

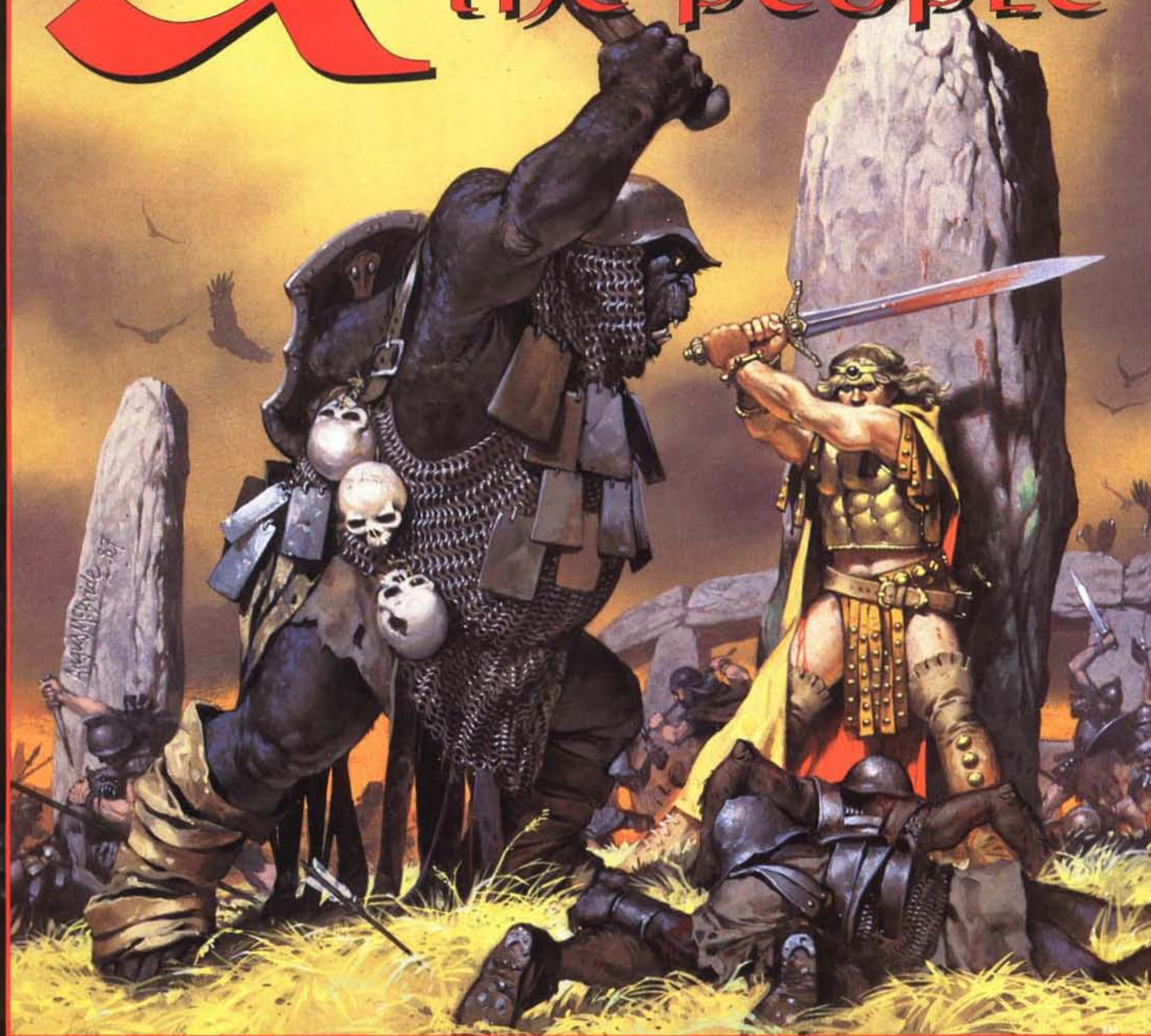
#2022

middle  earth

Peoples



ARNOR:™ the people



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

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RNOR:™ THE PEOPLE



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

Second U.S. Edition 1996

Stock #2022

ISBN I-55806-287-4

CREDITS

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Arnor: The People and *Arnor: The Land* together present the material that was first released as one volume entitled simply *Arnor*. This two-volume 2nd edition remains largely unchanged. However, all Quenya and Sindarin terms have been reviewed and revised where necessary to reflect the most current scholarly understanding of the Elvish tongues created by Professor Tolkien.

Arnor: The People is a compilation of revised material from several ICE modules combined with new information provided by the revision author Wesley J. Frank. Text from *Lost Realm of Cardolan* and *Hillmen of the Trollshaws* was retained largely intact, as was material on Númenor and the culture of the northern Dúnedain from *Rangers of the North*. Many of the classic characters known to the reader from J.R.R. Tolkien's original works were first described in the *Lords of Middle-earth* series, while details on Angmar and the empire of the Witch-king are elaborations from the modules of those same names. Information on Second Age Eriador, the kingdom of Arnor, the Hobbits, Rangers, and the Shire was generated primarily by the revision author, as were many of the original characters in this book. The ICE module *The Shire* was written by Mr. Frank based on ideas first detailed here.

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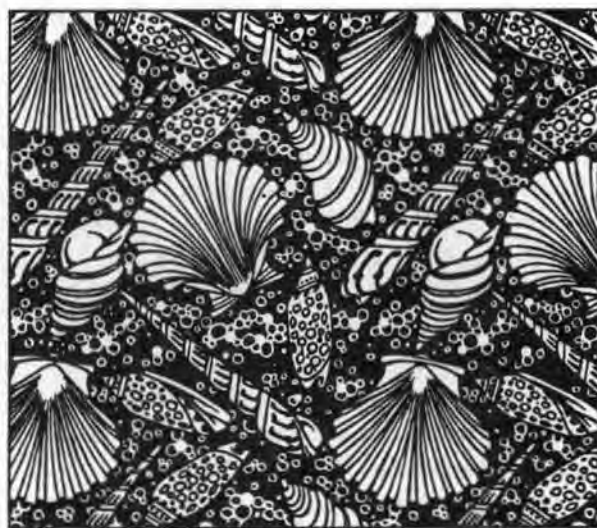
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Illustrations from the Past: the *Dover Pictorial Archive Series* provided: an engraving by Gustave Doré drawn for Coleridge's *The Rime of the Ancient Mariner*; watercolors by William Henry Payne for his first major project, *Microcosm*; renderings by Richard Huber of the gargoyles of Freiburg's cathedral, in Germany, and of Milan Cathedral; and Art Nouveau designs by T. Allwork Chaplin for *Studio 32* and by Giovanni Fumagalli for *Adornatori*.

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A chill mist shimmered in the overcast twilight. Stirring with a westerly breeze, the silvery haze cloaked forest, glade, and hillcrest like a gossamer veil. Hallindir, anxious to gain a vantage above the frost-glazed thickets along the eastern face of the ridge, searched the shadows of bole and branch overhead for a suitable perch. Fortunately, the pale bark of a birchwood glistened in the failing light, affording the anxious hunter a fair glimpse of black limbs. He timed his leap with the assurance of one whose boyhood had been spent stalking the forests of the Twilight Hills. Springing off a rotting stump, he caught a stout branch, pulling himself up, shaking off dew and damp and climbing steadily higher. Carefully, silently bracing himself midway up the great birch, he scanned the valley below.

The twilight faded into darkness around Hallindir, the shadows of the leafless trees slowly melding into the gloom of an autumn night. Any reckoning at distance was unsure, although he could trace the occasional glitter of the Stockbrook as it wound its way eastward towards the Baranduin. Beyond, on the horizon near the great river, red glints marked the flames rising over the remains of Stock Village and Marish Town. Hallindir had no time to grieve now, no thought to waste in pain and anger. Torches flickered closer by, for only a half-league away and just down past the base of the hill, the murderers made camp. The Goblin-fires strung out in a circle about Woodhall, and a foul, harsh chanting drifted back west to the crests of the Green Hills. A hundred Orc-voices rose like a cruel chorus in obscene ceremony. If they'd taken prisoners today, the poor souls were already being sacrificed, slain and bled to the glory of the Witch-king.

"Ranger," spoke a quiet, strong voice from below; "Are they concerned with us tonight?"

"No!" Hallindir said out loud. Cursing his green youth, he swung down as silently as possible and found the ground before speaking further. No, it wasn't one of the small band of rangers with which he'd traveled to these woods. Instead, a gray-clad old man stood leaning on his staff, his eyes glittering in the half-light. Prince Ardanth had come far out of his way to see this fellow; he was impressive, in some ways, but strange, even for one of the Wise; his gaze seemed to look right through a fellow.

"They busy themselves, celebrating the slaughter of our kinfolk, curse them."

"And the morhereg, the shadow-priest who leads them? No, you wouldn't be able to hear him. Still, he must be leading the ceremony." The wizard turned away and began walking back along the crest.

"I would have them feel our steel!" whispered Hallindir fiercely.

"And they would, but for my lord's wound."

The older man looked back over his shoulder. "But the prince is wounded, Hallindir. Few years you might have behind you, yet you still have the blood and rank of House Eketya. You lead this company now."

He strode confidently through a barrier of rose-bramble into a glade ringed by close-grown oak and beech. On the opposite side of the glade, where no sound or scent could drift out to the Orc-camp, a score of king's rangers awaited instruction.

Hallindir pressed close behind the wizard. "I have no strength of numbers, mystic, and no protection against the priest's curses. Unless you can muster your Eldarin friends, or unless you are as subtle a wizard as rumor makes you."

"Rumor?" said the old man to the air. "Dangerous things, rumors. And as for the storied Eldar, they now look toward the sea. Still, I may have found strength of numbers for you..."

In the middle of the glade a small figure rose up and bowed.

"Master Gandalf?" The figure, now dipping a short, heavy-bladed spear in salute, barely stood as high as Hallindir's swordbelt.

"Yes, Master Boarkiller," said the magician. "And this is Captain Hallindir."

Hallindir, forgetting his manners, found himself staring at the Halfling, who seemed, behind his spear, all furred feet and floppy leather jerkin, wrapped tight against the early winter cold.

"So this is the kingsman." The high voice was firm, and the eyes steady as they matched the ranger's gaze. "I've got twenty lads, sirrah, all with stout bows and eager to serve and all." Then, dropping his eyes, he muttered to himself: "A stripling, by the Wood."

"Of course," said Hallindir, confused, but too polite to express his disbelief. "You would be willing to attack tonight? There'll be snow, I'm told, to mask their night-sight."

"As you wish," shrugged Boarkiller. "They won't expect it at night, and they's too busy makin' religious to watch for us."

"And your people? Your families and women?" "Headin' off westward, sirrah, away from all this. Wolf-riders on the Great Road, of course, but there's Elf-trails in the Green Hill country, yer lordship. Good trails o'er to the Took-lands. There they have good holes. Troll-proof."

The Halfling exchanged smiles with Gandalf. "Some of the big folk are trying to get in our holes. Gives you a chance to pick your friends."

Gandalf assumed a mock-scolding tone. "I'm sure the Took-thane is acting kindly to all of the refugees. We must hold together in these trying times."

The Hobbit shrugged.

Hallindir scouts the
Orc camp





Hallindir turned to Gandalf. "What of Prince Arnanth? And the Elves who made this clearing? Where are they?"

"They arrived with Boarkiller, Captain, a few minutes ago," said Gandalf. "And since you seek some sort of magic, know that this is an Elvish glade. It is protected; no Orc will find the prince tonight unless we lead him here."

"And what of these Elf-magiks, Wizard? What weapon have we to use against the shadow-priest?"

Gandalf's eyes narrowed. "I know him. He has become careless. While he was within the halls of Carn Dûm, he could not be reached. After three hundred years he has come out." He contemplated the crystal at the end of his staff. "I can deal with his dark power, Captain Hallindir. I believe I will come with you tonight."

A faint cry issued from the southern side of the glade, where several figures buddled around another laid upon a bed of dried leaves and grass. Hallindir turned and strode briskly towards them, the wizard and Hobbit following in his wake. As he approached, a tall figure raised a hand to check his approach. Hallindir clenched his fingers around his sword, then relaxed. The stranger had the look of a great Elf, tall as a lord. Elves seemed scarce in this war, but no good would come of quarreling with them. "Your pardon, Captain," said the tall Elf. "My sister is tending to your prince. He is fighting the poison, and it brings pain. The sting may bode well; this is a sign of renewal, I'm told."

Before them lay Prince Arnanth; even enfeebled by Orc-poison, his strength showed. The chiseled features were taut with strain, the great shoulders arched upward off the ground. A woman held his head and stroked his face, murmuring. She looked up, and Hallindir's breath caught in his throat. He had heard of the beauty of Elven women, but...

Her wide dark eyes caught his. "He dreams, my lord." She whispered the words, catching a raven braid with her free hand and pushing it past her pale shoulder. "The prince dreams of the war. The power of his blood shows; he sees far through his fever."

"What does he see?" asked Gandalf.

"The king rides free, for a time. Arvedui has cleared the bounds of Orc-scouts and rides north."

"Varda be praised!" spoke Hallindir. "Never shall that line fail!"

"Not here and tonight, anyway," said Gandalf. "If the prince is having a Seeing of this world and not the next, he will surely recover."

"He has shown the gift of Sight before," agreed Hallindir. "A useful thing for a ruler whose seers have failed him."

Gandalf spoke thoughtfully: "My lady, what of the prince's brothers and sister? Are they in this dream?"

"Not his sister," said the woman. "She is still far from home."

The Elven-lady's brother spoke. "That is true, at least. Word comes from Lindon that only the first part of the Gondorian fleet has come through the storms. She will be with Prince Eärnur, and he sails with the main body."

Hallindir saw tears in the lady's eyes. "And, Madam," he asked softly, "what of his brothers? What of Norbury's great citadel?"

Arnanth moaned again, and Elf-maiden bowed her head and put a hand on his brow. "All is flame," she said in a voice calm yet laden with sorrow. "It burns him worse than any poison." She looked up and gazed off past the circle of faces around her. "All is flame. The citadel. The palace. His brothers have fallen with the gates of the city of the Dúnedain."

"Fornost is burning."

I.0 INTRODUCTION

"Of Númenor he spoke, its glory and its fall, and the return of the Kings of Men to Middle-earth out of the deeps of the Sea, borne upon the wings of storm. Then Elendil the Tall and his mighty sons, Isildur and Anárion, became great lords; and the North-realm they made in Arnor, and the South-realm in Gondor..."

"In the North...the Men of Westemne were diminished...the folk of Arnor dwindled, and their foes devoured them, and their lordship passed, leaving only green mounds in the grassy hills."

—The Fellowship of the Ring, pp 318-321

Of the fate of the Lost Realm of Arnor, wise men and common men and even Hobbits know the tale. Once, as it is told around every hearth in the Westlands, a mighty realm rose between the Misty Mountains and the Sundering Sea. Arnor was founded by Elendil the Tall, so great a ruler that folk said of every brigand and thug that they "had not heard of the king." In the days of the kings, peace and justice ruled in Arnor; wicked men and creatures shunned its towns and towers in fear of their judgment. With the passage of centuries, though, the strength and wisdom of the Arnorians failed. Their realm was torn apart by conflicts between devious lords and rough tribesmen, then set upon by an ancient evil: the Witch-king of Angmar, an undying servant of Darkness.

In the seventeenth century of the Third Age of Middle-earth, chaos and despair stalk many of the lands of old Arnor. Rhudaur, on its eastern borders, is ruled by bandit-kings and evil sorcerers. Only the Elvish haven of Rivendell stands as a island of safety for travelers. In the south, petty lords quarrel over the dying realm of Cardolan, while the great seaport of Tharbad has fallen into the hands of corrupt merchants and guildsmen. Here a free spirit with a stout sword-arm and a measure of wisdom could create a kingdom for himself. Only in the northwest, where the king of Arthedain yet rules, can the bravest of hearts find trustworthy allies. The citadels of the Twilight Hills still shelter the heirs of Elendil, tall Men of Westemne sworn to defend their realm against the Orc- and Troll-hordes of Angmar. This is a land with a need for heroes and a willingness to reward them. For those adventurers with the courage and will to face the starkest of evils, friends can be found in Arthedain.

Pass forward fifteen hundred years in time, and another grand story unfolds. Arthedain and Cardolan have long since faded into the wilderness. Rhudaur is now simply the Trollshaws, the hunting ground of monsters. Terrible banes survive from the destroyed realm of Angmar, curses and sickness that keep civilization at bay and reserve much of the land for wanderers and hunters. The Hobbits of the Shire and the villagers of Bree still remember the laws of the old kings. Protecting them are the Rangers of the North, a secret people. From their hidden enclaves, the Rangers dedicate their long lives to fighting evil, preserving the treasures and noble memories of their Arthadan ancestors, and safeguarding the line of Isildur.

As the minions of the Dark Lord and the sinister forces of the White Hand plot against the small islands of peace scattered across the country that was once Arnor, there is once again a need for heroes.

ADVENTURE GAMING

Arnor: The People™ is the fourth title in ICE's *Peoples of Middle-earth*® adventure game series. Most of the material herein appeared as part of the *Arnor*™ realm module, released in 1994. The re-edited material has been reorganized into the *Peoples* format; two new sections of characters have been added, as well as additional maps.

Like its predecessor, *Southern Gondor: The People*,™ this work narrates the history of its vast namesake realm and the myriad distinct peoples that inhabit it. The primary focus of the book is the Men of Westemness (the Númenóreans or Dúnedain) and how their culture shapes the course of individuals and events. A sister module, *Arnor: The Land*,™ will accompany the present work you now hold.

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. Often, over the years, gamemasters have chosen Middle-earth (Endor) as a setting for adventure games. No fantasy world exceeds Tolkien's creation in terms of depth, flavor, and consistency, or as an adventure gaming locale. *Arnor: The People* serves as a helpful tool for gamemasters and players seeking knowledge about the Dúnedain and the lands of the North-kingdom in which they built their society. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, in particular ICE's *Middle-earth* series. Those wishing to explore Endor in the context of an adventure game will find this work invaluable.

USING THIS WORK

Arnor: The People begins with a brief overview (Section 2.0) providing basic information about the Dúnedain and their origins. This is followed by a comprehensive narrative of Eriador's and Arnor's millennial history (Section 3.0), covering all events of major importance through the years prior to the death of King Aragorn Elessar (F.A. 120), as well as a timeline (Section 3.7). Section 4.0 describes the multitude of peoples whose cultures, quarrels, and alliances are the basis for Eriador's tangled politics. The details of politics and power are covered next (Section 5.0), followed by sketches of social and economic life (Section 6.0) as well as the continuing bane of war (Section 7.0). Some fifty personalities, the key to political strife and adventurous storytelling, are detailed

in Section 8.0, followed by descriptions of the most important magical artifacts of Arnorian history (Section 9.0). A special section (10.0) details the history and culture of the Rangers of the North, the people of Aragorn and Halbarad, the land's defense against Darkness for the last thousand years of the Third Age. The module concludes with an array of tables and appendices featuring useful reference information for running role playing adventures in Arnor (Section 11.0) and staging miniatures battles among the many military forces in the land (Section 12.0). All information throughout this module has been keyed to ICE's *Middle-earth Role Playing* (MERP),™ *Rolemaster* (RM),™ and *Lord of the Rings Adventure Game* (LOR)™ systems.

THE SOURCES

This is an authorized secondary work. It is specifically based on *The Hobbit* and *The Lord of the Rings*, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Arnor: The People is based on extensive research. We uphold the high standards associated with the legacy of J.R.R. Tolkien. By blending material from primary and secondary sources with rational linguistic, cultural, and geological data, we insure that any interpretive material fits into Tolkien's defined patterns and schemes. Keep in mind, however, that this is by no means the "sole official view."

Since we derive the material in *Arnor: The People* from authorized sources, we provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings* and other major works by J.R.R. Tolkien. Where we have extrapolated information, we either omit citations or we refer to publications in ICE's *Middle-earth* adventure game series.

A NOTE ON LANGUAGE

Unlike many fantasy universes, J.R.R. Tolkien's world received its primary inspiration from the invention of language—the imaginary tongues spoken by Middle-earth's inhabitants. In *The Hobbit* and *The Lord of the Rings*, Tolkien chose to "translate" some of these tongues—notably the Common Speech of the Westlands and the words of the Northmen—into real-world languages, while leaving others—primarily the Elven tongues—in their pristine, "untranslated" form. The result is an enchanting blend of the exotic and the familiar, the sublime and the commonplace. This "linguistic aesthetic" (as Tolkien once termed it) lies at the heart of his creative achievement and is one of the reasons that countless readers have been and continue to be enthralled by Middle-earth.





From the inception of its *Middle-earth* series, ICE has upheld Tolkien's translation procedure (fully described in "Appendix F" of *The Lord of the Rings*), and the honing and perfecting of these linguistic principles is a major priority of its 2nd Edition MERP releases, including the work you now hold in your hands. In preparing the current edition of *Arnor: The People*, special attention was given to ensuring that the myriad of existing names—of people, places, artifacts, etc.—appear in a form and language-base appropriate to Tolkien's scheme. The attainment of this goal involved numerous minor modifications (and a few outright changes) in the names appearing in the first edition *Arnor* realm module, though every effort has been made to preserve as much formal continuity between the two editions as possible.

Three areas of name-revision in particular are deserving of mention:

- 1) **Quenya and Sindarin:** During the time period in which the majority of *Arnor: The People* is set (the mid-Third Age), the High-elven tongue (Quenya) was rarely spoken in Middle-earth. The Elves themselves had long-since abandoned it as a form of everyday speech, and their Dúnadan allies in Arnor had likewise ceased to use it in the political sphere since the sundering of their realm in T.A. 861. In both of these cultures, Sindarin (the Grey-elven speech) had largely supplanted its nobler sibling. Where this had clear ramifications for names appearing in the old *Arnor* module—primarily in the case of personal names—the Quenya forms (or elements) were rendered into their Sindarin equivalents. In other cases, however, Quenya forms were retained in order to reflect the distinctive character or antiquity of some noble family or revered title.
- 2) **The Northman Tongues:** Tolkien did not invent the names he gave to the Riders of Rohan or their cultural forebears; rather, he chose to represent the historical evolution of this northern language family by "translating" its forms into Germanic languages from our own world: Gothic, Old Norse, and Anglo-Saxon (Old English). Consequently, it became important to see that all of the Northman names appearing in *Arnor: The People* were of appropriate Germanic form. Tolkien, moreover, reserved Anglo-Saxon names for the late Third Age Rohirrim and their immediate predecessors, the Éothéod. To maintain consistency with Tolkien's conception, most Anglo-Saxon elements appearing in *Arnor* (i.e., those attributed to a time period prior to the emergence of the Éothéod or Rohirrim) had to be transformed into historically related Gothic forms (i.e., into the form of the Northman language that would have been spoken in T.A. 1643).



- 3) **The Daen Languages:** Following Tolkien's indication that the names of the pre-Númenórean inhabitants of Eriador should assume a "vaguely Celtic" (*LotR III*, p. 413) form, ICE chose Welsh and Scots Gaelic to represent the languages of the Hillmen of Rhudaur (Blarm) and the Dunlendings (Dunael) respectively. This scheme was not adhered to consistently in the original text of *Arnor*; instead, some Blarm words were translated into Gaelic, while a few Dunael words were rendered with Welsh. This does not necessarily pose a conceptual problem, since the author of *Arnor* allows for substantial cultural interaction and cross-migration between these two peoples. However, some of the names had to be re-labeled according to their actual language-base. So, for example, "Glin a-Rhua" is prefixed by the abbreviation for Dunael (Gaelic), even though it is supposed to be the original Blarm (Welsh) name for Rhudaur. No attempt has been made to alter the form of the name to correspond to its expected language-base; instead, the discrepancy may be rationalized by assuming that "Glin a-Rhua" is merely a Dunlendish translation of some prior Hillman name not recorded in this module.

A full inventory of the linguistic changes undertaken in the revision of the first edition of *Arnor* have been published in Issue 15 of *Other Hands: The International Journal of Middle-earth Gaming* (ISSN 1081-8359). Copies of this may be obtained from Mr. Chris Seeman: P.O. Box 1213, Novato, CA 94948 (chris1224@aol.com).

2.0 OVERVIEW

"Sheep were bleating in flocks. Green walls and white walls rose. There were fortresses on the heights. Kings of little kingdoms fought together, and the young Sun shone like fire on the red metal of their new and greedy swords. There was victory and defeat; and towers fell, fortresses were burned, and flames went up into the sky."

—*The Fellowship of the Ring*, p. 141

Cradled between the mighty Misty Mountains and the Blue, bounded and protected—to the north, by barren tundra plains, to the south, by the mighty River Gwathló—Arnor appeared to be the perfect home for the exiles of Downfallen Númenor. Like that ancient isle, the northern heartland of Arnor was a cool, rocky, rugged land, little lent to farming on a grand scale, but ideal for contemplation, study, and worship. Free of dragons, bitter winter weather, and the threat of invasion from any direction but the East, this Dúnedan kingdom seemed to be a realm destined to survive and dominate the Third Age. Settled by the wisest and highest of Men, it stood supported by the Elves of Lindon and Rivendell and by powerful kinsmen in Gondor to the south. *Palantíri* and fleet messengers on horseback effectively linked the Dúnedan kingdoms.

Human folly and the plots of a deathless evil have undone this dream. Arnor is no more; divided into the three lesser kingdoms of Arthedain, Cardolan, and Rhudaur, the Dúnedain of the North spent their strength in foolish, petty wars, and while corruption and ambition sapped their strength, enemies gathered on their frontiers.

2.1 ARTHEDAIN

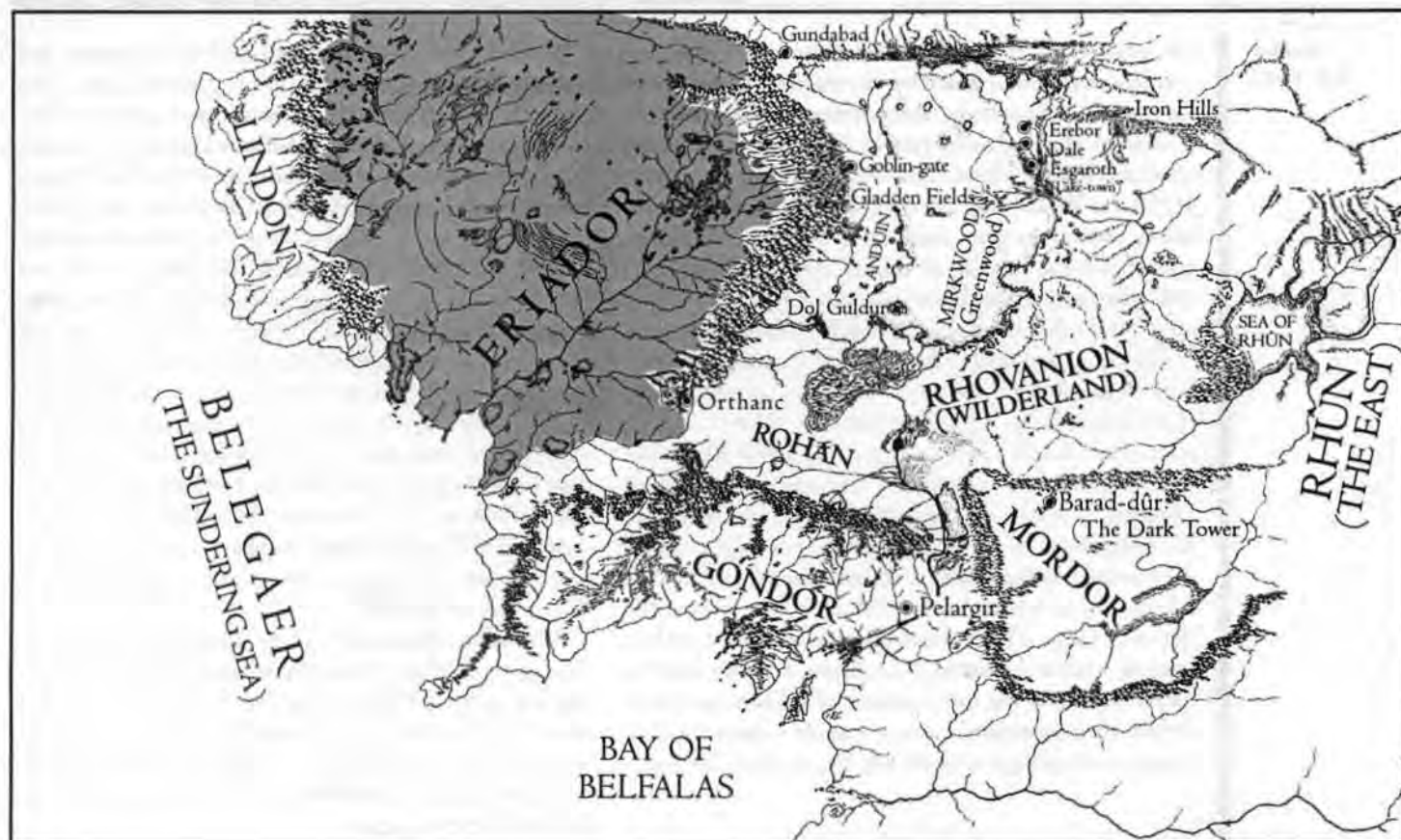
Built around the windswept, rugged heartland of old Arnor, the Kingdom of Arthedain alone seems to maintain the ascetic traditions of the Faithful along with some hope of bringing peace and the old dreams back to the North.

Look to the east, however, and one finds Angmar, the small but rapacious realm of the Witch-king, poised at the icy doorstep to Arthedain. Having swallowed up Rhudaur and ruined Cardolan centuries ago, Angmar stands armed and ready to attack again and again, until the Witch-king's evil will is carried out or he is destroyed.

However sheltered by rivers and mountains or protected by the frigid Forodwaith to the north, Arthedain has its weaknesses, chief among them its small population and distinctly unmartial tradition. On Númenor, free of the grasp of foes and tyrants, these Dúnedain developed a High-elven attitude and contemplative lifestyle that served them well. But transplanted to Middle-earth, where



Eriador and
northwestern
Endor





Eriador,
T.A. 1643

the practice of the political art more often than not involves warfare and treachery, the tradition of the peaceful pursuit of knowledge and wisdom almost led to the demise of the Arthadan people. Unaccustomed to the insatiable lust for blood, territory and revenge that exemplifies the Witch-king's deepest desires, their realm was nearly overrun by great numbers of barbarians centuries ago. If not for the aid of Círdan and the other Elves, Arthedain would have fallen to Angmar in T.A. 1409 and taken its weaker sister-state, Cardolan, with it.

Hardly defenseless, Arthedain has its weapons—the *palantíri*, magical seeing-stones of immense power, one of them linked to an answering stone in distant Gondor; courageous leaders and soldiers, toughened by battles with the Orcs and mercenaries of Angmar; the seers of Fornost, far-seeing and matchless in magical lore; and, most important of all, an unbroken line of mighty rulers, descendants of Beren and Lúthien, Elendil and Isildur, fell-handed in war and trained all their long lives in the duties of kings. The Arthadan people are united in their struggle against the forces of Darkness, but they lack the means to muster the vast numbers of soldiers needed to defend their homeland from a massive invasion and an enemy cruel enough to make war for centuries on end.

In Arthedain, the adventurer will find streams and rivers to fish and travel, herds of big game to hunt, and a rocky, hilly land open to settlement or wandering. The more ascetic or political-minded may journey to Fornost, where the royal court of the Dúnedain of the North meets in secret to discuss and debate matters of state. Also inside the high and well-guarded walls of the Arthadan capital, scholars continue their research into the sciences and record the history happening around them. Those looking to farm the rich soil of southern Arthedain must ask permission of the Hobbits, who now live in and rule that part of the kingdom under the protection of King Argeleb II. For drink and rest, Bree is close; there, tavernkeepers serve ale and roast fowl to all Men with coin, no matter their loyalties or mission. But those lacking a stout heart, a love of risk, or the desire to face unearthly terror had best steer clear of Cardolan's Barrow-downs, for undead wights have claimed that foggy, misty upland as their own, and they brook no intruders.

A kingdom of contrasts, a land dominated in spirit by the highest of Men yet home to the hearth-loving Hobbits and the reckless Rivermen of the Brandywine, a realm whose borders are crawling with spies and evil minions and with mysterious strangers visiting the inns of Bree—this is the land of Arthedain, the bewildering and embattled North-kingdom.

2.2 CARDOLAN

Even as the Third Age drew to a close, many of the favorite tales spun in the cozy inns of the Shire revolved around the old kings at Norbury away to the north. Only those Hobbits with a most peculiar interest in ancient lore, such as certain Bagginses, would recall that there once had been another Dúnadan king no farther away to the south. That yarn would have been laughed away, for in the wide lands between the Brandywine and the Greyflood there now lived only a few lonely men, outcast or crazed. All that now remained of the efforts and accomplishments of generations of Men were the wight-infested crypts in the Barrow-downs and the treacherous ruins of a great bridge at Tharbad. Even the wise had consigned Cardolan to dusty and forgotten tomes. Only Tom Bombadil remembered, and the land itself.

In T.A. 1643, as Arthedain fights its long, grim, death struggle with Angmar, Cardolan is dying and the nightmare of its final dissolution is even now haunting the dreams of the wise. Siege, civil strife, fire, plague, and flood have seriously diminished the great city of Tharbad from its days of glory. Cardolan itself is divided into a half-dozen petty principalities, some of them without princes or any other sign of government.

It seemed in the early part of this century that Cardolan might recover from the ravages of Angmar and its own chronic ills of petty intrigue and warfare. These hopes were dashed when Argil (now called Convedui, the Last-prince), was assassinated at Amon Sûl in T.A. 1634, and by the Great Plague that struck in the following year. The spirit of the peoples of Cardolan was broken; they now possess little will to oppose the decline of the land into chaos and wilderness, as has already occurred in the eastern marches.

Life is hard and unforgiving for the majority of the peoples of Cardolan. For those with ambitions, or a strong sword-arm, or a lack of scruples, it is also a time of considerable opportunity. The princes of Cardolan are almost always at war with at least one of their fellows or, if not, they are in league against foreign intervention. Only the elite mercenary bands are picky about references, a luxury that merchants and minor lords cannot afford.

Sell-swords are noted for low pay and a high mortality rate, with the result that many adventurers are drawn instead into the constant political intrigues, or into the exploration and plundering of the ruins that dot the land. The more powerful may entertain lofty dreams; for there is the example of Gordaigh Trollbane, who won himself a kingdom. There are also considerable opportunities for those who temper their quest for glory with higher purposes. The Witch-king maintains many spies in Cardolan, and the foul Lord of Angmar has generally been able to strike at will. Even now, the people might rally around some new leader with guile enough to outwit the princes and strength enough to drive back the servants of Darkness.

2.3 RHUDAUR

The plight of Rhudaur reveals the fate the Witch-king has in store for the rest of Sundered Arnor. The few traders and adventurers who dare tread its worn, grass-grown roads are never quite free of a sense of surrounding danger. Trolls, emboldened by the Witch-king's successes, openly stalk the land by night, and the Orcs and corrupted Men who inhabit this twisted shadow of a country are as likely to murder a traveler as to offer to buy and sell. From the shade of the tumbled woodlands the Hillmen watch, brooding, bitter enemies of all outsiders, and deeper in the forest lurk evils so primal their hatred is felt in passing by all of flesh and blood.



*Shepherd on the
bills of Cardolan*

Settled by Dúnadan adventurers well after the rest of Arnor was tamed, Rhudaur was never fully subdued; the destruction of the kingdom three hundred years ago was regretted by few of the common citizens, and the evil ones who took advantage of the dividing of Arnor saw it as the first of many victories. Those dreams have been frustrated so far, but Rhudaur remains the tormented ghost of a nation.

Travelers who take the Great East Road to Rivendell and beyond must keep both weapons and wits about them. To the south of the road, in the Angle, the last impoverished remnant of the ancient rulers still maintain some semblance of order; but to the north, in the Trollshaws and the Coldfells beyond, the puppets of Angmarean rule and a man's sword is the only law that counts. In the Trollshaws themselves, the Hillmen must decide if they will trade you horn and hides for goods, or simply rob you and sell you to the slave-merchants. In the far north, around the ancient Rhudaurian capital of Cameth Brin, Orcs, Hillmen, mercenaries, and brigands walk the roads and streets freely, and the king in the tower on the Twisted Hill cares little about who is murdered and how. Spies from all sides in the wars can be found here; information and honor are bartered as freely as any other commodity—cheaper than most, in fact.

In Rhudaur, opportunities come with their own dangers, and anyone with nerve and skill can become a hero. One need only pick the side that most needs a hero, or that will pay the most for one.

Orcs of
Cameth Brin

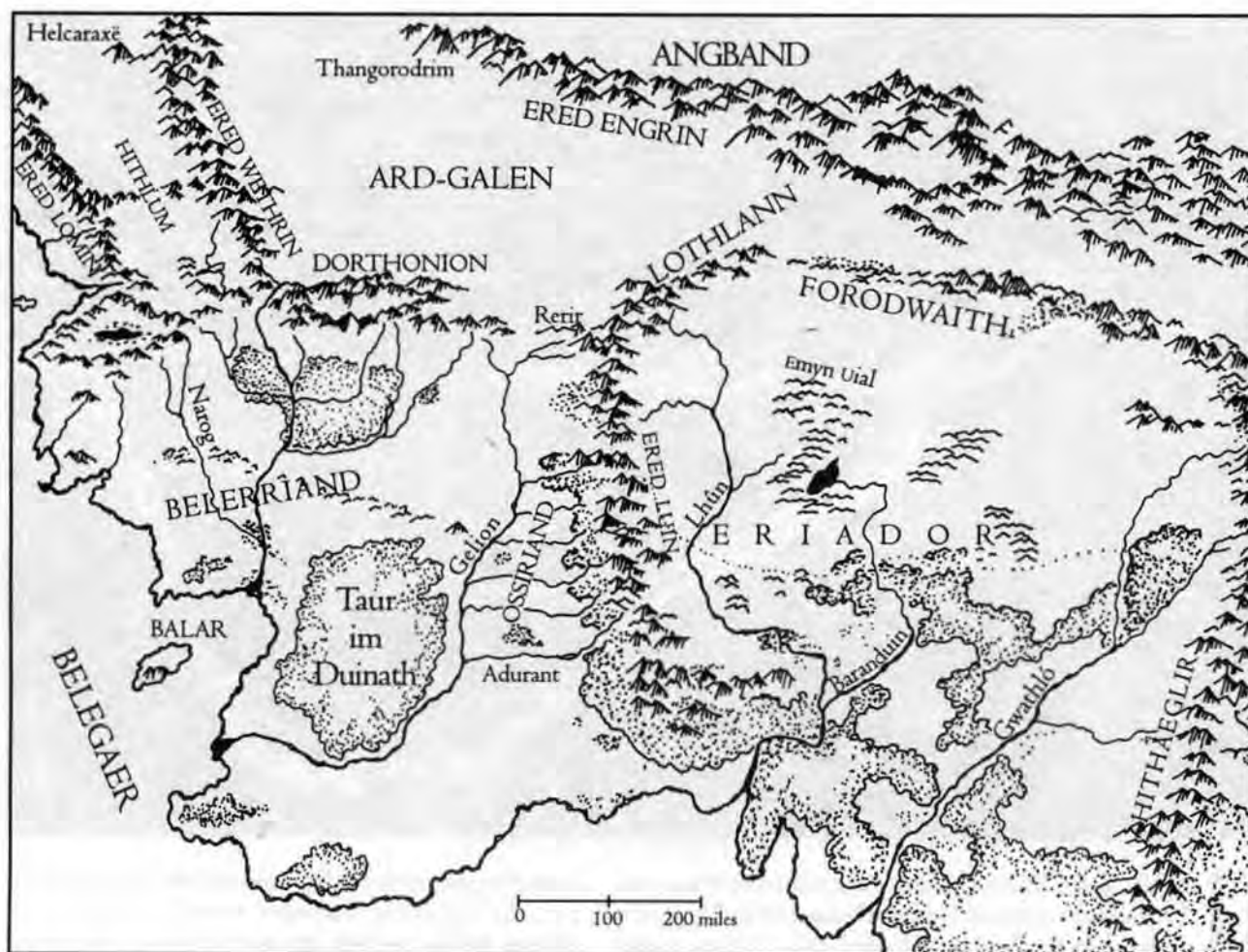
3.0 HISTORY

GM Note: *The history given in this module represents, by Middle-earth standards, the sum of the knowledge of many realms and many scholars. It is presented primarily for the benefit of the gamemaster, to provide backdrops and clues for adventure and the general texture of Arnor and its context for a campaign. It is the gamemaster's responsibility to choose how much of the history is to be made available to the players, depending on their characters' interests and background and the needs of proper storytelling. Remember that Aragorn himself had only a passing knowledge of places and past events in the Trollshaws of Rhudaur; even Gandalf, an eyewitness to some of this history, had to sit and rummage through the attics of his mind for long minutes trying to sort out the single word needed to open an ancient door.*

3.1 ERIADOR IN ANCIENT TIMES

The tale of lost Arnor has its roots in the land and in events thousands of years past. Before Arnor there was Eriador, the Empty Land. The Elves named it as one of the lands where none of their kindred settled. So long as the Elder Days lasted Eriador was fated to be a marginal place, on the edge of history.





The bounds of ancient Eriador were marked by mountains and sea. On the north, the Ered Engrin (S. "Iron Mountains") formed the northern wall of the habitable part of Endor (S. "Middle-earth"), the largest and most populated continent of Arda (Q. "Earth"); to the east were the Hithaeglin (S. "Misty Mountains"; lit. "Line of Misty Peaks"), and to the west the Ered Luin (S. "Blue Mountains"). The land between these ranges was drained by two great river systems, changed since that time, but known even then as the Baranduin (S. "Long Golden-brown River") and the Gwathló (S. "River of Shadow"). Both ran south and westward from the mountains, through highlands and hills, across a vast coastal plain and eventually into Belegaer (S. "Great Sea").

The northern edge of Eriador was cold and barren, troubled by creatures of Morgoth that came down from the Iron Mountains. The central and southern parts were a vast forest, the Taur Enyd, (S. "Forest of Ents"; coll. "Wild Giantwood"). Beyond the Blue Mountains lay Beleriand, the westernmost edge of Middle-earth. To the east, past the Misty Mountains, lay the mighty River Anduin, and then forests and plains stretching into the uttermost East.

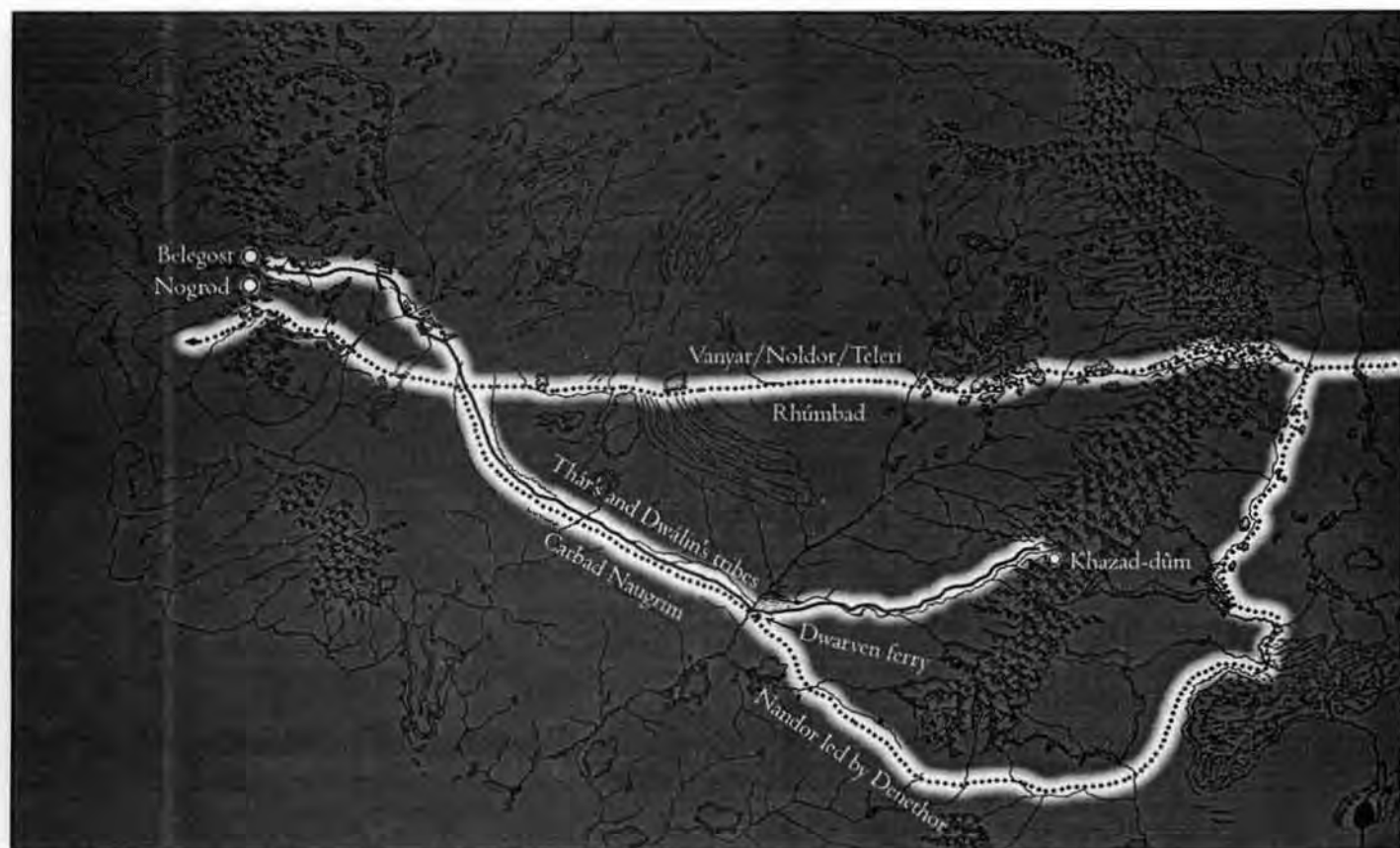
THE FIRST INHABITANTS

In the most ancient of days many beasts and monsters, later known only in legend, wandered the forests and plains of Eriador. The land itself lay in eternal twilight, lit only by the stars. The Valar, the powerful spirits who had aided Eru Ilúvatar in the creation of the world, dwelt in Valinor in the farthest West, beyond the Sundering Sea of Belegaer. The Two Lamps that lit the world upon its first creation had been destroyed by the Vala called Melkor, or Morgoth, the Dark Enemy. He still dwelt in Middle-earth, in Utumno, a hideous underground fortress in the far North of Endor, beyond the Iron Mountains.

Without light, many of the Kelvar and Olvar, the animals and plants that had been created to dwell in Endor, could not survive. Yavanna, the Vala most concerned with living things, placed many at rest in hidden places, while Oromë, the Huntsman of the Valar, stalked the creatures of Morgoth that threatened the remainder. Thus, this star-lit age was known as the Sleep of Yavanna, and, during it, Oromë, the only Vala to wander far in Middle-earth, was the first to encounter the Elves.

The only sentient dwellers in Eriador were a number of Maiar—spirits of plants, animals, air, earth, fire, and water who had entered Endor from the Void beyond as servants

*Eriador in
ancient times*



*Elven and
Dwarven
migration paths*

of the Valar. Even more than their lords, the Maiar were bound to the cycles of Time and Nature set by Eru and the Valar since the Beginning. Indeed, many of these spirits, the lesser of whom are known as the *Fëahini* (Q. "Spirit Children"; sing. *Fëahin*), and of whom the Ents were the most prominent, had no speech of their own. It had been the decision of Eru that free will, the most mysterious gift he would give to the world, would go to the speaking races born there; thus they would be known as the Free Peoples, and they would ultimately do more to determine the fate of the world than the Valar themselves.

THE COMING OF THE ELVES

The Elves arose, at the time appointed by Eru, in eastern Endor. After the Elves were discovered by Oromë, the Valar made war upon Melkor and imprisoned him. They then invited the Elves to join them in Valinor, and three kindreds of the Fair Folk made their way westward across Eriador to Beleriand and the shores of the sea. The Elves crossed the Hithaeglir by a northerly route, the *Cirith Forn en Andrath* (S. "High-climbing Pass of the North") and traveled along the northern edge of the *Taur Enyd* over the *Ered Luin* and thence into Beleriand. The trail they made, the *Rhûmbad* (S. "East-trail"), lasted through the changes of the world and became a mighty road in later ages.

The first of the kindreds, the *Vanyar*, never returned to Endor. The second, the *Noldor*, came back with the rising of the sun in a later age. The third kindred, the *Teleri*, were sundered. On three occasions numbers of them broke off

from the march westward to remain in Middle-earth. One part, the *Nandor* or *Danwaith*, turned south down the *Anduin* before reaching Eriador. Another, the *Sindar*, crossed Eriador and settled in Beleriand; the third made their homes on the coasts of Beleriand. These Elves, the *Falathrim*, were led by *Círdan the Shipwright*, and he survived to witness much of the tale being told here.

These ancient Elves were curious about the world, and the *Nandor* and *Sindar* traveled back through Eriador on occasion, naming the plants and animals and teaching the *Fëahini* their first speech. From the mighty *Onodrim* (the *Tree Shepherds* or *Ents*) and *Gonneryth* (S. "Stone Giants"), down to the lowliest flower sprite, all these creatures learned their languages from the Elves, and their friendship caused later races who knew little of the nature of magic to see them as allied and alike, immortal and dangerous.

The next of the Free Peoples to come into the land were the *Dwarves*, the children of the *Vala Aulë*. Asleep in hidden caverns since the world's beginning, they awoke after the coming of the Elves, imbued with their own language and sentience. *Durin*, father of the *Longbeards*, awoke beneath Mount Gundabad at the northern end of the *Misty Mountains*. Wandering south, *Durin* and his folk founded *Khazad-dûm* (*Moria*), under the mountains about the *Redhorn Pass*. Two other *Dwarven* tribes, the *Firebeards* and the *Broadbeams*, awoke amid the northern reaches of the *Blue Mountains*, and there founded, respectively, the cities of *Belegost* and *Nogrod*, and took an

important part in the later wars of Beleriand. The Carbad Naugrim (S. "Red Dwarf-trail"), the trail that stretched across Eriador connecting Belegost and Nogrod to the Redhorn Pass, also became a famous road.

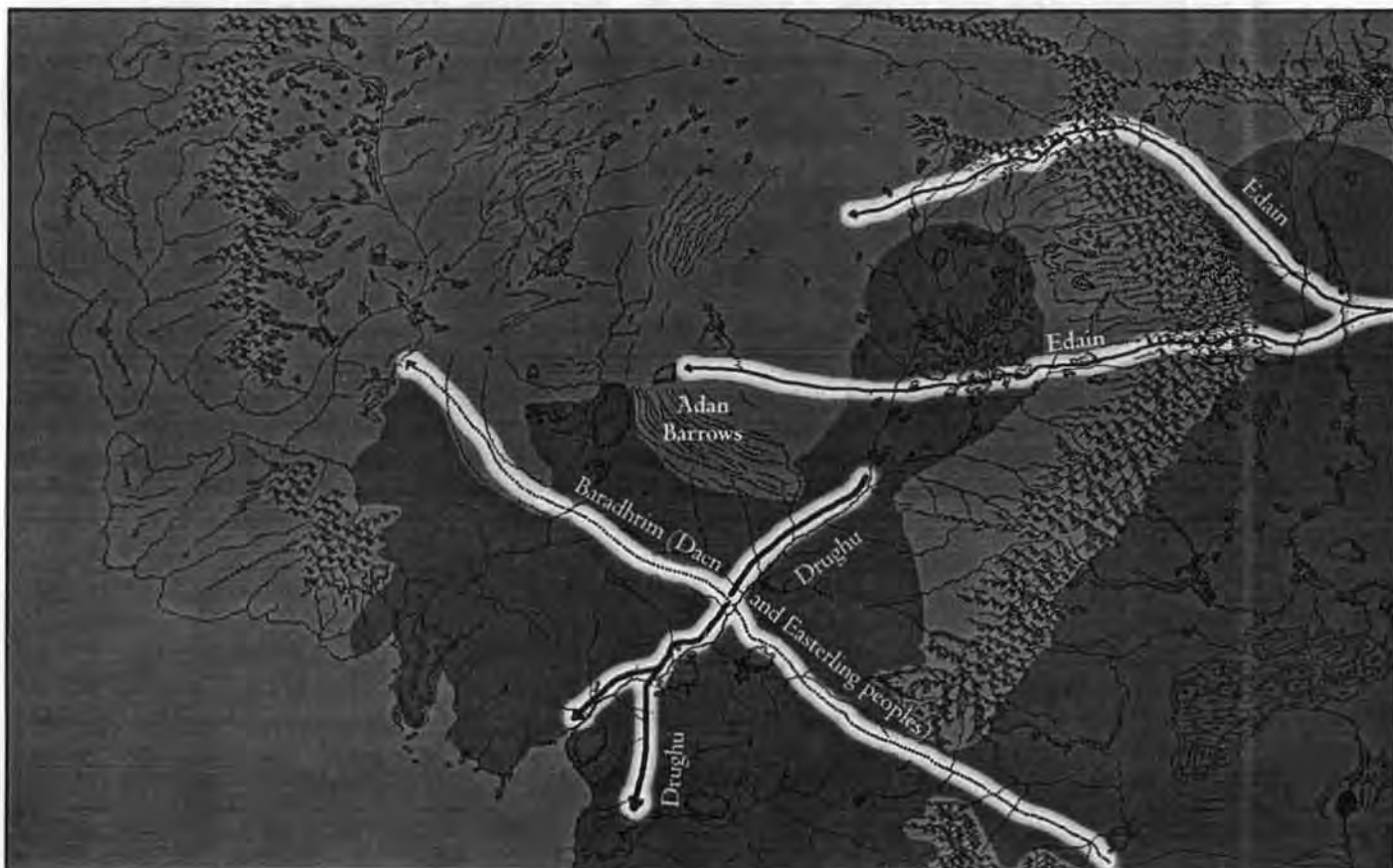
The Sleep of Yavanna was long and relatively peaceful under the stars. Life was slower, and change was rare. Those few beings who lived on from the Sleep of Yavanna into later ages described it as the Olollúmē (Q. "Dreaming Time"), and their memories of it are eternally distant and melancholy. Eventually, change came. Eriador was troubled by monsters created by Melkor before his imprisonment. Chief among these were the Orcs and Trolls; they were bred, it was later said, from an original stock of enslaved Elves, Giants, and Ents. The Sindar and Dwarves fought the monsters, devising steel weapons and armor in their forges. The Nandor, scattered woodland dwellers without such skills, were harder pressed. A number of their clans migrated northwest into Eriador, founding the realm of Ossiriand in the woods on either side of the Ered Luin. The Sindar named these people the Laegrim (S. "Green Elves"; Q. Laiquendi).

THE WARS OF BELERIAND

Soon after this came the great events described in the saga *Quenta Silmarillion*. Valinor had long been lit by Two Trees, made in the image of the Two Lamps thrown down in the beginning of the world. Melkor, released from his imprisonment, destroyed them, and then fled to Middle-

earth. He also stole three great gems, the Silmarilli, from the Noldor. Naming him forever "Morgoth," the Great Enemy, Fëanor led the greater part of that kindred to Endor seeking vengeance. The Noldor also committed crimes in Valinor, and the Valar doomed them to remain in Middle-earth until all hope of their cause was lost. However, seeking to aid the Children of Earth and hinder Morgoth in the looming conflict, they took the last fruits of the Two Trees and created from them the moon and the sun.

With the rising of the sun, the Sleep of Yavanna ended, and all of the players in the great tragedy of the Elder Days came onto the stage. Morgoth, enraged and baffled by the new lights, was secure in his fortress on the northern edge of Beleriand. The Noldor entered Beleriand too, from the west, and assailed Morgoth. Animals and plants that had lain dormant since the fall of the Lamps arose from sleep, and the natural balance of the world changed. Finally, Men, the Secondborn Children of Eru, awoke in the east of Middle-earth and began to spread across the continent. Of the Wars of Beleriand much more can be read in *Quenta Silmarillion*. The Elves, after long struggle, were defeated, and the refugees fleeing from their defeat scattered across Ossiriand and into Eriador. But their allies in the struggle were Dwarves and Men, and these became the inheritors of the Empty Land.



THE COMING OF MEN

The first Men to reach Eriador were the Drughu, known in later ages as the "Wild Men" (Ro. Woses). They were small, unaggressive forest-folk, building no permanent dwellings, but possessed of a powerful affinity for woodland and natural magic. The Drughu spread through the Taur Enyd early in the First Age of the Sun.

Most Drughu shunned other Men, who often regarded them as little more than wild beasts; but in time some Drûg clans crossed over the Blue Mountains and into Beleriand, where they joined in the struggle against Morgoth. The Elves of Beleriand named them "Drúedain," and it was by that name that they were recorded in the histories of Elves and Dúnedain. Small bands of them survived the Elder Days and could be found in remote forests in southern Eriador in later times.

One obscure band of the Drughu became servants of Morgoth and the subjects of one of his experiments. Their descendants were known as the Beffraen, and after the First Age they were restricted to the lands between the Baranduin and the lower Gwathir (Gwathló) rivers.

The second wave of immigrants entered Eriador over the Dinath Hithui (S. "Misty Passes"), like the ancient Elves. These were the Edain, taller and longer-limbed than the Drughu, and more open to contact with other peoples. They settled across northern Eriador, just south of the alpine tundras of the foothills of the Iron Mountains. Their distinctive and lasting cultural artifacts were the barrows (earthen burial mounds). A portion of the

downlands of central Eriador dotted with these barrows became a sacred place to them. Eventually, most of the Edain crossed the Ered Luin into Beleriand, gaining immortal fame fighting alongside the Noldor and Sindar and forming a friendship that would last across several ages of the world.

Other kindreds of Men passed into Eriador during the First Age, most drawn by rumors of the power and wealth to be found in Beleriand. They settled both east and west of the Ered Luin and fought on both sides in the wars. Most were darker and more hirsute than the Edain; the Elves called them the Baradhrim (S. "Swarthy Men"), and also the Rhúnhoth (S. "Easterlings"). Many of their houses were related to the Daen-folk of the White Mountains. Some of these, the most infamous of which were the dreaded Daen Mor, fought on Morgoth's behalf, but fled east and south of Eriador after their master's defeat. Others, like the Mebion Bron, had little to do with the great conflict, save to battle the wandering Orcs that troubled the North as Morgoth moved closer to victory; they remained in Eriador after the First Age.

The First Age ended with the War of Wrath, in which the Host of the Valar came to Beleriand and destroyed Angband. If the Sleep of Yavanna had been a dream for the inhabitants of Endor, the War of Wrath was a nightmare. The powers unleashed by both sides ripped apart the fabric of the world. Beleriand and the southern part of Eriador foundered and sank into the sea; much of the ice plateau of Forodwaith in the North did the same,

The Second Age



and the Iron Mountains sagged and crumbled into a vast, blizzard-swept plain of rubble. The Ered Luin split apart, the River Lhûn changing course to pass through the gap; many of the Dwarves of Nogrod and Belegost perished with their cities. Elves, Men, and animals were maddened and threw themselves into bottomless chasms that seemed to open directly into the Void. The survivors, those who fought alongside the Valar and those who simply fought to survive the cataclysm, remembered little save the warping of reality and the unbearable light of the power of Valinor.

THE SECOND AGE

In the aftermath of the War of Wrath, scattered groups of Men, refugees from fallen Beleriand and survivors of the lesser destruction that had occurred east of the Blue Mountains, settled throughout Eriador wherever the shattered landscape allowed. They established farming and fishing villages and eventually petty chiefdoms. Their contact with the Elves and Dwarves was restricted; the races were estranged, and in this age friendships would have to be remade again and again as need occurred.

The Noldor and Sindar were reduced by war and catastrophe to a fraction of their original numbers, and the Nandor, now almost always referred to as the Tawarwaith (S. "Silvan Elves"), were nearly as depleted. While some of the Elves migrated eastward or departed for the Undying Lands, others formed a new realm in Lindon under Gil-galad, last heir to the High Kingship of the Noldor. The new king ruled tribal folk as far east as the River Baranduin, and the power and diplomacy of Gil-galad eventually extended a general peace, for Elves at least, across most of Eriador.

The balance of power among the Dwarves had also changed, since the fall of Nogrod and Belegost left Durin's folk and their city of Khazad-dûm as the only major Dwarven state in northwestern Middle-earth. The kings of Durin's folk established a network of roads, the Men-i-Naugrim (S. "Road of the Dwarves"), across Eriador and eastward, connecting the remaining Dwarven settlements in the Blue Mountains to the Iron Hills and the distant Sea of Rhûn. Such trade as there was in Eriador passed along these roads, and such wealth as was produced tended to flow towards Durin's city.

The Dwarves and Elves alone retained the knowledge of the working of steel and many other skills. The Men of Eriador, lacking an age-old expertise in alchemy and functional magic, had to make their own way using natural methods. The various tribes and clans settled into homelands. The Beffraen, the Brerion (ancestors of the Bree-men), and the Hillmen of Rhudaur all became distinct peoples. The balance of Eriador was a hodgepodge of petty states whose names are lost to later chroniclers, working in soil, leather, stone, tin and bronze, building a new culture. This culture was rough-hewn by Elvish standards, and no threat to Dwarven trade; Men remained minor players in Eriadorian history until the unforeseen return of a new power from across the Sundering Sea.

3.2 NÚMENOR AND ARNOR

The Dúnedain (S. "Men of the West") were descendants of the Edain of the First Age. It was they who, early in the Second Age, sailed west to the star-shaped isle of Elenna (Q. "Starwards") to found the greatest and most spiritual of all Mannish cultures. Greatly influenced by their Elven allies, the tall, dark-haired and beardless Dúnedain were granted the island as a gift of thanks for their bold and bloody assistance to the Elves battling Morgoth, Sauron's most-evil First Age liege and mentor. These High Men called their new home Anadûnê (Ad. "Westernes"), which was "Númenor" in the High-elven speech, and they became the storied Númenóreans.

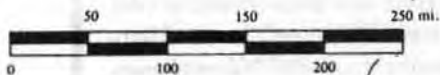
Númenor was created by the Valar as a haven from the natural and supernatural ravages of Middle-earth; their intention was that the Dúnedain would live happily on the island forever, in brotherhood with the Elves on Eressëa. Upon the Men of Númenor the Valar placed but one restriction: never shall any Man sail west to the Undying Lands, home of the Immortals. Otherwise the Númenóreans were free to explore all lands that they might set sail for—to the North, South and East, including Endor.

THE NÚMENÓREANS

For almost two thousand years the Númenórean culture blossomed and flourished in unparalleled beauty and virtually unbroken peace and harmony. Fishermen tended their nets and shepherds their flocks; at the behest of the royal family, educated nobles wrote informative natural histories and geographies as well as numerous scholarly treatises on the arts and sciences. Astronomers plotted and studied the movement of the stars, both for the sheer pleasure of learning and to aid in navigation. Like the Elves, the Númenóreans cherished starlight and sea-travel. At night, under fragrant flowering trees and surrounded by sculpted herb and flower gardens bursting with bloom, poets accompanied by court musicians read their verses to the king and the gathered nobility. Strife, jealousy, fear—all seemed to vanish like mists burned off in the sparkling clear air of Númenor. Never before were Men so blessed with a kind and invigorating climate and a land where sea breezes never ceased, and rainfall was appreciable but moderate.

Although Adûnaic (Ad. "Westron") was their birth-tongue, Númenóreans often spoke the Elvish tongues in deference to those of the Firstborn who instructed and inspired them; the official names of high places and important people—like the capital city and the king—were given in Quenya, the High-elven tongue of the Undying Lands. From the Elves, Númenor's kings and healers learned the use of the magical healing herb *athelas*, and the love of all things beautiful. Scarlet *kirinki* birds sang their ethereal songs day and night, setting to music all that went on at court.





húmeþok



Yet the Númenórean people were not simply lovers of elegance and knowledge and the serene good life; on the Meneltarma (Q. "Pillar of Heaven"), the Hallowed Mountain in the center of the island, they regularly gathered to worship. After climbing a long and winding spiral road to the peak of the Meneltarma, the Númenóreans observed a silent litany. Until the coming of Sauron and his ascension to power in S.A. 3265, no temples stood to block one's view of the stars and the sky, no altars were built, no stones were piled into cairns.

Three times a year the King of Númenor joined his people—all wearing flowing white robes and garlanded with flowers—to make a pilgrimage up the Meneltarma to offer prayers. At the Erukyermë, on the first day of Spring, the king offered a prayer of hope for the coming year. In mid-Summer, at the Eruhantalë, and later, near the end of Autumn at the Eruhantalë, the king offered praise and thanks to Eru, the One, on behalf of his people, who stood silently surrounding him. At all other times the Hallowed Mountain was the site of unbroken silence; at the peak, the Witnesses of Manwë, two watchful eagles whose eyrie rested nearby, stood as ever-vigilant guardians of Númenor—until the Downfall. From the zenith of the Meneltarma, a farsighted Man could gaze west and on a clear night see the glowing light from the isle of Eressëa, home of the Telerin Elves and the only earthly state rivaling the beauty of Númenor itself.

THE ISLE OF NÚMENOR

The island of Númenor, shaped like a five-pointed star, was just over six hundred miles across at its widest point, a land of modest size. Its five peninsulas, the Tarmasundar, spread like the arms of a starfish, reaching out from the heights of the great central peak of the Meneltarma. Below the Meneltarma and spread out like a green carpet lay Noirinan, the Valley of the Tombs. Here, surrounded by verdant pastures where sheep roamed and cattle grazed, stood the vast stone burial vaults of the kings and queens of Númenor.

Further east on the grasslands stood Armenelos, the elegant city of the kings, in Númenor's most populous area. Its tall towers, wide avenues, and concentric white walls foreshadowed the smaller plan of Annúminas, the Arthadan capital later built by the faithful Elendil in the rocky highlands of Arnor. Above the splendor of the royal grounds of Armenelos, at the summit of the King's Tower, the pair of great eagles built their eyrie. There the eagles stood as living symbols of the Valar's blessing upon the isle, and their presence bespoke of the power of the Dúnadan kings. There also rested the seven seeing-stones, the *palantíri* (Q. "far-seers"), created long ago by Fëanor, the unexcelled Elven master-craftsman.

NÚMENÓREAN CULTURE

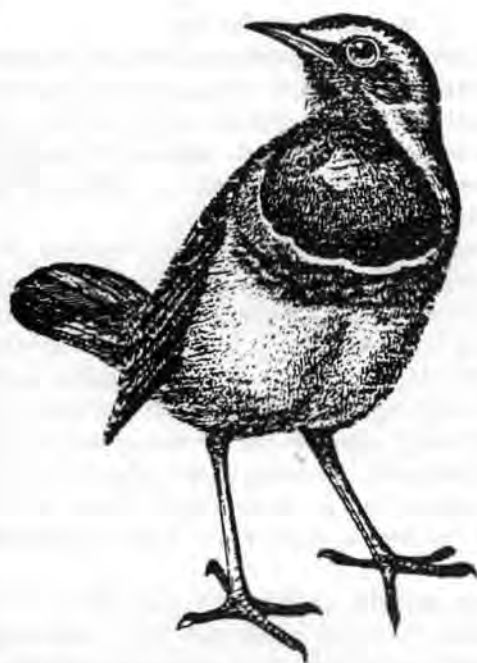
Enthusiastic and skilled gardeners, Númenóreans lovingly tended the trees, herbs, flowers, and vineyards native to the island and the special fragrant gifts of greenery given them by the Elves of Eressëa, including the mighty golden-blossomed *mallorn* trees, later transplanted to Middle-earth and sacred to Lothlórien.

The Númenóreans were also an athletic, hearty people and especially enjoyed traveling the island's unpaved lesser roads on horseback, pausing to dive from the rocks into the sea and race out and back to shore. Superb bowmen, they loved to hunt and fish with hollow steel composite bows, relying on the retrieval skills of their fine war-dogs. Archery competitions, like rowing and sailing meets, drew large and enthusiastic crowds; physical fitness was much admired and encouraged by the Númenórean culture, as was mental acuity and a sense of mystical awareness.

As gifted mentally as they were physically active, Númenóreans commonly summoned their horses and dogs without calling aloud to them, a skill that would later prove useful on the battlefields of Middle-earth. Many practiced this telepathy openly when they traveled, lending credence to the sagas among lesser Men touting the enchanted Dúnadan race. Along the same line, the *palantíri*, while not often understood by later folk, proved potent tools in the hands of Númenor's skilled mentalists and seers. They were frequently used to communicate, manage royal affairs, or to plan for the future. Their ties to the master-stone in the tower of Avallónë on the nearby Elven isle of Eressëa bound the Númenóreans to their Firstborn brethren.

THE RISE OF NÚMENÓREAN MIGHT

The sea and the forests around the Númenóreans were also very important to them. Heavy cargoes of goods were shipped by sea; Númenor harbored three great ports, including Rómenna, from whence the island's adventurous seamen set forth to sail the sometimes tempestuous sea to the shores of Middle-earth. Númenóreans treasured things built or carved of wood—especially their mighty and majestic sailing ships. By mid-Second Age, around the year 1800, they had devastated the island's forests, turning to Middle-earth as a source of timber, and the gold, silver, gems and *mithril* not found on Elenna. At first, Númenórean seafarers treated the lesser Men of Middle-earth kindly, if paternally, and instructed them in farming and other enterprises geared toward self-sufficiency. But by S.A. 1800, greed—once said to be as foreign to the Dúnadan character as envy or sloth—had overwhelmed the traditional Númenórean appreciation of beautiful things. The sailors of Númenor armed themselves and went forth brandishing the trappings of war. Where they once sent envoys to teach or colonists to build, they sent armies bearing bow and arrow, axe and spear, or sword and spell.



*The kirinki of
Númenor*

With the passage of many years, as the poison of greed and arrogance slowly eroded the ethics and humility inherited from the ancient Edain, Númenor changed into a hungry empire. The people of Númenor became divided; the urgency of mortal life drove most away from the slower, more contemplative philosophies of the First-born. Most abandoned the Sindarin tongue in favor of the harsher Adûnaic. Some Númenóreans simply desired wealth and comfort; others craved constant diversion and decadent entertainments. The worst of the Dúnadan sought power over Men, magic, and, eventually, over death itself. Some carved out petty realms in Middle-earth and kept serfs and servants in cruel bondage. Others dabbled in the forging of enchanted toys and the summoning of spirits. Númenórean alchemists created elixirs of love and health, fighting to keep vitality in aging bodies and to extend life beyond its natural span. Others, considered the shame of their race, sought out the forbidden secrets of fallen Morgoth. Dark cults and guilds of sorcerers appeared in both Númenor and its colonies. Some seekers of tainted lore studied under Sauron during the Dark Years; a few worshipped him outright. More often, the Lords of Men, as they styled themselves, gathered knowledge as they gathered wealth: to nourish their pride and deaden their fear of mortality.

Númenor's kings, consumed by great pride, heeded the advice of vainglorious counselors and began to shun the Elves of Eressëa. Royal marriages were arranged solely to consolidate power. The unwilling death of Tar-Atanamir, the eighth King of Númenor, in S.A. 2221 marked the beginning of the abandonment of the ancient custom of the king surrendering the royal sceptre to his heir while still clear-headed and vigorous, and the king instead held on to his power until death took him. From S.A. 2899 on, the kings of Númenor refused to take Elven names. The royal line of Elros Half-elven, long a source of Númenórean

strength, weakened dramatically; the kings' lifespan, once five times that of other Men, now declined by half. After a time, those retaining a love and respect for the Elves and things Elvish shrouded their fondness for fear of reprisal. These dwindling few, who called themselves the Elendili (Q. "Elf-friends;" coll. "Faithful"), were the forefathers of the Dúnedain of Arnor.

THE DOWNFALL

Númenor's armies proved unstoppable when facing the cruder Men of Middle-earth; and, for a time, even the hordes of Sauron, the evil Lord of the Rings, were swept aside. The Dark Lord surrendered in 3262 of the Second Age, speaking abased words of repentance. It was then that the conquering king, Ar-Pharazôn the Golden, made the fatal mistake of bringing Sauron in chains to his court at Armenelos. Soon the Evil One took on a fashionable and pleasant form and amused the king with his magic tricks and arcane knowledge. Within a few decades of his capture and over the heated protests of the Faithful, Sauron became the king's chief counselor. Altars and a great temple were built in the capital city of Armenelos; and worse, those opposed to the king and the honey-tongued beguiler were sacrificed to the false and evil name of Melkor. The Númenórean faith grew as tainted and artificial as the manners of the royal court. Near the end of the Second Age, Númenor's ruling class openly discussed breaking the Ban of the Valar and sailing west to the Undying Lands to seize by force the immortality they desired. So perverted was their thinking that they believed life everlasting could be wrested from the Elves and Valar, as though it were a jewel to be stolen and hidden away.

In S.A. 3319, despite the vehement objections of the Faithful, Ar-Pharazôn led a mighty fleet of warships against the Valar. It was the greatest host of ships ever assembled by Men, an armada which obscured the setting sun as it sailed eastward past the fair shores of Eressëa. Once ashore in the Undying Lands, the king and his warriors were buried by an unforgiving avalanche. Númenor—the pinnacle of Man's drive toward genuine civilization and symbol of his ascent toward High-elven ways—was swallowed up in the Great Rift that Eru created in his separation of the Undying Lands from Arda, and the western coasts of Middle-earth were wracked by the shockwave that cataclysm generated—a tidal wave of awesome, wrathful force. Lost were all but a few precious remnants of Númenórean culture and a handful of her people; forever gone was their beloved and beautiful homeland and, with it, the tomes and scrolls, the charts and graphs and maps and art works of a great civilization—irreplaceable treasures all, and all lost.

THE FOUNDING OF THE REALMS-IN-EXILE

By the grace of the Valar, Elendil and nine ships of the Faithful escaped the tumultuous Downfall of Númenor and set sail for exile in Middle-earth. With them they bore but a few treasures, including a seedling of the sacred White Tree, symbol of the Valar, and the seven *palantíri*

granted the Dúnedain long ago. Elendil arrived at the Grey Havens, sailing north up the River Lhûn to establish the northern Realm-in-Exile, Arnor; but his sons, Isildur and Anárion, were driven southwards into the Bay of Belfalas where they took refuge with the ancient Faithful colony of Pelargir and, soon thereafter, sailed up the Anduin to found Gondor, the "Stone-land." Although the Dúnedain were spread thin, the establishment of two separate and distinct kingdoms bettered their chances of survival, for it is clear that the Men who went north with Elendil were fundamentally and temperamentally different from those who settled Gondor. Those of Arnor wanted to live in the hallowed lands of their Adanic ancestors, near the ancient burial vaults at the Barrow-downs and the Elves of Lindon. The seafaring Gondorians were more adventurous, mercantile and martial in spirit than their northern brethren, looking early on to establish themselves as the dominant fighting and civilizing force in the region. Aggressive master-sailors, they sought a continuation of Númenor's colonizing tradition and quickly embarked on campaigns to expand their influence.

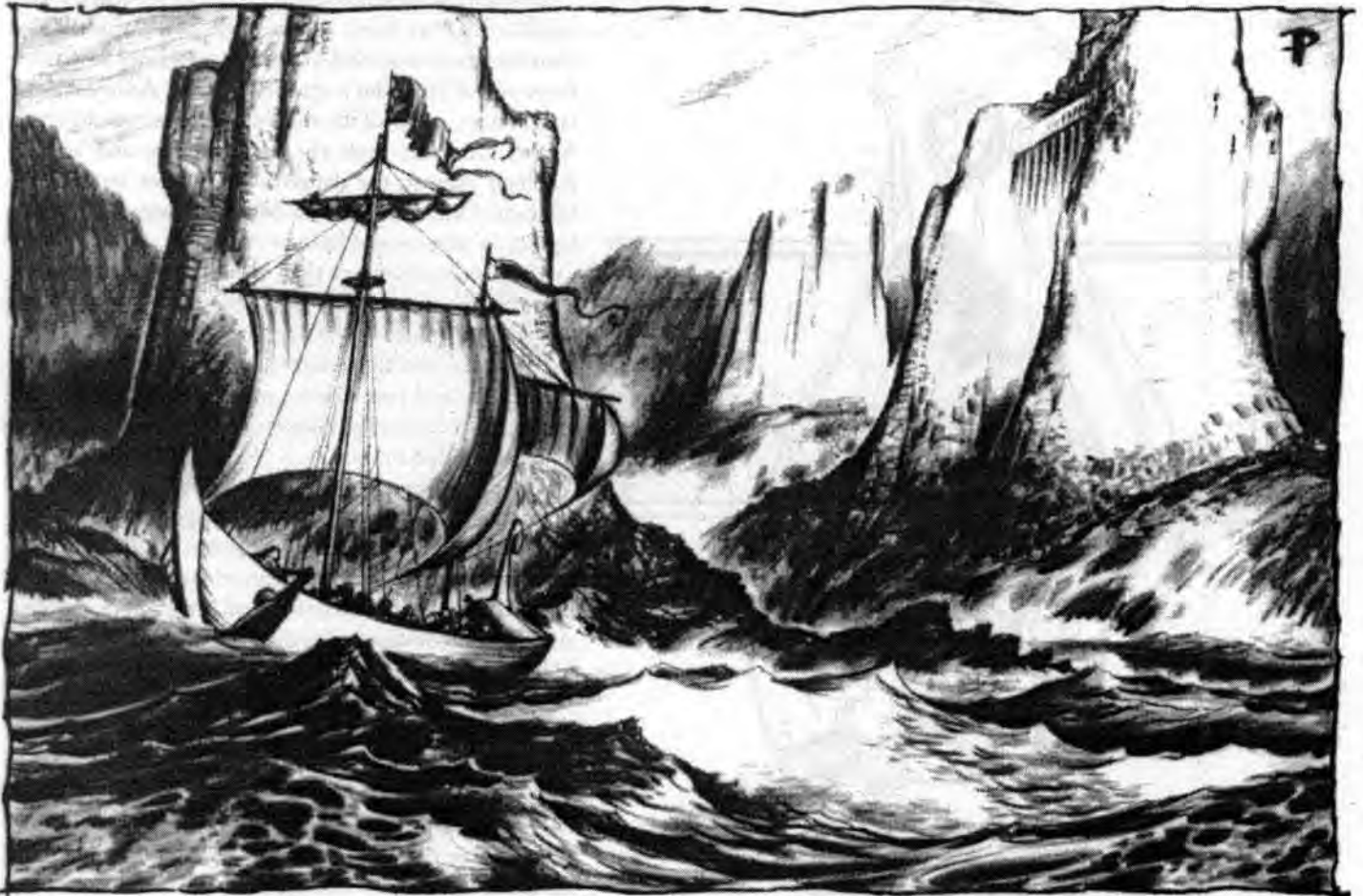
In Arnor the exiles settled a few strategically important sites. They turned from war and looked instead to the essential power of places. Their seers built towers on landlocked heights, where the land welcomed the moonlight and cool air of the northern skies. Holds like that

atop Amon Sûl (Weathertop) certainly served to secure the realm, but they also held overriding mystical significance. On its summit, from whence invasion from the east or south could easily be detected, lay the chief of the three northern *palantíri*, a seeing-stone attuned to an "answering" stone in Gondor. Thus, to the Men of Arnor the windswept hilltop embraced strong spiritual currents, and its tower watch maintained a blessed vigil. Never did the Men of Arnor seek to increase their territories—as Gondor did under the more ambitious of her kings—or sail the seas in search of booty and glory.

THE KINGDOM OF ARNOR

Until the founding of Arnor by Elendil in S.A. 3320, the wide expanse of land between the Misty Mountains and the River Lhûn was a sparsely populated region bordered by the Blue Mountains to the west, icy Forochel and the wastes of the North, and to the south, the River Angren. Scattered about like natural altars stood various downs, grassy and greatly-eroded ridges of rock extending for miles and sometimes worn away into lowlands. Of these, the Barrow-downs just south and west of Bree proved most significant to the Dúnedain returning to Middle-earth. There stood the great barrows themselves, weathered burial vaults of the ancient Adanic chieftains, in a site holy to the exiles of Númenor.

Gulf of Lhûn



For a century and a half following the establishment of Arnor, the Men of the North-kingdom battled the Hillmen and Trolls of the nearby Trollshaws and Ettenmoors. They battered their foes into submission or drove them into the remote highlands of the Misty Mountains. Then, in the Last Alliance of Elves and Men that ended the Second Age, Elendil and his Dúnadan warriors overcame the Dark Lord, rendering him bodiless and, for a brief, joyous period, impotent. Sadly, Elendil, first ruler of both Realms-in-Exile, was slain in battle, as was Gil-galad of Lindon. Sauron's Ring of Power passed on to Elendil's son Isildur, who in the second year of the Third Age lost the One Ring and his life in the Anduin trying to escape a band of Orcs. The seers of Arnor who gathered at the capital of Annúminas forecasted woeful tidings to their people at such a bloody and inauspicious entry into the new age, but over long years their warnings were almost forgotten.

Arnor was granted eight centuries of relative harmony and peace following Isildur's death and the loss of the Ring. True, Gondor, the South-kingdom, was frequently assailed and finally invaded by the Easterlings of Rhûn in T.A. 490, but the southern Dúnedain, at the height of their military power, prevailed. The vigorous Gondorians defeated their lesser foes and, in T.A. 541, laid claim to all of the Rhovanian plains, a vast expanse of grassy steppe that

doubled the area of Gondor's core territories. Following the victories of its army, Gondor's navy began to flex its muscles at sea, culminating in the taking of Umbar in T.A. 933 and the defeat of the fierce Haradrim in T.A. 1050. Never was Gondor mightier.

The exiles of Arnor, stunned and saddened by their losses in the Last Alliance, maintained no dreams of empire. Being neither martial in spirit nor so numerous as the Men of Gondor, their influence extended little beyond their own borders. Their reluctance to intermarry with their Eriadorian subject folk compounded the problem, since the northern Dúnedain found trouble replenishing their losses and grew weary managing their territories.

THE DIVIDED KINGDOMS

In T.A. 861, after a series of unusually frosty springs and torrid summers, Arnor was sundered. The death of the tenth and last Arnorian king, Eärendur, left the North-kingdom's loyalties split among Eärendur's three surviving sons. Amlaith, Eärendur's eldest male child and therefore the heir apparent to the throne and heirlooms of the kingdom, won the Sceptre of Annúminas but lost half of Arnor's territory and much of her power to his brothers, Thorondur and Galadhrion. They staked claims to the eastern and southern lands, and with the support of the local lords in each region, successfully countered Amlaith's attempts to reunify the realm.

Thus the North-kingdom split into three independent, neighboring, but lesser states: Arthedain, Cardolan and Rhudaur. Each was ruled, at first, by royal lines descended from one of Eärendur's squabbling sons. Arthedain, the largest state, assumed the rugged northwest territories of Arnor; Cardolan took the fertile south; and smaller Rhudaur claimed the dangerous northeast section, the fells and forests of the wild Misty Mountain foothills, bordering what would later be Angmar.

Thus, just a little more than one century before the rise of the Necromancer of Dol Guldur in southern Rhovanion and the appearance of the Istari out of the West, mighty Arnor broke into three sister kingdoms. With differing topography and populations, each embraced distinctive goals and set an uneasy, autonomous course at the outset of very troubled times.

The agreed-upon boundaries between the successor-states might have satisfied each kingdom's desire for independence and self-government, but border squabbles soon broke out, the worst of them centered at the junction of the three realms. The borders of Arthedain, Cardolan, and Rhudaur overlapped at the strategic hilltop of Amon Sûl, Weathertop, where the chief *palantír* of the North lay. Never could the three countries agree upon the ownership of Weathertop and its seeing-stone, which all greatly desired.

Arthedain's rulers successfully contested their neighbors' claims and installed a strong warden in the tower of Amon Sûl by the beginning of T.A. 862. Since their king already possessed the stone of Annúminas and had the

*Thorondur,
first King
of Cardolan*



greatest influence with the Elven guardians of the stone of the Tower Hills, the Arthedain controlled each of the three northern *palantíri*, assuring themselves preeminence during the coming political strife.

Elsewhere Arthedain supported Cardolan's claims, for their kin in Rhudaur seemed too rough and wild to be trusted. From the very establishment of Rhudaur, its Dúnedain mixed culturally with the more primitive natives of the region, the barbaric Hillmen of the Trollshaws and Ettenmoors. Like the untamed and inhospitable land that formed it, Rhudaur bred a wild and bold populace more concerned with might than right, and its lords eventually proved eager to expand their territories and influence at any cost.

Of the three northern kingdoms, only Arthedain retained a purity of lineage from Isildur through all of its fifteen kings. It also continued to instill in the hearts of its people a higher sense of values and purposes. Except for the simplest disputes over boundaries and the guardianship of Amon Sûl's *palantír*, Arthedain was generally at peace with Rhudaur and Cardolan as late as the fateful fifteenth century.

3.3 CARDOLAN

The first Men to enter the lands of Cardolan were the Drûg ancestors of the Beffraen, early in the First Age. They fled farther south and westward into the Taur Enyd when the Edain and the Baradhrim arrived in the middle years of the age. The survivors of the Adanic and Baradhren populations formed, in the first millennium of the Second Age, the first true Eriadorian culture, a relatively advanced forest society in Cardolan led by brash warrior-chieftains. Separated from the Elvish and Dwarvish societies in Eriador by both temperament and custom, these little domains at first profited from contact with their distant cousins, the Númenórean sailors, traders, and teachers who returned to the coast of Middle-earth. As Númenor gradually fell into darkness, its inhabitants came to Endor for tribute and seizure of the woods needed for their fleets. There were increasingly bitter wars between the Eriadorians and Númenóreans that greatly contributed to the destruction of the primordial forest that had once covered all of Cardolan.

The Númenóreans came as colonists as well as conquerors. They began construction of the havens at Lond Daer and Tharbad before the Eriadorian Wars, and some venturesome persons settled permanently. Lond Daer was often wrecked by great storms, so Tharbad became the chief city of the region, and the original settlers slowly prospered and grew. Their leaders were granted wide but ill-defined lands, and wider and even less defined powers, by the ineffectual Númenórean king, Ar-Sakalthôr, in S.A. 3034. This was the origin of the princes of Cardolan, the autonomous Dúnedan noble families who would form the ruling class of Cardolan for the rest of the Second Age and well into the Third. This was also the origin of the office of *cánotar* (Q. "lord of chieftains"), a



royal emissary of the king at Tharbad entrusted with the task of maintaining the allegiance (or complicity) of the Eriadorian chiefdoms which Númenórean settlement bordered upon. Ironically, in later ages the local powers that the *cánotari* had to contend with were the unruly descendants of the same colonists his predecessors had sworn to protect.

UNDER ARNORIAN RULE

Northwestern Endor was considered a backwater by the later Númenóreans. Immigrants from the island kingdom settled mainly in the more pleasant lands around Umbar and Pelargir, including those of the Faithful who had always passed through Cardolan on the way to Arthedain. Thus, the colonists in Cardolan played little part in the conflicts between the King's Men and the Faithful, between Númenor and Sauron, or between Ar-Pharazôn the Golden and the Valar. That changed when Elendil the Tall and his four storm-tossed ships, filled with many of the remaining Faithful of Númenor, arrived in Lindon. Although the old Dúnedan colonists easily surpassed the native peoples in culture and power, their achievements paled in comparison to the arts and technology of the seat of the Dúnedan domain in drowned Númenor. When Elendil, the last survivor of the royal line of Elros Tar-Minyatur, came to Cardolan the year after the Downfall, there was little local objection to the Cardolandrim joining the Kingdom of Arnor.

*Celervellon,
fifth king of
Cardolan*



The Witch-king

The first years of Arnor were a time of growth, as the exiles sought to assuage their grief through great labors: converting the old trading routes into paved roads, constructing many towers to secure the frontiers, and tackling the daunting task of bridging the Gwathló at Tharbad. The War of the Last Alliance slowed some of these projects and stopped others, but the great bridge was eventually finished. The losses of the Dúnedain in the war were severe enough to hinder the rest of the kings' projects in northern Arnor and therefore guaranteed Tharbad's continued dominance of trade in the region.

The early Third Age was generally a glad if quiet time in Arnor. The Dúnedain of Cardolan gradually came to resent their princes' lack of influence at the court, which was dominated by the great families among the exiles, and consequently perceived a neglect of their interests. Still, except for tensions within the royal house itself the realm was never in danger of collapse.

THE KINGDOM OF CARDOLAN

The family dispute that sundered Arnor left Thorondur, the most energetic of the three sons of King Eärendur, in charge of a realm that was chaffing under dour, conservative philosopher-kings brought up in the traditions of the Faithful. Thorondur quickly gained popularity in Cardolan by easing restrictions on trade. His major program of public works, especially rebuilding the walls of Tharbad, stimulated the economy. Problems soon arose, though, because Eärendur's will had specified that the borders of all three of the new sister kingdoms should meet at Amon Sûl. The citadel atop that hill was the strongest fortress in Eriador, and also contained the most powerful of the northern *palantíri*. Eventually a treaty establishing joint use of the stone and rotating garrisons was made, but tensions remained high.

The first conflict between the sister kingdoms came when the hapless King Galadhrion of Rhudaur, youngest of the three princes who had divided Arnor, sought to re-establish the larger realm after his elder brothers died. This ended in the farcical Battle of Nen-i-Sûl, an engagement beside the small river that runs from Amon Sûl to the Mitheithel, where most of the troops refused to fight. This was a perilous precedent, however, and in T.A. 1084 the Twelve Years' War began and blood was spilled in earnest. Sides shifted in this conflict, but most often Arthedain and Rhudaur contested Cardolan's attempts to possess Amon Sûl. The war was indecisive, but its expenses and those of Thorondur's building projects caused a depression in Cardolan.

Terennil, the fourth King of Cardolan, reorganized the realm and brought it to the height of its power. He reduced the political strength of the *ernilath* (S. "princes"), limiting their authority by making them *híraeth* (S. "lords"; coll. "barons") and establishing a national army paid by land grants. More importantly, Terennil broke up the traditional communes of the common folk, dividing the lands to encourage the large scale breeding of sheep. Providing bounties to the guilds who would work the wool and the merchants who would export it in order to provide a market, he rebuilt the economy. This succeeded beyond Terennil's fondest hopes, and soon his treasury could maintain a lavish court, army, and fleet.

DISASTER AND CIVIL WAR

Celervellon, the fifth king and only child of Terennil, sought to prove himself worthy of his father's legacy and establish his own power by overthrowing the Hillman Ruggha, who had usurped the throne of Rhudaur. He claimed the throne of Rhudaur through his mother, but Ruggha was an effective and popular leader despite his sometimes unsavory methods. This war dragged on for twenty years before Celervellon trapped Ruggha and his

army in Cameth Brin, the capital of Rhudaur. Though a mighty fortress, Cameth Brin was unprepared for another siege in T.A. 1235. Sensing final victory, Celervellon summoned his lords and court to the battlefield to witness his second coronation and, when they arrived, launched an assault that carried the lower levels of the fortress from the starving defenders. The royalty celebrated that night, but, unknown to all, the Orcs of Gundabad had answered Ruggha's pleas for aid and secretly marched west of the Misty Mountains. The Orcs fell upon the unsuspecting forces of Cardolan that very night. Although the professional pikemen of Cardolan cut a bloody path out of the cul-de-sac, the royal pavilion fell, and with it well nigh all the lords of Cardolan.

The Orcs and Rhudaaurrim pursued the beaten army and ravaged eastern Cardolan. Seven persons claimed the throne, and the situation was virtually as bad in four of the *hírdyr* (S. "lordships"; coll. "baronies"). Civil war raged throughout the countryside on the national, provincial, and local levels. The kings of Arthedain and Gondor both sent expeditions to explore their own potential claims to the Sceptre of Cardolan. During the next fifteen years Tharbad changed hands eight times, and the royal compound at Thalion, eighteen. At last, the Dwarves of Moria, distressed by the collapse of trade, sent their army to enforce the truce desired by the wise. A great council was held at Thalion, and it finally elected Tarchil, a mariner of the Line of Isildur who had been off trading in the South for most of the Time of Troubles. The only acceptable compromise claimant to the Sceptre, Tarchil proved an unexpectedly successful ruler.

THE RISE OF THE WITCH-KING OF ANGMAR

In T.A. 1276, the Lord of the Nazgûl arrived in the North, entrusted by Sauron with the task of destroying the Dúnedain of Eriador. The renewed war between Cardolan and Arthedain over their respective rights to Amon Sûl from T.A. 1284-87 made the establishment of his realm of Angmar in northeastern Eriador far easier. This war also led to the failure of the Line of Isildur, for King Tarasdor, Tarchil's son, proved an inept military leader. He gave the regency of the realm to his bastard brother Minaglar, who took the throne when Tarasdor died in T.A. 1332.

The Sceptre of Cardolan rested uncomfortably on Minaglar's brow when he accepted Argeleb of Arthedain's claim to the renewed High Kingship of Arnor and when he aided Argeleb in his war against recalcitrant Rhudaur. This war failed when the Witch-king revealed his strength in alliance with Rhudaur, which he quickly reduced to a puppet state. Argeleb and Minaglar fortified the Weather Hills against the assaults of Angmar, but Argeleb fell in battle in T.A. 1356. Fortunately, the Witch-king had to cease his campaign and await the maturation of a new generation of Orcs in order to replenish his losses. All quarrels between Arthedain and Cardolan ended as both realms prepared for the Witch-king's next assault.

3.4 RHUDAUR

Clans of the Mebion Bron, the Daen ancestors of the people who became known as the Hillmen of the Trollshaws, came to the land that the Elves called Rhudaur (S. "Eastern Forest"), but which they themselves named the "Place of Red-roaring Gold" back in the mists of time. After long and bitter struggles with the Giants, Trolls, and Petty-dwarves already living there, the Hillmen won the cold and rocky ground, and for centuries they were left undisturbed. Solitude pleased the Hillmen, for their ancestors feared and hated both the forces of Light and Darkness. For most of the Second Age, they were content with a simple hunting and gathering life. Their lingering problems were the Elves of Eregion and later of Rivendell, whom they called the Fláhês Bhan (Bl. "White Fiends"), the ghosts of the Petty-dwarves around Cameth Brin, called the Ta-Fa-Lisch (Bl. "Ghosts of the Little People"), and the Eriadorians who drifted northward up the Mitheithel to avoid Númenórean rule. The Hillmen avoided the first two races by giving them a wide berth, for neither had grand territorial ambitions. They dealt with the third group violently; a long history of mutual raiding and murdering instilled in both cultures a tradition of racial hatred that persisted well into the Third Age.

Rhudaur, being a poor land, did not attract many of the Númenórean colonists who overran Cardolan in the mid-Second Age. Some Dúnedain—not the best among them—eventually settled along the borders of Rhudaur. Thereafter, these Dúnedain and the Hillmen often traded, to the benefit of both peoples; however, conflict soon arose over possession of the lowland valleys surrounding the Trollshaws. The semi-nomadic Hillmen kept to the highlands for the most part and, even in winter, rarely ventured beyond their boundaries save to raid distant Eriadorian settlements for weapons and other goods. Still, they routinely hunted in the lowlands and thought of the whole of Rhudaur as immutably their own. The Dúnedain saw the valleys as places for eventual settlement, much as the Eriadorians before them had done. Yet for many years there was only tension and mistrust between the two races, not bloodshed.

After the founding of Arnor, Elendil, with the most noble of intentions, claimed all of Rhudaur as part of his new realm, promising to end the perpetual warfare and raiding that had become an integral part of Hillman culture. The might and splendor of his forces were such that the Hillmen submitted without a struggle, hiding their bitterness. Eventually, however, Sauron returned to power and Elendil and Gil-galad went south to perish in the War of the Last Alliance. Although victorious in the end, the Free Peoples suffered horrendous losses from which, especially in northern Arnor, they would never recover. The Hillmen had not joined the Last Alliance, but neither did they rebel for their freedom; they had been impressed by the martial array mustered by the allies, and they felt it was without honor to make war on the old men, women and children who were left in Arnor.

When the battered army of Arnor did return, the Hill-folk sensed the weakness of the Dúnedain and revolted. The Hillmen were soundly defeated in their attempts to recover the lowlands, but they could not be easily beaten in the highlands, and at last a compromise was reached. This peace informally recognized the Dúnadan possession of the lowlands and the Hillmen's freedom in the heights of northern and eastern Rhudaur, but left the question of the eventual settlement of the Trollshaws unresolved.

In T.A. 164, Mong-Finn became Targ-Arm, or High Chief, of the Hillmen. He was determined to free all of Rhudaur but realized that this could not be done without substantial assistance, which seemed nowhere available. So Mong-Finn dared what no other had before. He went alone into Cameth Brin to gain the alliance of the Ta-Fa-Lisch, the Ghosts of the Little People. In the end his rebellion failed, and the Dúnedain took possession of the ancient Petty-dwarven halls within Cameth Brin.

Arnor's King Eldacar decided to expand the halls into a mighty bastion of Men and, thereby, to control the Trollshaws and the Hillmen. Above the cliff of Cameth Brin Eldacar's engineers erected a great watch-tower which commanded the peak, while beneath the Twisted Hill's overhang the Dúnedain established the barrack-

settlement of Tanoth Brin and began to dig a real fortress out of the living rock that surrounded the Petty-dwarven caves. Although the work was long and difficult, Cameth Brin was completed in T.A. 339 and made the capital of the province of Rhudaur. The land had never been rich, but Daen immigrants from the far south began to wander into its valleys, and the Dúnedain of the lowlands, desperate for manpower to till the lands of their estates, allowed many of them to settle on their lands.

After the division of Arnor in T.A. 861, the internecine wars among the sister kingdoms sapped the strength of the Dúnedain, especially in Rhudaur where they were few and always outnumbered by their subject peoples. Over time, the Dúnedain of Rhudaur increasingly shared power with the Hillmen, whose active support they needed.

Sometime after the Witch-king founded the realm of Angmar, Rhudaur became his ally. The natural antipathy of the Rhudaurrim—Dúnadan, Dunman, and Hillman alike—for their wealthier brethren in Arthedain and Cardolan made them vulnerable to the infiltration and corruption tactics the Nazgûl and his dark priests had been using successfully for much of three millennia. By the end of the fourteenth century, Rhudaur was reduced to a petty state controlled by the Witch-king, with only a few towns in the south still allied with Cardolan and free of the

Cameth Brin



Angmarean yoke. The Hillmen, allowed to fend for themselves in their highlands and subject only to periodic calls to make war on their hated Dúnadan enemies, seemed to have won their freedom at last.

3.5 WAR AND PLAGUE, T.A. 1408-1643

THE SECOND NORTHERN WAR

The end of the fourteenth century of the Third Age saw the Kingdom of Arnor and the remaining Dúnedain of the North nominally reunited and seemingly better prepared to face the renewed threat from Angmar. However, the nobles and rulers of Arthedain and Cardolan were jealous of their power and privileges and never let the unification be more than ceremonial.

The next great assault by the Witch-king began in T.A. 1408 with a series of probing raids into the remaining unconquered lands of southern Rhudaur and into Arthedain. When the main blow finally came in the winter of T.A. 1409 it was south and then westward, towards Amon Sûl and the junction of the two remaining Dúnadan kingdoms. The defending forces organized a counterstroke that was to be coordinated but not truly unified. Amon Sûl was held by an Arthadan garrison. King Osthir of Cardolan and his army, comprised largely of infantry, was to play the anvil, supporting Amon Sûl and holding the hills covering its communications, while the cavalry of Arthedain and the Elves maneuvered in the plains to provide the hammer. Unfortunately, the Angmarean attack came too swiftly and violently for the armies to take up their assigned roles.

The Witch-king personally led the assault on Amon Sûl. It fell: the great tower was toppled and burned, and the stalwart but futile defense of the warden only bought time for the rescue of the great *palantír*. King Arveleg I of Arthedain was killed trying to prevent the fall of the fortress; when King Osthir retreated to the Barrow-downs, he was surprised by a night attack and also slain.

The host of the Witch-king swept forward across the frozen countryside like a plague of fire and steel. Engulfed in a monstrous wave of horror, the people of southern Arthedain were massacred or driven to headlong flight westward. Angmarean wolf-riders and cavalry pursued; Annúminas was overrun and torched, the city abandoned. The remaining forces of Arthedain fell back to Fornost Erain, preparing a final defense. Yet, when all looked blackest, the fortunes of war were turned, by courage and luck. The Elves of Lindon and Rivendell, coming late to the battlefield, cut through Angmar's scattered western forces while Arveleg's heir, the young King Araphor, won a desperate series of battles around Fornost, wrecking the Witch-king's main army and driving him back eastward. The swords and bones of his soldiers littered hundreds of miles of Arnorian countryside as they fled through the winter snows, and the Angmarean threat was ended for generations to come.

But much was lost in the battle of T.A. 1409. Rhudaur was devastated, its remnants firmly under Angmar's black and wicked wing. Cardolan was destroyed as a nation, with its few remaining soldiers wasting their strength in another series of civil wars. The balance of power in the northern region had shifted dramatically and to Angmar's awful advantage.

Late in that tragic year, after the Elves returned home and new snows covered the blood-stained lands, Arthedain's leaders and warriors gathered inside the walls of Fornost to regroup and restore the society ground into dust by the heavy boots of Angmar's minions. It was a difficult task; an Arthadan king lay dead on the battlefield, along with hundreds of his soldiers and thousands of the farmers and villagers whose labors sustained the realm. Fortunately, two of the *palantíri*, those of Annúminas and Weathertop, rested safely in the royal tower at Fornost. Angmar would not be a threat for years to come, and what Men lost they could try to rebuild.

But could they succeed? After T.A. 1356, the Arthadan royal court at Fornost Erain was never the same. Once—like an Elf-haven—a place of beauty and light and serenity, Fornost became a chilly walled city of fear and it housed a pervasive, never-lifting sense of doom and sorrow. Her seers began to number the years of Arthedain's survival.

ARTHEDAIN AND THE PETTY-WARS

The fifteenth and sixteenth centuries found the Arthedain clinging to what was left them after the wars of T.A. 1356 and T.A. 1409. Frequent border raids and constant skirmishing marked these sorrowful years, the so-called Petty Wars, which served as a constant reminder of the Evil residing in the hungry lands beyond Arthedain's thinly stretched defenses. Araphor's long reign passed without any great successes or failures, but he managed to rebuild some parts of his realm even as others were worn away by the constant pressure of Orkish raids and the increasingly cold weather. At the very opening of the seventeenth century, King Argeleb II—who along with the tattered remnants of his people would weather the Great Plague of T.A. 1635-36 and evermore-brutal winters at Fornost—lit one small candle of hope, in a reign when small hopes were all that could be found: he granted the Hobbit-folk gathering at Bree a fertile patch of land roughly forty leagues by fifty in southern Arthedain, a handsome, rolling, green land the Hobbits eventually called the Shire.

Argeleb and the Arthadan leadership harbored no illusions about the value of Hobbits as soldiers; they were simply too peaceable and too small to be great warriors. The prouder Arthadan nobles, in fact, often complained amongst themselves of having to bend over or kneel in order to hear the little fellows speak. Argeleb, however sensed a spirit among the Hobbits now rare among the Arthedain, an optimism and resolution that many of his own people seem to lack.



The Arthedain would, of course, also profit from the produce grown by the green-thumbed Hobbits. Somewhat paradoxically, the High Men's love for the spirit of their land never translated into a fondness for tilling the soil on any appreciable scale. Herbal gardening, which requires greater technique and yields magical results, is a different matter; but, unlike the Hobbits, the High Men never had great interest in planting and tending cash crops; to them it was work for simpler folk, and the commons of Arthedain always managed their farms and fields with little input from their lords. Within a decade of the first Fallohide emigration to the Shire, the Hobbits were providing a steady flow of grains, fruits, and tubers northward, augmenting the spare Arthadan diet and providing a minor but useful counter to the fatalistic and occasionally morbid atmosphere of Fornost.

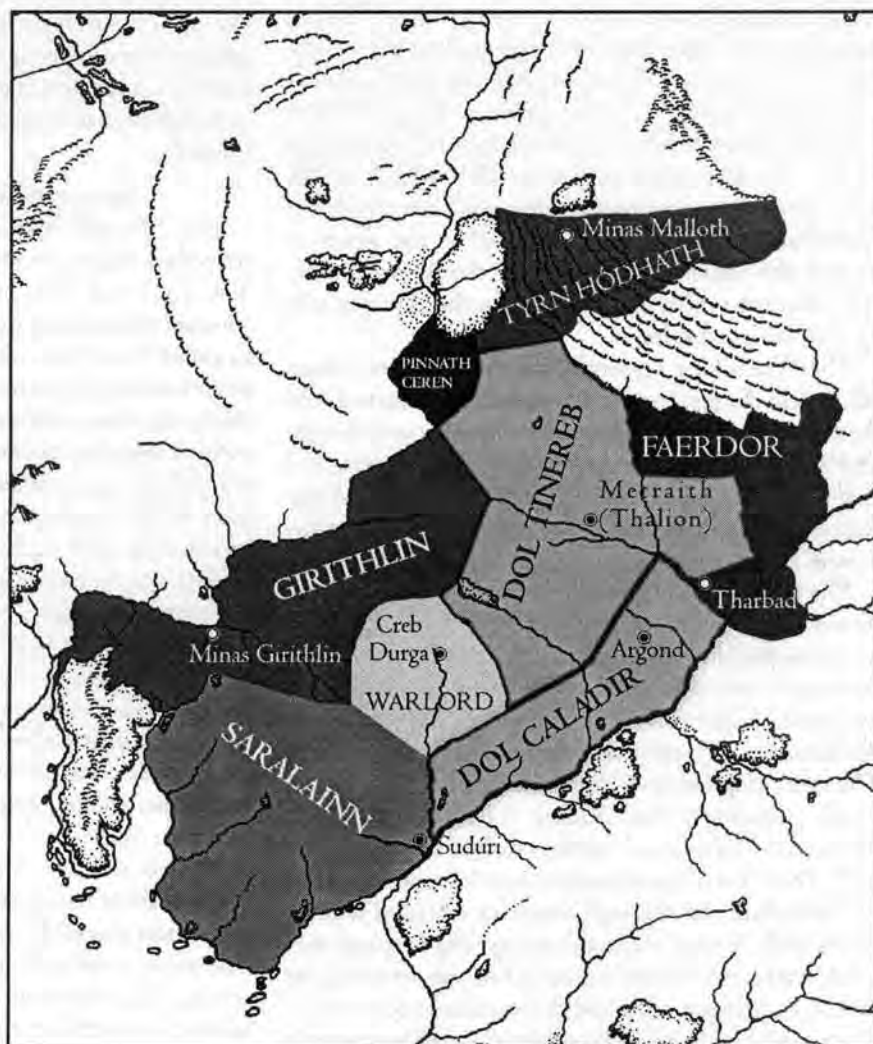
CARDOLAN SINCE THE FALL OF THE KINGDOM

King Osthir of Cardolan had gone to his last battle having learned little from Celervellon's disaster at Cameth Brin; all his sons were with him, and their deaths left only his young daughter Níriel to take the Sceptre. Níriel was slain along with the able Chancellor Nimhir in an abortive kidnapping in T.A. 1412 after only three years of rule. Cardolan was again racked by civil war, but this time Gondor intervened after only two years. Annael, the Hîr of Faerdor and leader of the then ascendant faction, was made "Cánotar of Cardolan," a traditional Númenórean office with considerable powers in name but now with few in practice.

In the immediate aftermath of the Second Northern War, Gondor held a preeminent position in Cardolan. This position was largely lost in the chaos that followed a widespread peasants' rebellion in T.A. 1434, and the further disorders that spread northwards from the bloody Kin-strife in Gondor in T.A. 1439. King Araphor of Arthedain first tried to assert his authority as high king in Cardolan in T.A. 1455. Araphor attempted to limit his military excursions to sieges of the castles of his reluctant vassals. Nonetheless, there was considerable blood lost that further sapped the strength of the remaining Dúnedain of the North. The formalized warfare of this period established the preeminence of certain elite mercenary companies, since the princes of Cardolan lacked the resources or moral authority to build loyal national armies.

The early years of the sixteenth century saw the demise of even the ghost of central authority among the principalities of Cardolan. This process began in T.A. 1503 when Gordaigh expelled the Dúnedain of Ethir Gwathló

Principalities of
Cardolan,
T.A. 1642



KEY

Kingdom

Baronry

Princedom

Autonomous

and declared himself King of Saralainn. In T.A. 1509, the bodyguards of the last native *cánotar*, Gaerdil the Bad, killed him and his retainers. The former Hirdor of Faerdor has since established so-called "cantons" that rule the principality without the aid or advice of lords. After Gaerdil's death, King Aldamir of Gondor made his legate in Tharbad the new *cánotar*. This was a practical step, recognizing that Gondor's will did not carry beyond the walls of Tharbad, if indeed it carried beyond the eyesight of her soldiers. However, this led to the collapse of any pretense of cooperation among the princes. Those of Caladir and Tinereb reclaimed their old titles as *ernilath*, while those of Tyrn Hódhath and Girithlin enfeoffed themselves to Araphor of Arthedain.

THE PLAGUE AND ITS AFTERMATH

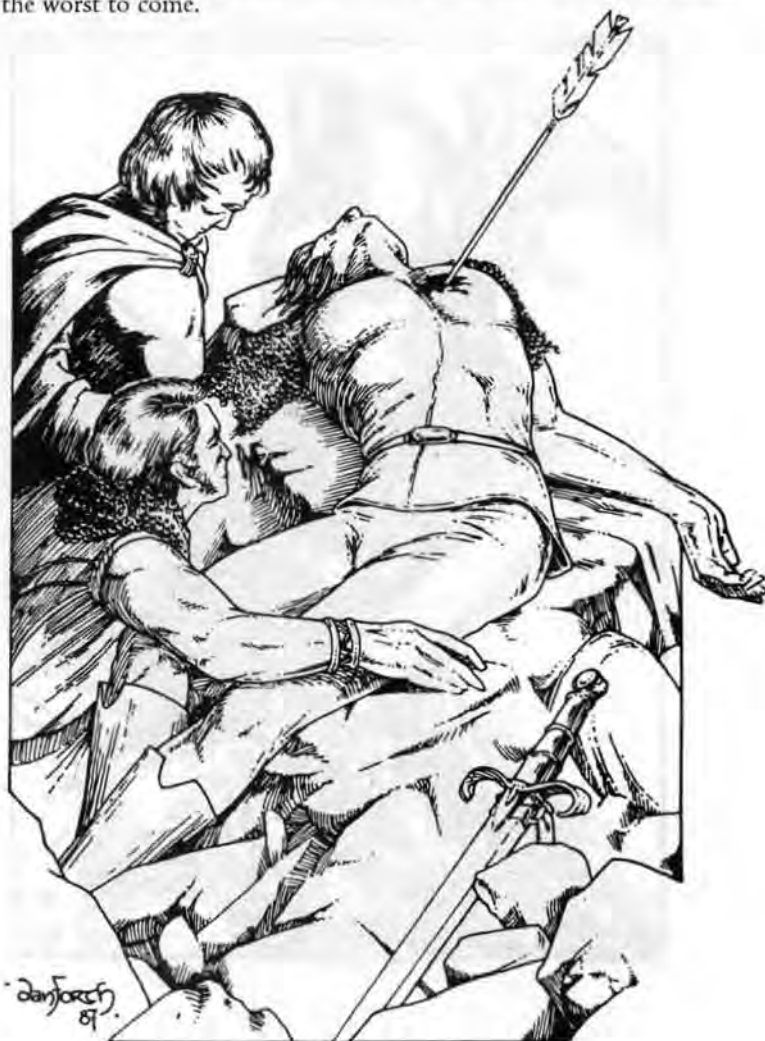
The Great Plague that ravaged much of Endor in the T.A. 1630s lost some of its virulence as it spread northwards, but it was still capable of death-dealing on a large scale. A Gondorian ship carried it to the fetid airs of Tharbad in T.A. 1636; between the disease and the subsequent panic, almost eighty percent of the population of Tharbad fled to the countryside. Waves of impoverished refugees from Gondor, fleeing the higher morbidity in the south, increased this disruption. In the days of the kingdom, the rural principalities might have withstood this onslaught, but now starvation and brigandage were widespread. The Witch-king added to the chaos by an invasion of evil spirits (known to the commoners as "Barrow-wights") into the Tyrn Hódhath. Also during this time, the so-called Dagorhir (S. "Warlord") led a band of Hill Trolls into central Minhiriath, where they established themselves in the network of gypsum caves seventy miles due south of Sarn Ford. Like it or not, the Warlord had to be recognized as a prince of Cardolan, though the self-designation of his minuscule realm as the "Domain of Minhiriath" denoted a certain mental instability on his part.

Large numbers of southern refugees, having decided the risks of contemporary Cardolan were fewer than those of undertaking the long voyage home, made up some of the losses of Cardolan in the Plague Years. However, for the brash clansmen of Saralainn and the gritty inhabitants of Tharbad, the disruption of these years seemed to have pulled up the roots to the past that were all that held the people of Cardolan to their disintegrating homes. The birthrate did not pick up once the Plague passed, and the southbound ships that left Tharbad were packed with those who could afford passage to Gondor.

Less harmed less by the Plague than Cardolan, Arthedain now stands alone, poised in the lull between storms, cut off by distance and attitude from its brethren to the south.

Argeleb II, who has held the Sceptre of Annúminas for fifty years, is in contact with his more worldly and warlike kinsmen in Gondor, but the southerners face Corsairs, Haradrim, Easterlings, and a mysterious new power in Mordor in a deadly face-to-face battle of wills and might. Badly hurt by the Great Plague themselves, the Gondorians can offer little assistance fast enough to help the hard-pressed Arthedain, should Angmar attack again. To the west, the Elves of Lindon, many of whom fought to drive back the bloodthirsty hordes threatening to overrun all of the North in T.A. 1409, now turn their weary countenances westward toward the sea.

Thus Arthedain's nobility and military stand anxiously inside the great dikes of Fornost, abandoned by treacherous Rhudaur, haunted by the ghost that was once fair and green Cardolan, and threatened by the growing hordes of rapacious Angmar. Stretched thinly between Fornost and the Tower Hills are scattered villages and military outposts, but no centers of population or culture. Facing west, Arthedain's best friends, the Elves of Lindon, have turned their gaze toward the sea and the homeland they know to be waiting for them. For the Arthedain, there is nothing to do but to carry on with preparations for war even as they pray for peace and deliverance—and wait for the worst to come.





3.6 THE NORTH IN LATER TIMES

ARTHEDAIN AND GONDOR

The three hundred and thirty years following the Great Plague were marked by constant skirmishing along the frontiers of Arthedain. While the borders held firm for most of this time, the kingdom could not prosper, and the increasingly cold winter weather meant that the crops and herds of the Arthedain brought less and less gain each year for more and harder labor. While famine never was a grave concern after the establishment of the Hobbit colony in the Shire, blights and sickness became a constant problem. The most dramatic of these, a Red Flux (influenza) that swept through Fornost in the winter of T.A. 1891-92, slaying the aged King Araval, was believed to be caused by the foul magiks of the priests of Angmar. When another sickness, the Bloodeye Ravish, swept through the horseherds of Arthedain in the first years of Arvedui's reign, the Witch-king's military advantage became truly overwhelming, and the stage was set for the third and final Northern War.

With each passing year of this long decline, it became more and more imperative for the kings of the North to acquire outside support. After years of effort, the Arthedain

Gondorian
soldier



finally reached a solid military alliance with Gondor in T.A. 1940, sealing it with a royal marriage. In this year Araphant's son, Prince Arvedui, was wed to Fíriel, the daughter of Gondor's King Ondohor. Just four years later, Ondohor and his two sons were slain in battle with the Easterling Wainriders, but a Gondorian army led by Lord Eärnil crushed the invaders at the Battle of the Camp and successfully drove the Easterlings out of Ithilien and into the Dead Marshes.

As a direct descendant of Isildur, Prince Arvedui had the audacity to claim the Crown of Gondor, the South-kingdom's line of Anárion being broken by Ondohor's fall and the deaths of his sons. Arvedui's hopes of reuniting the Realms-in-Exile were dashed, however, when the victorious and popular Eärnil, a descendant of the Gondorian king, Umbardacil, was crowned Eärnil II of Gondor in T.A. 1945. The Guardians of the Palantiri of both nations kept busy relaying contentious messages of state between the two Dúnedan kingdoms, but finally Arvedui acquiesced. Cautionary tales about the divided command of the Second Northern War were brushed aside, as were various dire prophecies made by the seers of Fornost; when the Council and Steward of Gondor supported the new king, the Arthadan claimant gave way, for he lacked both the strength and the will to press his stand. Arthedain and Gondor continued to be ruled by two lines, although Eärnil II pledged military support to his "good cousin" as a means of reducing tension.

In T.A. 1964, at King Araphant's death, Arvedui grasped the Sceptre of Annúminas, becoming Arthedain's fifteenth and final king. As prophesied by the distinguished seer Malbeth twenty years earlier, Arvedui was doomed to be the "Last-king" of his country. The Shadow on the North was dark, and the host of Angmar was poised for its final onslaught. Malbeth's visions saw many years of great sadness and suffering before the Dúnedain would arise and reunite under a single banner.

CARDOLAN

The half-century after the Great Plague was one of slow but inexorable decline in southern Eriador. The few remaining Dúnedain of Cardolan, even the doughty defenders of the sacred barrows, fled, emigrating to Arthedain and Gondor in roughly equivalent numbers. A Gondorian garrison remained in Tharbad, but the rotation of troops and commanders gradually ceased, and they became a hereditary warrior class in the decaying city. The people of Saralainn continued to do reasonably well, but new settlements were made southward across the Gwathló in Enedhwaith, rather than east or north, because of the increasing severity of the winters. Many of the common folk also drifted south, most often to swell the population of Dunfearan. As the Witch-king prepared to launch his last stroke against Arthedain, Cardolan was a backwater, its few settlements north of Tharbad harassed by Orcs and waiting in terror for the final blow to fall.

THE FALL OF ARTHEDAIN

After years of battling Angmar, the Arthedain of Araphant's reign (T.A. 1891-1964) were weary and outnumbered. Brutally persistent; the Witch-king increased his harassment in the decade after Arvedui assumed the throne, all the while massing for a great attack. Then, in the late fall of T.A. 1974, tipped off by spies and the seers' warnings of an imminent invasion by the Angmarean forces, Arvedui sent urgent pleas for aid to Gondor via the *palantír*.

King Eärnil kept his word, sending his son Eärnur and a great fleet to the Grey Havens. At the havens, Eärnur gathered Elven aid before crossing the Lhûn to march to Fornost and meet the Witch-king's soldiers on the field of battle. Yet, as Eärnur and the Elves of Lindon marched out from the shadow of the Blue Mountains, the Angmarean horde was already ravaging the once-proud capital of the North-kingdom.

In early winter of that same year, the Witch-king had unleashed his host. Small armies swept across the new ice on the rivers, driving into Cardolan and across the North Downs. All the while, the main body of the Angmarrim, led by the Olog warlord Rogrog, struck directly at Fornost Erain. Overwhelmed by the relentless onslaught, Crown-prince Aranth resolved to lead the Arthadan army in retreat toward Elven allies in Lindon, covering the evacuation of the remaining folk of the Twilight Hills and creating a diversion to allow his father time to get the all important relics and heirlooms of lost Arnor out of Fornost. The plan was adopted, and Arvedui gathered the treasures of the northern line before fleeing for his life. But the Witch-king's horde proved too deadly; Aranth's retreat was swift and costly, and Arvedui and his small band of followers are forced to flee first northward, then westward, eventually concealing themselves in one of the many abandoned tunnels of the Dwarven mines in the farthest reaches of the Blue Mountains. All they carried with them were their weapons, the two of the Arthadan *palantíri*, and a few precious heirlooms. The Kingdom of Arthedain was no more.

In a rare display of poor battlefield judgment, the Witch-king—his pride swollen with the complete destruction of the last kingdom of the northern Dúnedain—marched to meet Eärnur, Círdan and the Host of the West on the open ground below the Hills of Evendim, in the heart of fallen Arthedain. On the rocky, rolling land between Nenuial and the North Downs, near the northern meanderings of the Baranduin, the armies met, clashing with apocalyptic vigor. Incensed and well-organized, Eärnur sent his cavalry into the Twilight Hills, where they outflanked the northern wing of the Angmarrim. The Men of Gondor, the remnants of Aranth's Arthadan army, Círdan's Elves, and the Elves of Rivendell led by Glorfindel joined to win a bloody, hard-fought victory. Later in the day, as Angmar's forces looked to retreat, Eärnur's horsemen swept down from the north and cut off their escape. The dark blood of the Witch-king's min-

ions stained the hills and gathered in pools, but the Witch-king, dressed in black and riding a black steed, escaped into the falling darkness. His realm, however, like that of the Arthedain, was forever lost. So devastating was the carnage that it was said neither Man nor Orc nor Troll loyal to Angmar was left breathing west of the Misty Mountains.

THE FLIGHT AND DEATH OF THE KING

Yet all of this was too late to save Arvedui. Driven out of their refuge by hunger and exposure and cut off by wolf-riders from the direct passage southward into Lindon, the king and his gaunt contingent rode instead north onto the wastes of Forochel to ask help of the Lossoth, the isolated and solitary Snowmen of the Forodwaith. There, they hoped to remain until word came that Gondor and Lindon had driven out the Witch-king and regained Fornost. Totally unsuited to life in the icy wastes of the tundra, Arvedui and his men faced difficult decisions. They did not trust the Lossoth; the Snowmen, their numbers reduced by generations of ever colder winters, feared the Witch-king, believing him able to order frosts and thaws at will, a great and fearsome power in Forochel.

But the Lossoth, moved a little by pity and a great deal more by fear of the well-armed, battle-tested, and half-starved warriors accompanying Arvedui, entered into an uneasy and brief alliance with the Arthedain. The Lossoth shared their broiled *losrandir*, whale fat, and ghostly brews with the tall, fastidious Dúnedain, building snow houses for their guests and, with a constant fear of reprisals from the Witch-king, anxiously awaiting their departure. News travels slowly in the North, but by March, as the ice of the bay began to break up, a great ship appeared; the Lossoth were wary, feeling that this mighty sea-steed must be a creation of the Witch-king. Instead, the ship was Elvish, sent by Círdan to rescue Arvedui and his royal party.

Before leaving the Lossoth, Arvedui gave their leader his heirloom, the honored Ring of Barahir, nothing but a useless trinket to the Snow-people. His gift was a gesture born of the doom in his heart, a feeling he refused to yield to despite the unusually brutal nature of the weather and the signs that the hand of Evil was at work in the sky. Ignoring the warning of Ruka, the Losson leader, Arvedui set out to sea immediately, eager to reclaim his devastated homeland. But at the mouth of the Bay of Forochel a great snowstorm arose, blinding everyone and driving the Elven rescue ship back upon the ice, where it foundered in the night. Arvedui and his kinsmen perished, and with them sank the *palantíri* of Amon Sûl and Annúminas.

News of the shipwreck reached the Lossoth weeks later. Their leader, Ruka, remembered his plea that the tall men postpone their journey until the passing of the long winter, when the Witch-king's power would wane. Quiet homage was paid the dead and hardly a month passed before the spring thaw came, the earliest in many years. Search parties from Lindon collected Bruka's sad tale and regained the Ring of Barahir. The Lossoth, glad to be rid of the trinket, faded from the stage of history. The Witch-king made his way to Mordor, and Arthedain existed no longer.



THE INDEPENDENT SHIRE

After Angmar's defeat, the Hobbits of the Shire and the few common Men left in the North come out of hiding to resume the building, farming and trading interrupted by war. A few Hobbits chose to fight with the Arthedain, but most judged warfare a soldier's duty, not theirs. No longer overseen by the Arthedain, the Hobbits settled into a democracy, electing a thain from their chieftains to rule them; the first was Bucca of the Marish, who became Shire-thain in T.A. 1979 (in Shire Reckoning, the year 379). Soon the Hobbits' insistence upon order asserted itself politically: the Shire was neatly split into four Farthings, or Quarters, based on old Arnorian boundaries. Villages and towns sprouted along trade routes and wherever there was some money to be made, many near the farms of the Southfarthing, sunniest and most fertile of the four quarters. Least inhabited was the rolling downland of the Northfarthing, the area bordered by the ruins of lost Arthedain. The central Shire, where Hobbiton and Bywater lay and the river called the Water flowed, continued to be the most densely settled region. To the west, tucked about the chalky White Downs, stood the capital of Michel Delving, the hub of western progress, trade, and gossip.

THE SETTLEMENTS

After Angmar was destroyed, Gondorian engineers stayed in Eriador for some time, demolishing the remaining strongholds and ruins in the countryside so that they would not become dens of evil. Few Men survived to be protected by these towers; the land was roamed by wargs and other evil things; and the cold, plagues, and blights the dark priests had created still lingered in the shadows, dashing any dreams of new settlements and flocks.

The final blow against any hope of northern renewal came in T.A. 1980, when a Balrog (a demonic fire-spirit that had lain dormant in the mines of Khazad-dûm since the War of Wrath at the end of the First Age) arose and drove Durin's folk from their city. Little sympathy could be found for their plight among Elves or Men; the Dwarves had done little to aid the Eriadorians in their long struggle against the Witch-king, and the Dwarven refugees found that cold, hard coin was their only friend outside their walls. After years of wandering, the majority of the survivors made their way to the Ered Luin or the Dwarven mines east of the Misty Mountains. Without the manufactures and resources of the Dwarves, Eriador was doomed to endless poverty for the foreseeable future.

The Gondorian officials were finally withdrawn from Tharbad in T.A. 2052, and the garrison was dissolved. Many of the better folk of the city departed for the south in the train of the Gondorian forces. Of the petty states that had ruled Cardolan for so many years, only Saralainn and Faerdor remained. They recovered somewhat as the weather warmed, but no realm of Men could flourish in the empty and haunted land that Eriador had become.

Only the most sheltered and fertile river settlements maintained themselves, and the little wealth they kept from the raiding of wandering Orcs and packs of wolves was fought over by bandit chieftains and brigand lords.

THE RANGERS

No longer rulers of a nation, Arthedain's princes miraculously managed to carry on the Line of Isildur. Now called chieftains, the princes were raised and educated by the Elves of Rivendell, led by Elrond. Aranth's family relocated to the Elf-haven tucked between lost Rhudaur and the western spires of the Misty Mountains. There they were reunited with many of the heirlooms of Arthedain, those carried in secret to Rivendell before the death of the North-kingdom. Thus, the Sceptre of Annúminas, the Star of Elendil, and the shards of the magic sword Narsil rested in safekeeping under the eye of Elrond, the immortal Half-elven brother of Elros, first King of Númenor. Soon after the crown-prince's arrival, the Elves also recovered the Ring of Barahir, which had been given in gratitude to the Lossoth.

Amidst the treasures of their forefathers, the legacy of their kind, the chieftains and their fellows prepared for the long road to renewal and assumed the guise of the noble and time-honored Arthadan frontiersmen—becoming the Rangers of the North. Throughout the Third Age, the Dúnedain of the North were led by the heirs of Isildur in a wandering yet purposeful fight to protect and preserve what remained of Eriador. The chieftains provided unity, a link with a great past and the promise of a future reunited Dúnedain kingdom, as the seers of Fornost had foretold. That it would take centuries from the time of the fall of Arthedain to resurrect the North-kingdom was unknown to these princes; yet even if they should have guessed, they were possessed of an Elven manner and a noble cause and had the patience to persist for a thousand years.

THE YEARS IN THE WILD

With the fall of Fornost and the passing of the Arthadan kingdom, the character and actions of the surviving Dúnedain changed. As the Rangers of the North, they were a secretive, wandering people, as skilled in Nature's ways as their Elven friends. Fearing the obliteration of the long-preserved and deeply-cherished line of kings by the evil still persisting in the dark corners of Middle-earth, the Rangers found it necessary to hide in their havens in the wild and to dress in modest cloaks, like woodsmen. The cloaked and high-booted Rangers became a powerful if mysterious force in the North, and largely unbeknownst to the Hobbits, guarded and protected the eastern borders of the Shire from evil encroachment. Tutored by Gandalf and Elrond's folk, the Rangers' leaders were among the wisest of Men, however diminished in lifespan and influence from the days of Arnor's greatness. All that identified the Rangers were the star-like silver clasps on their shirts and a tall, strikingly lean appearance. Throughout the age, the Rangers did battle with Orcs in and around the Misty

Mountains and, in T.A. 2747, they allied with the Hobbit-thain Bandobras Took, beating back a major Orc-invasion launched from Mount Gram (above the Ettenmoors). After their defeat at the Battle of Greenfields, the Orcs left the Shire alone for hundreds of years.

The remaining Eriadorians—the Rivermen, the Bree-folk, and the Men of the Gwathló settlements—also benefited from the presence of the Rangers, but lacked the natural protection the Hobbits gained from being west of the Brandywine. None of them flourished, and many of their villages eventually vanished. Bree, with only a few hundred inhabitants, was the largest town in Eriador after Tharbad was destroyed by flooding in T.A. 2912. For all the Rangers' efforts, only the fact that the attention of Evil was focused on Mordor and Gondor in the later Third Age allowed any Men to live peaceful lives in the North.

Fifteenth and last of the stateless chieftains was Aragorn II, who inherited leadership of the Rangers in T.A. 2933, at the age of two years. Sauron, the Dark Lord, who in the guise of the Necromancer had ordered the creation of Angmar, and by whose will Arthedain and Cardolan had been destroyed, suddenly found that this travel-worn man and his few allies from the sleepy, hidden islands of peace in the North, were unpredictably the greatest of the foes of Darkness. How this occurred was recorded in *The Downfall of the Lord of the Rings and The Return of the King*. Aragorn was the chief Mannish hero of the War of the Ring, and in T.A. 3019, as King Elessar Telcontar, he fulfilled the undying Arthadan longing when he reunited the kingdoms of Arnor and Gondor after the defeat of Sauron.

THE FOURTH AGE

With the end of the Third Age, the Scouring of the Shire was complete: the oppressors Sharkey (Saruman) and Gríma Wormtongue were dead, their despised regime overthrown. Brave Hobbit-heroes returned triumphantly to claim their rewards; the Shire returned to peace and fruitful greenery. All was well, at last, in the land of the Halflings.

But far to the north lay the weathering ruins of Annúminas, and to their east the fallen towers of Fornost, now called "Deadman's Dike." Here thorns and weeds gathered in the courtyards where kings and seers once conferred; ravens lit on the crumbling portico of vast halls before flying off. There, in the cool hills, the few remaining Men wondered whether anyone could rebuild or respark the beauty that once shone a light across all the northern lands. As King Elessar made plans to resurrect Arnor and its capital of Annúminas on Nenuial, the scattered folk of Eriador warily summoned hope once again.

3.7 ERIADORIAN TIMELINE

FIRST AGE

Early I.A. The ancestors of the Beffraen, then indistinguishable from other Drughu, settle around the Midgewater and Swanfleet Marshes.

Mid I.A. The proto-Beffraen flee southwestwards towards the coasts when several clans of another people, the Edain, migrate into central Eriador over the Misty Mountains. Three of the Adanic tribes eventually migrate into Beleriand; in time they sail to Númenor and become the Dúnedain.

Late I.A. The Baradhrim enter Eriador from the southeast. Some move on to Beleriand, while others settle in central and southern Eriador. Later, a Daen people, the Mebion Bron, migrate into Enedhwaith. Some are eventually assimilated by the proto-Eriadorians.

End of I.A. The War of Wrath; the Host of the Valar attacks Morgoth's stronghold; most of Beleriand founders and falls into the sea; fragments of Ossiriand (Lindon) remain. The Iron Mountains are destroyed and replaced by the Bay of Forochel and a surrounding tundra plain.

SECOND AGE

I Founding of the Elven realm of Lindon by Gil-galad, High King of the Noldor. The Elves establish a policy of minimal contact with the Mannish population of Eriador.

32 The island-kingdom of Númenor is founded by Adanic veterans of the War of Wrath, led by Elros Tar-Minyatur.

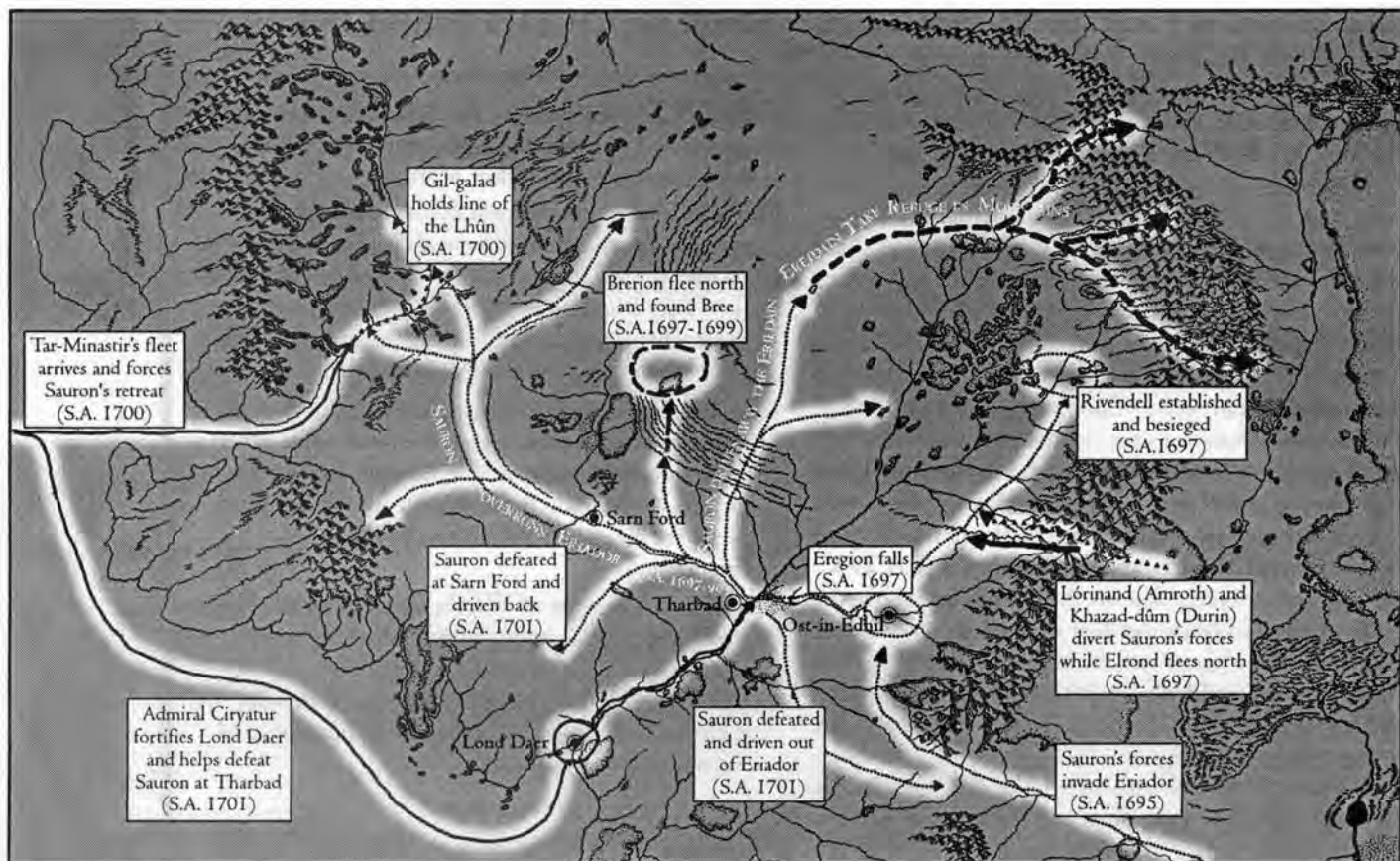
c. 32-c. 300 The Hillmen, a group of the Mebion Bron, take up their ancestral homeland. The remaining Enedon, Baradhrim, and Mebion Bron peoples sort themselves out into tribal states. These Eriadorians now become a distinct, independent culture; the clans along the Gwathló tend to have more Daen ancestry, while those farther north tend to be taller and blonder. Durin's folk take on the maintenance of the Eriadorian trade routes, and seek to neutralize any political threat from the Eriadorians by keeping a monopoly of the manufacture of iron and steel weapons.

ca. 400 The early Eriadorians in the woods of central Cardolan attain an advanced skill in bronze-working.

ca. 600 Númenórean explorers first sail to Middle-earth. Men first come to inhabit the Northern Waste, eventually reaching the Bay of Forochel and becoming the Forodwaith (Lossoth).

617 The first Númenórean ships explore the coasts of Saralainn while in route to the Grey Havens.





Sauron's war with the Elves

- 741 Anardil Aldarion, then Crown-prince of Númenor, establishes the Guild of Venturers. Númenórean exploration of Eriador begins.
- 750 Noldorin Elves found the realm of Eregion. They build three towns along the north bank of the Glanduin over the next two centuries.
- 777 Aldarion begins the construction of Vinyalondë on the northern side of the mouth of the Gwathló.
- 880 Aldarion erects a watch tower at a small Eriadorian village on the upper Gwathló, near the site of a Dwarven ferry. This is the traditional date of the founding of Tharbad. There, he meets with Celeborn and Galadriel of Eregion.
- ca. 1000 Sauron the Maia establishes his dwelling in Mordor and begins construction of the Dark Tower.
- 1078 Following Aldarion's surrendering of the Sceptre, Tar-Ancalimë, the first Ruling Queen of Númenor, ignores her father's wishes and abandons Vinyalondë after it is damaged by a severe hurricane. Númenórean trade increases regardless of the queen's desires.
- ca. 1100-1600 Golden Age of the southern Eriadorian chiefdoms. Their decline begins when Sauron increases his influence in the region.
- ca. 1200-1800 Númenor founds colonies on all the coasts of Endor.

1312 Foundation of a Troll-kingdom in Eredhwaith.

It is secretly controlled by Sauron, who needs a secure military base in Eriador in case his plans to conquer the Elves through magic fail. The Eriadorians learn to cope with it.

ca. 1590 Elven smiths in Eregion complete the Rings of Power.

ca. 1600 Sauron secretly forges the One Ruling Ring in Mordor.

1644 Tar-Minastir, while still crown-prince, begins reconstruction of the ruins of Vinyalondë. He names the new port Lond Daer Enedh.

1693-1701 War between the Elves and Sauron.

Within six years, Sauron has ravaged Eregion and overrun most of Eriador. The king of Durin's folk closes Khazad-dûm. Elrond leads refugees from Eregion north to found Rivendell. The Eriadorians of the Pinnath Ceren hold out, as does the Númenórean garrison in the fortress at Lond Daer. The Brerion, a group descended from the Mebion Bron, flees north to eventually become the Bree-landers.

1700 Tar-Minastir leads a Númenórean army that comes to the aid of the Elves. His captain, Ciryatur, uses the fleet in brilliant amphibious operations along the Gwathló that contribute greatly to the utter destruction of Sauron's forces. Eriador and Eredhwaith are devastated. The Ents virtually abandon the forests west of the Misty Mountains.

1793 Ciryatur begins the construction of Tharbad as a Númenórean colony and is accepted as its *cánotar* by most of the Eriadorian chieftains.

1851 King Araval of Arthedain wins a victory over Angmar with the aid of Lindon and Rivendell. He tries to reoccupy Cardolan, but the terror of the Barrow-downs frustrates all efforts at settlement.

1880-1882 Mûrazôr, son of Tar-Ciryatan of Númenor, usurps the leadership of the Guild of Venturers and seizes Lond Daer, murdering Ciryatur. Mûrazôr attempts to capture Tharbad, but abandons the siege after two years, departing Eriador for the greater prize of Umbar.

1883 News of Mûrazôr's rebellion reaches Númenor, and Tar-Ciryatan responds by dissolving the Guild of Venturers. Lond Daer is brought under the authority of a new colonial *cánotar*.

1914-1943 Southern Eriadorians unite to oppose the extensive lumbering undertaken by the Númenóreans to construct the great fleet of Tar-Ciryatan. This conflict degenerates into a guerrilla war in which much of Saralainn is deforested. First use of Daen mercenaries by the Númenórean colonists. They are settled along the Gwathló; these colonies and increased Númenórean domination begin a sundering between the common Eriadorians and the frontier clans farther north. The frontiersmen eventually form a distinct culture, the Enedrim (S. "Middle Men").

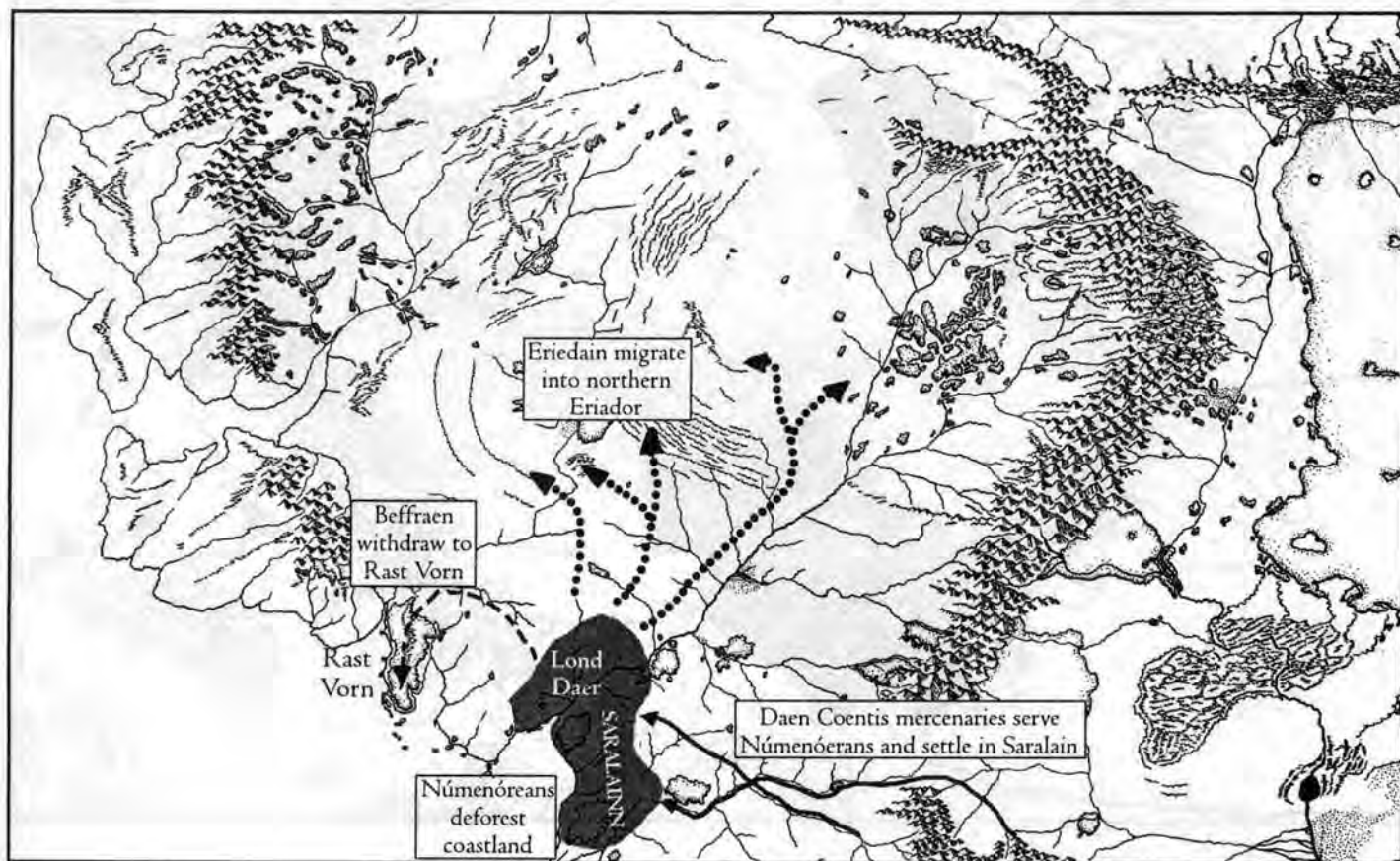
ca. 2000 Greed and envy begin to take hold in Númenor. Distressed by the increased materialism in their native isle, some of the most traditional of the Númenóreans begin emigrating, settling primarily in the Twilight Hills region around Lake Evendim. Tharbad is their primary entrepot in Eriador, and the city begins to prosper.

ca. 2251 The nine Nazgûl, or Ringwraiths, first appear in various nations of Endor. Northwestern Endor has no native leaders worthy of Sauron's attention and thus none of the lords of Men enslaved by the rings are from Eriador.

2350 Pelargir wins a permanent colonial charter from Tar-Ancalimon, and thereafter becomes the chief haven for the increasing emigration of the Faithful Númenóreans. The Twilight Hills, politically shielded by Gil-galad's Elvish kingdom, remain a center for the more pious and radical of the Faithful. Tharbad now falls under the control of more conventional Númenórean colonists.

ca. 2500-2600 Second Revolt of the Eriadorians. Pursuing Tar-Telemaitë's desire for *mithril*, the Númenóreans move into the hills and downs of Cardolan, provoking the natives. Númenórean mages successfully drive the Huorns of Cardolan into the Old Forest and the Rast Vorn, devastating the Beffraen. This clears the way for a full scale conflict with the Eriadorians. These "Forest Wars"

*The First
Eriadorian War,
Second Age*



are the most destructive of the Eriadorian conflicts and are largely responsible for the later treeless condition of Cardolan. They also duplicate the immigrations and cultural divisions caused by the earlier wars. Most of the Dúnadan principalities in Cardolan are founded in their aftermath. Native refugees from the wars flee east of the Misty Mountains to settle among their kinsfolk in the Anduin vale. The Númenóreans refer to them as Rhevain (S. "Wild Men"), but the Elves who befriend the exiles name them the Leidhrim Forod (S. "Free Men of the North") or simply the Forodrim (S. "Northmen").

2511 Lond Daer is seriously damaged in a great hurricane and is never fully restored.

3253 Sauron cultivates a large-scale Daen monarchy in the White Mountains, seeking to create an ally in the lands between Númenórean Pelargir and Cardolan. This regime rules the clans that call themselves the Daen Coentis; the clans that resist Sauron's domination call themselves the Daen Lintis.

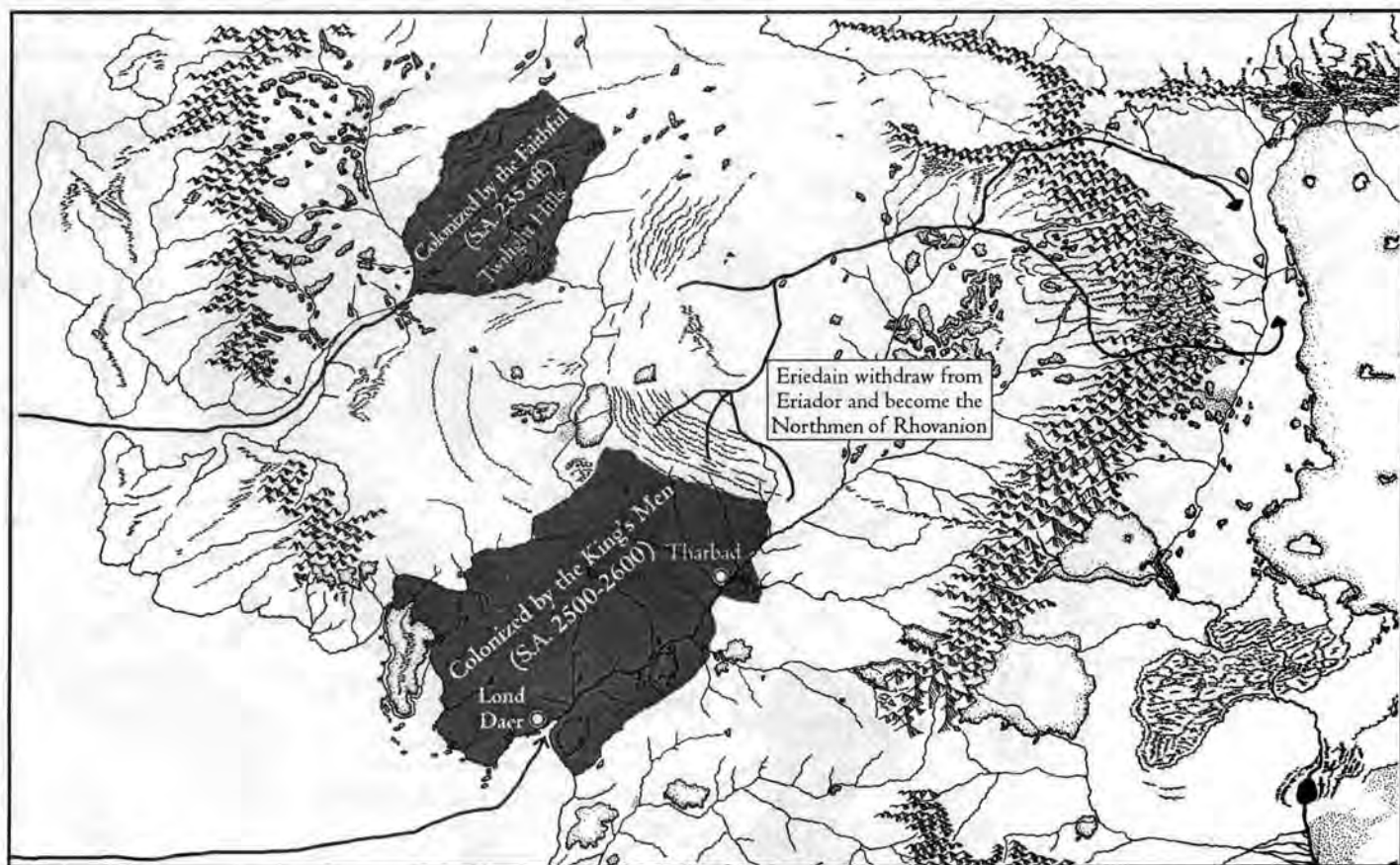
3261-3262 Ar-Pharazôn of Númenor lands at Umbar and marches on Mordor to challenge Sauron. Sauron surrenders and is taken in chains to Númenor.

3265 Sauron succeeds in seducing Ar-Pharazôn and many Númenóreans to evil ways, establishing the sacrificial Cult of Melkor in Númenor and in the Endorian colonies dominated by the King's Men. The Faithful are persecuted and many are sacrificed to the Lord of the Dark.

3310 Sauron convinces Ar-Pharazôn that the Ban of the Valar is a ruse to protect the Elven "Lands of Immortality" from Mannish invasion. He contends that the Undying Lands will confer immortality on any resident.

3310-3319 The Great Armament of Númenor results in the creation of the greatest fleet and army ever assembled by Men. Amandil, last Lord of Andúnië, tries to reach Valinor by ship to appeal to the Valar. When he is lost, his son Elendil becomes leader of the Faithful.

3319 Ar-Pharazôn invades Valinor and is destroyed by Eru. The Downfall of Númenor follows, as the island is broken and cast beneath the sea. Elendil and his sons, Isildur and Anárion, escape with the remaining Faithful. Sauron is able to regather his spirit in Mordor. Lond Daer is destroyed when tidal waves and cataclysmic tremors sweep over the shorelands of Eriador. By the power of Ilúvatar Aman is removed from Arda, and the world is made round.



3320 The two Realms-in-Exile, Arnor and Gondor, are founded by the Faithful. Elendil is made high king. He claims Rhudaur as part of Arnor, and the Hillmen are overawed and agree.

3430 The Last Alliance of Men and Elves is formed to answer Sauron's attack on Gondor.

3430-3441 The Last Alliance overcomes Sauron. The Daen Coentis are cursed by Isildur. King Gil-galad of Lindon and King Elendil perish, and Sauron passes into shadow with his Nazgûl. Isildur becomes King of Arnor and Gondor and holds the One Ring.

THIRD AGE

1-500 Arnor fails to recover from its losses in the War of the Last Alliance; many of Elendil's plans for expanding the road system and settlements are abandoned.

2 Disaster of the Gladden Fields; Isildur is slain by Orcs and loses the One Ring of Power in the Anduin.

4-10 First Hillman rebellion against Arnor ends in a compromise settlement.

164-166 Mong-Finn's rebellion in Rhudaur. The Crown-prince Eldacar defeats him and founds the citadel at Cameth Brin.

ca. 200-400 Daen Lintis clans from the White Mountains migrate northwards into the Enedhwaith following the downfall of the Daen Coentis realm in the White Mountains. These clans become the native population of that part of Enedhwaith which is now renamed Dunfearan (Du. "Hill-land"). Many "Dunmen" eventually migrate into Eriador, where they form a base peasant population in Rhudaur and the lowest economic class in the Gwathló basin.

250-850 Seat of Arnorian government gradually moved from Annúminas to Fornost, on the North Downs.

c. 400 Arnorian rangers under the Crown-prince Tarcil explore north far into Forochel and beyond and over the Angirith pass into the Grey Mountains.

490-541 First notable Easterling Wars with Gondor. Some Enedrim serve the Gondorians as mercenaries. Mounted companies from the horse and cattle-breeding clans of eastern Arnor are particularly successful.

495-515 King Tarcil of Arnor campaigns against the Orcs of Gundabad and Goblin-gate and gains regular access over the Angirith pass at the northern end of the Misty Mountains. The Arnorians build roads later used by the Witch-king. Arnorian outposts are founded near Esgaroth in Wilderland and some Arnorian nobles fight alongside King Turambar of Gondor against the Easterlings.

541 The Easterlings are driven from the plains of southeastern Rhovanion. King Turambar grants these vast grazing lands to his Northman allies, which include the Enedon horse-clans.

541-602 The migration of the horse-clans leaves only scattered pockets of Enedrim, like the Rivermen, surviving in Arnor. King Tarondor establishes laws to protect their cultural independence.

ca. 600-860 Increasing tensions are noted between the lords of northern Arnor and their more worldly kinsmen in the southern areas of the kingdom. The northeastern frontier of Arnor is withdrawn to the edge of the Eredoriath, with Eldanar (Minas Eldanaryaron) as its primary citadel.

652 King Valandur of Arnor slain during a revolt of the Hillmen of the eastern marches.

861 Death of Eärendur of Arnor, whose realm is divided among his three sons. Founding of the sister kingdoms of Arthedain, Cardolan, and Rhudaur. Quenya ceases to be used as a court language, and the Dúnedain begin to take names only in the Sindarin tongue. The *palantír* of Annúminas is moved to Fornost. Thorondur the Magnificent ascends the throne as the first King of Cardolan.

870-930 Explorations of Amlaith, first King of Arthedain. To avoid the tariffs of Thorondur, he attempts to gain new trade routes. His reopening of the Angirith pass, a successful duplication of the feats of King Tarcil, results in military trade missions as far east as Dorwinion and maps that the Arthedain will use for the next thousand years. The unwillingness of the Elves of Lindon to cooperate dooms Amlaith's plans to build a western port for sea-borne trade with Gondor. An attempt to build a road and port north of Lindon in the Forodwaith runs afoul of the weather and results only in limited contacts and treaties with the Lossoth. Arthedain's dependence on Tharbad for trade will bind its policy and prosperity throughout the life of the kingdom.

949-950 Galadhrion of Rhudaur, the last of Eärendur's sons, attempts to reunite Arnor. The war ends in a few skirmishes, but it is the first slaying of Dúnadan by Dúnadan in the North.

ca. 1000 Sauron stirs once again. The Wizards (Istari) are sent from Aman to Middle-earth.

1050 First mention of the Hobbits in Elven records.

1084-1092 Arthedain, Cardolan, and Rhudaur undertake a more serious quarrel over Amon Sûl and its *palantír*.

1100 The Istari and the Eldar discover that a dark power, known only as the "Necromancer," has built a stronghold at Dol Guldur, in Greenwood the Great, which eventually becomes known as

Mirkwood. Attempts to eliminate the horror involve Arthadan adventurers and others; they seem successful, but the area is tainted and impossible to garrison. The Necromancer eventually reappears.

- I 100-1200 Cardolan reaches its peak of prosperity under the reign of its fourth king, Terennil, who introduces large scale sheep-herding. Tharbad thrives as a center of trade and manufacture.
- c. I 100 Harfoot Hobbits enter Eriador; Fallohides and Stoors soon follow within fifty years. The Harfoots settle throughout the Gwathló basin.
- I 150 Fallohides follow Harfoots into Eriador; Stoors enter Rhudaur and settle in the Angle, between the rivers Bruinen and Mitheithel.
- I 197 King Celervellon of Cardolan attempts to conquer Rhudaur, which has fallen under the rule of a Hillman usurper.
- I 235 Disaster of Cameth Brin. Celervellon, besieging the capital of Rhudaur, is surprised by an Orkish army from Gundabad. The professional forces of Cardolan cut their way out with heavy losses, but Celervellon, his sons, and all of the ruling barons of Cardolan are slain when the Orcs capture the exposed royal pavilion.
- I 235-1248 The Time of Troubles in Cardolan. Civil war on national and baronial levels, foreign intervention, raids from Rhudaur. A Diet of Thalion summoned by the wise elects Tarchil from among many claimants to the throne in 1258.
- I 276 The Witch-king, later revealed to be the Lord of the Nazgûl, establishes his realm in Angmar. Sauron, now increasing in power and establishing his network of dark priests and spies throughout Endor, has determined that the divided northern Dúnedain can be more easily destroyed than their southern counterparts.
- I 284-1287 Arthedain and Cardolan war over possession of Amon Sûl. Minaglar establishes himself as Regent of Cardolan when his legitimate half-brother Tarasdor proves ineffective as a military leader.
- c. I 300 The Hobbits move westward, many settling around Bree. The Stoors become well established in the Angle and the abandoned lands of Eregion.
- I 301-1350 Rhudaur gradually falls under the Shadow. Finally, Hillmen and Dunmen allied with the Witch-king seize control.
- I 332 Death of Tarasdor, deemed to be the last of the true Line of Isildur in Cardolan. Minaglar, assuming the Cardolanian sceptre, accepts Argeleb of Arthedain's claims to the High Kingship of Arnor in 1349 and is promised autonomy.
- I 352-1359 First Northern War pits Arthedain and Cardolan versus Rhudaur and Angmar.

I 356 Argeleb I of Arthedain is killed in battle.

I 408-1410 Second Northern War. King Arveleg of Arthedain is killed in the fighting in the Weather Hills; Amon Sûl is besieged and falls, though its *palantír* is saved. King Osthir of Cardolan and his sons fall in battle on Tyrn Hódhath. With Elvish help, the Arthedain gathered at Fornost beat back the barbaric Angmarrim.

I 409-1500 Clans of Stoors from southern Eriador head east and recross the Misty Mountains, settling by the Gladden Fields of the Anduin valley.

I 412 Princess Níriel of Cardolan and the Regent Nimhir are slain in an unsuccessful coup. Civil war in Cardolan.

I 414 Annael of Faerdor recognized as Cánotar of Cardolan with nominal powers equal to the kings.

I 432-1448 A civil war, the Kin-strife, erupts and divides Gondor.

I 503 Gordaigh, a Dunnish adventurer, establishes the Kingdom of Saralainn. Most of the remaining baronies and other successor states declare their independence of the realm of Cardolan soon thereafter. The lands east of the Nen-i-Sûl and north of Faerdor are abandoned.

I 601 Year One of the Shire Reckoning. In a bold move, Argeleb II grants to the Hobbits the Shire in southern Arthedain.

I 630 Most of the remaining Stoors leave Rhudaur to join their brethren in the Shire.

I 635-1636 During winter, the Great Plague sweeps into Rhovanion from the East.

I 636-37 The Great Plague devastates Gondor and then strikes Eriador. The Hobbits suffer greatly, but are able to maintain their new homelands in the Shire. There are fewer fatalities overall in the North, but the Plague causes enough disruption to overturn the two centuries of gradual recovery in Cardolan.

I 637 The domain of the Warlord founded in Minhiriath.

I 645-1666 The Hillman Revolt in Rhudaur. It ends with a Hillman *targ-arm* on the throne in Cameth Brin, secretly under the control of the Witch-king.

I 689-98 Rogrog's War. The Hillmen are broken by a massive force of Orcs and Trolls. They dwindle in numbers thereafter and eventually disappear as a people.

c. I 700 The few remaining Dúnedain of Cardolan abandon their homelands; equal numbers go to Arthedain and Gondor. Orcs and wolves control the Mindornath highlands. The Cardolanian commons slowly migrate southward, but some resettle in fortified villages on or near the Gwathló.

- c. 1800 The increasingly severe winters gradually force a slow southern migration of much of the remaining peasant population of Eriador.
- 1856-99 Easterlings called the "Wainriders" invade Rhovanion, driving Gondor's armies out of the southern plains. A Wainrider kingdom is established.
- 1940 Arthedain and Gondor form an alliance against the Witch-king; Prince Arvedui marries Gondor's Princess Fíriel.
- 1944 Gondor battles the Wainriders in her eastern provinces; King Ondoher and his sons fall in battle.
- 1945 Prince Arvedui's claim to the throne of Gondor is denied.
- 1973-75 The Third Northern War. In late 1974 Arthedain falls to the Witch-king, and King Arvedui flees, first to the Blue Mountains, then to Forochel, with two of the *palantíri*. Most of the Arthedain of the North Downs and the Twilight Hills flee south and westward. An army led by Eärnur of Gondor sails to Lindon. In early spring of 1975 Círdan's Elves of Lindon, Glorfindel's Elves of Rivendell, and Eärnur's Men of Gondor combine to defeat the Angmarim at the Battle of Annúminas, but the Witch-king escapes. In March, Arvedui and his men are drowned; the two northern *palantíri* are lost at sea.
- 1975-1985 Most of the surviving Arthedain emigrate to Gondor. Only the Bree and Shire folk are able to refound their homelands.
- 1976 Aranth, the last Arthadan crown-prince, takes the title "Chieftain of the Dúnedain," founding the Rangers of the North. Elrond keeps the Arthadan heirlooms at Rivendell.
- 1979 Bucca of the Marish becomes the first Thain of the Shire.
- 1980-81 The Dwarves mining for *mithril* beneath the Redhorn unleash a Balrog. It slays two of their kings and drives them from Khazad-dûm. Many Dwarves become refugees in Eriador. The city becomes known as Moria and is a haven for evil creatures.
- 1999 Foundation of the Dwarven city under Erebor in Rhovanion. Most of the survivors of Durin's folk go there. A small colony stays with the Blue Mountain Dwarves.
- 2050 King Eärnur of Gondor is slain by the Nazgûl. He has no heir, and the stewards who rule Gondor thereafter have no interest in the North.
- 2052 After demolishing most of the remaining forts in central Cardolan, the Gondorian garrison in Tharbad is withdrawn. Most of the better folk go with them. The Cantons of Faerdor are the strongest of the petty states along the Gwathló.
- 2063 Gandalf goes to Dol Guldur but cannot discover the identity of the evil force residing there.
- 2116 The capital of Saralainn is removed from Sudúri to Lond Angren.
- 2340 The thirteenth Shire-thain, Isumbras, is first of the Took clan to rule the Shire.
- 2463 The White Council is formed and begins to meet regularly; it includes Saruman and Gandalf.
- 2480 Orcs under an ambitious new lord bar the passes over the Misty Mountains. It takes twenty years of effort for the Dwarves and Elves to reopen them.
- 2510 The Balchoth devastate northern Gondor, and some invade Dunfearan. Eorl the Young helps Gondor defeat them and is given the Kingdom of Rohan in time to take Dunnish pressure off the Eriadorians of the Gwathló settlements. The Rohirrim hereafter refer to Dunfearan as Dunland (Ro. "Heathen Land"). Its inhabitants they name Dunlendings.
- 2670 Tobold grows pipeweed in Southfarthing; pipe-smoking is the rage among Hobbits in the Shire.
- 2720-2750 Orcs invade Cardolan, slaying or driving off many of the remaining Eriadorians. An attack on Tharbad fails, and the Orcs drift away due to lack of plunder. Faerdor ceases to exist as a united realm, and Sudúri becomes the political center of the Gwathló settlements. Similar Orkish raids in the north devastate Bree-land, but Gandalf aids in a counterattack and the Goblins are driven back eastward.
- 2747 Bandobras Took leads the Hobbits against an Orc-tribe invading the Northfarthing; Rangers assist the Hobbits, and the Orcs are defeated at the Battle of Greenfields.
- 2758-59 Gondor and Rohan attacked from all sides. Umbarean Corsairs conquer the coastal states of Eriador as part of this war, but divert their strength into assisting in the Dunlendish attack against Rohan and do not penetrate farther north than Tharbad.
- 2758-2759 The Long Winter. Five months of icy, freezing weather chill the hearts of all in the Shire, Eriador, and Rohan, causing great loss of life. Gandalf helps the Hobbits endure. In the spring, Gondor and Rohan recover and drive off their enemies. Rohirric cavalry liberates Tharbad from the Umbareans as part of a campaign to punish the Dunlendings.
- 2759 Saruman receives the keys to Orthanc. He begins to organize secret societies and spy networks in Dunland and Eriador, reducing the influence of Sauron's minions.

- 2760-2800 Local Eriadorian forces, aided by the Rangers of the North and by Saruman the White's minions, organize revolts and drive the Corsairs from their bases along the coasts.
- 2850 Gandalf enters Dol Guldur and this time discovers that the Necromancer is Sauron.
- 2911 The Fell Winter. Rivers freeze, including the Brandywine. White wolves roam Eriador.
- 2912 Unprecedented floods following the Fell Winter destroy the Great Bridge and devastate Tharbad (which is abandoned).
- 2928-2950 Minions of both Sauron and Saruman make an effort to infiltrate the Rangers. Saruman's spies gradually win out, and the Dark Lord's best chance to learn of an heir to the Line of Isildur is lost.
- 2931 Aragorn II (Strider) is born.
- 2933 Aragorn is taken to Rivendell for tutoring and protection; his royal heritage is kept secret until such time as the traitors in the Ranger organization are discovered.
- 2941 Quest of Erebor. Gandalf and Thorin Oakenshield, the heir of Durin's line, hire Bilbo Baggins for the expedition. Bilbo acquires the One Ring, but does not realize its significance. Bard slays Smaug when the dragon assails Lake-town. Later, the Battle of Five Armies takes place around Dale and Erebor. There the Orc-tribes and wolves of the North are vanquished. The White Council drives Sauron from Dol Guldur, ending his minimal interest in Eriador at a crucial time.
- 2942 Bilbo returns to the Shire with the Ring of Power.
- 2949 Gandalf and Balin the Dwarf visit Bilbo in the Shire.
- 2951 Sauron openly declares himself and rebuilds Barad-dûr. At Rivendell, Elrond reveals to Aragorn his ancestry and gives him the sacred shards of Narsil, Elendil's enchanted sword.
- 2953 Last meeting of the White Council. Saruman is alienated and his spies in Eriador gradually begin to operate against the Rangers, allowing him to secretly gather an independent military force that includes Orcs bred in the Underdeeps of the Misty Mountains. Noticing Gandalf's interest in the Shire, Saruman sends additional spies to Bree and the Southfarthing.

2956 Aragorn II and Gandalf meet and befriend each other.

2980 Aragorn and Arwen are engaged to marry.

ca. 3000 Saruman uses the *palantír* of Orthanc and is entrapped by Sauron. For the first time, Sauron learns of the Rangers guarding the Shire.

3001 Bilbo leaves the Shire for Rivendell; the Shire guard is doubled.

3004-3008 Gandalf visits the Shire to see Frodo.

3010 Increased Corsair activity closes off the sea routes between Eriador and Gondor.

3018 Boromir of Gondor travels across southern Eriador searching for Imladris. He loses his horse while fording the Gwathló at the ruins of Tharbad.

3018-3019 The War of the Ring rages, and the Company of the Ring engages in its quest. Saruman is killed, the One Ring is destroyed, and Sauron is vanquished.

3019 Aragorn is crowned King Elessar of the Reunited Kingdom of the Dúnedain. Remnants of Saruman's forces establish themselves in Tharbad.

3019-3021 Arnor is refounded and plans are developed for the rebuilding of Annúminas.

FOURTH AGE

I Beretar, senior captain of the Rangers of the North, is made Prince-regent of Arnor and takes the High-Elven name of Veryatar. He supervises the clearing of Saruman's forces from Eriador. The Gondorian fleet, newly equipped with captured Corsair vessels, clears the sea lanes between Gondor and Sudúri. The Saralainn lords declare the allegiance to the Reunited Kingdom.

3 Forces of King Elessar evict the bandits from Tharbad and reopen the Old South Road.

5 King Elessar, after conferring with the Sirannarin Elves and Círdan, adds the Westmarch and Buckland to the Shire. He issues an edict forbidding Men from dwelling in it. He establishes permanent posts at the traditional strategic points in Eriador and begins to hire Hobbits and Eriadorians to rebuild Annúminas.

4.0 THE INHABITANTS OF ERIADOR, T.A. 1643

Language Note: Numerous language conventions exist in the Sindarin tongue for designating cultural or racial groups, the most common of which is to add the suffix *-rim* to the name of a given region or ethnic feature; hence, the inhabitants of Rhudaur are the "Rhudaurrim," the Northmen are the "Forodrim," the folk of Cardolan(d) are the "Cardolandrím," and so on. A less frequently used alternative is *-(g)waith*: Forodwaith, Eredwaith, Endolwaith, Tawarwaith, etc. To speak of an individual inhabitant of a region or member of a group, one replaces *-rim* with *-on* (with occasional variations): Rhudaeron, Cardolannon, Angmaron, etc. To make a Sindarin name adjectival so that it can modify some other word, use *-ren* (singular) or *-rin* (plural): so, for example, the Ered Mith-rin are the "Grey Mountains," while the Lam Mith-ren would be the Sindarin form for the "Grey[-elven] Speech." In the Common Speech it is traditional to use *-ian* (archaic *-ean*) when modifying an ethnic or geographical name: Númenórean, Angmarean, Arnorian, Cardolanian, Eriadorian, etc. Other frequently used conventions include *-ish* (Dunlendish, Hobbitish), *-ic* (Adúnaic) and, in names that employ cardinal directions, *-ron* (Westron, Southron).

THE NORTH-KINGDOM OF ARTHEDAIN

The kingdom of the northern Dúnedain is politically united but ethnically diverse. Its embattled borders contain a rigidly stratified and segregated society whose peoples continue to be an unending challenge to protect. The Men of the North-kingdom face formidable obstacles inside their land as well as along their ever-threatened boundaries.

Dominating the stony heart of the country are the Arthedain themselves, the noblest and most "Elvish" of Men. These proud and ascetic descendants of the Faithful of Númenor, while small in number and ever-dwindling in worldly power, count amongst themselves great scholars and seers—including the prophetic Malbeth, who foresaw the doom of his people. The intense pride of the Arthedain, however dangerous when unaccompanied by practical humility, is justified, in their minds, by their accomplishments and responsibilities. It runs undiminished in their blood throughout the troubled and disastrous Third Age.

The mass of the people of Arthedain, the "commons" as they are referred to at court, have little say in matters beyond their own villages, for few of them have the Dúnedain lineage that is required for access to power in the kingdom. However, a centuries-old bond of trust exists between ruler and ruled in Arthedain; the "Kings of Men" have for many generations fought and died protecting and leading the people of Arthedain, even when they could have used their wealth to hide in their castles or flee to their kinfolk in Gondor. The commons know the nature of the evil that faces their country; they will plow their

fields now and do their part when the danger comes close. The whispers and lies of the servants of Darkness will not break the bond between these kings and their subjects while the North-kingdom lasts.

Arthedain's newest inhabitants, the child-size Hobbits who just four decades ago were bunched up and crowded at Bree, now farm and settle the wide and fertile valleys of Siragalë in southern Arthedain, a region they have named the Shire. To the east, the bubbling, simmering melting pot of humanity and Hobbitry at Bree—where the ancient highways called the Great East Road and the Old North Road cross—seethes and hisses with ominous portent, for Angmar's spies are everywhere, and the Witch-king's spies see all.

In the Far North, beyond Arthedain's borders, living near the great Ice Bay of Forochel, are the Lossoth, the isolated and reclusive descendants of a mysterious Second Age northern folk. These elusive nomads, the "Snowmen" of the wastes, remain suspicious of others and terrified of the Witch-king.

Living west of the River Lhûn are two distinct cultures, the scattered Dwarves of the Blue Mountains and the Elves of Lindon, the latter, led by Círdan the Shipwright, fast friends of Arthedain. Longtime residents of northwestern Endor, the Elves and Dwarves have seen and endured much suffering, and wish mainly to be left alone. The Elves of Lindon, however, do not forget the presence of the danger and the ancient responsibility facing them, and they maintain a vigil on their frontiers like to that of Arthedain.

THE LOST REALM OF CARDOLAN

Even at its height, Cardolan was never a mighty realm, yet its borders contained one of the most diverse collections of peoples in Middle-earth. The importance of trade and the later need for mercenaries brought merchants and adventurers from many lands, even those beyond Rhûn and Harad. Dwarves and Northmen from Rhovanion have come in greater numbers for similar motives. The indigenous common Eriadorians, Enedrim, and immigrant Dunmen, both primitive and civilized, form the bulk of the population, of course; and many Hobbits make their homes here, though not as many as in the later years of the lost Dúnedain kingdom. The aboriginal Beffraen still inhabit the Eryn Vorn, while Elves continue to wander across the lands. The wars with Angmar have brought foul Orcs and Hill Trolls over the borders. However, Cardolan remains a realm created by the Men of Westerosse, and life here is still largely a reflection of their society and culture.

THE DOOMED MEN OF RHUDAUR

In Rhudaur, the last remnants of a composite nation still hang on in an increasingly wild land. The Rhudaurrim consist primarily of two races: the Hillmen of the highlands of the Trollshaws, and the Dunnish peasants of the lowland valleys. The Dúnedain, Eriadorians, and Northmen who once formed the upper classes in Rhudaur



have dwindled away almost to nothing. The remaining two groups have intermingled over the years, so that, depending on the prejudices of a foreign speaker, either may be called by the names of Hillman or Dunman. The differences are known to the Rhudaurrim, however, and the oppressive rule of the minions of Angmar is driving the two groups apart. When the rift breaks open and war finally comes, no one in Rhudaur will be left untouched, and it may be that only ghosts will remain to tell of the nation that once was.

4.1 THE DÚNEDAIN OF THE NORTH

4.1.1 THE ARTHEDAIN

CULTURE

These High Men, the purest by blood of the Dúnadan race, consider themselves the guardians of a noble and mystical culture, a way of life that has given peace and justice to northern Eriador for two thousand years and more. Their nation takes its name from the faction that fought against the sundering of old Arnor and the dilution of its spiritual legacy—the Artatani (Q. “Royalists”), of which “Arthedain” is the Sindarin form. If any people of Middle-earth is strong enough to face unflinchingly the terror of Angmar and to battle the darkness rising in the east, it is the Arthedain. No nation of Men can boast of a history or tragedy equal to theirs. Now exiled from the Land of Gift, the island of Númenor, they seem doomed to sorrow and loss and a diminution of power throughout the Third Age. Yet never do the Arthedain consider accommodation with or surrender to the ever-growing evil that has been threatening to devour them for three hundred years.

Dúnedain at court



W93

To the Arthedain, the realm of Nature is also the province of Men. Their fundamental belief, reaching back before the founding of Númenor to the First Age houses of the Edain, is that the world is not an “it” but a “we.” Bonded with the sky and earth and sea, the Edain and their Dúnadan descendants feel a close kinship with the world; it is a very personal place for them, indistinguishable from themselves. The exiles of Númenor brought that sense of kinship with them to Middle-earth, and, like their reverence for their ancient ancestors and friendship with the Elves, it has passed down undiluted through Arthedain’s many generations.

The myths of the Arthedain were not created solely for entertainment or propaganda-value; they explain the world, proclaim truths, and confirm Man’s share of the earth and its bounties. Thus, the Arthedain do not resent or curse the rocky soil or the long and cold winters of their adopted homeland, for its very essence serves to justify their presence. Arthedain’s windy highlands take on an individual, spiritual character of their own and are valued because they are distinct and unusual, because they suggest the rocky landscape of central Númenor, and because they embody the soul of the Adanic kindreds. The memory of the past, particularly of the Land of Gift, has never left the people of Arthedain.

To the Arthedain, the elaborate stone burial mounds at the Barrow-downs stand as symbols of their triumph over material forces and their acceptance of mortality; they stand as well to remind the northern Dúnedain of their great past and to point the way toward present cultural survival and a future reemergence into health and power. For the Arthedain, more so than for any other people, upholding the traditions of the state is equivalent to upholding the continuation of the world itself and maintaining its balance. Their traditions encourage faith in the ultimate triumph of Good over Evil. For their convictions, the Arthedain have paid, and will pay, a very dear price.

SOCIAL ORDER

Yet Arthadan society is in no sense perfect: it is rigidly-classed and structured, with almost all daily physical labor confined to the lowest class. At the top stand the rulers and nobility, privileged and honored and much-indulged. Just beneath the nobility are the seers of the royal court, especially the Varyari Palantíron (Q. “Guardians of the Palantíri”).

Ranking below the nobility of Arthedain are the artists, artisans, and lesser officials of the realm, those men and women who tend to the mundane tasks of running a state. The duties of the officials include everything from minting coins of the realm at the royal mint in Fornost to making, mixing, and using paints made from powdered minerals obtained from the Dwarves of the Blue Mountains. They also duly note the

taxes levied upon Arthedain's citizens, and polish the king's silver fillet. Artisans of this enlightened culture busy themselves with everything from embroidering a royal tapestry with gold thread, to designing and making simple and elegant flagons and dishes, vases for flowers, and pots for cooking; even the ascetic Arthedain must eat.

At the base of Arthadan society stand the soldiers and the commons, practical-skilled and unskilled folk, largely those who speak the Westron tongue basic to most Eriadorians. The farmers who grow and tend the wheat and corn and other food crops belong to this class, as do the laborers who perform routine non-military tasks like store and housekeeping. Although they are considered less sensitive and noble than their higher brothers, they carry no stigma and bear no fierce prejudice. They are essential to the realm, valued because they are understood to compose an absolutely necessary group. Arthedain keeps no slaves; every Man is free to come and go here, and even to speak his mind if he is civil about it. The worker gives good labor, and the noble gives good leadership; both are due fair speech and respect, if they hold to their duties.

WARCRAFT

Unlike Gondor and most of Middle-earth's cultures, Arthedain (like Arnor before her) never placed any value in a large standing army. It seemed to these northern Dúnedain first and foremost a waste of energies and treasure better placed into work of value and substance, like arts and architecture. Traditionally, the Arthadan soldier, especially the knights and rangers, looked to military life more for spiritual discipline than as a means for waging war. Additionally, the Arthedain long and badly misjudged the extent of Angmar's determination to destroy the North-kingdom; indeed, the Arthedain themselves were incapable of understanding such blindly vengeful thoughts.

Let it not be said that the Arthedain were incapable of fighting for their own survival; in the Last Alliance and throughout the Third Age, they proved to be valiant warriors and skilled fighters on foot or horseback. But their culture was never martial in spirit, and they lacked the killer instinct innate in the Angmarim. An Arthadan knight, in this century, might ride to Fornost, bearing his sword and wearing his black chainmail, and look upon a carving on the city wall showing his grandsires, making the same ride, with no weapon or armor, no guard at their sides, and no fear or trouble in their faces. They may, he would think, have had interests other than slaughter and the dreams of foreign madmen on their minds. In their way, the Arthedain have long seemed more Elven than Mannish; now, in this century, the two races share yearning memories of a happier past.

APPEARANCE

The Dúnedain of Arthedain are the most direct descendants of the old Númenóreans to be found in Eriador. People who associate with the Powers of the Undying Lands, even at a distance, gain the benefits of the essence of that eternal place. Thus, the Sindarin Elves have always been larger and stronger than the Silvan Elves; and the Noldor, who actually lived in Valinor, were the tallest and strongest of all the Free Peoples. The Númenóreans lived on the fringes of the Light of Valinor for thousands of years. The men and women who came back to Middle-earth walked like giants and gods among lesser Men. Even in the later days of Arthedain, Dúnanan men of pure blood average over 6'6" in height, peaking at Elendil's height of seven feet. Women range from 5'9" to 6'4". Most of the northern Dúnedain have the traditional, lithe, muscular build, well-trimmed black or brown-black hair, and the grey or hazel eyes seen in old Númenórean portraits. They have reasonably fair if traditionally weather-beaten complexions. The men show little or no beard, and those of diluted lineage that do are generally religious about being clean-shaven.

The Arthedain favor practical dress, long-sleeved tunics and leggings with high boots, usually in the more subdued colors. Arthadan outer clothing is typically less colorful and decorative than their Cardolanian counterparts, although they can be more vivid in the privacy of their homes. The official colors of the Line of Isildur are a deep blue-black for members of the royal household and jet black for their retainers, with trim of silver or white. The rest of the nobility take their tone from this.

SOCIETY

Arthedain has, by tradition, sixty-four noble families. They include seven *artanossi* (Q. "great houses"; sing. *artanossë*), fifty-six lesser houses (sometimes called *atanossi* in distinction from the *artanossi*) and, of course, the *arnanossë* (Q. "royal house"). The *artatani* are lords to a larger number of *nóroqueni*—landed knights or gentry. After the devastation of the Second Northern War, King Araphor was obliged to elevate some of the gentry to replenish the numbers of the *artatani*, thus narrowing the gap between the two classes. While the king and the *artatani* govern the realm as a whole and rule their own lands, the gentry provide local leadership in the countryside.

Society in Arthedain is organized around the defense of the kingdom. *Erroqueni*, knights who are either landless or in service to an *artatan*, act as officers in the military. The *nóroqueni* and the nobility, with few exceptions, live in defensible castles of good stone and little decoration; from these strongholds, they command the local military effort and manage civil affairs as well.

Gondorians, even those from the fortress city of Minas Anor, find Arthedain keeps gloomy and enclosed. The Arthedain maintain that the thick walls of their homes keep joy within as warmly as the cold stones keep the weather out, and, if they laughed more in public, the southerners might believe them. Regardless, duty and discipline are the first things every Arthedain child is taught by his parents and tutors. The northern Dúnedain are not an overtly romantic or passionate people; they marry late, typically choosing a spouse carefully, and treat each child as a rare gem, to be first protected and then sculpted into a worthy member of society.

Majority for a Dúnadan occurs at twenty-five years of age and, if the wars don't take him, he may enjoy a lifetime measuring a century and a half. To make the most of this long lifespan, itself a gift of the Valar, every child is required to receive an education. Study and contemplation, the cornerstones of Dúnadan culture, begin early and are pursued with great intensity. A noble son or daughter is expected, upon majority, to speak three languages fluently, to be able to discourse in those languages on astronomy, history, and herblore, to be able to play a musical instrument, to sing, to handle a sword and bow, and to ride a horse like the Huntsman of the Valar. Male children are virtually guaranteed some military action in their lifetimes, but few are expected to make this their only business. Females of the nobility, who are not expected to go to war, yet do not spend their entire lives raising children as other women do, often make second careers as artists, seers, or healers. This ideal of accomplishment and duty, measured by the highest standards, is one of the sources of Arthedain's success and pride.

The lesser Dúnedain of Arthedain also try to live up to these standards. While they begin formal apprenticeships and careers at a much younger age, they are required to study the Elvish classics and all the languages taught to the nobility, all while learning a complex trade. Joy, for the artisan classes, comes from family and work well done; they are freer to dance and laugh than the nobles. Visitors to Fornost who have seen only the grave, impeccable manners the Arthedain, particularly the soldiers, present to outsiders, are sometimes amazed at the Elvish-styled frolics that go on inside the stark stone walls of the city.

RELIGION

The Arthedain still follow all the old religious festivals of Westergesse; that is, those that were kept by the Faithful and untouched by the decadent hands of the later Númenórean court. Overt worship and discussion of religion is thought to be in poor taste. Loud, noisy ceremonies are considered the province of the Dúnedain's enemies. More mystical than their southern kin, they rationalize their beliefs in prophecy and fate rather care-



fully; fatalism is an ailment in some of their stories, a heroic stance in others. Not as concerned with their mortality as other Dúnedain, they build less conspicuous tombs and put less in them.

4.1.2 THE DÚNEDAIN OF CARDOLAN

The first Númenórean sailors came to the lands of Cardolan in the seventh century of the Second Age, and their lords maintained garrisons at Lond Daer and Tharbad intermittently for the next thousand years. Interest in Eriador then increased; the imperialists of Númenor desired the tall trees of the ancient forests as masts for their vast fleets, while those most Faithful to the Valar began to flee the gathering darkness on their glorious island. The early exiles settled mainly in the lands that would become Arthedain, but Tharbad became their chief port, and other Númenórean colonists began to permanently settle there. These colonists slowly expanded their holdings along the Gwathló basin, despite vicious wars with the native Eriadorians. Hundreds of years later, Elendil the Tall, having escaped the Downfall of Númenor with the remaining Faithful, arrived in Eriador. The Dúnedain of Cardolan were quite pleased to be included within the new Kingdom of Arnor, as it was the only conceivable support they could find for their still unpopular regimes.

The early years of Arnor were very prosperous, despite the horrendous losses of the War of the Last Alliance of Men and Elves. This very prosperity led to slowly increasing tensions among the Dúnedain of Arnor, as those in the southern half of the realm held attitudes similar to their kin in Gondor, displaying a materialism of which the mystically-inclined northerners disapproved. Therefore, although the division of Arnor was primarily a result of quarrels among the "Princes Royal," the lords of Cardolan were well pleased with the result. They prospered for a time in the newly independent kingdom of Cardolan, but the internecine wars of the divided kingdoms and the struggle with Angmar led to the fall of the realm in T.A. 1412. Since that time, the Dúnedain of Cardolan have rapidly declined in power and numbers. Some of the old *hirath* still survive, and in the heartland of the old kingdom, the Dúnedain retain their traditional position in society.

APPEARANCE

The Dúnedain never constituted more than a small minority in Cardolan. At their peak, before the disaster of Cameth Brin in T.A. 1217, there were less than two thousand of pure blood; now there are less than a tenth of that number. Most recognizable for their great height, the men range from 6'4" to 7', and women from 5'8" to 6'4". The majority are descended from a few families of the early colonists, so the once unusual auburn hair and green eyes of their ancestors are quite common. Only those with some trace of the old royal blood display the classic jet black hair and grey eyes that are characteristic of the Dúnedain elsewhere. All have fair complexions. Like their Elven allies, full-blooded Dúnedain have no facial hair.

Although the vast majority of them are actually of mixed blood, the Dúnedain of Cardolan refer to themselves proudly as the Torfiriath (S. "High Men"; sing. Torfir), resenting the label of "lesser Dúnedain" placed on them by their nobler Arthedain cousins. The majority of the Torfiriath take part in a distinct military culture living within the larger society. Most of the Torfiriath descend from the intermarriage of Númenórean sailors and soldiers with the fair-haired native Enedrim, the most ancient Eriadorians. Generally, they have retained their forefathers' height and their foremothers' blond hair, and the males can and usually do grow bushy mustaches. Their culture is a curious mix of Northman warrior ferocity and Dúnadan self-discipline. However, the clearest distinction among the High Men is that the Torfiriath are fortunate to live for a century, while the Arthedain often live half again as long.

The pure-blooded Dúnedain of Cardolan prefer to dress in Númenórean style, with flowing robes and capes. Deep reds and dark blues are the most popular colors. The dress of the Torfiriath depends on their social standing and can range from Númenórean robes to scruffy Hillman hides, though arms and armor are almost always present.

SOCIETY

The nobles of Cardolan were originally the conquerors and governors of the old Númenórean colonies of the Second Age. These offices and lands became hereditary *hirdyr* and *ernildyr*—baronies and principalities—during the many governmental changes of their long colonial history. Only four of the seven great families emerging from that period and remaining through the time of the Kingdom of Arnor still retain their ancient castles, lands, and autonomy in this century.

The Númenórean soldiers who led the armies of the colonial conquests gradually evolved into the lower nobility of Cardolan—the *nóroqueni* or gentry, similar to their counterparts in Arthedain. They have virtually all been driven from their lands since the fall of the kingdom, but some still retain their old possessions in the Gwathló basin and along the lower Baranduin in Girithlin. Those who lost their wealth emigrated to either Arthedain or Gondor, or joined the dwindled soldiery of Cardolan, where they tend to serve as commanding officers for the Torfiriath and commons.

The surviving Dúnadan gentry of Cardolan still maintain a lifestyle reminiscent of ancient Númenor. Their rural and agricultural life centers around great stone villas which form the centers of sprawling manors. The villas are usually built of marble or alabaster and set on hilltops. They consist of large two-storied houses with extensive courtyards that were once enclosed by elegant pillars, and now by sturdy walls. Once the men devoted themselves to hunting and other idle pleasures, while their women managed the household with its herb and vegetable gardens. Now, the remaining Dúnedain are local warlords, governing their people and overseeing the governmental needs of the villages that have sprung up under the protection of their walls. Despite these demands, the Dúnedain still enjoy a life of some comfort and learning. Most speak Sindarin and the local northern dialect of Westron, along with a smattering of Dunael and classical Adúnaic.

Old Cardolan possessed another group of Dúnedain—those forming the elite of the urban mercantile and artisan classes, especially in Tharbad. As the kingdom has declined, most who had both money and skill found it prudent to relocate to Gondor or Arthedain. Their place in society was taken by commoners who retain enough wealth to now form parties in opposition to the rural Dúnadan gentry.

The ancestors of the Torfiriath were soldiers, for the most part, of no great rank or wealth, and their descendants have retained that orientation, simply switching their allegiance from the old kings to other masters.



RELIGION

The Dúnedain of Cardolan, regardless of their particular religious beliefs, are not generally considered to be very devout. The three high festivals of the ancient Númenor are carefully observed, but there are few other indications of piety. Given the Dúnedain's long history of intimate contact with the immortal Elves, including those of Valinor, and their direct experience of the Manifest Will of Eru in the War of Wrath, the Gift of Númenor and its Downfall, it is not surprising that they have little interest in overt worship. The Dúnedain of Cardolan are, however, very concerned with their ancestors, as can be noted in the black obelisks set in a place of honor in their courtyards. Otherwise they are more inclined to action and less to mysticism than those of Arthedain. They hold that, as the highest of the Secondborn Children of Eru, they have an obligation to set an example to other Men by deed and appearance. They are morally bound to rally and lead all Men against the minions of Darkness and their foul author.

The Torfiriath of Cardolan follow a similar, albeit less sophisticated, path. Their reverence for their ancestors is often expressed in an obsessive concern with personal honor, and they are rather superstitious, especially with regard to "luck." The Torfiriath are also inclined to honor Eru through the Valar. Especially among the warrior class, it is common for the men to adhere to a loose devotion that exalts Tulkas, while their women revere Nessa.

4.1.3 THE DÚNEDAIN OF RHUDAUR

APPEARANCE

At the peak of their power, about T.A. 900, there were never more than a few hundred pure-blooded Dúnedain in Rhudaur, resembling, by and large, the High Men of Cardolan. Those few remaining in the seventeenth century are generally mixed-blooded "lesser Dúnedain," called Haeranedain (S. "Far-wandering Edain"; sing. Haeranadan) by their kin in western lands for their need to be far from the centers of civilization. They still resemble their brethren to some degree, particularly when their family lines are crossed with Northman blood.

Rhudaur's Dúnedain dress in a variety of styles; wool pants and a long fur jacket are typical, although for the Hillmen hide kilts and vests have also been popular over the years. Those of pure blood (or the pretension of it) wear Númenórean robes on ceremonial occasions. Deep blues and blacks are the colors favored, and silver and white are common choices for trim.

SOCIETY

The Dúnedain settled Rhudaur in a manner quite unlike their kin to the west and south. Here the land did not reward half-hearted attempts at agriculture, and the open villas favored by the settlers in Cardolan stood as invitations to raiders. Thus, the Rhudaurian Dúnedain built stone halls clustered about a small tower or erected

fortified walls around their manors. When first founded, these villages had an average population of about a hundred, but this changed after T.A. 300—it was then that Dunnish tribes were allowed to settle in the lowlands. Many Dunmen were eventually forced to seek homes in and around the villages and to farm. Some lived as virtual slaves, for the Dúnedain did not disrupt the ancient Daen practice of debt-servitude. Over time, these communities accommodated various mixings of Haeranedain, Northmen, Hillmen, and Dunmen—all under the rule of a small lot of purer Dúnedain.

In the traditional Arnorian society, the *artatani* and *artaroqueni*—the hereditary lords and knights of the lesser houses—swear a loyalty oath to the king or one of the autonomous lords, called *tironath* in Rhudaur. The bones of this ancient structure are still strewn about the land in T.A. 1643, but the titles have little prestige and less power.

There were never more than five *tironath* in Rhudaur. They were subject to the lord-protector, based in Cameth Brin, and were of a social rank somewhat less than that of the *artatani* of Arthedain and the *híraeth* of Cardolan. The five lords were responsible for the governance of a *tirondor* (S. "watch-land"), a vaguely defined area around their villages, but as Rhudaurian society declined, their actual authority rarely extended beyond the sight of the castle tower. Although sworn to the service of the King of Arnor (and later Rhudaur), a *tiron* had almost unlimited power over his lands and subordinates. Even for the early kings, the exercise of central authority was difficult, and almost unheard of without the aid or threat of overwhelming force of arms. In fact, the last king to effectively control all the *tiryndyr* was the Hillman Ruggha, almost three hundred years ago. The political descendants of the old kings, lords, and knights have almost given up even the pretense of honoring the old obligations, and the Hillmen freely mock them.

4.2 THE ENEDRIM

The fair-haired Enedon people of Cardolan are more commonly known as Forodrim (S. "Northmen"; sing. Forodon). They often refer to themselves as "Eriadorians," a term more generally used to describe the much larger populace of the Arthadan and Cardolanian commoners. They are directly descended from those clans of the ancient Edain who either did not migrate over the Ered Luin into Beleriand in the Elder Days or who did not migrate to Westeros when the Elder Days ended. Lacking the Dúnedain's extensive contact with the Elves, the Enedrim developed a woodland culture of their own, mixing semi-democratic elements with lines of warrior-chieftains. The various tribal groups of the old Enedrim sorted themselves out so that the taller, fairer clans lived farther north, towards the colder and less forested country, thus establishing a rough local racial division between "northerners" and "southerners" in Eriador.



Later, these tribal domains fell before the might of imperial Númenor in a series of bitter wars during the Second Age. The racial and cultural divisions among the Eriadorians were exacerbated by the imposition of Númenórean culture on the south and (later) by the intermarriage of southerners with Daen-folk emigrating from the White Mountains. The northerners, therefore, have a purer descent from the ancient Eriadorians, a fact that many of the them have never forgotten. The legends of the conquest and the theme of cultural and racial purity continue to be rallying cries for the northerners as the Dúnedain of Cardolan become fewer and more corrupt.

When the original Enedon enclaves began to break up in the Second Age under pressure from the Númenórean colonists, many of their clans migrated east over the Misty Mountains, to the lands which those same Númenóreans scornfully referred to as Rhovanion (S. "Land of the Wild Men"); but the Elves of the eastern lands named these fugitives the Leithrim Forod (S. "Free Men of the North") or, simply, the Forodrim, and their descendants include the Woodmen of Mirkwood, the agricultural Grama (Gramuz) and horse-breaking Ehwathrumi (Éothraim) of the plains east of the forest, and the mystical Berninga (Beornings) of the Anduin vales. Much later, in the fifth and sixth centuries of the Third Age, some of the Enedrim were trained as frontier cavalry and eventually migrated with their people eastward to serve as mercenaries on the Gondorian frontier. These horseman eventually joined themselves to the Ehwathrumi of the plains.

Most Enedrim gradually submerged into the mainstream of culture in Arnor, but a few maintained the older traditions. These traditions were reinforced when, with the rise of Angmar, Rhovanian Northmen were hired as mercenaries and brought back west to serve on the

commoners that has inherited the responsibility for defense of the frontier.

APPEARANCE

Northmen are tall by the standards of most Men, if not by those of the Dúnedain. The men average 6' tall, and the women stand only a few inches less. Blue eyes and blond or reddish hair are common in many clans. The prevalent garb is utilitarian; the men favor leather or woolen pants and a tunic of light wool. The Bargemen and Rivermen prefer waterproof leather coats and boots for heavy weather, while the Men of the Pinnath Ceren wear hides, particularly bear-skins.

SOCIETY

The most noticeable trait of the Enedrim is their individualism and distrust of strangers. The Rivermen live in small villages along the Baranduin and the Lhûn. The Bargemen and the Northmen of Pinnath Ceren uphold a more traditional lifestyle which centers around the *gard* (For. "freehold"). The typical freehold consists of forty persons, about half of whom are a family of Enedrim and their close kin, called the *gardi* (For. "family"). The rest are *weros* (For. "freemen"), Enedrim whose *gardi* has been destroyed or dishonored and who have been taken into service. There are also a few *thrabilos* (For. "bondsmen"); slaves, essentially, typically oath-bound to serve for some debt or crime, or for losing in some petty war. This was a practice that was suppressed by the Dúnedain when they could still exercise firm control over the Northman factions.

The center of the freehold is the *mikil razn* (For. "main house"), which like the other buildings is built of brick reinforced with wood and stone. Behind the *mikil razn* is the *garda*, a large fenced-in yard for the domestic animals. A raised platform stands at the far end of the *garda*. The

Cardolanian and Rhudaurian frontiers. By the mid-Third Age, three distinct groups of Northmen dwell in Eriador: the Rivermen of the Baranduin, the Bargemen of the Gwathló, and the Freeholders of the Pinnath Ceren. In addition, those Northmen who fled from the fall of eastern Cardolan into Saralainn during the past centuries have had a substantial impact on the culture of the kingdom that has established itself there; those who remained in eastern Cardolan now dominate the Cantons of Faerdor, the confederation of

mikil razn is a miniature fort sufficient to withstand casually marauding Orcs and Trolls. Only the main family lives here, the others dwelling in scattered buildings within a quarter mile of it.

The *gardifath* is the absolute ruler of the freehold, as was his father before him. The honor of the *gardi* is the *gardifath's* highest concern, and if it is impugned he must declare a blood feud. Such feuds are often long and bloody, extending years after the original offense. Even at the height of their power, the Dúnedain could do little to stop this quaint custom. Enedrim maintain self-sufficient homes and generally see their neighbors only at fairs or when vigorous patrols for the common defense are required. However, by strong custom, any stranger coming in peace must be provided with food and shelter, though this obligation only extends overnight.

Among the Bargemen, each *gardi* possesses its own barge for navigating the Gwathló. Because of the contrary winds, and treacherous mud banks in the main channel, the barges provide the easiest means to navigate the river. Their prices are reasonable, but the service does not come with a smile. The Bargemen do cooperate in upholding a marine force to patrol the river; each *gardi* must serve in this force in a yearly rotation. Only Bargeman males sail, so their womenfolk have an unusually large say in the management of their homes.

Rivermen
paddling south

RELIGION

The Northmen of Eriador tend towards less religious fervor than their eastern cousins, probably because of their long contacts with the Dúnedain and the High Elves. Most clans or families support a *teiwawita* (For. "wise one"; pl. *teiwawitans*), a healer and shaman whose function is to perform periodic rituals to placate the various powers of the supernatural world. Each family possesses a totemic spirit of its own; the totem, believed to help guard the family against supernatural forces, may be the spirit of a animal, a spirit of nature, or some revered ancestor. Because he or she deals with such a variety of spirits, a skilled *teiwawita* is a storehouse of bits of ancient knowledge, some of it concerning powers that last wandered freely in Eriador before the rising of the sun.

The immigrant Northmen still follow their older beliefs, including the Cults of the Earth, the Growing, the Rider, and others.

All of the Enedrim are superstitious, and many develop a few private rituals, charms, and tokens to help them through each day. Most of these have no effect on "luck" or "fate," but some are based on ancient magical knowledge and will actually ward off evil spirits.



4.2.1 THE RIVERMEN OF THE NORTHERN WATERS

A small part of the original Enedon culture that once flourished along the northern frontier of Arnor, Arthedain's Rivermen have remained close to their ancestors' homeland ever after. These bold Northmen ply the waters of the upper Lhûn basin and across the divide into Forochel; they also travel the length of the Baranduin River, from Nenuial south past Buckland to Sarn Ford, the last crossing of the river before it empties into the sea south of Harlindon.

The Rivermen of Arthedain are unusual, even compared to the distinctive and unusual Northman cultures surviving elsewhere. Few in number, Rivermen lead a solitary existence and trust no one but their partners, valuing nothing but their trade along the waterways and the lure of adventure and a nomadic existence. Dressed in furs and leather breeches and leggings, the blond-haired and blue-eyed Rivermen might be mistaken for higher Men in rustic disguise but for their gruff, unschooled ways and "woody" Westron, full of river-slang and red-blooded curses.

Snags, sandbars, cross-currents, and driftwood all provide the kind of danger classical Northmen live for, and the Rivermen of Arthedain are no different. Traveling six to ten miles an hour in 16' long birchbark canoes that can carry over 300 lbs of cargo, Rivermen work in twos and threes, splitting their profits evenly, trading hard goods for furs and pelts up north and paddling and poling south to sell the furs. Like the Lossoth, the Rivermen have learned to do what they must to survive in their chosen land, and the Arthedain, however puzzled by their crude manners and speech, respect their knowledge of the rivers.

On shore, along the Lhûn and Brandywine, Rivermen have built look-out towers on overlooking bluffs and dozens of lean-tos on the banks, sustaining their families there in a simple fashion. They drive a hard bargain and delight in cheating Arthadan and Cardolanian soldiers and officials as well as the tradesmen in and around Bree, Caras Celairnen, and the Pinnath Ceren. Only the recent Plague dimmed their spirits as it reduced trade up and down the river to hit-or-miss bankside bartering sessions. Rough and bullying as Eriadorians go, Rivermen are distrustful of strangers and capable of dispensing quick justice with the flash of a blade. Those who treat them unfairly cannot afford to turn their backs to them or sleep too soundly along the river banks.

4.2.2 THE IMMIGRANT NORTHMEN

Some of the ancient Enedrim fled over the Misty Mountains to preserve their freedom from the imperialism of Númenor. Their descendants returned as mercenaries centuries later to fight the wars of the sister kingdoms. These tall, blond horsemen were particularly valued by the Dúnedain, and they were encouraged to bring their families and settle permanently.



IN CARDOLAN

Five *burgi*, the hilltop fortress-towns favored by the Northmen, once defined the military border of Cardolan in the east. The collapse of the kingdom, and the swift disintegration of the Hírdor of the Eredoriath, led most of the surviving mercenaries to return to Rhovanion. Daeron, twentieth Hír of Faerdor, persuaded some to come to his lands, which gave him a decisive edge in the civil wars that followed the downfall of the king. The Northmen of Faerdor, however, revolted against the mindless cruelties of his grandson, Gaerdil the Bad, and established the peculiar situation in that principality where the people govern themselves without lords. Proud of their distinct culture and suspicious of the remaining nobility of Cardolan, the Northmen have given Faerdor its reputation for stubborn and chaotic individualism, much like one of the ancient Enedon states reborn.

IN RHUDAUR

Cursed by many petty wars and a small population, the leaders of Rhudaur often looked beyond their borders for sources of manpower. Only a handful of Dwarves entered the service of Rhudaur, and although many Orcs and some Trolls fought, their role was minor. From about T.A. 1100 to T.A. 1700, however, Northman mercenaries would play a significant role in the history of Rhudaur.

*A gardifath
proposes a toast*

At first these immigrant soldiers were welcomed only in Cardolan. After their worth was shown, they were employed by all three sister kingdoms. The Northmen came to settle as well as to fight in Rhudaur, and their hilltop cabins dotted the northern and northwestern borders of the country. Although they served faithfully and grimly, after T.A. 1217 Orc allies began slowly to supplant them. This was due in part to the kings' desperate poverty—Orcs proved to be less expensive and independent than Mannish mercenaries.

More importantly, the corruption of the Rhudaurian kings drove the Northmen away, since most of them would not serve overtly evil masters. Instead, many took employment with the independent lords of the Angle in southern Rhudaur. Between T.A. 1301 and T.A. 1409, as pressure from Angmar increased, the number of Northmen on the border dwindled, and their tribal organizations were destroyed. Thereafter, the Northman presence in Rhudaur was provided solely by individuals and small bands, working for both sides.

4.3 THE ERIADORIAN COMMONERS

The original Second Age population of Eriador was a mixture of distinct racial groups. The Drughu were virtually driven out of the country in the early years, with a few hanging on in the Eryn Vorn along with their tainted cousins, the Beffraen. Two remaining groups, the Enedrim and the Mebion Bron, became the primary ancestors of the Eriadorian common people. Of these, the Enedrim, direct descendants of the ancient Edain who entered Eriador early in the First Age, have the claim of seniority and were long the most prominent culturally. It was from the Enedon practice of holding a clan's agricultural lands "in common," so that all villagers could work it, that the later "commons" of Eriador derived their name.

The Mebion Bron were a Daen people, related to the Baradhrim (S. "Swarthy Men")—who gained an evil reputation in the Elvish tales of the First Age—and to the "Dunmen" of later times. The Mebion Bron were descended from the first Daen-folk to settle in Eriador and most had made no quarrel with the Elves or Edain. However, their kinship with the Baradhrim and their wild, rough culture kept them outside Eriadorian civilization for millennia. Only two of the Mebion Bron tribal groupings lasted into the Third Age: these were, curiously, the peaceful, settled Brerion (Dn. "Bree-landers"; lit. "Hill-folk") and the fierce, xenophobic Hillmen of the Trollshaws.

The Númenóreans blurred the distinctions among the Eriadorian peoples by culturally or militarily conquering most of the Gwathló basin, where the bulk of the population lived, during the mid-Second Age. Typically, the paler, taller Eriadorians who lived along the northern frontier of the Númenórean sphere of influence retained enough of their own folkways to become a distinct cultural group, the Enedrim. The mainstream Eriadorians

absorbed a stream of Númenórean settlers and further waves of Daen immigration; the Númenóreans brought many Daen clans north as mercenaries and encouraged them to stay during the Second Age wars. After the founding of the Kingdom of Arnor, a great emigration from Cardolan swelled the formerly thin population of the hill country and downlands of northern Eriador. These people became the commons of Arthedain, living under direct Dúnadan feudal rule. After many centuries of development and change, the commons of both Arthedain and Cardolan still speak the same northern dialect of Westron, although with distinct accents, and still have much communication and commerce with each other.

SOCIETY

In both Arthedain and Cardolan, the common folk do most of the farming and herding, and provide most of the militia levy for the armies. The old system of common ownership of village lands was broken up in Cardolan by King Valandil of Arnor to encourage large-scale sheep-herding. Since that time the more wily or ambitious have profited at the expense of their neighbors, a process accelerated by the troubles of the land.

In Arthedain, ownership of land by the commons is the rule in a few areas, while in others all viable land is owned by the local knights, and the farmers are tenants paying a yearly rent in kind. In either case, the feudal lord and his officers are legal masters of the land, making most important decisions about it and having the right to make many of the minor ones. Because of the strict cultural training of the Dúnadan nobility and their adherence to the rule of law, this system has led to little abuse and unrest. An Arthadan commoner can, and will, quote the local laws and customs to any poor soul who has "never heard of the king."

In Cardolan, the common folk have long formed the bulk of the middle class, the artisans and merchants, while in Arthedain this level of society is still mostly Dúnadan. In the great city of Tharbad, the guild members, the laborers, and the poor who subsist off the dole from Gondor, all come from commoner stock. In the Cardolanian villages, the commons are the rich peasants (who often possess more wealth than their nominal overlords) and the shepherds, as well as the landless vagrants who are driven off after a poor harvest.

APPEARANCE

The common folk are generally short in Cardolan, averaging about 5'6", with ruddy complexions and dark hair and eyes. They dress in earth-toned tunics; pants for the men and shifts for the women. Cheerful and open with friends, favoring good foods and cheerful festivals, they are suspicious of change and of strangers. Most speak only Westron and a few words of Dunael.

In Arthedain, the people are somewhat taller, with more complex clothing, but with a similar taste for natural colors. The commons of Arthedain speak a Westron with a slightly more northern accent than in Cardolan, and some know a little Sindarin or classical Adûnaic. They are

thrifter, generally better educated, more self-confident, and more strictly mannered than their southern relations; and if they are less likely to favor drink, gaudy celebrations, and raucous humor, they are also more likely to aid a stranger in need and tell him to keep his coin for the trip when he leaves in the morning.

RELIGION

The commons of Arthedain hold to the same religious beliefs as the Dúnedain, leavened with a little traditional Northman superstition. The common folk and clansmen of Cardolan are usually familiar with the lessons of the Dúnedain, but they have found the need for more direct comforts, especially in these hard times. They honor the Huntsman (Oromë) and the Earth Mother (Yavanna) at festivals and during the planting and harvest season with simple but moving rites. On a day-to-day basis, they seek to keep various spirits, benevolent and malevolent, appeased with charms and libations. Since many southerners arrived during the Plague Years, several cults associated with "sacred mysteries" have been making progress, and some lords rightly fear that some may be fronts for the dark religion of Angmar.

4.4 THE PEOPLE OF RHUDAUR

The Hillmen are the earliest inhabitants of the western slopes of the northern Misty Mountains. They are directly descended from the Mebion Bron, the first group of the Daen to migrate into Eriador at the beginning of the Second Age. Most of the Mebion Bron were absorbed into the Eriadorian population over the passage of time, but the tribesmen of Rhudaur, who became known to the Elves of Rivendell as the Endolwaith (S. "Middle Hill-folk"), managed to stay apart and retain their culture.

Through the Second Age and into the first centuries of the Third, the Hillmen more or less controlled all of the forested and semi-forested lands of Rhudaur, including the Trollshaws, the fells, the valleys of the Rivers Mitheithel and Bruinen, and the less-rugged Egladil or "Angle" between the two rivers. While they seldom dared to trouble the Elven and Dwarvish travelers on the Great East Road and the Men Rhudaur, both of which ran directly through their country, they could and did regularly raid across the Eredoriath and down the Mitheithel whenever they needed supplies they couldn't trade for. All of this changed when Arnor was founded. Under the Sceptre's protection, the valleys of Rhudaur were settled by Dúnanan knights and their Eriadorian subjects. The Hillmen fought back, but were eventually driven back into the Trollshaws.

Rhudaur was never able to attract many Eriadorians as settlers, so Daen immigrants withdrawing from the collapse of the Coentis kingdom in the White Mountains of Gondor eventually made up the bulk of the Rhudaurian peasantry. Hillmen who developed a taste for the settled lifestyle of the new immigrants intermarried with them and created a variation of Eriadorian/Daen culture that was impoverished but distinctly Rhudaurian. When the

Dúnedain of Rhudaur were driven away by a revolt led by a non-Dúnanan king, the people of the rest of Eriador called him a Hillman, and continue to refer to all the Rhudaurrim not under Dúnanan rule in that fashion.

The Rhudaurrim and the Hillmen, perhaps the unluckiest folk in all of Eriador, have too many troubles of their own to worry about the hated Dúnedain's poor opinion of their races. Since Rhudaur has been under the thumb of the Witch-king, the population of the valleys has dwindled beneath the weight of near-constant warfare and oppressive rule. The heart of settled Rhudaur, the vale called Glin a-Creag, near the capital of Cameth Brin, is a lawless and depressing place. The people share their villages with Orcs and foreign mercenaries, and those unfortunate enough to run afoul of the rulers or to go out at the wrong time of night get torn to pieces by war-wolves. The Hillmen, who enter the valleys only to trade, have fought for the Witch-king in most of the Eriadorian wars, but are now on the edge of a full-scale revolt.

4.4.1 THE HILLMEN

APPEARANCE

The Hillmen are one of the shortest Mannish races in western Middle-earth. Males range in height from 5'4" to 5'8"; women are about 3" shorter. They are, however, a stocky, strong and hearty folk, and quite hirsute. (A slight mustache is not considered unattractive on a woman.) Men often sport grand beards, but all are neatly trimmed and most shave their chins. Hillmen are of dark complexion with dark brown or black hair and dark eyes. Both sexes dress and wear their hair alike, tied in three long braids down the sides and back. They often decorate their hair with intricately carved bone rings.

Clothing is simple and utilitarian. The *kalth* and *kullodo* are worn throughout the year; the latter is a short fur jacket with sleeves down to the elbows. The *kalth* is a sort of skirt or kilt—made from *losrandir* hide—that is wrapped just above the navel. In mid-winter Hillmen add a full-length fur cape and wear high boots, although they favor moccasins the rest of the year.

SOCIETY

Hillmen first came to Rhudaur late in the Elder Days, as clans of the Mebion Bron. Being long sundered from their ancient ancestors, they feel little (or no) lingering kinship with those Daen-folk who later migrated northward into Rhudaur.

Hillmen are hunters and thus are very dependent on the *losrandir* herds of Rhudaur. They gather some plants, notably blue pine nuts, and cultivate a few herbs, but these efforts merely supplement their hunting kills. Hillmen live in small mobile communities called *dacaiithan* or camps, that loosely follow the migrations of the *losrandir*. Housing is provided by a semi-circular hide house called the *taigh* that can be quickly dismantled and packed up. Each *dacaiith* has a permanent sacred winter campsite, a *maighan*, somewhere in the Trollshaws.

Hillman society is divided into three classes: *tiark* (Bl. "chiefs"; sing. *tark*), *dhier* (Bl. "hunters"; sing. *dher*), and *dheusan* (Bl. "makers"; sing. *dheus*). Unlike most other cultures, these classes are not based on sex or blood, but rather upon ability. Hillmen use rigorous testing from an early age to determine a person's status. All children are strongly encouraged to undertake the tests necessary to become a hunter. These consist of survival alone in the wild for the long winter and the slaying of a wolf—unaided—in late adolescence. Those who fail or do not try this rite become makers; it is they who perform all non-hunting tasks, from smithing to child care. Their status is low, but their role is respected, and they are protected. Hunters, of course, hunt and also defend the camp. Raiding between rival camps is almost constant, a form of diversion and conditioning. All hunters are eligible to become the new chief; a series of trials unique to each tribe determines who will rule each camp. This commonly involves the killing of a cave bear.

Descent and inheritance are traced through the mother; a husband joins his wife's camp. Children are the responsibility of the nearest hunter among the mother's kin, often an uncle. Female hunters, who make up about a quarter of the total, postpone or avoid motherhood.

All Hillman camps belong to one of the Ne Dreubhan (Du. "Nine Tribes"). Hillmen dislike laws, but revere customs, and no camp raids camps of the same tribe. Tribes do not have defined territories, although they have changing regional preferences. Tribes are ruled by *tiark* whose power depends upon their own abilities. Each of the nine *tiark* is eligible to become the new *targ-arm* (Bl. "high chief") when the old one dies. In quiet times the position of *targ-arm* is largely honorary; however, in emergencies, the authority of the *targ-arm* is real and respected.

Daily matters of the camp are governed by the collective wisdom of the hunters present. It is not uncommon for the strongest or boldest individual to act as leader; still, there is no formality to such arrangements. Each camp also has a *wegech* (Bl. "spirit-knower"), a fe-

male mage who oversees religious affairs. Among the Hillmen, this is the sole hereditary position. The *wegech* also serves as a matriarch of sorts and, although it is seldom done, she could overturn the collective decision of all the hunters. Only the chief has more authority.

Hillmen rely upon the *losrandir* for most of their daily needs. The myriad copper deposits of the Glin a-Rhua are periodically visited so that bronze, necessary for arms, utensils, and ornaments, can be mined. Iron and steel must be acquired from other lands. Hillmen trade dried meat, hides, and furs for these and other metals. There is no real currency, but a *losrandir* hide that has been cured and stretched has a standard recognized value (approximately 5 sp). Otherwise, barter is the only recourse.

RELIGION

Unlike the majority of their neighbors, Hillmen aggressively reject both the Valar and dark cults associated with Morgoth and Sauron. Their attitude is based on their inherent mistrust of foreign ways, coupled with some strange legends of their ancestors who claimed in ancient songs to have been "betrayed by both the Light and the Darkness." In any event, Hillmen are almost as touchy about their religious practices as are Dwarves. Like the Naugrim, they practice ancestor worship, but among the Hillmen this is centered around a fearful reverence of powerful ghosts. Lyrical chants and epic songs tell the stories of these strange beings.

A Hillman
hunter tracks a
berd



Hillmen look to the high country surrounding the Trollshaws as sacred and actively cherish the rocky escarpments and unyielding hills. Every winter, Hillmen add venerated objects to hidden, deep pits in the highlands. Although mainly used as burial sites for the copper totems that Hillmen receive at birth, the pits also hold weapons and jewelry. Ancestral *boghain* (Bl. "ghosts") are said to haunt and protect the more valuable pits.

Ail-leagan (Du. "little jewel"), personal totems, are rough lumps of copper chosen for a child by the *wegech*. They are borne until death and their loss often forces the dishonored Hillman to take his own life. This is usually the case when a totem is lost to a foe through cunning or in battle. A Hillman's only alternative is to serve the holder of his totem until it can be recovered by one of the loser's own family. If the totem's location cannot be determined, the Hillman may go to the *wegech* for another; but in such a case, the matriarchal mage will invariably require the performance of an awful task or quest. Most totems are worm tight around the neck.

LANGUAGE

Hillmen have their own language, called Blarm (Bl. "Talk"). Blarm is closely related to the tongues of the Daen peoples of Gondor, most notably to the Dunael spoken in Dunfearan. It has, however, developed in isolation for centuries, and mutual comprehension between Hillmen and Dunmen is out of the question. One knowing Dunael, however, can pick up the Hillman Talk two to three times as fast as a Westron speaker. Hillmen are reluctant to learn other tongues, feeling that if someone really wants to talk to them, he can learn Blarm.

4.4.2 THE RHUDAURRIM

In the fourth century of the Third Age, Daen tribesmen had reached the southern borders of Arnor and were making incursions into Rhudaur. In the sparsely populated lowlands, where Eriadorian commoners would seldom settle, the newcomers were unopposed and not entirely unwelcome. Several large tribes were allowed to stay.

These "Dunmen" proved far less productive and more difficult to govern than the Dúnadan lords had hoped. Many were forced into debt-bondage and became agrarian serfs. However, four of the tribes retained their freedom, and, after the division of Arnor, their chiefs held equal status with Hillman leaders and Dúnadan lords. As the power of the Dúnedain waned and the influence of Angmar increased, these people were readily corrupted, and became the first of the Rhudaurrim to directly serve the Witch-king.

THE NORTHERN RHUDAURRIM

While the Dúnedain of Rhudaur did little to improve the lot of the common Rhudaurrim, the Witch-king, in exchange for his frightening and oppressive rule, has ironically brought some Númenórean efficiency to the country, and made those Rhudaurrim under his control more self-sufficient in agriculture, trade, religion, learn-

ing, and crafts. These Rhudaurrim are settled and till the land well. Close to their villages are fields of flax, corn, wheat, mustard, and rapeseed. They also plant orchards of apple, pear, and blue pine (the latter for its nutritious kernels). Some villages in the hills have terraced fields for easier ploughing and reaping, although these are not common. Farthest from the village stand hay pastures. Much of the wheat and corn goes to the granaries of Angmar and is grown simply to pay the tax levied on all Rhudaurrim and Angmarrim. Gardens of herbs and root vegetables are also cultivated, and most Rhudaurian homes incorporate a pigsty, chicken roost, and goat pen. Sheep are commonly herded where there is insufficient land for all the villagers to be kept occupied by tilling the soil.

The northern Rhudaurrim supply much of the cloth used in Angmar. They are also skilled tanners and leatherworkers, woodcarvers, masons and builders, and workers in reeds. They thatch their small, round cottages, for example. Their metalworking is adequate, but most weapons are obtained from other Men or even from Orkish foundries.

THE SOUTHERN RHUDAURRIM

The Dunnish Rhudaurrim still under the rule of the kings at Cameth Brin have inherited only a little of this semblance of efficiency. They still practice the traditional Dunnish folk ways, modified somewhat by centuries of intermarriage and contact with the Hillmen. They depend equally on their crops and on hunting *caru* and *losrandir* for sustenance. Although familiar with coins, they barter for their own needs. Taxes paid to the king are generally in grain. Unlike the Hillmen, the Dunnish Rhudaurrim of the south do keep domestic animals, notably chickens and dogs. In Rhudaur, most of the dog breeds are poor guards and miserable hunters, so the majority end up in the stewpot.

APPEARANCE

The Dunmen of Rhudaur are common Men. They range from 5'7" to 5'11" in height, with women about 3" shorter. Dunmen have brown hair and eyes, and their skin is swarthy, especially by the standards of the North. Local Dunnish women wear long, baggy, wool and linen dresses. Men wear baggy shirts which hang below the waist and loose fur pants or, more often, hide. Men and women wear leather boots in the winter and shoes in the summer.

RELIGION

The traditional religion of the Daen of Rhudaur is centered on a group of ghost/nature-inspired deities. Each village has its own petty deities and elaborate oral traditions. Most folk are fine speakers and enjoy acting out religious rituals, but the main tasks are left to the *maigh* (Du. "shaman"). He is responsible for communication with the spirit world. The shaman is greatly feared by his fellows; however, his duties are demanding, so he rarely plays an active part in the daily affairs of the village. The ceremonies, in spite of the fear, ritual sacrifices, and superstitious terror associated with some of the deities, resemble parties.



*A Rbudaurian
religious ceremony*

This ancient faith was easily corrupted by the priests of Angmar by emphasizing the powers of the Lord of the Night. The priests have convinced many of the people that it is their faith and devotion to the "Dark Lord" that has banished the ancient ghosts that once haunted them. These people are the most loyal servants of the Witch-king in Rhudaur.

4.5 OTHER MEN

4.5.1 THE BEFFRAEN

The Beffraen were most likely the original inhabitants of Cardolan. They are descended from the ancient Drughu, being gifted with night-vision and a somewhat enchanted quality, but possess blood from other peoples (typically by kidnapping), making them somewhat larger than a true Drûg. The Beffraen now live only in the area around Eryn Vorn and the woods south of the mouth of the Gwathló, though they once inhabited all the coasts of Cardolan. They came into conflict with the Númenóreans before other Eriadorians and retain a deep hatred for all the Dúnedain. Traditionally, the Beffraen have attacked any outsiders, and they are still a menace to storm-tossed sailors. Of late, the leaders of Saralainn have been able to establish contact with the Beffraen and set up some limited co-operation.

APPEARANCE

Slightly larger than their Drûg cousins, the Beffraen show signs of intermarriage with outsiders most in their height, which ranges from 4'5" to 5'5". They retain the broad stumpy profile and wide face of their ancestors. They have little body hair, and males typically shave all their heads save for a top-knot. Clothing is simple, leather or fur loin-cloths and robes. Most Beffraen decorate their bodies with large tattoos that make religious statements or relate personal and family history.

SOCIETY

The Beffraen are a hunter-gatherer culture, people with little better than stone technology, although they have many captured weapons. Their tribal groups are led by a chief known as a *klag*, who may be either a warrior or a shaman. They have a very simple tribal organization and a language few understand. The Beffraen are quite adept at handling their small hide skiffs along the rocky coasts of Eriador where they fish; and they must excel in the ways of the forest in order to survive the terrors of the Eryn Vorn.

RELIGION

The Beffraen cult is based on worship of Chefuidocsuma Tunkadur (Bef. "Mightiest Doom"). Although the Saralainn rumor that claims their shamans are on a first name basis with demons is nonsense, the Beffraen religion is a bitter and grim one, having much to do with the fear of Nature and the outside world.

4.5.2 THE BREE-LANDERS

By far the most tranquil part of the cool and heady Arthadan kingdom, Breriondor (S. "Land of the Brerion"; coll. "Bree-land") is an anomaly, a simple village culture in a land of castles, open-air cathedrals, and chivalrous courts. Settled by the ancient Mebion Bron and periodically absorbing Eriadorian immigrants of all races, it has also been home to Hobbits for three hundred years. These simple, diminutive folk came as frightened refugees from the Angle of Rhudaur after the rise of the Witch-king in the early T.A. 1300s and now make up a strong minority of the Bree-land's population.

Lying at the junction of the Old North Road and the Great East Road, less than twenty-five leagues from Weathertop on Arthedain's worn-torn eastern frontier, Bree-land is a farming region containing four small towns: Bree, Staddle, Archet, and Combe. These quiet settlements sit in and around Bree-hill and the Chetwood, tucked between the Midgewater Marshes and the old boundary separating Arthedain from wild Cardolan to the immediate south. Given the turmoil so nearby and the frequently shady traffic that is the norm along the roads

and in the inns of Bree-land, the quaint, peaceful character of the area is remarkable. It is a quiet stability born of the special nature of its people. Here cultures and blood have joined to form a unique blend of tough, adaptable, law-abiding, industrious, and yet worldly citizens. They provide steady resolve in an ever-threatened quarter of Arthedain, and they protect commerce along the vulnerable main roads between Fornost Erain and the towns to the south and west.

Peaceful Bree-land suffers from a few problems, of course, notably petty thievery among the transients and incursions from bandits based in the nearby hills of Cardolan. Refugees displaced by war or the Great Plague still pass through the region, occasionally disrupting farm life. Generally, though, the farmers are rarely distracted from the chores, herders tend their flocks without undue concern, and merchants go about the business of reaping a modest profit in coin or barter.

4.5.3 THE DUNNISH TRIBESMEN

The latest in the long line of "Swarthy Men" to enter Eriador are the Daen Lintis, those tribesmen who have been migrating north since the collapse of the Coentis kingdom in the White Mountains in the early Third Age. Some were assimilated into the Rhudaorian culture under the rule of Dúnadan kings. (These were described above in Section 4.4.2.) Others, generally more recent arrivals, retained their tribal ways and their identity as Daen-folk.

Known as "Dunmen" in Cardolan, the Daen Lintis have a war-like, semi-nomadic culture. A great number of tribes remain settled in Enedhwaith, part of which has been known as Dunfearan (Du. "Hill-land") for many centuries. Some have been allowed into Cardolan (particularly Saralainn), the Eredoriath, and Rhudaur, typically to roam areas the common folk didn't want, or to do work or fight wars the locals did not care for. Smaller, non-tribal "clanless" families and bands of Dunmen have also migrated into the north country from time to time, taking work wherever it is available or land wherever no one else wants it. They have come, in small numbers, as far west as the Rast Vorn and as far north as Bree and the Shire. Migrant Dunmen are often the only civilized folk one will meet in central Rhudaur, as the Hillmen are less likely to massacre them than they would Eriadorian squatters.

The tribesmen of Enedhwaith or Dunfearan raid the North periodically. Their cousins in Cardolan and Rhudaur are usually subject to little supervision by their nominal lord, beyond paying tribute, and live largely as they please. The clanless Dunmen are considerably more cautious; they are generally outnumbered and impoverished and discriminated against by the locals wherever they go.

APPEARANCE

The Dunnish tribesmen have ruddy, but smooth, complexions, dark eyes, and dark hair. A few clans sport red hair and blue or green eyes. For clothing, the men prefer breeches or short skirts and short tunics or jackets. Women wear jackets and long woolen dresses or skirts. The woolens are woven in bright plaids which indicate the wearer's clan. The tribesmen most often know Dunael as their only language.

SOCIETY

The tribesmen live in semi-mobile villages of 80-180 persons, usually made up of two or three loosely-extended families. A village consists of sod-huts surrounded by a hedge of briars. The inhabitants rely on hunting and some agriculture, which is almost entirely done by the women. Each village is led by a hereditary *ceann* (Du. "headman"; pl. *cinn*), and anywhere from four to twenty villages make up a tribe ruled by the elective *ceannard* (Du. "chief"; pl. *ceannardan*). While the women scratch out the tribe's existence growing small potatoes, the men spend most of their time herding cattle, poaching sheep, and raiding their neighbors.

RELIGION

The Dunnish tribesmen hold odd beliefs, holding that their ancient culture fell because of the death of the "old gods." Their current practices are primitive, animistic, and shamanistic.

*A Beffraen
spear-fisher*



4.5.4 THE LOSSOTH

The Lossoth (S. "Snowmen"; sing. Losson) are a people frozen in mystery, and for nine months of the year, literally frozen by harsh weather. Born in an inhospitable land of ice and snow and long, gloomy months of bitter winter storms, these nomadic people, who name themselves the Ystävät Talven (La. "Friends of Winter"), show no inclination to live elsewhere or to change the ancient ways of their ancestors. A completely non-agricultural society, they trade little save for a few steel weapons, ignore the politics of the outside world, and generally avoid any contact with the strange folk who live outside of their hunting grounds. The Lossoth care little for the struggles of their tall neighbors to the south; they find the Arthedain as alien to and ignorant of the ways of Forochel as the Orcs who raid onto the tundra from Angmar, and just as likely to survive.

THE LOSSOTH AS HUNTERS

Navigating the frozen tundra on carts with runners of bone while wrapped in heavy hides, these hearty outdoorsmen travel the icy wastes of Forochel in search of big game and the staple of their diet, fish. Meanwhile, back home in their snow houses along the great Cape of Forochel, the women and children await the return of the hunters and tend to chores such as hide-tanning and the drying of fresh meat into chewy strips. Astute hunters of deer, elk, moose and other big game indigenous to the North, the Lossoth work in teams, driving the game toward the center of the killing circle, where their bows and arrows can work their will.

Losson hunters

Great fishermen, the Lossoth living on the shores of the Bay of Forochel spend much of their time at sea, either over holes in the winter ice or in small wood and hide boats during the brief summer. Strangely, they are almost exclusively non-swimmers, since the water is far too cold. Hypothermia (as Arvedui, the fleeing Arthadan king, learned) will cause the most skillful of swimmers to drown in the northern waters. The Snowmen are careful to tie lines to each other and to fish in pairs or teams. This is in keeping with the Losson custom of sharing and cooperation. Among the Snowmen, life is largely communal, the village unit being an extended family or a group of such kin.

THE LOSSON ICE HOUSE

Adversity has forced the Snowmen to adopt a tough, frugal lifestyle, one unknown to those further south. A prime example is the interior of a Losson home, a study in the efficient use of space. Most ice houses measure 9-15' in diameter and are about 6' high in the center, with a 3' high entrance. (Only a Hobbit could enter a Losson home without stooping.) Each is constructed of sturdy, rectangular blocks of ice, stacked in circles to form a dome. Snow is used to fill the cracks, thereby preventing drafts. The only aperture aside from the entryway is a hole cut in the crown of the structure to allow the smoke of the fire to escape. A Snowman can carve a small house with his ice-knife in just a few hours.

Inside the hut, the Lossoth suspend a family sleeping platform 2-3' above the ground and cover it with furs. Like most furnishings, this frame is made of wood or bone



lashed together with gut or sinew. A fire in the center of the hut, a drying rack, cooking utensils and tanning tools take up the rest of the space within the house. The Losson home is a crowded one, and individual privacy is a concept unknown to them.

LOSSON SOCIETY

Living in a society of kinships—both nuclear and extended families—without permanent or regularly-chosen leaders and only a single, locally-acknowledged chief, the Lossoth approach a kind of chaotic, nomadic, communal democracy not seen elsewhere in Middle-earth. True, one man—usually the oldest healthy hunter—does act as leader of the hunt, and if he is shrewd enough, as leader of the Lossoth as a whole. But the Lossoth band and stay together for survival, because it is their way and has always been their way. Like the Arthedain, the Lossoth value tradition. Yet if anyone wishes to pack up his hides and summer tent and hunting weapons and leave, he is free to do so. No law or constable force will stop him; only common sense, a bond with his kin, and a healthy fear of what is outside the frozen circle of villages around Forochel restrain him; yet these considerations are sufficient.

DANGERS IN THE FAR NORTH

Living in such a dangerous and harsh climate—one that is usually free of encroachment and the threat of invasion—the Lossoth are sensitive to the slightest significant change in the weather. Their vocabulary includes many different words for “snow” and “ice,” depending upon whether it’s smooth or rough, drifting or still, old or new, icy or grainy, and so on.

The Lossoth face just three great dangers: the ravages of Nature and the weather in the North, attacks by the wild beasts of the wastes (the Snow Trolls, ice-drakes, snow bears, or roving wolf packs), and sporadic raids by Angmar’s spies and scouts bold enough to challenge the elements in the Forodwaith.

From the weather the Lossoth have little to fear, except sudden ice storms that can tear the skin off a hardy animal in minutes or trap them inside their ice houses for days. The Lossoth are rarely caught outside in a storm, for they can foretell changes in the weather just by sniffing the wind. When a particularly bitter blizzard sets in, they hole up in their ice huts and pass the time repairing tools, preparing meats and fish, singing, and telling tall tales to amuse themselves and their wives and children.

The white wolves of the North, always hungry and ever-increasing in numbers, cause their fair share of nightmares. The Lossoth have dogs to warn them of the imminence of the packs and to offer some resistance, but the hunters still flee the field when the wolves come raiding. The hunting weapons of the Lossoth—long jabbing spears, primitive bows and arrows of bone, and crude gutting knives—offer little sense of security when facing a dozen enraged wolves.

Raiding and scouting parties of Snow Trolls and toughened Hillmen sent from Angmar occasionally comb the area in route to the north country of Arthedain. When pressed, the Lossoth simply run and hide and hope for the best, since they are no match for the Witch-king’s fearsome allies.

LIFE IN THE SUMMERTIME

In the summertime, life changes dramatically. The Lossoth leave their melting ice houses and roam the forests and rivers of the region in search of fish, game, greens, roots, and berries. The runs of certain fish, like salmon and herring, are brief, and the Lossoth, highly dependent upon them for the bulk of their diet, organize their lives around the movement of their prey, packing up their hide tents and moving daily to stay near the fish, which are salted and dried for storage by the women. To increase their take, the Lossoth build stone weirs, or low walls of rock, to trap trout and other freshwater fish in shallow water, where they are harvested with nets and, in the extreme shallows, by hand. Children hunt for driftwood washed ashore and help their mothers butcher seals, cook meat, clean hides and make clothing, including the sealskin boots everyone wears. The men hunt beaver, waterfowl, elk and *losrandir*, and tend to the sled dogs so vital to winter survival.

But even the dour and xenophobic Lossoth pause to have some fun. At the annual *kesäkokous* held in mid-summer, Losson clans gather to trade hides and talk, arranging marriages and celebrating a hunting ritual. For most, it is the only time of the year they see anyone outside their winter hunting group and beyond the “borders” of their hunting grounds; the high-spirited scene is three-quarters song-and-dance and one-quarter business. Having learned how to concoct and enjoy *tuurisima*, a putrid-tasting liquor made of roots or berries heated into a mash and distilled, the men argue, dance and drink themselves into a stupor. As is the custom, the women grudgingly clean up after them.

COMMON CHORES

The Lossoth are masters of the natural tools provided by their chosen environment. The women make glue to bind the tent poles from dried, treated and resoaked blood mixed with fish oil. To make a fire, they strike pyrites against a piece of iron and let the sparks fall upon dried moss or wood shavings. The men fish in the 20' long *merivene*, a round-hulled boat with identical bow and stern. It takes a pair of Snowmen about two weeks to build a *merivene* big enough to hold both of them and hundreds of pounds of cargo; the *merivene* is formed of bent cedar covered with hide or bark, sewn with spruce roots and sealed with chewed and heated gum. From the bark of the same cedar, a much-cherished tree, Losson women make pillows, robes, sails, capes and napkins. Nothing goes to waste in the North.



CRIME, DEATH, AND THE LOSSOTH

In Losson society, however crude and simple one finds it, there is also much to admire. First, everyone knows his place; burglary and robbery are as rare among the Lossoth as they are common in other "higher" societies, like Rhudaur's or those along Gondor's eastern border. Second, the Lossoth are not covetous or evil as a group. They have no territorial ambitions, no hoarded riches, no bejeweled kings buried in elaborate mounds. To honor their deceased, the Snowmen send their dead floating downriver in a *merivene* lined with ferns and mosses. Most importantly, the Lossoth live as they please, in spirited competition with the climate and weather of Forochel and the beasts who share the bare rocky tundra and icy streams and forests and rivers with them, for the Northern Waste—the land of the icy heart—is their home.

4.5.5 THE CLANSMEN OF SARALAINN

While most of the peoples of Cardolan have ancient roots, the clans of Saralainn are a comparatively new phenomenon. After the downfall of Cardolan as a kingdom, many people sought safety from the more violent civil wars in the thinly populated, and less than appealing, plains of Minhiriath. Large numbers of common folk from central Cardolan, and many Eriadorians from the east arrived with little but the clothes on their backs and joined the local scattered tribesmen. Conflict could have been expected, but the tireless efforts of the strange wizard known as Tharkûn (Gandalf the Grey) led to co-operation and integration. Within a century, a new culture had blossomed, combining the arts of the tribesmen, the diligence of the common folk, and the valor and individuality of the Northmen.

APPEARANCE

The clansmen of Saralainn average only about 5'7" in height, though some men are well over 6" tall. They are somewhat swarthy, coming from primarily Daen stock, but considerably fairer than the Dunnish tribesmen with whom they share their lands. To contrast the drab landscapes of this "exalted land," the clansmen favor bright colors for their clothes; a yellow dye derived from the shrub *lus* is most common. The men wear *triubhas* (Du. "pants") and a short sleeveless shirt. They top this with a long wrap, which the women also use over their long dresses. The men tend to shave, although long side-burns are popular. Virtually all clansmen know both the local Dunnish dialect and the northern dialect of Westron.



SOCIETY

The people of Saralainn are a rowdy folk who frequently ignore their kings and often indulge in intrigues against them, but their constant internal quarrels result in few deaths. They have organized themselves into nine clans headed by a *ceann* (Du. "headmen"; pl. *cinn*) which consist of half a dozen small villages that are moved when the land plays out and two or three *torran* (Du. "towers"; sing. *torr*). The *torr* is an odd circular fort of three or four stories in which the large hollow walls provide residence for the clansmen while the center is reserved as a refuge for the sheep upon which the clansmen largely depend. The *torran* serve well against the evil creatures that raid Saralainn from the surrounding highlands and from the clansmen's own love of rustling.

The clansmen are famous, even in Gondor, for their arts. Their bronze and silver work, decorated with intricate, intertwining animals forms, command high prices, but not so high as the oratory of their bards, which even the Elves respect. Their skilled healers are also well-known, and considering how violent a world they live in, well-practiced.

4.6 OTHER RACES

4.6.1 DWARVES

The Dwarves of the Blue and Misty Mountains have been a small but vital part of Eriadorian history since the beginning. The path that later became the Redway and the southern end of the Old North Road were originally the trails between Belegost and Nogrod, the cities, respectively, of the Firebeards and the Broadbeams, and Khazad-dûm, the home of the Longbeards (Durin's folk), then on the eastern side of the Redhorn Pass. After the fall of Belegost and Nogrod at the end of the First Age, Durin's people took up the task of opening roads, trails, and mines throughout the region. Short, bearded parties of rugged Dwarven miners built bridges, ran ferries, coined money, and controlled the market in steel and manufactured goods in Eriador for most of the Second Age.

With the rise of Arnor, the Dwarves of Khazad-dûm allowed their political interest in Eriador to decline. While there are always Dwarves in Tharbad and other towns along the Eriadorian trade routes, the rulers of the Dwarven tribes now intervene rarely in the affairs of Men. The folk of Eriador, by custom, give great deference to the power of a Dwarven king and do not trifle with his subjects, but neither they nor the Angmarim fear his power.

The Dwarves a traveler might meet on the road will typically seem cold and withdrawn. It is not Dwarven custom to interact with strangers except as direct need arises. Those who manage to befriend them find them open enough, if a bit stiff-necked, and stoutly loyal in a fight. The superstitious nonsense that is passed around Dwarves being born of stone and made of stone is just that. It requires some effort, but an honest and direct man can find himself with worthy Dwarven acquaintances and possibly fast friends.

THE PETTY-DWARVES

The Negyth Niben (S. "Petty-dwarves"; sing. Nogoht Niben) were a dying kindred before the birth of the sun and the moon. The last of their kin were long assumed to have finished their lives during the Elder Days, and only one, the treacherous Mîm, is mentioned in the Elvish histories of those times. However, a few fled from Beleriand before its fall at the end of the First Age. They have managed to survive in dark lairs in hidden corners of Eriador ever since, periodically making appearances that are told in legends and odd, sad, old tales.

The Petty-dwarves have always had a unique character, although they were once simply a group of renegades from the ancient city of Nogrod. The murder for which their leader was exiled may well have been the first ever to occur among the Dwarves. It was the nature of the world in the Elder Days that a single act could shape the destiny of an entire people, and even change their forms. The exile of the Petty-dwarves gave the culture of their small tribe a furtive and evil cast, and their secretive and bitter ways

twisted and diminished their bodies and minds. It was only after their sundering that they began to diminish in stature and smithcraft.

Eventually they became considerably smaller than their Dwarven brethren, and in the Third Age they rarely stand more than 4' high. Their tendency to stoop and move about with peculiar stealth accentuates their smallness. Petty-dwarves are also remarkably ugly by normal standards: their gnarled limbs ill-fit their bodies, their heads are far too large and thin, and their beards are naturally wispy and tangled. -

Petty-dwarves have far fewer skills in stone and metal-working than do other Dwarves, but they can accomplish much given time. Instead, they are better at growing and using herbs and more knowledgeable in the ways of Nature. These skills proved necessary in light of the persecutions weighed upon them; there were never more than a few Petty-dwarves in any land, so they were inevitably preyed upon by stronger races.

4.6.2 ELVES

The Elves are the Firstborn, the oldest of the races of the Free Peoples created by Eru to populate Middle-earth after its creation and sculpting by the Ainur. Of approximately the same physical build as Men, the Secondborn, Elves can be distinguished from Men by their immortality and by their eternal, radiant youthfulness. Elves not only do not age, they do not tire, do not sicken, and do not scar when injured. To look into Elvish eyes is to expect the freshness and innocence of youth and then see the pain and wisdom of immense age and long experience.

Brought into the world when it was still in the Sleep of Yavanna, the first Elves were raised under the stars and see as well in dark as in light. Three kindreds of the Elves, the Vanyar, Noldor, and Teleri, took up an offer from the Vala Oromë to come to Aman, the Undying Lands, and see the Two Trees that brought the full light of day to that part of Arda. Those of the Teleri who turned from the march to Aman before reaching Eriador were the Nandor (S. Danwaith); they became the Tawarwaith, the Silvan Elves of the Vales of Anduin. Another group turned from the march to settle in Beleriand, some in the inland kingdom of Doriath and others along the Falas, the coast. These two peoples, who became known as the Sindar, were the majority of the population of the Second Age Elvish realm of Lindon under the High King Gil-galad. Gil-galad was himself a Noldo—born in Middle-earth, but descended from those who went to Aman for many ages and came back to Middle-earth in search of the Silmarils stolen by Morgoth the Enemy.

These decisions in the deeps of time established both the appearance and identities of the three peoples. The Silvan Elves are slightly smaller and more reclusive than the other two. The Sindar lived long in a land close to the source of the Powers that shaped Arda, and many dwelt with a Maia, Melian of Doriath, as their queen. As a result of their close association with such power, they are taller





than most Men, and capable of great works of hand and intellect. The Noldor actually lived in Aman for an immense period of time; they returned to Endor grown in both physical stature and wisdom. Many of them were well over 7' tall, possessed of enormous strength, beauty, intelligence, and skill brought about by being in the presence of and learning from the Valar themselves. While most of them died violently and tragically in the troubles of the First and Second Ages, their talents and accomplishments continue to awe the learned Men of Middle-earth, and the radiance of a Noldo's appearance can cause lesser folk to cower or stare in astonishment or fear.

Their immortality gives Elves many advantages in Middle-earth and also some subtle disadvantages. While all of Endor's children are born with free will, the immortal Elves are tied to the world and its destiny far more closely than Men, Dwarves, or Hobbits. While they can be happy and even frivolous in their daily lives, they are, in the long term, bound to the fate of the world by nature and by habit—in the face of great events the Elves tend to listen to prophecy and wait on events that would drive men to desperate action.

The nature of immortality, too, gives Elves a conservative nature. Possessed of natural grace and virtually immune to ailments of the body, little discomfited by physical needs, they lack an immediate goad for wealth and have little natural motivation towards risk to get it. An Elf, therefore, has little reason to be involved in the petty struggles for land and power that have busied the Men of Eriador virtually since the first rising of the sun. When they do so, the involvement seems to Men to be eccentric or obsessive. An immortal Elf with a cause, such as that of Fëanor in the First Age or the sons of Elrond in the Third, can pursue that passion for many lives of Men, creating a legend in the pursuit.

The Last Alliance of Elves and Men, formed at the end of the Second Age, was so named because the Noldor of the Kingdom of Lindon knew that it would be their last great struggle. Sauron himself, the horror with which Gil-galad had been dueling for two thousand years, was a constant reminder to them of the greater evil of Morgoth and the First Age, when their people had left the bliss of Aman to come to Middle-earth and be slaughtered in an endless, hopeless war. As they had foreseen, the Elves of the West faced a similar grim, bloody conflict in the merciless deserts of Mordor. Only a handful returned to the fair lands of Lórien, Lindon, and Rivendell to weep for the cost of their victory.

Lindon could no longer truly function as a realm; not enough Elves remained to make government viable. Instead, Círdan, the eldest and greatest of the Sindar, became lord of a scattered people. Only by dint of long debate and persuasion could any diplomatic or military initiative be made from his capital. Elrond of Rivendell, who sees farther than most Elves, has shown greater interest than the Elves of Lindon in the conflicts of the realms in Eriador, but he has no strength to commit. He contributes, for the most part, merely his wise counsel to the cause of the Dúnedain, when they have sense enough to take it.

Thus the Elves and Men of Eriador are slowly sun-drenched. Unable to see past the Witch-king's throne and glimpse the hand of the reborn Sauron behind it, most Elves still view the struggle with Angmar as another war of Men. "When Elves intervene in the wars of Men," it is said, "fewer Elves come back than went forth; and always there is a new generation of Men, another tyrant, and another war." As time passes, more Elves accept the offer of refuge made by the Valar at the end of the First Age, and each year a few board the ships made by Círdan and his wrights and sail into the farthest West, away from the troubles and risks of Middle-earth.

Individual Elves can and do take up Mannish causes. Elladan and Elrohir, the twin sons of Elrond, are friends of the Arthedain, acting on their own or as their father's emissaries. Others can be found traveling through Eriador, some of them on personal business, some doing what they can to keep the paths to the sea clear for the Elves who may wish to set sail from Lindon. For the most part, Men do not see them unless they want to be seen; and should an Elf stop in a Mannish town or village he will almost certainly draw curious stares. Most of the Elves, to avoid Men, travel in groups organized by Elvish leaders to assure their privacy and safety.

THE WANDERING COMPANIES

Of the Eldar that remain in Middle-earth, most reside in havens near to or within Eriador: Rivendell, Lindon, and Lórien. When they have need, these Noldor and Sindar venture into the lands of Eriador in *gevennaïs rain* (S. "wandering companies"; sing. *govannas rain*). Composed of one to three dozen Elves, such groups are organized well in advance, in one of the three Elvish domains, and outfitted for the mutual protection of all of the travelers in the party. Their leaders know the lands of Eriador well and keep to secret paths and places on their journeys. Their scouts are vigilant, continuously aware of all other nearby creatures.

Even when the wandering Elves are carefree and careless (no matter how large the *govannas*), all that Men along their path might notice is a distant echo of Elvish song passing in the night. If the company is actively avoiding contact, the Elves will generally not be noticed at all, even by Men who are deliberately seeking them out. Although peaceful in appearance, the companies are well equipped in arms and magic, enough to deal with any contingency save perhaps an encounter with the Witch-king.

Occasionally a *govanna* befriends a Man, Hobbit, or Dwarf encountered along the way. The benefits of this friendship are more spiritual than material. The Elves of Eriador do not wish to become actively involved in the affairs of mortals; and when they do, such decisions are made by their lords. The most usually offered by a wandering company is witty companionship, a safe place to spend the night, and perhaps a very little advice, given with the warning that the Elves have "other concerns."

Silvan Elves are less inclined to join one of the *gevenna*s. They may be encountered in the patrols that Gaerdaer and Felanor, Círdan's wardens in Harlindon and Forlindon respectively, occasionally send into Cardolan and Arthedain, or those that Glorfindel, chief of the Guardians of Rivendell, sends into Rhudaur and Eregion. Such patrols are even more elusive than the wandering companies. In the unlikely event that a patrol takes direct action against an evil, their tactics are secret and sudden, as violent as might be needed, and then the Elves move swiftly on their way.

4.6.3 HOBBITS

ORIGINS

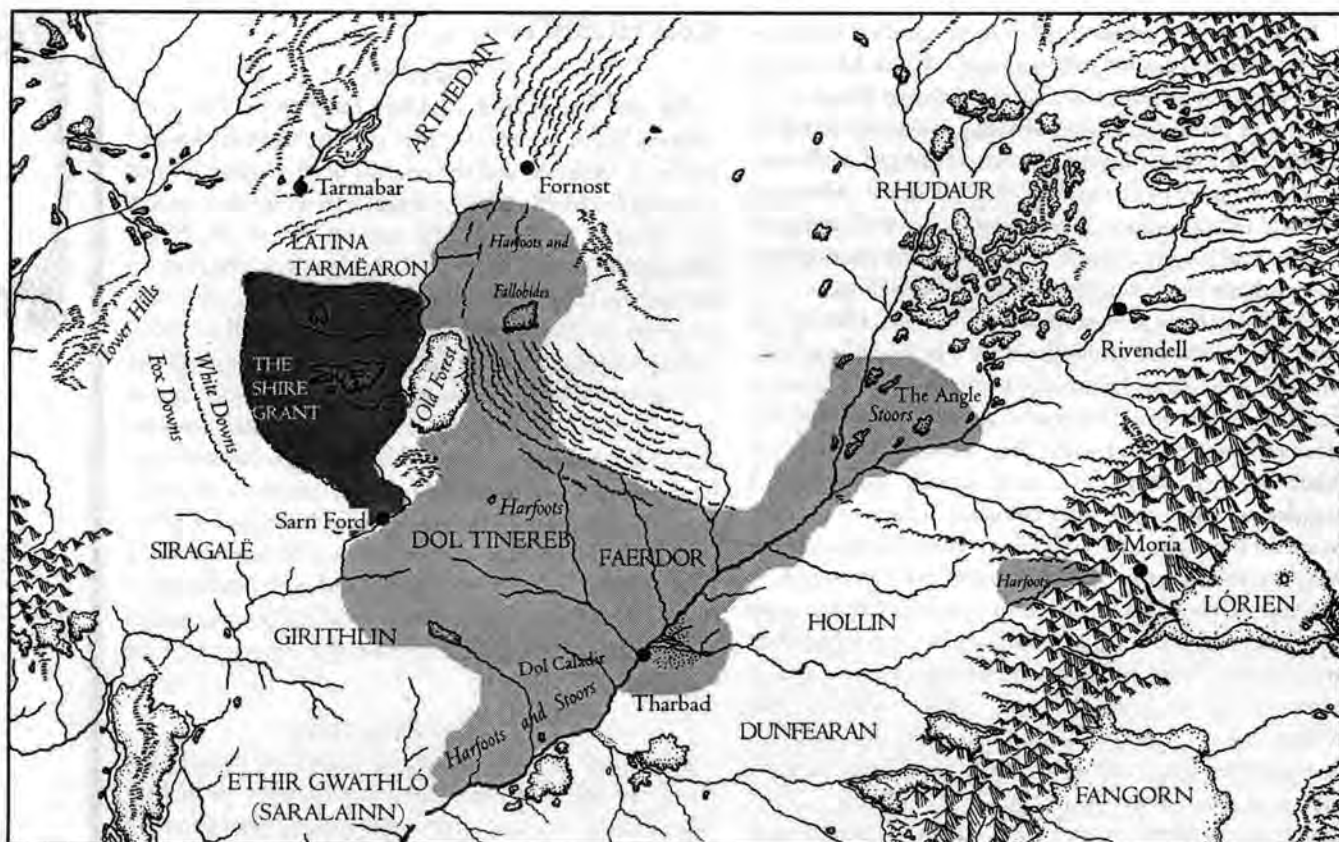
No one knows how Hobbits came to be. No great creation myth permeates their culture, as in Elven and Mannish societies, and the records of these races do not mention the Halflings. The original Hobbit homeland in the Vales of Anduin, on the eastern side of the Misty Mountains, is only slightly less broken than the fells on the western side. The Hobbits seem to have been secretive creatures in the Second Age, using mainly flint tools, perhaps stealing scraps of metal from Dwarven camps and old battlefields. They took up agriculture only in secluded spots hidden in the forests and foothills. Their remarkable skill at hiding and their habit of living in burrows may have gotten them mistaken for fairy creatures on more than one occasion. In that case, the oldest possible reference to the Hobbits in western lore would indicate that a "wood-child" traveled to Eriador and even Númenor as "companion" to a nephew of one of the less notorious kings. What may have come of the voyage was not recorded.

THE WANDERING DAYS

Regardless of the lost past, Hobbits have most of the good and bad qualities of Men, and rapidly picked up Mannish customs once they began making their presence known in the world. The Harfoots started active trading of foodstuffs for manufactured goods with the Dwarves of Khazad-dûm sometime in the early Third Age. After

The Wandering Days





The Shire settlement

the Shadow fell on Greenwood, across the Anduin from the Hobbit homeland, they found their woods and hills more dangerous and their small gardens growing less well. The Harfoots, the smallest Hobbits, but the most plentiful, were the first to cross the Misty Mountains into Eriador, sometime around T.A. 1050. Dark haired and rarely exceeding 3' in height, they continued to have good relationships with the Dwarves and liked fertile hilly land, settling first in central Rhudaur, spreading as far west as Weathertop. They migrated to Bree when Rhudaur began to fail.

The adventurous Fallohides, leaner, taller, and fairer cousins to the Harfoots, followed them over the mountains a century later and hunted in the woodlands of eastern Rhudaur and the Hithaeglir foothills. This led, no doubt, to some interesting encounters with both the Hillmen and the Elves of Rivendell, but finally war and the expansion of Angmar pushed them westward to Bree as well. Stoors, the most Mannish of Hobbits, were the last to make the hike over the Misty Mountains, around T.A. 1300. Rugged individualists, Stoors wear boots over their hairy feet and grow beards. Before joining the march westward, they fished in and boated on the rivers of eastern Eriador, settling for a time in large numbers in the Angle, in southern Rhudaur, and the swamps along the southern bank of the lower Mitheithel in Eregion. In the later, declining years of the kingdom of Cardolan, Hobbits made up as much as twenty percent of the population. They are a very practical race, though, and most of them were looking for a safer location if one could be found.

THE SHIRE SETTLEMENT

By 1601 of the Third Age, many Fallohide and Harfoot Hobbits had left their homes along the Anduin to gather at Bree, where they hoped to be safe from Angmar's throttling grasp. Through a serendipitous stroke of good fortune, or possibly due to some subtle and skillfully opportunistic political maneuvering, King Argeleb II of Arthedain granted the Fallohide brothers, Marcho and Blanco, and their followers all the land from the Brandywine River west to the Far Downs to settle and farm in perpetuity. All that was required of the Hobbits was that they acknowledge and aid Arthedain's king, his edicts, and his messengers, and that they maintain the Great Bridge that carried the Great East Road over the Baranduin. Such tasks the Hobbits, crowded and oppressed at Bree, were glad to agree to. Thus began one of Middle-earth's most unusual—and, as it later turned out, most important—alliances among the Free Peoples of the world.

Substantial numbers of Hobbits still reside in southern Eriador in T.A. 1643, but these are now definable as the "Wild Hobbits," families who have not acquired a veneer of Dúnanan civilization. Wild Hobbits live in widely scattered *smials* (Hob. "burrows") and are equally distrusting of all "Big Folk," be they Orc or Man. A few civilized Hobbits, mainly Stoors, still reside near Fennas Drúnin in the Angle or in Tharbad. Most of the latter work as guides in the Swanfleet Marshes or serve the few Dwarven smiths who dwell in the city; they are among the few Hobbits to whom residence in the Shire does not appeal.

APPEARANCE

The Hobbits appear to be laughably small—2' to 4' in height—tillers of the soil, a comfort-loving race overly fond of food, drink, fellowship and gossip, as unheroic as could be. Their dress and manners are simple, occasionally colorful, mimicking those of the Cardolanian commoners and Bree-landers whose lands they've shared in recent years. Hobbits are polite to Men; they know how helpless they appear to the Tall-folk, and can judge how helpless they would be if real trouble broke out.

SOCIETY

Hobbits are, by their very nature, reclusive stay-at-homes, intensely loyal to their families, and naturally peaceful. These are all good traits for a small race in a world of large dangers, and they also suggest that the Hobbits' alliance with the quiet philosophers of the Arthadan court is not so bizarre as it might seem at first.

Most of the Hobbits' day-to-day culture is drawn directly from the Cardolandrim they first met when they moved to Eriador. They have learned the civilized trades, keep the old religious festivals, and herd most of the domestic animals common to Eriador. While picking up quickly on the use of plows and oxen, wheels and mills, Hobbits on the whole distrust and dislike machines and the steel weapons of their Dúnanan overlords. They have shown, however, that they are quick learners, and their new lands in the Shire are already beginning to bloom.

4.7 CREATURES OF FAERIË

"...these are the Mánir and the Súruí, the sylphs of the airs and of the winds..."

"...About them fared a great host who are the sprites of trees and woods, of dale and forest and mountain-side, or those that sing amid the grass at morning and chant among the standing corn at eve. These are the Nermir and the Tavari, Nandini and Orossi, brownies, fays, pixies, leprawns, and what else are they not called, for their number is very great: yet must they not be confused with the Eldar, for they were born before the world and are older than its oldest..."

"...and with them the troops of the Oarni and Falmarini and the long-tressed Wingildi, and these are the spirits of the foam and the surf of ocean."

—*The Book of Lost Tales I*, p. 66.

THE COMING OF THE VALAR

All legends and tales of the creation of Middle-earth tell of the Ainur, the Holy Ones, the beings of pure thought who existed in the Void in the service of Eru before the beginning of Time. The creation of Arda, the world, was accomplished by the will of Eru, aided by a small number of the greatest Ainur, the Valar, and an immense number of lesser spirits, known collectively as the Maiar. The Maiar that came to Arda were concerned with the details of the creation; thus they comprised many elemental beings of earth, air, fire, and water, as well as others that were guardian spirits of animals and plants. Still others embodied themes, such as crafts, hunting,

hope, and healing, for such things are as much a part of the world as any river or mountain. The Maiar that participated in the creation gave much of their essence to the world, and took forms reflecting what they had given.

As the ages passed, many of the Maiar withdrew from the world, passing beyond its boundaries (the "Walls of Night," or simply "the Pale") to return to the Void. Others stayed and became bound to the fate of Arda. None retained the fullness of their free will, for that was the province of Eru's new creations, the Free Peoples; some of the Maiar lost their sentience, their self-aware intelligence, entirely.

At the time of the rising of the sun, a multitude of spirit-beings of various descriptions still dwelt in Middle-earth—some far more powerful than the mortal races, some not so. They were given different names by Elves and Men: gods, spirits, demons, fairies, elementals, the Little Folk, the Secret Folk, and all manner of other titles indicating awe, respect, fear, or a simple ignorance of their nature.

In Eriador, where the lore of the Elder Days is passed on by the ageless Elves, the greater of the Maiar are still called by that name; they include beings such as Tom Bombadil, an earth spirit, and Goldberry, his bride, spirit of the rivers of the Old Forest. The lesser Maiar are generally referred to as the Fëahíni (Q. "Spirit Children"; sing. Fëahin), which is "Faehîn" or "Faechîn" in Sindarin and "Fairy" or "Faerie" in Westron. Some of them, such as Fangorn, the Eldest of the Ents, are as ancient as the world itself. Others, like Bregalad, or "Quickbeam," a younger Ent, were actually born in Middle-earth. A few are immensely powerful and barely conscious of events around them; the spirit of Caradhras, the great peak of the Misty Mountains that sits above Durin's city, is one such. Others, like the Ents, are sufficiently free-willed to be considered a race of the Free Peoples. Some are rare, small, and animal-like, such as Badger-brook of the Withywindle, a fairy creature mentioned in Hobbit poems.

The Faerie are much fewer in the Third Age of Middle-earth, and very reclusive. Most speak Sindarin or a variation of it, for they often had no speech of their own before the first Elves taught them. Those that wear clothing and live socially, as other races do, copy fashions and customs either from the Elves or Men who live around them. In all of these creatures, the *fana*, or body, they take on, bears both some relation to their nature and some relation to the Free Folk. Thus, wood spirits often look, speak, and dress in an Elvish or Mannish fashion, while the Badger-folk of the Withywindle appear badgerish but live after the manner of Hobbits. An earth elemental will have the substance of dirt or rock and move slowly, an air elemental will be a breeze with some substance and a flighty attitude.

Animals and the Speaking Folk have interbred with Faerie creatures in the past. The *errych*, the enchanted Elvish horses ridden by Glorfindel and other Noldorin lords, are of Faerie blood, and it is said that the *nimmaras*,



or white hart, of the Old Forest is also of such descent. Occasionally, a trace of the ancient bloodline will surface in otherwise normal beings; an Eriadorian farmer will blame "Fairy blood" for an unusually stubborn cow or an unnaturally cunning fox who causes him trouble. Sadly, a Man who acts in a bizarre fashion or is born with a simple physical defect such as pointed ears or webbed toes will be labeled "fae" or "changeling" and may be abandoned or driven from his village. This is a result of fear and superstition, for the most part, since the gift of true Faerïe blood is extraordinarily rare in the Third Age.

Men tend to confuse the creatures of Faerïe with the mysterious Elves, and occasionally with the reclusive Dwarves. This is the same ignorance that leads Men to be as afraid of Elvish magic as they are of the Witch-king's. The name Faerïe itself is used by some Men to refer to Aman, the Undying Lands, which is actually ruled by the Valar and known to Men mainly as the abode of Elves. Such stupidity is a nuisance for any person confronted with a spirit creature, most of whom are without any directly evil intentions—but it is also a misconception derived from long experience. The tales that tell of Fairy creatures are cautionary ones. The feelings and motivations of such entities are often unlike those of Men; an immortal whose memory goes back beyond the beginning of the world need not have great empathy for the little matters and creatures of Endor. Men deal with such ancient powers at great risk.

4.8 CREATURES OF DARKNESS

4.8.1 ORCS

There was a time when the kings of Arnor would claim that no Orcs walked their lands; if this was precisely true, it was a remarkable accomplishment, for the Orcs have laired in and stalked the woods of Eriador since the dawn of time. The Misty Mountains rise over some of their greatest strongholds in the North. Enedhwaith and the Rast Vorn, never completely occupied by Men, have always been a haven for scattered tribes of Goblins. With the decline of the Dúnedain, Orc-raiders have grown bolder, and can now be found anywhere outside the heartlands of Arthedain and Lindon and the immediate area of Tharbad.

Most of the Orcs of the North are currently governed from Carn Dûm, and they've been organized and re-equipped by the Witch-king and his generals. Their basic nature has not changed through three Ages of the Sun. Appearing as shrunk, twisted, fanged, and bestial copies of Elves or Men, Orcs are vicious, erratic, selfish, and usually quite stupid, filled with a consuming hatred of all that lives in peace in the world. Attempts to save or tame Orcs, a hobby of some Dúnedain scholars, have always failed. The Great Enemy who twisted their Elvish ancestors in the depths of time did his work well, and eventually any kindness towards them is rewarded in the same way as

cruelty: by an explosion of fear, despair, and ferocious anger. The kindest thing any Man or Elf can do for an Orc is to kill it; the Orcs feel the same way about the Free Peoples, of course, but take prisoners for later interrogation, torture, sacrifice, or ransom. While subject to panicky flight if pressed hard enough, they will fight to the death if cornered, and their females and imps will slay themselves to avoid capture.

The majority of the common Orcs of Eriador belong to the Yrch Angmar, the Orc-host of the Witch-king, operating in Rhudaur and on the Arthadan border. Others along the eastern frontier are part of the Goblins of Kâpul-doraz (Ork. "Goblin-gate"; S. Orchannon), the cave-city under the passes of the Misty Mountains. The "Wild Orcs" of the Rast Vorn, Cardolan, and the Enedhwaith have no master. Common Orcs are no larger than a Dwarf and not as solidly built, but the Uruk-hai, the elite troops of Angmar, are bred to man-size and are nearly as intelligent. They turn up frequently as leaders and in important raiding parties from Angmar.

4.8.2 TROLLS

Even at the height of its power, Arnor never completely exterminated its Trolls. Great, lumbering, scaly creatures of roughly Mannish shape, bred by Morgoth from Giants and Ents, the Wild Trolls of the Misty Mountains and the fells on their flanks are long-lived, hard to kill, and capable of thriving on ground so barren and broken that Men and Dwarves have ruined themselves simply trying to hunt the creatures down. Stupidly evil, they are easily made subject to the spells and evil will of the Witch-king and have steadily increased their numbers under his protection and tutelage. Their great vulnerability, other than their weak minds, is that their flesh turns to stone in direct sunlight. One of the more spectacular victories of the Arthedain in the Second Northern War came when Galhen Eketya, Captain of the Rangers, aided by the wizard Saruman the White, set fire to a number of the Witch-king's tents encamped before Fornost and slew two dozen Trolls at once as they fled the flames into a noon-hour sun.

The Stone, Hill, and Cave Trolls of the eastern highlands are only the most common breeds found in Eriador. The Olog-hai, the Black Troll bodyguards of the Witch-king, are larger than the largest Hill Troll and not destroyed by the sun as long as their master's will is upon them. The Snow Trolls of Forochel hibernate all through the northern summer. They turn to pillars of dirty ice when struck by the rays of the sun, but are not slain when this happens; when the sun goes down, they return to life. The Forest Trolls of Rhudaur, Enedhwaith, and Cardolan are much smaller than other Trolls and have a little of the grace and cunning of woodland creatures. Said to have some Goblin-blood, they are only slain by the most direct and blazing sunlight and thus are somewhat more mobile than others of their kind.

4.8.3 UNDEAD

Undead are, roughly speaking, the residue of the souls or bodies of deceased Men (and sometimes other creatures) held to a mockery of their living forms by some evil power or horrible curse. Ghosts, souls bound to the earth by a powerful or random burst of willpower, are undead; so are soul-less corpses such as skeletons and zombies, which are usually animated by the direct action of a sorcerer or evil priest. The undead routinely consume life energy from the living beings around them, either by direct draining of life force (ghosts and wraiths) or by physically devouring them (ghouls). Such things were relatively rare in Eriador until recently, when evil spirits summoned by Angmarean sorcery appeared in some numbers in the Barrow-downs of northern Cardolan, taking over the graves of the kings and nobles of the Dúnedain of Arnor.

BARROW-WIGHTS

The neighboring Bree-landers refer to the denizens of Cardolan's haunted mounds as barrow-wights (W. "barrow-men") because they appear as dark, shadowy, Manish forms with eyes akin to faint lights. Much of their substance lies in the Shadow-plane, a parallel dimension of Darkness, coterminous with the physical world, that is a reflection of the evil that has tainted Arda since Morgoth first marred it at the time of the creation. Consequently, wights are difficult to perceive as anything other than dark shapes. If observed by one who can see the Shadow-plane, or through special magiks, wights take the tattered forms of great lords of Men, with withered features and cold, cruel eyes. While normally found in tombs or barrows, they are not typically the spirits of those laid to rest therein. This can happen, however, if the tomb's owner was sufficiently evil or somehow horribly cursed.

The main weapon of a barrow-wight is fear. For an ordinary mortal, wights embody all the dark terrors and nightmares of childhood. Those who encounter one must resist its aura of fear; if they fail, they are paralyzed and unable to move. The touch of a wight is cold, lifeless, and killing. It yields a deep sleep that can often be broken only by magical means; the victim may never awaken. When stricken, the unfortunate victim dreams of the final hours and the most terrible moments of the original inhabitant of the tomb. Wights normally carry their victims into their barrows and deck them with jewels before performing a ritual sacrifice to Darkness.

Wights are extremely difficult to disperse. Their only physical manifestation within Arda is that of shadow—only a magical blade can reach the plane within which their spirit dwells. Wights cannot bleed; indeed, their dry, withered shadow-forms hold no blood. Although damage to a wight's form can disperse the spirit temporarily, it will re-coalesce in time. Like most beings of the Shadow-plane, wights are blinded by the sun. If exposed for more than a few seconds, they lose form and retreat to the darkness of their barrows.

To permanently destroy a wight, the spell laid upon its barrow must be broken and the wight itself torn free of the Shadow-plane. If the spell upon the tomb goes unbroken, the wight will reconstitute itself and reappear after some passage of time. The wight's treasure must be left free for all finders, although the slayer is permitted to take a few items from the hoard. The motivation of the individual confronting the wight is equally important. Greed will effectively prevent the loosing of the bonds that hold the wight to Arda. The desire to recover from the barrow an ancient weapon for a important cause is morally acceptable; but even this desire may be corrupted if the seeker takes too much treasure for himself.

WRAITHS

The Witch-king and several of his minions are true wraiths, undead so bound to the Shadow-plane that they have no physical form at all, unless they wear clothing and/or armor to give them shape. The Nazgûl, the Ringwraiths of legend, were created from great lords of Men by Sauron's magic in the Second Age. Lesser wraiths have come into being since then, many created and controlled by the Nazgûl, much as the Ringwraiths are themselves enslaved by Sauron. Such wraiths are similar in many ways to barrow-wights. Wraiths, however, are bound directly to an object or curse, rather than a place, and are hence able to travel across the country. They have



more free will than a wight and are ruled less by their appetites and passions. Wraiths are useful servants to the Witch-king, being individually dangerous while obeying orders absolutely—an excellent complement to his many Mannish minions.

WEAKNESSES OF THE UNDEAD

Any undead creature is an abomination, a thing that is not part of the natural order of Arda. Even the most benign-seeming ghost invariably does some harm, despoiling the health or dreams of those it haunts. Fortunately, due to their unnatural presence, the undead have weaknesses that prevent them from being a general threat to the living. Lesser mortals, both rational and animal, can often "feel" the chill, disturbing presence of an undead, sometimes long before it comes into sight. Barrow-wights, as noted, are bound to the tombs they haunt. Wraiths are nearly blind and must rely on other means to sense the world around them. Ghosts are anchored to some sort of physical focus, typically a weapon or another small object that can be destroyed to dispel them.

A Balrog



Natural forces, such as fire or running water, can destroy or panic undead; simple magical sigils that would not even be noticed by a Man or an Orc will repel a ghoul or keep it from entering a building. Many undead are so fixated on their foul appetites or the grievances or habits of their lost life that they can be easily trapped or tricked by a clever opponent. A sharp mind and stout heart are the best weapons against these creatures. Most of the great stories about them celebrate the wits, as well as the courage, of those who defeated them.

4.8.4 DEMONS AND SPIRIT-BANES

The Maia and Faerie races have their counterpart in *raugrim* (S. "demons"; sing. *raug*) and *faedegnir* (S. "spirit-banes"; sing. *faedagnir*), servants of Morgoth, the ancient Enemy, some of whose history predates the birth of Arda itself. Forever bound into hideous forms and appetites by their original choice to serve Evil, they appear in Middle-earth as refugees who hid from the wrath of the Valar in the First Age or as summoned creatures from the Pale or the Void, enslaved and bound to a certain task by powerful sorcerers and priests.

Demons, as fallen Maiar, are utterly evil and unnatural; anyone who deals with them or their magic is taking a two-fold risk: a sudden and ugly death, if he casts a faulty binding spell or makes some other misstep, and the full force and violence of the law in virtually any realm of Men, Elves, or Dwarves. Even the Witch-king, who has a few demonic servants, keeps close track of the sorcerers able to summon creatures from the Pale within his fortress. They are all capable, by choice or accident, of calling something more powerful than he himself.

Fallen Maiar have no fixed description or level of power. The lesser Maiar (the *faedegnir*, often termed "greyhins") are sometimes ludicrously weak. The greater (the *raugrim*) can be strong beyond the might of the armies of a vast kingdom; however, like their kin amongst the Maiar and Faerie that remain true to the Balance, they are bound by the force of ancient laws that do not trouble the Free Peoples.

Most are fixated on one limited theme or tied to a specific location, and possess minds blinded by their twisted desires and the pain of their evil fate. They have strange physical weaknesses, as well; some are actively repelled by cold-forged steel or silver, or aromatic woods and herbs; others are attracted and softened by the purity of childhood or terrified of any show of virtue or strong will. Like the undead, they can be repelled or driven off by simple spells or protective sigils that would not effect an Orc or Troll. The few that come to positions of power in Middle-earth often disguise their nature, as there exist mighty forces and weapons among Men and Elves that would be brought to bear against them if their identities are discovered. Mortals have always, in the past, found ways to defeat these horrors and return them to the Void to which they were banished.

5.0 POLITICS AND POWER, T.A. 1643

5.1 THE POLITICS OF WAR IN ARTHEDAIN

For more than three hundred years, Arthedain has resisted the attacks of Angmar and endured the corruption, betrayal, and destruction of its sister kingdoms. Arthedain stands virtually alone now, poised in the lull between storms, cut off by distance and attitude from Gondor far to the South. King Argeleb II, who has held the Sceptre of Annúminas for a half century, is in contact with his more worldly and warlike brethren in the South-kingdom. Unfortunately, the Gondorians have been devastated by the Great Plague, and now face Corsairs, Easterlings, and a mysterious new foe in the heart of Mordor; they can offer little assistance fast enough to help the hard-pressed Arthedain, should Angmar attack again. To the west, the Elves of Lindon, many of whom fought the bloodthirsty hordes threatening to overrun the North-kingdom in T.A. 1409, now turn their weary countenances westward toward the sea. For the Arthedain, there is nothing to do but carry on with preparations for war, even as they pray for peace and deliverance—and wait for the worst.

5.1.1 THE PREOCCUPATION OF GONDOR

TROUBLE IN THE SOUTH-KINGDOM

Gondor, a far more powerful realm than Arthedain even after its losses in the Plague, might have had the strength to end the wars in Eriador, but it has been torn by internal and external problems throughout the long trial of the last two centuries. At the time of the Second Northern War in T.A. 1409, Gondor's resources were wholly invested in a long-standing struggle between two rival branches of the royal house that strove for political and military supremacy in the South-kingdom. The reign of the aging King Valacar was further disturbed by dissension stemming from his marriage to the daughter of one of his non-Dúnadan allies in Rhovanion. The struggle of the Kin-strife grew out of these two related issues.

The sister kingdoms of the North played little or no role in this conflict. Cardolan long sought the good will of the traditionalists, the confederate party whose power was based on control of Pelargir, the Gondorian fleets, and the southern provinces. It was merchants from Pelargir and Umbar who sailed to Tharbad every year, trading for woolens, fur, grain, glassware and metal and mineral goods from Khazad-dûm. It was by leave of their warships that any Eriadorian ship traded anywhere in Gondor or Harad. The rival faction, the loyalists, controlled the king's seat at Osgiliath, along with the northern provinces, Dor Rhúnen, and the Gap of Calenardhon. They saw the landward trade with Tharbad, the Dwarves, and the rest of Eriador as useful to their cause, but their attention was

constantly on eastern problems. Arthedain, far distant from the quarrel and preoccupied with the struggle with Angmar, could only offer to serve the Gondorians as a mediator. Its weakness and failure to deal with the northern Dúnedain's own divisions made its proposals seem foolish and its advice hypocritical.

In T.A. 1432, Valacar of Gondor died and civil war began in earnest. By 1437 the sly and vicious captain of Gondor's fleet, Castamir, had overthrown Valacar's half-Northman son and heir, Eldacar, and burned Osgiliath. Gondor's most important *palantír* was lost in the Anduin. Eldacar fled north and rallied his allies in Rhovanion, while Castamir, in only ten years of rule, alienated most of the South-kingdom's citizens and reduced its government to a shambles, unable to police its borders or protect its interests. Eldacar returned and slew Castamir, but the Gondorian fleet left for Umbar and many citizens of the southern provinces went with it. Not for the rest of Eldacar's reign did Gondor have shipping or men to spare for a northern expedition. Eldacar's successors, while secure on the throne, have never succeeded in eliminating the threat on their southern frontier. The Corsairs of Umbar, as the rebels have been known for the last century, have never given Gondor a season's rest from their constant raids, even managing to kill a Gondorian king in T.A. 1634.





RELATIONS WITH GONDOR AND UMBAR IN T.A. 1643

The faction that brought Castamir to power had always been a strong advocate of maritime trade with Eriador. Also, as the traditionalist party in the Kin-strife, these confederates often found resonance in their moral and political worldview with the cultural conservatism of the Arthedain. These dispositions did not die out when Castamir's defeated supporters withdrew to Umbar. Castaher (Castamir's son) and his Umbarean successors bore no animosity toward the Dúnedain of Eriador. The rebels of the Kin-strife saw in Arthedain and Cardolan useful (if distant) allies, and made it a matter of policy to cultivate good relations with the North.

Like his reign in Gondor, however, Castamir's northern policy was crippled by his own cruelty and political ineptness. The emissary he sent to strife-torn Tharbad in T.A. 1439 provoked a new round of civil wars instead of resolving the old ones. Araphor of Arthedain, who had seen some justice in the traditionalist cause, was outraged by the Usurper's brutal oppression and murders. A popular uprising, supported by Araphor and the Cardolanian nobility, drove the last traditionalist *cánotar* out of the city soon after the mysterious death of Castaher in T.A. 1450.

Eldacar's return to Gondor resulted in another bloody slaughter of Dúnadan by Dúnadan. Araphor sent letters to the returned king, counseling him, as Valacar's son and his "cousin," to show mercy toward his enemies. However, Eldacar also remembered that Araphor, as the heir of the senior Line of Isildur, had not offered him any comfort in his exile in Rhovanion and had spoken publicly several times concerning his impure lineage. Securely on the throne of Gondor, though preoccupied with the rebels on his southern frontier, Eldacar found that he could punish Araphor by ignoring first his "scoldings" and then his envoys.

The quarrels of the fifteenth century only slowly receded in the sixteenth and seventeenth centuries. Indeed, the hatred between Gondor and Umbar was perpetually renewed by generation after generation of new blood. Gondor has been more successful on land, Umbar at sea. With both sides ravaged by decades of war, the conflict stands stalemated.

The stalemate extends as far as Eriador, there taking the form of an uneasy truce. After a period of political infighting following Castaher's unexpected death, the Council of Captains in Umbar again sought peaceful relations with the north. Traditionalist merchants, now based in Umbar, soon reestablished their control of the Eriadorian grain and fur trade. A loyalist *cánotar* has governed Tharbad since Eldacar's time. His presence and the changes of fortune in the southern wars have enabled Gondorian merchants to compete for the northern trade, but never to dominate it.

Umbar's financial strength in Cardolan is balanced nicely by the Gondorian garrison of Tharbad. A fleet from Umbar could sweep the garrison away in a trice, if the Tharbadian factions let it into the city. Knowing this, the *cánotar* allows Umbarean merchants and travelers free movement in Tharbad, as long as they do not openly challenge his authority. The Dwarves of Khazad-dûm and the Blue Mountains, uninterested in the quarrels of Men, sell weapons and steel tools to both sides, supporting whichever faction promises to keep Tharbad open as their gateway to the sea. The Umbarean Council of Captains, content with their stake in the Dwarven trade and seeing less at stake in Cardolan as the country is ruined by civil strife and plague, have so far accepted this situation.

Argeleb II of Arthedain, more so than his father Araphor, has shown occasional interest in Umbar's diplomatic overtures. However, any sympathy he or the Arthadan nobility might have toward the traditionalist viewpoint has been poisoned by what many see as Umbar's fall into corruption. Grievous enough, to the Arthadan mind, were the older kin-slayings of the Arthadan-Cardolanian wars and the more recent struggle for the throne of Gondor. But for two hundred years, the traditionalist state has been without a king, its government a nest of quarreling factions and conspirators. Further, the Corsairs of Umbar have practiced devastation and pillage with a will the Arthedain normally associate only with Wild Men and Orcs. If the heirs of Eldacar have never returned Gondor to the purest traditions of the Faithful, they have at least acted like Dúnadan kings. The rulers of the South-kingdom, however tainted their lineage might be, however harshly they might treat their hated Umbarean and Haradrim foes, are honorable men by Arthadan standards.

Umbar, less grievously afflicted by the Great Plague of T.A. 1636, is now more capable than Gondor of lending material assistance to Argeleb in his struggle against Angmar. However, Argeleb and the leaders of the Great Houses have gone far toward reconciliation with the heirs of Eldacar. Umbar's influence in Tharbad and along the Gwathló tantalize those in Arthedain who dream of reclaiming those lands for a renewed Kingdom of Arnor. Various Umbarean envoys have encouraged this vision, suggesting that a stable government in Eriador would increase their trade revenues enough to finance a major expedition against Angmar. On the other hand, the Captains of Umbar are avowed foes of a Gondorian regime that has, by upholding the moral and cultural traditions of the Faithful and by providing a steady trickle of military aid, legitimized itself in the eyes of its northern cousins. Whatever Umbar might promise, most of the Arthedain see tangibly realized rather by embattled Gondor. •



Now constantly beset by troubles from the East and South, Gondor's new King Tarondor has to weigh carefully every man or weapon he sends to the distant North. Matters are complicated further by the cultural remoteness of the two primary Dúnedan kingdoms. Gondor, with a thousand years of border problems, habitually reaches for sword and shield. The Arthedain look to the stars and rely heavily upon incantations and mysticism to sustain them, lamenting each bloody encounter of war in song and verse. Their arcane and fatalistic approach to problems confuses the Gondorian legations that come to Fornost; the Arthedain never seem to appreciate what little help the Gondorians provide. While valiant, noble and capable fighters, the Arthedain are ever-dwindling in number and ever-wearying in spirit. Now that the Arthadan dream of a reunited North-kingdom of the Dúnedain seems utterly hopeless, simple survival will prove difficult enough.

5.1.2 THE ROYAL COURT

The Aradhrind, the Arthadan royal court, values and follows the tradition that a rigid hierarchy should provide the structure—the social glue—that binds each member of society to the other. The one failing of such a model is that it allows little room for experimentation and even less for iconoclasm. One either fits in and does one's assigned task, or one is shunned or punished.

In summary, the Court of Arthedain is structured in the following manner, in order of importance:

- The king
- The King's Council (seven members, one each from different noble families)
- The Lord-commander of Arthedain's army and the Captain of the Royal Guard (two people)
- The seers and Guardians of the Palantíri
- Mentalists, herbalists, and alchemists who serve as advisors
- Representative artists and artisans, chosen by the King's Council, to provide outside opinion
- Court historians and record keepers
- Lesser servants to the king and his court

THE KING'S COUNCIL

In T.A. 1643, King Argeleb II faces a somewhat hostile council. It is composed of the *artatani* of the seven principal families of the North-kingdom, the *artanossi* (sing. *artanosse*), each of which owns considerable property and maintains men-at-arms independent of royal forces. With the threat of invasion, the *artanossi* traditionally put their forces at the disposal of the king, although squabbling over rank and strategy is common. The seven houses are, in order of power: the Tarmëar, the Eketyar, the Orrómenyar, the Hyarrómenyar, the Emeryar, the Formenyar, and the Noirinanyar.

Each *artanosse* sports its own two-colored banner and distinctive dress. Six of them draw their names from areas of Númenor, from whence they fled with Elendil before the Downfall. In contrast, the Eketya clan, the most militant and ambitious, takes their name from the *eket*, the short, stabbing sword of the Númenóreans.

The other *artanossi*—with the exception of the Tarmëa clan, who are also traditionally militaristic—view the Eketyar with alarm. The Tarmëar, as ambitious as the Eketyar, have been intriguing for centuries to gain control of the northern part of Siragalë, land adjacent to the territories over which their fortress, Tarmabar (Mar Tarmëaron), stands guard. They are losing that struggle, because the Halflings, settling the area the Tarmëa claim, prefer to look directly to the king for whatever leadership they want or need.

OTHERS IN THE ROYAL COURT

The Hirgon Dagorwaith Aran (S. "Lord-commander of the Royal Army") and the Dirgon Tirith Aran (S. "Captain of the Royal Guard"), have, at best, an adversarial relationship. The first position is held by the *aranion*, or crown-prince, who tends to heed the desires of the nobility who provide most of his soldiers. Dirgon Tirith Aran, an old and loyal soldier who takes seriously his responsibility as first military advisor to the Sceptre, tends to think first and only of the king. The two men are jealous of their spheres of influence, and rarely agree on issues.

The seers and the Varyari Palantírión (Q. "Guardians of the Palantíri;" sing. Varyar Palantírión) assume more importance in times of relative peace. Indeed, they are traditionally the king's closest advisors. With the constant menace of Angmar, however, the seers are overshadowed by the military. The sometimes cryptic and puzzling information provided by the stones does little to calm Arthedain's more militant princes and knights, who seek certain answers and decisive policy.

Others on the council serve at the pleasure of the king and rarely have much to say about matters of state. Rather, they focus on their own domains, whether of study, property, or government, for the Arthedain believe strongly in an ordered, cultured, well-tended society.

THE ROYAL DECISION-MAKING PROCESS

As with most monarchies, the king makes the final decisions about important matters of state, such as declaring and fighting wars, raising taxes, or granting land and privileges to his subjects. Thus, Argeleb II, Arthedain's current ruler, stirred up a good deal of controversy when he granted the lands now called the Shire to the Hobbits forty-odd years ago over the protests of some of his councilors.

A brief outline of the royal decision-making process that resulted in the granting of the Shire to the Hobbits in T.A. 1601 follows:

- The king hears from a councilor that Marcho and Blanco Fallohide desire to address him on an important matter.
- Argeleb grants the request and, with the Aradhrind present, hears what the Hobbit brothers have to say.
- The Aradhrind debates the granting of the land to the Fallohides and their kin in open court, with the king present. Argeleb pays close attention to the opinion of the *birgon*, then to his brother, Prince Dolruin, who urges the granting of the land. Privately, Minastir states his concern that House Tarmëa has grown too powerful and self-important and threatens his (and thus the king's) control of all the fighting forces in the North-kingdom. Claiming a chunk of their land and giving it to the Hobbits amounts to putting the Tarmëar in their place, a risky but almost certainly necessary move at a time when their support for Argeleb is critically needed. The nobles then vote five to two in support of the grant, with the Tarmëa and Eketya houses opposed to it.

- Argeleb consults the seers, who look into the *palantíri* and report positive yet ominous results to the *herutarcen*, the head of their council, who interprets these results for the king.
- The king ruminates and announces in the presence of the full court that he will grant the Fallohides' request.
- Marcho and Blanco dance a jig around the court, to the dismay of some nobles and the delight of others, including Argeleb.

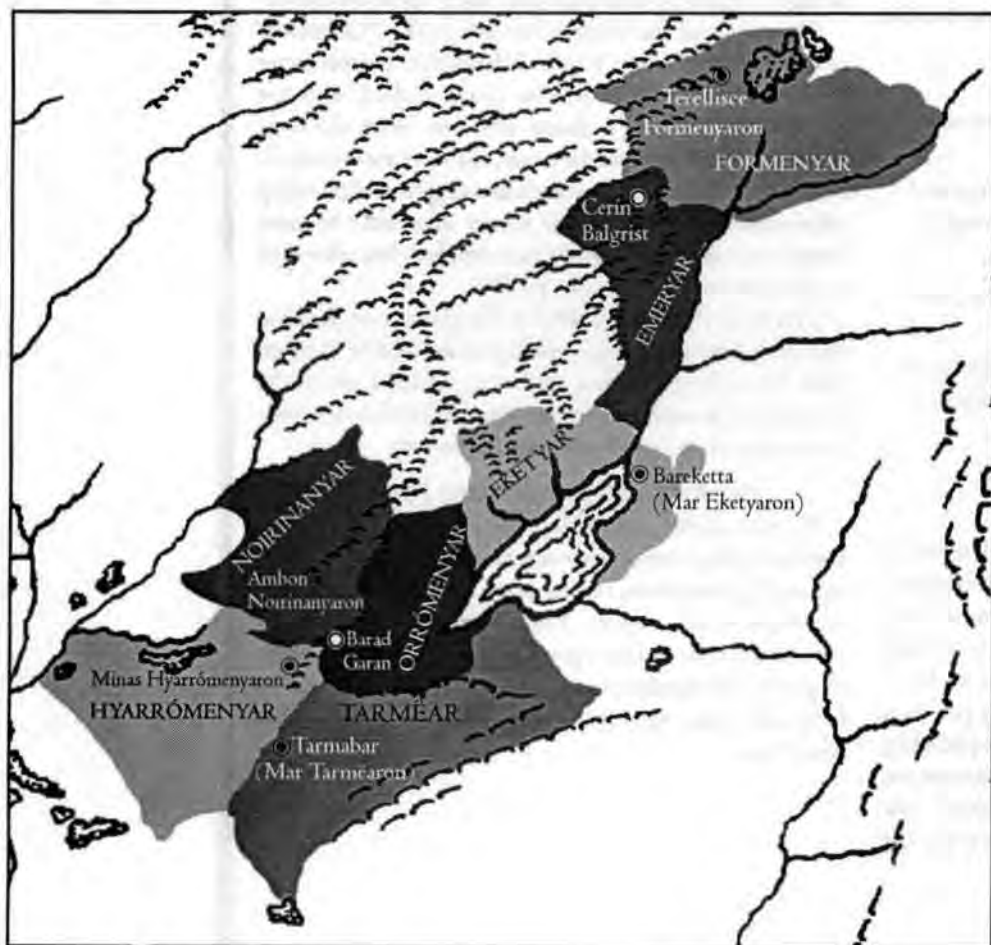
5.1.3 THE NOBILITY AND COMMONS

Arthedain is a land of two laws, one royal and the other noble. Lesser folk obey both; while an appeal to royal justice to overrule a lord's decision is possible, it is always difficult and seldom safe. Each of the seven *artanossi*, whose leaders comprise the Aradhrind, controls a substantial portion of the North-kingdom's lands. Other than granting the king's messengers the right of way and heeding royal decrees that directly affect them, each *artanossë* is like a small kingdom unto itself. Many of the smaller fiefs have similar privileges. Royal roads and the land beside them indisputably belong to the king, but much of the land rests in other hands.

The green and rolling lands of northern Siragalë, for example, were, until Argeleb II's decree of T.A. 1601, claimed by House Tarmëa, under title of grants and privileges made by previous kings and the Elves who actually had the legal rule of the country. The Tarmëar had done little to farm the land, but did patrol it and granted great pieces of it to their knights, who in effect were disenfranchised by the king and the Hobbits. Thus, the anger of the Tarmëar is more easily understood; to them, law and custom, as well as their ambitions, had all been violated.

Servants, farmers, tradesmen and craftsmen residing in a noble fiefdom will swear allegiance first to the king and then to the house which both protects and governs them. More so than in Fornost, the structure of government in many of the fiefs is an authoritarian one. Towns and villages are often free to choose their own local leaders, and they are usually at odds with local lords over the extent of each other's authority, balancing the noble's traditional rights against the townsmen's charters and privileges. The towns attract the more independent thinkers among the commons for this reason. In the countryside, for deciding the simplest matters, such as when to harvest or who will pay to replace a damaged fence, the lord or his officers must be consulted.

Domains of the
Great Houses
of Arthedain



5.2 POLITICS AND POWER IN CARDOLAN

Cardolan has been a Númenórean colony, a province of Arnor, and an independent monarchy. The princes of Cardolan, whether they have gone by the titles of *varyari* (Q. "protectors"), *cánolari* (Q. "governors"), *híraþ* (S. "barons"), or *ernilath* (S. "princes"), have almost always maintained a considerable degree of autonomy. In all its history, only Elendil, Vandalil and the Cardolanian King Thorondur can be said to have truly brought the princes to heel. Thus, the current situation, where only a minority of the princes recognize any sovereign, is not as anomalous as it might appear at first glance.

While the Kingdom of Cardolan endured, the king's position was generally first among equals amidst his feudal lords. The king alone had authority over external affairs and alone could promulgate laws for the realm. However, the king had very little control over the internal affairs of the princes' domains. By refusing to cooperate, the princes could effectively veto many of the actions of the king even within his own sphere, especially military decisions. Their only explicit obligations were to pay an annual tribute and to provide troops in wartime, and excuses could usually be found to delay these duties if necessary.

Therefore, Tarchil II instituted the Council of the Sceptre, which included all of the princes. The function of the council was to obtain their advice and consent. The Badhron Aran (S. "King's Chancellor") was often included in the council, and a skilled *badhron* could greatly enhance the king's prerogative, as few of the princes had any taste for the mundane bureaucratic details of implementing their decisions.

After the fall of the Cardolanian monarchy, the ancient Númenórean office of *cánotar* (Q. "governor;" lit. "lord of chieftains") was revived to combine the governmental functions of the *badhron* and the king's former position as captain of the joint military forces of the realm. As might be expected, this office did not long endure in its intended form. The princes now honor the Gondorian garrison commander and tax collector at Tharbad with the title, although he has little real power.

5.2.1 THE PRINCES AND LORDS

Four of the seven traditional Dúnadan princes still hold their ancient fiefs in Cardolan: the *ernilath* of Dol Caladir and Dol Tinereb, and the *híraþ* of Girithlin and Tyn Hódhath. Their titles date back to Númenórean times, though they were renewed by Elendil, Vandalil, and Thorondur. The houses of Girithlin and Dol Tinereb retain the ancient tradition that the title can only pass to a male heir, while the other principalities have had female rulers. The functions and shape of the government of the principalities have varied. In general, the princes delegated most local judicial and governmental functions to the lower Dúnadan nobility. Now it is more common to see local military commanders or mayors exercising these functions.

Three other small states comprise the rest of current-day Cardolan. These are the Kingdom of Saralainn, the Cantons of Faerdor, and the Domain of the Warlord. The first is the successor state of the Ernildor of Ethir Gwathló, while the second is the successor to the Hírdor of Faerdor. The Warlord is a new element in Cardolanian politics, a lord of Trolls and Orcs, carving out a new realm.

The old Hírdor of the Eredoriath on the eastern march, traditionally considered the seventh principality of Cardolan, consisted of all lands east of the Nen-i-Sûl as far as the valley of the Mitheithel and as far north as Nothva Rhaglaw. It actually fell largely within the boundaries of Rhudaur when Arnor was sundered. The barony was divided up rather quickly by Thorondur and Galadhrion upon the childless death of its ruler in T.A. 899. The portion of it within the bounds of Cardolan became a short-lived military march, ruled by the Prince of Ethir Gwathló. This was a corrupt line, its *ernil* commonly an absentee ruler, usually living in luxury in Tharbad and concerned only with the prompt arrival of his taxes.

The six principalities are considered individually in the text below.

THE HÍRDOR OF GIRITHLIN

The Barony of Girithlin traditionally encompassed the northwestern half of Minhiriath; its important lands were all along the south bank of the Baranduin between the Men Garan and the sea. Currently the barony's portion of the Saralainn has been taken by the new kingdom of that name, and a substantial chunk of the southeastern highland has been expropriated by the Warlord. The *hírdor* is ruled from Minas Girithlin, a fortress on a hill overlooking a great bend of the Baranduin, within sight of the Elvish lands across the river. In the past, the baron has often supervised the governance of his holdings from one of the great houses the family maintains in Tharbad and Fornost Erain.

The Hír Girithlin has always been one of the richer lords, financed by the amber beds near the mouth of the Baranduin—at least until recently, as the beds have begun to play out and no new fields have been discovered. The Girithlin family has a tradition of aggressive ambition and independence. Even now, when the baron plays the loyal servant of Arthedain, some of his funds go out to subsidize his more unruly brethren.

Girithlin is governed with a heavy hand, and the baron is the absolute and unchallenged ruler. The only exceptions are the Rivermen of the Baranduin, who are left to fend as they please. This has ensured that the isolated amber beds remain intact, and if the peasants revolt there will be plenty of money to buy some mercenaries. Other lords, like those of Faerdor and Ethir Gwathló, had a similar attitude, but both of their lines are extinct.

THE HÍRDOR OF TYRN HÓDHATH

The Barony of Tyrn Hódhath once consisted of a strip of territory fifty miles deep running south of the Great East Road from the Baranduin to the Nen-i-Sûl, though its baron now only controls a fraction of that territory in the eastern and southern Barrow-downs. The baron once ruled from the beautiful town of Faegil, on the Iaur Men Formen south of Bree, but Faegil was sacked in the Battle on Tyrn Hódhath in T.A. 1409, and it has not been rebuilt. The baron now holds court in his fortress of Minas Malloth further to the northeast. Because of the religious significance of these lands, the *hírdor* once had a relatively large Dúnadan population. The barony was almost as exposed as the Eredriath in the wars among the Dúnedain and with Angmar, and has suffered accordingly. The great recent peril has been the invasion of evil spirits—the *faerath baudh* (S. "grave-ghosts;" coll. "barrow-wights"), which have been seeking, successfully, to take possession of the royal dead in the sacred barrows.

Since the wight-invasion during the Plague Years, the baron has been a very loyal vassal of the King of Arthedain. The subsidy from Fornost Erain supports the military efforts of the *hírdor*, so the few subjects who dare to reside in this haunted land are little molested. There is still a fairly large Hobbit population here, most of whom live near the southern eaves of the Old Forest.

THE ERNILDOR OF DOL TINEREB

The lands of the Prince of Dol Tinereb historically consisted of most of the highlands along the royal roads between Sam Ford and the Andeithel in central Mindornath. Since the destruction of House Faerdor, the prince has acquired most of the king's lands in the northern Gwathló basin that Faerdor had appropriated. Despite their ancient claims to the Pinnath Ceren, the lords of Dol Tinereb long ago gave up trying to rule the stubborn Enedrim who dwell there. The princes had, for a time, ruled from the small city of Andrath, once important as a religious center, at the very south edge of the Barrow-downs. Andrath has been ruined and rebuilt many times, but reconstruction has not been begun since its capture by the Hillman king, Brugga, in T.A. 1639. Metraith (Thalion), the bustling town at the junction of the Old North Road and Redway, virtually in the center of Cardolan, now serves as the capital as it has many times in the past.

Except for the recent acquisitions, Dol Tinereb is not a fertile province, and its lords have always prospered because of their ancient right to impose tolls on traffic on the Old North Road. The princes have been unusually astute in investing this income in mercantile ventures. They are the only Men ever granted the hereditary right to be called Dwarf-friends, because of their frequent dealings with the folk of Khazad-dûm. Dol Tinereb has done the best job among the principalities of sustaining its economy, its political integrity, and itself in the two centuries of trouble since the fall of the kingdom. Its current prince follows a vaguely nostalgic policy, designed largely to guard his own autonomy.

THE ERNILDOR OF DOL CALADIR

The Principality of Dol Caladir has always been the richest agricultural realm in Cardolan, for it contains most of the Gwathló basin in Minhiriath. The princes rule from the magnificent Argond, a tower twenty miles to the southwest of Tharbad.

The rulers of Caladir are notorious for an arrogance more appropriate to the ancient Númenórean imperialists. This may be because their position has depended, more than that of their fellows, on the productivity of their servants. The lands were heavily damaged during the peasant rebellion in T.A. 1414, and with the decreasing growing season productivity has not really recovered. The response of the ruler has been more and more authoritarian, and few people would be surprised by another in Caladir's long series of uprisings.

THE FREE CANTONS OF FAERDOR

The Principality of Faerdor long consisted of the lands between the Andeithel and the Nen-i-Sûl. A considerable strip of southern Faerdor has been removed by the Cánotar of Tharbad and by the Ernil of Dol Tinereb. Faerdor nominally rules most of the South Downs as well, but these have been abandoned.

Faerdor was a fairly prosperous province, but the former rulers obtained their real wealth from their involvement in shipping. Reasonably considerate of their subjects, the princes were also notorious for their ambitions. Faerdor won the civil war that followed the death of Queen Níriel, but did not obtain the Sceptre. The third Cánotar of Cardolan and twenty-second Baron of Faerdor, Gaerdil the Bad, was a madman whose worst terrors were reserved for his homeland. Gaerdil assassinated or exiled virtually all of his minor nobles and his own family before his bodyguard grew so disgusted that they slew both him and his heir. After Gaerdil's death, there were no lords in the land, and the commoners had learned to loathe any noble. Following a period of considerable confusion, the people resolved to govern themselves. In the towns along the Gwathló, decisions are made collectively by the adult males of the communities in long unruly meetings. In the countryside, the Northman warriors and rich peasants effectively rule as a new minor nobility, a system that is functionally little different from that seen in the rest of Cardolan.

THE KINGDOM OF SARALAINN

The King of Saralainn claims all of Minhiriath, but actually rules only the remainder of the former Ernildor of Ethir Gwathló, which included a narrow strip of floodplain along the great river and a goodly expanse of treeless grassland inland. The capital is the port of Sudúri, formerly called Mistalondë or Lond Gwathló, but renamed in honor of the first king's father. However, the king and his court are usually on procession, visiting the clans and tribes. The irrefutable honor and ruinous expense of entertaining the king is an effective deterrent which keeps the endemic rebellions restricted in size.

The barren lands of Saralainn attracted few inhabitants while the Kingdom of Cardolan lasted. The Prince of Ethir Gwathló was mainly concerned with his tolls on traffic on the river, and allowed a few Dunnish tribes to settle in his territory for vague and rarely fulfilled promises of tribute. The population grew greatly as times got rougher, swelled by refugees from the north and east. The emergent culture of the clansmen of Saralainn had little use for their absentee landlord, and generally cooperated when the usurper Gordaigh Trollbane drove out the forces of the last prince and proclaimed himself a king.

The King of Saralainn has a great deal of trouble keeping some semblance of order in his rowdy realm. The clans and tribes owe tribute and military service to the king, but neither is easily obtained. If all the clans and tribes acknowledged him, the King of Saralainn would be, by far, the most powerful lord in Cardolan, but that has yet to occur.

THE WARLORD'S DOMAIN

During the Plague Years, the bizarre Half-troll known as the Dagorhir (S. "Warlord") led an army of Orcs, bats, wargs, and Hill Trolls out of Rhudaur into Minhiriath. They established a base in a gypsum cave complex in the south central Girithlin highlands and unfortunately settled down to stay. Several nearby villages pay tribute to the Warlord, who also keeps many slaves to farm the lands nearby. Lhugband (S. "Snake's Prison"), his new name for the caves, is derived from the white serpent on the Warlord's shield. There have been several attempts to squash this "domain," but the Warlord has proven to be a crafty general, and Lhugband is provisioned to withstand a long siege.

THARBAD

Although Tharbad has lost all of its glitter and most of its pride, it is still a mighty city, at least by the standards of the North. The King of Cardolan once ruled Tharbad; it provided him a power base for the control of the unruly princes. Few of the kings had a taste for living in Tharbad, keeping to the royal compound at Thalion (Metraith). They governed the city through the office of the mayor.

There is still a mayor, but he serves only as a figurehead for ceremonial occasions. After the fall of the kingdom, Gondor took an ever-increasing role in Tharbad. Now the government of the city is in the hands of the Gondorian *cánotar*. Even the *cánotar's* effective powers are limited. The real power of the city lies in its myriad guilds. The guilds were always a potent force in the city, but in the disruption of trade, industry, and food supplies after T.A. 1409, their influence vastly expanded. Although the conflicts among the guilds, and between the guilds and the refugees in the city, keep Tharbad agitated, the *cánotar* finds that they must be indulged as the only means to keep any semblance of order.

Within the context of politics in Cardolan, Tharbad functions as a free city. Tharbad controls a substantial amount of land around its environs by virtue of the Gondorian soldiers of the *cánotar*. The *cánotar* maintains a bold face, but all know that he is unlikely to get reinforcements or more money from the South. He therefore tends to play a cautious game in the morass of Cardolanian politics.

5.2.2 THE FACTIONS

The princes of Cardolan can be grouped into three semi-permanent factions, though sides change quickly. The Mellonnath Arthedain (S. "Friends of Arthedain") view the high king at Fornost Erain as the traditional font of authority whose co-operation is required for any restoration of order in Cardolan. The Mellonnath Gondor (S. "Friends of Gondor") respond that the King of Gondor is the only person with enough power to rebuild the country. The independents, the Mellonnath Leinas (S. "Freedom-lovers"), agree that the current situation is unfortunate, but see no need to involve outsiders. These are, at any rate, the positions taken for public consumption. Each of the princes, save perhaps Pelendur, Hír Tyrn Hódhath, who has his hands full in his own lands, sees the re-unification of Cardolan as a process that he should lead. In the aftermath of the Plague Years, intrigue is in relative abeyance, but the political situation remains volatile.

*Marcho and Blanco
dance a jig*





5.2.3 THE GREAT GAME, T.A. 1642

The political situation in T.A. 1642 illustrates the convolutions considered normal in Cardolan. It involves local rulers (See Section 8.2.) and the elite mercenary companies (See Section 7.2.3.), along with the diplomacy of Princes Arvegil and Minastir of Arthedain. By the end of the year, in fact, the subsidies and assurances delivered by the two princes will divert most of the schemes of intrigue towards a grand campaign against the Warlord. (See Section 9.3 in *Armor: The Land*.) Any given year in Cardolan will always find a similar cast of characters setting devious plans in motion, all intent on winning the "Great Game" of politics, even as the game board crumbles and rots before their eyes.

MINHIRIATH

Echorion, the Hîr Girithlin, probably has the best claim to the vacant throne of Cardolan, and Girithlin has traditionally been among the Mellonnath Leinas. However, declining amber revenues have convinced Echorion (or, more correctly, his regent and uncle Aervellon) that it is time to play a waiting game. Aervellon is very vocal in his support of King Argeleb II of Arthedain; he is also providing most of the funds for the Ragh Crann-Sleagha mercenary company to serve King Lanaigh of Saralainn in a campaign against the Warlord.

Actually the mercenaries are doing nothing against the Warlord, but are preparing instead against an expected Arthadan expedition. This secret is the real reason for the subsidy. Lanaigh, as the unblooded heir of a usurper, has the least to gain in a Dúnadan restoration. He is very uneasy about the unrest among the numerous refugees still remaining in his capital and has been making open overtures to Gondor through the Cánotar of Tharbad. The Warlord seems to be content to continue his unopposed pillaging, but he is developing an intricate plot to trap Forak, the Half-orc captain of the Forak Eiginn mercenary company. As unlikely as it seems to the Cardolandrim, the Witch-king really does consider the exiled Forak a rebel, and there is a large price on his head, just as the Half-orc claims.

MINDORNATH

Pelendur, the Hîr Tyrn Hódhath, is in this year absolutely loyal to Arthedain, for only the traditional Dúnedain of that realm have important enough interests in his wight-infested lands to continue the struggle. Pelendur would very much like to see the King of Saralainn's expedition go north into Girithlin, instead of northeast against whatever Arthadan force might appear at Iach Sarn. He has also been trying to arrange a clash between Dol Caladir and Girithlin, mainly by bribing Khanil, the captain of the Dwarf-warriors currently in Finduilas of Caladir's employ.

Finduilas III, Ernileth of Dol Caladir, has found herself leading the Mellonnath Leinas, though, by taste, she is a Mellon Arthedain. The princess is little respected among her peers because of her gender and her predilection for studying ancient scrolls and books of lore. Actually she is a most competent player in the Great Game. Finduilas is aware of the negotiations between Khanil and Pelendur, unbeknownst to either. She is allowing their plans to proceed, because she has bigger fish in the fire, and such a minor war would effectively divert suspicions. Her best spies (after decades of preparations) are about to unleash a major anti-Gondorian rebellion among the guilds of Tharbad. If it succeeds, all the better, as the rebels would be easily subverted.

Hallas, Ernil of Dol Tinereb, finds himself a leader of the Mellonnath Gondor. This is not an entirely unusual position for him, but he is feeling his years and losing interest in politics. His current ambition is to restore beauty to his ruined former capital of Andrath, and he has retained Forak for this purpose. He has also contracted with the mercenary company, the "Steel Riders," for a raid against the Warlord; for Hallas is finding religion in his old age. Celebdur, Hallas' fifth and only surviving son, and Faradon, Hallas' grandson by his first son, take a dim view of the old man's attempts to squander their inheritance before they get it. It is somewhat unusual that the other princes are not going after the weakening and disinterested Ernil Dol Tinereb, like wolves after a wounded ewe.

THARBAD

Imlach Haradrast took office as *cánotar* only seven months ago, after the suspicious death of his predecessor. Imlach's appointment did not seem to local observers to be wise, for the Dúnadan is a battle-hardened soldier who has served Gondor for most of his life in Harondor. Although the doughty veteran has yet to really get a feel for the politics of Cardolan, he has instituted an impressive program of reforms in Tharbad, which has grown accustomed to graft and disinterest from its governors. Unfortunately, this has made Imlach a number of enemies among the more powerful guilds, although he remains popular with the less skilled groups, especially the Sailors' and Laborers' Guilds. Imlach is close to uncovering the planned revolt, but whether or not he will do so in time is an open question.

5.3 THE GOVERNMENT OF RHUDAUR

Rhudaur, at this time, seems to be securely under the thumb of Angmar. Its rather rudimentary government is run by King Ervegil Stonearm and his steward, Maschbram, both of whom live in the keep at Cameth Brin. A handful of corrupt *waerthan* (Du. "royal constables") collect the taxes and resolve all issues the village *ceannardan* (Du. "chiefs") cannot settle among themselves. The soldiers and Orcs of Rhudaur and Angmar, who outnumber the villagers in some places, ignore Rhudaurian constables and laws virtually at will, although their captains hang a number of them each year for abusing the locals and thereby threatening their best source of provisions and female company.

The *waerthan* usually perform their duties carrying *mecheffs*, ornate leather satchels, as their only symbol of office. The satchel contains a pouch for taxes and whatever bribes are necessary to motivate the constable to perform his duty. Ironically, the satchel has a bead and feather design on it that the learned would recognize as the personal coat-of-arms of Galadhrion, the first Dúnadan king of Rhudaur. Inside the satchel, if anyone looked, is a set of Arnorian laws written in classical Adúnaic, Westron, and Blarm. Galadhrion's scribes created these, the only large documents ever written in Blarm, to try to provide law for all of the king's subjects.

The Hillmen give grudging obedience to the laws of Ervegil while in the lowlands, but on their own ground in the Trollshaws they obey their tribal leaders and customs. Broggha, the *targ-arm*, or high chief, of the Hillmen has held his position for almost two decades, a tribute to both his skill and luck. He and Ervegil detest one another, but campaigned together for many years. Broggha, while temperamental, is not yet interested in doing something about his resentment, but a recent message from the Witch-king orders him to organize a major attack on the remnant lords of the Angle in southern Rhudaur, and then on Faerdor in Cardolan. Since this would involve the shedding of much Hillman blood for little profit, Broggha is considering the words of a secret advisor, concerning an alternate plan to drive all of the Orcs and "lowlanders" out of Rhudaur, leaving only the Hillmen and the Dunnish tribesmen. If that were accomplished, the Hillmen could hunt and raid as they please, and a great *targ-arm* could create a true kingdom for himself and his sons.

6.0 SOCIETY AND INSTITUTIONS

6.1 THE LANGUAGES OF ERIADOR

Sindarin, the oldest language now spoken in northwestern Endor, was the original tongue of the Grey-elves of Beleriand. During the Age of the Stars it was adopted by both the Nandorin and Noldorin Elves who came to dwell in Beleriand, and by most of the sentient Faerë creatures who dwelt west of Rhûn. The Dwarves of the Blue Mountains also learned it, to trade with the Elves, and in accord with their custom of never speaking with outsiders in their own, secret tongue, Khuzdul.

The natives of Númenor spoke Adúnaic, a sophisticated and elegant blend of the ancestral northern Mannish language of the First Age Edain and the mellifluous Quenya tongue spoken by the Eldar of Aman. But, as the loremasters relate, "The ancient Adúnaic of Númenor became worn down by time—and by neglect. For owing to the disastrous history of Númenor it was no longer held in honour by the 'Faithful' who controlled all the Shorelands from Lune to Pelargir. For the Elvish tongues were proscribed by the rebel Kings, and Adúnaic alone was permitted to be used, and many of the ancient books in Quenya or in Sindarin were destroyed. The Faithful, therefore, used Sindarin, and in that tongue devised all names of places that they gave anew in Middle-earth. Adúnaic was abandoned to unheeded change and corruption as the language of daily life, and the only tongue of the unlettered. All men of high lineage and all those who were taught to read and write used Sindarin, even as a daily tongue among themselves. In some families, it is said, Sindarin became the native tongue, and the vulgar tongue of Adúnaic origin was only learned casually as it was needed. The Sindarin was not however taught to aliens, both because it was held a mark of Númenórean descent and because it proved difficult to acquire—far more so than the 'vulgar tongue'. Thus it came about that as the Númenórean settlements increased in power and extent and made contact with Men of Middle-earth (many of whom came under Númenórean rule and swelled their population) the 'vulgar tongue' began to spread far and wide as a *lingua franca* among peoples of many different kinds. This process began in the end of the Second Age, but became of general importance mainly after the Downfall and the establishment of the 'Realms in Exile' in Arnor and Gondor. These kingdoms penetrated far into Middle-earth, and their kings were recognized beyond their borders as overlords. Thus in the North and West all the lands between the Ered Luin and the Greyflood and Hoarwell became regions of Númenórean influence in which the 'vulgar tongue' became widely current.... Within the original bounds of the Kingdoms the 'vulgar speech' soon became the current speech, and eventually the native language of nearly all the inhabitants of whatever origin,



and incomers who were allowed to settle within the bounds adopted it. Its speakers generally called it Westron (actually *Adûni*, and in Sindarin *Annúnaid*). But it spread far beyond the bounds of the Kingdoms—at first in dealings with ‘the peoples of the Kingdoms’, and later as a ‘Common Speech’ convenient for intercourse between peoples who retained numerous tongues of their own. Thus Elves and Dwarves used it in dealings with one another and with Men.” (*The Peoples of Middle-earth*, pp. 315-316)

Other local dialects of Adûnaic rose in other Númenórean colonies in the third millennium of the Second Age, but alongside them also grew the evils of racial pride and greed. Imperial oppression brought with it a movement among scholars and officials to “purify” the languages of the colonists. Thus they imposed a standard grammar for the ancient speech (known to Third Age scholars as “classical” Adûnaic), based on the tongue as it was spoken and written at the royal court of Armenelos. This dialect, imposed on all who dealt with the imperial bureaucrats of Cardolan and other colonial strongholds, survived the Third Age as the court language of various “royalist” realms of southern and eastern Endor. These regimes, some of them ruled by followers of Darkness and some fiercely independent of outside powers, shared a traditional antipathy to the Faithful of Gondor and Arnor, people viewed as the enemies of all that was lost in the Downfall.

In Arnor, knowledge of classical Adûnaic was retained only by scholars who wished to fathom the surviving legacies of the King’s Men. In recent centuries Adûnaic has also served those who study the plots of Angmar. The Witch-king’s realm, long a haven of dark cults, attracts the most fanatic of Black Númenóreans from across the continent. Most of them are true worshippers of Melkor (or of other lords of Darkness) and are eager to share in the destruction of a realm of the Faithful.

Quenya, the ancestral language of the “Fairest Folk,” the Noldor of Beleriand and Lindon, also has a political history in Eriador. This language, brought from the courts of the Eldamar in the days before the rising of the Sun and the Moon, was a vital part of the religious litany proscribed by the Laws of Númenor in the centuries before its fall into pride and corruption. Like the virtuous kings of old, the kings of the Realms-in-Exile adopted personal names of Quenya form. The great nobles of Arthedain also used the High-elven tongue to give names to their domains, recalling the lands and devices of lost Númenor. In T.A. 861 the dying King Eärendur, foreseeing the sundering of his realm and the terrible doom that would result, called on his powers as spiritual leader of the northern Dúnedain to lay a bane on his sons, forbidding all to practice certain of the holiest of the old rituals, including the taking of a High-elven name, until the division of the Dúnedain should end. Eärendur’s desperate effort to keep his sons and the factions they led from dividing Arnor failed. The tradition of Quenya names died with the unity of the Dúnedain; like Adûnaic, it became a language solely of lore.

Morlam (S. “Black Speech”), rose as the language of the Dark Lord’s court in the later Second Age. With Sauron’s fall and the collapse of his empire, Morlam virtually disappeared, a foul tongue spoken only by evil spirits gnawing away at their pain in remote, shadowed places. However, the surviving followers of the dark cults still spoke to these spirits and preserved a few tomes and scrolls written in the forbidden tongue. After long centuries, the rise of the Witch-king in Angmar allowed the hidden lore to be brought forth and the servants of Darkness to use the Black Speech freely, if only within the bounds of his fortresses. It would be the Witch-king’s ambition to conduct all business in Morlam, but practicality dictates that he tolerate, even at court, the multiplicity of tongues spoken by his many subjects. While the Black Speech is still outlawed in Arthedain, a few loremasters have learned its uncouth cadences so they may better divine the thoughts of their enemies.

Westron is the universal tongue in Cardolan, where few Dúnedain of any rank survive in the seventeenth century, save among the migrant Dunmen. In Rhudaur, the Hillmen of the Trollshaws seldom speak anything but their native tongue, Blarm. The lowland Rhudaurrim and the Angmarrim communicate in a battered dialect of Westron with elements of Dunaël, Morlam, classical Adûnaic, and Blarm, spiced with a few choice obscenities derived from the Easterling languages. At home, most of the lowland Rhudaurrim speak Dunaël, their ancestral tongue. The Orcs of Rhudaur and Angmar use this degraded form of Westron to communicate with strangers, but switch back to their own tribal dialects of the northern Misty Mountains, when the outsiders are gone.

Most of Eriador’s natural and man-built features have Westron labels as well; as Dúnadan rule fades from the country, the old Elvish names often disappear. The Dunmen and the secretive Dwarves possess their own distinctive names for persons, places, and objects of particular value to them. For the most part, some kind of Westron, however rustic or debased, is used for every purpose and spoken in virtually every civilized quarter of western Endor.

6.2 SOCIAL RANKS

There is a distinct order of social ranks in Eriador. Every individual, regardless of his personal beliefs, follows it if he wishes to mix easily in society. These distinctions apply even to the small details of everyday life.

Consider a merchant wishing to open conversation with a mixed party of adventurers. Such a man would assume any Dúnadan male visible to be in command, while ignoring any Hobbits present until someone pointed the little fellows out. A Dwarf who got caught brawling in Metraith, in the middle of Cardolan, would find that his word carried more weight with the constables than that of his Dunnish opponents. Elves are typically held in awe by the authorities everywhere; a Sindarin or Noldorin trav-

SOCIAL RELATIONS IN ERIADOR

Each row in this chart indicates how the members of one race/culture relates to members of the other race/cultures of central Eriador. Capital letter entries indicate standard relationships, while small letter entries indicate general preconceptions and attitudes. Note that no individual is ever bound by these stereotypes; some social stigma may or may not be attached to operating outside of social norms.

	Relations/Feelings Towards This Race/Culture:																			
Race/Culture	Noldorin Elves	Sindarin Elves	Dúadan Nobles	Silvan Elves	Dúnedain	Torfiriath	Durin's folk	Luinic Dwarves	Northmen	Arthadan Commons	Cardolanian Commons	Hobbits	Saralainn Clansmen	Dunmen	Dunnish Rhudaurrim	Hillmen	Drughu	Angmarrim	Beffraen	Orcs
Noldorin Elves	F a	F a	F ad	F a	F a	C a	C a	C v	U a	C	C a	C v	U v	U v	C	U v	C v	D v	U v	D v
Sindarin Elves	F ad	F a	F ad	F a	F a	C a	D c	C c	U v	C a	U a	C a	D v	D v	D	D v	C v	D v	D v	H v
Dúadan Nobles	F ad	F ad	F a	F a	F a	C a	C a	F a	U v	C a	C a	U a	D v	U v	D	D v	U v	D v	D v	H v
Silvan Elves	F ad	F ad	C ad	F a	F ad	C d	U a	U v	D v	U ad	U a	C a	D v	D v	D	D v	U v	D v	D v	H v
Dúnedain	F ad	F ad	F ad	F a	F a	F a	C a	F a	U v	F a	C a	F a	D v	U v	D	D v	U v	H v	D v	H v
Torfiriath	U d	U d	C ad	C ad	C ad	F a	C a	C v	C v	F	F a	F a	U v	U v	U	D v	U c	H v	H cv	H v
Durin's folk	F,c,d	D	U,d	U	C	U	F,a	F,a	U	U	U	U	U,v	U,v	D,v	D	U,c	D	D,v	H,v
Luinic Dwarves	F ad	D d	C ad	C a	F ad	C a	F ad	F a	C v	F	C ac	F a	U v	U v	U	D v	U v	D v	D cv	H v
Northmen	U	U	D,d	U	U	F	C	C,a	F	C,a	F,a	C	C	D	D	D,v	D	D	D	H,v
Arthadan Commons	F ad	F ad	F ad	F ad	F ad	F ad	C a	F av	C a	F	F ac	F a	U v	U v	D	D v	U v	D v	D v	H v
Cardolanian Commons	U d	U d	U d	U d	C d	C d	C d	C ad	C c	F	F	C	U v	D v	D	H v	U v	D v	H v	H v
Hobbits	U ad	U ad	U ad	C ad	C ad	C ad	U d	C a	U dv	F ad	F dv	F a	D dv	U dv	D	D v	U v	D v	D v	H v
Saralainn Clansmen	D,c	D,c	H,c	D,c	D,c	U,c,d	U	U	C,d	U	C	C	C	U	U	U	D,c	U,v	H,cv	H,v
Dunmen	D	D	H	D	D,d	D,d	U,d	U	U,d	U	U	C	C	C	D	H,v	U	D	H,v	H,v
Dunnish Rhudaurrim	D	D	D,cv	D	D	U,d	U,c	U,c	D,d	D	D	U	U	U	D	D,v	U	D,v	D,v	D,v
Hillmen	H cv	H cv	H cv	H cv	D cv	D	U	U	D	D	D	U	D	D	D	F	D	D	D	H v
Drughu	U,d	U,d	U,d	U,d	U,d	U,d	U	U	U,v	U	U	C	U,v	U,v	U	U,v	F,a	U	U,v	H,v
Angmarrim	H c	H c	H cv	H c	H cv	D	U	U	U	D	D	U	U	U	D	D	D	C	D	D
Beffraen	D	D	H	U	H	H	D	D	H	D	D	U	H,v	D	D	D	U	D	C	H,v
Orcs	H	H	H	H	H	H	H	H	H	H	H	H	H	H	D	H,v	H	D	D	D,v

Key

- F – friendly; can speak and act freely and intimately around this group.
- C – comfortable; can work and relax freely in company with this group.
- U – uncomfortable; will be ill-at-ease around this group. Circumstances will dictate whether this results in good or bad feelings.
- D – dislike; intensely uncomfortable and resentful when associating with this group.
- H – hatred; except in certain neutral circumstances, will plan or attempt violence against this group whenever possible.
- a – allied; considers this race an ally in the event of trouble.
- c – cunning; considers this group to be unnaturally intelligent in a venal, manipulative, and dangerous manner.
- v – violent; considers this race to be prone to violence.
- d – deference; will tend to defer to this race and allow it to provide leadership.

eler would be taken in for the night by virtually any Arthadan lord and given the best of accommodations; if the same Elf were accused of a crime in Tharbad, only absolutely incriminating evidence would drive the local watchmen to arrest him, and then he might find himself locked in officer's quarters instead of a dungeon cell.

NOTES ON THE RACES

Noldorin Elves—the Noldor are a rare and grand sight in Eriador; people will tend to gawk. Neither they nor any other Elf could pass through Cameth Brin without a severe risk of being arrested or attacked by soldiers. The few Noldor who work for the Witch-king dress in distinctively rough and somewhat disguising costumes. Wearing the robes of the dark priests helps.

Sindarin Elves—They tend to attract attention, but can pass themselves off as Dúnedain wearing a disguise.

Dúnedain nobles—The ancient prestige of Elendil and the Númenóreans holds anywhere in Eriador; crowds will part for these people, and they know it. In Rhudaur, a high Dúnedain will be questioned by the authorities and arrested if not bearing Angmarean insignia.

Silvan Elves—Men will be more curious than awed.

Dúnedain—Will attract unwanted attention in Cameth Brin, and are better off there if they look ragged or very tough. They still carry the traditional authority; with the correct clothing and tone of voice, a Dúnedain can organize an impromptu militia company or lynch mob anywhere in Eriador.

Torfirath—They receive respect most places. People will assume that a Torfir is a soldier unless he proves otherwise.

Northmen—considered "rough," some of them live by the rugged but strict social code of Wilderland. Others try to take advantage of their bullying reputation. The Northmen of Faerdor are more controlled at home, where they have to set an example for the commoners. A Dúnedain can visit Faerdor and still be respected if he treats the Northmen as equals.

Durin's Folk—Everyone is polite to a Dwarf, and they feel they've earned it.

Luinic Dwarves—The Blue Mountain Dwarves are used to their Durinic kin's slightly superior attitude.

Commoners—Most of them accept their place in society, although they show the greatest range of manners.



Hobbits—The Halflings have a terrible time getting anyone to take them seriously. Some use good manners and a strong voice to assert themselves, while others play the child and get what they can that way.

Clansmen of Saralainn—A rough form of social equality prevails in Saralainn, and a Dúnedain there has to watch his step. Most of the clansmen are careful to keep their place when visiting elsewhere.

Dunmen—Hard manners and hard luck; they are looked down on everywhere in Eriador and answer with either forced humility or sullen resentment.

Rhudaurrim—Even worse off than their Dunnish kin; most people will assume they are thieves.

Hillmen or Easterlings—Typically treated like they are about to go on a rampage of some sort. Some inns and shops will simply not let them enter.

Beffraen or Drughu—Most people cannot distinguish between the two cultures. They will draw gawkers and harassment by authorities in most places, and the Beffraen may attract a lynch mob in Saralainn. If caught out at night, they may be mistaken for Orcs and attacked.

Orcs—Can move freely in Rhudaur, and can pass without being attacked around Tharbad, if they cover themselves and stay out of the way.

6.3 THE ECONOMY

6.3.1 TRADE AND COMMERCE IN ARTHEDAIN

Arthedain's principal imports include wine, beer, raw metals, precious woods, and fine cloths (notably silk). In spite of the Dúnedain's renowned blandness of taste and the commons' reputation for thriftiness, most of these imports involve luxury goods. The metals are from both of the Dwarven realms on Arthedain's borders, and the wine comes from Gondor and Dorwinion.

The North-kingdom exports furs, herbs, and finished goods, especially leather items, weaponry, and coins. It still produces most of its own food, in spite of its dwindling population and underused farmland, and the Hobbits are yearly improving the situation. The center of all manufacture in Arthedain is, of course, Fornost, although most of the smaller towns and large estates boast craftsman and artisans who can turn out salable leather and metal goods. Arthedain remains virtually the sole supplier of white-colored and cold-weather furs to the western parts of Endor.

In spite of agreements and attempts to develop new routes, most of Arthedain's commerce has always flowed south into Cardolan: down the Old North Road or the Redway. The Elven realm of Lindon, which trades only in

a few specialty goods, controls the only deep-water ports north of Tharbad.

Elendil's old plans to create new ports, like many of his dreams, died with

him, and the ships that sail from the estuaries of the Lhûn and Baranduin carry nothing of significance. The Great East Road leading over the Hithaeglin passes always carried a great deal of traffic in Arnor's time, considering the wildness of the lands east of the mountains, but that trade is now a ghost of what it was. It is allowed by Angmar only for the sake of that part of the traffic that moves off the road northward, through Rhudaur to Angmar, out of Cardolan and Moria. The merchants who handle this trade, both Mannish and Dwarven, claim no country while on the roads north of the Angle or east of Weathertop, and are obliged to fend for themselves if the Orcs or mercenaries along the way decide to take a bit more in coin, goods, or flesh than the usual tolls might permit.

Although barter is prevalent in the Arthadan countryside, a portion of Arthedain's commerce involves coin. The king's mint located at Fornost (at Annúminas before it was ruined) produces ample coinage from very high quality metals. Arthedain's currency is valued throughout northwest Endor. Royal control over its flow gives the king considerable leverage in both domestic and foreign affairs. Cardolan and Rhudaur are both too chaotic and impoverished to regularly issue currency of their own; their economies survive on a mix of Arthadan and Gondorian coinage. Angmar possesses a mint—however, because the Iron-land has so few resources, it has always been dependent on goods and treasure imported from the Witch-king's eastern dependencies and allies. Thus, no other coinage in the North, save that of Khazad-dûm, can begin to match that of Arthedain in quantity or stability.

6.3.2 TRADE AND COMMERCE IN CARDOLAN

Whether the southern traveler enters Eriador by sea or by land, he must pass through Cardolan to reach the North. Geography was once the basis of Cardolan's prosperity; increasingly it is the basis of bare survival.

The people of Cardolan have thrived on trade in the past: the fertile lands of the Gwathló basin once fed all of Eriador, and the wool sheared by the shepherds and spun and dyed in Tharbad dominated the markets from the Sea of Rhûn to Harad. In these troubled times, only the most bountiful harvests can supply the needs of Tharbad, and the wool industry has nearly collapsed.



THE WATER ROAD AND THE WOOLEN TRADES

The sea voyage from the coasts of Gondor, around Cape Andrast and up the Gwathló to Tharbad, was up until the time of the Kin-strife in Gondor (T.A. 1432-1447) the safest route between the southern and northern Dúnedain. It remains the quickest. Ocean-going vessels can make the entire passage, but the Gwathló can be deceptively difficult to navigate. Therefore, the normal procedure is to unload the ships at Sudúri and complete the passage to or from Tharbad by barge. At one time, the Gwathló was crowded with barges and ships that had to wait for a berth at Sudúri. Those days have long passed. The constant warfare between Umbar and Gondor has made the Bay of Belfalas an unhealthy place for fat merchantmen. Warfare in Cardolan, meanwhile, has led to a vastly reduced supply of raw wool reaching Tharbad, forcing the weavers and dyers to abandon massive output and unbeatable low prices in favor of higher quality and higher priced woolens.

Most of the towns, and even the villages, of Cardolan once participated in the wool trade. The declining market and population have forced a reversion to a primarily agrarian and self-sufficient economy. With its generally poor lands and lack of other natural resources, Cardolan has few exports to substitute for wool. The Great Plague brought on a wave of panic and inflation that has almost caused barter to replace the use of money. It has also greatly reduced the price of land, and most marginal farms have been abandoned.

The near collapse of the economy in Cardolan has had some rather peculiar effects. Staples, especially food, are extremely expensive, while finished products are comparatively cheap. Labor is generally expensive, but the price of skilled labor, except for that of healers, has proportionally declined.

THE OLD SOUTH ROAD

The Old South Road running from Osgiliath through Calenardhon, Dunfearan, and Enedhwaith to Tharbad was built in the reign of Elendil, at a time when Umbar was an independent realm and its rulers of questionable loyalty. The road was blocked during the opening campaigns of the War of the Last Alliance by the Troll-minions of Sauron, and only the heroic efforts of Isildur and Methilorn of Siragalë cleared it in time for the march eastward. Piracy and privateering based in Umbar increased in the early Third Age; it took the Gondorians many years to build up enough sea power to overthrow the Black Númenórean state, and, in the meantime, an alternate to the sea road to Gondor was needed. Arnorian and Gondorian frontier forces therefore campaigned to pacify the Daen-folk then migrating into Enedhwaith and established a tradition of trade and commerce along the North-South Road, one that continued even when the sea route was cleared.

Now, in the age of the Corsairs, the maritime route has been compromised again. The Old South Road is once more the safest route between the northern realms and Gondor. This is particularly true in the late spring and late fall when the uncivilized tribesmen are busy with their crops. It has become the normal practice for the merchants to gather in great caravans for mutual defense, and a Gondorian escort is often hired as well. Usually three or four caravans come up from Gondor in the spring and then return in the fall.

6.3.3 COMMERCE IN RHU DAUR

Before the coming of the Dúnedain, the Hillmen lived a basic hunter-gatherer existence, supplemented by some limited trade in metals with the Dwarves and regular raids on the Eriadorians to the west and southwest for exotic goods and a few slaves, usually female.

*Cardolanian
shepherd*



The expansion of the Númenóreans changed this equation. They were invincible in direct combat, and wealthy and organized enough to send war parties deep into the Trollshaws and deal bitter punishment to anyone who severely harmed their people. Raiding became a much less profitable affair for the Hillmen, and the land soon was peaceful enough for foreign explorers and hunters to move in.

The economy of the Second Age Dúnadan settlers of Rhudaur was largely based on hunting. In summer, the vast flocks of migratory birds that rested along the Mitheithel and Bruinen were their prey, and in winter, they stalked the losrandir moving down from the Trollshaws. Far more game was often taken than could be used, so the surplus was traded in the more westward lands for finished goods and luxury items. A considerable fur trade with the Hillmen arose; river mink and beaver were hunted to extinction. Gradually, towers and keeps were built, and Dunnish peasants were put to work; the economy grew more mixed, and farming and fishing became its mainstays. This Dúnadan-centered economy slumped badly after the decay of Rhudaurian political institutions and the early Dunnish peasant rebellions. The constant large and small-scale wars since then have done much to destroy both the trade and regular harvests in all the areas not under the direct occupation of Angmar. In the time after the Great Plague, a subsistence economy is all that remains in central and southern Rhudaur.

6.3.4 ROADS, MERCHANTS, AND TRAVEL

THE ROYAL ROADS

Three great roads have constituted the primary arteries of commerce in Eriador since the most ancient of days. The eldest, the wilderness path that first the ancient Elves and then the Edain followed across Eriador in the Elder Days became known as the Rhúmbad (S. "East-trail") during the Second Age. In that era, it was maintained by the Dwarves of Durin's folk, and it was known and used by peoples of all races. After Arnor was founded, this wilderness trail became the Menatar Rómen, the Great East Road that led to Wilderland and the mysterious lands of Rhûn.

Elendil the Tall, the founder of Arnor, dreamed mighty dreams, and included among these were great stone-laid roads to link all the peoples of his kingdoms together. The Menatar Rómen was intended to connect Lindon with Arnor and Imladris, the Dínath Hithui, and the Elves of Greenwood in Rhovanion. The Rhúmbad had followed a line of natural depressions and passages through the various topographical obstacles of northern Eriador; in the First and Second Ages, it also followed (rather roughly) the northern limits of the Taur Enyd, the great forest of southern Eriador. Although the wild forest is gone, the line of the Menatar Rómen is still convenient for marking both natural and man-made boundaries.

The Dúnedain, who were mighty engineers in this field, as in most others, simplified the path with bridges, cuts, and culverts. From the White Downs on the borders of Lindon, the Menatar, paved on well-traveled stretches with white Eriadorian limestone, passed through Siragalë, Bree-land, along the southern edge of the Midgewater Marshes and the southern foot of Weathertop, then across Oiolad and the Mitheithel into Rhudaur. While he never gained permission from the Elves to pave either end of the road, Elendil intended that it would marry the races of Eriador together. His laws forbade any fortification of the road, and gave passage, without tolls or tariffs, to any wayfarer, of any race, who was not an enemy of the Dúnedain.

A more important trail from the First and Second Ages, the Carbad Naugrim (S. "Red Dwarf-trail"), followed the River Sirannon down from the Redhorn Pass to a ferry over the Gwathló, then along the edge of the Eriadorian upland to Sarn Ford, and from there across Siragalë to the Blue Mountains. It connected the Dwarven city of Khazad-dûm with the lesser Dwarven colonies of the Nan-i-Naugrim (S. "Vale of the Dwarves"), and incidentally allowed Dwarven commerce with the Elves. Tharbad and Ost-in-Edhil were both built along this road. In Elendil's reign, the western half of it was paved with pink stone from the Pinnath Ceren, and was then named the Men Garan (S. "Redway").

As Arnor grew in prosperity, a third road, this one dating only to the mid-Second Age, gained prominence. This was the Iaur Men Formen (S/Q. "Old North Road"). The Iaur Men Formen ran from the mining centers around Fornost Erain on the North Downs, south through Bree-land and the Barrow-downs, across Mindornath to Tharbad. It was under protections similar to those given to the Menatar Rómen, as it was intended to link the settlements of the Faithful with their Dúnadan brothers in Cardolan. It met the Menatar Rómen at Bree, which might have made that town a great city had not the War of the Last Alliance so depopulated the North-kingdom.

In T.A. 1643, the traditions of Arnor still hold somewhat. The only permanent fortification on either of the three roads is the dike of Bree on the Menatar Rómen, which gives some minor comfort to the town's unwarlike citizenry. The Great East Road was the boundary of Cardolan and Arthedain for centuries, yet their fortresses were sited well off the highway. Most of them were abandoned during the Great Invasion and destroyed by Angmar. The scourging so depopulated the lands along the road that few of the towers were ever rebuilt.

Currently, merchants of west and east travel freely along the Menatar Rómen. No traveler who admits to Angmarean allegiance dares pass west of Weathertop, for fear of the patrols and the Arthadan garrison of Bree. No obvious Arthadan traveler passes east onto the Oiolad, for fear of the Urughash Orcs, who collect tribute for Angmar from their bases in the Stepping Fells north of the road.



There remain a number of merchants who claim no nationality, and neither the Arthedain nor the Angmarean government troubles them about it: both are desperately poor in these plague-ridden times, and they gain useful goods and hard currency from the exchange.

The Iaur Men Foramen passes through Arthadan territory north of Bree and half-desolate Cardolanian principalities from Bree almost to Tharbad. Angmarean merchants seldom use this highway, but those that do so to avoid the perennial Rhudaurian/Cardolanian skirmishing and raiding on the Eredoriath will be as anonymous here as on the eastern road.

THE CARAVANS AND MERCHANTS

In peaceful and populated country, such as central Arthedain, the Gwathló basin in Cardolan, or the Hobbit settlements in Siragalë, the merchants who carry on the trade between the towns and villages travel in small groups, occasionally alone, but more often accompanied by a few associates, servants, and guards. Highwaymen are rare here and occasionally seem dashing and romantic to the more innocent citizens. However, much of the countryside has now gone to chaos and wilderness. Caravan and convoy systems have been set up to protect the merchants from the desperate and quite often murderous brigands and from the increasing numbers of Orcs and wargs. This has, of course, driven up the price of goods: the kings and princes gain a little extra income by selling the caravans commissions of safe conduct, and mercenaries are assured of a source of constant employment in between the wars.

The Dwarves were carrying ores, metals, and metal goods across Eriador thousands of years before the awakening of Men. A typical Dwarvish caravan on any road in Eriador consists of several dozen longbeards, all of the same family, led by a family elder. A few scouts may be mounted on ponies, but almost all of the rest of the Dwarves in the caravan walk and bear packs of goods. Some draw hand-carts, others tend small pony or ox-carts. All of them are fully armed. Dwarves fear wargs and cavalry in the open country of southern and eastern Eriador. Their camps will be in the form of a laager, or fortified circle, which will take advantage of local terrain, using the carts, stones and brush, and implanted steel-tipped stakes to form a continuous line of defense. Dwarvish caravans that are met along the Menatar Rómen tend to be from the Ered Luin; those on the Iaur Men Foramen are generally from Khazad-dûm.

GOODS & SERVICES CHART

GOOD/SERVICE	COST	NOTE
Food & Lodging		
Beer/ale	1/4 cp	Pint.
Brandy	1 cp	Half-pint.
Cider	1/4 cp	Pint.
Mead	1/2 cp	Pint.
Wine	1/2 cp	Pint.
Light meal	1/4 cp	Cheese, soup, and bread.
Normal meal	1/2 cp	Meat soup or pie, bread, potato.
Heavy meal	1 cp	Steak and vegetables, bread, soup, pastry.
Poor lodging	1/2 cp	Communal sleeping.
Average lodging	1 cp	Allows for a separate bed or pallet and includes meals.
Good lodging	2 cp	Allows for separate room, meals, and ample refreshment.
Stable	1/4 cp	Includes food for beast.
Pipeweed	1 cp	1 pound. Good for a week's smoke; herbs in the mid-Third Age, tobacco in later years. More exotic herbs can cost many times this price.
Week's rations	4 cp	Normal spoilage. 18 pounds.
Trail rations	6 cp	14 lbs. 1 week. Preserved. Hard on the stomach.
Greatbread	2 gp	4 lbs. 1 week. Somewhat magical, made by Beornings and a few Dúnedain and Northmen.
Waybread	10 gp	4 lbs. 1 month. Lembas, used by Elves and their friends only. Loses a fourth of its value if eaten with other food.
Armor & Weapons		
(restricted availability in most areas)		
Target shield	5 sp	3 lbs. +20 vs melee; +10 vs missile.
Round-shield	6 sp	10 lbs. +20 vs melee or missile.
Oval-shield	8 sp	13 lbs. +25 vs melee or missile.
Wall shield	10 sp	28 lbs. +30 vs melee; +40 vs missile.
Pot helm	4 sp	2 lbs. Steel.
Full helm	9 sp	2.5 lbs. Steel. +5 DB.
Soft leather	4 sp	9 lbs. Finely made jerkin (AT 5).

GOODS & SERVICES CHART

GOOD/SERVICE	COST	NOTE	GOOD/SERVICE	COST	NOTE
Rigid leather	14 sp	12 lbs. Reinforced breastplate (AT 9).	Accessories		
Lamellar armor	35 sp	17 lbs. Treat as chain (AT 16); -5 melee; +5 vs missile.	Backpack (20 lb)	22 cp	2.5 lbs. Includes bedroll; 1 cubic foot capacity.
Standard mail	4 gp	18 lbs. Arnorian standard design. Treat as Ch/15.	Bedroll (wool)	19 cp	5.5 lbs. A heavy blanket.
Breastplate	3 gp	18 lbs. Treat as Pl/17.	Crossbow bolts	150 cp	2.5 lbs. Twenty. Steel-tipped.
Half-plate	10 gp	40 lbs. Treat as Pl/19. Not sold publicly; its use is restricted to the nobility in most places. -10 penalty to movement and perception if it is worn more than 10 hours, 5 marching.	Fire-starting bow	1/2 cp	.5 lbs; fire in 5 minutes.
Leather greaves	2 sp	2 lbs. Varnished splints.	Flint and steel	11 cp	.5 lbs. Starts fire in 3 minutes.
Metal greaves	5 sp	2.5 lbs. Steel plates.	Framepack (45 lb)	30 cp	3.5 lbs; 2 cubic foot capacity pack.
Hand-axe	5 sp	3 lbs. Steel head.	Lantern	14 cp	1.5 lbs plus 2 lbs oil (48 hrs); 25' R light.
Battle-axe	16 sp	5 lbs. 2-hand. Steel head.	Lock pick kit	2 sp	5 lbs. +10 bonus.
Throwing-axe	7 sp	2.5 lbs. As hand-axe; -10 melee; +25 missile; range 50 ft.	Rope	50 cp	6 lbs. 50'; breaks on unmod. 01-02 roll.
Mace	5 sp	3.5 lbs. Wholly steel.	Rope, superior	150 cp	3 lbs. 50'; breaks on unmod. 01 roll.
War-hammer	18 sp	4 lbs. Steel head.	Sack (50 lb)	7 cp	2.5 lbs; 3 cu' capacity.
War-mattock	19 sp	4.5 lbs. 2-hand. Steel head.	Star compass	7 gp	1 lb. +25 bonus for night orienteering.
Heavy crossbow	6 gp	7 lbs. Mostly steel.	Tarp	12 cp	4 lbs; 5' x 8'; water resistant.
Dagger	2 sp	.5 lbs. Steel.	Tent	2 sp	9 lbs. Sleeps two.
Broadsword	1 gp	3.5 lbs. Steel.	Torch	1/4 cp	1 lb; working end soaked in pitch for several days.
Scabbard	30 cp	1 lb.		10' radius light.
Clothing			Waterskin	1/2	.5 lbs. Holds 1 pint.
Boots	1 sp	3.5 lbs.	Weapon belt	60 cp	.5 lbs.
Cloak	7 cp	2.5 lbs.	Transport		
Coat	13 cp	7 lbs. Fur-lined and warm. +25 RR vs. cold; -10 to moving maneuvers.	Mature pony	2 gp	4-20 mph (140'/rd); can carry 180 lbs.
Padded undercoat	55 cp	3 lbs. As a coat, but only -5 to move.	Light horse	35 sp	5-30 mph (200'/rd); can carry 200 lbs.
Clothing	80 cp	10 lbs. Pants, shirt, cloak, hood. Multiply this cost by a factor of 2 up to 100 as the wealth of the wearer increases.	Medium horse	6 gp	5-25 mph (160'/rd); can carry 300 lbs.
Pants	20 cp	1.5 lbs.	Pack horse	7 gp	5-20 mph (120'/rd); can carry 400 lbs.
Shirt	25 cp	1 lb.	War-horse	25 gp	4-27 mph (175'/rd); can carry 350 lbs.
Surcoat	80 cp	1.5 lbs. A shirt to be worn over armor.	Great-horse		(never sold without permission of the local ruler.)
			Wagon	5 gp	8'x5'; 2-10 mph (50'/rd); can carry 1500 lbs.

Mannish parties are more variable in composition. Some consist primarily of ox-carts, some of pack-horses led by teamsters on foot, and some consist of a few horsemen leading several strings of pack-horses. The majority of the individuals in the caravan are teamsters and servants to maintain the carts, animals, and camp. There is at least one teamster and guard for every two animals, or two teamsters and a guard for every cart in the caravan. Only the richer caravans can afford mounted guards. Except in the smallest caravans, the merchants are mounted or ride on the carts and do little of the work; they are there to lead and deal.

Typically, caravans include merchants from a number of towns and cities who have set up an informal organization for mutual protection against Orcs and bandits. They each possess their own guards and often hire extra mercenaries for protection, as well as a caravan master who provides central control and has long experience of the passage the caravan is taking. Generally speaking, smaller parties are of the same family or business. Man for man, they are better-armed, better-connected, and much more dangerous than the people of the larger caravans. The camps of Men are more open than those of Dwarves, although they will often form a simple laager of their carts and baggage and plant wooden stakes to cover obvious approach routes in open country.

Halfings occasionally travel the roads of Eriador on business, but are more often immigrants of some sort. They almost always attach themselves to Mannish caravans, although some Stoors are occasionally found traveling with friendly Dwarves.

PRICES AND CURRENCY

The adjacent charts provide a breakdown of common conversion rates and prices in Arthedain, where prices are based on the king's coin and are therefore more stable than elsewhere in Eriador. Prices for food are usually higher (10%-20%) in Cardolan, depending on what the wars are doing to the local traffic. In Rhudaur, prices are comparable to those elsewhere, but goods tend to be of limited quantity and inferior quality. Better Arthadan and other foreign-manufactured goods may be available (30% chance), but at an inflated price (10%-50% higher). One's social standing or local circumstances may cause a fluctuation and, where barter is involved, a simple value comparison may be required.

Arthedain's mint was the most consistent in the North until the fall of the kingdom in T.A. 1974. The mint at Mallost, the king's seat of the Dwarves of the Ered Luin, was the only one to issue its coinage all through the Third Age.

The royal mint of Cardolan functioned from T.A. 862-1411. Production was limited in the higher denominations; usually the only gold mintings were commemorative coins to celebrate coronations and royal births. Copper and bronze pieces were issued originally for the king to give to the poor on Yule. However, during the years of prosperity in Cardolan, the high level of trade

required more money in circulation, and despite disequilibrium and occasional sharp dealings by southern merchants, there was no option but to adopt Gondorian exchange ratios. Cardolan's coinage then revolved around a bronze standard until the era of war and inflation that began in the late T.A. 1200s brought silver into increasing demand. From then on, the mint provided extensive issues of half-silver and half-gold pieces, both of metal imported from Moria. After the destruction of the kingdom, the Merchants' Guild of Tharbad occasionally produced its own crude coinage. The last issue was a handful of bronze pieces dated T.A. 2814.

After the fall of Arthedain, the mint at Michel Delving opened and produced mainly tin and copper pieces, although it restamped any coinage from other realms on request. Gondorian gold filtered up from the south in this era, usually a reign late, and old treasure hoards such as the one Bilbo Baggins' brought back from Erebor gave the Michel Delving mint an occasional run of business. By late in the Third Age, almost no one in the Shire knew what the seven stars on the backs of their coins stood for.

Gondor produces a 1/2 ounce gold piece, a 1/4 ounce silver piece, a 1/4 ounce bronze piece, and a 1/2 ounce copper piece. The difference in sizes produces the exchange rates between Arthadan and Gondorian currency noted in the chart. The standard equivalencies rates among the Gondorian coins are: 1 gp = 20 sp; 1 sp = 10 bp; 1 bp = 5 cp. Gondor's silver piece is exactly equivalent to one from Arthedain, and thus is the least confusing to use.

Almost all mithril coins are products of the Dwarves of Moria, with Dúnadan varieties being limited to special commemorative issues. Mithril is a light metal, so the mithril piece is as large as a silver coin, and three times as thick. Because of its rarity following the abandonment of Khazad-dûm (Moria) in T.A. 1981, 75 Gondorian gold pieces are required to match the value of a single mithril piece. During this era, it is usually unavailable on the common market. Towards the later Third Age, the official exchange rate in the price of mithril increases with each passing year. Some consider it priceless.

ARTHADAN/GONDORIAN RATES OF EXCHANGE

Coin	Coin Weight	EXCHANGE RATE	
		Arthadan Coin	Gondorian Coin
Mithril Piece (mp)	1/7 oz	20 gp	10 gp
Gold Piece (gp)	1/4 oz	10 sp	5 sp
Silver Piece (sp)	1/4 oz	100 cp	10 bp
Copper Piece (cp)	1/4 oz	2 hc	1/2 cp
Tin Piece (tp)	1/4 oz	1/2 cp	1/4 cp
Half-copper (hc)	1/8 oz	2 qc	1/4 cp
Quarter-copper (qc)	1/16 oz	—	1/8 cp

CURRENCIES OF ERIADOR

Mint	Obverse	Reverse	Language	Letters	Issues
Dol Amroth	Prince	Oiolairë Tree*	Sindarin	Tengwar	C, B, S, G
Minas Anor	Gondor's king	White Tree	Sindarin	Tengwar	C, B, S, G, M
Fornost	Arthadan king	Seven Stars	Sindarin	Tengwar	T, C, B, S, G
Moria	King	Hammer & Anvil	Sindarin	Angerthas	C, B, S, G, M
Mallost	King	Hammer	Sindarin	Angerthas	C, B, S, G
Thalion	Cardolanian king	Ram's Head	Sindarin/Dunael	Angerthas	C & B, S, G
Tharbad	Sign of Guild	Token Value	Sindarin	Tengwar/Angerthas	B, S, G
Michel Delving	Oak Leaf	Seven Stars	Westron	Tengwar	T, C, B, S, G

Issue Codes — M = Mithril, G = Gold, S = Silver, B = Bronze, C = Copper, T = Tin. Order indicates proportion of content.

* Beginning in T.A. 1982, the device of Belfalas changes to that of a Swan-ship, in memory of the now-departed Elves of Edhellond.

6.4 INSTITUTIONS IN ARTHEDAIN

Arthedain is a more tightly structured society than Cardolan or Gondor, and few organizations exist that can oppose the aristocratic establishment. Some of those that have sufficient power to influence the lords and kings are described below.

6.4.1 THE COUNCIL OF SEERS

Centered at the royal court in Fornost since the fall of Annúminas, the twenty-seven members of the Heren Cenoron (Q. "Council of Seers") of the North-kingdom comprise a most exclusive, nearly sacrosanct organization. Their sole duty is to tend, use, and interpret the visions granted them by the palantíri of the North.

The cenor (sing. cenor) serve, in theory, at the pleasure of the king. In practice, they have too much prestige and are too difficult to replace for the king to remove one lightly. The herutarcen (Q. "lord high seer"), the eldest active seer, fills vacancies in the organization as he wishes, with the king's consent. Young noblemen accepted by the seers serve a nine year apprenticeship during which they are never left alone with a seeing-stone. They study books of lore and texts on the use of the stones and are only rarely allowed to observe a palantír in use. For the next seven years, each young noble is sponsored by a teaching seer who develops a special rapport with the student. Any rules infraction—down to simply arriving late for a tutorial—is punished by either expulsion or demotion.

When a seer dies, a sponsored seer-in-training may be nominated to take his place. Often, seats sit vacant until a promising student fulfills his requirements of sixteen years of study and good behavior. Even then, a new seer heeds his elders and does not speak unless spoken to. A few senior seers are allowed to have stands for the stones erected in their residences, but such private use of a palantír is not documented. Far more common than private viewing is the use of the stones in court, where they have rested since being brought from Annúminas.

Traditionally, the seers of Fornost are the king's most trusted advisors. Even The Hirgon Dagorwaith Aran heeds the visions of the stones, when they are clear. However, with ambiguity arises tension, and at best the seers and the military are at odds, for the military wants to act, to move. At times the seers can only counsel that time will tell, for many visions are cloudy and some simply do not come to pass. Thus, the need for sixteen years of study and training becomes obvious.

THE IMPORTANCE OF THE PALANTÍRI

The palantíri entrusted to the care of the seers will always remain the most cherished of Arthedain's possessions. Neither seeing-stone is as mighty as the one lost in the fall of Osgiliath, which occurred during the Kin-strife in Gondor, but both grant the king the power "to see what is passing in his realm, and what his servants are doing (LotR III, p. 260)." In addition, they can grant foresight; an example is one seer's prophecy that the North-kingdom would end if the Dúnedain were not reunited. The awesome reputation of the stones has caused such prophecies to become part of the common dialogue in Arthedain. Both as connections with the glorious Númenórean past and demonstrations of the power of Dúadan intellect and philosophy, they remain one of the most vital symbols of Arthedain's hopes and future.

6.4.2 MYSTICAL AND RELIGIOUS ORDERS

It was once said that the only Dúnedain in Arnor who weren't part of a fellowship, society, or order were already in their barrows. In Arthedain, the number of religious, scholarly, and political organizations has dropped over the years, but most of the nobles still possess some connections of this sort. They allow the leadership of Arthedain to exchange ideas and arrange cooperation towards common political and scholarly goals. In Gondor, intellectual society is primarily based in the great cities. In Arthedain, people with intellectual interests are scattered over a great expanse of country. Fornost is an important center for them, but is traditionally dominated by the seers

and mystics of the court. Free-thinkers have, since before the founding of Arnor, usually lived in the various small monastic centers and observatories that dot the hills. These have always been either self-supporting or patronized by the local lords. The nobles of Arthedain, most of whom are as well-educated as the monks and the mystics, commonly communicate with friends of similar ideology and interests through letters and in gatherings arranged adjunct to their social and business schedules, while freely using the local monastic scholars as sources of advice and dialogue. This habit of free communication of ideas is protected by custom and law, although certain unsavory characters in Arthadan history have specialized in stealing and reading other peoples' mail.

Because of this tradition of political dialogue, conspiracies of various sorts, most of them harmless enough, are rife in Arthedain, with certain lords campaigning to switch the holiday litanies from Quenya to Sindarin, others to get the herutarcen replaced with someone more optimistic, and some others, operating on the bounds of treason and employing complex codes in their letters, even suggesting that the king could be replaceable.

Below are described three of the more important fellowships in Arthedain.

SELLI NIENNAVA

Dedicated to healing, the Selli Niennava (Q. "Sisters of Nienna;" sing. Seler Niennava) run charity hostels and hospitals. Even a sister who knows little spell lore will still be an efficient nurse or physician. The organization has long been the most prominent of its kind in Eriador; its

sponsors and leadership have traditionally been female Dúnedain of the nobility, although the majority of the membership has been of the commons. King Argeleb's mother was the healers' strongest supporter in the last century, but the current queen has other interests, and her neglect of the Selli has always caused whispers at court.

ANAMARTAR

The primary keepers of burial grounds, the Anamartar (Q. "Courtiers of Judgment;" sing. Anamarta) maintain extensive archives of rituals and locations. The brethren of the order consider themselves true monks, as, unlike some of the other religious fellowships, they practice a restrictive social discipline involving drab clothing, ritual prayers, and sensual self-denial. The Arthadan commons, unlike most of the Men of Endor, have had little experience with formal clergy or shamans; they consider monks of this sort odd.

Like several similar organizations, the Anamartar were stricken by the sack of Andrath. Along with the destruction of property and records, it lost most of its leadership, including its lindamil (Q. "song-mother"), the Lady Eldriel. (See Section 8.3.) The surviving, northern half of the fellowship is tainted by suspicions that some of its members aided the Witch-king's sorcerers in cursing the Barrow-downs, helping to create the plague of evil spirits that now haunt the ancient graves. The Anamartar remains an important historical resource for scholars (and respectable adventurers) seeking information on old ruins and burial sites. They will not, of course, deliberately aid overt grave-robbers.

NÓLEHILDI

There are still a number of practicing mages in Arthedain, some doing it as a hobby, others deadly serious. The Nólehildi (Q. "Followers of Secret Lore;" sing. Nólehild) are a semi-secret society dedicated to the "useful study of magic," and were formed by none other than the wizards Mithrandir and Curunír (Gandalf the Grey and Saruman the White). The Nólehildi include members as important as Queen Glíriel of Arthedain and the Herutarcen Turlam. The order's members, who are accumulating magical knowledge primarily to battle the threat of the Witch-king, do not speak of their fellowship, but each carries a distinctive symbol called a sefthane (an archaic Eriadorian word meaning "light of leadership"). This emblem is a decorative stick bearing a white gem at the top. A sefthane can be as large as Gandalf's staff or as small as knitting needle, but is designed for practical use. They possess varying magical powers, both offensive and defensive, but always act as a light source and provide some form of detection magic. Members of the Nólehildi are not uniformly of high rank, but all members must be recommended by someone of importance.



6.4.3 FAIRS AND FESTIVALS IN ARTHEDAIN

The Arthedain have a reputation for leading lives as drab and grey as their homeland in winter. However, they hold celebrations and holidays much as do the other folk of Eriador. Most of the festive events of their year are based on Dúnadan traditions; many of the details are Eriadorian, brought from the south with the migrations from Cardolan in the early days of the Kingdom of Arnor. The Hobbits, famed for their skills at table and renowned for their exuberance and humor, have added these qualities to the seasonal celebrations all across southern Arthedain, from Bree to Siragalë and the banks of the Lhûn, taking advantage of the fact that traditional Arthadan manners and restraint prohibit some of the violent rowdiness that afflicts the Cardolanian fairs.

THE AUTUMN FAIR

Autumn fairs comprise an annual event that occurs in all the more important towns of Arthedain—a tradition of many centuries. People from all over come to these regional gatherings to do their trading. Inns are filled to bursting point, and many villagers open their homes to friends and relations from distant parts. Peddlers come from the south to take an opportunity to catch the thrifty Arthedain with their purses open, and Dwarves journey from the Blue Mountains.

All Arthadan fairs run smoothly; the local lord's guards and extra town constables keep order. A special fair-time court—including a royal sheriff, the local mayor, and one or two officials from outlying villages—handles disputes on the spot, avoiding the nuisance of ordering a lord's court in the middle of the celebration. All decisions are legally binding.

RULES OF THE FAIRS IN ARTHEDAIN

(as Posted in Bree and Other Respectable Towns)

- 1—All shall keep the King's Peace and that of the Fair.
- 2—No manner of folk may make any congregates or affrays among themselves whereby the peace of the Fair may be broken.
- 3—All unsealed wine, ale, beer, must be sold by measure, by the gallon, bottle, quart or pint.
- 4—Baker's bread must be suited to a man's body.
- 5—No manner of cook, pie maker, or huckster shall sell or put for sale any manner of victual but that which is good or wholesome.
- 6—No manner of persons may buy or sell but with true weights and measures sealed according to statute.
- 7—Any persons whosoever find themselves grieved, injured or wronged by any manner of persons in this Fair, they are to come with complaint before the Steward of the Fair and no one else.
- 8—Therefore now, at this Noon, begin in the King's name, and the Mayor and King send every man luck and this Fair good continuance.



Nobles and other high folk attend such parts of the fairs as their dignity allows. Traditionally they provide grand prizes for the contests and gifts for the local officials and commons, while wearing their finest outdoor clothing and practicing with their brightest weapons to provide a show of glamour and strength for all present. Then they withdraw to allow the celebration to continue unrestrained by their presence.

A fair brings people together from miles around: farmers, merchants, tanners, cobblers, weavers, bakers, brewers, coopers, carpenters, tailors, blacksmiths, and a wide variety of others. There are competitions for the fattest and finest animals, archery contests, wrestling matches, bouts with quarterstaves, and bake-offs. Jugglers and musicians provide entertainment, and there is dancing every night. The fair ends at sunset every day, and it is illegal to sell goods after the fair has closed. The merriment, though, continues long into the night.

After the autumn fairs, the people of Arthedain settle down for a long winter. The market held every fortnight grows smaller and smaller, until by mutual consent it ceases altogether in early Narwain (Afteryule, for the Hobbits; the equivalent of our own January). It is resumed at the end of Gwaeron (Hobbits' Solmath; our March). Trading during these three months is carried on entirely by private arrangement.

*A Sister of
Nienna*



HARVEST HOME

Next to the feast of Yule, Harvest Home is the most important festival of the Arthadan commons. The date varies, but it is always in early October. Lords and nobles may attend, but it is normally a sharing of the bounty of the farm, herd, and garden, and this has never been an important matter to the Dúnedain of the North.

Harvest Home is celebrated village by village, with people coming from all over the local area, bringing various foods. Women begin preparation for the Harvest Home long in advance; each wife cooks her special dishes. The feast is a huge affair, and everyone is welcome, including friends and relatives from other provinces. The tradition calls for everyone to contribute something, from a bowl of fruit offered by the very poor to a sheep or an ox contributed by the wealthier squires.

The festivities begin early in the morning, since most folk arrive the previous evening and stay with relatives or friends. Games and contests take up much of the day and include such competitions as log-splitting, camp set-up, and pie-eating. There are many courtship games for the young people. Early in the evening, everyone sits down together and eats the food—some of which has been cooking in the temporary outdoor kitchen all day. After dinner, there is dancing to the music of flutes, fiddles, and drums till the early hours of the morning.

MIDYEAR OR LITHEDAYS

This holiday falls in between Nórui (Hobbits' Forelithe, our June) and Cerveth (Hobbits' Afterlithe, our July); it is a three-day period of special merrymaking. The festival originally came from the formal courtly Númenórean midyear festival, which the Dúnedain still celebrate, and was adopted by the Men of Eriador in the Second Age. Bonfires, games, feasts, parties, contests, and dancing are all part of the festivities. As with Harvest Home there is no central site; rather numerous small festivals are scattered in villages and steadings throughout the land. The Lithedays are considered particularly fortunate for plighting a troth, and many engagement celebrations occur at this time of the year.

Every four years, there are four Lithedays (instead of merely three) marked by particularly intense periods of feasting.

YULE

The last and first days of the year are called Yule days and are part of a six-day Yuletide celebration. This is primarily a family holiday in Arthedain and is marked by a period of visiting, merrymaking, and gift-giving. Lords customarily pardon minor law-breakers and forgive debts at this time. Traditionally most nobles and the wealthier commons hand out many gifts to the poor at Yule, making special efforts to see that they have sustenance for the winter.

6.5 THE INSTITUTIONS OF CARDOLAN

One might suspect that the people of Cardolan are an unruly lot, given the chaos of the normal political situation in Eriador. Actually nothing could be further from the truth. As a general rule, the folk are quite lawful; the trouble arrives over the interpretation of the law. The Cardolandrims also have an almost obsessive interest in tradition and ritual. This is most often expressed through their organizations and institutions, the best examples being the powerful guilds of Tharbad and the biannual fairs held throughout the country.

6.5.1 THE GUILDS OF THARBAD

A history of the guilds of Tharbad is virtually a history of the city itself. The oldest city guilds were founded in the first centuries of peace after the Númenórean conquest of Eriador. However, their era of strong official standing and political importance dates back only to the arrival of a dissident faction of glassblowers from Fornost Erain shortly before the division of Arnor. Up to that time, Tharbad had been basically a trading city whose manufactures could never fulfill all of its needs. The immigrant glassblowers offered the city's leaders a chance to establish an export industry as prosperous as those of Fornost and Osgiliath. They awarded the new citizens land, subsidies, and privileges that made them almost instantly prosperous. Jealousy over the preferential treatment given to the glassblowers caused virtually all of the other artisans to organize their own guilds and demand charters and similar privileges from the rulers. They soon accumulated enough political power to rival the city's trading merchants, but not enough to challenge the authority of the king or the ernilath.

A few decades after this initial burst of success, the glassblowers divided into two guilds: one concerned with the alchemy of glass, and the other with its artistic merit. The lesser guilds declined in influence under pressure from the more traditional powers of Tharbad, becoming, for a time, fraternal organizations that did little more than march at fairs and high festivals. This held true until King Terennil reorganized the political and economic structures of his realm beginning in T.A. 1079. Terennil was burdened with his father's massive debts from the Twelve Years' War and, given the largely self-sufficient economy and the independence of his princes, there was little prospect of the debt being repaid. Terennil realized that his authority had to prevail, and that some new commodity for export was needed. Terennil determined that sheep, which already outnumbered the people in his kingdom, were his best option. He restructured the law regarding both the lord's and the peasant's ability to own land, and provided subsidies for both the guilds that worked wool and packed mutton and the merchants who sent it abroad.



The weaving, dying, and meat-packing guilds soon came to rival, in wealth and influence, even the nobles of Cardolan; their natural allies, the other guilds, rose with them. This new power, however, declined after the disaster of Cameth Brin in the thirteenth century. The instability in the country—and the decline in trade it caused—undermined the income on which the power of the guilds was built, and continued to do so until the fall of the kingdom.

The devastation of western Cardolan that preceded and followed the battle on Tyrn Hódhath in T.A. 1409 led thousands of refugees to migrate to the nearly impregnable bastion of Tharbad. They gathered in Gwanwobel, the shantytown outside Tharbad's walls, although there were no jobs, homes, or food there. Despite colonizing efforts in western Cardolan, the refugee population grew, and tensions increased between the older residents and the newcomers. With no lords to provide order in the city, the guilds of Tharbad had to raise the money and leaders for a new militia to protect citizens from their riotous "guests."

During the widespread peasant rebellion led by Lamril in T.A. 1434, the guild militia provided the bulk of the forces that defeated the peasant army in the countryside outside of Tharbad. The victorious guildsmen fell upon the shantytown on their return, burning it while massacring many of its inhabitants. The cánotar used the massacre as a pretext to disband the militias, but remnants of the organization survive. Protection of local interests has remained one of the primary functions of the guilds.

CURRENT GUILD POLITICS

With the tensions that have been growing in Tharbad before and since the Plague Years, the guilds have obtained an unprecedented "popularity." They effectively control all economic activity in the city, and guild membership is virtually a necessity for the common folk. Membership is generally demonstrated by wearing a cockade of one's guild colors, though this can get one into serious trouble if the wrong neighborhood is entered. The Mercenaries' Guild and the Merchants' Guild, both of which have commerce throughout the city, rent their colors to visitors, and very few people will bother someone wearing the purple and gold of the merchants, at least during daylight hours.

The old triumvirate of the Weavers', Dyers', and Salters'/Packers' Guilds remain the largest guild faction in Tharbad, but because of the burden of providing for their numbers in the decaying economy they are desperately poor; their power has greatly waned from the time they dominated the city. All three of these guilds have fractured into rival factions, which makes them quite susceptible to outside influence. The newest and largest single guild in Tharbad is that of the laborers. They are mostly refugees from the north who came to the city during the Plague Years. These immigrants organized in proper Tharbadian fashion, and were granted a district to live in that had been gutted in the Great Fire of T.A. 1634. Though numerous, few of the laborers are well-fed or well-armed, which curtails their organization's influence.



*A juggler on
Litheday*

The most powerful guilds in T.A. 1643 are those of the merchants and the traders; though relatively small, they control a great deal of money. The Merchants' Guild is dominated by Dwarves from Khazad-dûm and Gondorian ship owners. They, of course, have the greatest interest in the stability of the city. The Traders' Guild is actually a thieves' society, barely concealed by its pseudonym; in recent years the traders have become so strong that they march in the parades of the cities during the high festivals. Though quite rich, the Traders' Guild is not very effective. It has come to specialize in the comparatively victimless crimes of smuggling (especially drugs), gambling, and prostitution, and its leaders seem hedonistic and complacent.

Of the lesser guilds the Bargemen's Free Association and the Seers' Guild are the most unusual. The strength of the Bargemen is spread up and down the Gwathló; the number of them in the city varies greatly from week to week and from season to season. Moreover, they generally disdain involvement in local politics. The association is none the less actively courted and deferred to, for its robust, brawling members are probably the most decisive and uncommitted factor in the local balance of power. The Seers' Guild was officially disbanded in T.A. 1504, and those few members of the Alchemists' Guild who knew any magiks "retired." This course of action was recommended by the powerful wizard, Tharkûn—better known as Gandalf the Grey—who briefly resided in the city. Some of the leaders of Tharbad know that an underground Seers' Guild still exists, but not even the cánotar or the Master of the Traders' Guild knows its membership or capabilities.

6.5.2 FAIRS AND FESTIVALS

Widely scattered as they are, the inhabitants of Cardolan must travel in order to gather together to honor their deities and to conduct business. Over the years, these practices have become regularized and formalized into fairs and festivals, held at most of the important towns and keeps. Honorary positions, such as officers and marshals, are created to keep peace among the crowds the fairs attract; straightforward standards of behavior are declared, like those noted in the previous section for Arthedain, and they are obeyed even by ragged ruffians. Despite the religious rituals and the vital business dealings that take place, the fairs and festivals are a time of indulgence, celebration, and joy, even though these commodities have been in short supply in recent years.

THE GUILDS OF THARBAD

Profession	Cockade
Alchemists	Red, Brown, White, and Blue
Armors	Silver with Black Center
Bargemen	Greyish Green
Brewers	Nut Brown
Carpenters	Light Brown
Coopers	Light Brown with Black Center
Dyers	Yellow
Embroiderers	Red Rose on White Field
Fishermen	Light Blue
Herbalists	Light Green
Innkeepers	Wine with Gold Center
Laborers	Grey
Lampmakers	Yellow with Blue Center
Masons	White with Grey Center
Mercenaries	Blood Red
Merchants	Purple with Gold Center
Nightsingers	Pink
Papermakers	Light Yellow
Potters	Reddish Brown
Salter/Packers	Red with Bone White Center
Seamen	Deep Blue
Shipwrights	Sea Green
Smiths	Black
Tanners	Brown with White Center
Teamsters	Orange
Traders	Gold (rarely worn)
Vintners	Wine Red
Weavers	Neutral Grey-white
Wheelwrights	Black with Brown Center
Whitesmiths	Silver with Gold Center

Note: Coopers deal in barrels and casks, the primary sealed shipping containers of Eriadorian trade. Nightsingers are supposedly all legitimate tavern and street entertainers, but prostitutes comprise the larger faction of their membership. Vintners deal in wine, and Whitesmiths in the finishing and decorating of metalwork.

There are at least two score minor guilds that have official recognition but little influence. These include: Scribes, Scholars, Cobblers, Players, Guides, Gravediggers, Farmers, Shepherds, Glassmakers, Locksmiths, etc. Each of the minor guilds has its own colors, always a pattern of three colors vaguely appropriate to their profession surrounded by a white border. No guild member or apprentice is likely to be seen in public without their cockade, since most guilds levy a fine for such lack of pride.

The autumn fairs are the most important of these occasions. The harvests must be marketed, and gradually the time allocated for this event has gained significance as the primary time of exchange for all products. Traders still gather from all over the West for the autumn fairs in Cardolan. There are several regional fairs, but the most important is the one held at Thalion. Though there is no king, the autumn fair here coincides with the Eruhantalë, one of the three Dúnedan high holy days. As representative of Gondor's priestly king, the Cánotar of Tharbad now has the duty of leading the prayers and parades of the people.

The festival of Harvest Home, held in each village and household, occurs shortly after the autumn fairs. Harvest Home is an entirely local celebration, as is the observance of Yule which enlivens the long winter. Life is then fairly dull until the arrival of spring, which is announced by the spring fair. It coincides with Erukyermë, the Dúnedan spring high festival. There is little to trade in the spring, so this fair is of less economic importance. Interest is sustained by parades, and especially by the mock combat and tournaments of the warriors of Cardolan. The mid-summer festival of Erulaitalë, which is more obviously related to the ancient Númenórean rites than the other holidays noted, is usually observed by only the Dúnedain and Torfiriath of Cardolan. The commons mark it mainly as a day of relief from the summer's labors.

6.6 EVIL CULTS

Organized religion has never held much sway or appeal for the Dúnedain. Their traditions include tales of direct contact and alliance with the Valar, done in a straightforward manner that precluded any need for elaborate worship and ritual. This general philosophy evolved into an absolute prejudice during the Second Age, when resistance to the Númenóreans was often led by local shamans and priests. The Dúnedain's great enemies, Morgoth and Sauron, both used dark religions and cults to advance their causes and also drew power directly from their worshippers. This great "fraud" caused the Dúnedain and their allies to associate all religious institutions (other than their own) with both evil power and slavery.

However, minor religious groups following an individual Vala or more obscure deities eventually did arise among the Dúnedain in Arnor. The few cults worshipping the powers of Darkness or those with bizarre beliefs that could be corrupted by the Dark Enemies were once quite a nuisance in the North-kingdom, being largely favored by quarrelsome intellectuals and dilettantes. Most ceased to exist after the Witch-king arrived in Angmar

and brought a dramatic reality to the beliefs with which most of the cultists only played. They are rare enough now that no formal apparatus for witch-hunting or similar investigation exists in the country. Nonetheless, cultists are present, primarily as a result of infiltration by Angmarean priests, and a set of very old and very violent laws are on the books concerning "hurtful magiks," demonology, and religious subversion. Local officials deal with prosecution of any offenders.

THE DARK PRIESTS OF ANGMAR

The sorcerer-priests of Angmar were one of the Witch-king's most potent weapons in the first centuries of his reign, using persuasion, bribery, and rich gifts to sway the innocent and the unsure, rarely proclaiming themselves as worshippers of Darkness. Those priests who first came to Eriador and Rhovanion appeared as servants of Firyandil (Q. "Friend of Men") or Firyatar (Q. "King of Men"), aiming to corrupt the local leaders and sages and then to sow greed, intrigue, and fear among the common folk. After superstition and fear began to dominate society, as happened in Rhudaur but not in Arthedain, could the priests introduce the worship of Darkness.

This basic scheme no longer serves the Witch-king in public in Eriador, but small variations on it work among simple folk, such as the desperate refugees around Tharbad, and also on individual mages and loremasters blinded by pride and seeking a short cut to power. Direct infiltration continues, and plans to magically afflict Arthedain are rife among the Angmarean elite. The most successful to date involved the plot to ensorcel the Barrow-downs, the burial place of the Arnorian kings—allowing evil spirits to infest the tombs. A dozen priests of Darkness and two score Angmarean rangers, trackers and other minions died while emplacing runestones, performing rituals in and around the barrows, and making Mannish sacrifices within a few yards of the Arthadan monks sworn to protect this holiest of places.

The brilliant success of the plot has encouraged more and more of the priests to volunteer to serve in Arthedain and Cardolan. There they can use their magic to enfeeble the strong, ensorcel the innocent, seduce the despairing, and destroy the hated Dúnedan enemy from within. For the Angmarean priesthood, the material effects of the barrow-wight invasion are trivial compared to its obvious erosion of Dúnedan morale. They see the conflict between Light and Dark as a clash of wills; their dream is to so break the spirit of the Dúnedain that their last strongholds in the North will fall without battle, and the proud sons of Númenor will open their doors and grovel at the feet of the servants of the Dark.



7.0 WARCRAFT IN ERIADOR

GM Note: A detailed order of battle of the forces discussed here is given in the *Military Tables*, Section 12.

7.1 THE ARTHADAN MILITARY

The primary defense of Arthedain is entrusted to a very small Dagorwaith Aran (S. "Royal Army"), reinforced by a mustering of sixty-three Dagorweithath Arthedain (S. "Noble Armies;" sing. Dagorwaith Arthadan) that can defend their own territories or be summoned by the king to fight anywhere in the realm. In times of relative calm, the Dagorweithath Arthedain enforce the law and keep the peace by providing a constant presence of authority. When conflict breaks out, these elite forces are the first to take the field. If the threat requires more manpower than the "regulars" (as these professional military are called), the king, the nobles, and their officers have the authority to call all or part of the kingdom's feudal levy, the DÍras Aran (S. "Royal Militia"), which can multiply their strength ten-fold. It has been claimed, with some justification, that the Arthadan army is, man for man, the finest in Endor, combining superior weapons, rigorous training, and strong, fit, highly motivated soldiers. The forces described here provide a well-armed and well-tested host capable of defending the North-kingdom from all but the most overwhelming of foes.

7.1.1 THE ROYAL ARMY (DAGORWAITH ARAN)

The Dagorwaith Aran is the king's own professional army, a crack force which guards royal lands and garrisons key citadels. It answers only to the king or his officers and is constantly poised for war. Yet, since it is small and tied to the king's house, the royal army is not unlike its private counterparts.

Although the king is supreme overlord of all armies, even the Dagorwaith Aran is customarily directed by a vassal. Usually, the *aranion* (S. "crown-prince;" lit. "son of the king") is selected as its lord-commander, being groomed from early youth in the arts of war. He oversees daily military activities, accounts for provisions, and sees that the training regimen is followed. He also leads the royal army on most campaigns.

A circle of princes and older knights assists the lord-commander as a staff and provides leadership for larger collections of field units, such as groupings of noble armies. Even in peacetime, this Othrin (S. "War Circle") proposes military policy and strategies to the Aradhrind (S. "King's Council"), thereby affecting Arthedain's political future.

Beneath the Othrin is a hierarchy of *arnaroqueni* (Q. "royal knights;" sing. *arnaroquen*). These men are soldiers who have distinguished themselves by service and valor and are deserving of non-hereditary knighthood. Unlike the *artaroqueni* (Q. "noble knights;" sing. *artaroquen*), an *arnaroquen* can be born of any class and must earn his

colors; few, however, are non-Dúnedain. There are two tiers of royal knights, divided by length of peerage, both of whom serve as intermediary leaders. Those of the elder group are properly known as *arnaroqueni yenwa* (Q. "old royal knights"), and each of these commands an *othronas* (S. "warrior company") consisting of 81 warriors and 9 of the knights' younger counterparts. The latter are not actually given the title of "knight," but are called instead *obitari* (Q. "esquires;" sing. *obitar*); each leads a *boronas* (S. "division;" lit. "steadfast men") of 9 warriors.

In addition to this mobile force, the king maintains a garrison of some 600 soldiers, the Ostirith (S. "Citadel Guard"), to defend his capital at Fornost; they are commanded by one *arnaroquen yenwa* and two *obitari*. Each company of the Ostirith is commanded by a captain, and each division of soldiers by a sergeant. The Citadel Guard officers are much more likely to be non-Dúnedain than their counterparts in the regular army. The Sceptre also possesses a company of rangers, the Faradrim Aran, to perform reconnaissance, and an elite company of guards, the Tirith Aran, to protect the monarch and his family. As auxiliaries, the king maintains a kennel of wolfhounds (the Othronas Drogryn Aran) to reinforce his guards, a group of civilian contractors to build the various ballistae and siege engines used by his soldiers, and a collection of armorers, carpenters, sutlers, teamsters, and other artisans to supply the army.

7.1.2 THE NOBLE ARMIES (DAGORWEITHATH ARTHEDAIN)

Arthedain's nobility is for the most part descended from the lines of the original Elendilian settlers, the Faithful who founded Arnor. There are sixty-three houses of *artatani* (Q. "nobles;" sing. *artatan*), and each maintains its own army. Seven are sizable clans, the Great Houses of Arthedain. Some, like the Eketya or Tarmëa families, have forces rivaling those of the king, but most rely on small contingents. In time of war, the Dagorweithath Arthedain are often combined with the Dagorwaith Aran, forming an integrated army. Large noble armies march and maneuver under the orders of their own *artatani*, while smaller forces are banded together under the command of a member of the Othrin, usually a prince.

The noble armies are necessarily varied in structure. Each is led by an *artatan* or his appointed lord-commander, and each draws upon the local vassal—the *nóroqueni* (Q. "landed knights") and *erroqueni* (Q. "solitary knights")—of the lower nobility. These knights bring their own unique followings of *meithyr* (S. "fighters;" sing. *meithor*) who, together with a Tirith Arthadan (S. "Lord's Guard"), form the army's warrior host.

The Dagorweithath Arthedain often possess auxiliaries similar to the king's, especially those lords responsible for the defense of specific sections of the frontier. None of them, of course, have the Sceptre's financial resources, but the lord-commander and several members of the Othrin inspect the Dagorweithath Arthedain to ensure that they are fit for battle.

7.1.3 EQUIPMENT

All Arthadan warriors, regardless of immediate allegiance or background, are superbly equipped. Each soldier carries a composite bow, a short bow, a short sword (*eket*), a dagger, and a longer weapon. The cavalryman of the royal army (one third of the total) bears a lance and a long sword (*andeket*), while an infantryman uses a 9' spear and a hand-axe. All are provided with a tool kit, wool bedding, and mess implements.

Arthadan armor is made from fine grade steel and is among the best in Endor. Light and strong, it is ideal for chainmail. The king's foot-soldiers wear black chain shirts supplemented by solid leg greaves, all covered with black surcoats emblazoned with the Seven Stars of the North-kingdom. Each infantryman also employs a 30" diameter steel-reinforced oval shield, whose relatively straight sides allow for interlocking. These shields are ideal for the formation of a *thangail* (S. "shield-fence"). Horse-soldiers are garbed in full chain and carry 1' diameter, steel-faced round shields. Like their unmounted brethren, they wear open-faced helmets of steel which are designed to protect the neck and ears and to accommodate the various linings needed for campaigns in the capricious Arthadan weather.

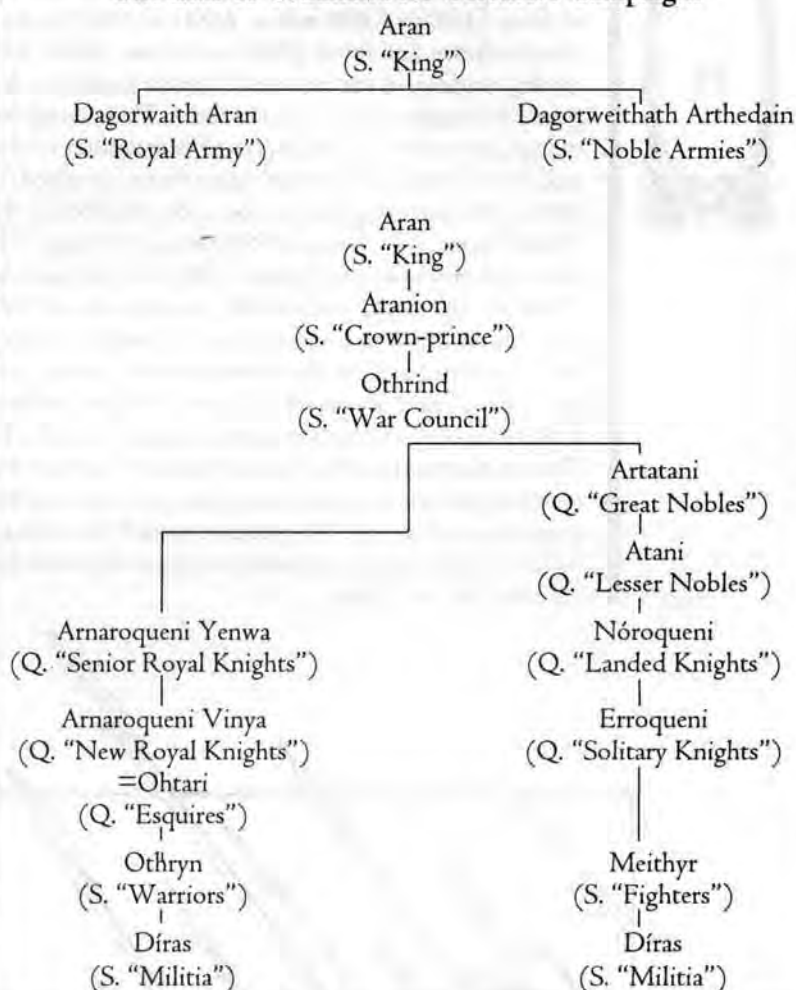
Members of the noble armies are less uniformly equipped, but most forces are aligned along this general theme. One should note, however, that most of the Dagorweithath Arthedain field no more than one horseman for every seven soldiers.

7.2 ARMIES OF CARDOLAN

Warcraft in Cardolan has greatly declined since the days of the realm's royal army, the Dagorwaith Aran Cardolan. Then, the heavy pikemen of Cardolan—the Raggars—made up largely of Torfiriath who had followed the profession for generations, were considered the finest heavy infantry in all the Realms-in-Exile. In those days, there was also a royal navy, the Cir Aran, though it could find few foes. Most of the ships were eventually sold, and a few still serve the Prince of Dol Amroth in Gondor. This was a better fate than that of Cardolan's soldiers. For a time Cardolan stood in the forefront of the resistance to the forces of the Witch-king. Now, conflict is a constant feature of life in Cardolan, but it is a war of pillaging villages, burning crops, and inconclusive sieges: war with little honor and no glory.

ARTHADAN MILITARY STRUCTURE

The Line of Command for Offensive Campaigns



The Military Branches

Branch	Location
Tirth Aran (S. "Royal Guard")	Fornost
Ostirith (S. "Citadel Guard")	Fornost
Drogryn Aran (S. "Royal Wolfhounds")	Fornost
Faradrim Aran (S. "Royal Rangers")	Northern Frontier
King (S. "Aran")	
Dagorwaith Aran (S. "Royal Army")	Royal Lands
Dagorweithath Arthedain (S. "Noble Armies")	Noble Lands
Díras Aran (S. "Royal Militia")	Royal Lands
Dírais Arthedain (S. "Noble Militias")	Noble Lands

7.2.1 THE DAGORWAITH ARAN CARDOLAN (T.A. 861-1409)

On paper, the kings of Cardolan could gather an army of from 5,000 to 8,000 militia, 2,000 to 3,000 professional infantry, and about 2,000 mercenaries. 200 to 400 cavalry, made up of the mounted Dúnadan nobility, who generally fought on foot, led the force. These numbers, though, depended on the degree of cooperation of the *ernilath* of Cardolan. The king's own forces consisted of 600 of the finest Raggars, known as the Maltholath (S. "Gold Helms"), the kinsmen of the king, a bodyguard of about 20 *arnaroquenti*, and some 2,000 militia raised in Tharbad. He would occasionally maintain about 800 mercenaries organized into a banner of medium cavalry and a banner of archers. As a general rule of thumb, each prince could raise about 400 Raggars, 300 mercenaries, 2,000 militia, and 60 cavalry from among his lesser lords. The standard tactics of the host of Cardolan was to use the militia to garrison the realm's fortresses and to protect the army's lines of supply. The pikemen would then seek to force the foe to engage, so that the nobles could strike the decisive blow on a flank.

Raggars



7.2.2 THE WARRIOR CLASSES

The warrior classes of the old kingdom still survive, though often mere ghosts of the halcyon days.

RAGGERS

The lesser-blooded offspring of the soldiers of the early Númenórean garrisons and their Eriadorian wives and mistresses were less than welcome in Númenor, so many of these—who nevertheless spoke of themselves as *Torfiriath* (S. "High Men")—took up their fathers' profession and remained in Cardolan. Over the centuries, they became the primary military class in their lands, the steel heart of the forces of Cardolan. They also adopted the epithet hurled at them by Dunnish marauders as a title of honor: *Ragh Crann-Sleagha* (Du. "Ranks of Pikes"). Raggars, a shortened version of the Dunael phrase, became to be a term in common usage.

The professional pride of the Raggars was legendary, and, through incessant drilling, they became the finest heavy infantry in Endor. Their most noted accomplishments were at the Battle of Dagorlad in S.A. 3434, when they held the flank against Sauron's *mûmakil* after the rout of the Silvan Elves, and at the Disaster of Cameth Brin in T.A. 1217. There, the Raggars, though exhausted by a day of desperate fighting and taken unawares, rallied themselves and clove a path out through the hordes of Gundabad.

The Raggars slowly withered in the internecine wars of the sister kingdoms before the coming of the Witch-king. The last great host mustered in Cardolan was hammered to pieces in the Battle on Tyn Hódhath in T.A. 1409. Barely a hundred warriors now survive organized into the most feared and respected of the mercenary companies. The *Ragh Crann-Sleagha* are notorious for never having betrayed an existing contract.

The remaining Raggars still use the equipment of their longfathers (often literally). They wear a full chain hauberk and steel-shod boots. The men-at-arms don a full helm with a detachable visor. Their main weapon is a long and heavy pike, 12' from tip to haft. As might be suspected, the Raggars operate in very close order, relying on an irresistible charge for offense and the impenetrable forest of their pikes on defense. For closer quarters, the Raggars use a distinctive, short and heavy backsword that they quaintly refer to as a "knife."

CAVALRY AND MOUNTED INFANTRY

In ancient times, the lords and lordlings of Arnor fought on foot beside their subjects. The importation of fine horses from Harad was greeted enthusiastically, as marching was somewhat beneath the nobility's dignity. However, the Dúnedain were trained to fight on foot, and horses were very expensive at first. Therefore, the ten-

dency among the lesser lords was to protect their mounts by using them only as a means to reach battle. Only the greater lords could afford the stables, new equipment, and retraining necessary to fight effectively from horseback. Cardolan never developed the heavy cavalry that became the mainstays of the Dúnedain armies of Arthedain and Gondor. The minor lords used a variety of titles including *roquen*, *artatan*, *oibron*, and *hír niben* (S. "baronet"). The mounted Dúnedain in an army were usually gathered as a strike force. Their equipment varied, but generally included shield, broadsword, and bow.

The lesser lords of the Dúnedain suffered losses at least as severe as the Raggers in Cardolan's many wars. Those who remain tend to lead their forces from horseback. There are not enough left to gather into a banner of mounted infantry as of old. The only remnant of this system is the mercenary company known as the Marcaich Chruaidh (Du. "Steel Riders"). They are actually the heirs of Rhudaorian exiles who entered Gondor in the fourteenth century, and who use the unique Rhudaorian practice of having the knight's retainers accompany him into battle by hanging on to his stirrups.

MILITIA

By law, all males over 14 years of age are subject to military service when summoned by their prince. The codicil to that law—that all males must provide themselves with weapons—is readily obeyed; however, the most popular of the princes of the past did well to raise a quarter of their potential manpower from the individualistic common folk of Cardolan. In contemporary Cardolan, the princes consider themselves lucky to raise half that percentage.

When King Thorondur organized his new realm, he was well aware of the main deficiency of his armies: neither the Raggers nor the *roqueni* were given to missile combat. He sought to repair this deficiency by establishing an organized militia force, the yeomanry, to supplement the levy of all healthy males. The yeomanry were to be equipped with long bows, leather armor, and a helm. Those yeoman companies that appeared at the fairs that accompanied the three high festivals were paid, and there were further rewards for the winners of competitions in drill and archery. The yeomanry were under the orders of their prince, although paid by the king; this contributed significantly to the success of the institution. Unfortunately, the royal treasury could not afford this expense after the Time of Troubles. Some princes continued the practice out of their own pockets, but the last yeomen, those of Caladir, were disbanded during the Plague Years.

The current militia, synonymous with the former levy, are at best an armed mob, useless in a stand-up fight. They are best suited for providing muscle for the construction of siege works, and in devastating the countryside. Even for their most serious conflicts, the princes are likely to halt the muster once 1,000 troops are collected.

WARBANDS OF THE TRIBES AND CLANS

The warriors of the Dunnish tribes both in and outside of Cardolan are one of the few aspects of the military equation that has changed little over the years. As in the old days, they can be found fighting for the Cardolandrim, against them, or simply raiding on their own. The average tribe can gather about 200 warriors; a quarter of these will be experienced, distinguishable by their soft leather armor. Dunnish warriors fight with spear and a large leather shield. They also use a notoriously ineffective throwing club known as a *weeb*. The tribesmen normally rely on their usually superior numbers to envelop both flanks of a foe. This is suicide against a steady and more technically advanced foe, but no better idea has yet been found.

The clansmen of Saralainn, a mix of Dunmen and Cardolanian commoners who've adopted Dunnish ways, have an organization not much more advanced than this. Their tactics—even when they aren't mad or drunk enough to view warfare as just a dangerous, but amusing, game—are not subtle. The standard maneuver is to madly rush the foe in order to close with their deadly pole axes, which they wield with abandon. The more experienced warriors have the honor of using two-handed swords; big ones are especially popular. The average clan can muster about 120 fighters.

MERCENARIES

Cardolan possesses the ancient and honorable tradition of using foreign soldiers, a practice that dates back to the Daen bands that served the Númenóreans in their wars with the Eriadorians. The constant fighting and thin population continue to create a demand for hired swords, and the brave and the foolhardy provide a wealth of volunteers.

The Golden Age of the Mercenaries lasted from T.A. 1050, when the sister kingdoms began girding themselves for their first war, to T.A. 1409, when the host of Cardolan withered in the Battle on the Tyn Hódhath. Cardolan relied on Northmen from Rhovanion, who served mostly as medium cavalry, and Dunnish tribesmen from Enedhwaith, who served as fodder. These were an answer to the Easterling light cavalry and Orc-infantry who fought for Rhudaur, and soon thereafter Angmar. The Northmen were particularly valued and many were persuaded to settle in eastern Cardolan. Their five *burgi* (For. "hilltop forts") along the Nen-i-Súl outlined Cardolan's northeastern boundary for many years. Since the fall of the kingdom, most of the Northmen have drifted back to their old homes, save for a number who settled in Faerdor.



7.2.3 THE MERCENARY COMPANIES

The Silver Age of the Mercenaries is said to have begun in T.A. 1459 when the remaining Raggers besieged Daeron of Faerdor, the first *cánotar*, in order to collect their back pay. The success of this rebellion led many of the professional warriors in Cardolan (of whom there were less than 1,000 left) to notice that military success required a prince to be able to capture forts. Since they were the only force capable of doing that, the Raggers and some landless nobles formed themselves into companies, loosely based on the guilds of Tharbad, and sold their services to the highest bidder. This process has been often imitated, but the success of the original companies has never been matched.

There are currently four major mercenary companies in Cardolan, and the power and influence of their captains comes close to rivaling that of the lesser princes. The foremost is the Ragh Crann-Sleagha, the remnants of the Torfirian military class; the Marcaich Chruaidh are only slightly less potent. Next, comes the Troich-Armchleasah (Du. "Dwarf-warriors"), a combined arms force built around a nucleus of sturdy Dwarves. Last are Forak-Eiginn (Du. "Forak's Violators"). It is a fair measure of the depths to which Cardolan has sunk, that a Half-orc (Forak) can be a person of note in the lands, dealt with by most of the princes whether they like it or not. Few trust Forak, though he has a record of success. He is a necessary evil because the Violators possess the only mobile siege train in the country and his henchmen are very capable engineers.

7.3 WARCRAFT IN RHUDAUR

THE KING'S FORCES

The Dúnedain of Rhudaur were always too few and too scattered to use the standard Dúnedain military system, which relies upon highly trained masses of infantry. Until the division of Arnor in T.A. 861, border problems were dealt with by Arnorian rangers and regulars operating out of Cameth Brín. Local military practice was limited to passive defense of the keeps and villages and an occasional showy, and usually ineffective, punitive expedition against rebellious tribesmen. Generally, these feudal levies were led by the local Dúnedain and composed of freeman supported by serfs or debt-slaves. The only change in this system with time has been a lessening of numbers and an increasing absence of any Dúnedain to provide leadership.

After Rhudaur became independent, the loose feudal system was augmented by a tiny professional army attached to the Dúnedain kings and numbers of Hillman and Northman mercenaries. These soldiers have, under later kings, been largely, but not totally, replaced by Easterling and Orkish mercenaries. The army is divided into three war-bands: one, under the king, consists of the feudal levies and loyal mercenaries; the second consists of the less trustworthy and short-term mercenaries; and the third is

made up of the Orkish levies from northern Rhudaur. The Hillman tribes willing to fight for the king usually operate separately from the royal forces, and they have been known to simply pick up and walk away from a battlefield if the omens don't look good for the day's fighting. As all of these forces are subsidized by Angmar, the Rhudaurian military will generally fight if and where the Witch-king commands.

Traditionally, Rhudaurian warriors are competent, if basic, infantrymen. They are equipped according to their background. Hillmen serving with the lowland forces have only soft leather armor, typically unfinished hides and furs strapped to their torsos, but are rugged individuals with good woodland skills. They use the *creg*, a heavy spear thrown from a sling, and the *atam*, a light javelin with a bronze tip. They favor heavy helms of bone plate, but do not carry shields. Hand weapons are limited to knives. Lowland Rhudaurrim have more advanced gear. They wear good leather armor, often of cured or boiled hides that are as hard as wood. They also carry shields made of a similar material. Unfortunately, as they are of Dunnish ancestry, many still have a liking for the *weeb*, the clumsy throwing club which few actually master. Thus, in battle most come down to using a spear with a broad-leaf head. Once this is broken, bent, or blunted, they resort to a variety of hand weapons such as the hatchet-like *cleev*.

In a pinch, these soldiers are unreliable. They have poor morale, unless fiercely led or defending their own belongings or land, and can be easily distracted in battle by the prospect of rich pickings and loot. It is difficult to hold them into organized bands or persuade them to adopt tactics.

TRADITIONAL HILLMAN MILITARY PRACTICE

The Hillman passion for raiding greatly affects their approach to war. Formal "rules" of raiding place a high premium on stealth and woodcraft. Hillmen prefer to settle feuds by formal combat between chosen champions, but their external enemies do not believe in such methods. Always practical, the Hillmen combat these outsiders with their favorite wartime greeting: a nocturnal ambush involving vastly superior numbers.

The primary weapon of the Hillmen is the spear called the *creg*. A *creg* can be thrown by grasping it in both hands and hurling it over one's head. It has a short range (25'), but it can pierce the strongest armor. (Treat it as +15 versus plate or chain armor.) Most Hillmen carry knives but use them only for cutting and carving. Since they rely upon bronze for most of their weaponry, longer blades are in short supply. Hillmen generally do not use armor, but occasionally don a heavy hide coat. They do, however, swear by helms. These they decorate with carved bone and by weaving their own braided hair through selected holes. Other forms of armor are considered too heavy and cumbersome for use in the woods.

7.4 THE ANGMAREAN THREAT

MILITARY ORGANIZATION

The armies of Angmar greatly outnumber those of Arthedain, and a small fraction of them could defeat what remains defending Cardolan; the Witch-king's weaknesses have always been quality and supply. Through this century, save when the Plague depletes the reserves penned up in his many crowded barracks, the Witch-king maintains a standing army of 10,000 foot-soldiers and 5,000 cavalry. He has twice as many Orcs at his disposal. Depending on his plans and the quantity of foodstuffs and fodder he's accumulated, he can also call on two and three times this number of additional Men and Orcs from the East.

Few of these soldiers are individually any match for an Arthadan *olhron*, and so the Witch-king generally must try to overwhelm his enemies with sheer numbers. However, Angmar faces considerable problems projecting its strength westward over the barren *Údanoriath*. Every army the Witch-king sends across the plain leaves behind it a trail of broken-down carts, siege engines, and animals, as well as spoiled rations, empty water casks, and eventually, sick and injured soldiers and Orcs. All of this is simply from the wear and tear of the journey, which is typically in winter to permit the Angmarrim to get the best use from Orcs and Trolls. A hard-fought or defeated Angmarean army leaves a litter of bones and rusted weapons that marks their line of march for years after the event.

THE ORC-HOST

The Orcs of Angmar are the Witch-king's primary weapon in Eriador. Not a week goes by without an Orc-raid somewhere along the frontier. Twelve tribes of Angmarean Orcs form a loose confederation, called by the Arthedain the *Yrch Angmar* (S. "Orcs of Angmar"). Their warlord is the Olog Rogrog, who has commanded the Orcs and Trolls of Angmar since the founding of the kingdom. It was Rogrog's forces who destroyed the last Dagorwaith Cardolan on the Barrow-downs, and the warlord himself slew the last King of Cardolan. His name inspires terror and obedience within the *Yrch Angmar*, and he has considerable influence with the Orcs of the Misty Mountains. He wields unquestioning authority over the *Yrch Angmar* stationed within Eriador proper, along the northern and eastern frontiers of Arthedain, and bullies them into keeping their tribal warfare to a minimum. The border Orcs prefer to make their homes in caves among the hills and ridges of the region. Failing this, particularly on the relatively flat *Eredoriath*, they will build stockades with windowless buildings and shaded parapets, or villages with timber-covered trenches connecting sunken or buried living quarters. The important camps of the plains Orcs will often be in wooded hollows and ravines where they can weave the branches of trees with climbing vines and create an artificial version of the shadowed, murky forests in which they would prefer to live.

7.5 MILITARY EQUIPMENT

All the realms of Eriador build fortifications, since armies cannot be mustered quickly enough to protect all places and peoples at all times. In addition, keeps and castles provide bases for scouts, beacons to warn of an enemy approach, and places to find cover when the enemy is too powerful to face. Since most of Eriador is too barren for an army to operate without constant supply, most fortifications are designed to store and protect those supplies from either weather or enemy action. To take fortifications, the primary powers of the North maintain siege trains, including some devices to breach walls and others to throw missiles over them. The castles themselves quite often have missile throwers of their own. All of these implements of war are maintained by construction troops, called "pioneers," and engineers, or "sappers." Most are kept in storage at important fortresses until needed.

7.5.1 SIEGE EQUIPMENT

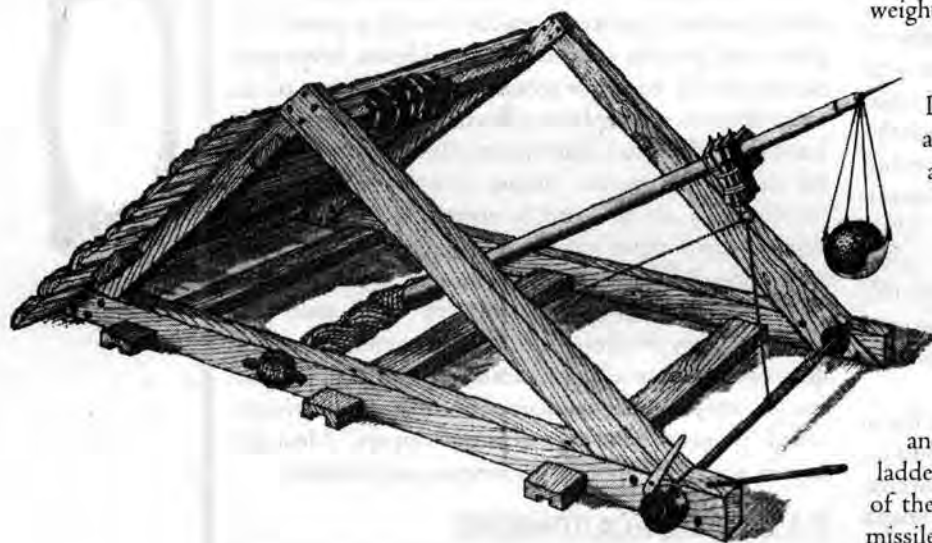
Both Arthedain and Angmar possess a variety of heavy siege machines: mobile towers, ballistae, onagers, rams, etc. While the Arthedain, as in other things, have engines of better quality, the Angmarrim, who are usually on the offensive, keep more machinery on hand and more soldiers trained to use it.

The Angmarean siege trains are kept in border castles in disassembled form. When a major campaign begins, they are wheeled to the target sites in great wagons; once there, they are assembled in fortified camps and brought to bear after roads and ramps have been built to move and support them. Some smaller equipment is constructed near the focus of the siege, along with trenches and earthen walls for cover and to prevent sorties, and ramps and roads to get the equipment and assault forces up to and over the walls of the keep being attacked. Both the Orcs and the Mannish infantry of Angmar operate the engines, although the Orcs inevitably get the most dangerous roles in the close-in work and the siege assault.

The Arthedain knew little of siege warfare in the early years of the kingdom, but they have relearned the old knowledge and imported more from the south. Gondor, which routinely campaigns against Southron fortresses, has the best open-field siege tactics in Middle-earth, while the Dwarves of Khazad-dûm have specialized in compact, cave-portable equipment and techniques for digging Orcs out of underground lairs. Most of the Arthadan siege engineers are veterans of the Dagorwaith Aran who are now officers of the royal court, typically also responsible for the army's supply train and royal fortifications. The workers are often drafts of the royal militia, with the professional *olhryn* taking the lead only at the most violent points in the siege assault.

Siege work requires organization, which is lacking in much of Eriador. While the Rhudaurrin can import engineers directly from Angmar, the Cardolandrims have to hire independents. A good sapper can draw as much pay in Cardolan as the captain of an important mercenary





THE TREBUCHET

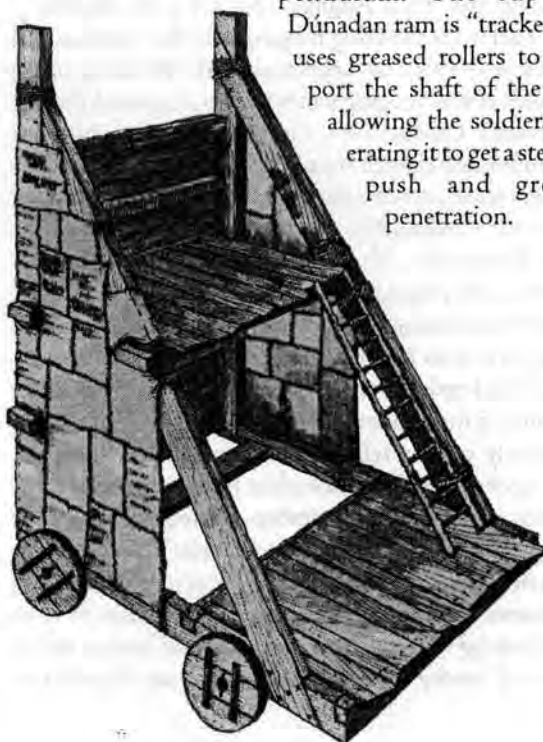
Instead of a spring, the trebuchet uses the counterweight of a basket of rocks, in teeter-totter fashion, to "toss" a stone into a town in the same manner as an onager. The trebuchet is so simple even the Dunmen and Rhudaurrim can build and use one, and it can be much bigger than any device based on a bow or rope-spring.

LIGHT ATTACK TOWER

This portable wooden tower is only about 20' tall and was designed for use against the low walls of Arthadan and Rhudaurian villages and the more modest Dúnadan border forts. It is assembled on the site of a siege and pushed up to a wall on small wooden wheels. It has plank and hide armor along its front and sides and interior ladders to allow attacking soldiers to get up to the level of the top of a wall without being exposed to enemy missile fire. Plank "bridges" can be dropped from its upper story to allow access to the defenders ramparts while siege ladders can be supported in its interior and on either side. It can also act as a firing platform for archers or a light ballista.

WAR RAM

This is a large piece of timber with an iron shod end used to batter down doors. The Angmarrim routinely enchant the heads of their rams to make them more destructive. The Arthedain also do this, but do not discuss it in public. The standard large ram is covered by a protective roof and supported on a wheeled frame, so it can be larger than a ram that is simply carried. The large Angmarean rams are suspended from the roof housing by ropes and swung on them like a pendulum. The superior Dúnadan ram is "tracked;" it uses greased rollers to support the shaft of the ram, allowing the soldiers operating it to get a steadier push and greater penetration.



Field Onager

company. Forak's Violators, one of the most elite of the mercenary companies, has the only permanent siege train in the country, and charges for its services accordingly.

THE FIELD BALLISTA

A ballista, roughly speaking, is a device for throwing stones or arrows. It does this either by means of a drawn-back wooden or steel beam, after the fashion of a cross-bow, or by means of coils of rope, wound tightly around an axle so the wrapped cords act as springs to throw stones in a manner similar to the bent bow. The Arthedain favor the latter design, and their technological advantage allows them to build extremely agile ballistae with the rope-coils held vertically in iron cylinders. These device can be aimed flat and fired directly at an advancing siege tower.

Many Arthadan keeps have such ballistae, one of which cracked the skull of the Troll-warlord Rogrog during the attack on Fornost in T.A. 1409, breaking up a major Angmarean assault. With the addition of spoked iron wheels, a ballista of this sort becomes mobile enough to be used as field artillery, and is accurate enough to take out a great horse at a range two to three times that of a long bow. Because the Angmarrim tend to fight at night, battles where field ballistae can be used are fairly rare. The Witch-king himself was allegedly once injured by a Arthadan field ballista outside Fornost and is said to personally destroy any such devices that are brought to Carn Dûm.

THE FIELD ONAGER

An onager is a timber-framed device that has its rope-springs on a horizontal axis for "indirect fire," throwing a stone into the air so it drops down from above on the keep or town being besieged. The onager is easier to maintain than a ballista, though less accurate, and can reach targets behind the walls of a keep. It is the favorite artillery of the Angmarrim.

Light Attack Tower

A master builder or military engineer will routinely put small enchantments, alchemical mixes, or inscriptions in or on buildings, sometimes just for luck or for superstitious reasons, but often because specific spells will improve the quality, appearance, or durability of the construction. The better of these enchantments also protect against hostile spells and enchanted creatures. The Dúnedain, who routinely have been faced with magical threats from the likes of Sauron and the Witch-king, are very good at this. Here is a general guide to such matters; note that many variations on these themes are possible.

Blessed (Level I Defense)—A simple blessing on the house, sigils written above the doors or scratched into the frames.

Undead and Faerie must resist a 5th level attack to enter, unless they have been invited, and they will find passage through the doors uncomfortable. No extra protection against damage.

Examples: 90% of the rural houses in Rhudaur and Arthedain, 80% in Cardolan, save near the Rast Vorn. Orkish shrines and chief's halls.

Shielded (Level II Defense)—Spells have been said over the foundations by a local shaman or magician, who has also written runes into the corner stones and/or constructed a symbol or totem above one or more entrances.

Doors and locked windows have 10th level defense against supernatural creatures, walls only 5th. Gaseous or ethereal creatures cannot pass through cracks in the doors at all. Any evil creature failing its resistance check will take an "A" impact critical from the pain. No extra protection against anything but storm damage.

Examples: important houses in Fornost and Tharbad, most rural Dúnedain villas and keeps, and the houses of village leaders; Eriadorian religious sites, whether good or evil.

Armored (Level III Defense)—Useful architectural spells and interesting herb and mineral preparations have been put into the mortar of the house or painted and/or soaked into the timbers by someone who knows what he is doing. Quite often, the spells will have been read and/or embedded into the stone or other material as it

is being placed, sealed, or finished. The evidence of this is not always obvious, and a sorcerer or undead intruder will typically find out about it the hard way.

The defenses noted for Shielded dwellings (Level II) are doubled in Armored ones (Level III). Any scrying spell or entry spell (*Teleport*, *Portal*, etc.) attempting to pass through the walls, doors, or windows will be resisted at 30th level on the base attack table; this defense holds whether the doors or windows are open or not, unless the spellcaster has taken care to gain a line of sight through such an opening. If the attacker fails, he will develop a mild headache and must roll a Spell Fumble at +30. Damage from any physical attack on such walls will be reduced by 20%; that from magical attack, by spell or enchanted creature, by 50%.

Examples: any major keep in Eriador, and a selection of the minor ones. All government and religious buildings in Arthedain. The walls of the citadel in Fornost, the outer wall of Minas Anor in Gondor. In both cases, the effect reaches a man's height above the top of the walls.

Warded (Level IV Defense)—As above, but the spellcaster has put a great deal of time and effort into the job, because he expects that magical entry or magical attack might be tried. These defenses are variable and dependent on who helped with the enchanting.

Typically there will be at least 50th level resistance and a spell fumble penalty on spell attacks, 50% reduction on all damage, and "C" criticals for evil supernatural creatures. Only the most powerful scrying devices and spells will work at all on these structures (i.e., a *palantír*, the Mirror of Galadriel).

Examples: The towers of Amon Sûl and Orthanc, the royal palace in Fornost, the remaining Noldorin houses in Lindon and Ost-in-Edhil, the city of Khazad-dûm, Elrond's house (130th level defense, and a Memory Bane on the intruder), the inner sanctums of the Witch-king (180th level and nightmares visited on the intruder), Tom Bombadil's house (240th level), Dol Guldur (360th level).



7.5.2 FORTIFICATIONS AND KEEPS

The Elves built stone houses and fortifications in Eriador long before Men gathered enough wealth for such ventures, but most of such structures have long since been abandoned. The Eriadorians, as well as the Dunmen, lived in hill-top villages protected by earthen berms (artificial ridges), moats (usually dry), log and brush outer walls, and stone and timber gate houses.

The Dúnedain were the first Men to build large numbers of stone castles, town-walls, and towers in Eriador. Their knowledge of earth-magic, akin to that of the Dwarves, allowed them build viable fortifications out of virtually any rock, although they preferred the strength of the white, pink, and blue granite cut from quarries in the hills of the upper Baranduin. Their works could be of almost any design, from the standard "frontier keep" (See color insert in *Arnor: The Land*), to a small palace like that at Thalion (See Section 6.3 in *Arnor: The Land*), to the grand elliptical dome of the royal palace in Annúminas. The tallest tower in Arnor was that of Amon Sûl, which rose 300' above the top of a hill that already stood 1,000' over the surrounding plain. The greatest construction in the kingdom was the citadel of Fornost Erain, which required the flattening of a ridge-top almost as high as Amon Sûl and much broader, followed by the building of two miles of 50' tall granite walls with guard towers every 100'.

The Arnorian Dúnedain also built great bridges over the Gwathló and Baranduin, both with and without defensive towers, and long lines of military walls along vital stretches of the hills facing Angmar. The Rammas Eryn, built by Arveleg I and running along the outer face of the Weather Hills, was the most famous of these fortifications. Set just below the crests of the hills on the side facing the Oiolad, some 300-400' above the plain, it was simply a 10' high earthen embankment faced and reinforced with local limestone. A military road ran along the top, with small watch-posts built at good observation points approximately every two miles. With Arthedain's declining fortunes, nothing more elaborate could be built. The Rammas Eryn could not hope to stop an Angmarean army; its primary purpose was to keep wargs and wolf-riders from passing freely into the interior of Arthedain and threatening King Arveleg's communications with Amon Sûl.

7.6 STRATEGY

The Witch-king of Angmar, chief of the Nazgûl, the dreaded Ringwraiths, is the instrument that the still-hidden Sauron has chosen to destroy the Dúnedain of the North. There is no haste in the Witch-king's campaign; when one of his onslaughts fails to overwhelm the Dúnedain, he retreats to Carn Dûm with the remnants of his inevitably shattered armies and begins to rebuild. Being undead, he lacks the time pressure that drives other conquerors, and the Arthedain have never possessed the strength to seek him out in his fortress.

Arthedain has repeatedly proved too great for him to conquer. Her forces have slaughtered two great armies he sent against the realm and shattered many smaller incursions, but her might wanes as the years pass. The Petty Wars have, in this regard, served the Witch-king's cause as well as his great battlefield victories. The war of attrition is one the Witch-king thinks he can win. The Orcs fight most efficiently in this kind of warfare; the slower pace allows for the breeding of more as the tribes are depleted. On the other hand, every house burned down and every family slain or fled is something the Arthedain or Cardolandrím can ill afford to lose. The Lord of the Nazgûl knows that in time these raids and the shadow of his own presence will humiliate, demoralize, and reduce the numbers of the Dúnedain. Sooner or later, he must win.

The Arthedain have, for years, understood this strategy. Argeleb II practices patience, conserving his strength, working to keep the Petty Wars from wearing his soldiers down and driving his citizens south. Others are pushing for a more aggressive stance. The resources for war immediately available in Angmar west of the Misty Mountains are quite small. If the Angmarean field armies could be destroyed and the Mannish population along the edge of the plateau of Angmar driven away, the threat to Arthedain's borders could be reduced to a few Orc-raids, and the kingdom could rebuild its strength and possibly even restore the boundaries of long dead Arnor.

Others of a philosophical bent—and there are many of these at the Arthadan court—look to the heart of the matter: the Witch-king's empire will not fall until he does. If all the force in Arthedain could be marched to the gates of Angmar, there would not be enough soldiers or siege machines to surround both Carn Dûm and the Orc-holds in the mountains behind it. The example they choose is that of the War of the Last Alliance, where the nations that marched to the Enemy's stronghold were shattered beyond the healing of a thousand years of peace, and evil was still not driven from the world. The philosophers look instead to omens, prophecies, and artifacts, and that twist of fate that would deliver the Witch-king up to an act of supreme courage, such as destroyed Sauron on the slopes of Mount Doom so many years ago. Only this, they say—a manifestation of destiny—will save the Dúnedain.

8.0 FIGURES OF NOTE

GM Note: The following character descriptions are keyed to the date T.A. 1643. They include most of the important political leadership of the lands that once were Arnor, as well as several lesser figures who are featured in the scenarios in this module or who are simply likely encounters for ambitious adventurers.

Language Note: Following the sundering of Arnor in T.A. 861, a royal ban was placed upon the public use of the High-elven tongue in personal names. (See Section 6.1.) As a matter of tradition, however, the nobility were permitted to retain the use of *Quenya* in their family names, since many of these served to express their allegiance and devotion to the traditions of the Faithful. Over time, the possession of a *Quenya* family name came to be regarded as an important proof of one's lineage and social standing.

In reality, the *Dúnedain* do not possess true "last names" (these being inventions peculiar to the *Hobbits* and the *Bree-landers*); instead, a *Dúnadan* is said simply to be "of the line or house of forefather x" (expressed in both *Sindarin* and *Quenya* by appending the suffix *-ion* "son of" or *-iel* "daughter of" to the name of an ancestor; hence, Aragorn's full name would be "Aragorn Isildurion" or "Aragorn Elendilion"). The names of the seven *artanossi* (Q. "great houses") of Arthedain and those of the lesser nobility refer not to ancestral lineage but to regions (or artifacts) of lost Númenor. Consequently, one expresses one's belonging to an *artanossë* not by adding *-ion*/*-iel* to its name, but

instead by the adjectival suffix *-ya(r)*, indicating which aspect of Númenor one's house was originally associated with: House *Eketya* was associated with the *eket*, House *Tarmëa* with the *Meneltarma*, House *Emerya* with the region of *Emerië*, and so on.

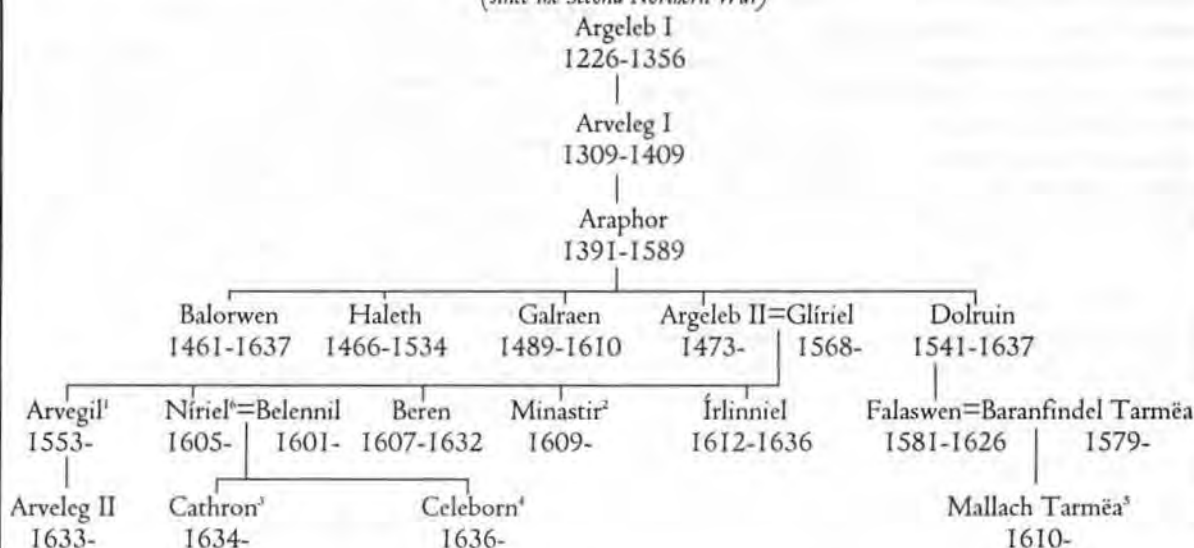
8.1 LORDS OF ARTHEDAIN, T.A. 1643

8.1.1 THE LINE OF ISILDUR

The heirs of the North-kingdom traditionally expect all members of the family to play some small or large part in the governing of the realm. Since a scion of the Line of Isildur has a lifespan of two hundred or more years, adults of several generations can be active at court at any given time, providing the Arthadan kings with a body of experienced, loyal supporters that are the envy of lesser monarchs. The heir to the throne, a constant threat to kings of other nations, is raised in Arthedain, brought up to anticipate decades of useful service to the realm before assuming the Sceptre himself. Because of deaths due to the Great Plague and related events, some of this advantage has been lost by Arthedain in T.A. 1643. The surviving members of the royal family have gathered around King Argeleb to ward off troubles from the south, from the east, and within Arthedain itself.



THE ROYAL FAMILY OF ARTHEDAIN (since the Second Northern War)



Note: The superscripted numbers mark the legal line of succession to the throne of Arthedain, as recognized by a Decree of Lineage spoken before council by the king in T.A. 1641. Arnorian tradition and law favors the male line of descent; any sons born to Crown-prince Arvegil or to Minastir would take precedence over the other heirs. No male children or grandchildren to King Argeleb's sisters survive in T.A. 1643. Any male born to their lines would have a lesser claim to the succession than Mallach Tarmëa, by virtue of his descent from the king's brother. Another royal decree could give such an heir precedence over Niriel, but only a number of deaths in the royal family would prompt such an action.



ARGELEB II, KING OF ARTHEDAIN

Arthedain's tenth king, Argeleb II, has spent much of his fifty years' rule in his distinctive black armor, fighting Angmar's hordes. Never aggressive politically, granting the Shire to the Hobbits some forty years ago was the boldest domestic act of this most martial ruler. Argeleb is well into the second century of his life by T.A. 1640; having won a stalemate, of sorts, along his border with Angmar even before the Great Plague, he is working on his reputation as a patron of the arts and devoted tender of the royal herb gardens in Fornost. He has grown weary of war as well as policy and, some nobles say, weak with age and disinterest.

Just under 7' tall, with the grey eyes, long limbs, and clean features of Isildur's line, Argeleb looks the image of a great king. The weakness that seems apparent to many at court does not lie in his greying hair or the lines graven on his face and hands; Argeleb is of high Dúnadan blood and expects to be as fit as a common man a quarter his age for decades to come. The trouble lies in the fading of the martial spirit young or hardhearted men expect in their leaders. Argeleb follows the Elvish philosophy of his fathers and sees war as a dragging necessity rather than an opportunity for glory. Long years of conflict have left him fatalistic and hesitant to waste lives in aggressive moves. Never naturally expressive, he is no longer willing to put on the public displays required to lead those less wise than himself.

Behind the scenes, Argeleb maneuvers with the careful touch of long experience. The younger members of the royal family, under the leadership of Queen Glíriel, provide him with information about the plots against him, and he continues to move his pieces on the chessboards of court and public diplomacy. His policy of containment and conservation in the Angmarean war may yet bear fruit; help may still come from Gondor or the Elves or some other source yet undreamed of. In the meantime, in his own quiet way, Argeleb will guard his kingdom's viability, and unwary enemies that come close will find his hand is still swift and his blows deadly hard.

Family and Connections

The king's elder sister, the Lady Balorwen, and his younger brother, Lord Dolruin, had been his close advisors from the earliest years of his reign. Both died in Cardolan during the Plague, leaving Argeleb physically and emotionally isolated as the oldest surviving royal. Since then Crown-prince Arvegil and Queen Glíriel have become more politically active, trying to protect the king from the sycophants and power-seekers of the court. Beren, Argeleb's second son, and Írlinniel, his younger daughter, were both killed in tragic accidents. Minastir, Argeleb's third son, is trustworthy, but unambitious. He is stationed far from Fornost, commanding the garrison of Iach Sarn and acting as a guardian of Siragalë and the Shire. Nírien, Argeleb's remaining daughter, is a tough and savvy court politician, rapidly increasing her influence. Her two young children, Cathron and Celeborn, are next in line for the throne unless and until either of Nírien's two brothers sire children of their own.

GM Note: For more on Prince Beren's fate, see ICE's *Minas Tirith* module, where he has taken the pseudonym Elendil and is incorrectly identified as King Araphor's son rather than Argeleb's.

ARGELEB II, KING OF ARTHEDAIN

Level: 25.

Race: Dúnadan, of the Line of Isildur.

Home: Fornost Erain.

Argeleb in MERP

Hits: 196 Melee OB: 170 Missile OB: 175cp

AT: Plate (55)

MERP Profession: Warrior.

MERP Stats: Co 98, Ag 92, Ig 95, St 99, Pr 92, It 92.

MERP Skills: Artistic: Singing 30, Foraging 55, Influence: Diplomacy 35, Influence: Politics 65, Lore: Angmarean Geography/History 50, Lore: Arthadan History 45, Lore: Herb Lore 40, Lore: Military Architecture 60, Lore: Military Tactics 90, Lore: Weapons 70, Ride 85.

MERP Spells (200 PPs): Detection Mastery (5th), Calm Spirits (5th), Surface Ways (5th), Protections (5th).

Argeleb in Rolemaster

Hits: 196 Melee OB: 170ss Missile OB: 175cp

AT: 19 (55)

RM Profession: Fighter.

RM Stats: Co 98, Ag 92, SD 88, Me 92, Re 96, St 99, Qu 94, Pr 92, In 92, Em 89.

RM Skills: Artistic (Active): Singing 30, Influence: Diplomacy 35, Lore (General): Angmarean History 50, Lore (General): Angmar Region Lore 50, Lore (General): Arthadan History 45, Lore (Technical): Herb Lore 40, Outdoor (Animal): Riding 85, Outdoor (Environmental): Foraging 55, Technical/Trade (Professional): Architecture (military) 60, Technical/Trade (Vocational): Tactics 90, Technical/Trade (Vocational): Administration 65, Technical/Trade (Vocational): Evaluate Weapons 70.

RM Spells (384 PPs): Detection Mastery (5th), Purifications (5th), Concussion's Ways (5th), Spell Defense (5th).

Appearance: 90.

Argeleb's Special Powers

Master of the Palantíri: Argeleb is, by blood and training, the master of the three *palantíri* of the North. (See Section 9.0.)

Kingly Mien: When commanding his troops directly, they will rarely be forced to retreat. When Argeleb bears the heirlooms of Arnor, his troops will refuse to disengage.

MERP/RM: +20 Leadership for his troops while in battle; while he bears the heirlooms of Arnor, this bonus becomes a +40.

Argeleb's Principal Items

Leaf Pin: Made of *mithril* by Elrond after an assassination attempt when Argeleb was Crown-prince, this cloak clasp causes any article of clothing to which it is pinned to become as tough as chainmail. It also adds to the wearer's Perception, gives him 100' *Nightvision*, and doubles his normal range of daylight vision.

MERP/RM: +20 Perception, 100' *Nightvision*.

LOR: +2 Defense with no other penalties, see clearly at night.

Harmar Arnanórëo (Q. "Heirlooms of the North-kingdom"): as described in Section 9.0.

- the *palantíri*.
- the Sceptre of Annúminas.
- the Shards of Narsil.
- the armor, helm, and shield of Elendil.
- the Ring of Barahir.

Battle-garb: Although Argeleb bears the sceptre and the ring whenever he holds court, he dons the other military heirlooms only when a major battle is looming. The Ring of Barahir is occasionally tended as the seal of betrothal of the crown-prince, to be returned to the vaults of Fornost after the wedding.

MERP: While wearing the heirlooms, Argeleb has a DB of 180.

RM: While wearing the heirlooms, Argeleb has an AT of 20 and a DB of 180.

LOR: While wearing the heirlooms, Argeleb has a Defense of 18.

Harmar Arnanórëo (Q. "Heirlooms of the North-kingdom"): the military side of the royal inheritance includes

- black scale and plate mail armor; it bears a circle of seven stars emblazoned on its chest plate.

MERP: +10 DB, encumbers as Rigid Leather.

RM: +10 DB, encumbers as AT 10.

LOR: +4 Defense, -1 Subterfuge, -1 Movement.

- the Morneketu, two matched black *ithilnor* shortswords; both have sparks flying along their lengths, one glows blue when within 50' of Orcs, the other glows gold when within 50' of undead or dark priests.

MERP: +20 OB, secondary electricity crit.

RM: +20 OB, additional electricity crit of equal severity.

LOR: +3 Damage, +1 Melee OB versus Orcs or undead/dark priests.

- the Cúfain (S. "White Bow"), a hollow steel composite bow.

MERP/RM: +25 OB, double range (triple if an extra round is taken).

LOR: +3 Missile OB.

- Ring of Seven Stars.

MERP/RM: x4 Power Point multiplier, +20 to all magic resistances.

LOR: +20 Endurance, +2 Magical.



King Argeleb II



ARVEGIL, CROWN-PRINCE OF ARTHEDAIN

Neither the soldier his father is, nor the diplomat his mother wishes he were, Arvegil Aranion considers himself a monarch still in training. He was a bit of a rake in his youth and was hobbled socially by a savage temper. At the age of ninety, he now maintains—sometimes too obviously—an iron grip on his anger. A student of Dúnadan history, Arvegil is gradually accumulating knowledge in all areas he thinks might be appropriate for the rule of a country; along the way, he is methodically building up his influence with the grey-haired seers and advisors at court. Arvegil shares his father's views concerning the need for patience and perseverance in the war against the Witch-king; he defends Argeleb fiercely in counsel. He practices diplomacy among the *emilath* of Cardolan, more as a training exercise than out of any real hope of accomplishment; the crown-prince travels as far south as Tharbad several times a year on errands he hopes will bring some unity and common sense to the princes—the "Lords Brigand," as he calls them—of that chaotic land.

Well over 6'6" tall, handsome, well-spoken, and graceful, Arvegil is every inch the prince, but, as he has himself said, "not necessarily what one would want as king." Self-mocking, soft-voiced, and carefully studious of both books and men, he has been able to divine much about the current plot against the Sceptre, in spite of his privileged, somewhat isolated status. Though married for several years now, Arvegil has kept mistresses in the past; he is still on friendly terms with them and uses the more observant as sources, even the one he knows to be a Cardolanian spy.

Friends and Connections

Arvegil gets along well with his father, whose somewhat distant manner he attributes to the overwhelming responsibility of the kingship. He is on good terms with most of his family, but his best friends are Bellaniel and Baragund, two childhood companions who currently serve as his aides and confidants. (See Section 8.1.3.) Esgaldor Lhossíreg, his old tutor and now the king's unofficial Lord of Spies, is still close to his former pupil and acts as Arvegil's chief contact among the older courtiers. Arvegil is devoted to his young son Arveleg II, who is destined to succeed him one day as king.

ARVEGIL, CROWN-PRINCE OF ARTHEDAIN

Level: 25.

Race: Dúnadan.

Home: Fornost Erain.

Arvegil in MERP

Hits: 85 Melee OB: 95 Missile OB: 88

AT: Chain (-70)

MERP Profession: Bard.

MERP Stats: Co 89, Ag 73, Ig 93, St 94, Pr 100, It 99.

MERP Skills: Ambush 10, Artistic: Poetry 40, Artistic: Singing 30, Athletic: Dance 35, Gambling (Cards) 50, Influence: Mockery 60, Influence: Politics 55, Influence: Seduction 55, Lore: Chess 40, Lore: Dúnadan History 85, Lore: General Scholarship 50, Martial Arts Sweeps 60, Perception 60, Ride 50, Stalk/Hide 50.

MERP Spells (225 PPs): Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Nature's Movement (10th), Nature's Lore (to 10th level).

Arvegil in Rolemaster

Hits: 85 Melee OB: 95bs Missile OB: 88cp
AT: 16 (70)

RM Profession: Scholar.

RM Stats: Co 89, Ag 73, SD 85, Me 92, Re 94, St 4, Qu 80, Pr 100, In 98, Em 99.

RM Skills: Artistic (Active): Dancing 35, Artistic (Active): Poetic Improvisation 40, Artistic (Active): Singing 30, Awareness (Searching): Observation 60, Influence: Duping 60, Influence: Propaganda 55, Influence: Seduction 55, Lore (General): Dúnadan History 85, Martial Arts (Sweeps): Rank I 60, Outdoor (Animal): Riding 50, Subterfuge (Attack): Ambush 10, Subterfuge (Stealth): Hiding 50, Subterfuge (Stealth): Stalking 50, Technical/Trade (General): Gambling (cards) 50, Technical/Trade (General): Tactical Games (chess) 40, All other Lore 50.

RM Spells (492 PPs): Sound Projection (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detections (10th), Brilliance (10th), Anticipations (10th), Self Healing (10th), Cloaking (10th), Solid Manipulation (10th).

Appearance: 99.

Arvegil's Special Powers

Palantír Mastery: Arvegil is, by blood and training, capable of using the three *palantíri* of the North.

Arvegil's Principal Items

Armidhris (S. "Royal Eminent Cleaver"): An *eket*, the Armidhris is "of Slaying" against Orcs and Trolls. It glows red hot when it strikes metal.

MERP: +30 OB, secondary Heat crit on round after striking metal.

RM: +30 OB, Heat crit of 1 less severity on round after striking metal.

LOR: +5 Damage, +2 Melee OB versus Orcs and Trolls.

Bow: Númenórean high steel.

MERP/RM: +20 OB.

LOR: +2 Damage.

Plate Armor: encumbers like chain.

MERP: +10 DB.

RM: +10 DB, AT 20 (encumbering as AT 16).

LOR: +4 Defense, -2 to Subterfuge, Movement, and Magical.

Knife: Elvish make, has healing properties.

MERP/RM: +15 OB, casts *Cut Repair III* on command.

LOR: +1 Damage, casts *Healing* on command.

Full Shield: engraved with a large rune.

MERP: +15 DB, repels up to 9 levels of undead 3 times per day.

RM: +15 DB, casts *Repel Undead IX* 3x/day.

LOR: +3 Defense, -1 Magical, repels undead three times per day.

Ring: seven diamonds in ebony, a gift from Saruman the White.

MERP: x3 Power Point multiplier, +20 DB, +20 to magic resistances, +20 Perception.

RM: x3 Mentalism Power Point multiplier, +20 DB, +20 to magic resistances, +20 Perception, +20 Exhaustion Points.

LOR: +20 Endurance, +2 Defense, +2 Magical, +2 Perception.

GLÍRIEL, QUEEN OF ARTHEDAIN

A witty and cultured woman, skilled in politics, and a staunch advisor to her husband, Glíriel has gained prominence at court since the depletion of the royal family in the Plague. Glíriel is a descendent of the youngest son of King Malvegil. While not the daughter of a wealthy lord, her lineage is good, and her intelligence has always commanded respect. Glíriel is a talented musician; she plays often in public, and Argeleb sallies forth in disguise to watch her when she performs for the commons. She is an open advocate of Argeleb's passive defense against Angmar, fearing the attrition that might come with escalated, but fruitless, fighting. Unlike her husband, the queen does not simply wait for signs of deliverance; she seeks them out. Her household funds often go to finance searches for lost weapons and lore that might give Arthedain an advantage in its ancient struggle.

Glíriel is over 6' tall, with black hair and grey eyes. Elegant in manner, if somewhat angular in frame, she carries her years well. As a high Dúnadan, she is, at seventy-five, actually in her early middle age; she remains curious, fit, and energetic, and she inspires a like energy in King Argeleb, thirty years her senior. They often walk arm-in-arm in public, giving the appearance of whispering sweet nothings, while actually sorting out politics and court gossip. To them, this is romance.

Friends and Connections

Glíriel makes a point of learning the names of every member of the court and their servants. She is a member of the Nólhildi, a magicians' society that counts Gandalf and Saruman as members. (See Section 6.4.2.)

GLÍRIEL, QUEEN OF ARTHEDAIN

Level: 18.

Race: Dúnadan.

Home: Fornost Erain.

Glíriel in MERP

Hits: 88 Melee OB: 100 Missile OB: 100

AT: None (50)

MERP Profession: Bard.

MERP Stats: Co 88, Ag 99, Ig 98, St 87, Pr 99, It 85.

MERP Skills: Ambush 5, Artistic: Acting 40, Artistic: Playing Lute 80, Artistic: Singing 80, Foraging 40, Influence: Politics 90, Lore: History of Arnor 70, Lore: History of Magical Weapons 80, Perception 60, Ride 50, Stalk/Hide 40, Track 40.



MERP Spells (108 PPs): Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Nature's Movement (10th), Nature's Lore (to 10th level), Protections (10th), Spell Defense (10th).

Glíriel in Rolemaster

Hits: 88 Melee OB: 100ss Missile OB: 100ss
AT: 2 (50)

RM Profession: Bard.

RM Stats: Co 88, Ag 99, SD 85, Me 99, Re 98, St 87, Qu 74, Pr 99, In 85, Em 96.

RM Skills: Artistic (Active): Acting 40, Artistic (Active): Play Instrument (lute) 80, Artistic (Active): Singing 80, Awareness (Searching): Observation 60, Awareness (Searching): Tracking 40, Influence: Propaganda 90, Lore (General): Arnorian History 70, Lore (Magical): Artifact Lore (magical weapons) 80, Outdoor (Animal): Riding 50, Outdoor (Environmental): Foraging 40, Subterfuge (Attack): Ambush 5, Subterfuge (Stealth) Hiding 40, Subterfuge (Stealth): Stalking 40.

RM Spells (177 PPs): Sound Projection (20th), Item Lore (20th), Lore (20th), Sound Control (20th), Controlling Songs (20th), Self Healing (10th), Brilliance (10th), Damage Resistance (10th), Anticipations (10th), Attack Avoidance (10th), Mind Mastery (10th), Telekinesis (10th), Mind's Door (10th), Sense Mastery (10th), Gas Manipulation (10th), Movement (10th), Shifting (10th).

Appearance: 86.

Glíriel's Principal Items

Sefthane: a 2' cane-like decorative "stick." (See Section 6.4.2.) Within it is concealed an Elvish long-knife which can be wielded as a shortsword or thrown as a dagger. It will return to its sheath 3 times per day after being thrown. The gem at the end of the sheath will ring like a bell or light up as bright as a torch when struck against a hard surface. When lit, invisible objects are revealed.

MERP: +2 spell adder, +20 OB (knife).

RM: +2 Mentalism spell adder, +20 OB (knife).

LOR: +10 Endurance, +1 Damage.

Amulet: made of silver.

MERP: +20 DB, +20 on magic RRs, x3 multiplier, +10 to any offensive spells.

RM: +20 DB, +20 on magic RRs, x3 Mentalism multiplier, +10 to BAR and Directed Spells.

LOR: +2 Defense, +2 Magical, +25 Endurance.

Lute: Superior quality (magically enhanced). People dancing to its music have increased stamina. Allows absolute recall of any song practiced on it for an hour.

MERP: +20 Art: Play Lute, x2 multiplier.

RM: +20 Play Instrument: Lute, x2 Bard multiplier, +20 Exhaustion Points for any dancing to the music.

LOR: +10 Endurance to all who can hear its music.

Ring: made of a mithril alloy.

MERP/RM: +10 DB, +10 magic RRs, casts *Bladeturn* and *Deflections* 2x/day (wearer only).

LOR: +1 Defense, +1 Magical, casts *Shield* on command up to 4 times per day.

Hundirith (S. "Heart's Guard"): two mithril alloy plates worn secretly as part of Glíriel's costume when she is performing in public. They give her back and chest the protection of plate armor.

MERP: AT of Plate, +25 DB.

RM: AT 17, +25 DB.

LOR: +3 Defense.

MINASTIR, ARTHADAN COMMANDER OF THE SOUTH

As the third son of King Argeleb, Minastir grew up knowing that he would be unlikely to be called to rule. Therefore, he has devoted himself to a military life. He rose quickly through the ranks and is very happy in his first independent command. Iach Sarn is the only real Arthadan fortress on the Cardolanian border. Minastir has terminated his predecessors' policy of remaining on the north bank of the Baranduin (and thus out of Cardolan) except during interventions ordered from Fornost; he is willing to lead his cavalry down across Sarn Ford at the merest rumor of bandits menacing the Old North Road. This has done a great deal to improve order in central Cardolan, but several of the local *ernilath* have hopes of exploiting Minastir's hastiness by political or more violent means.

Minastir is unmarried at age 34, keeps a sparse household, and prefers simple green ranger's garb when not in battle. His 6'7" height is not unusual for one of royal blood, but he also has dark skin and coarse hair. His unusual appearance caused much unfortunate and false gossip when he was a baby. Today, Minastir sports a hint of an unfashionable mustache, of which he is inordinately proud. He is a man of manners who is respected by his soldiers and fast becoming a hero to the local peasants. He holds a singular dislike for Aervellon, the Regent of Girithlin; to Minastir, he symbolizes the amorality and duplicity that plague Cardolan.

MINASTIR, ARTHADAN COMMANDER OF THE SOUTH
Level: 15.
Race: Dúadan.
Home: Iach Sarn.

Minastir in MERP

Hits: 153 **Melee OB:** 140 **Missile OB:** 90
AT: Rigid Leather (75)
MERP Profession: Ranger
MERP Stats: Co 100, Ag 91, Ig 89, St 93, Pr 83, It 99.
MERP Skills: Ambush 10, Foraging 60, Gambling (Cards) 45, Lore: Tactics 80, Lore: Wild Food 60, Perception 60, Ride 75, Swim 45, Stalk/Hide 60, Track 60.
MERP Spells (60 PPs): Blood Ways (10th), Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th).

Minastir in Rolemaster

Hits: 153 **Melee OB:** 140bs **Missile OB:** 90hcb
AT: 12 (75)
RM Profession: Ranger.
RM Stats: Co 100, Ag 91, SD 88, Me 87, Re 90, St 93, Qu 94, Pr 83, In 99, Em 96.
RM Skills: Athletic (Endurance): Swimming 45, Awareness (Searching): Observation 60, Awareness (Searching): Tracking 60, Lore (General): Flora Lore 60, Outdoor (Animal): Riding 75, Outdoor (Environmental): Foraging 60, Subterfuge (Attack): Ambush 10, Subterfuge (Stealth): Hiding 60, Subterfuge (Stealth): Stalking, Technical/Trade (General): Gambling (cards) 45, Technical/Trade (Vocational): Tactics 80.
RM Spells (129 PPs): Blood Law (10th), Nature's Guises (10th), Nature's Way (10th), Moving Ways (10th), Path Mastery (10th).
Appearance: 74.

Minastir's Special Powers

Palantir Mastery: Minastir is, by blood and training, capable of using the three *palantíri* of the North. He has seldom done so, preferring less esoteric means of dealing with problems.
Heroic Presence: Minastir keeps a royal banner close by him in combat; it adds +20 to the morale of his troops.

Minastir's Principal Items

Broadsword: made of *mithril*.
MERP/RM: +25 OB, never fumbles.
LOR: +4 Damage, +1 Melee OB.
Rigid Leather Armor: full hide; enchanted.
MERP/RM: +20 DB.
LOR: +3 Defense, -1 Subterfuge, -1 Movement.

Heavy Crossbow: may be fired while mounted.

MERP/RM: +10 OB.

LOR: +1 Damage.

Ranger's Ring: made of gold.

MERP: +20 DB, +20 RRs, x2 multiplier, spell effects are doubled.

RM: +20 DB, +20 RRs, x2 channeling multiplier, spell effects are doubled.

LOR: +2 Defense, +2 Magical, all spell effects are doubled (double number of targets, etc.).

Full Shield: with a large rune on its face.

MERP/RM: +5 DB, casts *Brilliance* 3x/day.

LOR: +2 Defense, -1 Magical.

NÍRIEN, PRINCESS OF ARTHEDAIN

The second child and first daughter born to the royal family, Nírien was not given much consequence in court politics other than as a prize of marriage. She achieved recognition, however, as a prominent scholar at an early age, her abilities earning the princess a place on the Aradhrind as a member of the Heren Cenoron. (See Sections 5.1.2 and 6.4.1.) She is an acknowledged expert on Arnorian history and the lore of magic. She also serves as Mistress of the Palace Tutors and Apprentices, giving her control over the schooling of most of the children of the wealthy and powerful in Fornost. Argeleb, who has a firm belief in making use of trustworthy family resources, considers his daughter's opinion on all matter of esoteric topics, most particularly on appointments to the Varyari Palantírión and the Heren Cenoron. Nírien is a focus of intellectual activity in Fornost; scholars and sages vie for her attention to further their ideas and careers. Nírien remains practical through it all, dealing politely with the most boring of sycophantic pedants, and keeping an ear open for backbiting and intrigue that could undermine the king's position and policies.

Just over 6' in height, Nírien demonstrates, in feminine form, the physical grandeur of the Line of Elendil the Tall. Her waist-length hair is often confined by gilt netting, a practice her nurse enforced, when, as a child, she used to twist her fingers through her curls. Of good figure and naturally graceful, she tends to overawe the smaller, better-featured women of the court; the princess found herself grateful when the Elven Lady Arverethiel began to visit Fornost regularly—drawing off the more fawning courtiers. The reduction in sycophants permitted Nírien to seek brighter company and to bring her two children to gatherings for social seasoning.

Family and Connections

Nírien was courted avidly by several prominent young men as she approached her majority. But the princess fell in love with a guardsman of the Tirith Aran—the expert fencer and amateur linguist, Belennil of Turven. With scandal ready to break, Belennil decided that his own departure might preserve Nírien from unpleasant publicity. He left for the distant Southlands, traveling through Harad and Mûmakan to the far island nation of E-Sorul



Sare. After four years of little communication, Nírien embarked in search of him. Her journey remained a secret, and she was accompanied by a few friends, including Gilronwen Celebren (See Section 8.1.2.) and Haldol and Baranfindel, two of her suitors from House Tarmëa.

After a series of bizarre adventures that remain curiously undescribed by the Arthadan bards—there were questions, among other things, about whether a beautiful Elvish astrologer was Belennil's captor or hostess—the wandering scholar returned alone, Nírien following in close pursuit. The guardsman was knighted for books he wrote about his travels, and the lovers were free to marry. Haldol Tarmëa was killed in the South, and House Tarmëa has never forgiven Nírien for his death. Baranfindel, a widower expected to remarry, has not done so in the last ten years; if he bears any resentment for Nírien's rejection of his suit, he has buried his feelings deeply.

Nírien is well known among the wise of Arthedain, and her favor is actively courted by many who seek access to the powers of the court. Her two sons, Cathron and Celeborn, at nine and seven years of age, are just beginning their education and training.

Belennil, Nírien's husband, is a quiet, unimposing fellow who spends a great deal of time translating historical tomes and indexing texts on herblore. Like his nephew, Baragund (See Section 8.1.3.), he is easily overlooked. He chooses not to speak of the days when he was the finest young sword-hand in Arthedain and a

member of King Argeleb's elite Tirith Aran; rather, he prefers acknowledgment for the four volumes comprising his *Travels of a Stranger in Southern Endor*, which detail languages, customs, herblore, and culinary arts. Much less widely known is the fifth volume of the series, describing the appearance and methods of the three Nazgûl-monarchs whose realms he visited on his journeys. It was his comparisons of these undead tyrants with descriptions of the Witch-king that actually gained him his knighthood.

GM Note: Copies of all five volumes of Travels of a Stranger rest on Master Elrond's shelves in Rivendell, where they will eventually serve to inspire the boy Estel, later known as "Strider" and "Aragorn."

NÍRIEN, PRINCESS OF ARTHEDAIN

Level: 18.

Race: Dúnadan.

Home: Fornost Erain.

Nírien in MERP

Hits: 90 Melee OB: 6G Missile OB: n/a

AT: None (30)

MERP Profession: Mage.

MERP Stats: Co 89, Ag 90, Ig 98, St 79, Pr 99, It 99.

MERP Skills: Base Spell OB 36, Directed Spells 135, Lore: Education 80, Lore: Eriador 90, Lore: History of Arnor 90, Influence: Politics 80, Read Rune 70, Use Item 70.

MERP Spells (144 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Essence Perceptions (10th), Fire Law (10th), Ice Law (10th), Spirit Mastery (10th), Light Law (10th), Water Law (10th), Lofty Bridge (10th), Living Change (10th).

Nírien in Rolemaster

Hits: 90 Melee OB: 60ss Missile OB: n/a AT: 2 (30)

RM Profession: Magician.

RM Stats: Co 89, Ag 87, SD 99, Me 100, Re 96, St 79, Qu 93, Pr 99, In 94, Em 95.

RM Skills: Directed Spells: All 135, Influence: Propaganda 80, Lore (General): Arnorian History 90, Lore (General): Eriadorian History 90, Power (Awareness): Read Runes 70, Power Awareness: Attunement 70, All other Lores 80.

RM Spells (287 PPs): Fire Law (20th), Ice Law (20th), Spirit Mastery (20th), and Water Law (20th), Essence Hand (10th), Spell Wall (10th), Elemental Shields (10th), Essence's Perception (10th), Physical Enhancement (10th), Delving Ways (10th), Rune Mastery (10th), Detecting Ways (10th), Lofty Bridge (10th), Living Change (10th), Invisible Ways (10th), Dispelling Ways (10th).

Appearance: 99.

*Nírien, Princess
of Arthedain*



Nírien's Special Powers

Palantír Mastery: She is, by blood and training, able to use the three *palantíri* of the North. Nírien, does, in fact, use the *palantír* of Fornost regularly, and may join the Varyari Palantírium when she grows weary of her other duties.

Nírien's Principal Items

Shortsword: small.

MERP: +15 OB, secondary Electricity crit.

RM: +15 OB, Electricity crit of 1 less severity.

LOR: +3 Damage, +1 Melee OB.

Robes: long and flowing.

MERP/RM: +10 DB, +10 RRs.

LOR: +1 Defense, +1 Magical.

Tiara: simple *mithril*.

MERP: +10 DB, x4 multiplier.

RM: +10 DB, x4 Essence multiplier.

LOR: +1 Defense, +20 Endurance.

Wand of Light: Nírien is considering membership in the Nóléhildi, the magicians' organization favored by her mother. (See Section 6.4.2.) Her wand will gain more powers if the wizard Curunír joins it with a gem to form a *sefthane*, but Nírien is not yet ready to commit herself to a secret society.

MERP/RM: casts 30 PPs per day from Light Law.

LOR: +30 Endurance.

8.1.2 THE GREAT HOUSES OF ARTHEDAIN

The ruling aristocracy of the Kingdom of Arthedain is dominated by seven *artanossi* (Q. "great houses;" sing. *artanossë*), each of which owns considerable property and leads men-at-arms independent of royal forces. The seven *artanossi* are, in order of power: the Tarmëar, the Eketyar, the Orrómenyar, the Hyarrómenyar, the Emeryar, the Formenyar, and the Noirinanyar. Each *artanossë* sports its own two-colored banner and distinctive dress. The *artatani* (the lords of the *artanossi*) are permanent members of the King's Council and use their influence with arrogance—a leading cause of the alienation of the nobles of Cardolan that led to the long-ago division of Arnor.

Most of the nobles draw their family names from areas of Númenor, from whence they fled with Elendil before the Downfall. The Tarmëar, strongest in wealth and influence, rank highly in both sheer numbers and talent, contributing many family members to both the military



and civilian sectors of government, and to the Heren Cenoron and the Varyari Palantírium. Their chief stronghold, Tarmabar (Mar Tarmëaron), sprawls over a hilltop south of Lake Evendim instead of being confined within the walls of a keep. The Tarmëar, occupying positions of power all across Arthedain, will say that they are its defense.

The Eketya clan take their name from the short stabbing sword favored by the Dúnedain, the *eket*. The Eketyar came to Endor as soldiers during the Númenórean wars of conquest; one of their members traveled north to Nenuial after falling in love with a noblewoman exiled from Númenor's court for her sympathies with the lords of Andúnië. The two lovers, and those few Eketyar who supported their wayward cousin, settled in the late Second Age on the rocky lands on the northeast shore of Lake Nenuial. Their stronghold, Bareketta (Mar Eketyaron), still stands a day's ride from the ruins of Annúminas. The Eketyar were not, strictly speaking, among the families of the Faithful, and this distinction has been a source of both pride and shame for them over the years. Many of Arthedain's military leaders are drawn from their family, hailed as the first into battle and the last to retreat.

The five other *artanossi*—with the exception of the Tarmëa clan, who are also traditionally militaristic—view the Eketyar with some alarm. The other families cannot match the influence of the Eketyar or the Tarmëar. They can only attempt to shore up their fading powers, frustrating the machinations of the two mightier houses by counter-conspiracy. The king, of course, takes advantage of this conflict; the political balance in Arthedain is set accordingly. As noted in Section 9.4 of *Arnor: The Land*, House Tarmëa and House Eketya are scheming to upset this balance.



*Arthadan Commons
returning home with
gleanings from the
fields of House
Hyarr*

CARAMIR GLOSSARN, ARTATAN HYARRÓMENYARON

Reputedly the wealthiest individual in Arthedain, Caramir controls quarries all over the kingdom and beyond. He also runs ships out of Caras Celairnen all the way to Gondor, Harad, and—it is rumored—to Umbar and Ciryatanor. Caramir, a practical sort who supervises most of his businesses directly, is well known to the commons of Arthedain and has a natural gift for speaking with them. His reputation for lively mirth—and thus his popularity—extends to the Silvan Elves of Lindon. Their Noldorin and Sindarin overlords, however, are repelled by Caramir's mercantile interests.

Caramir's first wife died at sea two decades ago, and he has since married the Lady Arverethiel, a Silvan Elf with an affinity for mortals. Theirs is a practical relationship; they have made legal arrangements for Arverethiel to turn over the Hyarrómenya lands to Caramir's Dúnadan heirs after his death and then return to Lindon without any regrets or conflicts. In the meanwhile, Arverethiel brings cheer to the drab Arthadan courts and gains a devoted and interesting companion for a goodly number of years.

Over 6' in height, Caramir is an impressive figure of a man, just entering middle age, but still possessing a bit of the undignified energy of his wild youth. Neither the greatest warrior nor the finest intellect among the lords of Arthedain, Caramir has a well-tuned sense of reality and compromise. He counsels his neighbor, Haldan Orrómenya, who lost a wife in recent years, and is cooperating with Nartethiel Noirinanya in her attempt to forestall the power-grab by Houses Tarmëa and Eketya.

Family and Connections

Caramir's connections spread far and wide. His uncle, Malvegil, an *artaroquen*, serves in the Dagorwaith Aran; he monitors untrustworthy members of the military. Caramir's great-uncle, Edhelion, was chosen for the Heren Cenoron, and a great-aunt is a *varyar palantíron*. (See Sections 5.2.1 and 6.4.1.) Caramir's sons and grandsons by his first wife are in Arthadan government and society; a few tend businesses in Cardolan. One grandson, Barahir, is imprisoned in Sudúri, the capital of Saralainn, for obscure reasons; Caramir wants to "break him out" before the civil war in the area worsens.

Caramir and Arverethiel intend to rear no children together, although the lady has jested that an Elven half-brother might disconcert the *artatan's* grown offspring. Upon hearing this witticism, Timbrethil of Lostaelin, a distant cousin, investigated the lady's background; he discovered that Arverethiel has married other Arthadan



lords during the past dozen centuries, always under similar circumstances. Timbrethil brought his information to Caramir, but the *artatan* told his relative that he would suffer for any trouble he caused Arverethiel. Timbrethil, an unpleasant fellow, is making cautious plans to sell Arverethiel to Angmar for the vast knowledge he thinks she has concerning Arthadan fortifications.

CARAMIR GLOSSARN, ARTATAN HYARRÓMENYARON

Level: 17.

Race: Dúnadan.

Home: Minas Hyarrómenyaron, in the hills southwest of Nenuial.

Caramir in MERP

Hits: 173 Melee OB: 160 Missile OB: 160

AT: Plate (35)

MERP Profession: Warrior.

MERP Stats: Co 99, Ag 98, Ig 94, St 99, Pr 93, It 89.

MERP Skills: Polearms 145, Influence: Business 85, Influence: Politics 70, Lore Navigation/Shiphandling 60, Martial Arts: Novice 70.

MERP Spells (51 PPs): Physical Enhancement (5th), Illusions (5th), Essence Perceptions (5th), Spirit Mastery (5th), Unbarring Ways (5th).

Caramir in Rolemaster

Hits: 173 Melee OB: 160bs Missile OB: 160cp
AT: 19 (35)

RM Profession: Fighter.

RM Stats: Co 99, Ag 99, SD 80, Me 96, Re 93, St 99,
Qu 97, Pr 93, In 89, Em 71.

RM Skills: Influence: Propaganda 70, Lore (Technical): Trading Lore 85, Martial Arts (Strikes): Degree one 145, Special Attacks: Brawling 70, Technical/Trade (Vocational): Boat Pilot 60, Technical/Trade (Vocational): Navigation 60.

RM Spells (91 PPs): Physical Enhancement (5th), Rune Mastery (5th), Delving Ways (5th), Essence's Perception (5th), Lesser Illusions (5th).

Appearance: 96.

Caramir's Principal Items

Varyar (Q. "Protector"): broadsword.

MERP/RM: +20 OB, an additional +20 on any parry.

LOR: +2 Damage, +2 Defense.

Hyarrómenya Lord's Ring: *mithril*.

MERP: x3 multiplier.

RM: x3 Essence multiplier.

LOR: +15 Endurance.

Platemail Armor: encumbers as Rigid Leather.

MERP: +5 DB.

RM: +5 DB, encumbers as AT 10.

LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Shield: oval.

MERP/RM: +15 DB.

LOR: +2 Defense, -1 Magical.

Eket: Shortsword.

MERP/RM: +10 OB.

LOR: +2 Damage.

Composite Bow: finely crafted.

MERP/RM: +10 OB.

LOR: +1 Damage.

Tunic: bears a ring of seven red stars on a pale blue background, along with a dark red ship.

DÚRALADH LILTHOR, ARTATAN FORMENYARON

Dúraladh inherited his high position after the death of his grandfather in the Great Plague of T.A. 1637; the Artatan Formenyaron was the highest ranking victim in Arthedain outside the royal family. Prior to Orennil's demise, his grandson was an explorer of note and a collector of curiosities. Dúraladh has seen both the sands of Far Harad and the waves of the Bay of Forochel; he offers a reward for anyone who can bring him the horn of a demon-whale.

A deadly, if unorthodox, swordsman, Dúraladh dislikes war and politics; his wife and grandson, both of whom spend time at Fornost, inform him of court gossip. He holds a skewed view of events in the capital, since gossip and reality are never the same thing. Dúraladh accepts King Argeleb's military policies grudgingly, trusting the will of the king to be weak enough that some minor crisis will bring a change.

Tall and lean, tending towards a fit, if weathered, middle age, Dúraladh is the least formal of the *artatani*; his informality and distracted, cynical demeanor make him unpopular with the nobility. However, the Lord Formenya's hooded eyes have seen much of the world in the last eighty years; fools and knaves go near him at their peril; although he has a tolerance for personal corruption, those who threaten his family or his people find him as patriotic as any stiff-necked royal knight and not nearly as gullible.

Family and Connections

Perlothiel, Dúraladh's wife, manages the interests of House Formenya in Fornost; she is an astute, if somewhat shallow, court politician. Three of their sons oversee mercantile ventures for the family, while four nephews serve in the royal army, continuing the Formenya tradition of service to the Sceptre. Galadhrion, Dúraladh's grandson, is a herald of the royal court at age fourteen and a snoop after his grandmother's heart. He talks a bit too freely, however, and two scions of House Tarmëa present at the court arranged for thugs to "accidentally" take fists to the lad; if he sniffs out anything more dangerous about the plans of the Tarmëar and the Eketyar, he may find himself "accidentally" maimed or killed.

DÚRALADH LILTHOR, ARTATAN FORMENYARON

Level: 21.

Race: Dúnadan.

Home: Terellisce Formenyaron, in north central Arthedain.

Dúraladh in MERP

Hits: 175 Melee OB: 180 Missile OB: 170

AT: Plate (65)

MERP Profession: Warrior.

MERP Stats: Co 94, Ag 95, Ig 99, St 86, Pr 100, It 99.



MERP Skills: Ambush 15, Climb 50, Lore Geography 60, Polearms 150, Ride 70, Stalk/Hide 70, Track 50.

MERP Spells (126 PPs): Physical Enhancement (5th), Essence Hand (5th), Illusions (5th), Unbarring Ways (5th), Spell Ways (5th), Essence's Ways (5th), Spirit Mastery (5th), Essence Perceptions (5th).

Dúraladh in Rolemaster

Hits: 175 **Melee OB:** 180 **bs Missile OB:** 170 **cp AT:** 19 (65)

RM Profession: Fighter.

RM Stats: Co 94, Ag 93, SD 56, Me 78, Re 100, St 86, Qu 100, Pr 77, In 99, Em 88.

RM Skills: Athletic (Gymnastics): Climbing 50, Awareness (Searching): Track 50, Lore (General): Region Lore 60, Martial Arts (strikes): Degree one 150, Outdoor (Animal): Riding 70, Subterfuge (Attacks): Ambush 15, Subterfuge (Stealth): Hiding 70, Subterfuge (Stealth): Stalking 70.

RM Spells (291 PPs): Brilliance (5th), Illusions (5th), Detections (5th), Spell Resistance (5th), Damage Resistance (5th), Delving (5th), Anticipations (5th), Attack Avoidance (5th).

Appearance: 89.

Dúraladh's Special Powers

Weather-hardened: Gets +20 on RRs versus spells that have effects similar to weather. Also gains +20 on RRs versus blinding light spells (and similar types of spell attacks).

Dúraladh's Principal Items

Helvegil (S. "Ice-sword"): a thin blade of white *laen*.

An Elvish longsword from the lands beyond the Bay of Forochel, the weapon does additional cold damage when it hits. Protects its wielder from all cold conditions and attacks. Considered a "Holy" weapon against fire-using creatures. The Elves of Lindon have made inquiries of Dúraladh concerning how he came to possess this weapon, but he has so far rebuffed them.

— **MERP:** +20 OB, secondary cold crit, roll Holy crits on table CT-10.

RM: +20 OB, cold crit of equal value.

LOR: +2 Damage, +1 Melee OB, +1 Magical (defensive only against cold attacks).

Formenya Lord's Ring: *mithril*.

MERP: x3 multiplier.

RM: x3 Mentalism multiplier.

LOR: +15 Endurance.

Boots: enchanted.

MERP/RM: casts 20 PPs/day from Lofty Movements (not *Levitation/Fly* spells).

Cloak: enchanted.

MERP/RM: +20 DB, *Shadows* 4x/wk.

LOR: +2 Defense, casts *Camouflage* 4x/week.

Bow: arrows shot are not affected by wind.

MERP/RM: +15 OB, half range pen.

LOR: +2 Damage, +1 Missile OB.

Half-plate Armor: encumbers as Rigid Leather.

MERP: +5 DB.

RM: +5 DB, encumbers as AT 10.

LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Eket: Shortsword.

MERP/RM: +10 OB.

LOR: +2 Damage.

Tunic: bears seven white stars in the form of Menelvagor (the constellation named after Túrin Turambar) on a black background with silver auroral highlights.

*Arthadan Commons
picking wild hops
from the hedges of
House Tarma lands*



FINGLIN, ARTATAN TARMĒARON

Eldest of the lords of Arthedain, Finglin remains fit in mind while suffering bodily decline. In his youth, a century and a half ago, he was friend and traveling companion to the then Crown-prince Argeleb; Nartheliel of Noirinanya and Hallas of Dol Tinereb also enjoyed his fellowship. The turmoil and loss of long years of military and political conflict has taken its toll on those friendships and left him bitter. His final break with King Argeleb came in T.A. 1601, when the privileges he'd been cultivating in Siragalë—the vast Elvish province south of the Tarmëa lands—were compromised, if not totally negated, by the royal grant of settlement to the Fallohide Hobbits.

The situation in Finglin's sphere of influence in Siragalë—called by him Latina Tarmëaron (Q. "Plain of the Tarmëar"), and by the Hobbits the "Northwalk" or "Northfarthing"—has deteriorated over the last four decades. Hobbits who defy Tarmëa officers routinely hide in their relatives' *smials* (Hob. "holes") or simply flee southward, where Prince Minastir and his royal constables at Sarn Ford just as routinely ignore their presence and thus protect them from Tarmëa justice. The indignity experienced by the Artatan's proud *meithyr* in trying to dig up burrowing creatures to get them to pay taxes is matched by the knowledge that the whole horde of Hobbits speaks of a mighty lord of the Dúnedain as the "Old Boy" or "Boss Hilltop."

Recently, however, Finglin's anger has been directed at King Argeleb himself. The latter's passive policies on the Angmarean frontier have led to nothing but a slow decline in Arthedain's military fortunes. Finglin's great-grandson, Mallach Tarmëa, has risen to sudden fame as captain of the royal rangers by taking aggressive action against the Orcs troubling the borders. Finglin's nephew, Erchor (acting as Finglin's personal representative in Gondor), is convinced that factions in the South-kingdom would favor sending men to support the North, if they believed the Arthedain had the stomach for an all-out effort against the Witch-king. Finglin might have bought that support had he been able to develop Latina Tarmëaron and draw upon its resources; instead, he has been pulled, over the last decade, onto a riskier course: a conspiracy to depose Argeleb and replace him with Mallach Tarmëa. The plotting, the subtle subversion and sounding out of prospective allies, come naturally to a politician as experienced as Finglin. The moral judgments he will leave to history, and history will think highly of him if he can save the Dúnedain and possibly even reunite the Kingdom of Arnor.

A powerful and handsome man in his youth, Finglin is still imposing even as his hair whitens and thins and his body weakens. He goes to great lengths to avoid showing his age in public, arranging his schedule to allow rest and drink between strenuous events. In conversation, Finglin is polite, even kindly; on matters of law and the rights of



•danFORCH95

his family, he can be arbitrary and harsh. Politics he treats as a blood sport, and men can tell when he is thinking on it by the glint in his eye and the clenching of his fist as he contemplates the ruin of a hapless foe.

Finglin

Family and Connections

House Tarmëa boasts connections at all levels of the Arthadan military and civil services. Finglin's daughter, Neldoriel, sits on the King's Council in her father's place. Another daughter is one of the Varyari Palantírión, and a nephew serves on the Othrind of the Dagorwaith Aran. Finglin's surviving grandson and heir, Baranfindel, is Cánotar of the Dagorwaith Tarmëa, and Baranfindel's late wife was granddaughter to King Araphor. This makes Mallach Tarmëa, their only son, fifth in line to the throne of Arthedain.

FINGLIN, ARTATAN TARMĒARON

Level: 24.

Race: Dúnanan.

Home: Tarmabar (Mar Tarmëaron), in southwestern Arthedain.

Finglin in MERP

Hits: 94 Melee OB: 135 Missile OB: 120

AT: Plate (45)

MERP Profession: Warrior.

MERP Stats: Co 43, Ag 51, Ig 98, St 76, Pr 99, It 99.

MERP Skills: Craft: Alchemy 50, Influence: Politics 88, Lore: Herbs 40, Lore: History of House Tarmëa 70, Lore: Strategy 50.

MERP Spells (144 PPs): Physical Enhancement (5th), Essence Hand (5th), Illusions (5th), Unbarring Ways (5th), Spell Ways (5th), Essence Ways (to 5th level), Spirit Mastery (5th), Essence Perception (5th).

Finglin in Rolemaster

Hits: 94 Melee OB: 135ss Missile OB: 120cp
AT: 19 (45)

RM Profession: Fighter.

RM Stats: Co 43, Ag 51, SD 95, Me 65, Re 99, St 76, Qu 55, Pr 98, In 99, Em 66.

RM Skills: Influence: Propaganda 88, Lore (General): House Tarmëa History 70, Lore (Technical): Herb Lore 40, Science/Analytic (Specialized): Alchemy 50, Technical/Trade (Vocational): Tactics 50.

RM Spells (270 PPs): Delving Ways (5th), Unbarring Ways (5th), Essence's Perception (5th), Detecting Ways (5th), Spell Enhancement (5th), Spirit Mastery (5th), Lofty Bridge (5th), Dispelling Ways (5th), Enchanting Ways (5th), Liquid-Gas Skills (5th), Organic Skills (5th), Essence Imbedding (5th).

Appearance: 89.

Finglin's Principal Items

Shortsword: burns with flame and does an extra heat critical.

MERP: +15 OB, secondary heat crit.

RM: +15 OB, extra heat crit of equal severity.

LOR: +3 Damage, +1 Melee OB.

Tarmëa Lord's Ring.

MERP: x 3 spell multiplier.

RM: x3 Essence multiplier.

LOR: +15 Endurance.

Amulet: has a compartment for herbs; its magic extends the benefit of the herb, typically one to relieve pain or exhaustion, by a factor of ten.

Half-plate Armor: encumbers as Rigid Leather.

MERP +10 DB.

RM: +10 DB, encumbering at AT 10.

LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Oval Shield.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Magical.

Daggers of Poison Detection.

Tarmëa Emblem: Finglin does not carry a lance to war any more, and his grandson Baranfindel leads the Tarmëa host. The family emblem is a ring of seven gold stars on a silver-grey background.

HALDAN, ARTATAN ORRÓMENYARON

Haldan has been drinking himself to death for the last ten years—ever since the death of his wife. Never a great leader, he hasn't yet noticed the slow decline in his reputation. The best that can be said of him is that he wishes no one ill and ensures that law and order are maintained even when on one of his month-long binges. His neighbor and friend, Caramir Hyarrómenya, tries to shake him out his depression by devising useful schemes and projects to occupy Haldan's morose moments. The latest, involving a rumor of conspiracy against the throne itself, is concentrating his mind rather splendidly.

A great bull of a man, well into his second century, Haldan keeps his grey hair covered and his swelling gut shrouded. He displays a distracted, irritable manner in counsel, barely tempered by his proper Arthadan manners.

House Orrómenya contributes leaders to the Faradrim Aran and the Dagorwaith Aran—among them, all three of Haldan's sons. Haldan's younger brother serves on the Othrind, and one of his daughters is a leading member of the Selli Niennava, dedicated to succoring and healing those afflicted by the wars in Arthedain and Cardolan. Four of Haldan's grandsons run the fief for him, and the two who are not fools seem to make up for the two who are. Haldan's nephew Belecthir was the unofficial Arthadan legate to Gondor in the T.A. 1630s. When Pelargir was attacked in T.A. 1634, King Minardil of Gondor was slain and Belecthir was captured. He has remained in an Umbarean prison ever since, his ransom set far too high. The Corsairs, Haldan has learned, believe their captive to be a disguised scion of the royal house of Arthedain, possibly even the missing son of King Argeleb. Official contacts have been tied up for the last two years; Haldan is seeking a skilled and cynical diplomat to go to Umbar (Lord Hyarrómenya will provide transportation)—carrying evidence, both legitimate and forged—to prove Belecthir's identity and by either persuasion, bribery, or treachery, get him out.

HALDAN, ARTATAN ORRÓMENYARON

Level: 16.

Race: Dúnadan.

Home: Barad Garan.

Haldan in MERP

Hits: 140 Two-handed OB: 170 Missile OB: 150
AT: Plate (15)

MERP Profession: Warrior.

MERP Stats: Co 69, Ag 91, Ig 89, St 100, Pr 90, It 77.

MERP Skills: Foraging 65, Influence: Politics 60, Lore: Politics 50, Polearm 150.

MERP Spells (54 PPs; hasn't used them in years): Illusions (10th), Essence Hand (10th).

Haldan in Rolemaster

Hits: 140 Melee OB: 170ts Missile OB: 150cp AT: 19 (15)

RM Profession: Fighter.

RM Stats: Co 69, Ag 91, SD 40, Me 69, Re 90, St 100, Qu 56, Pr 78, In 77, Em 88.

RM Skills: Influence: Diplomacy 50, Influence: Propaganda 60, Outdoor (Environmental): Foraging 65.

RM Spells (112 PPs; hasn't used them in years): Illusions (5th), Attack Avoidance (5th).

Appearance: 88.

Haldan's Special Powers

Death Visions: He has random visions of future death, with a 10% chance per instance of an unusually dramatic death in his immediate area.

Haldan's Principal Items

Thagor (S. "Splitter"): two-handed sword, which radiates a bright light that causes *Fear* in Orcs.

MERP/RM: +20 OB, +15 DB (against opponents with sight), never fumbles.

LOR: +3 Damage, +1 Melee OB (against Orcs), +2 Defense if facing a foe with eyes.

Orrómenya Lord's Ring.

MERP: x3 multiplier, +20 Ride.

RM: x3 Essence multiplier, +20 Riding.

LOR: +15 Endurance, wearer is rarely thrown from any riding beast.

Half-plate Armor: encumbers as Rigid Leather.

MERP: +5 DB.

RM: +5 DB, encumbers as AT 10.

LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Oval Shield.

MERP/RM: +15 DB.

LOR: +3 Defense, -1 Magical.

Eket and Andeket.

MERP/RM: +10 OB.

LOR: +2 Damage.

Orrómenya Emblem: The lord's colors have a ring of seven pale green stars above a pale blue crescent moon against a grey background.

METHILLIR, ARTATAN EKETYARON

Young and rash, Methillir is an interesting counterpoint to Finglin Tarmëa, his partner in conspiracy against the throne of Arthedain. Both scholar and weaponmaster, he consorted with the seers and mystics in Fornost while building a fine reputation fighting on the frontier. His keep, Bareketta (Mar Eketyaron), receives a year-round stream of guests, and his wife, Lúthien, is a welcome presence at festivals and tournaments throughout Arthedain.

Methillir's grandfather chose the time of his own death twenty years ago, despairing over the continuing failure of his schemes to drive back the Orcs of Angmar from the eastern frontier. Methillir's father and two uncles had already died in those wars, and the Artatan Eketyaron is now convinced that success is impossible as long as Argeleb sits on the throne. His divinations and common sense tell Methillir he will not be king, but he does see himself as a warlord, in charge of all the armies of the kingdom.

Almost 7' tall, handsome and athletic, fair-skinned and more fair-haired than is usual for one of his blood, Methillir is the image of a great lord of the Dúnedain. He cultivates the part with gracious and droll conversation as host and a pleasant, unruffled demeanor under even the most harrowing conditions. His only obvious character

Haldan





flaw is intense competitiveness; he plays to win in any sport or game; when bested, he must often visibly control his anger.

Family and Connections

Eketyar roost throughout all branches of the Arthadan military host, and not a few have achieved recognition as elite armorers. One captain of the Faradrim Aran is an Eketya scion, as is the senior *roquen* of the Othrind Dagorwaith Aran. Both despise King Argeleb and will side with Methillir in any dispute with the Sceptre. Halmir, Methillir's surviving uncle, is the commander of the Tirith Aran and reputedly the finest swordsman in Arnor; no one knows who he would back if Methillir's more ambitious schemes come to fruition, and no one has yet found the nerve to ask him.

METHILLIR, ARTATAN EKETYARON

Level: 22.

Race: Dúnadan.

Home: Bareketta (Mar Eketyaron), on the eastern shore of Lake Evendim.

Methillir in MERP

Hits: 166 Melee OB: 170 Missile OB: 150

8AT: Plate (80)

MERP Profession: Warrior.

MERP Stats: Co 98, Ag 101, Ig 88, St 99, Pr 100, It 83.

MERP Skills: Ambush 16, Base Spell OB 11, Craft: Alchemy 40, Directed Spells 40, Influence: Politics 65, Influence: Seduction 50, Lore: Mysticism and Prophecy 50, Martial Arts: Standard Strikes 75, Polearm 165, Read Rune 35, Ride 80, Stalk/Hide 50, Track 50, Use Item 35.

Methillir in Rolemaster

Hits: 166 Melee OB: 170ss Missile OB: 150cp
AT: 19 (80)

RM Profession: Rogue (with Seer powers).

RM Stats: Co 98, Ag 99, SD 97, Me 90, Re 86, St 99, Qu 101, Pr 101, In 83, Em 76.

RM Skills: Awareness (Searching): Tracking 50, Influence: Propaganda 65, Influence: Seduction 50, Lore (General): Philosophy 50, Lore (General): Religion 50, Martial Arts (Strikes): Degree Two 75, Outdoor (Animal): Riding 80, Power Awareness: Attunement 35, Power Awareness: Read Runes 35, Power Manipulation: Spell Mastery 40, Science/Analytic (Specialized): Alchemy 40, Subterfuge (Attack): Ambush 16, Subterfuge (Stealth): Hiding 50, Subterfuge (Stealth): Stalking 50, Weapon (Pole Arms): Mounted Lance 165.

Appearance: 97.

Methillir's Special Powers

Magically Gifted: Because of his natural gifts and intense study, he knows some spells.

MERP: the predictive spells of the Direct Channeling list as an Essence list, as well as Essence's Ways, both to 10th level. (19 PPs).

RM: Seer base lists Past Visions, Mind Visions, and Future Visions, as well as open Mentalist Anticipations, all to 10th level. (69 PPs).

LOR: Clairvoyance, Concentration, Luck.

Methillir's Principal Items

Norfaer (S. "Spiritfire"): a Holy *eket*, it has flames running along its length, and burns evil creatures. It also burns the hand slightly, right through a gauntlet, whenever it is wielded in combat. It burns a permanent scar into anyone of treacherous or deceitful nature. Methillir does not know this, and does not consider himself treacherous. He and three of the last four wielders of the weapon have manifested the scarred hand proudly, and he will be quite surprised when, if his plans for a coup should succeed, the sword proceeds to burn his hand off.

MERP: +25 OB, double concussion damage, secondary heat crit (on evil creatures only).

RM: +25 OB, double concussion damage, heat crit of equal severity (on evil creatures only).

LOR: +6 Damage, +2 Melee OB against evil creatures.

Target Shield: very small, known to deflect missile attacks away entirely.

MERP/RM: +20 DB, *Deflections III* 4x/day.

LOR: +3 Defense, +3 Magical.

Eketya Lord's Ring.

MERP: x3 multiplier, allows the wearer to cast spells from Spell Ways without having to "learn" the list (normal PP expenditure).

RM: x3 Essence multiplier, allows the caster to use the Alchemist spell lists Essence Embedding and Mentalism-Channeling Embedding without formally learning or chanting the spells; the wearer uses his own spell points to power the magic.

LOR: +15 Endurance, wearer can put any spell he knows into an item (will only stay in the item for 1 day); normal endurance must be spent when putting the spell into the item, spell can automatically be recalled by the caster; others must roll and add their Magical: results over 10 will activate the spell.

Leather Cap: appears to be and protects as metal.

MERP: +10 DB, +2 spell adder.

RM: +10 DB, +2 Mentalism adder.

LOR: +1 Defense, +10 Endurance.

Half-plate Armor: encumbers as rigid leather.

MERP: +5 DB.

RM: +5 DB, encumbering as AT 10.

LOR: +4 Defense, -1 Movement, -1 Subterfuge.



Andeket: broadsword.

MERP/RM: +10 OB.

LOR: +2 Damage.

Bow: may shoot every round without fumble (or penalty).

MERP/RM: +10 OB.

LOR: +1 Damage, +1 Missile OB.

Adarcer-tipped Lance: Methillir will initiate mounted combat with his lance against those of lower social rank.

MERP/RM: +10 OB.

LOR: +2 Damage, +1 Melee OB.

Eketya Emblem: Methillir's tunic bears a ring of seven red stars on a white background.

NARTHELIEL GONGLAM, ARTATANEL NOIRINANYARON

A tough and wily politician, the Lady of Ambon Noirinanyaron is the most powerful woman in Arthedain, excepting possibly Queen Glíriel. Finglin Tarmëa alone is senior to her amongst the lords of the *artanossi*, and she regards thwarting his maneuvers as one of the chief pleasures of her old age. In her youth, Nartheliel was a fiery and independent maid; she was courted by Finglin, and then by Crown-prince Argeleb. In the end, she married Prince Galadril of Gondor, a younger son of King Hyarmendacil II, who gave her three children and died of complications due to his many vices. Rather than remain a widow on the periphery of the court in Osgiliath, Nartheliel returned to Arthedain. Her older son came with her, only to perish of an "infusion of the lungs" in the cold, damp climate. When her father passed away a year later, Nartheliel took firm control of the family lands and held them against all comers, including a fresh gaggle of suitors and an invasion of Gondorian lawyers representing her other children. She has been Artatanel of House Noirinanya for fifty years and has lost neither her deft political skills nor her aggressive, overbearing personality.

Grey-haired and thinner than is usual amongst the Dúnedain, Nartheliel is still vigorous enough to go riding daily with the younger folk of her retinue. Besides the swarms of visiting great-grandchildren and occasional scholars from Fornost, she is always in the company of Gilronwen Celebren, the captain of her personal guard. Once one of the few female warriors of the Tirith Aran in this century, Gilronwen befriended Nartheliel during a particularly exhausting political crisis in Fornost and in the midst of it saved her from an assassin's blade. She returned to Ambon Noirinanyaron with Nartheliel, and the two have been virtually inseparable since that time.

Family and Connections

The position of Cánotar of the Dagorwaith Noirinanya is held by Nartheliel's heir and eldest grandson, Erhuan, a somewhat dull fellow who spends most of his days on the northern frontier hunting Orcs. He disdains familial and national politics; nor does he attend either his grandmother's or the royal court. However, his sense of duty is strong; if a crisis strikes House Noirinanya or endangers the kingdom, he shows a will of iron coupled with terrifying energy. Others of the Noirinanya family hold governmental positions under the Sceptre and lesser ranks in the army. Two march in the Tirith Aran; they monitor the monarch's policy and court intrigue for Nartheliel. Nartheliel's granddaughter, Mírien, is lady-in-waiting to Queen Glíriel, and she passes discrete messages between the two women.

NARTHELIEL GONGLAM, ARTATANEL NOIRINANYARON
Level: 26.

Race: Dúnedain.

Home: Ambon Noirinanyaron, in western Arthedain.

Nartheliel in MERP

Hits: 90 Melee OB: 110 Missile OB: 80

AT: None (25)

MERP Profession: Bard.

MERP Stats: Co 77, Ag 55, Ig 99, St 54, Pr 100, It 100.

MERP Skills: Ambush 11 (+3 with her Dagger), Artistic: Play Stringed Instruments 50, Artistic: Poetry and Aphorisms 70, Artistic: Singing 40, Influence: Courtly Manners 60, Influence: Politics 90, Lore: Gondorian Affairs 50, Lore: History of Arthedain 50, Lore: History of Music 60.

MERP Spells (234 PPs): Illusions (10th), Essence Hand (10th), Essence's Ways (10th), Physical Enhancement (10th), Essence Perceptions (10th), Controlling Songs (10th), Lores (10th), Sound Control (10th).

Nartheliel in Rolemaster

Hits: 90 Melee OB: 110da Missile OB: 80 ro AT: 2 (25)

RM Profession: Bard.

RM Stats: Co 77, Ag 55, SD 96, Me 97, Re 99, St 54, Qu 60, Pr 100, In 100, Em 98.

RM Skills: Artistic (Active): Play Instrument (mandolin) 50, Artistic (Active): Poetic Improvisation 70, Artistic (Active): Singing 40, Artistic (Passive): Music 60, Influence: Diplomacy 60, Influence: Propaganda 90, Lore (General): Arthadan History 50, Lore (General): Gondorian History 50, Subterfuge (Attack): Ambush 11 (+3 with her Dagger).



RM Spells (494 PPs): Attack Avoidance (10th), Brilliance (10th), Detections (10th), Self Healing (10th), Illusions (10th), Controlling Songs (20th), Lores (20th), Sound Projection (20th).

Appearance: 90.

Nartheliel's Principal Items

Ring of Health: helps keep her body rhythms at a normal pace, controlling, among other things, an erratic heartbeat. Gilronwen rode on a quest to the far away Kingdom of Urd, more than three thousand miles into the distant East, to get this ring for Nartheliel.

MERP/RM: +10 DB, +20 on RRs versus Fear and mind attacking spells, +30 on RRs versus poison.

LOR: +1 Defense, +2 Magical, helps resist poisons.

Noirinanya Lord's Ring.

MERP: x3 spell multiplier.

RM: x3 Mentalism multiplier.

LOR: +15 Endurance.

Stones of Lendrandir: ten of these agates are in her coin purse. If she throws them, missiles do minimal damage at best, but each stores an electrical charge that will also attack the target. Most also have a secondary area spell affect, such as *Fireball* or *Sleep X*, with a 10' radius.

MERP: Attacks as a thrown item with half damage and "Tiny" crits; if any damage is delivered, also delivers an additional +100 *Lightning Bolt* attack (at range 0') and a random secondary spell effect (*Fireball*, *Sleep X*, etc.).

RM: Base attack delivers Tiny criticals; however, electrical attack is +100 *Lightning Bolt* (at range 0') and a random secondary spell affect (*Fireball*, *Sleep X*, etc.).

LOR: When stone hits a target, roll the dice and add 10; this is the amount of damage the target takes. In addition, all within 10' of the target are hit with a *Sleep* spell.

Dagger: short-bladed.

MERP: +15 OB, secondary slash critical, +3 to Ambush.

RM: +15 OB, delivers an additional Slash critical of one less severity, +3 Ambush skill.

LOR: +2 Damage, +2 Melee OB.



Robes: with silk lining.

MERP/RM: +15 DB, reduces puncture criticals by two levels.

LOR: +3 Defense.

Mandolin: produces high quality music; can extend music or voice to double normal range.

MERP/RM: +10 Play Instrument: Mandolin.

LOR: Casts *Charm Animal* twice a day; will sometimes affect people (if they are not highly emotional at the time).

Noirinanya Emblem: Nartheliel no longer rides with her soldiers, although she could at need. Her troops bear the Noirinanya emblem—a ring of seven silver-white stars on a black chalice, against a light brown background.



TELCHRIST, ARTATAN EMERYARON

A former captain of the Faradrim Aran, the royal company of rangers, Telchrist would willingly have made a career there had his father Anórion not wasted so much of the family's reserve of gold in bad business deals. Telchrist's elder brother committed suicide when he unearthed the truth, but the remainder of the family gathered to depose Anórion, counting on Telchrist's fame and reputation for integrity to salvage House Emerya. Since then, hard work by his grandmother and several cousins has stabilized the family's finances, while Telchrist provided a dignified front. Telchrist's political impact has been lessened by the problems of his house, but he is now becoming more active in counsel. The *artatan* is pressing King Argeleb for a more active raiding policy even as the other lords are giving up on him. Somewhat naive, Telchrist is bright enough to learn the ways of politics and the court. Mallach Tarmëa, an old friend from the rangers, is not sure if Telchrist could be safely approached and asked to join the Tarmëa-Eketya conspiracy.

Big, rugged, dark haired, and full-faced, Telchrist is imposing in spite of his somewhat awkward manners. Few would guess that this largish, close-mouthed fellow had slain an Olog single-handed and stood in the streets of Carn Dûm while the Witch-king himself rode through on parade. Instinctively self-mocking, Telchrist favors drab garb at inappropriate times, misses his cues at court ceremonies, and is troubled by the way these habits cause women to try to mother him.

Family and Connections

Telchrist wedded his wife Míraladhwen for financial reasons, and the marriage has not fared well. She writes long letters to her sisters concerning family and political matters—the missives are all carefully copied by the Angmarean spy who serves as her private footman. Telchrist's grandmother, Caraniel, is trying to pull the couple together and is seriously considering love potions. Two uncles and several cousins in the government in Fornost secure most of the family influence. Telchrist also has many friends in the royal rangers, and they act as a second network that he uses to good effect.

TELCHRIST, ARTATAN EMERYARON

Level: 21.

Race: Dúnadan.

Home: Cerin Balgrist, in the Emyn Uial.

Telchrist in MERP

Hits: 140 Melee OB: 145 Missile OB: 145

AT: Plate (70) or Soft Leather (90)

MERP Profession: Ranger.

MERP Stats: Co 99, Ag 98, Ig 93, St 96, Pr 99, It 99.

MERP Skills: Ambush 20, Climb 70, Martial Arts: Standard Strikes 60, Perception 90, Ride 70, Stalk/Hide 110, Track 110.

MERP Spells (126 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Protections (10th), Spell Defense (10th), Nature's Movements (10th).

Telchrist in Rolemaster

Hits: 140 Melee OB: 145bs Missile OB: 145cp

AT: 19 (70) or 5 (90)

RM Profession: Ranger.

RM Stats: Co 99, Ag 99, SD 98, Me 89, Re 95, St 96, Qu 99, Pr 99, In 99, Em 80.

RM Skills: Athletic (Gymnastics): Climbing 70, Awareness (Searching): Observation 90, Awareness (Searching): Track 110, Martial Arts (Strikes): Degree Two 60, Outdoor (Animal): Riding 70, Subterfuge (Attack): Ambush 20, Subterfuge (Stealth): Hiding 110, Subterfuge (Stealth): Stalking 110.

RM Spells (249 PPs): Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Nature's Way (20th), Detection Mastery (10th), Sound's Way (10th), Purifications (10th), Barrier Law (10th), Spell Defense (10th), Nature's Movements (10th).

Appearance: 96.

Telchrist's Special Powers

Intuitions.

MERP/RM: He has natural *Farsight*, and has a 20% chance of a spontaneous *Intuitions X* in dangerous situations.

LOR: He has natural "Farsight." In some dangerous situations (or as deemed appropriate by the GM), roll the dice. If the result is a 7 or a 2, the character receives a small glimpse of something that will occur in the next 10 minutes.

Telchrist's Principal Items

Dindagnir (S. "Silent Killer"): A broadsword that causes its wielder to be silent whenever he is stalking something; emanates a cold that freezes the blood leaving a wound. Bleeding wounds from this weapon seldom leave an immediate blood trace.

MERP: +20 OB, *Silence 5'* radius whenever stalking, secondary cold critical (victim must resist a 10th level attack; failure indicates absolutely no bleeding for 1-10 minutes—but victim suffers an immediate "C" cold crit).

RM: +20 OB, *Silence 5'* radius whenever stalking, Cold critical of one less severity (victim must resist a 10th level attack; failure indicates absolutely no bleeding for 1-10 minutes—but victim suffers an immediate "C" cold crit).

LOR: +3 Damage, +2 Melee OB, wielder is silent when stalking something.

Eresselen: ranger's star, enchanted, allows the wearer to mimic the voices of Orcs and Trolls. (See Section 9.0.)

Leather Armor: non-encumbering.

MERP/RM: +20 DB, wears as normal clothes (No Armor/AC 1).

LOR: +3 Defense (no other skill modifications).

Leather Arm Greaves.

MERP/RM: +10 DB, negates 30% of all arm criticals.

LOR: +2 Defense.

Oval Shield.

MERP/RM: +15 DB.

LOR: +2 Defense, -1 Magical.

Emerya Lord's Ring: inherited.

MERP: x3 multiplier.

RM: x3 channeling multiplier.

LOR: +15 Endurance.

Trappings of the Artanossë: while he prefers his ranger's gear, he has also inherited and will sometimes wear the typical gear and garb of House Emerya (all following equipment):

Half-plate Armor: encumbers like Rigid Leather.

MERP: +5 DB.

RM: +5 DB, encumbering like AT 10.

LOR: +4 Defense, -1 Movement, -1 Subterfuge.

Eket.

MERP/RM: +10 OB.

LOR: +2 Damage.

Emerya Emblem: His tunic bears a ring of seven red-blue stars on a gold background.

8.1.3 OTHER PERSONALITIES

BARAGUND OF TURVEN

Baragund and his cousin, Bellaniel Uial, were brought to the royal court of Arthedain as youngsters to serve as companions to Crown-prince Arvegil. Both showed promise in their early schooling and flourished under the eyes of the prince's royal tutors. Baragund's official position is Teithor Ernil (S. "Prince's Scribe"). A pair of full-time scribes do most of Argeleb's secretarial work, leaving Baragund free to act as aide, advisor, and confidant. Scholarly, yet well spoken, he is equally at ease with the nobility and the commons, and often acts as a courier and spokesman for the prince.

Baragund expects to be appointed to some high post after he gains more experience in government. After Arvegil and Mallach Tarmëa, he is considered the most eligible bachelor in Arthedain. Baragund and Mallach often competed at romance when both were under tutelage at court; Baragund still knows him well and is privately troubled by his feeling that the ambitious ranger now considers the crown-prince more his competition than his lord.

Just over 6' tall, dark-haired, violet-eyed, and of a lean, relaxed build, Baragund is easily underestimated. His soft, boyish, good looks and official status as "secretary" also foster the impression of mildness. He is, however, quite dangerous when crossed, being possessed of a literate, penetrating intelligence and a fine sword-hand. He often carries books about with him. Once, while resting at the Forsaken Inn near Bree, he was berated by drunken ruffians for reading in the common room; he is said to have taken the ruffians outside and beaten them severely with a copy of *Hammed's Guide to the Use of the Fist* just to prove a point about education.

BARAGUND OF TURVEN

Level: 12.

Race: Dúnanan.

Home: Fornost, at court.

Baragund in MERP

Hits: 135 Melee OB: 140 Missile OB: 110

AT: Chain (55)

MERP Profession: Warrior.

MERP Stats: Co 81, Ag 100, Ig 98, St 88, Pr 100, It 95.

MERP Skills: Ambush 10, Influence: Administration 60, Influence: Politics 65, Lore: Heraldry 40, Lore: Law 50, Martial Arts: Expert 80.

MERP Spells (48 PPs): Physical Enhancement (5th), Illusions (5th), Unbarring Ways (5th), Spell Ways (5th), Essence's Way (5th).

Baragund in Rolemaster

Hits: 135 Melee OB: 140bs Missile OB: 110cp

AT: 14 (55)

RM Profession: Rogue.

RM Stats: Co 81, Ag 100, SD 94, Me 95, Re 98, St 88, Qu 98, Pr 100, In 95, Em 96.

RM Skills: Influence: Propaganda 65, Lore (General): Heraldry 40, Lore (General): Philosophy 50, Lore (General): Religion 50, Martial Arts (Strikes): Degree Three 80, Subterfuge (Attack): Ambush 10, Technical/Trade (Vocational): Administration 60.

RM Spells (104 PPs): Unbarring Ways (5th), Essence's Perception (5th), Lesser Illusions (5th), Rune Mastery (5th), Detecting Ways (5th).

Appearance: 100.

Baragund's Principal Items

Wolf-hide Shirt: Interlaced with *mithril* rings; encumbers as Soft Leather, but protects as Chain.

MERP: +20 DB.

RM: +20 DB, protects as AT 13 (AT 14 with greaves), encumbers as AT 6.

LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Broadsword: its thin alloy blade is half normal weight.

MERP: +10 OB, secondary Slash crit on all non-metal armor, strikes as a *mithril* weapon.

RM: +10 OB, Slash crit of one less severity (only against opponents in non-metal armor), gains an additional *mithril* crit (equal severity).

LOR: +3 Damage, +1 Melee OB.

Ring of Succor.

MERP: +10 DB, +10 on all RRs, x2 multiplier, casts 20 PP's per day from Blood Ways and Bone/Muscle Ways.

RM: +10 DB, +10 on all RRs, x2 Essence multiplier, casts 20 PP's per day from Blood Ways, Bone Ways, and Muscle Ways.

LOR: +1 Defense, +1 Magical, +10 Endurance, casts *Healing* up to 5 times per day.

BELLANIEL UIAL

Bellaniel is third cousin to Prince Arvegil and one of his two closest companions. Like her cousin, Baragund of Turven, she was brought to court while quite young to serve as a companion to the crown-prince. A gifted child, she has blossomed into a skilled and talented young lady and continues to serve the prince as an "adjutant herald," allowing her to advise him and act as a courier and go-between in his dealings with both nobility and commons.

Arvegil, Bellaniel, and Baragund remain close friends; they address one another routinely as "cousin" and share many confidences. Arvegil, who knows he must someday choose a wife for political reasons, occasionally threatens to marry Bellaniel to a Gondorian noble to save his future wife from jealousy. Bellaniel has other ideas; court gossip to the contrary, she has no great desire to be Arvegil's or anyone's queen. She loves dangerous and possibly scandalous intrigue, and is sizing up possible mates who would not object to her continuing that hobby.

Tall, grey-eyed, smooth-skinned, and lithe-limbed, Bellaniel appears equally at ease in traveling leathers or court gowns. Her long, black hair is often tied in a simple Dunnish horse-tail when she's not striving for elegance. When amused and interested, she smiles brightly with both her lips and eyes, something unusual in staid, formal Arthedain.

BELLANIEL UIAL

Level: 12.

Race: Dúnanan.

Home: Fornost, at court.

Languages: Speaks all Eriadorian languages (including Blarm).

Bellaniel in MERP

Hits: 82 Melee OB: 73 Missile OB: 70

AT: Soft Leather (25)

MERP Profession: Bard.

MERP Stats: Co 90, Ag 95, Ig 98, St 80, Pr 100, It 94.

MERP Skills: Ambush 10, Artistic: Play Lute 50, Artistic: Poetry 60, Artistic: Sing 60, Athletic: Dance 35, Influence: Politics 55, Lore: Faerie Lore 50, Perception 85.

MERP Spells (72 PP's): Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detection Mastery (10th), Spell Defense (10th), Nature's Lore (10th), Illusions (10th), Spell Ways (10th), Essence's Ways (10th).

Bellaniel in Rolemaster

Hits: 82 Melee OB: 73ss Missile OB: 70th da
AT: 5 (25)

RM Profession: Bard.

RM Stats: Co 90, Ag 96, SD 88, Me 99, Re 98, St 80, Qu 94, Pr 100, In 94, Em 97.

RM Skills: Artistic (Active): Dancing 35, Artistic (Active): Play Instrument (lute) 50, Artistic (Active): Poetic Improvisation 60, Artistic: Singing 60, Awareness (Searching): Observation 85, Influence: Propaganda 55, Lore (Obscure): Faerie Lore 50, Subterfuge (Attack): Ambush 10.

RM Spells (176 PP's): Controlling Songs (20th), Lores (20th), Sound Control (10th), Item Lore (20th), Sound Projection (10th), Self Healing (10th), Damage Resistance (10th), Attack Avoidance (10th), Telekinesis (10th), Mind's Door (10th), Gas Manipulation (10th).

Appearance:
95.





Bellaniel's Principal Items

Orb: Her orb is a gift from Celebrian of Imladris. The wielder may gaze into it and command it to cast spells.

MERP: May cast up to 30 PP of spells per day from the Essence's Ways and Essence Perceptions lists. By expending her own power points to match those of the spell, she can double its range; repeating this operation again will double the range again, and so on.

RM: May cast up to 30 PPs of spells per day from the Detecting Ways and Essence's Perception lists. By expending her own power points to match those of the spell, she can double its range; repeating this operation again will double the range again, and so on.

LOR: may cast *Item Analysis* and *Clairvoyance* up to 4 times per week (each). Roll the dice and add the user's Magical bonus. If the result is 9 or more, the usage does not count against the weekly limits.

Knife: A Noldorin long knife that can be used in melee as a shortsword or can be hurled as a dagger. If hurled, it will return to the thrower (magically) thrice per day.

MERP/RM: +15 OB, bestows *Nightvision* on wielder (while drawn).

LOR: +2 Damage, bearer can see during the night as well as during the day (doesn't apply underground).

Platinum Ring.

MERP: x3 multiplier.

RM: x3 Mentalism multiplier.

LOR: +15 Endurance.

Lute: white birch construction; enhances normal music quality.

MERP: Doubles all ranges and durations of Bard spells, +10 Art: Play Lute skill.

RM: Doubles all ranges and durations of Bard spells, +10 Play Instrument: Lute skill.

LOR: All within hearing range of the lute must roll the dice and add their Magical bonus. If the result is less than 10, they will take no aggressive action against the player.

Soft Leather Tunic: non-encumbering.

MERP/RM: +10 DB, reduces Puncture and Slash crits to the body by one level.

LOR: +2 Defense (with no penalties).

BLANCO AND MARCHO FALLOHIDE

The adventurous and well-spoken Fallohide brothers, Marcho and Blanco, have gained with their tongues what Hobbits might never have claimed by force: a permanent homeland for their kindred, in the Shire in southern Arthedain. Typical of the Fallohide strain, they are fair-complected, taller, slimmer and more skilled in song and argument than their other furry-footed brethren. As chieftain of the Fallohide tribe, Marcho granted himself the honor of leading his kinsmen across the ancient Bridge of Stonebows into their new homeland. Both Marcho and Blanco live in the new town called Hobbiton, along the Great East Road in the central part of the Shire. They concern themselves with maintaining good relations with the king and persuading the Hobbit clans of the Shire to work together against the ruffians and other dangerous folk that still trouble their new homeland.

BLANCO FALLOHIDE

Level: 6.

Race: Fallohide Hobbit.

Home: Hobbiton.

Blanco in MERP

Hits: 63 Melee OB: 85 Missile OB: 60

AT: Soft Leather (40)

MERP Profession: Scout.

MERP Stats: Co 70, Ag 89, Ig 90, St 70, Pr 90, It 92.

MERP Skills: Ambush 10, Climb 35, Influence:

Administration 30, Influence: Diplomacy 56,

Influence: Leadership 30, Influence: Public Speaking

68, Influence: Trade 50, Lore: Strategy/Tactics 45,

Perception 68, Stalk/Hide 54.

Blanco in Rolemaster

Hits: 63 Melee OB: 85ss Missile OB: 60sb

AT: 5 (40)

RM Profession: Rogue.

RM Stats: Co 70, Ag 91, SD 90, Me 89, Re 90, St 70, Qu 90, Pr 90, In 92, Em 99.

RM Skills: Athletic (Gymnastics): Climbing 35,

Awareness (Searching): Observation 68, Influence:

Diplomacy 56, Influence: Leadership 30, Influence:

Public Speaking 68, Influence: Trading 50, Subter-

fuge (Attack): Ambush 10, Subterfuge (Stealth):

Hiding 54, Subterfuge (Stealth): Stalking 54,

Technical/Trade (Vocational): Administration 30,

Technical/Trade (Vocational): Tactics 45.

Appearance: 89.

Blanco's Principal Items

Dagger: Made of red *laen*, marked with a circle of seven stars on the hilt. This was given to him by the king. When wielded, it gives off a reddish light (on command) that can only be seen by Elves and undead.

MERP: +10 OB; strikes as a *mithril* shortsword; secondary Slash crit against non-metal armor; bestows *Dwarvish Nightvision* on the wielder; when lit, causes up to 5 levels of undead to flee; Elves make a Perception check (at -10 per mile distant) to see the red light.

RM: +10 OB; does a Slash crit of one less severity on non-metal armor; bestows *Darkvision* on the wielder; when lit, casts a *Repel Undead V*; Elves make a Perception check (at -10 per mile distance) to see the red light.

LOR: +1 Damage, +4 Damage versus undead.

MARCHO FALLOHIDE

Level: 7.

Race: Fallohide Hobbit.

Home: Hobbiton.

Marcho in MERP

Hits: 70 Melee OB: 85 Missile OB: 80 AT: Chain (65)

MERP Profession: Scout.

MERP Stats: Co 71, Ag 89, Ig 97, St 73, Pr 99, It 101.

MERP Skills: Climbing 20, Influence: Administration 30, Influence: Diplomacy 50, Influence: Leadership 50, Lore: Strategy and Tactics 25, Perception 35, Ride 25, Stalk/Hide 25.

Marcho in Rolemaster

Hits: 70 Melee OB: 85ss Missile OB: 80sb AT: 16 (65)

RM Stats: Co 71, Ag 89, SD 90, Me 94, Re 97, St 73, Qu 86, Pr 99, In 101, Em 95.

RM Skills: Athletic (Gymnastics): Climbing 20, Awareness (Searching): Observation 35, Influence: Diplomacy 50, Influence: Leadership 50, Outdoor (Animal): Riding 25, Subterfuge (Stealth): Hiding 25, Subterfuge (Stealth): Stalking 25, Technical/Trade (Vocational): Administration 30, Technical/Trade (Vocational): Tactics 25.

Appearance: 96.

Marcho's Principal Items

Thain's Mathoms: Marcho uses the "Thain's Mathoms" (See Section 9.0.).

ESGALDOR LHOSSÍREG

Officially the court's "Second Interpreter," Esgaldor is actually King Argeleb's Lord of Spies. He oversees the extensive organization known as the *Dúvethir* (S. "Night-spies;" Q. *Lómëttirni*; coll. "Wandering Night-watchers"), as well as many independent sources. Four assassination attempts in the last decade have convinced Esgaldor that he is doing his job well. As he has sardonically noted, "An expensive poison is the most flattering of gifts." Esgaldor was Prince Arvegil's tutor for much of his youth, and it is from him that the prince gained his ironic sense of humor. Esgaldor has also served as a soldier, ranger, and diplomatic envoy in his checkered career, becoming a linguist and master of spies only after a severe knee injury left him with a permanent limp. Middle-aged and unmarried, he is not sought after—he is disliked by most of the staid courtiers. Unable to speak publicly of his primary task, Esgaldor gives his majesty a daily briefing on matters foreign and domestic and contents himself with knowing that he is more useful to Arthedain than most of the soldiers and ancient seers who look down on him in the palace.

Friends and Connections

"The only friend a spy needs," says Esgaldor, "is his king." However, aside from Princess Nírien, who considers him furtive and manipulative, most of the royal family speak to Esgaldor on a daily basis. Prince Arvegil trusts him implicitly and is determined to bestow high office on him when the opportunity arises. Mallach Tarmëa, captain of the *Faradrim Aran*, is more aloof; Esgaldor, who trusts the younger man not at all, regularly subverts Tarmëa's authority by questioning rangers newly returned from dangerous missions on the sly and without their captain's permission. Unknown to anyone, Esgaldor has cultivated sources among the staffs of the *artanossi* of Arthedain—if he is discovered before he finds any substantial evidence of treason, his job and his life will be on the line.

ESGALDOR LHOSSÍREG

Level: 17.

Race: Dúnadan.

Home: Fornost Erain.

Esgaldor in MERP

Hits: 145 Melee OB: 130 Missile OB: 85 AT: Chain (30)

MERP Profession: Bard.

MERP Stats: Co 87, Ag 88, Ig 100, St 92, Pr 95, It 99.

MERP Skills: Ambush 15, Artistic: Acting 45, Disarm Trap 60, Influence: Espionage 110, Lore: Angmarean Affairs 60, Lore: Geography of Eriador 70, Perception 85, Pick Lock 60, Read Rune 30, Stalk/Hide 90, Track 70, Use Item 30.





Esgaldor in Rolemaster

Hits: 145 Melee OB: 130ss Missile OB: 85cp AT: 13 (30)

RM Profession: Bard.

RM Stats: Co 87, Ag 49, SD 96, Me 101, Re 99, St 92, Qu 95, Pr 95, In 97, Em 99.

RM Skills: Artistic (Active): Acting 45, Awareness (Searching): Observation 85, Awareness (Searching): Tracking 70, Lore (General): Angmarean Affairs 60, Lore (General): Eriador Region Lore 70, Power Awareness: Attunement 30, Power Awareness: Read Runes 30; Subterfuge (Attack): Ambush 15, Subterfuge (Mechanics): Disarming Traps 60, Subterfuge (Mechanics): Picking Locks 60; Subterfuge (Stealth): Hiding 90, Subterfuge (Stealth): Stalking 90, all other Subterfuge skills at 70.

Appearance: 81.

Esgaldor's Special Powers

Magical Knowledge: Esgaldor is a collector of odd magical lore.

MERP Spells (68 PPs): Illusions (5th), Spirit Mastery (5th), Unbarring Ways (5th), Essence Hand (5th), Light Law (5th), Animal Mastery (5th), Blood Ways (5th).

RM Spells (68 PPs): Illusions (5th), Spirit Mastery (5th), Unbarring Ways (5th), Essence Hand (5th), Shield Mastery (5th), Rapid Ways (5th), Mind Mastery (5th), Light Law (5th), Gate Mastery (5th), Self Healing (5th).

LOR Spells: Speed, Healing, Calm Charm Animal, Fire Bolt.

Linguist: He speaks all the common languages of Eriador and can swear profusely in most of them; his official duties include translating Morlam, which many at court refuse to learn.

Esgaldor's Principal Items

Ring of Sensing: Allows wearer to see as a Dwarf sees, as well as providing other magical enhancements.

MERP: 50' Dwarven vision, +20 to Perception (+50 versus illusions and invisible or camouflaged creatures), casts a *Long Eye* or *Long Ear* each twice per day, and acts as a x2 multiplier.

RM: 50' dark vision, +20 to Perception (+50 versus illusions and invisible or camouflaged creatures), casts a *Long Eye* or *Long Ear* each twice per day, and acts as a x2 Mentalism multiplier.

LOR: +10 Endurance, +2 Perception (+5 versus illusions and camouflaged creatures), casts *Concentration* or *Clairvoyance* twice per day.

Hand Crossbow: self-loading on the first shot, can be fired with one hand, but then has only a 20' base range.

MERP/RM: +15 OB.

LOR: +2 Missile OB, +2 Missile Damage.

Dirdagnir (S. "Man-slayer"): dagger of Man-slaying, taken from a high-ranking evil priest; the Witch-king, once he finds out who has the weapon, will pay much to get it back.

MERP/RM: +10 OB, Slaying crits versus Men.

LOR: +2 Melee OB, +1 Damage.

Mithril Vest: Non-encumbering (worn under a baggy tunic), taken from a high-ranking evil priest; the Witch-king, once he finds out who has the vest, will pay much to get it back.

MERP/RM: +15 DB, no encumbrance penalties.

LOR: +6 Defense with no other penalties.

Needle: points towards metal in the area when balanced on the back of the hand; the holder can mentally "subtract" items he recognizes (his armor, the knife on the table, etc.) and use it to spot hidden blades and traps. Esgaldor tips this needle with a 5th level paralyzing poison, just in case.

Shortsword: made of white alloy.

MERP/RM: +15 OB.

LOR: +4 Damage.

Amulet: enchanted.

MERP: +10 DB, +20 RRs versus blood and nerve poisons, +2 spell adder.

RM: +10 DB, +20 RRs versus circulatory and nerve poisons, +2 Mentalism adder.

LOR: +1 Defense, +10 Endurance, if the wearer is afflicted with a poison, roll 2D6 and add Strength—if the result is over 9, the poison has no effect.

MALLACH "MARL" TARMĒA

Never a king (but eager to rule as one), handsome, witty, and sly Mallach Tarmĕa grew up listening to tales of the martial accomplishments of his family. Raucous songs in the Tarmĕa lands claim that this hero of Arthedain never fails to woo and win the local maidens, no matter where his travels take him. As Knight-captain of the Royal Rangers, he proudly wears royal dark blue chain and a ranger's ring and star—marks of many successes and the respect of his men. If Captain Tarmĕa has one failing, it is his impetuosity and inclination towards direct action to address political problems. He has allowed a great conspiracy to arise around him without much thought, and his life and more may turn on decisions based more on desire than good sense.

Mallach's amorous reputation has won him the nickname of "Marl" among the Bree-landers (a local slang word for stud-horse). Mallach's enemies often use the sobriquet to ridicule him in aristocratic circles, but his close male friends also use it occasionally as a term of endearment.

MALLACH "MARL" TARMĒA

Level: 23.

Race: Dúnadan.

Home: Fornost Erain, but spends much time on the frontier.

Mallach in MERP

Hits: 145 Melee OB: 145 Missile OB: 135

AT: Chain (75)

MERP Profession: Ranger.

MERP Stats: Co 99, Ag 98, Ig 88, St 97, Pr 101, It 100.

MERP Skills: Ambush 20, Artistic: Dance 35, Artistic: Poetry and Singing 40, Disarm Trap 40, Influence: Administration 40, Influence: Politics 40, Influence: Seduction 75, Lore: Strategy & Tactics 70, Perception 90, Pick Locks 40, Read Rune 20, Stalk/Hide 100, Track 100, Use Item 20, Weapon: Mounted Lance 60, Weapon: Thrown Dagger 101.

MERP Spells (207 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises to 10th level), Nature's Ways (10th), Detection Mastery (5th), Protections (5th), Spell Defense (5th), Nature's Movement (5th).

Mallach in Rolemaster

Hits: 145 Melee OB: 145ss Missile OB: 135cp

AT: 13 (75)

RM Profession: Ranger.

RM Stats: Co 99, Ag 98, SD 61, Me 89, Re 87, St 97, Qu 99, Pr 101, In 100, Em 71.

RM Skills: Artistic (Active): Dancing 35, Artistic (Active): Poetic Improvisation 40, Artistic (Active): Singing 40, Awareness (Searching): Observation 90, Awareness (Searching): Track 100, Influence: Diplomacy 40, Influence: Seduction 75, Power Awareness: Attunement 20, Power Awareness: Read Runes 20, Subterfuge (Attack): Ambush 20, Subterfuge (Mechanics): Disarm Traps 40, Subterfuge (Mechanics): Picking Locks 40, Subterfuge (Stealth): Hiding 100, Subterfuge (Stealth): Stalking 100, Technical/Trade (Vocational): Administration 40, Technical/Trade (Vocational): Tactics 70, Weapon (Pole Arms): Mounted Lance 60, Weapon (Thrown): Dagger 101.

RM Spells (378 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Inner Walls (10th), Nature's Ways (10th), Spell Defense (5th), Detection Mastery (5th), Purification (5th), Sound's Way (5th).

Appearance: 100.

Mallach's Special Powers

Orkish: Mallach has learned the dialects of most of the Orc tribes of the frontiers; he has a +50 skill when mimicking Orc voices.

Mallach's Principal Items

Helm: silver-inlaid, black steel, shaped like a bear-head, with a Jewel of Stunning set in each eye socket, just above the brow. The pair of jewels are usable instantly.

MERP/RM: 7x/day; 1 target/round facing the wearer & within 10' must resist a 10th level attack or be stunned for 1 rd/10% fail.

LOR: 7x/day 1 target who can see the wearer must roll 2D6 and add his or her Magical bonus; if the result is less than 10, the target is stunned and can take no actions for 1D6 combat rounds.

Shortsword: a black *laen* blade of slaying Orcs and Trolls. It strikes as a *mithril* weapon and detects evil creatures up to 100' away.

MERP/RM: +20 OB.

LOR: +2 Melee OB, +3 Damage.

Chainmail: dark blue and does not interfere with spell-casting.

MERP/RM: +15 DB.

LOR: +5 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

High Ranger's Ring.

MERP: x3 multiplier.

RM: x3 Channeling multiplier.

LOR: +15 Endurance.

Eresselen: a ranger's star. (See Section 9.0.)

MERP/RM: +10 DB and +10 to all RRs.

LOR: +1 Defense and +2 Magical.

Oval Shield.

MERP/RM: +15 DB.

LOR: +4 Defense, -1 Magical.

Ranger's Cloak.

MERP/RM: +50 Stalk/Hide.

LOR: +5 Subterfuge.

8.2 PERSONALITIES OF CARDOLAN

GMNote: The following character descriptions are keyed to the dates T.A. 1642-43. However, these characters would reasonably approximate the princes during the Times of Troubles in the thirteenth century of the Third Age. The circumstances during the reigns of one of the weaker kings of Cardolan could also be simulated by making the Gondorian *cánotar* into the king.

8.2.1 THE LORDS OF CARDOLAN

The lords are presented in alphabetical order. In general, the two princes (*ernilath*) and the King of Saralainn have slightly higher social rank than the three barons (*birath*).

AERVELLON, REGENT OF GIRITHLIN

Aervellon rules Girithlin in the minority of his nephew, Echorion Hîr Girithlin. Aervellon is one of the few contemporary Dúnedain who approach the height of their ancestors, standing 7'3" tall. He has the martial skills that might be expected of a man of his size; he is bold and forward in battle, although he is approaching his later years. Aervellon possesses simple, yet refined, tastes; poetry is his favorite hobby. He is an unmistakable figure on public occasions, noted for his brooding crimson robes, and his refusal to hide his balding pate beneath a convenient helm. Aervellon has picked a few bad subordinates, but his subjects hold him to be a fair, if occasionally harsh, master.

Aervellon



For all his manifest virtues, Aervellon is at least the most conniving, if not the most ruthless, of the lords of Cardolan. He has effectively managed the principality since his youth, a fact that his more relaxed father and elder brother rarely noted. Aervellon has never been directly implicated in treachery, but he has lived too long to avoid the rumor mill. He is no longer trusted by anyone except, perhaps, his nephew. Although Aervellon was once content to rule from the shadows, he has grown to like the trappings of power during his regency. It is unlikely that Echorion will reach his majority, if Aervellon does not predecease him.

Family and Connections

Aervellon and Echorion are the last survivors of the direct baronial line of Girithlin, although a couple of second cousins are landowners in the province. Hîr Echorvellon, Aervellon's father, was the highest ranking Cardolanian victim of the Great Plague.

AERVELLON, REGENT OF GIRITHLIN

Level: 17.

Race: Dúnanadan.

Home: Minas Girithlin, in western Cardolan.

Aervellon in MERP

Hits: 130 **Melee OB:** 132 **Missile OB:** n/a **AT:** Chain (65)

MERP Profession: Warrior.

MERP Stats: Co 85, Ag 98, Ig 79, St 98, Pr 99, It 90.

MERP Skills: Climb 10, Craft: Falsification 50, Craft: Poison Use 50, First Aid 60, Influence: Diplomacy 67, Influence: Public Speaking 35, Perception 20, Ride 62, Stalk/Hide 40, Swim 5.

Aervellon in Rolemaster

Hits: 130 **Melee OB:** 132ma **Missile OB:** n/a **AT:** 14 (65)

RM Profession: Fighter.

RM Stats: Co 85, SD 87, Ag 98, Me 75, Re 82, St 98, Qu 84, Pr 99, In 95, Em 52.

RM Skills: Athletic (Endurance): Swim 5, Athletic (Gymnastics): Climb 10, Awareness (Searching): Observation 20, Influence: Diplomacy 67, Influence: Public Speaking 35, Outdoor (Animal): Riding 62, Subterfuge (Mechanics): Counterfeiting 50, Subterfuge (Mechanics): Using/Removing Poison 50, Subterfuge (Stealth): Hiding 40, Subterfuge (Stealth): Stalking 40, Technical/Trade (General): First Aid 60.

Appearance: 98.

Aervellon's Principal Items

Mithril Mace.

MERP: +20 OB; Secondary Impact crits.
RM: +20 OB; Gives Impact crits of equal severity.
LOR: +2 Damage, +1 Melee OB.

Arm and Leg Greaves.

MERP/RM: negate 35% of arm and leg crits.
LOR: +1 Defense with no other penalties.

Chainmail.

MERP/RM: +10 DB.
LOR: +4 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Full Shield.

MERP/RM: +10 DB, casts *Bladeturn* once per day.
LOR: +2 Defense, -1 Magical, casts *Shield* once per day.

Boots.

MERP/RM: +20 to all moving maneuvers.
LOR: +2 to Movement.

DAGORHIR, WARLORD OF MINHIRIATH

Not all of the hideous experiments in Dol Guldur conducted by the Necromancer (Sauron) were as successful as those that produced the Uruk-hai and the Olog-hai. The Warlord of Minhiriath is one of the failures. An abomination, he is the result of mixing Trollish and Elvish seed. As had been intended by his maker, the Warlord is a lover of cruelty and dark learning. He is both a fearsome warrior, as is widely known, and a passable sorcerer, which few suspect. He also has an excessive hatred of Orcs and, when seeing one, will fall upon it and rend it to pieces. This could have been merely a humorous foible, but the Warlord could not restrain this habit even when in the presence of his Dark Master. He was therefore sent to the Witch-king, who at last found a use for him when a batch of Hill Trolls proved unamenable to military discipline. The Witch-king gave them to the Warlord and unchained the lot in the general direction of Cardolan. This has proven far more useful than expected.

Black of skin and 7'8" tall, the Warlord's body and limbs are finely proportioned, but his face and head are as misshapen as that of the ugliest Troll. He wears a stout iron ring around his neck that is imbued with the permanent illusion of a black horned helmet. The Warlord is a skilled negotiator and, sad to say, has secret dealings with many of his fellow Cardolanian princes.

DAGORHIR, WARLORD OF MINHIRIATH

Level: 21.

Race: Half-troll.

Home: Creb Durga, in central Minhiriath.

Dagorhir in MERP

Hits: 236 Melee OB: 145 Missile OB: n/a
AT: Rigid Leather (40)

MERP Profession: Mage.

MERP Stats: Co 100, Ag 100, Ig 74, St 93, Pr 101, It 80.

MERP Skills: Acrobatics 50, Craft: Trap Building 84, Lore: Traps 65, Perception 40, Ride 5, Stalk/Hide 55.

MERP Spells (63 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Ice Law (10th), Water Law (10th), Living Change (10th), Wind Law (10th).

Dagorhir in Rolemaster

Hits: 236 Melee OB: 145th Missile OB: n/a
AT: II (40)

RM Profession: Mystic.

RM Stats: Co 100, SD 90, Ag 100, Me 63, Re 76, St 93, Qu 54, Pr 101, In 77, Em 99.

RM Skills: Athletic (Gymnastics): Acrobatics 50, Awareness (Searching): Observation 40, Lore (Technical): Trap Lore 65, Outdoor (Animal): Riding 5, Subterfuge (Mechanics): Trap Building 84, Subterfuge (Stealth): Hiding 55, Subterfuge (Stealth): Stalking 65.

RM Spells (140 PPs): Brilliance (10th), Illusions (10th), Shifting (10th), Movement (10th), Solid Manipulation (10th), Mind's Door (10th), Hiding (20th), Confusing Ways (20th), Liquid Alteration (20th), Gas Alteration (20th).

Appearance: 22.

Dagorhir's Special Powers

Knowledge of Orc-odors.

MERP/RM: +20 Perception to detect Orcs by their odor alone.

LOR: Automatically smells any Orcs in area.

Dagorhir's Principal Items

Two-handed Sword.

MERP/RM: +10 OB, double concussion damage when a critical is delivered.

LOR: +3 Damage, +1 Melee OB.

Neckband: gives the illusion of a helmet.

MERP/RM: +20 DB.

LOR: +2 Defense with no other penalties.

Amulet.

MERP/RM: +20 on all RRs.

LOR: +2 Magical (in defense only).

Wand.

MERP/RM: casts *Fireball* (+20 OB), 10 uses.

LOR: casts *Fire Bolt* (+2 Damage, after other modifications), 10 uses.

Sandals: double the range of his leaps.



**FINDUILAS III, ERNILETH OF DOL CALADIR**

It is not unusual for either women or mages to rule the principalities of Cardolan, but Finduilas is the first to combine these attributes. She is in her early adulthood, on the short side for a woman of pure blood, and rather plain—although it is said that when she unveils her light green eyes, they pierce one to the soul. Finduilas appears to be very self-absorbed; she is content to leave the day-to-day governance of her realm to her subordinates. The practice allows her further time to study her magiks and to plot. She would not be troubled to discover that her retainers pursue the same oppressive policies that characterized her forebears. In most things, Finduilas is a traditionalist, favoring an archaic style of robes that does little to complement her face or figure.

Finduilas has long been considered a minor personage in the politics of Cardolan; that status is about to change. Having mastered the diminished knowledge of the Essence available in the North (and deemed to be too eager a pupil by several masters), she is finally taking an interest in politics. She has found to her delight that the balancing and manipulation of political forces is an interesting analogy to her magiks. Finduilas has now decided to play to win, simply for the sake of the game, for she cares nothing for either the potential rewards or consequences of her actions. This frivolous attitude does not, unfortunately, detract from her abilities.

Family and Connections

Finduilas is the last of her direct line; her parents were drowned in a shipwreck some eleven years ago. Two aunts and a cousin died of the Plague, leaving her without family. Her heir is another cousin who fled to Gondor years ago just ahead of several outraged husbands. Finduilas thus has the most impressive dowry to offer a prospective husband in all the North, and she is just beginning to use that fact to her advantage.

FINDUILAS III, ERNILETH OF DOL CALADIR

Level: 16.

Race: Dúnanan.

Home: The Argond, west of Tharbad.

Finduilas in MERP

Hits: 101 Melee OB: 98 Missile OB: n/a

AT: None (35)

MERP Profession: Mage.

MERP Stats: Co 74, Ag 92, Ig 96, St 81, Pr 98, It 95.

MERP Skills: Base Spell OB 37, Climb 5, Directed Spells 110, Influence: Interrogate 80, Influence: Seduction 76, Lore: Strategy 60, Perception 65, Read Rune 54, Ride 35, Stalk/Hide 80, Swim 30, Use Item 54.

MERP Spells (96 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th), Earth Law (10th), Ice Law (10th), Light Law (10th), Fire Law (10th), Lofty Bridge (10th), Water Law (10th), Living Change (10th), Wind Law (10th).

Finduilas in Rolemaster

Hits: 101 Melee OB: 98ra Missile OB: n/a

AT: None (35)

RM Profession: Mage.

RM Stats: Co 74, SD 40, Ag 92, Me 98, Re 93, St 81, Qu 93, Pr 99, In 95, Em 52.

RM Skills: Power Awareness: Attunement 54, Athletic (Gymnastics): Climb 5, Directed Spells: 110, Influence: Interrogation 80, Awareness (Searching): Observation 65, Outdoor (Animal): Riding 35, Power Awareness: Read Runes 54, Influence: Seduction 26, Subterfuge (Stealth): Hiding 80, Subterfuge (Stealth): Stalking 80, Athletic (Endurance): Swimming 30, Technical/Trade (Vocational): Tactics 60.

RM Spells (180 PPs): Rune Mastery (10th), Unbarring Ways (10th), Elemental Shields (10th), Delving Ways (10th), Living Change (10th), Spirit Mastery (10th), Spell Reins (10th), Gate Mastery (10th), Fire Law (10th), Ice Law (10th), Earth Law (10th), Light Law (20th), Wind Law (20th), Water Law (20th), Light Molding (10th), Liquid-Gas Skills (10th), Evasions (10th), Dark Contacts (10th), Mind Destruction (10th), Confusing Ways (10th).

Appearance: 74.

Finduilas' Principal Items

Finduilas' Rod: casts lightning bolts.

MERP/RM: Lightning Bolts 4x/day.

LOR: casts Lightning Bolt 4x/day (resolve like a Fire Bolt).

Ring.

MERP: +10 to Directed Spells, +5 to Base Spells, x3 multiplier.

RM: +10 to all Directed Spell attacks, +5 to base spell casting, x3 Essence multiplier.

LOR: +2 Magical, +15 Endurance.

Rapier.

MERP/RM: +15 OB.

LOR: +2 Damage.

Robes.

MERP/RM: +15 DB.

LOR: +2 Defense with no other penalties.

Pearl Necklace: gives her the initiative 50% of the time automatically.



HALLAS, ERNIL OF DOL TINEREB

Hallas is aging, even for a Dúnadan, having reached his one hundred and sixty-fourth year. This may be attributed to the presence of royal blood on both sides of his family; but in the last three years Hallas has lost his muscle tone and his teeth, and gained a pot belly. Hallas now wears his nightshirt on all but unavoidable occasions of state. His wispy white hair and rheumy eyes belie his status as a lord of the Dúnedain.

Hallas does not cling to life through pride or fear, for the one thing he has not lost are his wits. In his prime, he was ruthless and avaricious and almost always on the winning side. Hallas largely restored the fortunes of his house from the nadir reached during the reigns of the Faerdorian *ánnotari*. In so doing, he strayed from the path of righteousness many times, and Hallas has determined to do one good deed before he dies. Ever practical, he has two options: ridding Cardolan of the Warlord, or restoring the ruined festival city of Arnach, north of Metraith, to its former glory. Hallas' determination is often mistaken for senile obsession, but the old wolf is probably "good for one last bite," as he is fond of telling his impatient heirs.

Family and Connections

Five of Hallas' family survived the Plague: his fifth son and heir, Lord Celebdur; his grandsons by his elder son, Faradon Télagor and Barahir Orodram; and Ólanwen, Faradon's daughter and only child. Celebdur rules the principality on a day-to-day basis. Faradon oversees the family's business affairs in Tharbad; he attempted to murder Celebdur a few years ago and would be arrested and killed, if he returned home. Ólanwen has dwelt with distant relations in Arthedain for several years to finish her education; she will soon return to Cardolan. Gossips wonder if she will be as devious as the rest of her clan.

HALLAS, ERNIL OF DOL TINEREB

Level: 19.

Race: Dúnadan.

Home: Thalion Palace, on the south side of Metraith and the junction of the Redway and the Old North Road.

Hallas in MERP

Hits: 74 Melee OB: 83 Missile OB: 67

AT: Plate (15)

MERP Profession: Warrior.

MERP Stats: Co 77, Ag 54, Ig 90, St 83, Pr 28, It 94.

MERP Skills: Adrenal Defense 50 (but 50% chance of an "A" unbalancing crit), Artistic: Music 54, Climb -25, Craft: Navigate 60, Perception 55, Ride 45, Read Rune 20, Sky-Watching 40, Stalk/Hide 30, Swim 10.

MERP Spells (19 PPs): Physical Enhancement (5th), Illusions (5th), Spell Ways (5th), Essence's Ways (5th), Spirit Mastery (5th), Essence Perceptions (5th).

Hallas in Rolemaster

Hits: 74 Melee OB: 83ss Missile OB: 67lb

AT: 20 (15)

RM Profession: Rogue.

RM Stats: Co 77, SD 92, Ag 54, Me 62, Re 91, St 83, Qu 44, Pr 28, In 94, Em 90.

RM Skills: Athletic (Endurance): Swimming 10, Athletic (Gymnastics): Climb -25, Artistic (Passive): Music 54, Awareness (Searching): Observation 55, Outdoor (Animal): Riding 45, Outdoor (Environmental): Star Gazing 40, Power Awareness: Read Runes 20, Special Defenses: Adrenal Defense 50 (but 50% chance of an "A" unbalancing crit), Subterfuge (Stealth): Hiding 30, Subterfuge (Stealth): Stalking 30, Technical/Trade (Vocational): Navigation 60.

RM Spells (51 PPs): Delving (5th), Cloaking (5th), Self Healing (5th), Detections (5th), Illusions (5th), Spell Resistance (5th).

Appearance: 25.

Hallas' Principal Items

Mithril Shortsword.

MERP/RM: +20 OB.

LOR: +3 Damage.

Plate Armor: 50% of normal weight.

MERP/RM: +10 DB (half encumbrance pen).

LOR: +4 Defense, -1 Subterfuge, -1 Movement, -1 Magical.

Shield.

MERP/RM: +5 DB.

LOR: +2 Defense, -1 Magical.

Medallion: enchanted.

MERP/RM: +50 to perceive lies/forgeries.

LOR: +5 Perception versus lies and forgeries.

Enedon Longbow.

MERP/RM: +15 OB.

LOR: +1 Damage.

Dalaparma (Q. "Palmist"): a very small book that Hallas' eyes can barely read, containing some of the recorded wisdom of the lords of his house. He can present the center pages of this book to affect a victim.

MERP: Sign of Stunning, Blinding or Death Cloud each once per day.

RM: Rune of Absolution, Mind Shock, or Blindness, each 1x/day.

LOR: Each of these effects 1x/day: blindness (target rolls 2D6, add Magical bonus, subtract from 100; result is the number of days the target is blind), mental blast (target takes 10D6 damage and is stunned for half that time in minutes), spirit trapping (target rolls 2D6, adds Magical bonus, subtracts from 100; result is number of days spent in a coma).



IMLACH, CÁNOTAR OF THARBAD

Imlach, the new *cánotar* in Tharbad, is a mature Dúnadan, 6'2" in height, with dark auburn hair and merry hazel eyes. He dresses in the garb of the Gondorian garrison, a chain shirt over a simple white tunic and leggings. It displays the scars that crisscross his limbs. His only adornment is the gold mace, the symbol of his office. Imlach has sold the palatial furnishings of the former *cánotar*, and given the proceeds to the refugees that swarm in the city. He resides in a simple, spartan chamber in the Rondost Tharbad. He is a grim man, but displays an easy humor and a ready, if ribald, wit.

Imlach was born a simple yeoman near the town of Linhir in Gondor; he joined the army when his father lost the farm gambling. Imlach made steady progress through the ranks and was noticed by the Prince of Dol Amroth when he rescued two comrades from a burning Corsair galley. Imlach was knighted and again found himself in the wrong place, when his troop was assigned at an outpost upon which the Haradrim descended in great force. The command of the garrison fell to Imlach, because all the other knights and infantry commanders were slain by the enemy. The outpost held for eight days, and Imlach personally slew twenty-three of the Southrons. His brave persistence was later discovered to have saved the army and the crown-prince from a terrible ambush, and Imlach became a hero. He was still a peasant, though, and did not fit well in the court at Minas Tirith. Soon after the suspicious death of Tharbad's previous *cánotar*, the post seemed a likely spot to dispose of Imlach. He is utterly unprepared for this assignment, armed only with a sense of fair play, common sense, and infallible courage.

IMLACH, CÁNOTAR OF THARBAD

Level: 14.

Race: Dúnadan.

Home: Tharbad, in the Rondost Tharbad, the castle on the south bridge.

Imlach in MERP

Hits: 165 Melee OB: 132 Missile OB: 96

AT: Chain (50)

MERP Profession: Warrior.

MERP Stats: Co 97, Ag 92, Ig 75, St 100, Pr 59, It 90.

MERP Skills: Acrobatics 35, Athletic: Subdue 40, Climb 35, Cookery 50, Craft: Smithing 60, Perception 25, Ride 45, Sky-Watching 35, Stalk/Hide 10, Swim 40.

Imlach in Rolemaster

Hits: 165 Melee OB: 132fa Missile OB: 96lcb

AT: 13 (50)

RM Profession: Fighter.

RM Stats: Co 97, SD 94, Ag 92, Me 78, Re 67, St 100, Qu 86, Pr 59, In 90, Em 81.

RM Skills: Athletic (Endurance): Swimming 40, Athletic (Gymnastics): Climbing 35, Athletic (Gymnastics): Tumbling 35, Awareness Searching: Observation 25, Combat Maneuvers: Subdual 40, Crafts: Cookery 50, Crafts: Smithing 60, Outdoor (Animal): Riding 45, Outdoor (Environmental): Weather Watching 35, Subterfuge (Stealth): Hiding 10, Subterfuge (Stealth): Stalking 10.

Appearance: 89.

Imlach's Principal Items

Falchion.

MERP/RM: +15 OB, +25 to parry.

LOR: +2 Damage, +2 Defense.

Helm: reinforced with *mithril*.

MERP/RM: Negates 40% of head crits.

LOR: +1 Defense with no other penalties.

Chain Shirt.

MERP/RM: +10 DB.

LOR: +3 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Light Crossbow.

MERP/RM: +10 OB.

LOR: +1 Damage.

Shield.

MERP/RM: +5 DB.

LOR: +2 Defense, -1 Magical.

Vial of Healing Potion: 4 doses.

MERP: Heal 50 and Clotting V (simultaneous).

RM: Heal 5-50 and Flowstop V (simultaneous).

LOR: Heals all wounds.

LANAIGH, KING OF SARALAINN

King Lanaigh's great-great-grandfather was Gordaigh Trollbane, a man of unknown lineage and unlimited ambition, the founder of the Kingdom of Saralainn. Though Gordaigh was a stranger to his realm, Lanaigh is fully acculturated as a clansman. Lanaigh stands 5'9" tall and has deeply-tanned skin and a mop of black hair which conceals his gaudy golden crown when the wind is blowing. Lanaigh is not nearly as good an orator as he thinks he is, although he's somewhat accomplished. Lanaigh is boisterous: one of his unfortunate but favorite pranks is to throw stillborn lambs out of upper-story windows at people. He has a fast and hot temper, but it passes as quickly as a thunderstorm.

Lanaigh is no fool, however, for he is exactly the kind of ruler that his people desire; one who will wrestle in the mud with you and buy you a keg of ale if you win. There have probably been more rebellions in Lanaigh's reign than in that of any of his predecessors, but only one has been serious: that of the False Kennegh, in which the Beffraen participated. When sober, Lanaigh is an astute politician, which has been necessary for his realm to prosper in its peculiar fashion in the dangerous lands of Cardolan.

Lanaigh's only trustworthy family member is his cousin Fiorel, described below.

LANAIGH, KING OF SARALAINN

Level: 14.

Race: Dunman.

Home: Saralainn; he and his retinue travel continuously among the camps of the clans.

Lanaigh in MERP

Hits: 142 Melee OB: 137 Missile OB: 72

AT: Soft Leather (20)

MERP Profession: Warrior.

MERP Stats: Co 97, Ag 92, Ig 75, St 98, Pr 90, It 82.

MERP Skills: Ambush 10, Athletic: sports 76, Craft:

Trap Building 20, Disarm Trap 20, Foraging 50,

Influence: Public Speaking 45, Lore: Herbs 35,

Perception 25, Ride 15, Stalk/Hide 45.

Lanaigh in Rolemaster

Hits: 142 Melee OB: 137wm Missile OB: 72sb

AT: 8 (20)

RM Profession: Fighter.

RM Stats: Co 97, SD 68, Ag 92, Me 57, Re 77, St 98,

Qu 92, Pr 90, In 84, Em 75.

RM Skills: Athletic (Brawn): Athletic Games 76,

Awareness (Searching): Observation 25, Influence:

Public Speaking 45, Outdoor (Animal): Riding 15,

Outdoor (Environmental): Foraging 50, Lore

(Technical): Herb Lore 35, Subterfuge (Attack):

Ambush 10, Subterfuge (Mechanics): Disarming

Traps 20, Subterfuge (Mechanics): Trap Building

20, Subterfuge (Stealth): Hiding 45, Subterfuge

(Stealth): Stalking 45.

Appearance: 70.

Lanaigh's Principal Items

Armband of Strength.

MERP/RM: +20 St Bonus for 3 rounds (4x/day).

LOR: +2 Strength 4 times per day.

War Mattock: Two-handed.

MERP/RM: Triple concussion damage when a puncture critical is given.

LOR: Double damage.

Heavy Hides: worn as armor.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Subterfuge, -1 Movement.

Totem: Dunnish, worn around the neck.

MERP/RM: +20 on all RRs.

LOR: +2 Magical (defensive use only).

Short Bow.

MERP/RM: +5 OB.

LOR: +1 Damage.



PELENDUR, HÎR TYRN HÓDHATH

Lanaigh

In Pelendur, there seems to have been born the ideal of a lord of the Dúnedain. An impressive man with jet black hair and grey eyes, he could pass for one of the kings of old. He stands 6'7" tall and is almost always found in the burnished cuirass and greaves that are the ancient heirlooms of his family. There is a definite weariness in his bearing and his eyes though, for Pelendur bears a heavy burden. He guards one of the most sacred lands in Endor, the tombs of the chieftains of the Edain, which date back to the dim mists of the Elder Days, against the evil spirits that seek to take possession of this hallowed ground.

Pelendur is a soft-spoken man who treats king and cottar with equal honor. He participates in the intrigues of the other princes as he must to maintain his charge, but this distresses him. A master of ancient lore and languages, he is clearly the prince held in highest regard by the Elves.

Family and Connections

The Lady Pelewen, Pelendur's sister, is the only other survivor of the line of the Hîrath Tyrn Hódhath. They have distant relatives in Fornost who keep them informed of events in the Arthadan capital, and they count Prince Arvegil of Arthedain, Gandalf the Grey, and the brethren Elladan and Elrohir among their friends.



PELENDUR, HIR TYRN HÓDHATH

Level: 15.

Race: Dúnadan.

Home: Minas Malloth, east of the Barrow-downs, at the end of a road that intersects the Iaur Men Formen at Gamuthill village.

Pelendur in MERP

Hits: 114 Melee OB: 128 Missile OB: 112 AT: Plate (60)

MERP Profession: Warrior.

MERP Stats: Co 80, Ag 90, Ig 89, St 94, Pr 90, It 96.

MERP Skills: Ambush 8, Caving 40, Disarm Trap 40, Influence: Leadership 50, Lore: Heraldry 35, Lore: Tactics 60, Perception 60, Pick Lock 20, Ride 80, Stalk/Hide 54.

MERP Spells (30 PPs): Spell Ways (5th), Physical Enhancement (5th), Spirit Mastery (5th), Illusions (5th).

Pelendur



danforth 87.

Pelendur in Rolemaster

Hits: 114 Melee OB: 128bs Missile OB: 112lb AT: 18 (60)

RM Profession: Fighter.

RM Stats: Co 80, SD 91, Ag 90, Me 66, Re 92, St 94, Qu 69, Pr 85, In 96, Em 92.

RM Skills: Awareness (Searching): Observation 60, Influence: Leadership 50, Outdoor (Animal): Riding 80, Outdoor (Environmental): Caving 40, Lore (General): Heraldry 35, Subterfuge (Attack): Ambush 8, Subterfuge (Mechanics): Disarming Traps 40, Subterfuge (Mechanics): Picking Locks 20, Subterfuge (Stealth): Hiding 54, Subterfuge (Stealth): Stalking 54, Technical/Trade (Vocational): Tactics 60.

RM Spells (66 PPs): Dispelling Ways (5th), Spell Wall (5th), Unbarring Ways (5th), Elemental Shields (5th).

Appearance: 97.

Pelendur's Principal Items

Broadsword: gives off light on command.

MERP/RM: +15 OB, "of Slaying" undead.

LOR: +1 Damage, +1 Melee OB.

Steel Bow: Númenórean, double normal range.

Amulet.

MERP/RM: +25 RRs vs. Channeling magic.

LOR: +2 Magical.

Chain Armor: with metal breastplate.

MERP/RM: +15 DB.

LOR: +4 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Greaves: non-encumbering.

MERP/RM: negates 40% of arm criticals.

LOR: +1 Defense with no other penalties.

Oval shield.

MERP/RM: +5 DB.

LOR: +1 Defense, -1 Magical.

8.2.2 LESSER POWERS

BAUMYAKUND

Baumyakund is descended from the ancient Northman mercenaries of Cardolan. He is moderately tall at 6'2" and is rarely seen in anything but his short hauberk of silvered mail. Baumyakund is growing old, and his long, once-golden locks are fading to white. Baumyakund served as the leader of the forces of the Cantons of Faerdor in their wars against encroachments of Dol Tinereb, Rhudaur, and Gondor. His success can be measured by the relatively small territories lost by the sometimes anarchic levies of Faerdor. Baumyakund lost all his sons in these wars, and the rest of his kin during the Plague Years. He retired to his house in the countryside and no longer plays a part in local affairs. The cantons will still turn to him in a crisis, and he retains his reputation as the finest swordsman in Cardolan.

BAUMYAKUND

Level: 17.

Race: Enedon (Immigrant Northman).

Home: Brothrustath (For. "Brothers' Steading"), a farm in Faerdor in eastern Cardolan.

Baumyakund in MERP

Hits: 155 Melee OB: 150 Missile OB: 65

AT: Chain (20)

MERP Profession: Warrior.

MERP Stats: Co 94, Ag 90, Ig 83, St 100, Pr 90, It 81.

MERP Skills: Lore: Strategy 55, Lore: Tactics 45, Perception 30, Ride 45, Stalk/Hide 25.

Baumyakund in Rolemaster

Hits: 155 Melee OB: 150bs Missile OB: 65cb

AT: 13 (20)

RM Profession: Fighter.

RM Stats: Co 94, SD 95, Ag 77, Me 59, Re 85, St 100, Qu 98, Pr 90, In 85, Em 67.

RM Skills: Awareness (Searching): Observation 30, Outdoor (Animal): Riding 45, Subterfuge (Stealth): Hiding 25, Subterfuge (Stealth): Stalking 25, Technical/Trade (Professional): Military Organization 55, Technical/Trade (Vocational): Tactics 45.

Appearance: 90.

Baumyakund's Principal Items

Broadsword.

MERP: +20 OB, secondary Electrical crits.

RM: +20 OB, delivers an Electrical crit of equal severity.

LOR: +3 Damage, +1 Melee OB.

Chain Shirt.

MERP/RM: +10 DB, negates 1 crit 2x/day.

LOR: +3 Defense, -2 Subterfuge, -2 Movement, -2 Magical, +20 Endurance.

Gauntlets of Strength: bestow Trollish strength.

MERP/RM: +20 ST/St bonus for three rounds (usable twice a day).

LOR: +2 Strength twice per day (lasts for 3 combat rounds).

DAGOBERT, CHAMBERLAIN OF DOL CALADIR

Though ranked among the common folk, Dagobert claims a trace of Dúnadan blood. Noted as the finest dresser and most elegant gourmet in Cardolan, he is overindulgent in both areas and has grown exceedingly fat. Dagobert plays the fawning sycophant, though he has a steel trap for a mind, and is the greediest man ever to hold such high office. His terror tactics call for three times the normal level of taxation in Cardolan (none too low to begin with), but less than half that amount reaches Princess Finduilas' coffer. When Finduilas took an interest in governing, she soon discovered Dagobert's malfeasance. Although she respects his skill and his gall, Finduilas allows Dagobert's corruption to go unabated, since he will be a useful scapegoat if her plots go awry. Dagobert suspects neither the guile nor the intelligence of his mistress.

DAGOBERT, CHAMBERLAIN OF DOL CALADIR

Level: 9.

Race: Eriadorian.

Home: Argond.

Dagobert in MERP

Hits: 97 Melee OB: 89 Missile OB: 76

AT: Chain (30)

MERP Profession: Scout.

MERP Stats: Co 63, Ag 90, Ig 88, St 67, Pr 78, It 80.

MERP Skills: (Overweight; faster than he looks in combat, but MM -5 over a distance) Climb 10, Craft: Falsification 50, Swim 5, Read Rune 30, Ride 40, Rope Mastery 30, Trickery 45.

Dagobert in Rolemaster

Hits: 97 Melee OB: 89mg Missile OB: 76lcb

AT: 14 (30)

RM Profession: Rogue.

RM Stats: Co 63, Ag 90, SD 47, Me 89, Re 87, St 67, Qu 92, Pr 78, In 80, Em 53.

RM Skills: (Overweight; faster than he looks in combat, but MM -5 over a distance) Athletic (Endurance): Swimming 5, Athletic (Gymnastics): Climbing 10, Crafts: Rope Mastery 30, Outdoor (Animal): Riding 40, Power Awareness: Read Runes 30, Subterfuge (Mechanics): Counterfeiting 50, Subterfuge (Stealth): Trickery 45.



Echorion

Dagobert's Principal Items

Main Gauche.

MERP: +15; A dagger with a basket hilt, adds 10 to parrying. Returns via Long Door once per day.

RM: +15; Returns via Long Door once per day.

Shield.

MERP/RM: +10

Pen Set.

MERP/RM: +15 for falsification.

Key.

MERP/RM: Adapts to open any non-magical lock once per day.

ECHORION, HÎR GIRITHLIN

Echorion is 24 years old, three years shy of his majority. A man of little natural charisma, unimpressive in height or physique, he compensates with his refined bearing. Echorion has spent most of his life as a hostage in Arthedain, the result of a foolish war that his grandfather started and that cost his father his life. He has become deeply steeped in the mystique of the *arnaroqueni*. Echorion pictures himself as a knight errant, with the quest of destroying the evils that infest Cardolan. He is, however, a man of considerable intelligence, who is likely to quickly absorb and adapt to the reality he will find, if he ever succeeds in becoming baron.

ECHORION, HÎR GIRITHLIN

Level: 9.

Race: Dúnadan.

Home: Minas Girithlin, in northwestern Minhiriath.

Echorion in MERP

Hits: 107 Melee OB: 97 Missile OB: 67 AT: Plate (60)

MERP Profession: Warrior.

MERP Stats: Co 76, Ag 95, Ig 80, St 98, Pr 84, It 53.

MERP Skills: Ambush 2, Artistic: Singing 40, Athletic: Rowing 50, Athletic: Sailing 30, Disarm Trap 25, Perception 20, Ride 67, Stalk/Hide 15, Swim 40, Weapon: Mounted Lance 114.

MERP Spells (18 PPs): Surface Ways (5th), Spell Defense (5th), Bone/Muscle Ways (5th), Organ Ways (5th).

Echorion in Rolemaster

Hits: 107 Melee OB: 97bs Missile OB: 67cb AT: 19 (60)

RM Profession: Fighter.

RM Stats: Co 76, SD 90, Ag 96, Me 72, Re 81, St 98, Qu 91, Pr 84, In 53, Em 96.

RM Skills: Artistic (Active): Singing 40, Athletic (Endurance): Rowing 50, Athletic (Endurance): Swimming 40, Awareness (Searching): Observation 20, Outdoor (Animal): Riding 67, Subterfuge (Attack): Ambush 2, Subterfuge (Mechanics): Disarming Traps 25, Subterfuge (Stealth): Hiding 15, Subterfuge (Stealth): Stalking 15, Technical/Trade (General): Sailing 30, Weapon (Pole Arms): Mounted Lance 114.

RM Spells (36 PPs): Barrier Law (5th), Concussion's Ways (5th), Plant Mastery (5th), Animal Mastery (5th).

Appearance: 93.

Echorion's Principal Items

Half-plate Armor.

MERP/RM: +15 DB.

LOR: +4 Defense, -3 Subterfuge, -3 Movement, -2 Magical.

Shield.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Magical.

Wooden Lances: six of them.

MERP/RM: +10 OB.

LOR: +3 Damage.

Composite Bow.

MERP/RM: +10 OB.

LOR: +1 Damage.

Arthadan Broadsword.

MERP/RM: +10 OB.

LOR: +2 Damage.

Silver Ring: received as a gift from Queen Glíriel of Arthedain.

MERP: gives him one spell point per level (in spite of his low stat), x2 multiplier.

RM: x3 Channeling multiplier.

LOR: +25 Endurance.

FIOREL, CHIEFTAIN OF CLAN MACTOSH

Fiorel is the cousin of King Lanaigh and chieftain of the royal clan. He is in almost every way the opposite of his kinsman. Reserved and cautious, Fiorel has been the steady hand at the helm while his cousin is off carousing; he oversees most of the financial and external affairs of the kingdom. Although exceptionally loyal, he is nonetheless nursing a grudge for the still painful burns he received when the king threw him in a kettle of stewing mutton. He might now be compromised, but Fiorel is engrossed in concerns over the unrest among the refugees in Sudúri.

Fiorel is undistinguished in appearance, standing a mere 5'4" tall, with dirty blond hair and a bad complexion. He likes to wear Númenórean robes, and does so whenever affairs of state will permit. Fiorel lacks the strength to wield a pole-axe or a two-handed sword, and he is also cursed with a high-pitched nasal voice—yet those who have insulted him have discovered that he is quicker than a cat. He wields a dagger in each hand with equal skill. Few of his foes escape without the loss of at least an ear.

FIOREL, CHIEFTAIN OF CLAN MACTOSH

Level: 12.

Race: Dunman.

Home: A Mactosh clan-hold near Sudúri in Saralainn.

Fiorel in MERP

Hits: 97 Melee OB: 95 Missile OB: 90

AT: None (35)

MERP Profession: Scout.

MERP Stats: Co 81, Ag 100, Ig 90, St 33, Pr 93, It 95.

MERP Skills: Acrobatics 40, Climb 60, Craft: Fishing 30, Craft: Herding 30, Influence: Public Speaking 35, Lore: Diplomacy 30, Perception 30, Ride 20, Stalk/Hide 100, Swim 35.

Fiorel in Rolemaster

Hits: 97 Melee OB: 95da Missile OB: 90th da

AT: 4 (35)

RM Profession: Thief.

RM Stats: Co 81, SD 77, Ag 100, Me 87, Re 90, St 33, Qu 100, Pr 93, In 96, Em 84.

RM Skills: Athletic (Endurance): Swimming 35, Athletic (Gymnastics): Acrobatics 40, Athletic (Gymnastics): Climbing 60, Awareness (Searching): Observation 30, Influence: Diplomacy 30, Influence: Public Speaking 35, Outdoor (Animal): Herding 30, Outdoor (Animal): Riding 20, Outdoor (Environmental): Foraging 30, Subterfuge (Stealth): Hiding 100, Subterfuge (Stealth): Stalking 100.

Appearance: 41.

Fiorel's Principal Items

Daggers: four of them.

MERP/RM: +20 OB.

LOR: +0 Damage.

Hide Armor.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Subterfuge, -1 Movement.

Ring of Invisibility.

MERP/RM: Casts *Invisibility* once per day (lasts for 5 rounds).

LOR: Once per day, the wearer (and all held items) becomes invisible for 1 minute.

OLBY

Olby is the leader of the unrest in Sudúri. (See Section 5.6 in *Arnor: The Land*.) A refugee from Osgiliath, he fled west during the Great Plague. He stands 5'7" tall, with closely cropped black hair, and generally appears in the attire of a well-off townsman; he has also been known to wear royal robes or armor. Little is known of his origins, for Olby caught the Plague and passed into a strange delirium. He now believes that he is Túrin, dead son of the deceased King Telemnar of Gondor (both of whom were believed to have perished in the Plague). The best guess is that Olby was in fact a minstrel, for he knows something of ancient tongues and is an awesome public speaker even by the standards of the Saralainn clansmen.

Olby's total ignorance of the use of arms obscures his explanation for his altered **Appearance**: he was bewitched for his own protection. Olby's mission is to save the Gondorians still in the North from their oppressors before he returns home to reclaim his crown. There is no lack of refugees happy to take advantage of Olby's delusions and abilities.

OLBY

Level: 6.

Race: Gondorian commoner.

Home: Sudúri, in Saralainn.

Olby in MERP

Hits: 62 Melee OB: 30 Missile OB: n/a

AT: None (20)

MERP Profession: Warrior.

MERP Stats: Co 71, Ag 84, Ig 86, St 66, Pr 100, It 50.

MERP Skills: Artistic: Juggling 35, Artistic: Singing 55, Influence: Public Speaking 80, Influence: Seduction 40, Perception 40, Ride 15, Stalk/Hide 30.

Olby in Rolemaster

Hits: 62 **Melee OB:** 30cl **Missile OB:** n/a **AT:** I (20)

RM Profession: Rogue.

RM Stats: Co 71, SD 84, Ag 86, Me 94, Re 82, St 66, Qu 78, Pr 100, In 45, Em 97.

RM Skills: Artistic (Active): Singing 55, Athletic (Gymnastics): Juggling 35, Awareness (Searching): Observation 40, Influence: Public Speaking 80, Influence: Seduction 40, Outdoor (Animal): Riding 15, Subterfuge (Stealth): Hiding 30, Subterfuge (Stealth): Stalking 30.

Appearance: 80.

Olby's Special Powers

Natural Resistance: Since his illness, Olby has become strangely resistant to magic and illness.

MERP/RM: +50 to all RRs.

LOR: If the character ever has to roll a resistance to magic or illness, he gains a bonus of 5.

Exudes Clumsiness: All hostile forces within 30' of Olby tend to find themselves a little less graceful.

MERP: Once per day, all enemies within radius must resist a 15th level attack or have all fumble ranges doubled (including maneuvers, spell casting, attacks, etc.).

RM: Once per day, all enemies within radius must resist a 15th level Mentalism attack or have all fumble ranges doubled (including maneuvers, spell casting, attacks, etc.).

LOR: All enemies within radius have their Agility temporarily lowered by 2.

Olby's Principal Items

Odds & Ends: Olby's followers give him many gifts, valuable or magical, none of which he can use.

PELEWEN

The twin sister of the Hír Tyrn Hódhath, Pelewen is considered the most beautiful of the women of Cardolan. She is also the most eligible, for her brother has not married. This ignores her intrinsic virtues as an accomplished cleric, skills that are desperately needed in the Barrow-downs. In her own way, Pelewen is as devoted to the realm as is her brother, and she is not inclined to marry.

As noted, Pelewen is lovely; her skin is pale, offsetting her black hair, which is usually braided and falls below her waist. Shy, her quiet manner adds to her beauty for many. She stands an elegant 6' tall, and favors simple white dresses. These qualities belie her grit and determination, since Pelewen often accompanies forays against wight-infested barrows.

PELEWEN

Level: II.

Race: Dúnadan.

Home: Minas Malloth, southeast of Bree and east of the Barrow-downs.

Pelewen in MERP

Hits: 132 **Melee OB:** 94 **Missile OB:** 25

AT: None (20)

MERP Profession: Animist.

MERP Stats: Co 98, Ag 92, Ig 90, St 49, Pr 101, It 99.

MERP Skills: Artistic: Acting 35, Caving 30, Climb 20, Craft: Embroidery 55, Disarm Trap 15, First Aid 50, Influence: Leadership 60, Perception 55, Ride 45.

MERP Spells (66 PPs): Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (to 10th level), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Pelewen in Rolemaster

Hits: 132 **Melee OB:** 94qs **Missile OB:** 25sl

AT: I (20)

RM Profession: Healer.

RM Stats: Co 98, SD 90, Ag 92, Me 95, Re 76, St 49, Qu 78, Pr 101, In 99, Em 87.

RM Skills: Artistic (Active): Acting 35, Athletic (Gymnastics): Climbing 20, Awareness (Searching): Observation 55, Crafts: Embroidery 55, Influence: Leadership 60, Outdoor (Animal): Riding 45, Outdoor (Environmental): Caving 30, Subterfuge (Mechanics): Disarming Traps 15, Technical/Trade (General): First Aid 50.

RM Spells (153 PPs): Channels (20th), Summons (20th), Communal Ways (20th), Repulsions (20th), Organ Ways (20th), Blood Ways (20th), Barrier Law (10th), Detection Mastery (10th), Sound's Way (10th), Calm Spirits (10th), Creations (10th), Symbolic Ways (10th).

Appearance: 100.

Pelewen's Special Powers

Fear Resistance: Pelewen is immune to the fear of Barrow-wights and wargs (and is resistant to other fear-type effects).

MERP/RM: Resists all fear type effects at twice level (completely immune to fear from Barrow-wights and wargs).

LOR: Gets a +5 on all rolls to resist fear-type effects (completely immune to fear from Barrow-wights and wargs).

Pelewen's Principal Items

Pelewen's Ring.

MERP/RM: Acts as a +5 adder for healing spells only.

LOR: Doubles the effects of all *Healing* spells.

Elvish Brooch.

MERP: A x3 multiplier; allows wearer to maintain "concentration" spells without concentrating (this ability is usable 4x/day).

RM: A x3 Channeling multiplier; allows wearer to maintain "concentration" spells without concentrating (this ability is usable 4 times per day).

LOR: +15 Endurance, doubles the duration of all spells.

Mithril Earrings: allow two automatically successful acrobatic maneuvers each day, as long as the wearer is physically capable of the actions.

Quarterstaff.

MERP/RM: +10 OB.

LOR: +2 Damage.

Sash.

MERP/RM: +10 DB.

LOR: +1 Defense with no other penalties.

Necklace.

MERP/RM: Negates 30% of all head criticals.

LOR: +1 Defense with no other penalties.

Sling Bullets: she always carries a dozen silver sling bullets (blessed).

MERP/RM: +5 versus undead and evil spirits.

LOR: +1 Damage versus undead things and evil spirits.



SHERL, ORACLE OF THE BEFFRAEN

The outside world knows little of Sherl, the first person in many generations capable of instilling a common purpose in the tribes of the Rast Vorn. She has demonstrated an extraordinary visionary power that is greatly revered among the Beffraen. Though a woman, Sherl's is a male profession, and she has been raised and is treated as such on all occasions. Sherl has a persistent and troubling foreboding of some dire future peril in which the Beffraen must cooperate with outsiders. She therefore provides some assistance to the False Kennegh. Kennegh was a half-Beffraen son of the third King of Saralainn, who led a major revolt. The False Kennegh is a Half-orc who claims to be the original lord of his adopted folk. Sherl provides him with just enough aid to continue his activities, in order to learn more of the strange world beyond the Eryn Vorn. No stranger has been allowed to see Sherl and live to describe her appearance.

SHERL, ORACLE OF THE BEFFRAEN

Level: 9.

Race: Beffraen.

Home: no fixed residence; travels among the Beffraen villages of the Eryn Vorn.

Pelewen



Sherl in MERP

Hits: 93 Melee OB: 79 Missile OB: 30

AT: None (25)

MERP Profession: Animist.

MERP Stats: Co 91, Ag 84, Ig 70, St 92, Pr 97, It 101.

MERP Skills: Contortions 40, Craft: Trap Building 40, Foraging 20, Lore: Herbs 20, Perception 80, Signaling 45, Sky-Watching 60, Stalk/Hide 60.

MERP Spells (54 PPs): Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th), Essence's Way (10th), Essence Perceptions (10th).

Sherl in Rolemaster

Hits: 93 Melee OB: 79sp Missile OB: 30th sp

AT: 3 (25)

RM Profession: Seer.

RM Stats: Co 91, SD 93, Ag 84, Me 72, Re 64, St 92, Qu 86, Pr 97, In 101, Em 51.

RM Skills: Athletic (Gymnastics): Contortions 40, Awareness (Searching): Observation 80, Communications: Signaling 45, Lore (Technical): Herb Lore 20, Outdoor (Environmental): Foraging 20, Outdoor (Environmental): Weather Watching 60, Subterfuge (Mechanics): Trap Building 40, Subterfuge (Stealth): Hiding 60, Subterfuge (Stealth): Stalking 60.

RM Spells (120 PPs): Detection Mastery (20th), Sound's Way (20th), Light's Way (20th), Herb Mastery (20th), Nature's Lore (20th), Nature's Protection (20th), Past Visions (20th), Mind Visions (20th), True Perception (20th), Future Visions (20th), Sense Through Others (20th), True Sight (20th).

Appearance: 85.

Sherl's Special Powers

Resistant: Sherl's natural gifts make her more resistant to illness and also harder to hit (due to the power she draws from supernatural sources).

MERP/RM: +20 to all RRs and to DB.

LOR: +2 Defense (with no other penalties), +2 to all rolls to resist magic and illness.

Power Efficiency: When casting all knowledge and vision-type spells, she expends only half the normal amount of power.

Sherl's Principal Items

Stone of the Oracle.

MERP: x2 multiplier, doubles duration of all forecasting-type spells.

RM: x2 Channeling multiplier, doubles the duration of all information class spells.

LOR: +10 Endurance, doubles duration of all spells.

Spear: black laen tip.

MERP/RM: +10 OB.

LOR: +1 Damage.

8.2.3 THARBAD

ERTHIL, CHAMBERLAIN TO THE CÁNOTAR

The Cánotar Imlach's greatest misfortune to date is that Erthil was not replaced as chamberlain when Imlach took office. Erthil is a native of Tharbad, the heir of a Raggar lieutenant disgraced for cowardice several generations ago. He is an imposing figure; with his fine clothes, dark hair, and height, he could easily pass for a pure-blooded Dúnadan. His office oversees taxes in Tharbad, and his post has proven lucrative for Erthil.

Erthil maintains excellent relations with the smugglers and the Traders' Guild, being unpopular with the masses. This might be expected in a town as corrupt as Tharbad, but Erthil has made graft a way of life in the city. He has a reputation as a survivor, although he is allowing his antipathy for Imlach to interfere with his effectiveness.

Erthil



ERTHIL, CHAMBERLAIN TO THE CÁNOTAR

Level: 9.

Race: Torfir.

Home: Tharbad, on the South Bank.

Ertbil in MERP

Hits: 105 Melee OB: 75 Missile OB: 60

AT: Rigid Leather (45)

MERP Profession: Scout.

MERP Stats: Co 88, Ag 84, Ig 95, St 83, Pr 84, It 95.

MERP Skills: Ambush 3, Disarm Trap 30, Influence: Diplomacy 35, Influence: Seduction 50, Perception 35, Pick Lock 45, Read Rune 15, Stalk/Hide 40.

Ertbil in Rolemaster

Hits: 105 Melee OB: 75ss Missile OB: 60cb

AT: 9 (45)

RM Profession: Rogue.

RM Stats: Co 88, SD 90, Ag 72, Me 94, Re 96, St 83, Qu 93, Pr 84, In 97, Em 78.

RM Skills: Awareness (Searching): Observation 35, Influence: Diplomacy 35, Influence: Seduction 50, Power Awareness: Read Runes 15, Subterfuge (Attack): Ambush 3, Subterfuge (Mechanics): Disarming Traps 30, Subterfuge (Mechanics): Picking Locks 45, Subterfuge (Stealth): Hiding 40, Subterfuge (Stealth): Stalking 40.

Appearance: 82.

Ertbil's Principal Items

Shortsword: grooved to retain poisons.

MERP/RM: +15 OB.

LOR: +2 Damage.

Wall Shield.

MERP/RM: +5 DB.

LOR: +3 Defense, -1 Movement, -1 Magical, -1 Subterfuge.

Runes of Glamour: eight of them.

MERP: Each casts any one spell from the Illusions list.

RM: Each casts any one spell from the Minor Illusions list.

LOR: Each creates an illusion that must fit within a 10' radius (lasts for 1 hour).

FARADON OF DOL TINEREB

Faradon is one of the few High Men of Cardolan to still reside in Tharbad. He is an average specimen of Dúnadan manhood, standing 6'4" tall, with dark brown hair and eyes. He generally wears robes in the city with a sturdy surcoat of mail underneath. An allowance from his grandfather allows him to maintain one of the larger personal bodyguards in the city: thirty well-equipped southerners, solid street-fighting men.

Faradon has a mercurial personality. He was one of the staunchest supporters of the late, lamented Argil. He is currently exiled in Tharbad to escape the wrath of his uncle Celebdur, the presumptive heir to Dol Tinereb. (Celebdur uncovered Faradon's plot to poison him.) At times, Faradon can be expansive and open—his parties are said to be the best that Tharbad has seen in many years. He can also sulk in his unlit chambers for weeks at a time, and is considered too moody to be relied on in the intrigues of the city. Still, the forces at his disposal make him a key player.

FARADON OF DOL TINEREB

Level: 14.

Race: Dúnadan.

Home: King's Row, on the island in Tharbad (K3 on the Tharbad map and key).

Faradon in MERP

Hits: 145 Melee OB: 139 Missile OB: 120 AT: Chain (25)

MERP Profession: Warrior.

MERP Stats: Co 87, Ag 92, Ig 78, St 89, Pr 91, It 94.

MERP Skills: Ambush 8, Artistic: Singing 25, Influence: Administration 35, Influence: Diplomacy 35, Influence: Seduction 45, Influence: Trading 45, Lore: Poisons 30, Lore: Politics 40, Perception 20 (or 50 depending on his mood), Stalk/Hide 40, Weapon: Thrown Dagger 100.

Faradon in Rolemaster

Hits: 145 Melee OB: 139bs Missile OB: 120cp AT: 13 (25)

RM Profession: Rogue.

RM Stats: Co 87, SD 45, Ag 92, Me 70, Re 82, St 89, Qu 95, Pr 91, In 94, Em 71.

RM Skills: Artistic (Active): Singing 25, Awareness (Searching): Observation 20 (or 50 depending on his mood), Influence: Diplomacy 35, Influence: Propaganda 40, Influence: Seduction 45, Influence: Trading 45, Subterfuge (Attack): Ambush 8, Subterfuge (Mechanics): Using/Removing Poison 30, Subterfuge (Stealth): Hiding 40, Subterfuge (Stealth): Stalking 40, Technical/Trade (Vocational): Administration 35, Weapon (Thrown): Dagger 100.

Appearance: 94.





Faradon's Principal Items

Broadsword: causes bleeding wounds.

MERP/RM: +10 OB; 50% of the time, all bleeding wounds are increased in severity by +2/rnd.

LOR: +2 Damage; for every hit, roll 2D6; if the result is a 7, the target will take 1 point of damage every combat round after that hit, until the wound is bandaged or a *Healing* spell is cast.

Chain Shirt: encumbers as Leather.

MERP: +15 DB, encumbers as Soft Leather.

RM: +15 DB, encumbers at AT 6.

LOR: +3 Defense, -1 Subterfuge, -1 Movement.

Throwing Daggers: three of them; targets sometimes glow green.

MERP: +10 OB; target must resist a 5th level attack or glow green for 1-10 hours.

RM: +10 OB; target must resist a 5th level Essence attack or glow green for 1-10 hours.

LOR: +0 Damage; roll 2D6 for each target hit; if the result is a 7, the target glows green for 2D6 hours.

Shield: does not use it except when a battle is obviously going to be tough.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Magical.

Herbs: Faradon also carries numerous herbs (GM's discretion).

SILIVRIEN THE MAGE

Also known as the rag-merchant, owner of Silivrien's Used Clothing Shop. After dark she sheds her daylight disguise as an ancient, enfeebled rag-dealer and goes about the city tending to her real business. A tall, stately, sophisticated woman who has to make an effort not to stand out in her walks through Tharbad's poorer quarters, Silivrien is a member of the Nóléhildi and is connected with the mystical order of the Anamartar. (See Section 6.4.2.) She is Gandalf's and Saruman's primary contact in the city. She has excellent relations with most of the wielders of Essence in Tharbad, either in her aged guise or her real identity, and to date has managed to avoid attracting the attention of the Witch-king's more intelligent minions. Her willingness to endure such a lonely life is thought remarkable by some people, but her family and philosophical background all prepared her for this struggle; she actually enjoys the subtlety and gamesmanship involved.

Eldiriel, Silivrien's older sister, is currently a captive in Rhudaur. (See Section 8.3.) Daeros, the mercenary captain, is cousin to Silivrien, but the two seldom meet. She regards his pretensions to the throne of Rhudaur as foolish, and works instead toward the defeat of the Witch-king; only when this has been accomplished might her family find justice.

Silivrien
the Mage



SILVRIEN THE MAGE

Level: 16.

Race: Dúnadan, some royal blood.

Home: Tharbad, Thieves Quarter, Silivrien's Used Clothing Shop.

Silivrien in MERP

Hits: 101 Melee OB: 25 Missile OB: 25

AT: None (25)

MERP Profession: Mage.

MERP Stats: Co 66, Ag 78, Ig 95, St 72, Pr 97, It 89.

MERP Skills: Acting 65, Ambush 5, Base Spell OB 32, Climb 20, Craft: Alchemy 45, Directed Spells 125, Disarm Trap 25, Lore: History of Arnor 50, Lore: Knowledge of Tharbad 50, Perception 60, Pick Lock 25, Read Rune 70, Stalk/Hide 30, Track 30, Use Item 70.

MERP Spells (112 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th level), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th), Earth Law (10th), Ice Law (10th), Light Law (10th), Fire Law (10th), Lofty Bridge (10th), Water Law (10th), Living Change (10th), Wind Law (10th).

Silivrien in Rolemaster

Hits: 101 Melee OB: 25da Missile OB: 25th da

AT: 2 (25)

RM Profession: Magician.

RM Stats: Co 66, Ag 81, SD 99, Me 98, Re 95, St 72, Qu 77, Pr 99, In 89, Em 98.

RM Skills: Artistic (Active): Acting 65, Athletic (Gymnastics): Climbing 20, Awareness (Searching): Observation 60, Awareness (Searching): Tracking 30, Directed Spells: All 125, Lore (General): Arnorian History 50, Lore (General): Tharbad Region Lore 50, Power Awareness: Attunement 70, Power Awareness: Read Runes 70, Science/Analytic (Specialized): Alchemy 45, Subterfuge (Attack): Ambush 5, Subterfuge (Mechanics): Disarming Traps 25, Subterfuge (Mechanics): Picking Locks 25, Subterfuge (Stealth): Hiding 30, Subterfuge (Stealth): Stalking 30.

RM Spells (261 PPs): Ice Law (20th), Light Law (20th), Wind Law (20th), Shield Mastery (20th), Spirit Mastery (20th), Essence's Perceptions (10th), Rune Mastery (10th), Unbarring Ways (10th), Lesser Illusions (10th), Elemental Shields (10th), Delving Ways (10th), Invisible Ways (10th), Living Change (10th), Spirit Mastery (10th), Spell Reins (10th), Rapid Ways (10th), Gate Mastery (10th).

Appearance: 98 (22 in disguise).

Silivrien's Special Powers

Empathy: Silivrien has an empathic link with her sister Eldiriel. She can concentrate and sense her emotions and approximate location virtually any time, although the effort is tiring.

Linguist: In addition to Westron, Silivrien speaks Blarn, Dunaël, Adûnaic and the Elvish tongues.

Silivrien's Principal Items

Bracelets of Tilgúwen: Originally owned by a favorite entertainer of Ar-Pharazôn of Númenor, a dancer known for her endurance and bizarre style. Simple silver wristlets, they are easily concealed and allow Silivrien to maintain her disguises without injury. The right bracelet allows free breathing of gas, smoke, and water for 30 minutes per day, and keeps clothing and make-up intact and the body supple through any prolonged physical trial. The left bracelet negates some spell-like effects and gives bonuses to some maneuvers.

MERP/RM: left bracelet negates *Slow* and *Hold* spells, gives a +5 to all moving maneuvers (+10 to all dance/acrobatic maneuvers).

LOR: +1 to rolls resisting effects of magic that slows or impedes movement in any way, +1 to Movement (+2 when performing dancing or acrobatics).

Robes of the Royal Household: an heirloom of the Rhudaorian royal line.

MERP/RM: +20 to DB, +10 to RR, and allow any cap worn to protect as a leather helm.

LOR: +3 Defense (with no other penalties).

Princess' Necklace: enchanted *mithril* chain that is an heirloom of the Rhudaorian royal line.

MERP: Casts *Shield* 3 times per day, x4 multiplier.

RM: Casts *Shield* 3 times per day, x4 Essence multiplier.

LOR: Casts *Shield* 3 times per day, +20 Endurance.

Sefthane: gem-tipped wand.

MERP/RM: Allows wielder to cast three elemental bolt spells a day without preparation; it can also be used 3 times/day to maintain a concentration spell, providing it is held in the left hand and spellcasting and other work occur with the right. The gem casts any *Light* spell on command, using the wielder's spell points for power.

LOR: Casts *Fire Bolt* three times per day; doubles duration on all other spells cast; emits a light on command (color and intensity can be chosen when activated).

8.3 LEADERS OF RHUDAUR

BROGGHA, TARG-ARM OF THE HILLMEN

A typical Hillman leader, Broggha has been more successful than most. He has held the leadership of the Nine Clans for twenty years and has actually been increasing the numbers and wealth of his people in a dangerous age. When Ervegil came to the Rhudaurian throne, Broggha negotiated an alliance with him. This required an oath of fealty to the "Big-axe Man," but Broggha never took it seriously. During the T.A. 1630s, Ervegil pushed his authority southward across the Menatar Rómen and the Angle as far as Fennas Drúnin, at the junction of the Hoarwell and Loudwater. None of this would have been possible without Broggha's cooperation. The Plague and an aggressive counterattack organized by Baummyakund of Faerdor drove the Rhudaurian back beyond the Last Bridge by T.A. 1638. Ervegil and Broggha then quarreled; the *targ-arm* saw no point in sacrificing his warriors to control a few miserable peasant farmers. Instead, he settled a quarrel with Ernil Hallas of Dól Tinereb, who'd massacred a number of Hillman prisoners for insufficient cause. In T.A. 1639, Broggha and a cadre of hand-picked warriors crossed two hundred miles of barren downlands in the dead of winter and burned down Andrath, Hallas' former capital and the key to control of northern Cardolan. Having thus embarrassed both Hallas and Ervegil, and unintentionally performed an important service for the Witch-king, Broggha withdrew to the Trollshaws and refused to speak with any outsiders for two years.

Broggha is short, stocky, and maintains a mask of indifference and calm to strangers. Only his darting black eyes betray his inner intensity. He sports long hair, in the triple braids of Hillman tradition, with thick, greying sideburns. Among the bone rings in his hair are three silvery ones of obvious Dúnadan make. His kilt and jerkin were fashioned from the tanned hide of a Cardolanian knight's great horse. Broggha thinks it came from the horse of "the mighty Prince Hallas himself," and it would be unwise to contradict him. Of late, Broggha has been pondering much upon the future of his people, and he is beginning to think that cleaning the Dunmen and Dúnedain out of all Rhudaur might be possible in his lifetime.

BROGGHA, TARG-ARM OF THE HILLMEN

Level: 19.

Race: Hillman.

Home: Le Ysbryddur (Bl. "Ghostspine Steading"), in the Trollshaws.



Broggha in MERP

Hits: 140 Melee OB: 150 Missile OB: 125

AT: Rigid Leather (85)

MERP Profession: Ranger.

MERP Stats: Co 92, Ag 99, Ig 81, St 78, Pr 99, It 89.

MERP Skills: Ambush 20, Climb 85, Influence: Diplomacy 50, Influence: Public Speaking 70, Perception 100, Ride 40, Stalk/Hide 120, Track 100.

MERP Spells (57 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th)

Broggha in Rolemaster

Hits: 140 Melee OB: 150sp Missile OB: 125th sp

AT: 9 (85)

RM Profession: Ranger.

RM Stats: Co 92, Ag 99, SD 91, Me 86, Re 80, St 78, Qu 100, Pr 99, In 89, Em 78.

RM Skills: Athletic (Gymnastic): Climbing 85, Awareness (Searching): Observation 100, Awareness (Searching): Tracking 100, Influence: Diplomacy 50, Influence: Public Speaking 70, Outdoor (Animal): Riding 40, Subterfuge (Attack): Ambush 20, Subterfuge (Stealth): Hiding 120, Subterfuge (Stealth): Stalking 120.

RM Spells (112 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Inner Walls (10th), Nature's Ways (10th).

Appearance: 84.

Broggha's Special Powers

Fearless: Broggha will never fail a fear or morale check while leading his people, and will also be extra resistant to mental attacks.

MERP/RM: +50 to any mental attack resistance.

LOR: +5 to resist a mental attack.

Broggha's Principal Items

Fam-Targ-Argth: Broggha bears the Fam-Targ-Argth, the three magical symbols of the *targ-arm*. (See Section 9.0.)

Kalth and Kullodo: a Hillman kilt and jacket. Normally made of *losrandir* leather and bear fur, respectively, Broggha's are of horse-hide, enchanted and blessed by the female shamans of the tribes, in honor of Broggha's victories.

MERP/RM: +5 DB.

LOR: +2 Defense, -1 Subterfuge, -1 Magical.

Leather Breastplate: a gift of Angmar.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Subterfuge, -1 Movement.

Shield: a gift from Angmar.

MERP/RM: +10 DB.

LOR: +2 Defense, -1 Magical.

Hair-Rings: three of them; made of *mithril*.

MERP: Each provides a +10 on RRs versus magic (cumulative to a +30); x3 multiplier.

RM: Each provides a +10 on RRs vs. magic (cumulative to +30); x3 channeling multiplier.

LOR: Each provides a +1 to resist magical effects (cumulative to a +3); +15 Endurance.

ELDIRIEL THE LOST

This much the Hillmen know: Eldiriel is a woman of Cardolan taken captive by the Targ-Arm Broggha in the sack of Andrath in T.A. 1639. When no family offered to ransom her, Broggha appropriated the lady as servant and mistress. His own wife died a year ago; Eldiriel has wet-nursed his son since that day and captured the *targ-arm*'s devotion. If Broggha does win a kingdom, it will be for Eldiriel.

The truth, if generally known, would destroy both Broggha and Eldiriel: The high chief's "kept-woman" is, in fact, a Dúnadan of noble blood and the *lindamil* (Q. "song-mother") of the religious order known as the Anamatar. (See Section 6.4.2.) This order, dedicated to maintaining the royal barrows of the Tyrrn Hódhath and performing the ceremonies traditional to the tombs, had its primary house in Arnach. Eldiriel hid her identity from her captors; she knew her bankrupt order had no resources to free her and feared the superstitious Hillmen might execute her as a black sorceress. Her strength of will enabled the captive woman to survive the horrible winter trek from Arnach across the Eredoriath to Rhudaur. Tragically, Broggha was so impressed by Eldiriel's courage and stamina that he took her as a prize of the campaign, instead of selling her to the Dunmen around Cameth Brin. In the winter steadings of the Hillmen, all chance of escape was lost, and Eldiriel's spirit almost broke.

The fantastic plan conjured up by the *lindamil* to maintain her sanity has as its goal nothing less than the conversion of the Hillmen to the Dúnadan cause. Amazingly, she managed to complete the first steps: learning to speak Blarm, winning the trust of the clan-folk through her healing skills, and gaining the attention and affection of Broggha.

Now, an incredible stroke of fate has given her a means to further her plan. During the last winter, Broggha's wife, Leath, died of milk-fever along with her new-born son. Eldiriel had given birth herself but a week before. She was virtually alone with Leath in the isolation of a sick-hut. The healer chose to put her own recently-born child in the cradle made for the *targ-arm*'s first son, and let the clansmen of the stading think that her own babe had died. Eldiriel has given Dúnadan blood to the Hillmen, and it is blood that she believes will foster hostility to Angmar regardless of what happens to her.

Eldiriel, while possessed of an imposing spirit, is neither attractive nor tall by Cardolanian standards. However, her slim, angular figure towers over the tribal women with whom she works, and an acquired slouch, Hillman triple-braids, and raw leather skirt cannot mask her luxurious brown hair and regal, hazel-eyed features. She is not allowed to leave the Trollshaws, and outsiders visiting the Hillman camps will find her withdrawn and unfriendly, unless her translation abilities are required. Eldiriel has too much to lose by talking to strangers, particularly when so many of them are servants of Angmar.

Aside from Broggha, who often discusses his political maneuvers with her, the only link Eldiriel has with the outside world is her younger sister, Silivrien of Tharbad. (See Section 8.2.3.) Silivrien was once the only person who knew that Eldiriel survived the sack of Andrath; they have shared, since childhood, a touching of the spirits, an empathic link, allowing them to sense each other's emotions over enormous distances. Both were driven to study the uses of magic by their curiosity over their "touching." After the fall of Andrath, it took Silivrien two years of searching to locate Eldiriel. Their mutual friend, Gandalf the Grey, eventually discovered Rhudaurian traders and merchants who might be paid to pass letters between the two sisters. Silivrien wants to arrange a rescue for Eldiriel. She fears for her sister's sanity—for she is not at all sure that Leath's death was due entirely to her fever; Gandalf has noted the illness and deaths of at least two other women who could have been a threat to Eldiriel's new position. The *lindamil* has refused rescue; she has a purpose now, and she anticipates a Dúnadan's long lifetime in which to see that purpose through.

ELDIRIEL THE LOST

Level: 21.

Race: Dúnadan.

Eldiriel

Home: Le Ysbryddur (Bl. "Ghostspine Steading"), in the Trollshaws.

Eldiriel in MERP

Hits: 130 Melee OB: 95 Missile OB: n/a
AT: None (15)

MERP Profession: Animist.

MERP Stats: Co 93, Ag 81, Ig 91, St 70, Pr 100, It 99.

MERP Skills: Ambush 8, Athletic: Endure Pain 90, Base Spell OB 42, Climb 50, Craft: Set Traps 40, Directed Spells 60, Disarm Trap 40, Influence: Administration 70, Martial Arts: Standard Strikes 70, Martial Arts: Standard Sweeps 70, Perception 105, Pick Lock 50, Read Rune 80, Use Item 80, Stalk/Hide 40, Track 40, Trickery 30.

MERP Spells (63 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movements (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Eldiriel in Rolemaster

Hits: 130 Melee OB: 95cl Missile OB: n/a
AT: 2 (15)

RM Profession: Cleric.

RM Stats: Co 93, Ag 82, SD 101, Me 93, Re 90, St 70, Qu 80, Pr 100, In 99, Em 77.

RM Skills: Athletic (Endurance): Distance Running 90, Athletic (Gymnastic): Climbing 50, Awareness (Searching): Observation 105, Awareness (Searching): Tracking 40, Directed Spells: Shock Bolt 60, Martial Arts (Strikes): Degree Two 70, Martial Arts (Sweeps): Degree Two 70, Power Awareness: Attunement 80, Power Awareness: Read Runes 80, Subterfuge (Attack): Ambush 8, Subterfuge (Mechanics): Disarming Traps 40, Subterfuge (Mechanics): Picking Locks 50, Subterfuge (Mechanics): Setting Traps 40, Subterfuge (Stealth): Hiding 40, Subterfuge (Stealth): Stalking 40, Subterfuge (Stealth): Trickery 30, Technical/Trade (Vocational): Administration 70.

RM Spells (135 PPs): Animal Mastery (10th), Herb Mastery (10th), Nature's Lore (10th), Nature's Protections (10th), Channels (20th), Summons (20th), Life Mastery (20th), Protections (20th), Blood Law (20th), Locating Ways (20th), Lore (20th), Bone Law (10th), Organ Law (10th), Muscle Law (10th), Creations (10th), Symbolic Ways (10th), Purifications (10th).

Appearance: 44.





Eldiriel's Special Powers

Healing and Harming: Eldiriel can reverse all of her healing and creation spells to harm or destroy instead of to heal and create. None of the Hillmen with whom Eldiriel dwells even vaguely understand the full extent of her spell-casting abilities.

Eldiriel's Principal Items

Leath's Kalth and Kullodo: a Hillman kilt and jacket. They are made of *losrandir* leather and bear fur and are blessed by the tribal shamans of Broggha's clans, who were not pleased to see them given to "Eldiri" the Segach (Bl. "Treespirit-woman") after Leath's death. Eldiriel has secretly incorporated silk and *mithril* from Broggha's treasure-hoard into these clothes.

MERP/RM: +10 DB; reduce Puncture criticals by one level.

LOR: +3 Defense, -1 Subterfuge, -1 Movement.

Bone Rings: Eldiriel has collected four enchanted bone rings that, when worn together, increase her magical powers.

MERP: +2 adder; x3 multiplier.

RM: +2 Channeling adder; x3 Channeling multiplier.

LOR: +25 Endurance.

Herbs: She has accumulated an excellent store of healing herbs and keeps hidden among them a number of useful drugs and poisons.

ERVEGIL STONEARM, KING OF RHUDAUR

A former soldier in the Angmarean army and a lesser descendent of various lords of Arnor, Ervegil is just the sort of thug that the Witch-king would want as his puppet ruler in Cameth Brin. Dark, long-legged, square-shouldered, and quite hairy, his unshaven face looks like it's seen several fist-fights too many. His dedication to the cause of the Witch-king is questionable, but his hatred of the Dúnedain is not. Brutal, with a booming, snarling-manner, driven by emotion in most things, he nonetheless has credible battlefield skill and a knack for convincing mercenaries of his brotherly affection. His not-particularly secret goal is to make Rhudaur a real kingdom again, and if he were as good a civilian officer as he is a military one, he might have been a long-term threat to somebody. Instead, the peasants under his rule in northern Rhudaur for the last dozen years are oppressed and unproductive, and the Hillmen who are supposed to be the other half of his kingdom and his army are sullen and virtually independent. Ervegil has the capacity to offend almost anyone who doesn't live by his childish, bullying code of ethics. He has the benighted notion that he and his fellow commoner King Lanaigh of Saralainn, an ill-mannered but decent fellow who rules in distant Minhiriath, will some day contest for the rule of all Arnor, after the Elves and "Elf-men" (Dúnedain) have faded away. What Ervegil will probably get is the back of the Witch-king's hand as soon as his chief rival, Ruggha, the Hillman *targ-arm*, loses patience and begins an open revolt.

Ervegil

ERVEGIL STONEARM, KING OF RHUDAUR

Level: 17.

Race: Mixed Dúndan/Eriadorian.

Home: Cameth Brin, the royal keep of Rhudaur.

Ervegil in MERP

Hits: 150 Melee OB: 180 Missile OB: 80

AT: Plate (45)

MERP Profession: Warrior.

MERP Stats: Co 97, Ag 79, Ig 75, St 100, Pr 91, It 32.

MERP Skills: Ambush 12, Athletic: Tumbling 45, Influence: Administration 20, Influence: Diplomacy 40, Influence: Public Speaking 40, Lore: Strategy and Tactics 50, Perception 30, Ride 60, Stalk/Hide 40, Trickery 35.

MERP Spells (17 PPs): Detection Mastery (10th), Nature's Ways (10th), Spell Defense (10th).

Ervegil in Rolemaster

Hits: 150 Melee OB: 180ba Missile OB: 80th ha
AT: 18 (45)

RM Profession: Fighter.

RM Stats: Co 97, Ag 60, SD 44, Me 55, Re 80, St 100, Qu 94, Pr 91, In 32, Em 30.



RM Skills: Awareness (Searching): Observation 30, Influence: Diplomacy 40, Influence: Public Speaking 40, Outdoor (Animal): Riding 60, Subterfuge (Attack): Ambush 12, Subterfuge (Stealth): Hiding 40, Subterfuge (Stealth): Stalking 40, Subterfuge (Stealth): Trickery 35, Technical/Trade (Vocational): Administration 20.

RM Spells (42 PPs): Damage Resistance (10th), Detections (10th), Spell Resistance (10th).

Appearance: 41.

Ervegil's Special Powers

Fearless: Ervegil's experiences and the continuing effects of his magic items have given him a resistance to unnatural *Fear* (like that caused by undead).

MERP/RM: +100 to all *Fear* RRs.

LOR: Immune to all effects of unnatural *Fear*.

Ervegil's Principal Items

Angrist (S. "Iron-cleaver"): A two-handled battle-axe, Angrist "rings" an opponent's armor or weapon, resounding on metal armor and breaking lesser weapons if they are used to parry. Its enchantment is accompanied by a loud and distinct metallic clanging that marks Ervegil's position in battle for his men.

MERP/RM: +15 OB; "ringing" causes a secondary Impact critical.

RM: +15 OB; "ringing" causes an Impact critical of equal severity.

LOR: +3 Damage, +1 Melee OB.

Throwing Axes: three of them; all war trophies of Arthadan make. Ervegil normally uses a bow only when hunting game.

MERP/RM: +10 OB.

LOR: +1 Damage.

Half-plate Armor: a gift from the Witch-king, Ervegil's armor has a helm shaped like a *chatmoig's* head (and is padded with genuine *chatmoig* fur). It helps stop bleeding wounds, but this action leaves curious swirling scars that eventually reduce the wearer's Appearance stat. Upon the Witch-king's command, this armor suit will constrict and probably suffocate its wearer. Ervegil suspects this, but judges that the armor he has worn so long will obey his will when the moment of truth arrives. The helm has an aura that negates blinding attacks and allows Ervegil better vision at night.

MERP/RM: +10 DB; encumbers at half normal penalties; stops one point of bleeding (per wound); bestows 10' *Nightvision*.

LOR: +4 Defense, -2 Movement, -2 Magical, allows the wearer to see at night as if it were daytime (range of 10').

Amulet of Sound Thought: Ervegil got this item in a trade with the Dark Elf known as Curmange (who was actually Curunir the Wizard in disguise).

MERP/RM: +20 to all RRs, DB, memory checks and drunkenness checks; +40 versus mental attacks from evil spell-casters; when in combat with Trolls, first three criticals will be "Holy;" when in combat with undead, first three criticals will be "of Slaying."

LOR: +2 Defense, +2 on all Intelligence checks, +2 to resist illnesses and magic, +4 to resist mind attacks, +1 Melee OB versus Trolls, +2 Melee OB versus undead.

Boots.

MERP/RM: Negate all fumbles involving the wearer's feet; allow *Stonewalking* 3 times per day.

LOR: Will never stumble; allows the wearer to walk on stone surfaces up to vertical (usable 3x/day).

Cloak: halves the effects of chill and cold.

Herbs: Ervegil carries a variety of herbs, including several poisons and several doses of *sha*, which allows him to negotiate the magical Darkwatch protecting the entrance to his citadel at Cameth Brin.

MASCHBRAM, STEWARD OF RHUDAUR

A servitor of the Witch-king for many years, Maschbram is Angmar's primary minion in Rhudaur. While he is amoral and personally a bit of a degenerate, Maschbram is also quite sincere in his support of his true master and thinks that the victory of the Dark Powers will come in his lifetime. Maschbram handles the bookkeeping for King Ervegil with the aid of several female slaves he personally chose and trained for multiple services. He also runs the king's spy network and sees to it that all useful information is passed on quickly to the Angulion in Carn Dûm.

Maschbram has red-brown hair, freckled skin, and is of average size. He dresses well for a Rhudaurian. Cheerful even when there's no point to it and a fairly skilled communicator, he dishes out a lot of honest praise and even more petty bootlicking to compensate for his lack of any natural leadership ability.

MASCHBRAM, STEWARD OF RHUDAUR

Level: 13.

Race: Dunman.

Home: Cameth Brin, the Minister's ("Chief's") Suites.

Maschbram in MERP

Hits: 93 Melee OB: 110 Missile OB: 75

AT: Soft Leather (35)

MERP Profession: Scout.

MERP Stats: Co 77, Ag 94, Ig 83, St 71, Pr 69, It 91.

MERP Skills: Acrobatics 40, Ambush 16, Athletic: Tumbling 50, Influence: Administration 50, Influence: Diplomacy 45, Influence: Public Speaking 60, Influence: Seduction 50, Lore: Poison 65, Ride 70, Stalk/Hide 90, Track 35, Trickery 45, Weapon: Dagger 102.

MERP Spells (26 PPs): Physical Enhancement (5th), Essence Hand (5th), Unbarring Ways (5th), Spell Ways (5th).

Maschbaram in Rolemaster

Hits: 93 **Melee OB:** 110 **ss Missile OB:** 75 **cp**
AT: 6 (35)

RM Profession: Rogue.

RM Stats: Co 77, Ag 94, SD 39, Me 87, Re 83, St 71, Qu 96, Pr 69, In 91, Em 55.

RM Skills: Athletic (Gymnastics): Acrobatics 40, Athletic (Gymnastics): Tumbling 50, Awareness (Searching): Tracking 35, Influence: Diplomacy 45, Influence: Public Speaking 60, Influence: Seduction 50, Lore (Technical): Poison Lore 65, Outdoor (Animal): Riding 70, Subterfuge (Attack): Ambush 16, Subterfuge (Stealth): Hiding 90, Subterfuge (Stealth): Stalking 90, Subterfuge (Stealth): Trickery 45, Technical/Trade (Vocational): Administration 50, Weapon (I-H Edged): Dagger 102.

RM Spells (48 PPs): Rune Mastery (5th), Essence Hand (5th), Unbarring Ways (5th), Physical Enhancement (5th).

Appearance: 75.

Maschbaram's Principal Items

Eket: This authentic Arthadan shortsword draws instantly and flames white. It formerly belonged to a knight of House Eketya, and that house would like it back.

MERP: +15 OB; secondary Heat criticals against mortal targets (with a +10 Heat critical against undead).

RM: +15 OB; Heat critical of one less severity against mortal targets; Heat critical of equal severity against undead.

LOR: +2 Damage, +1 Melee OB.

Armor: soft leather, protects against cold and rain.

Maschbaram uses this power to impress people with his toughness. It has hidden pockets that contain several kinds of poisons.

MERP/RM: +15 DB; hidden pockets are -70 to see; poisons are 10th level.

LOR: +2 Defense, -1 Subterfuge, -1 Movement; hidden pockets can only be seen with a Perception check (at -7).

Ring: fires a green *Fireball* three times a day and allows wearer to breath smoke and some weak noxious gases without harm.

MERP: +10 to all RRs, DB and Perception; +50 to perceive poisons, runes, and magical traps; *fireball* is a +20 attack; allows breathing in up to 4th level poisonous gasses.

RM: +10 to all RRs, DB, and Perception; +50 to Poison Perception, perceiving runes, and detecting magical traps; *Fireball* is a +20 attack; allows breathing in up to 4th level poisonous gasses.

LOR: +1 Defense, +1 Perception, +1 to resist all illnesses and magic, +5 to perceive poisons/magical writings/magical traps, *fireball* attacks like a *Fire Bolt* (+2 to damage—after doubling) except affects all targets in a 10' radius.

Brooch.

MERP: x2 multiplier; *Night Vision* 3 times per day.

RM: x2 Essence multiplier; *Night Vision* 3 times per day.

LOR: +10 Endurance; three times per day the wearer can see in the dark up to 100' as if it were daylight.



8.4 ELVES OF ERIADOR

ANDOVON PATHDAL

The most energetic of the Glandirith Harlindon (S. "Guardians of South Lindon"), Andovon is one of the few Elves likely to be encountered in Cardolan. Born on the flanks of the Blue Mountains in the early Second Age, he became a guardian about the time of Aldarion's construction of Lond Daer. Through many years, Andovon has witnessed the rise and fall of the northern Dúnedain. He aided in the defense of Arnor during the War of the Last Alliance and witnessed the death of Elendil's second queen, the Silvan Elf Rianna, murdered by a flying demon on the terrace of the palace of Annúminas in S.A. 3436.

In the Third Age, Andovon's energies seem muted, although he continues to staunchly secure the passage of the Elvish wandering parties through Cardolan. As the Dúnanadan kingdom bleeds to death before his eyes, Andovon has become even more melancholic, compensating for his mood by breaking off from his primary task to aid lost travelers and innocent victims of the constant war and troubles. His chosen personal quest is the destruction of the Warlord Dagorhir, whose Troll-band has settled in almost directly along the Elvish paths in Minhiriath. Andovon seldom speaks to any of the leaders of Cardolan, and is forbidden to interfere directly in their affairs.

Andovon



However, if he can help someone fighting the Warlord in some small way, he will do so. Only when Cardolan settles into some sort of peaceful state will he be able to consider the desire, buried deep in his heart, to board one of the ships leaving for the Undying West.

Tall and somewhat stern looking, the green-clad Andovon looks the image of an Elvish lord. He has little sense of humor, but usually travels with two of his young relatives, a nephew and a niece, Filegdir and Óriel, a ranger and a healer, respectively, who provide him with the energy and light spirits he no longer feels himself.

ANDOVON PATHDAL

Level: 18.

Race: Sindarin Elf.

Home: Harlindon, along the Baranduin.

Andovon in MERP

Hits: 155 Melee OB: 165 Missile OB: 160

AT: Chain (95)

MERP Profession: Ranger.

MERP Stats: Co 99, Ag 101, Ig 96, St 91, Pr 98, It 99.

MERP Skills: Ambush 20, Artistic: Poetry, (of the sadder sort) 60, Climb 120, Disarm Trap 40, Influence: Diplomacy 70, Lore: History of Cardolan 80, Perception 110, Pick Lock 40; Ride 80, Stalk/Hide 120, Swim 70, Track 120.

MERP Spells (108 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Andovon in Rolemaster

Hits: 155 Melee OB: 165bs Missile OB: 160lb

AT: 13 (95)

RM Profession: Ranger.

RM Stats: Co 99, Ag 100, SD 97, Me 97, Re 96, St 91, Qu 101, Pr 98, In 99, Em 90.

RM Skills: Artistic (Active): Poetic Improvisation (of the sadder sort) 60, Athletic (Endurance): Swimming 70, Athletic (Gymnastics): Climbing 120, Awareness (Searching): Observation 110, Awareness (Searching): Tracking 120, Influence: Diplomacy 70, Lore (General): Cardolan History 80, Outdoor (Animal): Riding 80, Subterfuge (Attack): Ambush 20, Subterfuge (Mechanics): Disarming Traps 40, Subterfuge (Mechanics): Picking Locks 40, Subterfuge (Stealth): Hiding 120, Subterfuge (Stealth): Stalking 120.

RM Spells (204 PPs): Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th), Bone Law (10th), Lore (10th), Spell Defense (10th), Detection Mastery (10th), Barrier Law (10th), Light's Way (10th).

Appearance: 96.

Andovon's Special Powers

Linguist: He speaks all the languages of Eriador and can mimic any common accent or dialect.

Andovon's Principal Items

Orcrist (S. "Goblin-cleaver"): With the rise of the Warlord, Andovon was selected by Master Elrond to bear the sword Orcrist (See Section 9.0.).

Cû Glandirith (S. "Bow of the Guardians"): silent, with no reloading penalty. It was given to him by Gil-galad as a reward for long-ago service.

MERP/RM: +20 OB; may fire every round at no penalty; double concussion damage against servants of Darkness and overt enemies of Elves.

LOR: +2 Damage, double Damage (after other modifiers) when attacking servants of Darkness and overt enemies of Elves.

Knife: serves him as a parrying weapon in place of a shield.

MERP/RM: +30 OB.

LOR: +3 Damage.

Chainmail: enchanted, made of *mithril*, but encumbers as leather.

MERP: +30 DB; uses maneuver penalties of Soft Leather.

RM: +30 DB; uses maneuver penalties of AT 6.

LOR: +5 Defense, -1 Subterfuge, -1 Movement.

Boots.

MERP/RM: casts *Speed* and *Limbwalk* 3 times per day (each).

LOR: casts *Speed* three times per day, allows wearer to walk on narrow surfaces without a chance for falling.

Greaves: decorative.

MERP: Stops 30% of all arm criticals; +30 to all stealth actions; x3 multiplier.

RM: Stops 30% of all arm criticals; +30 to all Subterfuge skills; x3 Channeling multiplier.

LOR: +1 Defense (no other penalties), +3 to Subterfuge, +15 Endurance.

ARWEN UNDÓMIEL

Arwen is the daughter of Elrond Half-elven and Celebrian, the high-born daughter of Celeborn and Galadriel. She is also one of the best kept secrets of the Elves. Born in T.A. 241, she has lived all her long life in Imladris, save for a few years spent in other Elvish havens.

Arwen has been granted, by Master Elrond's wish, the protection of an ancient Elvish law call the Galad Erebas (S. "Light of Solitude;" Q. Cala Eresseva). By this law, Arwen is never spoken of in conversation among the Elves of northwestern Endor. She is not unique in her anonymity; a number of reclusive male and female Elves, including the Lady Ellindiel of Siragalë and a number of children of important lords, have also been granted this boon by the rulers of the Elvish domains. Arwen has seldom made a public appearance in a Mannish court or keep under her own name, and many important Men who are knowledgeable about the Elves are completely unaware of her existence.

In addition to her natural gifts of beauty and grace, Arwen is ennobled by the burden of Elvish destiny. Her birth and life have been marked by portent and prophesy. As Lúthien, daughter of Thingol of Doriath, was the Morning Star of her people, so is Arwen considered the Evening Star, seemingly fated to be the last great light of the Elvish presence in Middle-earth. Most of the Wise have agreed with the decision of Elrond, over the centuries, to protect Arwen from the evils growing in the world. Others see her isolation as another sign of the "long defeat," of the failure of the Elves to take any action against the Shadow.

Arwen's own views are deeply conservative. She has almost always deferred to her father's wishes with regards to the Galad Erebas and other matters related to her destiny. Her duties in Rivendell include the guardianship of the cycle of Elvish religious rituals. While she commands, by right, a seat among the Councils of the Wise, she seldom takes other than a cautionary position on matters outside the common interests of the Eldar. However, Arwen's involvement in festival and mystical ceremony augments her inherent powers of foresight, so she occasionally has startling and cryptic things to say on topics normally of little concern to her. Despite her focus on spiritual matters, she has Elrond's taste for knowledge and intellectual gifts; her opinions, when given, are generally well-informed and heard with respect.

The Master of Rivendell is unusually and aggressively protective of his daughter, particularly since his powers tell him that she is destined to have a key role in mighty deeds far in the future. Occasionally Arwen travels among Men, typically on some quest or mission that she has chosen for herself. Her choices are somewhat mysterious;



she may have had an Elvish "sight" on some subject, or she may be seeking to satisfy her curiosity, or she may just feel the need to see a little of the world. When she decides to travel dangerous paths, Elrond sees to it that one or both of her brothers are available to travel with her. When danger is at hand, they are sworn to attend her constantly, and one of them is almost always at her side.

Arwen is tall and graceful, walking and riding with a sure, quiet confidence. She has a slim, girlish figure, black, braided hair, gray eyes and pale skin, all melding into a dark, glowing loveliness. Her glance is all eyes and kindness, her voice soft wisdom. At home, the Evenstar favors clothes the color of twilight and evening sky, and wears little decoration. On the road, she dons a gray-green cloak and Dúnadan clothing. She tends to keep her face partially cloaked to avoid attracting attention, and to screen her distracting beauty.

In Later Years

After a thirty-nine year engagement that ended with the War of the Ring in T.A. 3018-3019, Arwen married King Elessar Telcontar (Aragorn the Ranger) and became Queen of Arnor and Gondor. She moved to Minas Tirith in Gondor after her wedding and returned to Arnor only occasionally thereafter. Like her Half-elven father Elrond and his long-dead, mortal brother Elros, Arwen had the choice of living and dying as a mortal woman or taking ship to the Undying Lands as one of the Firstborn. By marrying Aragorn, she chose his fate, and died at Cerin Amroth in Lórien in F.A. 121, on the same hillside where they had pledged their love a hundred and sixty-two years earlier. Ironically, it was her decision to become a mortal queen that fulfilled Arwen's destiny as the last light of the Elves. During her reign over the Reunited Kingdom she served as a spiritual and moral guide to men and women in many lands of Middle-earth. Her vast knowledge in matters of common and intellectual lore passed on to many generations of mortal scholars.

ARWEN

Level: 15.

Race: Half-elf (mainly Noldorin, with Adanic and some Maiarin ancestry).

Home: Imladris.

Arwen in MERP

Hits: 90 Melee OB: 160 Missile OB: 135
AT: Tunic (55)

MERP Profession: Bard

MERP Stats: Co 90, Ag 99, Ig 100, St 84, Pr 105, It 100.

MERP Skills: Artistic: Dance 90, Artistic: Sing 101, Climb 60, Directed Spells 15, First Aid 65, Perception 96, Ride 60, Stalk/Hide 110, Swim 75.

MERP Spells (270 PPs): All the Bard lists and casts the lists Nature's Guises, Sound/Light Ways, Essence Hand, and Direct Channeling as Bard spells.

Arwen in Rolemaster

Hits: 90 Melee OB: 160lk Missile OB: 135thd
AT: 13 (55)

RM Profession: Bard.

RM Stats: Co 90, Ag 99, SD 94, Me 101, Re 97, St 84, Qu 102, Pr 105, In 100 Em 100.

RM Skills: Artistic (Active): Dancing 90, Artistic (Active): Singing 101, Athletic (Endurance): Swimming 75, Athletic (Gymnastics): Climbing 60, Awareness (Searching): Observation 96, Directed Spells: All 15, Outdoor (Animal): Riding 60, Subterfuge (Stealth): Hiding 110, Subterfuge (Stealth): Stalking 110, Technical/Trade (General): First Aid 65.

RM Spells (558 PPs): All Bard spell lists to 10th level, Anticipations, Attack Avoidance, Brilliance, Cloaking, and Damage Resistance.

Appearance: 104.

Special Powers

Farsight: Arwen is subject to "farsight" and gets occasional, random glimpses of future and/or distant events.

Principal Items When Traveling

Long-knife.

MERP: +45; Holy weapon; Strikes as a scimitar; Any critical casts a 20th level Sleep, with 1 rnd of sleep per 10% of failure.

RM: +45; Holy weapon; Strikes as a rapier; Any critical casts a 20th level Sleep, with 1 rnd of sleep per 10% of failure.

Combs: Two of them, made of black *laen*.

MERP/RM: Protect as a full helm; Negate 70% of head crits; Act as a Bardic x3 PP multiplier; Do double the damage of a +20 dagger when used with her 15 Ambush skill.

Tunic: Dark gray silk woven with threads of *ithilnor*.

MERP: +35 DB; Protects as Chain.

RM: +35 DB; Protect as AT 13.

Throwing Dagger: A thin-handled long knife, kept on her back

MERP/RM: +30; Returns when thrown; Double range.

Imladgol (S. "Cloak of the Deep Valley"): hooded.

MERP: +50 to Stalk/Hide; +100 to climb, land, or for acrobatics.

RM: +50 to Stalk and Hide; +100 to climb, land, or for acrobatics.

Wristlets: Made of enameled leather.

MERP: Act as greaves; Halve the effects of hand and arm criticals; Allow a +100 Martial Arts: Standard Strikes attack 4 times a day.

RM: Act as greaves; Halve the effects of hand and arm criticals; Allow a +100 Martial Arts (Strikes) Degree 2 attack 4 times a day.

Healing Herbs: Arwen will always carry a wide selection of the finest healing herbs.

Principal Items while in Imladris or at Court

When Arwen is at Rivendell and while she is Queen of Arnor and Gondor she normally carries no weapon.

Royal gowns.

MERP: Non-encumbering; +35 DB; Protect as Rigid Leather.

RM: Non-encumbering; +35 DB; Protect as AT 12.

Crown of Arwen: A delicate, mithril tiara shaped like a leafy wreath.

MERP/RM: x6 Bard PP multiplier; Protects as a full helm; Negates 60% of head criticals.

ELLADAN AND ELROHIR

"So much alike were they, the sons of Elrond, that few could tell them apart: dark-haired, grey-eyed, and their faces elven-fair, clad alike in bright mail beneath cloaks of silver-grey.

—The Return of the King, p. 51

Elladan and Elrohir are the twin sons of Elrond of Rivendell and his wife Celebrian, the daughter of Celeborn and Galadriel of Eregion, Lórien, and Edhellond. Born in Imladris in the early Third Age, Elladan and Elrohir were brought up as scholars, traveling between Lindon and Rivendell and visiting the outside world quite rarely. However, they eventually developed a taste for adventure—"errantry," as they term it—and have risked their lives often over the centuries dealing with the troubles of the world. The brethren have the subdued personalities and reclusive life-styles of all of Elrond's family. Nonetheless, tales of Imladris appear in garbled form in songs and tales told across Eriador and as far south as Gondor and Umbar—tales of heroes slaying monsters, rescuing maidens, and chastising bullies and rogues in many countries. The brethren spend the majority of their days leading quiet, civilized Elvish lives in Imladris. They are treated as high nobility when traveling publicly among Men, and are welcomed as lords of the Elven-kind in spite of their lack of land or subjects. Such is their prestige and that of their family.

In appearance, the brothers have the tall, graceful form of their Elvish ancestors, matched with the strong features and muscular frame of the ancient Edain. Handsome and charismatic, they can pass for mortals as they wish, but their singular fairness of face and elegance of manner render them distinctive. They habitually dress in subdued grey tunics, leggings and cloaks, such as might be worn by sensible merchant-travelers of the frontier. On close inspection, the superb quality of their weapons and gear can reveal them as something far more dangerous.

Elladan and Elrohir keep a circle of friends and associates among the Men of Arthedain and Cardolan. They are considered welcome company in many places, although a visit from the brethren can cause some wonderment, as it might mean a festival of poetry-readings, a spirited debate or, on occasion, a grim battle against unspeakable evil.

Elrohir's career and personality are virtually identical to that of his brother, Elladan. He has more of a sense of humor and irony than his twin, and possesses a small continuing interest in flirtation and romance. This sets him apart somewhat from Elladan and has actually caused something resembling quarrels between the two.

In Later Years

Elladan and Elrohir swore vengeance against all Orcs after their mother Celebrian was captured by them in T.A. 2509. The brothers succeeded in rescuing their mother, delving virtually into the chambers of Durin's Bane in Moria and the Goblin-king's throne-room in their desperate search. They never forgot her suffering and hunted Orcs relentlessly thenceforth.

The brethren also took an active role in the great events of the War of the Ring. They campaigned actively against the Cult of the White Hand in southern Eriador, riding to Rivendell with suspicions of Saruman's Orc-breeding experiments at about the time of Gandalf's imprisonment at Orthanc. They crossed the Misty Passes to escort Glóin and Gimli's Dwarven party over the mountains, then carried word of the One Ring's arrival in Rivendell to Lórien. When the Fellowship of the Ring left Rivendell on its way south, the brethren were back crossing the High Pass, serving as decoys to distract any spies of Sauron watching the paths over the mountains. A month later they joined the Grey Company of the Dúnedain when it marched south to aid Aragorn. The brothers accompanied him through the Paths of the Dead and rode with the ghostly army he summoned to Pelargir. From Pelargir, Elladan and Elrohir shared in the victory at the battle of the Pelennor Fields and were counted among those that fought in the last battle on the slag heaps in front of the Morannon.

As Peredhil, the brothers had the same choice as that of Elros and Elrond: Mannish mortality, or Elvish deathlessness. They eventually chose the latter, though they remained for a time in Middle-earth after their father's departure at the close of the age.

ELLADAN AND ELROHIR

GM Note: The stats of the twins are nearly identical, and so are not listed separately. Where they have different skills those of Elladan are given first, separated from those of his brother by a slash (/).

Level: 25

Race: Half-elf.

Home: Imladris, often on one of their many campaigns.

Elladan and Elrohir in MERP

Hits: 150 **Melee OB:** 170 **Missile OB:** 165

AT: Plate (120)

MERP Profession: Ranger.

MERP Stats: Ag 102, Co 98, Ig 98, In 103, Pr 98, St 101.





MERP Skills: Ambush 12/16, Climb 91/81, Disarm Trap 86/35, Perception 96/105, Pick Lock 42/91, Ride 101/96, Stalk/Hide 111/106 Swim 86/91.

MERP Spells (400 PPs): Each knows all Open Channeling and Ranger lists to 10th level.

Elladan and Elrohir in Rolemaster

Hits: 150 **Melee OB:** 170bs **Missile OB:** 165lb
AT: 20 (120)

RM Profession: Ranger.

RM Stats: Co 98, SD 100, Ag 102, Me 97, Re 100, St 101, Qu 102, Pr 98, In 103, Em 94.

RM Skills: Athletic (Endurance): Swimming 86/91, Athletic (Gymnastic): Climbing 91/81, Awareness (Searching): Observation 96/105, Outdoor (Animal): Riding 101/96, Subterfuge (Attack): Ambush 12/16, Subterfuge (Mechanics): Disarming Traps 86/35, Subterfuge (Mechanics): Picking Locks 42/91, Subterfuge (Stealth): Hiding 111/106, Subterfuge (Stealth): Stalking 111/106.

RM Spells (648 PPs): Each knows all Ranger base lists to 20th and 4 Open Channeling to 10th lvl.

Appearance: 99.

Elladan's and Elrohir's Principal Items

Durgurth (S. "Death of the Dark") and **Durgorth** (S. "Dread of the Dark"): sister swords. Elladan wields the former and Elrohir the latter.

MERP/RM: +20 *mithril* weapons; Slaying vs. Orcs and Trolls; glow cold blue in the vicinity of Orcs (dimly within 100 yds; very bright within 100'); *Cast Haste X* on their wielder 3x/day.

Cuvragol (S. "Sudden Bow") and **Cúgaran** (S. "Red Bow"): sister bows made from *tathorang* and *ogamur*. Elladan wields the former and Elrohir the latter.

MERP/RM: +25; Fire every round with no penalty; Range tripled; Concussion hits are doubled; All attacks are silent.

Menelgyl (S. "Cloaks of the Sky;" sing. Menelgol).

MERP/RM: +30 DB; provide safe landing 99% of the time for falls of any height; 5 times a day allows wearer to leap 10' per level laterally or 5' per level vertically; normally sky blue, but change color to that of surroundings if desired (+50 hiding); allow gliding from heights (drop 100'/rnd and sail 100'/rnd) as often as desired (requires a high point to drop from).

Armor: Plate armor of deep blue steel and *mithril*.

MERP/RM: +20; Only a 20 maneuver penalty.

Rings.

MERP/RM: x4 PP multiplier; allow wearer to move without leaving footprints or sounds.

ELLINDIEL OF SIRAGALĒ

By the seventeenth century of the Third Age, few Men remember that Siragalē has a sovereign ruler, let alone a female Noldorin one. The Lady Ellindiel knows no home and walks the roads and woods of Arthedain in disguise. When she rests, it is among the Sirannar, whom she considers her true subjects. The Men and Hobbits who settle in increasing numbers in the country are left to the governance of the King of Arthedain and his vassals. Ellindiel makes her presence known only when she sees a need. King Argeleb, her feudal lord, does not trouble her to attend court, for she is, in fact, the last ruling Noldorin monarch in northwestern Middle-earth, second in lineage and prestige only to Elrond and Galadriel; she gives fealty by her own choice rather than by the will of any ruler of Men.

Ellindiel is the granddaughter of Aegnor, grandson of Finwë, first and most ancient father of the royal lines of the Noldor. Her mother was a Sinda of the First Age kingdom of Doriath. Ellindiel dwelt in Doriath when her father and all his family were slain by Morgoth's sorcery in the Battle of Sudden Flame. She survived the Fall of Beleriand and, early in the Second Age, wed Merethorn, the Silvan lord of the Sirannar, thus achieving a symbolic union of the three Elvish kindreds. Merethorn ruled Siragalē well through the long centuries of the Second Age, finally perishing in the War of the Last Alliance. Ellindiel, heartbroken over what she saw as a deliberate sacrifice of her consort and her people in battles over the wastelands of Mordor, swore fealty to Isildur in the aftermath of the war, and thus became one of the great lords of Arnor.

As the Third Age passed, Ellindiel's erratic melancholia grew progressively worse, and her distaste for civilized life, which had drawn her to Merethorn a long age before, drove her away from Mannish contact. When the Kingdom of Arnor was sundered, she swore allegiance to Arthedain, then virtually ceased to take any part in Eriadorian politics. Her choice was resented by (among others) Thorondur of Cardolan, one of many Dúnadan lords who wished her to wife. Currently she appears at the Arthadan court only once or twice in the reign of a king, and aggressive nobles and humble squatters move freely through her domain.

The Noldorin lady has the height and physical gifts of her father's people. She stands 6'5" tall and is possessed of a lithe, elegant form. Her high cheekbones, shoulder-length, black, braided hair, and intense, hazel eyes allow her to be taken for Noldo, Sinda, or Dúnadan.

Ellindiel is also known as the "Dark Widow," the "Lady of the Forest," the Beyshea (Du. "She-shadow"), and the Yevan (Du. "Consoler of Women"). She has long cultivated a mysterious image, and her melancholia causes mood swings that give her the appearance of multiple personalities. Simple folk have equated tales of Ellindiel with those of ghosts and spirits. The Sirannar know better; in the normal cycle of her life, she travels from one

Elvish holding to another, living a few weeks with a local lord in Siragalë or an old Sindarin friend in Lindon. Since she requires little ceremony of her subjects, they are generally pleased to share their homes with her. In exchange for lodging, she provides the Sirannar with the little government they need, judging disputes that involve many clans, interceding with local Mannish leaders, and summoning up her memories of Arnorian/Elvish law and tradition.

Ellindiel invokes the Elvish tradition of Galad Erebas (See ARWEN, above.) to protect her privacy. The Sirannar will not speak to strangers of Ellindiel. When conversing about her, they name her "our cousin," or "our kin;" when she approaches for a visit, they nudge Mannish guests out of their homes. They are fiercely protective of the lady. Periodically she wanders through the woodlands alone, half-demented, lamenting the lost glory and peace of the Elves. Her grief is so powerful that she attracts spirit-creatures: the Naicefairi (Q. "Pain-lights"), wispy, sickly-green entities from the Shadow-plane which feed on her emotions and the life-forces of any creatures passing by. Whenever this transpires, Elvish patrols monitor the area, watching Ellindiel from a distance, careful to keep innocent wayfarers from harm.

The Sirannar form a "grapevine" of highly observant informers; their diligence ensures that Ellindiel remains knowledgeable of events in the world. She gains further information by dwelling among Men for a few days each month, usually in disguise, learning much and giving bits of sound advice and barely-veiled warnings to wrongdoers. She especially favors women for these interventions, and her punishments of wife-beaters and dowry-pirates has caused her to be mistaken for the Dunnish spirit Yevan, a patron deity of marriage.

Ellindiel is rarely caught at unawares by events in Siragalë, and often appears unexpectedly for political confrontations and conferences. Occasionally, she imposes herself on government officials as far away as Fornost, bullying her way into meetings of royal counselors and demanding explanations for matters great and small. Her uncanny knowledge of events is occasionally attributed to magic, but the wise know better; she is, for all her erratic manners, the oldest and most experienced ruler in Arnor.

ELLINDIEL OF SIRAGALË

Level: 38.

Race: Noldorin Elf, with Sindarin and Vanyarin blood.

Home: Siragalë and Lindon. No fixed residence.

Ellindiel in MERP

Hits: 155 Melee OB: 170 Missile OB: 190

AT: Chain (90)

MERP Profession: Bard.

MERP Stats: Co 88, Ag 97, Ig 99, St 79, Pr 96, It 99.

MERP Skills: Artistic: Dance 40, Artistic: Music (Elvish Instruments) 90, Artistic: Singing 70, Craft: Sewing and Embroidery 80, Influence: Diplomacy 90, Influence: Politics 110, Influence: Public Speaking 100, Lore: Elvish History 80, Weapon: Thrown Dagger 110, all other Primary skills 60, all other Secondary skills 80.

MERP Spells (450 PPs): Cold Law (10th), Light Law (10th), Wind Law (10th), Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th), Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th).

Ellindiel in Rolemaster

Hits: 155 Melee OB: 170bs Missile OB: 190cb
AT: 14 (90)

RM Profession: Bard.

RM Stats: Co 88, Ag 97, SD 49, Me 85, Re 100, St 79, Qu 93, Pr 96, In 99, Em 94.

RM Skills: Artistic (Active): Dance 40, Artistic (Active): Singing 70, Artistic (Passive): Music (Elvish instruments) 90, Crafts: Sewing and

Ellindiel





Embroidery 80, Influence: Diplomacy 90, Influence: Propaganda 110, Influence: Public Speaking 100, Lore (General): Elvish History 80, Weapon Thrown: Dagger 110, all General skills 60, all Outdoor and Subterfuge skills 90.

RM Spells (764 PPs): Cold Law (50th), Light Law (50th), Wind Law (50th), Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th), Spell Wall (10th), Essence's Perceptions (10th), Rune Mastery (10th), Essence Hand (10th), Unbarring Ways (10th), Physical Enhancement (10th), Lesser Illusions (10th), Detecting Ways (10th), Elemental Shields (10th), Delving Ways (10th), Delving (10th), Cloaking (10th), Damage Resistance (10th), Anticipations (10th), Attack Avoidance (10th), Brilliance (10th), Self Healing (10th), Detections (10th), Illusions (10th), Spell Resistance (10th), Lore (10th), Controlling Songs (10th), Sound Control (10th), Sound Projection (10th), Item Lore (10th).

Appearance: 101.

Ellindiel's Special Powers

Undead Mastery: Ellindiel has a special affinity for undead spirits empowered by despair and loneliness, and can repel or control them at will.

Ellindiel's Principal Items

Hurvegil (S. "Heartsword"): Elvish longsword. As long as a broadsword, it has a thin, black blade. Ellindiel slings it over her shoulder in a full-sized, padded, Arthadan sheath to avoid attention. Hurvegil was forged by Celebrimbor, Ellindiel's cousin, as a wedding present for her mother.

MERP: +30 OB; Holy weapon; Slaying criticals to Orcs and Men; a +10 secondary Puncture critical (on blows to the torso); secondary Slash critical (on attacks to the limbs and head).

RM: +30 OB; Holy weapon; Slaying criticals to Orcs and Men; Puncture criticals of equal severity (on blows to the torso); Slash criticals of one less severity (on attacks to the limbs and head).

LOR: +6 Damage, +3 Melee OB.

Arrows of Enchantment: Ten of the twenty arrows in her quiver are magical and contain an enchantment. She can command the arrows to dissolve in flight, thus attacking the target only with the inscribed magic, or let the target receive both the arrow-strike and the effects of the spell.

MERP/RM: +20 OB; 1 *Stored* Essence spell.

LOR: +2 Damage; *Calm* spell affects target.

Ellindiel's Flute: After playing this silver instrument for twenty seconds, she can use it to cast spells. She can also use it to maintain concentration on a spell for long periods of time, and once kept a trio of abusive suitors dancing to her tune for a day and a night.

MERP/RM: May cast any non-elemental spell as instant spells; can be used to extend the duration of concentration spells.

LOR: May cast any non-attack spell once per round, victims do not have to be seen, but must be able to hear the music.

Noldorin Garments: made of enchanted Elvish fabrics. Ellindiel possesses such clothing woven in Dúnadan and Elvish styles, including a soft leather jerkin and leggings that protect as a chain shirt and greaves. All of these costumes are enchanted to allow her to vary minute details of her manner and appearance. She uses this power to change her apparent age, looks, and posture, to give the impression of being Silvan or High-elven, young or middle-aged Dúnadan, aristocrat or common, allowing her to pass unnoticed in most company.

MERP/RM: +20 DB; may adjust PR bonus by a modifier between +30 and -10.

LOR: +2 Defense (with no other penalties).

Diadem: protects as a helm; when worn in formal court, it allows the wearer to know the names and history of any unaware or unguarded supplicants. The symbol of Ellindiel's rulership, it is a fragile, jointed *mithril* weave set with diamonds sculpted into leaf forms. It is, perhaps, the only crown in Middle-earth that can be carefully folded and slipped into a pocket, although Ellindiel has been known to simply comb her hair over it.

MERP/RM: +20 DB.

LOR: +2 Defense (with no other penalties).

Necklace of Siragalë: A giant sea-pearl set in amber, on a *mithril* chain. A wedding gift from Merethorn to his bride. She habitually wears it under her clothing, although the neck-chain is often visible.

MERP: +10 DB; x5 multiplier.

RM: +10 DB; x5 Mentalism multiplier.

LOR: +1 Defense (with no other penalties), +25 Endurance.

Boots and Cloak of the Sirannar.

MERP/RM: +50 Stalk/Hide.

LOR: +5 to stalking and hiding rolls.

Cû Ithilith (S. "Moonlight Bow"): shaped of pale wood, it can fire every round without penalty at double the normal ranges.

MERP/RM: +20 OB.

LOR: +2 Damage.

Throwing Dagger: a pair of them; double normal hurling range.

MERP: +15 OB; secondary Electrical critical.

RM: +15 OB; Electrical critical of one less severity.

LOR: +1 Damage, +1 Missile OB.

Dagger: wielded in her left hand in place of a shield.

MERP/RM: +20 OB.

LOR: +2 Defense (with no other penalties).

8.5 MAIAR AND ISTARI

Few of the Maiar, the ancient beings that aided in the creation of the world, still linger in Middle-earth by the mid-Third Age. Tom Bombadil, the mysterious guardian of the Old Forest, is the best known of them. Another, according to the lore of the Dwarves, is the malevolent spirit inhabiting Caradhras, one of the mountains of Moria. Bombadil is seldom seen by mortal Men, but is well known among the Elves. He wears rags and lives in a simple farmer's cot, but whispers among the wise say Bombadil may have been the reason the Old Forest was not destroyed by the Númenóreans who conquered Cardolan in the Second Age. Even Westerosse, at the height of its imperial glory, did not dare to challenge the power of such a being.

The other Maiar of Eriador are much less powerful and usually more retiring than Bombadil. Tucked into quiet corners of the landscape, often lost in contemplation of their millennial memories, they are still occasionally thrust by fate or whim or prodded by the folly of mortals into involving themselves with the world.

One special group of Maiar only recently arrived in Middle-earth. These are the Istari (Q. "Wizards;" sing. Istar), members of an order sent over the Sundering Sea about T.A. 1000 as emissaries of the Valar. The Valar sensed of a new awakening of evil in Middle-earth at the end of the millennium. However, because they had renounced their active guardianship of Endor at the time of Númenor's Downfall, their messengers were sworn to never match strength with strength in their battle with the Shadow. Consequently, the Istari retain only a fraction of their Maiarin powers in their earthly forms. Few save the greatest of the Elves know of their true purpose in Middle-earth.

By accepting the weaknesses of their *fanar*, they are free to act as teachers and diplomats, encouraging resistance everywhere against the plans of the servants of Darkness. Three of these beings, the wizards known as Gandalf the Grey (Mithrandir), Saruman the White (Curunír), and Radagast the Brown, wander through or dwell in Eriador at different times in the Third Age. Most people they meet are unaware of their nature, as that knowledge would bring demands on the Istari's power corrupting to their purpose. For the most part, the folk of Eriador consider Gandalf a wandering conjurer with an interest in history and language. Saruman is seen as a traveling dabbler in alchemy and political gossip. Radagast the Brown, who usually dwells east of the Misty Mountains in Mirkwood, is known around Tharbad as an eccentric trainer and dealer of fine hunting birds.

Those Maiar resident in Eriador share some or all of the following powers unless otherwise described; most of the more potent Faerë beings also have some of these characteristics:

1) They always have the greatest vigor possible for the *fanar* (body) they inhabit, seldom tiring and needing little rest. The Istari must take rest and food regularly, much as mortals do; they visibly age during long periods of intense activity. They may need months or even years of rest—Saruman in Lindon or Rivendell, Gandalf in Rivendell or the Shire—after a drawn-out political crisis tests the limits of their powers and endurance. All Maiar take critical hits as Large Creatures unless otherwise described.

2) They are bound by the thoughts and emotions that come with their *fanar*; an Istar thinks and acts like a mortal man, a Maia in wolf-form has the passions of a hunting beast, and so on.

3) They double the ranges and areas of effect of any spells they cast. The Istari use of magical lore and spells just as mortals do, but the older Maiar can often cast powerful magiks with little more than a thought.

4) Maiar spontaneously summon and magnify the inherent Essence of things around them, causing strange and even dangerous events wherever they go. Thus, a spirit bound to a stream might cause springs to flow, lilies to grow, and fish to leap in the wake of his passage. A powerful Maia like Bombadil, without conscious effort, brings sentience to the animals he encounters, prompting them to converse, or dance, or aid him in an escape or prank. The Istari, bound in this sense to their incarnate form, lack this power.

GANDALF THE GREY

The Wizard Gandalf is known to the Elves and Dúnedain as Mithrandir (S. "Grey Pilgrim"). It is from the Rhovanian Northmen, rather, that he got the name Gandalf (For. "Elf with a Staff"), by which he would mainly be remembered in *The Red Book of Westmarch*. By the Dwarves of Khazad-dûm and the Blue Mountains he is called Tharkûn (Khuz. "Staff-man") the Conjuror. The commoners of Eriador generally refer to him by the title of whichever of these three cultures is most dominant among them. The folk of southern Eriador, for instance, name him Tarka the Seer, after his Dwarven sobriquet.

Of all the Istari, Gandalf is the most devoted to the cause of saving Eriador from the Shadow. For long centuries he has been the greatest enemy of the Witch-king. The ruler of Angmar, in his turn, has never clearly divined Gandalf's nature and purpose, and has supposed him slain more than once. The Grey Wizard cultivates this confusion among his foes; he leaves little trace when he travels and takes little credit for his successes in the struggle. His refusal to take on earthly wealth or power further baffles the servants of Darkness. So does his tendency to disappear for years at a time—actually resting at Rivendell or traveling in Gondor and Harad—and his avoidance of any gaudy displays of strength or spell.

In his travels (typically on foot with few companions or baggage) Gandalf wears tattered, worn robes, kept neatly darned but of indistinct color and material. He is usually marked by tall, pointed hat with a wide brim, of no fashion but suitable for keeping off the rain, along with a silver scarf. He carries his staff with him everywhere, and at times appears to need it as a walking stick. As with all of the Istari, he came to Middle-earth in the *fana* of an elderly Man. He has long, straw-like, grey hair, a similar beard, and bushy eyebrows. His dark eyes burn like fire when he is angry. He stands about 6'6" tall, though he often walks with a stoop that conceals his height.

Gandalf came to Middle-earth a century and more after the division of Arnor, bearing the ill-defined burden of resisting a power of evil foreseen in Aman, but had not yet revealed his focus or intent. While he could not announce his true nature to the rulers of the divided Dúnadan realms, he spent a great deal of time attempting to recreate old Arnor, until he was distracted by the rise of the Shadow in Mirkwood. Neither Arnor nor Greenwood the Great could be remade by his efforts, and Gandalf was seldom welcome in the courts of Cardolan after the extent of his maneuvers became known. The centuries since then have seen bitter failures and many small successes. In the time of the Second Northern War Gandalf led Bree-landers fleeing to safety in lands beyond the Brandywine. In the seventeenth century he has aided the Hobbits in the settlement of that land, now becoming known as the Shire. Gandalf now sees it as a last hope for a prosperous, free haven in a country torn by endless war.

Gandalf, over the years, has dealt with Elves and savages, knights and peasants, scholars, soldiers, and farmers. While he makes good use of the aura of mystery and strength that goes with being a wizard, he also takes pains to appear world-weary and common. He avoids using magic to impress or frighten. Since it is not his task to "match power with power," he instead makes good use of blunt, sensible argument and his commanding grasp of lore and honorable behavior. Gandalf can speak with commoner or lord, leavening his respect for their separate burdens with a humbling, barbed wit. He enjoys the street entertainment of setting off fireworks for children, and the grand dignity of a royal concert of the harp.

If Eriador seems less and less likely to witness a defeat of the powers of Darkness, Gandalf has the will to save what he can of the good and to continue the fight in other arenas. His sight reaches far, touching the past, gathering courage for the present trouble and patience for a hopeful future. Weary, footsore, the Grey Pilgrim will continue his travels, if victory takes a thousand years or more.

GANDALF THE GREY
(Mid-Third Age, ca. T.A. 1640)

Level: 35 (70).

Race: Istar.

Home: the Grey Pilgrim wanders throughout the lands of Eriador, Rhovanion, and Gondor.

Gandalf the Grey in MERP
(Mid-Third Age, ca. T.A. 1640)

Hits: 200 **Melee OB:** 140bs **Missile OB:** 15sp/da
AT: Rigid Leather(120) **MovM:** 45

MERP Profession: Mage.

MERP Stats: CO 102, AG 99, IG 110, ST 96, PR 105, IT 101

MERP Skills: Acting 61, Artistic: Music 51, Athletic: Skiing 31, Base Spell 40, Boat Handling 69, Caving 65, Craft: Smithing 62, Directed Spell 80, Foraging 111, Influence: Public Speaking 114, Meditation 95, Perception 111, Rope-mastery 45, Signaling 81, Sky-Watching 81.

MERP Spells (3780 PPs): Gandalf knows all Mage lists and all open Essence lists.

Gandalf the Grey in Rolemaster
(Mid-Third Age, ca. T.A. 1640)

Level: 35 (70).

Hits: 200 **Melee OB:** 140bs **Missile OB:** 15sp/da
AT: 12(120) **MovM:** 45

RM Profession: Magician

RM Stats: Co 102, Ag 99, SD 103, Me 100, Re 99, St 96, Qu 100, Pr 100, In 101, Em 102.

RM Skills: Artistic (Active): Acting 61, Artistic (Active): Singing 51, Artistic (Passive): Music 51, Athletic (Endurance): Swimming 72, Athletic (Gymnastics): Climbing 101, Athletic (Gymnastics): Skiing 31, Awareness (Searching): Observation 111, Awareness (Searching): Tracking 57, Communication: Signaling 81, Crafts: Rope Mastery 45, Crafts: Smithing 62, Crafts: Woodcarving 35, Directed Spells: All 80, Influence: Diplomacy 86, Influence: Leadership 106, Influence: Public Speaking 114, Influence: Seduction 45, Outdoor (Animal): Riding 97, Outdoor (Environmental): Caving 65, Outdoor (Environmental): Foraging 111, Outdoor (Environmental): Star-gazing 81, Outdoor (Environment): Weather Watching 81, Power Awareness: Attunement 96, Power Awareness: Read Runes 96, Power Manipulation: Channeling 120, Power Manipulation: Spell Mastery 106, Science/Analytic (Basic): Basic Math 71, Science/Analytic (Specialized): Alchemy 90, Self Control: Meditation 95, Subterfuge (Mechanics): Disarming Traps 65, Subterfuge (Mechanics): Picking Locks 80, Subterfuge (Stealth): Hiding 100, Subterfuge (Stealth): Stalking 100, Technical/Trade (General): First Aid 105, Technical/Trade (General): Sailing 69, Technical/Trade (Vocational): Administration 40, Technical/Trade (Vocational): Navigation 85, Technical/Trade (Vocational): Tactics 116, All other Lore skills 80.

RM Spells (5625 PPs): Gandalf knows all base Magician lists to his current level, all open Essence lists to 20th level, all closed Essence lists to 20th level, the Mentalist list Mind Speech to 20th level, the Seer list Mind Vision to 20th level.

Appearance: 100.

Gandalf's Special Powers
(Mid-Third Age, ca. T.A. 1640)

Empathy: Gandalf has the ability to understand the feelings of others with whom he converses, just as if he were raised one of their kind.

Linguistics: Gandalf the Grey knows 20 languages. His mother tongue is Valarin, but he typically speaks Sindarin or Westron.

Weapon Flexibility: Gandalf does not become attached to any particular weapon he uses on his dangerous journeys. In any given time period, he has an equal chance of bearing a shortsword, broad sword, dagger, or no weapon other than his staff. He has a similar OB with all of them.

Gandalf's Principal Items
(Mid-Third Age, ca. T.A. 1640)

Narya (Q. "[Ring] of Fire"): Gandalf wears this Ring of Power, given to him by Círdan the Shipwright upon his arrival in Middle-earth. It adds +30 to DB and has the following powers:

- It is invisible while being worn.
- It allows unlimited use of spells from the RM Fire Law and Lore lists, up to 50th level, along with the continuous use of the RM *Firearmor*, *Inner Wall*, *Nondetect*, and *Unpresence* spells. It also generates a *Prayer* spell that is +30 to RR and morale checks and acts in a 30 radius.
- Wearers RR role is doubled when resisting detection by the Dark Lord.
- Wearer cannot be stunned and regenerates 3 hits per rnd. (See Section 9.0 for more information on Narya.)

Robes of Aman: Grey inside and out. Fashioned in Valinor, they provide him protection like a thick hide, but they do not encumber his movements.

MERP: AT RL(30).

RM: AT 12(30).

LOR: +3 to Defense.

Staff: A small crystal globe nestles in the tip of this slightly gnarled, 6' long, magic oak staff. Gandalf's attack spells spring forth from this recessed orb. The globe glows any brightness or color on mental command.

MERP/RM: x9 PP multiplier. +30 to holders DB and spell-casting rolls. Glows as a 10 mile Beacon or a 300' *Utterlight* spell on mental command.

LOR: +2 to defense, +2 to Magical.

Gaurdagnir (S. "Werewolf Bane"): At the time of the First Northern War, and during the reign of the Warlord Dagorhir in Cardolan, Gandalf wields this black-bladed, *mithril*-alloy broadsword lent to him by Círdan of Lindon.

MERP/RM: +10 OB; of Warg- and Wolf-slaying.

LOR: +1 Damage, +1 Melee OB versus wolves and wargs.

GANDALF THE GREY
(Late Third Age, ca. T.A. 3018)

Level: 40(80).

Gandalf the Grey in MERP
(Late Third Age, ca. T.A. 3018)

Hits: 200 **Melee OB:** 180bs **Missile OB:** 15sp/da
AT: RL(120)

MERP Profession: Mage.

MERP Stats: CO 102, AG 99, IG 110, ST 96, PR 105, IT 101

MERP Skills: Acting 66, Artistic: Music 51, Athletic: Skiing 31, Base Spell 47, Boat Handling 69, Caving 70, Craft: Smithing 62, Directed Spells 92, Foraging 111, Influence: Public Speaking 121, Meditation 102, Perception 116, Rope-mastery 45, Signaling 84, Sky-watching 81.

MERP Spells (4320 PPs): Gandalf knows all Mage lists and all open Essence lists.

Gandalf the Grey in Rolemaster
(Late Third Age, ca. T.A. 3018)

Level: 40 (80).

Hits: 200 **Melee OB:** 180bs **Missile OB:** 15sp/da
AT: 12(120)

RM Profession: Magician

RM Stats: Co 102, Ag 99, SD 103, Me 100, Re 99, St 96, Qu 100, Pr 100, In 101, Em 102.

RM Skills: Artistic (Active): Acting 61, Artistic (Active): Singing 51, Artistic (Passive): Music 51, Athletic (Endurance): Swimming 72, Athletic (Gymnastics): Climbing 101, Athletic (Gymnastics): Skiing 31, Awareness (Searching): Observation 116, Awareness (Searching): Tracking 57, Communication: Signaling 84, Crafts: Rope Mastery 45, Crafts: Smithing 62, Crafts: Woodcarving 35, Directed Spells: All 92, Influence: Diplomacy 91, Influence: Leadership 113, Influence: Public Speaking 121, Influence: Seduction 48, Outdoor (Animal): Riding 97, Outdoor (Environmental): Caving 70, Outdoor (Environmental): Foraging 111, Outdoor (Environmental): Star-gazing 81, Outdoor (Environment): Weather Watching 81, Power Awareness: Attunement 101, Power Awareness: Read Runes



101, Power Manipulation: Channeling 130, Power Manipulation: Spell Mastery 113, Science/Analytic (Basic): Basic Math 71, Science/Analytic (Specialized): Alchemy 95, Self Control: Meditation 102, Subterfuge (Mechanics): Disarming Traps 65, Subterfuge (Mechanics): Picking Locks 80, Subterfuge (Stealth): Hiding 100, Subterfuge (Stealth): Stalking 100, Technical/Trade (General): First Aid 105, Technical/Trade (General): Sailing 69, Technical/Trade (Vocational): Administration 45, Technical/Trade (Vocational): Navigation 85, Technical/Trade (Vocational): Tactics 123, All other Lore skills 80.

RM Spells (6345 PPs): Gandalf knows all base Magician lists to his current level, all open Essence lists to 20th level, all closed Essence lists to 20th level, the Mentalist list Mind Speech to 20th level, the Seer list Mind Vision to 20th level.

Appearance: 100.

Gandalf's Special Powers
(Late Third Age, ca. T.A. 3018)

As in the mid-Third Age.

Gandalf's Principal Items
(Late Third Age, ca. T.A. 3018)

As in the mid-Third Age, except for an exchange of weapons.

Glamdring (S. "Foe-hammer"): Gandalf bears this sword after T.A. 2941, acquiring it from a Troll-lair during the Quest of Erebor. The weapon is a magic Elven broadsword made of *ithilnor*. It is a holy blade which glows cold blue around Orcs (dim within 1000', and very bright within 100'). (See Section 9.0.)

MERP/RM: +30 *mithril* broadsword. Orc-slaying holy weapon. Fumbles only on unmodified attack roll of 01.

LOR: +2 to Damage, +3 Melee OB versus Orcs, +2 to Magical.

LINYUIĻĒ

Also known as the "Lady of the Lake" and the "Cold Ghost," Linyuilē is a water spirit, the Maia of Lake Nenuial. Her chosen form and clothing are like unto those of the Elves who first walked through Eriador on the great migration to Valinor ages ago. However, she has appropriated the language and many of the mannerisms of the population dwelling on the shores of her domain and can pass among them undiscovered when she chooses. She forges no long-term friendships with Men or Elves, and remains apart from their loyalties. Her ways are fickle, seldom with any serious purpose, though never with any overtly evil intent. She is equally capable of rescuing a ship-wreck victim, if he is facing death bravely, or of letting him drown, because he resembles a man long dead against whom she bears a grudge.

The *fana* (mortal body) of Linyuilē resembles a pale, slim, radiantly young and beautiful Sindarin or Dúnadan female, with long black hair and piercing, ancient grey eyes. The silken shifts she wears would stir recognition in anyone with a memory of ancient Elvish dress. Her flesh is cool to the touch; she is as damp or dry at any time as she pleases. Immune to heat or chill, she shivers only when realizing some sudden fear or falsehood. Her smiles are rare, given equally to innocence or irony. When she gives vent to stronger emotions, her sorrow can weaken and her fury can frighten unto death. She is capable of exquisite kindness and boundless cruelty when she judges need.

If befriended, Linyuilē may let slip lore and foresight of great worth. She has made a gift of magic to strangers who impress her. She has also visited horrifying fates on those who've courted her out of greed or other evil desires.

A story from the Eketya minstrels presents an idea of the risks involved in dealing with such an ancient and powerful entity; note that the teller of the tale does not understand, in this case, Linyuilē's true nature.

The Tale of the Pale Lover

"A younger son of the Amondirionnath, a knightly family sworn to House Eketya, was of a melancholy nature and seemed doomed to remain unmarried and unsuccessful. When his twentieth spring arrived, however, he changed, showing a new and intense energy. His cousins, finding him suddenly interested in matters of lore, business, and romance, thought he might have found a lover among the ladies of the nearby citadel of House Eketya, and so they watched his movements. Yet he did not travel to Bareketta; instead the spies saw him approach a ruined fortification by the lake, and there meet a girl, lovely to look upon, but unknown to all and dressed like a commoner. The Lady Amondiriēl, fearing scandal, arranged to encounter the maiden as she left the ruins. But the girl would say little, and when the lady touched her both women recoiled—the maid's hand was ice cold.

"The lady fled back to her manor and consulted with her seers; all were deathly afraid that the boy had befriended a ghost or vampire and that his good health would soon fade as the creature drained the life from him. So, the cousins waited in ambush at the ruin. The lovers met again and were confronted, and the maiden was threatened with swords and repellent herbs. In appalling fury, she struck and broke a sword with the back of her fist. Then, thrusting her way directly through a line of strong men, she ran to the edge of the ruin and dove into the lake. The younger son would have followed her had he not been restrained. And better off he might have been, for she did not return; he fell into a deeper melancholy than before, bemoaning all she could have or would have taught him and eventually took his own life.

"Yet the curse of the family's rash action did not stop there. Ever after, whenever one of the maiden's foes sailed upon the lake and chanced to look in the water, he might see a reflection other than his own. It would be a young

maiden, staring, cold, and malevolent, and as her victim screamed in terror the lake whipped up into a squall, threatening all aboard with drowning. The family's holdings could not prosper, and many of their servants moved away to less accursed demesnes. The cousins joined the Dagorwaith Aran or simply fled to the eastern fiefs. The Lady Amondriel went mad, and within a few years the house was extinguished as a power in the district."

LINYUILĒ

Level: 200.

Race: Maia (Water Spirit).

Home: Nenuial in northern Eriador. Occasionally she ventures up the surrounding streams and down the Baranduin as far as the town of Rood. Secretly she attends events on the shores of the lake, particularly weddings. LinyuilĒ was present at every royal coronation and birth in the royal palace at Annúminas until its destruction in T.A. 1409.

LinyuilĒ in MERP

Hits: 450 **Melee OB:** 250MAst **Missile OB:** 210ro
AT: No (150)

MERP Profession: Mage.

MERP Stats: ST 110; AG 120, CO 110, IG 88, IT 120, PR 105.

MERP Skills: Ambush 30, Athletic: Diving 300, Base Spell OB 100, Climb 200, Directed Spells 200, Disarm Trap 130, Martial Arts: Expert Sweeps 250, Perception 150, Pick Lock 130, Ride 100, Stalk/Hide 130, Swim 300, Track 130.

MERP Spells (1,500 PPs): LinyuilĒ knows all open Essence lists, all Mage base list, all Bard base lists, and all open Channeling lists to 10th level, although she may have to concentrate for a while to remember some of them.

LinyuilĒ in Rolemaster

Hits: 450 **Melee OB:** 250MAstIV **Missile OB:** 210ro
AT: 4 (150)

RM Profession: Magician.

RM Stats: St 110, Qu 120, Em 100, In 120, Pr 105, Ag 120, Co 110, Me 85, Re 93, SD 101.

RM Skills: Athletic (Endurance): Swimming 300, Athletic (Gymnastics): Climb 200, Awareness (Searching): Observation 150, Awareness (Searching): Tracking 130, Directed Spells: All 200, Martial Arts (Sweeps): Degree Four 250, Outdoor



(Animal): Riding 100, Subterfuge (Attack): Ambush 30, Subterfuge (Mechanics): Disarming Traps 130, Subterfuge (Mechanics): Picking Locks 130, Subterfuge (Stealth): Hiding 130, Subterfuge (Stealth): Stalking 130.

RM Spells (3,000 PPs): LinyuilĒ knows all Essence lists, and all open and closed Channeling and Mentalism spells to 30th level, although she may have to concentrate for a while to remember some of them.

Appearance: 105.

LinyuilĒ's Principal Items

Magical Vessels: LinyuilĒ is seldom encountered bearing any constructed item, and actively dislikes weapons. She has in her home at the bottom of Nenuial a number of useful things taken from wrecked ships; among them are slivers of wood from various wrecks that she can transform into magical boats of the same sort.

MERP/RM: Boat transformation costs 10 PPs and requires 1 round of concentration per foot of ship length.

LOR: Boat transformation costs 5 Endurance points for small vessels (less than 20' long) and 15 Endurance points for large ones (20' or more). The transformation is complete in 3 minutes.

LinyuilĒ



8.6 FIGURES FROM OTHER TIMES

8.6.1 FIGURES FROM THE SECOND AGE

ELENDIL THE TALL

Elendil was the only son of Amandil of Andúnië, last lord of the Faithful of Westerne. Warned of the impending destruction of Númenor, Elendil and his two sons—Isildur and Anárion—led the remaining Faithful across the sea to Endor. They saved the seven *palantíri*, the great seeing-stones, as well as the Rod of Andúnië, symbol of their ancestral house. Through Isildur's courage, they preserved the line of the sacred White Tree Nimloth—Isildur stole a fruit from the Númenórean capital before they set sail for Middle-earth.

In the wild seas that resulted from the Downfall of Númenor, Elendil's ship went northward. His sons were swept south to the Bay of Belfalas. Elendil founded Arnor and built the capital city of Annúminas by Lake Nenuial, a site he had visited on earlier visits to Endor. His sons ruled the South-kingdom of Gondor, but Elendil was high king of both realms from their origin in S.A. 3320 until his death in S.A. 3441.

Sauron, convalescing in Mordor after the cataclysm that engulfed Númenor, soon learned that his enemy Elendil was setting up a Dúnadan realm on the very borders of the Black Land. Enraged, he spent a century feigning peaceful intent, then gathered his forces and struck Gondor in S.A. 3429. Its eastern fief was quickly lost, but, while Anárion defended the Anduin, Isildur cleared a path northward to maintain a link with Arnor. Elendil called upon his friend and ally Gil-galad the High-elfen king, and together they formed the Last Alliance of Elves and Men against Sauron. The war raged from S.A. 3429 until S.A. 3441, and in the end the Free Peoples vanquished the Dark Lord's minions. During the last battle upon the slopes of Orodruin, the Dark Lord engaged Gil-galad, Elendil, Isildur, and Elrond Half-elfen in direct combat. The Evil One slew both of the high kings and destroyed their mighty weapons, but Isildur cut the One Ruling Ring from Sauron's hand. Without the Ring, the Dark Lord's form dissipated, and a costly victory was won. The surviving leaders of the Free Peoples retreated to rebuild their devastated lands.

Elendil was an intimidating presence. He stood well over 7' in height and bore the legendary sword Narsil. Handsome, athletic, and intelligent, he seemed the image of an idealized monarch. As Gil-galad, in life, had dominated the Second Age in Eriador, Elendil, in death, dominated the Third. The Kingdom of Arnor was his dream, a state perpetually at peace with its neighbors and bound to the ancient beliefs of the Faithful and their friends, the High Elves. Troubles eventually left Arnor a desiccated ghost of his original creation. However, thousands of years after his death, Hobbits still walked the

roads he'd built, men still ruled by his laws, and humble Ranger-chieftains still judged themselves by the standards of leadership Elendil had set in an ancient distant age.

ELENDIL THE TALL

Level: 60.

Race: Dúnadan (Númenórean).

Home: Númenor; then Arnor.

Elendil in MERP

Hits: 180 Melee OB: 205 Missile OB: 195

AT: Plate (205)

MERP Profession: Warrior.

MERP Stats: Co 101, Ag 102, Ig 98, St 103, Pr 104, It 104.

MERP Skills: Acrobatics 90, Acting 90, Artistic: Music 50, Artistic: Singing 54, Athletic: Dance 75, Athletic: Diving 80, Athletic: Frenzy 35, Athletic: Sailing 90, Athletic: Sports 72, Climb 80, First Aid 65, Foraging 50, Influence: Administration 88, Influence: Diplomacy 90, Influence: Public Speaking 110, Influence: Seduction 85, Influence: Trading 84, Lore: Architecture 50, Lore: Astronomy 45, Lore: Navigation 90, Lore: Strategy 75, Lore: Tactics 84, Martial Arts: Standard Strikes 98, Martial Arts: Standard Sweeps 70, Meditation 80, Perception 110, Ride 88, Sky-Watching 50, Stalk/Hide 90, Swim 83, Track 80.

MERP Spells (300 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th).

Elendil in Rolemaster

Hits: 180 Melee OB: 205bs Missile OB: 195lb

AT: 20 (205)

RM Profession: Fighter.

RM Stats: St-103, Qu 100, Em 101, In 104, Pr 104, Ag 102, Co 101, Me 99, Re 98, SD 103.

RM Skills: Artistic (Active): Acting 90, Artistic (Active): Dancing 75, Artistic (Active): Singing 54, Artistic (Passive): Music 50, Athletic (Endurance): Swimming 83, Athletic (Gymnastic): Acrobatics 90, Athletic (Gymnastics): Athletic Games 72, Athletic (Gymnastics): Climbing 80, Athletic (Gymnastics): Diving 80, Awareness (Searching): Observation 110, Awareness (Searching): Tracking 80, Influence: Diplomacy 90, Influence: Public Speaking 110, Influence: Seduction 85, Influence: Trading 84, Martial Arts (Strikes): Degree Three 98, Martial Arts (Sweeps): Degree Three 70, Outdoor (Animal): Riding 88, Outdoor (Environmental): Foraging 50, Outdoor (Environmental): Star Gazing 45, Outdoor (Environmental): Weather Watching 50, Self Control: Frenzy 35, Self Control: Meditation 80, Subterfuge (Stealth): Hiding 90,



GIL-GALAD

Originally known by his birth-name of Ereinion, Gil-galad acquired his *anessë* (Q. "given-name") upon his ascension to the throne of Lindon. He was a great and wise leader, the last of the Noldorin monarchs, being the son of Fingon, who was the son of Fingolfin, who was the son of Finwë, who rose with the first awakening of the Elves in the deeps of time.

Born in ancient Beleriand before the destruction of the Elvish realms by Morgoth, he was sent by his father to dwell with Círdan the Shipwright in the havens of Falas. He escaped the sack of the havens, this time fleeing to the Isle of Balar. Following the deaths of Fingon and Turgon, he became High King of the Noldor. When Celeborn departed Harlindon, the remaining Grey-elves joined themselves to Gil-galad.

Gil-galad was undecieved by Sauron's mask of friendship when that fallen Maia appeared as Annatar in the thirteenth century of the Second Age and did not allow him into Lindon. When Sauron openly assaulted Eregion, Gil-galad sent reinforcements under Elrond which allowed the defenders to hold out longer and eventually enabled some of them to escape. With the aid of Tar-Minastir, eleventh King of Númenor, Sauron was defeated and driven out of the West. When Sauron again rose to power after the fall of

Númenor, Gil-galad renewed the alliance with the surviving Dúnedain and defeated Sauron again in the War of the Last Alliance of Elves and Men. Gil-galad, however, fell in single combat with Sauron on the slopes of Mount Doom, alongside his friend, the High King Elendil.

Gil-galad was one of Middle-earth's greatest, noblest, most honorable, and most consistent leaders. His realm of Lindon was the longest lasting Elven kingdom in Middle-earth. Sindarin, the language of Lindon and Gil-galad's court, became the common tongue of philosophy and civilization over a vast reach of Endor, and kings and princes measured the strength of their realms and the quality of their justice against the standards set by Gil-galad. He was extremely wise, perceptive, and a faultless judge of character and intent. Physically he had the remarkable physique of the greatest Noldorin princes (7'6"), the fair golden hair found in his august lineage, and the penetrating blue eyes of the Vanyar.

GIL-GALAD

Level: 100.

Race: Noldorin Elf.

Home: Born in Hithlum, then lived in the havens of the Falathrim, then went as a fugitive to the Isle of Balar, and finally served as King of Lindon.

Subterfuge (Stealth): Stalking 90, Technical/Trade (General): First Aid 65, Technical/Trade (General): Sailing 90, Technical/Trade (Professional): Architecture 50, Technical/Trade (Professional): Military Organization 75, Technical/Trade (Vocational): Administration 88, Technical/Trade (Vocational): Navigation 90, Technical/Trade (Vocational): Tactics 84.

RM Spells (458 PPs): Delving (10th), Cloaking (10th), Damage Resistance (10th), Anticipations (10th), Attack Avoidance (10th), Brilliance (10th), Self Healing (10th), Detections (10th), Illusions (10th), Spell Resistance (10th), Sense Mastery (10th), Gas Manipulation (10th), Shifting (10th), Liquid Manipulation (10th), Speed (10th), Mind Mastery (10th), Solid Manipulation (10th), Telekinesis (10th), Mind's Door (10th), Movement (10th).

Appearance: 100.

Elendil's Principal Items

Harmar Arnanórëo (Q. "Heirlooms of the North-kingdom"): Elendil's primary magical possessions become the heirlooms of Arnor; those not lost over the course of the Third Age become the heirlooms of the Reunited Kingdom in the Fourth Age. (See Section 9.0 for their description.)



Gil-galad in MERP

Hits: 225 Melee OB: 430 Missile OB: 340

AT: Plate (240)

MERP Profession: Warrior.

MERP Stats: Ag 103, Co 100, Ig 105, In 107, Pr 105, St 102.

MERP Skills: Base Spell OB 100, Directed Spells 110, Influence: Administration 180, Influence: Diplomacy 165, Influence: Public Speaking 152, Martial Arts: Standard Strikes 150, Martial Arts: Standard Sweeps 150, Perception 210, Ride 170, Stalk/Hide 200.

MERP Spells (600 PPs): Spell Ways (10th), Essence's Ways (10th), Essence Perceptions (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Gil-galad in Rolemaster

Hits: 225 Melee OB: 430sp Missile OB: 340th sp
AT: 20 (240)

RM Profession: Astrologer.

RM Stats: Co 100, SD 104, Ag 103, Me 105, Re 106, St 102, Qu 104, Pr 105, In 107, Em 105.

RM Skills: Awareness (Searching): Observation 210, Directed Spells: All 110, Influence: Diplomacy 165, Influence: Public Speaking 152, Martial Arts (Strikes) Degree Three 150, Martial Arts (Sweeps): Degree Three 150, Outdoor (Animal): Riding 170, Subterfuge (Stealth): Hiding 200, Subterfuge (Stealth): Stalking 200, Technical/Trade (Vocational): Administration 180.

RM Spells (1,100 PPs): Time's Bridge (50th), Way of the Voice (50th), Holy Vision (50th), Far Voice (50th), Starlights (50th), Starsense (50th), Spell Defense (20th), Barrier Law (20th), Detection Mastery (20th), Lofty Movements (20th), Weather Ways (20th), Purification (20th), Concussion's Ways (20th), Nature's Law (20th), Blood Law (20th), Bone Law (20th), Organ Law (20th), Muscle Law (20th), Nerve Law (20th), Locating Ways (20th), Calm Spirits (20th), Creations (20th), Symbolic Ways (20th), Lore (20th), Delving (20th), Cloaking (20th), Attack Avoidance (20th), Illusions (20th), Sense Mastery (20th), Gas Manipulation (20th), Shifting (20th), Liquid Manipulation (20th), Speed (20th), Solid Manipulation (20th), Telekinesis (20th), Mind's Door (20th), Movement (20th).

Appearance: 105.

Gil-galad's Principal Items

Aeglos (S. "Snowthorn"): A great spear made of pure white *egg*. It protects its wielder vs. any cold and the draining power of undead. Aeglos was destroyed by Sauron's Gauntlet of Slaying on the slopes of Orodruin, but Gil-galad's fatal contest with Sauron permitted Elendil to strike the Dark Lord down.

MERP: +88 OB; Holy weapon; triple concussion damage; secondary Cold and Impact criticals; casts any of the following spells up to 3x/day (up to twice per round) at 50th level of ability: *Bladeturn*, *Ice Bolt* (with 5x damage), *Regeneration III*, *Heal 10*, *Resistance*.

RM: +88 OB; Holy weapon; triple concussion damage; Cold and Impact criticals of one less severity; casts any of the following spells up to 3x/day (up to twice per round) at 50th level of ability: *Bladeturn I*, *Ice Bolt* (with 5x damage), *Regeneration V*, *Unpain 50%*, *Resistance True*.

LOR: +8 Damage; +4 Melee OB; casts any of the following twice per combat: *Shield*, *Fire Bolt*, *Heal*, *Protection from Magic*.

Vilya (Q. "[Ring] of Air"): Gil-galad was never able to wear this Elven ring while he had it in his possession, because Sauron's One Ring could dominate it (See Section 9.0.); he passed it on to Elrond before his death.

Robes of Aman: naturally silver-white, they change to any desired coloring and/or mottling.

MERP: +100 Hide; casts *Shield* at will.

RM: +100 to hiding maneuvers; casts *Displacement V* at will.

LOR: +10 to any hiding maneuvers; casts *Shield* at will.

Crown of Lindon: woven from sprigs of the White Tree of Valinor, it protects as a full helm.

MERP: x10 multiplier; wearer can maintain concentration spells without concentration (up to 1 round per level); negates 50% of all head criticals.

RM: x10 multiplier for all realms; wearer can maintain concentration spells without concentration (up to 1 round per level); negates 50% of all head criticals.

LOR: +50 Endurance; +2 on all spell casting attempts; +1 Defense (no other penalties).

Veil of Lindon: a cape with the same coloring properties as Gil-galad's Robes of Aman, it swirls to defend its wearer like a full shield. It provides a glow about the wearer that gives him an aura image of god-like power.

MERP: +50 DB; all attacks against wearer have a -25 modifier.

RM: +50 DB; all attacks against wearer have a -25 modifier.

LOR: +5 Defense (no penalties), attacks against wearer have -2 to attacker's Melee OB.

8.6.2 FIGURES FROM T.A. 1409

ARVELEG I, KING OF ARTHEDAIN

A haughty warrior, famed for his skill with his white bow, Arveleg I was the eighth King of Arthedain. He led the Dúnedain against the invading armies of Rhudaur and Angmar in T.A. 1356 after the death of his father, Argeleb I, in battle. He feared dissension and military weakness in his kingdom and was fond of pomp and splendor. Arveleg I fell in the struggle for Amon Sûl in T.A. 1409, slain by an unknown Angmarean soldier.

ARVELEG I, KING OF ARTHEDAIN

Level: 28.

Race: Dúnadan.

Home: Fornost Erain.

Arveleg in MERP

Hits: 170 Melee OB: 190 Missile OB: 195

AT: Plate (60)

MERP Profession: Warrior.

MERP Stats: Co 99, Ag 100, Ig 97, St 101, Pr 100, It 91.

MERP Skills: Influence: Diplomacy 60, Influence: Leadership 80, Lore: Strategy and Tactics 90.

MERP Spells (84 PPs): Nature's Guises (5th), Nature's Ways (5th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Arveleg in Rolemaster

Hits: 170 Melee OB: 190ss Missile OB: 195cp

AT: 19 (60)

RM Profession: Fighter.

RM Stats: Co 99, SD 89, Ag 99, Me 90, Re 98, St 101, Qu 101, Pr 100, In 91, Em 78.

RM Skills: Influence: Diplomacy 60, Influence: Leadership 80, Technical/Trade (Professional): Military Organization 90, Technical/Trade (Vocational): Tactics 90.

RM Spells (165 PPs): Spell Defense (10th), Barrier Law (10th), Detection Mastery (10th), Lofty Movements (10th), Weather Ways (10th), Sound Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Inner Walls (10th), Path Mastery (10th).

Appearance: 100.

Arveleg's Principal Items

Harmar Arnánórëo (Q. "Heirlooms of the North-kingdom"): Arveleg bears the heirlooms of both Arnor and Arthedain. The first of these is described in Section 9.0; the Heirlooms of Arthedain are also used by Argeleb II. (See Section 8.1.1.)

MALBORN ARMENELDIR

Malborn, the Tainted Seer, rose quickly in the Heren Cenoron (See Section 6.4.2.), maintaining the trust of his king for all of his long and prosperous if deceitful life. Famed for his flowing scarlet robes and flashing gold ring, the tall and elegant Malborn was swayed by wealth, power, and the promise of tutelage under the Witch-king himself to join the forces of Darkness around T.A. 1400. His personal library of sorcerous tomes was unmatched in the North-kingdom.

MALBORN ARMENELDIR

Level: 25.

Race: Dúnadan.

Home: Malborn High, north of Fornost.

Malborn in MERP

Hits: 70 Melee OB: 85 Missile OB: 30

AT: None (70)

MERP Profession: Mage.

MERP Stats: Co 56, Ag 79, Ig 101, St 71, Pr 99, It 99.

MERP Skills: Base Spell OB 50, Directed Spells 50, Influence: Diplomacy 40, Influence: Public Speaking 40.

Arveleg I



MERP Spells (225 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Essence's Perceptions (10th), Earth Law (10th), Ice Law (10th), Light Law (10th), Fire Law (10th), Lofty Bridge (10th), Water Law (10th), Living Change (10th), Wind Law (10th).

Malborn in Rolemaster

Hits: 70 Melee OB: 85ss Missile OB: 30th da
AT: 2 (70)

RM Profession: Seer.

RM Stats: Co 56, SD 90, Ag 79, Me 101, Re 101, St 71, Qu 84, Pr 99, In 99, Em 60.

RM Skills: Directed Spells: All 50, Influence: Diplomacy 40, Influence: Public Speaking 40.

RM Spells (367 PPs): Delving (10th), Cloaking (10th), Attack Avoidance (25th), Detections (10th), Sense Mastery (10th), Gas Manipulation (25th), Mind Mastery (25th), Telekinesis (10th), Movement (10th), Past Visions (25th), Mind Visions (25th), True Perception (25th), Future Visions (25th), Sense Through Others (25th), True Sight (25th).

Appearance: 88.

Malborn's Special Powers

Palantir Mastery: Malborn is trained in the use of the *palantiri*.

Malborn's Principal Items

Wand of Fear: 3' long, casts images of death into the minds of all within a 30' radius.

MERP/RM: RR versus wielder's base attack; fail by 1-20 results in *Fear* (as spell), 21-40 results in *Terror* (target cowers screaming, effectively stunned), 41+ results in *Mind Tearing* (-100 to each mental stat, regain only 50 at the rate of 1 per week); all general effects last for 1 round per 5% failure.

LOR: Roll 2D6, subtract target's Magical skill, add wielder's Magical skill; result is the number of minutes that the target cowers in fear; if the result is 12+, the target permanently loses 1 point from Intelligence.

Gold Ring: Inset with a red crystal.

MERP: +7 adder; x3 multiplier.

RM: +7 Mentalism adder; x3 Mentalism multiplier.

LOR: +50 Endurance.



Robes of Torn Vorn: His brightly colored robes.

MERP/RM: outer-robes +15 to all RRs and DB; under-robes are +40 to all RRs and DB.

LOR: outer-robes are +1 Defense (with no other penalties) and +1 to resist all illness and magic, under-robes are +4 to Defense (with no other penalties) and +4 to resist all illness and magic.

8.6.3 FIGURES FROM T.A. 1974

ARANARTH, CROWN-PRINCE OF ARTHEDAIN

Arvedui's son, the Crown-prince Aranarth ruled as the first of fifteen chieftains of the Rangers of the North. Renowned as a slayer of Trolls and "the man who leaves no footprints," Aranarth led the Rangers for over one hundred and thirty years, a trying period during which the Dúnedain had little reason for hope. Inspirational to his followers, he was as bold as a Riverman, crafty as a Dwarf, and wood-wise as an Elf; Aranarth was the penultimate ranger.

ARANARTH AS CROWN PRINCE

Level: 18.

Race: Dúnanadan.

Home: Forpost Erain.

Aranarth the Crown Prince n MERP

Hits: 119 Melee OB: 120 Missile OB: 125

AT: Chain (65)

MERP Profession: Ranger.

MERP Stats: Co 101, Ag 89, Ig 98, St 95, Pr 99, It 101.

MERP Skills: Ambush 18, Influence: Diplomacy 30, Influence: Leadership 70, Influence: Public Speaking 40, Perception 90, Stalk/Hide 90, Track 80.

MERP Spells (144 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Surface Ways (10th), Protections (10th).

Aranarth the Crown Prince in Rolemaster

Hits: 119 Melee OB: 120ss Missile OB: 125cp

AT: 13 (65)

RM Profession: Ranger.

RM Stats: Co 101, SD 100, Ag 90, Me 99, Re 97, St 95, Qu 89, Pr 99, In 101, Em 99.

RM Skills: Awareness (Searching): Observation 90, Awareness (Searching): Tracking 80, Influence: Diplomacy 30, Influence: Leadership 70, Influence: Public Speaking 40, Subterfuge (Attack): Ambush 18, Subterfuge (Stealth): Hiding 90, Subterfuge (Stealth): Stalking 90.

RM Spells (292 PPs): Spell Defense (10th), Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th).

Appearance: 85.

ARANARTH AS CHIEFTAIN OF THE RANGERS

Level: 32

Race: Dúnadan.

Home: Rivendell; famous for his constant travels.

Aranarth the Chieftain n MERP

Hits: 150 Melee OB: 170 Missile OB: 175

MERP Skills: Ambush 32, Climb 80, Influence: Diplomacy 70, Influence: Leadership 90, Influence: Public Speaking 60, Perception 130, Ride 70, Stalk/Hide 130, Track 120.

MERP Spells (256 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Surface Ways (10th), Protections (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Aranarth the Chieftain in Rolemaster

Hits: 150 Melee OB: 170ss Missile OB: 175cp

RM Skills: Athletic (Gymnastics): Climbing 80, Awareness (Searching): Observation 130, Awareness (Searching): Tracking 120, Influence: Diplomacy 70, Influence: Leadership 90, Influence: Public Speaking 60, Outdoor (Animal): Riding 70, Subterfuge (Attack): Ambush 32, Subterfuge (Stealth): Hiding 130, Subterfuge (Stealth): Stalking 130.

RM Spells (256 PPs): Spell Defense (10th), Barrier Law (10th), Detection Mastery (10th), Lofty Movements (10th), Weather Ways (10th), Sound's Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Path Mastery (25th), Moving Ways (25th), Nature's Guises (25th), Inner Walls (25th), Nature's Ways (25th).

Aranarth's Principal Items

Stone: made of white adamant, it forms the center of the Seven Stars emblem on his black helm.

MERP: x4 multiplier; choice (once per day) of: no footprints or act as if *Hasted* for 1 round/level.

RM: x4 Channeling multiplier; choice (once per day) of: no footprints or act as if *Hasted* for 1 round/level.

LOR: +20 Endurance; choice of doing one of the following (once per day): leave no footprints or a free *Speed* spell.



Eresseleni: Aranarth has a collection of these ranger stars taken from comrades who've died in the wars; he carries them in a pouch on his belt. (See Section 9.0.)

MERP/RM: +40 to all efforts needing physical endurance.

LOR: +4 to all efforts needing physical endurance.

Black Adarcerc: Troll-slaying shortsword.

MERP/RM: +20 OB; Slaying criticals versus Trolls.

LOR: +2 Damage, +1 Melee OB versus Trolls.

Composite Bow: triple normal ranges.

MERP/RM: +20 OB.

LOR: +2 Damage.

Black mail: shirt beneath deep green garb.

MERP/RM: +20 DB.

LOR: +4 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Ranger's Cloak.

MERP/RM: +40 to Stalk/Hide.

LOR: +4 to stalking and hiding maneuvers.

Arvedui



ARVEDUI, KING OF ARTHEDAIN

The last King of Arthedain, Arvedui, ruled but ten years before foundering in the ice. His tragic escape to Forochel, typical of the haste with which he was forced to make decisions about matters of state, fulfilled Malbeth the Seer's darkest prophecy. For most of his brief reign, Arvedui relished court life, music, and flowers, and unlike many of Arthedain's kings had little interest in physical contests and military training. Like Argeleb II, he was a brooding figure during the last few years of his rule. Arvedui may have taken to heart the ambiguous but glum predictions of his seers, as if he had no way of influencing events and no hope of changing them.

ARVEDUI, KING OF ARTHEDAIN

Level: 24.

Race: Dúnedan.

Home: Fornost Erain.

Arvedui in MERP

Hits: 159 **Melee OB:** 165 **Missile OB:** 170

AT: Plate (60)

MERP Profession: Warrior.

MERP Stats: Co 97, Ag 95, Ig 89, St 98, Pr 90, It 87.

MERP Skills: Ambush 5, Influence: Administration 40, Influence: Diplomacy 60, Influence: Leadership 70, Lore: History of the Dúnedain 75, Lore: Strategy and Tactics 45, Ride 60, Stalk/Hide 40.

MERP Spells (96 PPs): Detection Mastery (5th), Calm Spirits (5th), Surface Ways (5th), Protections (5th), Spell Defense (5th), Nature's Movement (5th), Nature's.

Arvedui in Rolemaster

Hits: 159 **Melee OB:** 165 **Missile OB:** 170 **cp**

AT: 17 (60)

RM Profession: Fighter.

RM Stats: Co 97, SD 90, Ag 95, Me 91, Re 87, St 98, Qu 97, Pr 90, In 87, Em 76.

RM Skills: Influence: Diplomacy 60, Influence: Leadership 70, Lore (General): Dúnedan History 75, Outdoor (Animal): Riding 60, Subterfuge (Attack): Ambush 5, Subterfuge (Stealth): Hiding 40, Subterfuge (Stealth): Stalking 40, Technical/Trade (Professional): Military Organization 45, Technical/Trade (Vocational): Administration 40, Technical/Trade (Vocational): Tactics 45.

RM Spells (184 PPs): Spell Defense (5th), Barrier Law (5th), Detection Mastery (5th), Lofty Movements (5th), Light's Way (5th), Nature's Law (5th).

Appearance: 97.

Arvedui's Principal Items

Harmar Arnanórëo (Q. "Heirlooms of the North-kingdom"): Arvedui has the use of the heirlooms of both the kings of Arnor and those of the kings of Arthedain. (See Section 9.0.) His usual combat garb is listed below.

Breastplate: emblazoned with the Seven Stars of the North, worn over a chain shirt.

MERP/RM: +20 DB.

LOR: +5 Defense, -2 Subterfuge, -2 Movement, -3 Magical.

Black Helm.

MERP/RM: +5 DB.

LOR: +1 Defense.

BUCCA OF THE MARISH

Bucca, Chieftain of the Marish—that territory which includes the marshy farmlands on the western banks of the Brandywine—was elected as first Thain of the Shire in T.A. 1979. Until the rise of Buckland and the mighty Took clan, all thains were descendants of this unique Hobbit, founder of the Oldbuck family. A lover of food and political argument, Bucca stood up to Men who threatened the Shire and bravely represented his folk at great risk. He was a life-long friend of Aranarth, Chieftain of the Rangers.

BUCCA OF THE MARISH

Level: 6.

Race: Harfoot Hobbit.

Home: Stock, on the edge of the Marish, in the Shire

Bucca in MERP

Hits: 64 Melee OB: 90 Missile OB: 90

AT: Rigid Leather (50)

MERP Profession: Warrior.

MERP Stats: Co 92, Ag 99, Ig 94, St 78, Pr 99, It 99.

MERP Skills: Ambush 5, Influence: Administration 30, Influence: Diplomacy 45, Influence: Leadership 60, Influence: Public Speaking 40, Perception 50, Stalk/Hide 60, Track 50.

Bucca in Rolemaster

Hits: 64 Melee OB: 90ss Missile OB: 90sb

AT: 10 (50)

RM Profession: Fighter.

RM Stats: Co 92, SD 88, Ag 99, Me 85, Re 96, St 78, Qu 100, Pr 99, In 99, Em 80.

RM Skills: Awareness (Searching): Observation 50, Awareness (Searching): Tracking 50, Subterfuge (Attack): Ambush 5, Influence: Diplomacy 45, Influence: Leadership 60, Influence: Public Speaking 40, Subterfuge (Stealth): Hiding 60, Subterfuge (Stealth): Stalking 60, Technical/Trade (Vocational): Administration 30.

Appearance: 92.

Bucca's Principal Items

Weapons: Bucca has the use of the "Thain's Mathoms." (See Section 9.0.) Normally, however, he simply carries a non-magical sword and wears a padded leather jerkin in his role as Chieftain of the Marish and as the peacetime Thain of the Shire. In Bucca's time, it was still common for Hobbits to carry weaponry when traveling or meeting strangers.

MALBETH, LORD HIGH SEER OF ARTHEDAIN

High counsel to the king and *herutarcen* (Q. "lord high seer") of the Heren Cenoron, Malbeth is the keenest of the royal court's seers, Malbeth prophesied in dark, poetic and sometimes puzzling language the collapse of the Arthadan kingdom. His second great prognostication, the "Long Shadow" poem recounted in *The Red Book of Westmarch*, remained unexplained for a millennium after Malbeth's death. An ascetic being, Malbeth had little contact with anyone but the king and the other seers during his long service to the Sceptre.

MALBETH, LORD HIGH SEER OF ARTHEDAIN

Level: 28.

Race: Dúnadan.

Home: Fornost.

Malbeth in MERP

Hits: 77 Melee OB: 70 Missile OB: 35

AT: None (45)

MERP Profession: Animist.

MERP Stats: Co 95, Ag 71, Ig 98, St 57, Pr 100, It 100.

MERP Skills: Influence: Administration 95, Influence: Diplomacy 70, Influence: Public Speaking 50, Lore: Prophecy 95, Lore: Dúnadan History 55, Read Rune 60, Use Item 45.

MERP Spells (84 PPs): Essence Perceptions (10th), Essence Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movements (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Malbeth in Rolemaster

Hits: 77 Melee OB: 70ss Missile OB: 35th da

AT: 2 (45)

RM Profession: Seer.

RM Stats: Co 95, SD 101, Ag 71, Me 101, Re 95, St 57, Qu 70, Pr 100, In 100, Em 101.

RM Skills: Influence: Diplomacy 70, Influence Speaking 50, Lore (General): Dúnadan History 95, Lore (Obscure): Prophecies 95, Power Awareness: Read R 60, Technical/Trade (Vocational): Administration 95.

RM Spells (184 PPs): Past Visions (20th), Present Visions (20th), True Perceptions (20th), Future Visions (20th), Sense Through Other (20th), True Sight (20th), Cloaking (20th), Damage Resistance (20th), Attack Avoidance (20th), Spell Resistance (20th), Sense Mastery (20th), Gas Manipulation (20th), Liquid Manipulation (20th), Barrier Law (10th), Lofty Movements (10th), Weather Ways (10th), Sound's Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Blood Law (10th), Bone Law (10th), Organ Law (10th), Muscle Law (10th), Nerve Law (10th), Calm Spirits (10th), Creations (10th), Symbolic Ways (10th).

Appearance: 34.

Malbeth's Special Powers

Palantír Mastery: Malbeth is trained in the use of the *palantíri*.

Malbeth's Principal Items

Robes: black, and embellished with the symbol of the White Orb, an emblem related both to the *palantíri* and the Arthadan mystical order called the Anamartar. (See Section 6.4.2.)

MERP/RM: +30 to all RRs and DB.

LOR: +3 Defense (with no other penalties).

Shortsword: forged with black steel and *ithilnor*.

MERP/RM: +25 OB.

LOR: +2 Damage.

Dagger of Returning: This can be thrown out to 100' without a range penalty and will return (flying) up to 4 times per day.

Ring of Doom: The black orb set in the ring emits the shadowy projection.

MERP: +7 adder; casts *Black Bolts of Doom* three times per day (up to 100' range; resolve as a +35 *Lightning Bolt*, except the target's closest loved one receives the damage that the target would have taken; loved one must make an RR; failure by 1-50 results in 1-10 rounds of stunned no parry, failure by 51+ results in unconsciousness for 1-100 days).



RM: +7 Mentalism adder; casts *Black Bolts of Doom* three times per day (up to 100' range; resolve as a +35 *Lightning Bolt*, except the target's closest loved one receives the damage that the target would have taken; loved one must make an RR; failure by 1-50 results in 1-10 rounds of stunned no parry, failure by 51+ results in unconsciousness for 1-100 days).

LOR: +35 Endurance; casts *Black Bolts of Doom* three times per day (up to 100' range; resolve as a +3 *Fire Bolt*, except the target's closest loved one receives the damage that the target would have taken; loved one must roll 2D6, adding their Magical skill and subtracting the Magical skill of Malbeth; results of less than 10 have no further effects, results of 10-12 immobilizes the loved one for 2-12 minutes, results of 12+ makes the loved one unconscious for 2-12 weeks).

8.6.4 FIGURES FROM T.A. 3018 AND AFTER

ARAGORN II

Known as "Strider" to the folk of Bree and the Shire, Aragorn was born in T.A. 2931, the only son of Gilraen and Arathorn II. He was reared in the haven of Rivendell by Master Elrond until his twentieth birthday, at which time his noble lineage was revealed to him: he was heir to the combined kingdoms of Arnor and Gondor. For the next eighty years Aragorn traveled the roads of Middle-earth. Much of his time he spent commanding the Rangers who patrolled the North, keeping it safe for unsuspecting peoples such as the Hobbits of the Shire. He walked everywhere he went: this was the most practical way of getting around in the barren wilds of Eriador, and because of his height (6'9") he had a very long stride.

Aragorn's travels took him far afield to other parts of Endor, gaining knowledge of Sauron and his minions and seeking allies for the war that all the Wise knew must come in his lifetime. He served in the armies of Rohan and Gondor in the guise of a common man, under the name Thorongil, and then ventured south across the deadly wastes of Harad and beyond, meeting folk in distant lands who shared his hopes for the final defeat of evil and giving them such aid and encouragement as one wise but lonely traveler could offer. When the crisis of the War of the Ring approached, he was back in Eriador, leading the

Rangers in the defense of the Shire, and he was eventually almost single-handedly responsible for the Ringbearer's safe arrival in Rivendell.

For the most part, Aragorn's long labor in pursuit of his destiny was motivated by the intensely moral tradition in which he was raised. This was the culmination of the philosophy and dreams of the Faithful of ancient Númenor, maintained by their cousins, the Half-elven of Imladris, and upheld by the iron-souled sons and daughters of lost Arnor. In Aragorn's case, this tradition was reinforced by his love for the Lady Arwen Undómíel. He met her when very young and was told that he was not worthy of a woman of such ancient lineage. Much of his decades of travels and burdens he endured to become worthy of the daughter of Elrond; he made himself a king to win her hand, and they reigned more than a hundred and twenty years in perfect accord as monarchs of Arnor and Gondor.

In appearance, Aragorn was tall and relatively slender; though he possessed the strength of a Númenórean heir, it was well concealed. His hair was dark brown, and he was clean-shaven, also after the manner of the Númenóreans. As Strider, he normally wore clothes of green and brown color, very worn boots, and a dark cloak. He was often considered a "shady fellow" by many who did not guess his purpose or identity.

ARAGORN II

(ca. T.A. 3018, before the War of the Rings)

Level: 27.

Race: Dúnanadan.

Home: Based in Rivendell, but travels continuously.

Aragorn II in MERP

(ca. T.A. 3018, before the War of the Rings)

Hits: 180 Melee OB: 185 Missile OB: 180
AT: None (60)

MERP Profession: Ranger.

MERP Stats: Co 102, Ag 100, Ig 96, St 101,
Pr 100, It 102.

MERP Skills: Acrobatics 100, Artistic:
Dance 98, Artistic: Singing 105, Athletic:
Sailing 110, Climb 193, Detect Trap 133,
First Aid 113, Influence: Diplomacy 100,
Influence: Leadership 130, Influence: Public
Speaking 100, Influence: Seduction 100,
Influence: Trading 92, Lore: Administration
92, Lore: Forestry 170, Lore: Navigation 92,
Lore: Strategy and Tactics 117, Perception
152, Pick Lock 116, Read Rune 100, Ride
196, Stalk/Hide 115, Swim 193, Track
167, Trickery 104, Use Item 100.

MERP Spells (324 PPs): Path Mastery
(10th), Moving Ways (10th), Nature's



Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Aragorn II in Rolemaster

(ca. T.A. 3018, before the War of the Rings)

Hits: 180 **Melee OB:** 185ss/bs **Missile OB:** 180lb
AT: I (60)

RM Profession: Ranger.

RM Stats: Co 102, SD 96, Ag 100, Me 89, Re 97, St 101, Qu 101, Pr 100, In 102, Em 100.

RM Skills: Artistic (Active): Dancing 98, Artistic (Active): Singing 105, Athletic (Endurance): Swimming 193, Athletic (Gymnastics): Acrobatics 100, Athletic (Gymnastic): Climbing 193, Awareness (Searching): Detecting Traps 133, Awareness (Searching): Observation 152, Awareness (Searching): Tracking 167, Influence: Diplomacy 100, Influence: Leadership 130, Influence: Public Speaking 100, Influence: Seduction 100, Influence: Trading 92, Lore (General): Region Lore (all forests) 170, Outdoor (Animal): Riding 196, Power Awareness: Attunement 100, Power Awareness: Read Runes 100, Subterfuge (Mechanics): Picking Locks 116, Subterfuge (Stealth): Hiding 115, Subterfuge (Stealth): Stalking 115, Subterfuge (Stealth): Trickery 104, Technical/Trade (General): First Aid 113, Technical/Trade (General): Sailing 110, Technical/Trade (Professional): Military Organization 177, Technical/Trade (Vocational): Administration 92, Technical/Trade (Vocational): Navigation 92, Technical/Trade (Vocational): Tactics 117.

RM Spells (566 PPs): Blood Law (10th), Bone Law (10th), Organ Law (10th), Muscle Law (10th), Nerve Law (10th), Nature's Movement (10th), Plant Mastery (10th), Animal Mastery (10th), Herb Mastery (10th), Nature's Lore (10th), Nature's Protections (10th), Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th).

Appearance: 80.

Aragorn's Principal Items (Before the War of the Ring)

Shards of Narsil: During the first part of the War of the Ring, Aragorn bears the Shards of Narsil. The history of the shards is given in Section 9.0; it is actually a Númenórean broadsword with the blade broken off a foot above the hilt. The remainder of the blade stays in the sheath. Aragorn carries the Shards of Narsil whenever he is on missions relevant to the destiny foretold of him.

MERP/RM: +30 OB.

LOR: +4 Damage.

Forvegil (S. "Sword of the North"): His favorite blade before his long travels beyond the borders is this broadsword retrieved from a barrow in the Twilight Hills. It detects Orcs and cannot be fumbled in combat.

MERP: +20 OB; secondary Slash critical; Mithril weapon.

RM: +20 OB; Slash critical of one less severity; Mithril weapon.

LOR: +3 Damage, +1 Melee OB.

Cloak of the Valacirca.

MERP/RM: +20 to all RRs and DB.

LOR: +3 Defense (with no other penalties).



Longbow: Elven design, fashioned in Lórien; it can be fired every round without penalty and is extremely lightweight (half normal weight).

MERP/RM: +30 OB.

LOR: +3 Damage, +1 Missile OB.

Bone Ring: before Aragorn was given the Star of Elendil, he wore this simple ring.

MERP: x4 multiplier.

RM: x4 Channeling multiplier.

LOR: +20 Endurance.

Aragorn's Principal Items
(During the War of the Ring)

Andúril (S. "Flame of the West"): The Shards of Narsil, re-forged by the Elven-smiths of Rivendell. It will flame on command; it can burn hot or it can burn cold. (See Section 9.0 for more details.)

MERP: +50 OB; Holy weapon; choice of secondary Heat critical (Slaying versus Orcs) or Cold critical (Slaying versus undead).

RM: +50 OB; Holy weapon; delivers choice of extra criticals: Heat (Slaying versus Orcs) or Cold (Slaying versus undead).

LOR: +6 Damage, +3 Melee OB.

Elessar (Q. "Elfstone"): Given to him by Galadriel in Lórien.

MERP: continuous *Prayer*; x6 multiplier.

RM: continuous *Prayer*; x6 Channeling multiplier.

LOR: continuous *Luck* spell, +30 Endurance.

Sheath: Given to him by Galadriel in Lórien; the sword drawn from it is practically unbreakable. It will always draw swiftly, but will never come out accidentally or clumsily.

MERP/RM: +100 to resist breaking; no penalty for drawing the blade and attacking in the same round.

LOR: +10 to resist breaking.

ARAGORN AS ELESSAR,
KING OF THE REUNITED KINGDOMS
(after T.A. 3019)

Level: 36.

Home: Minas Tirith.

Aragorn as Elessar in MERP
(after T.A. 3019)

Hits: 185 Melee OB: 200 Missile OB: 180

AT: Chain (75)

Aragorn as Elessar in Rolemaster
(after T.A. 3019)

Hits: 185 Melee OB: 200bs Missile OB: 180

AT: 19 (75)

Elessar's Principal Items
(after T.A. 3019)

Mithril Helm: as Elessar, the Elfstone, of the line he names Telcontar, Aragorn wears the *mithril* helm of Gondor, black *mithril* chainmail, and a black surcoat emblazoned with the symbols of the two kingdoms: Gondor's White Tree, circled by Arnor's Seven Stars, and topped by Anárion's Winged Crown, in silver-white thread. When presiding over affairs of the realms, he also bears the Sceptre of Annúminas, the royal symbol of Arnor, and the Ring of Barahir. (Both of these are described in Section 9.0.)

Mithril Mail: made of black *ithilnor*, it encumbers as chain armor but protects as plate armor.

MERP: +35 DB.

RM: +35 DB; armor penalties of AT 15.

LOR: +6 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Crown of the Reunited Kingdoms: made of *mithril* inlaid with gold, it has a receptacle for the Elessar to be set in the brow.

MERP/RM: +10 DB.

LOR: +1 Defense (with no other penalties).

War-helm: made of *mithril* inlaid with gold, it has a receptacle for the Elessar to be set in the brow.

MERP/RM: +15 DB.

LOR: +1 Defense (with no other penalties).

Shield: black with a *mithril* rim and inlay.

MERP/RM: +25 DB.

LOR: +3 Defense, -1 Magical.





PALADIN II, 31ST THAIN OF THE SHIRE

More conventional than the young heroes of the war, but still an important figure, Paladin was the Master of Tookland and thirty-first Thain of the Shire (T.A. 3015-F.A. 15). He showed the aggressive spirit of the Took tradition and was the only clan-chieftain in the Shire to mount an organized resistance to Lotho Sackville-Baggins' coup and Sharkey's rule of the Shire during the War of the Ring. Coming to the thainship at a fairly advanced age, he had been fond of organizing hunting trips to the Shire borders all his life and saw to it that some of the tougher border Took were on hand to teach his lads the business of hunting Mannish ruffians. He was in the process of arranging a secret reorganization of the Shire-muster for a general revolt against Sharkey when the Ringbearer and his party arrived and started an uprising on their own. With the aid of Meriadoc Brandybuck and Peregrin Took, he led a sweep of the Southfarthing that cleared the ruffians out of the Shire and drove them beyond Sarn Ford, liberating the Riverman and Eriadorian settlements there and establishing a base for the Rangers of the North to push the rest of Saruman's minions out of Eriador.

Paladin II



After the war Paladin had long discussions with his son Peregrin over the way of things. He reorganized the Shire government and established a rudimentary school system in Tookland. Some fifteen years later, at the age of 101, he died of the Red Flux while in negotiations for the supplying of the Arnorian work crews rebuilding Annúminas. His son became thain after him and expanded on many of his policies.

PALADIN II, 31ST THAIN OF THE SHIRE

Level: 7.

Race: Fallohide Hobbit.

Home: Great Smials, in the Shire.

Paladin in MERP

Hits: 67 Melee OB: 105 Missile OB: 110

AT: Chain (60)

MERP Profession: Warrior.

MERP Stats: Co 96, Ag 100, Ig 94, St 99, Pr 98, It 98.

MERP Skills: Influence: Administration 35, Influence: Diplomacy 35, Influence: Leadership 50, Perception 35, Public Speaking 40, Ride 20, Lore: Strategy and Tactics 35.

MERP Spells (7 PPs): See Principle Items below.

Paladin in Rolemaster

Hits: 67 Melee OB: 105ss Missile OB: 110sb

AT: 16 (60)

RM Profession: Fighter

RM Stats: Co 96, SD 88, Ag 100, Me 80, Re 94, St 99, Qu 99, Pr 98, In 98, Em 90.

RM Skills: Awareness (Searching): Observation 35, Influence: Diplomacy 35, Influence: Leadership 50, Influence: Public Speaking 40, Outdoor (Animal): Riding 20, Technical/Trade (Professional): Military Organization 35, Technical/Trade (Vocational): Administration 35, Technical/Trade (Vocational): Tactics 35.

RM Spells (12 PPs): See Principle Items below.

Appearance: 90.

Paladin's Principal Items

Thain's Mathoms: Paladin uses the "Thain's Mathoms" (See Section 9.0.); his stats are given as wearing these magic items, which he did during the war with Sharkey and Lotho.

9.0 ITEMS OF POWER

Objects of enchanted nature, those created with magic or those of such quality as to be as powerful as magical devices, are relatively common in mid-Third Age Eriador. The Elves, of course, have the oldest and the best magical weapons and devices, although the skill required to create them is becoming rarer and rarer. The Dúnedain and the Dwarves of Khazad-dûm both routinely use forging magic to make the high steel blades and armor in which they take so much pride. High steel (+10) is, in fact, the mark of elite soldiers all through western Middle-earth. Weapons of higher quality (+15 bonuses or higher) are considered marks of social accomplishment for Arthadan knights, Cardolanian mercenary officers, and Orkish tribal chiefs alike.

The distribution of weaponry is described in the military tables (Section 12.1), while the common magical herbs are detailed in an appendix on medicinals and poisons (Section 10.1 in *Arnor: The Land*). Note that herbs and potions of lesser value are often available (and there are always objects and substances available in the markets and from small shops that are nearly worthless); however, it is up to the buyer to make sure that he is getting a true "Númenórean sword" or "Elixir of Health" rather than a reforged Dunnish pruning shear or a bottle of spiced potato brandy.

Described below is a selection of politically important items of power. Most of them turn up again and again during the Second and Third Ages, some changing owners quite frequently.

ANDÚRIL

(S. "Flame of the West")

Created by the reforging of the shards of Narsil in T.A. 3018, Andúril is Aragorn's sword throughout the War of the Ring and all his years as king. It is a +50 weapon and has the special powers of Narsil. (See below.)

ERESSELEN

(Q. "Star of Solitude"; pl. *eresseleni*)

"They were clad in cloaks of dark grey, and their hoods were cast over helm and head...Nor did [they] bear any badge or token, save only that each cloak was pinned upon the left shoulder by a brooch of silver shaped like a rayed star."

—*The Return of the King*, p. 51.

Thus did the Faradrim Forod, the Rangers of the North, go to the final war against Sauron. The drab, unassuming garb of the Grey Company came from traditions that predated the Dúnedain kingdoms. The silver, many-rayed star they wore was related to one used as a pass-token by the Adanic warriors who kept watch on Morgoth's fortress of Angband in the First Age; it was supposed to represent Alcarinquë, the brightest star in the northern sky. In the Second Age, the star was used as a

brooch identifying the Glandirith (S. "Guardians") of Gil-galad's Kingdom of Lindon. When the immigrants of the Faithful began allying themselves with the Noldorin kingdom, they formed a joint-ranger company, though, unlike the Glandirith, the Dúnedain referred to themselves by the name of Faradrim (S. "Hunters"); the grey cloak, made in Lindon and woven with power to provide camouflage in many types of ground cover, was an Elvish creation worn by all in the company. The Elvish rangers dressed in a more colorful style when off-duty; but the Dúnedain enjoyed the aura of modest discipline the drab cloak projected, and it became their official uniform when they were joined to the armed forces of the new Kingdom of Arnor.

The elite royal rangers of Arthedain preserved all of the older traditions. The *eresselen* was awarded only to a ranger who had served for some years and proved himself worthy and faithful. The star was given after a vote of the comrades of the ranger so honored, and no king or lord dared to interfere with this ballot.

The Witch-king collected a good hundred of the *eresseleni* over the course of his long war against Arthedain. Whenever he issued them to spies to wear as disguise, he invariably lost them. The items were thought to have some curse of returning on them, and the Nazgûl-lord eventually gave up the practice, not realizing that the friendship and familiarity practiced by the royal rangers was a better security system than any badge. When the Angmarean army was destroyed in T.A. 1975, the Witch-king's collection of stars was captured with his baggage, and Prince Arathorn used them to initiate his new order of the Rangers of the North a year later.

Some of the *eresseleni* are forged by Sindarin Elves of Lindon or Rivendell, but most of those used in Arnor and Arthedain were made by the senior silversmith of Fornost, using Lindon silver. Each provides a +10 bonus to both DB and RR; there is a +20 bonus to morale and fear checks for any ranger fighting to keep one from his enemies.

FAM-TARG-ARGTH

(Bl. "Goods of the High Chieftains")

Three of these four items originated sometime in the mid-Second Age and were used by the *targ-argth*, the elected high chiefs of the Hillmen of the Trollshaws, until the near-extinction of their people at the end of the Hillman Revolt in the seventeenth century of the Third Age. The fourth heirloom, the Turtle-helm, was a gift of the Witch-king in T.A. 1413. After the defeat of the Hillmen, the artifacts went to the vaults of Carn Dûm and disappeared from historical records.

Crag-olf-Ti (Bl. "Manspear"): A +25 Man-slaying spear. Oak inlaid with silver, it is very ancient, carrying a fire-hardened tip on its wooden shaft instead of a metal or stone spearhead.



Cu-Saggha-Brath (Bl. "Turtle Helm"): This is a gift from Angmar and is intended to allow the kings of Rhudaur to control the fell-turtle in the lower levels of their citadel at Cameth Brin. The situation becomes very awkward when the king and the *targ-arm* are not the same person and both believe they should be wearing the helm. In T.A. 1643 the Targ-Arm Broggha has the helm, and he is about to start a war with King Ervegil Stonearm for other reasons. The Turtle Helm is made of steel, with a lining of fell beast hide. Its exterior plates of green copper are shaped to form a turtle skin, giving the wearer the appearance of having a hideous turtle head. It has the following powers:

- +10 to wearer's DB. Negates 40% of head crits and halves head stun results.
- allows the wearer to see and hear normally underwater, in mist, fog, or rain.
- allows underwater breathing for up to 20 minutes per day.
- allows the wearer to control any one turtle, regardless of size, up to 300' away.

Dran-Tark (Bl. "Chief's Beads"): Usable once per day, they will double strength and/or speed, but temporarily reduce the Constitution stat by 5 pts per power doubled per round for as long as the *targ-arm* has Constitution points left. He recovers his Constitution points at the rate 1/minute of rest. These beads are bone ringlets worn in the chief's long Hillman braids. This pair is engraved with runes.

Olga-Wama (Bl. "Wam's Belt"): The belt confers +25 to DB. It is composed of nine copper plates, each with the symbol of one of the Hillman tribes, all linked by gold chains. Rather crudely made; it can be worn with metal armor.

GLAMDRING

(S. "Foe-hammer")

Made by the Elven-smiths of Gondolin, Glamdring is a sword of such power as is rarely found in the latter days of Middle-earth. During the *There and Back Again* (Erebor quest) adventure in T.A. 2941, Gandalf claimed the sword as his share of Troll-hoard loot, and Thorin Oakenshield claimed its mate Orcrist. The two swords had already existed for thousands of years and passed through the hands of a dozen owners. Forged in ancient Gondolin for the Goblin Wars (another name for the Wars of Beleriand in the First Age), they have an attractive enchantment on them. While most Orcs and other evil creatures are simply too greedy to destroy a quality Elvish weapon, even one with a bane against their own kind, these two weapons have so much of the pride of their maker on them that any owner is swayed by it (he must resist a 5th level *Suggestion* each month the sword is in his possession or feel the urge to use it or at least speak about it in public or show it off).

Glamdring was once wielded by King Turgon of Gondolin; it and Orcrist, its twin blade, were taken to Angband by Orcs after the fall of the Elven city. The weapons apparently left Beleriand towards the end of the First Age, appearing a few centuries later in a Goblin-hoard in the Misty Mountains. Taken from the Goblins by Dwarves, they were ransomed by the Noldor of Lindon and later lent to Prince Aldarion of Númenor's officers while they were exploring the upper Anduin. After use by a pair of Elrond's warriors in the War of the Elves and Sauron, one of the two blades went to Mordor as booty, while the other returned to Rivendell and was used in the defense of that haven. They were reunited there after the death of a Sauronic spy in Lórien late in the Second Age, then went back to Mordor in the hands of Sindarin warriors fighting in the War of the Last Alliance. After one blade spent centuries in an Elvish vault in Lindon, it was returned to Rivendell soon after the corruption of Rhudaur, and both swords were actively used in the Eriadorian wars for the next two thousand years.

During an attempt to clean out the southern Trollshaws in the twenty-fifth century of the Third Age, both Orcrist and Glamdring were captured and made trophies, under their Orkish nicknames "Biter" and "Beater," in Mount Gundabad. A revolt in that city saw them carried back to Eriador a few centuries later, and they were found there in a Troll-hoard in T.A. 2941 by Gandalf the Grey and Thorin Oakenshield. Glamdring accompanied Gandalf on all his journeys thereafter, eventually going to the Undying Lands with him at the end of the age.

In T.A. 1643, Glamdring is in the vaults of Elrond in Rivendell, though he is considering assigning it to some worthy ranger or warrior so its powers may be felt in the struggle against the Witch-king.

The powers of Glamdring are as follows:

- +30 *ithilnor* broadsword
- "Holy" weapon
- Glows cold blue in vicinity of Orcs (dim within 1000'; very bright within 100')
- "Of Slaying" Orcs

HARMAR ARNANÓRĒO

(Q. "Heirlooms of the North-kingdom")

Most of these were the personal possessions of Elendil and Isildur, forged by their Elvish allies in the Undying lands before the fall of Númenor. They became the hereditary possessions of the kings of Arnor and Arthedain.

Armor of Elendil: +70 full plate made of *ithilnor* and inlaid with silver. It protects as AT PL/20, but encumbers wearer as if it were AT Ch/14. Lost in the Bay of Forochel in T.A. 1975.

Helm of Elendil: A full helm, protects against head and neck criticals 60% of the time. Lost in the Bay of Forochel in T.A. 1975.

Ring of Barahir: +30 to DB. A First Age artifact, it is sometimes used as a token of betrothal by the crown-princes of Arnor and Arthedain. Given as token of gratitude to a Losson elder in T.A. 1974, it is ransomed by the Elves and kept in Rivendell with the other heirlooms until the coronation of King Elessar in T.A. 3019.

The Silver Rod of Andúnië: Also called the Sceptre of Annúminas. The sceptre is fashioned of plain, unadorned silver, but carved with a spiral of Tengwarin letters relating the history of Tuor and Idriel and the prophecy of Huor. Forty-nine inches long, it was the symbol of the lords of Andúnië and Andustar in Númenor. It survived the Downfall to become the oldest Dúnedan heirloom in Endor. It served as the Sceptre of Arnor and Arthedain until T.A. 1974 and then was kept in Rivendell. Elrond gave it to Aragorn at his wedding, and it then became the most exalted possession of the Reunited Kingdom, the mark of the royal authority of the line of the Telcontari.

The powers of the rod, though seldom used, include:

- acts as a +50 Holy weapon in combat.
- anyone struck by the rod must make a RR versus wielder's level. Failure of 01-50 results in victim being completely subdued and immobilized for 1-100 minutes; failure of 51-100 results in victim falling unconscious for 1-100 hours; and failure of 101+ results in victim dying instantly, his bones dissolving to dust.

Shield of Elendil: +45 full shield of *mithril* and *laen*, it is weightless and unencumbering.

Palantíri: As the rightful heir of Elros, Elendil and his heirs and designates are the permitted users of the *palantíri*. (See below.) They are, in a way, pre-attuned to their use.

The Shards of Narsil: After Elendil's sword was broken on the slopes of Mount Doom in S.A. 3441, Isildur used the hilt-shard of Narsil to cut off the ring-finger of Sauron. The shards became relics of the northern Dúnedain thereafter. Prophecies concerning them became a matter of concern as Arthedain weakened in the mid-Third Age, and the shards were taken to Rivendell with other heirlooms before the fall of Fornost. They rested there until Aragorn II learned that he was destined to reunite the Dúnedain, and he carried the shards with him whenever he undertook a mission relating to that destiny. Noldorin smiths in Rivendell had saved materials for the reforging of Narsil in their vaults for most of the Third Age. In T.A. 3019, after the One Ring was identified and brought to Rivendell, the shards were reforged into Andúril. (See above)

NARSIL

(Q. "Light of the Sun and Moon")

Forged by Telchar of Nogrod in the First Age, it was used in the War of Wrath and taken to Númenor when the Edain migrated there in the early Second Age. Passing through the hands of important Númenóreans, it appeared occasionally in Eriador during the Second Age and eventually was given to Elendil by his father Amandil just before he set out on his doomed voyage westward in S.A. 3319. The blade was broken when Elendil was slain in combat with Sauron at the end of the Second Age.

Also called the Sword of Elendil, Narsil possesses the following powers:

- +60 Holy sword.
- flames on command with the following powers:
 - when it *Burns Hot*, it is an Orc-slaying weapon that delivers a Heat Critical (of equal severity) in addition to any normal critical strike.
 - when it *Burns Cold*, it is an Undead-slaying weapon that delivers a Cold Critical (of equal severity) in addition to any normal critical strike.

NARYA

(Q. "[Ring] of Fire")

Of all the twenty Rings of Power, only the Three Elven Rings, forged by Celebrimbor alone, are unsullied by the evil hand of the Dark Lord. Like all true artifacts, Narya's power is a function of its wielder. The powers of the Fire Ring are difficult to pin down to specific spells or even lists, but in general Narya—like the other two Elven Rings—aids in learning, healing, and understanding, not only for the wearer but those around him. Narya was kept hidden by Círdan the Shipwright for most of the later Second Age. He wielded it in the early part of the Third Age to heal the wounds of the High Elves and bring some semblance of peace to shattered Lindon. Círdan gave the ring to Gandalf the Grey upon the wizard's arrival in Middle-earth around T.A. 1050. With Narya's help, Gandalf aided the causes of Elves and Men throughout the Third Age. In T.A. 3019 he healed King Théoden of Rohan, not only in body but in spirit. In the presence of the Red Ring, people are often moved to acts of courage and selflessness that they might not otherwise consider. But the ring does not inspire empty bravery; the powers of resistance and agility which it conveys are quite real.

The fire of Narya was, first and foremost, the fire of Men's hearts, the flame of passion, which Narya kindled most. Narya's powers were well-suited to Gandalf's purpose, which was to inspire and rally the Free Peoples against the Dark Lord of Mordor. The Red Ring's actual power over fire is a secondary ability.

A more specific delineation of some of Narya's powers:

- Continuous Mystic *Unpresence*, *Nondetect*, and Mentalist *Inner Wall*. Doubles RR level of wearer when resisting the Dark Lord's detection powers
- Continuous *Firearmor*
- Continuous *Prayer* (RR and maneuver bonus): +30, all friends within a 30' radius
- Free use of closed Channeling Lore list to 50th lvl
- Free use of base Magician Fire Law list to 50th lvl
- +30 to Constitution bonus
- Regeneration 3 hits/rnd
- Wearer cannot be stunned
- +30 to wearer's DB

GM Note: Should Sauron recover the One Ruling Ring, Narya and all things touched by it will be revealed—and thus vulnerable to the Dark Lord's undoing. With the destruction of the One Ring, all of the other rings lose their powers, having been unavoidably linked to it. Narya is taken over the sea by Gandalf when he leaves Middle-earth in T.A. 3021.

ORCRIST

(S. "Goblin-cleaver")

This sword is the twin of Glamdring (See above,) and was used in ancient Gondolin by a kinsman of Turgon, the Noldorin king of that city. After a dramatic history, the blade was entombed in Erebor, in Rhovanion, with Thorin Oakenshield in T.A. 2941 and not used again until sometime in the Fourth Age.

In T.A. 1643 Orcrist is wielded, with Elrond's permission, by Andovon of Lindon, one of the wardens assigned to keep the paths clear for Elvish wandering parties in Cardolan. It was loaned to him as a direct result of the founding of the domain of the Warlord in Minhiriath, and will probably be returned to Rivendell after the Warlord's fall.

The powers of Orcrist are as follows:

- Glows with a bright, blue flame when Orcs or Trolls approach (dim within 1000', very bright within 100')
- *MERP/RM*: +30 OB; fumbles only on an unmodified OI.
- *LOR*: +3 OB; +3 Damage.

PALANTÍR

(Q. "Far-seer;" pl. *palantíri*)

Legend has it that Fëanor, greatest of the ancient Noldorin smiths, crafted these magical seeing-stones. Seven of their number were given as gifts by the Elves of Aman to the Men of Númenor, and these seven were kept as heirlooms by the lords of Andúnië. Elendil and his sons rescued the *palantíri* from the wreck of Númenor and brought them to Middle-earth, placing them at important sites within the kingdoms they founded.

Four of the legendary seeing-stones were kept by Gondor; the remaining three resided in Arnor. Two of these lie within the bounds of Arthedain, and the third is nearby under the care of Círdan's Elves in the White Towers of Emyrn Beraid. The *palantír* of Amón Súil, the largest of the three at nearly 3' in diameter, was located in the tower on Weathertop until the Witch-king's armies besieged it in T.A. 1409. The smaller *palantír* of Annúminas was kept in the royal halls; but both stones were later removed to Fornost. Unlike the jewels and lesser heirlooms of past kings, the seeing-stones are never displayed in public; few outside the highest reaches of the royal court even have clear knowledge of their existence. Only kings and the stones' appointed guardians are given access to the *palantíri*, which are locked away in guarded rooms (often encased in steel "shrouds") high in the towers of the capital city. Only in the royal court are the stones cited as sources of information, and those citations are also stored far from the public eye.

The seeing-stones are "connected;" that is, each *palantír* transmits to and receives "silent speech" from another in use at the time, its "answering" stone. The stones display visual images of scenes and acts that have occurred, are occurring, or might yet occur, but they cannot transmit





speech or interpret the images shown. Thus the need for guardians and seers, as well as kings, to explain what the stones have pictured is clear.

The *palantíri* are full of beauty and mystery. Perfect spheres of a dark hue when at rest, they look very much like crystal globes in the cradling cups of the marble tables upon which they rest. (An intent observer may notice a minute flame flickering deep in the center of an unused stone.) The smallest stone is only 1' in diameter, the two largest—the one at Osgiliath (in Gondor) and the one originally kept at Amon Sûl—are so great that a man acting alone cannot lift them. If dropped, the stones are undamaged—but intense enchanted heat can shatter them.

Invisible to the uninitiated, unmarked poles within the *palantíri* indicate alignment, and each stone has an upright, proper position. Their permanent "upper" and "nether" poles must be placed in line with the earth's center in order for the user to see through their viewing faces. Lesser stones are even tied to a set orientation; for example, the *palantír* of Orthanc's west viewing surface has to be aimed westward or it would remain blank. Even more restricted is the seeing-stone of the Tower of Elostirion in the Emyr Beraid, which is tied to the original master-stone on the Elven isle of Eressëa and can only face westward, away from Middle-earth and over the Bent Sea. However, the major seeing-stones can be viewed at many angles and can flash scenes of happenings in any direction and at amazing distances. For example, the *palantíri* of Fornost might reveal to the Arthadan royal court scenes from a battle in Gondor, a distance of hundreds of miles.

However powerful, the *palantíri* have their limitations, the major one being their failure to illuminate a scene hidden or cloaked in darkness. A viewer sees things as if he were present at the scene and subject to its conditions of lighting. Thus, action taking place inside an unlighted cave could not be viewed by a *palantír*. The darkness of a cave is all but absolute and too much for a seeing-stone to counteract. Nonetheless, the lightlessness within solid objects will not obscure a view to a place beyond them, so that a user of a stone can gaze through "things" without hindrance. One can peek into a chamber through a door or even a mountainside, although the room's details might be obscured by poor lighting. Also, ungoverned visions are usually random, hazy glimpses enshrouded by a misty foreground, making the skill and knowledge of the stones' guardians crucial.

To utilize a seeing-stone fully requires many years of practice and education, plus the gift of "seeing," or correctly interpreting the vision. To begin, the viewer—whether minister, guardian, or royalty—must focus his will and concentrate his energies upon the dark stone, an exhausting effort in itself. Standing about three feet from the *palantír*, facing the stone in the direction he desires to look, he brings forth visions—a battlefield scene, let us say. Should the user desire, he can enlarge his field of vision to display a vast host of enemies on the march, or he can focus upon a single object held in one warrior's hand—a weapon or a jewel, for example.

In the case of communications between stones, he can see the thoughts of the one with whom he deals—provided the "connecting" user is in accord and is able to clearly bring forth the image. The *palantíri* cannot read the thoughts of an unwilling user, and in such cases what they display is totally a matter of the wills of the two users involved.

After the rise of Angmar around T.A. 1300, the stone-users of Arthedain and Gondor have used the stones to communicate much more frequently. As trouble brews and boils over, the Dúnadan kingdoms try to put aside their differences and exchange information about enemy movement and strengths, and suggest and coordinate strategies to counter them.

Both of the remaining *palantíri* of the North are lost in the Bay of Forochel in T.A. 1975.

THE RUNEKNIFE OF RISINTI AND THE CRIST-IN-HULHOTH

Losson magic and magical equipment tends, by necessity, to be rarer and less complex than those of wealthier cultures. The enchanted spears and earrings possessed by each established *henkinimittäjä* (See Section 12.1.9) are the personal totems of the individual spellcaster and can only be passed on to others in special ceremonies involving the elders of the entire clan. Certain items of import, however, do surface, and the two described here are only examples. A traditional Losson ritual knife typically has a rune-inscribed handle attached to a blade of horn or ivory.

The Runeknife of Risinti is high steel blade fashioned and decorated after a Losson ritual design, but the weapon was actually forged in Ost-in-Edhil by Annatar (Sauron). It has the following powers:

- wielder may cast the weather control spells found in the Water Law and Light Law lists to conjure up cold and snow.
- wielder may use any summoning spell she (or he) might know, regardless of its actual purpose, to call the Tuulipahauus (See Forochel entry in *Armor: The Land*, Section 4.0.); dagger doubles the summoner's level for purposes of controlling that spirit of cold or provides a +20 bonus to any attempt to negotiate with it.

The Crist-in-Hulhoth (S. "Clever of the Wind-horde") is also a runeknife. It has a red *laen* blade and was forged in Lindon at Gil-galad's command soon after he learned of the existence of the other blade. Its powers are the following:

- weapon of Slaying against demons; and confers a +40 bonus to any defense against them.
- permits any spellcaster to use any summoning spell she or he might know to summon wind demons. These spirits are actually true air elementals of the north winds, mortal enemies of the Tuulipahauus. 2-10 of them will appear if he is in the area, and if he decides to flee, they will pursue him for 1-10 years. He will be trapped in the upper airs for all that period of time.



Musicians in
protected
Rivendell

THE THAIN'S MATHOMS

These magical items were originally given by King Argeleb to Marcho Fallohide in T.A. 1605 to establish the Hobbit's authority as a royal constable in northern Siragalë. They became the symbols of the thains of the Shire once the Hobbits organized their own government a decade or so later. In the later Third Age, they became hereditary possessions of the Tookish thains.

The Thain's Bow: +15 short bow, with ranges like a long bow; arrows shot from the bow do double concussion hits and an additional puncture critical.

The Broadsword of the Thain: +15 short sword that does an additional slash critical. It is semi-sentient and occasionally empathically warns its wielder of the presence and direction of a non-Hobbit within 25'.

The Sceptre of the Shire: +15 mace; it does an additional unbalancing critical.

The War-dress of the Militia Captain: Hobbit-sized +15 full chain and helmet. It is AT Ch/16 and unencumbering; it also negates 30% of all criticals to a Hobbit wearer.

VILYA

(Q. "[Ring] of Air")

The mightiest of the Three Elven Rings of Power, Vilya was created by Celebrimbor in Eregion. Since it could not be used safely as long as Sauron's Ruling Ring was on his finger, it was hidden for most of the Second Age. Just before his death, Celebrimbor gave Vilya to Gil-galad for safe-keeping; Gil-galad, in turn, surrendered the ring to Elrond when the two of them departed for Mordor as part of the Last Alliance of Elves and Men.

Elrond wore Vilya continuously throughout the Third Age, and the ring was a key factor in the powerful magical defenses of Rivendell. If Sauron had regained the Ruling Ring, it is likely that Rivendell would have been revealed to its enemies and probably attacked or abandoned.

Vilya's specific powers include:

- Continuous Mystic spells of *Unpresence* and *Nondetect*, as well as the Mentalist spell *Inner Wall*. These spells can also be enacted with a radius to shield an entire area.
- Doubles resistance level of wearer when resisting the Dark Lord's detection powers.
- User may employ a continuous *Prayer* spell (RR and maneuver bonus) adding +30 to all friends within 30' or in sight.
- +33 to Constitution bonus and to Defensive bonus.
- Allows wearer free use of the Mentalist lists Gas Manipulation, Solid Manipulation, and Liquid Manipulation to 60th level. Ranges variable, but usually 10-100x normal range listed. For example, Elrond could control the river in Rivendell, and the weather in the entire valley.
- All healing done by wearer has one third normal recovery time, and recovery is always complete (with a few exceptions).
- Wearer (or whomever he touches) regenerates at the rate of 10 hits/rnd.
- Wearer cannot be stunned.
- Vilya acts as a x 9 PP enhancer (any profession).

GM Note: Perhaps more than the other two rings, Vilya's essence embodies healing and strengthening. Narya shielded, in Lórien, a land of complete repose—almost retreat; Narya kindled hearts to action. It was in Rivendell where Vilya abode that decisions were made, actions planned. In appearance, Vilya is a ring of pure gold set with a large, clear blue sapphire.

10.0 THE RANGERS OF THE NORTH (T.A. 1974-E.A. 120)

Formed after the fall of Arthedain and King Arvedui's death in T.A. 1974, the Rangers of the North carried on the unbroken Line of Isildur throughout the chaos of the Third Age and into the promise of the Fourth. Although they lacked a state to govern, the leaders of the Rangers, who called themselves chieftains, were nonetheless royal in bearing and breeding, regardless of their woodsy apparel and suspicious demeanor. Besides battling Orcs and other servants of Evil, the Rangers established and maintained watchtowers and observatories on the frontiers of Eriador and sheltered the heirlooms of the northern Dúnedain at the Elven haven of Rivendell. Granted a longer lifespan than that of their brethren in Gondor, the secretive Rangers persevered and overcame the tests of time, preserving themselves as a political and military entity for a millennium.

THE FOUNDATION OF THE RANGERS

The fall of Fornost in T.A. 1974 was followed by a scouring of the landscape like nothing seen in Eriador since the fall of Ost-in-Edhil in the Second Age. It was the intent of the Witch-king that neither man nor beast of Arthedain should be left alive by the spring of the next year. To a large extent, he succeeded in this goal, and the knowledge of his success probably contributed to his decision to flee when confronted by Glorfindel at the Battle of Lake Nenuial. Crown-prince Arnanth, the only senior member of the royal government to survive the debacle, found the Twilight Hills and the North Downs uninhabitable, the buildings and towers destroyed, the stock slain, and the forests and orchards burned to the ground. Arthedain could not be re-founded.

Because of his shame for what he perceived as his father's failure to adequately fulfill his oaths to protect the subjects of the realm, and because there were still assassins searching for him amidst the swarms of refugees crowding the camps at Caras Celairnen and the Harlond, Arnanth kept a low profile during the spring campaign that destroyed the Angmarean army and the lightning follow-up that purged the country of the last of the invaders. Many of the surviving Arthedain left for Gondor not knowing that an heir to the Line of Isildur still lived. Over the course of the next two years, in which the Host of the West, consisting of Gondorian, Elvish, and remnant Arthadan forces marched eastward to the very gates of Carn Dûm, Arnanth let himself be announced only as Knight-captain of the Royal Rangers. Crown-prince Eärnur of Gondor, who saw no reason to promote the nobility of a man who could have claimed the throne to which he intended to ascend himself someday, willingly went along with this pretense.

All the while, Arnanth was making plans and negotiating with those few people who represented the remnants of the elite of the old Arthadan society. An oath was sworn by Arnanth and a few close friends in early T.A. 1976, as they gathered around the last *palantír* of the North, in the Elostirion, the White Tower of the Eryn Beraid on the border of Lindon. They pledged to dedicate themselves to completing the work that Arvedui and their forefathers had left undone, to protect the land that had been Arnor and all of its peoples, until all oaths had been kept and the few hopeful prophecies of the centuries of decline and weakness had been made true. This was the true beginning of the Rangers of the North; few present at that little-known meeting understood how many generations of Men and how much blood, toil, and sacrifice would be needed to keep the promises so made.

The core of Arnanth's organization was the old Faradrim Aran, the Royal Rangers. Their symbol was the *eresselen*, the silver brooch, shaped like a six-pointed star, attached at ceremonies to the left shoulder of each Ranger's grey, hooded cloak. Traditionally the *eresselen* could not be awarded even to royalty without a full vote of a company of Rangers on the worth of the recipient, and it was long the most coveted symbol of heroic achievement in all Arthedain. Arnanth bonded his old Ranger-command to the officers of the armies and the masters of the religious orders who had shown their quality in the war. The *eresselen* would become the symbol of this new *Heren a Govannas in Faradrim Forod* (S. "The Order and Fellowship of the Rangers of the North").

THE PRESERVATION OF THE DÚNADAN LINE

Because the purpose of the Witch-king's assault had always been to exterminate the Dúnedain of the North, Arnanth decided that one primary goal of the new Rangers was to maintain the bloodlines of the Lords of Men. To accomplish this, he enforced strict segregation of the members of the order. This policy, which forbade access to the inner circles of the Fellowship of Rangers to anyone of lesser lineage, was ill-thought of by many, including Master Elrond. Those of the commons of Arthedain who'd fought bravely in the war were denied the full protections and benefits of membership in the Rangers, leading some of them to join the southern exodus and deprive Arnanth of their talents. Over the years, other non-Dúnedain would be enlisted to the service of the order, and even awarded the *eresselen*, but the star could not give them free access to the havens and villages of the Faradrim Forod; additionally, the star was given on the premise that it be returned to the order upon the bearer's death, so that no unworthy heir or outsider might gain unearned privilege.





Restrictions were also applied to marriages, with the intent that all children supported by the fellowship retain the pure bloodline of the Dúnedain. This, and the separation of the Rangers' dwelling places from those of other Men, meant that they would always be few in number, and their hold on the North country tenuous and shatterable by the casualties of just a few lost battles. Arnanth, nonetheless, bound himself to his vision, believing that the physical and mental heritage of Númenor was a priceless advantage his people could not afford to lose; his heirs followed his example for fifteen generations. A selfless discipline like that of the Faithful of old was taught to every child of the order, and the loneliness of the Ranger's life was compensated by the surety of loyal comrades on any journey and a friendly home and hearth waiting at the end of it.

10.1 THE RANGERS IN THE THIRD AGE

Secrecy and a tightly knit structure, both key aspects of the ancient orders and fellowships of Arthedain, were incorporated into the Rangers of the North. Only a few people outside of the Elves even knew of its existence as an organization. The Hunters, as the Silvan Elves called them, or the Muinntir nam Beann Glasa (Du, "Folk of the Grey Hills;" coll. "Grey-hillers"), the name used by the Saralaínn clansmen, were viewed as just another clan of wild folk, like the Dunlendings, Dwarves, and Rivermen—prone to wandering in dangerous places. It was known that they were exceedingly dangerous, and that they tended to deal harshly with ruffians and troublemakers of all breeds, but this was considered to be a sort of tribal quirk. The leaders of the Rangers encouraged this belief. The humble title of chieftain that they used for themselves was steeped in Adanic and Northman tradition, but served also as part of the camouflage of the order. So, too, was the lack of uniform or badge in their everyday dress. The title of captain was the only other rank used within the order, and none of the leaders were called by anything other than their given name save while on safe ground.

Only the male heirs of the Line of Isildur could be the chieftains of the Rangers. Each Ranger swore unswerving allegiance to his chieftain, who was the unquestioned authority in all matters political and military. At no time were there more than several hundred Rangers in existence. They lived in "havens," small steadings and villages along the northern fringe of habitable land in Eriador, some of them based in old Arthadan monasteries and towns, some built secretly in new locations, easily isolated and protected from intruding wargs and frontier bandits. Rivendell was the occasional home of the chieftains and their families, although western locations nearer to the settlements of Men were favored when times were quiet; Tol Lamfirth, near Caras Celairnen, was the primary training ground of the Faradrim and their chief center of

lore and study. Other havens and outposts of the order were built and maintained, some of them for hundreds of years. Throughout the long Andran Awarthad (S. "Age of Abandonment"), as the Rangers' scholars termed it, these dwelling places were moved—as the troubles of the northern lands shifted, as they were discovered and harassed by the evil creatures who still haunted the country, or as death and depredation caused the numbers of the order to wax and wane. Ultimately the Rangers were, as the Bree-landers put it, rootless and wandering.

THE SCHOOLING OF THE RANGERS

Traditionally, the eldest son of the chieftain was born and raised in the safest of the Rangers' havens. In his family's house, the young Dúnadan prince was instructed in the traditional ways and lore. When his studies were complete, the Heir of Isildur was ready to guide his people in their age-long and purposeful fight to protect and preserve the Shire and other settlements in what remained of Eriador. He was also expected to find a mate and to produce an heir, and to take on the other responsibilities of a king in exile: to inspire confidence in his followers, and to confirm their faith in the promise of a reunited Dúnadan kingdom. That it would take more than a thousand years from the time of the fall of Arthedain to resurrect a North-kingdom was unknown to these princes, but even if they foresaw it, they were possessed of an Elven manner and a noble cause and found the patience to endure and persist.

The training of the other children of the Rangers was only slightly less rigorous. The members of the order were expected to preserve all the traditions of the northern Dúnedain, those of the scholar, crafter, and mystic, as well as those of the soldier and ranger. Any Ranger, whether of the villages or the retreats, was rigorously drilled in both Elvish and Mannish languages, Númenórean and Eriadorian history, song and poetry, and herb lore. Few children of the true bloodlines of the Dúnedain were lacking in intellectual capacity, just as few were without strength and endurance on the trail.

THE WOMEN OF THE FARADRIM

Female members of the order were also educated, unlike many of the daughters of lesser Men. While their paramount duty, belonging to such a small and scattered people, was to bear and rear children, the Dúnadan women, like their ancestors in the Arthadan nobility, had many years of their lives where they were not so burdened. They always demanded and received a fair share of the schooling and training available in the havens and took a corresponding share of responsibility for the lives of their people and the maintenance of the villages. While only a few of the women of the order in each generation actually earned the Ranger's star, all were exceptionally talented, including in their number many of the few true wielders of magic.

10.2 THE WAR OF THE RING AND AFTER

With the unveiling of Sauron and the Nazgûl in T.A. 2951 and the coming War of the Ring, the Rangers faced their greatest challenge: to protect the Ringbearer, and to overcome Saruman and the evil genius of the Dark Lord. Their victory can be seen as something of a miracle, or a quirk of fate, or both. Regardless, it was a striking accomplishment. The fifteenth and last of their stateless chieftains was Aragorn II, who assumed his title in T.A. 2933, at the age of two years. As is recorded in *The Downfall of the Lord of the Rings and the Return of the King*, Aragorn was the chief Mannish hero of the War of the Ring, and in T.A. 3019, as King Elessar Telcontar, he fulfilled the undying Arthadan longing when he reunited the kingdoms of Arnor and Gondor after Sauron's destruction.

Throughout an age which saw the Arthedain defeated, scattered, and finally homeless, the Rangers nonetheless managed to carry unbroken the line of the Kings of Men and were able to retain their ancient culture. No matter their losses in number, their battered and shrinking spirits, a supreme Arthadan pride in their long and uninterrupted tradition of loyalty, reason, and justice saw them through. In Aragorn—singer, poet, king, healer, warrior, and visionary—a man who would lead other Men into the Fourth Age, they produced the predestined hero to complete the Arthadan dream of one, united kingdom of the Dúnedain, and to raise high the banner of peace and hope for all peoples bloodied and bewildered by the War of the Ring.

THE FOURTH AGE

As the Third Age closes, the scouring of the Shire is completed with aid from the Rangers. The oppressors, Sharkey (Saruman) and Gríma Wormtongue, are killed, their despised regime overthrown. Brave Hobbit-heroes return triumphantly to claim their rewards; the Shire turns to peace and fruitful greenery. All is well, at last, in the land of the Halflings.

But far to the north lie the weathering ruins of Annúminas, and to their east, the fallen towers of Fornost, now called "Deadman's Dike." Thorns and weeds gather in the courtyards where kings and seers once conferred. Ravens light on the crumbling porticoes of the ancient halls. In the cool hills, the Faradrim Forod find that their havens no long need to remain secret. A new prince-regent, formerly a captain of Rangers and unfamiliar with the finery and ceremony of formal government, dwells in Tharbad for a time, eventually hoping to build a new home in the northern lands. Gondorian soldiers and northern Rangers eye each other warily in Eriadorian outposts that have not seen their like in a thousand years. The title of chieftain is used no more, as King Elessar prepares to resurrect Arnor and its capital of Annúminas. The Kings of Men seem to belong to the past now, but for a while these legends sit on a throne that strives to create peace for the scattering of common Men still living in Eriador, and the Rangers of the North can now openly bring hope to people who have had little for untold years.

10.3 THE ORGANIZATION OF THE RANGERS

The Hir-in-Faradrim (S. "Chieftain of the Rangers") is always the Heir of Isildur, that is, the senior male descendent of the kings of Arthedain. While the Rangers take pride in this line of rulers never being broken during the Age of Abandonment, some provision was always made for the succession in the event of the chieftain's premature death. The traditional number of Dirgonath Faradrim (S. "Ranger-captains;" sing. Dirgon Faradrim) is four; all must have earned their star, and at least one must be one of the heirs to the chieftainship, so that experienced leadership is on hand in the event of a tragedy.

Typically the Faradrim live in a half-dozen villages and monasteries, or "havens," scattered across northern Eriador. Although they are theoretically sworn to defend all of the lands of ancient Arnor, tradition and lack of resources keeps most of their efforts within the old Arthadan boundaries, particularly around the Twilight Hills, Bree, the Shire, and the Brandywine settlements. At any given time, a few of the Rangers dwell in other places, such as Rivendell or Lindon, and occasionally one may settle, particularly for purposes of retirement, in a village of Men. When there is a need, the Rangers build and maintain steadings or watchtowers in country where there is a persistent problem with raiding Orcs or recurring wolf-migrations—more often the order does not have sufficient strength for garrisoning such outposts.

The captains are assigned responsibility for one to three of the havens and also a "province," an arbitrarily bounded area of the north country. One of the havens in the province serves as home and headquarters for the captain. He leads and coordinates all of the military and general political activities of the province, while the thanes of the villages and the *edair* (S. "fathers;" sing. *adar*) of the monasteries are responsible, under his ultimate ruling, for the day-to-day activities of the people. Rank within the order is roughly determined by seniority, although there are also informal designations—*herdir* (S. "master;" pl. *herdirath*), *berdis* (S. "mistress;" pl. *berdisath*), and *ioron* (S. "elder;" pl. *ioryn*; fem. sing. *ioeth*; fem. pl. *iorith*)—that are eventually granted as measures of respect to the older Faradrim. councils of *ioryn* advise each of the leaders of the order and elect the thanes and *edair* of the havens. While the chieftain is, in theory, an absolute ruler, the other leaders of the order and the senior members of his family sit as a council of the Rangers to provide him with advice and act as a check on his power.



10.4 CREATING A RANGER CHARACTER

GM Note: *The intense education and training provided to a child in the havens gives a Ranger many advantages over other folk in Eriador. Only Dúnedain, Elves, and Half-elves may be so trained.*

Statistics

Statistical Minimums: 50 in Intuition and Presence.
30 in all other stats.

Stat Bonuses: +10 to Constitution and Intelligence.
+5 to other stats.

Resistance Roll Modifications: +10 to poison and disease.

Adolescent Skill Ranks

Movement and Maneuver: No Armor (1), Soft Leather (2), Rigid Leather (1), Chain (1).

Weapon Skills: I-Handed Edged and Missile (2), all others (1).

General Skills: Climb (2), Ride (1), Swim and Track (2).

Subterfuge: Ambush (2), Stalk/Hide (3), Disarm Traps (1).

Magical Skills: Reading Runes and Using Items (1)

Miscellaneous: Body Development (3), Perception (3).

Percentage Chance of a Spell List: One Ranger list is gained automatically if the character is a Channeling spell caster. If not, one Open Essence or Open Mentalism list of similar quality is learned.

Background Details

Languages: 8 additional ranks, typically in Eriadorian languages.

Background Points: Only 2, but the character also gains one Special Ability and one Special Item, as well as one skill in each of the following secondary skill categories to rank 5:

- 1) Any artisan or craft skill (Carpentry, Fletching, or Midwifery, for example.)
- 2) Any scholarly skill (History, Sky-gazing, Weapon-lore, etc.)
- 3) Any secondary outdoor skill (Foraging, Game-keeping, Herb Lore, etc.)
- 4) Any artistic skill (Calligraphy, Dance, Music, Poetry, etc.)

Development Points: The Ranger character can be of any profession. He always transfers Development Points on a 2 for 1 basis, even if he has no initial points in the area to which they are being transferred.

10.5 LIFE AND DUTIES OF THE RANGERS

A Ranger's life is spent in the pursuit of tasks set by the order. When no duties of this sort are at hand, the Ranger may relax and work on less dangerous chores in his home village. A portion of the daily routine in a Ranger-haven involves the mundane labor of farming, or repairing buildings and tools, but the lack of any great desire for material wealth amongst the Faradrim keeps these labors from overwhelming those available to do the work. A large percentage of the male population of the Ranger-villages travels out on missions most of the time, as does a smaller fraction of the females. This dispersal of strength is the primary reason for secrecy regarding the location of the havens. A typical village haven boasts 200-300 inhabitants in following proportions:

10% Retired Rangers, mostly male. Most will sit on the Council of Ioryn, and it is 80% likely that one holds the position of village thane.

10% Active Rangers, in between their longer missions; this number will double in the colder winter months or at certain holidays or times of crisis. While at home, they engage in crafts and training or put in time on guard duty.

20% Women of childbearing years, tending to family and village business.

10% Older women, typically *ioryn*, healers, and senior craftsmen. It is likely that one is the village thane, if a retired Ranger does not hold the title.

30% Children of all ages. They are noticeably more alert and serious than children in other villages, but may still be seen playing a good portion of the time.

20% Non-Dúnadan servants of both genders and all ages. They are typically members of families that have been working in the haven for several generations, often descended from people rescued from Orcs and bandits. They are intensely loyal.

Half of the Dúnedain in a haven serve as physicians, scholars, or teachers, in addition to their other mundane duties. A portion of the Rangers away from the village travel on patrols providing the community with long range security—but all of the inhabitants, save for the smallest children, are responsible for guarding and defending the haven. In a monastic haven, a portion (20%) of all of the Faradrim, including the non-Dúnadan, work solely as scholars, mystics, and seers. Servants do a larger share of the mundane chores in such environments.

Under the chieftain, the Ranger-leadership (the captains) is responsible for sending Rangers out on missions. A list of such missions is given below; the gamemaster may choose appropriate missions or roll them randomly on a D100. Missions vary in length, but typically last for 1-5 months.

01-10 COURIER: taking messages across country.

The Rangers have friends, comrades, and allies as near as the next village and as far away as Umbar.

11-20 DEFENSE: go to a specific place and protect it from whatever threats occur. You may or may not have the cooperation of the locals.

21-25 DIPLOMACY: travel to distant parts and try to make friends and influence people. The elite may travel to the court of Gondor; others may travel to Bree to arrange a safe-house with a peasant or a supply of barley for the horses.

26-32 FORAGING: Seek out a plant, animal, mineral or object and return it to a haven. This may be a *mithril* sword from the ruins of Carn Dûm, a quantity of old coins buried in a cache by your grandfather, or a small, mossy plant found only on the down-scarps of the Eryn Uial, suitable for curing a newborn of the croup.

33-40 GUARDIAN: An individual or group must be protected. They are traveling and require open escort, although they may be shadowed, if they are not to know they are being guarded. Or, assassins may be seeking a victim in his own town, and you will wait for hours or months until the villains reveal themselves and strike.

41-45 HUNT: Hunting for animals is done by local arrangement in the villages. The normal prey for Rangers on official hunts are Orcs and bandits. The leaders of the hunt will be given such information as may be available about the prey; the party will be expected to come up

with a plan of search. Eliminating the targets is often enough. However, this is a brutal and addictive habit; the preferred tactic of civilized men is tossing the criminals on the doorsteps of the local law.

46-61 LEAVE: take yourself to a safe haven, your own or another, and dwell among friends and Dúnedain for a time; living constantly in the wild will turn you into something resembling a beast. Remember that it is the first duty of every Ranger to produce heirs to the Cloak and Star, that their purpose may be carried through many lives of men.

61-76 PATROL: march across a section of the country and discover what is there, what has been there, and what will happen with the passage of time. Most of these patrols are in Eriador, but be prepared to travel to Rhûn and beyond.

76-80 PURCHASE: you are entrusted with an amount of money and sent out to secure manufactured and exotic wares in distant lands. The Rangers deal only with trusted merchants when they can, but in other circumstances there may be a need for a skilled bargainer and a protective sword.

81-85 SCOUTING: penetrate an inhabited area and learn who, what, when, and how; a simple mapping from a hilltop may suffice, or you may have to go undercover for years of spying.

86-90 SORTIE: form a company and assault an organized enemy. Your people have little strength to waste on battles of attrition; make your plan clever, as every man lost counts against your success.

91-100 TRAINING: learn, in a safe village or in the Elven-homes, for the Rangers' shared knowledge is their sole advantage over their enemies.



ERIADOR UNDER THE PROTECTION OF THE FARADRIM

Eriador through most of the Age of Abandonment was depressingly empty, but also remarkably peaceful. The Rangers and their Elvish comrades in arms worked hard to keep it that way. Instead of random dangerous encounters, the GM can describe the situation in the North in terms of a few well-defined "threats." The Faradrim will be aware of and deal with those within their reach. Such threats can be divided into three categories:

Routine Threats: A pack of wolves migrating out of the Forodwaith, a clan of Orcs descending from the Misty Mountains, or a pair of Trolls moving from the hills toward a town all constitute routine threats. 1-5 of these are present in Eriador and under investigation by the Rangers at any given time. Others, of course, are dealt with by local forces. The captains expect their Rangers to deal with routine threats without fatalities. Loosing a man to a trivial Goblin-hunting party is considered a defeat.

Serious Outbreaks: Usually only one of these occurs in any given year. This might mean the appearance of unusually powerful beings or large numbers of the lesser ones, such as the Orcs and wolves. If there is time, Rangers from more than one province will organize and systematically deal with the situation. These matters are seldom settled without casualties, but the Dúnedain can not afford to let these threats entrench themselves.

Invasions and Plagues. A crisis like this comes along once every generation. It generally requires a small war and a mustering of all the Rangers, under the chieftain, along with aid from other peoples of the North and possibly Elvish help. The losses from such an event might take a generation to replace.

Threats and Crises

Roll a D10 to identify the threats randomly:

- 1 Bandits and Thieves
- 2 Beasts and Monsters
- 3 Tribal Raiders
- 4 Merchants and Migrants
- 5-6 Goblins and Orcs
- 7 Natural Banes
- 8 Trolls
- 9 Wargs and Wolves
- 10 Supernatural Threats

Bandits and Thieves. As a routine threat, this generally means a dozen or so brigands harassing an area, presumably beyond the ability of the local thains and lords to defeat. A serious threat might be an entire band of a hundred or more, dominating and pillaging a large area and lairing in an old fort or cave system. These evil sorts never become a major problem, unless they take over an entire small province or tribe, in which case, the situation requires a deft political touch so that a peaceful government can be restored.

Beasts and Monsters. A simple matter of a rogue bear or lion, a reappearance of the kelp-kraken in Nenuial, or a dragon winging in from the Withered Heath.

Tribal Raiders. Dunnish cattle thieves are a constant nuisance. Occasionally an entire band of Beffraen or Dunlendings goes on the move under a charismatic leader. On rare occasions, whole clans of Easterlings have come over the mountains, hoping to establish an empire. Such invasions are a small part of one of the grand invasions of Gondor, akin to those of the Wainriders and Balchoth. Invasions and coastal raids by the Corsairs of Umbar also fall into this category; they would represent a more organized threat, except that their native land is too distant for their government to support a true campaign of conquest.

Merchants and Migrants. Mostly a diplomatic problem. Eriadorian trappers and hunters, as well as the Dwarves who normally travel the northern road net, know how to cope with the weather and how to avoid the Troll-country and the banes left over from the Witch-king's time. Southerners lack this wisdom and are often in need of protection or rescue. Attempts to start mines in areas known to be haunted can cause larger problems, as can the repeated attempts of Dunnish clans to move up the Gwathló directly into the river valleys most favored by raiding Trolls. In the most severe cases, money itself could be used as a powerful tool of repression. The Fellowship of the White Hand, which secretly provided the financial backing for Lotho Sackville-Baggins in the Shire, used its resources to overthrow local leaders in a half dozen small settlements in Eriador. The Ranger-leaders who were trying to combat its influence were not able to reveal it as a plot of the traitor Saruman until the War of the Ring was already begun.

Goblins and Orcs. A continuous problem throughout the Third Age and into the Fourth. The Goblin-lairs in Creb Durga, the Eryn Vorn, and the Misty Mountains provide a constant supply of Orcs to Eriador, coming out of holes the Dúnedain can not stop up for any period of time. The situation could explode into a serious problem or an invasion anytime an Orc or Troll-chief felt the desire to start his own empire.

Natural Banes. An unusually cold winter, a season of heavy rains, or a summer drought could cause devastation, flood, or famine throughout a wide expanse of Eriador. Though there are no active volcanoes in the country, and rather few earthquakes, plagues, avalanches, and crop blights are constant hazards. The Dúnedain suffer from these occurrences only slightly less than the other peoples of Eriador, but their ancient sense of duty compel them to provide what aid they can whenever they can.

Trolls. Like the Orcs, they are a constant problem over the years. Forest Trolls are the primary threat in the country near the Eryn Vorn and in the Gwathló basin bordering Enedhwaith. The more dangerous Hill and Stone Trolls are a far greater menace, moving south out of their breeding grounds in the northern Trollshaws whenever their numbers get too great for the local population of *losrandir* and wild kine to support. The worst threat always comes when some intelligent leader arises among the Trolls,

giving them organization and making it less easy to trick them onto ground exposed to the killing rays of the sun. If such maneuvers fail, the deadly work of killing them one at a time begins, and seldom can this be done without loss.

Wargs and Wolves. The most persistent and effective of the Banes of Angmar were the crazed, tainted wolf-packs that swept across the open fields of the northlands, slaughtering stock mindlessly and forcing Men to keep a constant vigil. They continued to be a plague on the country until the fall of Sauron, when the taint of madness that black sorcery had put upon the packs of the North began to fade, and there was finally hope that the last of the evil wargs would be hunted out.

Supernatural Threats. Undead, evil spirits and fairy creatures, demons, and the like create the stuff of frightening legends. A Huorn attacking woodcutters could be easily dealt with, but a small army of skeletons and walking corpses raised by an evil priest might pose a threat to an entire realm. The greatest nightmare of the Ranger-chieftains, second only to a personal appearance by the Dark Lord or his Ringwraiths, was the prospect of Durin's Bane venturing out from the confines of Moria to ravage Eriador. That this never occurred was considered by several Dúnadan mystics to be a proof of the good will of the Valar.



Chieftains of the
Rangers

CHIEFTAINS OF THE RANGERS

As the adjacent chart shows, the Line of Chieftains began with Arvedui's elder son, Aranarth, just after the king's death and continued into the Fourth Age, concluding with its greatest hero, Aragorn II, "Strider." His heirs no longer took the title, and the Faradrim Forod became a part of the Arnorian military. All chieftains used the prefix "Ara(n)-," indicating their royal status and their intention to reunite the sun-dered Dúnadan kingdoms under one liege.

Each chieftain possessed: the Sceptre of Annúminas, the Ring of Barahir, the shards of the sword Narsil, and the silver circlet called the Elendilmir. These were kept at Rivendell and seldom revealed in public.



Aragorn
in the Wilds

Aranarth
1974-2106
|
Arahael
2106-2177
|
Aranuir
2177-2247
|
Aravir
2247-2319
|
Aragorn I
2319-2327
|
Araglas
2327-2455
|
Arahad I
2455-2523
|
Aragost
2523-2588
|
Aravorn
2588-2654
|
Arahad II
2654-2719
|
Arassuil
2719-2784
|
Arathorn I
2784-2848
|
Argonui
2848-2912
|
Arador
2912-2930
|
Arathorn II
2930-2933
|
Aragorn II (Elessar)
2933-F.A. 120

Note: all dates indicate the Third Age unless otherwise noted.

This section is intended to serve as a quick and convenient reference guide for the GM. It provides a genealogy of Eriador's Dúnadan rulers and a glossary of Middle-earth terms used frequently in this book.

II.1 THE LINE OF DÚNADAN KINGS OF THE REALMS-IN-EXILE

Amandil of Andúnië, last Lord of the Faithful of Westnesse, was the father of Elendil the Tall and the ancestor of both lines of kings of the Realms-in-Exile. He was also a descendent of King Valandil of Númenor and therefore of the First Age leaders of the Edain, Noldor, and Sindar; he also had one Maiarin ancestress. He died in S.A. 3319.

* — All dates hereafter refer to the Third Age unless otherwise noted.

† — Unnatural death.

‡ — Usurper.

§ — Childless.

¥ — Succeeded by a nephew.

□ — Succeeded by a younger brother.

Note 1 — Actually Anárion's son. The line of Gondor's kings is derived from Isildur's reputed grant of an independent South-kingdom to Meneldil.

Note 2 — Tarchil, Elwen, and Aldor were the last kings of Cardolan and Rhudaur from the unsullied line of Isildur; none of them were heirs of the monarchs they replaced, being chosen instead by councils and factions. Argeleb of Arthedain tried to reclaim these realms in T.A. 1349, but Tarchil's and Aldor's immediate successors as rulers of Cardolan and Rhudaur were nonetheless generally recognized by Gondor, the Dwarves, and the Elves.

Note 3 — Although some later leaders of Rhudaur gained widespread recognition, none thereafter were universally accepted as true kings. The rulers of Rhudaur were regarded by the established realms as Angmarean puppets.

Note 4 — From the reign of Argeleb I forward, Arthedain's kings claimed dominion over all of what was Arnor prior to T.A. 861.

Note 5 — Eldacar was restored to his throne after the death of Castamir.

Note 6 — A descendent of Telumehtar Umbardacil.

KINGS OF ARNOR

Elendil (*leader of the Faithful and High King of the Realms-in-Exile*) †
S.A. 3319-3441

Isildur, High King † (*first of the unbroken line*) S.A. 3441-T.A.2

Valandil T.A. 2-249 *

Eldacar 249-339

Arantar 339-435

Tarcil 435-515

Tarondor 515-602

Valandur † 602-652

Elendur 652-777

Eärendur (*Last King of Arnor*) 777-861

Continued on Next Page

KINGS OF GONDOR

Isildur † and Anárion †
S.A. 3320-3430 (*Isildur alone after 3430*)

Meneldil (*See Note 1*) T.A. 2-158 *

Cemendur 158-238

Eärendil 238-324

Anardil 324-411

Ostoher 411-492

Rómendacil I † (*Tarostar*) 492-541

Turambar 541-667

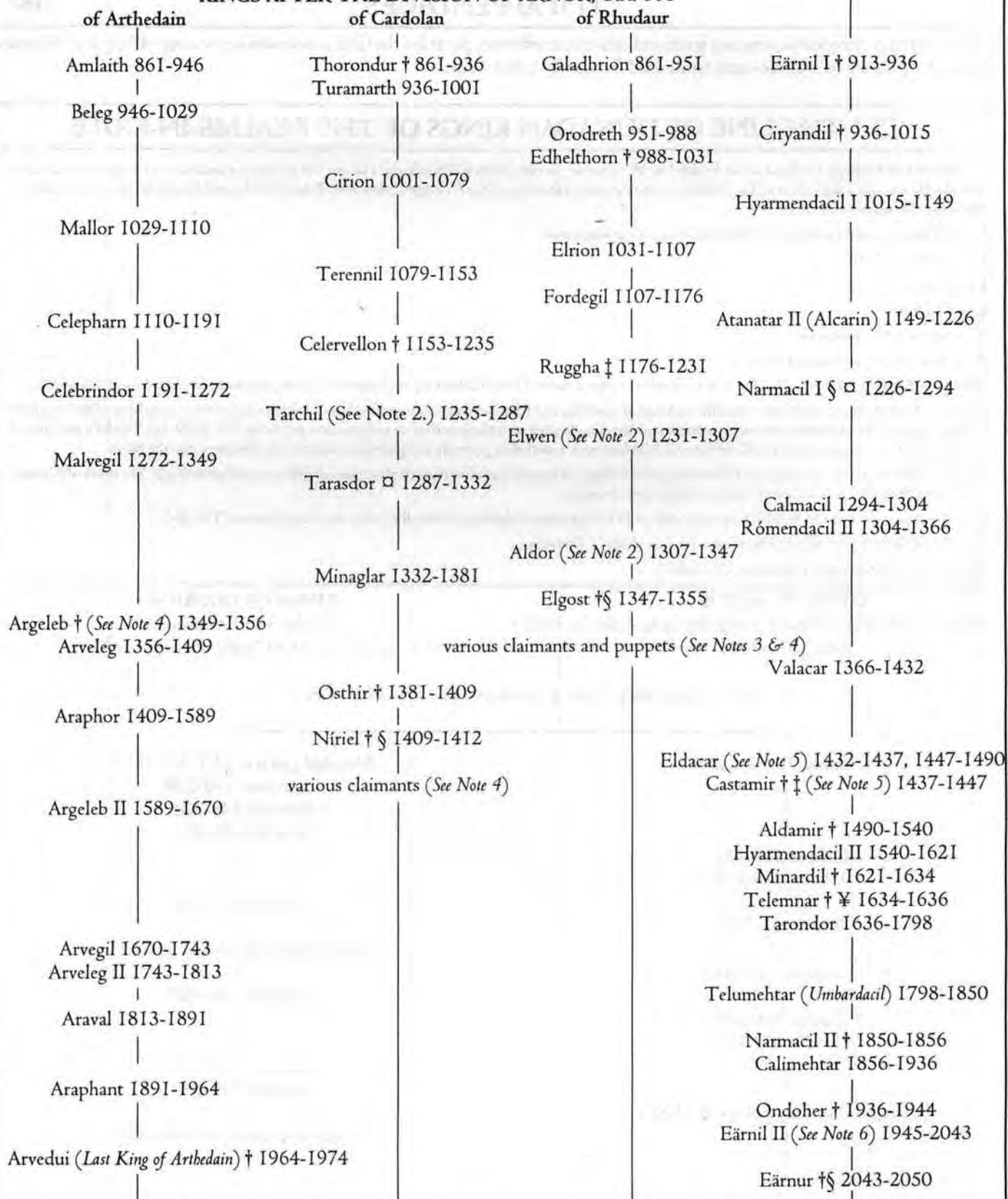
Atanatar I 667-748

Siriondil 748-830

Tarannon Falastur § ¥ 830-913

Continued on Next Page

KINGS AFTER THE DIVISION OF ARNOR, T.A. 861



(After the fall of Arthedain the northern Dúnedain are ruled by the chieftains of the Rangers of the North, all in direct line of descent from Arvedui Last-king. Gondor, after the death of Eärnur, is ruled by the Stewards. These two dynasties were estranged from the beginnings of their rule. The chieftains are listed in Section 10.0. Eventually the Dúnedain are reunited and the monarchies of Arnor and Gondor restored by the sixteenth Chieftain of the Rangers, Aragorn II.)

Elessar Telcontar, King of the Reunited Kingdom (Aragorn II) 3019-F.A. 120

Eldarion F.A 120-

II.2 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout this module.

II.2.1 ABBREVIATIONS

GAME SYSTEMS

MERP	<i>Middle-earth Role Playing</i>
LOR	<i>Lord of the Rings Adventure Game</i>
RM	<i>Rolemaster</i>

CHARACTER STATS

AG, Ag	Agility
Ap	Appearance
CO, Co	Constitution
Em	Empathy
IG	Intelligence
IT, It	Intuition
Me	Memory
PR, Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
ST, St	Strength

GAME TERMS

AT	armor type
Crit	critical strike
D	die or dice
DI00	percentile dice result
DB	Defensive Bonus
FRP	Fantasy Role Playing
bp	bronze pieces
cp	copper pieces
gp	gold pieces
ip	iron pieces
mp	mithril pieces
tp	tin pieces
GM	gamemaster
Lvl	level (experience or spell level)
MA	martial arts
Mod	modifier or modification
NPC	non-player character
OB	Offensive Bonus
PC	player character
PP	Power Points
Rad	radius
Rnd, Rd	round (10 second period)
RR	Resistance Roll
Stat	statistic or characteristic

LANGUAGES

Ad	Adûnaic (2nd Age "classical" Westron)
alt	alternate form of a word
Bl	Blarm (Hillman speech)
coll	colloquial (common-place) form of a word
Dn	Daenael (Old Dunael)
Dru	Drûgic (Drûg speech)
Du	Dunael (Dunnish speech)
fem	feminine form of a word
For	Fornen (pre-T.A. 1800s Northman speech)
Hob	Hobbitish (ancient or dialectical)
Khuz	Khuzdul (Dwarvish speech)
lit	literal meaning or translation of a word
La	Labba (Losson speech)
Lo	Logathig (Easterling speech)
Mor	Morlam (Black Speech)
Ork	Orkish (Orc-speech)
Os	Ossiriandic (Nandorin Elvish)
pl	plural form of a word
prop	proper form of a word
Q	Quenya (High-elven speech)
Ro	Rohirric (late-T.A. Northman speech)
S	Sindarin (Grey-elven speech)
sing	singular form of a word
Ta	Tawaren (Silvan Elvish)
W	Westron (Common Speech)

TEMPORAL TERMS

I.A.	First Age
F.A.	Fourth Age
S.A.	Second Age
T.A.	Third Age

SOURCES

Hob	<i>The Hobbit</i>
LotR	<i>The Lord of the Rings</i>
LotRI	<i>The Fellowship of the Ring</i>
LotRII	<i>The Two Towers</i>
LotRIII	<i>The Return of the King</i>
Sil	<i>The Silmarillion</i>
UT	<i>Unfinished Tales</i>

II.2.2 DEFINITIONS

A few important concepts are detailed below. The majority of unique terms from *The Hobbit* and *The Lord of the Rings* are described in the text.

Adarcer—A white metal (alloyed from iron, coal, and titanium) used by the Dwarves of Khazad-dûm and the Blue Mountains for the forging of edged weapons capable of cleaving normal iron in two.

Ainur (Q. "Holy Ones;" sing. Ainu)—The divine servants of Eru Ilúvatar, born of his thought. The Valar and the Maiar are the Ainur who reside in Arda. They take on a fana, or physical body, in order to do this.

Angmar (S. "Iron-home")—Angmar was founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flanks of the northern Hithaeglir (S. "Misty Mountains"), in the high plateau of northeastern Eriador. Between T.A. 1301 and T.A. 1974, Angmar wars on Arthedain, Cardolan, and Rhudaur, the three Dúnedan successor states to old Arnor.

Annúminas (S. "Tower of the West")—Elendil the Tall, first King of Arnor and Gondor, built Annúminas on the hills beside the southern shore of Nenuial (S. "Lake Evendim") between S.A. 3320 and S.A. 3325. The city formally became the capital of Arnor after the completion of its royal palace in S.A. 3396. Although the kings and court spent more and more of their time at Fornost Erain following the sundering of Arnor in T.A. 861, Annúminas remained the titular capital of Arthedain until it was sacked and destroyed by the armies of the Witch-king in T.A. 1409.

Arda (Q. "Realm;" coll. "Earth")—The physical world, which includes both Middle-earth and the Undying Lands. In the First and Second Ages it is flat and circular; in the Third and Fourth Ages it is a sphere. As a consequence of this event, the Undying Lands have been separated from the planet, so that a ship departing Middle-earth must travel by non-physical paths to reach them. The evil Vala Melkor marred Arda during its primeval forming in an effort to dominate it, infiltrating and tainting its substance with his own Dark Essence. Although he himself was defeated and cast out of Eä at the end of the First Age, Morgoth's nihilistic Essence remains, and may be drawn upon by his servants for sorcerous purposes.

Arnor (S. "Royal Land")—Encompassing most of Eriador, Arnor is the northernmost of the two "Realms-in-Exile." It constitutes the North-kingdom, while Gondor, its sister land, is the South-kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadorian groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states—Arthedain, Cardolan, and Rhudaur.

Arthedain (S. "Royalists;" lit. "Royal Edain")—Originally the name of a political faction in Arnor, "Arthedain" came to be applied to the northwestern portion of Arnor, the lands first settled and ruled by the Faithful of Númenor, and in which the royalist nobles became the dominant aristocratic group in T.A. 861 (the year of Arnor's sundering). Arthedain survives as a Dúnedan realm until it is overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the northern Kingdom of Arnor passes into oblivion. Arthedain (sing. Arthadan) is also a name given to the inhabitants of this realm as a whole; the royalist nobles distinguish themselves from the commoners through use of the High-elven form of the name: artatani (sing. artatan; fem. artatanel).

Baranduin (S. "Long Gold-brown River;" coll.

"Brandywine")—A great stream fed by Lake Evendim in Arthedain, the Baranduin winds across west-central Eriador and empties into the Belegaer north of the Rast Vorn (S. "Dark Cape") in Minhiriath. In the Second Age the Baranduin is the eastern frontier of the Kingdom of Lindon, and in the Third Age the lower Baranduin forms part of the borders of Arthedain and Cardolan. Its principal downstream crossings are at Sarn Ford near its southern end and the Bridge of Stonebows farther north.

Barrow-downs—An ancient burial ground, the Barrow-downs constitute the oldest and most revered of Adanic gravesites. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan, south of Bree and east of the Taur Iaur (S. "Old Forest"). The ancient Eriadorians spoke of the downs as being haunted, and so the early Númenórean explorers knew them as the Tyrn Gorthad (S. "Downs of Terror"). Later in the Second Age, when Númenórean colonization extended into Eriador, the barony that laid claim to the downlands renamed them the Tyrn Hódhath (S. "Barrow-downs"). Following the invasion of the downs by evil spirits in T.A. 1636, many revived the use of Tyrn Gorthad, though Tyrn Hódhath remained the region's official designation until the fall of the North-kingdom in T.A. 1975.

Beffraen—A relatively primitive folk found in western Minhiriath, the Beffraen are relatives of the Drughu of the Drúwaith Iaur (S. "Old Púkel-land").

Belegaer (S. "Great Sea")—Also called the Sundering Sea. The ocean to the west of Middle-earth, formerly separating it from the Undying Lands and the island of Númenor.

Beleriand (S. "Land of Balar")—The sub-continent to the west of the Blue Mountains in the Elder Days, and the homeland of Grey-elven (Sindarin) civilization. It was destroyed in the War of Wrath that ended the First Age. The land of Lindon is a remnant of it.

Cardolan (S. "Land of Red Hills")—The southernmost part of Arnor, Cardolan is a separate Dúadan kingdom from T.A. 861 until T.A. 1409. Cardolan is the most densely populated area of old Arnor and contains sizable populations of Dunmen, Eriadorian commoners, Northmen, and Dúedain, as well as scattered groups of Beffraen and Drughu. Its last ruling king perishes while fighting the Witch-king's hordes in the Barrow-downs. Under weak but continuous Angmarean pressure thereafter, Cardolanian society decays and the realm collapses into chaos. It is gradually depopulated after the Great Plague. The trade center of Tharbad on the middle Gwathló is Cardolan's chief city. Sudúri, farther down river, is the only large town in Cardolan after Tharbad falls into ruin in the late Third Age.

Demons—Fallen Maiar, some found in Middle-earth in enchanted locations, others summoned there from beyond the Walls of the World by evil spellcasters for unpleasant purposes.

Dúedain (S. "Men of the West;" sing. Dúadan)—This term refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich, Elven-influenced culture. Adúnaic ("classical" Westron) is their native language. These High Men are descendants of the Edain who settled the western isle of Númenor in S.A. 32. They eventually returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Undying Lands. As a result, Eru destroyed their island in S.A. 3319. Those Dúedain called the "Faithful" opposed the policies and jealous Elf-hatred of the unfaithful "King's Men" that prompted this Downfall. The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they founded the "Realms-in-Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúadan culture in all of Endor. There are several other Dúadan realms in Endor, and many of the King's Men (or "Black Númenórean") groups survive as well, living in colonies in southern and eastern Middle-earth, and in independent states such as Umbar.

Dunmen—Properly the Men of Dunfearan, this colloquialism tends to be applied to all folk of Daen ancestry dwelling in Eriador. Daen peoples have periodically migrated into Eriador since the First Age, becoming the ancestors of the Bree-landers and Hillmen, among others. The early centuries of the Third Age saw the entrance of a new group—the Daen Lintis—into eastern Enedhwaith (Dunfearan), where they live under their own chiefs, independent of the Dúadan kingdoms (though they are regarded as subjects of Gondor until T.A. 2050). The later Rohirrim branded these folk as Dunlendings (Ro. "Heathen") and of their land as Dunland.

Eä (Q. "The World That Is;" coll. "the Universe")—After the Ainur (under his guidance) had completed the Song of Creation, Eru caused his own Essence, the Nárë Úfrima (Q. "Flame Imperishable"), to reside at the heart of the music, and thus brought the universe into being. All of Eä and everything in it is permeated with Eru's Flame, which the Elves call the fairë (Q. "radiance;" S. faer). Beyond the confines of Eä (or contrary to its existence) is the Void, which is equivalent to non-being.

Edain (sing. Adan)—This name originally refers only to those Men (including the Drughu, who were dubbed "Drúedain") who fought as allies of the Elves in the Wars of Beleriand. Later, the Men of Númenor (the Dúedain) referred to their ancestral kindred in Eriador as Enedrim (S. "Middle Men"). Some of these migrated east of Eriador to escape the imperialism of the later Númenóreans; the Elves of Greenwood renamed these the Leithrim Forod (S. "Free Men of the North") or the Forodrim (S. "Northmen"). Some of these later returned to Eriador and were there also called Forodrim in distinction from the Enedrim.

Eket (Q. "Sword;" pl. Eketi)—A traditional Númenórean infantry weapon, the etket is "a short stabbing sword with a broad blade, pointed and two-edged, from a foot to one and a half feet long (UT, p. 284)." The Dúedain of Arnor and its successor realms also wield a longer blade known simply as an andeket (Q. "long etket;" pl. andeketi).

Endor (S. "Middle-earth")—A continent, "Middle-earth" is also used by some as a title for all the mortal lands of Arda, including the mysterious continents east and south of Endor.

Ents (Ro. "Giants")—The Treeherds of Middle-earth, creatures of a most ancient and powerful sort; they have sufficient numbers and independence of will to consider themselves a separate race of the Free Peoples, and occasionally ally themselves with Elves or mortals who, in the Sindarin tongue, call them the Onodrim (sing. Onod) or the Enyd. Driven out of Eriador by Mannish settlement and clearing of land, they are found mainly in Fangorn Forest in the Third Age. The Huorns, animate, sentient, man-hating trees found in dark places in the forests of Eriador, are sometimes mistaken for Ents. This is ironic, since the Treeherds, in the Elder Days, were able to control the Huorns and keep them from harming Mankind.

Eog—A legendary metal of mysterious alloy, repellent to Essence-manipulation and more unbreakable than adarcir or ithilnor, the secret of its compounding was lost with the downfall of Eregion in S.A. 1697. In the lore still preserved at Rivendell and Lindon this metal is known by the High-Elven name of oiondo (Q. "everlasting stone").

Eriador (S. "Land Beyond the Fence;" coll. "Empty Land")—Originally an Elven designation for all of the lands east of the "fence" of the Ered Luin (S. "Blue Mountains"), this region was later more precisely defined to include only the territory between the Ered Luin and Misty Mountains. Eriador's imprecise northern boundary lies along the highland ridge that runs westward from Carn Dûm in Angmar and reaches

to the Ice Bay of Forochel. Most accounts identify Eriador's southern boundary with the line of the rivers Gwathló and Glanduin (Gondor's traditional northwestern frontier), though some push it as far south as the River Angren. Eriador incorporates the lands of Minhiriath, Eregion, Cardolan, Rhudaur, and Arthedain, and (for some) also Dunfearan and Enedhwaith. "Eriadorian" is the common name for folk dwelling in Eriador, but the term has other meanings. In the Second Age, this name is used for the folk of the Gwathló basin in Eriador who are descended primarily from the ancient Edain who never went to Númenor at the end of the Elder Days. The Númenóreans called these the Enedrim (S. "Middle Men"). In the Third Age, "Eriadorian" can be used for the Arthadan and Cardolanian commons, who are of Dúnadan, Daen, and ancient Eriadorian descent, or for the remnants of the Second Age population that sustain an independent culture in several locations in Arthedain and Cardolan.

Eru (Q. "He That Is Alone;" coll. "The One")—The one true God who created the universe and gave Being (Essence) to all living things, mortal and immortal. Elves also call Eru by the name of Ilúvatar (Q. "Father of All"); themselves and Men they refer to as the Eruhini (Q. "Children of Eru"). The pious Dúnedain of Arnor know these High-eleven names for the One, but dare not speak them because of the divine power they are believed to possess. Only during one of the three high religious festivals of the Dúnedain, or in the swearing of the most solemn oaths, will the King of Arnor (or, later, the God-fearing kings of the sister realms of Arthedain, Cardolan, and Rhudaur) utter the Divine Name. It is permissible, however, for any Dúnadan to use the Westron circumlocution of "The One" in everyday speech.

Essence—The energy or fairë (Q. "radiance") generated by all fëar (Q. "spirits;" sing. fëa), Essence serves as the basic medium for all forms of magic. The ultimate source of Essence is Eru Ilúvatar; but all of Eru's offspring, whether Ainur or Incarnates (Elves, Men, Dwarves, etc.), once brought into being, possess an individual and distinctive fairë of their own. The three realms of magic (Essence, Channeling, and Mentalism) draw upon different sources or levels of fairë for their power. The realm of (pure) Essence derives from the Nárë Úfirima (Q. "Flame Imperishable"), the primal fairë through which the spirit of Eru "in-dwells" the world he has created. This energy is also known as the Muinárë (Q. "Secret Fire;" S. Naur Thurin), and is occasionally used as a euphemism for Ilúvatar himself. The realm of Channeling refers to the demiurgic activity of the Valar and Maiar, and its energy derives specifically from the Essence with which they have imbued the substance of Arda. Melkor, originally the most powerful of the Valar, corrupted all physical matter with his Morifairë (Q. "Dark Essence"), and from this element his servants are able to work wicked sorcery and black magiks. The Elves often

refer to Dark Essence as the Mordo (Q. "Shadow;" lit. "Taint"). Mentalism, the third realm of magic, draws exclusively upon the Essence of the individual spell-caster.

Faerë (alt. Fairy, Fay)—A Westron adaptation of Fëalië (Q. "Spirit-folk") or Fëahini (Q. "Spirit-children;" S. Faechin). Lesser immortal spirits ("Maiar" if they entered the world at its creation, "Faerë" if they were born in Arda). Most of the magical creatures found in Middle-earth are of this origin. If they speak, their language is typically the Sindarin or Tawaren they learned from the first Elves to walk the world or a variant of Westron or some other tongue they may have learned from Men. The Ents are the best-known examples of the Faerë races in legend, but demons, pixies, elementals, and similar folk can also be of Fairykind. Men like to place any mysterious being in this category, and various sources will include Elves, Dwarves, and even Hobbits among the Faerë races.

Fana (Q. "Raiment;" pl. Fanar)—The High Elves used this expression to refer to the bodily incarnations of the Valar and Maiar. Just as Elves and Men donned or cast aside clothing, so too the immortal spirits took up and abandoned physical forms at will. Fana is not used to refer to the forms of Incarnates (Elves, Men, Dwarves, etc.); instead, hröa (Q. "body;" pl. hröar) is the word that is more commonly spoken.

Forodwaith (S. "Northern Waste")—This term applies to the peoples of the Forochel (S. "Ice of the North"), the shorelands edging the icy bay in northwesternmost Endor. It is sometimes loosely interpreted as meaning the "Lands of the Northern Folk," which has led Men to use the label to describe the territory north of Eriador traditionally dubbed the "Northern Waste." The Lossoth are the chief group of the Forodwaith.

Fornost Erain (S. "Norbury of the Kings")—Fornost originally serves as the refuge and summer retreat for the kings of Arnor. Between T.A. 250 and T.A. 861 the court gradually shifts from the royal capital at Annúminas to Fornost. This fortified city becomes the capital of Arthedain when Arnor is split in T.A. 861. It is destroyed by the forces of the Witch-king in T.A. 1974, and the ruins become known to the locals as "Dead-man's Dike."

Galvorn (S. "Dark Shining")—An Elven-forged metal possessed of both incredible resilience and flexibility, most often desired for the devising of impregnable armor, the secret of galvorn's making was rumored to have been rediscovered by the Noldorin smiths of Eregion.

Greenway—An alternate name for the Old North Road between Fornost and Tharbad. The nickname originally referred to the hardwood trees planted along its length. After the fall of Cardolan and Arthedain, it is so named because of the grass that grows between its paving stones.

Gwathló (S. "Greyflood;" lit. "River of Shadow")—The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel and Glanduin, it carries water southwestward into the Belegaer. The Gwathló separates Minhiriath from Enedhwaith and forms the long southeastern border of Cardolan. The ports of Tharbad, Sudúri, and Lond Daer are situated on its banks.

Ithilnor (S. "Moonfire")—A mithril alloy, favored by the Dwarves of Khazad-dûm for its excellence as an edging for weapons.

Laen—Better known by the High-elven name of Iannë (Q. "woven tissue"), this naturally-occurring crystal is prized by both Elven and Dwarven smiths for its malleability when brought to extremely cold temperatures, within which it can be shaped into many-hued works of art. Its incredible hardness at other temperatures also favors it for the forging or decoration of weapons and armor.

Lindon (Os. "Land of the Singers")—Lindon is a coastal realm which encompasses all the Elvish lands west and east of the Blue Mountains. Lindon was originally the name for the First Age Silvan domain of Ossiriand. When Beleriand fell into the sea at the end of the First Age, only parts of Ossiriand remained above the waves. The surviving Elves of the west founded the Kingdom of Lindon here, under the rule of Gil-galad, last of the Noldorin high kings. The Elvish population of Lindon dwindles in the late Second Age and throughout the Third, as more and more Elves sail into the Uttermost West and the boundaries of Lindon are drawn in. After Gil-galad's death, Lindon is no longer a kingdom, but its population recognizes Círdan the Shipwright as their ruler. Lindon is divided by the Gulf of Lhûn into two parts, Forlindon (S. "North Lindon") and Harlindon (S. "South Lindon"). The Mithlond (S. "Grey Havens"), where Círdan dwells, lie on the gulf and serve as the customary center of the realm.

Lond Daer (S. "Great Haven")—Founded as Vinyalondë (Q. "New Haven") by Tar-Aldarion of Númenor in S.A. 777, Lond Daer was a great haven for the seafarers of Westernesse. Its location between the ports of Lindon and the harbor at Edhellond (near Dol Amroth) gave birth to its other name—Lond Daer Enedh (S. "Great Middle Haven")

Lossoth (S. "Snowmen;" sing. Losson)—A poor, primitive, nomadic folk who roam the sparsely settled ice plains north of Eriador and Angmar. They live on big game and whatever they can wrest from the rich, cold Ice Bay of Forochel.

Magic (alt. Power; Essence)—That fluid portion of the substance of the universe subject to the direct manipulation of the will. The term "magic" describes both a power and the use of such power, whether by a Noldorin lord summoning a storm from the sky or a Hobbit midwife singing a Rhyme of Peaceful Sleep over a newborn. Most Men have

little knowledge or use of magic, and so for them the name holds mysterious connotations. The Elves refer to magic as *Nolwë* (Q. "Wisdom, Secret Lore;" alt. *Nóle*), accepting the use of power as a normal part of their lives. Magical knowledge and usage declines in Middle-earth slowly throughout the Third Age, in part because of subtle changes in natural law, in part because the Dark Lord maintains a deliberate policy of subverting or hindering any user of power who is not under his control.

Maia (sing. Maia)—The lesser Ainur who entered Arda originally as servants of the Valar. They include the traditional Maia like Bombadil and fallen Maia like Sauron. In addition to these powerful beings, there exist many *Fëahini*, or lesser Maia, the fairy creatures of Hobbit and Mannish folklore.

Metraith (S. "Streets' End")—Metraith is a strategically-located town in central Cardolan. It stands at the crossroads of the Old North Road and the Redway. Thalion, the traditional royal hold of Cardolan, is just south of Metraith, and the town is also known by that name.

Minhiriath (S. "Between the Rivers")—The region of Eriador located between the rivers Gwathló and Baranduin, Minhiriath forms the southwestern half of Cardolan.

Mitheithel (S. "Hoarwell")—The relatively narrow, swift-moving stream that rises in the Misty Mountains near the junction between the Ettenmoors and the Coldfells of Eriador. Cutting through Rhudaur, the Mitheithel slows and widens after its confluence with the Bruinen. It joins the Glanduin in the marshes of Swanfleet, giving birth to the Gwathló, the wide, slow-moving river that is the largest in southern Eriador.

Mithril (S. "Silver-steel;" lit. "Grey-gleam")—One of the most prized metals in all of Arda, mithril is known to exist only in Khazad-dûm and is one of the chief reasons for the Dwarven realm's prominence in the lands of Eriador through the ages. Also called "true-silver," mithril is highly prized by the royalty and nobility of Arthedain. It was also a motive for the expansion of Númenórean power in Middle-earth, as when Tar-Telemaitë sought to exploit hills and downs of Cardolan in his vain search for an alternate source of the priceless ore.

Northmen—One of the four primary racial groupings of Men in Endor west of the Sea of Rhûn. The others are the Dúnedain, Daen, and Drughu. (The common folk of Eriador are a mixture of the first three.) The Northmen are descended primarily from the ancient Edain, one of whose clans was fair-haired; thus, they are the only racial grouping in Middle-earth with a large percentage of blond-haired clans and individuals. Originally the basal population of southern Eriador at the end of the Elder Days, they spread out across Eriador and over the Misty Mountains in the Second and Third Ages. Some of their eastern groups return to Eriador after T.A. 1000 as mercenaries, and are often confused with the local Enedrim.

Ogamur—A Dwarven-forged metal unique in its elastic quality. The Noldor of Eregion made extensive use of ogamur, but never succeeded in prying the secret of its making from the Dwarves.

Old Forest—The Old Forest lies in the northwestern corner of Cardolan, between the Tŷrn Hódhath (S. "Barrow-downs") and the River Baranduin. The home of Tom Bombadil, it is a remnant of the ancient wood, the Taur Enyd, that once covered much of northwestern Endor.

Redway—The Redway is named for the reddish paving stones that cover its surface. Beginning at the Sarn Ford on the Baranduin, it runs southeastward across western Cardolan and joins the Old North Road at Metraith (Thalion).

Rhovanion (S. "Wilderland;" lit. "Land of the Rhevain")—Traditionally, this region includes all the land south of the Ered Mithrin (S. "Grey Mountains") and north of Mordor, between the Misty Mountains and the Redwater. The area includes Mirkwood and the northern Anduin river valley.

Rhudaur (S. "Eastern Forest")—Easternmost of the three sections of Arnor, Rhudaur is the wildest, most rugged, and least populated region in the North-kingdom. When Arnor is sundered in T.A. 861, Rhudaur becomes an independent realm. It is a culturally diverse and politically volatile territory with a relatively small Dúnadan population. The Hillmen of Ne Dreubhan (Du. "The Nine Tribes") and later, migrating Dunmen, form the majority of its populace. Its sparse Dúnadan aristocracy loses control of the kingdom in T.A. 1349; in the following year Rhudaur goes to war with Cardolan and Arthedain. Rhudaur is subject to the Witch-king of Angmar for the last sixty years of its existence as a distinct state, until T.A. 1409. Thereafter kings of Rhudaur are Angmarean puppets, ruling only the area around the capital at Cameth Brin.

Shire—Located in southwestern Arthedain and formerly part of the old Elvish tribal domain of Siragalë, the Shire is a fertile, well-watered province covering over 18,000 square miles. In T.A. 1601, King Argeleb II grants the region to the Hobbits, led by the brothers Blanco and Marcho of the Fallohide tribe. Within thirty years, the majority of all three tribes of Hobbits migrate into the Shire, where they set up their own semi-autonomous society. The Shire survives the downfall of Arthedain in T.A. 1974. Note that the adjacent Hobbit settlement of "Buckland" is actually founded in territory that was once northwestern Cardolan and is not officially integrated into the Shire until early in the Fourth Age.

Sindarin (Q. "[Tongue] of the Grey-elves;" prop. Lamba Sindarinwa)—The most important Elvish language of western Middle-earth. Originally the language of the Teleri of Beleriand in the Elder Days, in the Second Age it

becomes the common tongue of all of the Elves living west of the Sea of Rhûn and north of the Haradwaith. The Edain of the First Age and the Dúnedain and common Men of the Second Age used it as a language of lore, diplomacy, and trade. In the Third Age, the language called Westron supplanted Sindarin as the common tongue of western Endor, but the former's old dominance is marked by the universality of Sindarin place names over a wide stretch of Middle-earth. Throughout this text, most geographical names will either be Sindarin in form or have a Sindarin equivalent, used by the Elves and the learned.

Siragalë—Ancient Elvish province of the Kingdom of Arnor. It is losing its Silvan population all through the Third Age, leaving room in T.A. 1601 for Hobbit settlement and the founding of the Shire.

Sudúri (Du. "Sea-port")—Port town on the lower Gwathló, upstream from the ruins of Lond Daer. Founded as Mistalondë in the early Second Age, then Lond Gwathló until T.A. 1509. After the fall of Cardolan, Sudúri becomes the principal town in the Kingdom of Saralainn.

Tathorag (S. "Willow-iron")—An extremely flexible and lightweight metal favored in the crafting of bows.

Tharbad (S. "Crossway")—The fortified river-port that straddles the River Gwathló at the point where the Old North and South Roads meet. Founded by the Númenóreans in the Second Age, it is the principal city in Cardolan and a trade and communications center for all of Arnor.

Undying Lands—In the Elder Days, this name was given to the continent of Aman and its adjoining islands west of Endor over the Sundering Sea, inhabited by the immortal Valar and those of the Elves who "passed into the West." Valinor is the name of the inhabited realm on the eastern side of Aman. Tol Eressëa is a large island near to the shores of Aman, inhabited by Telerin Elves; it is, traditionally, the first land sighted by ships sailing to the Undying Lands. After the fall of Númenor in the Second Age the Undying Lands are removed from the "Circles of the World." Only ships that can sail the "Straight Road," which usually requires the permission of the Valar, can leave the surface of Arda and reach Aman.

Westron—The common tongue of western Endor, the living form of the older Adûnaic tongue of Númenor, modified by long contact with the speech of Eriadorian and Daen peoples. Few save for loremasters can speak fluently the "Old Adûnaic" of the later Númenórean court, since the Faithful who came to Middle-earth eschewed those who spoke it. Nevertheless, in their own minds, the Faithful never ceased to speak their ancestral tongue, and for them "Adûnaic" and "Westron" are one and the same language. A distinction, however, is recognized between contemporary Westron and its classical Adûnaic progenitor.

This section provides statistical information for use with the *Middle-earth Role Playing*, *Rolemaster*, and *Lord of the Rings Adventure Game* rule systems as these pertain to the description of military organization (Section 7.0) and figures of note (Section 8.0) in this module. Tables covering other aspects of Eriador (weather, flora and fauna, random encounters, etc.) are dealt with in Section 11.0 of *Armor: The Land*.

12.1 MERP/RM MILITARY TABLE

These entries supplement and complete the information provided in Section 7.0 of this module.

12.1.1 PRIMARY MILITARY FORCES OF ARTHEDAIN

DAGORWAITH ARAN (S. "Royal Army")

The royal army counts some 910 soldiers and field commanders, all organized under the king, crown-prince, and the royal staff. (See Section 7.1.) This includes 810 warriors, 90 knights, and 10 older knight-commanders. The basic unit is a 10-man *boronius* composed of 9 warriors and led by a knight. Nine *berenais* form a 90 man company, which is commanded by an old knight. Within each company is a mix of three cavalry *berenais* and six infantry *berenais*, allowing the unit tactical flexibility. This is crucial, since an Arthadan company generally marches alone and often serves as its own independent force. In times of relative quiet only a third of each company is on active duty (one *boronius* of horsemen and two of footmen). Given the great burdens on it, the royal army is rarely at full strength or fights as a whole. When it does, it contains nine companies.

Royal soldiers wear black armor and a black surcoat emblazoned with the symbol of Arthedain, seven six-pointed stars arranged in a circle. Their black, leather-faced shields are also embellished with the Seven Stars of the North. Rank is determined by the color of a man's helm, plumage, and banneret. Royal warriors have black helms, two black wing-plumes, and black spear or lance bannerets, upon which they place their family emblems. Royal knights wear dark blue, while senior royal knights are adorned in silver. The royal knights of the Othrind don unique helms and maintain bannerets peculiar to their home and line. Princes, of course, are allowed completely distinct liveries, though black armor is required.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Díraith Othrind/10	20	175	Pl/19	45	Y10 (A/L)	180ss	170cp	10	Dúnedain/Warriors	Composed of princes and wise knights. Each knows one Animist list (to 10th lvl), has 40 PP, and wears a lord's ring (+2 spell adder). Their +5 black platemail wears as AT 10. They carry +10 oval shields, +10 <i>eketi</i> of Orc-slaying, colored lances, <i>andeketi</i> , and have four loyal war-horses (only two of which accompany them; and only one of which is armored at a given time).
(War-horses/40)	4	170	SL/3	30	—	—	LTr70	—	30	Great-horse/Heavy horse Large, yet very fast. When armored they are merely fast and have a +10 MM bonus, but they defend as AT Ch/15 (-10).
Amaroqueni Yenwa/10	17	160	Ch/15	50	Y10 (A/L)	150bs	160cp	15	Dúnedain/Warriors	Each commands a company of 90. They are old or experienced knights, men still fit and wily, who wear silver helms and carry +10 round-shields and +10 weapons, including a lance, spear, and <i>eket</i> . Most are fluent in four languages: Westron, Sindarin, Adûnaic, and Dunaël.
(War-horses/30)	4	160	SL/3	25	—	—	LTr65	—	25	Great-horses/Heavy horses Extremely durable and fast. Only one is taken on campaign. One is stabled near Fornost and the third is stabled at the knight's home.
Arnaroqueni/90	12	140	Ch/15	45	Y5 (A/L)	140bs	145cp	15	Dúnedain/Warriors	Basic royal knights, each commands a <i>boronas</i> of 9 soldiers. They are distinguished from the <i>arnaroqueni yenwa</i> by their black helms and larger +5 round-shields. Each owns but two horses.
(War-horses/180)	4	155	SL/3	25	—	—	LTr60	—	25	Great-horses/Heavy horses Durable and fast. Only one goes on campaign with his knight.
Ohtari/270	5	90	Ch/14	35	Y5 -/L	105ml	90cp	10	Eriadorians/Warriors	Include Dúnedain and mixed-blood Eriadorian folk. Superbly trained, they are fine horsemen and adept bowmen. Their black chain shirts have shoulder and sleeve modifications suited to archers. The 810 soldiers rotate mounted duty and one third of them are assigned to the cavalry (warriors) in a given year. A mounted warrior uses a lance and an <i>andeket</i> as his primary tools. They carry two daggers and an <i>eket</i> .
(Horses/360)	3	145	SL/3	20	—	—	LTr50	—	20	Hairy Mid-horses/Med. horses Tough and fast, they operate effectively in the North. A third of these horses are kept as a replacement reserve.
Othryn/540	5	90	Ch/13	40	Y5 N	90ss	90cp	10	Eriadorians/Warriors	Include Dúnedain and mixed-blood Eriadorian folk. They are equipped as their mounted counterparts, but carry a spear instead of a lance, make frequent use of their bows, and favor shortsword rather than longsword tactics.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
OSTIRITH (S. "Citadel Guard") Also known as the City Guard, the Ostirith is the military garrison of Fornost, responsible for the security of the citadel and the city proper; it also trains and reinforces the Fornost militia and the City Watch. The guard is the last remnant of the old Númenórean professional military in Arthedain, so it has a slightly different sequence of ranks from the royal army. Each of its 9-man <i>berenais</i> is commanded by a sergeant; 9 <i>berenais</i> make up a 90-man company, commanded by a captain. The seven companies of the Citadel Guard are commanded by an <i>arnaroquen yenwa</i> with 2 <i>ohtari</i> as lieutenants. These three positions are normally the highest in Arthedain that can be achieved by a non-Dúnadan. It is rare for more than 5 of the 7 companies to be active at any time, the balance being "in reserve," in private employment in or near Fornost. Traditionally, one or two companies of the guard march with the Dagorwaith Aran when it goes on campaign; this keeps the guard "bloodied" and hardened. There is a rivalry between the two organizations that is informal for most but bitter for a few individuals. The term "captain" is used informally for any army officer commanding more than two <i>berenais</i> , but the formal titles of Arthadan knights must always be used when a Citadel Guard officer is present.										
Dirgon Ostirith/1	20	165	Ch/15	60	Y15 (A/L)		185bs	155cp	15	Variable/Warrior The Dirgon Ostirith (S. "Captain of the Citadel Guard"), an <i>arnaroquen yenwa</i> , possesses +15 equipment. Politically skilled and well "connected" at all levels of city society.
Ohtari/2	17	160	Ch/15	60	Y15 (A/L)		155bs	140cp	15	Variable/Warriors As their commander, but younger and socially ambitious. Ohtari of the guard tend to marry younger daughters of the nobility.
Dirgonath Ostirith/7	12	135	Ch/15	50	Y10 N		140bs	135cp	15	Mix of Men/Warriors The Dirgonath Ostirith (S. "Captains of the Citadel Guard"; sing. Dirgon Ostirith) possess +10 weapons and +5 chain armor. Each has +40 skill in Arthadan law and the authority to conduct searches and investigations of crimes anywhere in or near Fornost.
Dirgonath Berenais/63	8	115	Ch/13	40	Y5 N		110bs	105cp	10	Mix of Men/Warriors The Dirgonath Berenais (S. "Sergeants of the Berenais"; sing. Dirgon Boronas) possess +5 equipment. Each <i>dirgon</i> commands a <i>boronas</i> and can wield a spear with a +80 skill at need.
Othryn Ostirith/567	5	85	Ch/13	40	Y5 N		80sp	85cp	10	Mix of Men/Warriors Othryn fight with a broadsword at the same skill level (80bs). The "guardsmen," in addition to manning the city defenses of Fornost, back-up the city watch in the event of serious disturbances or riots. They have a +50 OB with a non-lethal, leather covered cudgel, or <i>knout</i> —treat as a club attack with a maximum critical severity of 'A'. Rowdies who have no fear of the militia often break morale at the mere rumor of approaching guardsmen.
DAGORWEITHATH ARTHEDAIN (S. "Armies of the Artatani"; sing. Dagorwaith Arthadan) Each noble army is a unique assemblage. Some are nearly as large and well-organized as the royal army, while others are little more than uniformly outfitted war-bands. Thus, their structures, equipment, and tactics vary, although most resemble the royal army in some way. Each displays the Seven Stars of Arthedain as a show of loyalty, and their soldiers wear the symbol on the chest of their shirt or surcoat, just as with the king's troops. In some cases, only color distinguishes a fighter in a noble army from his royal counterpart. The Eketya house, for instance, fields an army which uses white surcoats emblazoned with red stars, yet otherwise perfectly mimics the look of the Dagorwaith Aran.										
Artatani/7	19	170	Pl/19	50	Y15 (A/L)		165bs	160cp	10	Dúnedain/Warriors The seven <i>artatani</i> rule the great houses of the Arthedain. Each is equipped in a princely manner and generally knows at least one Open Channeling list (to 5th level). Most have a lord's ring which is a x3 PP multiplier, giving each 114 PPs. Occasionally, they command the allegiance of one or more lesser nobles.
(War-horses/28)	4	170	SL/3	30	—	—	LTr70	—	30	Great-horses/Heavy horses Large, yet very fast. When armored they are merely fast and have a +10 Movement bonus, but they then defend as Ch/15 (-40). Each of the <i>artatani</i> has four, two of which go on a given campaign.
Atani/56	15	160	Pl/19	40	Y10 (A/L)		150bs	140cp	5	Dúnedain/Warriors The <i>atani</i> comprise Arthedain's lower nobility, ruling the fifty-six lesser houses. They are typically equipped in the fashion of the <i>arnaroqueni yenwa</i> of the royal army.
(War-horses/112)	4	155	SL/3	25	—	—	LTr60	—	25	Great-horses/Heavy horses Durable and fast. Only one goes on campaign with his knight.
Artaroqueni/210	10	135	Ch/15	40	Y5 (A/L)		120bs	115cp	10	Dúnedain/Warriors Typical Arthadan knights, they command formations of either 9 (140 <i>berenais</i>) or 18 (70 <i>tâd berenais</i>). Each can wield a +5 war-lance (100ml) and an <i>eket</i> (105ss), in addition to his longsword.
(War-horses/360)	4	155	SL/3	20	—	—	LTr60	—	20	Great-horses/Heavy horses Durable and fast. Only one goes on campaign with his knight.
Rochonath/360	5	65	Ch/14	40	Y5 -/L		100sp	80cp	10	Eriadorians/Warriors Rochonath (S. "Horsemen"; sing. Rochon) are typical mounted fighters; they make up 1/7th of the whole of the <i>meithyr</i> . Each carries a round-shield in lieu of the infantry oval-shield and makes use of the spear as the primary melee weapon. They also carry an <i>andeket</i> (95bs) and an <i>eket</i> (85ss). They are organized like the foot-soldiers, and it is rare for more than a third of them to be on active duty unless a war is at hand.
(Horses)/520	3	145	SL/3	15	—	—	LTr50	—	15	Hairy Short-horses/Med. horses Fast and relatively rugged, these long-haired beasts work effectively in the North. 25-35% of these horses are kept as a replacement reserve.
Meithyr/2160	4	65	Ch/13	35	Y N		85ss	80cp	10	Eriadorians/Warriors <i>Meithyr</i> are drawn from their home territories, the lands owned or claimed by the house to which they pledge loyalty. They are organized into <i>berenais</i> (divisions of 9) or <i>tâd berenais</i> (divisions of 18). One in seven is composed of cavalymen. (See above.) In times of relative quiet, it is rare for more than a third of them to be on active duty.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
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DÍRAS ARAN (S. "Royal Militia")

Probably the toughest feudal levy in Middle-earth. Tough and grim in combat; the weak and the fainthearted left Arthedain for the south long ago. The "regulars," the professional soldiers and warriors, are not afraid to fight alongside the militia. After centuries of warfare, most families have one or more weapons with a +5 high steel edge, typically either a spear or a short sword. Their bows tend to be made of yew-wood from Lindon, but hollow steel bows similar to the those used by the nobility are regularly handed out as prizes at seasonal tournaments. For armor they wear a ox-hide coat reinforced with wooden plates. Logistical problems prevent the king from summoning more than a fraction of the militia to any given battlefield. Most of their officers are retired soldiers of the regular army or local officials: sheriffs, mayors, Thains, and other prominent citizens. Quite often these leaders fall into both categories, as the army is considered an honorable way to rise in the world and retired veterans are often given land or jobs. Like the Dagorwaith Aran, the militia is divided into 9-man *bernaïs*; each is led by a 3rd-5th level sergeant. The militia of a village is led by a 6-10th level captain responsible to the local lord or the king's officers.

Díras Arandor/10,000	3	40	RL/7	(25)	(Y)	N	70sp	(70cp)	5	Mixed Men/Warriors
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In close melee they use an *eker* (50ss attack). One in five is trained to use a composite bow in military formation. These are Eriadorians and lesser Dúnedain, the levies of the royal wards and fiefs of the Weather Hills, North Downs, upper Baranduin vales, and Twilight Hills. These villagers, farmers, and herdsman, are generally well trained and highly motivated.

Díras Fornost/4000	2	40	RL/7	(25)	(Y)	N	60sp	(60cp)	5	Mixed Men/Warriors
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Similar to the rest of the Díras Arandor, but the Fornost militia has less combat experience and conditioning than the rural levy. Most of their officers are retired citadel guards. They are committed to combat only around Fornost. Drafts of the Fornost militia provide labor for the king's military projects in peacetime. In times of war, they tend and protect his line of supply. A number of companies of the militia are actually on full-time duty and pay, acting as the city watch and patrolling the dikes that make up the outermost walls of the city.

TIRITH ARAN (S. "Royal Guard")

This elite guard company consists of six *bernaïs* instead of the usual nine, each led by a knight; the entire company is led by a knight-commander. By tradition, these men are considered to be senior to those of equivalent rank in the rest of the realm's armies. The king and each of the important members of the royal family is protected by a single *boronas*, while another is assigned to the royal chambers in the palace. The royal guard are primarily infantry, although they are trained with the lance and war horse and fight with the cavalry if the royal personage they are guarding goes into mounted combat.

Royal guardsmen tend to be older men with dour attitudes and interesting scars. They wear the same colors and insignia as their counterparts in the Dagorwaith Aran, save that all clothing and gear is edged with silver or *mithril*. The guard holds yearly tournaments to find warriors worthy to join their ranks. After winning such a tournament, the applicant must gain a personal recommendation from a mighty and respected lord. The Witch-king's *boerk* of guards was created in imitation of the Tirith Aran, and periodically he sends one of the more fanatical of their number to fight in the tournaments. The few who have won such a tournament have all been challenged and slain by the Tirith Aran commander. It is said that if the *boerk's* challenger ever wins one of these duels, it would be the sign for the Witch-king to begin his final onslaught on Arthedain.

Members of the royal family who hold lands or offices draw their guards from soldiers assigned to those lands or offices; the palace itself is protected by a company of the Citadel Guard. In the time of the Arnorian kingdom, the Royal Guard had twice the strength given here, with contingents drawn from all over Arnor. It even included a *boronas* of Gondorians, maintained as a symbol of the unity of the two kingdoms.

Dirgon Tirith Aran/1	25	170	Pl/19	55	Y10 (A/L)	200bs	185lb	15	Dúndan/Warrior.
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The Dirgon Tirith Aran (S. "Captain of the Royal Guard"), an *arnaroquen yenywa*, outranks all other Arthadan military officers save those of the Othrin within the palace grounds or in the presence of the monarch. This is a position of great honor in Arthedain; the proximity of this officer to the king makes him a factor in court politics, and he sits on the royal council. The post is generally given to a soldier of skill, savvy, and few social ambitions. He is equipped similarly to the Othrin and he or one of his knights carry the king's standard into battle. He is expected to be learned in Arthadan history, heraldry, and court ceremony, and speak at least five languages: Westron, Sindarin, Adúnaic, Quenya, and Dunael.

Rechbin Tirith Aran/6	19	165	Pl/19	55	Y10 (A/L)	180bs	160lb	15	Dúnedain/Warriors
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The Rechbin Tirith Aran (S. "Knights of the Royal Guard") are all *arnaroqueni* of pure Dúndan descent, and are equipped as their counterparts in the Dagorwaith Aran. They have lore and language skills similar to those of their commander.

Othryn Tirith Aran/60	16	160	Ch/15	55	Y10 A/L	160bs	150lb	15	Dúnedain/Warriors
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The Othryn Tirith Aran (S. "Warriors of the Royal Guard") are Dúnedain (some with Eriadorian blood) who have attained the rank of *obtar*. Equipped as their counterparts in the Dagorwaith Aran, but generally more sophisticated in manners and education.

FARADRM ARAN (S. "Royal Rangers")

This organization has traditions and prestige that predate the kingdom of Arnor. The *eresselen*, the ranger's brooch, is a silver, star-shaped cloak-pin whose design dates back to Gil-galad and the border-rangers of Lindon. The formal uniform of a ranger is dark gray, and the *eresselen* is the only decoration normally worn with it. The star is awarded to a ranger only after years of service, and then only by a vote of his comrades; the king and lords of Arthedain have little say in the matter. The *eresseleni* used by the Arthedain are made by the senior silversmith of the Fornost guild, using Elvish silver; it adds +10 to DB & RRs.

Rochben-Dirgon Faradrim/1	22	140	SL/5	85	Y10 N	140bs	145cp	30	Dúndan/Ranger
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The Rochben-Dirgon Faradrim (S. "Knight-captain of the Rangers") is a member of the Aradrhnd of Arthedain. Generally someone of high social rank, with distinctive livery and armor. Mallach "Marl" Tarmëa, who holds this rank in T.A. 1643, is described in Section 12.2. More typically, though, the Rochben-Dirgon Faradrim wears a +10 unmarked leather helm and black +20 leather armor that neither encumbers him nor prevents spellcasting. He bears a +20 *adarter*-edged broadsword of Orc-detection and slaying; a +15 composite bow that is silent, rapid loading (no penalty) and has double normal range; a small +15 shield; and a ranger's cloak that gives a +50 bonus to Stalk/Hide. As his only badge of office he wears a high ranger's ring that acts as a x3 PP multiplier. If he has come up through the ranks, rather than through outside appointment, he also has the *eresselen*. The knight-captain typically carries herbs that provide *Nightvision* and a selection of Arrows of Alchemy (functioning as the *Flare* spell, but of varying colors). He has 240 PPs and knows 5 Ranger lists (to 20th level) and 3 Open Channeling lists (to 10th level). He is required to know these six languages: Westron, Adúnaic, Dunael, Quenya, Morlam, and Sindarin.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Dirgonath Faradrim/6	16	130	SL/5	80	Y10	N	120bs	115cp	20	Mix of Men/Rangers At least four of the Dirgonath Faradrim (S. "Captains of the Rangers"; sing. Dirgon Faradrim) are Dúnedain, and one of these is a member of the royal family. Each has a +10 helm and +15 leather armor that encumbers as cloth and allows spellcasting; a +10 broadsword that detects Orcs; a +10 composite bow with double normal range; a small +10 shield; and a cloak that gives a +50 bonus to Stalk/Hide. Their ranger's rings act as x2 PP multipliers. Most have their ranger's badge as well. Each captain has access to herbs that provide <i>Nightvision</i> and a selection of Arrows of Alchemy (see above). Each captain knows 6 Ranger spell lists (to 20th level) and 3 Open Channeling lists (to 5th level). They know at least these four languages: Westron, Adúnaic, Morlam, and Sindarin.
Faradrim Ior/80	10	95	SL/5	60	Y5	N	105bs	95cp	20	Mix of Men/Rangers 90% of the Faradrim Ior (S. "Senior Rangers"; sing. Feredit Iaur) are Dúnedain. Each has a +10 soft leather tunic that encumbers as cloth and allows spellcasting; a +10 broadsword; +5 composite bow; a +5 small shield; and cloaks that add +30 to Stalk/Hide. Every senior ranger wears an Eresselen. They know at least 6 Ranger spell lists (to 10th level), 3 Open Channeling lists (to 5th level), and all speak at least three languages: Westron, Adúnaic, and Morlam.
Faradrim/200	8	70	SL/5	45	Y5	N	95bs	90cp	20	Mix of Men/Rangers 50% of the common Faradrim (S. "Rangers"; sing. Feredit) are Dúnedain; the rest are commons, mixed with a handful of Elves and Dwarves. Their equipment is the same as their seniors. Half have earned an <i>eresselen</i> , and the others hope to earn one. All know at least 4 Ranger spell lists (to 10th level) and speak at least three languages: Westron, Adúnaic, and Morlam.

OTHRONAS DROGRYN ARAN (S. "Company of the Royal Wolfhounds")

This company of the army consists of the royal wolfhounds and their keepers and trainers. The keepers, some thirty of them, have the same ranks and colors as their counterparts in the Dagorwaith Aran. The dogs themselves are longhaired and long-limbed, with enormous heads and feet, each standing 3' plus at the shoulder. The royal kennels are in the citadel of Fornost; the keepers are normally stationed here, taking care of the dogs at court and traveling with them at the king's discretion. The dogs serve with the royal guard and the king's rangers and normally obey Men they know and those in Arthadan uniform who show no fear of them. The Sceptre routinely gives the excess males in a litter as prestigious gifts to its supporters.

(Drogryn Aran)/40	8	180	SL/4	60	—	—	90Lbi	60MCI	25	War Dogs/Use "L/I" crits
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Drogryn Aran (S. "Royal Wolfhounds") wear *mithril*-laced hide collars that give them a +10 bonus to RR and DB. They are trained to kill wargs and wolves and gain a bonus of +10 to OB and DB against these creatures. On the rare occasions that the Angmarrim capture a Drogryn Aran, it is accorded a battle to the death in an arena, pitted against the Witch-king's finest war-wolves.

(Drogryn Geledhrin)/variable	12	200	SL/4	60	—	—	100LCI	80MBi	30	War Dogs/"L/I" crits
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In 5% of the Drogryn Aran the ancient bloodlines run absolutely true; the beast then shows the exceptional intelligence and strength of its ancestors, some of whom are reputed to have come from the Undying Lands with the Noldor. These Drogryn Geledhrin (S. "Noldorin Wolfhounds"; sing. Drogryn Golodhren) are picked out of their litters at an early age by experienced kennel-masters, then granted as personal companions to favored royals and selected friends of the Sceptre. Somewhat empathic, they show almost Mannish sensibilities and can understand Mannish language.

OTHRONAS BRERIONDOR (S. "Company of the Bree-land")

Breeland has always been somewhat of an autonomous province of Arthedain, and thus has not had its militia organization upgraded to the quality of the Dírás Aran. Because of the increased danger of incursions from the Barrow-downs and Cardolan since the Plague, the royal garrison has been reinforced to form a weak *othronas* with an attached *boronas* of Dúnnish scouts.

Known locally as the Town Guard, this is actually a weak company of the Dagorwaith Aran (See above.), equipped as mounted infantry. They use broadswords and are assigned enough horses to make mounted patrols at full strength. The Tirith Breriondor consists of 7 *berenais* totaling 63 soldiers (called "guardsmen"); each *boronas* is led by a lieutenant (an *arnaroquen*) and the whole force is commanded by a captain (an *arnaroquen yemwa*).

Referred to as the Bree-land Muster, the Dírás Breriondor is peaceful by nature, they make poor soldiers; organization and leadership roughly corresponds to that of the Dírás Aran. The Hobbits are also peaceful, but have not lost the toughness of their wandering days; a +20 bonus to Stalk/Hide

Glendir/5	3	45	SL/5	30	Y	N	60sp	50cp	15	Dúnnish/Rangers Glendir (S. "Scouts"; sing. Glandir) are local hunters and trappers, mostly Dúnnish. +10 bonus to Stalk/Hide, and a +20 bonus to all appropriate local knowledge skills.
Dírás (Men)/1000	2	40	SL/5	5	N	N	50sp	40sb	0	Breelander/Warriors
Dírás (Hobbits)/500	2	35	RL/9	40	Y	N	60sp	55sb	20	Hobbit/Scouts/Rogues

MUSTER OF SIRAGALÉ

The Lady Ellindiel has the power, in theory, to summon and command all military forces in the province, but she normally deals only with the Sirannarin Elves. The Men and Hobbits who dwell in Siragalé look, instead, to Prince Minastir, commanding at Iach Sam. He can call up the provincial militia for support, but has very little provision or equipment for a prolonged campaign.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
HOSTA SIRANNARION (Q. "Host of the Sirannar") The Sirannarin levy is organized along ancient Nandorin tribal lines, but all of these Elves are equipped with excellent Noldorin and Arthadan weaponry and armor provided by the shrewd political machinations of their ruler. Their leaders favor skirmish tactics.										
Parthirath/10	16	155	Ch/15	80	Y15	A/L	170bs	180lb	20	Sirannarrim/Warriors The Parthirath (S. "Glade-lords"; sing. Parthir) use +20 Elvish long-knives with <i>mithril</i> blades; +15 White horn bows that fire every round without penalty, double normal range; and +15 round shields. +20 chainmail is non-encumbering, does not hinder spell casting. Each knows 6 Ranger & 4 Open Channeling lists.
Hedryn loer/60	8	100	SL/5	30	N	A/-	110sp	115lb	20	Sirannarrim/Warriors The Hedryn loer (S. "Veteran Spearmen"; sing. Hadron Iaur) are expected to lead the younger <i>hedryn</i> . They possess +10 spears, long-bows, knives, and leather armor.
Hedryn/600	4	75	SL/5	25	N	N	80sp	85lb	20	Sirannarrim/Warriors Hedryn (S. "Spearmen"; sing. Hadron) possess +10 spears, long-bows, knives, and leather armor.
OTHRONAS IACH SARN (S. "Company of Sarn Ford") Prince Minastir directly commands one <i>othronas</i> of the Dagorwaith Aran. (See Section 12.2 below for Minastir's stats.) Three <i>berenais</i> of soldiers garrison of the keep at Iach Sarn; six <i>berenais</i> of <i>otbryn</i> act as his cavalry striking force, while a tenth <i>boronas</i> is his personal bodyguard. Each <i>boronas</i> save for the guards is commanded by an <i>arnaroquen</i> ; these knights act as Minastir's staff and lieutenants.										
Díras Aran (Men)/2000	2	40	RL/7	(25)	(Y)	A/-	70sp	(70cp)	5	Mix of Men/Warriors A motley collection of farmers, hunters, and squatters, spread over a large province. Some are permanently mustered and act as the prince's Scouts, while others act as local sheriffs and road-wardens.
(Hobbits)/3000	2	33	RL/9	45	Y	N	60ss	60sb	20	Hobbits/Scouts/Rogues The Perian levy is organized around the <i>gardifartha</i> , a clan levy descended from the ancient <i>gardiwardya</i> (For. "house-guard") of the three original Hobbit tribes. Basically, it's every able-bodied fellow. Six clans, possibly a third of the total, might answer a summoning of the levy; the rest would tend to wait the crisis out. All have a +20 bonus to Stalk/Hide; 20% are Scouts/Thieves, with a special +3 to Ambush.
12.1.3 PRIMARY MILITARY FORCES OF THE WITCH-KING										
FIRIATH ANGMAR (S. "Men of Angmar") Troops drawn from various allies and subject peoples compose Angmar's six field armies (one of 5,000 men and five of 1,000). Warlords who answer only to the Witch-king and the Angúlion, at Carn Dûm, direct these forces. The armies are ideally organized into ten companies of 100, each headed by a 7th level <i>grisháktur</i> . These are formed of ten divisions of 10, with 9 soldiers commanded by a <i>drartul</i> (3rd or 4th level) fighter. These divisions can break into two 5-man groups, the lesser one controlled by a 3rd level adjutant. In practice, however, this organization breaks down, for large numbers of Angmarrim are relegated to garrison duty under jealously greedy overlords. Note that the figures for the Men and Orcs include all those soldiers directly under the Witch-king's rule in northeastern Eriador and northwestern Rhovanion, but not those of vassals (e.g., the Lord of Gundabad).										
Hoerk/60	15	155	Pl/19	30	Y	(A/L)	160ma	140cp	10	Mix of Men/Warriors These men form an elite bodyguard which is normally (1) confined to duty at Carn Dûm, (2) protecting the Witch-king and his warlords outside the capital, or (3) performing very delicate missions. Their dark grey armor is emblazoned with the symbol of a red ring, and they each wear a real warg-head which is fitted over their open-faced steel helmets.
Olog-hoerk/6	18	170	RL/12	60	N	N	175fl	150sl	5	Olog-hai/Warriors This Troll-guard generally operates as the hoerk's night watch. They are very close to the Witch-king.
Black Rangers/60	9	105	RL/9	30	N	N	85ha	75cp	20	Mix of Men/Rangers The black rangers are trained to work in any weather or at any time. Most live off the land and employ Nature Signs as a way of communicating. Working in groups of 2-6, these deadly fanatics typically perform the most dangerous and delicate of missions under the direct orders of the Witch-king or his close lieutenants. Each is equipped with a +10 kine-hide breastplate and knows 5 Ranger lists (to 10th level). 9 PP.
Trackers/200	7	65	RL/9	20	N	N	65ha	45cp	20	Rhudauians/Rangers These lesser trained outdoorsmen perform patrol and tracking duties along the frontier. They know 4 Ranger lists (to 10th level). 7PP.
Horsemen/3000	5	65	Ch/15	30	Y	(A/L)	95ml	75sb	10	Easterlings/Warriors This large mix of Easterling and Northman tribesmen is organized according to tribal and clan groupings. Six principal confederations are present: the Asdriag, Brygath, Gathmarig, Odhriag (Nûriag), Kykurian, and Sagath. Asdriags and Odhriags are equipped with a +5 <i>úsriev</i> which can act as a lance or a two-handed sword. Most ride small, sturdy, hairy horses, beasts related to those found on the northern plains of Rhûn. They are well-suited to the climate of northern Eriador.
Footmen/10,000	2	40	Ch/13	20	Y	N	50bs	50sb	0	Mix of Men/Warriors Rugged but poorly trained and lightly motivated infantry.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
YRCH ANGMAR (S. "Orcs of Angmar")										
The vast majority of the Witch-king's war host is made up of a loose collection of nine Orkish tribal confederacies, containing over thirty tribes, many of whom are at war with one another. All owe allegiances to the Olog warlord Rogrog at Carn Dûm. Twelve tribes are arrayed along the Arthadan frontier: the Askhai, Bagronkuz, Durbalag, Faulgurum, Kurkurum, Lughoth, Snagoth, Thrakburzum, Ulogarûm, Uroth-burm, Urughâsh, and the elite Uruk-uflag. A large central reserve and work force lives in and around Carn Dûm and the Nan Angmar. The Orcs of Gundabad and Goblin-gate are among those under the Witch-king's rule, but seldom contribute more than a patrol or raiding party to the war.										
Askhai/1200	3	45	No/3	35	Y	N	65sc	20sp	5	Orcs/Warriors
Many use spears in melee. Most wear no armor other than a helmet. They are at war with the Kurkurum.										
Bagronkuz/1500	2	44	SL/6	25	Y	-/L	50sc	30sb	5	Orcs/Warriors
A large but poor tribe that often (01-40) lacks helmets or (41-60) resorts to using animal skulls for protection (if struck, treat as helmet on 01-50; break on 51-70).										
Durbalag/1200	2	42	RL/9	25	Y	N	45sc	40sb	5	Orcs/Warriors
Fine archers. They favor lamb above all delicacies and frequently prey upon Arthedain's flocks.										
Faulgurum/900	3	50	Ch/16	25	Y	(A/L)	60ma	20sp	-5	Orcs/Warriors
Some use spears in melee, but they are poor with missiles. They have an uneasy peace with the Lughoth.										
Kurkurum/600	3	60	Ch/16	20	Y	(A/L)	60sc	50sp	0	Orcs/Warriors
Some use two-handed swords. They are at war with the Askhai.										
Lughoth/2400	2	35	No/3	35	Y	N	50sc	20sb	5	Orcs/Warriors
Large tribe known for immediately blinding prisoners. Maintain an uneasy peace with the Faulgurum.										
Snagoth/1500	2	45	Ch/13	20	N	L	45po	50ja	5	Orcs/Warriors
Snaga-hai. Known for using spears, javelins, and halberds dipped in poison (on 01-10, point coated with <i>hly</i>).										
Thrakburzum/750	2	43	Pl/17	25	Y	A/L	50ha	25sb	0	Orcs/Warriors
Superb armorers; this is the smaller branch of the tribe. 1,500 others live in and around Mount Gram.										
Ulogarûm/810	4	80	Ch/13	25	N	L	80wh	75sb	5	Orcs/Warriors
A particularly brutal tribe known for its cannibalistic ways. Frequently war on or hunt other Orcs.										
Uroth-burm/720	4	75	Ch/15	30	Y	(A/L)	80sc	65sp	5	Orcs/Warriors
Highly mobile; their wolf-riding parties travel the highlands north of Arthedain. They are the most aggressive of Arthedain's evil neighbors.										
(War-wolves)	3	95	SL/3	35	N	—	70Lbi	—	30	White wolves
1,100 in total. Normally very fast; if ridden by an Orc or in snow, just fast. Rugged and well suited to the icy north.										
Urughâsh/630	2	45	SL/7	20	Y	-/L	40sc	30sb	0	Orcs/Warriors
Aggressive, they are the most prone to raid along the southern Arthadan frontier.										
Uruk-uflag/300	8	110	Pl/19	40	Y	(A/L)	105bs	90cb	15	Uruk-hai/Warriors
Elite troops of the Uruk-hai used to insure order among the frontier tribes. They have a small contingent of wolf-riders.										
Wargs/10	5	150	SL/4	30	N	—	80Lbi	LC160	30	Wargs
Very fast and extremely vicious. Can communicate in a variety of ways.										
TERYG FORN (S. "Trolls of the North")										
Losderyg/24	14	181	RL/11	35	N	(A/L)	160ml	120sp	10	Losderyg/Warriors
Nocturnal Snow Trolls, servants of the Witch-king, living in caves along the ridges south of the Northern Waste and around the Ice Bay of Forochel. Use Large Creature Critical Tables.										
Sharkai/36	11	153	RL/11	20	N	(A/L)	120cl	100Rock	5	Dolderyg/Warriors
Stupid, but battle-trained Hill Trolls, they are effective at night. Use Large Creature Critical Tables.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
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12.1.4 MILITARY FORCES OF RHUDAUR

The later kings of Rhudaur had to make do with a very mixed bag of forces. Some favored mercenaries, some their own Hillmen and local levies.

CAMETH BRIN

This listing is appropriate for either King Ervegil's reign (ca. T.A. 1640) or King Bruggha's rule (ca. T.A. 1671). King Ervegil does not trust his mercenaries, and so maintains a mixed group that has trouble conspiring among themselves. King Bruggha, in T.A. 1671, depends much more on his loyal Hillmen; his soldiers fight much harder for him than Ervegil's.

Fuindir Commanders/5	5	87	Ch/13	40	Y5	—	85ss	55sb	5	Haeranedain/Warriors
Fuindir Elite/35	3	64	Ch/13	35	Y	—	65ss	45sb	0	Rhudaunians/Warriors
Best in darkness.										
Guard Sergeants/5	4	74	RL/10	30	Y	A/L	70sp	40sb	0	Mix of Men/Warriors
Poor initiative.										
Guards/50	2	45	SL/8	25	Y	—	50sp	25sb	0	Mix of Men/Warriors
Garrison troops.										
Hillmen Dign-Tiark/6	5	90	RL/9	40	Y	—	75sp	65ja	10	Hillmen/Rangers
Leaders. More sophisticated than their brethren in the Trollshaws.										
Experienced Hillmen/100	4	70	SL/8	15	N	—	65sp	50ja	10	Hillmen/Rangers
+5 SL armor.										
Hillmen/120	3	60	SL/7	10	N	—	55sp	40ja	5	Hillmen/Rangers
Would rather be home. +5 SL armor.										
Dunnish Headmen/3	4	79	RL/9	35	Y5	—	80sp	55wh	0	Rhudaunians/Warriors
Leaders. Not to be trusted.										
Dunnish Warriors/40	2	49	SL/8	30	Y	—	50sp	30wh	5	Rhudaunians/Warriors
Solid.										
Raw Dunmen/170	1	30	SL/8	25	Y	—	40sp	25wh	0	Rhudaunians/Warriors
Weak morale.										
Delosh's Orcs/10	3	65	RL/9	30	Y	—	50sc	40da	0	Orcs/Warriors
Content with garrison duty.										
Korkal's Uruk-hai/4	5	95	Ch/15	10	N	—	85fl	55da	15	Uruk/Warriors
These are Wilda's personal bodyguards, usually hidden in the otherwise unused Armoq-al-Wanu. They love blood.										

WARRIORS OF RHUDAUR

Hakknash's Band

This collection of small Orkish tribes and mercenaries garrisons northern Rhudaur, most living in villages and supporting themselves when not on active duty. They are kept away from the Hillmen if at all possible.

Orc-leaders/20	5	95	Ch/13	40	Y5	—	95sc	45sb	5	Orcs/Warriors
Uruk-hai/100	4	80	Ch/14	35	Y	A/L	80bs	50cb	0	Uruk/Warriors
Orc-warriors/650	3	65	Ch/13	30	Y	—	70sc	30sb	0	Orcs/Warriors
Green Orcs/1000	1	35	SL/7	25	Y	—	35sc	20sb	0	Orcs/Warriors

Espheime's Band

The mercenary contingent. Grimly professional, but no personal loyalty to the king. Stationed around Cameth Brin and various fortresses in the Trollshaws. When they are mobilized, the keeps are garrisoned mainly by local levies.

Cavalry Leaders/20	6	105	Ch/13	40	Y10	—	95bs	65cb	0	Mix of Men/Warriors
Very experienced.										
Northman Lt. Cavalry/150	3	60	RL/9	30	Y5	—	60bs	30sb	5	Forodrim/Warriors
Also use lances at 50ml.										
Easterling Cavalry/500	2	45	No/1	35	Y5	—	55ml	35sb	15	Easterlings/Warriors
Their morale is fragile.										
Trevadorath/48	5	80	Ch/14	15	N	—	80th	50cb	20	Haeranedain/Warriors
The Trevadorath (S. "Traversers") are an elite mercenary company.										
Mercenary Lt. Foot/150	2	50	RL/9	30	Y	—	45ha	35sb	0	Mix of Men/Warriors
Wolf Riders/100	3	58	RL/9	25	Y	—	60sc	40sb	0	Orcs/Warriors
Wolves/100	3	95	SL/3	35	N	—	70Lbi	—	30	War Wolves

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Umaug's Band										
Paid and given most of their orders by the Witch-king. Deployed west of Cameth Brin, they actually spend most of their time on escort duties in the Oiold and infiltration missions into Cardolan.										
Captains/4	11	120	Ch/14	45	Y10	—	110sc	85sb	10	Orcs/Warriors
Tough and savvy. The senior captain has a scimitar of "Man-slaying," the rest one of "Blood-drawing" (secondary slash critical).										
Wolf-riders/100	4	75	Ch/15	35	Y5	—	80sc	70sb	0	Orcs/Warriors
Well-disciplined and skilled. Have a special +40 bonus to acrobatic riding. Expected to use other Orcs as sword-fodder to conserve their strength. Some use a spear as a light lance at (60ml), which startles most Mannish cavalry.										
Wolves/120	3	95	SL/3	35	N	—	70Lbi	—	30	War Wolves
Better trained than other wolves. Have a special +40 bonus to rolls and turns with a rider.										
The King's Band										
The feudal levies of Rhudaur. If a civil war occurs, the Dunmen and mercenaries follow the king and the Hillmen fight for the <i>targ-arm</i> . The <i>targ-arm</i> has double the number of Hillmen shown here remaining in the clan-holds of the Trollshaws, but lacks the logistics base to gather them in one place.										
Mercenary Leaders/40	5	85	Ch/13	35	Y	—	90sp	55jv	5	Mix of Men/Warriors
Actually armed with a variety of weapons. Well-trained and prepared.										
Mercenaries/200	3	55	Ch/13	30	Y	—	60ss	40sb	0	Mix of Men/Warriors
Usually brutal.										
Dunmen Warriors/700	2	45	SL/8	30	Y	—	45sp	30wh	5	Dunnish Rhudaurians/Warriors
Undisciplined.										
Raw Dunmen/2100	1	30	SL/6	25	Y	—	35sp	20wh	5	Dunnish Rhudaurians/Warriors
Not very reliable.										
Experienced Hillmen/400	4	80	SL/8	15	N	—	75sp	55ja	10	Hillmen/Rangers
+5 SL armor. Tough woodsmen, all with leadership skills. Fanatical if fighting for the <i>targ-arm</i> .										
Hillmen/700	3	55	SL/8	10	N	—	55sp	45ja	5	Hillmen/Rangers
Grim and determined. +5 SL armor.										
Green Hillmen/400	2	40	SL/6	5	N	—	40sp	30ja	10	Hillmen/Rangers
Good morale.										
12.1.5 ELVISH MILITARY FORCES IN ERIADOR										
GLANDIRITH IMLADRIS (S. "GUARDIANS OF RIVENDELL")										
Except in times of strife, when refugees may flood in, there are never more than 300 inhabitants at Rivendell. The Elves listed here are those likely to be met on patrol or on special missions for Master Elrond. However, one of the ironies of this haven of peace is that nearly everyone in Imladris is a trained veteran of many conflicts. When evil threatens the Elves of the North, double the force described here march secretly to the aid of their kinfolk in Lindon or Lórien. Since Rivendell has always been a haven for Noldorin and Sindarin intellectuals, a score of Bards, Alchemists, and spellcasters of 13th-40th level also dwell herein, living a reclusive, peaceful life unless some personal or family need or favor draws them into the dangers of the outside world.										
All of the Glandirith are equipped with +10 enchanted Elvish weapons and armor unless better equipment is noted. All wear Elven cloaks and boots that give a +50 bonus to Stalk/Hide.										
Dirgonath Glendir/2	20	160	No/1	90	Y20	A/-	150bs	155lb	30	Noldor/Rangers
The Dirgonath Glendir (S. "Captains of Scouts"; sing. Dirgon Glendir) carry +20 weapons and clothing. Noldorin longwords are of Detecting and Slaying Orcs and Trolls. They know all Ranger spell lists to 20th level and 5 Open Channeling lists to 5th.										
Nethryn/6	12	90	No/2	60	Y10	N	80ss	65lb	20	Elvish Mix/Animist/Healers
50% of all Nethryn (S. "Healers"; sing. Nethryn) are female. +10 equipment, a mix of magical devices, a selection of healing herbs. Know all Channeling and healing lists to 20th level.										
Glendir/30	9	105	No/1	50	N	N	100ss	105lb	25	Elvish Mix/Rangers
Glendir (S. "Scouts"; sing. Glendir) use +10, Elvish long knives, plus other +10 equipment. Know 5 Ranger spell lists to 10th level.										
Dirgonath Glandirith/6	17	170	Pl/18	90	Y25	A/L	170bs	175lb	20	Noldor/Warriors
The Dirgonath Glandirith (S. "Captains of the Guardians"; sing. Dirgon Glandirith) bear +20 weapons & armor. Mithril broadswords are of Detecting & Slaying Orcs and Trolls. They know 7 Open Essence spells lists to 5th level.										
Belegothryn/30	10	120	Pl/18	70	Y15	A/L	130bs	135lb	20	Noldor/Sindarin/Warriors
Each of the Belegothryn (S. "Elite Warriors"; sing. Belegothryn) knows 5 Open Essence or 5 Open Channeling lists to 5th level.										
Othryn/50	6	80	No/1	40	Y10	N	90ss	100lb	20	Silvan Elves/Warriors

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
HOST OF LINDON										
It is rare for more than half of this force to assemble in any one place. The categories given here are just a rough approximation of the hodgepodge of feudal, tribal, and personal ties that hold the realm of Lindon together. A selection of Sindarin warriors from the host make it their business to protect Círdan's person. He keeps no formal guard or court.										
The Host of Lindon is always accompanied by at least one Healer of 11th-20th level for every 20 warriors, and at least one Mage or similar spellcaster of 12th-30th level for every 50 warriors. These are volunteers without formal military standing; 50% are female, and 70% are related to someone in the force they are accompanying.										
Hirgonath/4	30	190	Pl/20	90	Y30 (A/L)	200bs	—	190lb	20	Noldor/Sindarin/Warriors
The Hirgonath (S. "Lord-captains"; sing. Hirgon) are veterans of the Wars with Morgoth. Orcs facing them without benefit of overwhelming numbers must make an immediate morale check.										
Dirgonath/12	20	160	Pl/20	70	Y20 (A/L)	180bs	—	180lb	20	Noldor/Sindarin/Warriors
Dirgonath (S. "Captains"; sing. Dirgon).										
Belegothryn Gelydh/200	12	150	Pl/20	65	Y15 (A/L)	140bs	—	145lb	15	Noldor/Warriors
Belegothryn Gelydh (S. "Elite Noldorin Warriors"; sing. Belegothron Golodh).										
Belegothryn Mithrin/300	8	110	Ch/15	60	Y15 A/L	120bs	—	125lb	20	Sindarin/Warriors
Belegothryn Mithrin (S. "Elite Sindarin Warriors"; sing. Belegothron Mithren).										
(Errych)	10	180	SL/4	60	N	—	95MCr	80MTs	50	Elven Horses
Errych (S. "Noble Horses"; sing. Arroch) can also use a 75MBi attack. These are true Elvish horses. Very intelligent, can run for days with little rest.										
Othryn/4000	4	75	No/1	25	N	N	75ss	85lb	20	Nandor/Sindarin/Warriors
About 10% of all the Othryn (S. "Warriors"; sing. Othron) are mounted, Sindarin mostly. The infantry can march twice as fast and twice as far as their opponents or Mannish allies.										
(Nimrych)	4	120	SL/3	25	N	—	45LTs	—	25	Mid-Horses
The Nimrych (S. "White Horses"; sing. Nimroch) are a superior breed of the Arnorian mid-horse.										
Hirgonath Glandirith/3	20	160	SL/5	100	Y30	N	180bs	190lb	30	Sindarin/Rangers
The Hirgonath Glandirith (S. "Lords of the Guardians"; sing. Hirgon Glandirith) traditionally command the watch on the borders of Lindon. +30 equipment, swords of Slaying Orcs. Holy, double speed, triple range bows.										
Beleglindir /70	16	150	SL/5	90	Y20	N	150bs	160lb	30	Sindarin/Rangers
The Beleglindir (S. "Elite Guardians"; sing. Beleglindir) are senior Noldor and Sindarin; swords do extra heat or cold criticals (severity is one step less than normal critical delivered), double range bows.										
Glendir/350	5	75	No/1	25	N	N	75ss	85lb	20	Sindarin/Nandor/Rangers
Glendir (S. "Guardians"; sing. Glandir).										

GEVENNAIS RAIN (S. "Wandering Companies"; sing. Govannas Rain)

Elvish wandering parties in Eriador are typically from Lindon or Rivendell and contain the following selection of individuals:

1 *Hir* (S. "Master") — 70% are warriors of captain's rank or higher; the rest are spellcasters of similar rank.

2-3 *Glendir* (S. "Scouts") — Lindon guardians or elite guardians, or scouts of Imladris

2-6 *Belegothryn* (S. "Elite Warriors") — as described above.

6-10 *Othryn* (S. "Warriors") — as described above.

1-2 *Nethryn* (S. "Animists/Healers") — as described above.

1-2 *Luthryn* (S. "Mages") — 16th-20th level, with combat spells.

4-40 *Rendir* (S. "Travelers") — variable, typically 20% are persons of note, while the rest approximate 5th level Bards.

Any group smaller than this traveling through Eriador in these troubled times is probably on a specific mission for one of the Elvish leaders.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
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12.1.6 DWARVEN MILITARY FORCES

The Dwarves of the Misty and Blue Mountains have no interest in the affairs of Men in Eriador. They take overt action only if someone is foolish enough to directly attack Dwarven travelers or merchants. Both Dwarven realms are in remote areas and possess only a limited number of pack animals (some ponies and oxen), so they have constant supply problems when operating over long distances. They must go to a great deal of trouble and preparation to send out a force stronger than the expedition described here. If they do, the Dwarves of the Ered Luin can muster three times and the Durinic Dwarves ten times this force.

NAZAG DUSHKOKUDU (Khuz. "Company of Vigilance")

Consists of two full companies of regular military and one company of the tribal levy being used as bearers. The bearers bring a few ponies and carts.

Attack-lord/2	14	150	Pl/20	77	Y20 (A/L)	150wh	85ha	10	Dwarves/Warriors.
Battle-guard/42	4	70	Pl/19	45	Y10 (A/L)	80wh	59ha	5	Dwarves/Warriors.
Axemen/42	3	60	Ch/16	40	Y10 (A/L)	60ha	50lcb	0	Dwarves/Warriors
Archers/42	2	45	Ch/13	20	N -/L	45sp	50hcb	5	Dwarves/Warriors
Porters/42	1	30	Ch/16	35	Y5 (A/L)	35wh	25ha	0	Dwarves/Warriors
Scouts/21	2	55	RL/9	30	Y N	60sp	50sb	15	Mix of Men/Scouts/Rogues

Mannish mercenaries, some on light horses. The Dwarves prefer Northmen; they are more reliable and also taller, giving more "long-seeing" for their coin. Note that the Dwarven warriors can, if necessary, out-march these horsemen.

12.1.7 SOVEREIGN MILITARY FORCES IN CARDOLAN

Although all of the princes of Cardolan maintain professional native troops, the national army was not reconstituted after the Battle on Tyn Hódhath in T.A. 1409. Only two principalities—Saratinn and the Warlord's domain—have effective independent armies. The princes generally rely on various mercenary companies and/or co-operation with the garrisons maintained by Arthedain and Gondor.

SARALINN

Royal Bodyguard/10 +10 battle-axe.	5	90	Ch/13	30	N N	100ba	45da	10	Eriadorians/Warriors
Archer Leaders/6 1 spell list.	4	70	SL/6	25	N N	55da	70sb	15	Mix of Men/Rangers
Royal Archers/48 Very steady.	2	50	SL/6	15	N N	30da	55sb	10	Mix of Men/Warriors
Cavalry Leaders/4 Three +5 spears.	4	65	Ch/13	20	Y N	65sp	45sp	10	Mix of Men/Warriors
Royal Cavalry/40 Three spears.	2	45	SL/7	15	Y N	50sp	30sp	5	Mix of Men/Warriors
Sudúri Watch/60 Basically police.	2	45	SL/6	15	Y N	50ss	35sb	10	Mix of Men/Warriors
Sudúri Levy/~120 Used for city defense.	1	30	No/1	5	Y N	25sp	—	0	Mix of Men/Various

CLANS

Three or four of the nine clans generally answer a royal summons to war, though one probably revolts. The king's own clan is always loyal. The make-up of a typical clan is given below.

Chieftain/1 Knows 3 spell lists, +10 gear.	6	100	Ch/14	20	Y10 A	100bs	60da	15	Mix of Men/Bard, Ranger
Warriors/6-20 1 spell list.	4	80	SL/6	15	N N	60th	50sb	15	Mix of Men/Bards, Rangers
Clansmen/30-90	2	45	No/1	10	N N	60pa	25da	10	Mix of Men/Scouts

TRIBES

The king can usually acquire the services of a couple Dunnish tribes from his own lands or from Enedhwaith. The latter source of manpower is often used by all the princes of Cardolan.

Chief/1 Prefers gilded chainmail. Knows 1 spell list.	7	120	Ch/13	25	Y N	110sp	85sb	15	Dunmen/Warrior
Warriors/8-40 Poor discipline.	3	65	SL/4	20	Y N	55sp	45sb	15	Dunmen/Warriors
Tribesmen/50-150 Fragile morale.	2	45	SL/4	5	Y N	45sp	35sb	10	Dunmen/Warriors, Scouts

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
DOMAIN OF THE WARLORD										
The Warlord can mobilize twice as many fell beasts and slaves if invaded.										
Troll-guard/16 Elaborate armor, -10 to all bonuses in daylight.	8	150	RL/12	5	N	A/L	95cl	50ro	-5	Dolderyg/Warriors
Troll-levy/25-35 -30 to all bonuses in daylight.	6	130	RL/11	20	N	N	85LBa	75LCI	10	Dolderyg/Warriors
Wargs/50-60 Particularly large.	6	150	No/4	50	N	N	75LBi	60LCI	15	Wargs
Bats/100-200 Vampiric, reluctant to operate in daylight.	2	15	No/1	55	N	N	40Sbi	disease	30	Fell Bats
Mercenaries/20 Primary function is to ensure that the slaves fight.	3	60	Pl/18	10	Y	A/L	70ha	45ha	15	Mix of Men/Warriors
Slaves/120-180 Fanatical due to terror.	1	25	No/1	0	N	N	30sp	—	5	Dunmen/Warriors
THARBAD										
In theory, the Tharbad militia is ten times the size noted. A full scale invasion might bring them out.										
Commanders/8 +10 bs.	6	90	Ch/15	35	Y	A	95bs	65lcb	15	Torfirians/Warriors
City Garrison/160 Reluctant to go on expeditions.	3	55	Ch/13	20	Y	N	60bs	55lcb	10	Mix of Men/Warriors
City Watch/240 Local constables, slings are on quarterstaves (i.e., staff-slings).	2	45	RL/9	10	N	N	50qs	30sl	10	Mix of Men/Warriors
Mob/Militia/400 Prone to rioting.	1	30	No/1	5	N	N	25da	—	5	Mix of Men/Various
Traders' Guild/30 Muscle for the Guild.	3	50	No/1	20	N	N	65da	40da	20	Mix of Men/Scouts
Naval Captains/1-8 Patrol the Gwathló.	6	90	No/3	40	N	N	100qs	60sb	25	Eriadorians/Rangers
Marines/20-160 Solid fighting men.	3	60	SL/5	25	N	N	50ha	70cb	15	Eriadorans/Warriors
DAGORWAITH ARAN GONDOR (S. "Royal Army of Gondor")										
The Tharbad militia defers to the Gondorians. 50% chance of the city watch calling the cánotar's men in to deal with danger instead of their own city garrison.										
Roqueni/12 Have a 125bs attack.	10	135	Pl/19	40	Y5	(A/L)	125ml	125cp	10	Dúnedain/Warriors
Ohtari/12 Operate with knights. 115bs in melee.	6	85	Ch/15	30	Y	L	95ml	85cp	10	Dúnedain/Warriors
Guards/16 Harondorians; loyal to the cánotar.	5	80	Ch/15	30	Y	(A/L)	90bs	75cp	10	Torfirians/Warriors
Mounted Sergeants/26	4	75	SL/8	25	Y	N	70ml	40sb	10	Torfirians/Warriors
Men-at-arms/72 Half are scattered in several castles.	4	75	Ch/15	20	Y	A	75bs	60cb	5	Gondorians/Warriors
Auxiliaries/86 Local mercenaries. Mainly garrisoned at Tharbad.	3	60	Ch/13	15	Y	N	60bs	50sb	10	Cardolanians/Warriors
Scouts/24 Familiar with central Cardolan. Several ex-bandits, several Angmarean spies.	2	50	SL/5	20	N	N	50ss	40sb	15	Mix of Men/Scout/Rogues
GIRITHLIN										
About half the lesser nobles of Hírdor Girithlin answer a summons to war. When mobilized, Girithlin forces tend to include a comparatively high number of the levy, that is 600-700 of the potential 2,000-3,000.										
Nobles/14 Commanders.	8	125	Ch/15	25	Y5	A/L	100bs	75lcb	15	Dúnedain/Warriors
Retainers/140 Mercenaries.	4	65	Ch/13	10	Y	N	75bs	50sb	10	Mix of Men/Warriors
Mercenaries/60 The hír's retainers.	3	55	SL/6	10	Y	N	70sp	45sb	15	Mix of Men/Warriors
Levy/650	1	35	No/1	0	N	N	25sp	—	5	Mix of Men/Warriors

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
TYRN HÓDHATH (Tyrrn Gorthad) Older norms of military organization are still upheld in the troubled Barrow-downs.										
Nobles/7 +15 equipment.	9	135	Ch/14	25	Y5	A	110bs	85cp	20	Dúnedain/Warriors, Rangers
Retainers/56 Foreign mercenaries.	3	50	RL/9	15	Y	N	70ha	45sb	10	Mix of Men/Warriors
Soldiers/28 Baron's bodyguard.	6	95	Ch/13	20	Y	N	90pa	65hcb	15	Torfirians/Warriors
Rangers/6 Know 2 spell lists.	6	100	SL/4	25	N	N	100ba	45sb	25	Eriadorians/Rangers
Militia/500 Excellent morale in defensive.	2	40	SL/6	10	N	N	55sp	65sb	5	Mix of Men/Warriors
Husfartho/100	2	40	SL/5	40	Y	N	60ss	60sb	20	Hobbits/Rogues, Warriors, Scouts
FAERDOR Faerdor tries to rely on a volunteer army, with only small forces standing at any given time. Trained warriors are supposed to be joined by the local levy (rarely more than 500 gathered). The results of this system are always unpredictable and often disastrous.										
Guards/500 Very good if well led.	4	60	Ch/13	20	Y	N	75bs	50sb	15	Forodrim/Warriors
Levy/4000(?)	1	30	No/I	0	N	N	30sp	—	0	Mix of Men/All types
DOL TINEREB Tinerebian forces have just been re-organized with a significant mounted element. The Ernif of Dol Tinereb generally prefers to use mercenary companies rather than his own militia.										
Nobles/11 A few Dúnedain.	7	105	Ch/14	20	Y5	A/L	105bs	60lcb	15	Torfirians/Warriors
Soldiers/97 Mounted infantry.	3	55	RL/10	10	Y	L	65ha	60lcb	10	Mix of Men/Warriors
Bodyguard/8 Soft due to castle duty.	5	70	Ch/13	15	Y	N	90bs	35sb	15	Northmen/Warriors
Levy/200	1	35	No/I	0	Y	N	35ss	—	5	Mix of Men/Warriors, etc.
DOL CALADIR Dol Caladir uses large forces for internal control and tends to rely on hirelings.										
Nobles/27 Few like to fight.	5	65	Ch/13	10	Y5	N	85ma	55sb	10	Mix of Men/Warriors
Retainers/300 Local thugs.	2	45	RL/9	5	N	N	50sp	30sb	10	Dunmen/Warriors
Reeves/65 Primarily tax collectors.	3	55	Ch/13	10	Y	N	65ms	40sb	10	Dunmen/Warriors
Mercenaries/50 Castle Guards.	3	55	Ch/14	10	Y	N	65bs	50cb	15	Mix of Men/Warriors
Militia/6000(?) Undependable rabble.	1	20	No/I	0	N	N	25cl	5ro	0	Mix of Men/Warriors
THE BEFFRAEN The number of Beffraen clans living in the Rast Vorn and Enedhwaith has never been accurately determined. It is rare for them to unite for a military venture, and two or three coming together for a fight is a noteworthy event. They are not natural horsemen, but when raiding or migrating through the open country of Minhiriath they steal horses to allow them to move quickly. The following describes a typical clan. Their javelins and blowgun darts are tipped with a 5th level nerve poison (MERP: use taynaga) if they have time to prepare for a hunt or fight.										
Chief/1 The gora (Bef. "best knower.") Also a religious leader; 20 PP, knows 4 Channeling lists to 10th level. If he (or she) is an Animist/Seer, he has 40 PP and knows 10 lists to 10th. Speak some Westron.	10	120	No/I	15	N	N	120sp	105bg	30	Beffraen/Warrior or Animist/Seer
Scouts/6 Elite woodsmen. Ambush: 10, +20 to other stealth skills on home ground. Can also use a 55ja attack. Half know a little Westron.	5	60	No/I	15	N	N	80sp	70bg	25	Beffraen/Rangers
Warriors/30 Can also use a 45ja attack.	2	45	No/I	10	N	N	60sp	60lb	15	Beffraen/Warriors

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
12.1.8 MERCENARY COMPANIES OF CARDOLAN										
The princes rely partially on various mercenary companies—four such companies predominate.										
MARCAICH CHRUAIDH (Du. "Steel Riders")										
Sergeants/5	7	105	Pl/19	30	N	A/L	110ba	80cb	20	Torfirians/Rangers
+15 battle axes. Know 3 spell lists each.										
Steel Riders/28	5	85	Ch/14	15	N	A/L	90th	60cb	20	Torfirians/Warriors
+10 weapons, often melee on foot.										
Left-siders/28	2	40	No/I	50	Y15	N	55sp	40sp	5	Dunmen/Warriors
+15 wall shields are used to screen riders.										
Right-siders/28	3	60	SL/6	30	N	L	65sp	55sp	10	Dunmen/Warriors
Carry 4/5 spears for missile fire.										
Scouts/8	4	70	SL/8	15	N	N	75sp	60sp	15	Hillmen/Scouts
Spears are +10 versus Plate and Chain.										
(War-horses)	4	160	Ch/15	10	N	A/L	LBa70	MBi45	20	Great-horses
Very scarce.										
RAGH CRANN-SLEAGHA (Du. "Ranks of Pikes")										
Knights/4	7	115	Pl/20	30	Y10	A/L	135bs	95ja	10	Torfirians/Warriors
Cardolanian <i>roquerii</i> . Can also use a +90MBa attack (i.e., a shield bash).										
Sergeants/8	6	100	Ch/16	40	N	N	110pa	25da	15	Torfirians/Warriors
+10 halberds. Can also use a 70fa melee attack.										
Pikemen/79	5	90	Ch/16	30	N	N	95sp	20da	10	Torfirians/Warriors
Use +10 pikes (12' long). Can also use a 60fa melee attack.										
TROICH-ARMCHLEASAH (Du. "Dwarf-warriors")										
Wardens/4	6	110	Ch/15	30	Y5	A/L	100ba	65ha	5	Dwarves/Warriors
+10 battle-axes.										
Warriors/14	4	85	Ch/15	25	Y5	A/L	80wm	55ha	0	Dwarves/Warriors
+5 equipment.										
Line Infantry/30	3	60	Ch/13	30	Y	N	65ss	50sb	10	Mix of Men/Warriors
Some carry light crossbows.										
Light Cavalry/40	3	55	RL/9	30	Y	N	60ml	40sb	15	Mix of Men/Warriors
Also has 40ss attack.										
Auxiliaries/30-50	1	30	No/I	15	Y	N	40sp	35sb	10	Dunmen/Warriors
FORAK-EIGINN (Du. "Forak's Violators")										
Leaders/4	4	80	Pl/17	20	Y5	N	90sc	45sb	15	Half-orcs/Warriors
+10 scimitars.										
Engineers/12	4	70	Ch/14	15	Y5	L	80sc	65sb	15	Orcs/Warriors
Have 4 mobile light ballistae.										
Sappers/48	2	45	SL/6	20	N	N	50sc	—	20	Mixed/Warriors
Good construction troops.										
Warriors/70	2	45	SL/8	15	Y	N	50sp	35sb	5	Dunmen/Warriors
Fierce but brittle morale.										
BRIGANDS AND OTHER COMPANIES										
There are currently five other mercenary companies, who readily indulge in banditry when contracts are scarce. There are also three outlaw gangs who consider mercenary employment. The force below, Harran's Death Brothers, is more or less typical of both groups.										
Captain/I	8	120	Ch/13	30	Y5	N	120ha	75ha	15	Various/Warrior, Scout
+10 weapons.										
Sergeants/3-6	4	80	RL/9	25	Y	N	80bs	35da	15	Various/Warriors
Seasoned veterans.										
Regulars/15-40	2	45	SL/7	20	Y	N	50sp	30sb	10	Mix of Men/Warriors
Ferocious if cornered.										
Foragers/10-30	2	40	SL/5	25	N	N	50ss	30sb	15	Mix of Men/Scouts
Not noted for loyalty.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Servants/100	2	30	No/I	5	N	N	30cl	30ro	0	Mixed Men/Scouts/Rogues
Eriadorian household and body servants, with a few mixed blood and pure Dúnadan in charge. 20% are related to the soldiers in the party. 10% likely to be a spy or informer. They fight if trouble occurs; anyone desperate enough to attack the Diplomatic Party is likely to kill the servants out of hand and take only the Númenóreans for ransom.										

THIRD AGE 1974 — FOURTH AGE 3

FARADRIUM FOROD (S. "Rangers of the North")

During normal travel, Rangers wear bla'nynd clothing and bits of old armor not readily discernible from the clothing of the trappers and tinkers who normally wander the north country. When given a chance to prepare for formal combat, they acquire steel helmets and fine chainmail that is scarcely detectable under their cloaks and tunics. An *eresselen*, the traditional ranger's silver cloak pin, serves as their only badge of membership, and it is seldom shown in public. The leaders of the order wear no distinctive livery, but they are known personally to all of their men.

Hir-in-Faradrim/1	25	145	Ch/13	80	Y10	N	150bs	140lb	10	Dúnadan/Ranger
The Hir-in-Faradrim (S. "Chieftain of the Rangers") is the Heir of Isildur. Typically the chieftain wears +15 leather armor that protects as chain and allows spellcasting. His +15 broadsword is <i>mithril</i> or holy, slaying either Orcs or Trolls. His +15 Elvish longbow has double normal range; his cloak and boots add +50 to Hide/Stalk. He carries a token or item of jewelry that acts as a x3 PP multiplier, adds +20 to <i>Detect Poison and Disease</i> , and <i>Purifies</i> any liquid in which it is immersed more than a minute. The chieftain knows 10 Ranger spell lists to 20th level and 6 Channeling lists to fifth. His bonuses are at least 90 in Perception, Stalk/Hide (140 with cloak), and Track, and he speaks at least six languages: Westron, Adûnaic, Dunaël, Quenya, Morlam, and Sindarin.										

Dirgonath Faradrim/4	21	140	RL/7	40	N	A/-	150bs	140cp	20	Dúnedain/Rangers
			Ch/14	70	Y10	A/L	150ml	140cp	10	

At least one of the Dirgonath Faradrim (S. "Captains of the Rangers"; sing. Dirgon Faradrim) is an heir of the Line of Isildur. They wear +15 leather armor that encumbers as cloth and allows spellcasting, and carry both a +15 broadsword of Orc-slaying and a +10 composite bow with double normal range. If given time to prepare for formal combat, each captain has access to +15 chainmail that encumbers as leather and additional +10 weaponry. Ranger cloaks and boots are of Elvish make but of Eriadorian style, adding, respectively, +30 to Hide/Stalk. Each carries a token or good luck charm, also made by the Elves, that acts as a x2 PP multiplier, adds +20 to *Detect Poison and Disease*, and *Purifies* any liquid in which it is immersed more than a minute. Each captain knows 8 Ranger spell lists to twentieth level and 3 Open Channeling lists to fifth. Each has bonuses of at least 80 in Perception, Stalk/Hide (110 with cloak), and Track. All speak at least six languages: Westron, Adûnaic, Dunaël, Quenya, Morlam, and Sindarin.

Faradrim Ioer/60-100	16	130	SL/6	35	N	A/-	125bs	130cp	20	Dúnedain/Rangers
			Ch/14	65	Y10	A/L	110sp	130cp	15	
Faradrim/100-200	12	110	SL/6	35	N	A/-	110bs	90cp	20	Dúnedain/Rangers
			Ch/14	65	Y10	A/L	110sp	90cp	15	

Northern Dúnadan. The Faradrim Ioer (S. "Senior Rangers"; sing. Feredir Iaur) are, on average, almost fifty years older than their juniors. Beyond this classification, chain of command within the order is determined by individual seniority and prestige. Each ranger normally wears a +10 soft leather tunic that encumbers as cloth and allows spellcasting, as well as a +10 broadsword, composite bow, and small shield. In practice, the Rangers of the North tend to be individualistic in their choice of weapons, and short swords, crossbows, spears and axes of good quality also appear in their companies. Ranger cloaks and boots are of Elvish make but of Eriadorian style, adding, respectively, +30 to Hide/Stalk. Each carries a token or good luck charm that acts as a x2 PP multiplier. Each knows 5 Ranger spell lists to 10th level and 3 Open Channeling lists to 5th. Each has bonuses of at least 60 in Perception, Stalk/Hide (90 with cloak), and Track. All speak at least five languages: Westron, Adûnaic, Morlam, Sindarin, and either Dunaël or Quenya.

THE HOST OF LINDON AND THE DWARVES OF THE ERED LUIN

In the later Third Age, Lindon can muster no more than half the forces noted for the seventeenth century and are less inclined to do so. The Dwarves of the Ered Luin are in a similar state.

FOLK OF THE SETTLEMENTS

The various petty realms of Men in Eriador mount forces similar to the feudal levies described in the Cardolan military charts. Only Bree and Saralainn remain politically intact throughout the Third Age, and the quality of their weapons drops with the decline in Dwarven and Gondorian trade.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
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HOBBITS OF THE SHIRE

While potentially the largest military force north of Gondor, the Hobbits are very insular and frankly uninterested in warfare. This situation is exaggerated throughout the Third Age by the Rangers' deliberate policy of protecting the Shire at a distance, which normally precluded any Hobbit involvement in their own defense. The Shire-muster, as the local militia is called, does public works and provides emergency labor just as the old Arthadan militia did. When it is summoned on a large scale for alerts or military drill, it becomes the Hobbitry-in-Arms. Only the more eccentric Took and some of the border districts actually train their muster, and the morale of the Hobbitry-in-Arms under combat conditions is questionable, at best. The only advantages the Hobbits have are their intense mutual loyalty and their inherent toughness. Their weapons are mainly farm and hunting tools, their logistical system is made up on the spot. The Hobbit gentry would spend the first hours of a crisis reading old books to find out how to lead troops on a battlefield.

Thain/1	7	65	Ch/16	50	Y	N	90ss	95sb	20	Hobbit/Warrior
The thain is typically a Took. Other leadership is similar to that of the Arthadan militia.										
Trained Fighters/1000	3	35	No/2	20	N	N	60sp	60sb	20	Hobbits/Rangers or Warriors
All have a special +20 bonus to Stalk/Hide. Half of these are rangers (hunters, trappers, and woodsfolk) with a special +5 bonus to their Ambush skill; the other half are true warriors (shiriffs, constables, and border watchmen and guards). Most actually have their own spears and bows.										
The Commons/10,000	1	25	No/2	10	N	N	20We	(30sb)	10	Hobbits/Warriors
About 25% own a bow. 75% fight with clubs, tools, and farm implements. Most of the real weapons are mathoms, curios taken out of closets and down from wall displays.										

CODES

Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and MovM (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the entry possesses equivalent devices or spells.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively. Parentheses indicate the protective features of greaves, but that greaves are not actually worn (e.g., chain hauberk, spells, etc.).

OB (Offensive Bonus): Abbreviations follow OBs; weapons are in small letters, while body attacks begin with capitals:

ba = battle-axe bo = bolabs = broadsword cl = clubcp = composite bow

da = dagger fa = falchionfi = Fist fl = flailha = hand-axe

hb = halberdhcb = heavy crossbow ja = javelink = long knifelb = long bow

lcb = light crossbowma = macemg = main-gaucheml = mounted lance ne = net

pa = pole arm qs = quarterstaffra = rapierro = Rocksrb = short or horse bow

sc = scimitar sl = slingsp = spears = short swordthd = thrown dagger

ths = 2-handed swordwh = war hammerwm = whipWe = any Weapon

MAsw (rank) = martial arts sweeps and throws (highest rank) — *MERP*: see p. 218: 1 = Novice; 2 = Standard; 3,4 = Expert.

MAst (rank) = martial arts strike (highest rank) — *MERP*: see p. 218: 1 = Novice; 2 = Standard; 3,4 = Expert.

Animal and unarmed attacks are abbreviated using code from the Master Beast Table 10.3 in *Armor: The Land*. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Secondary Criticals: In this table and in Table 12.2, a special "secondary critical" is indicated for certain weapons. Whenever such a weapon delivers a normal critical with a severity of 'B' or more, it also delivers a "secondary critical" that has a severity that is one step less (e.g., an 'E' result delivers a 'D' secondary critical, a 'D' result delivers a 'C' secondary critical, etc.).

Critical Type: Super Large criticals are "Huge" criticals in *MERP* (i.e., use the Large Critical Tables with a -10 mod.).

Slaying Weapons: When a "Slaying" weapon delivers a critical to a Large or a Huge/Super Large creature of the appropriate type (i.e., a Troll-slaying sword wielded against a Troll)—*MERP*: the critical is resolved on table CT-10 or CT-11 with a +20 modification; *RM*: the critical is resolved on the Slaying column of the appropriate Large or Super Large Critical Strike Table.

When a "Slaying" weapon delivers a critical to a normal creature of the appropriate type (i.e., an Elf-slaying sword wielded against an Elf), the critical is resolved normally and a second critical (separate roll) is resolved as if the creature were a Large creature (as outlined in the previous paragraph).

Race/Cultural grouping: Dúnedan characters are described as Númenórean if they were born in the island realm; those born in Middle-earth are described either as Dúnedan or Black Númenórean, depending on which of the two Númenórean colonial cultures they belong to. Characters of mixed Dúnedan and common descent are defined as either Haeradan (Rhudaorian) or Torfirian (Cardolanian). The common folk of Eriador are here classified as Arthadan, Cardolanian, or Gondorian; if they fit none of these distinctive cultures, they are described as Eriadorian. Northmen are classified either as Enedon (of Eriadorian stock) or as Forodren (of Rhovanian mercenary descent). The Angmarean and Rhudaorian populations are culturally and racially distinct from other common folk, having, respectively, Easterling and Dunnish/Hillman components.

Professions: In each case, the *MERP* profession is given first. If needed, a separate *RM* profession is added after the slash. Two notes: first, the *MERP* "Warrior" profession is equivalent to the *RM* "Fighter"; second, the *MERP* "Bard" profession is used for generic "jack of all trades" characters, and the skills and spells of these characters varies widely throughout the table.

The characters below are listed in order of the chapters in which they are first or best described. The characters fully described in Section 8.0 have additional stats given for significant family members and important connections. Not all of the characters described in the text could be included here. The military tables in this module (Table 12.1), as well as the generic character tables in the *MERP* (Table ST-3, p. 252-254) and *RM* rule books (*ChL* Table 15.5.3), can provide guidelines for determining their statistics.

Only combat and unusual skill bonuses are provided in this table, you can refer to the generic NPC tables in *MERP* (Table ST-3, p. 252-254) and *RM* rule books (*ChL* Table 15.5.3) for other skill bonuses.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
THE LINE OF ISILDUR (SECTION 8.1.1)										
Argeleb II	25	196	Pl/19	55	Y15	N	170ss	175cp	10	Dúnadan Warrior Tenth King of Arthedain. See Section 8.1.1 for special effects of wearing the Harmar Arnanórëo.
Arvegil	25	85	Ch/16	70	Y15	N	95bs	88cp	5	Dúnadan Bard Crown-prince of Arthedain. In combat, is AT Pl/19 with A/L greaves that do not affect his bonuses.
Belennil	18	145	Ch/13	50	Y15	N	170ss	145cp	30	Dúnadan Warrior Scholar and husband of Princess Nirien. Wears a hidden unencumbering chain shirt; wields a <i>mithril</i> shortsword that does a secondary Slash critical. Sometimes uses a dagger in place of a shield.
Cathron	1	25	No/I	30	N	N	30MAst(1)	30ro	30	Dúnadan Ranger Eldest son of Nirien and Belennil. +70 skill in getting around any part of the king's palace residence unseen. A medallion around his neck produces an illusion that seems to alter his location; -50 to attacks for 5 rounds/day.
Celeborn	0	20	No/I	20	N	N	10TKi	—	20	Dúnadan Scout/Thief Somewhat spoiled, picks pockets to get attention. Toy leather ball that responds to any friendly scrying (i.e., searching) spell up to x10 normal range, x20 if it is cast by his mother.
Glíriel	18	88	No/2	50	N	N	100ss	100da	30	Dúnadan Bard Queen of Arthedain. Can secretly wear plates that make her back and chest Pl/20 (-75).
Minastir	15	153	RL/12	75	Y5	A/L	140bs	90hcb	10	Dúnadan Ranger Prince of Arthedain.
Nirien	18	90	No/2	30	N	N	60ss	—	20	Dúnadan Mage/Magician Princess of Arthedain. Preferred attack is a +135 OB <i>Lightning Bolt</i> from a wand.
THE GREAT HOUSES OF ARTHEDAIN (SECTION 8.1.2)										
Arverethiel	15	80	No/4	50	N	(A/L)	90da	70lb	30	Sílván Animist +30 (to DB) Robes give RM AT: 4 and the protection of greaves with no penalties to her bonuses. <i>MERP</i> : knows all Open Channeling and Animist Spells to 10th level. <i>RM</i> knows all Open and Closed Channeling spells to 10th level.
Barahir	7	65	No/I	10	N	N	80cl	65ro	10	Dúnadan Scout/Rogue Nephew of Caramir Hyarrómenya, imprisoned in Sudúri. Suffering from consumption; coughing fits 3-30 minutes apart.
Baranfindel	16	150	Pl/19	50	Y10	A/L	150bs	110cp	10	Dúnadan Warrior Commander of the Tarnëa warhost.
Belecthir	14	135	No/I	35	N	N	130bs	130cp	15	Dúnadan Warrior Haldan's nephew, imprisoned in Umbar. Still wearing +20 family Ring of Defense (i.e., +20 to DB). Working with Umbarean armorers to pass the time, thus has access to weapons.
Caramir	17	173	Pl/19	35	Y15	A/L	160bs	160cp	15	Dúnadan Warrior Lord of House Hyarrómenya. Can also use a 145ml attack.
Caraniel	25	77	No/2	10	N	N	55da	—	5	Dúnadan Scout/Rogue Telchris's grandmother. +80 Herb Lore skill, +70 Trading skill. <i>MERP</i> : she knows 8 Open Channeling lists plus Plant Mastery and Animal Mastery, all to 10th level; in <i>RM</i> , she knows all of these lists, plus Herb Mastery to 10th level.
Dúraladh	21	175	Pl/19	65	Y15	A/L	180bs	170cp	15	Dúnadan Warrior Lord of House Formenya.
Edhelion	24	98	No/2	35	N	N	65qs	45cl	0	Dúnadan Mage/Mystic Great uncle to Caramir Hyarrómenya. Member of the Council of Seers. Elderly, conservative, loyal to his family. 96 PP, x2 multiplier amulet, +10 ring acts as +4 spell adder, +20 robes of defense, <i>Blur</i> and <i>Hues</i> 4/day. +10 quarterstaff does a secondary Impact critical (from "ringing" sound); returns when thrown 3/day. Knows 3 spell lists to 25th level, 4 to 20th, 12 to 10th.
Erhuan	19	180	Pl/19	60	Y10	A/L	160bs	135cp	10	Dúnadan Warrior Lord-captain of the Noirinanya warhost.
Finglin	24	94	Pl/19	45	Y15	A/L	135ss	120cp	10	Dúnadan Warrior Lord of House Tarnëa.
Galadhrión	5	95	SL/6	30	N	N	90ss	70cp	25	Dúnadan Warrior/Rogue Grandson of Dúraladh Formenya. Page in Fornost. +80 skill in getting around the citadel and palace.
Gilonwen	23	155	Ch/15	75	Y15	A/L	175ra	165cp	25	Dúnadan Warrior Captain of Nartheliel Noirinanya's bodyguard. +25 <i>mithril</i> -edged rapier, does a secondary Electricity critical. +20 <i>mithril</i> chainmail and greaves, covered, non-encumbering. +15 Shortsword in left hand, protects as small shield.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
Haldan Lord of House Orrómenya.	16	140	Pl/19	15	N	A/L	170ts	150cp	5	Dúnadan Warrior
Methillir Has Seer powers. Can also use a 165ml attack.	22	166	Pl/19	80	Y20	A/L	170ss	150cp	25	Dúnadan Warrior/Rogue
Míraladhwen Telchrist's new wife. Quarrelsome, has some growing up to do.	9	66	No/2	20	N	N	66ss	70cp	20	Dúnadan Bard
Mírien Handmaid to Queen Glíriel. MERP: knows Spirit Mastery and Illusions lists; RM: knows 5 Illusionist lists to 10th level.	11	68	No/2	5	N	N	40da	—	5	Dúnadan Mage/Illusionist
Narthiel Lady of House Noirínanya.	26	90	No/2	25	N	N	110da	80ro	0	Dúnadan Bard
Neldoriel Speaks for House Tarmëa on the King's Council. MERP: she knows Spirit Mastery plus all Open Essence lists. RM: knows 12 spell lists to 20th level, none of them elemental.	21	95	No/2	25	N	N	70ss	35ss	15	Dúnadan Mage/Magician
Perlothiel Lady of House Formënya; knows 8 spell lists to 10th lvl, knows various lore spells, cast as Channeling spells. +70 political skill, +60 court gossip skill.	17	88	No/2	30	N	N	105da	75da	20	Dúnadan Bard
Telchrist Lord of House Emerya. Can also attack with 60MAst(2). Sometimes wears Pl/19 (-70), MovM 10.	21	140	Sl/5	90	Y15	A/-	145bs	145cp	20	Dúnadan Ranger
Timbrethil Hyarrómenya cousin, attempting to betray the Lady Arverethiel.	13	140	Ch/14	50	Y10	A/-	135bs	110da	15	Dúnadan Warrior/Rogue
OTHER ARTHADAN FIGURES OF NOTE (SECTION 8.1.3)										
Baragund 80MAst (rank 3). Scribe to Prince Arvegil.	12	135	Ch/14	55	N	N	140bs	110cp	35	Dúnadan Warrior/Rogue
Bellaniel +12 Base Spell OB. Herald to Prince Arvegil.	12	82	Sl/5	25	N	N	73ss	70da	25	Dúnadan Bard
Blanco Co-founder of the Shire.	6	63	Sl/5	40	Y	N	85ss	60sb	25	Hobbit Warrior
Esgaldor Lhussiril Lord of Spies in Arthedain.	17	145	Ch/13	30	N	N	130ss	85cp	25	Dúnadan Bard
Mallach Tarmëa Captain of the Royal Rangers.	23	145	Ch/13	75	Y15	N	145ss	135cp	15	Dúnadan Ranger
Marcho Chieftain of Fallohide tribe of Hobbits.	7	70	Sl/5	45	Y	N	70ss	65sb	30	Hobbit Scout/Rogue
THE LORDS OF CARDOLAN (SECTION 8.2.1)										
Aervellon Regent of Girithlin.	17	130	Ch/14	65	Y10	A/L	132ma	—	15	Dúnadan Warrior
Barahir Grandson to Hallas of Dol Tinereb. Has a mithril-edged sword.	13	148	Ch/14	65	Y10	A/L	125ss	130cp	10	Dúnadan Warrior
Celebdur Son and heir to Hallas of Dol Tinereb. Axe does a secondary Crush critical, cannot be fumbled, "sings" as it is swung in combat. Brass-plated +10 armor, Dwarven-made, reduces the severity of torso criticals by one step.	15	150	Pl/19	50	Y10	A/L	150ha	110cp	10	Dúnadan Warrior
Dagorhir Warlord of Minhiriath. Sword does double concussion hit damage. Faradon (See "Tharbad (Section 8.2.3)" below.)	21	236	Rl/11	40	N	N	145th	—	45	Half-troll Mage/Mystic
Finduilas Princess of Dol Caladir. +110 Directed Spells Bonus, +37 Base Spell OB.	16	101	No/2	35	N	N	98ra	—	30	Dúnadan Mage
Hallas Prince of Dol Tinereb. MovM 0 when unarmored. Cannot move faster than a walk.	19	74	Pl/20	15	Y5	N	83ss	67lb	-30	Dúnadan Warrior/Rogue
Imlach Gondorian Cánotar of Tharbad.	14	165	Ch/13	50	Y5	N	132fa	96lcb	20	Dúnadan Warrior
Lanaigh King of Saralainn.	14	142	Sl/8	20	N	N	137wm	72sb	25	Dunnish Warrior
Ólanwen Daughter to Faradon. +10 leather armor, reduces the severity of Puncture criticals by two steps. Knows 4 Bard spell lists to 10th.	7	58	Sl/5	40	N	N	65ss	60ro	20	Dúnadan Bard
Pelendur Baron of Tyrn Hódhath. Sword slays undead.	15	114	Pl/18	60	Y5	A/L	128bs	112lb	10	Dúnadan Warrior

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
LESSER POWERS (SECTION 8.2.2)										
Baumyakund Retired Faerdorian general.	17	155	Ch/13	20	N	N	150bs	65cp	20	Forodren Warrior
Dagobert Steward to Princess Finduilas of Dol Caladir.	9	97	Ch/14	30	Y10	N	89mg	76lcb	45	Eriadorian Scout/Rogue
Echorion Baron of Girithlin. Can also make a 97bs attack.	9	107	Pl/19	60	Y10	A/L	97ml	67lcb	15	Dúnadan Warrior
Fiorel Chieftain of Clan Mactosh. Can make two 95da attacks each round, one in each hand.	12	97	No/4	35	N	N	95da	90da	25	Dunnish Scout/Thief
Olby Leader of unrest in Sudúri.	6	62	No/1	20	N	N	30cl	—	25	Gondorian Warrior/Rogue
Pelewen Sister of the Baron of Tyn Hódhath.	11	132	No/1	20	N	N	94qs	25sl	35	Dúnadan Animist/Healer
Sherl Oracle of the Beffraen.	9	93	No/3	25	N	N	79sp	30sp	40	Beffraen Animist/Seer
THARBAD (SECTION 8.2.3)										
Erthil Chamberlain to the <i>cánatar</i> .	9	105	RL/9	45	Y5	N	75ss	60cp	15	Torfirian Scout/Rogue
Faradon Can use his +10 shield to increase his DB to 60. Also can use a 100 thrown dagger attack.	14	145	Ch/13	25	N	A/-	139bs	120cp	15	Dúnadan Warrior/Rogue
Silivrien Proprietor of "Silivrien's Used Clothing" shop. +125 Directed Spells Bonus, +32 Base Spell OB.	16	101	No/2	25	N	N	25da	25da	15	Dúnadan Mage/Magician
Mercenary Captains										
Arahád Captain of the Ragh Crann-Sleagha. Can also use a MAst 80 (rank 2) attack.	11	136	Pl/18	60	Y10	A/L	137bs	95lcb	15	Torfirian Warrior/Monk
Daeros Captain of the Marcaich Chruaidh.	12	126	Pl/18	60	Y5	A/L	140ha	65lcb	10	Dúnadan Warrior
Forak Captain of Forak-Eiginn.	11	90	Ch/13	20	N	N	105sp	85sp	20	Half-orkish Warrior/Rogue
Khanil Captain of the Troich-Armchleasah.	12	133	Ch/15	25	N	A/-	125ba	75ha	15	Dwarven Warrior
LEADERS OF RHUDAUR (SECTION 8.3)										
Broggha Targ-Arm of the Hillmen, later King of Rhudaaur.	19	140	RL/9	85	Y10	A/-	150sp	125sp	25	Hillman Ranger
Eldiriel Captive of the <i>targ-arm</i> .	21	130	No/2	15	N	A/-	95cl	—	20	Dúnadan Animist/Cleric
Ervegil King of Rhudaaur.	17	150	Pl/18	45	N	A/L	180ba	80ha	15	Mixed-blooded Warrior
Maschbram Steward of Rhudaaur. Uses poison.	13	93	Sl/6	35	N	A/-	110ss	75cp	10	Dunnish Scout/Rogue
THE ELVES OF ERIADOR (SECTION 8.4)										
Andovon Pathdal Guardian of Harlindon. Uses a long knife in place of a shield.	18	155	Ch/13	95	Y30	N	165bs	160lb	30	Sindarin Ranger
Arwen Daughter of Elrond and Celebrian, later Queen of Arnor and Gondor. AT RL/12 when in robes.	15	90	Ch/13	55	N	(A/L)	160lk	135thd	50	Half-elven Bard
Elladan & Elrohir Twin sons of Elrond.	25	150	Pl/20	120	Y15	A/L	170bs	165lb	25	Half-elven Rangers
Ellindiel Orgalad Lady of Siragalë. Uses a dagger in place of a shield.	38	155	Ch/14	90	Y20	(A/L)	170bs	190lb	30	Noldorin Bard
Filegdir Nephew of Andovon.	10	81	Ch/13	50	Y15	N	105bs	120lb	30	Sindarin Ranger
Óriel Niece of Andovon Pathdal.	9	77	Sl/9	30	N	N	75ss	80lb	25	Sindarin Animist/Healer

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
THE MAIAR AND ISTARI (SECTION 8.5)										
Gandalf the Grey	35(70)	200	RL/12	120	N	N	140bs	15sp/da	25	Istarin Mage/Magician Known to the Dúnedain and Elves as Mithrandir. Uses minimal force to resolve problems. Use Large creature criticals.
Linyulë	200	450	No/4	150	N	N	250MAst(4)	210ro	105	Maiarin Animist/Magician Water Spirit. Use Large creature criticals. Can also use a 250MAsw(4) attack.
Saruman the Many-colored	50(100)	200	RL/12	130	N	N	100bs	25sp	45	Istarin Mage/Astrologer During the War of the Ring.
Saruman the White	50(100)	200	RL/12	110	N	N	100bs	25sp	45	Istarin Mage/Astrologer Prior to the War of the Ring. Known to the Dúnedain and Elves as Curunír.
Sharkey	12 (50)	90	No/2	40	N	N	100bs	25sp	20	Istarin Mage/Illusionist After his fall.
FIGURES OF OTHER TIMES (SECTION 8.6)										
Figures from the Second Age (Section 8.6.1)										
Elendil	60	180	Pl/20	205	Y45	A/L	205bs	195lb	10	Númenórean Warrior Lord of Andúnië. High King of Arnor and Gondor.
Gil-galad	100	225	Pl/20	240	Y50	A/L	430sp	340sp	65	Noldorin Warrior/Astrologer King of Lindon. High King of the Noldor. His cloak acts as his shield.
Figures from T.A. 1409 (Section 8.6.2)										
Arveleg I	28	170	Pl/19	60	Y15	N	190ss	195cp	10	Dúnadan Warrior Eighth King of Arthedain.
Malborn	25	70	No/2	70	N	N	85ss	30da	15	Dúnadan Animist/Seer Lord High Seer of Arthedain. Uses Wand of Fear at his +50 base spell bonus.
Figures from T.A. 1974 (Section 8.6.3)										
Anorras	7	79	Ch/13	40	Y5	N	80ss	85cp	10	Dúnadan Ranger Aide and cousin to Aranarth; member of the Royal Rangers. Wears a Ranger's Ring (+3 spell adder) and has 14 PP. His armor wears as if it is organic. He knows 3 base Ranger lists (to 10th lvl).
Aranarth	18	119	Ch/13	65	Y15	N	120ss	125cp	15	Dúnadan Ranger As Crown-prince of Arthedain and Lord-commander of the Royal Army.
Aranarth	32	150	Ch/13	65	Y15	N	170ss	175cp	15	Dúnadan Ranger As Chieftain of the Rangers.
Arvedui	24	159	Pl/17	60	Y15	N	165ss	170cp	10	Dúnadan Warrior Last-king of Arthedain.
Bucca	6	64	RL/10	50	Y	N	90ss	90sb	25	Hobbit Warrior Chieftain of the Marish in Eastfarthing.
Eärnur	31	162	Pl/18	55	Y20	A/L	163bs	160cp	-5	Dúnadan Warrior
Malbeth	28	77	No/2	45	N	N	70ss	35da	10	Dúnadan Animist/Seer Lord High Seer of Arthedain. High Counsel to the King. +56 Base Spell bonus.
Figures from T.A. 3018 and After (Section 8.6.4)										
Aragorn II	27	180	No/1	60	N	N	185ss	180lb	30	Dúnadan Ranger Chieftain of the Rangers of the North.
Beretar	23	145	SL/6	60	N	A/-	145bs	150cp	25	Dúnadan Ranger Senior captain of the Rangers of the North, later becomes Prince-regent Vëryatar of Arnor.
Elessar	36	185	Ch/19	75	Y25	A/L	200bs	180lb	20	Dúnadan Ranger Aragorn II in his years as King of the Reunited Kingdom of Arnor and Gondor.
Merry	8	71	Ch/13	75	Y10	N	95ss	80sb	20	Hobbit Scout/Rogue Meriadoc Brandybuck. Harfoot/Fallohide Hobbit. Member of Hobbit gentry of Buckland; also Master of Buckland (F.A. 13-64) and Counselor to King Elessar (F.A. 14-64). Prior to the Ring Quest Merry is but 2nd level.
Paladin	7	67	Ch/16	60	Y	N	105ss	110sb	20	Hobbit Warrior 31st Thain of the Shire.
Pippin	8	63	Ch/13	40	N	N	85ss	95sb	30	Hobbit Scout/Rogue Peregrin Took. Member of the Hobbit gentry from Tookland. 32nd Thain of the Shire (F.A. 14-F.A. 64), Counselor to King Elessar. Prior to the Ring Quest, he is only 2nd level.
Sam	9	677	No/1	45	Y	N	65ss	970b	20	Hobbit Scout/Thief Samwise Gamgee. Commoner from Bywater in the Westfarthing. Later Mayor of the Shire (F.A. 7-56) and Master of Bag End, the smial and former estates of Frodo Baggins. Prior to the Ring Quest, Sam is a 2nd level landscape artist.

12.3.1 PRIMARY MILITARY FORCES OF ARTHEDAIN

DAGORWAITH ARAN (S. "Royal Army")

The royal army counts some 910 soldiers and field commanders, all organized under the king, crown-prince, and the royal staff. (See Section 7.1.) This includes 810 warriors, 90 knights, and 10 older knight-commanders. The basic unit is a 10-man *berenas* composed of 9 warriors and led by a knight. Nine *berenais* form a 90 man company, which is commanded by an old knight. Within each company is a mix of three cavalry *berenais* and six infantry *berenais*, allowing the unit tactical flexibility. This is crucial, since an Arthadan company generally marches alone and often serves as its own independent force. In times of relative quiet only a third of each company is on active duty (one *berenas* of horsemen and two of footmen). Given the great burdens on it, the royal army is rarely at full strength or fights as a whole. When it does, it contains nine companies.

Royal soldiers wear black armor and a black surcoat emblazoned with the symbol of Arthedain, seven six-pointed stars arranged in a circle. Their black, leather-faced shields are also embellished with the Seven Stars of the North. Rank is determined by the color of a man's helm, plumage, and banneret. Royal warriors have black helms, two black wing-plumes, and black spear or lance bannerets, upon which they place their family emblems. Royal knights wear dark blue, while senior royal knights are adorned in silver. The royal knights of the Othrin don unique helms and maintain bannerets peculiar to their home and line. Princes, of course, are allowed completely distinct liveries, though black armor is required.

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
Dirath Othrin/10 (War-horses/40) See LOR Military Beast Table	5700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Arnarokeni Yenwa/10 (War-horses/30) See LOR Military Beast Table	4800	104	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Arnarokeni/90 (War-horses/180) See LOR Military Beast Table	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Ohtari/270 (Horses/360) See LOR Military Beast Table	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Othryn/540	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior

OSTIRITH (S. "Citadel Guard")

Also known as the City Guard, the Ostirith is the military garrison of Fornost, responsible for the security of the citadel and the city proper; it also trains and reinforces the Fornost militia and the City Watch. The guard is the last remnant of the old Númenórean professional military in Arthedain, so it has a slightly different sequence of ranks from the royal army. Each of its 9-man *berenais* is commanded by a sergeant; 9 *berenais* make up a 90-man company, commanded by a captain. The seven companies of the Citadel Guard are commanded by an *arnarokeni yenwa* with 2 *ohtari* as lieutenants. These three positions are normally the highest in Arthedain that can be achieved by a non-Dúnadan. It is rare for more than 5 of the 7 companies to be active at any time, the balance being "in reserve," in private employment in or near Fornost. Traditionally, one or two companies of the guard march with the Dagorwaith Aran when it goes on campaign; this keeps the guard "bloodied" and hardened. There is a rivalry between the two organizations that is informal for most but bitter for a few individuals. The term "captain" is used informally for any army officer commanding more than two *berenais*, but the formal titles of Arthadan knights must always be used when a Citadel Guard officer is present.

Dirgon Ostirith/1	5700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Ohtari/2	4800	104	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Dirgonath Ostirith/7	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Dirgonath Berenais/63	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Othryn Ostirith/567	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior

DAGORWEITHATH ARTHEDAIN (S. "Armies of the Artatani"; sing. Dagorwaith Arthadan)

Each noble army is a unique assemblage. Some are nearly as large and well-organized as the royal army, while others are little more than uniformly outfitted war-bands. Thus, their structures, equipment, and tactics vary, although most resemble the royal army in some way. Each displays the Seven Stars of Arthedain as a show of loyalty, and their soldiers wear the symbol on the chest of their shirt or surcoat, just as with the king's troops. In some cases, only color distinguishes a fighter in a noble army from his royal counterpart. The Eketya house, for instance, fields an army which uses white surcoats emblazoned with red stars, yet otherwise perfectly mimics the look of the Dagorwaith Aran.

Artatani/7 (War-horses/28) See LOR Military Beast Table	5400	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Atani/56 (War-horses/112) See LOR Military Beast Table	4200	95	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Artarokeni/210 (War-horses/360) See LOR Military Beast Table	2700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Rochonath/360 (Horses)/520 See LOR Military Beast Table	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Meithyr/2160	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mis	OB	Gen	Sub	Perc	Mag	Spells	Notes
DÍRAS ARAN (S. "Royal Militia")																
Probably the toughest feudal levy in Middle-earth. Tough and grim in combat; the weak and the fainthearted left Arthedain for the south long ago. The "regulars," the professional soldiers and warriors, are not afraid to fight alongside the militia. After centuries of warfare, most families have one or more weapons with a +5 high steel edge, typically either a spear or a short sword. Their bows tend to be made of yew-wood from Lindon, but hollow steel bows similar to the those used by the nobility are regularly handed out as prizes at seasonal tournaments. For armor they wear a ox-hide coat reinforced with wooden plates. Logistical problems prevent the king from summoning more than a fraction of the militia to any given battlefield. Most of their officers are retired soldiers of the regular army or local officials: sheriffs, mayors, Thains, and other prominent citizens. Quite often these leaders fall into both categories, as the army is considered an honorable way to rise in the world and retired veterans are often given land or jobs. Like the Dagorwaith Aran, the militia is divided into 9-man <i>berenais</i> ; each is led by a 3rd-5th level sergeant. The militia of a village is led by a 6-10th level captain responsible to the local lord or the king's officers.																
Díras Arandor/10,000	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0		Human Warrior
Díras Fornost/4000	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
TIRITH ARAN (S. "Royal Guard")																
This elite guard company consists of six <i>berenais</i> instead of the usual nine, each led by a knight; the entire company is led by a knight-commander. By tradition, these men are considered to be senior to those of equivalent rank in the rest of the realm's armies. The king and each of the important members of the royal family is protected by a single <i>boronas</i> , while another is assigned to the royal chambers in the palace. The royal guard are primarily infantry, although they are trained with the lance and war horse and fight with the cavalry if the royal personage they are guarding goes into mounted combat.																
Royal guardsmen tend to be older men with dour attitudes and interesting scars. They wear the same colors and insignia as their counterparts in the Dagorwaith Aran, save that all clothing and gear is edged with silver or <i>mithril</i> . The guard holds yearly tournaments to find warriors worthy to join their ranks. After winning such a tournament, the applicant must gain a personal recommendation from a mighty and respected lord. The Witch-king's <i>berk</i> of guards was created in imitation of the Tirith Aran, and periodically he sends one of the more fanatical of their number to fight in the tournaments. The few who have won such a tournament have all been challenged and slain by the Tirith Aran commander. It is said that if the <i>berk</i> 's challenger ever wins one of these duels, it would be the sign for the Witch-king to begin his final onslaught on Arthedain.																
Members of the royal family who hold lands or offices draw their guards from soldiers assigned to those lands or offices; the palace itself is protected by a company of the Citadel Guard. In the time of the Arnorian kingdom, the Royal Guard had twice the strength given here, with contingents drawn from all over Arnor. It even included a <i>boronas</i> of Gondorians, maintained as a symbol of the unity of the two kingdoms.																
Dirgon Tirith Aran/1	7200	58	1	2	0	1	1	3	4	3	6	7	-1	4		Human Scout
Rechbin Tirith Aran/6	5400	104	2	1	0	-1	3	7	7	2	1	2	-5	0		Human Warrior
Othryn Tirith Aran/60	4500	95	2	1	0	-1	3	7	7	2	0	2	-5	0		Human Warrior
Rochben-Dirgon Faradrim/1	6300	62	0	0	2	-1	1	-2	-4	3	-1	4	10	all		Human Bard
Dirgonath Faradrim/6	4500	67	1	0	1	-1	2	6	0	8	0	5	-2	0		Human Ranger
Faradrim Ioer/80	2700	67	1	0	1	-1	2	5	-1	7	0	4	-2	0		Human Ranger
Faradrim/200	2100	67	1	0	1	-1	2	4	-1	7	0	4	-2	0		Human Ranger
OTHRONAS DROGRŶN ARAN (S. "Company of the Royal Wolfhounds")																
This company of the army consists of the royal wolfhounds and their keepers and trainers. The keepers, some thirty of them, have the same ranks and colors as their counterparts in the Dagorwaith Aran. The dogs themselves are longhaired and long-limbed, with enormous heads and feet, each standing 3' plus at the shoulder. The royal kennels are in the citadel of Fornost; the keepers are normally stationed here, taking care of the dogs at court and traveling with them at the king's discretion. The dogs serve with the royal guard and the king's rangers and normally obey Men they know and those in Arthadan uniform who show no fear of them. The Sceptre routinely gives the excess males in a litter as prestigious gifts to its supporters.																
(Drogrŷn Aran)/40 See LOR Military Beast Table																
(Drogrŷn Geledhrin)/variable See LOR Military Beast Table																
OTHRONAS BRERIONDOR (S. "Company of the Bree-land")																
Bree-land has always been somewhat of an autonomous province of Arthedain, and thus has not had its militia organization upgraded to the quality of the Díras Aran. Because of the increased danger of incursions from the Barrow-downs and Cardolan since the Plague, the royal garrison has been reinforced to form a weak <i>othronas</i> with an attached <i>boronas</i> of Dunnish scouts.																
Known locally as the Town Guard, this is actually a weak company of the Dagorwaith Aran (See above.), equipped as mounted infantry. They use broadswords and are assigned enough horses to make mounted patrols at full strength. The Tirith Breriondor consists of 7 <i>berenais</i> totaling 63 soldiers (called "guardsmen"); each <i>boronas</i> is led by a lieutenant (an <i>arnaroquen</i>) and the whole force is commanded by a captain (an <i>arnaroquen yennwa</i>).																
Referred to as the Bree-land Muster, the Díras Breriondor is peaceful by nature, they make poor soldiers; organization and leadership roughly corresponds to that of the Díras Aran. The Hobbits are also peaceful, but have not lost the toughness of their wandering days; a +20 bonus to Stalk/Hide.																
Glendir/5	600	49	1	0	1	-1	2	3	-4	5	0	3	-2	0		Human Ranger
Díras (Men)/1000	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
Díras (Hobbits)/500	300	54	-2	3	0	-2	3	-5	4	1	4	3	-5	0		Hobbit Scout

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mel Mis	OB	Gen	Sub	Perc	Mag	# Spells	Notes
MUSTER OF SIRAGALĒ																
Parthirath/10	4500	99	0	2	0	1	3	5	8	1	-1	2	-2	2		Elf Warrior
Hedryn Ioer/60	2100	81	0	2	0	1	3	4	7	1	-1	1	-2	2		Elf Warrior
Hedryn/600	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Elf Warrior
(Men)/2000	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
(Hobbits)/3000	300	54	-2	3	0	-2	3	-5	4	1	4	3	-5	0		Hobbit Scout

12.3.3 PRIMARY MILITARY FORCES OF THE WITCH-KING

FIRIATH ANGMAR (S. "Men of Angmar")

Troops drawn from various allies and subject peoples compose Angmar's six field armies (one of 5,000 men and five of 1,000). Warlords who answer only to the Witch-king and the Angúlion, at Carn Dûm, direct these forces. The armies are ideally organized into ten companies of 100, each headed by a 7th level *grisháktur*. These are formed of ten divisions of 10, with 9 soldiers commanded by a *drartul* (3rd or 4th level) fighter. These divisions can break into two 5-man groups, the lesser one controlled by a 3rd level adjutant. In practice, however, this organization breaks down, for large numbers of Angmarrim are relegated to garrison duty under jealously greedy overlords. Note that the figures for the Men and Orcs include all those soldiers directly under the Witch-king's rule in northeastern Eriador and northwestern Rhovanion, but not those of vassals (e.g., the Lord of Gundabad).

Hoerk/60	4200	95	2	1	0	-1	3	7	7	2	0	2	-5	0		Human Warrior
Olog-hoerk/6	5100	99	0	2	0	1	3	6	8	1	-1	2	-2	2		Troll Warrior
Black Rangers/60	2400	67	1	0	1	-1	2	5	-1	7	0	4	-2	0		Human Ranger
Trackers/200	1800	67	1	0	1	-1	2	4	-1	6	0	4	-2	0		Human Ranger
Horsemen/3000	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
Footmen/10,000	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior

YRCH ANGMAR (S. "Orcs of Angmar")

The vast majority of the Witch-king's war host is made up of a loose collection of nine Orkish tribal confederacies, containing over thirty tribes, many of whom are at war with one another. All owe allegiances to the Olog warlord Rogrog at Carn Dûm. Twelve tribes are arrayed along the Arthadan frontier: the Askhai, Bagronkuz, Durbalag, Faulgurum, Kurkurum, Lughoth, Snagoth, Thrakburzum, Ulogarûm, Uroth-burn, Urughâsh, and the elite Uruk-uflag. A large central reserve and work force lives in and around Carn Dûm and the Nan Angmar. The Orcs of Gundabad and Goblin-gate are among those under the Witch-king's rule, but seldom contribute more than a patrol or raiding party to the war.

Askhai/1200	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Bagronkuz/1500	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Durbalag/1200	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Faulgurum/900	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Kurkurum/600	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Lughoth/2400	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Snagoth/1500	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Thrakburzum/750	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Ulogarûm/810	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Orc Warrior
Uroth-burn/720	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Orc Warrior
(War-wolves) See LOR Military Beast Table																
Urughâsh/630	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Uruk-uflag/300	2100	81	0	2	0	1	3	4	7	1	-1	1	-2	2		Orc Warrior
Wargs/10	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior

TERYG FORN (S. "Trolls of the North")

Losderyg/24	3900	116	4	-2	-3	4	3	3	2	3	-1	-1	-6	0		Troll Warriors
Sharkai/36	3000	107	4	-2	-3	4	3	2	1	2	-1	-2	-6	0		Troll Warriors

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mel	Mis	Gen	Sub	Perc	Mag	# Spells	Notes
12.3.4 MILITARY FORCES OF RHUDAUR																
CAMETH BRIN																
Fuindir Commanders/5	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
Fuindir Elite/35	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0		Human Warrior
Guard Sergeants/5	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0		Human Warrior
Guards/50	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
Hillmen Dign-Tiark/6	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
Experienced Hillmen/100	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0		Human Warrior
Hillmen/120	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0		Human Warrior
Dunnish Headmen/3	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0		Human Warrior
Dunnish Warriors/40	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
Raw Dunmen/170	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0		Human Warrior
Delosh's Orcs/10	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Korkal's Uruk-hai/4	1200	81	0	2	0	1	3	3	6	-2	-1	1	-2	2		Orc Warrior
WARRIORS OF RHUDAUR																
Orc-leaders/20	1200	81	0	2	0	1	3	3	6	-2	-1	1	-2	2		Orc Warrior
Uruk-hai/100	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Orc Warrior
Orc-warriors/650	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Green Orcs/1000	0	63	0	2	0	1	3	1	4	-2	-1	1	-5	0		Orc Warrior
ESPHHEME'S BAND																
Cavalry Leaders/20	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
Northman Lt. Cavalry/150	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0		Human Warrior
Easterling Cavalry/500	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
Trevadorath/48	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
Mercenary Lt. Foot/150	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
Wolf Riders/100	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Wolves/100	<i>See LOR Military Beast Table</i>															
Captains/4	3000	90	0	2	0	1	3	5	7	1	-1	1	-2	2		Orc Warrior
Wolf-riders/100	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Orc Warrior
Wolves/120	<i>See LOR Military Beast Table</i>															
Mercenary Leaders/40	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
Mercenaries/200	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0		Human Warrior
Dunmen Warriors/700	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
Raw Dunmen/2100	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0		Human Warrior
Experienced Hillmen/400	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0		Human Warrior
Hillmen/700	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0		Human Warrior
Green Hillmen/400	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mis	Gen	Sub	Perc	Mag	Spells	Notes
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12.3.5 ELVISH MILITARY FORCES IN ERIADOR

GLANDIRITH IMLADRIS (S. "Guardians of Rivendell")

Except in times of strife, when refugees may flood in, there are never more than 300 inhabitants at Rivendell. The Elves listed here are those likely to be met on patrol or on special missions for Master Elrond. However, one of the ironies of this haven of peace is that nearly everyone in Imladris is a trained veteran of many conflicts. When evil threatens the Elves of the North, double the force described here march secretly to the aid of their kinfolk in Lindon or Lórien. Since Rivendell has always been a haven for Noldorin and Sindarin intellectuals, a score of Bards, Alchemists, and spellcasters of 13th-40th level also dwell herein, living a reclusive, peaceful life unless some personal or family need or favor draws them into the dangers of the outside world.

All of the Glandirith are equipped with +10 enchanted Elvish weapons and armor unless better equipment is noted. All wear Elven cloaks and boots that give a +50 bonus to Stalk/Hide.

Dirgonath Glandir/2	5700	53	0	1	1	1	2	2	3	8	1	8	0	2	Half-elf Ranger
Nethryn/6	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Glendir/30	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Dirgonath Glandirith/6	4800	99	0	2	0	1	3	6	8	1	-1	2	-2	2	Elf Warrior
Belegothryn/30	2700	53	0	1	1	1	2	1	3	7	1	6	-3	0	Half-elf Ranger
Othryn/50	1500	81	0	2	0	1	3	4	6	-2	-1	1	-2	2	Elf Warrior

HOST OF LINDON

It is rare for more than half of this force to assemble in any one place. The categories given here are just a rough approximation of the hodgepodge of feudal, tribal, and personal ties that hold the realm of Lindon together. A selection of Sindarin warriors from the host make it their business to protect Círdan's person. He keeps no formal guard or court.

The Host of Lindon is always accompanied by at least one Healer of 11th-20th level for every 20 warriors, and at least one Mage or similar spellcaster of 12th-30th level for every 50 warriors. These are volunteers without formal military standing; 50% are female, and 70% are related to someone in the force they are accompanying.

Hirgonath/4	8700	62	1	1	1	1	2	2	3	9	1	9	0	2	Half-elf Ranger
Dirgonath/12	5700	53	0	1	1	1	2	2	3	8	1	8	0	2	Half-elf Ranger
Dirgonath (S. "Captains"; sing. Dirgon).															
Belegothryn Gelydh/200	3300	90	0	2	0	1	3	5	7	1	-1	2	-2	2	Elf Warrior
Belegothryn Mithrin/300	2100	53	0	1	1	1	2	1	3	6	1	6	-3	0	Half-elf Ranger
(Errych) See LOR Military Beast Table															
Othryn/4000	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
(Nimrych) See LOR Military Beast Table															
Hirgonath Glandirith/3	5700	53	0	1	1	1	2	2	3	8	1	8	0	2	Half-elf Ranger
Beleglindir/70	4500	53	0	1	1	1	2	1	3	8	1	7	0	2	Half-elf Ranger
Glendir/350	1200	53	0	1	1	1	2	1	2	6	-2	5	-3	0	Half-elf Ranger
Glendir (S. "Guardians"; sing. Glandir).															

GEVENNAIS RAIN (S. "Wandering Companies"; sing. Govannas Rain)

Elvish wandering parties in Eriador are typically from Lindon or Rivendell and contain the following selection of individuals:

1 Hir (S. "Master") — 70% are warriors of captain's rank or higher; the rest are spellcasters of similar rank.

2-3 Glendir (S. "Scouts") — Lindon guardians or elite guardians, or scouts of Imladris

2-6 Belegothryn (S. "Elite Warriors") — as described above.

6-10 Othryn (S. "Warriors") — as described above.

1-2 Nethryn (S. "Animists/Healers") — as described above.

1-2 Luthryn (S. "Mages") — 16th-20th level, with combat spells.

4-40 Rendir (S. "Travelers") — variable, typically 20% are persons of note, while the rest approximate 5th level Bards.

Any group smaller than this traveling through Eriador in these troubled times is probably on a specific mission for one of the Elvish leaders.

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mis	Gen	Sub	Perc	Mag	Spells	Notes
12.3.6 DWARVEN MILITARY FORCES															
The Dwarves of the Misty and Blue Mountains have no interest in the affairs of Men in Eriador. They take overt action only if someone is foolish enough to directly attack Dwarven travelers or merchants. Both Dwarven realms are in remote areas and possess only a limited number of pack animals (some ponies and oxen), so they have constant supply problems when operating over long distances. They must go to a great deal of trouble and preparation to send out a force stronger than the expedition described here. If they do, the Dwarves of the Ered Luin can muster three times and the Durin Dwarves ten times this force.															
NAZAG DUSHKOKUDU (Khuz. "Company of Vigilance")															
Consists of two full companies of regular military and one company of the tribal levy being used as bearers. The bearers bring a few ponies and carts.															
Attack-lord/2	3900	105	2	-1	0	-2	2	8	3	4	0	2	-7	0	Dwarf Warrior
Battle-guard/42	900	87	2	-1	0	-2	2	5	1	3	0	1	-7	0	Dwarf Warrior
Axemen/42	600	87	2	-1	0	-2	2	5	1	2	-3	1	-7	0	Dwarf Warrior
Archers/42	300	78	2	-1	0	-2	2	4	1	2	-3	1	-7	0	Dwarf Warrior
Porters/42	0	78	2	-1	0	-2	2	4	0	2	-3	-2	-7	0	Dwarf Warrior
Scouts/21	300	49	1	1	0	1	1	2	1	-1	3	3	-4	0	Human Scout
12.3.7 SOVEREIGN MILITARY FORCES IN CARDOLAN															
Although all of the princes of Cardolan maintain professional native troops, the national army was not reconstituted after the Battle on Tyrn Hódhath in T.A. 1409. Only two principalities—Saralainn and the Warlord's domain—have effective independent armies. The princes generally rely on various mercenary companies and/or co-operation with the garrisons maintained by Arthedain and Gondor.															
SARALAINN															
Royal Bodyguard/10	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Archer Leaders/6	900	58	1	0	1	-1	2	3	-1	5	0	3	-2	0	Human Ranger
Royal Archers/48	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Cavalry Leaders/4	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Royal Cavalry/40	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Sudúri Watch/60	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Sudúri Levy/~120	0	49	1	1	0	1	1	2	0	-1	2	3	-4	0	Human Scout
CLANS															
Three or four of the nine clans generally answer a royal summons to war, though one probably revolts. The king's own clan is always loyal. The make-up of a typical clan is given below.															
Chieftain/1	1500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
Warriors/6-20	900	58	1	0	1	-1	2	3	-1	5	0	3	-2	0	Human Ranger
TRIBES															
The king can usually acquire the services of a couple Dúnedain tribes from his own lands or from Ered Luin. The latter source of manpower is often used by all the princes of Cardolan.															
Chief/1	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Warriors/8-40	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Tribesmen/50-150	300	49	1	1	0	1	1	2	1	-1	3	3	-4	0	Human Scout
DOMAIN OF THE WARLORD															
The Warlord can mobilize twice as many fell beasts and slaves if invaded.															
Troll-guard/16	2100	107	4	-2	-3	4	3	2	1	2	-1	-2	-6	0	Troll Warrior
Troll-levy/25-35	1500	107	4	-2	-3	4	3	2	1	2	-1	-2	-6	0	Troll Warrior
Wargs/50-60	See LOR Military Beast Table														
Bats/100-200	See LOR Military Beast Table														
Mercenaries/20	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Slaves/120-180	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0	Human Warrior
THARBAD															
In theory, the Tharbad militia is ten times the size noted. A full scale invasion might bring them out.															
Commanders/8	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
City Garrison/160	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
City Watch/240	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mel	Mis	Gen	Sub	Perc	Mag	# Spells	Notes
Mob/Militia/400	0	49	1	1	0	1	1	2	0	-1	2	3	-4	0	0	Human Scout
Traders' Guild/30	600	49	1	0	1	-1	2	3	-4	5	0	3	-2	0	0	Human Ranger
Naval Captains/I-8	1500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	0	Human Ranger
Marines/20-160	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
DAGORWAITH ARAN GONDOR (S. "Royal Army of Gondor")																
The Tharbad militia defers to the Gondorians. 50% chance of the city watch calling the canotar's men in to deal with danger instead of their own city garrison.																
Roqueni/12	2700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	0	Human Warrior
Ohtari/12	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	0	Human Warrior
Guards/16	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	0	Human Warrior
Mounted Sergeants/26	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	0	Human Warrior
Men-at-arms/72	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	0	Human Warrior
Auxiliaries/86	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
Scouts/24	300	49	1	0	1	-1	2	2	-4	4	0	3	-2	0	0	Human Ranger
GIRITHLIN																
About half the lesser nobles of Hírdor Girithlin answer a summons to war. When mobilized, Girithlin forces tend to include a comparatively high number of the levy, that is 600-700 of the potential 2,000-3,000.																
Nobles/14	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	0	Human Warrior
Retainers/140	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	0	Human Warrior
Mercenaries/60	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
Levy/650	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0	0	Human Warrior
TYRN HÓDHATH (Tyrr Gorthad)																
Older norms of military organization are still upheld in the troubled Barrow-downs.																
Nobles/7	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	0	Human Warrior
Retainers/56	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
Soldiers/28	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	0	Human Warrior
Rangers/6	1500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	0	Human Ranger
Militia/500	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	0	Human Warrior
Husfartho/100	300	54	-2	3	0	-2	3	-5	4	1	4	3	-5	0	0	Hobbit Scout
FAERDOR																
Faerdor tries to rely on a volunteer army, with only small forces standing at any given time. Trained warriors are supposed to be joined by the local levy (rarely more than 500 gathered). The results of this system are always unpredictable and often disastrous.																
Guards/500	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	0	Human Warrior
Levy/4000 (?)	—	0	49	1	1	0	11	2	0	-1	2	3	-4	0	0	Human Scout
DOL TINEREB																
Tinerebian forces have just been re-organized with a significant mounted element. The Ernil of Dol Tinereb generally prefers to use mercenary companies rather than his own militia.																
Nobles/11	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	0	Human Warrior
Soldiers/97	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
Bodyguard/8	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	0	Human Warrior
Levy/200	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0	0	Human Warrior
DOL CALADIR																
Dol Caladir uses large forces for internal control and tends to rely on hirelings.																
Nobles/27	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	0	Human Warrior
Retainers/300	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	0	Human Warrior
Reeves/65	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
Mercenaries/50	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	0	Human Warrior
Militia/6000(?)	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0	0	Human Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	Mel Mis		Gen	Sub	Perc	Mag	#	Spells	Notes
								OB	OB							
THE BEFFRAEN																
The number of Beffraen clans living in the Rast Vorn and Enedhwaith has never been accurately determined. It is rare for them to unite for a military venture, and two or three coming together for a fight is a noteworthy event. They are not natural horsemen, but when raiding or migrating through the open country of Minhiriath they steal horses to allow them to move quickly. The following describes a typical clan. Their javelins and blowgun darts are tipped with a 5th level nerve poison (MERP: use taynaga) if they have time to prepare for a hunt or fight.																
Chief/1	2700	86	2	1	0	-1	3	6	6	2	0	1	-5	0		Human Warrior
Scouts/6	1200	77	2	1	0	-1	3	5	-5	1	0	1	-5	0		Human Warrior
Warriors/30	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior

12.3.8 MERCENARY COMPANIES OF CARDOLAN

The princes rely partially on various mercenary companies—four such companies predominate.

MARCAICH CHRUAIDH (Du. "Steel Riders")

Sergeants/5	1800	63	-2	3	0	-2	3	-1	5	2	6	4	-5	0	Hobbit Scout
Steel Riders/28	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Left-siders/28	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Right-siders/28	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Scouts/8	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
(War-horses) see LOR Military Beast Table															

RAGH CRANN-SLEAGHA (Du. "Ranks of Pikes")

Knights/4	1800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Sergeants/8	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Pikemen/79	1200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior

TROICH-ARMCHLEASAH (Du. "Dwarf-warriors")

Wardens/4	1500	96	2	-1	0	-2	2	6	2	3	0	1	-7	0	Dwarf Warrior
Warriors/14	900	87	2	-1	0	-2	2	5	1	3	0	1	-7	0	Dwarf Warrior
Line Infantry/30	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Light Cavalry/40	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Auxiliaries/30-50	0	59	2	1	0	-1	3	3	3	1	-3	-2	-5	0	Human Warrior

FORAK-EIGINN (Du. "Forak's Violators")

Leaders/4	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Orc Warrior
Engineers/12	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Orc Warrior
Sappers/48	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Warriors/70	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior

BRIGANDS AND OTHER COMPANIES

There are currently five other mercenary companies, who readily indulge in banditry when contracts are scarce. There are also three outlaw gangs who consider mercenary employment. The force below, Harran's Death Brothers, is more or less typical of both groups.

Captain/1	2100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Sergeants/3-6	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Regulars/15-40	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Foragers/10-30	300	49	1	0	1	-1	2	2	-4	4	0	3	-2	0	Human Ranger

12.3.9 THE LOSSOTH

Shamans/4	1200	53	0	0	2	-1	1	-2	-4	1	-4	3	7	10	Human Bard
Hunters/96	600	44	0	0	2	-1	1	-2	-4	1	-4	3	6	6	Human Bard

Mel Mis #

Name EP End Str Ag Int Mov Def OB OB Gen Sub Perc Mag Spells Notes

12.3.10 MILITARY FORCES OF OTHER TIMES

MID-SECOND AGE

TANRAZÛN AN-KANZULÂI (Ad. "Skill-keepers Circle") Númenórean Diplomatic Party

The Númenóreans conquered wherever they went during the Second Age. Their expeditionary forces seldom appeared in Eriador and won't be described here. More often, small parties of merchants and diplomats went forth from the Númenórean treaty ports and trading posts to negotiate with, offer assistance to, and generally overawe the Eriadorians. The legation detailed below is similar to several that established safe and privileged passage for the Men of Westemnesse from Tharbad all the way to the North Downs in the mid-Second Age, allowing the mystics and exiles of the Faithful of Númenor to build their refuges in safety. These small parties were capable of defending themselves against an entire Eriadorian tribal army in a pinch. Note that, along with their superior weaponry, these men were, on the average, just under 7' tall and 250 lb. in weight; the natives were typically a head and a hundred pounds smaller.

Legate/1	10200	62	0	1	2	-1	1	-2	-1	3	0	5	10	all	Human Bard
Inrakhôr/1	7200	104	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Kanzukhôr/1	5700	62	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Concords of the Guild/4	4200	53	0	0	2	-1	1	-2	-4	2	-1	4	10	14	Human Bard
Zagarthôr/2	5700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Royal Soldiers/5	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Soldiers/20	1500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Warriors/50	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Servants/100	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior

THIRD AGE 1974 — FIRST AGE 3

FARADRIUM FOROD (S. "Rangers of the North")

During normal travel, Rangers wear bland clothing and bits of old armor not readily discernible from the clothing of the trappers and tinkers who normally wander the north country. When given a chance to prepare for formal combat, they acquire steel helmets and fine chainmail that is scarcely detectable under their cloaks and tunics. An *eresslen*, the traditional ranger's silver cloak pin, serves as their only badge of membership, and it is seldom shown in public. The leaders of the order wear no distinctive livery, but they are known personally to all of their men.

Hir-in-Faradrim/1	7200	76	2	0	1	-1	2	7	0	9	0	5	-2	0	Human Ranger
Dirgonath Faradrim/4	6000	62	0	0	2	-1	1	-2	-4	3	-1	4	10	all	Human Bard
Faradrim Ioer/60-100	4500	53	0	0	2	-1	1	-2	-4	2	-1	4	10	14	Human Bard
Faradrim/100-200	3300	53	0	0	2	-1	1	-2	-4	2	-4	4	9	14	Human Bard

THE HOST OF LINDON AND THE DWARVES OF THE ERED LUIN

In the later Third Age, Lindon can muster no more than half the forces noted for the seventeenth century and are less inclined to do so. The Dwarves of the Ered Luin are in a similar state.

FOLK OF THE SETTLEMENTS

The various petty realms of Men in Eriador mount forces similar to the feudal levies described in the Cardolan military charts. Only Bree and Saralainn remain politically intact throughout the Third Age, and the quality of their weapons drops with the decline in Dwarven and Gondorian trade.

HOBBITS OF THE SHIRE

While potentially the largest military force north of Gondor, the Hobbits are very insular and frankly uninterested in warfare. This situation is exaggerated throughout the Third Age by the Rangers' deliberate policy of protecting the Shire at a distance, which normally precluded any Hobbit involvement in their own defense. The Shire-muster, as the local militia is called, does public works and provides emergency labor just as the old Arthadan militia did. When it is summoned on a large scale for alerts or military drill, it becomes the Hobbity-in-Arms. Only the more eccentric Took and some of the border districts actually train their muster, and the morale of the Hobbity-in-Arms under combat conditions is questionable, at best. The only advantages the Hobbits have are their intense mutual loyalty and their inherent toughness. Their weapons are mainly farm and hunting tools, their logistical system is made up on the spot. The Hobbit gentry would spend the first hours of a crisis reading old books to find out how to lead troops on a battlefield.

Thain/1	1800	63	-2	3	0	-2	3	-1	5	2	6	4	-5	0	Hobbit Scout
Trained Fighters/1000	600	63	-2	3	0	-2	3	-2	4	1	4	3	-5	0	Hobbit Scout
The Commons/10,000	0	54	-2	3	0	-2	3	-5	3	1	4	2	-5	0	Hobbit Scout

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
THE LINE OF ISILDUR (Section 8.1.1)															
Argeleb II	7200	58	1	2	0	1	1	3	4	3	6	7	-1	4	Human Scout
Arvegil	7200	62	0	0	2	-1	1	-2	-4	3	-1	5	10	all	Human Bard
Belennil	5100	58	1	1	0	1	1	3	4	3	6	6	-1	2	Human Scout
Cathron	0	49	1	0	1	-1	2	2	-4	4	-3	2	-2	0	Human Ranger
Celeborn	0	49	1	1	0	1	1	2	0	-1	2	3	-4	0	Human Scout
Gliriel	5100	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Minastir	4200	67	1	0	1	-1	2	6	0	8	0	5	-2	0	Human Ranger
Nírien	5100	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
THE GREAT HOUSES OF ARTHEDAIN (Section 8.1.2)															
Arverethiel	4200	57	-1	1	2	1	1	-3	1	1	0	5	8	12	Elf Bard
Barahir	1800	53	0	0	2	-1	1	-2	-4	2	-4	3	8	10	Human Bard
Baranfindel	4500	58	1	1	0	1	1	3	4	3	5	6	-1	2	Human Scout
Belecthir	3900	58	1	1	0	1	1	3	3	3	5	6	-1	2	Human Scout
Caramir	4800	58	1	1	0	1	1	3	4	3	6	6	-1	2	Human Scout
Caraniel	7200	62	0	0	2	-1	1	-2	-4	3	-1	5	10	all	Human Bard
Dúraladh	6000	58	1	2	0	1	1	3	4	3	6	6	-1	4	Human Scout
Lord of House Fornenya															
Edhelion	6900	76	2	0	1	-1	2	7	0	9	0	5	-2	0	Human Ranger
Erhuan	5400	58	1	1	0	1	1	3	4	3	6	6	-1	4	Human Scout
Finglin	6900	58	1	2	0	1	1	3	4	3	6	7	-1	4	Human Scout
Lord of House Tarmëa															
Galadhrión	1200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Gilonwen	6600	58	1	2	0	1	1	3	4	3	6	7	-1	4	Human Scout
Haldan	4500	58	1	1	0	1	1	3	4	3	5	6	-1	2	Human Scout
Methillir	6300	58	1	2	0	1	1	3	4	3	6	6	-1	4	Human Scout
Míraladhwen	2400	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12	Human Bard
Mírien	3000	53	0	0	2	-1	1	-2	-4	2	-4	4	9	12	Human Bard
Nartheliel	7500	62	0	0	2	-1	1	-2	-4	3	0	5	10	all	Human Bard
Lady of House Noirinanya															
Neldoriel	6000	62	0	0	2	-1	1	-2	-4	3	-1	4	10	all	Human Bard
Perlothiel	4800	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Telchrist	6000	76	2	0	1	-1	2	6	0	9	0	5	-2	0	Human Ranger
Timbrethil	3600	58	1	1	0	1	1	3	3	3	5	6	-1	2	Human Scout
OTHER ARTHADAN FIGURES OF NOTE (Section 8.1.3)															
Baragund	3300	58	1	1	0	1	1	3	3	3	5	5	-1	2	Human Scout
Bellaniel	3300	53	0	0	2	-1	1	-2	-4	2	-4	4	9	14	Human Bard
Blanco	1500	63	-2	3	0	-2	3	-1	5	2	5	4	-5	0	Hobbit Scout
Esgaldor Lhussiril	4800	53	0	0	2	-1	1	-2	-4	2	-1	4	10	all	Human Bard
Mallach Tarmëa	6600	76	2	0	1	-1	2	7	0	9	0	5	-2	0	Human Ranger
Marcho	1800	63	-2	3	0	-2	3	-1	5	2	6	4	-5	0	Hobbit Scout
THE LORDS OF CARDOLAN (Section 8.2.1)															
Aervellon	4800	58	1	1	0	1	1	3	4	3	6	6	-1	2	Human Scout
Barahir	3600	58	1	1	0	1	1	3	3	3	5	6	-1	2	Human Scout
Celebdur	4200	58	1	1	0	1	1	3	4	3	5	6	-1	2	Human Scout
Dagorhir	6000	125	4	-2	-3	4	3	4	2 (rock)	4	-1	-1	2	2	Half-troll Bard
Faradon	See "Tharbad (Section 8.2.3)" below.														
Finduilas	4500	53	0	0	2	-1	1	-2	-4	2	-1	4	10	14	Human Bard
Hallas	5400	58	1	1	0	1	1	3	4	3	6	6	-1	4	Human Scout
Imlach	3900	58	1	1	0	1	1	3	3	3	5	6	-1	2	Human Scout
Lanaigh	3900	95	2	1	0	-1	3	7	6	2	0	2	-5	0	Human Warrior
Ólanwen	1800	53	0	0	2	-1	1	-2	-4	2	-4	3	8	10	Human Bard
Pelendur	4200	58	1	1	0	1	1	3	4	3	5	6	-1	2	Human Scout

Name	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	#					Notes
								OB	OB	Gen	Sub	Perc	Mag	Spells	
LESSER POWERS (Section 8.2.2)															
Baumyakund	4800	99	0	2	0	1	3	6	8	1	-1	2	-2	2	Elf Warrior
Dagobert	2400	67	1	0	1	-1	2	5	-1	7	0	4	-2	0	Human Ranger
Echorion	2400	49	1	1	0	1	1	3	3	2	5	5	-1	2	Human Scout
Fiorel	3300	95	2	1	0	-1	3	6	6	2	0	2	-5	0	Human Warrior
Olby	1500	49	1	1	0	1	1	3	2	2	4	4	-1	2	Human Scout
Pelewen	3000	95	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Sherl	2400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
THARBAD (Section 8.2.3)															
Erthil	2400	63	-2	3	0	-2	3	-1	6	2	6	5	-5	0	Hobbit Scout
Faradon	3900	58	1	1	0	1	1	3	3	3	5	6	-1	2	Human Scout
Silivrien	4500	53	0	0	2	-1	1	-2	-4	2	-1	4	10	14	Human Bard
Mercenary Captains															
Arahâd	3000	95	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Daeros	3300	58	1	1	0	1	1	3	3	3	5	5	-1	2	Human Scout
Forak	3000	90	0	2	0	1	3	5	7	1	-1	1	-2	2	Orc Warrior
Khanil	3300	58	1	1	0	1	1	3	3	3	5	5	-1	2	Human Scout
LEADERS OF RHUDAUR (Section 8.3)															
Broggha	5400	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Eldiriel	6000	104	2	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Ervegil	4800	104	2	1	0	-1	3	7	7	2	0	2	-5	0	Human Warrior
Maschbram	3600	95	2	1	0	-1	3	7	6	2	0	2	-5	0	Human Warrior
THE ELVES OF ERIADOR (Section 8.4)															
Andovon Pathdal	5100	53	0	1	1	1	2	1	3	8	1	8	0	2	Half-elf Ranger
Arwen	4200	57	-1	1	2	1	1	-3	1	1	0	5	8	12	Half-elf Bard
Elladan & Elrohir	7200	53	1	1	1	1	2	2	3	9	1	8	0	2	Half-elf Ranger
Ellindiel Orgalad	11100	66	0	2	2	1	1	0	1	1	1	5	10	all	Elf Bard
Filegdir	2700	53	0	1	1	1	2	1	3	7	1	6	-3	0	Half-elf Ranger
Óriel	2400	53	0	1	1	1	2	1	3	7	1	6	-3	0	Half-elf Ranger
THE MAIAR AND ISTARI (Section 8.5)															
Gandalf the Grey	10200	62	0	1	2	-1	1	-2	-1	3	0	5	10	all	Istarin Bard
Linyuilë	20700	165	4	3	3	4	2	12	8	2	8	7	12	all	Maiarin Bard
Saruman the Many-colored	14700	71	1	1	2	-1	1	1	-1	4	0	5	10	all	Istarin Bard
During the War of the Ring.															
Saruman the White	14700	71	1	1	2	-1	1	1	-1	4	0	5	10	all	Istarin Bard
Sharkey	330	53	0	0	2	-1	1	-2	-4	2	-4	4	0	all	Istarin Bard
FIGURES OF OTHER TIMES (Section 8.6)															
Figures from the Second Age (Section 8.6.1)															
Elendil	17700	131	3	1	0	-1	3	10	9	2	1	2	-2	2	Human Warrior
Gil-galad	57000	213	7	7	6	6	8	14	13	7	11	7	30	6	Elf Bard
Figures from T.A. 1409 (Section 8.6.2)															
Arveleg I	8100	58	1	2	0	1	1	3	5	3	6	7	-1	4	Human Scout
Malborn	7200	62	0	0	2	-1	1	-2	-4	3	-1	5	10	all	Human Bard

Name	EP	End	Str	Ag	Int	Mov	Def	Mel	Mis	#						Notes
								OB	OB	Gen	Sub	Perc	Mag	Spells		
Figures from T.A. 1974 (Section 8.6.3)																
Anorras	1800	67	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger	
Aranarth	5100	76	1	0	1	-1	2	6	0	8	0	5	-2	0	Human Ranger	
Aranarth	9300	76	2	1	1	-1	2	7	0	10	0	6	-2	0	Human Ranger	
Arvedui	6900	58	1	2	0	1	1	3	4	3	6	7	-1	4	Human Scout	
Bucca	1500	63	-2	3	0	-2	3	-1	5	2	5	4	-5	0	Hobbit Scout	
Eärnur	9000	58	2	2	0	1	1	3	5	3	7	7	-1	4	Human Scout	
Malbeth	8100	62	0	0	2	-1	1	-2	-4	3	0	5	10	all	Human Bard	
Figures from T.A. 3018 and After (Section 8.6.4)																
Aragorn II	7800	76	2	0	1	-1	2	7	0	9	0	6	-2	0	Human Ranger	
Beretar	6600	76	2	0	1	-1	2	7	0	9	0	5	-2	0	Human Ranger	
Elessar	10500	76	2	1	1	-1	2	8	0	10	0	6	-2	0	Human Ranger	
Merry	2100	63	-2	3	0	-2	3	-1	6	2	6	4	-5	0	Hobbit Scout	
Paladin	1800	63	-2	3	0	-2	3	-1	5	2	6	4	-5	0	Hobbit Scout	
Pippin	2100	63	-2	3	0	-2	3	-1	6	2	6	4	-5	0	Hobbit Scout	
Sam	2400	63	-2	3	0	-2	3	-1	6	2	6	5	-5	0	Hobbit Scout	
KEY																
EP= Experience Points				Int= Intelligence				Gen= General								
End= Endurance				Mov= Movement				Sub= Subterfuge								
Str= Strength				DB= Defense Bonus				Perc= Perception								
Ag=Agility				Mel OB= Melee Offensive Bonus				Mag= Magical								
				Mis OB= Missile Offensive Bonus				# Spells= Number Spells Known								

12.5 LOR MILITARY BEAST TABLE

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missile OB	Damage
Bats	6	4	2	6	7	0	-3	—	—
Drogryn Aran (War Dogs)	8	4	3	5	90	4	3	—	—
Drogryn Geledhrim (War Dogs)	8	5	4	5	90	4	3	—	—
Errych (Elven Horse)	9	6	4	8	90	5	3	—	—
Horses	6	3	1	4	60	3	3	—	—
Nimrych (Mid-horse)	5	3	2	4	60	3	3	—	—
Wargs	4	6	4	8	90*	4	3	—	—
War-horses	4	4	3	3	80	4	3	—	—
War-wolves	7	5	3	7	85*	5	3	—	—
Wolves	7	3	1	4	55	2	0	—	—

12.6 LOR CONVERSION NOTES

The *LoR* tables from Section 12.0 provide you with all the statistical info you need on the characters described in *Arnor: The People*. However, the magical items possessed by them also contain stats for weapons, armor, wands, staves, amulets, etc. The conversion instructions below will enable you to translate *MERP* items into *LoR* items.

12.6.1 SPELLS

Weapons, armor, garments, jewelry, wands, and staves often permit their bearer or wearer to cast spells. If an item bestows such spell casting ability, then this section lists the relevant *MERP* and *Rolemaster* spell lists and *MERP* and *Rolemaster* spell names. To convert the spells into *LoR* spells, look up the *MERP* spell list on the chart below which gives the corresponding *LoR* spell. (Rarely, an item grants a custom spell that exists in neither *MERP* nor *Rolemaster* nor *LoR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength

BARD SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

-RANGER SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

12.6.2 MAGIC ITEMS

Most of the magical articles found in Middle-earth fall into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LoR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LoR*, normal criticals are represented by the U and K results on the *LoR Combat Table*. The GM need only referee normal *LoR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LoR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being "equal in severity," roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying undead*.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LoR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LoR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LoR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).

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MIDDLE-EARTH ROLE PLAYING™

J.R.R. Tolkien's classic works, *The Lord of the Rings*™ and *The Hobbit*®, have stimulated and inspired fantasy role players and fantasy readers for the past 50 years. Now, experience this epic setting in full detail with *Middle-earth Role Playing (MERP)*™, an exciting, intermediate-level fantasy role playing system that is perfect for Tolkien enthusiasts as well as experienced gamers!

2001 MERP™ 2nd Edition Rules/Softbound \$20.00

2002 MERP™ 2nd Ed. Accessory Pack™ Boxed \$15.00

This boxed play aid for use with *Middle-earth Role Playing 2nd Edition* rulesbook gives players everything they need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Contents are: one 16 page B&W book of displays & floorplans for adventure material in the *MERP 2nd Edition* rulesbook, one 32 page B&W book with an additional introductory adventure, one new 16 page color book of displays for use with the 32 page adventure, color cardboard characters (with some new characters added) & stands, dice and plastic hex sheet overlays. Bring your *MERP* campaign to life! (Note: some of these materials were previously published as contents of ST # 8100, *MERP* Boxed Set). This is not a complete game—the *MERP* rules are required.

2003 Middle-earth Campaign Guide™ \$20.00

The must-have background sourcebook for *Middle-earth Role Playing 2nd Edition* rules, the *Campaign Guidebook* gives you 112 packed pages + a full 24" x 36" color map insert of Middle-earth. This sourcebook is a compilation of material originally published as two separate titles, *Middle-earth Campaign & Adventure Guidebook*, Volumes I & II (#2200 & #2210). The well-documented reaches of northwestern Endor, as well as the shadowy lands that comprise the rest of the continent are included in the in-depth coverage of the entire history of the West. Theme maps detailing topography, climate, trade routes & population centers will help any Middle-earth campaign. There are also guidelines for incorporating the Middle-earth setting into other major role playing systems, such as ICE's advanced level *Rolemaster*™. Also included is a comprehensive glossary of terms for the unique names Tolkien created for the people, cultures, and places of Middle-earth. The Elvish dictionary provides notes on pronunciation and grammar. All in all this is a stellar publication for Middle-earth gamers and collectors!

2004 MERP™ 2nd Edition Combat Screen™ \$8.00

A useful play aid for both players and gamemasters and for use with *Middle-earth Role Playing 2nd Edition*, this sturdy combat screen includes all the *MERP* tables needed for battles, maneuvering, and action. Speed up your role playing campaign with these tables at your fingertips! The screen measures 34" x 11" and the two 17" x 11" reference sheets can be used as screen extenders. Most of this material was previously published in the combat screen for the previous edition of *MERP*. The *Combat Screen* will include some changes in tables corresponding to *MERP 2nd Edition*, but is usable for all editions of *MERP*.

2006 Valar and Maiar™ (Peoples of M-e) \$15.00

Valar and Maiar is the first book in ICE's new "Peoples of Middle-earth" series, for use with *Middle-earth Role Playing 2nd Edition*. This lavishly-illustrated, 96-page character compendium documents the Holy Ones, the guardians of Middle-earth. Here you'll find detailed descriptions of all the exalted Valar, including Manwë (Lord of the Powers), Elbereth (Queen of the Stars), Aulë (Father of the Dwarves), and the Black Enemy Morgoth (Father of Evil). You'll also find complete summaries of the Valar's immortal servants, the Maiar: including the noble Wizards like Gandalf and Saruman and awful overlords like the fiery Balrog of Moria and Sauron, the Lord of the Rings. Covering everything from enchanted powers to mystical magic items, *Valar & Maiar* should delight any fan of Tolkien's wondrous world.

2007 Minas Tirith™ (Citadel of M-e) \$25.00

The first city-book previously published for *Middle-earth Role Playing*, returns as the first in a series of Citadels for *MERP 2nd Edition*. This new printing of *Minas Tirith*, will feature a brand new, expanded and improved 2 ft. x 3 ft. full color city map insert! A new layout with some new interior art will make this a 224 page perfect bound book full of all the information you need to take your campaign to the famous Guarded City of Minas Tirith. No other city in western Middle-earth offers greater hope for the defense of the Free Peoples. This printing of *Minas Tirith* will also include stats for the *Lord of the Rings Adventure Game*™.

2008 Middle-earth Role Playing Poster Maps™ \$15.00

Finally, ICE's original map of Middle-earth is available again in poster format! This 2' x 3' poster map includes the wild lands—north, south, and east—and does not have a grid overlay. This map will also be on heavier paper than the gridded map included in ICE's *Middle-earth Campaign Guide* (ST #2003). Also included in this finely packaged tubed set is ICE's second major map, Northwestern Middle-earth, that first appeared in the second guidebook and is currently available in ICE's Northwestern Middle-earth Gazetteer (ST #4002). This map focuses on the most well known areas of Middle-earth where the action really is—from Arnor to Mordor and from Angmar to Gondor—this map presents a more close up view of the settings for many of ICE's campaign supplements than the original Middle-earth map. The Northwestern Middle-earth map is 22" x 34" and will also be on heavier paper without a grid overlay.

2010 Treasures of Middle-earth™ (Sourcebook) \$20.00

This 200+ page sourcebook details the most powerful artifacts of Tolkien's world, including Aragorn's sword Andúril, the palantíri saved from drowned Númenor, and Sauron's One Ring. This compendium is a revised version of the sourcebook previously released in 1989 (now out of print). This new printing will feature the same Angus McBride cover art, but with the *MERP 2nd Ed.* trade dress. The new *Treasures of M-e* features twice as many illustrations and includes complete stats for the *Lord of the Rings Adventure Game* in addition to *MERP & Rolemaster* stats. If, like Bilbo, you've ever felt "the love of beautiful things, made by hands and by cunning and by magic," then *Treasures of Middle-earth* belongs in your fantasy role playing campaign.

2012 Creatures of Middle-earth™ Sourcebook \$18.00

This product details the significant beasts and monsters of Tolkien's world—the kelvar, living things that move, born of the Great Song, such as ravens, ulmodili (dolphins), mearas (descendants of Oromë's steed), oliphants, great eagles, crebain, and black swans; as well as twisted things "of horn and ivory" that "dye the earth with blood" at Morgoth's behest.

2013 Elves (Peoples of M-e)™ \$20.00

Elves presents the Firstborn, the Quendi, the "Speakers." They awoke under the stars before the ascension of the Moon and the Sun and loved ever after the twilight when Varda's lamps shone forth. The stories of their most illustrious figures—Fëanor, creator of the Silmarils, Eärendil, voyager of the skies, Galadriel, Queen of Lórien, Celebrimbor, forger of the Rings of Power—are recounted here.

These fine products are sold at better retail outlets worldwide. Available at better game stores—or order from ICE, Inc. P.O. Box 1605 Charlottesville Va 22902, USA. Prices are subject to alteration without prior notice. VISA & MASTERCARD orders (and catalog requests) call (800) 325-0479. Va residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9am-5pm, Eastern Standard Time, Mon-Fri. Call or Write for a free catalog!

MIDDLE-EARTH ROLE PLAYING™

2014 Dol Guldur™ (Citadel of M-e) \$25.00

Dol Guldur documents the history, design, layout, garrison, and inhabitants of the Hill of Sorcery, the volcanic stronghold in Mirkwood. The cinder cone looms over a vale strangely quiet and barren amidst the forests. No birds fly across the Nan Lanc, the Naked Valley, and thistles and briars comprise its vegetation. Within the mountains, intricate pits and chambers tunnel deep into the earth, and a miasma of evil coils amidst the shadows. This all-new volume of the *Citadels of Middle-earth* series presents over 20 pages of maps and floorplans detailing the Necromancer's awful lair. It includes complete stats for *MERP*, the *Lord of the Rings Adventure Game*, and *Rolemaster*.

2015 Kin-strife™ (Sourcebook) \$25.00

This product presents the people, politics, and armies of Gondor under the repressive rule of Castimir the Usurper. The six largest cities of the South-kingdom—Pelargir, Umbar, Lond Ernil, Osgiliath, Minas Arnor, and Minas Ithil—are described along with their administrative structures, military organization, and legal systems. Adventures tied to each metropolis bring the civil war to life. Strange conspiracies and webs of deceit await the bold and loyal!

2016 Lake-town™ (Citadel of M-e) \$25.00

Explore the Northron settlement where Bilbo and the Dwarves were feasted and supplied during their journey toward Smaug the Dragon! Moor your boat at the town's quays, search for exotic goods from the East in the stalls of its Great Wharf, or witness the changing of its formidable Bridge Guard accompanied by the retrieval of the hlaestingas, the collected trade tiffs. *Lake-town* presents this mercantile center in all its vivid bustle, including craft associations, the burghs coiner, drihten who collect the tolls, and smugglers. An introductory adventure followed by a two-part mini-campaign draws player characters into the watery labyrinth amidst the piles below the town's wooden streets and out into the wide lands surrounding the Long Lake. In the aftermath of the Plague, Orcs and Trolls and Undead have the upper hand in the Wilds. Keep your hand on your sword hilt, if you venture far from Esgaroth!

2017 The Shire™ (Realm of M-e) \$30.00

Hobbits are "a little people, about half our height, and smaller than the bearded Dwarves. Hobbits have no beards. There is little or no magic about them...they dress in bright colors...wear no shoes...have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it)." [JRR TOLKIEN] Come visit the Shire—a place "in the quiet of the world," where there is "less noise and more green"—and enjoy the hospitality of the Hobbits who dwell there. In addition to a warm welcome, and six meals a day, you'll discover that adventure remains not so far at bay as the Shire's inhabitants desire. Even in the days of their prosperity, the dangers of the Wild impinge upon the settled life of farmer, crafter, and gentlehobbit. While during the turbulent years of the Shire's founding, ruffians and squatters and jealous Dúndan nobles stir up a brew of violence that troubles the peace of every hill and dale where Hobbits dwell!

2018 Angmar™ (Realm of M-e) \$25.00

The Iron-home, domain of the Witch-king, is a cold, bleak land roamed by dark-robed Warrior Priests. These sinister wanderers oversee the slaves, soldiery, and Orcish tribes who serve the master of Carn Dûm. Fear is their whip-handle and shadow their wake. The sunshine of Angmar is thin: the bitterness of the climate lodges deep in both the land and its inhabitants. The Iron-home's chill darkness threatens not only neighboring Arthedain, but all the Free Peoples of Middle-earth. This printing of *Angmar* is a reprint of the 1989 ICE module titled *Empire of the Witch-king*. *Angmar* is now repackaged and considered a M-e Realm piece for *MERP 2nd Ed. Rules*. Many exquisite new interior illustrations are featured and there is a full color insert.

2019 Mirkwood™ (Realm of M-e) \$25.00

Once named Greenwood the Great, the forest east of the Misty Mountains harbored trees as old as the Sun and the Moon. Elves feasted and sang in the dappled light beneath their ancient boughs. The brooks were clear, and the breezes sweet. The coming of the Necromancer changed the character of the woodland. Shadows emanated from his stronghold in the south of the forest. The trees became twisted and veiled in sinister hanging mosses. Foul creatures crept the night. Innocent birds and beasts fled. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magicks of the Silvan Elves grown perilously wary in their slow retreat north. *Mirkwood* is a reprint of the 1988 release. This printing features many more illustrations and stats for *The Lord of the Rings Adventure Game* in addition to those for *MERP* and *Rolemaster*.

2020 Southern Gondor: The People \$22.00

Southern Gondor: The People tells the tale of Elendil's sons, Isildur and Anárion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. The Daen peoples who first dwelt in the lands of Gondor make their bow in our history, followed by the Pelargirean League who preceded the Faithful in the southern reaches of the realm. The Princes of Belfalas, the Haruze of Harondor, and the Corsairs of Umbar all receive a moment in the spotlight, and the complex political and military ebb and flow they engender provides ample opportunity for adventure.

Southern Gondor: The People reaches back to the First Age to reveal the realm at that time and follow it through the millennia to the Fourth Age and the reign of Aragorn II. Culture, politics, religion, and individuals of note receive complete and compelling coverage—from the watch-stones of the Woses and the chieftain of the Oathbreakers to the moon-calendar of the Uinendili and the sacred Karma of Aldarion. Chapters presenting history, warcraft, the distribution of power, festivals, and 10 thrilling adventures bring it all to vibrant life.

2021 Southern Gondor: The Land \$30.00

Southern Gondor: The Land presents the realms of Gondor's coastal provinces in vivid color and detail. The lay of rock, mountain, and forest; the way of beast and plant; the placement of haven and citadel; the ebb and flow of peril and adventure—all play a part in this exciting region.

Dare you seek the ancient lost Karma of Aldarion? Have you the courage to unearth the secrets of Fuinar's Well? Can you sustain hope amidst the shadows of the late Third Age to march in Elessar's van against the Dark Lord of Mordor? These challenges and more await the bold in the annals of *Southern Gondor*. So enter the lands of the Faithful and test the strength of your heart!

Southern Gondor: The Land includes 3 color terrain maps each measuring 16" x 21" and covering Andrast, Anfalas, Lamedon, Lebennin, Loossarnach, Harithilien, and Harondor. A 76-page gazetteer contains descriptions for every site and road appearing on the map. And 2 campaign-style adventures carry GMs and player characters on epic journeys across these marvelous lands.

LR0 Lord of the Rings Adventure Game™ \$18.00

You thought *The Hobbit* was a great read, and *The Lord of the Rings* unsurpassable. And now your hoping to find more of Tolkien's magic in a game. Playing *Lord of the Rings Adventure Game (LOR)*, you'll experience that magic in a new way. *LOR* is our first truly introductory role playing game system. Open the first book, and you start playing right away. *LOR* introduces novices to role playing in Middle-earth. It's easy and fun—there's no weighty tome of rules that must be read before entertainment begins. Instead, the first pages of the adventure, *Dawn Comes Early*, explain the most basic concepts. Then the players choose characters and you're playing before you know it.

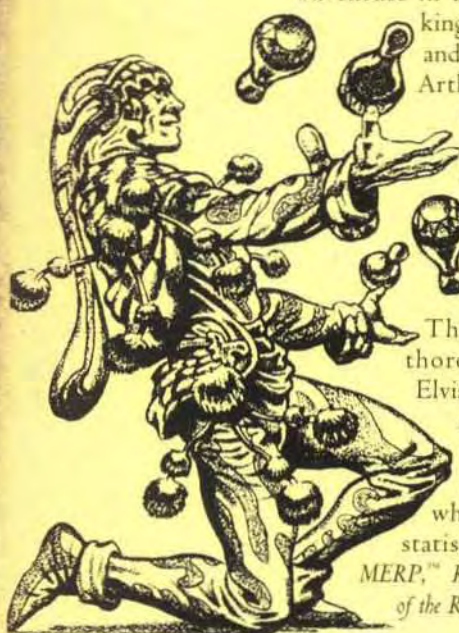


ARNOR: The People™

"In Arthedain the line of Isildur was maintained and endured, but the line soon perished in Cardolan and Rhudaur. There was often strife between the kingdoms, which hastened the waning of the Dúnedain. The chief matter of debate was the possession of the Weather Hills and the land westward towards Bree. Both Rhudaur and Cardolan desired to possess Amon Sûl (Weathertop), which stood on the borders of their realms..." —*The Return of the King**

Arnor: The People recounts the noble yet tragic saga of the Dúnedain of the North—colonists and refugees from the lost isle of Númenor—who forged a realm in the wide lands of Eriador. The Númenóreans were not the only people to call Eriador home. Elves, Dwarves, and Men alike had wandered the ways of this region from time immemorial, and beings far more ancient than they still haunted its dark and forgotten corners. Yet Arnor was founded nonetheless and for centuries its kings secured peace and harmony for their many subjects.

Arnor: The People describes the history, inhabitants, politics, society, warcraft, figures of note, and items of power that comprise Elendil's legacy. These penetrating windows onto the life of mid-Third Age Eriador combine to form an unmatched setting for adventure in the embattled North-kingdom of the Dúnedain and its successor states of Arthedain, Cardolan, and Rhudaur.



Arnor: The People is a reprint of the first half of ICE's highly acclaimed *Arnor*™ Realm module, first published in 1994.

This volume includes a thorough updating of all Elvish terms together with some revision deriving from *Arnor*'s place in Middle-earth as a whole. Complete game statistics are presented for MERP,™ *Rolemaster*,™ and the *Lord of the Rings Adventure Game*.™

Arnor: The People features:

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PRINTED IN CANADA

#2022



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I-55806-287-4 ICE2200

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