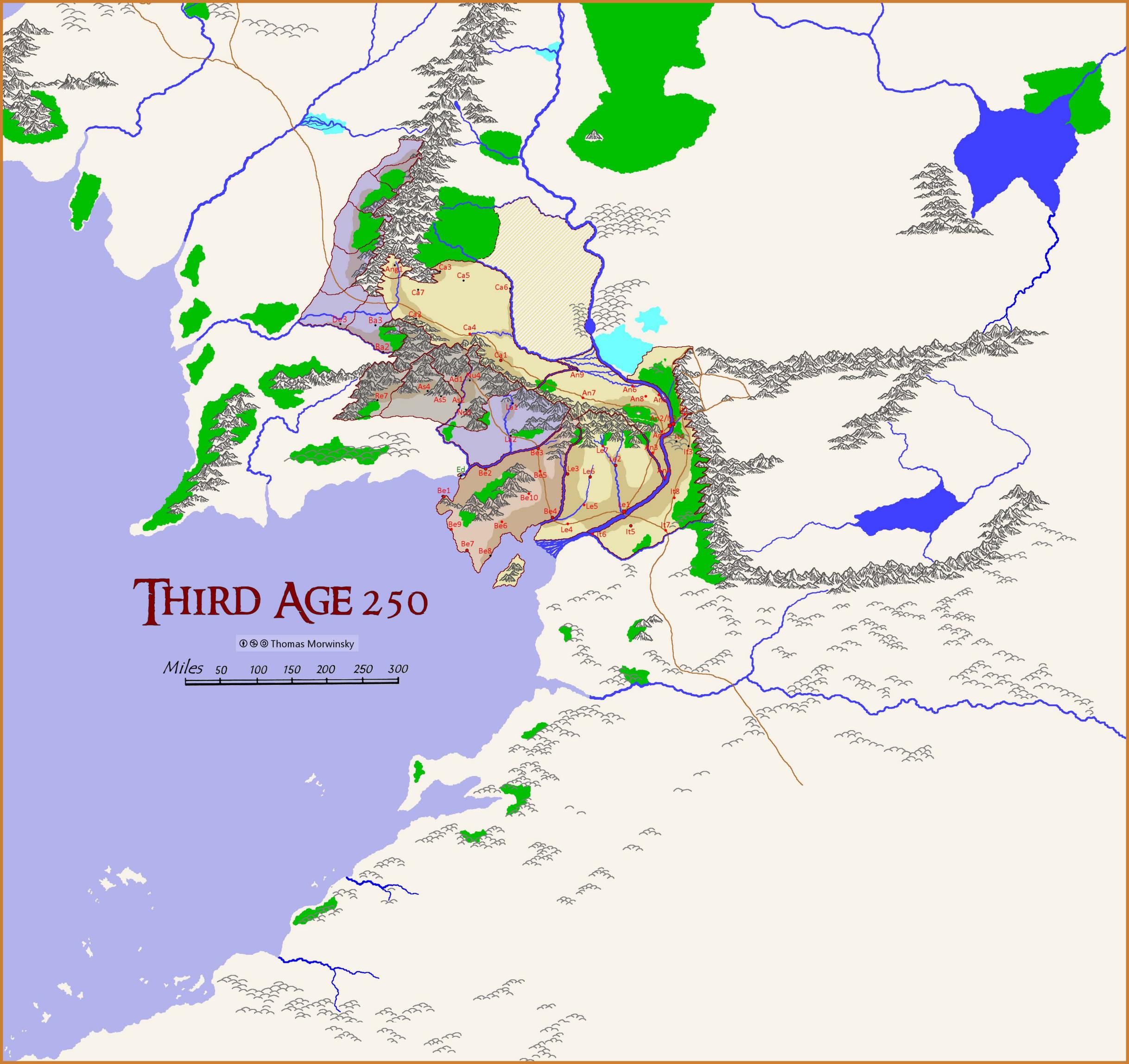
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 De2 Ba3 Bb1 Ba2
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 An9 An7 An6 An8
 An5 An4 An3 An2 An1
 Nu1 Nu2 Nu3
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THIRD AGE 250

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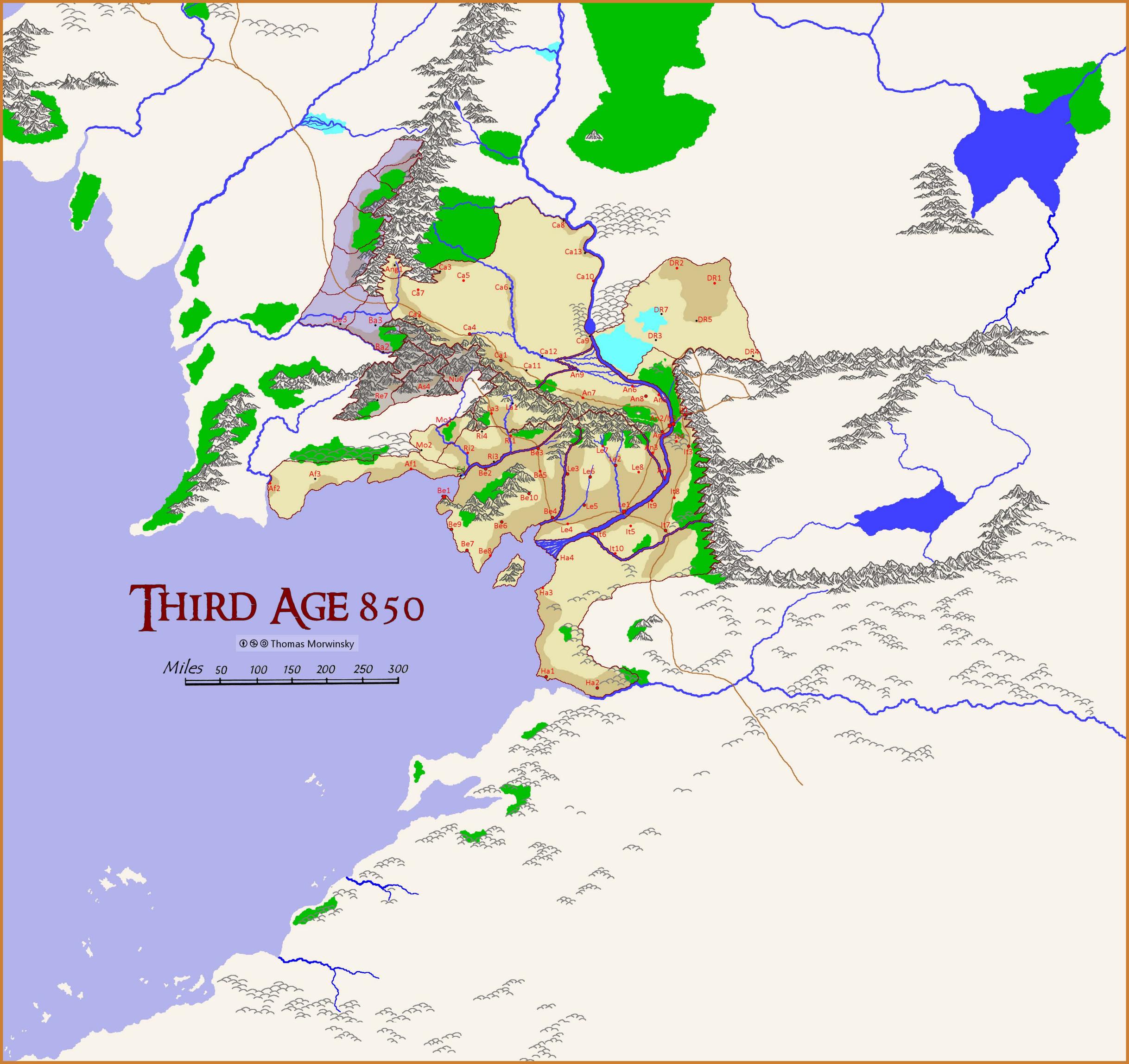
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THIRD AGE 850

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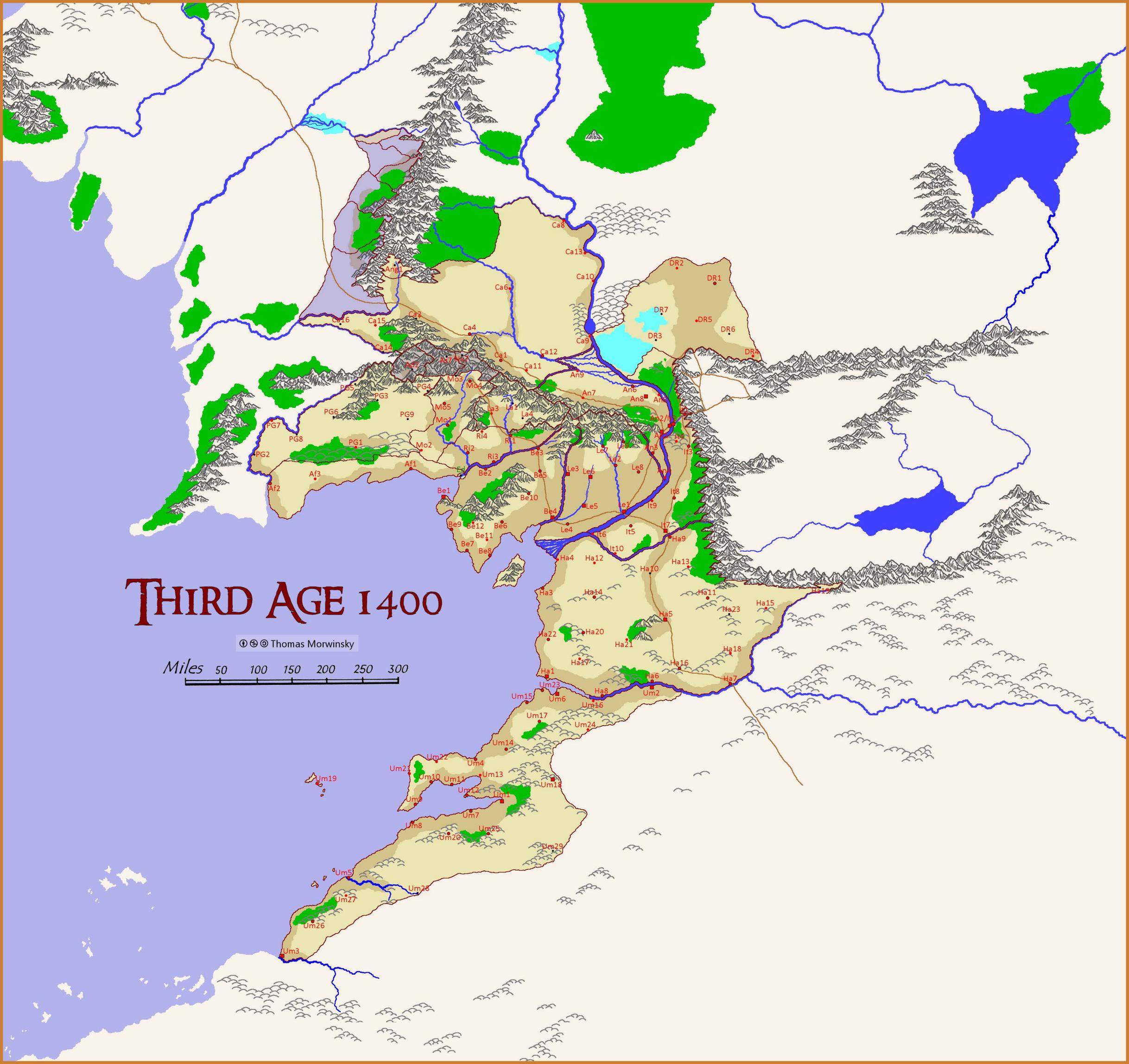
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THIRD AGE 1400

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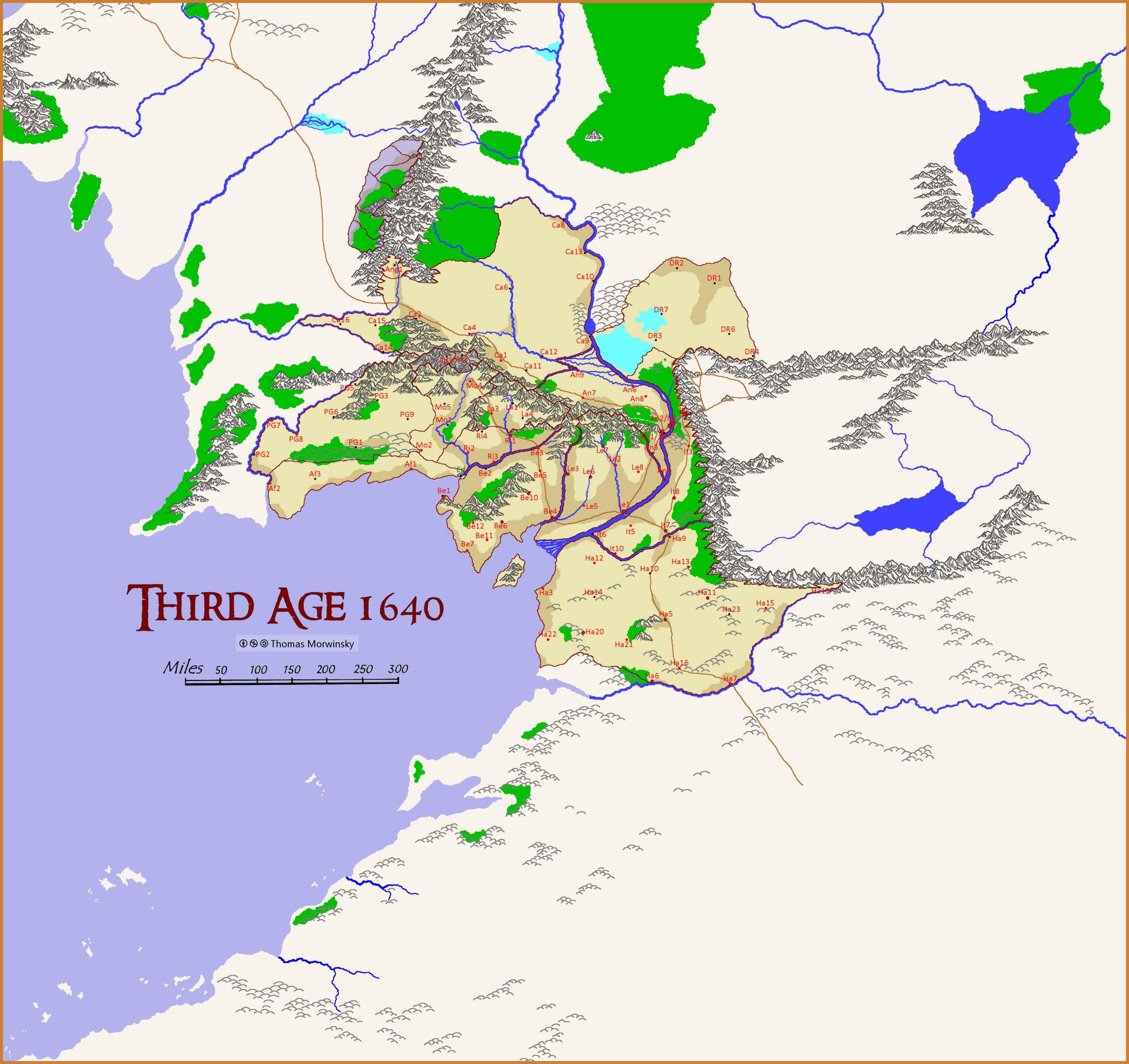
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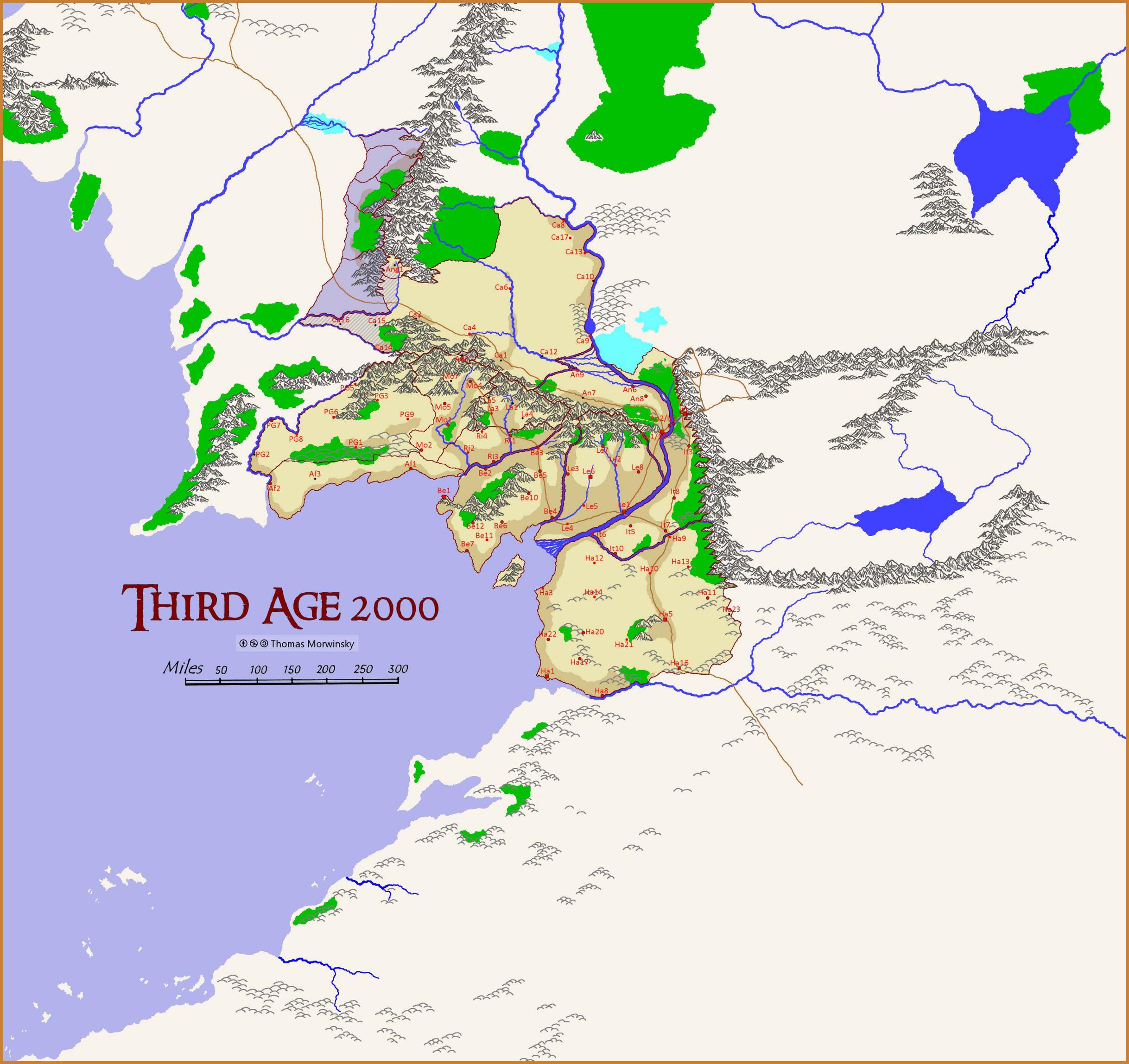
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THIRD AGE 2000

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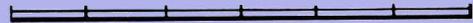
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THIRD AGE 2500

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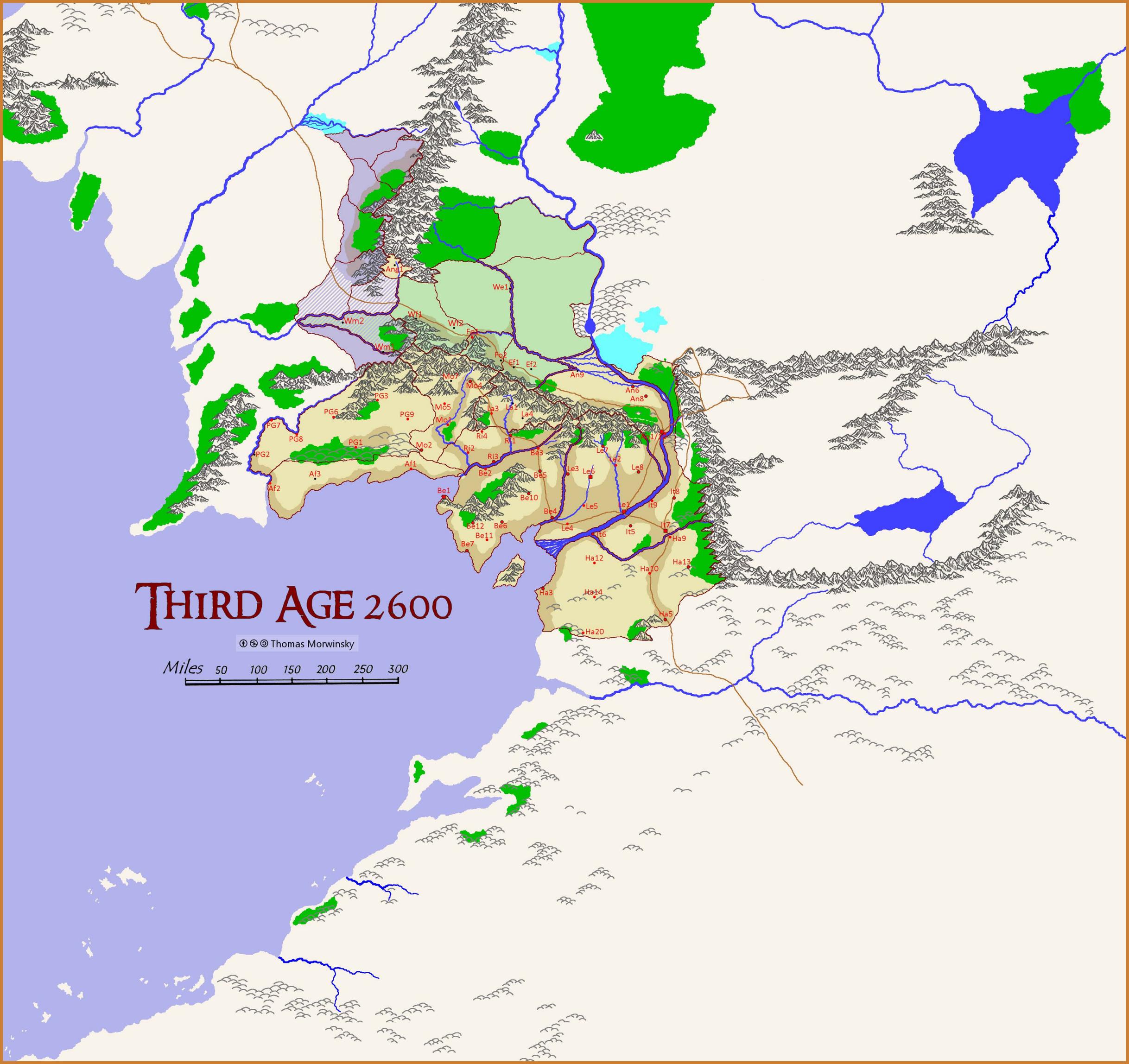
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THIRD AGE 2600

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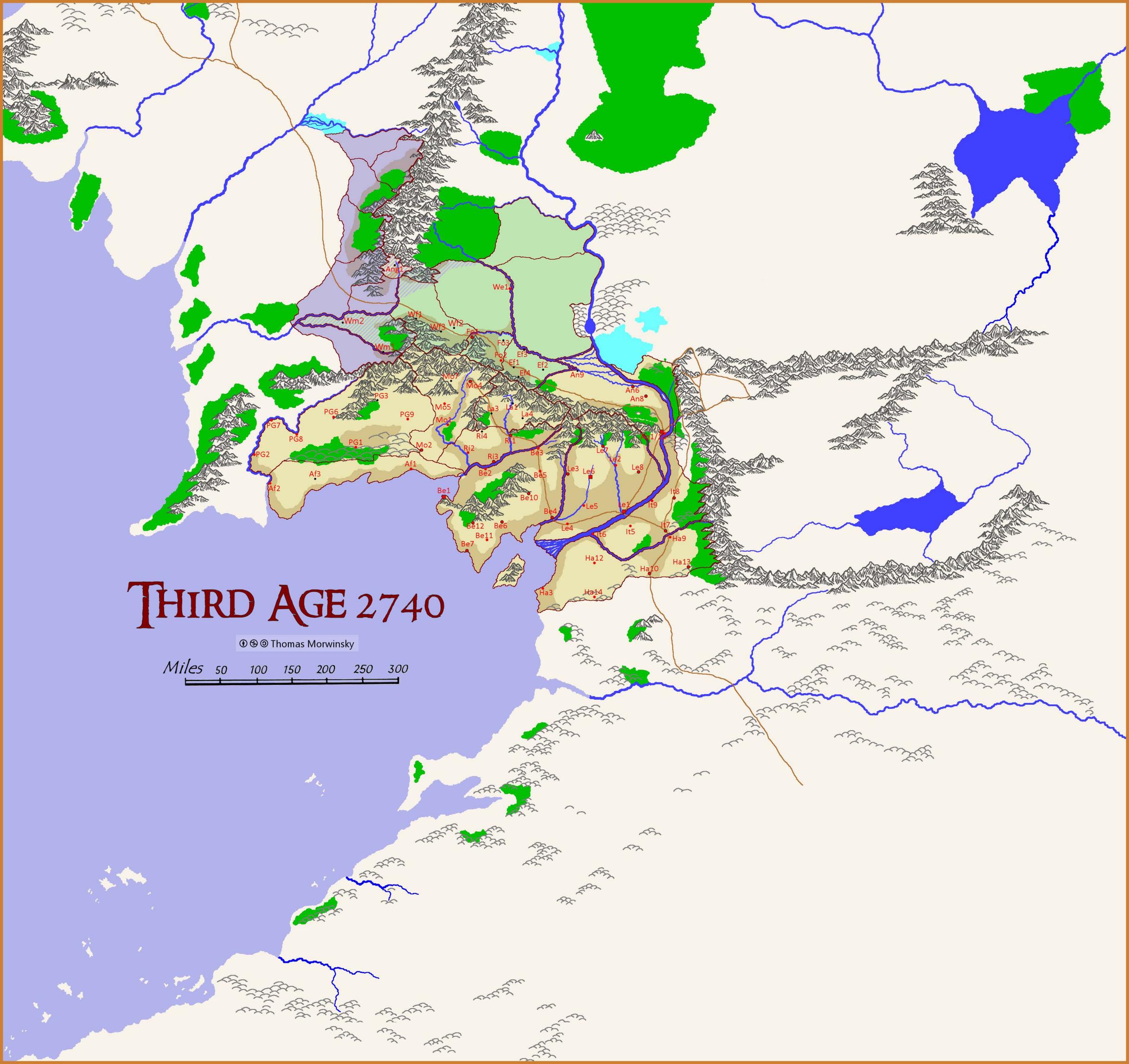
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THIRD AGE 2740

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Miles 50 100 150 200 250 300



THIRD AGE 2900

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Miles 50 100 150 200 250 300



THIRD AGE 3000

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Miles 50 100 150 200 250 300

