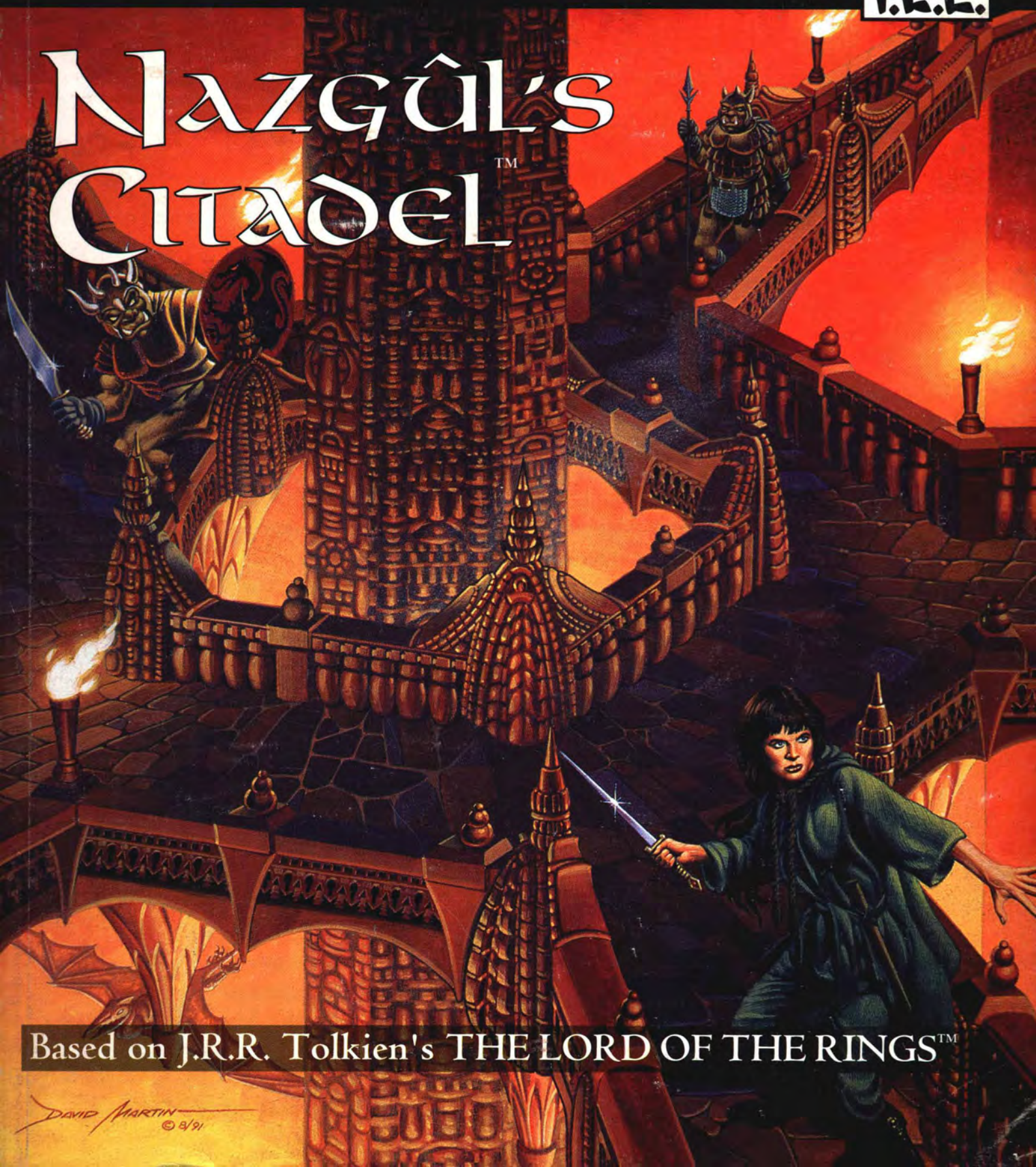


middle  **earth** TM

Fortress



Nazgûl's Citadel TM



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

DAVID MARTIN
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NAZGÛL'S CITADELTM

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I.0 INTRODUCTION

Ny Chennacatt, the citadel of the Fifth Nazgûl, is located on the steep, dry, northern flanks of the Yellow Mountains. This chain of peaks forms the southern border of the primarily desert lands of Harad. Near its eastern end, winds born in the turbulent Bay of Ormal bring rain to the headwaters of several rivers. The mightiest of these, the Sîresha, flows through Chennacatt, Isra, and Kirmlesra, regions richly imprinted with the signs of civilization.

Near the source of the Sîresha stands a hollow mountain — Ny Chennacatt. Sculpted to resemble a Dragon's head, the fortress houses the army of Akhôrâhil, the Storm King. Composed of disciplined Haradan warriors and ferocious Orcs, the hosts are poised to hold all the lands south of Mordor under their sway. The Nazgûl plots to render this vast fief up to the Dark Lord's sovereignty.

I.1 THE FORTRESSES SERIES

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

Like the rest of the Middle-earth Series, this module contains game terminology and references based on ICE's *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy role playing (FRP) systems. If you need to adapt the material to another FRP game, read Section I.3.

I.2 TERMINOLOGY

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

Bailey — an enclosed courtyard.

Barbican — an outwork containing a castle gateway.

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

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

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

Curtain — a straight section of defensive wall.

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

Drawbridge — a bridge that can be raised and lowered.

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

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

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

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

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

Moat — a defensive ditch.

Motte — a large defensive mound.

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

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

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

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

Turret — a bartizan.

I.3 ADAPTING THIS MODULE

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

I.31 HITS AND BONUSES

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

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

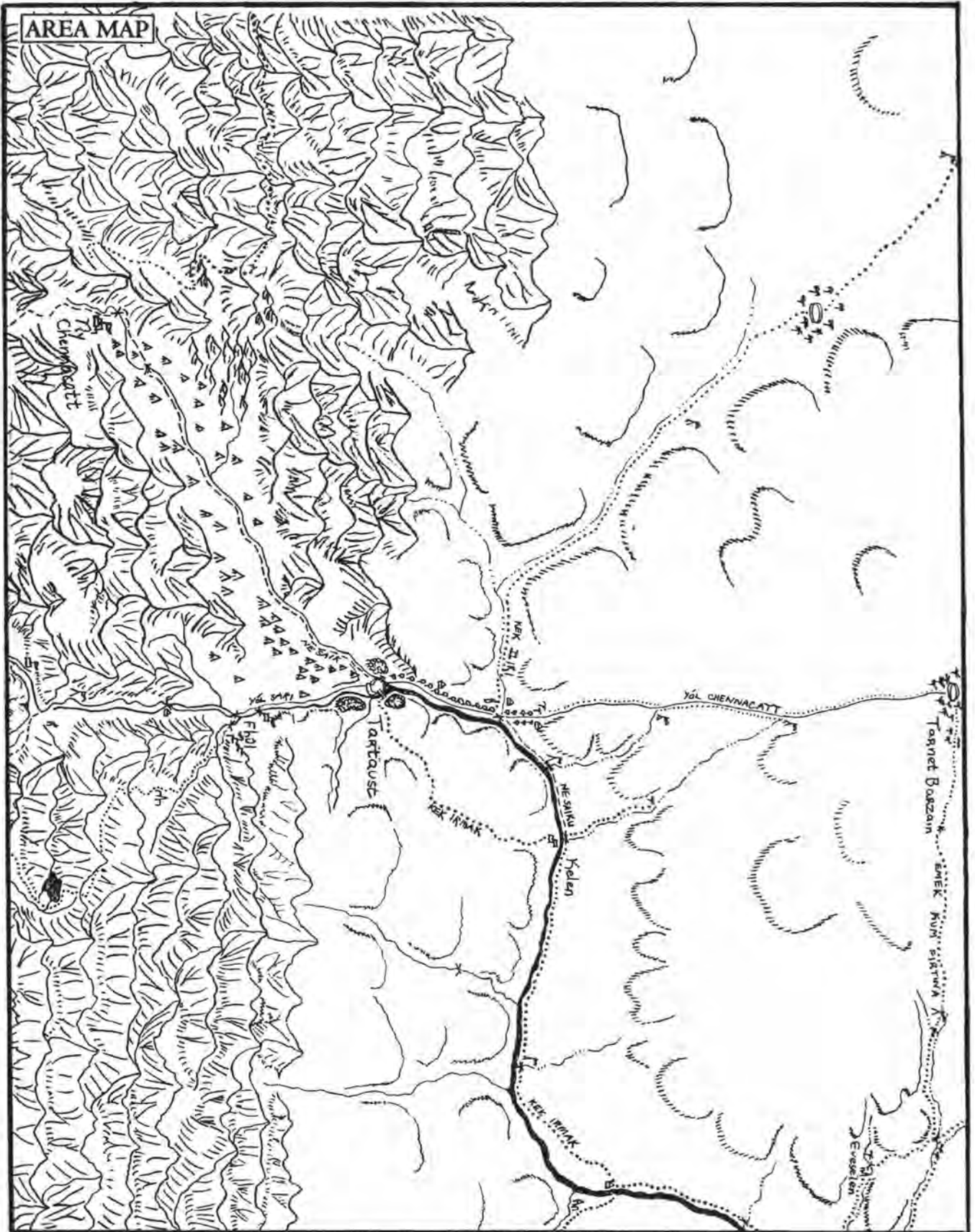
I.32 CONVERSION CHART

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

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



AREA MAP



2.0 BACKGROUND

"There it stood in all its evil magnificence! I could see the array of towers jutting out from the mount in an almost insane fashion. Mammoth archways spanned the areas between the cliffs, and I could hear the wind blowing, playing a strange melody through the vast halls. Lucky for me I had approached no closer, for as I was about to ascend to the entryway above, I heard horns sound. A vast army began to spill from the mouth of the demesne and wind its way to the west."

— *Chen Izud, T.A. 1398.*

After the fall of Chennacatt in S.A. 1929, Akhōrahil commanded his chief military leader Wyatan to build a capital for administering the eastern half of his newly expanding empire. A site was chosen in the Yellow Mountains above the ruined city of Chennacatt. Located near the headwaters of the west branch of the Siresha and a peak nearby, the abandoned mines of Chennacatt seemed a prime location to build a highly defensible fortress.

Work on the hold to be called Ny Chennacatt commenced in S.A. 1938. Wyatan employed the finest stone masons and artisans from Ciryatandor to carve out the new halls. Later, Orcs from the Yellow Mountains and from Mordor were employed to hollow out the remaining chambers and towers. The initial construction, however, progressed slowly due to the war effort to the east.

By S.A. 2000, Wyatan and his councilors were able to relocate to Ny Chennacatt and from the lofty halls, administer Akhōrahil's eastern provinces. The rule of Sirayn and Harshandat continued smoothly until early in S.A. 2279, when Akhōrahil recalled Wyatan to the capital in Ciryatandor. From that time onward, the rule at Ny Chennacatt has been extremely turbulent.

2.1 THE TALE OF YEARS

The following is a time line given in the King's Reckoning of Gondor. It covers the major events that revolve around Ny Chennacatt and it's rulers.

SECOND AGE

- 1929 The forces of Ciryatandor, led by Wyatan, attack Baud Selen. Chennacatt falls.
- 1930 Early in the year, Wyatan, general of Akhōrahil's forces, attacks Isra.
- 1933 Rask, Tûl Isra, and Tyarett fall to Wyatan's army.
- 1938 Akhōrahil visits his new lands. Wyatan shows his liege the ruins of Chennacatt and the mines nearby. Akhōrahil orders a capital be built for him in the east. Work commences on the fortresses of Ny Chennacatt and Fhûl.
- 1940 A 59 year campaign against Tûl Harar and Harshandat commences.
- 1995 Tûl Harar surrenders to Wyatan.
- 1999 Harshandat falls to Wyatan's forces.

- 2280 A Númenórean force defeats Akhōrahil in the west after the death of Wyatan. The Blind Sorcerer flees to Mordor.
- 2285 Ny Chennacatt is abandoned as the populace overthrows the current rulers.
- 3023 A group of Orcs takes up residence in Ny Chennacatt.

THIRD AGE

- 512 An earthquake damages the fortress of Fhûl and to a lesser extent Ny Chennacatt.
- 1051 Akhōrahil returns to Ny Chennacatt with a select group of followers. The Orc Lord of Ny Chennacatt bows to the Storm King's rule.
- 1053 The Storm King begins to assemble a new force in the South.
- 1078 Construction begins again on Fhûl, a fortress used to guard the Yól Sari, trade route from Tartaust to Dûshera (south of the Yellow Mountains).
- 1103 The Storm King's forces are turned loose in Chennacatt and Isra.
- 1201 After almost a century of control in the south, Akhōrahil's Orcish army is destroyed by the forces lead by Obed the First of Clan Másra.
- 1338 Akhōrahil begins to form a new army composed of Haradrim from the north.
- 1350 Tartas Izain is born in Isra.
- 1367 A force at Fhûl is organized by Uthcû, the new general of the Army of the Southern Dragon. Agbathû, a Half-troll Slayer sent by Sauron, is appointed to guard the Boasiri — the Great Pass.
- 1368 Agbathû forms a group called the Slayers of the Storm King. These killers are used by Akhōrahil to remove his most threatening enemies.
- 1375 Akhōrahil seduces Bazaud Izain of clan Bulgan.
- 1380 Bazaud and his followers take control of the court at Tûl Isra.
- 1385 Tartas Izain is appointed Taraskon (Ta. "Might-lord") of Tûl Isra.
- 1397 Temples to the Silent One first seen in Sirayn, the kingdom spanning Chennacatt, Isra, and Kirmlesra.
- 1399 Akhōrahil's new army led by Uthcû attacks Tulwang.
- 1436 Tartas Izain flees to Charnesra after Clan Másra regains control of the government.
- 1457 Tartas Izain, at the prompting of the Storm King, convinces his uncle, the Tarb of Charnesra, to attack Tûl Isra. The Charnesran army is defeated.
- 1555 Clan Bulgan and the followers of the Storm King regain power in Tûl Isra.
- 1629 Tartas Izain returns to Isra and is appointed Taraskon for a second time.
- 1635 Sangarunya, a fallen Númenórean warrior, becomes a Warlord in the Army of the Southern Dragon. His duties include campaigns against Far and Greater Harad.





- 1641 After the fall of clan Bulgan, Tartas Izain flees to Ny Chennacatt. Akhōrahil removes Tartas' head for loosing his interests in Sīrayn and gives Tartas' ring to Uthcû. Akhōrahil then returns to Mordor.
- 1642 A fallen Dúnadan from Arthedain is appointed as Lord of Ny Chennacatt by the Storm King.
- 1657 After almost three centuries of fighting, Tulwang falls to the Army of the Southern Dragon.
- 1660 The Army of the Southern Dragon starts to move against the combined forces of Ciryatandor and Hyarn.
- 1665 The local portion of the Army of the Southern Dragon, led by Sangarunya, lays siege to Tartaust.
- 1671 After six years of battle, Sangarunya and his forces abandon their plans for Tartaust due to the need to devote more resources to the campaign in the West.
- 1675 Uthcû is forced to retreat to the borders of Tulwang and regroup.
- 1705 Uthcû begins a new campaign against Ciryatandor.
- 1802 Ciryatandor falls to Uthcû's forces. Uthcû takes Barad Carannûn as his capital in Ciryatandor.
- 1812 Uthcû breaks ties with his liege in Ny Chennacatt. The Lord of Ny Chennacatt declares war on Uthcû and his followers. Uthcû renames his forces: the Army of the Burning Sun.
- 1813 The remaining forces loyal to Ny Chennacatt are recalled and begin to prepare for an assault on Ciryatandor.
- 1815 The Army of the Southern Dragon, led by Sangarunya, launches a surprise attack on Barad Carannûn. Uthcû is slain by Agbathû the Troll Slayer.
- 1816 For the last time, Akhōrahil arrives at Barad Carannûn (in the spring of the year), reorganizes the remaining leadership of Ciryatandor and Ny Chennacatt, and then returns to Mordor.
- 2000 The rise of the Servants of Vatra in Far Harad. The Storm King assists in the siege at Minas Ithil in Gondor.
- 2002 Minas Ithil falls to the forces of Sauron. Akhōrahil becomes the chief lieutenant of the Witch-king.
- 2013 Civil war rips apart the combined kingdoms of Ciryatandor and Tulwang. The provinces are split into numerous petty kingdoms, each vying for control of the others.
- 2099 Ny Chennacatt begins to pose less of a threat to the Free Peoples of the South.
- 2137 The garrison at Fhûl is destroyed by the army of Chennacatt.
- 2178 The sacred well at Tresti fails. The ancient city is abandoned and the practice of Moon worship in Far Harad begins to decline.
- 2182 The army of Chennacatt defeats the Army of the Southern Dragon at the old city of Chennacatt. The Tarezan (Ta. "Captain, Leader") of the Chennacatti orders Ny Chennacatt sealed to the outside world.
- 2194 Pon Ifta is crowned King in Bozisha-Dar. His reign marks the inception of the cruel Sun Lord Dynasty in Far Harad.
- 2205 Pon Ifta sends his forces against Ciryatandor and within a year conquers the province.
- 2224 The Sun Lord's army moves against Tulwang.
- 2229 Tulwang falls to the Far Haradan forces.
- 2400 Strange lights and foul beasts are seen in the proximity of Ny Chennacatt. Trade routes through the area begin to be abandoned.
- 2643 The Sun Lord's army moves against Hyarn. At the battle of the Sīr Carun (to the south and west of Barad Carannûn), the Sun Lord's army is decimated by the Hyarn forces. This halts further conquest to the south.
- 2858 Jenna Chy takes Tûl Harar.
- 2941 Sauron moves to his demesne in Mordor.

FOURTH AGE

- 6 Tûl Harar regains its independence.
- 7 The Sun Lord Dynasty falls. The well at Tresti begins to flow afresh, and Tresti blossoms once again as the capital of Far Harad. The worship of the Moon begins to wax.
- 22 Charnesra is resettled and is given the original name of Skarataib.
- 58 Ny Chennacatt and its inhabitants begin to again pose a threat to Greater Harad.
- 61 The Taryb (Ta. "Might-lords") of the Cities of Sīrayn sign a trade agreement with the Council of Regents of Tûl Harar. The Caravan Masters of Sīrayn are to carry out the details of the agreement.
- 66 The Cities of Sīrayn unite militarily. The Warlord of Tûl Isra leads the united armies of Greater Harad against common enemies.

2.2 THE HISTORY OF AKHÔRAHIL

Akhôrahil was born in S.A. 1888 into the household of Ciryamir at a manor overlooking the waters of Nisinen in Númenor. Of noble birth (a cousin to Prince Mûrazôr, who would become the Witch-king), Akhôrahil was raised by vain and immature parents. He was to be an only child, but his sister (later to become his consort) was born a decade later. Her birth and the attentions that his parents gave to his new sibling, formed patterns in his behavior that would later cause his downfall.

A brilliant child, Akhôrahil was often teased by other children for his lack of skill at arms. However, his great cunning and knowledge allowed him to best even adults in games based more on guile than strength. Throughout his youth, Akhôrahil became more and more spoiled and jaded as his parents pampered him, and his knowledge of the arcane grew.

In S.A. 1904, Ciryamir moved his family under royal license to Endor and founded a kingdom in this new land. Constructing his Capital Marath Carnadûnë (Q. "Tower of the Red Sunset"), Ciryamir carved out the realm of Ciryatandor (Q. "Gate Cleft"). It was to remain a Númenórean client-state for centuries. However, Ciryamir's reign was short lived. Akhôrahil's greed and quest for power spurred him to covet his father's throne. In the year S.A. 1918, Akhôrahil signed an evil pact with an aged Haradan Priest and traded his eyes for a set of gems called the Eyes of the Well. The artifacts bestowed great power to the young sorcerer and enabled him to take control of his father's mind. Burdened by a sudden despair, Ciryamir took his own life, thus giving Akhôrahil full control of this new kingdom.

Akhôrahil, now called the Blind Sorcerer, ascended the throne on the first day of S.A. 1919. Taking his sister Akhôraphil as his wife, he proclaimed himself Storm King and began his rule. Securely in control of his young kingdom, Akhôrahil began a campaign of conquest along the northern edge of the Yellow Mountains — taking Chennacatt in S.A. 1929, Isra in S.A. 1933, and Kirmlesra in S.A. 1979. By S.A. 1999 his armies had pushed through Harshandat to the Bay of Ormal. It was at this time that the Dark Lord sent an emissary from Mordor to offer the young Lord a wealth of knowledge and a promise of immortality. In S.A. 2000 the Blind Sorcerer accepted a Ring of Power from Sauron and became the fifth Lord of Men to become a Ringwraith.

Although Akhôrahil had always been considered bizarre and at times ill-mannered, after his acceptance of the Ring his personality became even darker and changed for the worse. Fear of him grew and by S.A. 2230, he had become a virtual recluse. His dark practices and introversion forced his wife to take their children and escape to Elorna in Númenor. A great purge ensued after their escape and all those with close

ties to Númenor and the King were put to the sword. New governors were appointed in the provinces and Akhôrahil began the metamorphosis of his kingdom. To keep from alarming the King at Armenelos, tribute continued to flow to Númenor. All the while, Akhôrahil's envoys were meeting with those of the Dark Lord of Mordor.

In the year S.A. 2250, Akhôrahil presided over a client state that was ostensibly Dúnadan, but was in fact Black Númenórean. His kingdom stretched from the Great Sea east to the Bay of Ormal and formed a strategic boundary between the Dark Lord's lands in the North and the Númenórean holdings in the far South. Akhôrahil's formal declaration of independence from Númenor halted any plans of further Númenórean conquest of Harad for many years.

After the death of Tar-Atanamir in S.A. 2221, the kingdom of Númenor was reorganized by Tar-Ancalimon. Following the reorganization, the new King turned his attention to the client kingdoms and old holdings in Endor. In S.A. 2250, Tar-Ancalimon sent a special envoy to Ciryatandor. He feared that Ciryatandor was a threat to his rule in Endor. This belief was spurred by the words of Akhôraphil, the Blind Sorcerer's sister.

Akhôrahil realized that Númenor's desire was to rule all Endor, including Ciryatandor. The Nazgûl ordered the Númenórean emissary held as a hostage and renounced all ties to his island birth place. Ciryatandor became an official ally of Sauron of Mordor.

In response to this, Tar-Ancalimon ransomed his messenger and conceived a plan to regain the lands held in thrall by the evil Storm King. In S.A. 2280, a fleet landed in Tulwang carrying an extensive host. Only 200 miles from the Storm King's Capital, Tar-Ancalimon hoped to crush the pretender's forces quickly. Arriving too late to stop the landing, Akhôrahil's army was caught near the Oasis of Fult and decimated by the Númenórean host. This left Ciryatandor's western border virtually defenseless.

Akhôrahil fled north to join his Master before suffering the embarrassment of seeing his own capital razed. His flight ended the brief era of Ciryatandor's independence and preserved the prospects of further Adan exploitation in Far Harad and the lands to the south.

Akhôrahil remained in Mordor until his return to Chennacatt in the Third Age. During his sojourn in Mordor, Akhôrahil oversaw Nûrn. This slave-state was the breadbasket of Mordor. A cruel ruler, the Blind Sorcerer exacted torment from any who dared threaten the Dark Lord's plans. His ruthlessness assured an ample supply of food for Sauron's host.

The Númenórean invasion of S.A. 3261 precluded the completion of the Dark Lord's armament and forced his surrender in the face of superior Adan arms. With their Lord's capture, the Nazgûl silently awaited his return.





After the downfall of Númenor in S.A. 3319 and Sauron's spirit came back from the deeps to Mordor, Akhōrahil occupied the castle Luglūrak on the southern shores of Núrnen. He remained here until S.A. 3429, when he led the host of Núrnen in an attack against Ithilien in Gondor. Although the Dark Lord's battle plans proved initially successful, the Last Alliance of Men and Elves led by Gil-galad and Elendil eventually prevailed. Barad-dûr fell, and the Dark Lord and his nine Nazgûl passed into the shadows at the end of the Second Age.

Akhōrahil again took form around T.A. 1050, but for the next five hundred and ninety years he resided in his old eastern demesne at Ny Chennacatt. The Dark Lord called him north in T.A. 1640, and ordered him to return to Núrnen and quietly replenish the strength of the fief in anticipation of the reopening of Mordor. This he did. Later that year he joined four of his brethren and entered Gorgoroth.

Late in T.A. 1975, Akhōrahil received a visit from the Witch-king. He gathered the other Úlairi and plotted the final moves required to secure their master's home. During the next twenty-five years, they assembled their forces and laid plans to take the Dúnadan city Minas Ithil.

The Fell Riders struck in T.A. 2000, startling the valiant Gondorian garrison but failing to secure an immediate victory. A two year siege ensued culminating in the city's fall. Minas Ithil and its palantir were won by the Ringwraiths in T.A. 2002, thereby ending any Gondorian hold over Mordor. From this time onward, the city was known as Minas Morgul.

Akhōrahil remained in Minas Morgul until the end of the Third Age. Although he frequently journeyed to both Luglūrak and Barad-dûr, the Storm King kept to the side of his captain the Witch-king. Both fallen Númenórean Lords felt a kinship and enjoyed a special rapport through their skill in the sorcerous arts.

2.3 THE HISTORY OF NY CHENNACATT

Since S.A. 2000, Ny Chennacatt has been the primary edifice of evil on the northern slopes of the Yellow Mountains. Its effects can be felt from the Seven Dominions (see ICE's *Shadow in the South*) far to the southwest, north past Far Harad and east to Harshandat. Akhōrahil never proposed any campaigns against the countries directly south of his hold (in Dúshera, Gan, Múmakan, or Koronandë) since that area was under the rule of Jî Indur, another of the nine Nazgûl.

Nor has the Army of the Southern Dragon troubled the Mablád Dwarves. The strength of their delvings, the might of their host, and their policy of neutrality suggested different tactics. The Warlord of the Army of the Southern Dragon has typically paid the Dwarves for the right to move through the mountainous area under their control. He has also used them as a source for arms and armor.



In S.A. 1929, the barren wastes of the Erim Póa rang with the clash of steel and the scream of horses as the forces of Ciryatandor attacked the city of Baud Selen, a city-state on the border of Chennacatt. The Warlord of Akhōrahil's Army desperately needed control of the city to successfully carry out his master's plans for conquest of the South. With Baud Selen under his control, the first wedge would be driven into the wall of resistance that stretched from Chennacatt to the bejeweled throne rooms of Harshandat.

The inhabitants of Baud Selen disagreed with these plans, and a long and bloody siege ensued that cost Shalatar, Akhōrahil's Warlord, his life and a full third of the Army of the Southern Dragon.

Baud Selen was well known for the quality of armor and weapons crafted by its smiths. The city's warriors were second to none and had successfully conquered Chennacatt and many lands further north. The battle-hardened veterans of the city were not about to surrender their holdings to the upstart from the west who referred to himself as the Storm King.

The forces of Shalatar surrounded the city to the west and controlled access to the gates in the northern and southern walls. Breaching those gates was another matter. In desperation, Shalatar launched teams of warriors and engineers to penetrate the walls of the city from the east. To do so required that a narrow strip of land between the city's eastern wall and the Sîresha River be successfully crossed and then held, as engineers and alchemists attempted to weaken and breach the walls.

The strip of land quickly became known as Shalatar's bloodbath, or simply "the bath" among the Ciryatandorian forces. To enter the bath was to enter a killing ground where death rained from above as arrow flights shadowed the ground in their descent. Hot oil, stone, and enchantments flew from the walls to crush and maim those below. As more and more Ciryatandorian warriors refused to volunteer for the continuing "bath squads," Shalatar was forced to lead the squads himself or face a mutiny by his men. On his last foray, he was accompanied by the commander of the horse guard, a young warrior named Wyatan who seemed to have some favor with the Storm King.

The walls had been weakened in several spots, but not enough to provide an entrance to the city. Shalatar hoped that one final attack on the walls would breach them. The teams managed to survive long enough to complete their mission, but Shalatar did not live to see his plan put into action. Cringing in the depression in the wall they had managed to complete, the bath teams awaited their death. Wyatan laughed like a demon and laid about him with the flats of his scimitars to bring order to the men. He bade them wait until his return and then rode through a seemingly solid wall of arrows back to the main encampment. Bellowing orders in a maniacal voice, he organized a dual attack on both the north and south gates, threatening that he would personally kill any man who fled from the gates and didn't die attempting to breach them.

The men had grown weary from the long siege, the failed attempts to scale the western walls, and the wholesale death of the bath teams. Wyatan's voice was the voice of their warrior traditions, igniting the fire of their warrior training. After verifying that two howling hordes of Ciryatandorian forces were attacking the gates, Wyatan rode back through the bath to the weakened wall. Urging the weary soldiers on with words and steel, the bath teams penetrated the remaining stonework.

The majority of the Baud Selen's warriors were engaged at the gates and on wall positions flanking the attacking forces. The few that remained at the base of the western wall expected a fight as the wall burst open toward them. They never expected to see a jet black stallion, carrying a wild man that swung a scimitar in each hand with long sweeping scythe-like blows, explode suddenly into their midst. The incarnadined form of Wyatan appeared to be everywhere at once, dealing out death to all who came within reach.

The bath teams followed as though drawn by a lode stone, spurred into battle frenzy by their leader's efforts. Others continued to undermine the wall until a complete section fractured and collapsed. The rumble of the falling wall and the cacophony of battle rippled through the city, generating confusion and fear. Convinced that most of the Ciryatandorian force had penetrated the city, the warriors of Baud Selen rushed to defend the breach, leaving the forces at the gates weakened. The southern gate was sundered, and the host of Ciryatandor poured through to establish a foothold within the city.

As they penetrated deeper into Baud Selen, they were heartened at the sight of their own men on the battlements above. They quickly cut their way through to Wyatan and his small band of warriors, and then pressed onwards toward the northern gate. Pinched between Wyatan's expanding forces and the enemy without, the Chennan warriors withdrew westward. By nightfall, Baud Selen was in flames, and Wyatan's troops celebrated their victory.

The victory at Baud Selen generated welcome tidings in the lands under the Storm King's rule. Wyatan was appointed the new Warlord soon after the battle. Young warriors raced to join the triumphant Army of the Southern Dragon, intent on booty, land, and making a name for themselves. Within months after the fall of Baud Selen, Wyatan led an army twice as large as before. He and his men swept like a tide down the Sîresha, flowing over and engulfing the cities and towns along its banks. The fall of the city of Chennacatt became a footnote to the conquering of the province and the ensuing campaigns to the east.

At the fresh ruins of Chennacatt, Wyatan learned of abandoned mines located near the headwaters of the west branch of the Sîresha. He spent several days at the mines, exploring and confirming the reports of marble, gold, and other minerals to be found there. He then returned and reported the findings to his master. A small detachment of troops was stationed nearby to





"keep the Haradan riffraff out," while Wyatan turned his attention elsewhere.

From S.A. 1930 to 1932, Wyatan honed his army's tactical skills, leading forays into Isra. Borrowing from the Haradrim's historical hit-and-run nomad tactics, Wyatan created an army of highly mobile calvary teams that provided advance information and protected the slower infantry and Tarkem (M. "Mûmak," W. "Oliphant") riders. Wyatan's attacks moved deeper into Isra, both softening his enemies positions, and providing the experience to turn his calvary units into deadly, seasoned veterans. Always to be found at the head of the most forward detachment, Wyatan's black stallion and flashing scimitars became the sight most feared by dwellers in the lands of Isra. The battle-hardened warriors of Rask, Tûl Isra, and Tyarett learned to dread the stories of "Akhôrahil's Razor," the wild man who fought from horseback with twin scimitars, a perpetual smile on his face as he struck down man after man who opposed him.

By S.A. 1933, Akhôrahil's Razor and the army he commanded were honed to a fine edge. On the first day of the new year, Wyatan's forces overwhelmed the defenses of Tûr Aylra and then pushed through the rugged terrain along the Kek Dônemek toward Tûl Isra. Wyatan moved his army south along the Yól Isra, and crossed the river well below the city, striking at dawn and catching the forces of Tûl Isra off guard, as the city waited in preparation for an attack from the north. After a bloody three day campaign, Tûl Isra had fallen.

A small detachment was dispatched eastward to Tûr Aylra, where additional troops from Baud Selen were due to arrive. Consolidating his position in the new city, Wyatan spent several days in Tûl Isra systematically putting any city officials known to oppose the occupation to the sword. Five days later, Wyatan moved north, and met the fresh troops sent from Tûr Aylra. Wyatan's combined forces washed over the town of Rintark in a torrent of bone and blood, leaving behind them few buildings unscarred by fire and carnage. In a bold move, Wyatan turned to the south to take Tyarett. Unprepared for the attack, the city fell quickly.

The siege of Rask was completed next. Many were cut down that had waited too long to flee the doomed city. Turning east, Wyatan continued along the Sîresha, set on stopping only after he had entered the city of Tûl Harar. At Skarataib (later to be called Charnesra), Wyatan was forced to set aside his dream of a quick victory march to the sea. The inhabitants of Tûl Harar had rallied their forces and sent reinforcements to shore up Skarataib's defenses. Several surprises awaited Wyatan at the city, including an opponent that he had failed to take into consideration — the Yatali-gan of the Sára Bask.

The battle for Skarataib raged for several weeks, as control of the city swept back and forth between the forces of Tûl Harar, and Wyatan's army. In frustration, Wyatan moved a portion of the army across the

Sîresha, to push forward along the southern bank to the east. This detachment ran into trouble when they moved too far into the forest. Yatali-gan warriors drifted out of the woodlands of the Sára Bask to strike, and then withdrew back into the safety of their tree-realm. Wyatan's calvary followed, but were useless in the thick scrub and undergrowth. Calvary sorties were easily dispatched within the woods.

To the north of the river, the shield-walls of Tûl Harar's infantry squares held firm, barring passage to all. Siege engines, used to support the infantry, pummeled the attacking forces and successfully repelled the detachments of elephants and cavalry. As Wyatan's warriors grew battle weary and saddle worn, he called a retreat to Rask. Three years had been spent securing Isra.

Although all of the Erim Pôa, Chennacatt, and Isra lay beneath his fist, Tûl Harar remained free. Wyatan was said to have remarked in later years that taking Tûl Harar was akin to fighting a two headed demon. Its infantry squares could not be broken with a calvary charge, since the horses would not run through a solid wall of human flesh; thus one head of the demon held the roads. The simple maneuver of outflanking the foe by skirting far to the south and through the woodlands was thwarted by the second head of the demon: the Yatali-gan. After the wearying weeks of unsuccessful attacks, Wyatan's only response when asked about the woodland was to reply with disgust, "Those cursed woodlings own the Sára Bask."

At Rask, Wyatan rested and shored up the city's garrison with troops from the battle before journeying back to Tartaust. He concentrated on strengthening his control of the south, and the rebuilding of the army. Akhôrahil, well pleased by Wyatan's success, arrived to tour his new holdings in S.A. 1938. Certain of his inevitable control of the entire south, Akhôrahil ordered Wyatan to begin work on a capital in the east at which he might abide. Wyatan had never forgotten the abandoned mines near the ruins of Chennacatt, and led his Master there to view the extensive tunnels. Akhôrahil was pleased by his General's choice, and agreed that here was to be raised a mighty fortress — an abode worthy of his title of Storm King. Wyatan began the preliminary excavation on both the fortress, and a military stronghold on the eastern tributary of the Sîresha, called Fhûl.

Wyatan ordered engineers, miners, marble workers, and other journeymen brought in from the Capital in the West to work at both Fhûl and Ny Chennacatt. Several of the original mine shafts were opened and enlarged to provide permanent residences for the workers.

After two full years of construction, Wyatan felt secure with the swelling ranks of warriors he had added to the Army of the Southern Dragon, and the completion of the first phase of the stronghold at Fhûl. Attack from the south over the pass that led through the Yellow Mountains was now no longer a threat with the strong garrison of Fhûl protecting his flank. Progress

ACCOUNT FROM NY CHENNACATT, S.A. 1939

"Are the traps in place?" the sergeant demanded.

The Ciryatandorian engineer jerked upright from his bent position near the floor of the corridor. "Why . . . yes, of course," he stuttered. He quickly pointed to the floor, the sides of the hallway, and the ceiling. "Quite deadly, too, I might add."

The sergeant's lip curled upward as he watched the engineer wring his hands, and then look away. The soft thud of phlegm hitting stone echoed through the half finished halls of the fortress like the distant sound of a body tossed from a high cliff as the sergeant spat. "I hope so, for your sake" he drawled and then snapped to attention as footsteps sounded behind him.

A tall figure emerged from the shadows of the hall and stopped by the sergeant.

"M'lord General?" said the sergeant.

As the man turned, the hallway's bleak candlelight threw dark shadows against already dark features. He wore his long jet black hair in a warrior's knot pulled tight at the base of the skull, with the remaining unbound strands hanging to near mid-back over a cloak of midnight fog. The cloak matched his eyes, and the sergeant again experienced a reoccurring idle thought — were the general's eyes chiseled from polished steel or worn stone?

"This section is complete?" The words hung in the air like physical objects as the General spoke.

"Aye, M'lord General," answered the sergeant without flinching. Years of service with the Wyatan's Ciryatandorian forces had accustomed him to the man. The general didn't ask, the general commanded. And that was well, as it should be.

"This is your work?" Wyatan said, crossing his arms and walking into the new hallway.

The engineer glanced at the man and then averted his eyes as he blurted out, "M'lord! The traps!"

Wyatan turned and regarded the engineer. He raised his right hand and slowly stroked the long mustachios that trailed from beneath his angular nose to well past his chin. His hand blurred in the candle light as he suddenly snapped his fingers and then pointed at the engineer. "We shall see," he said softly. "We shall see." His teeth caught the light as he stretched his lips into a half moon grin. Then he turned from the engineer and walked into the hallway.

The sergeant held his breath and watched as the general moved like some large feline predator toward the far end of the hall. He stopped, sniffed the air, cocked his head slightly as though listening and then walked a diagonal pattern from near one side of the hallway to the opposite wall. He then stooped, and slid beneath something unseen at shoulder level. He paused, and with bunched shoulders, side-stepped to the right and then spun ninety degrees. The soft spat, spat, spat of three darts impacted the wall to his left. He paused for a moment, and then took two quick steps and somersaulted over a sudden opening in the floor, landing lightly in a crouched position, and turned to regard the men down the hallway.

The sergeant winced as he saw that same half-moon grin on the General's face.

"Send him to me, sergeant" Wyatan barked.

"But M'lord . . . some are activated and near sprung . . . I . . ." The engineer shuddered and stopped speaking as he felt the point of the sergeant's faranj against his back. He started to speak, and then fell silent. He closed his eyes and walked toward the General.

"Come to me, builder, come to me," the General crooned. He had barely repeated the sentence before his words were drowned out by the screams of the engineer as the razor edges of the horizontal pendulum scythes cut him in half.

The General calmly pressed a recessed stone at the side of the hall, and then walked toward the sergeant. He paused here and there along the hallway to press, turn, and move more unseen objects, and then returned to the sergeant's side.

"Sergeant," hissed the General.

"M'lord!" The sergeant stuttered as sweat beaded on his forehead and rolled down to trace his eyebrow.

"Sloppy, Sergeant! The man was sloppy. I would hardly call that mishmash of engineering a fitting security measure for our Lord Akbôrahil's abode." The General paused for a moment and closely watched the sergeant, and then nodded. "Agreed?" The word echoed like a giant drum beat down the hallway.

"Aye, M'lord Wyatan," the sergeant nearly shouted.

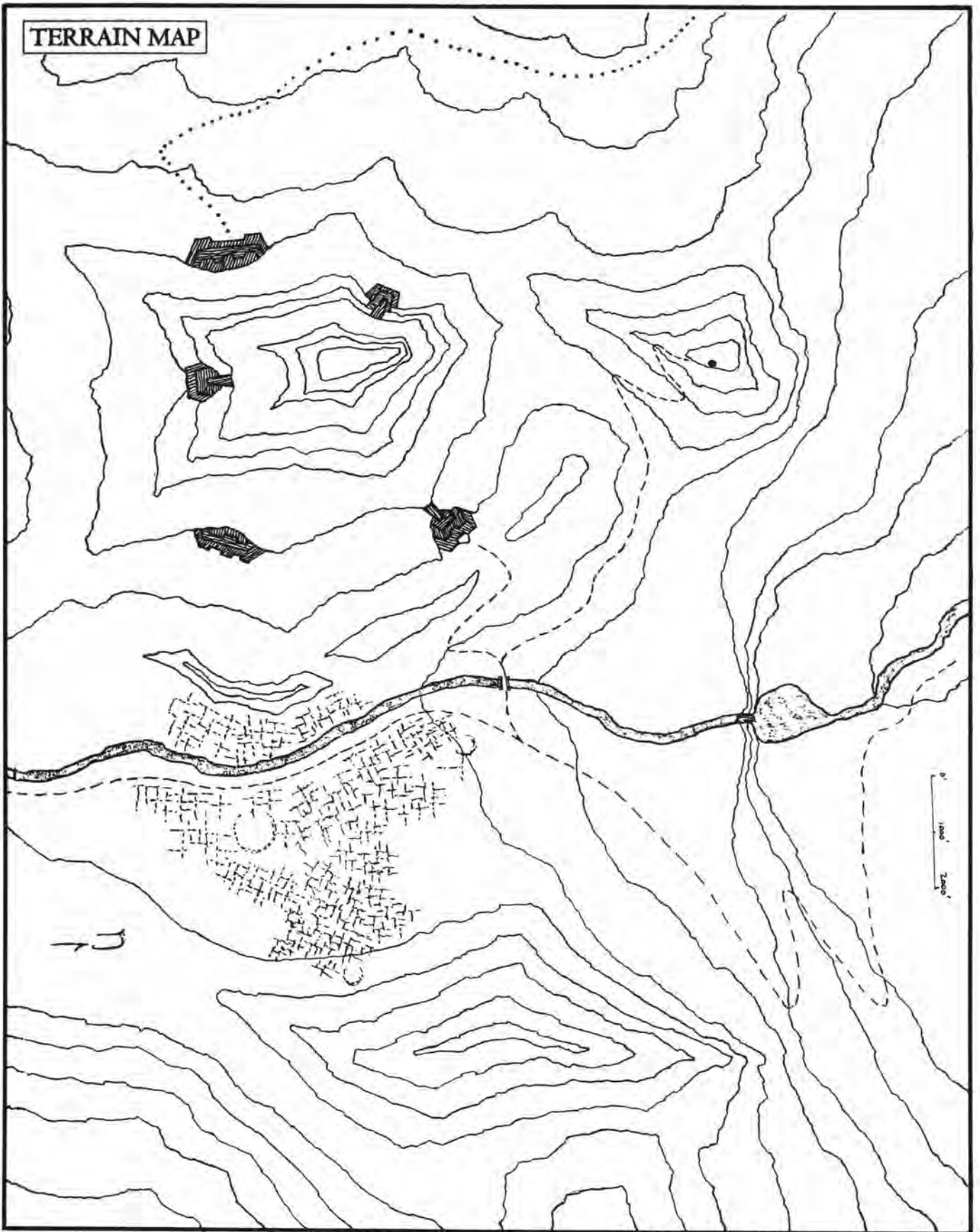
"Then see to a new engineer, man. Don't just stand there."

"It is done, M'lord Wyatan" yelled the sergeant, as he turned and double-timed down the corridor.

Wyatan smoothed back his black hair, pausing to check the warrior's knot for tightness, and then addressed the remains lying in the hallway. "Why can't any of you do it as I would? Must I place every stone of this fortress myself?" He shook his head and then looked into his open palms as if seeking an answer. "Ah well," he continued, "so much to do and so little time. I suppose there is just one of me after all." The general chuckled to himself and absent-mindedly checked the placement of the crossed scimitars that rode on either side of his waist as he turned and followed the sergeant's departing footsteps.



TERRAIN MAP



was being made on the fortress of Ny Chennacatt as dictated by his Lord's orders. With so much going well, Wyatan lacked only one victory to ensure total success. In S.A. 1940, he set about fulfilling that need, and started what would become a six decade campaign against the lands controlled and protected by Tûl Harar.

Fifty-nine years later, an exhausted and wearied Wyatan, at last walked the marble halls of that city. The years had been harsh, demanding divided attention on the war effort and the construction of Ny Chennacatt. Following his design, Wyatan had driven the workers to complete the plans quickly, only to be balked at yearly intervals by Akhōrahil's visits. Akhōrahil, who seemed to grow in power with the passing of years, grew ever stranger to his General's understanding. He ordered changes to the design, fresh walls and floors torn down and reconstructed, and hallways built that seemingly terminated at dead ends or in thin air. Wyatan's victory over Tûl Harar did little to ease the burden he carried. Within months of conquering the city, the general was recalled to Ny Chennacatt by Akhōrahil who was visiting the site.

Two weeks of near continuous riding brought Wyatan to the gates of the Fortress. Supported by a sergeant who had long been in Wyatan's service, he stumbled into the temporary quarters of his master. Akhōrahil seemed preoccupied by a ring he continually twisted against the index finger of his right hand. Minutes passed in silence. Wyatan bade the sergeant depart and marshaled what remaining strength he had to address his Lord.

The sergeant later was heard to relate to several friends, the short conversation he had overheard as he left the chambers.

"Aye, he was weary, he was, and near staggering on his feet, looking as though he expected to meet his death there in that black-candled cavern. I heard him whisper 'Master, I am here'. And then the room grew cold and a voice came out of the very walls themselves. 'I see you are, my General, I see you are,' it hissed. I swear I heard it down in my bones. Then the voice got louder and rang through the cavern and my ear drums, it did. That voice, it rang out loud and clear, and said 'Know this my General. I AM POWER.'

"Near blew me right through the doors into the hallway it did, and I don't mind telling you that for the first time in my life I was truly afraid! I hid and waited, having not been properly dismissed from my post, you see, and then the General came walkin' out like he'd been on a two month lay down in the pleasure palaces of Ciryatandor and been fed on the finest victuals this side of the Yellow Mountains. I swear, he looked . . . younger, some how. And as full of energy as a hill cat on the hunt. That's what I heard, and that's what I seen, and that's all I know."

For the next two hundred years, the Razor of Akhōrahil shone brightly. Wyatan seemed to devote himself to his Lord with a new vigor, never showing signs of dismay as the construction on Ny Chennacatt

was constantly interrupted, altered, and redesigned on Akhōrahil's whims. When not supervising the raising of Ny Chennacatt, Wyatan spent long weeks at Fhûl, where the fortress became known as the Razor's Hilt. There, the inner workings of Wyatan's mind took concrete form, for Fhûl was his, down to the final placement of the last stone. He also spent many month-long sojourns at the port city of Tûl Harar, or 'Wyatan's city', as he liked to call it. He continued to build the army's strength to a level he deemed satisfactory. In the years prior to S.A. 2280, neither man nor beast could walk from the headwaters of the Sîresha, to the Bay of Ormal without fear of the "Razor's Edge."

In early S.A. 2280, Wyatan was recalled to Ciryatandor to protect the western capital of his Lord. Quickly gathering men from the garrison of the surrounding cities, and the stronghold of Fhûl, Wyatan drove his small army west with an intense frenzy that cost him the lives of many of his troops. The fourteen-hour days of forced march took their toll in exposure to the elements and disease among the weary warriors.

Wyatan arrived several days too late to stop the landing of the Númenórean host intent on the conquering of Ciryatandor. With his army of weakened and disheartened warriors, Wyatan could only hope to retreat toward the Capital and find a killing ground in his favor that would swing the odds of victory to his own ends. Ordered to stand near the Oasis of Fult by Akhōrahil, the Razor's Edge was at last dulled, as Wyatan's troops were overrun by the army of Númenor, and decimated under the burning southern sun. Wyatan's remains were never recovered, and of his two slashing scimitars of death, their final resting place is unknown.

The early occupation of Ny Chennacatt was short lived. After the defeat of Akhōrahil's army in S.A. 2280, it was abandoned as the Storm King's domain crumbled. The Fortress remained virtually unused until S.A. 3023 when a group of Orcs led by Snagath, a petty warlord, claimed the abandoned hold. This group of Orcs utilized the fortress as a base until T.A. 1051, when Akhōrahil returned to the South.

Since that time, the fortress has been expanded and the forces of the Storm King sent throughout the South to carry out their master's (and ultimately the Dark Lord's) bidding. In T.A. 1053 Akhōrahil assembled a war host in the South. Ostensibly Orcish in composition, this army assaulted the inhabitants of Greater Harad and to some extent the bordering desert lands. During this campaign, Akhōrahil's army was hard-pressed to acquire needed supplies. The distance from Mordor and the "hostile" inhabitants in the vicinity made it very difficult to feed the host. The lack of supplies helped to spur the Orc warriors to victory in battle. As they took arable lands and fields, they did not destroy them, but harvested what they could.

By T.A. 1179, the Army of the Southern Dragon had conquered most of Chennacatt and Isra. Even the city of Tûl Isra had fallen to the hoard. The Sîranians soon discovered that the Orcs were looting more than





destroying and began to destroy their own fields and supplies before capture. By T.A. 1200, the Orc host had virtually run out of food. Taking the advantage, Obed the First of Clan Másra united the people of Sîrayn and pressed the Storm King's forces. The battles waged for many years, depleting the Orc host's supplies. At the battle of Kit Sel, a ruin at the juncture of the east and west branches of the Sel river, the Storm King's host was finally decimated.

Ny Chennacatt remained dormant for the next 150 years. In T.A. 1338, the Storm King began to form a new army. Learning from past mistakes, this new force was composed of more "reliable" warriors. Haradrim and a few select Black Númenóreans composed the body of the army. Very few Orcs and Trolls were employed, and then only in the vicinity of Ny Chennacatt and Fhûl. Although a threat to all the South once ensconced, it remained a relatively benign presence in Chennacatt and Isra. For Akhōrahil desired control of his old kingdom in the west. Instead of actively attacking Sîrayn, he subverted individuals in high places in government. These new allies were used to supply the army.

Akhōrahil assembled his new army slowly, gradually strengthening the forces of Ny Chennacatt into a sizable host. Several detachments of Haradan warriors were dispatched to the ruined city of Chennacatt. There they cleared the forgotten fields of the fallen city, and provided a security force to defend Haradan farmers and slaves brought in from the north to work the land. The farmers created huts and other simple dwellings within the ruins of the city, and slowly turned the wind blown fields into harvestable crops. By T.A. 1367, the fortress of Ny Chennacatt was again self sufficient, with a year's store of food within the dark halls.

On the ramparts of the demesne, the Ringwraith could often be seen pacing through the night, pausing periodically to stare off towards the west. A more prudent Akhōrahil now walked the dark stones of the fortress than in years past. As well as west, he also gazed east, aware of the threat of Tûl Isra at his back. The south too, was an uncertain variable in his plans to retake his old domain. The time was right to utilize a tool that had arrived ten years earlier from the bejeweled courts of Sarûl. That tool was a young Black Númenórean who had risen quickly to the post of General in the Army of the Southern Dragon. The young general was addressed as Uthcû by Akhōrahil's military leaders, but Akhōrahil knew the name that the troops used behind the general's back. The rarest of the Storm King's expressions, a smile, crossed his face as he thought of the name: Caja, the snake. Not a Wyatan, to be certain, but still lethal, and nearly as cunning as the Storm King himself. It was time this new tool should be put to use.

A few days later, a large troop of warriors left Ny Chennacatt for Fhûl. The Army of the Southern Dragon was once again on the move. At the head of the column rode Uthcû, accompanied by Agbathû, a Half-

troll slayer sent by Sauron to aid Akhōrahil's plans. Agbathû had been appointed by Akhōrahil to guard the Great Pass at Fhûl, and the warriors behind Akhōrahil's chosen two exchanged lidded glances and shrugs at the noticeable coolness between the two leaders.

At Fhûl, Uthcû quickly organized the re-garrisoning of the stronghold, and dispatched riders to comb the lands of Chennacatt and Isra for warriors eager to gain experience in the Army of the Southern Dragon. Uthcû personally interviewed each new group of recruits brought in by his outriders. Most were dismissed with a curt nod after the interview, and assigned to posts within the growing ranks of Uthcû's warriors. A few were always sent to the recruit hall to await further orders for special assignments within the army. These men were accompanied to the hall by a smiling, friendly Uthcû, who apparently had decided that they were the most loyal to the Storm King's rule, and worthy of great trust. The next morning, a burial team would remove the bodies of the special assignment recruits, carefully ignoring the precise slash that traversed each corpse's neck from jaw to jaw.

From T.A. 1368 to 1375, Uthcû built the garrison of Fhûl into a sizable force. An army in its own right, Uthcû's forces effectively sealed off travel to and from the south through the Yellow Mountains. Agbathû was responsible for controlling access to the pass, but it was well known that travelers detained by Agbathû's squads were personally interrogated by Uthcû. Uthcû insisted that "the animals," Agbathû's warriors, were only sufficient for the lowliest of tasks and would not be able to interrogate anything with an intelligence greater than a rock.

In T.A. 1375, clan Bulgan adopted the teachings of the Blind Sorcerer and began to provide aid to the Storm King's forces. From this era until T.A. 1640, clan Bulgan was an active ally of the Storm King. With clan Bulgan's corruption of the court of Tûl Isra, Uthcû became bolder as the threat from Tûl Isra lessened.

From T.A. 1375 to 1399, Uthcû spent equal time between Fhûl and Ny Chennacatt, steadily increasing the size of the Army of the Southern Dragon. Uthcû used overlapping patrol and maneuver schedules to keep nearly half the army in the field at any given time. Estimates of the army's total strength were known only to Uthcû, Agbathû, and the Storm King himself. In T.A. 1339, the Storm King commanded Uthcû to report to Ny Chennacatt. Within a week of Uthcû's visit, the scattered forces of the Southern Dragon regrouped at the fortress. As the dark candles of the demesne burned low in the pre-dawn, Uthcû led nearly half of the Army of the Southern Dragon west, toward Tulwang.

Uthcû's dreams of quick victory were shredded like smoke in a desert wind at Tulwang. The initial battle was long and bloody, sapping the army's manpower and supplies. Uthcû withdrew and was forced to fight a war of attrition over the next 240 years.

2.4 NY CHENNACATT AFTER T.A. 1640

The forces of Ny Chennacatt saw very turbulent times after the overthrow of Clan Bulgan in Sirayn (See ICE's *Greater Harad*). All material support dried up after the Kalas Taibirauk (Ta. "Sand Drifts Free," the Freedom Fighters of Sirayn) forced Tartas Izain and his minions to flee for their lives. With the overthrow of the Ny Chennacatt backed government of Greater Harad, Sangarunya, Warlord of Ny Chennacatt, and his closest advisors, feared that the cities of Sirayn would unite and lay siege to the fortress of Fhûl and eventually Ny Chennacatt. This fear was not to be realized for almost five centuries.

ACCOUNT OF THE FALL OF TARTAS IZAIN

The cold wind moaning through the halls was the only sound. Tartas feared that it was the chill voices of the dead as he entered the Storm King's throne room.

He stood in silence, waiting for his Lord to call.

"Come to me," hissed the Ulair.

Tartas inched forward, fearful of his fate. He quickly looked about the room. Only the Storm King and the Warlord, Uthcû, were present.

"Yes Master," quavered the Sorcerer-Taraskon as he approached.

"Report!" was the only other word uttered.

Tartas was quiet for a moment and then he started his account, embellishing it with as many triumphs as he dared. Covering the time between his last personal report until a few short weeks ago, Tartas, through as many hidden words as possible, reported the losses to Akhôrâhil.

"... and thus M'Lord, I fear that support from Greater Harad will be non-existent for some time . . ."

Tartas stood in silence, waiting for the Nazgûl's pronouncement.

"Kneel before me," commanded the Storm King.

Minutes passed.

Nodding to the Warlord at his side, Akhôrâhil stated, "Do your duty."

Uthcû drew his sword and parted Tartas' head from his shoulders.

"It is done, Master," spoke the Warlord.

"Take his ring and remove the refuse. Let this be a lesson to you. I do not tolerate failures."

Uthcû did as his Lord commanded . . .

After the death of Tartas Izain and the departure of Uthcû to the campaign in the West, Akhôrâhil left for Mordor at his Master's bidding. Sangarunya remained in charge of Ny Chennacatt and Fhûl until Bartolad, a fallen Dúnadan from the North, arrived to administer Ny Chennacatt. Sangarunya was then free to carry out his military designs in Greater and Far Harad. His first objective was the city-state of Tartaust. This site controlled access to Chennacatt and also the trade roads through the area. The Warlord underestimated the city's resolve and the amount of support that the other cities would supply. His forces were not sufficient to cut off supply lines. The main one ran through an expansive tunnel south of the city across the Chenna River. A constant supply of arms, foodstuffs, and reinforcements flowed into Tartaust from the south and east.

After six grueling years of battle, virtually on the eve of success, Sangarunya was forced to withdraw. Uthcû demanded support in the west as his campaign was not proceeding as planned. Bartolad supported the Warlord Uthcû and was the deciding factor in Sangarunya's retreat.

Bartolad's help to the Warlord was still not sufficient, and a full sixteen years passed before Uthcû successfully conquered the lands and cities of Tulwang.

The fall of Tulwang coursed like fire through Uthcû's blood, and only three years passed before he marched on the combined forces of Ciryatandor and Hyarn. Repeating his errors at Tulwang, Uthcû failed to overpower the Ciryatandorian forces and in T.A. 1675, retreated to Tulwang to once again rebuild the strength of the army.

By T.A. 1705, Uthcû felt the army was large enough for the task and marched on Ciryatandor again. With superior strength, and solid supply lines, 10 years passed as the forces of Ciryatandor weakened and failed. In T.A. 1802, Ciryatandor fell to the Army of the Southern Dragon, and Uthcû moved his staff and a garrison of men into Barad Carannûn as the new capital of Ciryatandor.

During this time, Sangarunya served as second-in-command in the campaign against Ciryatandor and was instrumental in the fall of that country. Uthcû claimed all the glory for the conquest and sent Sangarunya back to Ny Chennacatt.

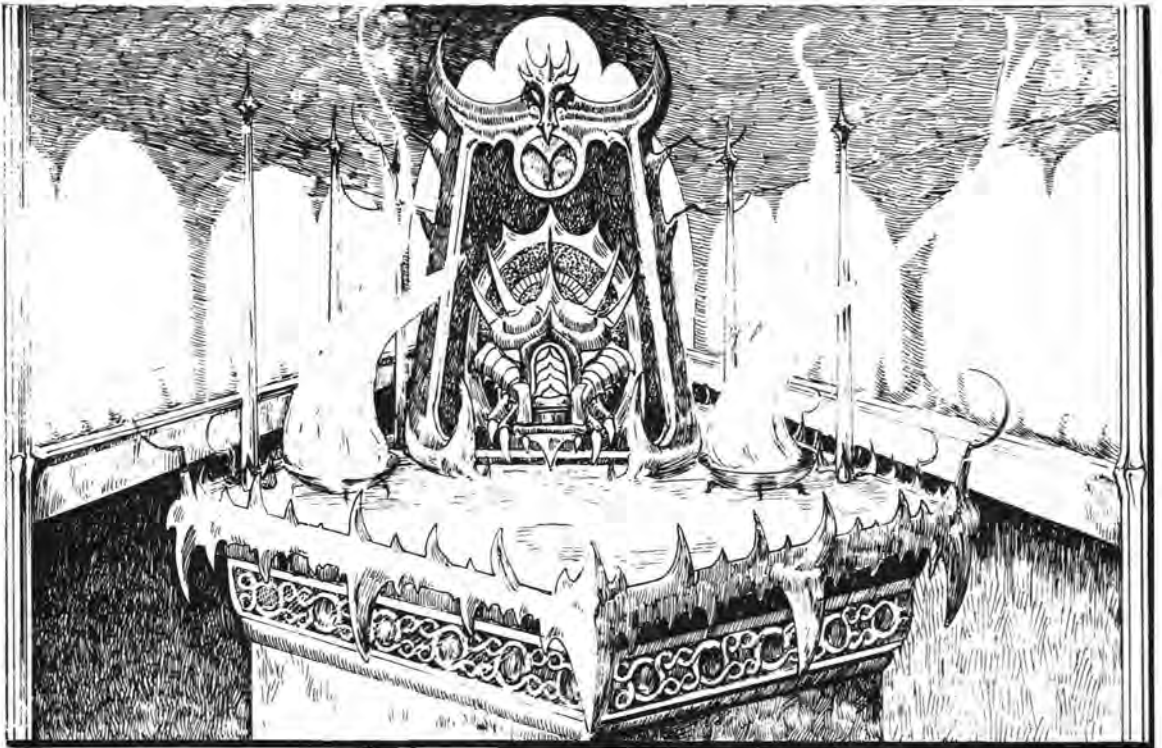
Pacing the floor of the palace of Barad Carannûn, Uthcû could often be seen slowly turning a ring he wore on his right hand, round and round his fore finger. He was fond of re-telling the

history of the fall of Tulwang and Ciryatandor, pointing out how an earlier leader such as Wyatan would have never been successful. In 1812, Uthcû began requiring his staff officers to attend strategy and tactics training classes taught by himself. By mid-year, several officers and a small host of warriors had deserted the army at Ciryatandor, and fled to Ny Chennacatt.

In the seventh month of T.A. 1812, Uthcû broke his ties with Ny Chennacatt and renamed his portion of the Army of the Southern Dragon to the Army of the Burning Sun. More deserters arrived at Ny Chennacatt and recounted Uthcû's activities in Ciryatandor.

Twenty-four hours after receiving the news, Sangarunya began preparations for an assault on Uthcû at his capitol in Ciryatandor. Using the teachings of Wyatan, Sangarunya took three full years preparing his forces and strategies.





During this time, Uthcû dispatched a messenger to Mordor, and requested that Sauron appoint him the new Storm King, to replace the failed Akhōrahil. Sauron had the messenger slain, and then handed the message to Akhōrahil. Akhōrahil forwarded the message to Agbathû with a message of his own. It is said that Agbathû simmered with a new energy after reading the messages Akhōrahil sent. He never forgave Uthcû the slights he was given during their work at Fhûl.

On the 10th of Mauz (Q. "Gwirth," W. "April") a surprise attack was launched on Barad Carannûn. Agbathû, riding a fell beast down the hot winds from the burning city, trapped Uthcû in the War Chambers of the palace and slew him where he stood.

Of that which had been Uthcû, only the ring of lesser power remained, which was returned to Akhōrahil by Agbathû.

In T.A. 1816, Akhōrahil returned to Ciryatandor and reorganized the leadership of his old domain and traveled briefly to Ny Chennacatt to do the same. From T.A. 1817 until the destruction of the Army of the Southern Dragon in T.A. 2182, Ny Chennacatt steadily declined. The disloyalty of the traitor Uthcû and the losses that Sangarunya faced retaking Ciryatandor injured Ny Chennacatt's strength deeply. With its influence waning in Greater Harad, the role of the Army of the Southern Dragon came to a close in 2182 when Ny Chennacatt's doors were sealed by the combined forces of Chennacatt and Isra.

Ny Chennacatt was quiescent for the next two centuries until Magurgoth, a mighty Raug (S. "Demon") and Lord of Evefalin (Ta. "Falin's Hold"), reoccupied the ruins of the Storm King's demesne. The Demon began to raise another force in Ny Chennacatt

in order to gain control of the trade roads that crossed the Yellow Mountains in the vicinity of the fortress. The traders in the area eventually stopped using the old roads through the mountains near Ny Chennacatt and resorted to shipping by sea or via other roads to the east. The ruins of the city of Chennacatt were completely deserted.

2.5 THE FORTRESS IN THE FOURTH AGE

By F.A. 58, Magurgoth had gathered such a sizable force that Ny Chennacatt again posed a threat to Greater Harad. Patterning his army after the old forces of Mordor, the Demon gathered strength and fielded an army of some 30,000 Orcs and Trolls. Nowhere near the size of the Army of the Southern Dragon in its prime, this new host was still a threat to the Free People of Greater Harad.

Magurgoth utilized the holds at Evefalin and Ny Chennacatt as dual bases for his operations, sending out forays against Chennacatt, Isra and also Dûshera (south of the Yellow Mountains). Ny Chennacatt's strength grew with each decade until the combined forces of Greater Harad were forced to meet Magurgoth's host in open battle on the plains of Chennacatt.

3.0 THE ARMY OF THE SOUTHERN DRAGON

The Army of the Southern Dragon is the principal threat to the Free Peoples of southern Middle-earth. This vast host consists of Haradan warriors and Orcs serving Akhōrahil, chief servant of the Dark Lord in this locale. The far reaching arm of the Army infests southern Harad, Hyarn, Tulwang and Elorna. Frequent raids are also felt in Mirēdor, Mag, Tumag and the Ūsakan.

Akhōrahil's forces are used for four primary purposes: the defense of Ny Chennacatt, the campaigns against Tulwang and Ciryatandor, the campaigns against Far Harad, and the forays south of the Yellow Mountains. This organization is highly structured and has not changed significantly since its inception by Wyatan in the Second Age. (See Chart on Organization of Akhōrahil's Forces). The Army of the Southern Dragon is built around elephant and horse cavalry with infantry support. Only the best warrior-riders are brought into the elite units of the Storm King's forces. The head of the Army is the Alaqā (Ta. "Warlord").

Note: the terms used in this module are words from Greater and Far Harad since the forces of the Army are composed primarily of Haradrim from these areas.

Reporting directly to this individual are four Tarabytt (Ta. "Generals"). These four commanders, each lead an army named after one of the four Winds. The Winds comprise the Army of the Southern Dragon.

Each Wind is assigned an area of conquest or control. The West Wind is responsible for the conquest of Tulwang and Ciryatandor; the North Wind, the conquest of Far Harad; the South Wind the forays south of the Yellow Mountains; and the East Wind, the defense of Ny Chennacatt. The General of the East Wind is also termed the Tarazain (Ta. "Captain") of Ny Chennacatt. This individual reports to either the Warlord, the Storm King, or the Lord of Ny Chennacatt. The other Generals report only to the Warlord.

3.1 ORGANIZATION OF THE WINDS

The Wind is the main tactical unit of the Army of the Southern Dragon. Composed of up to 30,000 warriors, a Wind is capable of independent action at the campaign level. Each Wind is led by a field officer called a Tarabett (Ta. "General"). Reporting directly to the Warlord, this individual is typically given the freedom to chart the course of action for his troops (within the scope of the campaign directives given by the Warlord). Throughout the history of the Army of the Southern Dragon, the West Wind was typically led by the Warlord himself with the Tarabett being used as an assistant.

One of the most important divisions of a Wind is the Quartermaster and his staff. This group is respon-

sible for feeding and supplying the Wind. Many battles fought throughout Middle-earth have been lost due to a lack of provisions. The Quartermaster reports directly to the General. It is the Quartermaster's duty to work with the Quartermasters of Ny Chennacatt and Fhûl to assure ample supplies for the troops. Sources of food, provisions, spare weapons, and fresh mounts must be located no matter where the campaign is to take place. An uninterrupted supply line is expected by the Warlord.

The military portion of the Wind is broken up into four groups, the cavalry, the elephant corps, infantry, and support. These units are utilized by the Wind commanders to their best tactical advantage.

THE CAVALRY

The Farat (Ta. "Cavalry") is composed of two parts, horse and camel. The basic unit (horse or camel) possesses 1200 riders and is named a Farāt-tanay (Tanay: Ta. "Large Herd"). Each unit is led by a Tarazain (Ta. "Commander/Captain"). This individual is usually experienced in tactics and battle. In scouting missions or when pursuing enemy troops, the Farāt-Tanay may be divided into 10 smaller units called a Tānetta (Ta. "Small Herd"). A Tānetta is made up of twelve 12-riders groups called a Taqet (Ta. "Breed"). The Breed is used in small excursions and for discreet scouting missions.

The herds are frequently grouped together into huge battle sections called the Farat. The cavalry (horse and camel) typically numbers in the thousands. During the Third Age, the cavalry of the West Wind achieved close to 15,000 riders.

The cavalry riders are the most revered, feared, and highly trained warriors in the Army of the Southern Dragon. Treated virtually as lords, these warriors are outfitted with the finest weapons and armor and are given the pick of the spoils of war.

THE MUMAKAT, THE ELEPHANT-RIDERS

A nearly unstoppable tactical weapon of the Army of the Southern Dragon are the Mûmaki (Ap. "War-elephants"). These animals are well suited to the Haradan terrain and allow their riders to use their bows on targets at an impressive distance. Great elephants from the Mûmakan are utilized to crush fortified positions and to break walls and gates. Even the smaller war-elephants of Greater Harad are large enough to carry two to three persons. They are normally equipped with barding and a roofed fighting platform. The platform is made of the light, yet strong, muna wood cut in the Sāra Bask (see ICE's *Greater Harad*). Some of the larger war-elephants carry small siege devices such as the ballistae. An elephant-master guides his steed while the fighters engage enemy warriors with bow or spear. Affixed to the exterior of the elephants sides are spikes or curved blades. Their tusks are covered with steel and are used to impale and throw enemy warriors.

Elephants are formed into groups of ten called a march. These units may work independently or be further grouped for larger action in battle. The War-





lord Uthcû fielded some 2,000 elephants in his campaign against Ciryatandor in T.A. 1790. This mighty host of war-elephants was a significant factor in the fall of that realm.

THE INFANTRY

As in the cavalry, the infantry utilizes an organization based upon 12 warriors. This fighting group called the Tazum (Ta. "Season, Year") is further organized into larger assemblies called the Mezin-taz (Ta. "12-year") composed of 144 warriors. Twelve Mezin-taz make up a Tarb-mezintaz (Ta. "Great century").

Work in the infantry is considered the lowest form of service in the Army of the Southern Dragon. These warriors are relegated the most menial tasks (guard duty, manual labor, setting up camp, etc.). Pay is the poorest of any of the corps, and the food is abysmal at times. The dream of all infantrymen is to be selected to serve in the Farat or the Mumakat.

SUPPORT

This group is the most versatile of the various sections of a Wind. The support group is responsible for siege engineering, non-military scouting missions, and leading the infantry in foraging for supplies and equipment. The support group works most closely with the leaders of all of the other corps in the Wind. They must also cooperate well with the Quartermaster and his assistants, maintaining the supply lines. When a Wind is fully outfitted, the support section may have up to 2,000 individuals working in it.

3.2 THE ORC ARMIES OF NY CHENNACATT AND FHÛL

An Orc warlord commands the Orcish forces at Ny Chennacatt and Fhûl. Each legion numbers some 10,000 warriors. The two legions function independently, although they have been called together at times. Learning from his mistakes in the past, Akhôrâhil organized his Orc forces in such a manner as to make them as an efficient fighting element as possible. The legion is broken up into groups of 1000 warriors called an Agar-hoth (B.S. "Blood-host"). Each Agar-hoth is lead by a Kritar. He must be a tactician possessing considerable expertise and intelligence. This is normally the highest position that an Orc may achieve because of the skills required.

Each Agar-hoth is composed of ten companies of 100 Orcs each. Led by a Dûrohtar, these units engage the enemy directly or in conjunction with other companies. The lowest officer among the Orc legions is the Ujâk. Commanding ten *dogs* (the Orc term for a warrior), these leaders report directly to a Dûrohtar. (See ICE's *Gorgoroth* and *Mount Gundabad* for further information on Orcish military strategy and composition.)

Akhôrâhil utilizes the Orc hosts for the least tactically important tasks and assignments. Typically the Orc warriors see little battle. They work the mines and

forge weapons for the infantry sections of the Winds. Some of the more promising Orc and Troll warriors are used in scouting and "shock" missions. Sent in before the cavalry, these warriors create discord and fear amongst the enemy.

3.3 TACTICS

"Strategy surmounts all. It must be unfathomable, concealed, unexpected. Any preparation by the enemy must be impossible. What enables a general to win always is the possession of deep wisdom and the ability to leave no tracks. Only the formless cannot be affected."

—Wyatan, *Second Age*.

The tactics employed by the highly successful leaders of the Army of the Southern Dragon were laid down by Wyatan in the Second Age. Even at an early age, Wyatan displayed great promise as a tactician. While only a child, he searched the libraries of Númenor, reading books written by the finest military leaders of the time. His first chance to put his abilities to the test came when he lived in Marath Carnadúnë, while working as a stable hand. Leading a group of young thieves, he was able to amass a small (for him) fortune.

Wyatan's true break in life came when he was promoted to Commander by Akhôrâhil. With his new position of power, he was again able to study the art of war. Wyatan's plans were grand, and he wished to be the greatest military leader in Endor. This would finally show his father how important he truly was.

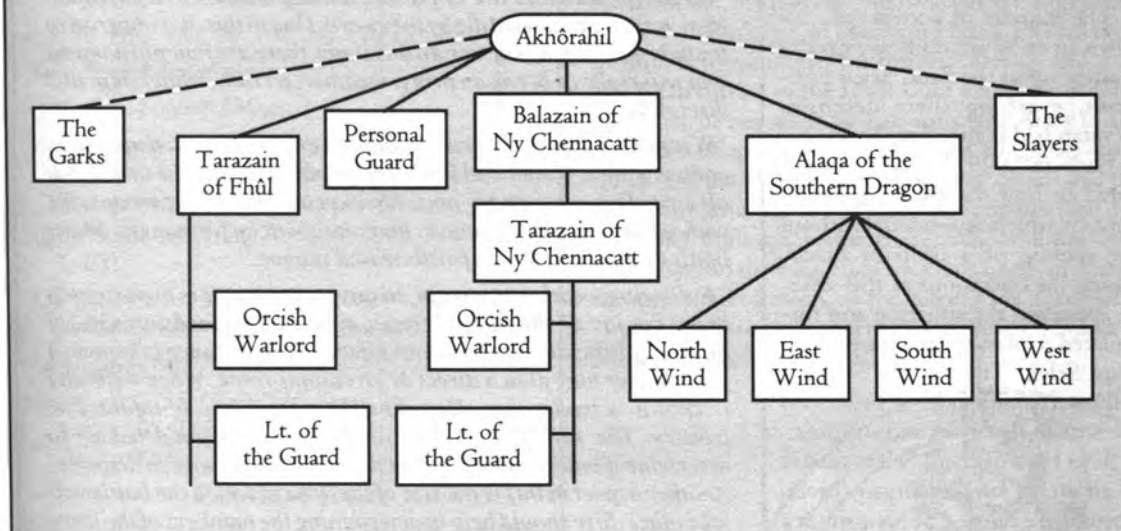
Unlike most Númenórean strategists, Wyatan not only studied the "masters," but also examples of the finest tacticians of the indigenous peoples of Middle-earth. From his research, he formulated a philosophy of tactics that has become the premier treatise on tactics used in Southern Endor.

Wyatan took a very radical approach to military organization. Instead of building his army around the infantry, the foundation of his forces were based upon cavalry. Wyatan preferred harassment. This prompted anger and mistakes in his opponents. Infantry was used only when cavalry units could not approach or effectively attack an area. They were used as support and to hold an area once taken. He preferred open battle to siege, subterfuge and wit to open battle.

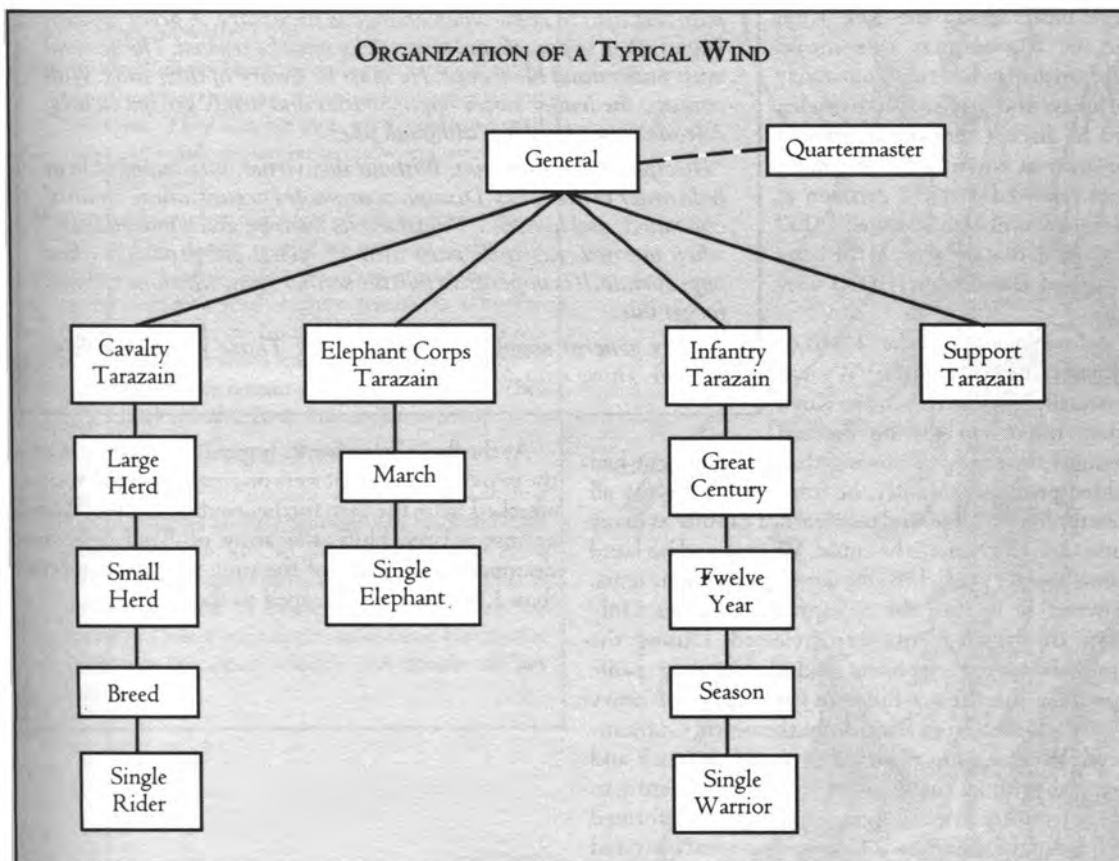
Successful leaders in the Army of the Southern Dragon have always studied the teachings of Wyatan. In fact, many of the triumphant indigenous warlords have also studied and adopted these philosophies of war. The hard won lessons of Akhôrâhil's Razor continue to shape the course of warfare in the southern Harad.



ORGANIZATION OF AKHÔRAHIL'S FORCES



ORGANIZATION OF A TYPICAL WIND





The following is an account of the first battle in the Erim Póa, S.A. 1929.

The thunder of hooves split the dawn air as Wyatan's heavy cavalry crashed upon the Baud Selen positions, crushing their defenses. Wyatan had planned well.

Early in 1929, Wyatan was ordered to lead the Farat to Tarnet Barzain, which surrendered without the spilling of a drop of blood. Basing his operations at this oasis, he appraised the situation and formulated a plan to open a path to Baud Selen. The General Shalatar followed Commander Wyatan with the remaining forces and supplies.

The Tarb of Baud Selen, fearful of an attack by the Ciryen forces, assembled a portion of his army at a small oasis called Kuyu Selen, thirty miles northwest of the city. This strategic location would allow him to hold the pass between a series of large bluffs along the Kek Kum Sirtina. To counter this move, Wyatan dispatched two Farat-tanay to harass the garrison at Eveselen and to disrupt the supply lines to the army at Kuyu Selen. Wyatan's spies reported that the garrison at Eveselen numbered less than 1,000 strong and that the army at the oasis possessed fewer than 10,000 warriors.

Before dawn on the 12th of Magaub (the third month) Wyatan personally led a small band to Kuyu Selen, intent on sowing discord amongst the enemy. Knowing that his opponent had fielded primarily infantry, he intended to destroy all the supplies possible, and to release or capture as many horses and elephants as he could. Wyatan and his band was successful in torching the supplies and many tents. However, he was not able to capture any horses. Only a few of the elephants were released. During the stampede of the elephants and the ensuing panic caused by the fires, a full five Farat-tanay of heavy cavalry attacked from Bampóa to the north. Outnumbered, Wyatan's forces were instructed to attack and then give ground, enabling the balance of the army to attack from the west. Twenty war-elephants formed the head of the spear attack from the west that scattered the warriors of Baud Selen.

THE TEACHINGS OF WYATAN

"Military endeavors are of paramount importance to a kingdom. Men in essence live and die by the sword. Due to this, it is imperative to study the workings of war. In this study, there are four phenomena that will make or break an army: weather, terrain, leadership, and discipline."

"Weather is the first consideration when a military campaign is contemplated. Winter and summer campaigns should be avoided at all cost. The commander must have a concern for his troops, for without his troops, his actions and plans will be for naught. Many battles have been lost to frostbite and plague."

"Following weather is terrain. In any campaign, it is important to know the lay of the land. Terrain must be assessed in terms of distance, difficulty of travel, and safety. When distance is known, a good leader may plan a direct or circuitous route. When difficulty is known, a leader may determine the advantages of infantry or cavalry. The safety of the terrain will allow a good leader to determine if battle is appropriate or if it would be wise to disperse. Another aspect in this is the size of the area in which the battle will take place. Size should help in determining the numbers of the force necessary to hold the region."

"All leaders must display these qualities: intelligence, trustworthiness, understanding, courage, and sternness. A leader must be able to comprehend all aspects of war. He must be able to plan and also to know when change is necessary. A great general knows when to punish and reward; he must be trusted. The general must understand his troops. He must be aware of their toils. With courage the leader seizes opportunities and firmly grasps victory. A leader must be stern, although fair."

"Discipline is paramount. Without this virtue, it is impossible to hold order in the ranks. Discipline promotes organization, chain of command, and logistics. Punishments must be given immediately, when merited. Rewards must also be meted out promptly when appropriate. It is imperative that the soldier know who leads. Never forget this."

"Every general should learn these facts. Those who know them prevail. Those who do not, fail."

As the Baud Selen forces began to retreat to the city, the two companies that were originally sent to Eveselen, attacked from the east, further routing the foe. Pinned against a large bluff, the army of Baud Selen was decimated. Estimates of the time indicate that fewer than 1,000 warriors escaped to the city.

4.0 PEOPLE OF NOTE

AKHÔRAHIL

Lvl: 36 Hits: 155 PP: 108 AT Ch/15 (-85)

Race: Black Númenórean.

Profession: Sorcerer/Mage.

Home: Barad Carannûn in Ciryatandor; Ny Chennacatt in Greater Harad; Luglûrak in Núrn; Dol Guldur in Rhovanian; Minas Morgul in Ithilien.

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

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

Appearance: 84.

Skills: IHC 125; Climb 125; Swim 75;
Locks 105; Traps 45; Stalk/Hide 100;
Percep 90; Runes 40; Staves 105.

PRINCIPAL ITEMS

Mace — ("Yellow Hammer") +20 gold steel Man-slaying mace inlaid with copper.

Bracers of Chennacatt — These add +20 to a wearer's DB and enable the wearer to parry a foe's melee blow with a bonus equal to twice the amount applied to the DB from the wearer's OB.

Eyes of the Well — These two enchanted star sapphires allow the wearer to sense objects and presences within 2000 feet. They also act as a +5 Channeling spell adder and enable the wearer to know and use all Base Mentalist spells.

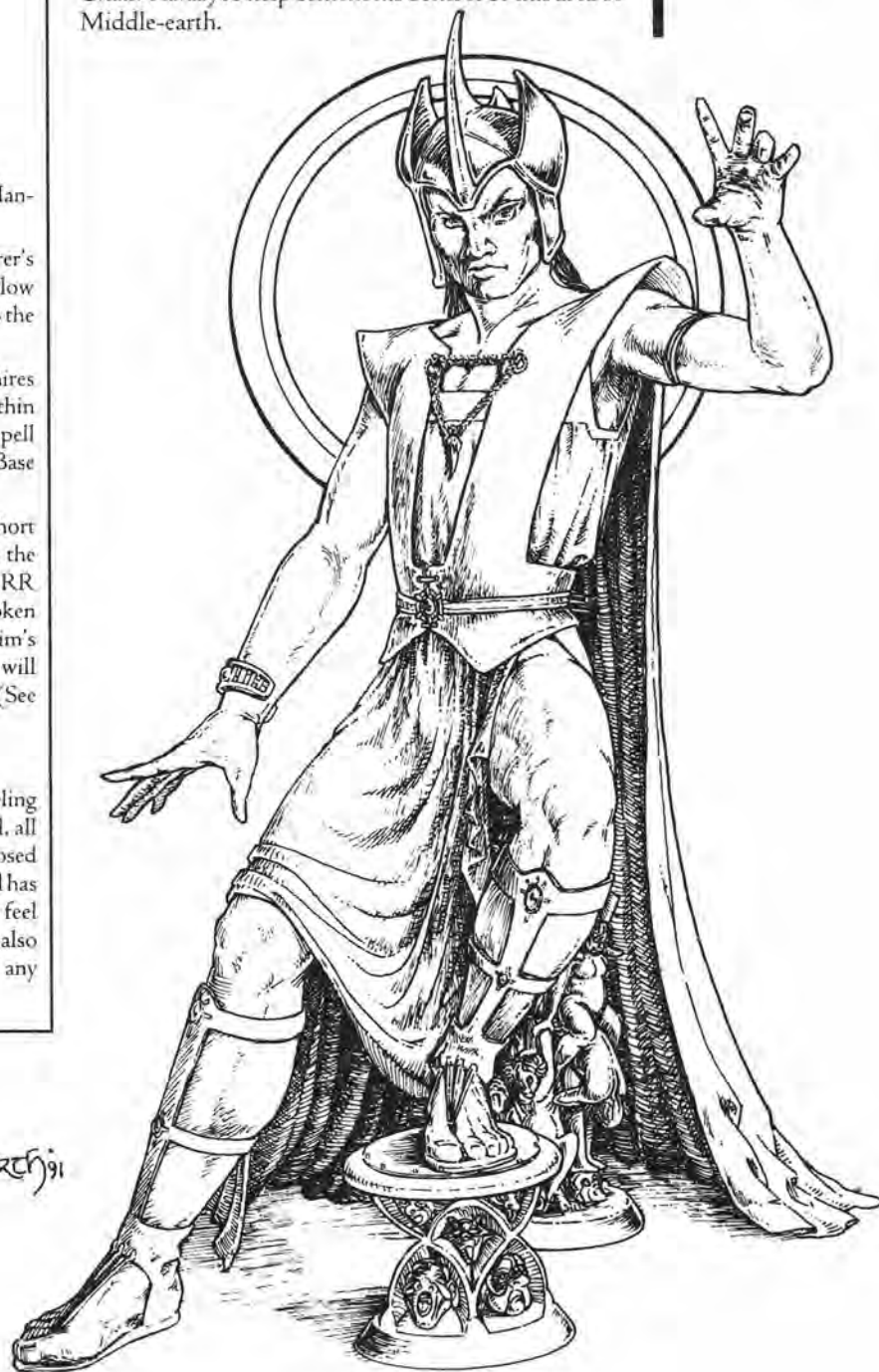
Morgul-knife — A +20 dagger which strikes as a short sword. This dagger is used to slay and enslave the victim. On a critical strike the victim must make a RR vs the wielder's level. Failure results in a broken portion of the blade finding its way to the victim's heart. Should the shard reach the heart, the victim will become a wraith servant of the knife wielder. (See ICE's *Lords of Middle Earth, Volume II*.)

SPECIAL POWERS

All base Mage, Open Essence, and Open Channeling lists to 10th lvl, all Base Sorcerer lists to 30th lvl, all Base Mentalism lists to 50th lvl, and all Closed Essence and Channeling lists to 5th lvl. Akhôrahil has an innate sense of direction. He can instinctively feel the air and know what direction he faces. He can also determine the exact velocity and density of any breeze.

AKHÔRAHIL

Akhôrahil, Fifth of the Nine Nazgûl, is the principal Servant of Darkness in southern Harad. His primary mission is to reconquer his former holdings and stop any Adan threats to the Dark Lord's rule. To accomplish this, he has assembled an army (the Army of the Southern Dragon) and has accepted allegiance from influential individuals in the Courts of Sirayn and the petty Orc-lords in the Yellow Mountains near his demesne. Through Tartas Izain, Akhôrahil has been able to spread the religion of the Dark Lord (primarily through the Followers of the Silent One, (see ICE's *Greater Harad*) to help cement his control of this area of Middle-earth.



danforth91



TARTAS IZAIN

The life of Tartas Izain is intertwined with that of Akhōrahil in the Third Age. Born in Isra to a Haradan lord and an Elven mother who had been kidnapped from her family to the south, Tartas was raised by his parents until his mother died in 1383 from a rare disease. One year later he was sent to live with his uncle Shuftas Gabar in the city of Charnesra. It was at this time that he started his training in the dark arts. Over the years he learned quickly and even surpassed his uncle in some ways.

When he was 23, an emissary from Ny Chennacatt invited him to train under Akhōrahil's care. Tartas left soon afterward to study under the Blind Sorcerer. His lessons lasted until he was 34, when he was sent back to Isra. Not only did Akhōrahil tutor Tartas Izain in the sorcerous arts, but he also initiated him into the worship of the Dark Lord. Before leaving, Akhōrahil presented him with a minor ring of power. The item extended Tartas Izain's sorcerous abilities and also prolonged his life. Formed into a simple mithril band (forged by Sauron in the Second Age), it is similar to the Nazg-u-Krimp (B.S. "Ring of Binding," see ICE's *Perils on the Sea of Rhûn*) bestowing power and prolonged life to the wearer. However, it is not as potent as the major rings of power.

When he returned to Sîrayn, Tartas Izain worked his way into the ruling council of Tûl Isra. Once there, he helped in the subversion of that city. It was at this time that he also initiated the formation of the Temples of the Silent One. His years under Akhōrahil gave him the necessary love of cruelty to assist in the creation of this new faith. The old religion of Taimaraud (Ta. "God of the Dead") was floundering, and Tartas added the new "life" necessary to allow a resurgence under different, more sinister, auspices.

Tartas Izain's reign lasted until 1436 when Clan Másra regained the throne (see ICE's *Greater Harad*). Tartas was forced to flee for his life to Charnesra. While there he convinced his uncle that Tûl Isra could be taken. Shortly thereafter, he led the forces of Shuftas Gabar in an un-announced attack on the city. In spite of his immense knowledge, Tartas Izain was no tactician. Ignoring his generals cost him victory at Tûl Isra and eventually caused the destruction of Charnesra.

After seeing defeat, Tartas Izain returned to Ny Chennacatt for further instruction. He remained there until T.A. 1627 and then returned to Isra. His primary duties were to subvert the populace to the benefit of the Blind Sorcerer.

TARTAS IZAIN

Lvl: 42 Hits: 100 PP: 126 AT No/2 (-75)

Race: Haradan/Sinda. Profession: Sorcerer.

Home: Charnesra/Tûl Isra.

MERP Stats: Co 72, Ag 98, Ig 88, St 79, Pr 100, It 101.

RM Stats: Co 72, Ag 98, SD 65, Me 88, Re 87, St 79, Qu 97, Pr 100, In 99, Em 103.

Appearance: 83.

Skills: IHE 60; TH Dagger 50.

PRINCIPAL ITEMS

Lesser Ring of Power — Realm: Essence/Channeling. Functions as a +2 spell adder and x3 spell multiplier. If the owner wears the ring continuously for over two months duration, he will become enslaved by the ring (-30 RR vs 15th level attack). Once enslaved, the life of the wearer will be lengthened by up to 500 years. After this time, the ring bearer will become like one of the Nazgûl, although much less powerful.

Staff of Spell Storing — 10 spells: Mass Invisibility, 2 Cancel True, Demonic Gate, Control IV, Word of Panic, Great Crack, Absolution, Earth to Mud, Mass Confusion, Mass Disruption, Teleport, Desert Curse.

SPECIAL POWERS

Spells — All Sorcerer lists to level 50; all Open/Closed Essence lists to level 40.

AGBATHÛ

Agbathû was bred in the pits of Dol Guldur in the year T.A. 1343. Of Mannish and Troll descent, he displayed not only the animal cunning of his Troll parentage, but also the intelligence of his human ancestry. A runt of his litter, Agbathû relied more on guile than strength. He developed quickly and soon was noticed by his task masters. Because of his exceptional abilities, he was sent to Ny Chennacatt as a present to Akhōrahil, the Storm King (T.A. 1360).

Agbathû surprised his new superiors with the way he threw himself into his tasks. By T.A. 1366, his actions had reached the ears of the Storm King who a short time later requested that the Half-troll be assigned to his personal guard. Again, Agbathû rose to the occasion and within months became the captain of the Storm King's personal cadre. In the Fall of 1368, Akhōrahil sent Agbathû to Fhûl to assist Uthcû in outfitting and maintaining the new fortress. A year later when Uthcû was appointed to be general of the local forces, Agbathû took over the reins of Fhûl. During the next decade, he led the garrison and was instrumental in the formation of a group of assassins called the Slayers of the Storm, known for their viciousness and ability to dispatch any who they were sent to eliminate.

Agbathû remained in the service of the Storm King until the fall of Ciryatandor. After this time, he entered the service of the Lord of Evesfalín, the Raug Maguroth.

AGBATHÛ

Lvl: 19 Hits: 207 PP: — AT Pl/17 (-50)

Race: Half-troll. Profession: Warrior.

Home: Fhûl/Ny Chennacatt.

MERP Stats: Co 99, Ag 101, Ig 78, St 98, Pr 95, It 77.

RM Stats: Co 99, Ag 101, SD 52, Me 68, Re 87, St 98, Qu 97, Pr 95, In 64, Em 77.

Appearance: 62.

Skills: IHC 175; Perception 40; Riding 60.

PRINCIPAL ITEMS

Manbane — A +20 man-slaying magical mace.

Half Plate Dragon Armor — +10 black magical armor fashioned from dragon scales.

SANGARUNYA

Sangarunya was no different from the other young warriors as he was growing up. Trained at an early age in the use of arms, he chose a warrior's profession as his own. He did not show exceptional abilities as a youth. Tending to do as little as he could to get by, it was not until he was much older that he truly excelled as a warrior and leader of men. Many people came to despise Sangarunya in his youth. He was arrogant, a cheat, a bully, and was rumored to have murdered a number of people who crossed him (although such could not be proved). One individual who he especially hated was Pon Ivic, a Haradan who later became one of the Regents of Bozisha-Dar.

Sangarunya was born of Númenórean stock in Umbar, but his family did not reside there long. During the persecution of the priests of the Dark Worship, Ranculir, the High Priest and Sangarunya's father, was slain. Sazariel, his mother, fled the Haven of the Corsairs for the South with her small son. She intended to raise the boy to be loyal to her dead husband's Lord and Master, Sauron of Mordor.

Her journeys first took her to Far Harad, where she resided for a short time. There Sangarunya began his training in arms. As a young man, he was assigned to the same unit as Pon Ivic, a young Haradan warrior with great promise. Sangarunya took offense at Pon and challenged him to a duel, which was his mistake. Pon bested Sangarunya and humiliated him in front of the whole company. His hatred for Pon lasted until his death and was the leading factor in his joining the Army of the Southern Dragon.

The move to Ny Chennacatt with his mother marked a dramatic change for Sangarunya. Within the Storm King's court, as a young man of good lineage and maturing prowess at arms, Sangarunya readily attracted the Ulair's attention. The Nazgûl developed plans for his subject, involving the military objectives of the southwest. Almost before he was truly at home within the ranks of the army as a mere captain, Sangarunya was appointed to the post of Warlord. His subsequent victories fully justified the unprecedented promotion.

One of Sangarunya's current assignments is the over-throw of the Council of Regents at Bozisha-Dar. This task was taken by Sangarunya with a vengeance, as he never forgot or forgave Pon Ivic for past "injustices." When not working actively on this project, he may be found leading a unit of warriors in and around Chennacatt. In battle, he will give no quarter if it appears that he has no chance of losing, but will run at the first opportunity if the tide turns against him.

Sangarunya wears the magic mail and dragon-emblazoned, red surcoat characteristic of the mighty of Akhûrahil's forces. His red, leather-faced shield bears the same symbol, and his silver helmet is of the karma design. He is an implacable foe and a brilliant strategist. (See ICE's *Angus McBride's Characters of Middle-earth* for more information.)

SANGARUNYA

Lvl: 27 HP: 165 PP: 27 AT Pl/20 (-50)

Race: Umbarean. Profession: Warrior.

Home: Ny Chennacatt/Far Harad.

MERP Stats: Co 98, Ag 99, Ig 83, St 99, Pr 96, It 91.

RM Stats: Co 98, Ag 99, SD 76, Me 72, Re 94, St 99, Qu 98, Pr 96, In 91, Em 21.

Appearance: 82.

Skills: Fa 195; Cp 175.

PRINCIPAL ITEMS

Sword of Man-slaying — +20 falchion that kills the wielder's foe on an "E" critical.

Spells — Knows two open Channeling lists to 20th level.

UTHCÛ

Born into the family of a Black Númenórean prince in Dûshera in T.A. 1327, Uthcû wanted for little in his early childhood. Even as a young toddler, he seemed to have a royal presence and quickly became a favorite of the court. Uthcû's father, his ego swelled by the good fortune of siring an offspring of such obvious noble bearing, provided the boy with anything he desired. As Uthcû reached adolescence, however, his father's ideas and his own suddenly took different turns.

Prince Drecca naturally desired that his son become a mighty warrior, while the boy himself saw little benefit in the sweat and sawdust of the training area. To minimize his efforts, and the unpleasantness of bruises, sprains, and callouses, Uthcû adopted the short recurved bow of the Númenóreans as his favored weapon. Along with the bow, he quickly discovered the lethality and concealability of the kynac, which he took to wearing at all times tucked handily away under the folds of his loose silks. Uthcû further avoided unreasonable amounts of time spent in the training yard by utilizing his skills at court to ensure his comfort. He bribed his instructor to issue only glowing reports of Uthcû's prowess with the sword to his father.





Uthcú's training progressed in the manner he saw most fit until he reached the age of sixteen. Jentharr, his younger brother, had recently grown old enough to start his own training at arms. It took only a few weeks for Jentharr to realize that Uthcú was not the perfect heir to the throne that everyone imagined him to be. At last able to obtain notice of his father and dull the honor of his older brother in one stroke, Jentharr set off from his training session to find his father and explain Uthcú's ignoble deeds. Fearing for his own well being, the arms instructor told Uthcú of Jentharr's plan. Uthcú gently patted the man on the shoulder, assuring him that all would be well as his kynac seemed to slide with a life of its own from under his silks and through the rib cage of the instructor. Uthcú felt panic at what he had done, but gained control of himself and quickly formulated a plan. His father would be in the city until late in the afternoon, and if tongues would wag, why then, the tongues must be silenced. He was the real heir to the throne, after all, and not his useless younger brother.

It took Uthcú only a short time to catch up to Jentharr, who searched in vain for his father amongst the halls and room's of Drecca's keep. Jentharr heard the footsteps from behind him too late, and only managed to emit one high pitched scream as Uthcú's kynac pierced his kidney and then angled upward.

"Silly child," muttered Uthcú, as he reached for his brother's cloak to wipe the blade of the kynac.

"What's this?" a voice suddenly bellowed from behind him. Uthcú spun to face one of his father's guards looking in horror at the still form on the floor. The man stared in stunned silence as Uthcú bolted past him into the corridor, and down a short flight of stairs. Uthcú ran harder as the guard, recovering from the shock, commanded him to halt. At the bottom of the stairs, Uthcú veered into the hallway that led to the kitchen, and hid behind a storage barrel as more guards thundered past the doorway on their way from the training yard. After they passed, Uthcú sprinted through the servants passage and across the courtyard to the stables, holding his finger to his lips as he passed the stable boy who stared at him with wide, brown eyes.

The stable boy was the last servant of his father's keep that saw Uthcú as he quickly mounted. Uthcú rode the lad down as he cleared the stable and burst through the open gates to the road beyond. Later that evening, Uthcú cursed his poor luck at having what was rightfully his, unjustly taken from him. He had lost his holdings and his heritage because of a lesser that had failed to know his place. As Uthcú sat hunched against the chill air of the Dúsherran night, he vowed that in the future he would deal with those that opposed him before they could cause him concern. And though one kingdom was lost, he would surely have another. He was after all, Uthcú. A smile touched his face as he looked north.

UTHCÚ

Lvl: 12 Hits: 120 PP: — AT Pl/17 (-30)

Race: Black Númenórean.

Profession: Fighter (Tactician).

Home: Ny Chennacatt.

MERP Stats: Co 90, Ag 90, Ig 94, St 90, Pr 103, It 79.

RM Stats: Co 90, SD 89, Ag 90, Me 89, Re 98, St 90, Qu 82, Pr 103, In 79, Em 55.

Appearance 93.

Skills: IHE 115(kynac); Bow 80; Climb 40; Swim 50; Ride 55; Ambush rank 11; Stalk/Hide 70; Perception 55; Public Speaking 65; Interrogation 75; Tactics 69.

PRINCIPAL ITEMS:

Double curved bow — +20; with arrows of serpent-strike. Any crit does additional damage as attack by adder venom (10 lvl).

Kynac — +15; wielder may use full ambush level when attacking foe that is wearing AT RL/12 or less.

SPECIAL POWERS

Uthcú is a natural Mentalist. He has an innate ability to sway a listener. When Uthcú uses Public Speaking or Interrogation skills, the subject must make a resistance roll at -20 against Suggestion (Base Mentalist List).

After T.A. 1641, Uthcú wears a lesser ring of power (see Tartas Izain, Principal Items).

WYATAN

Born into the family of a Númenórean sea captain in Ciryatandor S.A. 1899, Wyatan was destined, with his older brothers Barlund and Shalon, to follow his father's footsteps and achieve a station of merit in the Númenórean navy. Wyatan's dreams were shattered at an early age when his peers discovered with glee that Wyatan lacked a stomach for the sea, becoming sick each time he set foot on the deck of a vessel. Belittled by his siblings and young friends, Wyatan turned his back on any thoughts of the sea and instead turned to books and the attainment of knowledge as his goal.

Education proved to be a short respite from the taunts of his brothers and their friends. Walking alone along the overhanging cliffs of what he believed to be a deserted cove, Wyatan emerged from the rocks and discovered his brothers and several other youngsters playing "war fleet" in small wooden tenders. His brothers were madly rowing their small craft in pursuit of another boy's boat with a green silk handkerchief tied to it — signifying a merchant vessel. Barlund noticed Wyatan above them on the cliff and stopped rowing to call to his younger brother.

"Come down and join us, sick-belly," he taunted.

Wyatan screamed back at them in fury, and then reached for a rock near his feet. Unlike the other boys, Wyatan had somehow missed the awkward stage of

life that most lads go through, and seemed to possess an unnatural amount of agility at birth. It had saved him many times in fights with his brothers and their friends. He now turned his talent to new uses, and hurled the rock out over the water toward his brothers' boat. Barlund called a warning to Shalon, who ducked in time to avoid being hit in the head, but the rock connected solidly with the thin bottom of the tender and holed it.

Wyatan howled in delight at the brief water spout erupting from the bottom of the boat and then smiled, thinking "so this is what success feels like." He quickly turned and ran for home as his brothers rowed the swamped boat to shore.

Rather than come to his aid, his father let his older brothers beat Wyatan to near unconsciousness after he had heard the story. "You had it coming," his father sternly admonished him. "A boat is life, and more important than any woman or gold. And any vessel, no matter how large or small, is worth more than you." His father turned his back on him and then said over his shoulder, "Think on it. I don't want to see your face until you understand the facts of life."

Wyatan turned, arms wrapped around his sides to cradle several broken ribs and limped out of the house. "Then you shall wait for eternity," he muttered at his father, "for nothing is more important than I."

Wyatan caught passage to the mainland and made his home in the streets and alleys of Marath Carnadúnë, begging food and shelter where he could find it. He finally discovered lodging in the stables of Las'shin the handler. The owner discovered that the horses seemed instantly to take to the boy, and instead of beating Wyatan when he caught him stealing grain out of the horse's feed bags to feed himself, he just shook his head in disbelief as the boy froze with his hand halfway down the feed bag of the stables wildest stallion. "He should have kicked you to death by now," said Las'shin, watching the boy. "Hmmm....," he went on, rubbing his chin, "since he hasn't, then I suppose I won't either. Would you like a job?"

Wyatan the stable boy quickly formed a respectful liking for Las'shin, a quiet brooding man that judged everyone in the world on the perfection displayed in his completed tasks. Las'shin weighed warriors, bakers, dancers, and others such as stable boys by the same standards. If the end results were shoddy, the activity wasn't worth the time or effort. If the result was near perfect, the activity was good, be it killing, cooking, or shoveling dung.

Six months after moving into the stables, Las'shin announced that Wyatan was being promoted to stable hand and gave him a tiny room in the back of the stables. He also began instructing him in weapon use to help guard the stable against thieves when Las'shin was away on buying trips. Wyatan's natural agility was quickly put to use in learning the faranj. He proved to be ambidextrous, and Las'shin insisted that Wyatan learn the use of the weapon in either hand.

During one of Las'shin's brief absences from the stables, Wyatan apprehended two younger boys attempting to steal a horse. Brandishing his faranj, Wyatan demanded that the boys convince him why he shouldn't kill them instantly. One of the boys quickly pulled a few copper pieces from his pocket and offered them to Wyatan, answering, "because we'll pay you."

"Yes you will," said Wyatan, "but you'll pay me more." He made the boys swear to return a week later with more coins, and then let them go. After a week had passed without seeing them, Wyatan spent an entire night tracking them down through the alleys of Marath Carnadúnë. Once again confronting them with his faranj, he demanded his due.

"We don't have it," the oldest boy replied. "We tried but couldn't steal enough fruits from the merchants to sell. Please don't kill us" he pleaded.

"Shoddy work" replied Wyatan, then falling silent for a moment and brooding. "And how is it that you steal from the merchants?" he asked.

The boys explained their attempts and Wyatan shook his head in disgust. He quickly knelt in the dirt



WYATAN

Lvl: 20 Hits:120 PP: — AT Ch/16 (-45)

Race: Black Númenórean.

Profession: Fighter (Engineer).

Home: Ny Chennacatt.

MERP Stats: Co 100, Ag 103, Ig 89, St 85, Pr 99, It 97.

RM Stats: Co 100, SD 75, Ag 103, Me 91, Re 87, St 85, Qu 89, Pr 99, In 63, Em 97.

Appearance: 73.

Skills: IHE 140; Climb 51; Swim 45; Ride 90; Disarm Traps 85; Locks 35; Acrobatics 75; Stalk/Hide 25; Perception 55; Public Speaking 65; Tactics 70; Engineering 80.

PRINCIPAL ITEMS

Paired Faranj — +20; on critical strikes, either faranj does additional damage as "Wound of Unheal." A "Wound of Unheal" may only be successfully treated by a Cleric. The Cleric must make a resistance roll against a 10th level curse. If the resistance roll fails, the cleric takes on the wound. A "Wound of Unheal" is -50 against all spells on the *Blood Law* or *Blood Ways* lists.

Knee Boots — wearer can walk on any surface as if possessing no weight.

SPECIAL POWERS

Known amongst the armies of the Storm King as "Akhôrahil's Razor," Wyatan can wield a faranj in either hand while controlling his horse with only his legs and knees. Wyatan is ambidextrous and may make two +140 attacks per round. He is a natural horseman: + 20 OB to any attacks made from horseback



and began drawing diagrams of the streets and merchant's stalls in the dust. "Do it like this" he said, pointing at the diagram. "And you, you start a commotion at this stall here," he went on, nodding at the younger of the two. "Do it like I tell you and bring me money before another week is out, or I will kill you."

Six days later, Wyatan pocketed a handful of coppers and agreed to meet the boys on the following night. When he arrived at the designated spot behind a burned down tannery, five boys instead of two faced him.

"They want in," said the youngest of the original two.

Wyatan smiled in the moonlight and then quickly began sketching in the dirt. "Alright" he agreed. "You're raider team one," indicating the younger brother and two of the newcomers. "You're raider team two," he went on, pointing at the remaining two boys. "Now here's what you do . . ."

Wyatan's raiders grew in size to a group of twenty-three ruffians and street waifs that combed the back alleys and merchant stalls following Wyatan's carefully laid down plans. Wyatan left his job at the stables at the age of eighteen when he had enough funds to bribe his way into the town engineers as an inspector and tax collector. From that position it was only a short step to the town guard, and from there to the palace guard in a time of internal strife as Akhōrahil fought for his father's throne.

On the day that Ciryamir took his own life and Akhōrahil proclaimed himself Storm King, the commander of the palace guard, distraught over his liege's death, foolishly drew his weapon and threatened Akhōrahil as he stepped from his private quarters. Before the Storm King could react, Wyatan, who was on duty, drew his weapons and struck down the commander in a single, fluid move. Wyatan then whirled to face his fellow guard, and with the point of a faranj to the other's throat, commanded "Bow. Our lord is present."

Akhōrahil slowly turned his blind eyes toward Wyatan, and whispered in a deadly voice, "Kill him now."

Wyatan sheathed his blade after another bloody stroke. His breath caught in

his throat as the voice of the Storm King grated along his spine like a steel brush. "You are the commander here. . . now."

Wyatan felt a new power wash through him as he bowed deeply to his new liege and smiled.

Wyatan proceeded to become the Blind Sorcerer's most favored follower. A tactical genius, Wyatan proved repeatedly that he was a perfect choice for the leader of the Ciryatandorian forces. Akhōrahil was hard pressed to keep Wyatan for his own as news of his exploits reached the ears of the Witch-king and the Dark Lord.

5.0 THE FORTRESS

Ny Chennacatt lies between the Tûr Betark (Ta. "Yellow Mountains"), Sîrayn (principally the province of Chennacatt), and the western extent of the Erim Pôa (south-eastern Far Harad). Thus, it commands a very strategic position in southern Middle-earth. The territories surrounding the Fortress also help in the general defense of the demesne. Each area will be discussed below separately.

The province of Chennacatt occupies a plateau that stretches northeast of the Nazgûl's citadel. The terrain is very flat and extends from the Tûr Betark north to the Sîresha River and east to the Bru Isra. The only feature breaking the expanse is the eastern tributary of the upper Sîresha. The east branch of the river forms a magnificent gorge that cuts south from the city of Tartaust. Passing the fortress of Fhûl, the river valley provides a passage through the Yellow Mountains (a trade road called the Yól Sari follows the river).

The west branch of the river (called the Chenna by the locals) divides the Chennacatt plateau from a local northwestern spur of the Tûr Betark. The land forms an elongated, shallow bowl through which the tributary runs. The stark shapes of monoliths and buttes dominate the valley. These foreboding structures appear to stand as sentinels along the road to Ny Chennacatt. Even the mightiest warrior feels insignificant in comparison to these daunting sentries of time.

Just south of the city of Tartaust foam the Skára Riskal (Ta. "Wraith's Teeth"), a set of rapids that inhibits any water passage up or down river. Farther south from this spot is the ruined city of Chennacatt. It is above these crumbling walls and moss-eaten foundations that Wyatan built Ny Chennacatt in a mountain peak. The river originates south of this point, and very near its headwaters is a high pass that leads down into Dúshera to the south.

The peaks of the Tûr Betark rise some 10,000 feet, with the peak of Ny Chennacatt reaching nearly 8,000 feet. Generally, the local mountains are similar to the rest of the range. Quartz, feldspar, and mica are the predominant minerals in these ancient volcanic crags. Their composition causes the summits to appear to glow in the dawn light. Sedimentary and metamorphic rocks may also be found in the northern and southern foothills of the Tûr Betark. Marble, slate, and gneiss form the boundaries between the volcanic and sedimentary layers. Spectacular colors may be seen where the rock faces are exposed. Gradation in color from the mountains, north to the desert, is caused by a change in the mineral content of the bedrock from feldspar and yellow iron oxide to red iron oxide.

The Tûr Betark, by far, has the coldest climate in Sîrayn. Warm moist air from the South rises quickly and drops rain on these lofty peaks. Rainfall averages 75 to 100 inches a year on the southern slopes, but only averages 20 inches a year at best in the area surrounding Ny Chennacatt. Snow has been rumored to fall in every month on the highest peaks. The climate of the Tûr

Betark is a welcome change from that of the desert. Temperatures in the upper vales will rarely go above 70 degrees in the summer. However, in the winter they seldom are above freezing. During especially cold years, ice may form on still water even during the summer months. The area surrounding Ny Chennacatt is especially cold and foreboding. Chill mists hang in the valley above the upper Sîresha, and clouds seem to congregate over the peak.

Ny Chennacatt spans an entire mountain peak. Numerous terraces linked by stairs and archways run between eery pillars cut by millennia of wind and rain. Mammoth archways in the cliffs separate the terraces and provide access to the inner halls and passages. Some halls open out into the chimneys between the rock walls. Above the cacophony of natural pillars, archways and terraces rise an array of lofty towers. Comprising all shapes and sizes — square, round, rectangular, crenelated, domed, pitch-roofed, leaning — these towers sprout from all faces of the cliffs and terraces of the peak. The crest of the peak itself has been hollowed out and is carved in the form of a dragon's head. This edifice, combined with the reddish color of the rock, proves a very eerie site. For this is where Akhōrahil, the Storm King, makes his home when staying at the demesne.

THE MINES

Ny Chennacatt is built on the ruins of the Chennacatt mines. The mines were opened in S.A. 1210 by a group of Haradan prospectors. The valley was originally quarried for its marble, but later (S.A. 1213), upon exploration of natural caverns below the cliff face, rich deposits of gold and silver were found and mining began in the mountain.

During the next 615 years (until S.A. 1828) the Chennacatt mines flourished. Mining ended when the veins began to run dry, and the operation was no longer profitable. In all, five levels of tunnels were constructed. One at the entrance level, and four below.

NARIA

Early in the mining of the mountain, Naria (S. "Fiery Abyss") was discovered. A volcanic cavern, it measured nearly 1200 ft. long, 400 ft. wide, and stretched from the mountain's roots to its peak. The shaft was dubbed Naria, and proved a blessing to the miners. A road was carved into its edge, spiraling up and down, giving easy access to the many levels of the mine. Naria was also used as a depository for all the tailings produced. At the bottom of the Pit bubbles molten lava, warming the mines, and casting a dim red illumination upon the road traversing it. From its initial construction to the closing of the mines, travelers have inevitably referred to it as "The Red Way."

Later, when the the Nazgûl claimed the area, Naria was reshaped to reflect Akhōrahil's pride in the number five and used again as a central corridor.





CONSTRUCTION UNDER WYATAN

The mines were an ideal site for a fortress. Built inside a mountain, the citadel is extremely defensible, and the miner's road down off of the mountain is ideal for troop movement. The foundations of the stronghold were erected under the direction of Wyatan in S.A. 1938 - 2100.

In building Ny Chennacatt on the ruins of the mines, the general utilized the existing warrens as a basis for the fortress. It was designed to house up to 22,000 human and 10,000 Orc troops at a time and included the huge warehouses of food (up to 1 year with maximum capacity, much longer under normal conditions) necessary for the maintenance of the host.

Wyatan converted all five levels of the mine into barracks, mess halls, store rooms, training caverns, officers' quarters, and the other essentials required by an army. He also constructed several small levels above the existing mines and raised the first towers on the cliff face.

CONSTRUCTION UNDER AKHÔRAHIL

When construction began again on Ny Chennacatt in T.A. 1051, Akhôrahil was at the reins. He assembled a large group of engineers and laborers, and further riddled the mountain with tunnels. He ordered towers to be randomly constructed over the cliff face, had levels built for no particular purpose other than the enlargement of his own prestige, and commanded the peak of the mountain to be shaped into the likeness of a dragon's head. His personal quarters were housed within.

5.1 INNER WORKINGS OF THE FORTRESS

Given the immensity of the stronghold, the need for water, fresh air and light had to be addressed. In Wyatan's wisdom, these factors were not dismissed.

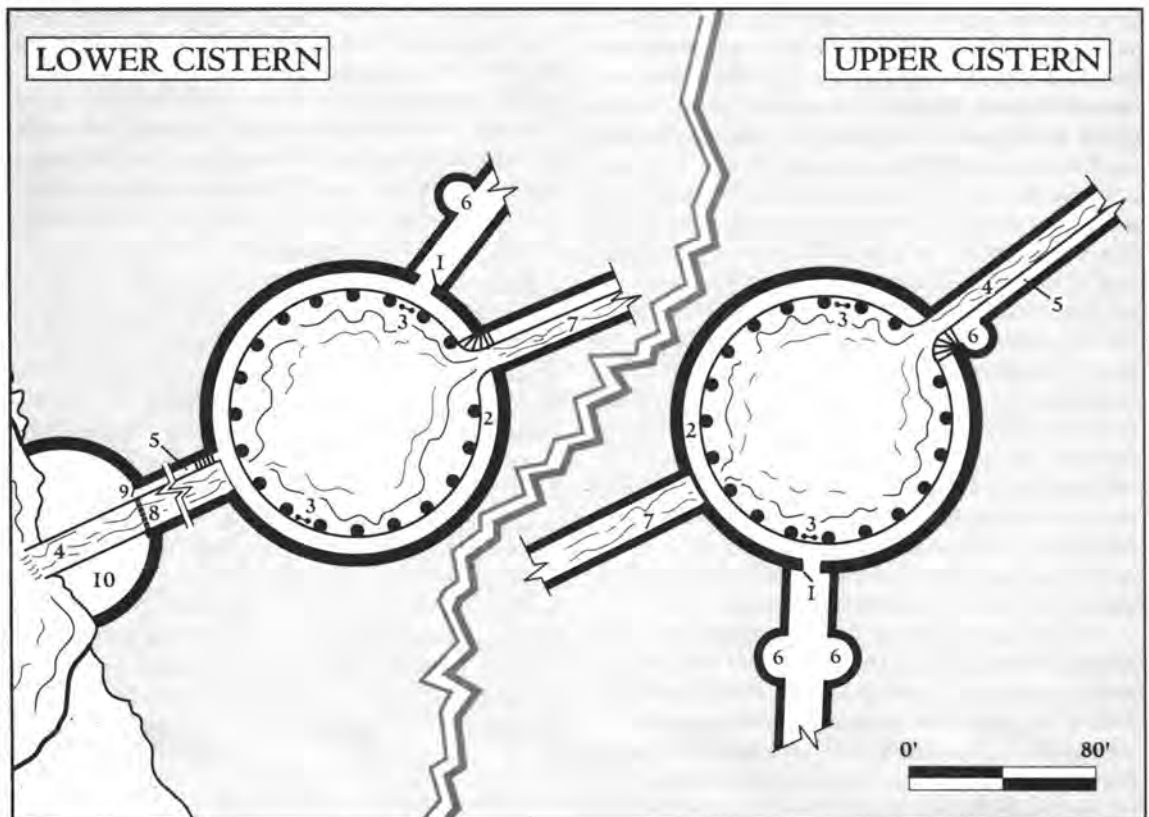
5.11 WATER

Little precipitation falls in the middle reaches of the Tûr Betark, making water supplies for an army a crucial concern. Wyatan surmounted this challenge by supervising the construction of a mighty aqueduct from the headwaters of the Chenna River, some 10 miles south and 2,000 feet above the elevation of Ny Chennacatt's summit. A large cistern located on the Sixth Tier of the citadel collects the piped water for distribution throughout the stronghold. Another cistern was built on the Second Abyss to catch the waste water which then channeled back out to the Chenna river below the falls.

UPPER CISTERN

This cistern is 100 feet in diameter and 50 feet deep. Numerous pipes located below the water line carry the liquid to the residences, quarters, barracks, and kitchens of the citadel where spigots further regulate its flow.

1. Entrance. This door is locked and trapped. The lock on it is Hard (-20) to pick. The trap is Hard (-20) to detect, and Hard (-25) to disarm. It is composed of a deadfall that will crush anyone within 15 feet of the door. Any PC hit by the deadfall should take 1D6 E Crush criticals.



2. **Catwalk.** This narrow walkway goes around the top of the cistern.
3. **Ladder.** The ladder extends to the bottom of the cistern.
4. **Water Channel.** The water flows in an aqueduct from the Chenna River and passes into a channel on the upper slopes of the mountain that is Ny Chennacatt. Embedded in the walls of the channel, spikes of many different lengths are angled upstream and will impale anything (or anyone) floating towards the cistern.
5. **Walkway.** This walkway follows the channel to the point where it joins the aqueduct. It has many traps, which are Sheer Folly for anyone unfamiliar with their placement. The traps include: dart traps, deadfalls, pit traps, and traps that will deposit an intruder into the channel to be impaled upon the spikes.
6. **Guard Nook.** One to four guards are typically stationed here.
7. **Overflow Channel.** When the cistern grows too full, the water follows this channel down to the lower cistern. The water exits the cistern through an opening immediately below the catwalk.

LOWER CISTERN

Resembling the upper cistern, the lower is also 100 feet in diameter and 50 feet deep. Overflow from the citadel is stored here. It is only used in the case of drought, or other problems with the upper cistern.

1. **Entrance.** This door is locked and trapped. The lock on it is Hard (-20) to pick. The trap is Hard (-20) to detect, and Hard (-25) to disarm. As in the upper cistern, a deadfall trap is used to guard the entrance. The impact area covers 15 feet in front of the door. Anyone hit by the deadfall receives ID6 E Crush criticals.

2. **Catwalk.** This narrow walkway goes around the top of the cistern.

3. **Ladder.** The ladder extends to the bottom of the cistern.

4. **Water Channel.** Water exits here into the Chenna River. The channel has spikes in it of many different lengths. They are angled upstream to impale anything floating down the channel from the cistern.

5. **Walkway.** This walkway follows the channel down to the Chenna River. Many traps along its length help to guard against intruders. The traps are similar to the ones found at the upper cistern.

6. **Guard Nook.** One to four guards are typically on duty.

7. **Water Channel.** Water from the citadel enters the cistern at this point.

8. **Grate.** A large grate spans the channel. Spikes protrude from the grate both upstream and down.

9. **Exit.** This door is locked and trapped. The lock on it is Hard (-20) to pick. The trap is Hard (-20) to detect, and Hard (-25) to disarm.

10. **Cavern.** This is a natural cavern behind the water fall. A channel is cut through the middle of the chamber to allow the water from the citadel to join the waters of the fall.

5.12 SEWAGE AND WASTE DISPOSAL

Waste disposal for the fortress consists of routing the waste into Naria. Small shafts extend diagonally from the hundreds of privies and garbage pits to open on the central chasm of Ny Chennacatt. At the bottom of the shafts, chutes cantilever out over the Pit to avoid the showering of wastes upon the grand stairs circling the perimeter of Naria.

5.13 VENTILATION

More narrow shafts cut diagonally up from the inner halls and corridors to the surface of the peak. These carry smoke and other vapors to the outside or bring fresher air back. Feeder shafts from Naria heat the fouled air in the emission shafts, causing it to rise upward and out. Other shafts, often cooled by ice quarried on the stronghold's peak, channel fresh air in. The shafts are small (1' X 3') and barred on each end to prevent clandestine entry into the fortress.

5.14 HEATING

The fortress is unnaturally warm because of the lava at the bottom of Naria. Thus, fire pits, hearths, and braziers, along with the smoke they create, are absent from most chambers in Ny Chennacatt. Only a few of the outermost halls require heating, and only then in the dead of winter.

5.15 LIGHTING

Lighting is provided primarily by torches. Sconces line the walls of all tunnels, and are placed in all rooms. Braziers are used to illuminate the larger areas. Rooms close to the exterior are naturally lit by shafts or "light wells" from the outside. Of course, the dim glow from the lava at Naria's base augments the torchlight in the central chasm.

5.16 THE ELEVATOR

In addition to the grand stair winding around the sides of Naria, a mechanical device — an elevator — gives access to the numerous Tiers and Abysses of Ny Chennacatt.

The elevator works with a variable weight counterbalance. The counterbalance is controlled by filling it with different quantities of water from the upper cistern. Water emptied from the counterbalance is deposited via a channel into the lower cistern.

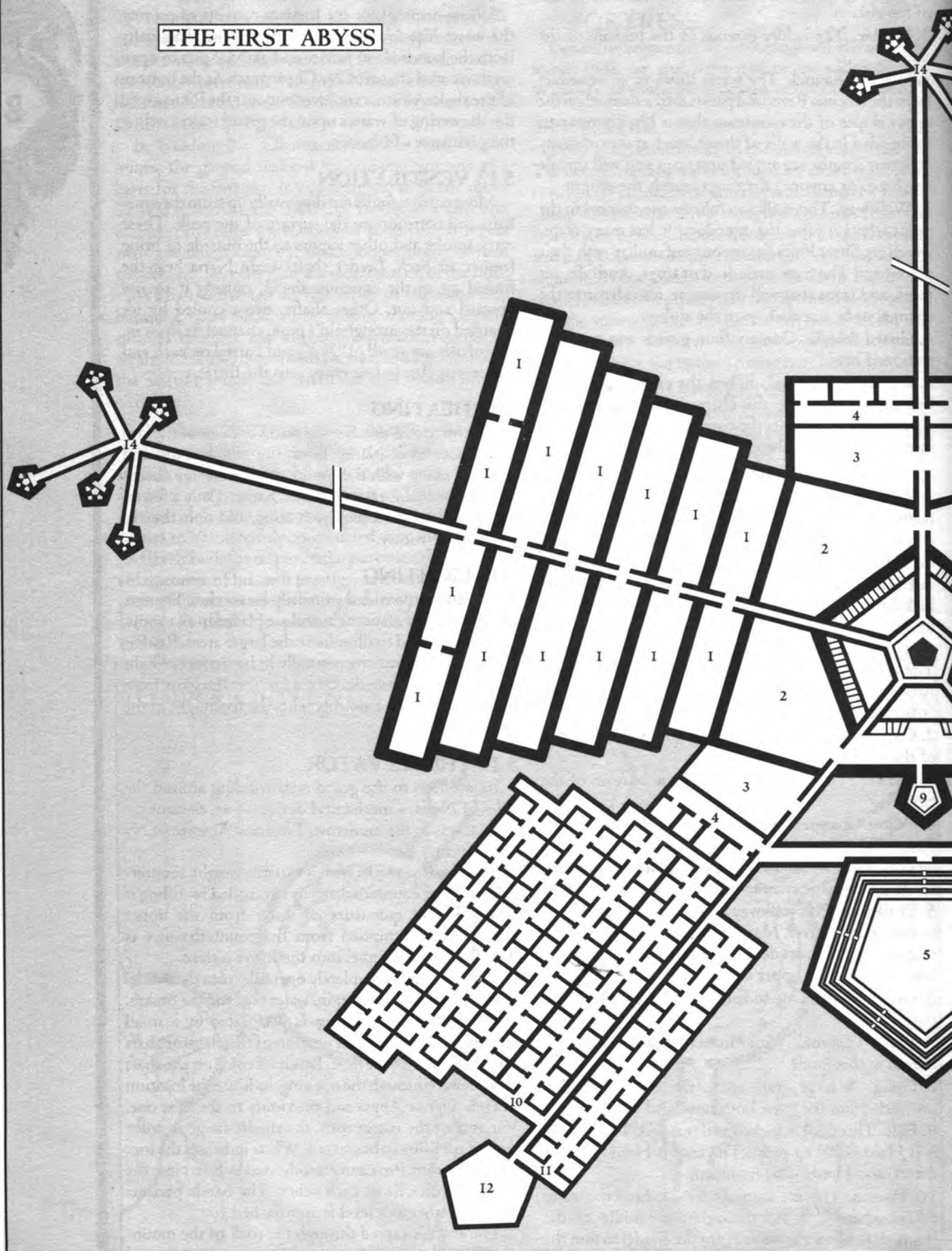
The elevator is completely operable from the inside. There are levers for water in, water out, and the brakes.

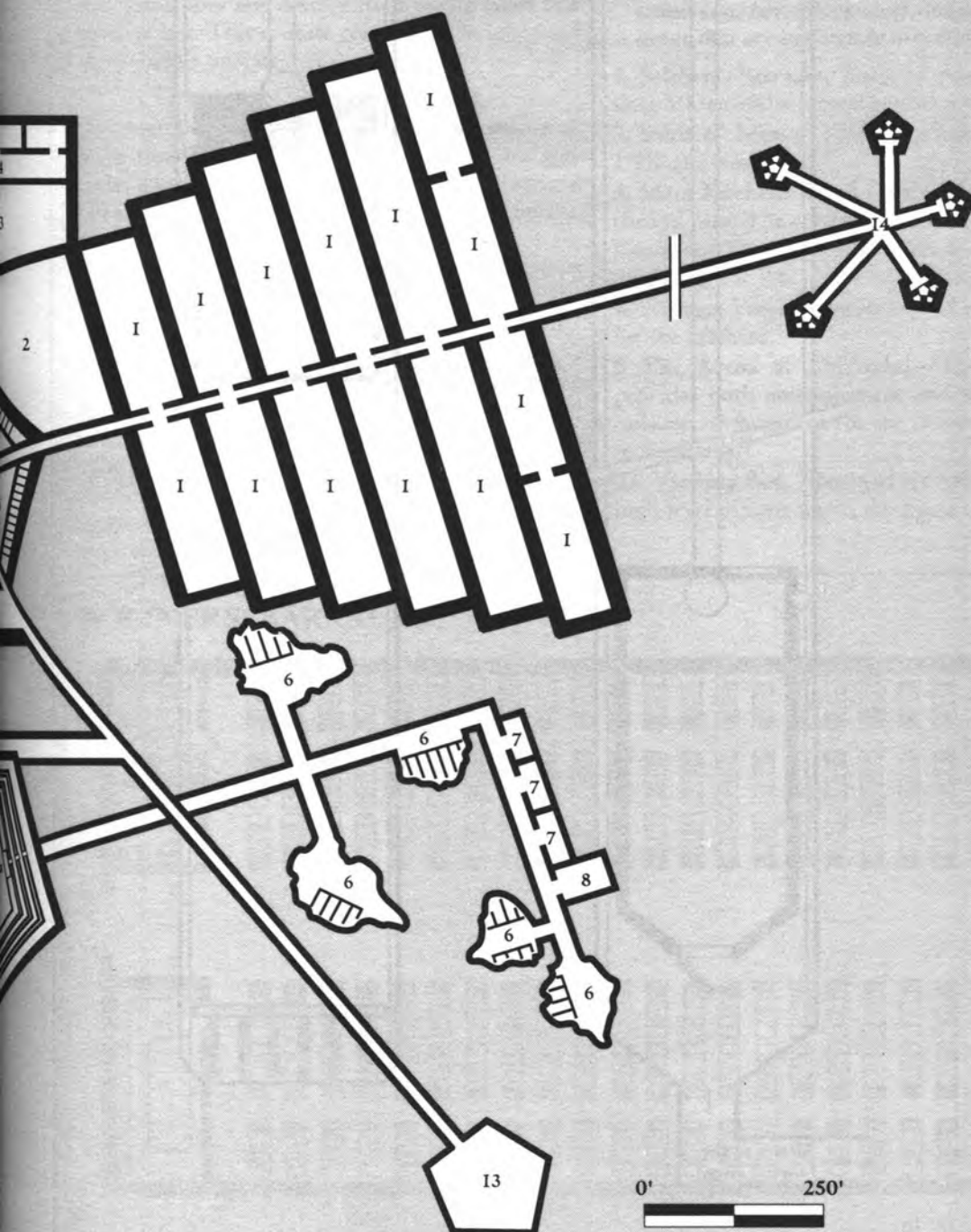
One wall of the elevator is perforated by a small rectangular hole. A small portion of the elevator shaft is visible through the hole. Bands of color on the shaft wall, viewed through the opening, indicate the location of each Tier or Abyss and proximity to the next one. Variants of the native rock, the shades range in color from stark white to bright red. White indicates the top, red the bottom. Proximity is indicated by how close the bands of color lie to each other. The bands become closer together as a level is approached.

The shaft is carved through the rock of the mountain. The elevator and counter balance are constructed



THE FIRST ABYSS



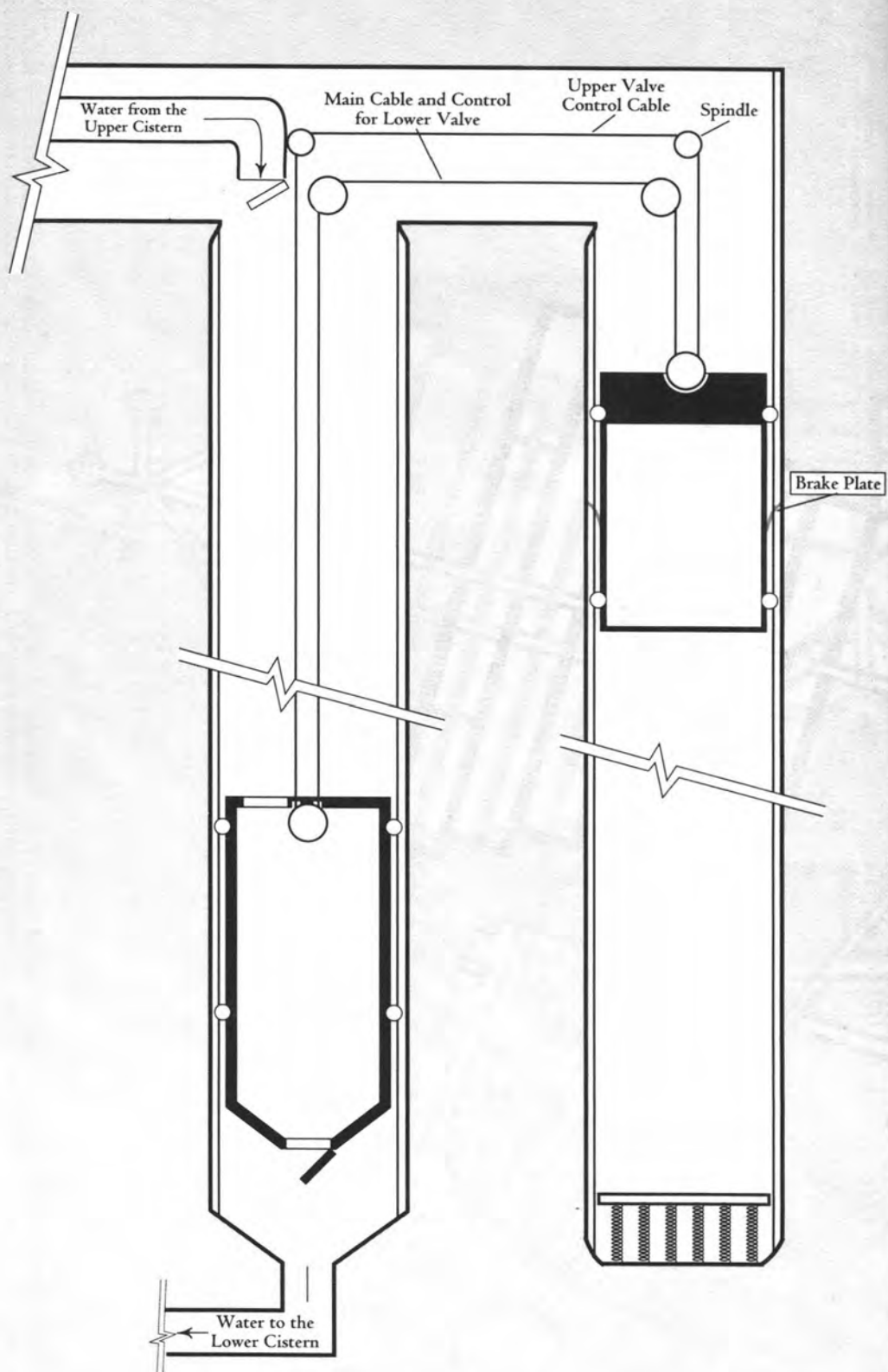


THE FIRST ABYSS

- 1. Soldiers' Barracks
 - 2. Soldiers' Mess
 - 3. Main Kitchen
 - 4. Storage
 - 5. The Arena of Akhōrahil
 - 5a. Viewing Box
 - 6. Animal Cages
 - 7. Storage
 - 8. Quarters
 - 9. Elevator
 - 10. Officers' Quarters
 - 11. Senior Officer's Quarters
 - 12. Officer's Mess
 - 13. The Nazgûl's Receiving Room.
 - 14. Stairways
 - 15. Naria
- See page 33 for complete area descriptions.



THE ELEVATOR



from iron. Iron rails in the shaft are used to guide the elevator. Eight wheels keep the elevator on track.

The brakes are steel pads that press out against metal plates set into the surface of the walls of the shaft. The brake is manually operated like the brakes on a wagon. Great strength is required to effectively operate the lever (St 99+). Howling like demons when activated, the sound of the brakes may be heard throughout the fortress.

Operation of the elevator is a learned skill. The fortress has a small group of people trained as operators. The elevator is usually manned by an operator with a skill of 80 or greater.

There are springs at the bottom of the shaft so that the elevator does not destroy itself in the event that control is lost. This is quite common if an untrained person tries to operate it.

OPERATION OF THE ELEVATOR

Successful operation of the elevator is a matter of precise timing and practice. The controls are very simple. The first lever controls water in, the second controls water out, and the third controls the brakes. Using the elevator is a Very Hard maneuver if the operator understands the controls; if not, it is an Absurd maneuver.

The stat modifiers for this maneuver are (In/Re/Ig/St). If the maneuver is failed by more than 50 points, the elevator is out of control, and will not stop until it reaches either the top or the bottom. Damage delivered when the elevator stops are two +75 attacks on the Fall/Crush Attack Table (See ICE's *Arms Law & Claw Law*). A failure of less than 50 means that the elevator is stopped between levels, and the maneuver can be tried again.

5.2 THE LOWER HALLS

The lower halls of Ny Chennacatt are referred to collectively as the Abyss or singularly as the First Abyss, Second Abyss, etc. All are finished in cut stone, with strange patches of brick-work scattered throughout (the brick-work is where original mining tunnels have been blocked off). Ceilings are 15 feet high, and all doors iron unless otherwise stated.

5.21 THE FIRST ABYSS

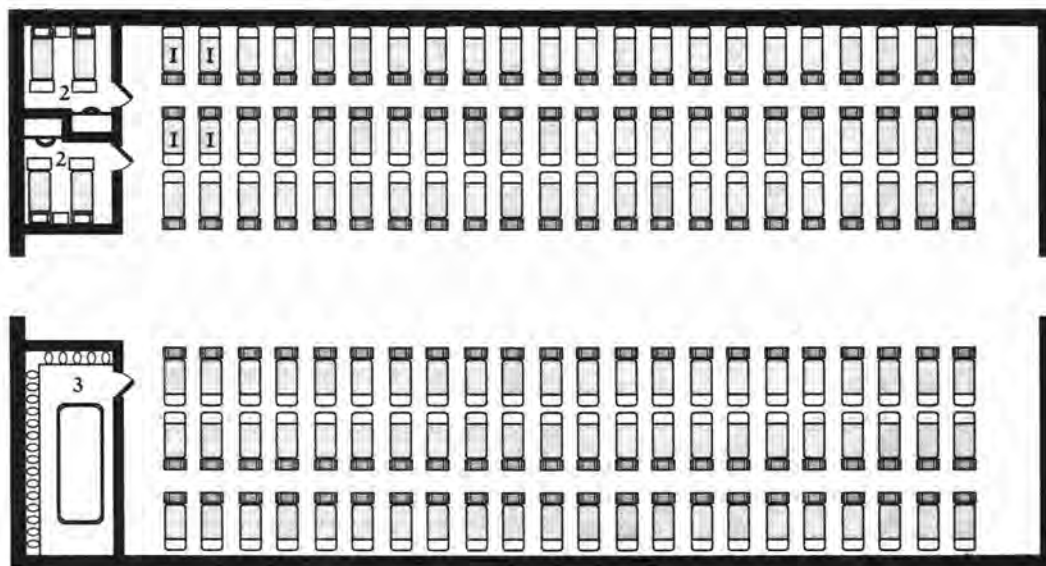
This level of the fortress houses the main body of the human army.

Note: *Most of the empty areas on the floorplans are riddled with mining tunnels. All access to the tunnels has been blocked off, and only the mining areas that are accessible are shown.*

1. **Soldiers' Barracks.** Each of these chambers can sleep 500 to 600 soldiers. (See below for more details.)
 2. **Soldiers' Mess.** These three halls can seat up to 1000 at a time.
 3. **Main Kitchens.** Food for this Tier's occupants is cooked here. The cooking fires vent their smoke into Naria, and there are also chutes for the disposal of waste into the Pit.
 4. **Storage.** These rooms store food and other supplies for the kitchens.
 5. **The Arena of Akhōrahil.** Gladiatorial combat provides both entertainment and the possibility of military advancement for the troops. (See below for more details.)
- 5a. **Viewing Box.** This is where Akhōrahil and other high-level officers watch the fights.



SOLDIERS' BARRACKS



0' 5' 25'



6. **Animal Cages.** Natural caverns and old mining areas are utilized for the caging of animals used to fight in the Arena of Akhōrahil. The cages are constructed from iron bars and have simple locks (+10 to pick).
7. **Storage.** Food and supplies for the animals.
8. **Quarters.** These are the living quarters of the animal keepers.
9. **Elevator.** Provides access to the Tiers and the Abyss.
10. **Officers' Quarters.** Each nicely furnished suite sleeps two. (See below for more details.)

pillar plunges through all five Abysses and thrusts through all nine Tiers. Its topmost surface bears the Nazgûl's throne.

SOLDIERS' BARRACKS

Ny Chennacatt is filled with large barracks to hold the troops while they are stationed at the fortress. Each cavernous hall houses from 300 to 600 soldiers each, depending on the size.

1. Soldier's Bunks. These bunk beds are stacked two high. At the end of each set of beds is a tall cabinet for the storage of the soldiers' possessions.

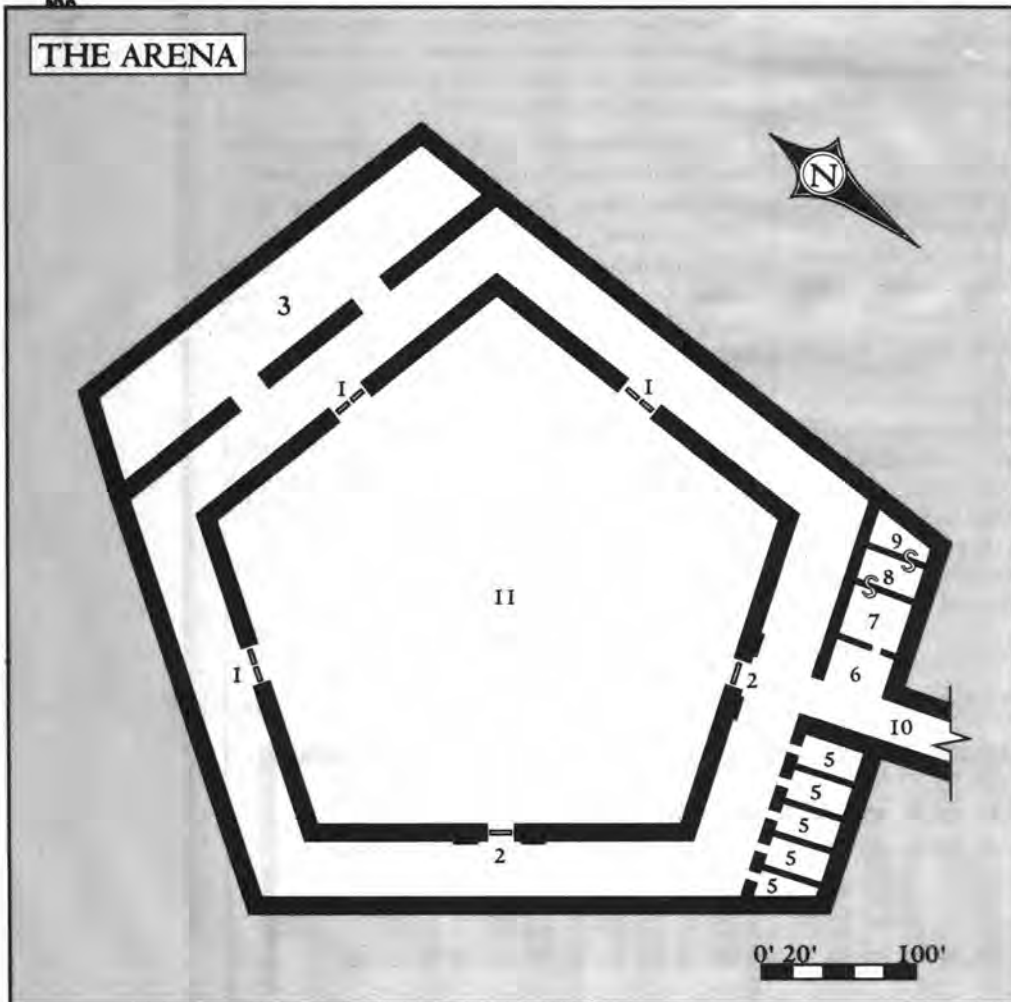
2. Sergeants' Quarters. These rooms house the officers in charge of the barracks. There are two beds, each with a large trunk at the foot of it for storage of possessions. A small desk and chair occupies a side nook.

3. Latrine. Covered privy pits line the walls. In the middle of the room is a large pool of water. A pipe coming down from the ceiling supplies the pool with water, and the water slowly drains out the bottom of the pool, providing reasonably fresh water at all times.

THE ARENA OF AKHÔRAHIL

The arena was designed by Akhōrahil and built under the direction of Wyatan. Its original purpose was for the testing and entertainment of the troops in the fortress.

The arena was originally a natural cavern. Considerable excavation extended it to form the fighting stage and spectator's seats. It can seat 3000 to 4000 spectators, and is the center of social life in the fortress for off duty troops. When the arena is not being used for tests or challenges, it



11. Senior Officer's Quarters. Each richly furnished suite accommodates one. (See below for more details.)

12. Officer's Mess.

13. The Nazgûl's Receiving Room. Akhōrahil entertains his officers here during breaks between the matches in the arena.

14. Stairways. Each of these pentagonal shafts connects the Abyss of Ny Chennacatt to a pentagonal tower rising from the slopes of the mountain above.

15. Naria. Five bridges span the chasm, joining the major corridors of the First Abyss to a catwalk encircling a central pillar. Carved of blood-red stone, the

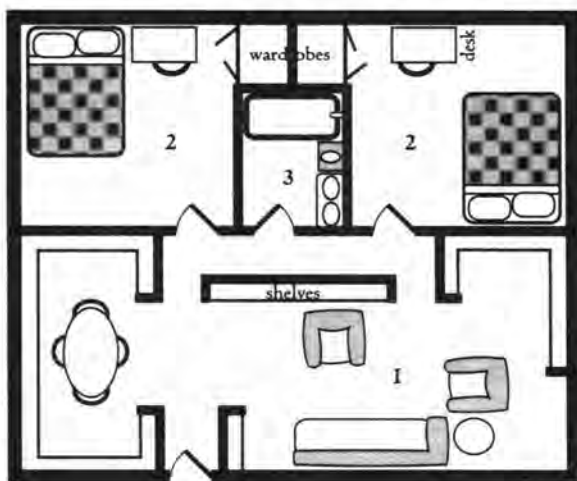
is utilized for sparring and drilling.

The arena was constructed in the shape of a pentagon; one of the points upon which Akhōrahil insisted for arcane reasons. It is 350 feet across from side to side and the ceiling rises to a point 125 feet above the floor. Around the edge of the arena are tiered bleachers carved from stone. Twenty-five feet below the bottom of the bleachers is the fighting pit where combat takes place.

1. Human Entrances. Mannish combatants enter the arena through these doors. Heavy winches operate their opening and closing.

OFFICERS' QUARTERS

0' 2' 10'



2. Animal Entrances. Animal combatants enter the arena through separate doors. They are moved directly to the doors from their housing area in rolling cages.

3. Human Waiting Area. Mannish combatants wait here for their fight. Benches and racks for weapons and equipment fill the room.

4. Animal Waiting Area. The rolling cages of the animals scheduled to fight rest here immediately prior to their matches.

5. Store Rooms. Hold shovels and other tools used for the maintenance of the arena.

6. Guard Nook. Five guards are stationed here.

7. Office. This is the office of the Arena Master.

8. Vault. There is a secret door leading to this vault; it is Hard (-10) to find and has a poison needle trap on the lock which is Hard (-10) to disarm. The lock is Hard (-10) to pick. This vault contains the less valuable prizes that victorious arena contestants win. They include high quality weapons (+5 OB) and a small amount of money (10-100 sp per winner).

9. Secondary Vault. There is a secret door leading to this vault. It is Very Hard (-20) to find and has a poison needle trap on the lock which is Extremely Hard (-30) to disarm. The lock is Very Hard (-20) to pick. The vault contains the more valuable prizes that victorious contestants can win. They include high quality weapons, some magic weapons (+10 OB), armor, and a large amount of money (10-100 gp per winner) and gems (worth 50-150 gp each).

10. Ramp. Connects the arena fighting pit to the animal cages and the keepers' quarters. A flight of stairs gives access from the

ramp to the corridor of the First Abyss under which the ramp passes.

11. Fighting Pit. The gladiatorial combats take place here.

OFFICERS' QUARTERS

These quarters are designed to house two officers each. Each officer has a separate bedroom.

1. Living Area. A divan and two over-stuffed chairs occupy the room. There are book shelves on several of the walls. Ornate rugs cover the floor.

2. Bedroom. A large bed, two cabinets, and desk and chair provide a modicum of comfort for each officer.

3. Bathroom. Toilet and pool with running water.

SENIOR OFFICERS' QUARTERS

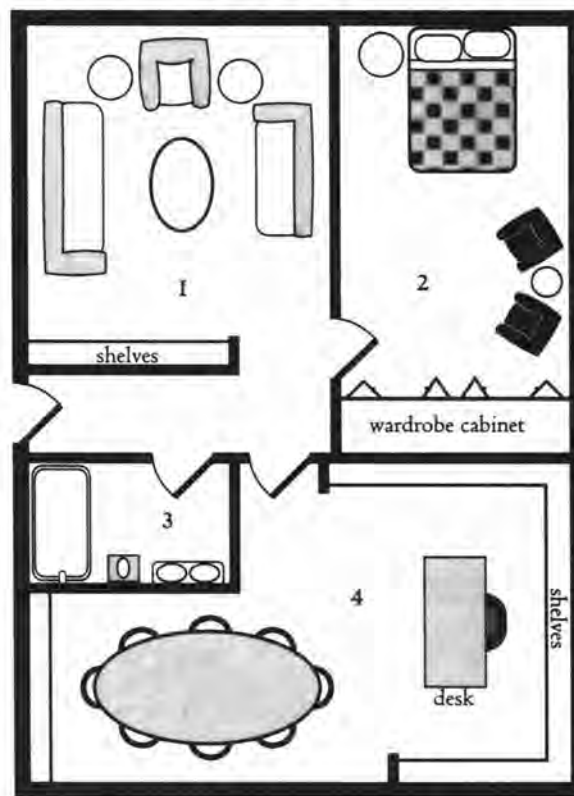
These quarters are designed to house one officer each.

1. Living Area. Sumptuous divans and an oak table are surrounded by fine rugs that cover the floor.

2. Bedroom. A large bed, a wall full of cabinets, and a fine upholstered chair provide sumptuous comfort for senior officers.

3. Bathroom. Toilet and pool with running water.

SENIOR OFFICERS' QUARTERS



0' 2' 10'





4. **Study.** A large oak desk and chair may be used for paperwork. Shelves on the walls are filled with books. Many officers have copies of the works of Wyatan. A large table with oak chairs accommodates meetings.

5.22 THE SECOND ABYSS

The Second Abyss of Ny Chennacatt houses the Orc host.

1. **Orc Warrens.** Natural caverns and old mining areas have been given over to the Orcs for living quarters. The larger caverns have water piped in, producing pools of water for the Orcs to use.

2. **Storage.** Food storage for the Orcs.

3. **Elevator.**

4. **Secret Door.** This door is Hard (-10) to find and has a lock trapped with a poison needle that is Hard (-10) to disarm and Hard (-10) to pick. The door leads to the lower cistern.

5. **Lower Cistern.** Water flowing down through the fortress is caught and stored. Overflow from this cistern is routed back to the Chenna River.

6. **Guard Nook.** Five guards are usually on duty manning the portculli controls. The portculli are normally open. This station is used for guarding the entrance to the active mines located on this Abyss.

7. **Mines.** Some precious metals and gems, and iron ore are extracted from the mines.

8. **Stairways.** Each of these pentagonal shafts connects the Abyss of Ny Chennacatt to a pentagonal tower rising from the slopes of the mountain above.

9. **Naria.** Five bridges span the chasm, joining the major corridors of the Second Abyss to a catwalk encircling the central throne pillar of the Ringwraith.

5.23 THE THIRD ABYSS

The Third Abyss of Ny Chennacatt is comprised of the gigantic warehouse halls that store main supplies for the army and the fortress.

1. **Warehouses.** These large halls possess 25-foot ceilings. Rows upon rows of shelves store every conceivable item the fortress inhabitants might need. The doors have good locks (-25 to pick), that are trapped with poison needles (-25 to detect and disarm).

2. **Guard Rooms.** These rooms house 10 guards each. Controls for the portculli located on each main corridor (at its junction with Naria) are placed in each guard room. Storage security was a high priority with Wyatan. Each section of the warehouse has two levels of security to go through, including passwords and visual ID's.

Both rooms have large bells which will be sounded in the event of an emergency. The ten guard rooms are manned in 12 hour shifts. The shift changes are staggered, one every 3 hours. The changing of the guard requires two passwords and a visual ID. The passwords change every shift and do not repeat.

3. **Naria.** Five bridges span the chasm, joining the major corridors of the Third Abyss to a catwalk encircling the central throne pillar of the Ringwraith.

4. **Elevator.**

5. **Stairways.** Each of these pentagonal shafts connects the Abyss of Ny Chennacatt to a pentagonal tower rising from the slopes of the mountain above.

5.24 THE FOURTH ABYSS

This level of the fortress houses the dungeons and the smithies.

1. **Small Dungeon Cells.** These cells have low ceilings (5 feet) and iron doors with small peek windows. They are intended to hold one prisoner. Each possesses a mat to sleep on, and two buckets, one for water, one for bodily waste. The padlocks on the outside of the cell doors are Very Hard (-20) to pick.

2. **Large Dungeon Cells.** Contents same as above, but built for 5 to 10 people. The ceilings in these rooms are up to 15 feet high. The padlocks securing the doors are Extremely Hard (-30) to pick.

3. **High Security Dungeon Cells.** Especially important prisoners are housed singly in these cells. The rooms are magically warded with kregora. (This metal prevents Channeling, Essence, and Mentalism spells from passing through the walls.) One is the special "drop off" point for magic users that attune to a rare magical item called the Zero Stone. (See Section 6.0 for details on the Zero Stone.) The locks on these cell doors (deadbolts, *not* padlocks!) are Absurd (-75) to pick.

4. **Guard Rooms.** These rooms house 5 guards each. Portculli controls occupy one wall. Dungeon security was a high priority with Wyatan. To reach a dungeon cell there are at least two levels of security to pass through, including passwords and visual ID's. Both rooms have large bells in them which will be sounded in case of an emergency. The guards work 12 hour shifts. The shift changes are staggered, one every 6 hours. The changing of the guard requires two passwords and a visual ID. The passwords change every shift and do not repeat.

5. **Guard Rooms.** This room houses 10 guards, and provides another level of security to prevent reaching the high security cells. The iron doors are kept locked (Sheer Folly, -50, to pick) and barred from the inside. Passing the door requires a password and visual ID. (Skilled artists are part of the fortress staff — they provide illustrated passes to those who are qualified to have them.)

6. **Torture Chambers.** Akhōrahil and the chief torturer interrogate prisoners here.

7. **Weapons Smithy.** This is where the army's weapons are made. Normally only standard issue weapons are forged.

8. **Storage.** Materials and tools used by the weapons smithy are stored here.

9. **Armor Smithy.** This is where the army's armor is made. Normally only standard issue armor is forged.

10. **Storage.** Materials and tools used by the armor smithy are stored here.

11. **Elevator.**

12. Naria. Five bridges span the chasm, joining the major corridors of the Fourth Abyss to a catwalk encircling the central throne pillar of the Ringwraith.

13. Stairways. Each of these pentagonal shafts connects the Abyss of Ny Chennacatt to a pentagonal tower rising from the slopes of the mountain above. There are no entrances from the Fourth Abyss onto these stairwells for reasons of security.

5.25 THE FIFTH ABYSS

Endless, twisting tunnels sprawl around the chasm of Naria on the Fifth Abyss of Ny Chennacatt.

1. Elevator.

2. Naria. Five bridges span the chasm, joining the major corridors of the Fifth Abyss to a catwalk encircling the central throne pillar of the Ringwraith. The foundations of the pillar are deeper still, perhaps below the lava pool that bubbles in the mountain's roots.

3. Perimeter Corridor. Circling the Fifth Abyss at some distance from Naria, the perimeter corridor improves access to the innumerable mining sites.

4. Tunnels. Many of these are merely access tunnels or played-out mining faces. As the centuries pass, miners must travel farther from Naria and ever deeper into the mountain's roots to strike lodes worth exploiting.

5. Stairways. Each of these pentagonal shafts connects the Abyss of Ny Chennacatt to a pentagonal tower rising from the slopes of the mountain above. The Fifth Abyss is the bottom-most landing of the stairwells. One can only go up from here!

5.3 THE UPPER HALLS

The upper halls of the citadel are finished in cut stone. Ceilings average 15 feet high, and all doors are cold-forged iron unless otherwise stated.

5.31 THE FIRST TIER

The First Tier of Ny Chennacatt features the formidable Front Gate and its massive Overgate fortress. Subsidiary chambers such as additional barracks and an assembly hall fill out the Tier.

1. Soldiers' Barracks. Each of these rooms can accommodate 400 to 600 soldiers. (See 5.21 The First Abyss for details.)

2 Soldier's Mess.

3. Kitchen.

4. Storage. This abandoned section of mine is used for food storage for the kitchen. Some of the caverns where enlarged, and the floors smoothed to accomplish this.

5. Assembly Chamber. This room is used for large meetings, and the drilling of troops when weather prohibits outside maneuvers.

6. Courtyard. (See below for more detail.)

7 Entrance Corridor. Walls lined with arrow slits, five portculli, and murder holes in the ceiling (through which boiling oil can be poured) guard the gauntlet of the main entrance to the citadel.

8 Guard Room. Arrow slits for firing out into the entrance corridor line the wall, and the portculli and gate controls are located here. The doors leading into these rooms are locked (Extremely Hard, -30, to pick) and bolted from the inside. There are at least 15 guards stationed in each of these rooms at all times. The guard is changed five soldiers at a time, every hour. Stairs around the corner give access to the Overgate fortress above.

9 Guard Room. Further security measures for the Front Gate include more arrow slits manned by guards.

10 Officers' Quarters. Each nicely furnished suite houses two officers. (See 5.21 The First Abyss for more details on these rooms.)

11 Senior Officers' Quarters. Each richly furnished suite accommodates one officer (See section 5.133 for more details on these rooms).

12 Officer's Mess.

13 Kitchen. Used for the preparation of officers food.

14 War Room. This room has large tables and comfortable chairs. The walls have been painted with large maps of southern Middle-earth.

15 Elevator.

16. Naria. Five bridges span the chasm, joining the major corridors of the First Tier to a catwalk encircling the central throne pillar of the Ringwraith.

17. Stairways. Each of these pentagonal shafts connects the Tiers of Ny Chennacatt to the Abyss below and to a pentagonal tower rising from the slopes of the mountain above.

THE OVERGATE, LEVEL ONE

The Overgate is designed to be held alone in the event that other portions of Ny Chennacatt are seized by an enemy.

1. Guard Hall. This corridor is 20 feet above the entrance level, so that they do not interfere with the workings of the portculli. Vats are suspended on frames above fire pits so that they can be tipped over to pour boiling oil through holes in the floor down to the hallway below. The floors slope gently to the middle, and funnel down to holes in the center of the room.

2. Stairwells. The stairs descend to the Front Gate below and ascend to Level Two of the Overgate above. A deadfall controlled manually by a lever in the fighting corridor (#3) can be triggered to seal the Overgate from the Front Gate if necessary.

3. Fighting Corridor. Many arrow slits overlook the courtyard outside.

4. Temporary Quarters. Intended to be used in a siege.

5. Training Hall. Intended for practice in hand-to-hand sparring matches.

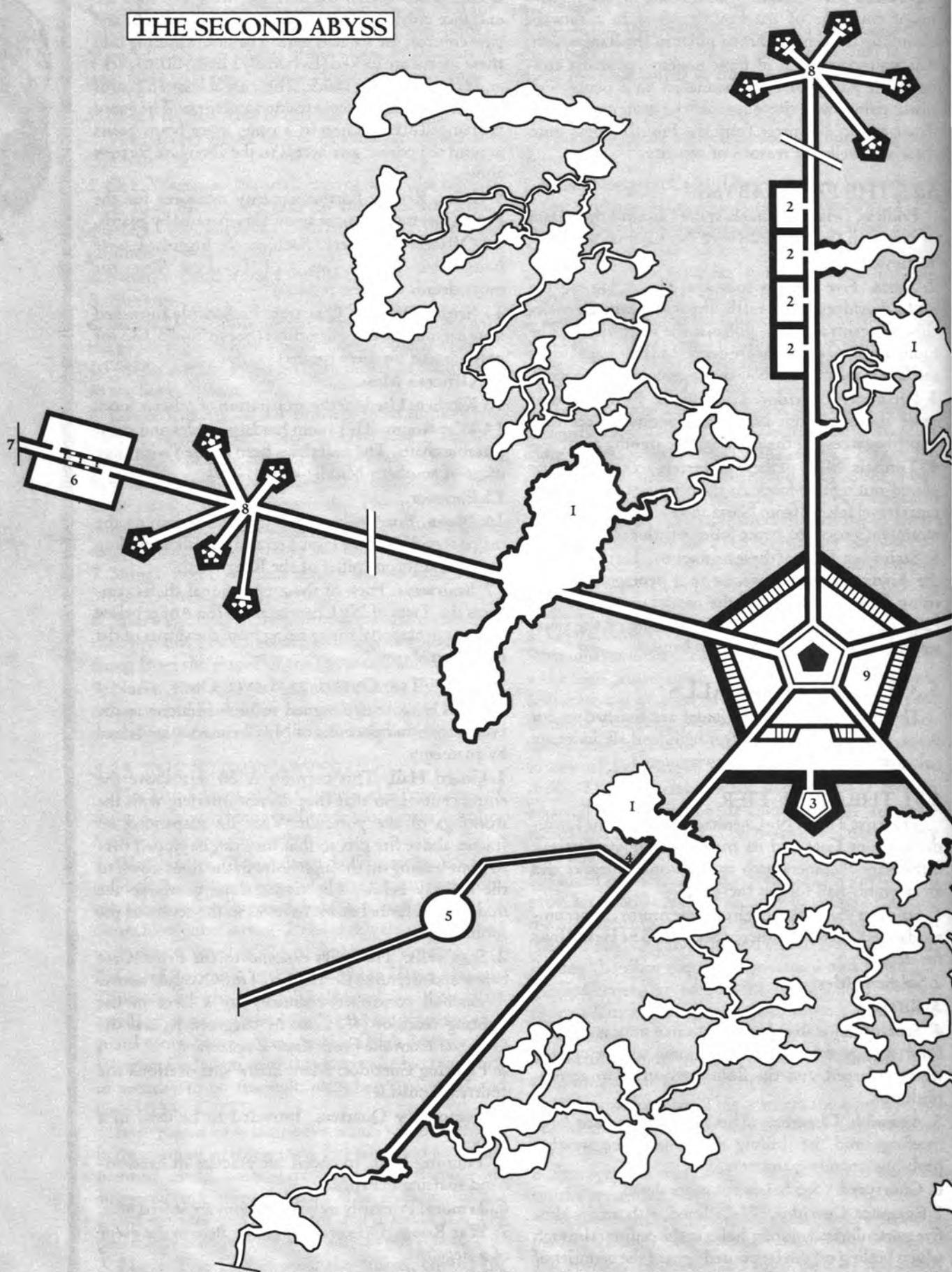
6. Armory. Primarily missile weapons are stored here.

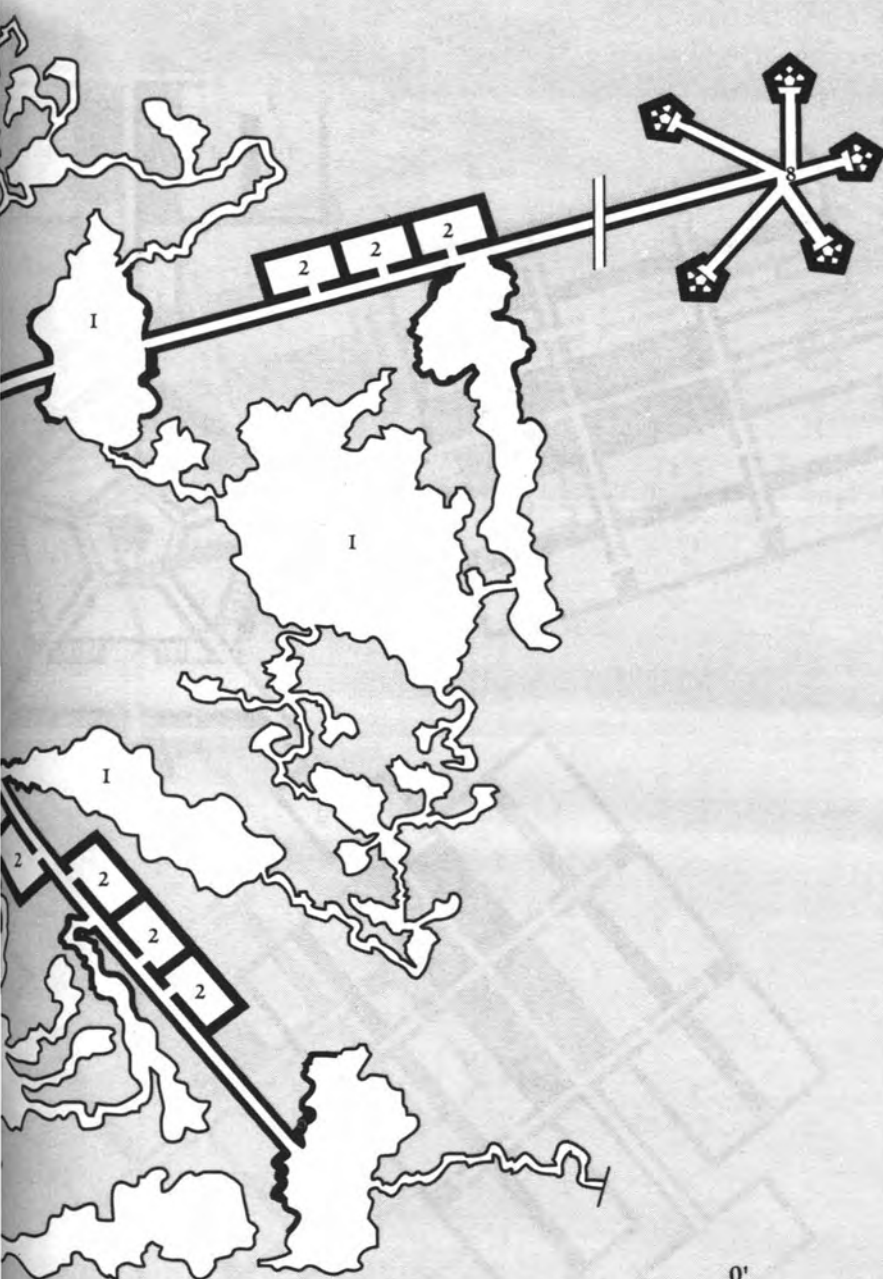
7. War Room. Officers may confer here in the event of a siege.

8. Mess Hall.



THE SECOND ABYSS



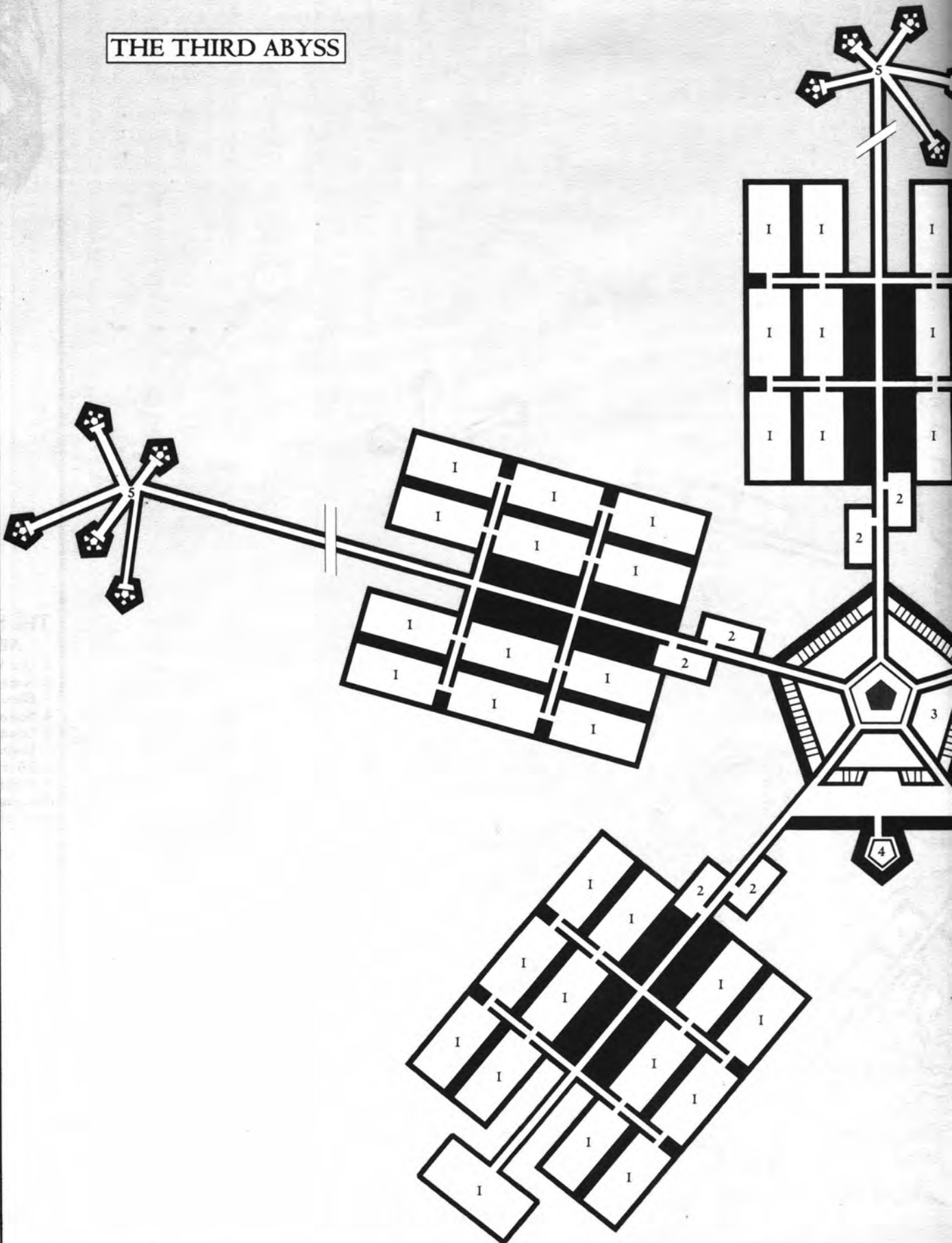


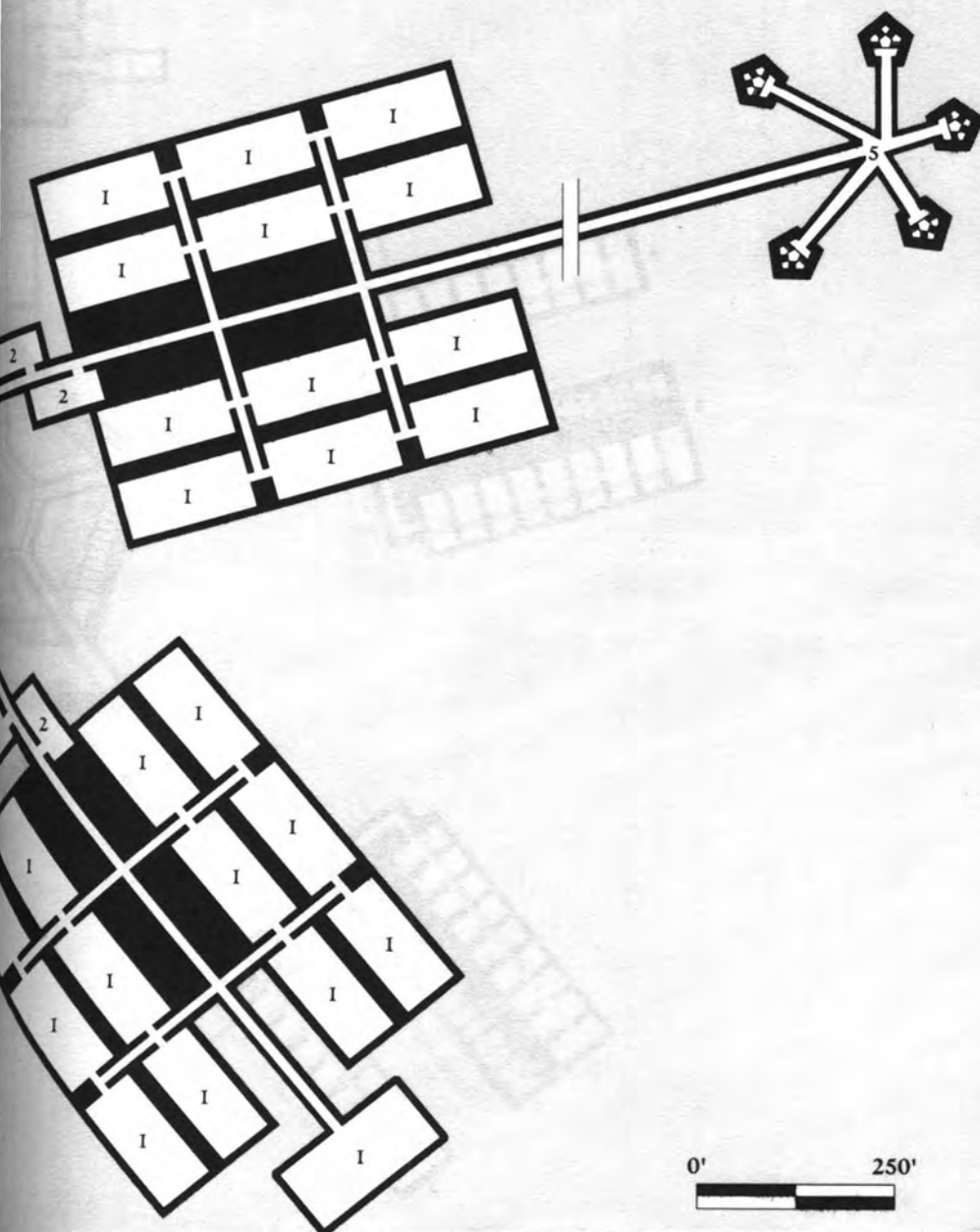
THE SECOND ABYSS

- 1. Orc Warrens
- 2. Storage
- 3. Elevator
- 4. Secret Door
- 5. Lower Cistern
- 6. Guard Nook
- 7. Mines
- 8. Naria

-See page 36 for complete area descriptions.

THE THIRD ABYSS

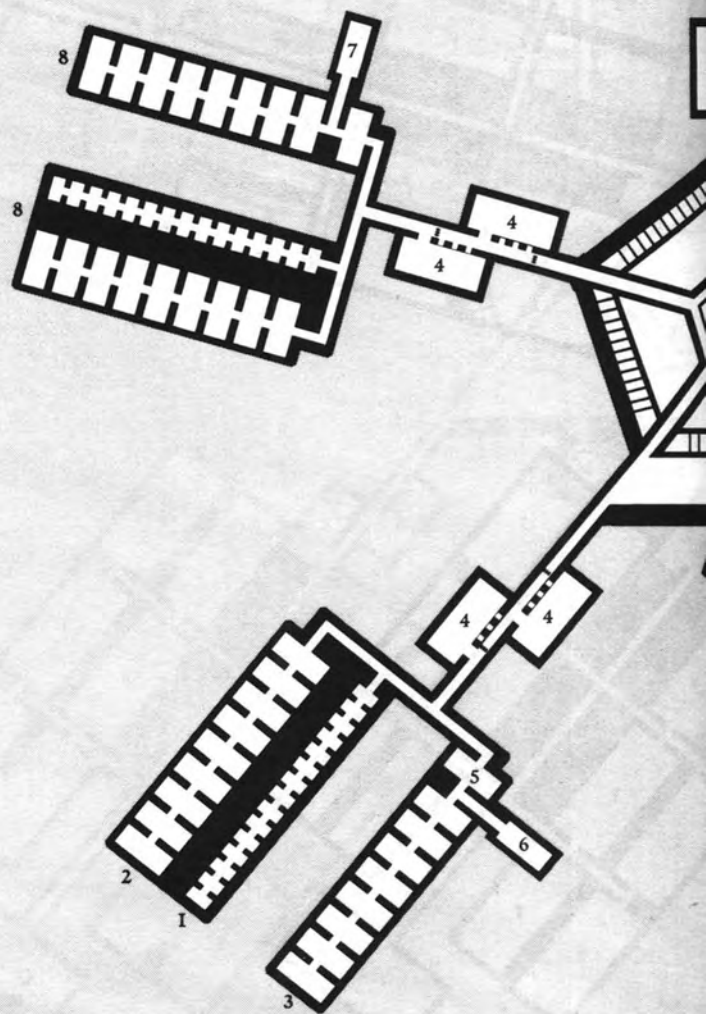
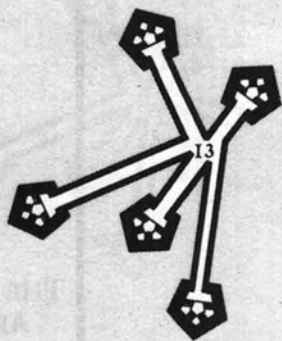


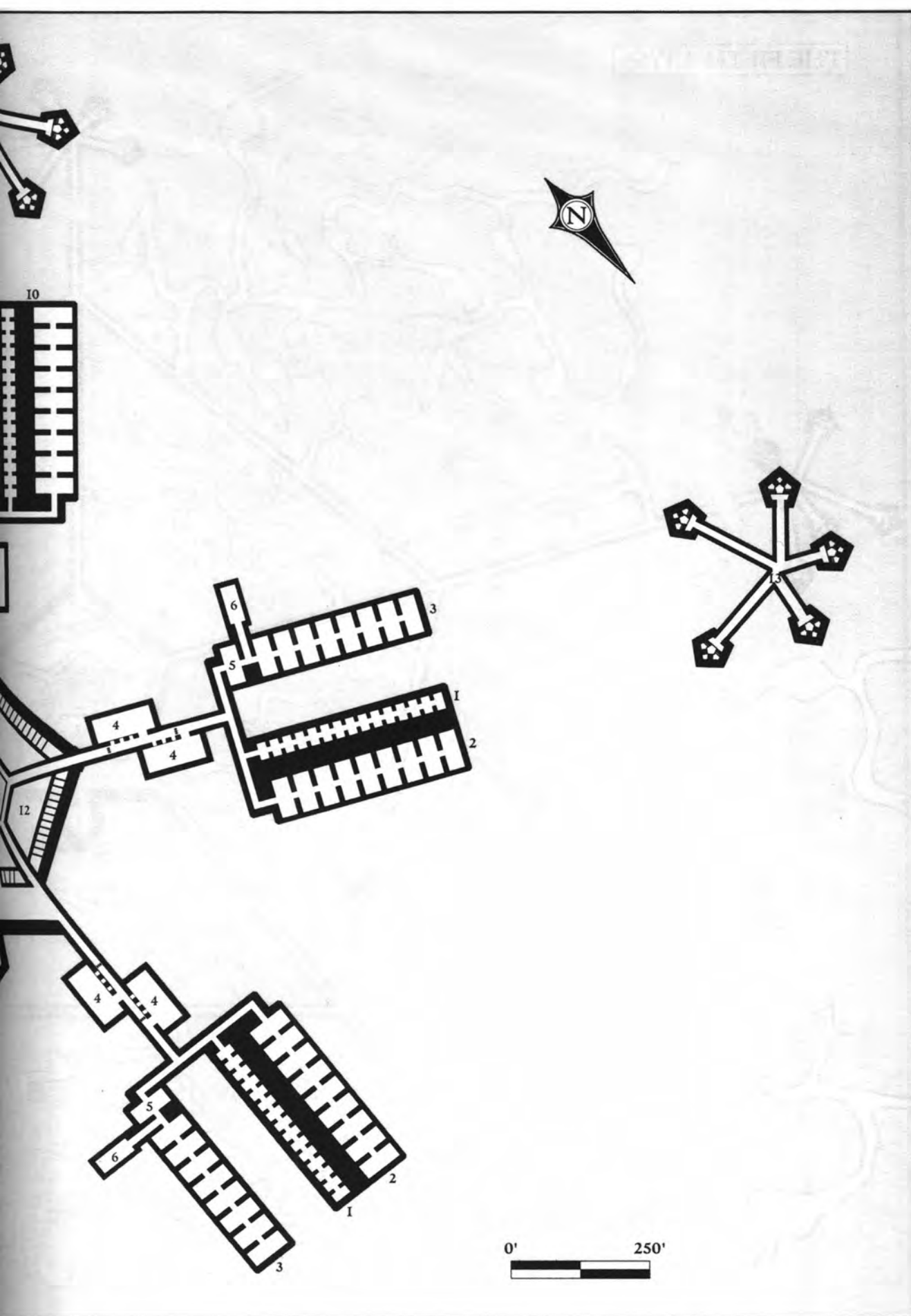


THE THIRD ABYSS

- 1. Warehouses
- 2. Guardrooms
- 3. Naria
- 4. Elevator
- 5. Stairways

-See page 36 for complete area descriptions.

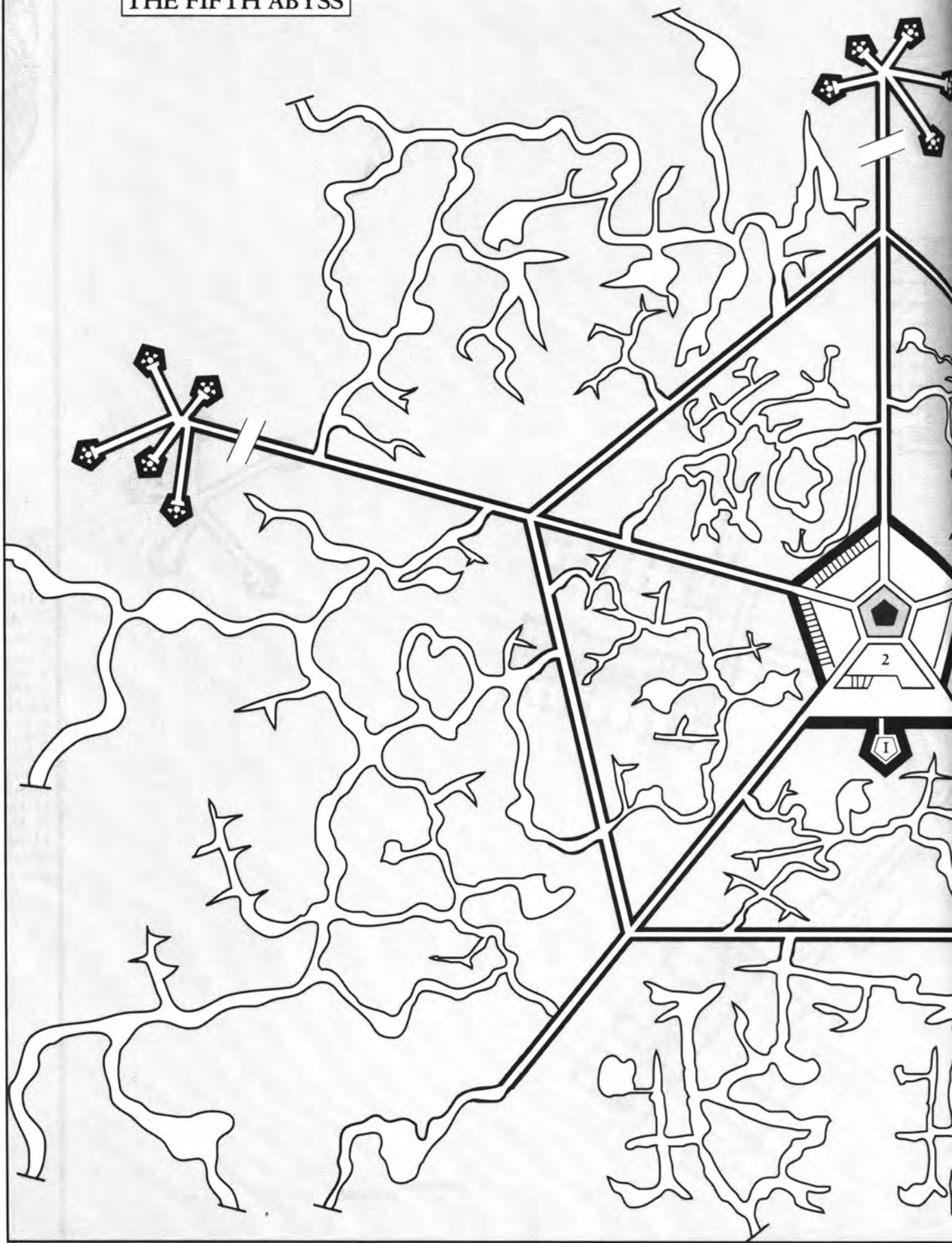


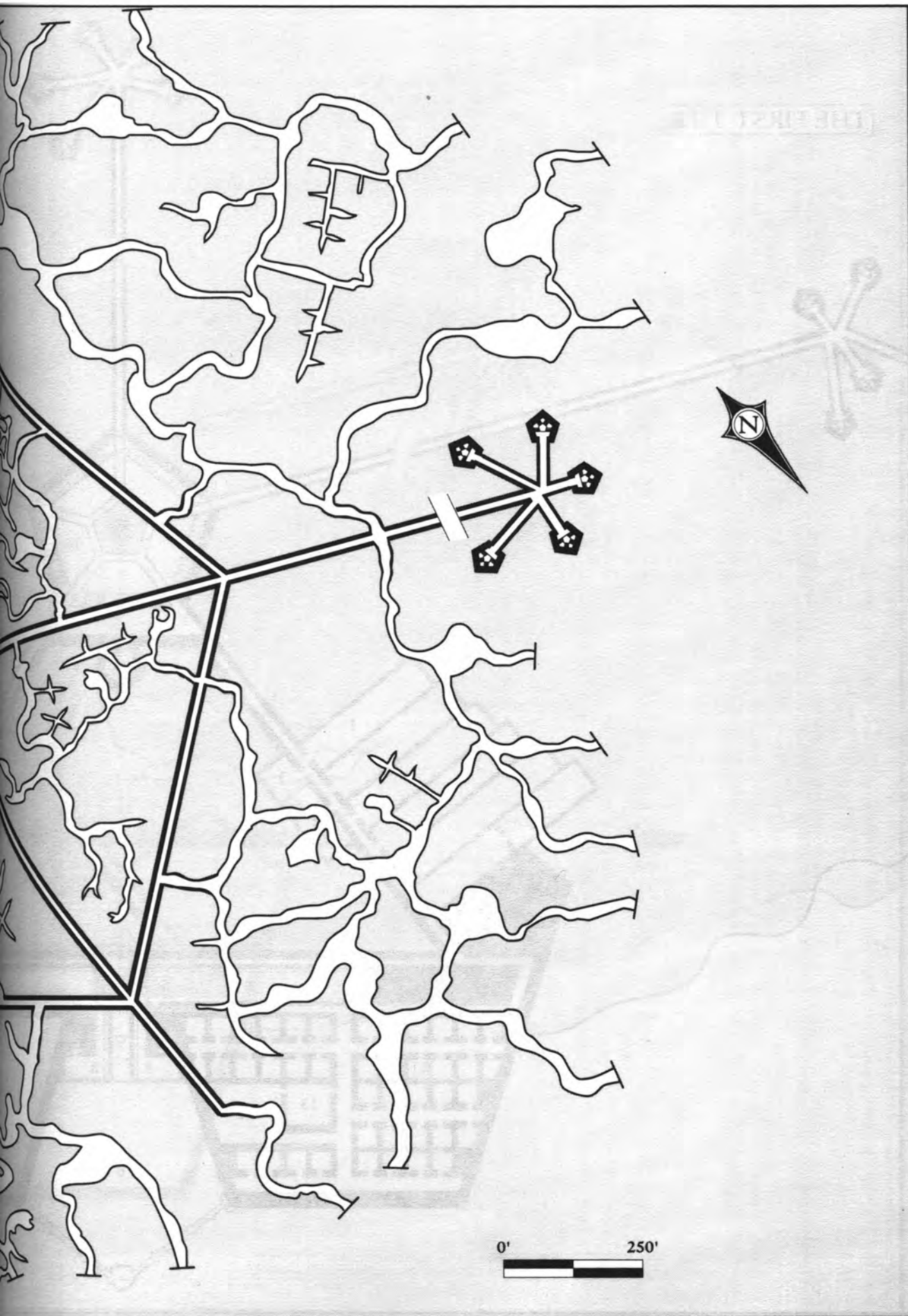


THE FOURTH ABYSS

- 1. Small Dungeon Cells
 - 2. Large Dungeon Cells
 - 3. High Security
Dungeon Cells
 - 4-5. Guard Rooms
 - 6. Torture Chambers
 - 7. Weapons Smithy
 - 8. Storage
 - 9. Armor Smithy
 - 10. Storage
 - 11. Elevator
 - 12. Naria
 - 13. Stairways
- See page 36 for complete area descriptions.

THE FIFTH ABYSS

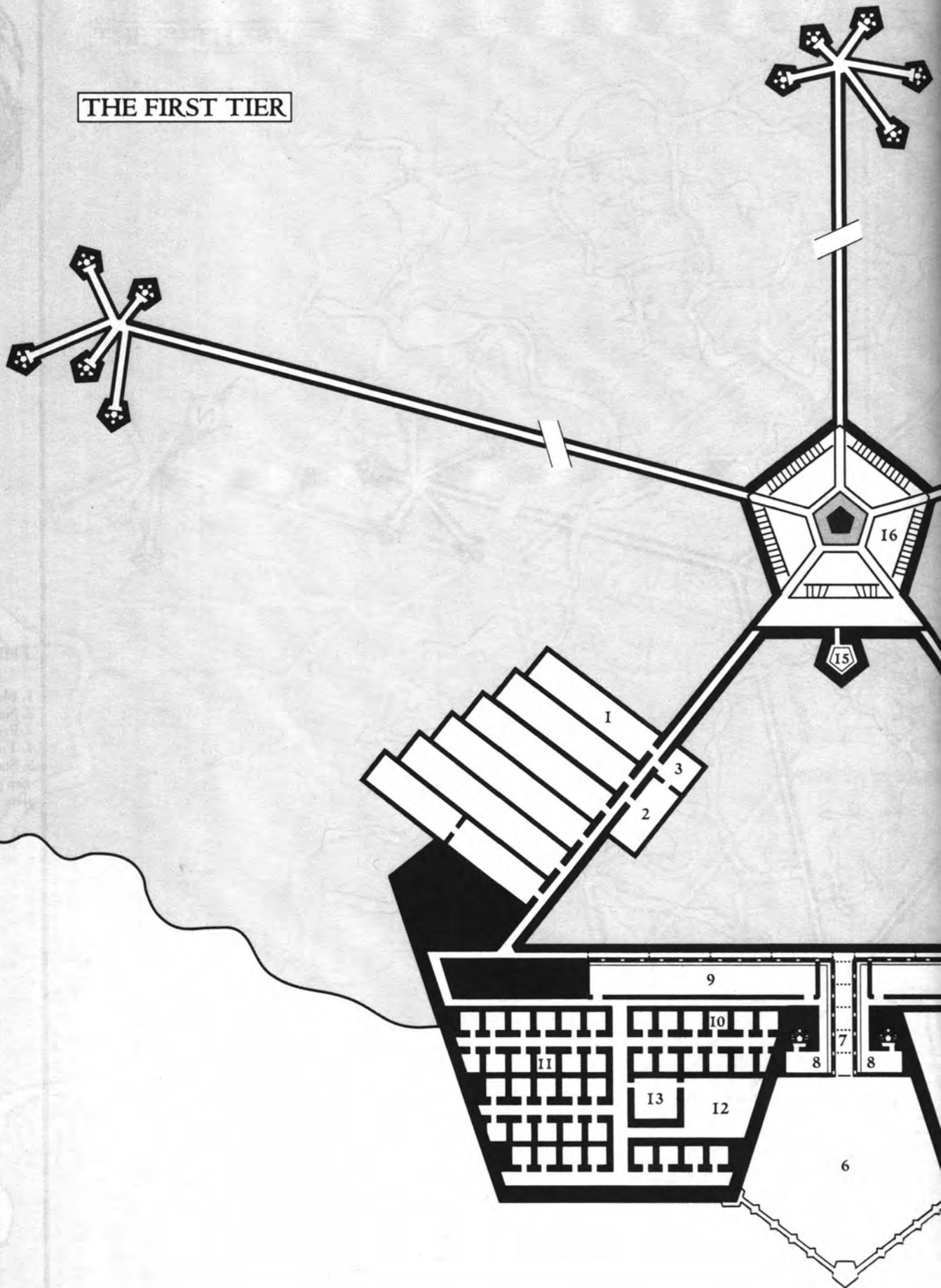


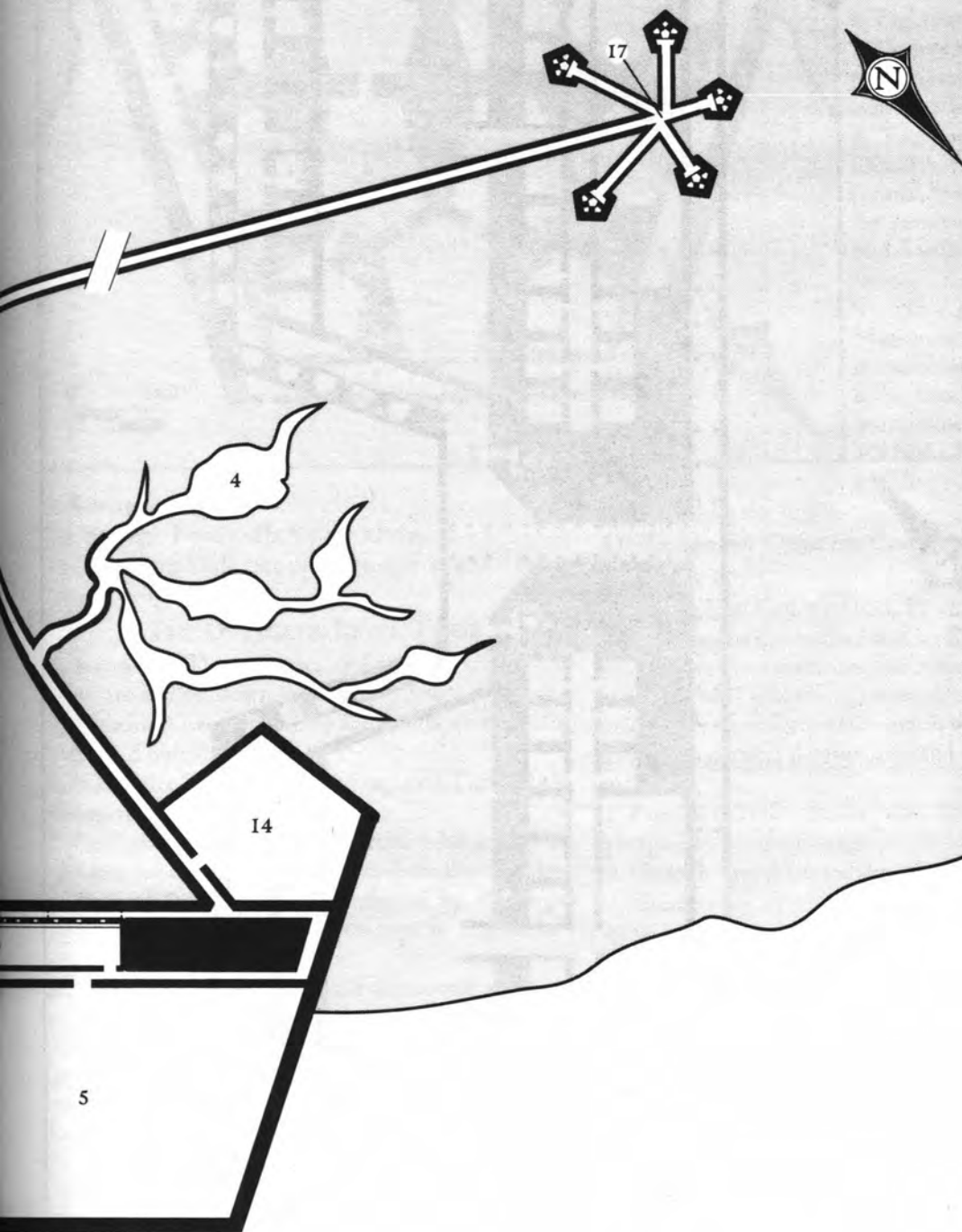


THE FIFTH ABYSS

1. Elevator
 2. Naria
 3. Perimeter Corridor
 4. Tunnels
 5. Stairways
- See page 37 for complete area descriptions.

THE FIRST TIER





THE FIRST TIER

1. Soldiers' Barracks
2. Soldiers' Mess
3. Kitchen
4. Storage
5. Assembly Chamber
6. Courtyard
7. Entrance Corridor
- 8-9. Guard Rooms
10. Officers' Quarters
11. Senior Officers' Quarters
12. Officer's Mess
13. Kitchen
14. War Room
15. Elevator
16. Naria
17. Stairways

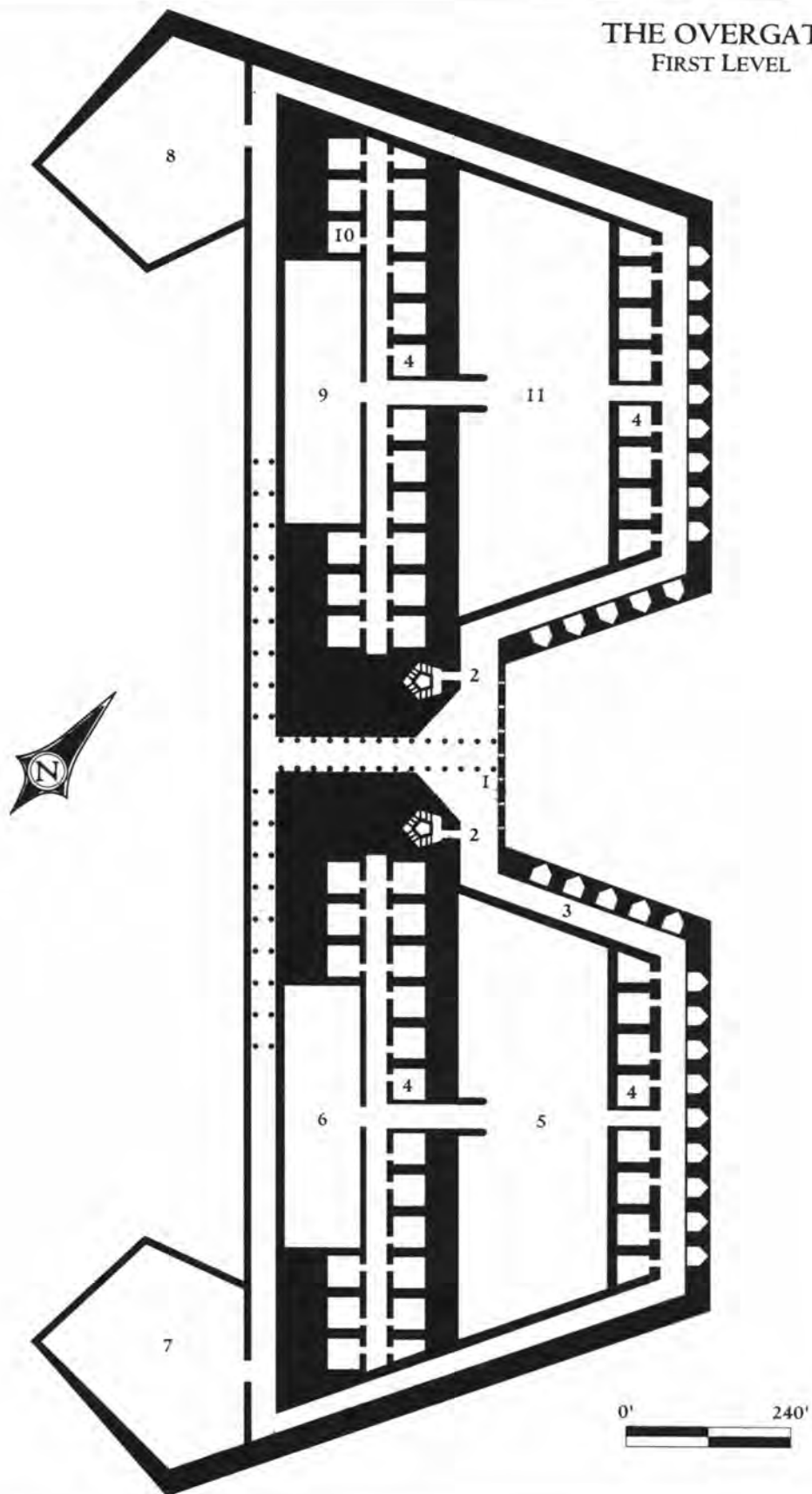
-See page 37 for complete area descriptions.

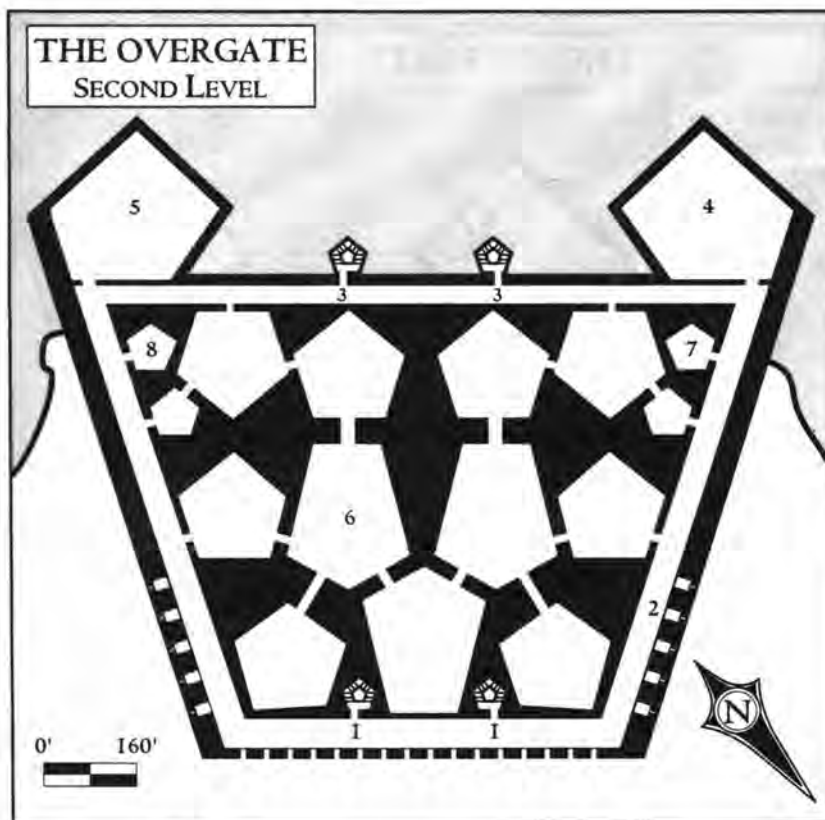
0' 250'





THE OVERGATE FIRST LEVEL





9. Kitchen.

10. Storage. Foodstuffs for the kitchen.

11. Training Hall. Set up for target practice using missile weapons.

THE OVERGATE, LEVEL TWO

1. Stairwells. The stairs descend to Level One of the Overgate and on down to the Front Gate.

2. Fighting Corridor. Many arrow slits overlook the courtyard outside.

3. Stairwells. The stairs ascend to Level Three of the Overgate.

4. Hall of Sorcerers. The Sorcerers who gather together to use the Maze of Jewels confer in this chamber.

5. Hall of Peace. Quiet is enforced by the death penalty. Sorcerers may meditate here to regain their powers after spell casting.

6. Maze of Jewels. Each of these pentagonal chambers houses a central pillar topped by a many-faceted gem. The maze is a last-ditch defensive system which is activated by 13 Sorcerers pouring their energies (spell points) into the pillared gems. After sufficient concentration (the expenditure of 260 spell points) the walls, floors, and ceilings of Ny Chennacatt (excepting the Front Gate, the Overgate, and the four other Tier Fortresses) grow warm then hot, frying any intruders (or anyone present) within minutes.

7. Chapel of Shadow. Set aside for devotions to the Dark Lord involving meditation on Darkness.

8. Chapel of Blood. Intended for devotions to the Dark Lord involving killing.

THE OVERGATE, LEVEL THREE

1. Stairwells. The stairs descend to Level Two of the Overgate.

2. Kitchen.

3. Sorcerers' Dining Hall.

4. Sorcerers' Receiving Hall.

5. Storage. Linens and other mundane supplies.

6. Fighting Corridor.

7. Orders Room. Sorcerers would issue orders to their assistants here.

8. Temporary Quarters. Quarters for the Sorcerers (normally accommodated in the residences on the Second Tier) in the event of a siege.

9. Gymnasium. Mats present for tumbling, in addition to a vaulting horse, bars, suspended ropes, trampoline.

10. Baths. Facilities for heating huge bath pools are

present under the floors.

11. Temporary Quarters. Quarters for the assistants of the Sorcerers.

THE COURTYARD, LEVEL ONE

The massive Front Gate and its Overgate structure loom above the western portion of the courtyard, while a curtain wall protects its eastern edge. Eight small watchtowers strengthen the curtain wall. A pentagonal gatehouse permits passage into and out of the courtyard.

1. Entrance Hall. Arrow slits, murder holes, and portcullis secure the passageway through the gatehouse.

2. Guardroom. Accessed directly from the courtyard.

3. Guardroom. Accessed from the stables.

4. Stables. Each stall can be subdivided to take four horses or camels, or left undivided for one elephant.

5. Tack Room. Harnesses, bridles, saddles, etc.

6. Storage Room. Food for the mounts.

7. Quarters. Accommodate stable hands.

8. Stairs. Ascend to the upper levels of the watchtowers.

THE COURTYARD, LEVEL TWO

1. Stairs. Descend to stables and ascend to the upper levels of the watchtowers.

2. Barracks. Accommodate soldiers manning the curtain wall.

3. Fighting Corridor. Loopholes overlooking both the interior courtyard and the terrain of the approach to Ny Chennacatt.





4. **Storage.** Weapons and supplies for the barracks.

5. **Front Guardroom.** This chamber is 20 feet above the entrance level, so that it does not interfere with the workings of the portculli below. Huge kettles are suspended on frames above fire pits so that they can be easily tipped over. The floors slope gently to funnel the boiling liquid into the rows of murder holes.

6. **Back Guardroom.** More kettles present in a set-up similar to that, in the front guardroom.

7. **Storage.** Barrels of oil and sacks of coal fill the room.

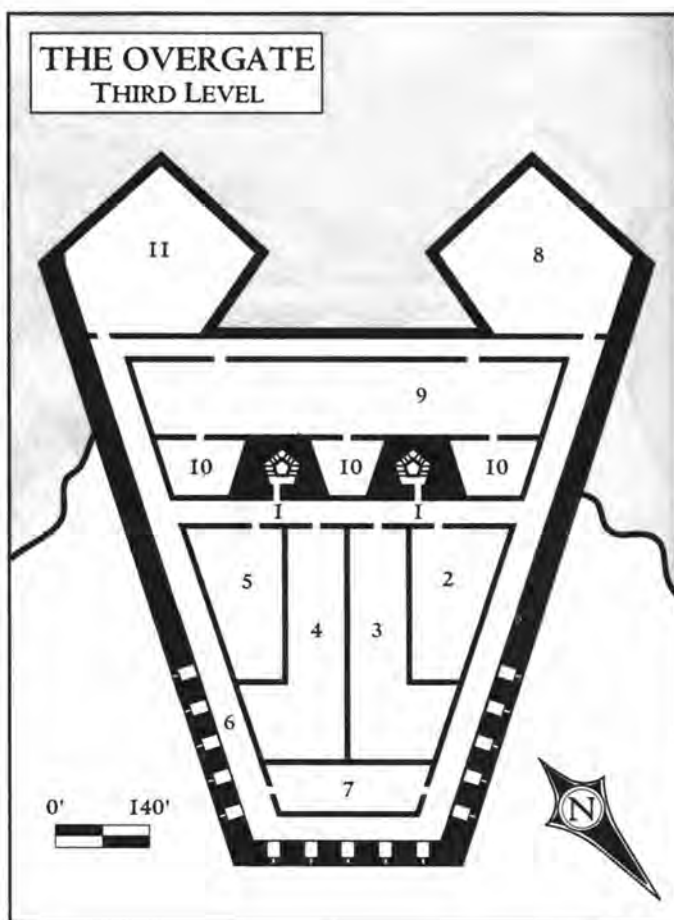
THE COURTYARD, LEVEL THREE

1. **Stairs.** Descend to stables and ascend to the roof terraces of the watchtowers.

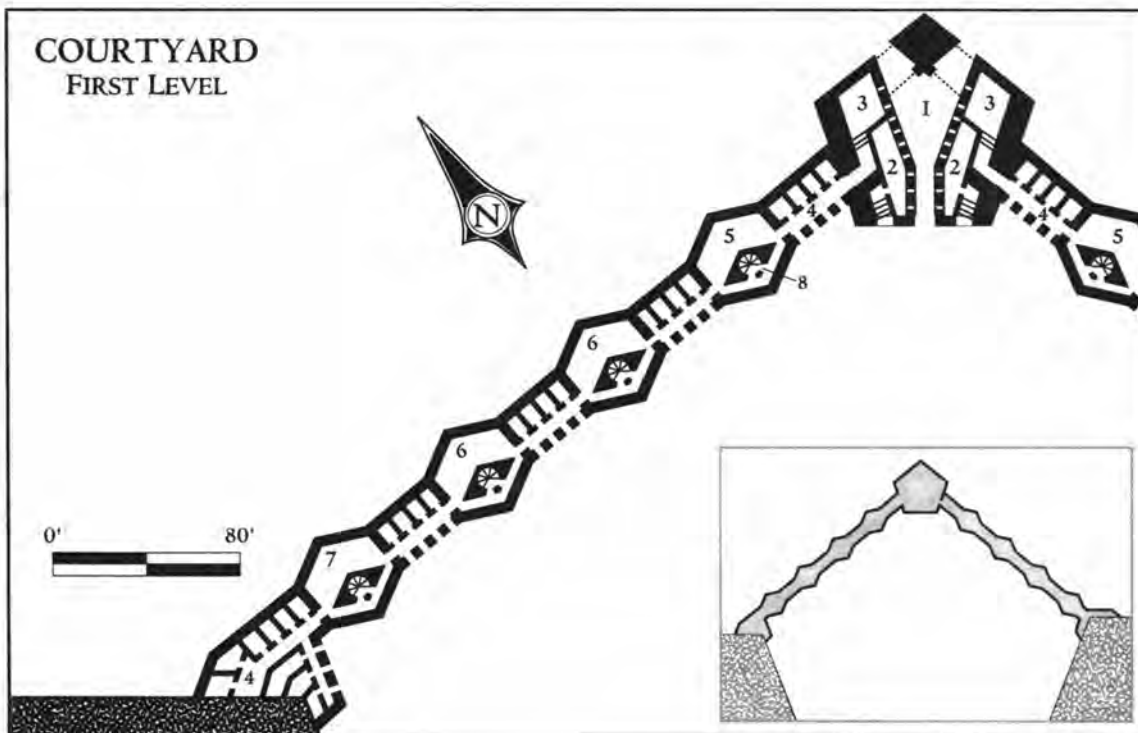
2. **Barracks.** Accommodate soldiers manning the curtain wall.

3. **Fighting Top.** Walls pierced by embrasures give coverage to archers.

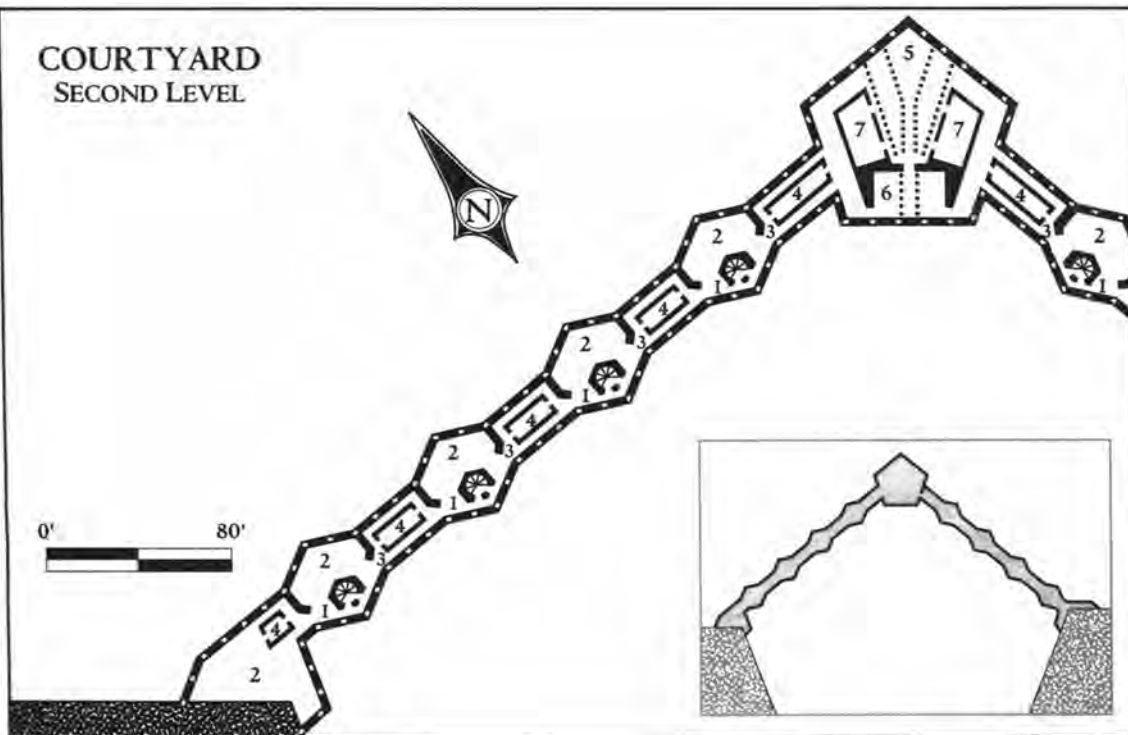
4. **Guardrooms.** Off-duty guards congregate here.



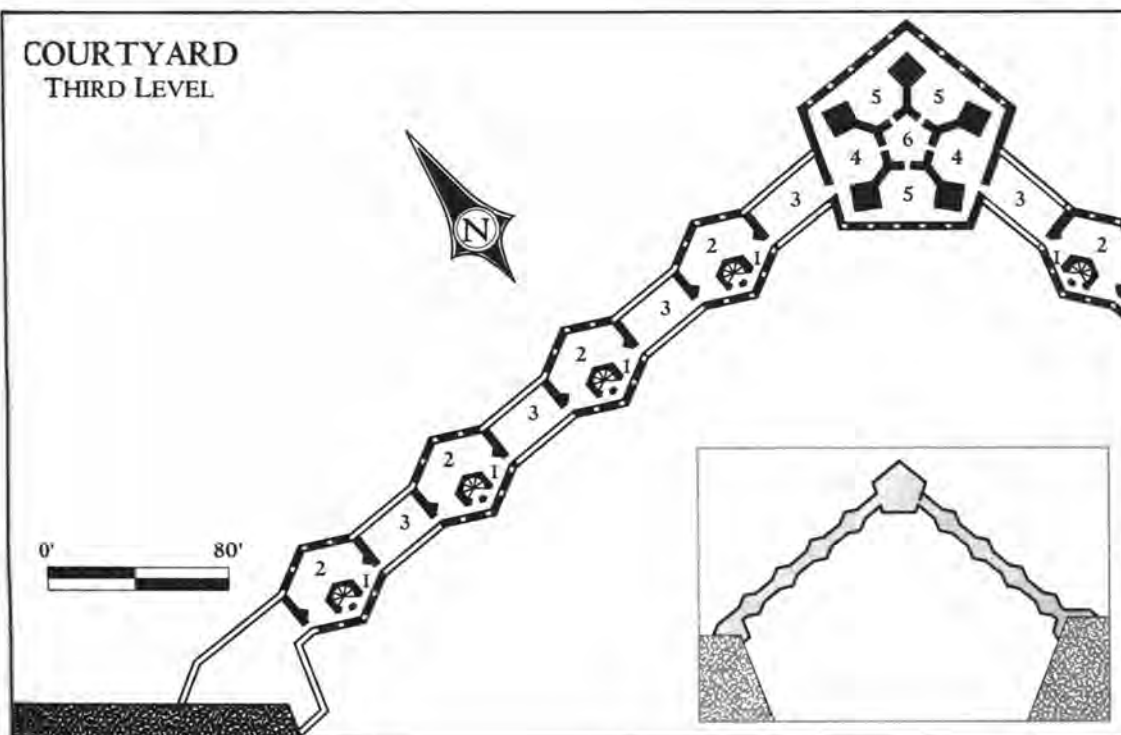
COURTYARD FIRST LEVEL



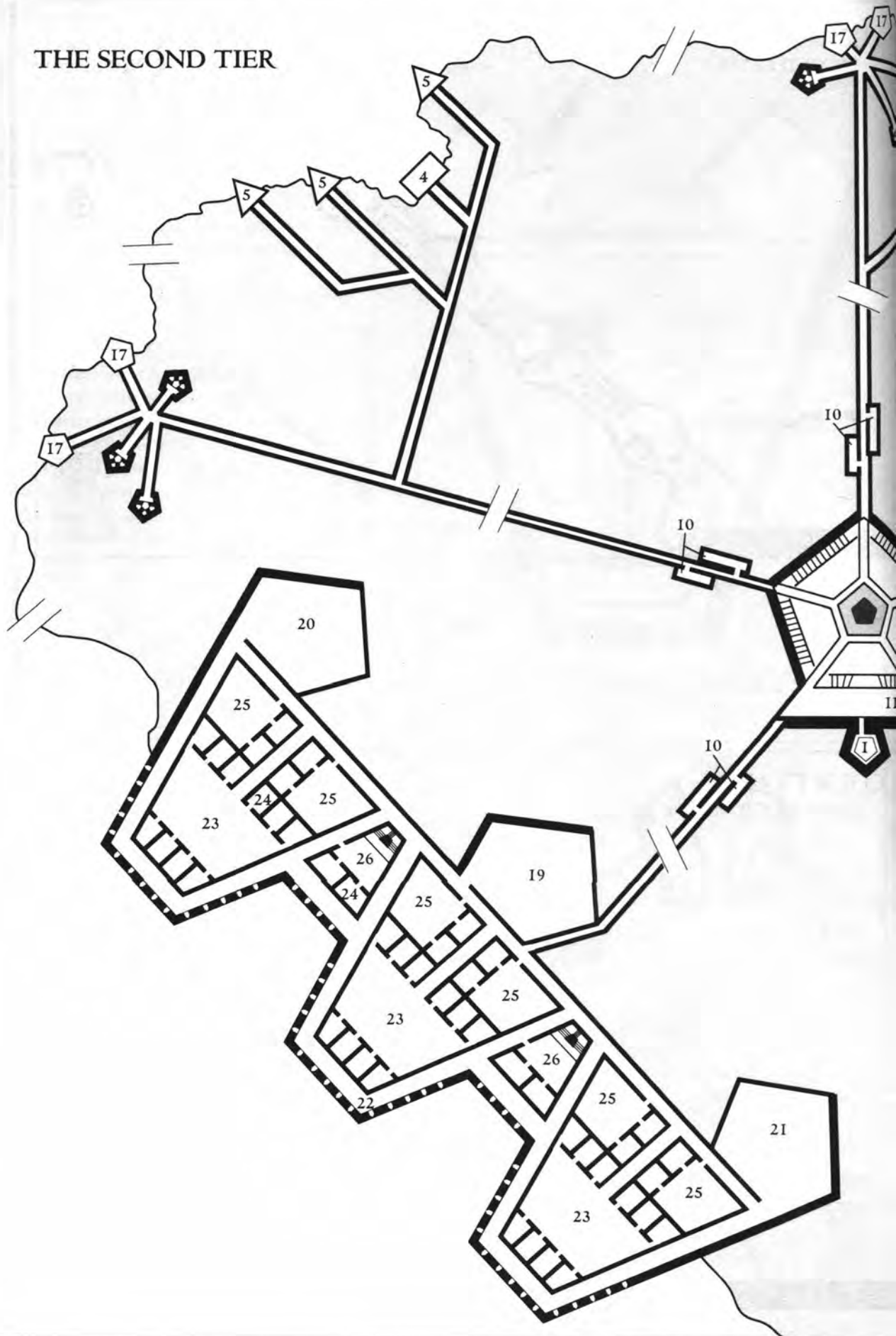
COURTYARD SECOND LEVEL

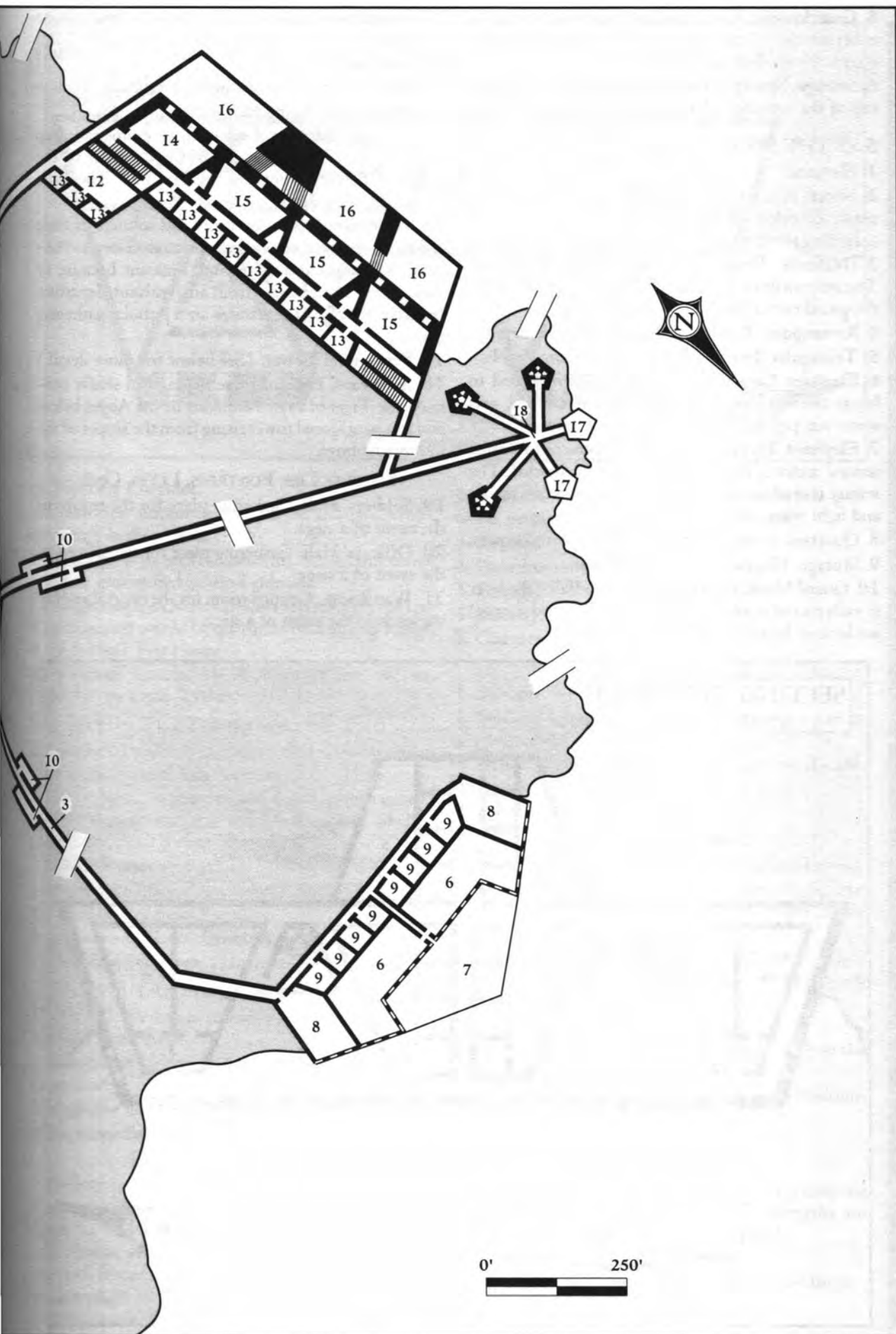


COURTYARD THIRD LEVEL



THE SECOND TIER





THE SECOND TIER

1. Elevator
 2. Naria
 3. Deadfalls
 4. Rectangular Tower
 5. Triangular Tower
 6. Elephant Cavern
 7. Elephant Terrace
 8. Quarters
 9. Storage
 - 10-11. Guard Nook
 12. Kitchen
 13. Storage
 14. Mess Hall
 15. Servants Quarters
 16. Recreation Room
 17. Pentagonal Tower
 18. Stairways
 19. Soldiers' Hall
 20. Officers' Hall
 21. War Room
 22. Fighting Corridor
 23. Armories
 24. Storage
 25. Siegetime Quarters
 26. Stairwell
- See page 54 for complete area descriptions.



5. **Guardrooms.** One overlooks the courtyard; the other two defend the approach to Ny Chennacatt. Five guards are on duty at all times.

6. **Storage.** Spare parts for the ballistae on the fighting top of the curtain wall, including bundles of bolts.

5.32 THE SECOND TIER

1. **Elevator.**

2. **Naria.** Five bridges span the chasm, joining the major corridors of the Second Tier to a catwalk encircling the central throne pillar of the Ringwraith.

3. **Deadfalls.** These are used for sealing off the level. The only method of raising the blocks is via a lever in the guard nooks (#10).

4. **Rectangular Tower.** (See below for more details.)

5. **Triangular Tower.** (See below for more details.)

6. **Elephant Cavern.** This natural cavern is used to house the elephants. The floor was smoothed, and water was piped in to form a pool for them.

7. **Elephant Terrace.** The tunnel opens onto a large natural archway carved into the face of the cliff. The terrace is used to allow the elephants access to fresh air and light when weather permits.

8. **Quarters.** Living quarters for the elephant keepers.

9. **Storage.** Elephant food and supplies.

10. **Guard Nook.** Controls for the deadfalls (the lever in each pair of nooks seals the adjacent corridor only) are located here (see #3).

11 **Guard Nook.** One to four guards are typically on duty here.

12 **Kitchen.**

13 **Storage.** Food storage for the kitchen.

14 **Mess Hall.** Dining for the servants.

15 **Servants Quarters.** Each of these rooms can sleep 250 people. (The rooms are laid out similar to the Soldiers' Barracks, but are smaller. 5.21 The First Abyss for more detail.)

16 **Recreation Room.** Servants and soldiers in their off-hours congregate on these terraces. They are utilized for games and recreation. Pleasant because of their access to light and fresh air (without departure from the fortress), the terraces are a popular gathering place.

17. **Pentagonal Tower.** (See below for more detail.)

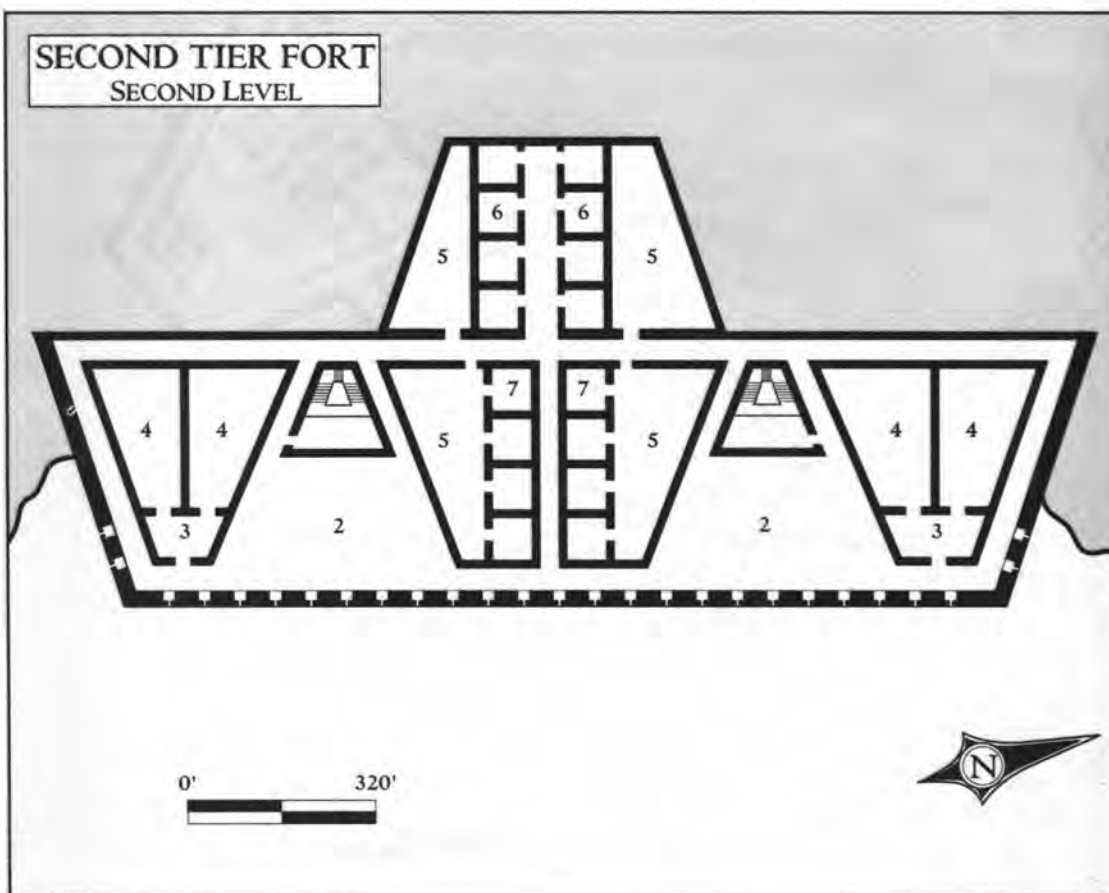
18. **Stairways.** Each of these pentagonal shafts connects the Tiers of Ny Chennacatt to the Abyss below and to a pentagonal tower rising from the slopes of the mountain above.

SECOND TIER FORTRESS, LEVEL ONE

19. **Soldiers' Hall.** Gathering place for the troops in the event of a siege.

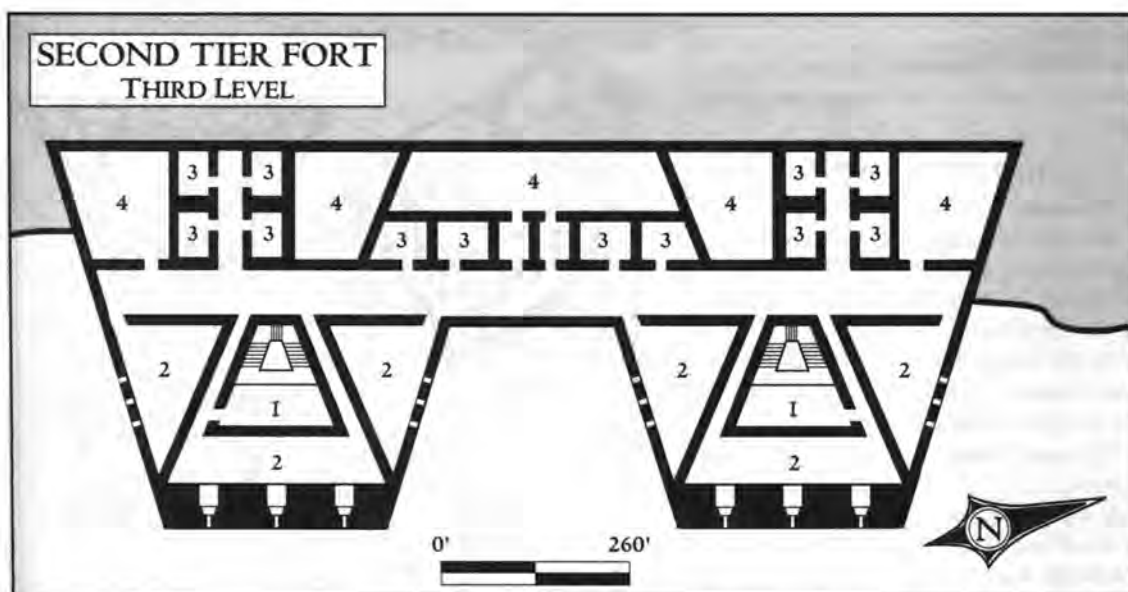
20. **Officers' Hall.** Gathering place for the officers in the event of a siege.

21. **War Room.** Council room for the general and his warlords in the event of a siege.





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22. Fighting Corridor.

23. Armories. Surplus armor, ballistae, and hand weapons stored in these halls.

24. Storage. Foodstuffs, uniforms, tools, and other mundane gear stored in these cubicles.

25. Siegetime Quarters. Officers and members of the high command would be quartered here during a siege of the Second Tier Fortress.

26. Stairwell. Connects level one of the Second Tier fortress to its upper levels.

SECOND TIER FORTRESS, LEVEL TWO

1. Stairwell. Descends to level one and ascends to level three of the Second Tier fortress.

2. Guardroom. 10 guards stand watch in both guardrooms, monitoring the southeast slopes of Ny Chennacatt, at all times.

3. Orders Room.

4. Siegetime Officers' Barracks.

5. Siegetime Soldiers' Barracks.

6. Siegetime Officers' Quarters.

7. Siegetime Sergeants' Quarters.

SECOND TIER FORTRESS, LEVEL THREE

1. Stairwell. Descends to levels two and one of the Second Tier fortress.

2. Guardroom. Manned only during a siege of Ny Chennacatt or of the Second Tier fortress.

3. Siegetime Officers' Quarters.

4. Siegetime Soldiers' Barracks.

RECTANGULAR TOWER

Perched precariously in the steep slopes of Ny Chennacatt, the towers can be accessed easily from inside the fortress alone. Only the most experienced rock climber accoutered with rope and tackle might approach from the exterior. (Of course, an ambitious assassin might well choose the latter course!)

1. Guardroom. The entrance corridor from the heart of Ny Chennacatt terminates in this guardroom.

2. Soldier's Quarters. Fifteen guards reside here, part of the permanent garrison at Ny Chennacatt.

3. Storage.

4. Guardroom.

5. Storage.

6. Balcony.

7. Guardroom.

TRIANGULAR TOWER

1. Storage.

2. Soldiers' Quarters. Ten guards reside here, part of the permanent garrison at Ny Chennacatt.

3. Officer's Quarters. One officer oversees the soldiers assigned to the tower.

4. Balcony.

PENTAGONAL TOWER

1. Stairwell. Each of these pentagonal shafts rises from the Abyss of Ny Chennacatt, passing through the Tiers to the pentagonal tower on the slopes of the citadel.

2. Landing. The lowest landing in the tower. Below this point, the stairs stop only at the Tiers or Abysses of the greater citadel.

3. Foyer.

4. Clerk's Office. Assists the officers at work in the surrounding rooms. Screens visitors.

5. Offices. Officers co-ordinate some of their administrative work from these chambers.

6. Landing.

7. Foyer.

8. Officers' Quarters. Officers permanently assigned to Ny Chennacatt reside here. Their strengths are usually administrative, rather than tactical.

9. Landing.

10. Guardroom. Three guards on duty at all times.

11. Storage.

12. Landing.



13. Foyer.

14. **Officers' Quarters.** Officers permanently assigned to Ny Chennacatt reside here.

5.33 THE THIRD TIER

1. **Elevator.**

2. **Naria.** Five bridges span the chasm, joining the major corridors of the Third Tier to a catwalk encircling the central throne pillar of the Ringwraith.

3. **Secret Doors.** Hard (-20) to find, these doors appear to be blank walls at the ends of the bridges spanning Naria.

4. **Circular Tower.** (See below for more details.)

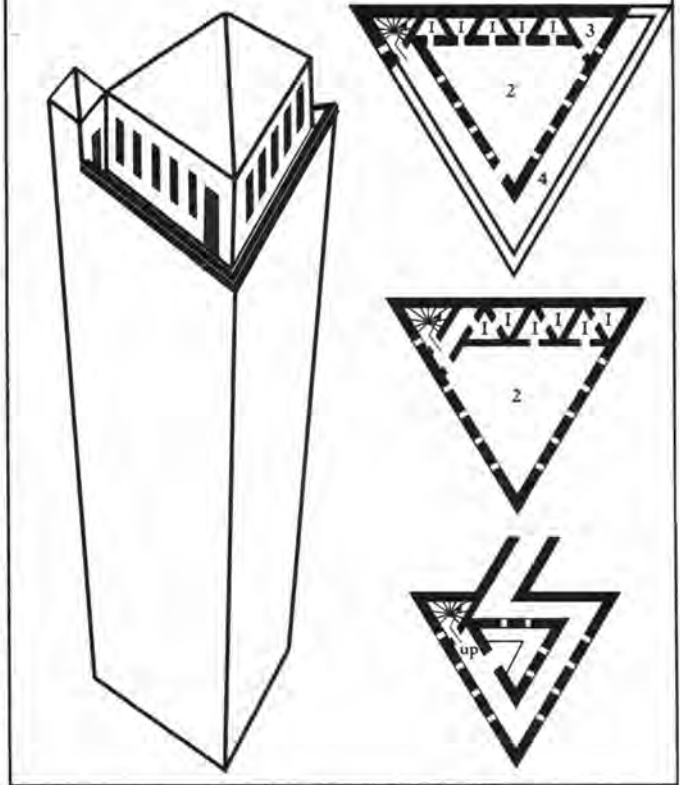
5. **Vault.** The primary defense of the vaults on the Third Tier are a series of false secret entryways that are trapped. Three of the four apparent entrances are false. These trapped entryways sound a large gong when tripped and seal until guards arrive to collect the prisoners. The vaults house precious metals and gems. Some magical items may also be found. Vault #5 guards the Silk Scarf

6. **Vault.** Possesses defenses as described under #5. Vault #6 holds the Crimson Glove.

7. **Vault.** Possesses defenses as described under #5. Vault #7 houses the Sextant.

8. **Vault.** Possesses defenses as described under #5. Vault #8 holds 10 ingots of mithril (each ingot the equivalent of 100 mithril pieces), 200 ingots of gold (50 gold pieces each), and 1000 ingots of silver (200

TRIANGULAR TOWER



silver pieces each).

9. **Vault.** Possesses defenses as described under #5. Vault #9 500 bolts of finest silk and a chest containing eog sufficient to forge one weapon.

10. **Deadfall.** This is used to seal off the corridor in case of an emergency.

11. **Guard Nook.** Five guards are located here. The control for the deadfall is housed here.

12. **Stairways.** Each of these pentagonal shafts connects the Tiers of Ny Chennacatt to the Abyss below and to a pentagonal tower rising from the slopes of the mountain above.

13. **Pentagonal Tower.** (See 5.32 The Second Tier for more detail.)

THE BACK GATE, LEVEL ONE

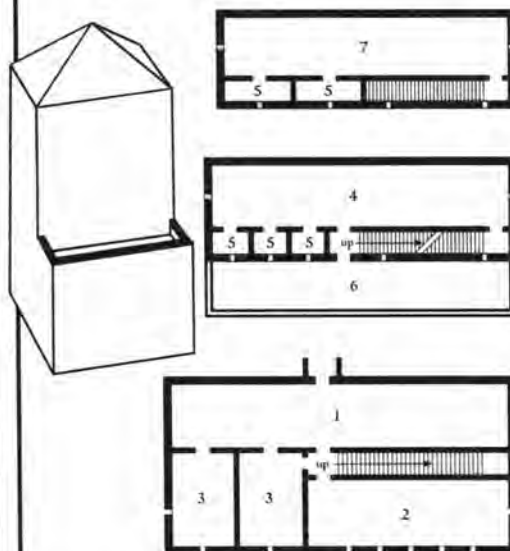
14. **West Entrance.** This hall has arrow slits at regular intervals on either side. The ceiling is dotted by murder holes. Five portculli also lurk above, poised to be released in the event of attack.

15. **Guardrooms.** 10 soldiers on duty at all times (the guard is changed every three hours) watch the west entrance. There are arrow slits for firing out into the hallway, and the portculis and gate controls are located here. The doors leading into these rooms are locked (Hard, -20, to pick) and bolted from the inside.

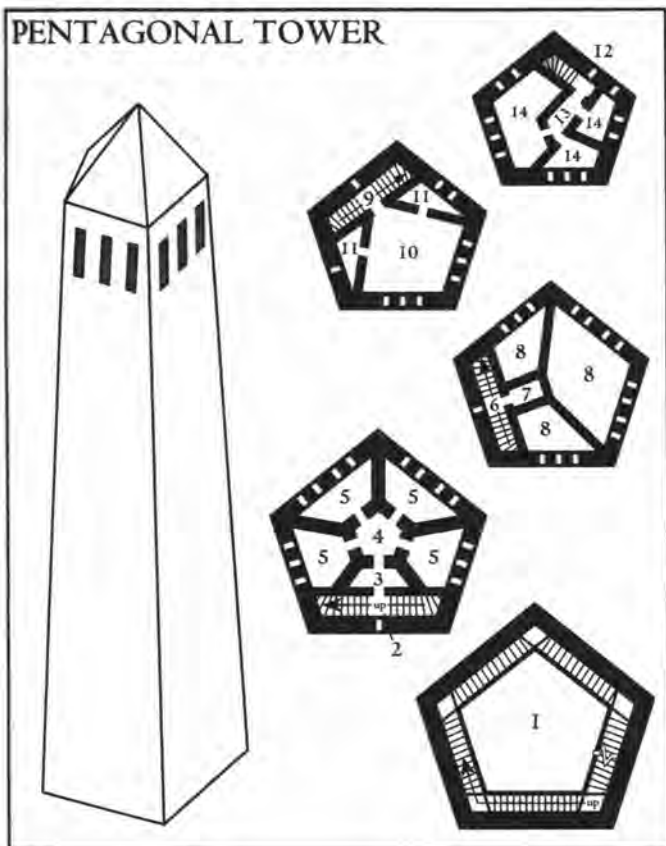
16. **Stairwells.** Ascend to levels two and three of the back gate.

17. **Guardrooms.** From three to fifteen guards on duty, depending upon tactical considerations.

RECTANGULAR TOWER



PENTAGONAL TOWER



18. Guardrooms. From zero to ten guards on duty, depending on tactical considerations.

19. War Room.

20. Soldiers Hall.

21. Training Hall.

22. Training Hall.

23. Courtyard. A curtain wall strengthened by many watchtowers protects the western edge of the courtyard. Concealed gates (between two of the towers) allow access to the secret road that runs west through the mountains.

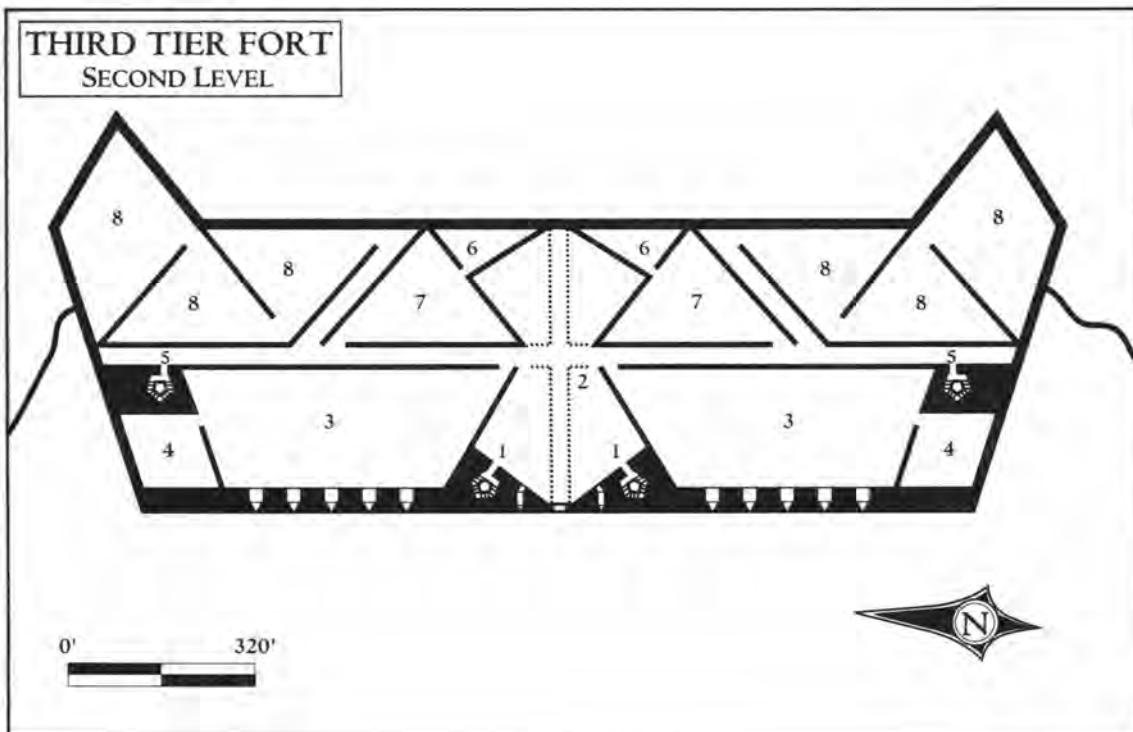
THE BACK GATE, LEVEL TWO

1. Stairwell. Descends to level one (#16) of the back gate.

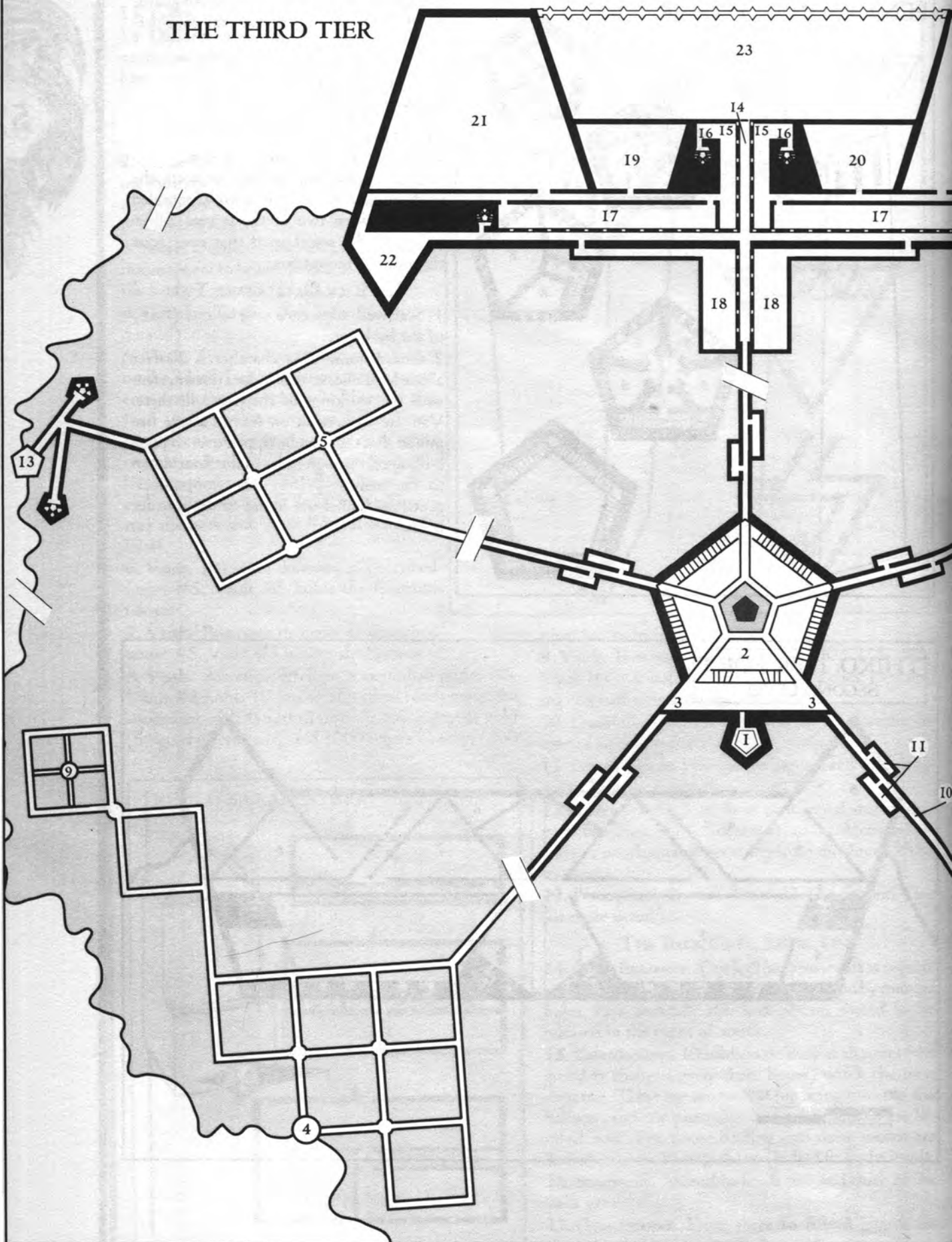
2. Guardroom. This chamber is 20 feet above level one, so that it does not interfere with the workings of the portculli there. Vats are suspended on frames above fire pits so that they can be tipped over to pour boiling oil through holes in the floor down to the hallway below. The floors slope gently to funnel the liquid to the murder holes.



THIRD TIER FORT SECOND LEVEL



THE THIRD TIER



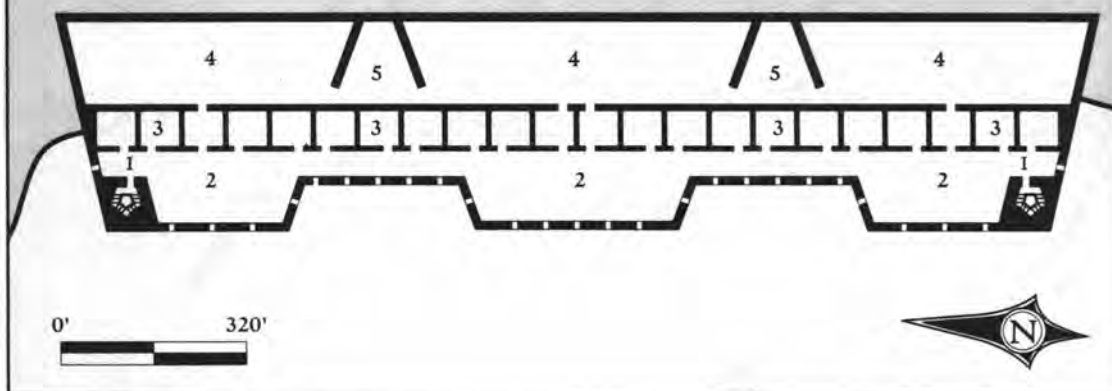


THE THIRD TIER

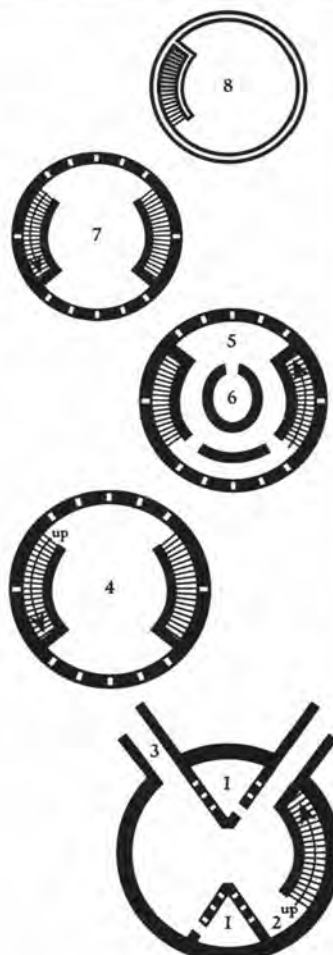
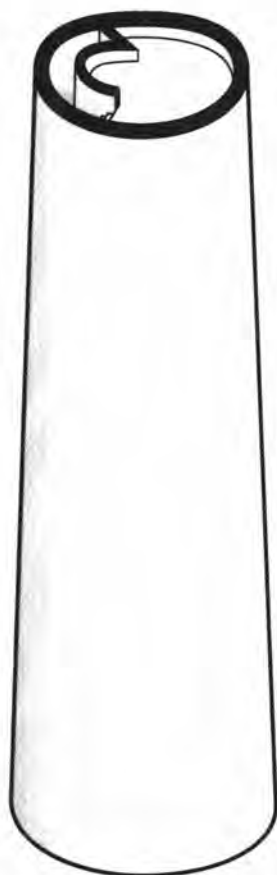
- 1. Elevator
 - 2. Naria
 - 3. Secret Doors
 - 4. Circular Tower
 - 5-9. Vaults
 - 10. Deadfall
 - 11. Guard Nook
 - 12. Stairways
 - 13. Pentagonal Tower
 - 14. West Entrance
 - 15. Guardrooms
 - 16. Stairwells
 - 17-18. Guardrooms
 - 19. War Room
 - 20. Soldiers Hall
 - 21-22. Training Halls
 - 23. Courtyard
- See p. 56 for complete area descriptions.



THIRD TIER FORT THIRD LEVEL



CIRCULAR TOWER



3. Guardroom. A posted guard of five keeps watch over the courtyard at all times.

4. Guardroom. A single watchman monitors the slopes adjacent to the back gate.

5. Stairwell. Ascends to level three (#1) of the back gate.

6. Storage.

7. Chambers of Ague. Domes of violet laen concentrate the energies of Evil Magicians when nine of them gather in each room to focus their powers. After sufficient concentration (the total expenditure of 360 spell points) the inhabitants of level one (both invaders and any defenders) experience uncontrollable shaking in their limbs (*RM Physical Erosion Spasm*) for as long as the Magicians desire (at 1 spell point per round).

8. Halls of Madness. A series of triangular galleries intended for the use of the Evil Magicians as a place of relaxation. Strange, tortured faces and twisted monsters are carved in bas relief on the walls and ceilings. Persons unallied with Sauron must make an RR vs. a 10th level spell or suffer a period (1-10 hours) of insanity.

THE BACK GATE, LEVEL THREE

1. **Stairwell.** Descends to level two (#5) of the back gate.
2. **Guardroom.**
3. **Officer's Cubicle.**
4. **Siegetime Barracks.**
5. **Latrines.**

CIRCULAR TOWER

Note: The entryways to this tower may vary in number and placement, based on each specific tower's location in Ny Chennacatt.

1. **Guardrooms.** Five guards watch the corridors from the greater fortress at all times.
2. **Stairway.** Winds up around the outside wall of the tower.
3. **Corridor.** Grants access to the tower from the heart of Ny Chennacatt.
4. **Quarters.** Four soldiers quartered here.
5. **Lookout.** Two guards monitor the slopes of the mountain.
6. **Storage.**
7. **Quarters.** Four soldiers quartered here.
8. **Roof top.** A low wall protects the lone patrolman who stands on duty.

5.34 THE FOURTH TIER

1. **Elevator.**
2. **Naria.** Five bridges span the chasm, joining the major corridors of the Fourth Tier to a catwalk encircling the central throne pillar of the Ringwraith.
3. **Paired Guardrooms.**
4. **Square Tower.** (See below for more details).
5. **Residences.** (See below for more details).
6. **Pentagonal Tower.** (See 5.22 The Second Tier for more details.)
7. **Stairways.** Each of these pentagonal shafts connects the Tiers of Ny Chennacatt to the Abyss below and to a pentagonal tower rising from the slopes of the mountain above.
8. **Vault.** The door to this vault is made of a white eog and is impervious to any magic save that controlled by beings allied with Sauron. Nor may spells be cast within a 100' radius of the door. The lock on it is Absurd (-75) to pick and is trapped. The trap is Sheer Folly (-50) to detect and Absurd (-75) to disarm. The trap is a gas trap that will cause sleep to occur if an intruder fails a -50 RR vs. poison (10th level). This trap also resets all of the traps in the hallway. Very special items are housed in the vault, including the Star of Obed, the Visor of Sensing, and other precious gems (rubies, carnelian, crimson jade, garnets, coral, agate, and tiger's eye, each worth from 10 gp to 10,000 gp) and many magical suits of armor.
9. **Vault.** Another door of white eog (with the same properties as the one described in vault #8 above) secures the chamber. Within, the Sword of Grandeur may be found among many jewels (emeralds, topaz,

aquamarines, beryls, chrysoprase, turquoise, malachite, citrines, peridots, jade, and tourmalines, each worth from 5 gp to 7,000 gp) and other magic items.

10. **Vault.** Yet another door of white eog (with the same properties as the one described in vault #8 above) secures this vault. Within, the Wondrous Weapon, gemstones (diamonds, pearls, opals, moonstones, zircons, fire opals, mother-of-pearl, spinels, obsidian, onyx, black opals, black diamonds, black jade, and agate, each worth from 2 gp to 20,000 gp), and magical weapons (+1 to +5) are stored.

11. **Pit Trap.** The trap nearly matches the hallway's width, and is 20 feet long and 20 feet deep. It is activated by walking over it, causing the covering to open up, the victim to fall in, and the cover to spring closed. The pit is Hard (-20) to detect. A Hard maneuver is required to avoid the trap, once it is found, by skirting its edge. It is disarmed by pulling down a sconce on the right side (one at each end) of the pit, immediately before it. This sconce is Easy (+10) to find, if looked for, because of the wear marks on the wall from it's movement. The trap is disarmed when the sconce is down.

Note: Sconces for holding torches are set regularly along the hallways. So, unless the PCs are actively looking at the sconces, they will not find the trap-disarming mechanism. Note should be taken that the traps are set up in such a way so as to lull intruders into a sense of security. The PCs should be led to believe that all the traps are the same. The sconces that appear to be in the right position to disarm the traps usually work although they will not have the expected results!

12. **Pit Trap.** As the trap described above (#11), except the sconce must be up for the trap to be disarmed, and the bottom of the pit is lined with spikes. In addition to damage from the fall, a victim suffers ten +20 spear attacks.

13. **Spear Trap.** A gauntlet of loopholes lines 10' of the corridor, ranging from ankle-height to shoulder-height. Spring-loaded spears are loosed by pressure on the floor. Persons running through the gauntlet take from two to ten +15 spear attacks. The mechanism to disarm the trap is on its left side (one at each end) of the trap. It is a recessed lever, concealed (Extremely Hard, -30, to spot) in the joint between blocks in the wall.



THE FOURTH TIER

The map illustrates a complex layout with several interconnected areas. The top-left section features a large, irregularly shaped building with a thick, black, crenelated outer wall. Inside, rooms are numbered 16 through 23. Room 16 is a large central space, while rooms 17, 18, 19, 20, 21, 22, and 23 are smaller, some with internal partitions. Two small, dark, irregular shapes are located near rooms 17 and 18. A corridor, marked with a double line and a crossbar, connects this complex to a central area. This central area contains a large, rectangular building with a thick, black, crenelated outer wall. Inside, rooms are numbered 1 through 15. Room 1 is a large central space, while rooms 2 through 15 are smaller, some with internal partitions. A corridor, marked with a double line and a crossbar, connects this complex to a bottom section. The bottom section features a large, rectangular building with a thick, black, crenelated outer wall. Inside, rooms are numbered 1 through 4. Room 1 is a large central space, while rooms 2, 3, and 4 are smaller, some with internal partitions. A corridor, marked with a double line and a crossbar, connects this complex to the central area. The map is surrounded by a wavy line representing a body of water. Various symbols, including small squares, circles, and lines, are scattered throughout the map, indicating specific points of interest or hazards.



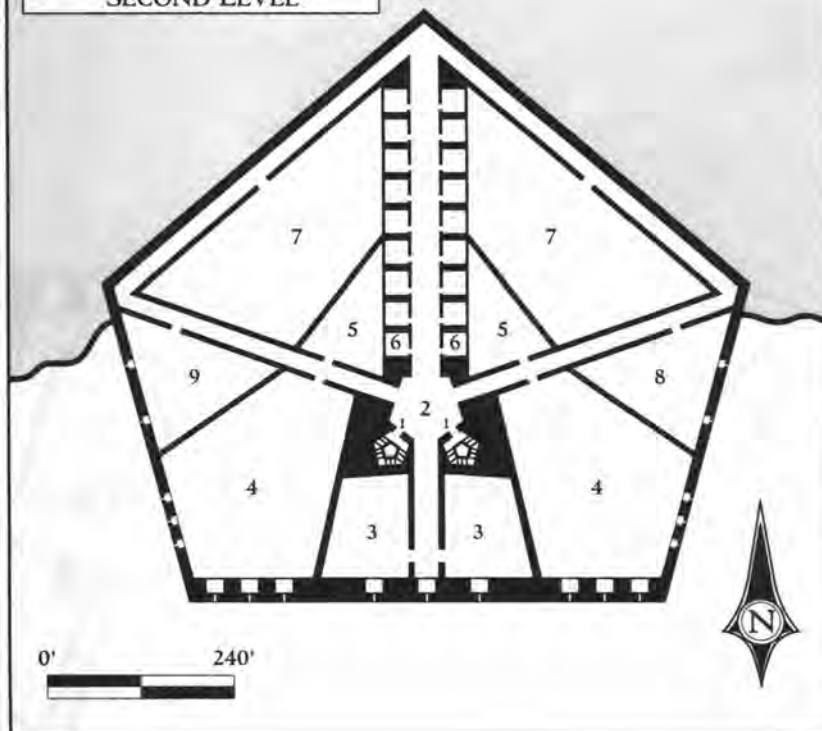
1. Elevator
2. Naria
3. Paired Guardrooms
4. Square Tower
5. Residences
6. Pentagonal Tower
7. Stairways
- 8-10. Vaults
- 11-12. Pit Traps
13. Spear Trap
14. Chute Trap
15. Whirling Blade Trap
16. Access Corridor
17. Guardroom
18. Stairwells
19. Fighting Corridor
20. Siegetime Barracks
21. Mess Hall
22. Training Room
23. War Room

-See page 61 for complete area descriptions.

1. Elevator
 2. Naria
 3. Paired Guardrooms
 4. Square Tower
 5. Residences
 6. Pentagonal Tower
 7. Stairways
 - 8-10. Vaults
 - 11-12. Pit Traps
 13. Spear Trap
 14. Chute Trap
 15. Whirling Blade Trap
 16. Access Corridor
 17. Guardroom
 18. Stairwells
 19. Fighting Corridor
 20. Siegetime Barracks
 21. Mess Hall
 22. Training Room
 23. War Room
- See page 61 for complete area descriptions.



FOURTH TIER FORT SECOND LEVEL



14 Chute Trap. Similar to a pit trap, the chute trap opens in response to weight on the floor. It is a polished stone tube, 5' in diameter, that swoops downward at a 55° angle. A line of sharpened, steel semi-circles are embedded on the bottom surface, delivering five to fifteen +25 sword attacks to any victim. The chute ends at a hole in the side of Naria, a design feature that ensures thorough disposal of the victim. The scone to disarm the trap is on its left side of the trap, and the scone must be up for the trap to be disarmed.

15. Whirling Blade Trap. This trap has no disarming mechanism — the inhabitants of Ny Chennacatt simply drop to their hands and knees to crawl past it. When the unwary victim walks across the trigger plate, a pendulum whose weight is a pair of joined, whirling scimitars swings across the corridor from a slot in its walls. In extreme cases, victims have been chopped in half at the waist!

FOURTH TIER FORTRESS, LEVEL ONE

16. Access Corridor. Grants access to the Fourth Tier fortress from Ny Chennacatt.

17. Guardroom. Five guards on duty at all times.

18. Stairwells. Ascend to levels two and three of the Fourth Tier fortress.

19. Fighting Corridor. Guards monitor the southern slopes of the mountain.

20. Siegetime Barracks.

21. Mess Hall.

22. Training Room.

23. War Room.

FOURTH TIER FORTRESS, LVL. TWO

1. Stairwells. Ascend to level three, and descend to level one of the Fourth Tier fortress.

2. Guardroom. One guard on duty at all times. Patrols access corridor and checks with the other guards on duty on this level.

3. Guardroom. A lone guard on duty at all times, except in states of siege.

4. Guardroom. Five guards monitor the southern slopes of Ny Chennacatt.

5. Storage.

6. Siegetime Officers' Cubicles.

7. Barracks.

8. Siegetime Kitchen.

9. Officers' Mess Hall.

FOURTH TIER FORTRESS, LVL. THREE

1. Stairwells. Descends to levels two and one of the

fourth Tier fortress.

2. Guardroom.

3. Guardroom.

4. Siegetime Officers' Hall. Officers may gather during breaks to rest and relax.

5. Armory. Stocked primarily with missile weapons.

6. Quarters for the High Command.

7. Briefing Room. Complicated tactical procedures are explained to the troops involved in groups of 100.

8. Storage.

9. Warlord's Suite.

RESIDENCES

The residences are finished with polished stone and exotic woods. The ceilings are 10 feet high, and the doors are primarily fine baranaud wood unless otherwise stated. The residences are used to house important visitors or leaders in the army.

1. Soldiers' Quarters. Fifteen guards are assigned to each residence.

2. Guard Nooks. Two guards, one in each nook, are always stationed here.

3. Servants' Quarters. Up to twenty servants provide comfort for VIP's!

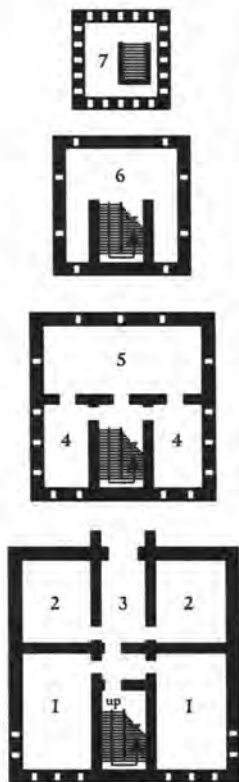
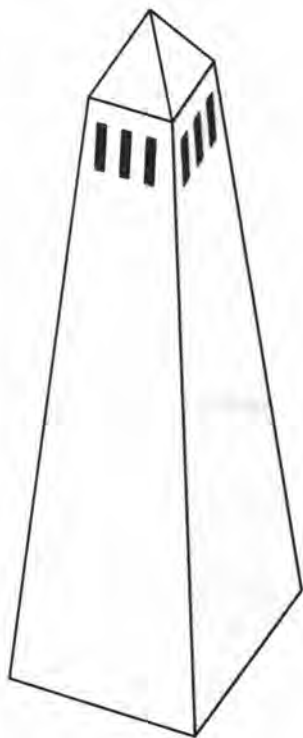
4. Kitchen.

5. Pantry. Two to three weeks of food is normally stored here.

6. Storage.

7. Servants' Hall.

SQUARE TOWER



8. Living and Dining Area. A large oak table for dining occupies half the room. Plush chairs and sofas dominate the other half. Elegant braziers provide warmth when necessary, and contribute to a relaxing atmosphere. Doors lead out to flanking balconies.

9. Bedroom. Guests are quartered in these luxurious rooms.

10. Large Bedroom. VIP residents occupy these rooms.

11. Balconies. Possess a fantastic panorama of the mountain range.

12. Bath. Sophisticated facilities.

13. Library. Extensive shelves full of books and many comfortable chairs and reading tables appoint the library.

14. Garden. During the short growing season of Chennacatt, numerous plants and herbs thrive here.

SQUARE TOWER

1. Soldiers' Quarters. Fifteen guards may be quartered in these two rooms.

2. Storage.

3. Guardpost. A lone sentry watches the corridor connecting the tower to the rest of Ny Chennacatt.

4. Soldiers' Quarters. Ten guards occupy this pair of rooms.

5. Guardroom.

6. Guardroom.

7. Lookout. Guards monitor the slopes both up and down the mountain.

5.35 THE FIFTH TIER

1. Elevator.

2. Naria. Five bridges span the chasm, joining the major corridors of the Fifth Tier to a catwalk encircling the central throne pillar of the Ringwraith.

3. Paired Guardrooms.

4. Junction Chamber. Large circular room with a domed ceiling. Passages lead out in many directions. Most of them slope to some degree. Each arrives at a tower on the exterior of the mountain.

5. Circular Tower. The entrance to the tower is fifty-five feet lower than the elevation of the Tier. (See 5.33 The Third Tier for more details).

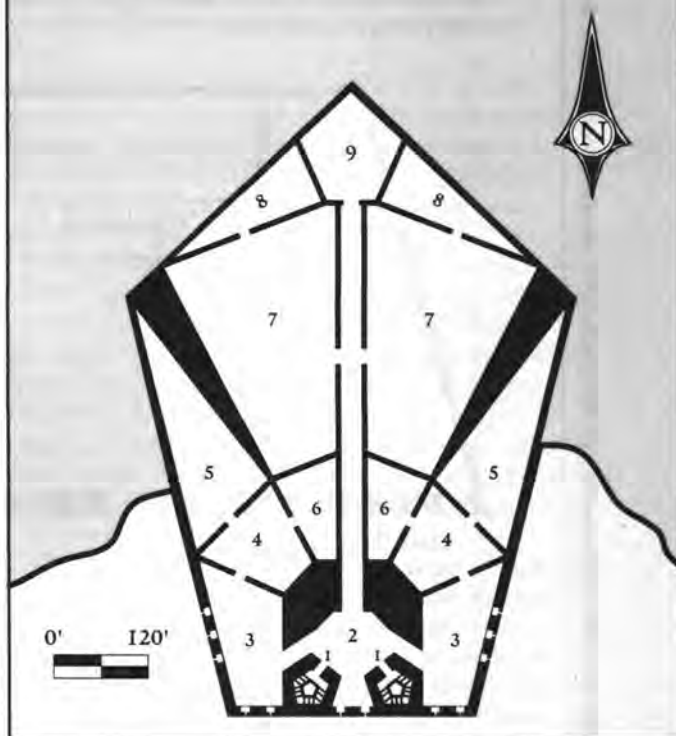
6. Square Tower. The entrance to the tower is fifty-five feet higher than the elevation of the Tier. (See 5.34 The Fourth Tier for more details).

7. Circular Tower. The entrance to the tower is twenty-five feet lower than the elevation of the Tier. (See 5.33 The Third Tier for more details).

8. Square Tower. The entrance to the tower is even with the elevation of the Tier. (See 5.34 The Fourth Tier for more details).

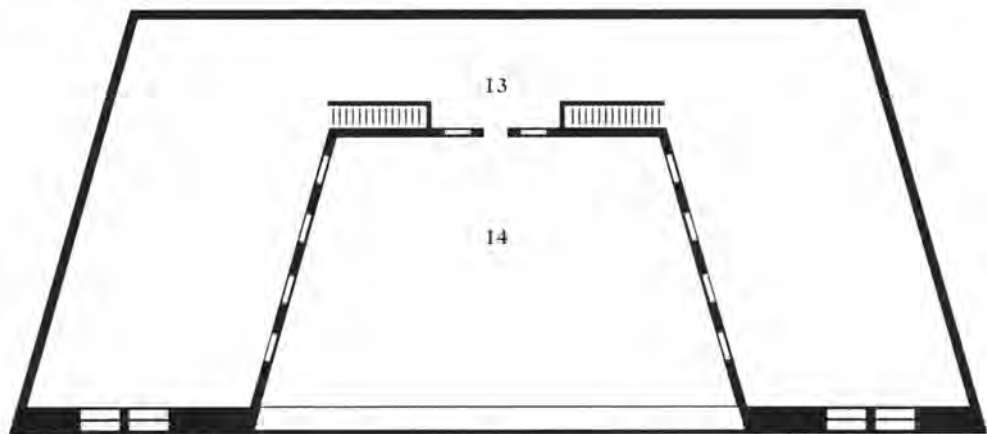


FOURTH TIER FORT THIRD LEVEL

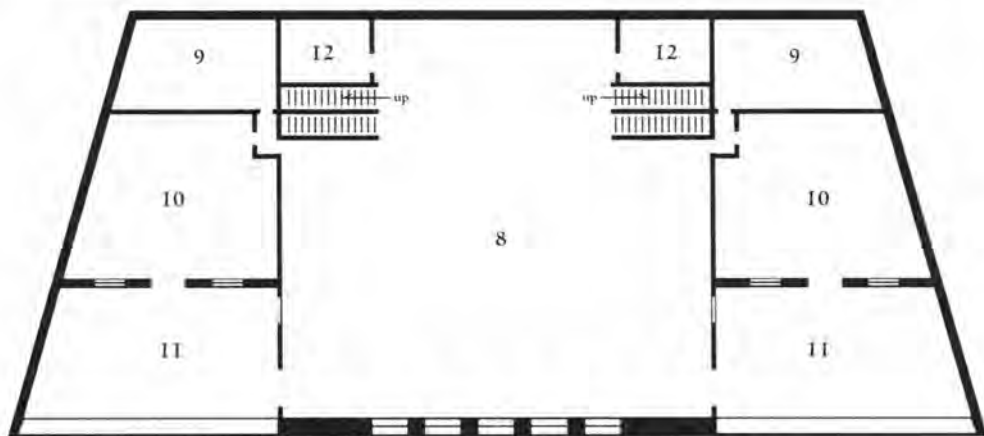




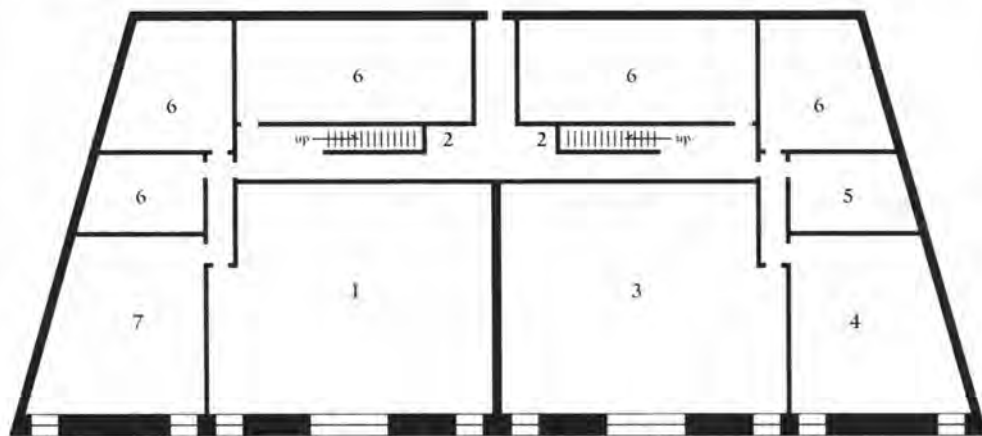
RESIDENCE



FIRST LEVEL



SECOND LEVEL



THIRD LEVEL



10. Circular Tower. The entrance to the tower is fifteen feet higher than the elevation of the Tier. (See 5.33 The Third Tier for more details).

11. Circular Tower. The entrance to the tower is thirty-five feet higher than the elevation of the Tier. (See 5.33 The Third Tier for more details).

12. Double-square Tower. The entrance to the tower is fifteen feet higher than the elevation of the Tier. (See below for more details).

13. Square Tower. The entrance to the tower is forty-five feet higher than the elevation of the Tier. (See 5.34 The Fourth Tier for more details).

14. Circular Tower. The entrance to the tower is five feet lower than the elevation of the Tier. (See 5.33 The Third Tier for more details).

15. Stairways. Each of these pentagonal shafts connects the Tiers of Ny Chennacatt to the Abyss below and to a pentagonal tower rising from the slopes of the mountain above.

FIFTH TIER FORTRESS, LEVEL ONE

16. Access Corridor. Grants access to the Fifth Tier fortress from Ny Chennacatt.

17. Guardroom. Five guards on duty at all times.

18. Stairwells. Ascend to levels two and three of the Fifth Tier fortress.

19. Fighting Corridor. Guards monitor the northern approaches to the mountain.

20. Siegetime Barracks.

21. Mess Hall.

22. Training Room.

23. War Room.

FIFTH TIER FORTRESS, LEVEL TWO

1. Stairwells. Descend to level one, and ascend to level three of the Fifth Tier fortress.

2. Guardpost. Two guards monitor traffic between the levels of the Fifth Tier fortress.

3. Guardpost. Guards monitor the northern approach to the mountain.

4. Guardroom. Guards monitor the slopes adjoining the Fifth Tier fortress.

5. Siegetime Soldiers' Quarters.

6. Officers' Quarters.

FIFTH TIER FORTRESS, LEVEL THREE

1. Stairwells. Descend to levels two and one of the Fifth Tier fortress.

2. Guardpost.

3. Guardroom.

4. Target Practice Galleries. The galleries are a popular hang-out. Any soldier with some degree of skill frequents them to show off his expertise with bow and arrow, ballistae, crossbow, or thrown handarms.

DOUBLE-SQUARE TOWER

1. Stairwells. Ascend to upper levels of the tower.

2. Quarters. More pleasant than the barracks within the mountain, these quarters are assigned to soldiers with excellent performance in battle.

3. Sergeants' Cubicles.

4. Stairwells.

5. Access Corridor.

6. Guardpost. A sentry monitors traffic between the tower and the fortress proper.

7. Guardrooms.

8. Stairwells.

9. Quarters.

10. Sergeants' Cubicles.

11. Storage.

12. Stairwells.

13. Access Corridor.

14. Watchposts. Posted guards watch the slopes of the mountain.

5.36 THE SIXTH TIER

1. Elevator. The elevator travels no higher than the Sixth Tier. Those wishing access to the Seventh Tier must climb the stairs of Naria. Access to the Eighth and Ninth Tiers is yet more limited. Only individuals possessing the power of flight or the Ringwraith's permission to use the enchanted Great Falcons (located on the Seventh Tier) may travel higher.

2. Naria. Five bridges span the chasm, joining the major corridors of the Sixth Tier to a catwalk encircling the central throne pillar of the Ringwraith.

3. Hall of Red. Carved from an anomalous lobe of maroon-streaked crimson stone, the hall resembles a chapel of horror. Its walls, alcoves, pilasters, and arching vault are carved in Mannish forms whose faces grimace in agony and whose limbs thrash and twist as though under the torturer's thumb. Individuals awaiting an audience with Akhōrahil usually wait here or in one of the other halls on the Sixth Tier (from 5 minutes to 5 hours, depending on the Ringwraith's whim).

4. Hall of Fading. The theme of this hall, excavated from white rock, includes ghosts, wraiths, specters and skeletons. The sculptor who did the work must have been a master of his craft, since the solid stone of the undead draperies seems almost translucent and wispy, making the chapel a haunted place.

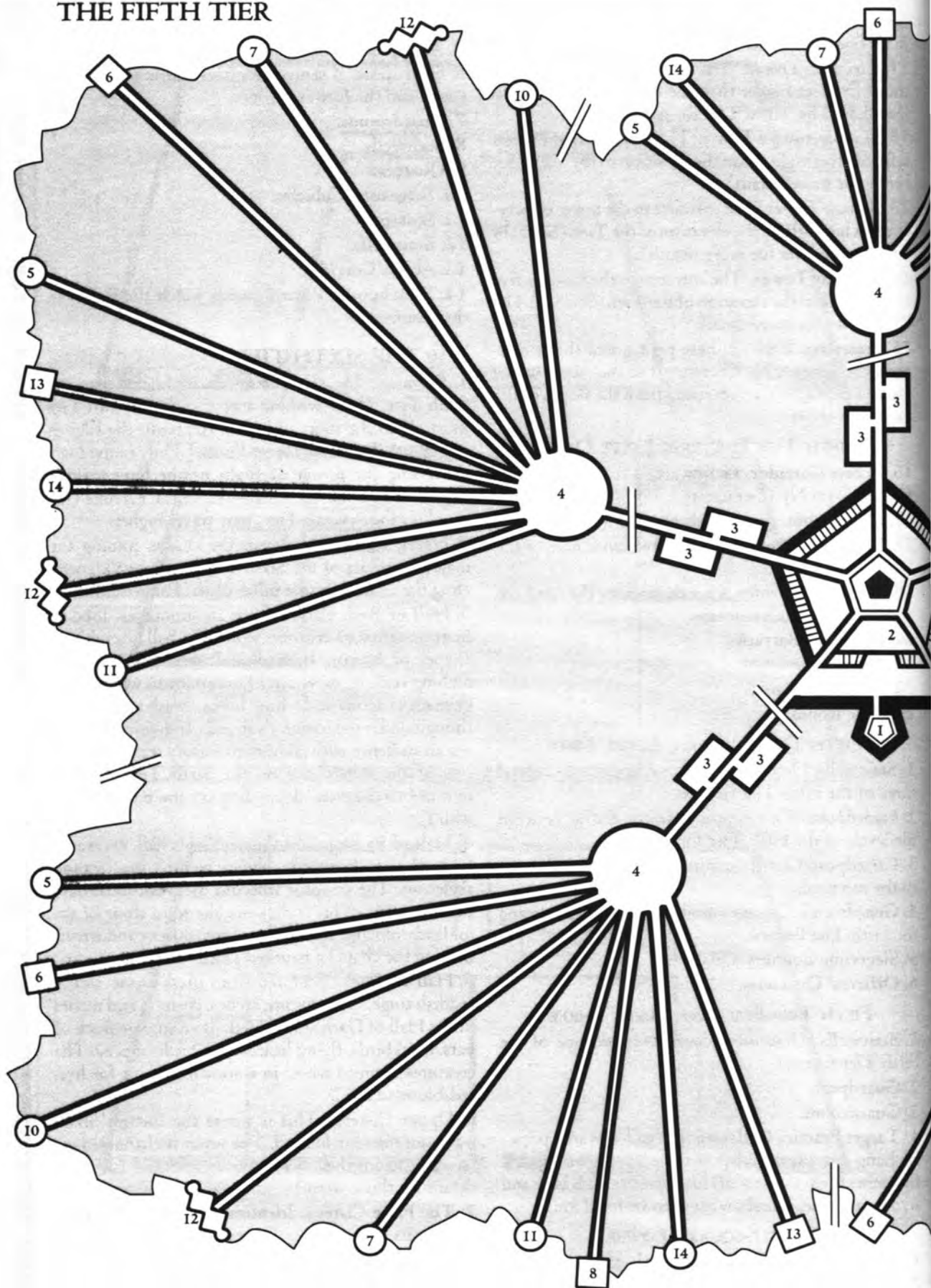
5. Hall of Dark. Sculpted from black stone with a reddish tinge, the columns, arches, cornice, and niches of the Hall of Dark are molded into a strange flock of bats, blackbirds, flying lizards, and birds of prey. The creatures seem to wheel in a voracious hunt for live, red-blooded food.

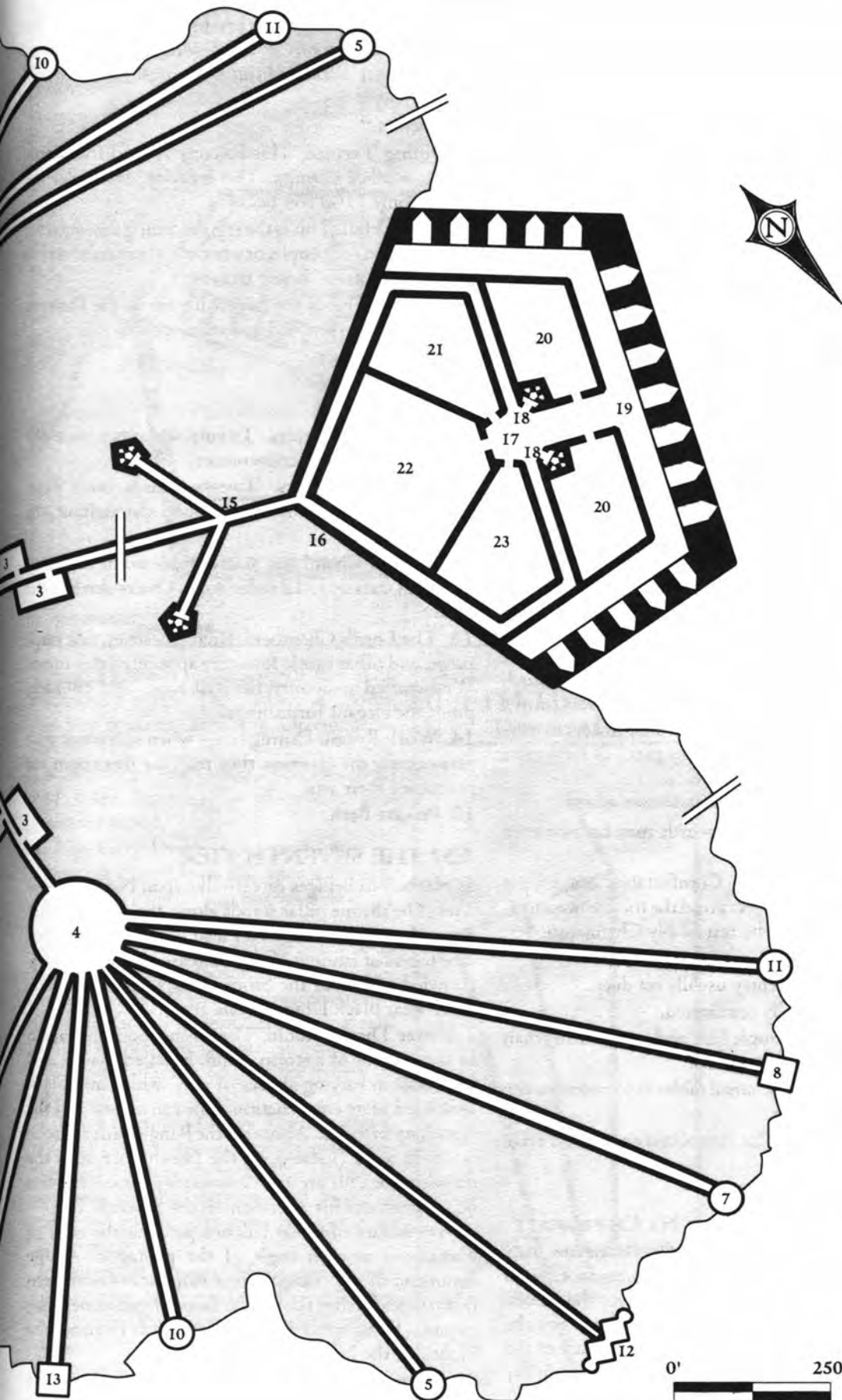
6. Upper Cistern. This is where the fortress' main water supplies are located. The water is channeled via aqueduct from the Chenna River. (See 5.1 for more details on this cistern.)

7. The False Cistern. Identical to the upper cistern, save for its lack of water. Originally, Wyatan planned to equip Ny Chennacatt with two upper cisterns. However, after the aqueduct from the Chenna River was complete, it was discovered that water flow during the dry season was insufficient to supply both cisterns.



THE FIFTH TIER





THE FIFTH TIER

- 1. Elevator
- 2. Naria
- 3. Paired Guardrooms
- 4. Junction Chamber
- 5. Circular Tower
- 6. Square Tower
- 7. Circular Tower
- 8. Square Tower
- 10-11. Circular Tower
- 12. Double-square Tower
- 13. Square Tower
- 14. Circular Tower
- 15. Stairways
- 16. Access Corridor
- 17. Guardroom
- 18. Stairwells
- 19. Fighting Corridor
- 20. Siegetime Barracks
- 21. Mess Hall
- 22. Training Room
- 23. War Room
- See page 65 for complete area descriptions.



The aqueduct was re-routed to fill one cistern only, and the remaining one was left dry. Its exit passage merges with that of the functioning cistern at the level of the Third Tier.

8. Grand Hall. This hall must be traversed by all visitors and petitioners to Akhōrahil. The hall is 40 feet wide, and 25 feet tall. Along its sides, pillars extend up to the arched ceiling. The entire hall is finished in white marble, with black marble pillars. The floor sports an intricate pattern of small white and black squares, also made of marble. Numerous portcullis and guard stations must be passed to traverse the hall. Passage requires either an escort, or the proper passwords. Yet the hall is circular and thus more ceremonial in purpose than functional. Those who pass through it, end where they started — at the base of the stairs climbing to the Seventh Tier.

9. Junction Chamber. Passageways to the towers on this Tier lead from the junction chamber.

10. Star Tower. (See below for more detail.)

11. Quarters of the Lord of Ny Chennacatt. (See below for more details.)

STAR TOWER

The Star towers were designed and built for the resident Astrologers and Seers. Constructed high on the cliff, each tower has a large balcony for observation.

1. Guardpost. Two corridors split from the main one that connects the tower to the rest of the fortress. The doors at the ends of the corridors are fashioned in such a way that when closed, the lines of the tower form a perfect star. These doors take a star shaped key to open, and are Extremely Hard (-30) to pick. Three to five guards are always on duty here.

2. Kitchen.

3. Soldiers' Barracks. Five guards may be quartered here.

4. Astrologers' Quarters. Comfortable, but simply furnished. The Astrologers avoid the rococo ornamentation that permeates the rest of Ny Chennacatt.

5. Narrow Hallway.

6. Guardpost. One sentry usually on duty.

7. Guardpost. Usually unmanned.

8. Seers' Quarters. Simple lines and solids, rather than patterned fabrics, predominate.

9. Dining Hall. Several small tables accommodate the residents of the tower.

10. Gathering Hall. The Astrologers and Seers relax and socialize here.

11. Observation Balcony.

QUARTERS OF THE LORD OF NY CHENNACATT

The quarters of the Lord of Ny Chennacatt are truly sumptuous to say the least. The walls are faced with polished *muna* wood. Plush carpets cover the floors, and fine tapestries and beautiful paintings adorn the chambers. The quarters are for the personal use of the Lord and his guests. The best lodging and food in Ny Chennacatt is to be had here. For much of the history

of Ny Chennacatt, Wyatan occupied the Lord's quarters.

1. Foyer. Where petitioners to the Lord await his pleasure. This room is filled with lavish furniture, expensive art work, and fine trappings.

2. Storage.

3. Kitchen.

4. Dining Terrace. This balcony is used for dining when weather permits. The balcony overlooks the valley some 1100 feet below.

5. Dining Hall. This is the regular dining area used for large numbers of people, or when weather prohibits the use of the outside dining terrace.

6. Library. This is the largest library in the fortress, and is used by the Lord and many others.

7. Bath Chamber.

8. Guest Quarters.

9. Balcony.

10. Servants' Quarters. Twenty servants ensure the Lord's comfort and convenience.

11. Guards' Quarters. Twenty guards bunk here. They are posted at various points throughout the Lord's quarters.

12. Council Chambers. A large table in the center of the room seats up to 12 individuals. Chairs also line the walls.

13. The Lord's Chambers. Rich tapestries, fine trappings, and other exotic furniture appointed this room. Well-crafted weaponry fill wall racks and counterpoint the elegant furnishings.

14. Work Room. During times when sorcerous visitors occupy the quarters, they may use this room for practicing their arts.

15. Private Bath.

5.37 THE SEVENTH TIER

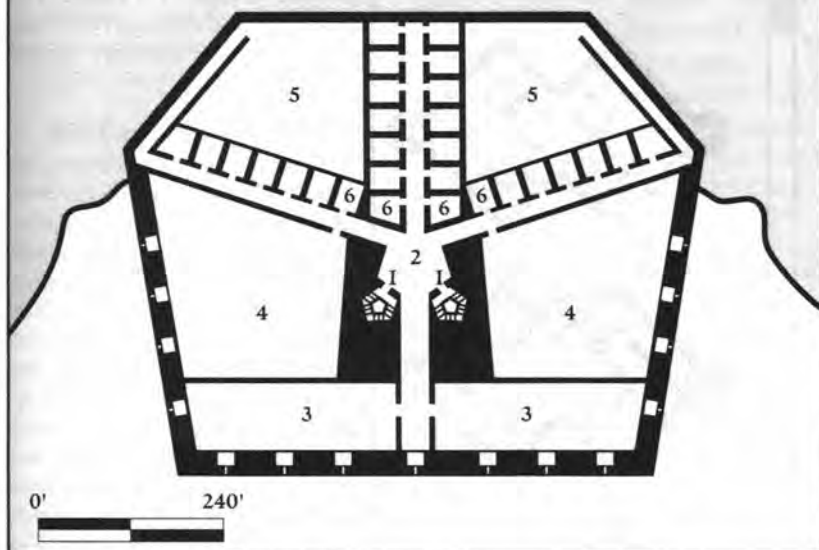
1. Naria. No bridges or catwalks span Naria on this Tier. The throne pillar stands alone, thrusting further upward into the Dragon's Head of Ny Chennacatt. The topmost landing of the staircase circling Naria is crowded with 5 of the Storm King's personal cadre. They wear black Dragon-scale armor.

2. Lower Throne Room. The throne room appears to be the interior of a storm cloud. Mottled marble and gneiss, all in varying shades of grey, white, and black were used in its construction. One can almost feel the electricity in the air. Although the Ringwraith's throne is not in sight (located on the Ninth Tier atop the throne pillar), his presence oppresses petitioners when he concentrates his attention on the Seventh Tier.

Five statues of Great Falcons perch at the edge of Naria, one at each angle of the pentagon. At the command of the Nazgûl, their stone transforms into feathers and living flesh. The favored petitioner may mount a flying steed and be carried aloft to either the Eighth or the Ninth Tier.

3. Gallery of Arms. Petitioners temporarily dismissed from the Ringwraiths presence often wait in one of the

FIFTH TIER FORT SECOND LEVEL



domes or galleries of the Seventh Tier until summoned again. The Gallery of Arms features frescoes depicting Orcish arms (limbs, not weapons), Mannish arms, Dwarvish arms, Elvish arms, children's arms, and a few tentacles — all severed and spouting blood.

4. The Grey Dome. Like the Gallery of Arms, the Grey Dome also sports a fresco painting on its walls and domed ceiling. Its subject matter is victims of the plague. Greyish skin tone and oozing, black boils are the prevalent symptom visible.

5. Gallery of Fish. Underwater scenes teeming with fanged lantern fish, glaring eels, sinister sharks, and a manta ray occupy the walls and vaulted ceiling of the gallery of fish.

6. The Lamenting Dome. The chamber is void of ornamentation, and its plain surfaces are moss-green rock. The sounds of moaning, sighing, weeping, and shrieking come and go like strange instruments in an alien symphony.

7. Gallery of Strings. Metal wires (gold, steel, copper, or silver) of all different lengths and gauges hang from the ceiling of the dome.

8. The Smooth Dome. Faced with silver plating and coated with glass, all surfaces of

the Smooth Dome are mirrors, including the floor.

9. Guardpost. A sentry of Akhōrahil's personal cadre stands watch at each corner of the lower throne room.

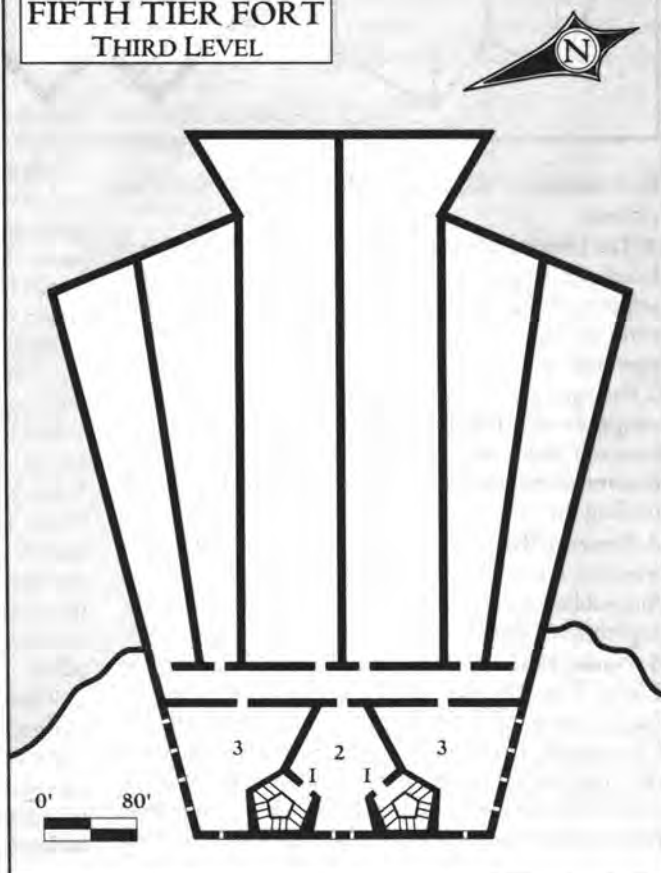
10. Halls. The sweeping corridors connect the galleries and chambers of the Seventh Tier. They are faced with different colored marbles set in odd geometric patterns.

5.38 THE EIGHTH TIER

The uppermost part of the peak that houses Ny Chennacatt is carved in the shape of a Dragon's Head, and the chambers within it resemble the interior of a live beast. The native rock of the mountain at this elevation was red marble veined with black, and its use further heightens the illusion. The interior spaces

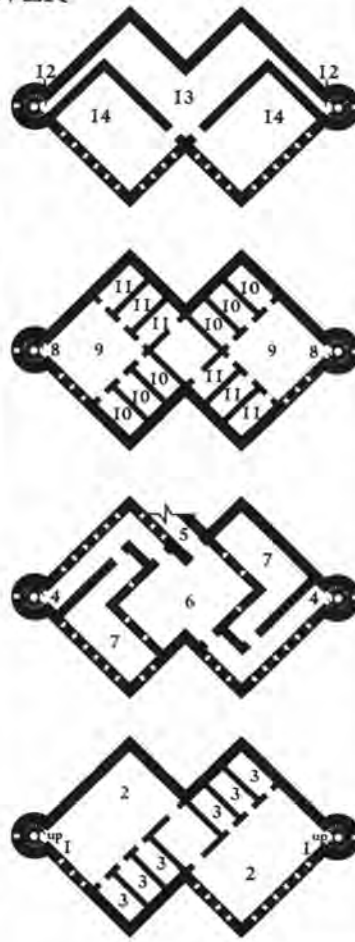
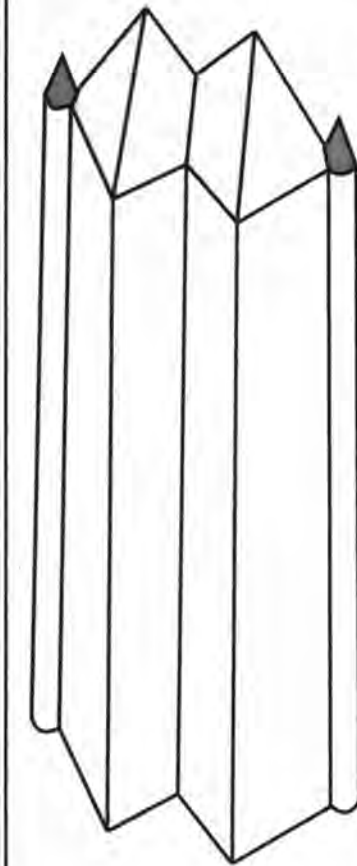


FIFTH TIER FORT THIRD LEVEL





DOUBLE SQUARE TOWER



flow smoothly into one another, and few doors are present.

1 The Dragon's Mouth. The front of the chamber is lined with long, sharp fangs, protruding from both the upper and the lower jaw. The Nazgûl's Fell Beasts enter and leave the fortress through the unguarded opening.

2 Passageway. Broad enough to accommodate the wingspan of a Fell Beast, the passage possesses two portcullis which may be dropped in the unlikely event that intruders reach the Eighth Tier. The levers controlling the portcullis are in the Dragon's Fringe.

3. Presence Room. Even when the Nazgûl's attention wanders, fear strikes the hearts of those who stand in this vaulted chamber. His dread aura permeates the Eighth and Ninth Tiers.

4. Naria. No bridges or catwalks span Naria on the Eighth Tier. The throne pillar stands alone, thrusting further upward into the Dragon's Head of Ny Chennacatt. The staircase circling the walls of Naria does not reach this high, but no guard rail protects the edge of the chasm. The five sides of the chasm have narrowed and rotated slightly throughout the interval

between the Seventh and Eighth Tiers, causing the previously north-northwestern angle to point due north. The sides of the chasm and those of the throne pillar are no longer parallel.

5. Fell Beast Chambers. These caverns house the Nazgûl's mounts.

6. The Dragon's Fringe. Five guards from the Ringwraith's personal cadre are stationed in each nook.

5.39 THE NINTH TIER

Throughout much of the Second Age, Akhórahil retained his Man-nish form along with its attendant human mannerisms. As a Wraith, he required neither food nor sleep, but continued to have lavish feasts prepared in his honor, chambers luxuriously appointed for his rest, and treasures gathered for his appreciation. He attracted a court of great Lords and their consorts, and ordered fabulous entertainments performed for their amusements. During these years, the Ninth Tier more nearly resembled a palace than a military fortress. Extensive kitchens, servants' cubicles, and store rooms were sprinkled around the periphery of the state rooms and receiving chambers.

By the advent of the Third Age, all this had changed. The Storm King became a reclusive, but omniscient presence in the fortress. No courtiers enliven the Wraith's days and nights of power-hungry scheming, and no servants labor to ensure his comfort. Alone, he drifts through the almost empty chambers of the Ninth Tier.

A palpable sense of evil pervades the air of the Ninth Tier during the years of the Third Age. Anyone unfortunate to be brought here must make a -50 RR vs fear to maintain their composure and possibly their sanity.

1. Naria. No bridges or catwalks span Naria on the Ninth Tier. The throne pillar stands alone, its topmost surface visible, but 5' higher than the floor of the chamber surrounding it (the throne room, #2). As in the presence room on the Eighth Tier, the sides of the chasm are no longer parallel to the sides of the throne pillar.

2. Throne Room. Massive stone ribs support the vaulted ceiling arching over the throne room and the upper end of Naria. Courtiers gathered here to attend Akhórahil in the Second Age, but the Ringwraith presides over an empty chamber throughout his reign in the Third Age.

The Nazgûl's throne rests on the pillar planted in Naria's depths. The massive seat is carved of jet, and sports numerous iron spikes at its extremities. Anyone who touches the throne (except the Ringwraith) must make a RR vs. a 25th level spell or suffer the loss of 5 points from each stat. Controls hidden on the left arm of the throne allow the Ringwraith to raise or drop all or any of the portculli in Ny Chennacatt.

Five pillars flank the throne, two on its left, and three on its right. Controls hidden on the right arm of the throne activate the special properties of the pillars. Their powers are as follows:

- The first pillar transforms once a day for 5 minutes into a young, golden-scaled Dragon who breathes fire and obeys the commands of the individual occupying the throne.
- The second pillar triggers a Wall of Fire ringing Naria. Anyone who passes through the fire takes an 'A' heat critical (no RR).
- The third pillar teleports (RR vs. a 15th level spell) all occupants of the room (save anyone in the throne) to the high security dungeon cells in the Abyss of Ny Chennacatt.
- The fourth pillar releases a powerful sleep spell. Everyone in the room must make a RR vs. a 20th level spell or sink into slumber for 5 hours.
- The fifth pillar grows from a height of 5' to reach 25'. Then a storm of darts rains down on the room from the concealed receptacle in its tip. The dart storm lasts for five minutes, long enough to bombard each and every nook of the room with three +25 dagger attacks. (Victims would be better off standing still than dodging!)

3. The Ringwraith's Chamber. In the Second Age, this private room was lavishly appointed. Over time, its furnishings grew dusty, then ragged, with neglect and were finally tossed over Naria's edge.

4. The Dragon's Proper Nostril. Elaborate bathing facilities.

5. The Dragon's Sinister Nostril. Once a cosy sitting room, it became a cobweb maven.

6. Dwar's Chamber. A chamber for each of Akhōrahil's fellow Wraiths was reserved in Ny Chennacatt. These too deteriorated as the Nazgûl lost their human attributes.

7. The Witch-king's Chamber.

8. Indûr's Chamber.

9. Ren's Chamber.

10. Adûnaphel's Chamber.

11. Khamûl's Chamber.

12. Hoarmûrath's Chamber.

13. Ûvatha's Chamber.

14. Receiving Room.

15. Receiving Room.

16. The Dragon's Eyes. For a time, these served as servants' halls, accommodating the retinues of the courtiers and visitors to Ny Chennacatt. The windows of the chambers are forged of red laen, and torches lit

behind them at nightfall give the Dragon's gaze a baleful look. On a clear evening, the glowing eyes can be seen from many leagues away.

17. Feasting Hall.

18. Kitchens.

19. Staterooms. Originally, this echoing hall was divided into three spacious staterooms for the Lords of Akhōrahil's court. The partitioning walls were cleared out when the Nazgûl dismissed his attendants.

20. Staterooms.

21. Staterooms.

22. Ceremonial Hall.

23. Council Chamber. The council chamber remained the least changed room throughout the ages. A massive onyx table dominates the space, ringed by equally massive chairs of polished granite. The Ringwraith confers with his high command in this chamber, as well as coordinating the conquest of Middle-earth with visiting Ringwraiths and their emissaries.

24. The Dragon's Fringe. Guards from Akhōrahil's personal cadre stand watch in these nooks.

5.4 OUTLYING WATCHTOWER

Located on a nearby hill, the watchtower monitors the approach to Ny Chennacatt through which the road runs. Access to the tower is achieved via a cavern at the base of the hill. A spiral stair climbs within the hill's rock to the lowest level of the tower.

1. Guard Nook. Two guards are always on duty. Small slits for watching the stairway are used to check for intruders. A large bell sounds an alarm to warn the troops above.

2. Kitchen/Mess Hall.

3. Storage.

4. Servants Quarters. Five servants tend to the guards' needs.

5. Barracks. Ten to twenty off-duty soldiers are stationed here.

6. Barracks. Ten to twenty off-duty soldiers are stationed here.

7. Lookout. A minimum of nine guards are always on duty in the lookout.

8. Roof. A trap door bolted from above leads to the ladder down. Large colored flags are used to communicate with the fortress during the day. Lights are used at night. Communications are expected every hour.

5.5 ITEMS OF POWER

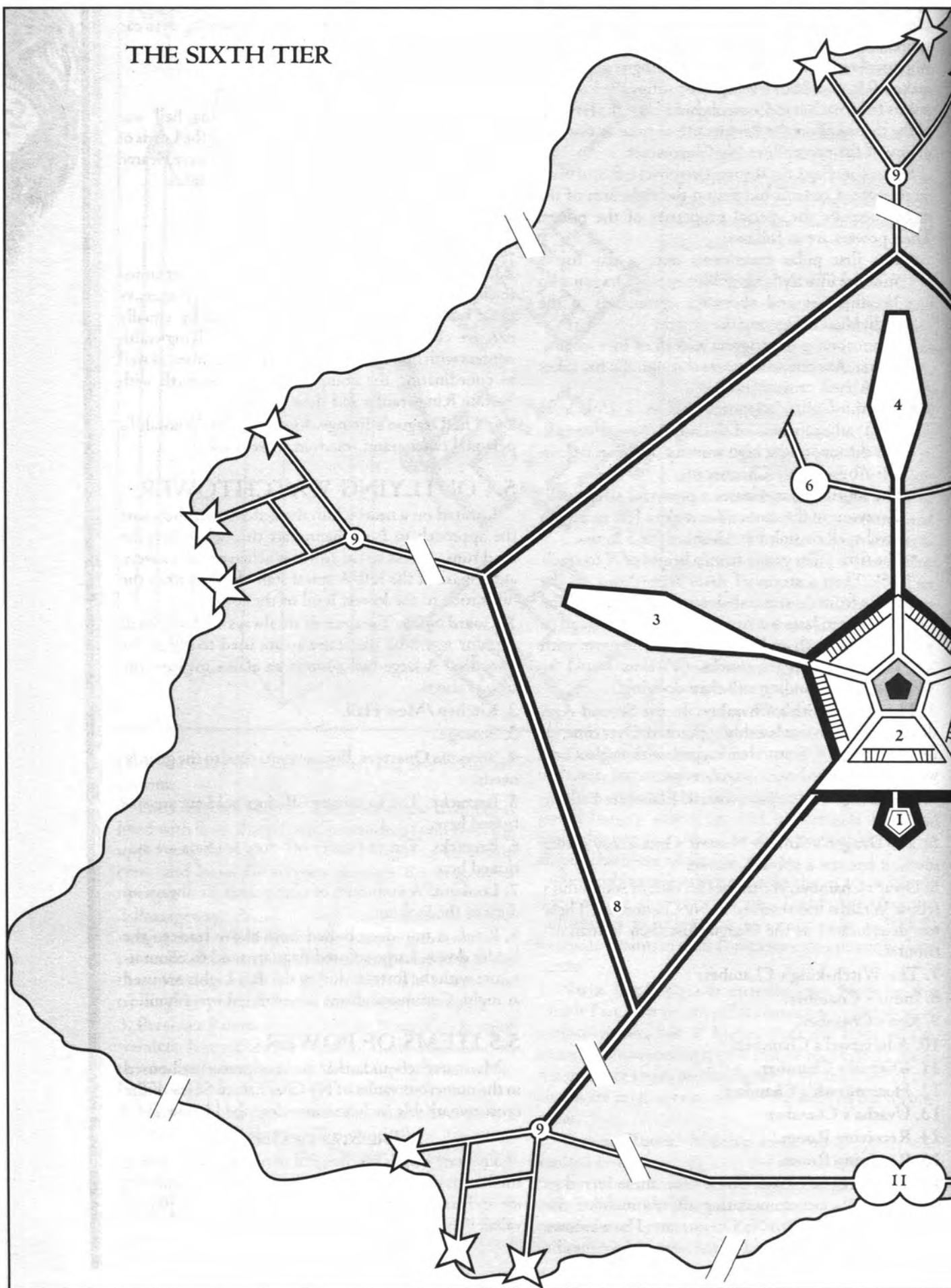
Many artifacts and other items of power are housed in the numerous vaults of Ny Chennacatt. Some of the most remarkable include those described below.

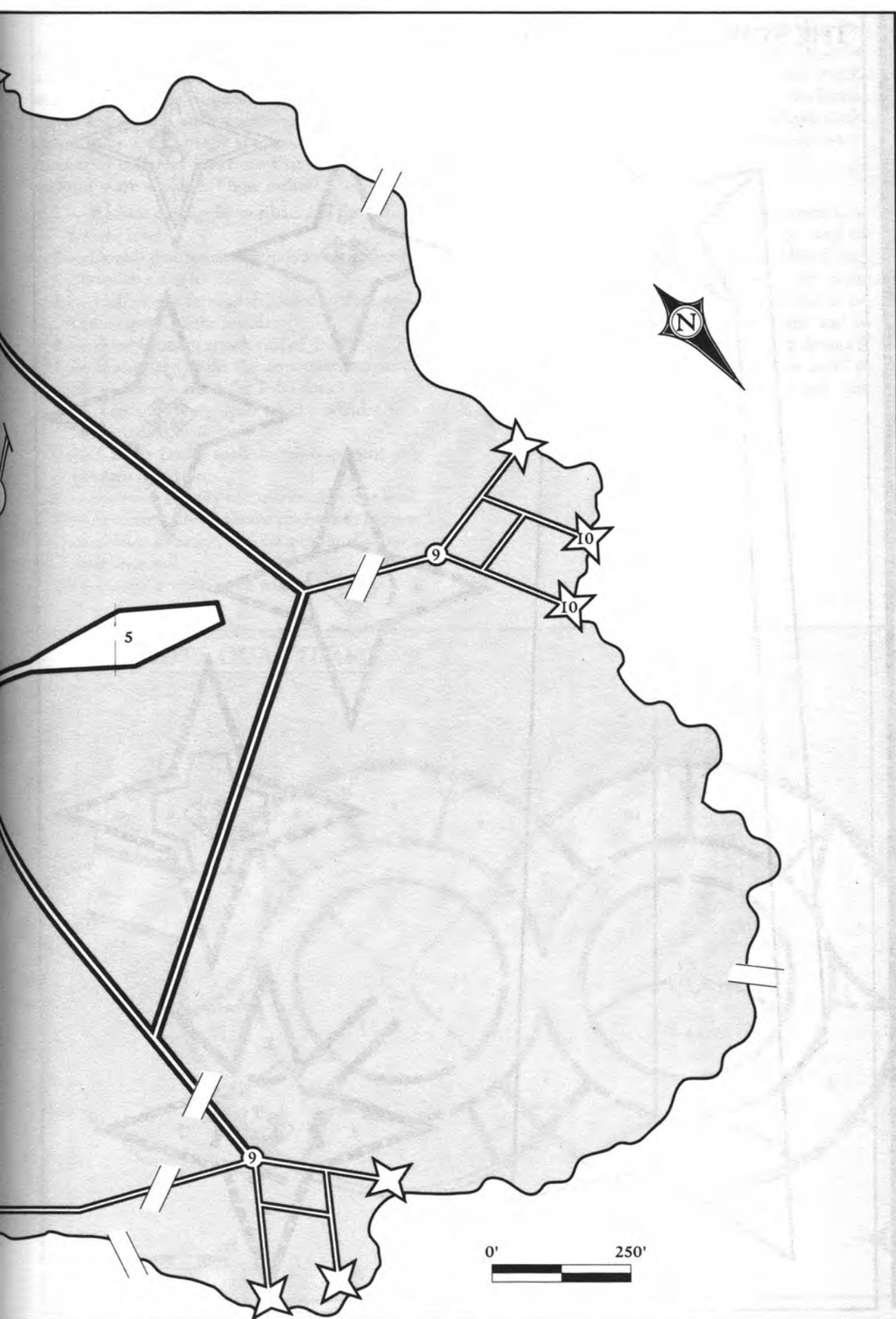
THE STAR OF OBED

This rare gem is not magical in nature, but is worth thousands of gold to the right buyer. Its size, luminosity, and historical associations add to the star sapphire's value.



THE SIXTH TIER



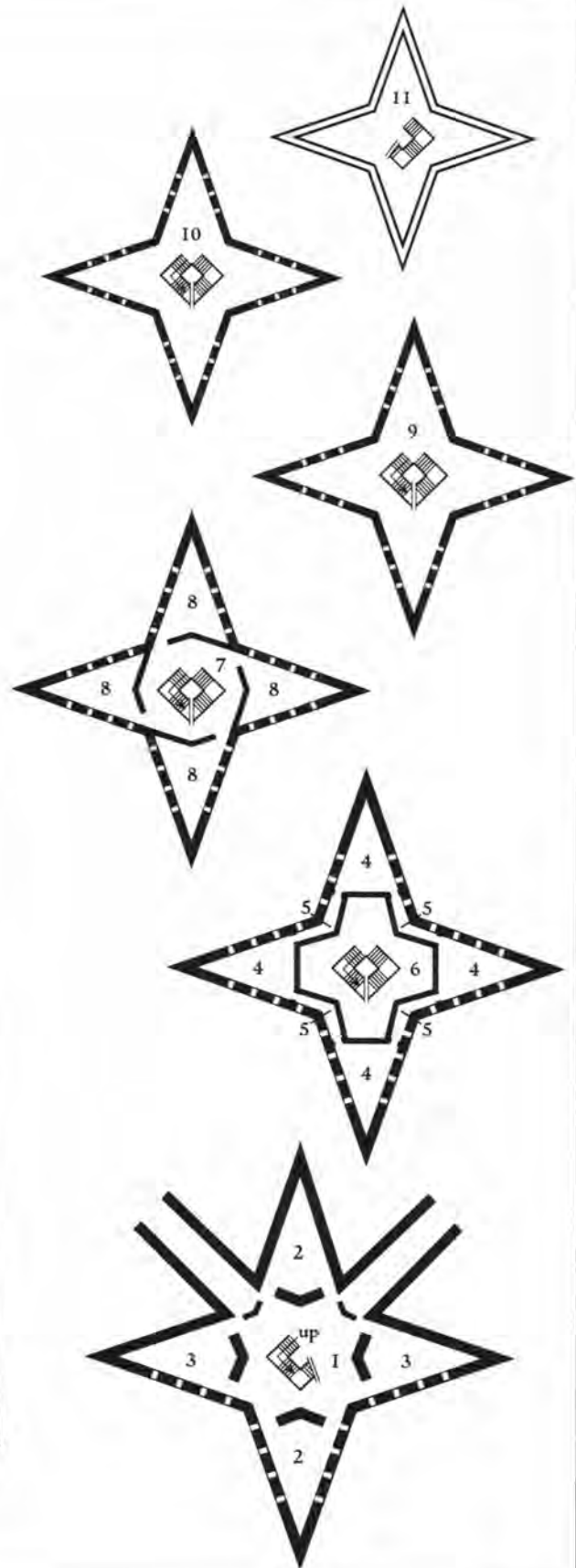
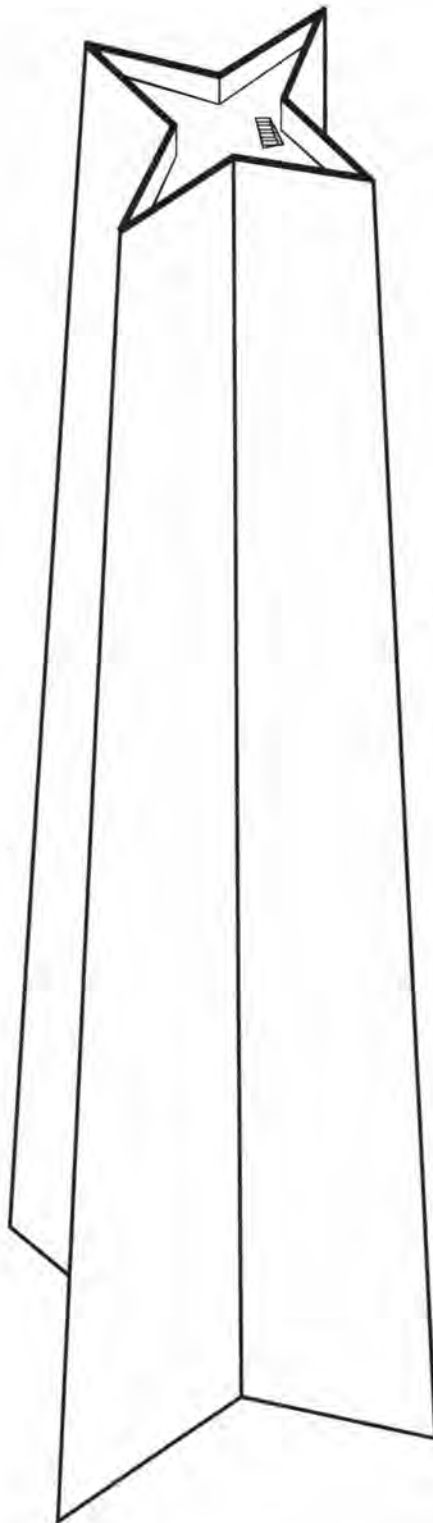


THE SIXTH TIER

1. Elevator
 2. Naria
 3. Hall of Red
 4. Hall of Fading
 5. Hall of Dark
 6. Upper Cistern
 7. False Cistern
 8. Grand Hall
 9. Junction Chamber
 10. Star Tower
 - II. Quarters of Lord of Ny Chennacatt.
- See page 67 for complete area descriptions.



THE STAR TOWER



THE WONDEROUS WEAPON

The history and fashioning of this sword is lost in the depths of time. A magical blade of the Silvan Elves, it must have been created to drive Men crazy. The weapon may not be magically divined by mortals. If Staves and Wands skill is employed, the sword will appear to be a +15 magic weapon. However, it has a number of different functions that it will randomly perform when wielded. These include:

- 1 — Reduce damage by one half and the critical by one level.
- 2 — Double damage and include an extra electric critical at same level.
- 3 — Half of the damage delivered to the opponent is given to the wielder.
- 4 — Fumble on an attack roll of 1-30.
- 5 — Immediately kills the opponent, but turns the wielder to stone for 1-10 days.
- 6 — Casts a *Leaving* spell on the wielder in a random direction.
- 7 — Casts a *Leaving* spell on the opponent in a random direction.
- 8 — Increases severity of the critical by one level.
- 9 — Automatically breaks the opponent's weapon or shield. If magic, the weapon is allowed a resistance roll.
- 10 — Gives a +50 to the wielder's DB.

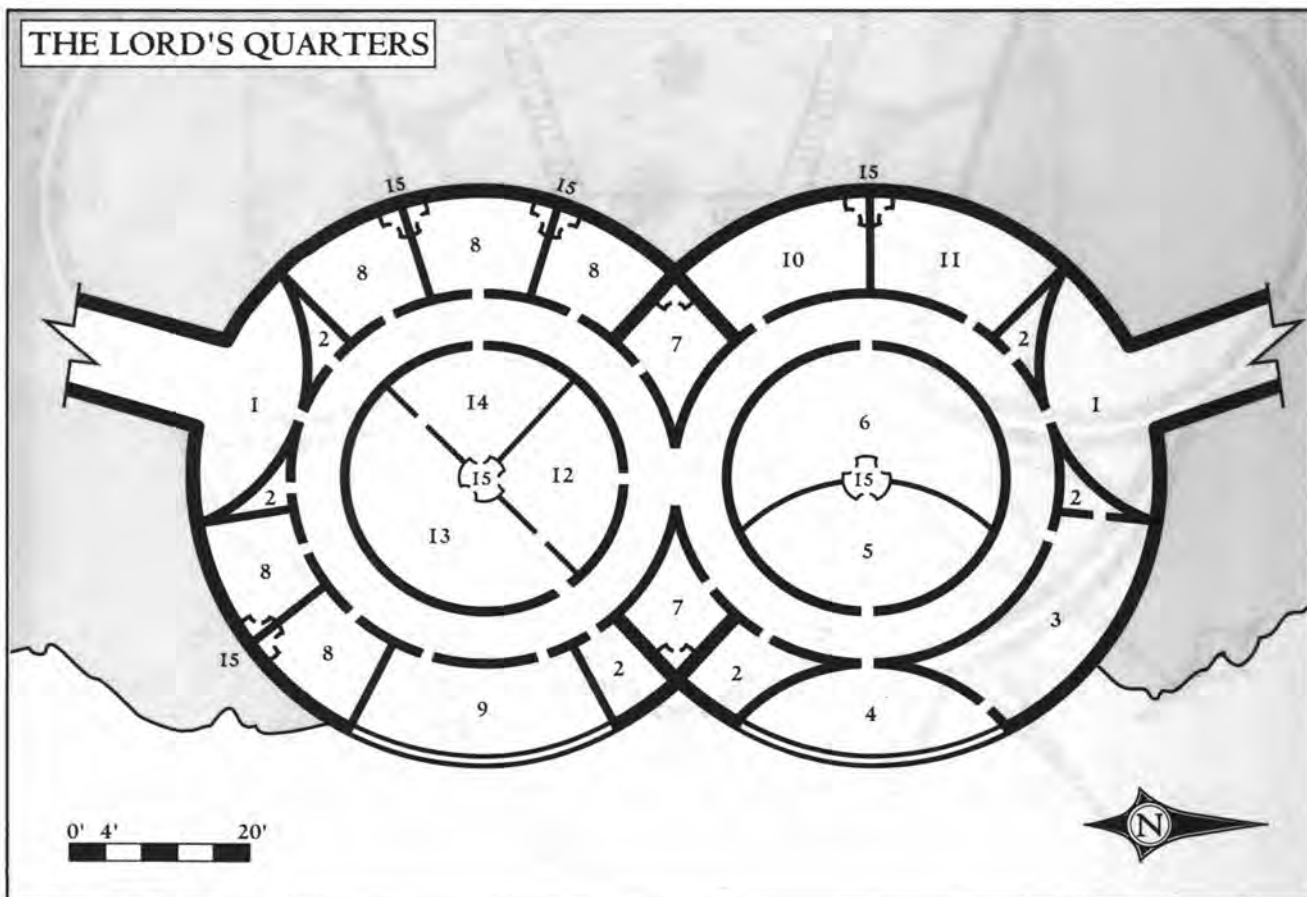
These effects do not take place automatically. Before each battle, the GM must roll percentile dice. On a roll of 25+, one of these effects or any others that the GM feels appropriate may take place on each attack. The type of affect may also change during the battle. This cursed weapon should frustrate the player. Only a mortal will not be able to give up the blade voluntarily.

SILK SCARF

The silk scarf allows the wearer to breath normally and ignore any hostile conditions caused by sand or dust. Sand storms in Greater Harad, Far Harad, and Chennacatt are notorious killers. The scarf can mean the difference between dying in a sand storm or surviving. The scarf is a mottled tan color and is difficult to find (-10 to perception rolls) if dropped out-of-doors in desert environments. If the scarf is defiled by using it as a handkerchief, it will not function until it is thoroughly cleaned.

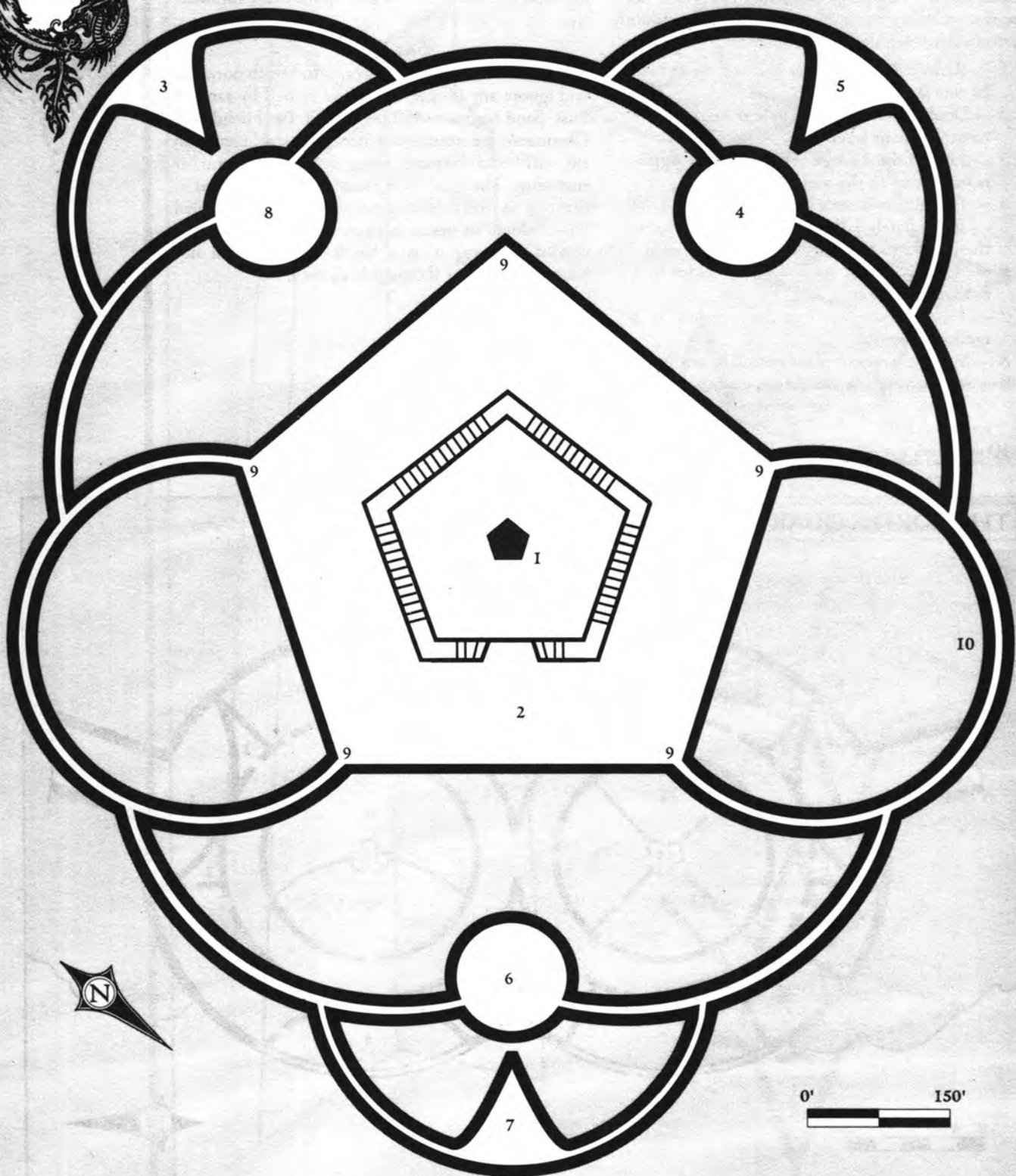


THE LORD'S QUARTERS

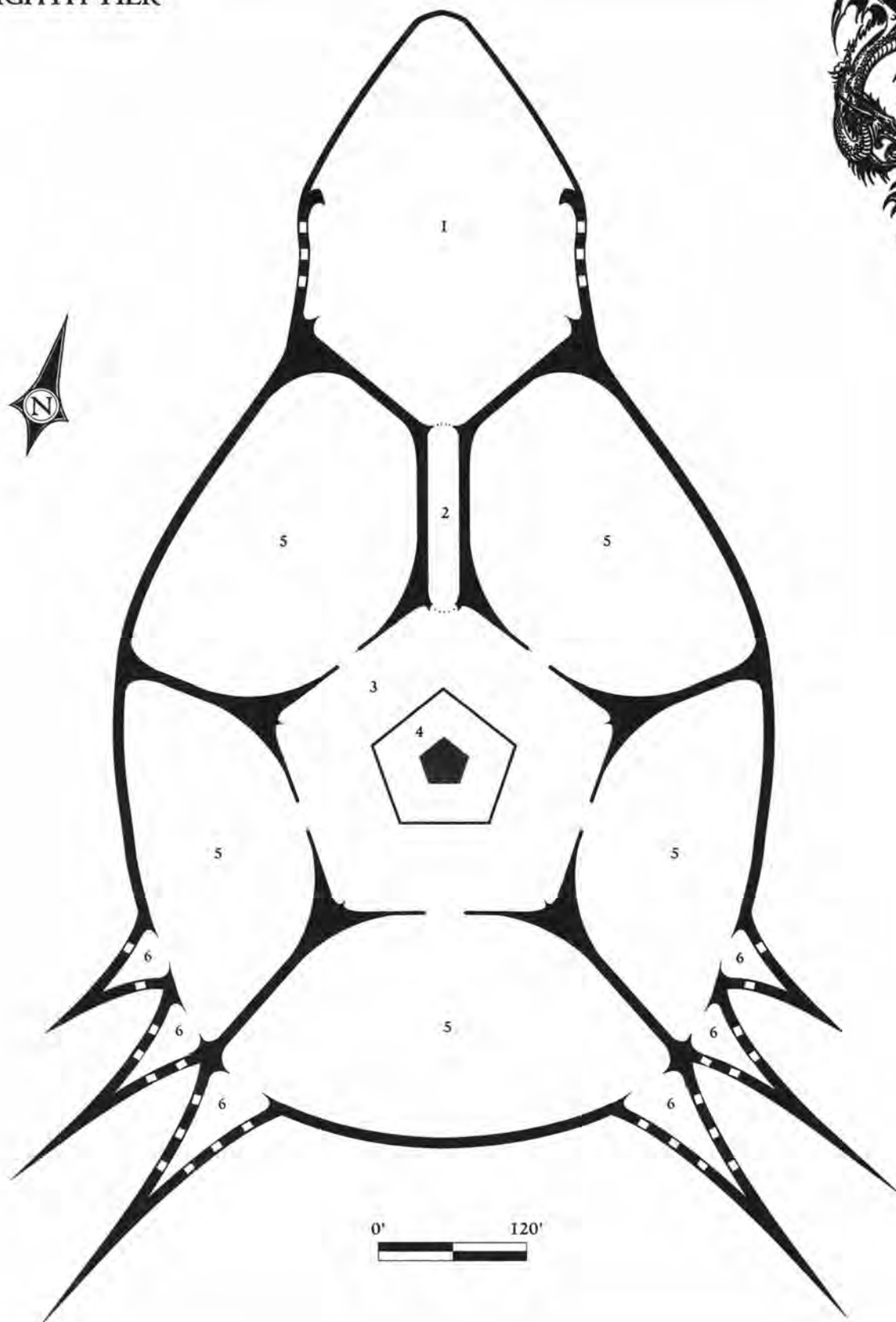




THE SEVENTH TIER



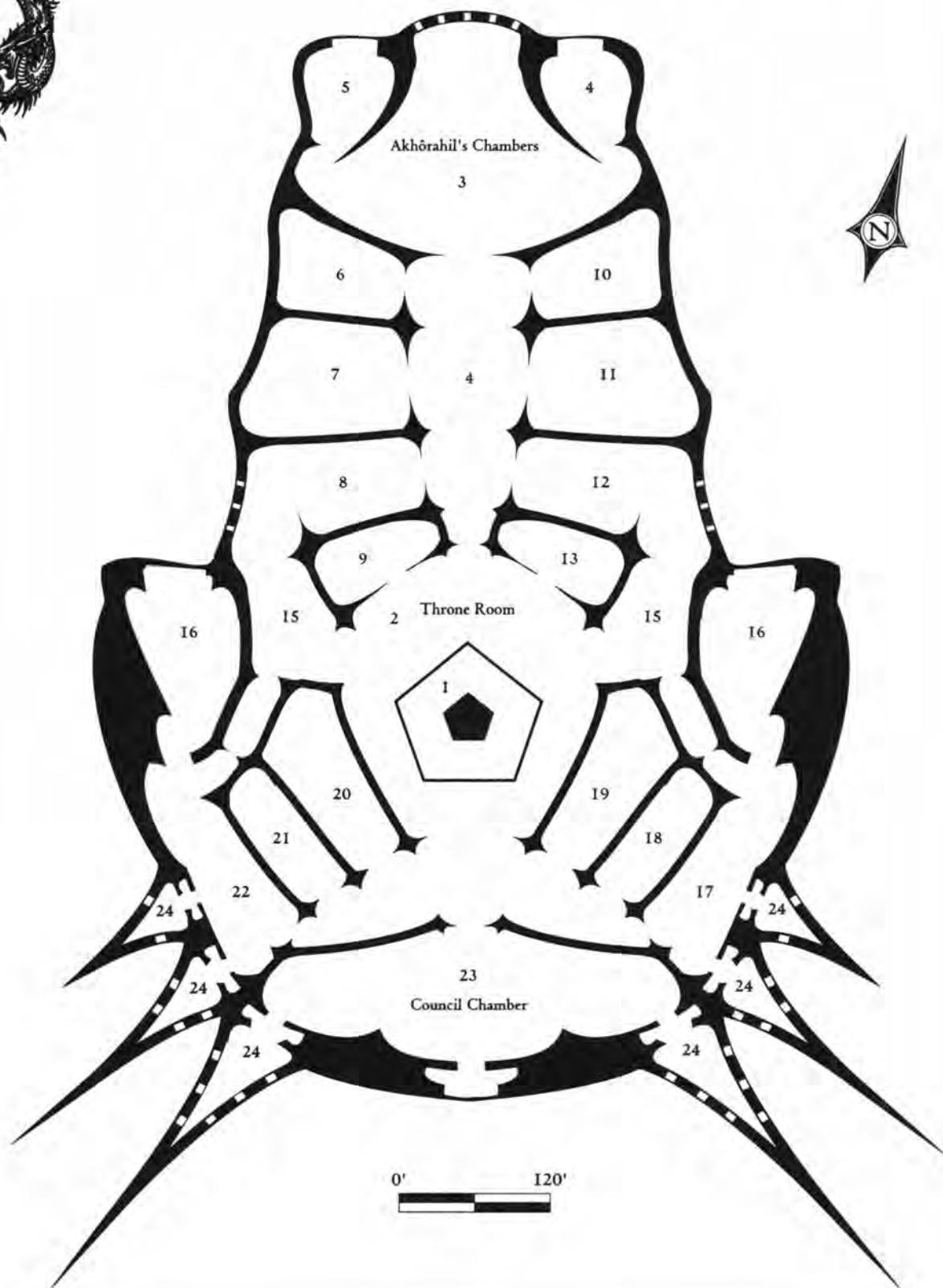
THE EIGHTH TIER



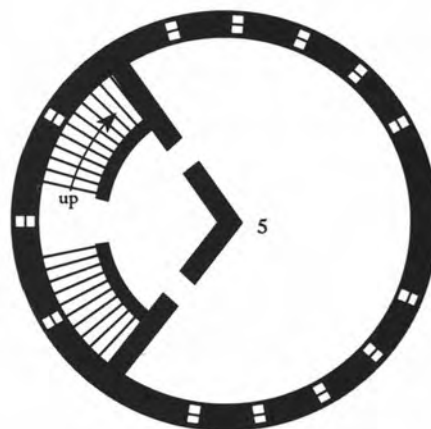
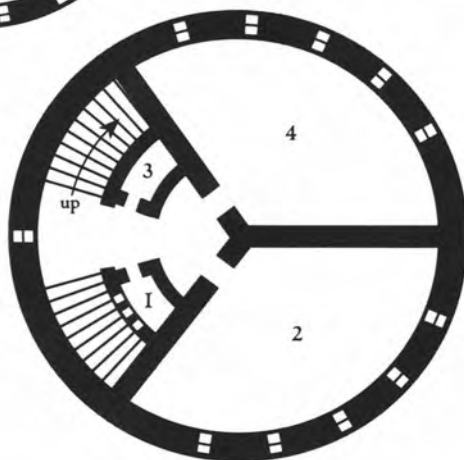
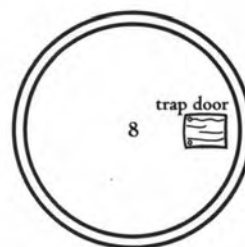
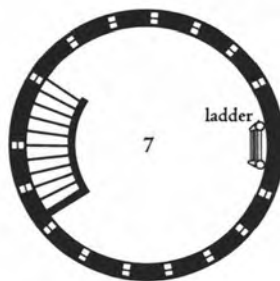
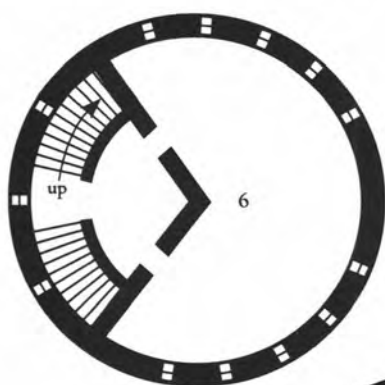
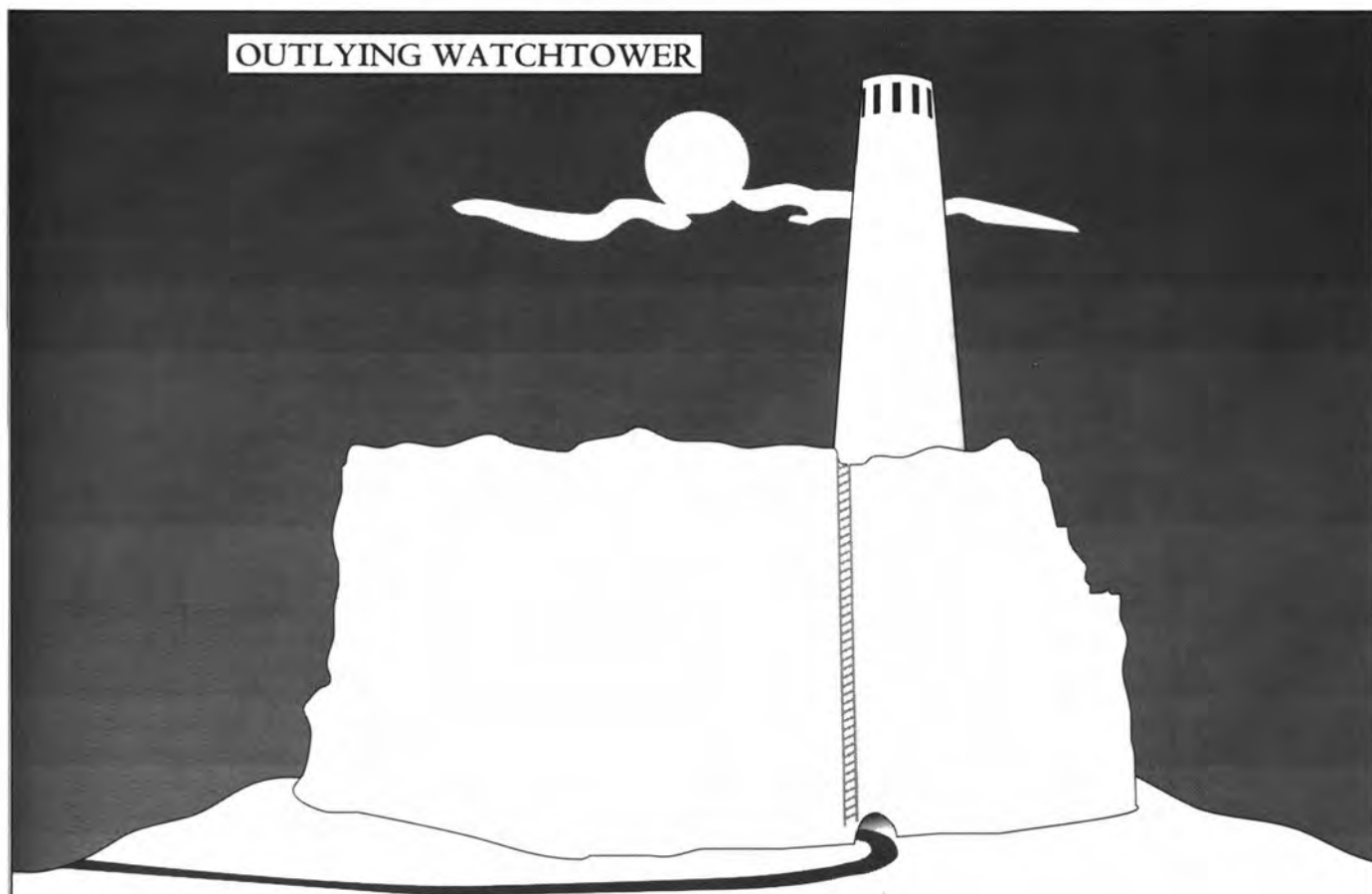
0' 120'



THE NINTH TIER



OUTLYING WATCHTOWER





CRIMSON GLOVE

This item is magical and cursed. It contains the petrified, severed hand and wrist of Tartas Izain.

Note: *The hand will be available only after his death.*

If a PC removes the glove from the hand, the hand will crumble into dust. If the PC then slips the glove on, he will feel a brief powerful tingling in the hand covered by the glove (+10 to all attacks), but must make a resistance roll against a 20th level curse. If the PC fails the resistance roll, he will gradually become a tool of Akhōrahil over 10 + 1d20 days. The bearer of the curse will have a greater and greater tendency to do things that will aid or further the Storm King, or thwart his enemies. The glove can only be removed by the successful casting of *Uncurse True* (RM Repulsions).

SEXTANT

The sextant is inlaid with gold and mithril to depict degrees and minutes of arc and the position of several known guide stars. The sighting lenses are magic, and made of a dense, smokey material that cannot be seen through during the day. At night, the sextant may be used normally although the lenses will appear cloudy on extremely clear nights. If the sextant is used during times of rain, heavy fog, or mist, the user will see a crisp clear view of the heavens. The sextant was captured by Wyatan during the fall of Túl Harat.

THE VISOR OF SENSING

The Visor of Sensing is an Elven artifact of ages past. This potent magical item bestows on its wearer a number of different ways of sensing the seen and unseen world.

Crafted of mithril, the visor fits over the front of the head and covers the eyes and the top of the nose. In the forehead of the visor is a single receptacle. No eye slits are apparent. The receptacle is made to accept a small lens, also set in mithril. The lenses were created from different colored gems. Each bestows a different sensing ability to the wearer, and only one lens can be used at a time.

Only two lenses are present with the visor; the blue and smoky lenses. The Visor is placed in a box with the two lenses. Three receptacles are left empty in the box for the other lenses.

Note: *Quests for the other lenses for the Visor of Sensing may be used for further adventuring. The visor bestows a magical form of sight upon the wearer. At the same time, it completely blocks the wearer's normal sight. In all cases, when the visor is used, the only thing visible will be what is bestowed by the lens in use. The GM must be very careful to describe only what the PC wearing the visor can sense. Great practice and significant time and energy must be spent learning to use the visor.*

Blue Lens (Presence Sense) — When the blue lens is used, all entities within a 200' radius may be seen. Intervening walls and barriers do not affect the sense, and are not even perceived. Each entity has a different shape, color, and intensity of color. The shape indicates race, the color indicates profession, and the intensity of color indicates level. (It is the GM's responsibility to assign shapes, colors, and intensities for the different races and professions, etc.)

Red Lens (Magic Sense) — All magic within a 200' radius is discernible. What is seen are colors of different sizes, shapes, and intensities. These attributes give clues to the magic that is sensed.

Yellow Lens (Spatial Sense) — All corridors, doors, secret doors, and traps within a 200' radius are visible.

Black Lens (Darkness Sense) — Allows the wearer to see in total darkness as normal daylight. When viewing in this mode, any significant amount of light will blind the wearer.

Smoky Lens (Shadow Sense) This lens allows the wearer to sense beings from the shadow world. However, it also allows those beings to see the wearer.

(Other lenses may be developed to enhance a GM's campaign.)

SWORD OF GRANDEUR

This broadsword is extremely ornate. It appears to be the ceremonial sword of some great king. The blade is covered in runes, and the hilt is gem encrusted.

It is a +10 magical blade that is cursed. After a short period of ownership, the owner will never relinquish this handsome sword. He will treat the sword as a cherished lover, pampering it and saying sweet nothings to it, as if it were alive. The possession of the sword causes the wielder to slowly become a megalomaniac. He will begin to think himself worthy of the sword and the station it implies. He will soon start to demand the recognition, praise, and position in life that only an owner of this fine example of arms should have.

6.0 THE RUINS OF THE CITY OF CHENNACATT

Early in the Second Age, Haradrim from the north and Chyans from the east, settled the Siresha river valley. As urban areas developed, the need for cut stone and lumber building materials increased and soon overcame the resources available nearby. To supply the needs of the expanding cities, camps were founded in the northern foothills of the Yellow Mountains. One such camp, located near the headwaters of the Chenna, eventually grew into a city itself. Called Chennacatt, it soon became the center for trade in lumber and quarried stone in Sirayn. Business flourished, civilization waxed, and all Sirayn entered what scholars term the Tara Sarkiim (Ta. "Golden Age of Sirayn").

Chennacatt began as a simple collection of huts. As it expanded, the useable land quickly disappeared under residences, administration buildings, warehouses and shops. The inhabitants soon realized that if they were to prosper, they would be forced to either move the city or find some way to continue building. In response to this, the city planners began to terrace the mountain sides. These expansive terraces allowed new growth and provided areas that could be farmed. In it's prime, Chennacatt became the capital of the province for which it was named. This period in the history of Chennacatt continued until the fall of the city in S.A. 1929, when Wyatan conquered all the cities of Chennacatt.

Following its fall in S.A. 1929, unlike many of the other cities of Sirayn, Chennacatt was never rebuilt. Today, the city lies in ruins. Only the ghosts of the dead, vermin, and the forces of the Storm King visit its lonely avenues and crumbling stones.

THE CITY'S LAYOUT

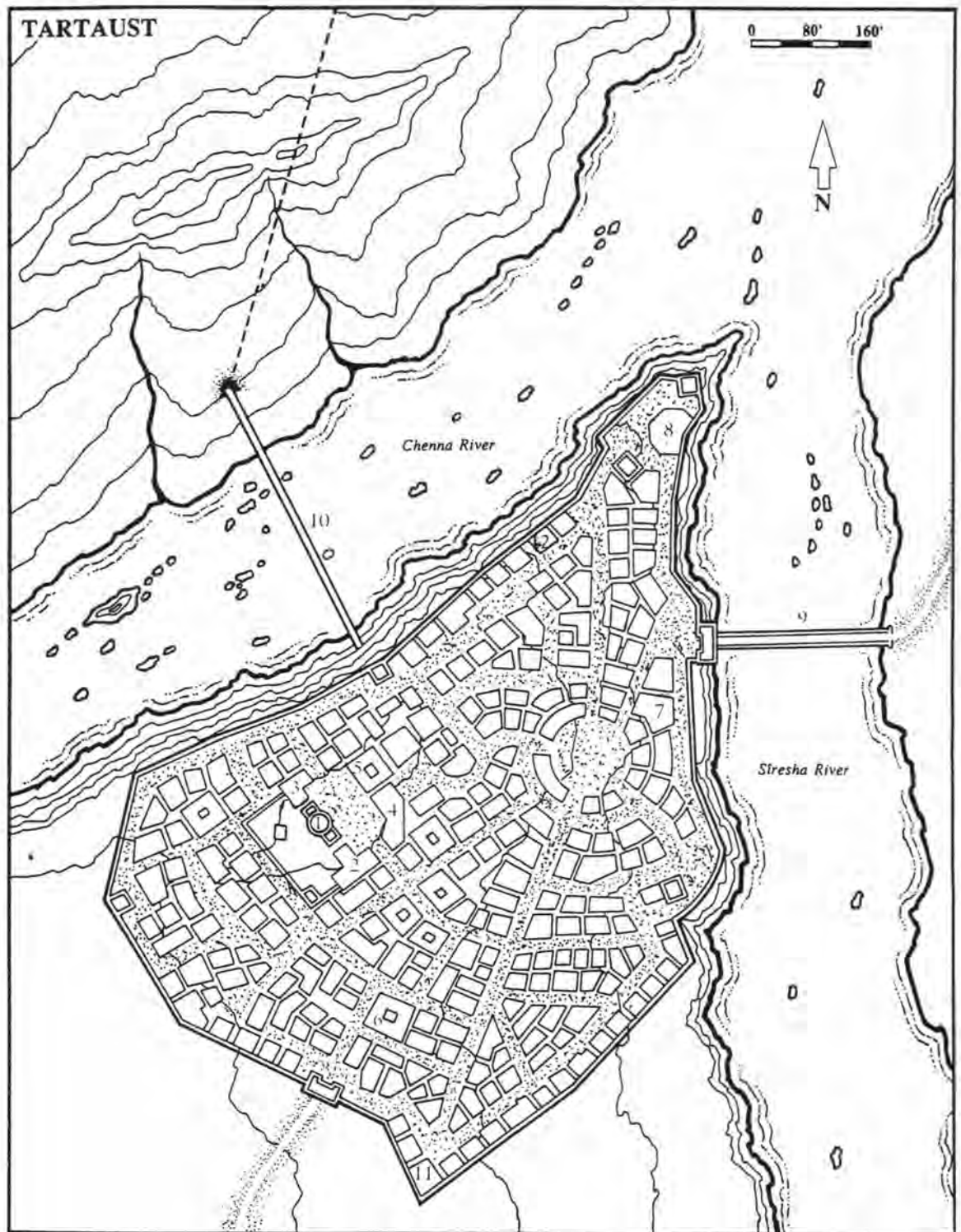
The city in its prime consisted of six general districts: the administrative sector, the mercantile quarter, the lumber yards, the stone yards, the fields, and the residential sectors. Each of these districts merged with the others — there was no real delineation between them. The city was built along the Chenna river and filled the river valley and hillsides along its banks.

The river itself is only 10 to 30 feet wide in this locale. It flows quickly in its channel and can pose a threat to any that fall into its chill waters; many bridges spanned its banks. The valley bottom is approximately a mile wide. The mountain sides rise quickly from the valley floor which was leveled and smoothed during the construction of the city. Due to its location, no defensive walls were deemed necessary. This proved to be a grave mistake.

In the past, as one traveled up the Chenna River, outlying buildings became more prominent in the vicinity of the city. The lumber and stone yards, mercantile quarter, and the administrative sector lay on the valley floor. Some residences were also be found there. The fields used for the growing of hardy crops occupied the lower terraces along the western side of the valley. The fields were placed there to permit the longest exposure to sunlight. The finest residences, inns, and shops were also located on the terraces on this side of the valley. The remaining residences and shops were built on the terraces along the eastern side of the valley, both south and north of the city proper. The terraces still rise some 1000 feet above the Chenna River (average of 10 terrace levels on each side of the river) and may be reached by many eroded stairways and cart paths.

The building construction used in the formation of Chennacatt was very different from that of the other cities of Sirayn. The inhabitants of the city preferred their buildings and homes to blend with the mountain landscape. Earth-tones and natural stone and wood predominated. Most windows in the buildings were small and often stained. The patterns in the glass were of mountain animals and flowers. Only southern exposed windows were of any size. These were used to help heat the homes with the winter sun. In the summer, large shades covered the windows to help maintain a coolness in the interior of the buildings. After the fall of the city, few windows remained intact. Today, nothing save the empty shells and tumbled walls of the previous inhabitants' edifices remain.





Map Index for Tartaust

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| 1 - Entry to the Low Way | 7 - The Golden Robe Inn |
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7.0 TARTAUST

Many adventurers will start in Tartaust, if they plan to tangle with the rumored haunts of Ny Chennacatt. Toward this end, a short description of the city follows, along with some of the structures within its walls or nearby, likely to be visited by the PCs.

Known for its textiles, Tartaust is a city of weavers, spinners, tailors, rugmakers, and dyers. Tapestries adorn the interior walls of every structure, while fine carpets cover the floors, and cushions of every size and color perch on furnishings and fill odd corners. The city's inhabitants commonly wear tabards so ornate with fringe, elaborate knots, and intricate embroidery as to resemble artistic hangings more than garments. Of all the cities ruled by the Tarb of Tûl Isra, the citizens of Tartaust enjoy the most freedom. This is due to their distance from the capital of Sirayn. Tartaust stands atop a high cliff, overlooking the lands to the north, at the juncture of the Chenna and Siresha rivers. The city is highly defensible. The old city of Tartaust lies to the north and is in ruins.

HISTORY

The original city was built where the gorge below the Skára Riskál rapids opens onto the plains north of the Tûr Betark. At its founding, Tartaust was the second city of importance in Chennacatt; it has since risen to be the capital of the province. The foundations of the old city were laid in S.A. 723. Similar to the residents of its neighboring cities, the citizens of Tartaust were proud and showed an expansionist philosophy. Tartaust was often at war. The city maintained its independence until S.A. 1382 when all of Chennacatt came under the rule of the city of Baud Selen. The subjugation lasted until S.A. 1929, when the army of Akhōrahil conquered the province. Old Tartaust and its sister city, Chennacatt, located further upstream along the western tributary to the Siresha, were reduced to rubble.

Early in the Third Age, nomads moved back onto the plain of Chennacatt and re-established some of the cities. In T.A. 124, Tartaust was rebuilt atop the cliffs south of the old city. This site was chosen because of its superior defensible position. Since that time, the city has flourished. Following T.A. 1632, it is ruled in name by the Tarb at Tûl Isra, although the populace pays little heed to his laws. The distance from the Siranean capital makes it very difficult for the local Balazain to maintain true order. The citizens of Tartaust are waiting for Tûl Isra to show any weakness. At the first opportunity, the city leaders plan to strike for independence and free Chennacatt from the tyrannous rule.

ECONOMY

The local economy is based on the textile trade. The finest fabrics and products made of fabric in all Sirayn are produced in Tartaust. Spinners, weavers, tapestry makers, cloth makers, and purveyors of finished textile goods bring substantial income into the city. Cloth and clothing made in Tartaust is sold throughout Greater

Harad. Tartaust imports most other finished goods. Few metal workers, weaponsmiths, brewers, or tanners live within the city. Foodstuffs must also be imported.

ATTRACTIONS

Although stone is the primary building material due to the proximity of the mountains, the architecture of Tartaust is anything but monumental. Cut to brick size, the stone forms intricate cornices and textured patterns on building walls. Residences are narrow structures, frequently three or even four stories high, and exterior stairs are common. The inhabitants, although of primarily Haradan blood, show strains of the Númenórean conquerors and their servants from the west. Many of the nomads who rebuilt Tartaust were not from the eastern tribes, but were more closely related to the inhabitants of Ciryatandor and Bozishadar. The principal attraction of the city is the textile works. Tapestries, carpets, fine linens, and cloth may be purchased in the many bazaars.

7.1 THE LUMBER MILL

The lumber mill has been in use almost constantly since its construction before the foundations of Old Tartaust were laid. It lies several miles southwest of Tartaust in the valley of monoliths and sells lumber not only to the Siraneans, but to the Army of the Southern Dragon as well. Much of the wooden fixtures found in both Ny Chennacatt and Fhûl had its origin at this mill.

MILL LAYOUT

- 1. Main Room.** The saws in the mill are powered by water diverted from the Chenna River. The water then enters the river again somewhat downstream. One great saw is set in the center of the mill. It is used to rough cut the lumber while numerous smaller finishing saws, planes, and other woodworking equipment — strategically placed around the central saw — complete the job.
- 2. Wood Shop.** Carpenters use this shop for crafting chairs, chests, tables, and other items intended to increase the mill's profits.
- 3. Storage Room.** Adjacent to the shop, the room holds rare woods, carpentry supplies, and finished products.
- 4. Office.** The manager of the mill maintains an office here. A small safe in the room holds up to 500 silver pieces in Siranean coin. Production reports and schedules are also housed in the safe.
- 5. Hallway.** The hallway links the office, storage area and main workshop.
- 6. Cistern.** The cistern collects the water used to power the saws. An aqueduct funnels the water from the Chenna River. From the cistern, the water falls, turning the wheel that powers the saws. Another channel takes the water through the building to an exit cistern, its force powering other machinery.
- 7. Kilns.** These kilns are used to cure the lumber cut in the mill.





7.2 THE SUNKEN WELL INN

Located on the bluffs above Old Tartaut, the Sunken Well Inn has stood from the city's early beginnings. When the region fell to the forces of Wyatan in S.A. 1929, it was used as a field hospital to treat wounded troops. The Inn has since seen use as a barracks, an infantry headquarters, a prison, a brothel and several other unsavory business establishments since Wyatan's day. When Tartaut was rebuilt on its present site, the inn was still a going concern, and was integrated into the fabric of the new city.

The inn is a split level structure built from native rock, and owes its name to the large artesian well located in the basement of the building. Stairways in the inn are all half-flight sets of steps with the exception of the main stairway that leads from the Great Room to the upper level.

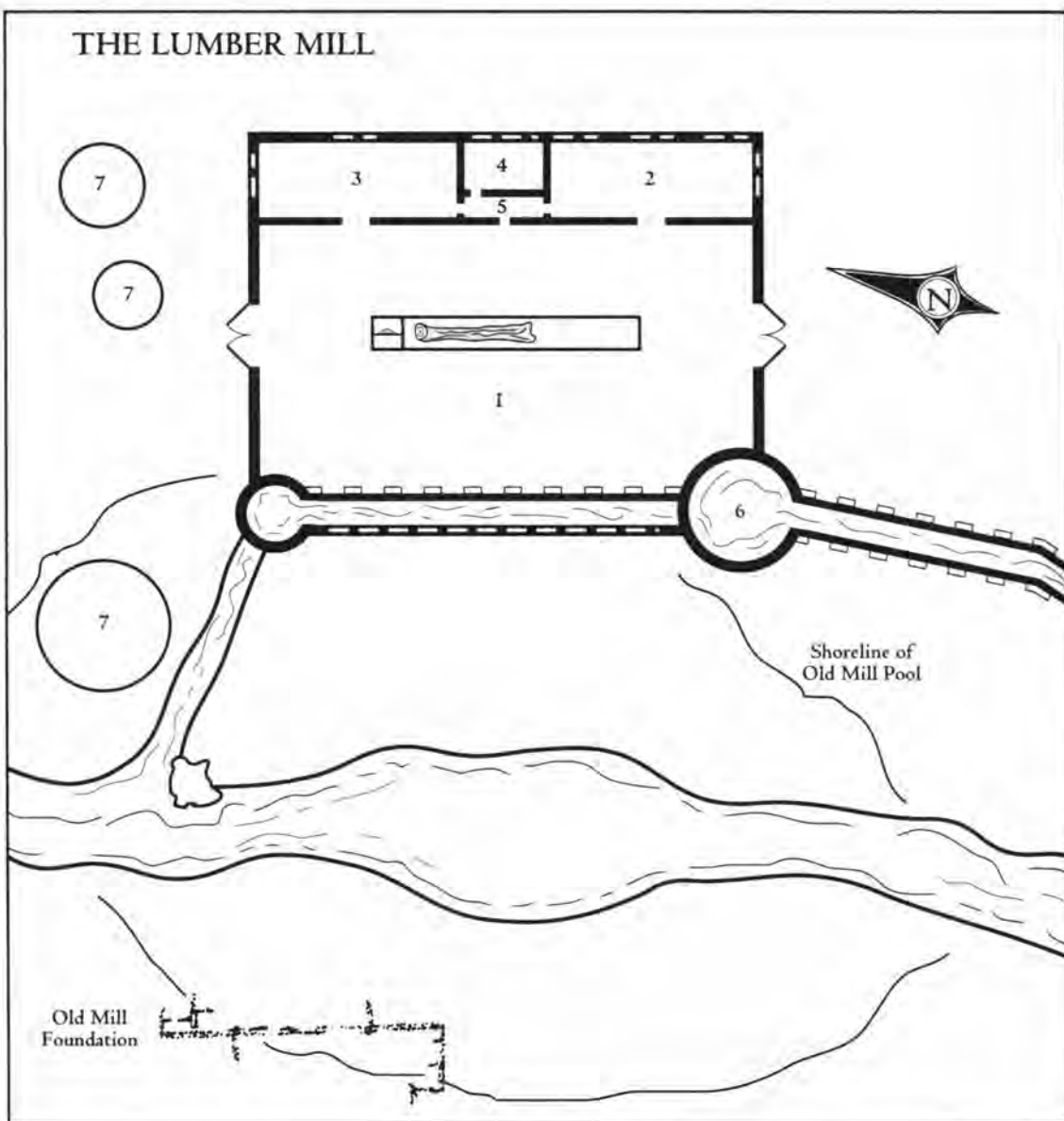
In T.A. 1640, the Sunken Well Inn is still a

somewhat unsavory place. It is frequented by traders and merchants who do business with Ny Chennacatt and the garrison at Fhûl. Visitors on official business to the Storm King's fortress may also be found at the inn, along with soldiers, local workers, and farmers that tend the fields around the city. The Sunken Well Bar, a dark, smoky den of rumor and misinformation, often becomes the scene of some spectacular brawls.

Rooms may be rented for the night or week from Bidash Rahdi, commonly referred to behind his back as "scurvy dog." Bidash can generally be found behind the bar or circulating among the diners in the inn's great room.

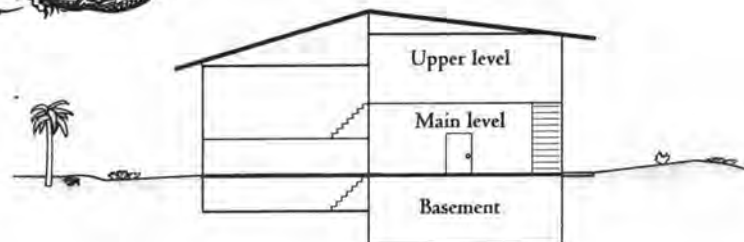
Note: *PCs visiting the inn may notice a group of locals sitting at the long table nearest the fireplace.*

THE LUMBER MILL

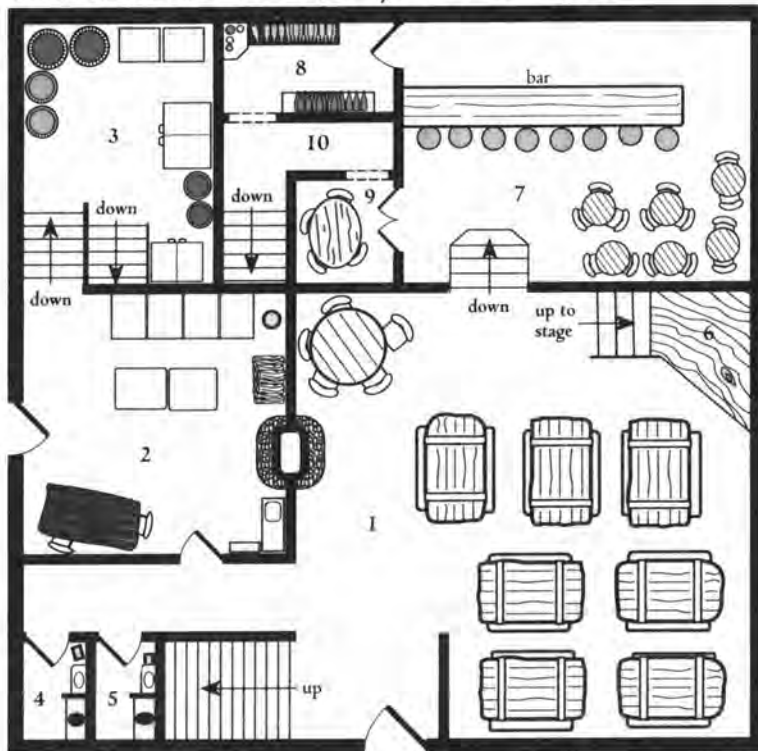




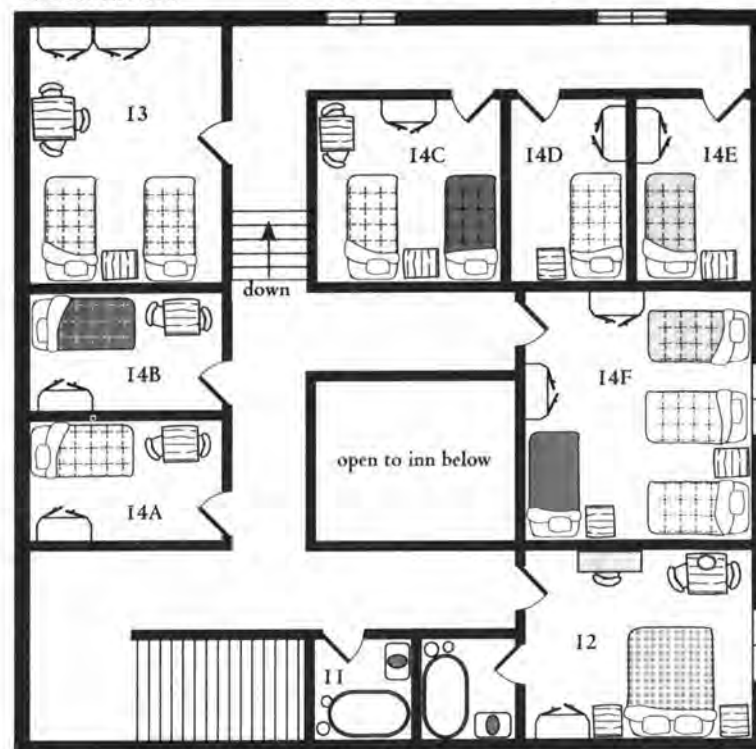
SUNKEN WELL INN



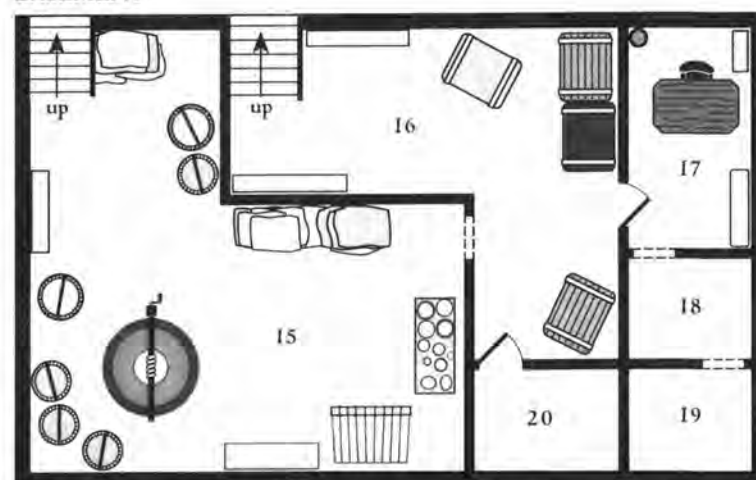
MAIN LEVEL AND LOWER BAR/KITCHEN STORAGE



UPPER LEVEL



BASEMENT





This table is completely open to the walkway around the upper level. It is a normal occurrence for locals to sit facing the fire while convincing a visitor to sit with their back to the fire to keep himself warm. After the table fee has been paid and the ale served, it is not uncommon to hear the hiss of a crossbow bolt from the walkway above as it follows its course into the back of the visitor. Bläs Dulish and Bidash Rahdi will be noticeably absent at these times. The other diners, if locals, will barely notice the event and continue as if nothing has happened. If the PCs decide to check the upper level, they will find the windows on the north wall ajar. The windows are permanently ajar to make an assassin's escape route quick and easy.

The inn is also a center for black market activities in the city of Tartaust. Both Bidash and Bläs are retired soldiers of the Army of the Southern Dragon. Bidash served for ten years as a supply sergeant in the Quartermaster corp, while Dulish has spent nearly 15 years of his life as an infantryman.

Dulish was released from duty after a severe injury cost him his right arm. He wears a prosthetic arm made of oak that extends from the elbow down and may be used as a cudgel. Dulish is left handed and still fights as well with a faranj as he ever did. Inside his wooden right arm is a thin, spring-triggered, two-foot blade that may be released when Dulish thinks it necessary. It does damage as a short sword and may be used as a parry weapon.

Bidash retired and was aided in purchasing the Sunken Well by the Quartermaster corp. Bidash is a spy for the Army of the Southern Dragon and closely watches the comings and goings of any merchants or travelers through the area. He also runs a black market business out of the basement of the inn. Soldiers still occasionally find gems in the old deserted tunnels under Ny Chennacatt which they trade to Bidash for weapons or other items that are hard to come by for the average fighting man. Bidash will also buy any unusual items or weapons from merchants visiting his inn. The Quartermaster knows about Bidash's "second business" and takes a 10% cut of the monthly black market activities.

Bidash will take an interest in any PC that asks too many direct questions about the fortress, the strength of the army, or the army's movements or deployment.

MAIN LEVEL

1. Great Room. Several large tables occupy the space. The inn charges "table prices" for a meal. Visitors to the inn sit at one of the tables and then place one bronze on the table before them (breakfast or lunch cost 5 coppers). A serving girl collects the money and places an ale mug and a plate on the table. The visitor may then serve himself from the various food trays that line the center of the table.

Anyone caught helping themselves without an identifying ale mug will most likely lose a hand from an

attack by Bläs Dulish, the guardian of the great room and bouncer at the Inn. A huge double fireplace that passes completely through the wall (the kitchen area may be seen through it from the dining room) provides both warmth and a cooking fire for fowl and roasts.

2. Kitchen. The kitchen holds preparation tables, a wood stove, and shelves with non-perishable items. A cook and two helpers work in the kitchen from the hours of 4:00 in the morning to 11:00 at night. Pheasant, goat or pig will usually be seen turning slowly over the great fireplace located in the wall between the kitchen and the great room.

3. Kitchen Storage. Flour, legumes, fruits and vegetables are stored here, along with other items used by the kitchen staff. A stairway leads down to the well.

4. Men's Privy. The men's privy may be bolted from inside.

5. Women's Privy. The women's privy may be bolted from inside.

6. Stage. The small stage is used by bards or other performers. The level of the stage is approximately three feet higher than the floor of the inn.

7. Sunken Well Bar. The bar itself is made of dark woods imported from the Sára Bask. The room is dark and shadowy, lit by small candles on each table. Locals seldom bother anyone sitting at the two small tables farthest from the room's entry way.

8. Bar Storage. Behind the bar, a door opens into a storage area for expensive wines and other liquor. The door is locked and Hard (-10) to pick. The key is carried on a key ring hung from the belt of Bidash Rahdi. A secret door — Very Hard (-20) to detect, leads into a small passageway between the storage area and the private booth.

9. Private Booth. The private booth may be rented by the hour at a cost of 1 bronze piece per hour. Booth patrons are not disturbed unless the small double doors are left ajar. The doors when slightly opened are a sign to the serving girls that the inhabitants desire refills. Inside the booth is a secret door — Very Hard (-20) to detect, that leads to a secret passage between the booth and the bar storage area.

10. Secret Hallway. This small hallway has a door to the north that leads to the bar storage area. A door to the south leads to the private booth. A half-flight of stairs leads downward into the basement.

UPPER LEVEL

11. Public Bath. For 1 copper, any guests staying in the inn may bathe in the public bath chamber. For 2 more coppers, servants will supply hot water from the kitchen below, otherwise each guest must "carry his own."

12. Suite. The suite has a large double bed and an attached bath. Visitors that can afford this room for the night (10 Saris) are provided with a bath mistress, if they so desire. The room is supplied with a bottle of local wine and a bowl of fruit.

13. Small Suite. The small suite has two large beds, a

meeting table, armoires, and a window to the outside. The window faces the south. This room rents for 5 Saris per night.

14. Sleeping Rooms. The price of a night in of these rooms (a-f) is one silver per bed.

BASEMENT

15. The Well Room. This large basement room houses a deep well. The room is used for storage, and laundry needs.

16. Secret Store Room. Black market goods such as clothing, foods, and other more common items are stored here.

17. Bidash Rahdi's Office. The office of Bidash Rahdi is decorated with a large, carved oak desk and heavy carpeting. Sounds seem to be sucked into the very walls by the polished wood paneling. A secret door (Very Hard, -20, to locate) that is locked (Extremely Hard, -30, to open) leads to a small store room.

18. Secret Store Room. Bidash keeps smaller, more expensive black market items here such as weapons and rare items. A secret door (Extremely Hard, -30, to find) that is locked (Sheer Folly, -50, to pick) leads to Bidash's secret vault.

19. Secret Vault. The vault houses Bidash's collection of exotic weaponry and items of power.

20. Treasure Room. This room served as a jail cell in earlier times. Bidash will take guests here to view "black market" items for sale. This treatment is reserved for "guests" that Bidash doesn't trust, or who may be worth turning over to the Army of the Southern Dragon. The room is filled with inexpensive gold and silver plated replicas of weapons and items. The door opens outward so that when the guest — overcome by greed or curiosity — steps into the room, Bidash can quickly close and bolt the door behind him. When the door is locked from the outside, it is nearly impossible to open from the inside.

7.3 THE SMITHY

The smithy is located outside the walls of Tartaust within a mile of the city gates. It occupies a rundown, two-story, converted barn. Both the first and second floors are constructed of native rock. The walls have sagged over time, which gives the smithy a swayback appearance. At its rear, a covered roof extends fifteen feet out from the back of the building to provide a work area protected from sun, snow, and rain for shoeing horses or working on wagons.

The smithy is owned and operated by Ablish Kônebra, a local Haradan. The majority of Ablish's income comes from blacksmithing. This includes shoeing, wheel repair, and general repair of metal items and utensils. Ablish is capable of creating +10 weapons and armor, often purchased by officers from Ny Chennacatt as custom ordered items. The fortress obtains normal weapons in quantities from arms dealers that supply the Army on contract through the

Quartermaster. Ablish does not have an actual contract with the Quartermaster for sale of arms or armor.

Ablish has two apprentices that help him run the smithy. The two young men, Ashdam and Jalib, are his sister's sons. (See the NPCs for the first adventure in section 8.1.)

LAYOUT OF THE SMITHY

1. Showroom. The worn, wooden floor is made of rough, heavy planks. A counter with a hinged top separates the entry area from a door to an office to the east, and a door to a storeroom to the west. Both doors are locked and Very Hard (-20) to pick. Along the wall behind the counter are a few swords, daggers, and shields. (The weapons are plain and simple. Most have a +0 bonus, but one or two +5 weapons may be found. The price is at least twice normal cost.)

2. Office. The office holds an ancient oak desk that looks like it has done service as a work bench from time to time. A secret panel located in the southeast corner of the office is hidden (Extremely Hard, -30, to find) and locked (Extremely Hard, -30, to pick).

3. Storeroom. The storeroom holds finished products for special orders or other valuable items not usually displayed in the showroom. There is a faranj (+10), a throwing dagger (+10), and a standard dagger (+10) that Ablish will show to interested parties that appear to have enough money to pay for them.

4. Shop. Two four-foot doors open to the covered work area to the rear of the shop. These doors are barred at night. A large anvil rests next to a heavy work table at the west end of the room. A smaller workbench on the north wall holds a small anvil and metal working tools. Smithing tools hang against the wall and lie on a table with a large vice in the northeast corner of the room. An archway to the east leads to the display room and counter. A stairway on the east wall descends to the second floor.

5. Forge. Two short walls extend outward from the back wall of the workshop to form an enclosed area for the forge. The forge is well tended and free of rust. A hand-cranked blower is located on the right side of the forge and is usually operated by one of the apprentices. Steel blanks and scraps of iron are piled on the heavy table on the west wall.

6. Privy. A small privy is built into the space between the forge wall and the wall of the smithy.

7. Outside Work Area. The covered area to the rear of the smithy has an anvil, and a small forge for heating horse shoes, wagon bands, and other items. There is a snubbing rail and a longer hitching post to which horses may be tied. For repair work that may be required during the winter, the large doors at the rear of the smithy will allow small wagons and other vehicles to be moved inside.

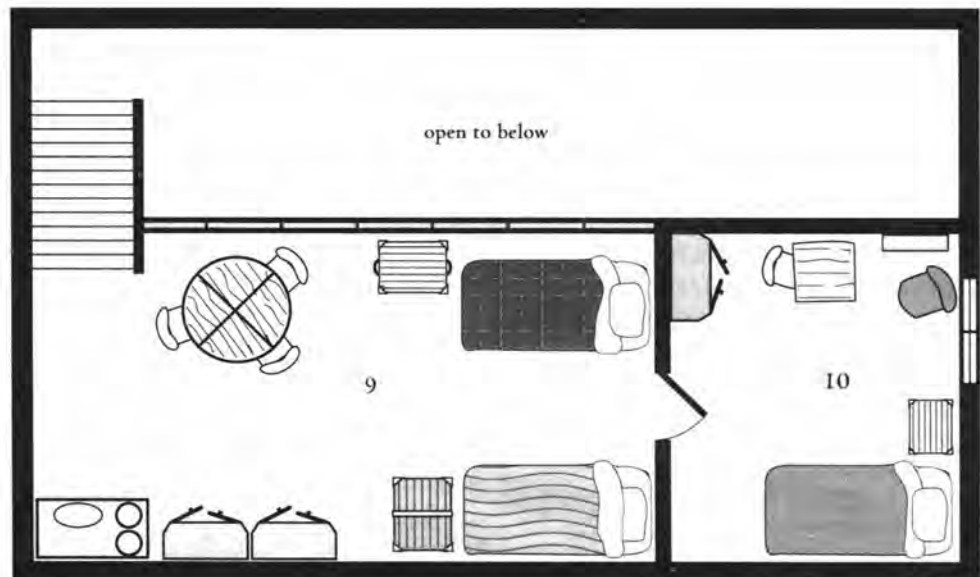
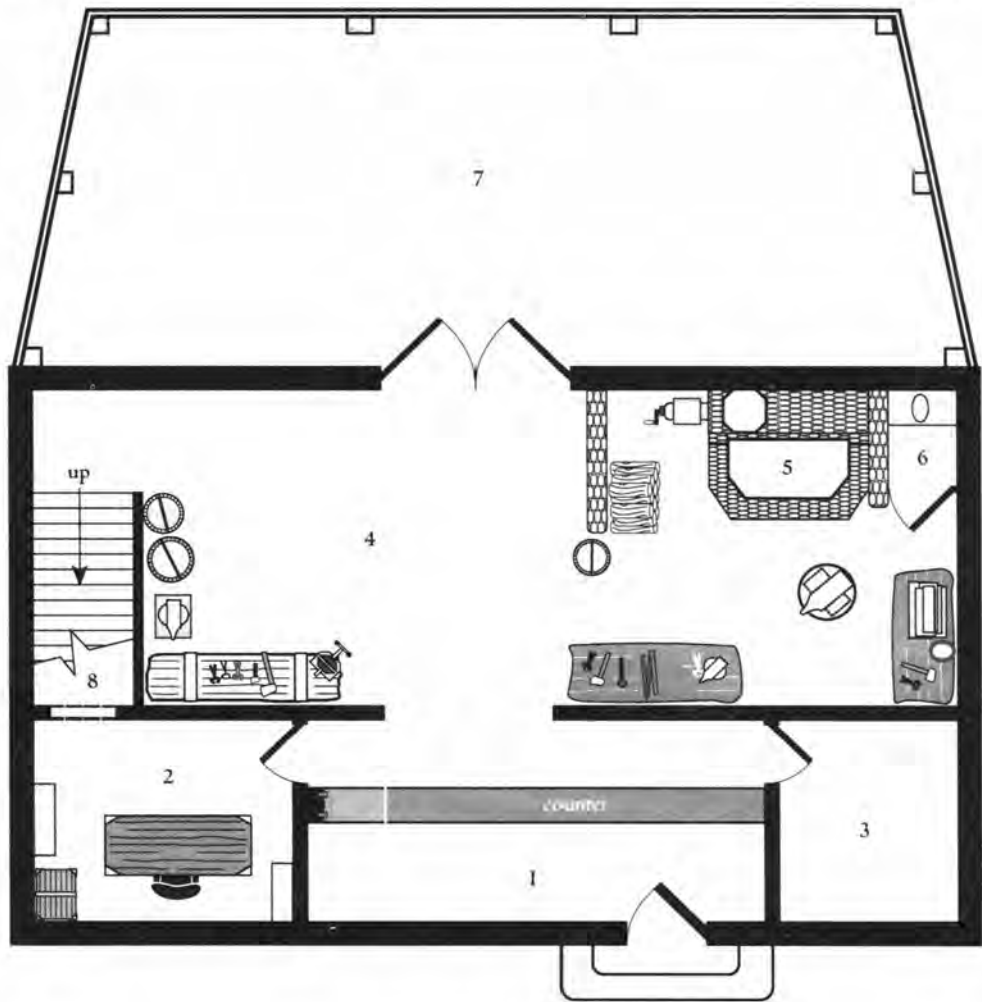
8. Secret Room. A small closet is hidden underneath the stairs. The room is only 3 feet by 3 feet square, with walls of naked stone that have been lovingly scraped





THE SMITHY

0 5'





clean of old paint and stucco. The stone floor has been scrubbed and polished. A small trunk (24" long by 18" wide by 24" tall) rests on the floor.

The trunk is reinforced by three vertical bands of dark metal. A massive padlock the size of a man's hand encircles two rings attached to the center band. The padlock and rings are of the same dark metal as the bands. The bands are covered with Dwarven runes.

The trunk is a gift from the Dwarves of the Yellow Mountains to Ablish's father, who hid several of them when they were forced out of the Yellow Mountains by a party of Orcs. Months later, two of the Dwarves arrived at the dark of the moon and roused Ablish's father with furtive taps on the door. As he cracked the door and peered out into the darkness, he heard, "For services rendered," whispered in Sindarin and then soft footsteps disappearing into the night. The trunk, with a key stuck in the lock waited outside the door.

The trunk is locked (Sheer Folly, -50, to pick), and trapped (Absurd, -70, to disarm). If opened without the key by physical or magical means, the trunk will deliver up to 1D6 'D' Electricity criticals per round for each round the thief is within 5 feet of the trunk. If the thief manages to completely open the lid, an 'E' Electricity critical will occur inside the trunk turning the contents to ash. Ablish wears the key to the trunk on a leather thong around his neck.

Inside the trunk are several items. These include: a cloak of concealment that makes the wearer immune to detection (-50 to Perception rolls or detection spells); and a small mithril smithing chisel (+20 magic) that rests underneath the cloak. The chisel is 6 inches in length and will cut through high steel like butter.

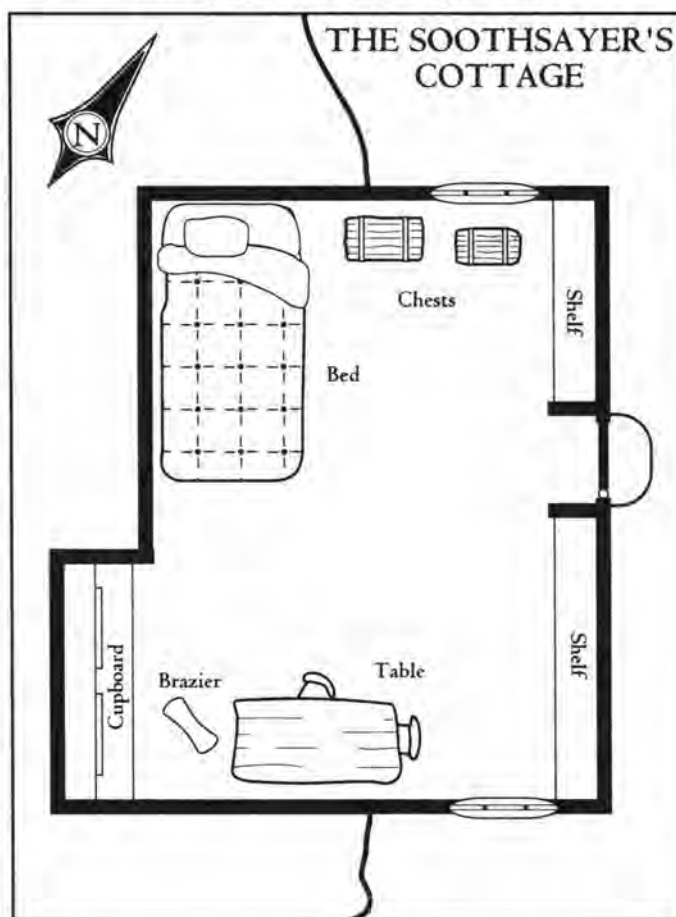
9. Large Room. This room is used as a combination kitchen, living room, and sleeping area for the two apprentices and Ablish. Each apprentice has his own bed and small trunk for personal items that are located on either side of the door that leads to Ablish's private bedroom. The wall to the south is 4 feet high and topped by a railing. The ceiling stretches to the back of the smithy and the shop area may be seen below. Pots, pans, and utensils hang from wrought iron hooks over a the wood stove in the north-east corner. A large dining table is made from a wagon wheel. The table has three chairs pushed underneath it, and is decorated with a vase of flowers from the garden of the soothsayer. The room is very neat and tidy. A cutlery rack is attached to the wall by the wood stove and holds several steak knives that all resemble throwing daggers.

10. Ablish's Bedroom. There is a comfortable, simple bed here. A large chair sits by a window in the west wall

next to a small table that holds Ablish's book collection (poetry and history). An armoire and a small trunk next to the bed hold clothes, smithing aprons, and boots.

7.4 THE SOOTHSAYER

High up, near a saddle of a mountain overlooking the valley of monoliths may be found a small cottage. This is the home of Tara the Soothsayer. As one approaches the structure, the first thing that an astute traveller notices are the well-tended herb gardens and a small pen for the holding of sheep. The cottage is built into the side of the mountain and constructed from stone, timber, and earth. The inside is very austere. A single bed with a cupboard next to it are located at the rear of the single room. To left and right of the entryway are shelves filled with bottled herbs and potions. A brazier with a table and two chairs fill the opposite end of the room. The only other items that may be found are two chests that hold the soothsayer's few other earthly possessions.





8.0 ADVENTURES

8.1 MERCHANTS FOR HIRE

For years the Army of the Southern Dragon has been growing. With this growth, the need for staples and specialty items has also increased. Those that have no fear of death and who want to try to make a living supplying Ny Chennacatt may try the merchant trade.

8.11 THE TALE

Rumor has it that an army is massing at the old hold of Ny Chennacatt. Is the City of Tartaust a target? Do the Free Peoples of Sirayn have need to fear again? Inquiring minds want to know... And they will back up their curiosity with gold. Tarkas Häs, Balazain of Tartaust decides in T.A. 1641 to probe the nether reaches of Ny Chennacatt. Unbeknownst to Tarkas, the resources of the Army of the Southern Dragon are being utilized by the Warlord Uthcû in the West.

8.12 NPCs

TARKAS HÄS

Tarkas is the new Balazain of Tartaust. Elected after the fall of Clan Bulgan, he is devoted to the freedoms and rights fought for by the Kalas Taibirauk (Ta. "Sands Drift Free", the Freedom Fighters of Sirayn). Tarkas is a keen-minded individual who is advanced in years. He is an avid horse breeder, which is rare for Tartaust. This placed him in good stead with the Freedom Fighters.

Tarkas' current pursuit is finding out all information available on the Army of the Southern Dragon and the fortress of Ny Chennacatt. He uses his servant Dabadda to locate informants and potential spies.

TARKAS HÄS

Lvl: 9 Hits: 80 PP: — AT Ch/13 (-20)

Race: Haradan.

Profession: Fighter (Merchant/Politician).

Home: Tartaust.

MERP Stats: Co 77, Ag 87, Ig 81, St 62, Pr 98, It 95.

RM Stats: Co 77, Ag 87, SD 99, Me 82, Re 80, St 62, Qu 84, Pr 98, In 74, Em 95.

Appearance: 92.

Skills: Dagger 55; Perception 75; Trading 50; Public Speaking 60; Appraisal 30; Riding 55.

PRINCIPAL ITEMS

Dagger — +5 OB. Hums when danger to the bearer is imminent.

SPECIAL POWERS

Tarkas comes of a royal line. His forefathers were typically leaders in the city.

DABADDA

Dabadda is a son of the streets. He was rescued from death by Tarkas, the Balazain, who stayed his execution. In payment for this, Dabadda is now in the employ of the Balazain. Nothing is known of the past of this "ex-thief." Rumors have it that he is wanted in many cities for his daring exploits. His greatest feat was the theft of the Tiara of Tûl Isra. This ornate piece of jewelry belonged to the chief concubine of the Tarb of that city.

DABADDA

Lvl: 12 Hits: 60 PP: — AT SL/5 (-20)

Race: Haradan.

Profession: Thief.

Home: currently Tartaust.

MERP Stats: Co 75, Ag 92, Ig 76, St 61, Pr 78, It 93.

RM Stats: Co 75, Ag 92, SD 86, Me 82, Re 70, St 61, Qu 99, Pr 78, In 91, Em 93.

Appearance: 74.

Skills: Dagger 80; Perception 70; Trading 25; Locks/Traps 75.

PRINCIPAL ITEMS

Ring of Invisibility — Allows the wearer to become invisible for up to one hour once per day.

BIDASH RAHDI

Bidash is an average-looking Haradan inn keeper who was born in Tartaust. Prior to becoming the owner of the Sunken Well Inn, Bidash served as a Supply Sergeant in the Army of the Southern Dragon's Quartermaster Division. Bidash retired from the army, and with its help purchased the Sunken Well Inn. Bidash secretly holds an active commission in the Army of the Southern Dragon as an intelligence officer. He is a spy and closely monitors the comings and goings of any merchants or travellers through the area.

He also runs a black market business out of the basement of the inn. Bidash furnishes weapons, herbs, and any other hard-to-come-by items to the soldiers of Ny Chennacatt in return for gems, gold, or other booty "collected on raiding missions" or acquired in the abandoned mines beneath the fortress. Bidash will also buy any unusual items or weapons from merchants known to him that may be visiting the inn. The Quartermaster knows about Bidash's "second business" and takes a 10% cut of the monthly black market activities.

Bidash will take an interest in any PC that asks too many direct questions about the fortress, the strength of the army, or the army's movements or deployment. Bidash will attempt to trap or capture any known or suspected spies that seek information on the fortress.

BIDASH RAHDI**Lvl:** 8 **Hits:** 75 **PP:** — **AT Ch/13 (-15)****Race:** Haradan.**Profession:** Fighter (Merchant/Inn Keeper).**Home:** Tartaust.**MERP Stats:** Co 75, Ag 95, Ig 86, St 75, Pr 94, It 89.**RM Stats:** Co 75, Ag 95, SD 92, Me 89, Re 83, St 75, Qu 86, Pr 94, In 89, Em 72.**Appearance:** 79.**Skills:** IHE 45; Perc. 60; Appraisal 65; Duping 55; Trading 60.**PRINCIPAL ITEMS**

The Ring of Telling — The ring holds a light blue topaz that glows bright red when any magic spell is directed at the wearer. The wearer also feels a slight shock when the ring detects an incoming spell.

BLÄS DULISH

Bläs Dulish spent nearly 15 years of his life as an infantryman before being mustered out of the Army of the Southern Dragon. Bläs was released from duty after a severe injury cost him his right arm. He wears a prosthetic arm made of oak that starts at his elbow. It may be used as a cudgel. Bläs is left handed and fights with a faranj at his full offensive bonus. When attacking with the faranj, he uses his wooden right arm to parry. The wooden arm also houses a thin two foot blade that extends when Bläs requires its use. The arm blade does damage as a short sword and may be used as a parrying weapon.

Bläs is a bouncer at the Sunken Well Inn. He is devoted to Bidash, the owner, and will defend his master to the death. Bläs is very direct in his approach as a bouncer, preferring to cudgel trouble makers into unconsciousness before dumping them into the street.

Bläs' one failing is that he craves attention, and will sometimes say more than he should to visitors that seem interested in him. The thought never crosses his mind that the guests to whom he tells his war stories may be more interested in the fortress where he served than they are in him.

NEDDET HISAB

Neddet is a tall, handsome Haradan of mixed blood. Some would say that his features were reminiscent of Númenórean stock, but never to his face. At the age of his warrior naming, he received a faranj from his grandfather that had been passed down through the family for many generations. While most clan leaders can trace their forefathers in a complex family tree to the beginnings of the clans, Neddet's line begins in shadowy mystery in a small village north of Tartaust. Stories hint at a great warrior leader, a nomad peasant girl, and an illegitimate offspring from a mating in the late Second Age, but Neddet will neither discuss it, or allow his lineage to be mentioned in his presence.

Neddet is a natural horseman and leader of the bandit group that plagues travelers between Tartaust and the ruins of Chennacatt. He is referred to by caravan masters and soldiers of the Army of the Southern Dragon alike, as the "Desert Shadow." Among the bandits of the Né Saik, his word is law, and binding. He respects anyone upholding the warrior tradition, and is a fierce fighter who will not retreat once engaged. His only weakness is Dorwinian wine and golden-haired women.

BLÄS DULISH**Lvl:** 10 **Hits:** 110 **PP:** — **AT Ch/13 (-30)****Race:** Haradan.**Profession:** Fighter.**Home:** Tartaust.**MERP Stats:** Co 97, Ag 87, Ig 79, St 99, Pr 52, It 73.**RM Stats:** Co 97, Ag 87, SD 89, Me 75, Re 63, St 99, Qu 86, Pr 52, In 73, Em 62.**Appearance:** 52.**Skills:** IHE 110; IHC 90; Short Sword 80; Boxing 85; Perception 60; Subduing 55.**PRINCIPAL ITEMS**

Faranj — +10 OB; not magical, but very well-made.

Prosthetic Arm — Right arm made of oak. The arm does damage as a +5 cudgel, or +5 short sword when the two foot blade hidden inside the wooden arm is deployed. May be used as +15 to defensive bonus if used as parry weapon.

SPECIAL POWERS

Resistance to stuns. Any stun effects taken by Bläs last only half of the normal duration. If the duration is less than one round, Bläs will not be stunned but will be at -10 to all actions during the next round.





NEDDET HISAB

Lvl: 9 Hits: 120 PP: — AT Ch/13 (-35)

Race: Haradan.

Profession: Fighter.

Home: Né Saik.

MERP Stats: Co 96, Ag 95, Ig 76, St 99, Pr 89, It 93.

RM Stats: Co 96, Ag 95, SD 89, Me 79, Re 73, St 99, Qu 86, Pr 89, In 89, Em 93.

Appearance: 89.

Skills: IHE 120; Perc. 60; Riding 65; Tactics 55; Leadership 60.

PRINCIPAL ITEMS

Faranj — +15 OB. It cannot be dropped or fumbled while the bearer is on horseback. Any fumble rolls are negated, but the wielder must execute a full parry during the combat round that the fumble would have occurred. The Faranj has a pommel shaped in the form of a stallion's head and is rumored to have been crafted for Wyatan during his early years in the Army of the Southern Dragon.

Wind Singer — This stallion adds +20 to any riding maneuvers and will fight along with its master if Neddet closes with an enemy on horseback. Wind Singer will attack with teeth and hooves during the combat round with a +70 offensive bonus. Bites are resolved on the Small Creature Bite Table, and hooves do small Crush criticals.

DURBARAN

Durbaran is the Quartermaster of the fortress of Ny Chennacatt. He is responsible for supplying food, clothing, weapons and the other near-infinite needs of the demesne. Escorted by two buyers and six warriors, he leaves the fortress once a week to interview merchants and assess their goods for purchase. While outwardly friendly and easy-going, he will immediately detain anyone whose questions drift from trade and price haggling to direct inquiries about the fortress or the army.

QESSET AGAR

Qesset comes from a long line of merchants and businessmen. In the Second Age, his forefathers founded a mining business south of the old city of Chennacatt. With the wealth gained from this venture, they started a thriving mercantile trade between Chennacatt and Tartaust. In S.A. 1929, before the fall of Chennacatt, Qesset's ancestors decided that flight was more prudent than fighting the army of Wyatan. Taking as much of their treasures as they could, they fled to Tûl Harar. There they set up business in the gem trade.

In T.A. 1212, Qesset's ancestors moved back to the province of Chennacatt, taking up residence in Tartaust. Today, Qesset has a burning hatred for the current occupants of Ny Chennacatt, for his great grandfather, Tetas Agar was slain for "spying" at the demesne. Tetas had gone to the mines to determine if they could be reopened. His body was sent back to Tartaust with a note pinned to his chest. The note was addressed to the Balazain of Tartaust and warned him not to meddle in the affairs of the Army of the Southern Dragon. These are the only words that have been heard from the fortress since the Second Age.

Qesset desires to obtain any information that he may about the fortress and its occupants. He will help with money and supplies those who intend to spy.

DURBARAN

Lvl: 12 Hits: 80 PP: — AT Ch/13 (-20)

Race: Black Númenórean.

Profession: Fighter (Trader/Quartermaster).

Home: Ny Chennacatt.

MERP Stats: Co 85, Ag 90, Ig 83, St 63, Pr 96, It 89.

RM Stats: Co 85, Ag 90, SD 91, Me 86, Re 79, St 63, Qu 83, Pr 96, In 89, Em 81.

Appearance: 80.

Skills: IHE 54; Perc. 60; Appraisal 70; Trading 65; Ride 50; Diplomacy 55.

PRINCIPAL ITEMS

Faranj — +5 OB; high quality.

Amulet ("Mirror of the Night") — Reflects any non-attack spell back at the caster. It will offer a +15 bonus against attack spells from all realms.

SPECIAL POWERS

Natural skill with math. Durbaran can mentally perform instantaneous calculations. He never makes errors when adding a long series of numbers or while doing other numerical manipulations. Durbaran has an innate sense of weight and mass, and can determine the amount or weight of items and products within 2% of the actual.

Like his forefathers, Qeset has a love for gems. He dabbles in the gem trade, although his major sources of income are through wholesaling and direct retail in the stores that he owns. Qeset speaks many languages including Tazinain, Apysaic, Haradaic, Sindarin, and Adûnaic.

QESSET AGAR

Lvl: 15 Hits: 88 PP: — AT Ch/13 (-50)

Race: Haradan.

Profession: Merchant.

Home: Tartaust.

MERP Stats: Co 88, Ag 98, Ig 87, St 75, Pr 97, It 89.

RM Stats: Co 88, Ag 98, SD 89, Me 91, Re 83, St 75, Qu 86, Pr 97, In 89, Em 78.

Appearance: 47.

Skills: IHE 60; Perc. 65; Appraisal 75; Duping 55; Trading 75.

PRINCIPAL ITEMS

The Ring of Agâr — The age of this ring dates back to the Second Age. The ring allows the wearer to tell whether he is being told the truth or not. The shade of the fire opal set into the ring fades as a person lies. The range is only five to ten feet.

SPECIAL POWERS

Innate ability to judge the worth of objects and individuals.

TARA THE SOOTHSAYER

This old woman has lived near or in the city of Tartaust almost all of her life. A natural healer and midwife, she is called upon by all of the women nearby. She prepares simple potions and herbs for many mundane problems such as love sickness, sleep, or dropsy. She lives with only her dog Emil (treat as a war dog) in a small cottage that overlooks the valley of monoliths.

Tara detests the leaders of Ny Chennacatt for their cruelty. She remembers the sacking of the city of Chennacatt and hates the Army of the Southern Dragon for that reason. She was born in Tûl Harar in the early Second Age and moved to the province of Chennacatt to study herb lore as a young girl. Today, Tara helps all those that seek her aid, especially those that oppose the Army of the Southern Dragon.

ABLISH KÔNEBRA

Ablish has lived in Tartaust all his life, as have his nephews. Ablish took in the brothers after a fatal accident befell their parents when they were young children. Ashdam and Jalib remember very little of the incident, and only recall a great fire and confusion. Ablish remembers quite clearly, since the event claimed the life of his sister and her husband, Ablish's wife, and Ablish's parents.

The group was returning from a yearly trip to the ruin of Chennacatt and reached Tartaust after curfew. As they arrived at the house of Ablish's parents which was located outside the city near the smithy, they were set upon by a group of drunken soldiers from the Army of the Southern Dragon. The warriors decided that they had apprehended Freedom Fighters. A fight broke out, and Ablish's family were slain and their wagon and house set to the torch. In the morning, the supposed weapons were discovered to be steel blanks for the smithy. A message was sent from the fortress apologizing for the mistake, but pointing out that had the group not been traveling after curfew, the event would never have occurred.

Ablish hates all who dwell within the walls of Ny Chennacatt, but is always pleasant to any warriors or officers that pay visits to the smithy. He has not told the apprentices what really happened the night their parents were killed, and simply frowns if they mention the possibilities of adventure with the Army of the Southern Dragon. He fears that his nephews would do something rash if they found out the truth.



TARA THE SOOTHSAYER

Lvl: 35 Hits: 150 PP: — AT No/1 (-25)

Race: Sinda.

Profession: Rogue (Herbalist/Midwife).

Home: near Tartaust.

MERP Stats: Co 74, Ag 88, Ig 87, St 45, Pr 77, It 105.

RM Stats: Co 74, Ag 88, SD 90, Me 91, Re 82, St 45, Qu 46, Pr 77, In 91, Em 105.

Appearance: 38.

Skills: IHE 50; Perc. 65; Herb Lore 75; First aid 70; Animal Healing 50; Surgery 60; Horticulture 65; Region Lore 80; Midwifery 55.

PRINCIPAL ITEMS

Ring of Change — This ring allows the wearer to appear as any race desired. It also masks her power from the rulers of Ny Chennacatt.

SPECIAL POWERS

Innate ability when working with herbs and ill people. She is a natural healer who uses herbs and common sense to take care of people's and animal's ills. Without utilizing spell points, she is able to cast spells off of the Purifications, Spell Defense, Detection Mastery and Nature's Law lists to 10th level.



He plans on telling them the tale after they are more mature and capable of a suitable revenge.

Ablish is a spy for the Freedom Fighters and occasionally sends reports on troop movements to the outside world. His contact is a member of the bandit group that plagues the road between Tartaut and Ny Chennacatt. Ablish may occasionally be found in the Sunken Well Bar praising the deeds of the Army while he drinks with a few of the locals. He never leaves the smithy without carrying a long dagger (crafted by himself) under his frangaubi (Ta. "Caftan").

ABLISH KÖNEBRA

Lvl: 10 Hits: 120 PP: — AT Ch/16 (-45)

Race: Haradan.

Profession: Fighter (Smith).

Home: near Tartaut.

MERP Stats: Co 92, Ag 99, Ig 82, St 90, Pr 73, In 97.

RM Stats: Co 92, SD 89, Ag 99, Me 80, Re 84, St 90, Qu 89, Pr 73, In 77, Em 97.

Appearance 64.

Skills: IHE 40; Throwing Dagger 60; Ride 67; Metal lore 55; Lock lore 45; pick locks 20; Disarm traps 20; Smithing 70; Stalk/Hide 50; Perception 50; Engineering 35.

PRINCIPAL ITEMS

Long dagger — +10 OB.

Throwing dagger — +10 OB.

SPECIAL POWERS

Natural empathy with people and animals. Ablish can usually tell what other people are thinking, or at least what they are trying to talk him into. He is slow to show anger or joy, and appears practical in nature. Many think he is boring.

ASHDAM KAHREB

The younger of the nephews of Ablish, Ashdam wishes to follow in his uncle's footsteps. He exhibits the talent and desire to be a smith. Of a mild demeanor, he may be found tinkering in his uncle's shop while his brother is cavorting outside.

ASHDAM KAHREB

Lvl: 2 Hits: 20 PP: — AT SL/5 (-9)

Race: Haradan.

Profession: Rogue (Apprentice Smith).

Home: near Tartaut.

MERP Stats: Co 80, Ag 89, Ig 80, St 92, Pr 80, It 92.

RM Stats: Co 80, SD 79, Ag 89, Me 75, Re 84, St 92, Qu 85, Pr 80, In 92, Em 57.

Appearance: 80.

Skills: IHE 10; Ride 5; Metal lore 5; Smithing 15; Stalk/Hide 5; Perc. 20; Engineering 5.

PRINCIPAL ITEMS

Faranj — +5 OB.

JALIB KAHREB

The oldest son of Ablish's sister, Jalib, may normally be found conversing with warriors from Ny Chennacatt, much to his uncle's dismay. Rather than working at the forge, he would prefer to be practicing with his throwing daggers or his sword.

JALIB KAHREB

Lvl: 4 Hits: 55 PP: — AT Ch/16 (-25)

Race: Haradan

Profession: Fighter (Apprentice Smith).

Home: near Tartaut.

MERP Stats: Co 87, Ag 93, Ig 74, St 90, Pr 56, It 83.

RM Stats: Co 87, SD 69, Ag 93, Me 80, Re 67, St 90, Qu 91, Pr 56, In 83, Em 85.

Appearance: 60.

Skills: IHE 55; Throwing Dagger 35; Ride 30; Metal lore 25; Lock lore 10; Smithing 10; Stalk/Hide 10; Perc. 50; Engineering 10.

PRINCIPAL ITEMS

Throwing dagger — +10 OB.

Faranj — +5 OB.

8.13 THE TASK

The adventurers must purchase a wagon and trade goods to pose as merchants. Only a merchant could gather information necessary to determine troop movements and strengths at the demesne. Secretly funding the expedition is the Balazain of Tartaut. The group must weather the bandits of the Chenna Valley, the minions of the Storm King, and financial ruin.

STARTING THE PLAYERS

Work has been poor of late. With the overthrow of the Bulgan rule at Tûl Isra, there has not been much call for mercenaries in the cities. Late one evening at the Fragrant Breeze, the group is approached by a seedy looking character. He has a proposition for them...

"Greetings and well-met my friends. I may call you my friends, yes?"

He watches the group with wary eyes, waiting for an answer.

If the party responds favorably, Dabadda sits down at the table expecting to be served a drink; otherwise he leaves with a dark glance.

"Certain influential parties have need of the services of poor folk who would be richer. If these brave citizens were willing to undertake an escapade of dire importance, these individuals would be funded for the journey and might keep what other rewards they reaped in the doing."

INTERESTED?

If the party takes up the offer, a meeting will be arranged between them and their benefactor. Great care must be taken by the group, for the eyes of the Storm King are everywhere. Even as the stranger speaks to the adventurers, spies for Akhōrahil are infiltrating

the city, looking for needed supplies and searching for those that would thwart their plans.

Note: *To aid in the intrigue, the party could be overheard by one of these spies. Attempts on their lives, etc., may then take place. The Fragrant Breeze is the local information brokerage in Tartaust.*

THE MEETING WITH TARKAS HÄS

Many days pass before the meeting takes place. A dark night is chosen, and the site is the warehouse of Qesset the Trader. Still exuding an air of regality even in his dark robes, Tarkas explains the need for information concerning the activities in the vicinity of Ny Chennacatt. The adventurers are given the opportunity to show their prowess and ingenuity identifying the happenings near old Chennacatt. Tarkas indicates that each member of the party will be outfitted with necessary equipment, but it is up to the party to determine what course to take in gathering information.

Note: *It is hoped that the party will decide to take the hint that a merchant expedition would be prudent. The survivability of this type of mission over a direct infiltration is considerably higher. If the adventurers decide on any other course of action other than merchanting, their hope for long lives will be very shaky. You may refer to the second adventure for more information.*

THE MERCHANT TRADE

A second meeting is scheduled two nights hence. The PCs are met at the back doot of the warehouse by a grizzled old man who beckons them inside. Tarkas has arranged for Qesset to assist the PCs in setting up their operation. He is to supply them with a wagon and hands them a small bag of money. After giving them the money, Qesset instructs them to select what wares they think may be prudent. The PCs may buy goods from anyone in the city, but Qesset remarks that if they've got a brain in their fool empty heads, they'll buy their trade goods from him. If the PCs decide to purchase the goods from Qesset, he will share some of his wisdom and experiences gathered over forty years of trading on the southern routes.

If the PCs decline, they are on their own and will most likely end up with only a half wagon load of trade goods.

Note: *Qesset comes from a very old family that gained its wealth in the mining trade. See the description under NPCs. Prior to the fall of Chennacatt in the Second Age, Qesset's forefathers owned and operated the mines south of the city of Chennacatt.*

MONETARY SYSTEM OF SİRAYN

Tûl İsra

Coin	Metal	Size (oz.)
Tal	Gold	8
Royal	Gold	2
Shaz	Silver	1/8
Shish	Bronze	1/8
Jish	Copper	1/16

Conversion

1 Tal = 60 Royals

1 Royal = 50 Shaz

1 Shaz = 10 Shish

1 shish = 10 Jish

Sample Prices

(r=royal, z=shaz, s=shish, j=jish)

Weapons and Armor

Axe	5z	Dagger	5l-20z
Dart	5s	Club (studs)	5s
Javelin	25s	Spear	23s
Sling (10bul)	8s	10 sling stones	3s
Comp. Bow	1r20z	20 arrows	5s
1 arrow	4j	Short Sword	15z
Scimitar	36z	Leather Armor	4z
Scale	35z	Plate	1r
Helm	7z		

Bulk Goods (Food Stuffs per pound)

Bread	5j	Sweet Rolls	1s
Veal	7j	Beef	5j
Mutton	2j	Poor cheese	2j
Good cheese	8j	Apples	6j
Lemons	5j	Oranges	10j
Grapes	3j	Dried fruit	10-20j
Figs	5j	Onions	1j
Beans	2j	Garlic	3j
Salt	30j	Honey	20j

Beverages (gallon)

Wines			
Sour	10j	Poor	25j
Good	80j	Vintage	32s
Beer	40j	Liquor	15z
Distilled	10s		

Grains (Per Bushel)

Wheat	4j	Oats	3j
Barley	3j	Hay	2j





CONTACTS IN TARTAUST

Riding openly up to the gate of Ny Chennacatt and expecting to be treated by its inhabitants as a trading caravan is unlikely to work for most PCs. (Perhaps a few flamboyant types might be able to carry it off. Most would simply be taken prisoner or drilled with arrows.) The PCs need to make contacts with representatives of the Army of the Southern Dragon in Tartaust. The easiest way to do this involves relaxing in seedy establishments where persons on the fringes of society lurk. After several false starts, the PCs should end up at the Sunken Well Inn.

Outside it, a sign inscribed in several languages beckons travellers to a fine repast at the Sunken Well. Only the most perceptive of the group will notice the off-color graffiti scrawled at the bottom of the sign in Tazinain. The PCs, once they broach the subject of trade with Ny Chennacatt (a delicate task) will be told by the innkeeper that they must wait for a scheduled buying day by the Quartermaster of Ny Chennacatt.

This day will occur within the week. The Quartermaster's representative regularly visits the Sunken Well to arrange for deliveries to Ny Chennacatt. The innkeeper then smiles and says that rooms are available for daily rates of one saris per person or ten saris for the suite. Meals are extra. Five coppers each will buy breakfast or lunch, and one bronze will buy dinner. The drinks, of course, are equally expensive. If the players attempt to haggle, the price will rise proportionately to the amount of wasted time. Goods may be traded to the innkeeper at fifty percent of their actual value.

The PCs may of course choose to stay in another inn in Tartaust, but their business will be facilitated if they remain in the Sunken Well.

THE WEEK IN THE CITY

The adventurers quickly notice the various forms of entertainment and vices for the patrons. Card games, dicing, and feats of strength and skill will help to relieve the PCs of their extra cash and pass the time during the day and early evening. Other vices are available for nightly diversions. During their wait, the PCs may discover a surprising amount of information.

Note: It will be important for the GM to flesh out a number of NPCs for this portion of the adventure. Emissaries for the Army of the Southern Dragon are on the lookout for spies in the city.

They may also discover that a soothsayer lives outside the walls of Tartaust. A two to three hour journey by foot or mule will bring them to her cottage. She will gladly read the PCs' fortunes or sell them a potion. Fortunes cost two copper per person. Potions and herbs will be priced by the effect they have

Note: The Soothsayer is a simple woman with little if any magical training. Potions and herbs will be for sleep, love, to cure dropsy and other ailments and for other simple afflictions. Fortunes may be cast using any system that the GM desires. Tarot cards work well; they may be interpreted in a number of ways for the players. The Qabbals in section 10.3 of *RoCo I* may also be used.

Such short forays away from Tartaust should also bring the PCs in the vicinity of the lumber mill and the smithy nearby.

On the day of their meeting with the Quartermaster's rep, the PCs will be allowed to describe their wares. However, the man is more interested in deter-

mining the legitimacy of the PCs' desire to trade. Are they merchants as they claim? Once these suspicions are allayed, the PCs will be told to bring their goods to the ruins of Chennacatt, where they will be met by another soldier in the Quartermaster's corp.

UP THE CHENNA

The group should be ready (indeed eager) to travel to Ny Chennacatt. This part of the adventure is fraught with danger and may spell ruin for their undertaking. Unbeknownst to the travellers, and more than likely forgotten by Qesset, a band of thieves plies the Né Saik, the old trade road that passes the ruins of Chennacatt on its way south through the Yellow Mountains. All estimates indicate that it will take some five days of grueling travel to reach the ruins.

Fierce thunderstorms, sandstorms, flash floods, and the ever present threat of bandit attacks threaten the safety of all caravans and travellers through the area. From 20 miles outside of Tartaust to within 20 miles

ADVICE FROM QESSET —

THE WISDOM OF THE YEARS...

"So ye want to be a merchant, eh? Well, I will not try and turn ye from your course, but it is truly a long and hard road to fame and riches. Start small, with items that won't rot and spoil, and that will bring a fair price in more areas than one. And if ye can afford it, always carry a few gems. You see, a two Royal gem to sell can be bought for 25 Shaz if ye know the right dealer. But never use them to buy with. For buying, gold and silver sings the right price to other merchants for their wares, and will gain you more than gems and stones that the ware's seller will have to spend all day getting rid of.

"Always keep your wares well wrapped and covered, for many a bandit has ignored a wagon covered by a ragged tarp in hopes of a shinier load to follow. And take a few armsmen with ye, to discourage ruffraff and other ne'er-do-wells from thinking your wagon is an easy mark.

"If ye can do it, buy low, sell high, and always keep a few gold in reserve for a rainy day. And one other thing, my lad, stay away from wine and brandy before a day of selling. Fine spirits warm the blood, but burn holes in the purse nine times out of ten.

"Most importantly, if your wares are well sought and bring a high price, mention my warehouse in Tartaust, but if good folks think your wares are of inferior quality, tell them they come from Shidálh down the street..."

TRADE ROADS OF SĪRAYN

Yól Chennacatt — The Yól Chennacatt strikes south from Túl Póac, passing along the western edge of the Erim Póa to cross the Siresha River on an aqueduct bridge entering Tartaust.

Yól Sari (Ta. "Yellow Road") — From Tartaust, the Yellow Road follows the Siresha River to its source high in the Túr Betark. The trade route passes the fortress of Fhúl and then proceeds up into the mountains to cross a saddle between the peaks, the Boasiri, along a mountain lake at the foot of a glacier, and descend into the hills of Dúshera.

Né Saik (Ta. "The Spur") — The Spur, as it is named by the locals, follows the Chenna River through the monolithic river valley to the ruins of the city of Chennacatt. The poorly maintained road then passes the fortress of Ny Chennacatt and winds its way south of the mountains. Honest folk avoid the Né Saik.

Né Saiku (Ta. "The Little Spur") — The Little Spur connects the Kek Irmak to the Yól Chennacatt.

Kek Irmak (Ta. "River Walk") — Skirting the north bank of the Siresha, the Kek Irmak runs from Baud Selen west to the point where the Né Saiku connects it to the Yól Chennacatt.

Kek Dónemek (Ta. "Bend Walk") — The Kek Dónemek starts on the eastern bank of the Hayk Sarzain, passes west through the Bru Isra, and crosses the Siresha at a bend in the river to enter Baud Selen. Within the city, the route bends sharply to head east along the river, passing the remains of Túr Aylra to arrive at Rîntark.

Yól Isra — The Isra Road strikes south from the Yól Deve along the Maudar River to Túl Isra. Beyond the city, it continues towards the mountains. The route grows narrower and less well maintained as it enters the foothills.

Kek Tepé (Ta. "Hill Walk") — Departing the Yól Isra at the Hayk Sarzain, the Kek Tepé passes through the Bru Isra on its way south. The largest quarry in the province is located at the end of an access road connecting to the Hill Walk.

Kek Iliri (Ta. "Barren Walk") — The Kek Iliri follows the northern foothills of the Yellow Mountains, west past the Dwarven Halls of Mablád-dûm to Ciryatandor.

Emek Kum Sirtina — This road connects the Oasis Tarnet Barzain to the city of Baud Selen. It passes the oasis of Kuyu Selen and a side road that travels north to Bampóa.

of Ny Chennacatt, the wilds of the Chenna River valley and its attendant dangers run unchecked.

Between forty and fifty miles from Tartaust, the bandits of the Chenna River will pick up the trail of the caravan. The first encounter between the PCs and the bandits will establish the tone of all future dealings with them.

Note: *If the PCs insist on posing as "merchants" while wearing full plate and chain armor and bristling with enough weapons to equip a small army, the bandits will attack on first sight to gain the spoils of weapons and fighting gear. Further more, if the adventurers survive and actually arrive in Chennacatt, they will fall under intense scrutiny by the dwellers above the ruins.*

Upon being sighted by the bandits, the PCs will be approached by Neddet, the bandit leader. Neddet will offer them two choices in a very matter of fact, almost bored tone of voice. They may either pay a road tax (about 1 to 2 percent of the total worth of the goods.) or die. At this point, some of the PCs may notice the conveniently placed archers ringing the group. Neddet will pause for a moment, and then continue with the phrase, "Unless you have a keg of Dorwinian wine from the North."

Note: *The balance of the play at this point will be determined by the PCs' actions. If they decide to pay the road tax, they will be allowed to travel to Ny Chennacatt and back undisturbed. Over the rest of the journey the PCs will occasionally notice bandit outriders that shadow their travel. Neddet's word is his law, and if any other groups attack the caravan while on the road, the bandits will come to their aid. On the other hand, if the PCs decide to fight their way out, they will most assuredly lose the wagon and all goods, and very possibly their lives.*

All other encounters will be natural in character (see the Encounter Table in section 9.0). The weather determines many of the problems that may plague the adventurers.

THE RUINS OF CHENNACATT

Arriving from the northeast, travellers to the ruins of Chennacatt will first cross the old stone bridge that lies ten miles from the crumbled ruins of the city. Soon after the crossing, they will notice the foundations of long-abandoned buildings. Terraced fields begin to rise on either side of the road. Once within the bounds of the old city, the travellers will be surrounded by the remains of a once beautiful and prosperous community.

If the PCs forgo stopping in the ruins as instructed and go instead to the fortress gate, they will be regarded as a hostile force and treated accordingly. If they follow instructions, a company of six warriors will meet them, seeming to appear within a shadow that was empty mere moments before. The Quartermaster himself is present and will inspect the goods offered by the PCs. Hagglng begins at this point.

(The rules governing sales from *Character Law* should be used. The man knows his profession and will not be cheated although he will pay a fair price.) The Quartermaster is a fair man. He prefers not to drive too hard of a bargain in fear that he will lose the traders that bring needed goods to the fortress.





If the PCs are successful in performing many trading missions, the Quartermaster may give them a pass to enter the courtyard of the fortress. There, they will be able to trade directly with the supply master.

REWARDS

This adventure will span many gaming sessions and will require that the PCs act out a convincing role as merchants. Numerous trips must be taken to convince the Quartermaster and his staff that the PCs are indeed what they seem. If they succeed in their charade, they will have built a prosperous business and should be able to determine many of the strengths of Ny Chennacatt. However, they will not be able to enter the demesne except under the most fortunate circumstances. If they do succeed, Tarkas will help fund further trading missions. This may take the form of extra wagons, contacts, trade goods and possibly gold.

8.2 THE SEARCH FOR THE DARK STAR

Lost at the death of Obed the First was not only the Sword and Visor, but also a rare gem. Reputed to be of great worth and potent magically, many search for the Star of Obed.

8.21 THE TALE

Early in the Third Age Obed the First united the clans of Chennacatt, Isra, and Kirmlesra. Of this great leader, many tales are still told over a cup of mulled wine at an evening's campfire. It is said that Obed's power came from his sword, visor and a great jewel. Of the visor and the sword, the fate is unknown, but it is rumored that the Star of Obed resides somewhere amidst the labyrinth corridors and secret vaults of the dark fortress of Ny Chennacatt. There it shall remain forever, for what rational mortal would dare enter the shadowy halls of the demesne of the Storm King...

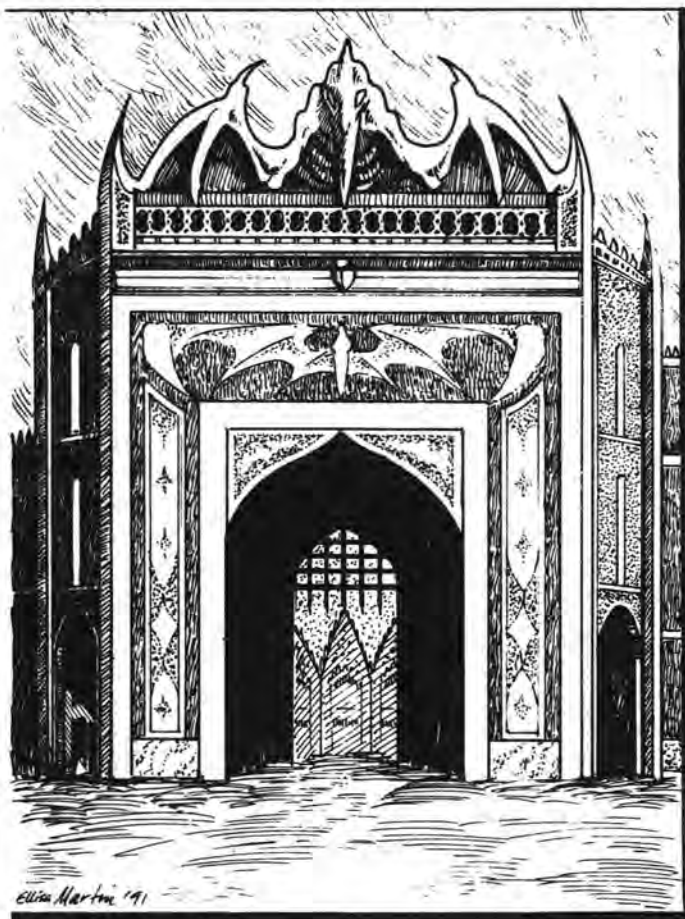
8.22 NPCS

PAR SHETTI

A son of Greater Harad, Par Shetti has had a long and very difficult life. As a youth, Par showed excellent promise as an engineer. In his early teens he was hired by the chief engineer of Tartaust and within ten years had been drafted into the services of the Army of the Southern Dragon for work at the fortress of Ny Chennacatt. There he proved himself worthy of the attentions of Akhōrahil. During one of his assignments, a twenty ton block displaced and crushed his right side. Because of the favor of Akhōrahil, he was not allowed to die, but was left a shell of the man that he previously was. Missing his right arm and imbued with a curse to prevent him from speaking of the secrets of Ny Chennacatt, he was released from the fortress to travel Endor in torment.

Oft times, Par may be found in the streets of Tartaust. Speaking only in simple rhymes and ditties, Par begs for his very existence.

Note: *Par appears as a very old man with long white hair, missing his right arm. His eyes hold a tormented look. His curse prevents him from speaking directly of Ny Chennacatt.*



8.23 THE TASK

To successfully penetrate the fortress of Ny Chennacatt and recover the Star of Obed and any of the other treasures that lie within is a truly ambitious undertaking. One to four very experienced PCs (and players!) may be able to accomplish it. Skills should include scouting, subterfuge, experience with traps and

locks, and some knowledge of the military and mapping. This campaign may not be suited for novice adventurers!

STARTING THE PLAYERS

Late one afternoon in Tartaut, the PCs encounter a beggar near their inn. The people of the city call him the "Poet of the Twisted Sands." His actual name is Par Shetti and it is rumored that he was once employed by the Army of the Southern Dragon. Upon seeing a likely mark, Par will begin shouting his normal poem of greeting:

*"If you will fill my belly, sir,
I will fill your mind —
With tales of wealth and riches,
Of warriors cruel and kind."*

If the PCs toss a few coins into his begging cup, he will recite three or four poems and then look at them expectantly, all the while muttering unheard words under his breath.

Note: *Par's poems tend to ramble and are very confusing. Most do not make sense. He is obviously mad, but within his tormented eyes a spark of sanity remains.*

At this point the PCs will hopefully trigger Par into reciting information. Questions about the area and especially Ny Chennacatt or the Storm King and his minions will spark the following verse:

*"On the fourth high,
From the second low,
There you must go.
Third round the clock,
Or one back in time,
From the box inside a box
Count circular chimes.
Where the serpent coils,
And the steel bites,
The Star of Obed lights.
Tread with care and grace
And ensure that you are wise.
For what you know can become lies.
To make your way in
If your destiny calls,
Seek the dark where the Chenna falls."*

After reciting this verse, Par will writhe in pain and then expire. Par's death is due to strangulation. A look of total terror will mask his features, and then briefly change to calm relief at the moment of his death. The PCs will hear his final words clearly as he dies: "Too late, Dark One."

If any of the PCs attempt to aid Par and touch him, they will receive 1D100 points of damage and lose their memory for 1D10 days if they fail a -50 RR vs Mentalism. If they do make their roll, they will take only 1-20 points of damage and have total amnesia for up to 24 hours.

After this it will be the PCs responsibility to decipher the poem. The first object of their quest will be to determine what the Star of Obed is.

With the death of Obed, the Star was taken to Tûl Isra and was used as the royal amulet of the Tarb. In T.A. 1380 after Clan Bulgan, led by Bazaud Izain, seized control of the government of Tûl Isra, Bazaud sent the Star to Akhōrahil as a token of his allegiance. The PCs through a difficult and costly search will be able to discover this information. It may be ferreted out in the libraries of Tartaut. Few individuals living in Tartaut know anything about the inner workings of Ny Chennacatt.

TO THE FORTRESS

After the PCs have determined that the Star is at the fortress, the next task will be to travel to the its vicinity and determine a way to enter it. If they have never been to the area before, they will discover that Tartaut is not the southernmost limit of inhabitation. A soothsayer, a smith, and a lumber mill are all located outside the city walls.

From the ruins of the city of Chennacatt, the fortress to the south is easily visible. At first appearance, it appears deserted. Further study will indicate that this is not so. Furtive movements may be seen on the walls surrounding the outer courtyard, and if the PCs range far enough, they may see part of the Army of the Southern Dragon arriving or leaving from the western gate.

Note: *Many different paths may be taken by the PCs at this point. They may decide to enter the ruins, or not. The GM must be prepared for whatever course of action the players wish to take. Under no circumstances should the GM restrict or push the players into a course of action. They should feel that all choices are theirs. The lethality of certain decisions will become apparent. Entry into the city will be fraught with many dangers. Trying to enter the fortress by the front door will be suicide. So will entering the fortress through the Dragon's Head. The only viable entrance is hinted at in Par's poem. The secret entrance may be found behind the Chenna Falls just north of the demesne.*

IN THE CITY OF CHENNACATT

Great care must be taken if the PCs decide to enter the ruins of the city. The guards and the inhabitants of the fortress are ever on the lookout for spies. The Army of the Southern Dragon pays substantial prize money for information regarding anyone caught spying on the fortress.

The only persons encountered in the valley of the Chenna River that will be friendly to the PCs are the soothsayer and the smith. The soothsayer will provide the adventurers with supplies and information. For the right price, she will also read their fortunes and possibly supply them with some herbs. The smith will not be quite so helpful. He does not want to endanger his position so near Ny Chennacatt. However, his hatred of the Army of the Southern Dragon will cloud his better judgement. At these times, he may be convinced to help those in need.





BEHIND THE FALLS

The passage to the cavern behind the falls is through the pool at its base and then up the cliff behind the falls (the water shoots well out from the cliff). Careful examination will reveal a small ledge that is just beneath the water. This slippery ledge may be used to gain access to the climbing holds up the precipice to the cavern. A Hard maneuver must be made to keep from falling into the pool from the ledge. The climbing is an Extremely Hard maneuver.

Once access has been gained to the cavern, the only entry into the fortress is by a small door that has a very good lock (-20 to pick). The door is also trapped, but very insidiously. The trap is set by the door being opened. From the outside, the trap will not be apparent. If the PCs search for traps after opening the door, they may be able to detect it (-20 to find and -25 to disarm). If the PCs do not notice and disarm the trap, it will automatically spring.

The trap is a great scythe that swings out from the wall and then back. It attacks as a two-handed sword at +150 at waist level (DB will consist of only magic, armor and Quickness). If it hits any PCs (up to a max of three) and if they take a critical, they must make a Very Hard (-20) maneuver roll to remain on the walkway. In the event that they are knocked into the water. They will take 1-10 +100 spear attacks as they are impaled upon the grate (only a DB from armor and magic may be used).

This is just the start. Numerous other traps will also be encountered from this point to the cistern above. (Adjust the types and difficulty of the traps to the players' expertise.) The traps include normal pits, water-filled pits, pits with spikes, and other traps that will knock the PCs into the stream. If an adventurer is knocked into the swift water, he will almost immediately be impaled on a set of spikes set into the bottom of the channel (1-3 +100 spear attacks). Once the PCs have passed this section of the fortress, they will come to a cistern.

A passage connects the lower cistern to the Second Abyss of the fortress. A guard room must somehow be passed before they can enter the fortress proper. If they dispose of the guards, it will soon be known that intruders have gained access to the demesne. The PCs could have anywhere between five minutes and four hours before this is discovered.

Once past the cistern and guardroom, the PCs will follow a passage to the Second Abyss. This Abyss houses the Orc population. Passage through the area will be fraught with danger. From this deep, the players must proceed up to the Fourth Tier. Only two ways may be used to gain access to the vault containing the Star of Obed. Each has its detractions and advantages.

The first is via the elevator. Care must be taken since the PCs will not have the expertise to control this device (see the section detailing the elevator). The other method is by taking the stairway in Naria to the Fourth Tier. The PCs will need to pass many guard areas and other individuals that use this underground roadway (see the Encounter Table in section 9.0).

The vault is located at the center of a winding set of passages. These trapped corridors are difficult to traverse. The riddle should clue the players when they hit the correct section of the Tier. Passage of the pit traps is required before gaining access to the doors of the vault. The vault door is not passable by magical means. Kregora lacing prohibits magical spells from taking affect. It also masks spells that may be employed to determine the contents of the room.

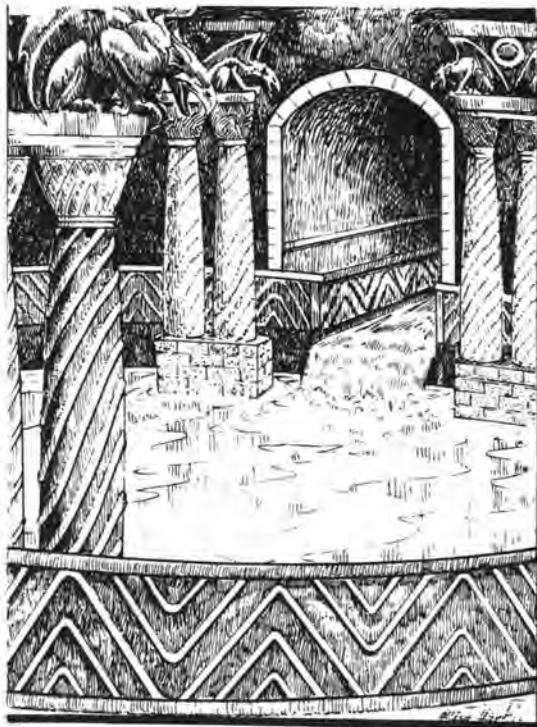
The door is locked (Absurd, -75, to pick) and trapped. The trap is Sheer Folly (-50) to detect. Once located it is Absurd (-75) to disarm. It is a gas trap that will cause sleep to occur if a PC fails a -50 RR vs. poison (10th level). This trap also resets all of the traps in the hallway. Those PCs that do not fall asleep must now make it past the hallway traps from the opposite direction.

REWARDS

If the PCs succeed in penetrating the defenses of the

fortress and are able to enter the vault, they may take whatever treasures they can carry from it. To find the Star will take a few hours rummaging through the many chests and boxes. During this time, they may come across other treasures. The room is filled with art work and items from the ages. Some special treasures are also located here. See the text in section 5.34 for details.

As the GM it will be necessary to add any other items or booty that is appropriate for your campaign. The only other thing that the PCs must do is make it out of the fortress alive.



8.3 IN THE EMPLOY OF THE WARLORD

The Army of the Southern Dragon is one of the largest employers of individuals in the South. While hated by many older inhabitants of Far and Greater Harad, most young men, whether of noble or common stock, yearn for the glory of battle and the spoils of war.

8.31 THE TALE

Rumor has it that the Army of the Southern Dragon is on the move again. Bar room stories abound with tales of fame and booty from past campaigns. Street talk hints that certain individuals may be approached in some of the seedier inns for information on joining the army.

8.32 NPCS

ZÄDE

A sergeant and recruiter in the Army of the Southern Dragon, Zäde is a zealous follower of Akhōrahil. He appears as a dusty wanderer without any apparent riches. Carrying only a small satchel and his sword, Zäde is not worth robbing. For those desperate enough to try, their fate will be a shallow grave. After twenty years in the Army of the Southern Dragon as a member of Akhōrahil's personal guard, Zäde is a master at arms.

Zäde's goal at this stage in his life is to find the best recruits possible for the army. His desire is to provide those that would serve his master. Zäde searches for young men in Far and Greater Harad, and also Ciryatandor and south of the Yellow Mountains. He only picks the most zealous youths that either already follow the Dark Lord or that may be induced to do so.

8.33 THE TASK

Joining the Army of the Southern Dragon is no small undertaking. Guile, fortitude and a belly for combat may be the only way to do so. Locating a recruiter for the army is the first task at hand.

STARTING THE PLAYERS

Zäde is actively searching for recruits in Far and Greater Harad. Any of the cities of these two areas may be used as a starting point (the date should be after the fall of Clan Bulgan in Isra circa T.A. 1640). Zäde frequents the dives in the cities that he visits. He looks for young recruits in these establishments as well as in the streets themselves. It should be easy for any young adventurers to meet Zäde. He will talk to them at length and then bring up talk about war and glory. If they sound interested, he will divert the conversation to their condition. If the PCs appear to be in need of work and also appear to be of some use to the Army of the Southern Dragon, Zäde will offer them possible employment.

TO THE FORTRESS

Once Zäde has chosen a group of young men (or women disguised as men), he will give them a map and a letter. Their first task is to travel to the city of

ZÄDE

Lvl: 18 Hits: 155 PP: — AT Ch/13 (-50)

Race: Haradan.

Profession: Fighter.

Home: Ny Chennacatt.

MERP Stats: Co 99, Ag 94, Ig 85, St 101, Pr 92, It 74.

RM Stats: Co 99, Ag 94, SD 89, Me 86, Re 83, St 101, Qu 88, Pr 92, In 74, Em 76.

Appearance: 67.

Skills: IHE 175; Missile 140; Perc. 70.

PRINCIPAL ITEMS

The Sword of the Storm — The age of this sword dates back to the Second Age. It is a magical blade offers +10 to anyone's offensive bonus and will give an additional electric critical one level less than the original critical delivered.

SPECIAL POWERS

Zäde has an uncanny ability to read the intentions and abilities of people he encounters by chance.



Tartaust and go to the Sunken Well Inn where they will show their letter to Bläs, the bouncer. Bläs will inform the innkeeper that another group of recruits has arrived. The innkeeper will then notify the Captain of Ny Chennacatt. The PCs at this point may have to spend up to a week at the inn before being contacted about their possible recruitment. Unbeknownst to the PCs, they will be observed by one of the numerous spies of the fortress as they are waiting. The various abilities of the group (natural leaders, fighting ability, etc) will be assessed at this point.

There is only one way to shorten the waiting period. The bouncer at the inn will whisper of Arena Day (see 8.4 below for details on use of the arena). PCs may decide to compete in the arena. Arena Day is typically held on the fourth day of the week. Any PCs showing great promise in arena combat will likely be offered positions in the Army of the Southern Dragon, thus bypassing the typical recruitment process.

If the PCs are determined to be suitable material for the army, another of the recruiting officers will grill them with more questions. These serve the purpose of intimidation more than anything else, since the spies have already gathered any information needed. After a grueling session, the officer will instruct the PCs to travel to the ruins of the old city of Chennacatt where they will be met.

Note: *Travel from Tartaust to the ruins is no easy task. Traversing the intervening terrain and dangers (see the previous adventure), this part of the campaign could take a number of playing sessions. Encounters in the ruins will include wild dogs, being beleaguered by the night patrols from Ny Chennacatt, and the hazards of the uncertain weather.*



Once arrived at the ruins, the PCs will spend several days at the mercy of the wild beasts and normal patrols (who treat travellers as enemies, not recruits). At the end of the waiting period, they will be rounded up by a squad of recruiting soldiers from the fortress and escorted to the courtyard. Each PC will be interrogated and all of his belongings will be taken. PCs that do not pass the initial interrogation may have a number of different unpleasant endings (If the adventurer appears to be a spy, he could be executed. If he simply does not fit the bill, he will be ousted from the fortress.).

PCs who do pass, will be taken into the fortress and assigned to one of the barracks under the command of

(For very low level characters, the training process may advance them a level.)

THE FIRST ASSIGNMENT

A message to Fhûl needs to be delivered. The messenger is a mid-level officer and the PCs are assigned to escort him to the garrison. The adventurers will be supplied with weapons, armor, provisions and a mount. They are to follow the messenger's orders and guard him at all cost. During the journey, the party will be attacked by a group of Freedom Fighters. The attackers' skills should balance the skills of the PCs. The outcome of this battle will determine further advancement or position in the army. PCs that show exceptional courage will be rewarded above the rest. At some time during the engagement, the messenger will be hard pressed. The PCs must make all attempts at defending him or things will not bide well at Fhûl when they arrive.

FURTHER ASSIGNMENTS

After their initial assignment, the PCs will be given further orders. These new assignments will take many forms. They may include escort duty, raids into Greater and Far Harad, tracking down deserters, spying missions, or scouting missions. It will be the GM's responsibility to gauge and create scenarios to match the PCs' (and players') abilities.

REWARDS

There may be no end to this campaign. The leaders of the Army of the Southern Dragon are reticent to allow anyone to simply leave the Army unless they are to be retired from service. Only death or desertion are viable ways out prior to retirement, unless there are extenuating circumstances. The primary rewards include booty, prizes from the arena, rank, and position in the army. As individuals show promise, they may be placed in better positions (e.g., moved from the infantry to the cavalry) and may achieve rank and stature.



one of the drill instructors. Exceptionally skilled adventurers may be assigned to a special squad immediately. These squads are used to test the morale, skill, loyalty, and fortitude of the recruits. For the novice recruits, the next few months of training will be a grueling experience.

Work duty (cleaning detail, kitchen detail, guard duty in the depths, etc.), training at arms, and fortress/army protocol (chain of command, titles of address, rules), fill all waking hours. Part of the training process takes place in the arena. The newly learned skills are honed and tested there. Initially, PCs are assigned to the infantry unless they have significant experience at riding.

8.4 THE ARENA OF AKHÔRAHIL

The arena was designed for many purposes: to sharpen the troops' skills, to hunt for new talent, as a diversion for the troops, and a way to advance in the ranks.

8.41 MILITARY ADVANCEMENT

Often, the arena is a requisite test to military advancement. At rare times, a *sarawiit-maat* (Ta. "Battle Test") proves the victor so skillful that several levels of rank are bypassed. All *sarawiit-maat* contenders hope for this short-cut. In most cases, the *sarawiit-maat* are not to the death.

Two forms of the *sarawiit-maat* exist: one for lower ranking conscripts and another for officers. The simpler *sarawiit-maat* involve a basic test of arms: facing one or more opponents in combat. This is typically never to the death.

High ranking officers face a more complicated test. The individual generally leads a group of men into a tactical situation, and must use both wit and skill-at-arms to defeat another group with an equally skilled leader. For these purposes, barriers and other obstacles are often placed in the arena to simulate terrain. These tests can be to the death. Often, the armsmen under the command of the officer taking the test are from that officer's own company. What starts as an intense competition may quickly turn into a bloodbath, where devoted men fight to the death for their leader.

8.42 THE TESTS OF AKHÔRAHIL

The Tests of Akhôrahil are open to any outside challengers, as well as any member of the army. They are not to be confused with the military *sarawiit-maat*. The tests are a set of random situations that may be one-on-one matches, multiple-fighter combinations, or free-for-all melees. The rewards for the victors are wealth, high quality weapons, armor, or items, and for a particularly good showing, an offer of a place in the army (or an advancement for someone already in service).

The fate of those vanquished by sentient opponents during the Tests is determined by the crowd. Animal opponents normally cannot be stopped from killing or even devouring a defeated challenger. For an especially heated battle the crowd will be more inclined to let the challenger fight another day.

ARENA RANDOM COMBAT GENERATION

The following tables may be used to generate combat situations in the arena. Opponent type, level, and number should be determined in advance, followed by any special conditions for the combat. Rolls from the Special Conditions Table apply to all contestants in a Test.



Opponent Selection				
Die Roll	# Foes	Level	Type	Reward Level
01-09	1	1d4+1	human	1
10-29	1	1d6+4	human	2
30-39	1	1d10+5	human	3
40-43	1	1d10+10	human	4
44-50	1	1d4+1	animal	2
51-55	1	1d6+4	animal	3
56-59	1	1d10+5	animal	4
60-65	2	d4+1	humans	3
66-84	2	1d6+4	humans	4
85-91	1d6+2	1d4+1	humans*	2
92-97	1d6+2	1d6+4	humans*	3
97-99	1d6+2	1d10+5	humans*	4
100	1d6+2	1d10+10	humans*	5

* Free-for-all combat between all contestants. No teams are allowed.

Note: Human opponents may include Orcs or Trolls.

Condition Selection		
Die Roll	Condition	Reward Modifier
01-40	Normal	+0
41-52	Must fight without main weapon	+10
53-65	All contestants armor and weapons start in the middle	+15
66-78	No weapons allowed	+10
79-91	No armor allowed	+10
92-99	Start fight from horseback	+10
00	Special	+20

Rewards	
All rewards can be determined using the random treasure rules from <i>Treasures of Middle-earth</i> .	
Reward Level	Type
1	Poor
2	Normal
3	Normal +5
4	Rich
5	Very Rich



8.43 THE FIVE CHALLENGES OF AKHÔRAHIL

The greatest pinnacle of glory achievable in the arena of Ny Chennacatt is to successfully complete the Five Challenges of Akhôrahil. Few are they that have completed these tests of manhood. It is rumored that riches and glory await those who emerge victorious.

Challenge One—Defeat three consecutive human challengers.

These fights must be done back to back, with no chance for healing in between.

Challenge Two—Defeat two human challengers, both working together and attacking the defender simultaneously.

Challenge Three—Defeat two animal opponents.

Challenge Four—Defeat three simultaneous human opponents.

Challenge Five—Defeat a former victor of the Five Challenges of Akhôrahil.

The first challenge is to the death. Losers of Challenges Two through Five are offered successively higher positions in Akhôrahil's army, or they can try again, with the price for the second defeat being their life.

A victor of the Five Challenges is awarded the title of *Meda Fayal* (Ta. "Champion of the Storm"). The Meda Fayal may have the pleasure of meeting Akhôrahil in person, or one of his Warlords if the Storm King is not present. Other rewards include wealth, position, and sometimes items of power.

(The GM must prepare the opponents and rewards to match the skill level and role playing ability of the player.)

8.5 SUGGESTIONS FOR ADVENTURES IN OTHER TIMES

The area surrounding the fortress of Ny Chennacatt has seen turbulent times since the mid Second Age. During the late Second Age, the forces of the Storm King are sweeping across southern Harad. Adventures at this time will more than likely revolve around working for the Army of the Southern Dragon or its enemies. Some of these adventures may include:

- Warn Greater Harad of the onslaught of the Army of the Southern Dragon. A small group of adventurers escape the fall of Baud Selen, Chennacatt, Tartaust or Tûl Isra. It is the groups responsibility to travel to Charnesra and warn the city. The group may have information that will be instrumental in warning the local army about the types of tactics used by the Army of the Southern Dragon.
- Wyatan has learned about an abandoned mine near the headwaters of the Chenna. He requires an adventurous group to plumb the depths of the mines and report on their findings. The GM must flesh out the mine tunnels and existing shafts. Possible creatures living in the mines at the time are bats, cave worms, and Orcs.
- The Army of the Southern Dragon is always in need of experienced scouts. Wyatan's advance scouts have a habit of meeting an untimely demise. Rumor has it that Wyatan's personal scout attachment has need of recruits to help reconnoiter the area around Tûl Isra before it is attacked. New recruits are likely to earn great stature and advances in rank if they do well, especially on sorties led by Wyatan himself.



Adventures in the Fourth Age will revolve around fighting the new inhabitants of Ny Chennacatt. Since the sealing of the citadel, no one has tried to enter its dark doors. Treasures may lie within. People of importance may want information.

- The fire spirit Maguroth occupies the fortress. The Balazain of Tartaust may pay well for a group to report on the strengths and weaknesses of the new occupants.
- Treasures beyond imagination are reported to be in the depths of Ny Chennacatt. Since the sealing of the fortress, nothing should stop those that wish to recover these riches.

9.0 TABLES



9.1 MASTER NPC TABLE

NAME	Lvl	Hits	AT	DB	Prim OB	Sec OB	Notes
Ablish Kōnebra	10	120	Ch/16	45	40da	60da	Haradan Smith.
Agbathû	19	207	Pl/17	50	175ma	70sb	Half Troll Warrior.
Akhōrahil	36	55	Ch/15	85	125ma	75ss	Nazgûl Mage/Sorcerer.
Ashdam Kahreb	2	20	SL/5	9	10fj	—	Haradan Apprentice Smith.
Bidash Rahdi	8	75	Ch/13	15	45fj	—	Haradan Merchant.
Bläs Dulish	10	110	Ch/13	30	110fj	90cl	Haradan Warrior.
Dabadda	12	60	SL/5	20	80da	—	Haradan Thief.
Durbaran	12	80	Ch/13	20	54fj	—	Black Númenórian Merchant.
Jalib Kahreb	4	55	Ch/16	25	55fj	35da	Haradan Warrior/Smith.
Magurgoth	38	325	Pl/20	50	225BA	110sp	Demon
Neddet Hisab	9	120	Ch/13	35	120fj	50cb	Haradan Warrior.
Qeset Agâr	15	88	Ch/13	50	60fj	—	Haradan Merchant.
Sangarunya	27	165	Pl/20	50	195fa	175cb	Umbarean Warrior
Savgak	21	181	Pl/18	60	190ma	110sb	Orc Warlord
Tara	35	150	No/1	25	50ky	—	Sindarin Herbalist.
Tarkas Häs	9	80	Ch/13	20	55da	—	Haradan Merchant.
Tartas Izain	42	100	No/2	75	60sc	50da	Haradan Mage/Sorcerer.
Uthcû	12	120	Pl/17	30	115ky	80cb	Black Númenórean Warrior.
Wyatan	20	120	Ch/16	45	140sc	—	Black Númenórean Warrior.
Zāde	18	155	Ch/13	50	175fj	—	Haradan Warrior.

Note: fj - faranj; ky - kynac

9.2 HERBS AND POISONS CHART

Name	Form/Prep	Cost	Effects
Acaana	Flower/paste	600gp	Black paste destroys nervous system, kills instantly
Cashdir	Flower/ingest	32gp	Lvl 4 antidote for muscle poison
Culkas	Leaf/apply	30gp	Heals 10 sq' of any type of burn
Gariig	Cactus/ingest	45gp	Heals 30
Juthjuth	Scorpion/liq	33gp	Causes gradual insanity
Megillos	Leaf/ingest	11sp	Increases visual perception (2x) for 10 minutes
Mireenna	Berry/ingest	8gp	Heals 10 instantly
Mook	Berry/ingest	24gp	Lvl 3 antidote for respiratory poisons
Mur	Resin/apply	102gp	Lifekeeping for 30 days
Klagul	Bud/brew	23gp	Infravision for 6 hours
Kaktu	Flower/liquid	27gp	Dex loss (1-100) in 1-4 appendages
Kasia	Nut/ingest	3bp	Produces slight euphoria in quantity
Eddij	Berry /juice	900gp	Life giving; apply within 30 days of death
Rud-Tekma	Fruit/ingest	23gp	+20 to spells, -20 to melee and maneuver for 1 hour
Trusa	Frog/paste	27gp	Failure by 21+death; 11-20 coma and blindness; 1-10 blindness



9.3 MASTER MILITARY TABLE

	Lvl	Hits	AT	DB	Melee OB	Missile OB	Notes
FORCES OF GREATER HARAD							
Greater Harad Army							Favor spear and composite bow
Lord	20	150	Ch/13	50	150	160	
Commander	10	115	Ch/13	30	115	115	
Normal	5	60	Ch/13	25	75	80	
Ayten, the Desert Nomads							Favor Faranj and composite bow
Lord	30	150	Ch/13	60	180	180	
Elite	20	150	Ch/13	55	160	160	
Warrior	10	120	Ch/13	35	120	120	
Normal	5	65	RL/10	30	80	80	
City Guards	3	45	RL/10	30	65	65	Favor sword and short bow
FORCES OF NY CHENNACATT							
Elephant Cavalry							Favor spear and composite bow
Lord	20	150	Pl/17	50	150	160	
Commander	10	115	Pl/17	30	115	115	
Warrior	5	60	Pl/17	25	75	80	
Camel Cavalry							Favor faranj and composite bow
Commander	10	115	Ch/13	30	110	115	
Warrior	4	50	Ch/13	25	70	60	
Horse Cavalry							Favor faranj and composite bow
Lord	20	150	Ch/13	50	140	170	
Commander	12	120	Ch/13	35	110	125	
Warrior	7	70	Ch/13	25	80	100	
Infantry							Favor sword and spear
Lord	20	150	Ch/13	50	165	145	
Experienced	10	125	Ch/13	30	125	115	
Normal	5	70	Ch/13	30	85	70	
Novice	2	40	RL/10	30	50	40	
Orcs							Favor scimitars and short bows
Warlord	10	100	Ch/14	30	80	25	
Elite	6	70	Ch/13	30	50	10	
Warrior	3	40	RL/10	25	25	5	
Novice	1	15	SL/5	15	15	5	

9.4 MASTER BEAST TABLE

	Lvl	# Enc	Size	Speed	Hits	AT	DB	Attack	Notes
Camel	3	1-10	L	MD/MD	110	3	10	30Mba/50MTs	
Wild Horse	4	1-20	L	FA/FA	120	3	40	30Mba/30MTs	
Crocodiles									
Small	1	1-10	M	MD/MD	85	7	20	50Mbi/30Sgr	Slower on land
Large	3	1-3	L	MD/MD	120	7	10	80Lbi/80Lgr	Slower on land
Izhta	1	1	S	VF/VF	25	2	50	50Sst/poison	
Lisica	3	1-5	S	FA/VF	45	3	50	50Sbi	Hunts in packs
Latava	5	1-10	L	FA/VF	160	4	35	75Lcl/100Lbi	Hunts in groups
Marnetta	1	1-5	S	MD/MF	15	1	20	10Sbi	
Goat	3	1-2	M	FA/FA	70	1	20	50Mho/50Mba	Males have horns
Caja	2	1	S	FA/VF	20	1	40	30Sst/poison	
Hyena	4	1-6	M	VF/FA	65	3	40	45Mbi	
Stetan	2	1-2	M	MD/VF	50	3	40	40Sbi/40SCI	
Tsidii	15	1-2	H	VF/VF	150	4	60	95LCl/70MPi	Used as mounts
Cave Worm	10	1	H	MF/F	160	12	30	90HGr/110HfHo	Grapples foe then uses other attacks
Lesser Demon	4	1	M	FA/FA	60	3	30	50Mcl/70we	
Greater Demon	13	1	L	BF/FA	120	4	60	70Lba/90we	Has spells
Ghost	10	1	M	FA/VF	130	1	35	80we/70Lba	Drain 3 CO/rnd
Ghoul	3	any	M	MF/F	50	1	20	45We/50SCI/40MBa	Stupid animated corpse, infects wounds, casts fear spell.
Skeletons	5	1-5	M	FA/FA	100	1	30	50we	
Spectres	5	1-5	L	VF/VF	200	1	100	+40 Shock Bolt	Only affected by concussion hits.
Wight									
Lesser	15	1	L	M/M	120	16	30	110We/80LBa	Casts "fear". Paralysis and sleep on touch.
Greater	25	1	L	M/M	170	19	30	150We/80LBa	As above.
Sand Devils	3	1	L	FA/FA	75	1	10		Special - whirlwind attacks as a sand blast, blinding and choking the defender
Wraith	20	1	L	SL-VF	150	18	75	70we/spells	These undead are very cunning and intelligent





9.5 MASTER ENCOUNTER TABLE

Type	Isra	Ny Chennacatt	Chennacatt	Tûr Betark
Inanimate				
Traps	1/1-5	1-10	1/1	1-2
Natural disaster	2/6	11-15	2-5/2	3-10
Ruins	3-5/7	16-20	6-10/3-10	11-12
Tomb	6-8/8	21-25	11-12/11-15	13-15
Men/Orcs				
N. Haradrim	9-10/9-15	26-30	13-20/16-25	—
Local people	11-15/16-30	31-33	21-25/26-40	16-20
Merchants	16-20/31-40	34	26-27/41-45	21
Brigands	21-22/41-45	—	28/46-50	22
Warriors	23/46-60	35-40	29/51-55	—
Dwarves	24-25/61-65	—	30/56	23-25
Númenóreans	26/66-69	—	31/57	—
Travellers	27-30/70-72	41	32-35/58-65	26-30
Danac	31/—	42	—	31-45
Orcs	32-33/—	43-50	36/—	—
Animals & Other Creatures				
Camel	36-37/73	—	37-45/66-70	46-60
Cattle	37-38/74	51	46-50/71-72	61-63
Wild Horses	39/—	52	51-55/73-74	—
Crocodiles	40-41/—	—	56/—	—
Izhta	42/—	—	—	—
Lisica	43-45/—	—	—	—
Latava	46-50/—	53	57-58/—	—
Monkeys	51/—	—	—	—
Goats	52-53/—	54-55	59-65/75	64-75
Caja	—	56	66-70/—	—
Hyena	—	—	71-74/—	—
Other	54-85/75-89	57-84	75-89/76-89	76-88
Lesser Demons	86-90/—	85-88	90/90	89-90
Greater Demons	91/—	—	91/—	91
Undead	92/90	89-90	92/91	92
Special	93-00/91-00	91-00	93-00/92-00	93-00

Note: For Isra and Chennacatt, any percentages separated by a slash indicate rural/city encounters. Ny Chennacatt refers to the lands surrounding the demesne, not the interior of the Fortress.

9.6 ENCOUNTERS IN NY CHENNACATT

Encounters will normally occur once every four hour period when the party is moving or once every eight hours when stopped.

HALLS AND AREAS

Encounter	Second Abyss	First Abyss	Upper Tiers	Dragon's Head	Mines	Outside
<i>Chance</i>	85%	60%	55%	60%	10%	20%
Trap	01	01-05	01-10	—	01-05	01
Natural	02-03	06-07	11-12	01-02	06-50	02-40
Cave Animals	—	—	—	—	51-55	41-50
Bats	—	—	—	—	56-65	51-55
Cave Worm/ fell beast	—	—	—	03-15	66-75	56-61
Ghosts	04	—	—	16	76	62
Ghouls	—	—	—	—	77	63
Skeletons	—	—	—	—	78	—
Spectres	05	—	—	17	79	64
Wight Lesser	—	—	—	—	—	65
Wargs	06-10	08-10	—	—	—	66-75
Orcs						
Normal Patrol	11-75	11-15	13	—	80-95	76-80
Large Patrol	76-80	16-20	14	—	96	81-82
Humans						
Guard	81-82	21-75	15-80	18-85	97-98	83-97
Servants	83-84	76-97	81-97	86-90	—	—
Trolls	85-99	98	98	91	99	98
Special	00	99-00	99-00	92-00	00	99-00

Notes

1 - Cave animals will take the form of normal animal encounters outside.

2 - Cave worms will only be seen at night outside



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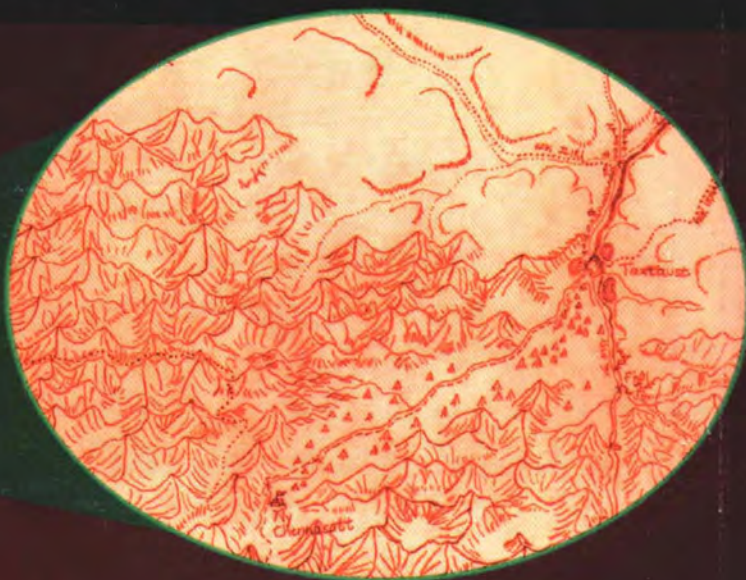
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