

NORTHWESTERN MIDDLE-EARTH GAZETTEER™

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

Northwestern Middle-earth™

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I.0 INTRODUCTION

In J.R.R. Tolkien's epic tales of Middle-earth, the astonishing breadth of geography presented was but one facet in the writer's masterly creation of "feigned history." Consider the journey embarked upon in *The Hobbit*® (or *There and Back Again*).

Thorin and Co. started their travels from a Dwarf-hold in the Blue Mountains. They crossed all of Eriador (picking up Bilbo en route), forged through the Misty Mountains into the Anduin Vales, and braved Mirkwood to arrive at last before the Lonely Mountain.

Frodo's passage to Mordor ranged through even more varied cultures and terrain. Although would-be travellers to Endor must journey in the imagination only, this campaign atlas—*Northwestern Middle-earth*™—attempts to provide all the information a wayfarer might require.

I.1 THE ATLAS SERIES

The *Atlases of Middle-earth* series is intended to serve as the glue for all the background and adventure material presented in the more focused campaign, fortress, city, and adventure modules published by ICE. Each atlas module includes a gazetteer organized to give Gamemasters and players a simple, layered, and accessible view of a major chunk of the continent of Endor. Critical basics such as area, elevation, climate, population, form of government, and mineral resources are covered—much like a proper gazetteer.

A large, color map of the region is gridded to permit easy location of specific sites. Campaign maps, printed at a reduced scale so as to fit on a typical surface used for role playing, are also included. The gaps in these previously printed maps have been filled, giving complete coverage of the region. If desired, one may connect the campaign maps as shown by the diagrams printed on their reverse sides.

I.2 GUIDELINES

Fantasy role playing is akin to a living novel where players are the main characters. Everyone cooperates to write a story never short of adventure. They help create an imaginary land and its tales.

The *Atlases of Middle-earth* series is designed as a tool for Gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. Each campaign atlas has statistical information based on the *Middle-earth Role Playing*™ (MERP) and *Rolemaster*™ (RM) fantasy systems. The modules are, however, adaptable to most major role playing games. Creative guidelines, not absolutes, are emphasized.

PROFESSOR TOLKIEN'S LEGACY

Each campaign atlas is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative process and the character of the Middle-earth milieu.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit*® and *The Lord of the Rings*™, although they have been developed so that no conflict exists with any of the other sources.



I.3 PREFACE TO THE 1992 EDITION

With the exception of the *Red Book of Westmarch*, written and preserved by the Hobbits and translated by Professor Tolkien, the *Pelrandir Pernellon* (S. "The Vagabond's Guide") is perhaps the best surviving source we have concerning the Third Age of Middle-earth. While the *Red Book* predominantly contains narrative accounts of the deeds of Hobbits, the *Pelrandir Pernellon* is a much older work from Gondor and is a unique guide to virtually every corner of northwestern Endor. As its name implies, the text of *The Vagabond's Guide* addresses the various problems faced by travellers in the years immediately following the Great Plague.

A Ship at Sea



In a brief introductory note, the author identifies himself as Camagal of Minas Ithil. Camagal apparently compiled the work as part of a royal commission issued in T.A. 1637 by King Tarondor which gauged the effects of the Great Plague upon Gondor. The military census was completed with an efficiency characteristic of the Gondorians. Population estimates from the census are difficult to determine, for Tarondor was more concerned with the ability of his land to fend off raids from East and South, and he counted not the entire populace but men of fighting age and local agricultural or mineral resources. The results of the survey were sent to Camagal, who compiled them with his own geographic research to present a comprehensive geographical tome describing all lands within Gondor's influence. Camagal seems to have had a fascination with the Wild Lands outside the Dúnedan kingdoms, which is fortunate for the modern reader, since most writers of the mid-Third Age rarely looked beyond the safe borders of the "civilized" lands.

The original manuscript was destroyed by the hordes of Mordor during the sack of Minas Ithil in T.A. 2002. Fortunately, many copies were in existence at the time, owing to the popularity of Camagal's work. All of these first-edition copies have now disappeared by means of flame, decay, and theft, and the text would have been forever lost to us were it not for the dutiful scribes of

Minas Tirith during the War of the Ring, who recopied the *Pelrandir Permellen* and bound it with several of the documents used by Camagal in his research. I have included some excerpts from these documents in appropriate places to provide the modern reader with a taste of the literary life in Endor in the Third Age. Though Gondor was far from a wholly literate society in T.A. 1640, enough records survive to indicate that Gondor was beginning to develop at that time a culture that was based in no small part upon the written word. The oldest surviving personal letters and diaries date from this period, so Camagal's work provides a valuable glimpse at a crucial nexus of Middle-earth's history. Camagal's decision to organize Middle-earth according to an abstract concept of "realms," as opposed to one of tribes or peoples, indicates a sophisticated and highly civilized understanding of nationhood, surprising for Camagal's time. Even more surprising is the appearance of this understanding in the incipient genre of travel literature. Obviously, the Great Plague did much to change attitudes towards government, as land, people, and rulers merged in the scholarly imagination into one broad concept of State.

Camagal himself must have been a most remarkable man. Our historical knowledge of him is limited to the facts that he once traveled extensively as a sailor in Gondor's fleet and served as the Master of the scholarly fellowship in Minas Ithil known as the Tatharond. His writings betray a remarkable tolerance for different cultures, and, though he occasionally treats the Dunlendings and Drúedain as savages, his approach to their cultures is astonishingly informed for his age. Even Gondor's hated enemy Umbar receives little of the malicious rhetoric so common in Camagal's day. Still, Camagal was not wholly free from bias. His research obviously did not extend far beyond the lands known well to the Dúnedain. He grants only perfunctory treatment to the lands of Harad and Rhûn, refusing even to acknowledge Dorwinion and Khand as viable realms. Though he acknowledges the existence of the primitive Drúedain, it is clear that he knew next to nothing about their culture.

Camagal's diction reflects a linguistic tension obvious in Middle-earth in the second millennium of the Third Age. He wrote in Sindarin, as was expected of scholars of the time. However, he also included many proper names in Westron and used them interchangeably with their Elvish counterparts. This may reflect a certain careless use on Camagal's part in regards to the reports of his explorer friends whom he used as his secondary sources, several of whom have Northman names. More likely, it reflects the growing acceptance of Northman culture in Gondor following the Kin-strife. In this edition, I have normalized spellings where possible, for the scribes of Gondor wrote phonetically, resulting in a wide range of spellings through the years for the name of any particular site. Also, I used Elvish names for most entries in the *Guide*, adding the Westron equivalent in parentheses

*A Tracker
in the Woods*



where it appeared to be used regularly. Only where Camagal exclusively utilized the Westron name for a site have I listed it under its Westron entry. Furthermore, Camagal applied a minimal editorial hand to his work, jotting down new entries as they became available to him. Since he used no form of organization in his *Guide*, I have chosen to list the entries alphabetically within four broad categories: Geographic Areas, Realms, Inhabited Sites and Ruins, and Natural Features. Finally, I added a few recent essays on life during the Third Age which I hope will add a dimension of continuity between the variously described realms.

The two primary sources for Camagal's account are his own travels and the surveys of Tarondor's army. Consequently, the lands of Gondor receive prominent mention in *The Vagabond's Guide*. However, he also had assistance from a number of explorers whose names appear without comment in the introduction and dedication. No doubt, the years after the Plague were a turbulent time when adventurers could easily win fame and riches. The exploits of Guineth of Rhovanion, Bregonar of Dol Calantir, and Falan the Quill may be forever lost, but their travels form the basis of our knowledge of the lands outside Gondor. At least one was a long-distance trader, judging by the mercantile focus of many of the entries. Camagal's knowledge of the North suggests that he held at least a regular correspondence with a scholar in Fornost, and his familiarity with the Elvish lands implies that he was either an Elf-friend himself or trusted friends with one with access to libraries at either Mithlond or Imladris.

The *Pelrandir Perimellon* is far from a comprehensive work, although Camagal accomplished nothing short of a marvel given the technological limitations of his age. Accidental omissions are all too evident, and some material is undoubtedly inaccurate. Presumably, one of the finest maps of western Endor accompanied the book, but later cartographical improvements have resulted in much later and more accurate maps in the surviving copy of the *Guide*. Though quite a few errors and inconsistencies exist in the text, Camagal did an extraordinary job of separating geographic fact from legend. Later editors changed little from Camagal's original text, a testimony to the scholar's accuracy and meticulousness. Most suspect are the figures

for populations, which are presumably based upon estimates of the sizes of military forces gathered by Gondor's intelligence sources. The sizes of Orc-tribes are least likely to be accurate, especially in Mordor, which was in the process of secret repopulation by Sauron during the time Camagal was writing. Finally, certain features of

the *Pelrandir Perimellon* suggest that the text we have in our possession is not a pure one. The work of later editors is evident in places. For instance, Camagal could not have known the true identity of Sauron or of his plans to re-fortify Mordor in the years following the Great Plague. Evidently, a later scribe took the pains to update Camagal's manuscript, but fortunately, he left most of the work intact. Camagal's work has been deleted from the translation in places where his data is clearly not accurate. Where more reliable information is available, it has been inserted. Throughout the work, spellings have been regularized to proper Sindarin forms, or edited to agree with forms appearing in the *Red Book*.

The Vagabond's Guide

was enormously popular in the Third Age, based upon the number of copies which were made, the care with which they were illustrated, and the imitators which tried to ride the success of Camagal's work. None of these later guides come close to the level of scholarship or accuracy evident in the *Pelrandir Perimellon*. Most are merely collections of gossip and tall tales about distant lands. When based upon reliable facts, however, the imitators shed light on some details left vague by Camagal. Where information has been drawn from a source other than the *Pelrandir Perimellon*, I have noted it in the text under the author's name (or title, if the author is unknown). The following texts fall within the literary tradition begun by Camagal:

a) The *Klóan Dzarbek* (Apy. "The Wise Mariner") of San Martorin. The most scholarly of Camagal's imitators, San Martorin was a man of Haradan origins who wrote in Umbar around T.A. 1702. His work reached the library of Pelargir after a fortuitous Gondorian raid on a cargo vessel bound for Far Harad. In Pelargir, the *Klóan Dzarbek* was translated into Sindarin and copied many times. The copy available to us was found in the ruins of the Castle of Tharagrond, wrapped in oilskins and perfectly preserved.



*A Sleeper
Pestered by
Goblins*



6

*Epel
Dúath
Map*

The *Kléan Dzarbek* is very accurate concerning the lands of Harad and Umbar, far more so than Camagal's *Guide*. San Martorin can be quite boastful when describing his homeland, and most of his figures must be taken with a grain of salt. However, when he turns his attention to the North, he inevitably relies upon the yarns wrought by drunken sailors. For example, Minhiniath is described as a city filled with giant mushrooms and paved with streets of tin, while he portrays Rhudaur as "a land where the men have horses' tails and the women all stand eight feet tall."

b) The *Pergwath Rimedain* (S. "Book of Peoples") by Drógil of Fornost. Drógil's work is clearly an imitation of Camagal's, borrowing large portions of text describing Gondor and the lands east of the Misty Mountains. The surviving copy of it appeared mysteriously at an art auction in 1973, where it was purchased by a collector who graciously agreed to allow portions to be translated and reprinted. No clue exists as to the origin of the *Pergwath Rimedain*, save for the author's name in a colophon and a mark in the margin peculiar to the library of Fornost. Scientific tests have proven the text to be genuine and have dated it to roughly the year T.A. 1900.

The *Pergwath Rimedain* has little to add on the geographic areas of Gondor and Rhovanion. Drógil is also preoccupied with court intrigues of his day, not particularly relevant to a study of the years following the Plague. However, he is quite lucid on the geography of Arthedain and is our sole source of information on the land of Lindon. Drógil has good command of Sindarin, writing in verse (here rendered as prose), but his style is highly subjective, occasionally bordering on the maudlin.

c) *Edelesboc* (W. "Book of the Land"). No author is known for the *Edelesboc*, of which two copies survive today, with only minor variations between them. One, probably the original, is attributed to scribes from the town of Dale in the years soon after Bard of Esgaroth became the first King of that region (T.A. 2944). The second, undoubtedly a copy, to judge by the scribal errors, appeared among the possessions of an Easterling merchant, who sold it to an agent of King Elessar in F.A. 120. The *Edelesboc* was written for the Kings of the North so that they might judge the resources of their realm and of their neighbors. Written in Westron, it bears similarity to the *Pelrandir Pernellon* only in its subject matter. Terse and wildly out of date, even when written, it nonetheless offers a good description of many natural features of the East. The anonymous author was interested in recording information, not in entertaining his readers. Thus, the prose is occasionally stilted, following a very basic pattern of sentence structure. This may also be due to the fact that the Northmen in the late Third Age were just beginning to develop a literary culture, and that their book-diction was still rather unpolished.

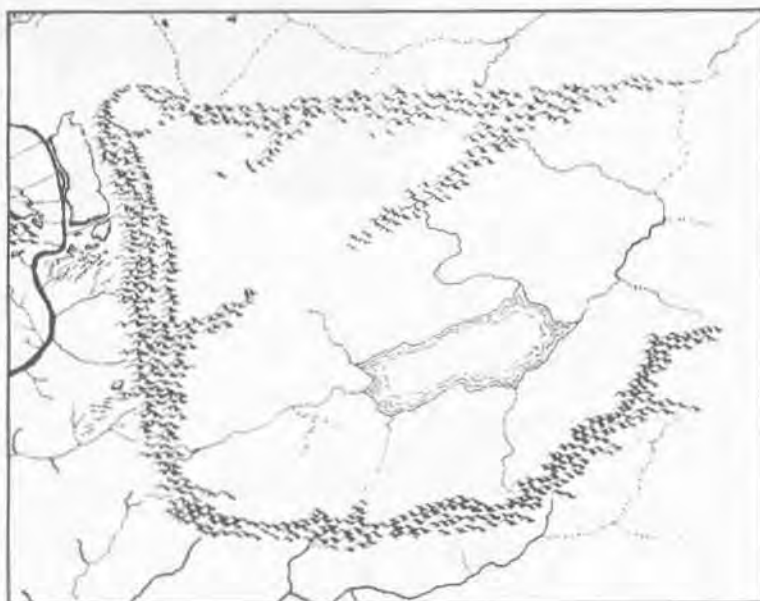
Undoubtedly, many more similar works existed which are now lost to us.

I.4 FOREWORD

In this time of corruption and decay, our knowledge of the world shrinks with each passing day. Only the attentions of our Honored King Tarandor keep us from sliding into total ignorance. At his sage command, I have prepared a work of Geography as an aid to those travellers who desire to pass into those realms of which we have little or no knowledge. Having once been a voyager myself, I know of the dangers to which ignorance can lead. Thus, in the debased rhetoric of this fallen age, I have attempted to describe the character of our realm and those surrounding ours. My own crude words can barely match the elegant elocution of the days of Elendil and Isildur, but I believe that it is better to preserve knowledge for the good of all, even if one cannot dress it in beautiful speech.

At our Monarch's bequest, I compiled all of the records of his great survey to show the strength of Gondor after the Great Sickness. For his aid and that of his deputies, I offer my heartfelt appreciation, for without their ceaseless efforts, my writing would have amounted to naught. For reports from beyond the Argonath and the Gap of Calenardhon, I thank my many correspondents, most particularly Guineth of Rhovanion, Bregonar of Dol Calantir, and Falan the Quill. Perhaps, with the enterprise of people like these, we may pass out of the years of the Shadow, and into the time of the Reunited Kingdom.

—Camagal, 16 Gwaeron, T.A. 1640



2.0 GEOGRAPHIC AREAS

When studying specific realms and sites of northwestern Endor, it is valuable to view them against the backdrop of the geography where each is located. Certain territories share a common climate and geology, making it reasonable to consider these regions as geographic areas. Such an approach seems further validated by the Elvish perceptions of the First and Second Ages. Many names of Sindarin or Quenya origin linger from these early times, reflecting the Eldar's view of the landscape. A listing of Geographic Areas, with their predominant characteristics, follows.

Note: Fathoms and knots are among the more unusual units used in the section below. For readers unfamiliar with these measurements: 1 fathom = 6 feet, and 1 knot = 1.2 miles per hour.

BELERIAND (LINDON)

Type: Remnants of a Drowned Land.

Area: *above water:* 42,900 square miles.
below water: 617,000 square miles.

Elevation: *average:* 500 feet.

lowest point: beaches at the base of the chalk cliffs Felaigtram (S. "Wall of Caves"); sea level at low tide, and 2 fathoms below the sea at high tide.

highest point: Amon Draug 1,634 feet.

Climate: *average annual precipitation:* 40-60 inches,
mean annual temperature: 50-60° F
average low: Ninui 15° F
average high: Úrui 75° F

Map Coordinates: B1-E3

Composition: The remnants of Beleriand consist of folded sedimentary rock (slate and sandstone) with lodes of iron. The Elves burn coal, which can be found in abundance in Forlindon, in their hearths on cold nights.

Notes: The land is covered by rugged hills divided by fertile valleys. Few remnants of the once-mighty Elven-kingdoms survive from the First Age. A light rain or mist falls most days of the year, giving the landscape an ethereal quality. Mosses and ferns thrive in the cool, humid climate, blanketing the timeless stones. Trees in this region are mostly coniferous, with firs and spruce especially common. Despite the dampness, Lindon is an eerily beautiful place.

[Drógil of Fornost]

EPHEL DÚATH (MOUNTAINS OF SHADOW)

Type: Mountain Range.

Length: 1075 miles, from Udûn in the northwest to Lhúgdhol (S. "Snake-head") in the southeast.

Elevation: *average peak elevation:* 5,000-7,000 feet.

lowest peak: Adzamon (Orc. "Knife-hill") 3,850 feet.

highest peak: Mormaegon (S. "Black Piercing-stone") 8,804 feet.



Lindon
Map

Climate: *average annual precipitation:* 15-35 inches,
mean annual temperature: 47-57° F
average low: Narwain 25° F
average high: Cerveth 90° F

Map Coordinates: H14-J19

Composition: The Ephel Dúath consists of predominantly igneous rocks, formed by volcanism after the Great Battle. Little mineral wealth exists in these dry and barren peaks. Any precipitation on their slopes washes into the verdant lands of Ithilien or vanishes underneath the grey shield of Gorgoroth.

Notes: A survey of Mordor written soon after the Fall of Sauron lists some iron ore deposits in the desolate land of Nurn, but few possess the initiative or the resources necessary to confirm the veracity of these reports. Cirith Ungol is the only decent pass to cut the Ephel Dúath south of the Morannon, and it is more suited to foot traffic than to carts and wagons.





Ered
Lithui
Map

ERED LITHUI (ASH MOUNTAINS)

Type: Mountain Range.

Length: 455 miles, from Udûn in the west to Caradil (S. "Red-nose") in the east.

Elevation: average peak elevation: 6,000-7,500 feet.
lowest peak: Grop Kodar (Orc. "Hollow Mount") 4,186 feet.
highest peak: Prosapat (B.S. "Axe-blade") 8,963 feet.

Climate: average annual precipitation: 10-30 inches.
mean annual temperature: 54-65° F
average low: Girithon 25° F
average high: Ivanneth 105° F

Map Coordinates: H14-H19

Composition: The Ash Mountains are made up mostly of basalt, with a few peaks of granite. They are igneous in origin, formed at the same time as the Ephel Dûath. Any mineral wealth accessible from the northern slopes is barely worth mining. Nonetheless, some hardy souls from Gondor scratch small quantities of lead and copper ores from the solid basalt.

Notes: The fortress of Barad-dûr and the volcano Orodruin are part of a southern spur of the Ered Lithui. None of the Mountains of Mordor receive any accumulation of snow in the winter. The igneous rocks which form their base are largely non-porous. As a result, rainfall washes directly off the slopes, leaving them bare of any soil or vegetation. The only birds which nest here are the foul black crebain.

ERED LUIN (BLUE MOUNTAINS)

Type: Mountain Range.

Length: 590 miles, from the Ice Bay of Forochel in the north to Orod Elwë (S. "Elwë's Mountain") at the southern end of the range.

Elevation: average peak elevation: 7,500-8,500.
lowest peak: Amon Othar (S. "Knight's Mound") 6,023 feet.
highest peak: Lossotil (S. "Snowy-peak") 9,497 feet.

Climate: average annual precipitation: 30-40 inches.
mean annual temperature: 35-50° F
average low: Narwain -10° F
average high: Úrui 80° F

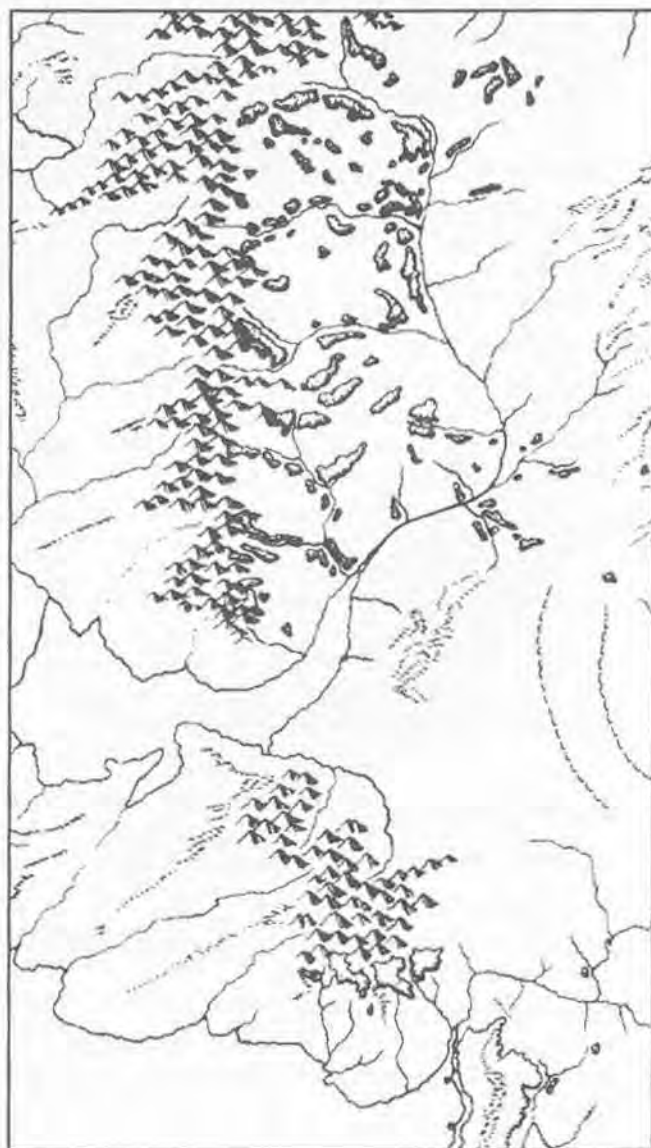
Map Coordinates: A3-E3

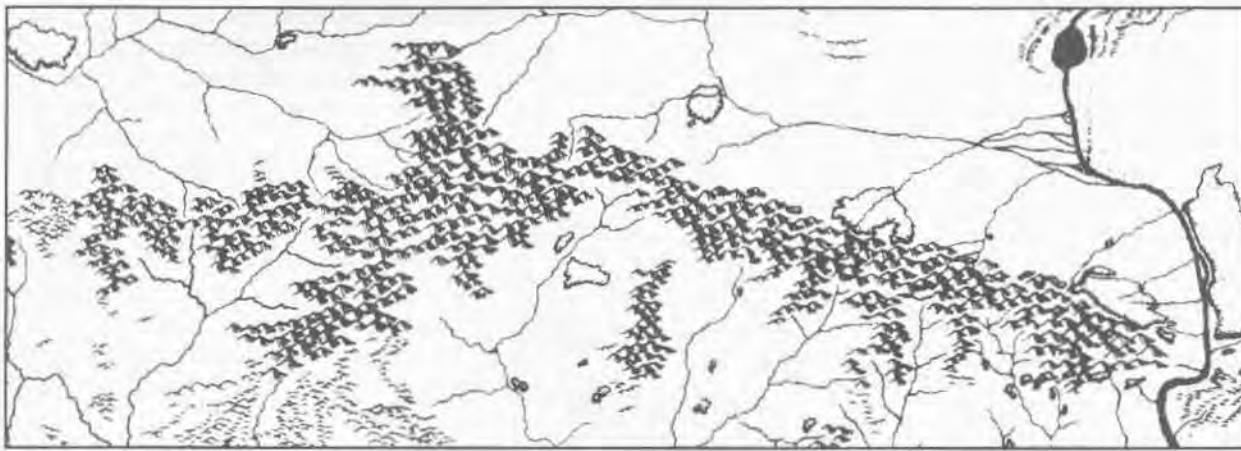
Composition: The Blue Mountains are predominately marble and limestone, with many natural caverns situated underneath. A high concentration of copper ores give the mountains a bluish tint when viewed from a distance.

Ered
Luin
Map

Once, the Ered Luin held precious metals, but millennia of Dwarvish occupation has reduced these stores to a trickle of gold in remote mines in the valleys. The Naugrim now base their industry on less exalted metals which are still present in abundance: copper, iron, and tin. The foothills are made up of folded sandstone and shale, providing a varied geological landscape.

Notes: The peaks north of the Gulf of Lhûn are generally taller than those to the south. Some pine trees grow on the slopes, but they disappear over 5,000 feet. Snowfields and icecaps are present year-round on the northern range. The Dwarves built their cities of Nogrod and Belegost here in the First Age, and their descendants maintain their legacy with pride. When Beleriand was still intact to the west, the peaks were much higher than they are now. However, the cataclysm which caused Beleriand to sink beneath the waves also shattered many of the tallest mountains of the Ered Luin.





Ered
Mithrin
Map

ERED MITHRIN (GREY MOUNTAINS)

Type: Mountain Range.

Length: 780 miles, from Gundabad in the west to the Withered Heath and the Eryn Engryn in the east.

Elevation: average peak elevation: 5,000-7,000 feet.

lowest peak: Khêlor-dornal (Kh. 7) 3,642 feet.

highest peak: Gondmaeglom (S. "Stone of Sharp Echoes") 10,720 feet.

Climate: average annual precipitation: 60-80 inches.

mean annual temperature: 25-35° F

average low: Ninui -15° F

average high: Úrui 75° F

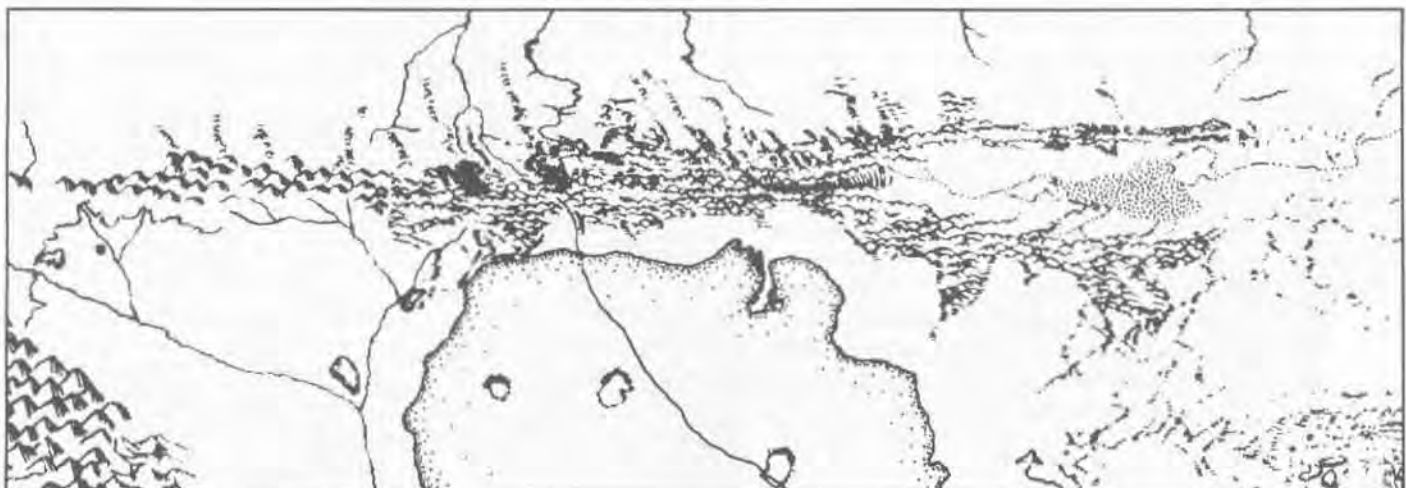
Map Coordinates: A11-A16

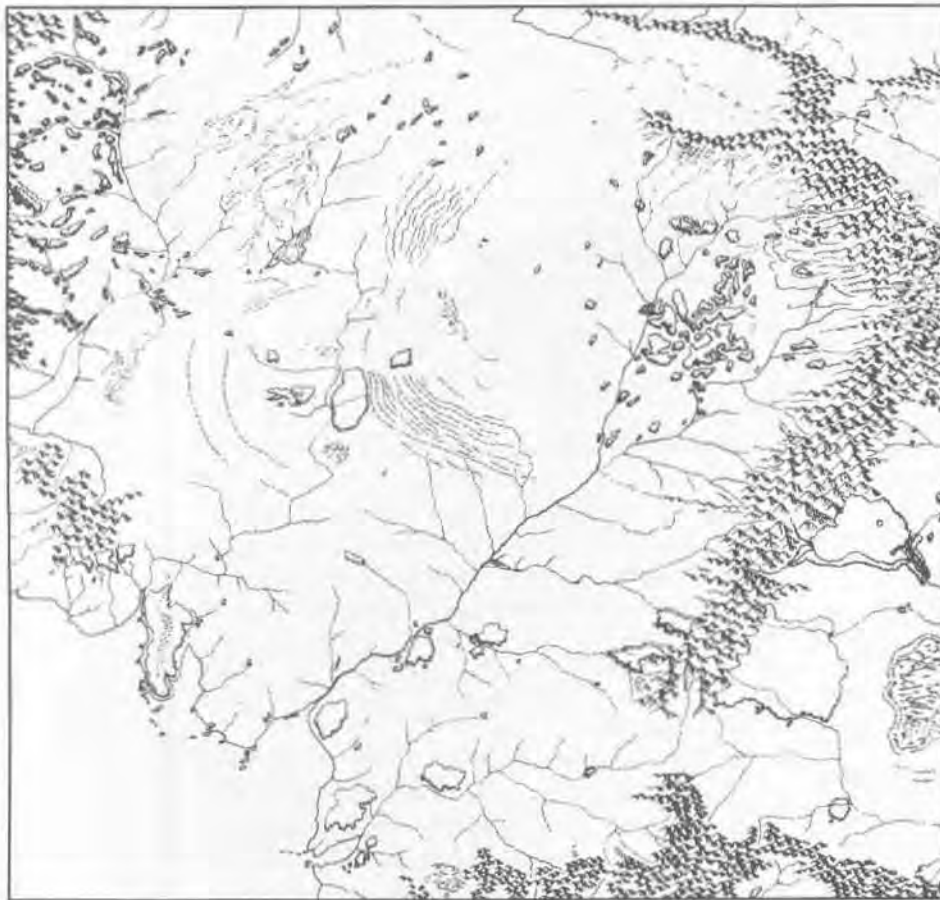
Composition: The Ered Mithrin is composed of the coarse grey limestone which is common in northern Rhovanion. Caverns filled with glistening rock formations and subterranean pools reward the adventuresome spelunker. A Dwarven expedition in the Second Age found some gold deposits near the Withered Heath, but they were forced to flee when they woke a dragon which lived in the vicinity. Near Angmar, at the western end of the range, and in the Iron Hills far to the east, great deposits of ores rich in iron and lead may be found.

Notes: Elvish scholars claim that the Ered Mithrin were once part of the Ered Angren, which guarded the realm of Morgoth in the First Age, although they are surely less formidable than those legendary peaks. The Grey Mountains are the home to many Orcs, Trolls, and Dragons. Two arms of this chain form the basin known as the Withered Heath, and the southern of these may be considered contiguous with the Iron Hills.

Very few trees can be found on the slopes. Only mosses and lichens can endure the harsh climate and sporadic bursts of Dragon-fire. Though the Ered Mithrin are 6,000 feet tall and are usually capped with ice throughout the year, passage across the mountains is fairly easy in a number of level passes. However, the numerous hostile creatures in the area give one little reason to cross the range at all. Rumors spread by wandering Dwarves hint at rich deposits of gold and gems near the Withered Heath, yet none are so foolish as to follow them. Certainly, the coffers of the Witch-king receive much of the gold mined in the Ered Mithrin.

Ered
Mithrin
Map





Eriador
Map

ERED NIMRAIS (WHITE MOUNTAINS)

Type: Mountain Range

Length: 625 miles, from Mellainendë in the west to Mindolluin in the east

Elevation: *average peak elevation:* 10,000-11,000 feet
lowest peak: Ferendil (S. "Beech's Haven") 4,150 feet
highest peak: Lancrast (S. "Stark-horn") 13,804 feet

Climate: *average annual precipitation:* 50-70 inches
mean annual temperature: 40-60° F
average low: Ninui 15° F
average high: Úrui 85° F

Map Coordinates: H7-H13

Composition: The White Mountains, like the Misty Mountains to the north, are composed primarily of sedimentary and metamorphic rocks, particularly limestone. Large quantities of marble at the eastern end of the range provide the Gondorians with an excellent building material. West of Calmirië, near the highest peaks of the range, there are some significant igneous intrusions. Iron, zinc, copper, and silver are mined by the Men of Gondor, and some prospectors have discovered small amounts of gold in the mountains of Anfalas.

Notes: The Ered Nimrais probably appeared at about the same time Melkor raised the Hithaeglir. The ruin of Beleriand pushed these lofty peaks even higher. The highest mountains have snow caps throughout the year, but most of the peaks are bare from the spring through the autumn. Trees can be found quite high up the slopes, over 9,500 feet at the western end of the range. Many Gondorian mines cut into the flanks of the White Mountains, taking advantage of the natural caverns found there. Popular stories maintain that small tribes of Giants and Drúedain still live in the hidden valleys of the White Mountains, yet no proof exists.

ERIADOR

Type: Upland Basin.

Area: 265,700 square miles.

Elevation: *average:* 550 feet.
lowest point: sea level.

highest point: Amon Sûl (S. "Weathertop") 1,504 feet.

Climate: *average annual precipitation:* 30-50 inches.
mean annual temperature: 53-63° F
average low: Ninui 15° F
average high: Úrui 85° F

Map Coordinates: A4-F9

Composition: The terrain of Eriador is marked by a number of concentric ridges, known as downs. The bedrock is mostly sedimentary, with limestone, sandstone, and chalk most common. Flint is abundant in the Weather Hills and eastern Arthedain. Anomalous granite hills appear in the Shire.

Eriador is not known for its mineral wealth, but some limited mining takes place. Copper ores can be found throughout the lands which made up Arnor. The Men of Arthedain draw small quantities of silver ore from the North Downs, and a modest salt panning industry in Cardolan supplies the rest of the region.



The
White
Mountains

Notes: The term Eriador describes all of the land encompassed by the Ered Luin, the Ered Nimrais, and the Misty Mountains, including the regions of Eredwaith, Minhiriath, and what was once the Kingdom of Arnor. A wide variety of peoples inhabit Eriador, from the urbane Dúnedain of Arthedain to the rugged Hillmen of Rhudaur to the peaceful Hobbits of the Shire. Millennia of inhabitation have reduced the once-mighty forests of this region to scattered clusters of birch, beech, and elm and the occasional large wood, such as the Taur laur. Low grasses abound in the areas not tilled by Men or Hobbits, perfect for grazing herd animals.

FOROCHEL

Type: Tundra.

Area: 124,900 square miles.

Elevation: average: 300 feet.

lowest point: sea level.

highest point: Amon Losthoron (S. "Snow-eagle's Hill")
2,983 feet.

Climate: average annual precipitation: 40-55 inches.

mean annual temperature: 30-45° F

average low: Ninui -20° F

average high: Ivanneth 75° F

Map Coordinates: A5-A7 and north.

Composition: The icy wastes north of Arthedain are a barren shelf of granite, worn smooth by the passage of great sheets of ice. Little mineral wealth can be found in the region, and the harsh climate discourages prospectors from exploring further.

Notes: Only the hardy Lossoth live in this desolate region throughout the year. Occasionally, Orc-tribes or Men seeking rare herbs will risk the elements, but these rarely stay for long. No trees grow in Forochel; only stubby grasses and scrawny shrubs exist to feed the herds of Losrandir.

[Drógil of Fornost]

GAER RHÚNEN (SEA OF RHÛN)

Type: Inland Sea.

Area: 15,430 square miles.

Elevation: 760 feet.

Depth: average: 10 fathoms.

deepest point: 46 fathoms.

shoals and reefs: many shoals, especially along coasts in the southeastern quarter.

Waves and Wind: average wind speed: 6-8 knots.

average wave height: 1-2 feet.

Climate: average annual rainfall: 20-35 inches.

mean annual temperature: 40-50° F

average low: Ninui -5° F

average high: Úrui 75° F

Map Coordinates: F19-E20

Composition: The Gaer Rhúnen is a shallow inland sea fed by many of the rivers of the plain of Rhovanion. It is large enough to experience tides (which vary about eight inches on average). The influx of several rivers creates the illusion of a current which runs counter-clockwise around the Sea. The shoals in the Gaer Rhúnen are invisible to inexperienced pilots, and navigation is best left to expert guides. The waters have a faintly salty taste, and despite freezing temperatures in the winter months, the Sea is always free of ice.

Notes: Several tribes of Easterlings derive their sustenance from the Gaer Rhúnen. It acts as a highway for much of the trade to the West, and it is also teeming with fish. Few Northmen or Dúnedain ever view the Sea, but those who have dealings with the Easterlings know of its importance to their culture.

[Edelesboc]

GONDOR

Type: Alluvial Vales.

Area: 230,250 square miles.

Elevation: average: 600 feet.

lowest point: sea level.

highest point: Orod Edhelion
(S. "Mount Edhelion")
6,900 feet.

Climate: average annual precipitation:

35-55 inches.

mean annual temperature:

55-65° F

average low: Narwain 25° F

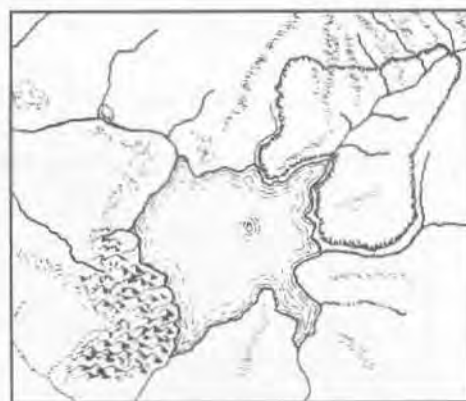
average high: Cerveth 85° F

Map Coordinates: H6-J13

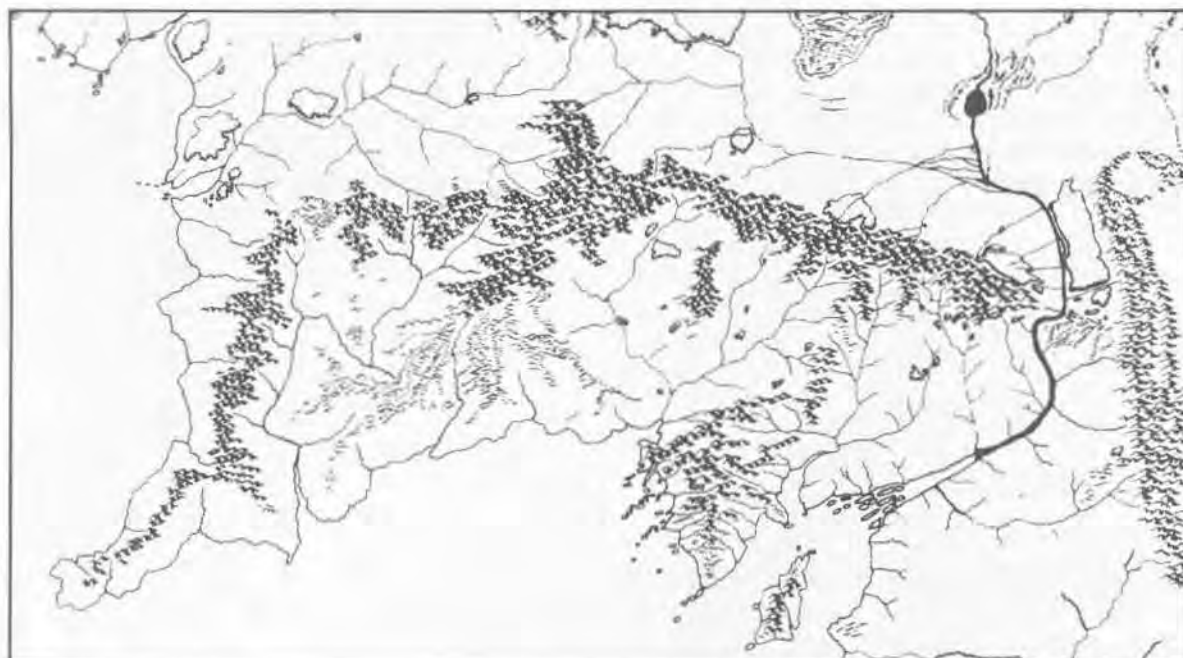
Composition: Gondor lost some of its coastal lands during the catastrophe which wiped Beleriand from the map. The Éthir Anduin (a drowned river mouth), the harbor at Lond Ernil, and the sea cliffs of Belfalas all were created by the raising of the level of the sea.

Dark black basalt makes up the bedrock in most of the region, with some sedimentary layers of shale, limestone, and sandstone in the fertile alluvial valleys. In some locales, the granitic base shows through, and in the vicinity of the Ered Tarthion, one can find large outcroppings of marble. North of the Ered Nimrais, layers of sandstone and chalk predominate. Though Gondor's mineral wealth comes mostly from the White Mountains, smaller mines dot the countryside, producing nickel, tin, and lead. Salt panning is a major industry in Anfalas and in the Éthir Anduin.

Notes: Gondor's reputation as the "Land of Stone" belies the fact that it holds some of the most fertile lands of northwestern Endor. Except for the lush groves of Ithilien, there are no large forests present, but small copses of pine, cyprus, larch, juniper, and *lebethron* dot the countryside. The sea plays an important role in the lives of most Gondorians, providing food and transport.



Gaer
Rhúnen
Map



Notes: Very little vegetation grows in Harad save in the valleys of Umbar and Raj. Water is a priceless commodity, more precious than mithril. Few explorers from the West can be tempted to venture into Harad, for in addition to the cruel climate many native tribes hunt foreigners for sport. As a result, the lands of Haradwaith remain a mystery to the Dúnedain.

Gondor Map

HARAD

Type: Desert Waste.

Area: 1,500,000+ square miles.

Elevation: average: 500 feet.

lowest point: sea level.

highest point: Nakal Jof'n (Apy. "The Camel's Back")
4,980 feet.

Climate: average annual precipitation: 5-15 inches.

mean annual temperature: 70-80° F

average low: Narwain 45° F

average high: Úrui 125° F

Map Coordinates: N/A

Location: The average Gondorian names any place south of the river Poros "Harad." A more scholarly use of the term refers to those lands bounded by the Harnen River and the Ephel Dúath in the north, the Belegaer on the west, the Ered Harnal to the east, and the Yellow Mountains in the south.

Composition: The blasted, unfriendly land of Harad conjures images of rolling sand dunes in the minds of most Gondorians, but dunes constitute only a small portion of the total area of this vast desert. Most of the Haradwaith is made up of exposed layers of sedimentary rock, eroded by countless centuries of wind. Sandstone and limestone predominate, with conglomerate common in the many dry stream and river beds.

Iron and copper ores can be found near the coast. Dry salt lakes are a valuable resource for anyone able to carry tons of block salt across the desert. Legends in Umbar speak of a gold mine at an oasis in the middle of the desert, but such stories are probably based on dreams rather than fact.

HARONDOR

Type: Upland Plains.

Area: 145,300 square miles.

Elevation: average: 600 feet.

lowest point: sea level.

highest point: Amon Halitan (S. "Salt Ridge") 5,602 feet.

Climate: average annual precipitation: 20-40 inches.

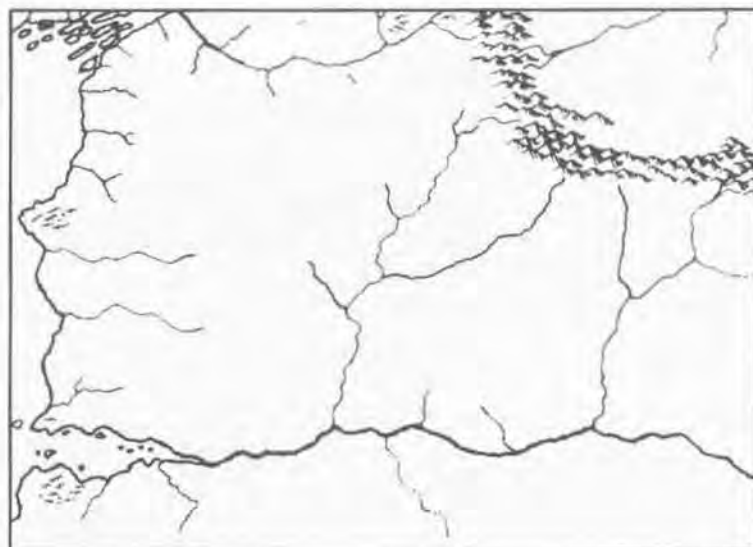
mean annual temperature: 60-70° F

average low: Narwain 40° F

average high: Ivanneth 105° F

Map Coordinates: K12-K14

Composition: The bedrock of Harondor is igneous in character. Near the coast, basalt is very common. Farther inland, granite becomes more frequent. No valuable minerals have been found in the region, but the production of salt is very important along the coasts.



Harondor Map

Notes: Harondor is best described by splitting it into three broad zones. Its fertile coastal strip receives sufficient rainfall to support a variety of trees (cedar, oak, juniper, and palm) and domestic crops (olives, dates, wheat, gourds, grapes, plums, pomegranates, and citrus fruits). Inland and along the upper Harnen, vegetated dune-fields, badlands, and hilly shrublands predominate. Some of this *bursk* is suitable for grazing. The desert of the interior features active dunes, bare rock plains, and salt flats.

Lacking the frequent rains common to Gondor, much of Harondor appears arid and stale compared to its northerly neighbor. While not quite the wasteland that Harad is, Harondor presents many difficulties to those accustomed to a more temperate climate. Herding is more viable than agriculture, and the tribes native to the region rely upon their animals for most of their necessities. Some plants grow in sheltered valleys; most notable are the powerful healing herbs that thrive in the arid and warm climate.

HITHAEGILIR (MISTY MOUNTAINS)

Type: Mountain Range.

Length: 865 miles from Carn Dûm in the north to Methedras (above Angrenost) in the south.

Elevation: average peak elevation: 10,000-12,000 feet.

lowest peak: Fëaras (S. "Spirit Peak") 7,983 feet.

highest peak: Caradhras (S. "Redhorn") 16,002 feet.

Climate: average annual precipitation: 80+ inches.

mean annual temperature: 32-42° F

average low: 15° F

average high: 65° F

Map Coordinates: A9-F9

Composition: The Misty Mountains are composed primarily of limestone and granite with significant igneous intrusions of basalt and granite, particularly near the middle of the range. Igneous activity at the southern end of the range resulted in the creation of the glassy volcanic rock known as *laen*.

Even where Dwarves and Orcs have not been at work, the mountains are full of caverns and tunnels. The establishment of Moria by Durin resulted in the discovery of mithril in Middle-earth and resulted in the mining of many precious metals. The Dwarves of Moria mine no small amount of gold, copper, and silver from their halls, along with some gemstones and many less precious metals. To the north and south of Moria, copper and iron ores are plentiful. The western foothills consist primarily of dark red sandstone, while the eastern valleys are filled with an oily black shale.

Notes: The Misty Mountains create a formidable barrier between Eriador and the lands of Rhovanion. Indeed, the Elves state that Melkor raised the chain to hinder them on their Great Journey to the Sea. Only a few passes cross the Hithaeglir, and foul weather renders even these paths unsuitable for many months of the year. Most of the higher peaks (above 11,500 feet) retain snow throughout the year, especially at the northern end of the range. Glaciers and permanent snow fields are prevalent. The tree line varies from 4,000 feet near Angmar to over 9,000 feet as one approaches the Gap of Calenardhon.

The Dwarves report that a complex of Under-deeps lies beneath the roots of the mountains, far below where even the Dwarves and Orcs fear to tread. Legends hold that the Under-deeps are filled with horrors which have never seen the light of the Sun.



*Hithaeglir
Map*





14

MIRKWOOD (TAUR-E-NDÆDLOS)

Type: Mixed Forest.

Area: 77,400 square miles.

Elevation: average: 1,012 feet.

lowest point: Tauraelin (S. "Forest Marshes") 617 feet

highest point: Amon Lanc (S. "The Naked Hill") 5,266 feet.

Climate: average annual precipitation: 20-40 inches.

mean annual temperature: 45-55° F

average low: Ninui 10° F

average high: Úrui 90° F

Map Coordinates: B13-E15

Composition: The rocks which lie underneath the great forest of Mirkwood are primarily sedimentary strata of limestone and shale. There is some evidence of volcanic activity sometime in the past, notably the cinder cone of Amon Lanc and the Mountains of Mirkwood, which are a huge projection of granite through the surrounding sedimentary layers. The Mirkwood Elves have mined some gems from these mountains in the past. If any significant finds yet exist remains to be seen.

Notes: Mirkwood is a great forest of oaks, maples, elms, conifers, and a countless variety of undergrowth. Though Mirkwood is a part of Rhovanion, it is so imposing a feature on the map that it merits special mention. Mirkwood holds a number of communities, from the Orcish servants of the Necromancer to the reclusive Woodmen to the graceful Silvan Elves.

Mirkwood
Map



Since around the year T.A. 1000, a shadow has become obvious in the southern reaches of Mirkwood. There, the trees grow twisted and evil, allowing little light through their gnarled boughs. Trolls, fell beasts, and giant spiders make their homes in this part of the forest, and Men give the region a wide berth. The forest is less dark to the north, but a heavy aura of gloom nevertheless permeates the air among the trees. Only three paths cross through the forest, and travelers who stray off them may never be seen again. Travellers in Mirkwood should go well-armed and in a large group.

MORDOR

Type: Volcanic Plateau.

Area: 117,200 square miles.

Elevation: average: 3,100 feet.

lowest point: Morannon (S. "Black Gate") 850 feet.

highest point: Orod Rauveleg (S. "Mighty-demon Mountain") 9,032 feet.

Climate: average annual precipitation: 5-20 inches.

mean annual temperature: 80-90° F

average low: Girithon 25° F

average high: Ivanneth 120° F

Map Coordinates: H14-J19

Composition: The entire plateau of Gorgoroth is of volcanic origin, as is most of the land of Nurn to the south. In many places, the furnaces of the earth are still active, filling the air with noxious fumes and occasionally hurling chunks of rock and lava for many miles. Basalt is the most common rock type, giving the region its black appearance. The landscape appears jagged and cracked, the result of powerful volcanic activity and millennia of unchecked erosion.

Notes: While Gorgoroth is as dry as death, some vegetation is present in Nurn. Unfortunately, little is known about Nurn, for the last Men of the West to travel there were the scouts of Elendil during the siege of Barad-dûr. Old maps depict a great inland sea, which some journals describe as "salty and unpotable." Still, fresh water must exist in Nurn, for Sauron fed his vast armies from foodstuffs produced there.

Current expeditions into Gorgoroth never have any pleasant details to report. By all accounts, the plateau is arid, rugged, and Orc-infested. It is a haven for fugitives from Gondorian justice, though surely the gallows would be preferable to a life in Mordor. (See Realms: Mordor.)

NAN ANDUIN (VALES OF ANDUIN)

Type: Alluvial Valley.

Area: 91,100 square miles.

Elevation: average: 900 feet.

lowest point: Mouth of Celebrant 650 feet.

highest point: Amon Thyryr (S. "Eagles' Eyrie") 8,002 feet.

Climate: average annual precipitation: 25-45 inches.

mean annual temperature: 45-55° F

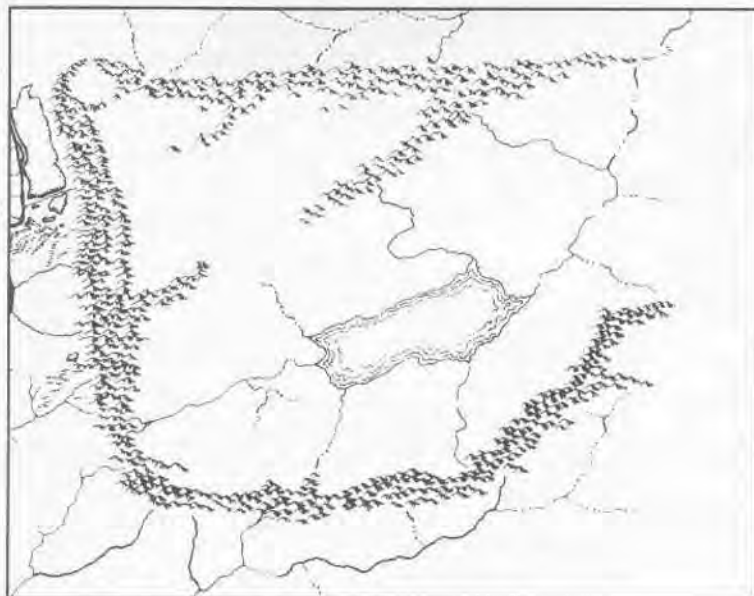
average low: Ninui 5° F

average high: Úrui 90° F

Map Coordinates: B11-E12



Nan
Angmar
Map



NAN ANGMAR

Type: Highland Plateau.

Area: 12,050 square miles.

Elevation: average: 3,746 feet.

lowest point: confluence of the Angsiril with the Angsir 2,100 feet.

highest point: western end of the Angirith (S. "Iron Pass") 5,673 feet.

Climate: average annual precipitation: 10-20 inches.

mean annual temperature: 22-32° F

average low: Gwaeron -20° F

average high: Ivanneth 77° F

Map Coordinates: A9-A10

Composition: The rugged land of Angmar is made up largely of deeply eroded limestone, which robs the surface

soil of the little water it receives. Some igneous and metamorphic rock is present in the vicinity of the Hithaeglr. The Witch-king's fortress at Carn Dûm appears to be built on and around a massive block of dull red granite. The forces of Angmar rely upon the mountains for their mineral resources, for any valuable ores on the plateau are buried too deeply to trouble about.

Notes: The Nan Angmar is a natural fortress, and for this reason (as well as its proximity to Arnor) the Witch-king chose to make it his home. The soil is frozen for most of the year, there is little water to encourage agriculture, and the lack of trees puts lumber in critically short supply. The slaves of Angmar manage to survive, however, despite the odds. The few plants which grow on the plateau are uniformly small and hardy: coarse grasses, mosses, lichens, ferns, heather, and an assortment of bizarre succulents.

Composition: The Anduin cuts through lands composed largely of sedimentary rocks. Conglomerates can be found on the riverbanks, while shale and limestone are more common inland. Little mineral wealth is present in the region, but the proximity of the rich mines of the Misty Mountains more than makes up for any natural deficiency the Nan Anduin might have.

Notes: The Nan Anduin is a fertile swath of land from the headwaters of the Great River to the Falls of Rauros, where the river slows and takes on a different character. Most people use the term Nan Anduin to refer only to the northern stretches of this region, although it is correctly applied to any of the lands drained by the Anduin.

The vales were idle for many centuries until migratory Northmen chose to settle along the River. Settled valleys lie around Wraecaburg, Maethelburg, and the Carrock, though there are many smaller settlements founded by strong-minded Northman pioneers. Most of these communities are on the right, or western, bank with the most notable exception being the homes of the hardy and strong-willed Beijabar. The Anduin valley holds some of the richest soil in northwestern Middle-earth, but the dangers of Rhovanion prevent the Northmen from exploiting it fully. Rain running off the Hithaeglr provides ample fresh water for the region.

Between the settled areas lie numerous swamps and rough lands unsuitable for settlement, the home of many Orcs and bandits. However, the population in the Nan Anduin is low, especially since the Plague, and there is no serious competition for the best lands.



Mordor
Map



Nan
Anduin
Map



NEN LHÛN (GULF OF LHÛN)

Type: Gulf.

Area: 8,200 square miles.

Depth: *average*: 115 fathoms.
deepest point: 300 fathoms.
shoals and reefs: few.

Waves and Wind: *average wind speed*:
4-7 knots.
average wave height: 2-4 feet.

Climate: *average annual rainfall*:
40-60 inches.
mean annual temperature: 50-60° F
average low: Ninui 20° F
average high: Úrui 80° F

Map Coordinates: D2

Nen
Belfalas
Map

NEN BELFALAS (BAY OF BELFALAS)

Type: Bay.

Area: 105,000 square miles.

Depth: *average*: 35 fathoms.
deepest point: 165 fathoms.
shoals and reefs: common along the coasts of Lebennin,
Dor-en-Ernîl, Anfalas, and Tolfalas.

Waves and Wind: *average wind speed*: 2-7 knots.
average wave height: 1-4 feet.

Climate: *average annual rainfall*: 40-60 inches.
mean annual temperature: 50-60° F
average low: Narwain 35° F
average high: Cerveth 85° F

Map Coordinates: K5-K11

Composition: The entire Bay of Belfalas rests on Endor's continental shelf. The principal current is a warm counterclockwise flow known as the Southron Stream; it encounters the cold Great Stream (descending from the North) off the Cape of Andrast, creating turbulent seas there.

Notes: The bay is rich in marine life, providing sustenance for many of the people of Gondor and Harondor. There are some very dangerous predators present, including sharks, grey sperm whales, and giant squid. Normally, the seas are calm and the winds are fair on most of the Bay of Belfalas, but hurricanes have been known to cause tremendous amounts of damage in the autumn months. Tides vary from 1-2 feet in most places, but can be as much as nine feet in the mouth of the Gilrain/Serni.

Nurnen
Map



Composition: The Nen Lhûn is a deep gulf which passes through a cleft in the Blue Mountains, supposedly formed when Beleriand sank beneath the waves. Rugged coasts and cliffs comprise most of the coastline, making landing difficult except at low tide. Sea currents do not effect the waters of the Gulf, but the flow of the river Lhûn creates a mild east-west flow. In some places, tides can vary by as much as twelve feet, with a change in tide signalled by a single great wave.

Notes: The Elves have sailed the Nen Lhûn for as long as they have lived in Lindon. Salmon and shellfish are the most common catch, as are the lobsters which grow to formidable proportions. Men navigate the Gulf only rarely, and much to their detriment, for the misty coasts of Lindon surely recall the lands of Valinor, at least according to the Elves.

NEN UMBAR (BAY OF UMBAR)

Type: Natural Harbor.

Area: 6,100 square miles.

Depth: *average*: 40 fathoms.
deepest point: 100 fathoms.
shoals and reefs: Shoals common on southern shore, coral reefs present at sea outside the bay.

Waves and Wind: *average wind speed*: 2-7 knots.
average wave height: 1-4 feet.

Climate: *average annual rainfall*: 20-40 inches.
mean annual temperature: 60-70° F
average low: Narwain 45° F
average high: Ivanneth 105° F

Map Coordinates: N/A

Location: The Bay of Umbar penetrates the coast of the Haradwaith some 500 miles south of the Ethir Anduin and 300 miles south of the mouth of the River Harnen.

Composition: The Havens of Blessed Umbar provide few difficulties to even the most inexperienced sailors. Shoals are easy to spot, appearing bright red in the normally steel blue waters. Tides are a moderate 3-4 feet even at their worst. A barely perceptible clockwise current runs through the bay, but the sailors of Umbar rarely, if ever, take account of it.



Notes: For a naval power such as Umbar, the bay provides defense as well as sustenance. Few ships dare cross the narrow mouth of the bay without the permission of the Captains. Crabs and shellfish may be found in abundance, but the Men of Umbar turn to the open sea for larger fish. Sharks have been known to come into the bay, but few other predators are known there. [San Martorin]

NURNEN (SEA OF NURN)

Type: Inland Sea.

Area: 8,800 square miles.

Elevation: 2,600 feet.

Depth: average: 30 fathoms.

deepest point: 60 fathoms.

shoals and reefs: many shoals, especially along south coast.

Waves and Wind: average wind speed: 1-5 knots.

average wave height: 0-2 feet.

Climate: average annual rainfall: 10-20 inches.

mean annual temperature: 70-80° F

average low: Girthon 30° F

average high: Ivanneth 100° F

Map Coordinates: J16-I18

Composition: All that is known about Nurnen comes from journals and maps over a millennium old, so much information is inevitably erroneous. All accounts refer to the saltiness of the lake, too salty to drink, many say. Large wading birds have been seen standing on shoals two or three miles off the coast. Explorers report no outlet to this shallow sea.

Notes: Some life must inhabit Nurnen, for none of the reports describe it as "dead." Indeed, compared with Gorgoroth, Nurnen and the lands around it appear as a lush oasis. Since Orcs are notorious for their distaste of sailing, one wonders if any boats have ever crossed the Sea of Nurn.

RHOVANION (WILDERLAND)

Type: Steppeland Plains.

Area: 187,500 square miles.

Elevation: average: 930 feet.

lowest point: Nindalf (S. "Heron Marshes") 380 feet.

highest point: Erebor (S. "Lonely Mountain") 7,182 feet.

Climate: average annual precipitation: 20-40 inches.

mean annual temperature: 45-55° F

average low: Ninui -15° F

average high: Úrui 75° F

Map Coordinates: G13-F17, C16-E16

Composition: Sedimentary layers, primarily limestone and chalk, make up most of the Rhovanion plain. In places, folding and erosion have produced downs, long ridges of exposed rock which cut across the prairie. A few sites reveal some igneous activity, particularly Erebor, which is made up of granite and basalt. Few topographic features of note otherwise disturb the landscape, which undulates in gently rolling hills for mile after mile. If there is any mineral wealth in the region, the Northmen do not exploit it, content to import their metals from the Dwarves, the Dúnedain, and the Men of the East.

Notes: The name Rhovanion usually refers to the entire region bordered by the Hithaeglin, the Ered Mithrin, the Anduin, the Ered Lithui, and the Sea of Rhûn, encompassing Mirkwood and the Anduin Vales. Here, however, it refers only to the rolling grassy plains that lie in a broad crescent from Erebor to Dagorlad. The former usage is incorrect; however, it has become so common that it has replaced the correct terminology. Tall grasses predominate south of Mirkwood, while shorter ones are more common farther north. Some small copses of elm and maple grow where there is shelter from the winds, which exceed 40 mph on a regular basis.



Nen
Lhûn
Map

Rhovanion
Map



3.0 REALMS

Of the political entities discussed below, not all are equally bonded to the lands they inhabit. However, most of the peoples described have dwelt on certain sites sufficiently long to link them in popular tradition with specific locations.

ANDUIN VALES (THE NORTHMEN)

Political Organization: Independent settlements, each ruled by an elite warrior lord.

Rulers: Thegn Osric of Maethelburg.
Herion, Kingsman of Gondor.
Beoraborn, Wealdenbera of the Beijabar.

Administrative Organization: Each clan strives for self-reliance, meeting with the others only for occasional trade and in times of crisis. Within the clan, all power rests with the clan chief, a warrior of noble lineage (frequently the descendant of the previous leader) chosen by all adult males.

Population: 7,000 Northmen plus 150 Stoor Hobbits.

Military: 100 Beornings.
60 Burgwards of Maethelburg.
900 Militia (3-4 weeks to raise, organized by clan).
135 Eagles (allies).

Products: Grain, hides, cattle, honey, amber, tin.

Symbol: None.

Map Coordinates: B12-E12

A
Beorning
Home



Anduin Vales
Map

Although blessed with the rich soil of the Anduin Valley, the Northmen who have carved their farms out of the wilderness find themselves constantly beset by attacks from west, north, and east. To the south lies Gondor, a dubious friend to the independent farmers that seems content only when the Anduin trade routes pour their bounty into Minas Anor.

The scattered Northmen and their Hobbit neighbors recognize no common legal system among them, although they stand together in times of need. The Nenedain consider themselves to form over a dozen sub-groups, but Gondorian geographers recognize only two: the bear-cultists who call themselves the Beijabar and all of the other Nenedain given the general name of "Northmen." The town of Maethelburg provides the most suitable urban center for trade and council for all residents of the valley.

Northman families organize themselves in clan groups, each of which works a plot of arable land hewn out of the wilds. A hereditary thegn rules each clan, and wields power as an absolute patriarch. Even people with no kinship ties join a clan, where they are treated as family.

The clan groups range from twenty to sixty people, usually housed inside a stockaded enclosure along with livestock and a sizeable garden. Surrounding the halls are the tilled fields, beyond which are the pastures and wild lands. It is not uncommon for a homestead to be ten or more miles away from the nearest neighbor, for the Northmen are famous as fierce individualists.

Northmen entered the records of the West towards the end of the First Age, when they first formed a distinct group. The Elves claim that they are the descendants of a group of the Edain and an indigenous tribe of Middle-earth which called themselves the Mebion Bron (in the precursor to Daenael "Hill People [?]"). These early Northmen then migrated to the region around the headwaters of the Anduin in the first few centuries of the Second Age. They displaced some tribes of primitive Men, distant relatives of the Drúedain, who migrated south and east to make way for the tall and fair invaders. The Northmen settled the river banks, each family claiming its own small settlement. The influx of Northman refugees from Eriador after the wars against Sauron in the Second Age did little to alter the established settlement patterns, and the newcomers joined the kin-groups already formed around fortified homesteads.

The death of Isildur at the Gladden Fields at the dawn of the Third Age heralded an inevitable period of involvement with the great and rising power of Gondor. The independent Northman farmers were happy to import the luxuries of the South in exchange for their surplus crops, but they soon found royal agents prying into many aspects of their daily lives in order to increase the profits of distant magnates in Gondor.

The relationship between the King of Gondor and the Northman clans becomes increasingly strained as the thegns suspect that their wait for Gondorian aid against

attacks from Angmar, Mirkwood, and the Misty Mountains grows more futile each day. A Gondorian emissary known as the Kingsman lives in Maethelburg and tries to keep relations as friendly as possible.

The Stoor Hobbits of the Anduin Vales are an unassuming society. They have friendly relations with their Nenedain neighbors, but on the whole they prefer to be left alone. They live in their burrows on grassy knolls protruding above the marshes, and few attackers would recognize their village even if they were standing in its midst. The Hobbits trade for any goods they cannot produce themselves through trusted Northman agents, staying out of the towns of the Big Folk unless pressed. They occasionally use boats on the Anduin and through the Gladden Marshes, but rarely do they use the waterways as an avenue for commerce.

The grain and furs which constitute the Anduin Valley's primary resources find ready markets in both Maethelburg and Minas Anor, and no small amount of wool and lumber flows south along the river. The Beijabar, who live on the fringes of Mirkwood, provide the wealthy of Gondor with the finest honey and amber in Middle-earth. In return, the Men of Gondor send salt and fine metal objects to the Northmen. Of equal value is the lore which flows North, for in recent decades, the Northmen have become excellent smiths in their own right. Even a few scholars and poets in Minas Ithil claim the Anduin Valley as their home.

Barter is the primary means of exchange, as Gondorian coins remain exceedingly rare. Outright gifts are much more common than purchases made with some form of standard currency. The mercantile ways of the Gondorians remain a mystery to the Northmen, to whom honor and generosity are still valued above the exchange of gold.

ANGMAR

Political Organization: Military Autocracy or Dictatorship.

Rulers: The Witch-king, Lord of the Nazgûl.

Angulion, Spokesman of Angmar.

Dancu and Rogrog, Warlords.

Administrative Organization: All power rests with the Witch-king, and all property is ultimately his. The Witch-king appoints his assistants, high priests, and generals, who carry out his commands with an iron fist. The land is divided into military districts, each responsible for maintaining a portion of Angmar's large standing army.

Population: 50,000 Men, 120,000 Orcs.

Military: 32,000 Orc Warriors.

10,000 Mannish Infantry.

3,000 Mannish Cavalry.

66 Trolls.

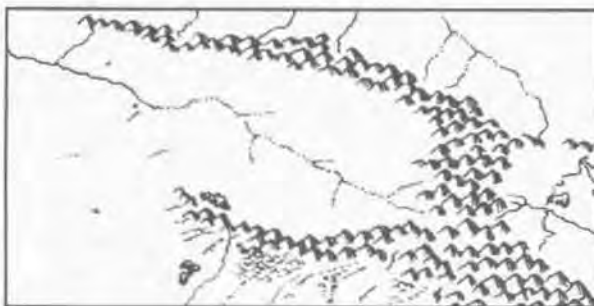
3,000 Wolves.

300,000 Bats.

Products: Weapons, iron, slaves.

Symbol: A Red Fortress on a Black Field.

Map Coordinates: A9-A10



The name "Angmar" strikes terror into the hearts of all the Free Peoples who recall the peace and glory of the days of the great Kingdom of Arnor. The Witch-king, seemingly immortal, has for three centuries ceaselessly antagonized the Dúnedain of the North. His hordes of Orcs and Men await the day when they might plunder the last remaining strongholds of Arthedain. Until that day, the Witch-king has executed a strategy of attrition, watching the strength of the Dúnedain grow fainter with each coming winter.

The Witch-king of Angmar, actually the greatest of Sauron's Nazgûl, executes the orders of his dark master, bringing despair to the heirs of Isildur. Of the three fragments of Arnor, he has made a puppet of Rhudaur and crushed the royal family and stability of Cardolan. Only Arthedain remains to face his might. Although holding vastly superior numbers, the Witch-king waits to deal the final blow, for he and his master have learned the lessons of rashness in the past. While the Dúnedain wane, Angmar practices a campaign of subversion, occasionally sending an Orc-tribe to test the readiness of Arthedain.

The lack of cohesion among the Witch-king's forces is perhaps his greatest liability, as his Orcs and Men fight among themselves almost as frequently as they do against the Dúnedain. Apart from his elite forces based in Carn Dûm, the Witch-king must play upon tribal politics to amass any sizeable army. Though one of the most powerful beings in Middle-earth, the Lord of Morgul must nonetheless rely upon the whips of his lieutenants to preserve order when he cannot lend his own terrifying presence.

The Witch-king has many allies who aid him in his goal. The Orc-lords of Mount Gundabad and the Misty Mountains both pay him homage, although he exercises little authority over them in times of peace. His other agents are many and powerful, ranging from the Warlord in central Cardolan to the Hillman King Broggha in Rhudaur. The Witch-king also plays a significant role in the politics of the East, dominating many tribes of Easterlings and influencing others to unwittingly act in his interests. Finally, a large number of spies and assassins carry out numerous covert missions for Angmar, always acting to weaken the Dúnedain and their allies.



Angmar
Map



The
Witch-king
of Angmar

Angmar is a dark land, influenced by the malignant power of its master. Far colder than surrounding regions, bitter winds from the North hurl ice and snow at Angmar's legions. Most of the Witch-king's subjects live on the rocky valley known as the Nan Angmar, a dreary and barren plain. Life under the Witch-king's influence is harsh. The climate appears to grow more severe each year.

The unforgiving soil grudgingly allows the peasantry to keep themselves from starvation, but supplies for the Witch-king's army must be imported from the East. Some scrawny livestock graze on the wind-scarred hillsides, but meat is a rare delicacy in the Angmarean diet. Slaves mine copper and iron in the mountains to fuel the rapacious army which the Witch-king keeps mustered at all times. For its harsh climate and terrain, Angmar supports a huge population. The Witch-king has devised an ingenious system of supply, bringing food to his troops along a well-guarded caravan route that stretches all the way to Rhûn.

The warlords of Angmar rule the land as a military camp, keeping a tight grasp on all economic affairs. A class of warrior-priests maintains order within the kingdom. Food and durable supplies come in caravans across the secure passes in the northern Misty Mountains. Agents of the Witch-king then distribute these goods to the fortresses and towns. Corruption thrives in the system away from the eyes of the Witch-king, according to the few spies who escape that blasted land.

ARTHEDAIN

The last politically viable descendant of Elendil's Kingdom of Arnor is the cold land of Arthedain. Arthedain lacks the cultural vigor which enabled her sister Gondor to forge an empire. Indeed, the country is divided into three distinct elements, each ethnically and politically distinct from the others. The central Kingdom of Arthedain is all that remains of the North-kingdom of the Dúnedain. The Shire, the newly founded homeland of the Hobbits, and Bree-land, the autonomous farming community around the juncture of the Greenway and the Great East Road, owe allegiance to the King at Fornost, but deal little with royal agencies in their everyday life.

THE KINGDOM OF ARTHEDAIN

Political Organization: Empire to T.A. 2, Kingdom thereafter.

Rulers: Argeleb II, King of Arthedain.

Marl Tarma, Captain of the Rangers.

Administrative Organization: Hereditary monarchy, administrative positions held by appointed officers and hereditary nobility; land divided into 63 noble and 24 royal fiefs; smallholders rent land from the nobility, or from the King in exchange for service.

Population: 50,000 Dúnedain (not including the Shire and Bree-land).

Military: Royal Forces: 540 Men at Arms.

370 Cavalry.

1,000 Rangers.

Noble Forces: 2,150 Men at Arms.

620 Cavalry.

3,000 Levy.

Products: Wool, grain, silver, copper, books.

Symbol: Black field displaying Seven Stars.

Map Coordinates: B5-D7

Arthedain is the last remaining stable political unit of the former kingdom of Arnor. The heirs of Isildur wage a desperate struggle for survival against the might of the empire of the Witch-king. The strength of the Dúnedain wanes daily, and the High Men of Fornost are but a pale reflection of their ancestors, the noble Men of Númenor. Within the gradually shrinking borders, an atmosphere of despair has covered the land. The nobility have grown greedy and reclusive, hoarding their wealth and fortifying their estates. The more powerful families now grumble under the yoke of royal authority, straining to gain more autonomy for themselves. The King scrambles to hold Arthedain together, all the while keeping an eye on the border for signs of an invasion from Angmar or Rhudaur. His power is checked by his Council, a body of advisors made up of members of the most influential noble houses in the land. The King appoints ministers to manage the affairs of the Crown, but Argeleb finds it necessary to take an active role in government to keep the various noble factions in check.

The population of Arthedain consists primarily of Men of nearly pure Dúnedain heritage. Even the folk who toil the land can lay claim to a good portion of Númenórean blood in their veins. Arthedain remains the heartland of the Faithful of Númenor, perhaps the last land among Men where the Valar are revered in the Elvish manner. The royal family maintains close ties with Elrond and the House of Imladris, hopeful that one day Elf and Man may live again in a world free of the Shadow.

Arthedain is primarily an agricultural land. The King acts as the supreme authority in legislative and judicial matters, but the nobility carries much of the responsibility for daily operations. Tenant farmers supply their landlords with their surplus goods, which are then brought to regional markets to exchange for luxury items. Wool and grain are the principal agricultural products, much of which flows to Cardolan, where the turmoil wrought by the Plague has not yet abated. Miners draw silver and copper from the rugged uplands of Arthedain, and friendly relations with the Dwarves of the Ered Luin allow other ores to flow into the country as well. Fornost is well-known for its excellent smithies and for its fine leather goods and parchment.

King Argeleb II commissions regular caravans to the Ered Luin and Cardolan, and less frequently to Moria, Lindon, and the Shire. The nobility and a small number of free traders are less scrupulous in their dealings, trading with Rhudaur and some of the less savory elements in Cardolan. On the whole, trade has not yet recovered from the disruption of the Plague. Bandits stalk the roads with only occasional interference from the Crown, and contact with Gondor becomes ever rarer. Fornost, once a renowned city of learning, is now home to a mere few dedicated, but aged, scholars. These wise folk help to preserve the spirit of the Edain, keeping their gaze to the stars in what appears to be the blackest of all times.

In other lands, the people of Arthedain are commonly characterized as morose and introspective. Years of conflict with Angmar has frozen the spirits of nearly all of the citizens of the last bastion of the Dúnedain in the North. The troops garrisoned in the border fortresses and the Rangers, crack troops of the King skilled in wood lore, fight a constant battle to provide security to those within the borders.

BREE-LAND

Political Organization: Autonomous County of Arthedain.

Rulers: Rory Heathertoes, Mayor.

Meneldir, Captain of the Royal Garrison.

Administrative Organization: Elected Mayor, royally appointed Garrison Officer, other officials appointed by mayor; land divided according to private ownership.

Population: 1,100 Bree-men, 400 Hobbits.

Military: 75 Men at Arms under royal control.
200 Levy led by the Mayor or a Deputy.

Products: Mixed agricultural goods, market.

Symbol: None.

Map Coordinates: D6



Were it not situated at the juncture of two major trade routes, Bree-land would be a simple agricultural community indistinguishable from any other in Arthedain. However, its strategic location, not to mention its proximity to Cardolan's border, repeatedly forces the region into the currents of history. The Kings of Arthedain refused to chance so vital a crossroads to the whims of a nobleman, so they kept the region a royal protectorate under the guidance of a governor until the Angmarean invasion of 1410. Then, in recognition of the courage displayed by the villagers, King Araphor granted the Bree-land the right of autonomy. Since then, the Bree-landers have elected their own Mayor, who oversees all local matters. A small royal garrison remains in the town of Bree, but that is the only indication of the Crown's presence.

Arthedain
Map



22

*Mound of
Princes*

The town of Bree rests on a hill overlooking the intersection of the Great East Road and the Greenway. Three smaller hamlets off the main roads focus on agriculture, while Bree, by far the largest town in the area, has become a center for commerce and crafts. Small farms dot the countryside, of which many stand idle since the Plague. Men and Dwarves from strange lands pass through the King's Rest Inn regularly, but Bree retains a provincial character, and locals rarely speak with outsiders. Despite its location within the mainstream of politics in Middle-earth, life in Bree continues as it has for centuries, as if in defiance of the turmoil in the surrounding lands.

A curious mix of Man and Hobbit composes the population of Breeland, a situation unlike any other in Middle-earth. The two races exist in harmony, even friendship. This relationship dates back to the great war between Angmar and Cardolan, when interdependence became necessary for the community's survival. To this date, the Men and Hobbits of Bree-land have divided labor between them, the Men performing heavy tasks and the Hobbits taking on smaller jobs which require greater dexterity. The Hobbits of Bree-land, unlike their cousins in the Shire, interact freely with the "Big Folk," much to their benefit. Bree Hobbits have largely abandoned Kuduk, their ancestral tongue, in favor of the Westron dialect used by the Men of Bree.

Bree once stood close to the center of the vanished Kingdom of Arnor. The Kings of that land chose a First Age burial site as their own last resting place. Since then, the jagged hills southwest of Bree have been known as the Barrow-downs. A great battle scarred the slopes there in 1410, during which the King and Crown Prince of Cardolan fell facing the hordes of Angmar. After the Great Plague tore through northern Endor in 1636, rumors grew that the hills were haunted by the dreadful spirits of the Edain, and several mysterious disappearances have caused many of the Wise to take notice.

THE SHIRE

Political Organization: Autonomous Shire of Arthedain.
Clan-based aristocracy.

Rulers: Marcho and Blanco Fallohide,
Founders of Shire, Rulers by Acclamation.
Isumbras Took, Thain of the Took Clan in the Southfarthing.

Administrative Organization: Officials elected by clan members;
land divided into four Farthings, further subdivided by
private ownership.

Population: 12,500 Hobbits.

Military: 300 Standing Fyrd led by elected Shirriffs.
1,500 Levy organized by clan.

Products: Grain, fruit, mushrooms.

Symbol: None.

Map Coordinates: D5



In T.A. 1601, faced with the growing power of the noble house of Tarma, King Argeleb II of Arthedain chose to respond to the situation by dividing up the Tarma lands, claiming an ancient right over property in times of need. Advised by the Istar Gandalf, Argeleb granted four large but underpopulated parcels of land on the southern border of Arthedain to a sizable band of Hobbits. At this time, the brothers Marcho and Blanco had been petitioning the King for three years, hoping to gain some small plot of land on which to settle their wandering people. These first Hobbit settlers were soon joined by their cousins from Cardolan, Bree-land, and Rhudaur, creating a sizable and stable community in a surprisingly short time. Argeleb, pleased by the success of his gift, bestowed many rights of self-governance upon the Hobbits, asking only for payment of an annual tax known among the Hobbits as The Rent. The Hobbits speak their own language among themselves, but many learn Westron in order to communicate with the Men and Dwarves who pass along the Great East Road on some errand.

Although the brothers Marcho and Blanco make the decisions which concern all of the Shire, most power is held by the hereditary thains of each tribe. A few tribes, however, elect officials to carry out work for the good of the community with the thains taking on a ceremonial role, usually prominent on feast-days.

The Shire is organized along the boundaries of the old Arthadan territories, now known as Farthings. Marcho and Blanco originally intended to grant a farthing to each clan, but the turbulence of the sudden influx of new immigrants made the farthings little more than lines on the map. The clans mix more or less freely now; only the most aristocratic concern themselves with the continuity of their clans when they make a marriage match.

The fyrd is a volunteer force, commanded by the more influential citizens, which meets every month to practice military maneuvers. Few Men remain in The Shire, but bandits, some hired by the Tarmas, view the Hobbits as easy pickings. The fyrd hopes to change their opinion.

The Shire is quietly agricultural, self-sufficient in most areas. Each year, a surplus of grain, fruit, and mushrooms goes to the Autumn Fair at Bree. Despite their skill at smithing, Hobbit smelting practices are quite crude, and those who live along the Great East Road eagerly trade for ingots of pure copper, iron, and tin. Along the East Road, Hobbit culture is decidedly more "Mannish." Hobbits there dwell in houses above ground, rather than in the burrows known as "smials," and many of these more urban Hobbits speak Westron among themselves on a daily basis.

CARDOLAN

Cardolan is a realm in turmoil. Her royal family died out in the wars with Angmar two hundred years before, leaving a number of rival Dúadan princes with claims to the throne. Upstarts, like the Dunnish King of Saralainn and the rebellious villages of Feotar, were able to establish their independence in the chaos which followed the wars. The Plague added another element to Cardolan's troubles. It sparked a further series of migrations, the most significant of which was the intrusion of a large band of Trolls into the central plain of Minhiriath. Thus, the realm of Cardolan is in actuality a number of petty kingdoms, each in constant conflict with the others.

DÚADAN PRINCIPALITIES

Political Organization: Competing Principalities.

Rulers: Pellendur, Hir Tyn Gorthad.

Eärnil, Regent of Dol Gorthlin.

Finduilas III, Hirien Dol Calantir.

Hallas, Hir Dol Tinare.

Imlach, Canotar of Tharbad.

Administrative Organization: Hereditary Princes, appointed Canotar, appointed lesser officials, elected Guildmasters; all land nominally held by Princes, given to smallholders in fief.

Population: 48,000 Cardolani (not including populations of Saralainn or the Cantons).

Military: Each Prince and Lord commands about 100 warriors in a personal retinue and can raise 200-800 levy troops in 2-3 weeks. Most often, however, the Lords rely upon mercenary bands and the Dunnish tribes in the region for military muscle. Gondor and Arthedain also maintain garrisons in Cardolan to ensure the safety of the trade routes.

Products: Wool, textiles, trade, mercenaries.

Symbol: Varies.

Map Coordinates: E5-E7, D6, D7

Cardolan was once part of the great Kingdom of Arnor. Following the divisive year of T.A. 861, Cardolan appeared to have a bright future. Of the three fragments of Arnor, Cardolan had the most fertile soil, the largest land area and urban center, and the closest ties to Gondor and the Númenórean past of the Dúnedain. Unfortunately, the broad plain of Eriador acted as a highway for every migratory people in western Endor, and the Kings of Cardolan witnessed a centuries long struggle for resources between the indigenous Eriadorans, the ruling Dúnedain, and the migratory Hobbits and Dunnish tribes.

The Witch-king of Angmar too found the fertile plains of Cardolan tempting, and, after encouraging strife between Cardolan and her neighbors for centuries, invaded himself in the year T.A. 1409. His attack drove the defenders reeling in retreat down the Great East Road. King Ostroth fell defending the Tyn Gorthad, and the death of his daughter, his sole surviving heir, a few years later brought a long reign of troubles on Cardolan.

Civil war is now a regular occurrence, as the heirs of Cardolan's great noble houses struggle for dominance. The strength of the realm has diminished greatly, and the lords of Cardolan fight their wars with plots of deceit and small bands of mercenaries.

The common folk of Cardolan desire only to be forgotten by their overlords and to get on with the business of agriculture. Though harsh winds scour the uplands of Eriador, where herding provides the chief source of revenue, the lowlands are known for their fertility. Due to the good soil and the mildest climate north of the White Mountains, agriculture in the Gwathló Valley is less toilsome than in other regions. However, a severe population shortage prevents Cardolan from rising to its former prominence. Even before the Plague, a sharp demographic decline made its impact on the realm, for many commoners fled to seek the stability of Gondor or Arthedain.



The lords of Cardolan scheme against each other, playing external forces and internal ones, such as the Warlord and the King of Saralainn, off each other and their rivals. Both Arthedain and Gondor desire stability in the region, or the security of the Great North Road at the very least. Gondor appoints the Canotar of Tharbad, an official with nominal authority over all of Cardolan, with the hope of controlling the violence in Tharbad. However, recent Canotars have had their hands full managing the highly competitive guilds in the city, who frequently work in league with the Dúadan Princes. Thus, the Canotar has become yet another player in the power-struggles in Cardolan. The King of Gondor would like to bring Cardolan under his direct authority, but he lacks the strength to quell the inevitable violent reaction which has become an integral part of Cardolani politics.

Cardolan's problems do not end with petty political rivalries. Few other lands were as disrupted by the Plague, and countless small villages were deserted in its wake. Worse, a flood of refugees from Dunland and Western Gondor came to Tharbad, hoping to start a new life in the city. The lords of Cardolan must import tons of food merely to keep the population from starvation. A sizeable shanty-town north-west of the city attests to the Canotar's inability to handle the situation. Unrest grows among the urban poor each day, and the power of the guilds increases in relation to the level of malcontent. To make matters worse, a large and unusually well-organized band of Trolls, led by a figure known only as the Warlord, drove deep into Cardolan during the Plague to take up what appears to be a permanent occupation.





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CANTONS OF FEOTAR

Political Organization: Federation of independent villages.

Rulers: Bemakind, a retired general who formerly united the Cantons against invading armies from Dol Gritthlin and Dol Tinare.

Administrative Organization: Each of the seventeen Cantons elects its own officials to organize matters of daily life. Terms are usually only for a matter of months, and all males over the age of twelve can vote. Land is privately owned, but each Canton owns plows and other large and expensive tools collectively.

Population: 10,000 Cardolani.

Military: A standing force of about 500 Northman professional soldiers is deployed among several strategic homesteads. Given six weeks or so, the villages can raise a militia force of roughly 4,000 Men.

Products: Wool, copper, grain.

Symbol: None.

Map Coordinates: E8

After the death of Cardolan's King Ostroher on the Barrow-downs, the powerful nobility of Cardolan claimed nearly absolute power within their own lands. Abuses were common, but none more flagrant or violent than those of Gaertil the Bad, the lord of Feotar and also the Canotar of all of Cardolan. The paranoid Gaertil slew virtually all of his petty nobility before he in turn found death at the hands of his outraged bodyguards. Feotar was left with no nobility, so the common folk decided to rule themselves. They divided Feotar into Free Cantons around the twenty-three villages in the region, a number reduced to seventeen since the Plague. Each village governs its own affairs, electing officials and a council to govern mundane matters. Communication between villages is rare, as each community strives for complete independence and self-sufficiency. Along the Gwathló, the system generally works as imagined, with decisions made in town meetings. Inland, though, wealthier citizens dominate the village affairs, forming a new aristocracy among themselves.

Sheep herding forms the largest industry in the Cantons, though the villages rarely trade with the outside world. Those few traders from Dunland and Tharbad with good relations in the Cantons regularly import luxury items in exchange for the villages' surpluses of wool, grain, and the finest wine west of Dorwinion.

*Ruined
Cardolani
Manor*



SARALAINN

Political Organization: Kingdom.

Ruler: King Lanaigh.

Administrative Organization: All offices appointed by King; land held by traditional tribal groups.

Population: 9,000 Dunmen.

Military: The King maintains a standing force of 150 Warriors and can raise units from several Dunnish and Eriadoran tribes of questionable quality and loyalty, each contributing about 100 troops.

Products: Salt, fish, mercenaries.

Symbol: Crossed Brown Spears on a Red Ground.

Map Coordinates: F5, F6

Founded after the downfall of Cardolan's royal family by a Dunnish fortune hunter named Gordaigh, Saralainn's early years were marked by repeated attacks from the neighboring Dúnadan lords who attempted to dislodge this new power. The Dunmen proved tenacious, however, and today Saralainn rests on equal footing with her neighbors. The Kings have organized the land along a tribal model, with the King acting as a High Chief of his own and several lesser tribes. Kinship ties still form the strongest bonds in Saralainn society, and the kingdom, though loosely organized, is closely knit though a complex series of marriage alliances. Despite these bonds of kinship, feuding and revolts plague the kingdom regularly. Though Saralainn culture is violent and boisterous, the King and his chiefs desire nothing more from the outside world than peace.

Saralainn rests in the marshy lowlands near the mouth of the Gwathló. Though the soil in the area is extremely rich, little effort is made to exploit it fully, for the Men of Saralainn are descendants of highland herders, and the annual floods of the Gwathló defy all attempts by farmers to hold back the water.

Fishing, pitch, and salt form the basis of Saralainn's economy. Also vital are the tolls which the King exacts on river traffic heading up the Gwathló to Tharbad. The tribes of Saralainn take care not to levy too steep a toll on the river, for they depend upon the worked metal goods provided by Dúnadan craftsmen.

THE WARLORD'S EMPIRE

Political Organization: Autocracy (Dictatorship), Subject State (of Angmar).

Ruler: Ardagor Half-troll, The Warlord.

Administrative Organization: All offices appointed by Warlord; all land held directly by Warlord.

Population: 50 Trolls, 500 Human Slaves.

Military: 45 Hill Trolls.

50 Wargs.

150-200 Slave Troops.

Products: Mercenaries, spies.

Symbol: A Green Serpent on a Red Field.

Map Coordinates: F5

Taking advantage of the turmoil wrought by the Great Plague, the Witch-king of Angmar decided to use the opportunity to allow the Cardolani to destroy themselves. He sent one of his most cunning agents, a Half-troll, Half-elf hybrid with a devious mind, into the highlands of central Eriador with orders to provoke Cardolan's Princes to a civil war. Along with his retinue of Hill Troll warriors, the Warlord began plundering towns and farmsteads around his stronghold at the crags of Creb Durga.

To date, Angmar's plan seems flawless. The Princes are using the presence of the Warlord as an excuse to allow their own petty rivalries to turn violent. In just a few short years, the Warlord has earned a place among the principal players in Cardolan, though none of the Princes would admit to any type of dealings with him. Though not

strong enough to crush any of the principalities on his own, the Warlord has used his guile to set into motion a potentially disastrous situation.

The Warlord's base is a secret to most, but the lands he rules are easily visible to any traveler in the region. The once-fertile fields seem blighted as if by disease, and slaves toil their fingers to the bone to scratch food out of this unpleasant landscape.



DALE AND ESGAROTH

Political Organization: *Dale:* Hereditary Lordship.

Esgaroth: Republic with an elected Master.

Rulers: Éoder, Thyn of Dale.

Odagavia, Master of Esgaroth.

Administrative Organization: Appointed advisors in Dale, elected officials in both towns; land held by aristocracy, granted to smallholders in return for military service.

Population: 6,000 Northmen.

Military: 150 Professional Warriors, many mounted.

150-200 drilled militia troops.

300-500 raw levy, used only in emergencies and takes 2-5 weeks to raise.

Products: Market, finished goods, beer.

Symbol: None.

Map Coordinates: B15, C15

Tucked away in the northern marches of Rhovanion lies a tiny but prosperous community of Northmen who have eagerly adapted to the urban way of life. The towns of Esgaroth and Dale began in the Second Age as seasonal trading posts, where the migratory Edain and Northmen could trade their agricultural goods with the nearby populations of Dwarves and Elves. As the Northmen settled permanently in the area, Dale and Esgaroth obtained year-round populations and became the hubs of northern Rhovanion's trade network. The Northmen of the region thrive in their new role as merchants, but the agrarian ways die hard, and many of the traditional practices are preserved, especially in the many tiny surrounding farms which feed the two towns. Despite the cosmopolitan nature of their towns, the urban Northmen remain distant, viewing outsiders with initial suspicion they finally grant their trust. The more urbane merchants of Dorwinion and Gondor eye this attitude as quaint, even claiming that the Northmen lose many a fine deal in their silence.

No single lord rules both Dale and Esgaroth. Esgaroth, known as "Lake-town" because the entire community rests upon great platforms built over the Long Lake, elects a Master to govern its affairs. Dale, situated in a rocky valley underneath the Lonely Mountain and more isolated from much of the mercantile traffic, maintains the traditional hereditary office of Thyn. Both towns owe allegiance to the Waidungas, the large tribe of Northmen to the south, but neither community has sent tribute for almost four hundred years, and the Great Plague has severed most political ties with the Northman tribes of Mirkwood's Bight.

The urban Northmen act as middlemen in a great trade network linking Gondor, the valley of Dorwinion, the plains Northmen of southern Rhovanion, and the Elves of Mirkwood, exporting few goods of their own. Several craft industries grew in the towns before the Plague, with metalwork, beer, glass, and other finished products as the main exports.

Now virtually all energies in Esgaroth are devoted to handling the wares of others. The Plague did little to slow the traffic of goods from the East and the Forest, and the wealthy of Gondor are always willing to pay highly for their luxuries. Spices, wine, and healing herbs flow from the East. Much of the wine continues up the Forest River to the King of the Wood-elves, who offers bright golden jewelry and vessels and fine silken goods in exchange. The reclusive Woodmen of Mirkwood also bring their wares to Esgaroth via the Wood-elves, offering furs and lumber for finished products and items of metal. Some foodstuffs still come from the Northmen of southern Rhovanion, but most trade to the South stems from Gondor, where brilliant objects of steel and silver are exchanged for the luxuries of the Utter East. Coins also originate in Gondor, and the urban Northmen are just beginning to experiment in their use.

*Dale &
Esgaroth
Map*



DOL GULDUR

Political Organization: Divine Autocracy (Dictatorship).

Rulers: The Necromancer.

Khamûl, Captain of Dol Guldur.

Administrative Organization: All offices appointed by Necromancer; all land held directly by Necromancer.

Population: 2,100 Orcs; 25 Trolls.

Military: 820 Orc Warriors.

15 Trolls.

100 Wolves.

Plus numerous Fell Beasts, Spiders, and other creatures under the indirect influence of Sauron.

Products: No exports.

Symbol: None (The Red Eye).

Map Coordinates: E13

*Dol
Guldur
Map*



Dol Guldur was, for a time in the Second Age, the cheerful home of Drúin's Folk for a few years after they left their ancestral home of Moria and before they moved into the distant East and out of the tales of Men and Elves. The tunnels in the barren cinder cone stood vacant for centuries, until a sinister presence moved into them. The coming of Sauron around T.A. 1050 poisoned the surrounding forest, twisting and corrupting the Greenwood until even the Elves shunned the southern reaches of the forest.

Disguising himself as the "Necromancer," an evil Sorcerer of great, yet not Sauronic, stature, the Lord of the Rings delved new passages into Amon Lanc, creating breeding pits for his Orcs, Trolls, and other horrors. Silently, the Dark Lord bides his time in his lair, now known as the Hill of Sorcery, and broods over his lost Ring while he rebuilds his power and his army. Already, he is secretly re-fortifying Mordor, and most of his new Orcs head south for the plains of Gorgoroth and Nurn.

Since Sauron must abide in secret while he gathers his strength, he frequently acts through his lieutenant, Khamûl the Easterling, a Nazgûl second in might only to the Witch-king of Angmar. While Sauron breeds his troops, Khamûl gathers the most powerful and corrupt Men from throughout Endor to directly serve their Black Master. Aside from these thralls of Sauron, no living Man, Dwarf, or Elf has seen the interior of Dol Guldur and escaped in a condition to tell the tale.

*Drúadan
Forest
Map*

Sauron fears action by the White Council and will not hesitate to stoop to any atrocity to avoid their intervention. For the time, subtlety is his watchword. The slow corruption of Mirkwood Forest and the gradual waning of Gondorian power in Rhovanion are his immediate goals, and they are being met without the need for an open display. The mass migration of many tribes of Easterlings under his sway into the region form the next stage of his plan, and already tribes of Sagath and Asdriags have moved into the valley of the River Running. The chaos in Rhovanion caused by mass migrations will weaken Gondor's grasp on the area and allow Sauron to refortify Mordor undiscovered and unmolested.

DRÚADAN FOREST (THE WOSES)

Political Organization: Tribal Groups.

Rulers: Rhân-buri-Rhân, High Shaman.

Administrative Organization: On a clan level only. Shamans serve as the social and religious leaders of the communities.

Population: 1,800 divided among more than 130 clans.

Military: 400 Hunters and Warriors.

Products: No exports.

Symbol: None.

Map Coordinates: H13.



Tucked away in the hidden hollows and valleys of Drúadan Forest live the Woses, descendants of the original inhabitants of Northwestern Endor. Less than a hard day's ride to the shining city of Minas Anor, the Woses lead primitive lives as they have for untold millennia. Despite their proximity to Gondor's most important city, very few Gondorians have ever seen a Wose, and fewer still know much about their ways. They seek only to be ignored by the whole outside world while they gather food and tend to the forest. Better woodsmen are not to be found among Men, for the Woses are crafty in all outdoor lores.

The Woses are descendants of the primeval peoples of Middle-earth the Elves encountered in the First Age and relatives of the other Drúedain folk that still abide in Endor. In fact, most other tribes of Drúedain are mistakenly called "Woses," for the tribe in Drúadan Forest is better known to the Dúnedain than any other. Pushed aside first by their Dunlending cousins and later by the Dúnedain, the Woses and their kin retreated to forests and inaccessible locations in the mountains. Distant relatives of Cardolan's Beffraen and the Coastal Peoples in Anfalas and near the mouths of the River Isen, the Woses have little contact with their kin, let alone their

neighbors, who occasionally hunt them for sport. They speak a tongue nearly impossible for outsiders to pronounce, and no Wose has volunteered to teach it. Most knowledge about the Woses comes from the ruins left by the ancestors of the Dunlendings at places like Dunharrow and Tolfalas.

Today, the Woses no longer work in stone, nor do they retain any of their reputed skills as jewelry smiths. Instead, they spend much of their time gathering food from the forest and telling tales about the land in earlier times. The Woses live in close to one hundred small tribal groups and share no higher organization outside of the family units. Their religion is highly animistic and centers around superstition and reverence for personifications of various aspects of nature. Each family group has a member who acts as a shaman, divining the future and tending the infirm. The shamans share some identity outside of the tribes, deferring to the most powerful of their number in spiritual questions. Holy places are highly significant to the Woses, and an ignorant trespasser may face torture and death for even a seemingly minor offense.

DUNLAND (DUNFEARAN)

Political Organization: Tribal Chiefdoms.

Rulers: Enion, Chief of Clan Feargan.

Aonghas, Chief of Clan Treform.

Daonghas, Chief of Clan Arait.

Rulart, Chief of Clan Ruadh.

Belligel, Chief of Clan Eogbann.

Administrative Organization: Fifteen hereditary and merit-based chiefdoms, all lesser offices appointed; tribal land held in common.

Population: 150,000 Dunlendings.

Military: Each Chief keeps from 100-400 Warriors as a permanent retinue. Each Clan can also raise 1,400-3,200 Warriors given 1-4 weeks. Tribes favor light armor and carry spears and melee weapons predominately.

Products: Wool, mercenaries.

Symbol: None.

Map Coordinates: F9

In the rugged and untamed regions between the protected boundaries of Gondor and the Kingdoms of the North dwell large tribes of Dunlendings. Fifteen clans share a comparatively small area in the shadow of the Misty Mountains. The isolated nature of the Dunlending homesteads kept the devastation of the Plague to a minimum in the region, leaving the population large in comparison with the neighboring realms. All the tribes rely on large herds of sheep and cattle for their livelihoods, with hunting providing additional meat in their diets.

The Dunmen migrated into the area in the late Second and early Third Age, pushed out of more fertile regions by the advance of the Dúadan kingdoms. Only the halt of Gondorian expansion during the Kin-strife ended their retreat, and they have claimed the foothills of the Misty Mountains as forever theirs. No great sympathy exists in the Third Age between Dúadan and Dunlending, for the Dunmen wage an almost constant war with their neighbors when they are not fighting amongst themselves. Even when there is no open hostility, each Dunman maintains a burning hatred of the Sons of Númenor. Trade does exist between the more moderate clans and Dúadan merchants, but, even in the best of circumstances, a thick suspicion covers the proceedings. The Men of Dunland view themselves as superior to the subject tribes within Gondor and Cardolan, and they often force an ordeal upon those Dunnish plague refugees seeking sanctuary among the tribes of Dunland.

The Dunlendings are a warrior race, indirectly descended from the Daen Coentis peoples indigenous to northwestern Endor. Each clan consists of 3-10 family groups closely linked by intermarriage. The heads of the families compete for the position of Clan Chieftain, winning the title in non-mortal combat. Contact with other clans or outside peoples is rare, even among the more urban tribes.

Religion and superstition plays a major role among the tribes. Most worship gods based on debased understandings of the Valar, though a few of the more militant tribes have taken up the worship of Sauron under the guise of the Temple of Justice. Currently the tribes divide themselves into two camps based on religious principles, and the hostility between the groups may soon escalate into open warfare. The group calling themselves the Daen Iontis is sympathetic to the Temple of Justice and is openly hostile to the Dúedain. The other faction longs for a return to the peaceful old Daen Coentis culture of the Second Age, and the member clans are more sympathetic to outside cultures. A few clans manage to remain neutral, hoping to avoid a devastating war.

The Great North Road cuts through the territories of the lowland tribes in the west of Dunland. Dúadan traders from Gondor, Arthedain, and Cardolan risk the hostility of the Daen Iontis clans in order to keep the land route to Tharbad open. Some enterprising family groups who have settled near the road participate in occasional trade with these merchants, establishing their own trade routes into the interior of Dunland or selling the rights to cross into and trade within Dunnish lands unmolested. Most sane merchants, though, stay to the road, travelling in large caravans with a numerous contingent of hired guards.



27



Dunland
Map



FANGORN (THE ENTS)

Political Organization: Gerontocracy.

Rulers: Treebeard.

Skinbark.

Leaflock.

Administrative Organization: None apparent; property held in common.

Population: 150 Ents.

2,000 Huorns.

Military: 150 Ents.

2,000 Huorns.

Products: No exports.

Symbol: None.

Map Coordinates: F10

Hidden away on the eastern slopes of the Misty Mountains, concealed by the dark boughs of the wood known as Fangorn, the last colony of Ents survives. Few outsiders even know of their existence, and the Ents are more than happy to keep it that way. They do not understand the impulsive and hasty ways of Men, Dwarves, and Orcs, and they are certain that these younger and lesser races do not understand their motives. The rapport they once shared with the Elves has dimmed with time, for the Elves face their immortality with curiosity and rashness, while the Ents are content to sit peacefully for centuries, watching the motions of the heavens and tending the trees that are in their care.

Aiding the Ents in their task of maintaining Fangorn Forest, one of the last stretches of the great wood which once covered most of northwestern Endor, is an army of Huorns, great tree-herds that seem to be a cross between the Ents and the trees themselves. The Huorns have little intelligence and have been known to rip even innocent wanderers limb from limb. The Ents, however, are a gentle race, except when roused to anger by a direct threat to their home. Even then, they may take weeks or even months to debate the matter, for no creature is more deliberate in his actions than an Ent. The Ents rule by consensus, which they reach at moots convened whenever any matter of grave importance arises. Deference is paid to the three eldest Ents, who hold no formal title but are well known for their great wisdom.

One particular event which could rouse the Ents to hasty action would be the re-discovery of the Ent-wives. The Ent-wives left the eaves of Fangorn centuries ago, eager to find new gardens to cultivate while their mates tended the mighty trees. The loss of the Ent-wives caused great sadness to the Ents, who secretly hope that their women are still alive and will one day return to them.



*Fangorn
Map*

FOROCHEL (THE LOSSOTH)

Political Organization: Tribal Groups.

Rulers: Bethurin, a prominent chieftain.

Administrative Organization: Purely clan-based, with the elders and chieftains holding authority. All goods are considered communal; hoarding is punishable by exile.

Population: 800 Lossoth,
250 Umlí.

Military: 100 Hunters.

Products: Oil, hides.

Symbol: None.

Map Coordinates: A5-A7 and north.

In a land where most Men could not live for a few hours without protection from the elements, the Lossoth of the North thrive. They lead pure and simple lives, relying upon the sparse bounty of their homeland for survival, but they are hardy and do not want for much in the way of luxury. They refuse to move to warmer climes, preferring the violence of the northern wastelands to the wars of their neighbors to the south. They take no sides in the conflicts between the Witch-king and the High Men, but they are no friends of Orcs and have offered aid to lost Dúnadan travellers in need of help.

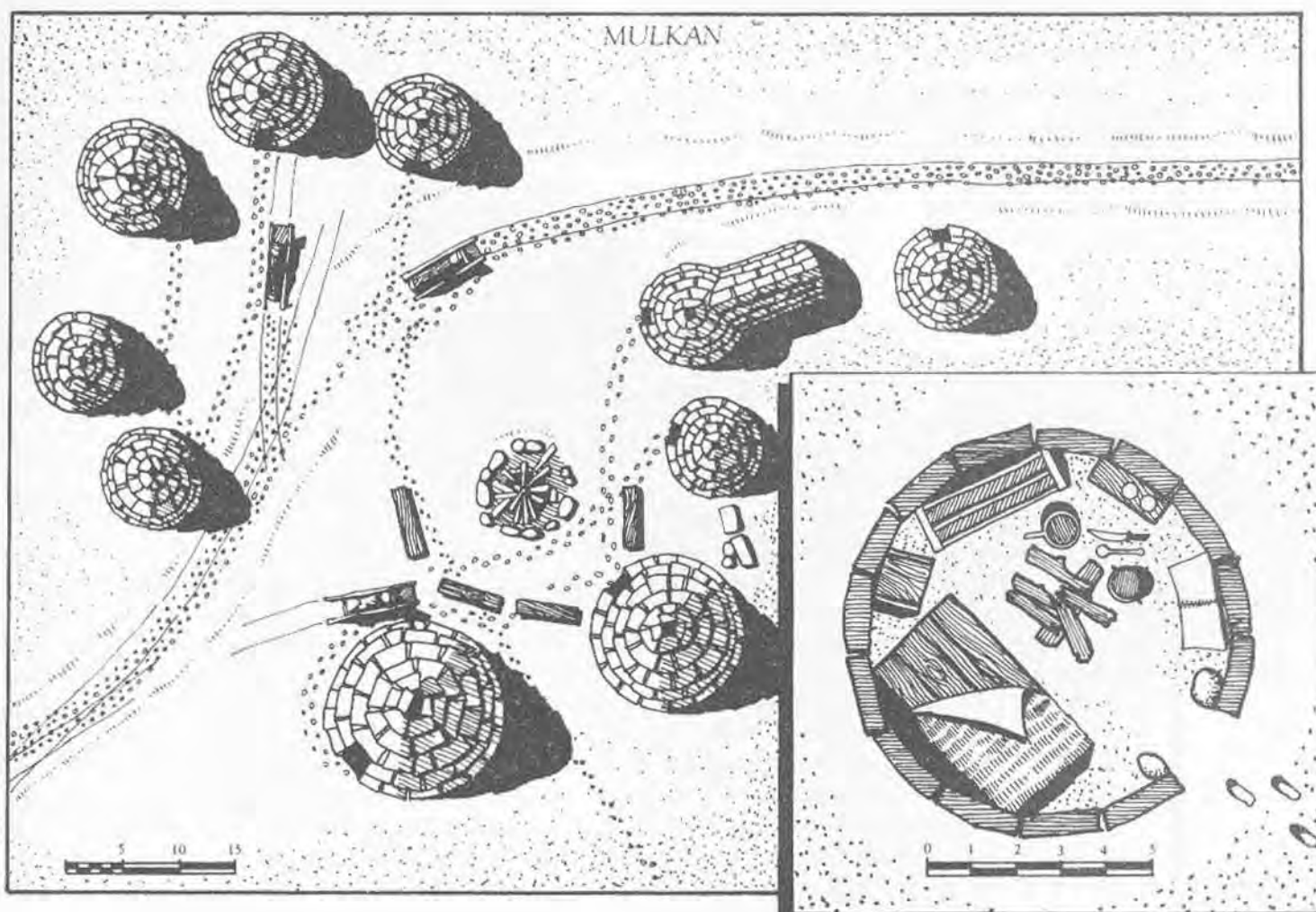
The Lossoth are a people distantly related to the Dunlendings. None know of their precise origins, and they were apparently present in Forochel long before the first Númenóreans landed on the shores of Middle-earth. They shun contact with other groups, although a few enterprising traders of Arthedain have won their confidence and occasionally make seasonal expeditions to acquire whale oil, hides, and ornaments of worked bone.

The Lossoth live in small and widely scattered villages which are centered around strong ties of kinship. In the winter months, they build their homes out of blocks of ice and seem as comfortable in these dwellings as a Hobbit does in his smial. No chief rules over all of the tribes, though occasionally a single chief will grow strong enough to unite the efforts of several clan groups. Within the communities, the Lossoth freely share all of their possessions, working together to ensure their group's survival. The Lossoth are a migratory people, moving their entire village when they exhaust the resources in a given area. They hunt whales and the sturdy Losrandir, following the huge herds around for months at a time. They are careful to preserve the integrity of their environment, and look with suspicion upon those who despoil the land.



29

*Mulkan,
a Lossoth
Village*





30

*Greathouse
of Bor Izath,
a village
on the
Rast Vorn*

A few villages of Umli lie scattered around the frozen waste of Forochel. The Umli may be distantly related to the Dwarves, though none truly know from whence they came. Their origins are even more obscure than those of the Lossoth. The Umli are a dying race, victims of raiding Orcs, the Plague, and an unforgiving climate. Those Umli who live in Forochel are splinter groups of the main Umli population to the East in the cold lands of Urd and Uab, whom natural disasters and warfare drove to seek a more peaceful existence in the West. While the Lossoth manage to survive through sheer willpower, the Umli in Forochel give way to introspection and despair, for their new home is no less harsh than their old one, and it lies within the grip of the Witch-king. For reasons known only to themselves, they dare not return to their homeland and will not speak of the matter to outsiders. [Drógil of Fornost]

GOBLIN-TOWN (ORCS OF THE HIGH PASS)

Political Organization: Chiefdom; Subject State
(of Gundabad).

Rulers: Male chief assisted by two captains and a priest.
Urgubal, the Great Goblin.
Balkhmog, Captain of the Wolf Gate.
Luzog, Captain of the Back Door.
Yazhgar, Chief Priest of Darkness.

Administrative Organization: Rule by strength; chief appoints officers; some elements of hereditary accession present, but secondary to brute force; all resources held directly by chief.

Population: 2,500 Orcs.

Military: 980 Orcs.
60 Wolves.
5 Trolls.

Products: Iron, copper, tin,
fungus.

Symbol: Cleft Red
Mountain on a Black
Field.

Map Coordinates: C11



The easiest pass across the Misty Mountains is home to a large and violent tribe of Orcs. Travellers who use the pass must move with exceptional stealth or in a large and well-guarded caravan to avoid the nighttime raids of the Orcs. A higher and more treacherous pass exists, but even this route is not entirely safe. The Orcs who dwell in the Mountains are indirect minions of the Witch-king of Angmar through the Ashdurbûk of Gundabad, although the vast distances to the city of Carn Dûm and the caverns of Gundabad ensure a free hand for the Great Goblin.

The Orcs pay an annual tribute to the Ashdurbûk and send troops to Angmar when a large war breaks out, but on the whole, the Goblins of the Misty Mountains enjoy no small amount of autonomy from their overlords.



Deep within the mountains, the Orcs have burrowed out an impressive Goblin-town. Though somewhat roughly hewn and reeking of centuries of squalor, the dimensions of the stronghold are sufficiently immense to awe nearly any Dwarf. The tunnels extend for dozens of miles in many directions, and the central caverns are each hundreds of yards long. Two main gates, each well guarded, provide access to the town. Only an adventurer possessing great cunning can obtain entry to Goblin-town without permission from the Orcs. Assuming a rash explorer could find his way inside, the Orcs would take great pleasure in hunting down the intruder, using trackers (Snaga) and Wargs to find the fugitive.

When they are not preparing for combat, the Orcs mine their tunnels for iron, copper, and tin ores, which they send to Gundabad and Carn Dûm for refining. They manufacture a few items of metal for themselves, for they do not like to rely upon other Orcs for their welfare.

Most of their heavy labor is done by slaves, who are gathered in raids on both sides of the Anduin. The Orcs need to make regular raids, for virtually none of their captives last more than a year or two in the mines.

Currently, Goblin-town is on the verge of a brutal struggle for power. In a land where the strongest warrior wields supreme power, any fighter bold and mighty enough can claim the title of Great Goblin. Ordinarily, Urgubal, the current Great Goblin, would crush any Orc powerful enough to threaten his rule, but the guile and swift rise to power of Balkhmog, the Captain of the Wolf Gate, was too fast to permit him to react. Now, a few brave spies report that an internal struggle is about to shatter the already unstable peace of Goblin-town. The Free Peoples in the region are considering attempts to exploit this friction, but they fear that a hostile action from outside would unite the Orcs against a common foe.

*High Pass
Map*

GONDOR

Political Organization: Absolute monarchy with some characteristics of both traditional feudal and constitutional structures.

Ruler: King Tarondor of Gondor.

Administrative Organization: The King's authority embodies executive, legislative, and judicial power. He conducts diplomacy, commands armies, confers titles, and decrees punishments. He is restricted only by an unwritten obligation to uphold the traditional laws of the Kingdom, which can only be changed with the consent of the Crown Council. This august body is comprised of one hundred of the most prominent nobles in the realm. A Steward, generally a wise man, advanced in years, who is prohibited from going to war in person or leaving the realm, rules in the King's absence and ensures continuity between reigns.

Population: 443,600 Dúnedain, 121,500 Dunlendings, 3,000 Woses, 240 Elves, 800 Marshmen, 38,000 Southrons.

Military: see specific province or territory entries.

Products: fish, salt, marble, finished products, grain, cattle, fruit, spices, herbs, textiles, books, art, glass, iron, zinc, lead, gems, wool.

Symbol: The White Tree on a Black Field.

Map Coordinates: H6-J14, G8-G16.



31

*King's
Mound
in the
Barrow-downs*

Gondor is the largest and best-organized political unit of Men in Middle-earth. For ease of administration, it is divided into provinces and territories. Those regions originally settled by the Men of Númenor comprise provinces. Areas conquered by Gondor following the death of Elendil became territories. In general, the provinces take precedence in court over the territories, but the King's direct command over the territories (usually through the military), ensures a significant political role for all regions of Gondor. Both provinces and territories are often divided into smaller fiefs governed by a Legate or a Squire responsible to the Lord of the province or directly to the King himself. It is usual for the administrator of a province or territory to have several powerful lieutenants under his authority.

*Gondor
Map*





ANFALAS AND THARAGROND

Political Organization: *Anfalas:* Province. *Tharagrand:* Autonomous Principality.

Rulers: Hindrasimir, Lord Protector of Anfalas.
Maeldring, Squire of Haerlond.
Caldwinna, Subject Queen of the Southern Dunlendings.
Ar-Balazôr, Prince of Tharagrand.

Administrative Organization: The King appoints all representatives of his power in Anfalas, but usually selects from a fairly small pool of the local nobility. Six families control most of the region not under direct royal rule. In Tharagrand, the Prince has absolute power to appoint his own representatives. Land is held by the King (or Prince) and the nobility, distributed to smallholders for an annual rent.

Population: 8,000 Dúnedain, 53,000 Dunlendings, 3,000 Woses.

Military: 800 Gondorian Infantry.
600 Gondorian Cavalry.
10,000 Dunnish Warriors divided among a dozen tribes.
900 Drúadan Hunters grouped into over 40 clans.

Products: Fish, gold, salt.

Symbol: *Tharagrand:* A Black Tower on a Sky Blue Field.

Map Coordinates: *Anfalas:* K6-L9. *Tharagrand:* J6.

Mistakenly known as Drúwaith Iaur (S. "Old Pukeland"), the province of Anfalas is the least significant of Gondor's original provinces under the reign of Elendil. Few Gondorians live more than a mile from the coast or the valley of the River Morthond. Those that brave the wilds of the region are usually miners, prospecting in the western spurs of the White Mountains for gold. Gold is the main reason for Gondor's continued interest in the area, for it exists nowhere else within the confines of Gondorian hegemony.

The mines of Anfalas produce all of Gondor's golden coins, jewelry, and other artifacts, and the Kings go to great lengths to protect it. Their task is difficult, for a large population of Dunlendings lives in the area. The distance to Gondor's capital frequently causes the Dunnish tribes to question Royal authority, and revolts are common. Past Lord Protectors have been diplomatic, convincing the King to leave a subject monarchy for the Dunnish citizens. In lieu of taxes, the current Dunnish queen, Caldwellina, pays an annual tribute to Minas Anor, which usually comes in the form of labor in the mines and for Gondor's army.

Since the Plague, however, tensions have grown between the Gondorian officials and the subject peoples. Dunnish raids and harsh retributions from the Lord Protectors form a viciously increasing circle. Caldwellina has not been linked to any of the uprisings, but Lord Hindrasimir craves an open conflict, so that the guerilla war might be transformed into an armed conflict more suitable for Gondor's armies. The small garrisons kept in Anfalas are barely capable of protecting all Gondorian interests in the province, and an open conflict would require a large number of reinforcements to crush the rebels.

Anfalas is a rocky, windswept, and desolate place which once saw better times. Since the Second Age, Númenóreans and Elves built havens here. With the rise of Gondor, however, the focus of power moved eastward, and Anfalas gradually transformed into a collection of fishing villages and trading outposts. The largest of these settlements, the town of Haerlond, is built upon the ruins of a Númenórean castle at the very tip of the cape known as Andrast. It serves as a way station for sea traffic between Gondor and the North, for few ships traverse the dangerous passage around Andrast without some need of repairs or resupply.

Only one Númenórean citadel remains intact, and it has a unique role in Gondor. The fortress of Tharagrand was a royal fortress at the time of the Downfall, under the control of the presumptuous King Ar-Pharazôn. However, the Lord of Tharagrand took pity upon the Faithful and offered them refuge. In exchange for this kindness, Elendil established the Lord as a Prince within the realm of Gondor, free from all authority in his own lands and responsible to no-one save the King. Ever since, Tharagrand has been the last haven of the Black Númenóreans north of Umbar. Though their bloodline is now fully mingled with that of the Dúnedain, the Princes of Tharagrand still take names in Adûnaic. Their good relations with Gondor make them the blood-enemies of other Black Númenóreans, but their stake in the region's mineral wealth grants them enough riches and clout to ensure their safety.

In the twisted forests of the rugged uplands, there is a sizeable population of Drúedain. These shy folk never make contact with the Dunlendings, much less the Gondorians. Little is known about them, save that they are related to the Woses of the Grey Wood and the Beffraen of Minhiriath. They appear to be descendants of the priest caste of the Daen Coentis, whose monuments still stand throughout Gondor. They have nothing to trade, and their primitive culture cools the desire of Gondor's merchants and scholars to learn more about them. The miners report that they are expert hunters who protect their lands with a frightening ferocity.

ANÓRIEN

Political Organization: Province; Royal Fief administered by the Prince-President of Minas Anor.

Rulers: King Tarondor of Gondor.

Vinyaran, Chief Counsellor and Commander.

Belatar, Helm-prince and Commander.

Mindacil, Prince-President of Minas Anor.

Administrative Organization: The King has absolute authority within his home province, but he leaves the details of administration to his staff, drawn from his family and members of the nobility. Most land in Anórien is held by the King and distributed in fief, some possessed directly by nine noble houses.

Population: 70,000 Dúnedain.

Military: 240 Royal City Guard, under the Prince-President of Minas Anor.

400 City Militiamen under the Prince-President.

1,200 Regular Foot Soldiers under the King's Commander.

Products: Marble, finished products, trade, government.

Map Coordinates: H12-H13

Anórien is the fast-rising star of the Gondorian realm. While the Ship-kings reigned in Gondor, little thought was given to the lands up-river from Pelargir. Gondorian authority extended beyond Osgiliath and Minas Anor, but it was the coastal provinces which reigned supreme. After the Plague, the downfall of Osgiliath, and the ravages of the Corsairs, the focus of Gondorian power shifted inland. King Tarondor moved his primary residence from the port city of Osgiliath to the more secure fastness of Minas Anor. Control of the seas remains absolutely vital to the Gondorian economy, but the focus of Gondorian leadership has moved from aggressive expansion to cautious consolidation and defense. For this role, Anórien and its chief city seem perfect.

The importance of Anórien in controlling the northern territories of Gondor has long been understood by the descendants of Elendil. A series of beacon towers relays messages between Gondor's capital and the plains of the Entwash. The High-king himself chose the northern slopes of the White Mountains as his final resting place, where he remains undisturbed in a simple grave marked by an unimposing stone. In the mid-Third Age, Anórien serves as a link between the sea-provinces and the inland territories. Without the security of Anórien, the whole realm would surely collapse.

Anórien is a fertile province long considered the grain-basket of Gondor tucked around the eastern tip of the White Mountains. With the shift of the royal residence to Minas Anor, Anórien now finds itself a political center as well. The change has brought a wealth of trade to Minas Anor, which is more than delighted to take on the new role as a mercantile center. The enhanced status of Anórien has also meant that it has received more than its share of refugees from the Plague. These dispossessed have become a burden to the city folk who are themselves pressed for resources in difficult times. Anórien now finds itself an importer of grain from the distant reaches of Calenardhon and Dor Rhûnen.

The foothills of the White Mountains are famous for the high-quality marble which they produce. Anorian marble blocks are reputed to be the building material out of which Gondor was hewn, a story with more than a grain of truth to it. Industry is well established in Minas Anor, a city second in size only to Pelargir. The workshops and Fellowships of Minas Anor produce splendid items which then travel to every corner of Middle-earth.

Not only does Minas Anor send its products to other lands, but it receives a vast share of the trade entering Gondor. The city guards the juncture of several trade routes, and it benefits immeasurably from its location. The Anduin, the highway to the north, becomes an sea-avenue to the lands of Far Harad where the river broadens just past the decrepid Osgiliath Bridge. All traffic north of the White Mountains on the Old North Road, the main artery of communication with Arthedain and Cardolan, passes through Minas Anor. South of the city, the road swings abruptly south and west, becoming the Men Gondor, linking Anórien to Gondor's most populous provinces. Across the Anduin, there is easy access to the roads of the East, which link the Gondorian province of Ithilien to territories in Rhovanion and the land route to Harad.

The King keeps a fairly small army stationed in Gondor's central province. Large forces in Ithilien, Lebennin, and Calenardhon make a sizeable garrison in Anórien unnecessary. Apart from the small contingent of the elite Royal City Guards, most of the troops around Anórien are recruits, receiving their training before they are sent to Gondor's borders to protect the kingdom. Minas Anor also maintains a City Militia, a volunteer force which preserves order within the city walls.

For all its newfound importance, Anórien remains a conservative agricultural region. Just a few bowshots away from Gondor's most important city, farmers quietly go about their business as they have done for centuries. The farmers who have always tilled Anórien's soil look upon the new governmental and mercantile traffic with suspicion. A few of the more outspoken agriculturalists have hinted at open defiance if the King cannot find some way to restore calm to a formerly placid land now troubled by refugees and the affairs of state.





CALENARDHON

Political Organization: Occupied Territory (formerly a Province).

Rulers: Alandur, Hir Calmirië.
 Caranthir, Hir Angrenost.
 Finlong, Hir Aglarond.
 Sorondothor, Hir Tir Anduin.
 Urdrek, Chieftain of the Freawul Tribe.

Administrative Organization: Four governorships, appointed directly by the King. Offices assigned through royal bureaucracy. No native nobility. Five Dunnish tribes function autonomously. Land largely owned by smallholders.

Population: 22,000 Dúnedain, 30,000 Dunlendings.

Military: *Orthanc Garrison:* 2,200 Soldiers.
 600 Cavalry.

Other troops: 2,500 Soldiers.

1,200 Cavalry.

4,400 Dunlendings, divided into five major tribes.

Products: Grain, horses, cattle.

Map Coordinates: G10-G12

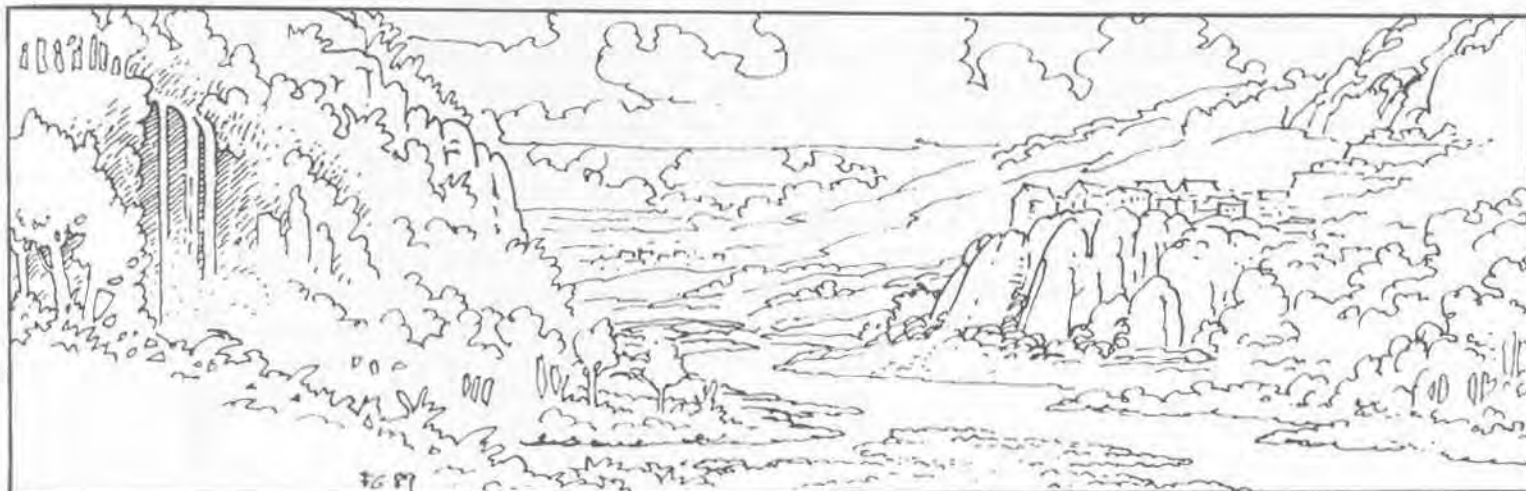
The broad plains of Calenardhon stretch from the rugged Emyr Muil to the slopes of the Misty Mountains. Dry for most of the year, the plains experience quagmires and sudden flooding with the spring rains, which signal the return of the thick, lush grasses for which the region is famous. The Old North Road travels the width of Calenardhon, making the territory a vital link for Gondor's communication with Arthedain and Cardolan.

The strategic importance of the region, coupled with several antagonistic tribes of Dunmen in the area, require a large garrison of the royal army. Calenardhon is a territory, not a full province, of Gondor, and four military governors, control the region. Two large trading towns and two formidable fortresses anchor their power. The plains have no traditional nobility associated with them, due to the Kin-strife two centuries before, so the King holds virtually absolute authority over the land. Much of the territory remains undeveloped, and the King will grant parcels of land to deserving subjects. Government in Calenardhon has a distinctly militaristic air about it, a burden the citizens are willing to bear for their security.

The region supplies most of the horses and cattle for the rest of Gondor, and it exports a fair portion of the grain consumed in the cities as well. The trade along the Old North Road adds a cosmopolitan element to the local markets, and the unprepared visitor will be surprised at the number of exotic goods from foreign lands found in households in Calenardhon. There is little mineral wealth in the region, and prospectors consider the slopes of the White Mountains barren. Some iron-bearing ores at the tail of the Misty Mountains remain unexploited, due to the abundance of iron in less remote regions of Gondor. Another notable exception is the vast store of gems found in the Aglarond, which the King keeps a well-guarded secret. The unmined wealth of precious stones there serves as security for the Gondorian economy, and the King would only tap into it in an emergency.

Along the jagged edge of the chain of the White Mountains, there is much evidence of the lost race of the Daen Coentis. The Vale of Dunharrow, a site reputed to be the northern gate of the Paths of the Dead, holds a large number of weather-worn "pukel-men." Rumors even hold that a small population of Drúedain still inhabits the White Mountain vales, but if any indeed exist, they most certainly are a rare and dying race. The descendants of the Daen Coentis, the Dunlending folk, also live in the region. Many of the Dunmen migrated north to the hills of Dunland, but a few of the indigenous tribes still remain in the southern part of the region. These Dunlendings fight with each other almost as much as they fight the Gondorians, prompting the King to commit a large portion of his army to the region. Occasionally, a single tribe will gain dominance over several others, posing a threat as vital to Gondor as any army of Easterlings or Haradrim, perhaps even more so because of the strategic significance of Calenardhon. Thus far, the integrity of the fortresses of Hornburg and Angrenost has been maintained, but the whole region would be jeopardized were they to fall.

*The
 Drúadan
 Harrowdale*



DOR-EN-ERNIL (BELFALAS)

Political Organization: Autonomous Principality.

Rulers: *Dor-en-Ernil:* Prince Celdrahil.

Heldarion, High Warden.

Camlin, Warden of Lond Ernil.

Argirion, Lord of Linhir.

Edhellond: The Master Shipwright of the Haven,
Tharudan.

Administrative Organization: Most offices appointed directly by the Prince, some local positions elective; land held entirely by the nobility, of which the Prince is the most prominent member. Seventeen families hold 90% of the land. No serfdom present—all peasants pay rent, but have freedom of movement.

Population: 102,000 Dúnedain,

20,000 Dunlendings, 2,400 Elves.

Military: *Dor-en-Ernil:* 350 Armored Cavalry, led by Prince.

2,500 Regular Infantry.

1,000 Prince's Navy.

4,000 Militia (2-4 weeks to raise, under control of local municipalities).

2,000 Dunnish Tribal Warriors (rarely join Prince).

Edhellond: 21 Elven Haven Guards

1380 Sea-warriors.

Products: Fish, finished products, fruit.

Symbol: *The House of the Prince:* A White Ship and three white seven-pointed stars on a Deep Blue Field.

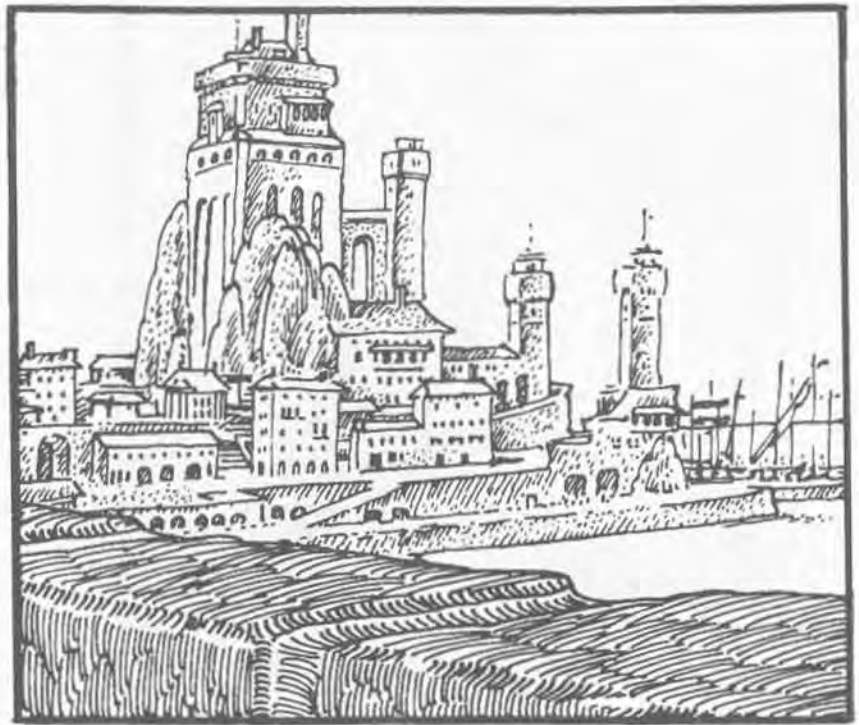
Lond Ernil: A White Swan on a Blue Ground.

Edhellond: A white banner shaped like a swan flies from the Shipwright's tower; banners displaying the personal devices of the Elven nobility in residence fly from the wall of the Haven.

Map Coordinates: *Dor-en-Ernil:* J10-J11. *Edhellond:* J10.

Gondor's rugged seacoast holds a Principality which has long prized its autonomy from the central realm. The Princes of Belfalas trace their title back to the High-king Elendil, who granted it to reward the lords who guarded the western passes and seaways into Gondor's heartland. Through regular intermarriage, the Princes of Lond Ernil keep close and usually friendly ties to the Kings of Gondor, and though they are not in the line of direct succession, theirs is perhaps the second most powerful family in Gondor.

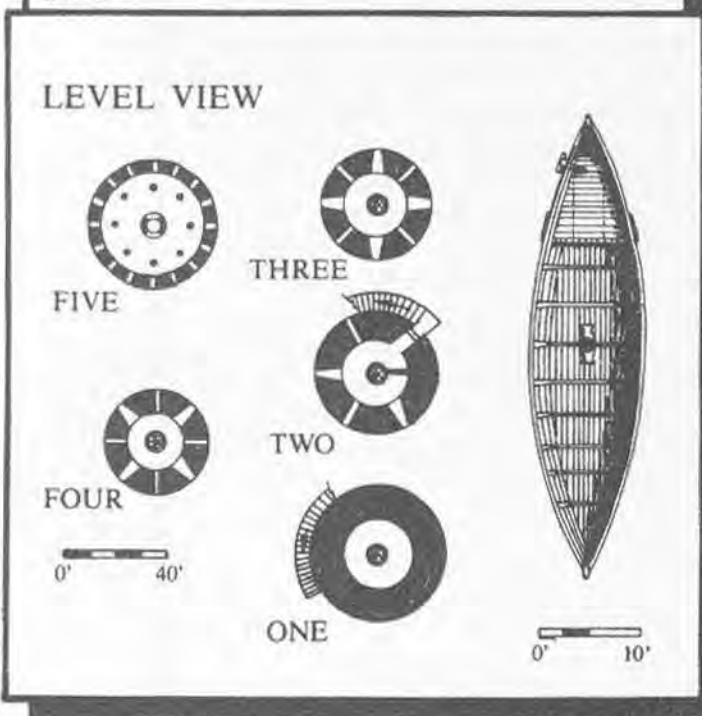
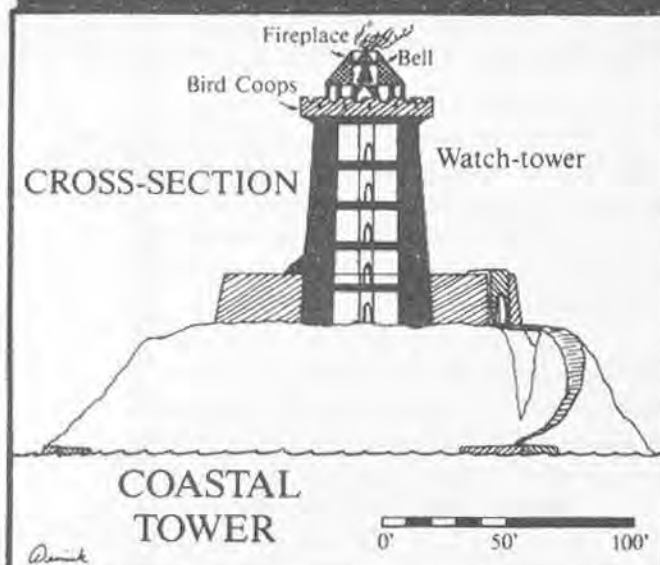
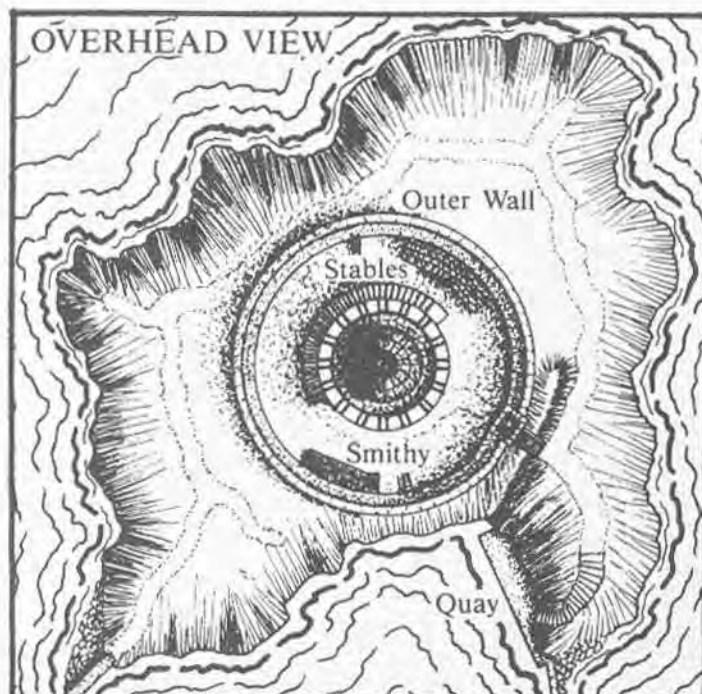
The Princes claim to have some Elvish blood, and their close ties with the haven of Edhellond seem to confirm this. Belfalas holds a unique place among the provinces of Gondor, for the Eldar still inhabit a portion of the land alongside the Princes and their Gondorian subjects. A colony of secretive and mysterious Elves has held the port of Edhellond since the Downfall of Beleriand, but they shun contact with all Men save the envoys of the Prince. The great Elf-queen Galadriel and her husband Celeborn call Edhellond their home, but they do not interfere with the daily business of the community.



Dor-en-Ernil is a wealthy province. A healthy exchange with other parts of Gondor and more distant regions of Endor assure a constant flow of exotic luxury goods in the ports of Linhir and Lond Ernil. No human smiths produce more splendid weapons or armor than the craftsmen of Belfalas. The cities of Dor-en-Ernil also manufacture fine linens for export and process the bounty of the ocean which the region's seamen draw forth, from smoked herring to whale oil. Beer, horses, amber, and furs flow into the region from the North, while wine, ivory, and spices are eagerly sought from southern ports, despite the ban placed on the goods of Harad and Umbar by the Prince and the King.

The wealth of Belfalas draws many who seek to take advantage of it. Merchants, both reputable and disreputable, comb the markets, searching for easy marks. Bandits ply the mountains, preying upon lone travellers and poorly guarded caravans. Upon the seas, pirates of all origins plunder ships too slow or weak to elude them. Within the towns, thieves rob from the wealthy and the careless. The thieves' guild in Linhir is among the most powerful and well-organized in Endor. Worst of all, raiders from Umbar regularly sack small, defenseless coastal towns, slaughtering the population and carrying off anything they can carry back to their vessels. To meet these threats, the Prince maintains a series of watch stations and signal towers, ready to relay warnings back to the units of the Prince's army.

*Cove of
the White Ships,
Lond Ernil*



Sheltered in the valleys of Dor-en-Ernîl's highlands live several sizeable communities of Dunlendings. The Prince long ago gave up trying to rule these uncouth peoples, settling for the payment of annual tribute from them. For their part, the Dunmen resent the authority of Gondor, and they grudgingly pay their required tribute. Their remote dwellings stem from their desire to resist assimilation into Gondor's empire at all costs, for they recall the days in which they ruled the coasts. To this end, a few tribes have taken up with priests of the Dark Religions, hoping to better their positions by magic. Inland wanderers in Dor-en-Ernîl wisely travel in large groups.

DOR RHÚNEN

Political Organization: Occupied Territory.

Rulers: Vagaig, Regent of Gondor.

Prince Augimund, Northman Emissary.

Administrative Organization: Six military districts under direct control of the Regent, who is in turn appointed by the King. Northmen have autonomy under Gondorian rule. There is no traditional Gondorian nobility, and much land is owned by smallholders.

Population: 8,000 Dúnedain, 8,000 Éothraim (see Rhovanion), 800 Marshmen.

Military: 1,000 Soldiers.

1,200 Cavalry.

Products: Grain, horses, cattle.

Map Coordinates: G14-F16

Gondor's possessions north of Ithilien and east of the River Anduin are wide and unsettled. Trade with the North keeps the King's interest in the region solid, but constant raids by Easterlings threaten to disrupt Gondor's authority in Dor Rhúnen. As in Gondor's other territories, a royally appointed Regent governs the region. The Regent speaks with the authority of the King himself, and the current Regent, Vagaig, often has to use brutal means to keep the peace in his territory. Peace does indeed result, but since the Plague, Gondorians have been leaving Dor Rhúnen in droves.

The lands of Dor Rhúnen range from the desolate battle plain of Dagorlad to the Dead Marshes to the grassy prairies of southern Rhovanion to the fringes of Mirkwood Forest. Gondor is reluctant to expand the border further, since she is already having difficulty protecting and administering her current possessions.

The plains of Dor Rhúnen supply the rest of Gondor with grain, horses, and cattle, and they are dependent on Gondor's cities for virtually all finished products. A healthy trade with the Northmen of Rhovanion takes place across the plains, although it was greatly diminished by the Plague. Some mercantile contact occurs with the Elves of Mirkwood and the rugged Dorwinrim of the East, but such dealings are usually clouded by suspicion on both sides. For most trade with distant peoples, the Northmen act as intermediaries, and a strong alliance has grown between Gondor and most of the Northman tribes. A descendant of the Northman King Vidugavia serves as an emissary to the Gondorian Regent. He has taken the unwarranted title of Prince, but none seem to mind as long as he performs his task ably.

Hidden away in the mires of the Dead Marshes, a small population of Marshmen struggles to survive. Nearly as primitive as the Woses of the Drúadan Forest, the Marshmen are the last remnant of the Dunnish peoples east of the Anduin. Outsiders hunt them for sport and as bandits, but the Marshmen desire only their privacy. None know the perils of the Dead Marshes better than they, and any who can befriend them may find that they make excellent guides.

Though Gondor did not conquer Dor Rhúnen by force, they are nonetheless an occupying power. Relations with the Northmen are good, but Easterling tribes move into and out of the region with absolutely no regard for Gondorian authority. The Lords of Dorwinion claim part of Dor Rhúnen as their own, and they occasionally encourage large Easterling tribes to harass the Gondorians. Though no great invasion of Easterlings has occurred since an assault from Rhûn forced the alliance of Gondor with Vidugavia in T.A. 1248, the recent movements of masses of Easterlings cause Gondor to be constantly wary of her eastern frontier. Pressed by migrations further East, many tribes unwittingly serve the purposes of Sauron by encroaching upon Dor Rhúnen, attacking the weak settlements of Gondorians they find there.

DRÚWAITH IAUR

Drúwaith Iaur, also known as Old Púkel Land, is a territory of Gondor which fell into a state of desertion. Due to the depopulation caused by the Plague and the resulting migrations, no Dúnedain remain in Drúwaith Iaur. Scattered tribes of Dunlendings and Drúedain now rule the territory which was once administered by Gondor. The urban folk of eastern Gondor often fail to distinguish Drúwaith Iaur from the marches of Anfalas, claiming that

it is nothing but the "domain of Wild Men." King Tarondor still claims the land, but he does not expect Gondor to resettle the territory within his lifetime, since other matters are more pressing. The few settlers who still inhabit the Westmarch to the east view the region with anxiety, for in its wild terrain they see a possible future for themselves.

HARONDOR AND HARITHILIEN

Political Organization: *Harondor:* Occupied Territory.

Harithilien: Region of the Province Ithilien.

Rulers: Elatar, Prince of Gondor and Commander of the Southern Army.

Donvar, Hir Emyrn Arnen.

Pallas, Governor of Harondor.

Administrative Organization: Four military districts in Harondor, each ruled by a Legate appointed by the Governor, who is in turn appointed by the Prince. Nine noble families hold most of Harithilien, relying upon royal justice only when local affairs become too grave to handle amongst themselves. The Prince has been acting to unify local interests; many Haradan tribes in Harondor have autonomy. Attempts to settle Gondorians on their own land in the region have not been successful.

Population: 26,000 Dúnedain, 38,000 Southrons.

Military: 3,000 Gondorian Soldiers.

1,000 Gondorian Cavalry.

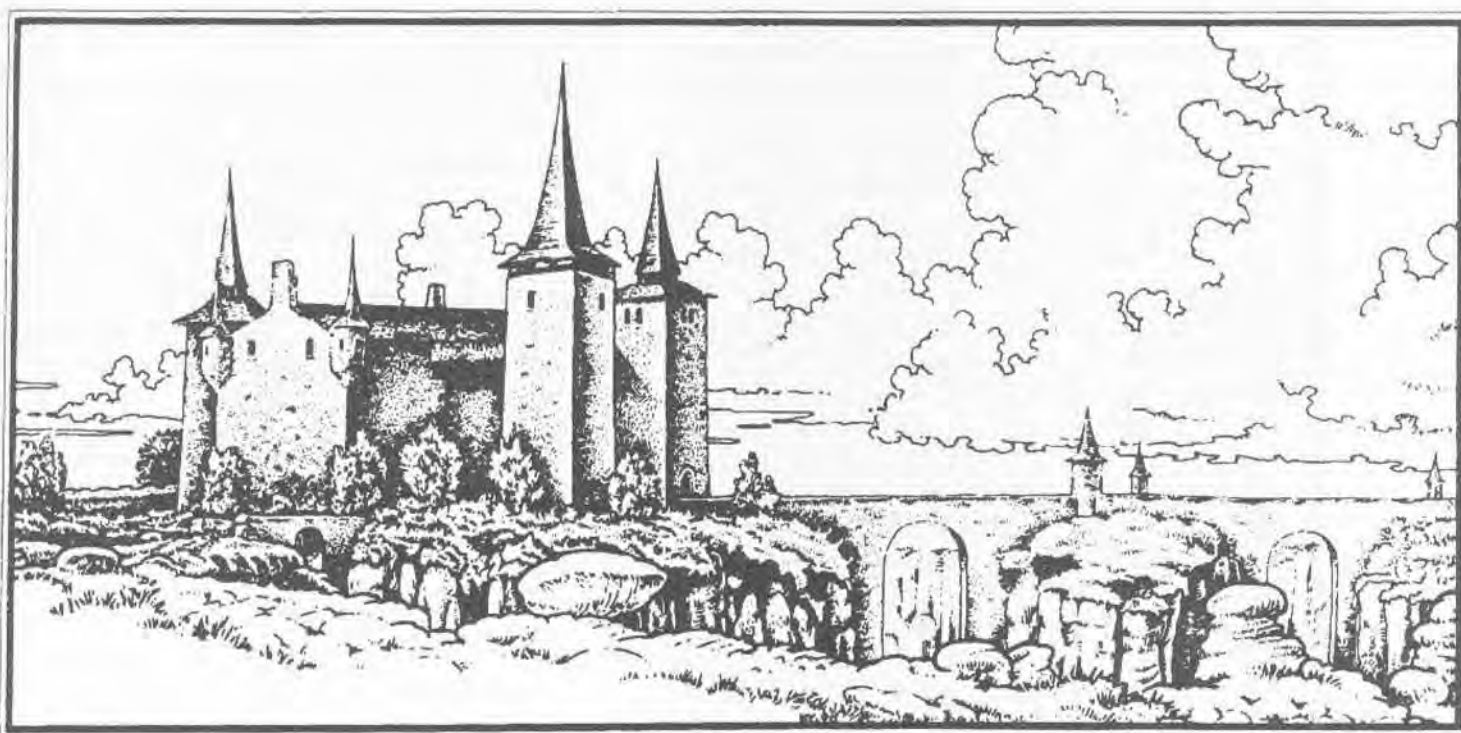
900 Southrons.

900 Southron Light Cavalry.

Products: Spices, herbs, salt, silver.

Map Coordinates: *Harondor:* K12-K14,

Harithilien: J13-I14.





The politics of Gondor's southern marches are frighteningly complex. Harithilien, technically part of the province of Ithilien, nonetheless falls under the military jurisdiction of the Southern Army, making Prince Elatar its virtual Governor. The Emyr Arnen, occasionally a vacation home of the Royal Family, plays more of a role in the wars against the Haradrim than it does in the courts of Minas Ithil. The Legate of Emyr Arnen, Donvar, commands his own elite troop of several hundred heavy cavalry, the largest private army in the realm of Gondor.

Meanwhile, the status of Harondor is even less certain. Both Gondor and Umbar claim the territory as their own. Though poor in natural resources, possession of Harondor gives the ruling power a decisive strategic advantage over its adversary. Gondor currently has control, but her authority rests upon the strength of arms, and the native population resists their rulers with growing frequency. King Telemnar installed a civilian Governor in the region in hopes that Harondor would begin to evolve into a more typical and prosperous Gondorian territory. However, due to the constant skirmishing with Haradaic and Umbarean forces, the military still has supreme authority.

Harondor and Harithilien are dry regions, each receiving a fraction of the rainfall that occurs in other parts of Gondor. Nonetheless, the terrain is richly varied, from the rugged shoreline and fishing villages of the coast to the stark mountains of the Ephel Dúath to the deserts of Harad's northern reaches. The Gondorians who settle there, promised their own land by the King, quickly adapt to the rough landscape.

A sizeable population of ethnic Haradrim inhabit the region. King Tarondor permits them to keep their own nobility as lesser lords, and he even enlists units of locals as skirmish troops for the regular army, though some of these units are known to change sides with the passing of the seasons. Most of these indigenous inhabitants of Harondor do not care which side governs them; they wish only for a peace and stability they have never known.

Salt deposits in the Ethir Anduin and small veins of silver in the Emyr Arnen provide some basis for trade in Harithilien. Herbs and spices form the remainder of the exports from the region and are the sole exports from Harondor. Though the Kings of Gondor and the Oligarchs of Umbar refuse to transact business with one another on an official basis, independent merchants try to make their fortunes on the dangerous route from Gondor to Umbar. Though this trade is not technically illegal, neither nation will commit troops to protect caravans or ships along the route. Since Tarondor forbade the trade in spices and herbs with the South, the number of smugglers has increased. Umbar even subsidizes merchants to make the passage across the Bay of Belfalas, mainly to annoy Gondorian officials.

ITHILIEN

Political Organization: Province; Royal Fief.

Rulers: Mirien, Queen of Gondor.

Tuan Dor-Brannidor, Steward of Minas Ithil.

Andril, Commander of the Garrison of Minas Ithil.

Administrative Organization: The Queen of Gondor is the traditional ruler, appointing most local offices; eight noble families hold 60% of the land, the rest is held directly by the Queen.

Population: 30,000 Dúnedain.

Military: 350 Heavy Cavalry led by the Commander of Minas Ithil.

1,750 Regular Infantry led by the Commander.

900 Militia led by the Steward.

Products: Textiles, books, art, herbs.

Map Coordinates: H14

The easternmost of the territories originally governed by Elendil and his sons, Ithilien remains very much a border province, despite the addition of lands in Rhovanion and Harondor conquered later by Gondor's kings. The nobility of Ithilien try to maintain the province's reputation as the "Garden of Gondor," mainly by limiting the extent to which the rich soil of the Anduin's left bank is tilled. A pleasant forest, used as a retreat and a hunting preserve, covers much of northern Ithilien. Strict laws protect the game there, and a small army of Rangers guards against poachers and spies from abroad. The lack of a strong agricultural base for the region keeps the population small, for most food must come to Ithilien by road with a commensurate rise in prices. The decline of Osgiliath makes trade with the rest of Gondor even more difficult, and despite its proximity to the center of Gondor, Ithilien increasingly finds itself isolated. In fact, were it not for the army stationed in the region and the scholarly population of Minas Ithil, the whole province would be deserted except for the nobility and their servants in their splendid summer estates.

Ithilien, like all of the provinces of Gondor save Dor-en-Enil, is under royal control, but unlike the other provinces, it is a traditional fief of Gondor's Queen. Since most Queens of Gondor choose to remain with their husbands, the province is usually administered by the Steward of Minas Ithil and the nobility. However, Tarondor's Queen, Mirien, has decided to try her hand at governing the province. Her presence there has caused a great deal of unrest, but she has thus far shown herself to be a deft administrator.



Ithilien holds Gondor's large reserve army in the East, ready to travel into Rhovanion or Harad should the need arise. Raids deep into Ithilien are rare, but enough hostility exists between Gondor and her neighbors for vigilance to be the wisest policy. King Tarondor also keeps the troops stationed there at the ready because of the greater frequency with which Orcish raids have been crossing the Ephel Dúath in recent years. Though the commanders at Minas Ithil occasionally make raids deep into Mordor, they cannot stem the growth of the Orcish population in that black land.

Ithilien produces much wool, which the weavers of Minas Ithil then transform into sturdy fabric. Indeed, herdersmen from as far away as Dunland come to the city to have their wool spun and woven into beautiful bolts of fine cloth. In exchange for the textiles which flow out of the city, the citizens of Ithilien receive the first choice of luxury items brought overland on trade routes East and South.

Despite its economic and military roles, Minas Ithil, and the whole land of Ithilien, for that matter, is famous as the intellectual capital of Gondor and the whole of Endor. Not even Fornost Erain can match the bibliographic resources found in Minas Ithil. There, a grand library and the only university found in Middle-earth provide a magnet for the greatest minds of Endor. A sizable community of artists makes its home in Minas Ithil as well, further enhancing the city's reputation as a haven for the mind and the soul among the usually pragmatic and unimaginative Gondorians.

LAMEDON AND MORTHOND VALE

Political Organization: *Lamedon:* Royal Province. *Morthond Vale:* Subject Principality.

Rulers: Tirgarion, Lord Protector of Lamedon.
Arador, Prince of Morthond.

Administrative Organization: The King chooses officers for the region from among the eleven local noble families.

Morthond is an independent fief, responsible for its own administration, but subject to the Lord Protector.

Dunnish tribes pay annual tribute but play no part in the administration of Lamedon. Land is held by the King and the nobility and is rented out to smallholders and peasants.

Population: 35,000 Dúnedain, 15,000 Dunlendings divided among six tribes.

Military: 300 Heavy Cavalry.

400 Infantry.

1,000 Militia (3-4 weeks to raise, attached to town garrisons).

2,000 Dunnish Levy Warriors (rarely called upon).

Products: Glass, iron, zinc, lead, gems.

Map Coordinates: *Lamedon:* H10-H11. *Morthond Vale:* F9.

The least significant strategically of Gondor's provinces, Lamedon is nonetheless considered far above the status of a mere territory, due to its sizeable population and rich mineral wealth. Only a small portion of Lamedon is tilled agricultural land; much remains wild and untamed. The King maintains only small garrisons there, more to keep watch on the indigenous Dunlendings than out of fear of any invasion from the West. A "Lord Protector," appointed by the King, governs the province. The local nobility must obey the Lord Protector as if he were the King himself, and the system works better than might be expected. Each Lord Protector is a direct vassal of the King, but they keep a fair degree of autonomy during their five-year administrations, due to the distance between the province and Gondor's capital. Thus, the Kings of Gondor always choose the most loyal men possible for the responsibility of governing Lamedon. Often, this loyalty is won through the promise of a higher office after the term is served, and many a Lord Protector has advanced to the King's right hand.

One region in northern Lamedon is ruled by a hereditary Prince. The Vale of Morthond, though dwarfed by the lands of Lamedon, keeps its autonomy by means of the wealth generated in its mines. The current Prince, Arador, came to power following the mysterious disappearance of his cousin.

High in the White Mountains above the Morthond, the Paths of the Dead hold the remains of the Daen Coentis peoples who originally inhabited the area. Only their monuments of stone and their indirect descendants, the Dunlendings, survive. Tales of ghosts and evil spirits surround the Paths of the Dead, and legend holds that none save the High-king could pass through to the Vale of Dunharrow alive. The tales of old women link the Paths to the oath which the Daen leaders swore to Elendil and subsequently broke. In the dark of the night, one can see an army of ghosts assembling by a great black stone in the Morthond Vale, waiting for the High-king to release them.

Though Lamedon is known best throughout Endor for the glass produced there, most of its wealth comes from the ores mined on the edge of the Ered Nimrais. Iron, zinc, and lead are all abundant on the flanks of the White Mountains, and some gems of great value are buried deep underneath the slopes. Almost all trade into Lamedon and Morthond must go overland. The Rivers Morthond, Ciril, and Ringló are all too swift and powerful for regular merchant traffic. Large caravans, a necessity due to the threat of raids by Dunlendings and bandits, regularly travel to the cities of neighboring provinces. Due to the expense involved in overland shipping, the region is filled with sturdy, fortified towns, where merchants can easily assemble caravans and local businessmen can sell their wares to an agent who can afford the expense of the journey into Gondor's heartland. Erech, in the Vale of Morthond, is the best known of these towns, but Ossamen, Calembel, and Ethring all hold a similar significance.



40

*Setmaenen,
a Daen Coentis
holy site*

The local Dunlendings divide themselves into six large tribes, though most live in small groups of ten to thirty individuals. They do not consider themselves part of Gondor's empire, and they have been known to raid Gondorian travellers, careful never to leave evidence as to which tribe was responsible. The tribal chieftains grudgingly pay Minas Anor an annual tribute, and this money, rather than their skill as raiders, has persuaded the King to refrain from using force to crush the Dunnish folk. Gondor's Kings are willing to accept occasional raids for overall peace within their borders. A war with the Dunmen could spark a general revolt, a risk the King is unwilling to take so soon after the Plague.

LEBENNIN

Political Organization: Province.

Rulers: Crown Prince Telumehtar.

Legate Belechaël, Legate Nimroch.

Legate Elenarion, Legate Dunsûl.

Administrative Organization: The Crown Prince oversees affairs in the province and appoints four Legates to administer laws and justice in their given region. The legates come from the fifteen noble families of Lebennin, although for generations the posts have been hereditary. Some freeholders possess their own land, but most belongs to the Prince and the nobility.

Population: 140,000 Dúnedain.

Military: 1,250 Regular Army.

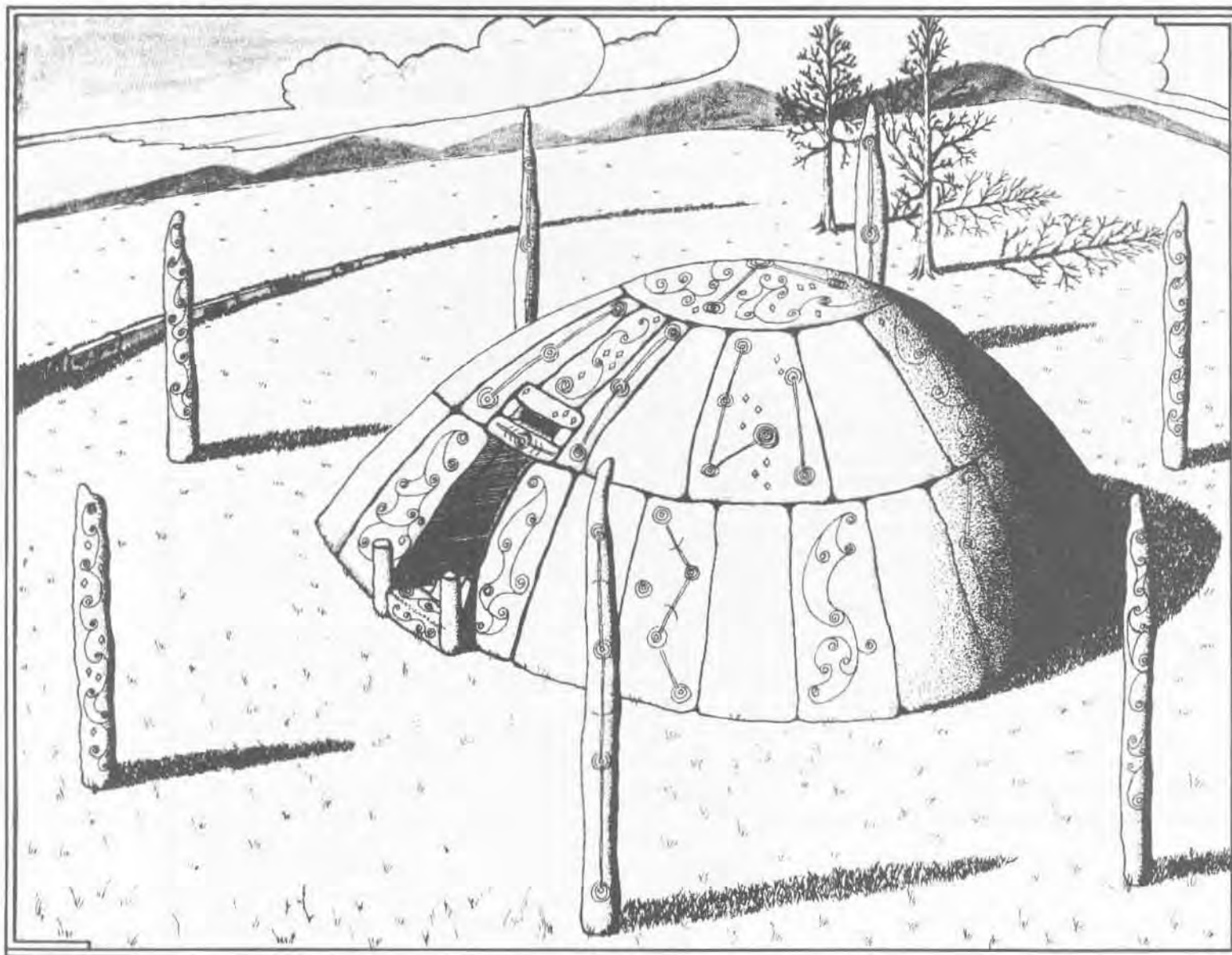
3,000 Levy Army (3-5 weeks to raise, attached to local municipalities).

1,800 Regular Navy.

1,100 Militia Navy (3-5 weeks to raise, supplements Regular Navy).

Products: Fish, finished products, iron, silver, copper, trade.

Map Coordinates: J12-I13



Lebennin is, and always has been, the heartland of Gondor. The home of its most populous city and the most densely inhabited of all of the provinces, Lebennin traditionally has held a position of great authority in the internal affairs of Gondor. The port of Pelargir was among the first havens of the Númenóreans in Middle-earth, and the city eventually grew to a size far surpassing any other urban centers of the Dúnedain. Supposedly, the oldest quarters of the city rest upon a First Age Elven haven. Though Gondor's royal family often resides inland at Osgiliath and Minas Anor, many of Gondor's sea-kings have made Lebennin the center of their power. The usurper Castamir declared Pelargir to be his capital, and the city and the coasts around it remain the greatest prize for the raiders of Umbar.

Lebennin serves as a model of the scheme envisioned by the creators of the original South Kingdom—Anárion himself divided it into four administrative districts, each ruled by a royal Legate. A member of the King's family usually governs the districts as an overlord and holds the city of Pelargir as his own. Though the Legates and the Prince have broad powers to administer justice within their territories, they have no authority to create laws of their own. The King's Laws apply to all citizens, common or noble, which greatly enhances the stature of the royal court and diminishes the authority of the nobility in comparison with other realms.

Nominally, the Legates are appointed by the King himself, but various deals struck with the nobility through the centuries and the difficulty of administration during the years of the Plague have caused many of the offices to become hereditary in nature. King Tarondor worries that hereditary royal offices combined with noble blood might make his aristocracy too powerful, but he cannot spare the time or resources to check them at the present time.

Perhaps the richest of Gondor's provinces, Lebennin sends off finished Gondorian products to every corner of the world. Items from clothing to mirrors to jewelry to leather goods to metalwork depart in abundance upon the small craft of independent merchants. Foodstuffs, hides, and wool must be imported, for although Lebennin is rich in natural resources, its vast population places a strain on its ability to feed and supply itself. Some mines in the White Mountains produce iron for the local smiths and silver and copper for the mints at Minas Anor, Linhir, and Lond Ernîl. Lebennin's ports bustle with the brisk seagoing trade with other regions of Gondor and beyond. Customs agents vigilantly watch the coast for signs of the illicit trade in weapons, spices, and drugs that originates in Umbar. Some of the smugglers are agents of the Oligarchs of Umbar themselves, while others are privateers who risk arrest and execution for their own profit. Taxes are high in central Gondor even for honest folk, and the common population has mixed emotions about the privateers.

Most of the people of Lebennin live in well-planned villages of stone, or pleasant little agricultural manors. Families are usually small, since land is scarce and children without an inheritance head elsewhere to seek their fortunes. Many citizens of Lebennin maintain ties to the Guilds and Fellowships of Gondor's great cities. Family ties are not as important among the Gondorians as they are in more provincial regions of Endor, partially because trade and bureaucracy have replaced feuding and the codes of honor found among the less sophisticated folk of Middle-earth. Few Dunlendings remain in the foothills of the White Mountains, most having departed to somewhere further away from direct Gondorian influence.

TOLFALAS

Political Organization: Royal Fief.

Rulers: Tiromë, Crown Warden of Tolfalas.

Administrative Organization: The King appoints the Warden, who in turn appoints all other offices on the island; most land held by the King, but some freeholds granted in exchange for past service.

Population: 600 Dúnedain (does not include garrison).

Military: 70 Garrison Soldiers.
600 Sailors of the Royal Navy.

Products: Fish.

Map Coordinates: KII

Tolfalas sits enticingly in the center of the Bay of Belfalas. The island is home to some of the greatest natural wonders of northwestern Middle-earth. Tolfalas is part of the King of Gondor's personal property, and he appoints a Warden to ensure that the inhabitants obey his laws. Sadly, the lack of a good natural harbor limits the population on Tolfalas. Shoals and reefs make navigation around the island treacherous. Because there is only a small squadron of royal ships watching for smugglers and spies from Umbar, the island is particularly vulnerable to raids by pirates and warships alike. A shortage of arable land also limits the population. Only a direct royal interest in the region keeps the island inhabited at all, for the rough climate and the constant threat of raids prevents the few inhabitants from growing over-fond of the place.

The island is a volcanic outcropping of rock, rich in many forms of wildlife unknown to the rest of Endor. Fishing is the primary industry, though it remains limited in scale. Prospectors have discovered some gems in the island's sulphurous and fiery central valley, but they can find no investors foolhardy enough to back a major venture. Other explorers report the ruins of the Daen Coentis in the highlands, sure evidence of that ancient people's skill at navigation.





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WESTMARCH

Political Organization: Occupied Territory.

Rulers: Hir Targen, Legate of the Southern Westmarch.

Hir Negolos, Legate of the Northern Westmarch.

Administrative Organization: Two military districts, ruled by Legates appointed by the King. Local Dunmen have autonomy, but participate in civic affairs of the Gondorians. Most land held by commoners, often by grant of the King.

Population: 2,000 Dúnedain, 3,500 Dunlendings divided among three tribes.

Military: 12 Rangers.

40 Regular Infantry.

62 Standing Levy Soldiers.

Products: Agricultural products, wool.

Map Coordinates: H8-I8

Although technically a part of the territory of Calenardhon, the Westmarch (or more properly Númendôr) includes those lands of Gondor situated in the angle formed by the Isen and Adorn Rivers. Both the King and the inhabitants of both regions treat the two as if they were separate lands. The Westmarch is a peaceful border community which has waned since the Plague. Though the ravages of the disease were not as severe here as they were in other places, the population was too small to sustain any loss. As a result, many of the farmers and craftsmen who lived in this region have since moved to the more populated areas of Anfalas, Cardolan, and Calenardhon. Thus, although the Westmarch is fertile and fairly secure, it remains desolate and unproductive due to its distance from the Great North Road and the rest of Gondor.

Although it is a territory and subject to the direct authority of the King, a number of petty nobles rule the Westmarch as their traditional fiefs. The King supports this state of affairs, for his control of the territory depends on the initiative of the local Dúnedain elite rather than upon direct military command. Since there is little exterior military threat to the Westmarch, central Gondorian authority is more concerned with repopulating the region than with defending it. The King has even established several adventurers as knights with title to estates that have reverted to waste in order to keep the land from sliding into total neglect. The critical need for manpower has elevated the status of the local Dunmen, and relations with the Dunnish folk of the Westmarch are more peaceful than they are in other areas of Gondor. Some say that the exemplary treatment of the indigenous Dunmen has resulted in the security of the region from attacks from Dunland.

GUNDABAD

Political Organization: Subject state (of Angmar), Autocracy (Dictatorship).

Rulers: Zalg, The Ashdurbûk.

High Chief of Gundabad.

Hurog, Warlord of the Cloven Spire.

Bralg, Warlord of the Twisted Spire.

Administrative Organization: Brutal repression keeps the Orcs (and their slaves) in line. The High Chieftaincy usually goes to the strongest of the descendants of the Seed of Skorg. Raw favoritism determines the recipients of the most lucrative offices. The High Chief claims all property as his own, but hoarding is very common among the Orcs.

Population: 12,600 Orcs, 39 Trolls, 2,400 Slaves.

Military: 5,800 Orcish Warriors.

220 Uruk-hai.

20 Trolls.

500 Wargs.

Products: Iron, nickel, slaves.

Symbol: The Triple Peaks of Gundabad on a Red Field.

Map Coordinates: A11

Where the chain of the Misty Mountains abuts the heights of the Grey Mountains, the Goblin race makes its capital. In the First Age, Orcish refugees from the destruction of Angband made the

triple peaked mountain their base from which they would carry out the legacy of Morgoth's hatred of the Free Peoples, and it has been a gruesome model of Orcish society ever since. Orcish politics are as primitive as the rest of their society. Few tribal chieftains outside of the Mountain acknowledge the Ashdurbûk as their overlord without a blade at their throat. Any tribute collected by the Lord of



Gundabad comes to him through the brute force of his collectors and not through his authority as the lord of all Orcs. However, no Orc-lord is greater than he, and he maintains order within his realm better than any lesser chieftain, so it is understandable that Gundabad be considered the center of Orcish power.

In fact, while Mount Gundabad is the focus for Orcish authority, it in turn is but a fief of Angmar's empire. Though the Witch-king allows the Lord of Gundabad freedom during peace time, he expects the Orcs of the Mountain to follow his every command when he makes his final assault on Arthedain. Though the Ashdurbûk understands his role, relations between Carn Dûm and Gundabad are nonetheless strained, and many an unfor-

fortunate messenger between the two realms lies dead. To add to the current Ashdurbúk's worries, both of his sons, warlords in their own rights, hope to claim their father's throne. The Ashdurbúk is careful to show no signs of weakness, lest his sons usurp the right to rule.

Life within the Mountain is nasty, brutish, and short. Factions among the Orcs fight with one another, vying for power in Gundabads' violent hierarchy. By Orcish standards, weak individuals deserve death, and victors deserve authority. The system is crude, but it works well enough for the Ashdurbúk to organize mining and smithing efforts into viable industries. Slave labor forms the basis for the Orcs' economy, which requires the constant supervision of Orcish overseers. Gundabad exports enough ores and finished metal products to Angmar to exchange for food that cannot be grown in the depths. However, the Orcs simply take most of the items they desire, either from other Orc tribes or from the Northmen foolhardy or unfortunate enough to live in Gundabad's shadow.



The few caravans permitted to rest at Imladris do so only with the explicit permission of Elrond. He does not readily permit strangers into his home, unless they have already proven themselves to be allies of the Elves. Those that are granted the Elves' hospitality receive

welcome in the Last Homely House West of the Wild. While other rest stations provide physical aid for travellers, Elrond supplies spiritual comfort as well.

Aiding travellers is a significant role of Imladris, but it is by no means the most significant. As a haven free from the eyes of all forces of Evil, it is a place where the Wise meet to take counsel with one another. The White Council, composed of the greatest of the Elf-lords, meets at Imladris. The Istari Olórin (Gandalf) and Aiwendil (Radagast) frequently sit on the Council, though not yet as full members. Their associate Curumo (Saruman) also joins the Elf-lords when his wanderings bring him to western Endor.



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Gundabad
Map

Imladris
Map

Mount
Gundabad

IMLADRIS (RIVENDELL)

Political Organization: Private Household.

Rulers: Elrond Half-elven.

Administrative Organization: Based upon the rules laid down by Elrond.

Population: 125 Elves and Elf-friends.

Military: 20 Elf Warriors.

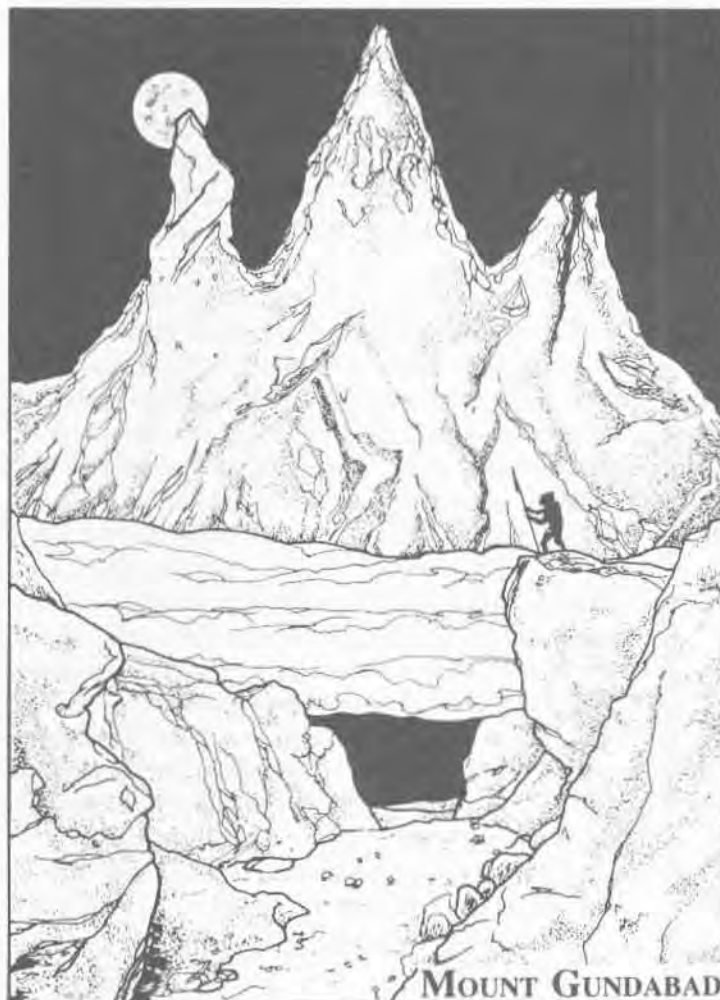
Products: Herbs, healing, information, books, art.

Symbol: A White Rose on a Blue Field.

Map Coordinates: D10

Hidden in a ravine west of the Misty Mountains, the vale of Rivendell is a haven to all of the Free Peoples seeking shelter from the Shadow. The Elf-lord Elrond Half-elven provides counsel and healing to those who fight the forces of Darkness. Imladris also acts as a base for those who wish to make forays into Angmar, Rhudaur, and the Misty Mountains. Its location is known to but a few. Casual travellers pass right by the narrow path which leads to the sheltered valley, and evil folk must also fight the elements of the region, which are under the command of Elrond.

The Elves of Imladris are, for the most part, refugees from the ruin of Ost-in-Edhil. Determined to avoid the mistake of their predecessors, the people and lodgings at Imladris are humble and comfortable, rather than proud and majestic. The House of Elrond is a place of feasting and song. The best poets and artists of the Elves make their homes here. Also, those among Dwarves and Men who are recognized as Elf-friends retreat to this haven when they find the dwellings of the mortal folk too earthly for them.



MOUNT GUNDABAD



Iron Hills
Map

IRON HILLS

Political Organization: Hereditary Lordship.

Rulers: *Azanulinbar-dûm:* Lord Fulla III.

Hammer of Fire.

Barak-shathur: Azaghal.

Administrative Organization: Lord assigns offices to Dwarves of exceptional merit and age; privately owned chattels, but mansions considered property of the House.

Population: 700 Naugrim.

Military: 170 Dwarf Warriors.

280 Dwarf Levy.

Products: Iron, finished products.

Symbol: Crossed Axes above an Anvil against a Gold Field.

Map Coordinates: *Azanulinbar-dûm:* B17. *Barak-shathur:* C18.

Dwarves are a secretive people, and the clans of the Iron Hills are no exception. They work their mines in the western reaches of Rhovanion with no apparent interest in the affairs of Men or Elves. The Iron Hill Dwarves are but a colony of the House of Barin the Scarred, the bulk of which lives far beyond the plains of Rhûn. They are on friendly terms with the House of Durin, due to the efforts of Azaghal, a kinsman of Lord Fulla III and one of the oldest Dwarves still alive.

On the surface, the Iron Hills form a bleak and unimpressive landscape. The jagged hills shelter many savage beasts and wild men who live in the region. Beneath ground level, however, the craftsmen of the Dwarves transformed their caverns into a place of splendor. High arched halls, softly lit with the gentle illumination of phosphorescent fungi, resound with the murmur of running water and the ringing of Dwarven hammers. Though not as dramatically grand as the Dwarf-mansion of Moria, the halls of *Azanulinbar-dûm* carry a splendor of their own.

The Dwarves of the Iron Hills, when compared with their brethren in Moria or the Ered Luin, are relative newcomers to northwestern Middle-earth. For reasons known only to the Loremasters of the Naugrim, a small company of Dwarves returned to northwestern Endor from their homes in the East at about the same time the Hobbits first entered the records of the West. Though they have made the hills their home for six hundred years, Barin's Folk have not overcome the suspicion inherent in their race with regards to outsiders. Trade is not as frequent as it could be with the Men of Dorwinion and Esgaroth, who crave Dwarven metalwork for their markets. The Dwarves do not welcome visitors or traders readily. Only their proven friends are treated to the gruff hospitality of *Azanulinbar-dûm*, which, for Dwarves, is quite lavish. Those seeking to do business in the Iron Hills bring foodstuffs the Dwarves are unable to produce themselves, notably the rich beer of the Northmen.



Family ties are still strong among the Dwarves. The House of Barin the Scarred is divided into twelve minor clans, each of which has members in the Iron Hills. All clans owe allegiance to Lord Fulla III, a direct descendant of Balli Stonehand himself. Within the clans, age and skill at crafting are the two primary sources of respect. Wealth is deemed important, for all Dwarves are somewhat greedy at heart, but it does not overshadow the virtues of honor and integrity. Dwarves who are inferior craftsmen occasionally leave the Dwarf-halls to explore the surface lands, travelling to the other communities of their kinsfolk and spending some small amount of time among Men. They avoid the Elves, for though the House of Barin has no quarrel with the Eldar themselves, they take the animosity of their kinsfolk as their own.

LINDON

Political Organization: Federation of Elvish Households.

Rulers: Cirdan the Shipwright.

Administrative Organization: Most affairs handled locally by heads of noble households. Conflicts between households usually go to the court of Cirdan. Land is held in common, with the distinction between noble and commoner one of wealth and tradition only.

Population: 14,800 Elves.

Military: 2000 Warriors and Sailors.

1,600 Militia Troops.

Products: Ships, fish, rope, textiles, herbs.

Symbol: *Cirdan's Device:* A White Pelannun on a Blue Field.

Map Coordinates: B1-E3

The magical Elvish realm once ruled by Gil-galad still survives in Middle-earth. It is less prosperous than it was, for many Elves have passed West since the ascendancy of Men. The waning of the kingdom has resulted in a slow cultural drift between the two naturally defined regions separated by the chilly Gulf of Lune. Forlindon and Harlindon still form one realm—Lindon, ruled by Cirdan—but each has its own distinct character.

FORLINDON

Population: 6,300 Elves.

Military: 800 Warriors and Sailors.

800 Levy Warriors.

Products: Ships, fish, rope, textiles.

Map Coordinates: B1-C2

The Gulf of Lune divides the Elven realm of Lindon into two distinct halves. Forlindon, the land to the north, has the greater area, but the smaller population. The Elves of that region live in widely scattered villages along the cliffs by the coastline and the western slopes of the Ered Luin. A small city named Forlond, guarded by the steep walls of a rocky fjord, holds several of the Elvish craft known as Sunset-rounders (S. "Pelannun"), ready to take their builders to the Undying Lands. The other urban center of Forlindon, the city of Mithannúnlond, is actually part of a wider metropolitan community of Elves east of the Ered Luin known by Men as the Grey Havens.

Though Elves wander frequently east to the Tower Hills and south to the Vorn Cape, Elven influence resides primarily on the coasts of Belegaer, the Great Sea. Most Elvish villages nestle peacefully in protected coves and valleys, and few Men ever visit them. Mannish interaction with the Elves takes place in Mithlond, the Grey Havens, where enterprising agents of Gondor and Arthedain trade their wares for the exquisite products of the Eldar. The Elves trade only with Men of high moral character, and the prices they demand make even the most seasoned merchants shudder. The quality of the wine and herbs which flow from Lindon keep trade alive. The Elves discourage the travels of Men and Dwarves in their land outside of Mithlond, and much remains unknown about the Elven domain by the sea. No doubt it is full of magic, a reflection of the blessed realm of Aman.

After the Fall of Beleriand, Gil-galad led the surviving population of the Elvish realms to the shattered coastline of Middle-earth. The Kingdom of Lindon which he founded there remained gazing ever westward, over the broad expanse of waves which used to be their home and towards the Undying Lands of the Uttermost West. Gil-galad established good relations with the Men of Númenor and forged an alliance which resulted in the overthrow of Sauron at the end of the Second Age. Sadly, the King Gil-galad also perished in that struggle, and his successor Círdan refused the title of King. Instead, Círdan rules as a common Lord over the nobility of Forlindon and Harlindon, and his rule is acknowledged as a wise and peaceful one by all parties. Círdan was the greatest shipwright of the First Age, and his pupils have not failed his reputation. The ships of Lindon are works of beauty designed to carry Elves on their last journey to the Undying Lands.

The population of Forlindon is made up primarily of Sinda Elves, though Elvish folk from throughout Middle-earth often make Lindon their home for a few centuries before they finally sail into the West. Sinda lords rule the isolated villages, friendly to other Elves but wary of outsiders. They regard the Dwarves of the Ered Luin with benign indifference. The friendship between Círdan and Thrór III prevents the ancient hostility between the two races from surfacing. On the whole, though, the Elves of Lindon remain aloof from the affairs of the mortal races, finding little common ground between them.

[Drógil of Fornost]

HARLINDON

Population: 8,500 Elves.

Military: 1,200 Sailors and

Warriors.

800 Militia Troops.

Products: Fish, ships, herbs.

Map Coordinates: E2-E3

Harlindon is the southern march of the realm of the Elves west of the Ered Luin. More densely populated than the land to the north, Harlindon is better known to outsiders than its neighbor, due to the more cosmopolitan nature of the Elves who dwell there. The Elves of Harlindon are still reclusive, but they trade with Men more commonly than the Elves of Forlindon. The linens and wines of the Elves fetch high prices in the markets of Fornost, Tharbad, and Gondor, and despite the demand

for more Elven products, the Elves refuse to work to a Mannish schedule. In return, the Elves import exotic spices, perfumes, and herbs they cannot manufacture themselves. They appreciate gems, but their aesthetic standards are different from those of Men, and many an inexperienced jewel merchant has walked away from a meeting with Elves, puzzled and feeling somewhat bilked.

The Elves live peacefully with one another, rarely requiring laws or government officials to keep the peace. Nobles live in pleasant and serene estates, sharing their bounty with their subjects. The Elves of this region wander frequently throughout Eriador, visiting the haven of Rivendell or secluded woodlands. Harlindon, like the lands to the north, is a place where Elves from throughout Middle-earth dwell as they await their turn to cross the Great Sea. Many linger in this land for centuries, sadly bidding farewell to the rugged coasts of Eriador.



Lindon
Map



Though traffic out of Harlindon is common, visitors are rarely welcome. The Elves see the noisy and destructive races of Dwarves and Men as a threat to their placid lifestyle, and their dealings with outsiders occur in Mithlond or in the mortal realms, far from their serene dwellings. The Elves of Lindon do not care for violence. No war has touched their land since the First Age, and their last call to arms came when the Witch-king's invasion of Arnor forced them to take action. They view war, murder, and other violence as a creation of Morgoth, and its presence among Men and Dwarves as a result of his former influence upon them. Though the Elves bear no great animosity towards the other Free Peoples, they do not want to see their western havens despoiled by the very forces from which they are fleeing. [Drógil of Fornost]

LÓRIEN

Political Organization: Monarchy.

Rulers: King Amroth.

Administrative Organization: Lórien functions as a set of interdependent units called Glades, each responsible for one aspect of the Elves' life. The King coordinates the actions of the Glades and appoints the Masters from among his most skillful subjects. Land is held in common, but the Elves claim their homes and their movable goods as their own.



Lórien
Map

Population: 10,000 Sinda and Silvan Elves.

Military: 100 Wardens.
1,300 Guardians.

Products: Textiles, rope, herbs, healing.

Symbol: A Golden Mallorn Tree on a Green Field.

Map Coordinates: E11

Fairest and most mysterious of the Elven realms is the idyllic forest kingdom of Lórien. Founded by Celeborn and Galadriel after the destruction of Eregion, Lórien is a haven to all Elves who seek relief from the strife of Men, Dwarves, and the races of Darkness. No evil enters into the Golden Wood, for it preserves the timelessness and beauty of Eldamar. Originally named Laurelindorinan ("Valley of the Singing Gold"), the name of the realm was shortened first to Lothlórien ("Dreamflower") and eventually to Lórien ("Dream") as the Elves dwindled.

The kingdom's borders are defined by a great forest of Mallorn trees on the banks of the Anduin and Celebrant rivers. Local Northmen believe the land to be a home to baleful sorcery, and they keep their distance from it. The Elves do little to discourage this impression, for they value their privacy dearly. The last host to depart from Lórien was in T.A. 1410 at the bequest of Elrond to meet the forces of the Witch-king. Few Elves now leave the protection of the wood, save to visit their brethren in Lindon or Mirkwood or to prepare for their last voyage across the Great Sea. Outsiders are turned away, unless they are Orcs, who receive a much more violent welcome.

Trespassers who persist in entering Lórien frequently find themselves the victim of Elvish arrows. A lucky few are drugged and wake up among the forest's eaves. The unfortunate are never seen again. Only those with the friendship of the Lord and Lady of the Wood may pass safely into the Elven realm.

Lórien is a special place of healing and magic, unlike any other in Middle-earth save perhaps Imladris. Time flows unevenly there, even without the influence of Galadriel's ring Nenya. Beneath the carefully tended mallorn trees, gardens filled with beautiful flowers and potent herbs abound. The Elves themselves live high above the forest floor on platforms known to Men as flets. Family ties are not particularly strong among the immortal Elves, but they maintain a strong sense of community with one another. Elven society is remarkably egalitarian. Though Nimrodel, the love of Lórien's King Amroth, is but a Silvan Elf, her lesser birth does not hamper her status in any way. The court of Amroth is startlingly informal. Any Elf or Elf-friend permitted within the forest of Lórien may speak freely before the King, whether to plead a suit or merely to be heard. Amroth uses this atmosphere of freedom to encourage the creation of the most beautiful songs, poems, and works of art known in Endor.

More mundane crafts also have a home in Lórien. Wonderfully fine goods of silk and linen are among the items produced in specialized glades. Lórien is also the source of lembas, the nutritious and lightweight wafers associated with Elven travellers. Unfortunately, the Elves of Lórien do not sell their goods. Only friends and allies of Lórien may take Elven goods out of this realm, and never in bulk with an eye for resale.

MIRKWOOD FOREST

Two independent realms co-exist beneath the eaves of Mirkwood's trees. The Silvan Elves of King Thranduil wander the northernmost reaches of the forest, while the rustic Woodmen occupy the regions bordering the Men-i-Naugrim. The southernmost portion of Mirkwood remains a wild land avoided by all but shadows and beasts.

THE ELVEN-KING'S WOODLAND REALM

Political Organization: Hereditary Monarchy.

Rulers: King Thranduil.

Administrative Organization: King has direct authority over entire realm, but rules by consent with a council of eleven nobles. Land is held by King, but all subjects are free to use it within the parameters of the law.

Population: 224 Sinda Elves; 38,000 Silvan Elves.

Military: 1,900 Elite Warriors and Rangers.
2,100 Warriors.
200 Raft-elf Warriors.

Products: Silk, timber, jewelry, herbs, fruit.

Symbol: Dark Green Beech Leaf on a Grass Green Field.

Map Coordinates: B13-C15

The mysterious forest of Mirkwood is home to the largest of the Elven kingdoms of Third Age northwestern Middle-earth. Less manicured than Lindon or Lórien, the Woodland Realm is nearly as wild as the dark portions of the forest to the south, where the Necromancer and giant spiders hold sway. The subjects of King Thranduil are almost exclusively Silvan Elves. They are not great builders, and they lack the ambition of their Noldor or Sinda relations. They live in the forest, but they do not subdue it to their needs.

Travellers who pass through the very heart of the Elven kingdom may never even see an Elf or a sign of their presence, except perhaps for distant lights in the woods or the faint sound of merriment. The Silvan Elves are a shy folk who shun regular contact with outsiders. They love songs and jokes, but they rarely appreciate the blundering attempts of Men to mimic them. Very few Men, and almost certainly no Dwarves, have ever seen the interior of the Aradhrynd, the King's palace. Some idea of the halls' primitive yet earthy beauty may be found in the ruins at Caras Amarth, deserted as the Shadow of Mirkwood began creeping northward.

King Thranduil is protective of his subjects, and he keeps a careful eye on political developments in the surrounding world. He watches the rise of the Northmen with interest, and though he is no great friend of Men, he encourages their efforts at urbanization and allows a small amount of trade to take place with the Men of Esgaroth. The Dwarves he views with more suspicion, for the old animosity with the Naugrim burns deep within his heart. Thranduil once lived in Eregion, and he remembers the coarseness of the Dwarves of Moria when his people fled the armies of Sauron.

Of greatest concern to Thranduil, however, is the growing Shadow over southern portions of the forest. This expansion of Evil occurs at the expense of his own realm, so he maintains constant vigilance. Thranduil notes with alarm the diminishing area within which his subjects may pass without fear of attack. His scouts patrol the wild reaches of Mirkwood, returning with tales of Orcs, Fell Beasts, and Spiders preying upon all who venture into the wood.

On a daily basis, however, life continues as it has for the Elves for countless millennia. Silvan Elves are not great manufacturers of finished products, for most of their time is devoted to feasting and wood-craft. The items they do produce, though, are valued highly in the markets of Men. Adventurous Elves risk their lives to collect silk from

the spiders of Mirkwood which is then woven into luxuriously soft apparel. Delicate jewelry and sturdy bows, as well as lumber, herbs, and fruit, form the remainder of the Elves' exports. In return, they buy ores and wool from the Lake-men, but most especially they crave the rich wines of Dorwinion.

WOODMEN OF MIRKWOOD

Political Organization: Tribal.

Rulers: Waulfa, Althyn (High Chief).

Administrative Organization: Each tribe is independent, usually electing its own chieftain based on merit. For issues affecting the entire Wood, the chieftains seek counsel with the Althyn, the most influential of their number. Land is held in common by the tribe, its use dictated by the chief.

Population: 8,000 Northmen.

Military: 650 Warriors, led by local chieftains.

Products: Lumber, hides, nuts, carved wooden boxes.

Symbol: None.

Map Coordinates: D13-D15



Deep in the shadows of Mirkwood's western eaves, a small population of Northmen preserves the traditional lifestyle of their remote ancestors. The Woodmen have had little contact in the past with either Dwarves or Dúnedain, and their culture reflects this fact. Their limited communication with the Wood-elves has given them the knowledge they need to build their towns upon great platforms in the trees (the word "flet" is one of the few words which has passed from the Woodman tongue into the more widely spoken Westron). This architectural innovation has provided them a measure of security from the dangers of Mirkwood and given their culture the opportunity to flourish.

Only recently have the Men of Mirkwood begun to communicate with their Northman cousins,

though a wall of isolation still prevents close friendship with them. The Woodmen are friendly to the wizard Radagast the Brown, who has helped them with his knowledge of herb-lore many times in the past. For the most part, the Woodmen live off the bounty of Mirkwood. They hunt deer and small game and forage for edible plants. Their activities are predominantly confined to the edges of the woods. They live in terror of Mirkwood's black heart, the section of the forest where no sun reaches the earth. They hate the Orcs of Dol Guldur and lay deadly ambushes for any who pass into their territory.

Mirkwood Map



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The Woodmen live in scattered villages high in the trees. Each village is a virtually independent community, responsible for its own welfare. Only rarely do the Woodmen-towns take counsel with one another, usually in times of great crisis. At these instances, the villages rely upon the authority of an Althyn, a high chief who is elected leader by the consensus of the local chiefs. Traditionally, the Althyn is the chief of Woodmen-town, the largest settlement of Woodmen in Mirkwood. The current Althyn, Waulfa, is more ambitious than his predecessors. He has established an annual autumn fair at Woodman-town, and his efforts have met with great success.

For all their isolation, one might expect the Woodmen to be completely ignorant of long-distance trade. However, the influx of Northmen into the Anduin Vales has shown the Woodmen the value of an advanced economy. They have begun to trade, mainly at the urging of Waulfa, with the Beijabar and the Elves of Mirkwood. They offer their surplus products, primarily hides, furs, herbs, and leather, in exchange for the finished products the more urban Northmen have to offer. However, the trade still remains limited in scale, restricted to a few adventuresome Woodmen who risk the dangers of exposure outside the protection of the forest. The Woodmen, out of fear for their safety, do not invite strangers into their villages. They may aid a traveller in need, but they do not see the necessity to open their homes to a steady flow of strangers, especially with the spies of the Necromancer about.

MORDOR

Political Organization: Occupied Territory.

Rulers: Dringir, Captain of Durthang.

Veantur, Captain of Cirith Ungol.

Dorgilatar, Captain of Cirith Gorgor.

Administrative Organization: Gondor's military holds the only legitimate and stable authority in Mordor. Command is divided into three districts, each centered around one of the citadels in the Ephel Dúath. This leaves most of Gorgoroth and all of Nurn unadministered, but the risks are too great to act otherwise.

Population: 75,000 Orcs (mainly in Nurn).

Military: *Durthang:* 200 Gondorian Soldiers.

Cirith Ungol: 100 Gondorian Soldiers.

Cirith Gorgor: 300 Gondorian Soldiers.

Conquered Host: 11,000 Orc Warriors.

2,170 Uruk-hai.

750 Warg-riders.

100 Trolls.

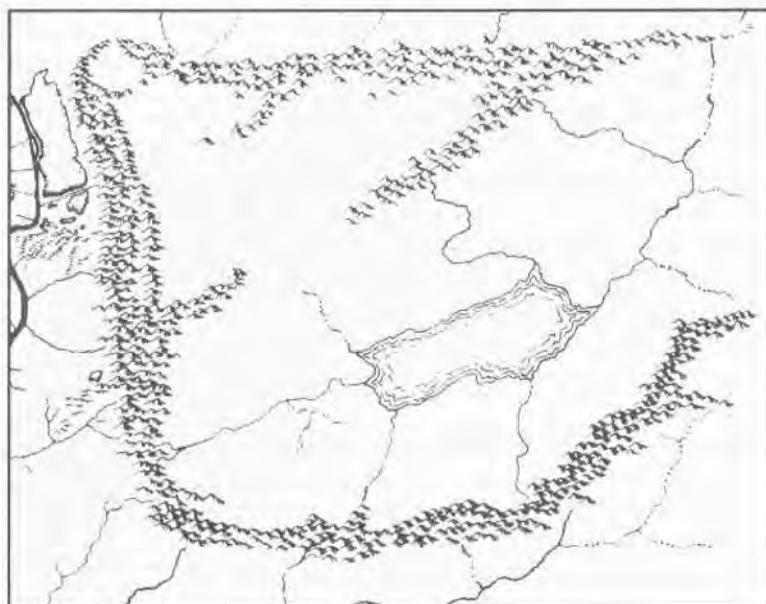
Products: No exports.

Symbol: The White Tree of Gondor.

Map Coordinates: H14-J19

The name of no land conjures up more fear than that of Mordor. Even Angmar and Mirkwood cannot inspire the dread associated with the barren volcanic plateau of Gorgoroth and the dry reaches of Nurn. Once the home of Sauron, Mordor is now an arid and unfriendly place, overrun with Orcs and other foul creatures. In ages past, according to mournful Elvish songs, Mordor was once a pleasant and verdant land, as fertile as Ithilien, but the eruptions of Orodruin following the creation of the Ruling Ring by Sauron in the middle of the Second Age turned the plain of Gorgoroth into an arid wasteland. The region known as Nurn is not as desolate as Gorgoroth, but the perils of traversing the waste of Orodruin prevents Gondor from exploiting the iron mines and fields around the Sea of Nurn. Orcs hold the area in increasing numbers, and their organization improves (by means of secret orders imposed from Dol Guldur). The scattered tribes have formed themselves into six confederate groups, apparently under the influence of some outside powers.

Only the most foolhardy of explorers venture very far from the Gondorian outposts in the region. Not even the army travels deep into the Orc-held lands without a sizeable host. The Gondorian garrisons were established at the request of Isildur, who wished to ensure that the hordes of Mordor would never again trouble the West. However, pressing problems on Gondor's eastern and southern borders caused her gaze to wander away from Mordor. The Orcish population grew, even as the Kings slowly reduced the size of the garrisons to free troops for more immediately ominous campaigns. The Plague further decimated the number of Gondorian soldiers who kept watch on Mordor, for their numbers were not replaced. Contact with the outpost at Carach Angren ended soon after the Plague, and the Captain of Durthang has recommended that evacuation would be the wisest course of action in light of the citadel's precarious position.



Mordor
Map

Mordor became a territory of Gondor after the Downfall of Sauron at the hands of Isildur, but it remains unexploited. The lack of easily obtainable resources cooled most interest in the region, and most Kings were content to leave only a small garrison in the wasteland to keep watch on Sauron's legacy. Raids by Orcs are common, and only in the Dúnadan citadels are Men safe. Travel between the fortresses usually occurs in large and well-guarded caravans. Garrison duty in Mordor is an assignment most soldiers are loath to pull. More attractive is the garrison at Minas Ithil, where a soldier can campaign against Orcs for one week and relax in the city for another.

Terror keeps most casual visitors out of Mordor, and the lack of easily available resources keeps most serious investors at bay. The ruins of Barad-dûr remain undisturbed since the fall of Gil-galad and Elendil, but there are none with the courage to brave an extended expedition into Gorgoroth. King Tarondor would seriously consider subsidies for settlement in Mordor, if he could be convinced that the parties concerned were well-armed, well-funded, and determined. He has received no such offers, however. Instead, his advisors counsel him to abandon his citadels in Mordor, for they provide no useful function to the kingdom in a time of great crisis.

Were Gondor to intensify her operations in Mordor, however, the King would eventually notice that the increase in Orc population is not a result of ordinary growth, but of a constant flow of reinforcements from Dol Guldur in southern Mirkwood. The Orcs travel in secret, using hidden tunnels to bypass the watchful eyes of Gondorian garrison. They have orders to prepare Mordor for the return of its master, and they busy themselves out of the eyes of the garrisons, building cavern complexes and infernal machines of war. A number of the Nazgûl have arrived secretly in Mordor to direct them in their tasks. Their presence is not suspected even by the Wise, for Sauron has no desire to reveal himself openly before his agents find the Ring.

MORIA (KHAZAD-DÛM)

Political Organization: Hereditary Monarchy.

Leaders: King Báin.

Falin, Commander of the Mansion Watch.

Administrative Organization: The King holds the Dwarf-mansion in the name of the House of Durin. He appoints assistants based on their age and skill.

Population: 60,000 Naugrim.

Military: 450 Mansion Watch.

8,000 Weapon Host.

Products: Precious metals, gems, finished products.

Symbol: *Durin's Folk*: Seven Stars in a Triangular Formation (with the larger, central star representing Durin the Deathless).

Map Coordinates: E10

The Heirs of Durin reside in one of the most splendid and mysterious halls in Middle-earth. The Dwarf-mansion known to Men and Elves as Moria (S: "Black Abyss") is an extensive complex of caverns and tunnels, holding mines, forges, and an entire city beneath the three mountains of Zirak-zigil, Barazinbar, and Bundushathur. The Dwarves are loath to allow outsiders to discover the secrets of their subterranean city, keeping a close watch on even their closest non-Dwarf friends when they come to visit Khazad-dûm. The two entrances to Moria lie near either entrance to the Redhorn Gate, one of the few passes over the Misty Mountains. The East Gate is imposing and well-marked, while the West Gate, when closed, is nearly invisible and impenetrable to all save the residents of the Dwarven halls.

The House of Durin is the oldest and most respected of the seven noble lines of the Dwarves. The King of Moria, while claiming no formal title over and demanding no tribute from the other settlements of Dwarves, has an unspoken authority over all Naugrim. This authority stems from an odd belief among the Dwarves that the spirit of Durin manifests itself in the royal line every few generations. Durin is revered among the Dwarves over all of the other Naugrim fathers, which may help explain Moria's position. Moria's power comes from both its size and economic influence, but one should not overlook the importance of Durin's heritage among the Dwarves, who venerate their ancestors far more than the flighty Elves or the impulsive Men.

Within the halls of Khazad-dûm, greatest respect is given, after the King, to the most skillful craftsmen, followed by the greatest warriors and the ordinary laborers. Least of all of the Dwarves of Moria are those Naugrim who venture into the outside world as merchants or laborers. Wealth and lineage are important factors in determining the status as a Dwarf, but age and profession are also highly significant.

The Dwarves consider none to be their close allies, for they have had few friends through their sad history. They count the Dúnedain as useful partners but have few dealings with the Northmen or the other lesser races of Men. They harbor resentment in their hearts towards the Elves since the fall of Eregion, when King Durin III refused to extend assistance to the Elves in their struggle against Sauron. They view Orcs with the bitterest of hatred, taking almost any excuse to wage war upon the Dark Races of the Misty Mountains.

Due to the low status given to merchants in the Dwarven community, as well as to the Dwarves' inherent suspicion of outsiders, trade with Moria does not occur very often. Among the communities of Men, there is a great demand for Dwarven products, but the Dwarves refuse to deal on anyone's terms but their own. This policy has led to exorbitant prices for Dwarven goods, making trade with Moria an exchange for luxuries alone. The economic turmoil following the Plague nearly ended trade with Moria.



Moria
Map



50

Only a few hardy Dwarven adventurers maintain any contact with the outside world at all since the Plague, adding to the general air of suspicion between the Dwarves and Men. Furthermore, the Dwarves do not permit simple merchants in their halls, preferring to perform commerce in the cities of Men. Their long, somber caravans are a common sight on the roads of Eriador and northern Gondor. Most sought after are Dwarven metalwork and jewelry. Even the coins of Moria are more desirable than their Mannish counterparts, owing to their purer metal content and intricate design.

The forges of Moria produce the most technically advanced items of metalwork and stonework in Middle-earth. Only the Elves of Ost-in-Edhil could rival the smiths of Moria for their expertise. Fortunately, Moria rests within one of the richest and most diverse deposits of ores and precious stones in all of Endor. The mines of Moria provide a steady flow of priceless treasures to the Naugrim. Most notable of these is mithril, the true-silver that is found only in the Deeps of Khazad-dûm. Unfortunately, the Dwarves are loath to part with their most valuable treasures, and most of their riches are doomed to eternal darkness in some hidden hoard.

The Dwarves of Khazad-dûm live in one of Middle-earth's strongest fortresses, yet they maintain a sizable army to provide additional security. Occasionally, their delvings will intersect an Orc-hold or the lair of some foul creature undisturbed since the First Age. At these times, the whole tribe will arm to meet the threat. Only a great and magical power could dislodge the Dwarves from their most solid fortress.

NAN-I-NAUGRIM (VALLEY OF THE DWARVES)

Political Organization: Kingdom.

Rulers: *Thrâr's Tribe & Dwalin's Tribe:* Thrâr III, the Kind.

Administrative Organization: King, descending from the lineage of both tribes, advised by council of 49 Elders, offices distributed by the King according to age and merit. Property nominally held by the Houses of Dwalin and Thrâr, but subdivided by private ownership.

Population: 7,200 Naugrim.

Military: 490 Warriors.

2,100 Warrior Levy.

Products: Finished goods, iron, tin, copper, lead.

Symbol: A Hammer surmounted by Three
Tongues of Flame.

Map Coordinates: B3

The Khazâd of the Blue Mountains form the largest community of Dwarves outside the great subterranean city of Moria. Less secretive than their cousins in the Misty Mountains, the Dwarves of Middle-earth's western shores form a significant part of the traffic of the Great East Road and often appear in Fornost and Tharbad. They are the descendants of Thrâr and Dwalin, but they maintain close ties to the House of Durin. Such close cooperation among Dwarven houses is rare; indeed, outsiders can no longer distinguish Thrâr's from Dwalin's Folk. Dwarvish geneologists know the date when the last Khazâd—whose lineage derived purely from either the father of the Third Tribe or that of the Fourth—died. In the eyes of most Dwarves, this obscure point is a technicality.

The Ered Luin have been the home of Dwarves since the First Age, when the Dwarves of Nogrod and Belegost worked alongside the Elves. The theft and wars surrounding the great necklace known as the Nauglamir ended the accord between the two races, and misfortune surrounded the Houses of Thrâr and Dwalin ever after. Nogrod and Belegost were destroyed in the cataclysm that drowned Beleriand, and the Dwarves of the Ered Luin never fully recovered their numbers or stature. Many Dwarves fled to sanctuary at the Dwarf-mansion at Moria, and the few that remained in the Ered Luin forever lost the skill at smithing for which their ancestors were famed. Their mines ceased to produce the fabulous gems they once had, and the flow of gold from the depths diminished to a trickle.

The Dwarves of the Blue Mountains live around the ruins of the ancient cities of Nogrod and Belegost in a valley called Nan-i-Naugrim by the Elves. The ruins hold bitter memories for them, but they also serve as a focus for their long memories and rich traditions. Though greedy, stubborn, bellicose, and solemn, like Dwarves everywhere, these Children of Aulë are more somber than most.

Their past wars with the Elves now an unhappy memory, the current King Thrâr maintains good relations with Círdan and his folk in the Grey Havens. The Mountains produce some small veins of gold, but the Dwarves' staple mining products are the more mundane metals of iron, tin, copper, and lead. The Khazâd ship these products to the Men of Arthedain and Cardolan, working them into beautiful objects for a steep price. The Dwarves also send occasional parties of warriors into Arthedain's northern marches to attack the Orc tribes there. Thrâr perform this service out of friendship to Arthedain's Kings, and out of hatred of the Orcs. Few Dwarven leaders are so outgoing.



Nan-i-Naugrim
Map

RAST VORN (WOSES OF MINHIRIATH)

Political Organization: Tribal chiefdoms.

Rulers: The Sherl, oracle.

Maelglyn, chief and shaman.

Administrative Organization: Entirely tribe-based, with elders, chiefs, and holy men wielding various degrees of authority; communal property within village.

Population: 600 Beffraen (or Woses).

Military: 120 Hunters and Scouts.

Products: No Exports.

Symbol: None.

Map Coordinates: F4

Protected by the legends of terror that surround the Rast Vorn, a small population of Woses tries to survive the threats of the local environment and of corruption from the outside. The cape of the Rast Vorn and the thick forest that covers it is one of the most dangerous patches of terrain in Middle-earth. Treacherous swamps hold Mewlips, alligators, and poisonous snakes, while the forested interior is plagued by the black spirits of the twisted trees

that grow there. Amidst these hazards, the Beffraen scratch out a meager existence. They know the perils of their home intimately, avoiding extinction through woodland cunning and superstitious taboos.

The Beffraen have adopted a primitive form of agriculture within the walls of their crude villages. Most of their sustenance, however, comes from hunting in the forest and gathering what wholesome plants that can be found there. They live in a dozen or so small settlements, with huts and walls built of stone pilfered from the ruins of Númenórean outposts. Within each village, there is a strong network of kinship, each clan sharing a distinctive pattern of face-painting and tatoos.

Religion plays a dominant role in Beffraen life. Tribal shamans rule their villages by reading the intentions of their animistic gods in various rituals. Once every few centuries, an individual will be born with the power to directly channel the voice of one of the gods. These oracles are held in highest esteem. The normally disparate villages will unite under the authority of such a leader, and a period of cooperative labor ensues when great tombs and shrines are built. A few scholars categorized the ritual practices of the Beffraen as a variant of the Dark Religion, but as far as any observers can tell, no outside power, good or evil, influences them.

Rast
Vorn
Map



The Beffraen suspicion of foreigners prevents any close scrutiny of their culture. Travellers who survive the perils of the Rast Vorn often find death by means of poisoned Beffraen darts. A Beffraen ambush is nearly impossible to detect, for like all of the Drúedain, the Woses can sit absolutely motionless for hours or even days at a time. Needless to say, no trade occurs between the Beffraen and their neighbors. The Cardolani who live in the area view the region with fear and superstition. Few outsiders have even seen a Wose, and those that have commonly mistake them for the Undead that haunt the region.



RHOVANION (ÉOTHRAIM & NORTHMEN)

Political Organization: Martial Lordship.

Rulers: Mahrcared, Thyn of the Éothraim.

Atagavia, Thyn of the Waidungas.

Uirduks, Thyn of the Withras.

Administrative Organization: Clan-based, leaders usually hereditary, but sometimes elected by male warriors.

Éothraim divided among six tribes. Gramuz among four; land held by family groups.

Population: 8,000 Éothraim, 3,000 Gramuz.

Military: 800 Éothraim Cavalry.

1,200 Éothraim Levy Cavalry.

75 Gramuz Warriors.

150 Gramuz Levy Warriors.

Products: Grain, horses, mercenaries.

Symbol: *Éothraim:* White Horse on a Green Field. *Gramuz:* A Golden Sheaf of Grain on an Umber Field.

Map Coordinates: E15-B16



*A Hermit's
Cottage
in the
Eryn Vorn*



Rhovanion
Map

The Northmen who inhabit the plains of Rhovanion east of Mirkwood form two distinct groups. The semi-nomadic Éothraim are by far the largest, but their primitive existence following their herds of horses and cattle diminishes their stature in the eyes of the Gondorians and the more urban Northmen from Dale and Esgaroth. The Gramuz have adopted a more settled agricultural life, tilling their fields in Mirkwood's eastern Bight with crude implements. A collection of small towns and villages forms the core of Gramuz society, and regular trade has grown between the communities and with Gondor. The Éothraim, on the other hand, remain suspicious of outsiders, and their culture is still very much a warrior society. The Éothraim trade only with their Gramuz kinsfolk, for their differing lifestyles have not yet disturbed the bonds of kinship and common heritage.

Gondor eagerly maintains ties with these Northmen for the sake of her cavalry. The horses raised on the Rhovanion plains surpass any in Middle-earth. Furthermore, Éothraim auxiliaries have won several key victories in the wars for Gondor's borders. The Gramuz act as intermediaries in this exchange, and all parties involved benefit to their satisfaction. The Gramuz produce grain, but their methods are still too crude to produce an exportable surplus. Instead, they rely upon the bounty of their herds for goods to exchange with Gondor and Esgaroth, and to a lesser extent the Men of Dorwinion and the primitive folk who live within Mirkwood.

The Northmen regard the forest with fear and awe, the home of the baneful magics of Elves and the Necromancer. To their horror, the wood appears to be growing, engulfing several villages since the Great Plague. Trade

with the South has brought many innovations to the Northmen. Steel items now complement the iron ones forged by Northman smiths. Improved agricultural techniques increase the Gramuz's yield each year, and the Thyns hope to export grain to a hungry Gondorian nation within a decade.

The sudden advancement has left both Gramuz and Éothraim in shock. Their isolated and primitive existence was suddenly interrupted by pressures to trade on an international market. The Éothraim find their warlike attitudes obsolete among the merchants of distant lands, so they keep their distance from outsiders, occasionally offering to strike against the tribes of wandering Easterlings who have recently begun to move into Rhovanion in force.

The Plague wrought untold devastation among the Northmen, who were first to receive its wrath. Many earlier advances made with the help of Gondor were lost, and contact with the Dúnedain diminished. The Northmen remain a loose collection of tribes, more loyal to their kinsfolk than to any broader concept of nationhood. Only once before has a man succeeded in uniting the scattered tribes. Four hundred years before the Plague, a Thyn of the Waildungs named Vidugavia united the Northmen in an alliance to aid Gondor defeat an army of Easterlings. His government, however, was based solely on his personal charisma, and his descendants failed to hold his coalition together.

In T.A. 1640, the Waildungs are still the most powerful tribe, and each Thyn hopes one day to reproduce the success of Vidugavia. Most of the Gramuz tribes owe allegiance to the Waildungs, which they confirm each year with the offering of gifts of tribute and friendship. The Éothraim keep their distance from any thoughts of coalition. Though they recognize a Thyn as a "first among equals," they proudly maintain their tradition of small, independent clans.

RHUDAUR

Political Organization: Tribal Confederation.

Rulers: King Broggha.

Administrative Organization: King by self-proclamation and use of force, Broggha holds the thirteen Hillman tribes together through sheer personal charisma. He appoints family members to most positions of responsibility, distrustful of any others. Tribal leaders retained their legal rights when they swore fealty to Broggha, but they surrendered any claim to land ownership to him.

Population: 50,000: 35,000 Hillmen in thirteen tribes and 15,000 Dunlendings in eleven tribes.

Military: 4,500 Warriors and Eastern Mercenaries, usually grouped according to tribe.

Products: Hides, copper, mercenaries.

Symbol: None.

Map Coordinates: C9-D10

The Kingdom of Rhudaur did not last under Dúnadan rule for long after the sundering of Arnor in T.A. 861. The region had always been remote and far from the influence of Annúminas. Few Dúnedain lived in Rhudaur, ruling their subjects from within their strongholds and ever-fearful of revolt. Under the influence of the Witch-king of Angmar, the indigenous Hillmen finally succeeded in overthrowing their Dúnadan masters in the winter of T.A. 1350. A series of Hillman chieftains subsequently set themselves up as Kings, though none could stabilize relations between the highly competitive tribal factions for long enough to establish a dynasty. Even with the aid of Angmar, the Hillman Kings are forced to rely upon brute force to enact their will.

The current King, Broggha, rules his own Hillman people and a large population of Dunnish refugees forced North by the Plague. Broggha holds the promise of stability for his realm for the first time in centuries. Unfortunately, he has had to call upon a good deal of assistance from the Witch-king to establish his control. Broggha is no dear friend of Angmar and holds the interests of his people first in his heart. He would be satisfied to establish relations with the men of Cardolan and Arthedain if that relationship could prove profitable to his people. Faced with the internal problem of disunity, Broggha seeks only peace to give his realm the chance to develop to the level of its Dúnadan neighbors. Sadly, the military threat of Angmar's Orcs and the guile of Angmarean agents in his midst make Broggha more often than not a puppet of the Witch-king. The agents of Angmar in his court play off the Hillmen's ancient strife with the Dúnedain to keep the enmity between Rhudaur and its former siblings burning.

The Hillmen are closely related to the Dunlendings of the South, but they hold enough differences with their Dunnish brethren to warrant a separate classification. They speak their own language, and have developed their own unique lifestyle while adapting to the rigors of the rough and unfriendly lands of Rhudaur. They organize themselves mainly along kinship lines. Each clan is ruled by a chief, with the King acting as a high chief over all the tribes, the symbolic patriarch of his country. Hunters among the Hillmen are honored, with the most prized prey being the mighty horned Losrandir.

Most of the Hillmen live in semi-permanent camps north of the Trollshaws, ready to follow the migrating herds that form the basis for their lifestyle. Only a few live in towns or in the remains of Dúnadan strongholds. The Dunmen who make up an increasingly large portion of the population are more inclined to take up an urban lifestyle.

They live along and south of the Great East Road, exacting heavy tolls for their new Hillman king and themselves. Their tolls make little difference to the common wanderer, however, for the road through Rhudaur is pitted and eroded in many places, and bandits continue to plague travellers.

Despite the untamed frontier nature of Rhudaur, there are efforts being made to bring the land up to the standards of its neighbors. Though Broggha faces a seemingly insurmountable task, he has managed to open a few regular trade routes through his land. The most profitable and least desirable of these is the road which

leads to Angmar. The Witch-king sends regular caravans laden with finished metal weapons in exchange for the hides, timber, and copper Rhudaur has to offer. On a smaller scale, a few bold merchants from Tharbad have made mercantile overtures to King Broggha. The result of this trade has been little more than a few Southern luxury items in Broggha's court, but the King sees it as a promising start to gaining respect for his realm.



Rhudaur
Map

UMBAR

Political Organization: Hereditary Oligarchy.

Rulers: Lord Borathôr.

Lord Mireädur.

Lady Eädur.

Lord Arkhâd.

Lord Adûmir.

Lord Teldûmir.

Angamaitë, High Admiral and Heir of Castamir.

Administrative Organization: The Lords rarely take collective action. When they must, they sit together in council until a majority decision can be reached. They appoint their own officers, each undertaking a portion of Umbar's civic responsibilities. Each Lord holds about one sixth of Umbar's arable lands, where he or she rules as an absolute monarch. Serfdom and slavery are the norms for most people in the domain of Umbar.

Population: 4,000 Black Númenóreans, 60,000 Haradrim, 12,000 Corsairs, 64,000 Coastal Peoples.

Military: 5,000 Sailors and Rowers.
2,000 Soldiers.

Products: Ships, spices, herbs, steel, fish.

Symbol: A Black Ship on a Golden Field.

Map Coordinates: N/A



Not all of the Númenórean colonies in Middle-earth succumbed to the rule of Elendil after the Downfall of Westeros. A few lands still remained faithful to the ideals of their lost king Ar-Pharazôn. Chief among these realms of Black Númenóreans, and best known to the Dúnedain, was the city and domain of Umbar. The Lords of Umbar preserve many of the traditions of Númenor, including an undying hatred of Elves and the Faithful. Umbar consists of a monumental city and the fertile farmland surrounding the city's great bay. One encounters the harsh deserts of Harad a few miles beyond the coastline, and the Umbareans are more than happy to let the Haradrim rule themselves in the wastelands.

The Kin-strife of Gondor brought a great volume of new settlers to the realm of Umbar. Before the time of the charismatic leader Castamir, Umbar was conquered by Gondor's kings, once in T.A. 933 by Eärnil I and once in T.A. 1050 by Hyarmendacil. The spirits of the Lords of Umbar were never fully subdued, and they relied upon administrative difficulties in Osgiliath to regain their chances for freedom. Umbar was too unruly and too far from Gondor to ever fully assimilate into the culture of the conquerors. Each time it fell to Gondor's armies, it drifted back to its old bellicose ways.

Gondor's Kin-strife proved to be a great boon in Umbar's fight against the Dúnedain. The Lords extended the walls of their city to take in the flood of Gondorian refugees, and they claimed that their theoretical allegiance to Gondor (which they never accepted in the first place) was severed following the death of Castamir, the last rightful king. To this day, Umbarean coins still bear the likeness of Castamir, even though this homage is no longer needed to win the allegiance of the rebel Corsairs. Many of the Corsair lords found places for themselves in Umbar's aristocracy, such as Angamaitë, the only admiral in T.A. 1640 with the trust of all six of the Lords. Despite Gondorian attempts to provide well-documented evidence to the contrary, Angamaitë claims descent from Castamir himself, and adds a political dimension to Umbar's struggle with Gondor by asserting his right to Gondor's crown.

Gondor's ability to retake Umbar vanished almost instantly with the influx of the Corsairs, and the Lords of Umbar launched their own offensive, a lengthy war of attrition which has lasted for two centuries. They use their powerful navy to disrupt Gondor's shipping and to raid her coasts, and they encourage Haradrim lords to wage petty wars along Gondor's southern frontiers. At best, Gondor can only give a half-hearted response to these assaults, for her attentions are now directed to several fronts. The Lords of Umbar know that they have little hope of conquering the much larger Gondor. Rather, their antagonism stems from a stubborn desire to see their old foes suffer. The Corsairs among them dream of a victorious return to their old home, but the population at large in Umbar views the struggle as primarily economic.

Umbar is ruled by an oligarchy of six lords who are descendants of Umbar's original Númenórean nobility. These aristocrats and their families intermarried with the Corsairs who fled the Kin-strife, and now their bloodlines are virtually identical. The Lords and their kin rule over a population that consists mainly of urban Haradrim and the descendants of Middle-earth's coastal peoples, distantly related to the nomadic tribesmen of the Far East and South. The Lords state that none among them is King of Umbar, out of respect for Ar-Pharazôn of Númenor and Castamir of Gondor. In reality, each of the Lords secretly covets the throne, and only the combined might of the other Lords prevents any one from making a royal claim. Though largely corrupt, the Lords of Umbar are not yet dominated by the Shadow. However, the Dark Religion has secretly established itself and is gaining strength among both the common folk and the elite.

Umbar is a thriving mercantile community. Most of its legitimate trade heads south, to the inner cities of Harad and beyond. Umbarean steel is among the best in Middle-earth, and her spices and grain draw high prices in the arid southern lands. A trickle of legitimate trade occurs with the North, mainly through Harad and the communities at the mouth of the Harnen, but the bulk of the trade with Gondor occurs covertly. Smuggling is another means the Lords of Umbar use to further humiliate Gondor's economy, though they would claim no responsibility for the problem themselves. Despite their assertions, it is a poorly kept secret that the Lords of Umbar subsidize the operations of the trade in contraband herbs and spices.

A few profitable copper mines exist in Umbar's hill country, providing a basis for the city's currency. However, Umbar is most famous for her ships. Umbar has never forgotten the Númenórean tradition of seafaring, and even the lowliest Umbarean fishing vessel is a reliable and swift object of beauty. [San Martorin]

OTHER GROUPS

Throughout Middle-earth, certain groups exist whose political groupings, for one reason or another, do not merit consideration as true realms. Either they are not prolific enough to gain recognition as a genuine race, or they lack a territorial base and the political recognition that comes with it. Nonetheless, it would be folly to ignore these groups, for they all play a significant role in Middle-earth's landscape.

BALROGS

In the First Age, these dreadful Demons from the Void terrified the bravest warriors among the Eldar and the Edain. The Balrogs were fallen Maiar whom Morgoth seduced to his black ways, and they possessed more sheer physical power than Dragons. They acted as the vanguard of Morgoth's forces in the Dagor Bragollach and the Nirnaeth Arnoediad, destroying foes before them with flame, whip, and sword. In the Great Battle of Morgoth and the Valar, all of the Balrogs were either killed or imprisoned far beneath the earth.



No Elf who survived the Fall of Beleriand will offer a detailed description of the Balrogs—so great was the fear which surrounded them. *The Silmarillion* and related texts offer a rough description of their appearance. They stood taller than Trolls, and their visages were those of beasts. The Balrogs enveloped themselves in flame, and most had batlike wings with which they could fly short distances. They carried whips and swords into battle and exuded an aura of terror wherever they passed. It is doubtful that the Balrogs ever produced any offspring, and they cannot be considered a true race. Fortunately, no Balrogs are known in Middle-earth in T.A. 1640, but some may still lie dormant deep below the mountains.

DONAEN

Along the northern slopes of the Ered Lithui, small tribes of primitive folk struggle to survive. These people, who call themselves the Donaen, appear to be descendants of the Daen Coentis, though their isolation and the numerous characteristics they share with Easterling races makes this contention dubious. The Donaen live under Gondorian rule, though many of their number would prefer independence or an Asdriag lord.

DRAGONS

None know if Morgoth created Dragons or if he simply found them in the Wild and used them for his purposes. Whatever their origins, they proved invaluable to him in his campaigns against the Eldar. Most are Cold-drakes, wingless creatures who rely upon their vast physical

strength to crush foes. Some, the Fire-drakes, actually belch forth flame at their enemies. A few Dragons, mostly of the Fire-drake variety, have wings and can fly. All Dragons have armor of thick scales, sword-like claws, and rows of cruelly pointed teeth. On the whole, Dragons are malicious and intelligent creatures, capable of great guile when they do not desire to overpower a foe. A small number of Dragons survived the Downfall of Beleriand. Most live in the desolate region known as the Withered Heath, hidden by the Ered Mithrin. They share no culture there, and the only contact they have with one another occurs once every few centuries when they mate. For the most part, they are solitary creatures, leaving their hoarded treasure only to seek food. They guard their treasure jealously, and woe to any who think to steal from a Dragon.

EAGLES

Throughout the history of the Free Peoples, the Great Eagles have lent assistance at critical moments. These great and intelligent birds soar high above mountain ranges, keeping an ever vigilant watch on affairs below. They are somewhat aloof from the activities of ground-dwellers, intervening only when the stakes involved are very high indeed. The Great Eagles live in the rocky crags in the Misty Mountains, nesting where no mountaineer could ever reach their eggs and young. These powerful birds have a reputation for wisdom, but they rarely converse with other races. They recognize the eldest and mightiest of their kind as their Lord and report anything significant that they see to him.

EASTERLINGS

There are too many tribes beyond the Sea of Rhûn to detail here. Even a work on the tribes who have passed into Rhovanion would take up several volumes. The Easterlings have many different cultures. The Dorwinrim are familiar to the West, for they have many characteristics in common with the Northmen, and their eagerness for trade often brings them into contact with the people of northwestern Middle-earth. Compared with their savage and superstitious brethren, the Dorwinrim appear quite civilized. Other groups move into Rhovanion out of necessity, and these people generally keep to themselves. Two tribes are known to the West in T.A. 1640. Both are dark-skinned and swarthy peoples who still maintain their nomadic ways. They have little concern for the territory claimed by the Northmen or Gondorians, moving into their lands as if it were their own.

The Asdriags fled their homeland east of Mordor when they were forced out by the more numerous Nuriags. They are excellent horsemen who enjoy raiding. They do not appear to be dominated by the Shadow, however, and they attack Ores as often as they attack Northmen. Nonetheless, their presence has caused much concern among the Éothraim, who perceive a threat to their grazing lands. The Asdriags currently inhabit the eastern Talath Harroch, and their movements have recently brought them into contact with the Gondorian forces in Dor Rhûnen.

The Sagath are a more numerous tribe who have claimed the lands east of the Celduin between the Iron Hills and the Sea of Rhûn as their own. They, too, are superb horsemen, but they are also known as rather more brutal than their Asdriag neighbors. Dark Priests pass among the Sagath, and they are undoubtedly allies of the Witch-king, for they protect his eastern lines of supply. The Dorwinrim view the Sagath with suspicion, trading with them only if no other partners are available.

*Lord
of the
Eagles*



ERIADORANS

Not all of the indigenous people in Middle-earth when the Númenóreans arrived were part of the Daen Coentis empire. Many small tribes of Men, descendants of the Edain and other indigenous folk of Middle-earth, inhabited the lands between Lindon and Eregion, leading a primitive existence. Most of these clans eventually assimilated into the kingdom of Arnor, but small groups resisted the inevitable advance of the Dúnedain. One of these societies still lives in the Pinnath Ceren of Cardolan. These native Eriadorans, distant relatives of the Northmen, occasionally fight with their Dúnadan neighbors, who do not view them as a significant enough threat to warrant extermination. On the whole, though, they are grateful to be left alone, and they do not seek trouble outside their tiny homeland.

ESTARAVI

Some Northmen live in the shadow of Angmar and Mount Gundabad. These hardy souls work the infertile soil with primitive implements to eke out a miserable existence. Most clans of the Estaravi pay tribute to local Orc-lords to avoid the constant raiding that takes place in the North. Proximity to such forces of evil has taken its toll on the Estaravi spirit, for among them, fear and suspicion have taken the place of the valor and honor most commonly associated with Northmen.

PETTY-DWARVES

Some stories persist that the descendants of Mîm still inhabit remote delvings in Middle-earth. Reports, not always reliable or accurate, describe the Petty-dwarves as twisted and bitter parodies of their Naugrim cousins. Possible dwelling places for the Petty-dwarves, if they indeed exist, are the Rast Vorn, the highlands of Rhudaur, and the Ered Mithrin. One legend recounts that the Petty-dwarves died out centuries ago, but their embittered spirits continue to inhabit their old dwelling places.

RIVERMEN

Along the banks of the Baranduin and the Lhûn live small groups of Northmen. These folk appear native to the region, but they may have passed out of Beleriand with their brethren, halting in Eriador rather than travelling on

into Rhovanion. The Rivermen live in small craft for most of the year, moving their camps up or down the rivers as it suits their wills. They travel in small family groups, and many of them choose to wander alone. They are avid traders, and they are quite friendly with the Dúnedain in the region. If one is seeking a river pilot in the North, one could do no better than to hire a Riverman guide.

WIZARDS

The Wizards, or Istari as they are more properly known, arrived in Mithlond around the year T.A. 1000. They claimed that they were sent by the Valar, and they may be Maiar in human form. There are five Wizards, known most commonly among Men as Saruman, Radagast, Gandalf, Alatar, and Pallando. They came to Middle-earth in order to combat the growing Shadow in the Third Age, but they took little direct action themselves. Rather, they kindled the hearts of Men, Dwarves, Hobbits, and Elves to take action. They doubtlessly possess great personal magical power, but they prefer to act as counsellors and advisors. Alatar and Pallando passed East and South to aid the people there. Saruman travels regularly into distant lands, but he also spends some time in northwestern Middle-earth. Radagast lives in a simple home near the forest of

Mirkwood, where he tends the flora and wildlife. Gandalf wanders in Númenórean lands, keeping an ever-vigilant watch upon the actions of the Witch-king and the Necromancer.

UNDEAD

A number of horrors exist between the world of the living and the Void. Stubborn souls who refuse the journey to Mandos, usually out of fear of some terrible judgement, linger in the world, appearing as ghastly Undead. Morgoth and Sauron exhibited control over these terrible beings, who seem most powerful in darkness. Even in the mid-Third Age, the Undead occasionally act as if controlled by some superior will. There is a large variety of Undead, ranging from the Mewlips of the Entwash to the Barrow-wights of the Tyrn Gorthad. Some of them exhibit no small intelligence, but their inability to breed or freely leave their haunts prevents them from being classified as a true race.



A
Petty-dwarf





4.0 SITES

Endor abounds with citadels, hamlets, ruins, rivers, lakes, and fords. The most prominent of those found in the northwest are described in this section.

4.1 SITES OF CIVILIZATION

The following sites are those associated with civilization: cities, fortresses, bridges, ruins, and other edifices constructed or modified by the Free Peoples or their enemies.

AGLAROND

Type: Caverns.

Inhabitants: 100% Gondorian (Dúnadan).

Population: 20.

Origin: First used as a refuge by Númenóreans c. S.A. 3331.

Purpose: Refuge and storehouse for the garrison at Ostirias.

Symbol: None.

Map Coordinates: G9

A system of extensive caverns in the northern slopes of the White Mountains. An untapped wealth of gems here serves as an emergency financial reserve for Gondor's Kings.

AMON DÎN

Type: Beacon-tower.

Inhabitants: 100% Gondorian.

Population: 120.

Origin: Construction of a signal-platform ordered in S.A. 3325 by Anárion of Gondor. Upgraded in the fifth century of the Third Age.

Purpose: Part of Gondor's northern communications network.

Symbol: The White Tree.

Map Coordinates: H13

Amon Dîn was the first, counting from east to west, in a chain of seven beacon-towers. Its watch-fire relayed warning to Minas Anor of any attack on Gondor's northern frontiers.

AMON SÛL (WEATHERTOP)

Type: Ruins.

Inhabitants: N/A

Population: 0.

Origin: Originally built by Elendil in the Second Age.

Purpose: Repository for a Palantír; later served as a landmark at the juncture of the three Kingdoms of the North.

Symbol: None.

Map Coordinates: D7

From this vantage point, one has an excellent view of the Great East Road as it heads towards Rhudaur. For this reason, the hill served as a strategic focus for western Arthedain and Cardolan and has a long history of conflict surrounding it. The tower of Amon Sûl once held a Palantír, which was removed to Fornost following the invasion by Angmar in T.A. 1409.

AMRÛNAUR

Type: Mountain Fortress.

Inhabitants: 100% Gondorian.

Population: 180.

Origin: Established circa S.A. 3420 by Prince Edhelion.

Purpose: Security for the pass through central Dor-en-Érnîl; control of the local Dunnish population.

Symbol: Prince's Device: A White Ship and Three White Stars on a Field of Deep Blue.

Map Coordinates: J10

The castle rises from a rocky shelf projecting from the mountain named Thoredarb by the Eredrim. Strategically placed lightning rods protect the fortress during the thunderstorms that frequent the pass.

ANDRATH

Type: Ruined Town.

Inhabitants: N/A

Population: 0.

Origin: Founded circa T.A. 860 by Thorondur of Cardolan.

Purpose: A center of regional administration; the seat of the Prince of Dol Tinare from T.A. 1410 to T.A. 1639.

Symbol: None.

Map Coordinates: E6

Andrath has been ruined and rebuilt many times over the course of its history. Most recently, it was sacked by a Hillman party led by King Broggha of Rhudaur in 1639.

ANGRENOST (ISENGARD)

Type: Citadel.

Inhabitants: 100% Gondorian.

Population: 3,000.

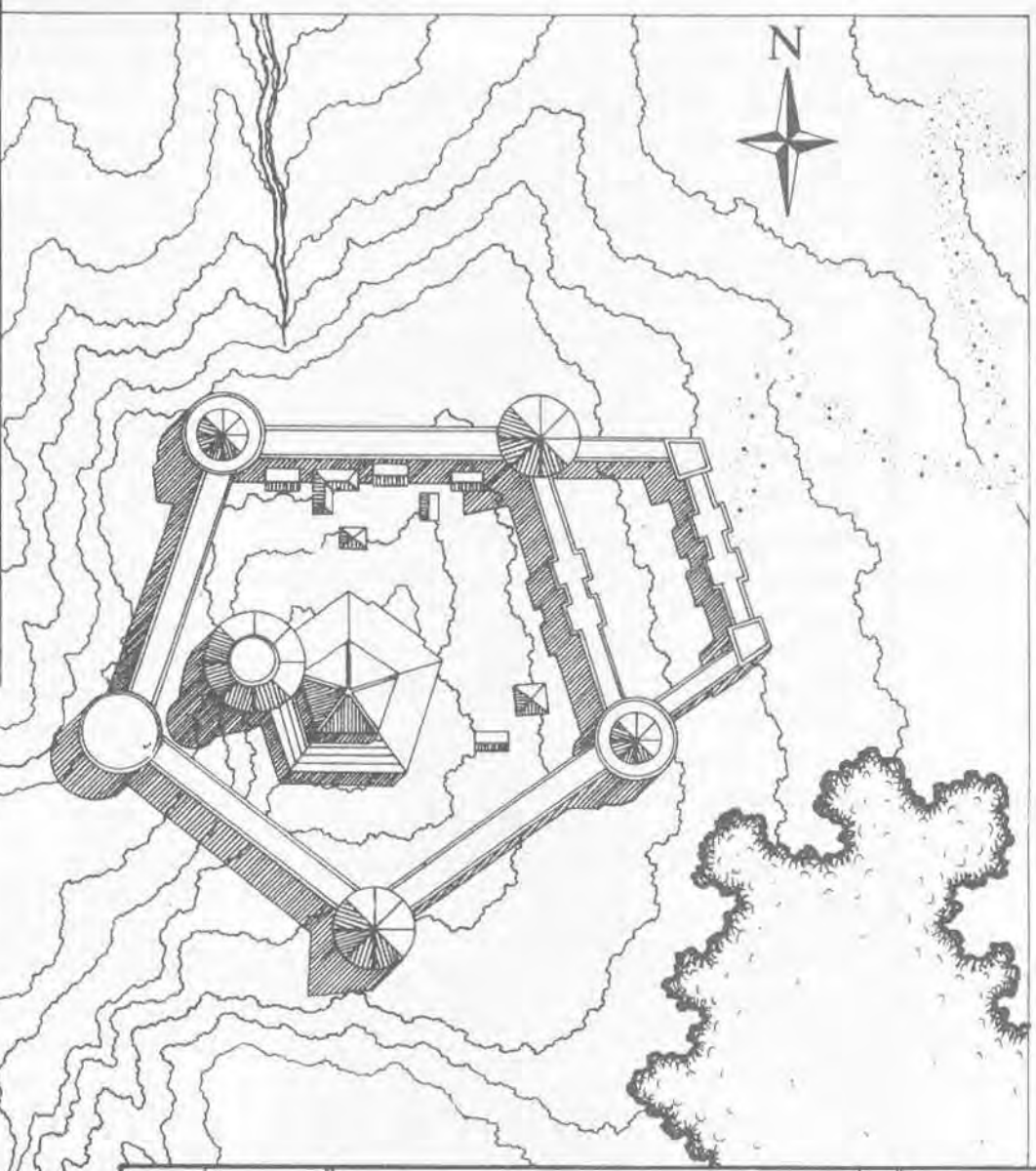
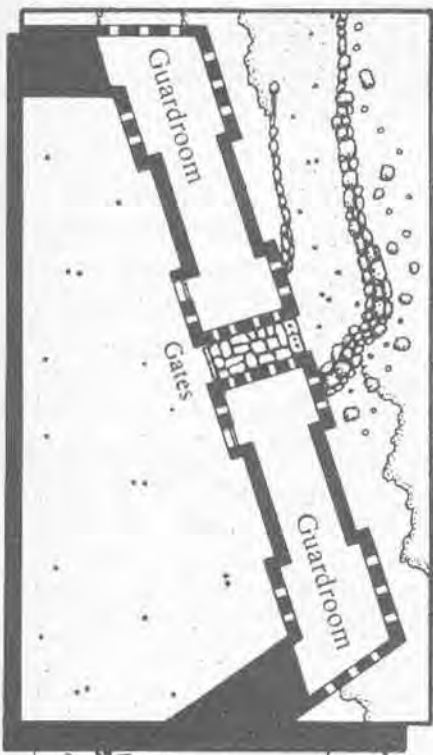
Origin: First used as a stronghold by Númenóreans around S.A. 1750, completed by Gondor in T.A. 14.

Purpose: Control of traffic passing through Gap of Calenardhon; administration of northwest Gondor.

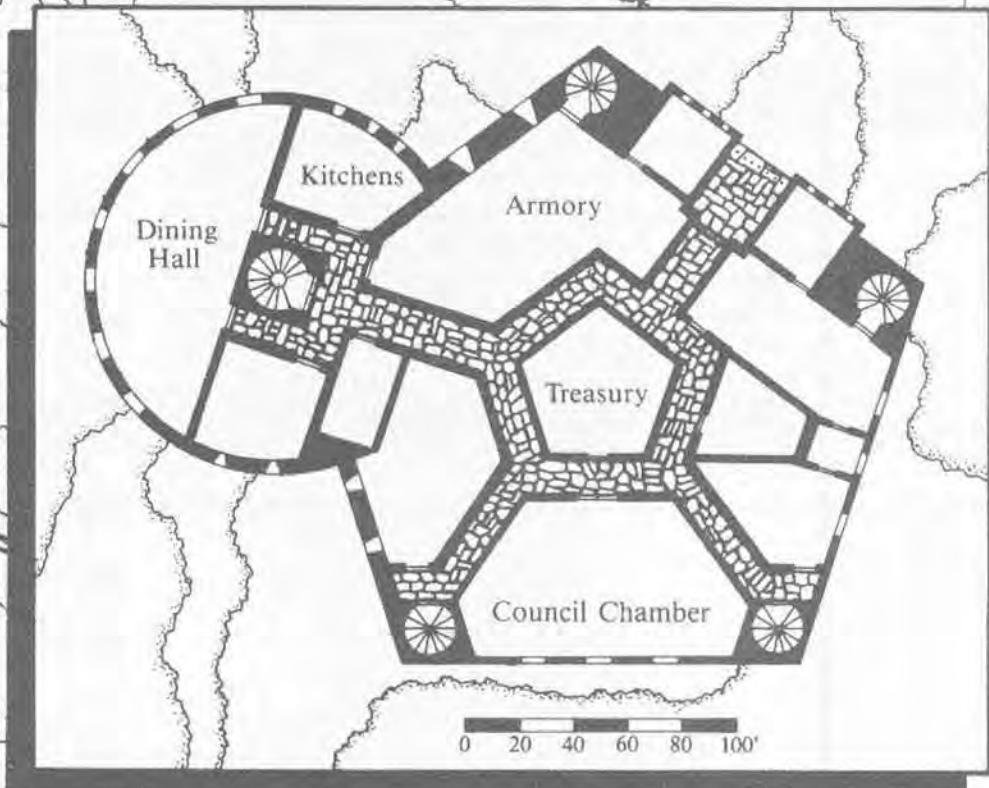
Symbol: The White Tree.

Map Coordinates: G9

The impenetrable tower of Orthanc forms the core of the defenses, with a vast circular wall one mile in diameter providing the first line of security. The earth itself formed the citadel, for the outer ring is a volcanic cone shaped by the Men of Númenor, and the spire of Orthanc is in fact a pillar of glossy black volcanic rock known as *laen*. Angrenost now represents the northwestern extent of effective Gondorian power. The King of Gondor maintains a large garrison here to keep the warlike tribes of Dunland in check. Travellers on the Old North Road frequently make a side trip to Angrenost to exploit its fine and fully stocked reprovisioning facilities.



0 25 50 75 100 125'



0 20 40 60 80 100'

CASTLE AMRUNAUR



ANGSÛL

Type: Fortress.

Inhabitants: 90% Angmarean, 10% Orcish.

Population: 200.

Origin: Completed by the Witch-king in T.A. 1349.

Purpose: Control of traffic into and out of Angmar.

Symbol: A Black Raven on a Red Field.

Map Coordinates: A9

The Witch-king keeps a large garrison stationed in Angsûl to watch for spies attempting to penetrate Angmar's central plateau.

ANNON BARAN

Type: Fishing Village.

Inhabitants: 60% Eriadoran,
40% Cardolani (Dúnadan).

Population: 300.

Origin: Settled around T.A. 1200.

Purpose: Economic hub for western Cardolan; provides fish for region.

Symbol: None.

Map Coordinates: E4

Despite its proximity to the Elven land of Harlindon, few of the Cardolani dare cross the river, fearing the spells of the Eldar.

ANNÚMINAS

Type: Ruined City.

Inhabitants: N/A

Population: 0.

Origin: Founded in 3396 by the High-king Elendil.

Purpose: Royal seat of Arnor; locus of a Palantír; after T.A. 861 the capital of Arthedain.

Symbol: None.

Map Coordinates: C6

Annúminas was the home of Arthedain's Kings before the city was sacked in 1409, when the hordes of the Witch-king overran all the former lands of Arnor. Annúminas once held the position of the fairest of Dúnadan cities in the North, with broad, tree-lined avenues and graceful buildings of white marble. No wall surrounded the city, which was deemed a place of peace and learning. Scavengers have picked most of the ruins clean, but tales abound of sealed vaults underneath the library and the palace. [Drógil]

ARADHRYND

(HALLS OF THE ELVEN-KING)

Type: Elven Halls.

Inhabitants: 93% Silvan Elvish, 7% Sinda.

Population: 500.

Origin: Built by Prince Thranduil around T.A. 1050.

Purpose: Begun as a retreat for the Prince of the Woodland-realm, the halls became a Palace when Thranduil abandoned the halls at Caras Amarth.

Symbol: The Beech Leaf.

Map Coordinates: C15

The capital and largest city of the Elven kingdom of northern Mirkwood, fashioned after the model of Nargothrond. Using a hill by the edge of the forest as his base, King Thranduil ordered his subjects to carve fair halls and caverns beneath it. Thranduil completed his dwelling in T.A. 1100 after the Shadow of Dol Guldur began growing in the southern reaches of the forest. The halls are not dark, like those of Goblins, but sparkle with torchlight and merriment. Only a small number of Elves actually make their home at the Aradhrynd since most prefer to dwell under the canopy of Mirkwood's leaves.

ARCHET

Type: Village.

Inhabitants: 80% Bree-men (Northman/Dunnish Mix), 20% Stoor Hobbit (Kuduk).

Population: 100.

Origin: Settled in T.A. 1420 by residents of Bree-land.

Purpose: Agriculture; an economic focal point for farmers who live a moderate distance from Bree.

Symbol: None

Map Coordinates: D6

Archet lies on the edge of the Chetwood and is devoted exclusively to agriculture.

ARDÛMIR

Type: Fortress.

Inhabitants: 40% Coastal People, 30% Haradan, 25% Corsair, 5% Black Númenórean.

Population: 310.

Origin: Built by Númenórean colonists, circa S.A. 3290.

Purpose: A rural stronghold for a Captain of Umbar; administration of the surrounding lands; guards entry into the Bay of Umbar.

Symbol: Black Tower Before a Rising Golden Sun on a Yellow Ground.

Map Coordinates: N/A

The castle's eastern curtain wall drops directly into the lake that partially surrounds Ardûmir.

ARGONATH

Type: Monument.

Inhabitants: N/A

Population: 0.

Origin: Finished in T.A. 1340 by Romendacil II.

Purpose: Designation of the northern boundary of Gondor.

Symbol: None.

Map Coordinates: G13

Carved rocks flanking the chasm at the northern entrance to Nen Hithoel. The figures represent Isildur and Anárion. Since the time of Romendacil II, Gondor's northern border has moved even farther north, making the pillars obsolete. Nonetheless, they are a magnificent spectacle.

ARGOND

Type: Castle.

Inhabitants: 50% Dunman/Eriadoran,
40% Cardolani, 10% Dúnadan.

Population: 60.

Origin: Finished by the Prince of Dol Calantir in T.A. 887.

Purpose: A stronghold and administrative center for rural lordship.

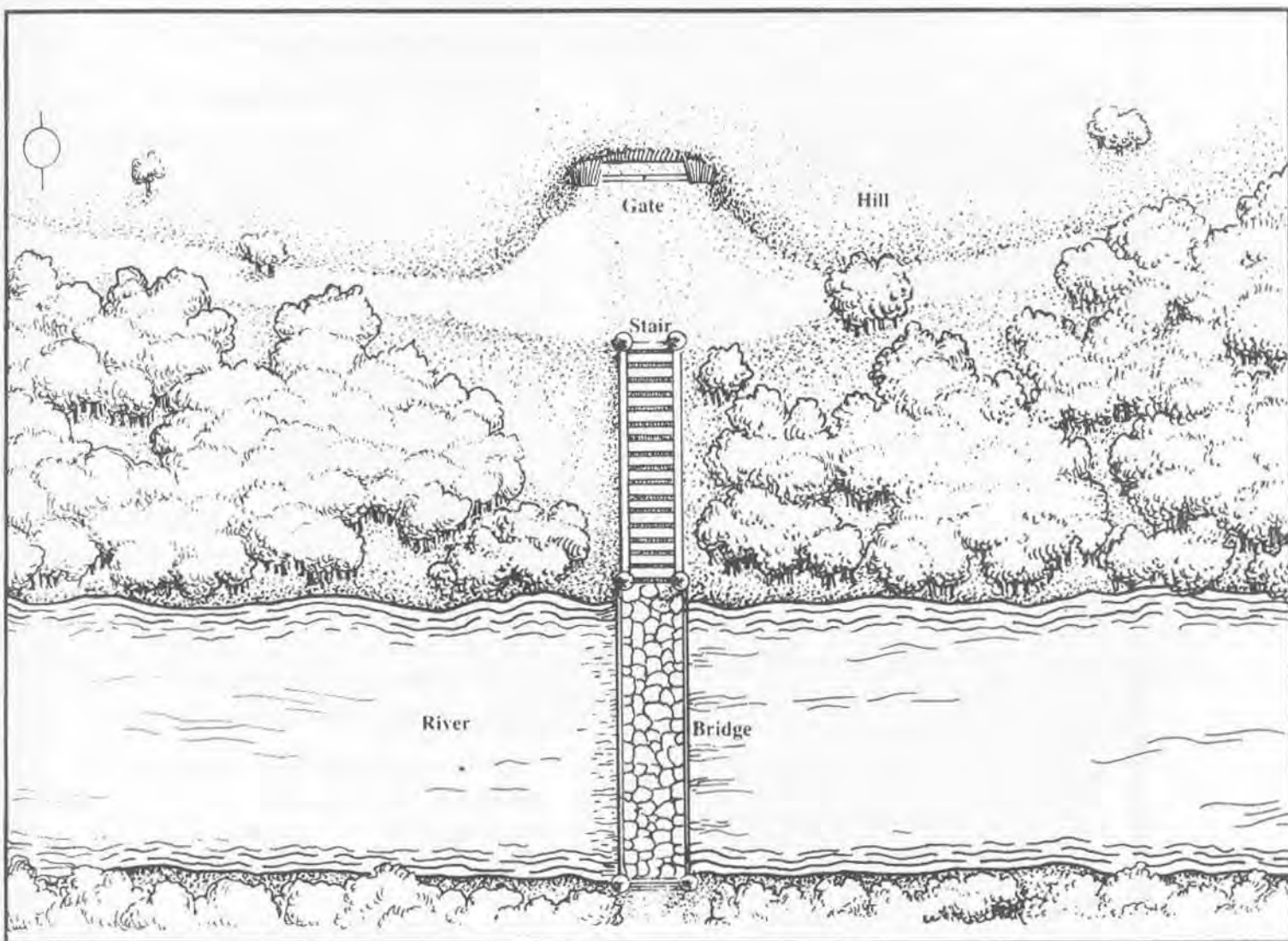
Symbol: Three Swords, Blade Up.

Map Coordinates: F7

Though it appears formidable, the Argond was not designed with defense in mind. Its questionable defensive arrangement has yet to stand the test of a full siege.



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AZANULINBAR-DÛM (AZAN)

Type: Dwarf-mansion.

Inhabitants: 100% Naugrim.

Population: 480.

Origin: First delved around T.A. 1000.

Purpose: The exploitation of mineral wealth in the Emyrn Angren.

Symbol: Crossed Axes above an Anvil.

Map Coordinates: B18

Azanulinbar-dûm is the principal mansion of the Dwarves of the Iron Hills and the seat of Lord Fulla III. The halls of Azan serve as the homes, workshops, and mines of the Dwarves of Rhovanion. Few outsiders have seen the interior, which is rumored to be a stern beautiful place full of crystals carved by both Naugrim and water. Azan is but a splinter group of a distant House of Naugrim in the East about which little is known.

[Edelesboc]

BALOST

Type: Fortress and neighboring village.

Inhabitants: 60% Dunman/Eriadoran, 35% Cardolani, 5% Dúnadan.

Population: 132.

Origin: Completed in T.A. 923 by Hir Girthlin.

Purpose: A base for administration of rural estates; a strategic strong point in Gwathló valley between Tharbad and Saralainn.

Symbol: None.

Map Coordinates: F6

Balost is a sturdy castle which withstood many attacks from without.

BARAD-DÛR

Type: Ruined Citadel.

Inhabitants: N/A

Population: 0.

Origin: Raised by Sauron, circa S.A. 1000.

Purpose: Domination of the plateau of Gorgoroth.

Symbol: None (The Red Eye).

Map Coordinates: H15

Built on a spur of the Ered Lithui, and fashioned by the power of Sauron's Ruling Ring, Barad-dûr consisted of a great central tower with nine radial towers connected to it by fortified bridges. No stronger fortress ever existed in Middle-earth. Once the seat of Sauron's power, Barad-dûr fell when Isildur cut the Ring from Sauron's hand. Orcs and Trolls now control the area, and no Man has visited Barad-dûr since the Plague.

BARAD HARN

Type: Coastal Town.

Inhabitants: 70% Haradan, 30% Gondorian.

Population: 560.

Origin: Founded in T.A. 1256 on the ruins of a previous town destroyed by a hurricane.

Purpose: Support for the local trade and fishing industry; a locus for Gondorian power in Harondor.

Symbol: None.

Map Coordinates: K11

The southernmost outpost of exclusively Gondorian authority. As might be expected, Haradan raids upon this outpost are frequent and brutal. The Governor commits much of his finances to keeping the walls around Barad Harn secure.

BARAD-WATH

Type: Deserted Fortress.

Inhabitants: Orcs (?).

Population: ?

Origin: Gondor began construction on the tower after the fall of Sauron, but abandoned it to conserve resources.

Purpose: Monitoring traffic between Nurn and Gorgoroth.

Symbol: None.

Map Coordinates: I15

The tower rests high in the Eregwath, providing a view for many leagues in many directions.

BARAK-SHATHUR

Type: Dwarven Outpost.

Inhabitants: 100% Naugrim.

Population: 240.

Origin: Founded by settlers from Azanulinbar-dûm c. T.A. 1490.

Purpose: Exploitation of the mineral resources of the Iron Hills.

Symbol: Crossed Axes above an Anvil.

Map Coordinates: C18

The Khuzdul name of the stronghold is thought to mean "Axe Mountain" in the Westron.

BAREKETTA

Type: Castle and Neighboring Village.

Inhabitants: 100% Dúnadan.

Population: 320.

Origin: First built in T.A. 407, later rebuilt and expanded.

Purpose: A rural retreat for the Eketta family; control of the surrounding countryside.

Symbol: Two Crossed Short Swords (Eket).

Map Coordinates: C6

On the eastern shore of Nenuial in Arthedain, Bareketta is the primary estate of the Eketta family, one of the two strongest noble clans in Arthedain. Bareketta was built with beauty and leisure in mind, though it has the strength to withstand a determined assault.

BAR-EN-TINNEN

Type: Fishing Village.

Inhabitants: 100% Gondorian.

Population: 240.

Origin: Settled circa T.A. 1512.

Purpose: Provision of inland communities with seafood; a trading center for local farmers.

Symbol: None.

Map Coordinates: I13

Situated on the east bank of the Anduin, Bar-en-Tinnen grew up around the mill on the Sir Tinnen.

BAR LITHYRN

Type: Mining Community.

Inhabitants: 70% Donaen, 30% Gondorian.

Population: 1,000.

Origin: Founded by Gondorian commercial interests in T.A. 1590.

Purpose: Extraction of mineral ores from northern Ered Lithui.

Symbol: None.

Map Coordinates: H16

Most of the inhabitants are local Donaen lured to the mountains by the prospect of wealth. Their Dúnadan lords mine silver here for Gondor's treasures. The town suffers from isolation, and the population shrinks each year as the silver veins dry up.

BELDWIN

Type: Fortified Town and Castle.

Inhabitants: 60% Dunman, 40% Dúnadan.

Population: 475.

Origin: First settled by the Dúnedain, circa T.A. 750.

Purpose: A stable base of administration in the northern Westmarch.

Symbol: Two Rearing Horses.

Map Coordinates: G9

Beldwin lies just south of the River Isen, near an ancient, still used, bridge built by the Dúnedain in days of old.

BELEGOST

Type: Ruined Dwarf-mansion.

Inhabitants: N/A.

Population: 0.

Origin: The First Age, possibly before the Sun and the Moon first rose.

Purpose: Exploit the riches of the Ered Luin, defense against all enemies.

Symbol: None (The Hammer and Flame).

Map Coordinates: B3

A few bold Dwarven explorers have recently begun to explore the ruins in hopes of finding the artifacts of their ancestors.

BOTTOMS BRIDGE

Type: Village.

Inhabitants: 95% Northman, 5% Dúnadan.

Population: 85.

Origin: Settled circa T.A. 1337.

Purpose: A supply center for traders sailing on the Anduin.

Symbol: None.

Map Coordinates: D12

Bottoms Bridge is located on a small island at the edge of the Gladden Marshes.

BREE

Type: Market Town.

Inhabitants: 45% Stoor Hobbit, 50% Bree-man, 5% Dúnadan.

Population: 410.

Origin: Settled by migrating Dunmen in the early Second Age.

Purpose: Collecting point for the products of surrounding farms; trading center due to its location at the junction of the Greenway and the Great East Road.

Symbol: None.

Map Coordinates: D6

Bree is the largest town in Bree-land, a region of Arthedain that is peaceful, agricultural, and largely autonomous. The town is built around a large hill and is protected by a formidable dike surmounted by a thick hedge. Numerous smials, or Hobbit-holes, can be found in the flanks of Bree-hill. Both Men and Hobbits live in Bree, making it one of the few locations in Middle-earth where co-operation between folk of different races occurs. Due to its central location, Bree witnesses many strange folk passing through its streets, and the town is a perfect place to acquire or sell information.

BRIDGE OF MITHEITHEL (IANT METHED)

Type: Bridge.

Inhabitants: N/A

Population: 0.

Origin: Built by Arnor, T.A. 320.

Purpose: Passage across the Mitheithel on the Great East Road

Symbol: None.

Map Coordinates: D9

The Last Bridge, so-named because it is the farthest east on the Road, was built of stone with three great arches.





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BRIDGE OF STONEBOWS

Type: Bridge.

Inhabitants: N/A

Population: 0.

Origin: Built by Arthedain, T.A. 1102.

Purpose: Passage across the River Baranduin on the Great East Road.

Symbol: None.

Map Coordinates: D6

The King of Arthedain grants the Hobbits the right to collect a toll, which they keep at a modest few copper coins.

BUHR AILGRA

Type: Fortified Settlement.

Inhabitants: 100% Northman.

Population: 220.

Origin: Founded by Éothraim, circa T.A. 1380.

Purpose: Defense against Easterling attacks, a trading center for Éothraim.

Symbol: Golden Stag on a Green Field.

Map Coordinates: E15

Buhr Ailgra is one of the few permanent settlements of the Éothraim, who follow the migrations of their herds through the plains of Rhovanion. The town is a simple settlement of thatch and turf houses surrounded by a stout earthen rampart.

BUHR FRAM

Name given to Wraecaburg after the Éothraim settled there in the nineteenth century of the Third Age.

BUHR MAHRLING

Type: Fortified Trading Settlement.

Inhabitants: 50% Northman (Éothraim), 50% Easterling.

Population: 490.

Origin: Conquered by Northmen, T.A. 1503.

Purpose: A trading base for Northmen on the lower River Celduin.

Symbol: None.

Map Coordinates: D17

Most of the residents here are Éothraim who use it as a seasonal base, but there is also a sizeable population of Northmen from Esgaroth who seek an advance trading outpost near Dorwinion. These Men of Buhr Mahriling are avid traders and have won the favor of the local Dorwinadan lords. Nonetheless, their little town is well-fortified, for not all Easterlings are as tolerant as the Dorwinrim. Due to the great distance between Buhr Mahriling and other Northman settlements, the Northmen of Rhovanion view these cousins in the East as slightly odd.

BUHR WALDMARH

Type: Fortified Town.

Inhabitants: 100% Northman.

Population: 1,250.

Origin: Founded by Northmen, circa T.A. 1290.

Purpose: A stable base for the Withras clan; an economic focus for the surrounding farms.

Symbol: A Golden Plough on a Red Field.

Map Coordinates: E15

This typical Northman town has many timber longhouses and an earthen dike surmounted by a wooden palisade. However, Buhr Waldmarh has outgrown its defenses, due to the flood of refugees it received following the Great Plague, and its Thain lacks the resources to expand the ramparts. Despite its size, Buhr Waldmarh has little influence among the other Northman towns, probably the result of a history of weak thains.

BUHR WIDU

Type: Fortified Town.

Inhabitants: 100% Northman.

Population: 520.

Origin: Founded by Vidugavia in T.A. 1249.

Purpose: A center for administration for the Waidung clan; a collecting point for the surrounding Gramuz farms.

Symbol: A Gold Sheaf of Grain.

Map Coordinates: E15

Buhr Widu, by the side of the small lake known as Woodmere, retains some of the royal splendor from the time of Vidugavia, although the Gramuz princes after the Plague lack the strength needed to regain their glory of old. Like most other Northman towns upon the plains, Buhr Widu consists of a number of wood and thatch longhouses, each of which accommodates around twenty people plus livestock. The chieftains have added an earthen rampart with a number of stout wooden towers for defense.

CALDÛR

Type: Fortress.

Inhabitants: 50% Coastal People, 20% Corsair, 20% Haradan, 10% Black Númenórean.

Population: 210.

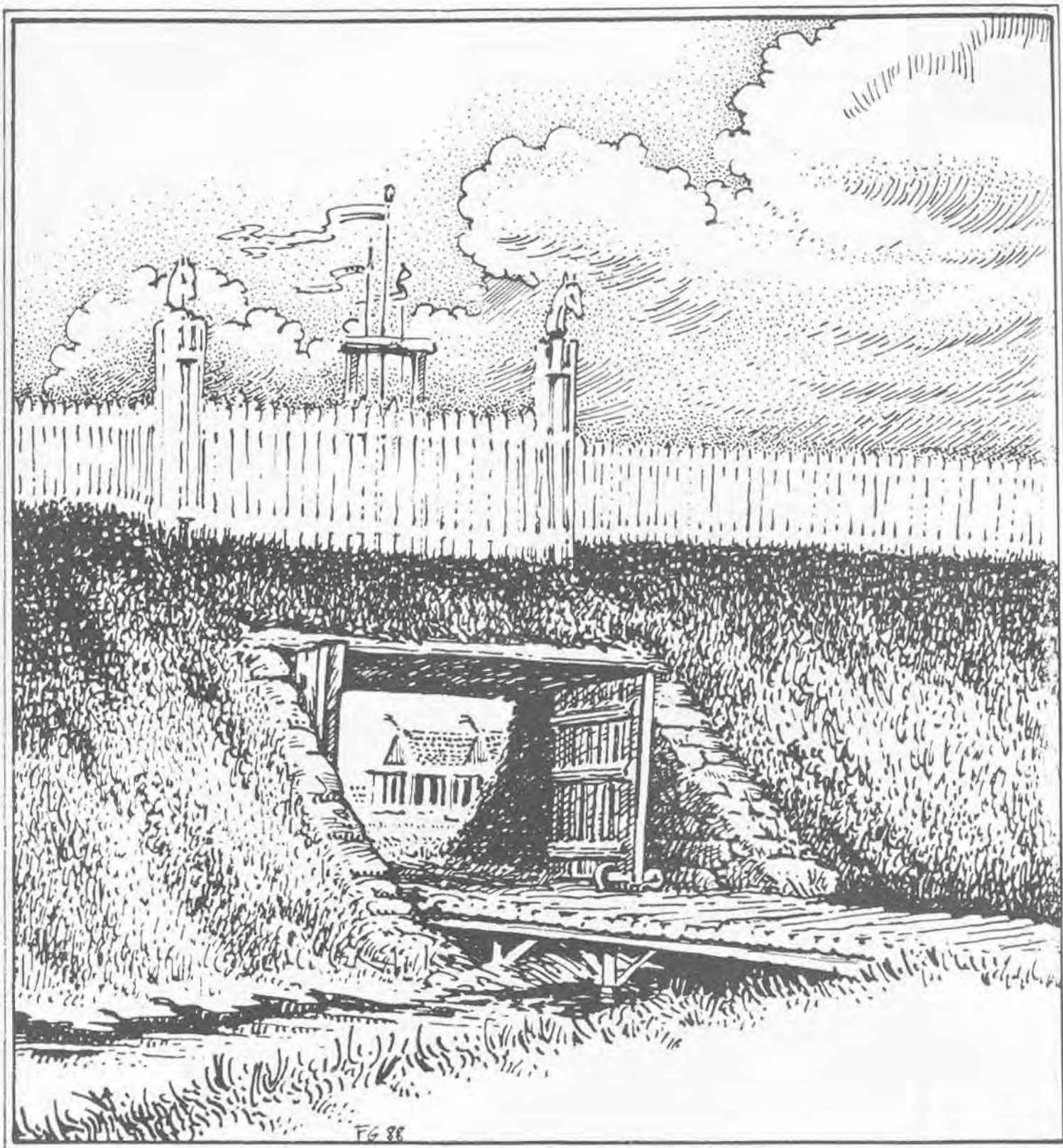
Origin: Raised by the Captains of Umbar c. T.A. 520.

Purpose: A base for sorties against Gondor; administration of the lands around the northern entrance to the Bay of Umbar.

Symbol: A Red Ship's Wheel on a Green Field.

Map Coordinates: N/A

Caldûr is located on a steep outcropping on the northern peninsula guarding the Nen Umbar. The castle's southern curtain wall has its foundations atop a sheer precipice, while the northern approach features a moat.



CALEMBEL

Type: Walled Town.

Inhabitants: 100% Gondorian.

Population: 1,100.

Origin: Settled by Númenóreans in late Second Age, granted charter by Osther of Gondor in T.A. 488.

Purpose: Provisioning the mining communities in the Ered Nimrais; seat for the Lord Protector of Lamedon.

Symbol: A Black Pickaxe.

Map Coordinates: H11

Calembel is on the road which links central Gondor to the mining communities of the southern White Mountains, making it a center for supplies and the ore trade. Numerous smiths also ply their profession in Calembel, though most raw ore is shipped directly on to Linhir and Pelargir.

Entrance to
Buby Marling



CALENHAD

Type: Beacon-tower.

Inhabitants: 100% Gondorian.

Population: 90.

Origin: Ordered built in T.A. 491 by Gondor's King on the site of an earlier signal-platform.

Purpose: Communications in northern Gondor.

Symbol: The White Tree.

Map Coordinates: H12

Calenhad is the sixth beacon in the chain stretching from Minas Anor to the northwest. The hill from which this fortification derives its name is also the root of the name for the province of Calenardhon.

CALMIRIË

Type: Walled Town.

Inhabitants: 80% Gondorian, 20% Dunnish.

Population: 1,200.

Origin: Settled by Gondorian Dúnedain in the early Third Age, granted charter by Atanatar II of Gondor in T.A. 1220.

Purpose: An economic focus and market town for the province of Calenardhon; the seat of regional administration.

Symbol: The White Tree and Two Rearing Horses.

Map Coordinates: H10

Calmirië is the largest and most cosmopolitan town of the Gondorian territory of Calenardhon. The city is home to a large royal garrison and a sizeable community of merchants. Calmirië holds an annual fair which draws folk from as far away as Pelargir. Situated on a rocky shelf underneath the Lord's Castle, the Lord sees no need for further city defenses.

CAMETH BRIN

Type: Citadel.

Inhabitants: 60% Hillman, 37% Dunman, 3% Other.

Population: 630.

Origin: Captured and enhanced by Dúnedain, T.A. 162.

Purpose: A stable center of administration for Rhudaur; domination of local Hillman tribes.

Symbol: *Broggha's Device*: a Barg-moigh (or "Great Bear" in the Hillman tongue Blarm).

Map Coordinates: C9

Currently, Cameth Brin serves as the seat of the Hillman King Broggha. The citadel includes a tower and system of tunnels built by the Dúnedain of Arnor in the side of the Twisted Hill and is an almost impregnable stronghold. It is one of the few permanent settlements of the semi-migratory Hillmen, and it serves as a base for attacks against Arthedain and Cardolan.



CARACH ANGREN (ISENMOUTHE)

Type: Linear Fortification.

Inhabitants: 100% Gondorian.

Population: 50.

Origin: Raised by Sauron in the Second Age, rebuilt by Gondor in T.A. 42.

Purpose: Control of traffic travelling through the pass connecting Udûn and Gorgoroth.

Symbol: The White Tree.

Map Coordinates: H14

The original wall at Carach Angren was built by Sauron and destroyed by the Last Alliance. Gondor redesigned the fortifications and manned them until the Plague, when all contact was lost with the garrison.

*Innkeeper's
Daughter
at the Bull & Bear
in Calmirië*

CARAS AMARTH

Type: Ruined Elven-halls.

Inhabitants: N/A

Population: 0.

Origin: Built by King Oropher, circa S.A. 2255.

Purpose: Former royal palace of the Woodland Realm.

Symbol: None (The Beech Leaf).

Map Coordinates: C13

Similar to the Aradhrynd, the palace was a network of caverns hollowed out of a hillside deep within the forest. Thranduil moved his palace north to the Aradhrynd when he grew fearful of the dark power in Dol Guldur.

CARAS CELAIRNEN

Type: Market Town.

Inhabitants: 85% Dúnadan, 15% Riverman.

Population: 400.

Origin: First settled around T.A. 740.

Purpose: A regional market town in southwestern Arthedain.

Symbol: None.

Map Coordinates: C4

Caras Celairnen is the westernmost center of purely Dúnadan culture in the North and it serves as a headquarters for those explorers and traders who venture into the rugged lands of Numeriadon. The Men here have some limited contact with the Elves of Lindon, although they do not wish to exploit the fact.





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CARAS GALADHON

Type: Elven City.

Inhabitants: 60% Silvan, 35% Sinda, 5% Noldo.

Population: 800.

Origin: Designed by Galadriel in S.A. 1601.

Purpose: A safe haven for all Elven folk.

Symbol: A Winged Sun behind a Mallorn Blossom.

Map Coordinates: E11

A fortified yet beautiful city in the heart of Lórien. It is a network of interconnected flets supported by the massive trunks of great mallorn trees. Galadriel herself designed the plan for the city, recognizing the peril her realm would have to face when Sauron first forged the Ruling Ring.

CARAS GWINDOR

Type: Walled Town.

Inhabitants: 75% Gondorian, 25% Mixed Mannish.

Population: 120.

Origin: Settled by Gondorians around T.A. 1098.

Purpose: Supply station for caravans in Rhovanion and the garrison at Tir Nindor; surveillance of the Dead Marshes.

Symbol: The White Tree.

Map Coordinates: G13

Caras Gwindor controls most of the trade between Dagorlad and the Anduin, but its isolation limits its size. The decline of Gondor in the region has hurt the economy of Caras Gwindor, which is in danger of becoming little more than a military camp.

CARAS TOLFALAS

Type: Fishing Village.

Inhabitants: 100% Gondorian.

Population: 520.

Origin: Claimed by Gondor since S.A. 3321; first settled by royal command in T.A. 934.

Purpose: Subsidized by Gondor's King more to maintain a claim on the Isle of Tolfalas than for economic reasons.

Symbol: None.

Map Coordinates: K11

A poor harbor limits access to this town, but it is the only sure mooring on Tolfalas.

CARGASH

Type: Outpost Tower.

Inhabitants: 100% Angmarean (Mixed Mannish).

Population: 50 Garrison Troops.

Origin: Built by Witch-king, ca. T.A. 1400.

Purpose: Designed to give the Witch-king warning of trespassers and a base from which to strike at Arthedain.

Symbol: A Red Fortress on a Black Field.

Map Coordinates: A8

Regular patrols depart from Mindil Cargash to sweep En Udunoriath (S. "The No Man's Land") which lies between Angmar and Arthedain.

CARN DÛM

Type: Citadel/Fortified City.

Inhabitants: 60% Angmarean, 40% Orcish.

Population: 5,000.

Origin: First delved by Dwarves in the early T.A., occupied by the Witch-king ca. T.A. 1300.

Purpose: Last line of defense for the Witch-king; a base from which he plots the downfall of Arthedain.

Symbol: A Red Fortress on a Black Field.

Map Coordinates: A8

Situated at the northwestern tip of the Misty Mountains, only a handful of the Free Peoples have viewed the interior of Carn Dûm and escaped alive. Both Orcs and evil Men reside in Carn Dûm, which is more a military camp than a proper city. A mighty wall protects the above-ground city, but the subterranean halls provide an even more formidable defense. Deep within the mountain, the Witch-king schemes the demise of the Dúnedain of the North, surrounded by the countless treasures he seized from his enemies.

CELEBANNON

Type: Elvish Village.

Inhabitants: 95% Silvan Elvish, 5% Sinda.

Population: 110.

Origin: Settled around T.A. 100.

Purpose: A center for contact between the Elves of Mirkwood and the other folk of Rhovanion.

Symbol: None.

Map Coordinates: C15

Celebannon is a small yet elegant Elvish village on the banks of the Taurduin. No mortal passes Celebannon into the forest unless they are invited guests of Thranduil.

CERIN AMROTH

Type: Elven Palace.

Inhabitants: 15% Sinda, 85% Silvan.

Population: 40.

Origin: Designed by King Amroth of Lórien in S.A. 3447.

Purpose: Royal palace of Lothlórien.

Symbol: A Mallorn with a Flet in its Branches.

Map Coordinates: E11

Cerin Amroth is a grass-covered hill surrounded by two concentric rings of trees. In the center of the hill is a single great mallorn atop which Amroth holds court. Though designed as a place of beauty and not for defense, a force of a dozen Elvish archers could hold off a hundred times their number in the boughs of the mallorn.

CILLIEN

Type: Village.

Inhabitants: 100% Dunman.

Population: 145.

Origin: Settled during Dunnish migrations, T.A. 50-300.

Purpose: A regional focal point for the scattered Dunnish families of Clan Eogbann; a center for healing.

Symbol: None.

Map Coordinates: F9

Cillien is home to a Healer's Hall that serves all of the people in the region. For this reason, the residents are more tolerant of visitors than most other Dunlendings.

CIRITH UNGOL

Type: Mountain Fortress.

Inhabitants: 97% Gondorian, 3% Mixed Mannish.

Population: 124.

Origin: Built on the orders of King Isildur, T.A. 2.

Purpose: Surveillance of the Morgai and the Plateau of Gorgoroth from a vantage point high in the Ephel Dúath; control of passage through the Cirith Ungol and on the Cirith Ithil; maintenance of supply lines with other fortresses in Mordor.

Symbol: The White Tree.

Map Coordinates: H14

Despite the tower's many functions, King Tarondor is under pressure to withdraw troops from Cirith Ungol and the rest of Mordor to rectify the manpower shortages caused by the Plague.

COMBE

Type: Village.

Inhabitants: 60% Bree-man, 40% Stoor Hobbit.

Population: 200.

Origin: Settled by farmers from Bree in T.A. 1415.

Purpose: An economic center for those unwilling to trek to Bree; agriculture.

Symbol: None.

Map Coordinates: D6

Combe is the most isolated of Bree-land's villages. Unlike Staddle and Archer, Combe does not rely upon Bree for its finished products, and it is home to a number of independent craftsmen. Combe also boasts the region's only other inn, a meeting place for local workers.

COR ANGÁLALADH

Type: Cemetery.

Inhabitants: N/A

Population: 0.

Origin: Used originally by Edain and ancestors of the Northmen in the First Age.

Purpose: A ritual burial ground, now disused.

Symbol: None.

Map Coordinates: E14

The site, now darkened within Mirkwood, was once one of the holiest of Northman sites; now the Northmen avoid the spot, fearing it to be haunted.



CREB DURGA

Type: Natural Stronghold.

Inhabitants: 20% Troll, 80% Mixed Mannish.

Population: 210.

Origin: Claimed by the Warlord in T.A. 1637.

Purpose: A strong and secret base of operations in central Cardolan for the raids of the Warlord.

Symbol: A Green Serpent Coiled around the base of a Red Fortress.

Map Coordinates: F6

The Warlord's Trolls carved their base out of a craggy hill about seventy miles north of Sudúri. All of Cardolan's Hiri claim they would like to see the Warlord destroyed, but petty rivalries prevent the Princes from acting in concert. Even if a large force could be mustered against the Warlord, the defenses of Creb Durga would make it no easy task to dislodge him.

*Mage at
Cirith
Ungol*



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CROSSROADS OF THE (FALLEN) KING

Type: Crossroads.

Inhabitants: N/A

Population: 0.

Origin: First mentioned in the time of King Anárion.

Purpose: A landmark for travellers in Ithilien.

Symbol: None.

Map Coordinates: I14

The Crossroads are the junction of the road between Osgiliath and Minas Ithil with the Morannon-Harad Road. Both roads are paved expertly here; not even a blade of grass dares emerge from between the flagstones. A great statue of a crowned king and a grove of tall tress mark the site. Local legends hold that Anárion mustered the troops of Gondor here before the Battle of Dagorlad.

DALE

Type: Town.

Inhabitants: 100% Northman.

Population: 570.

Origin: Held by Lords of Dale since T.A. 1109.

Purpose: The seat of the Thyn; a center for manufacturing products for the rural Northmen.

Symbol: None.

Map Coordinates: B15

This town of Urban Northmen is set in a sheltered valley beneath Erebor. Dale is famous for its skilled craftsmen, and many of its goods pass down the Celduin to markets in Rhûn and Gondor. The town sits in the shadow of Erebor, a stark and lonely mountain many believe to be haunted. Dale still serves as a base for those who wish to explore the Grey Mountains or spy on the highway that connects Angmar to Eastern Lands.

DERNDINGLE

Type: Cultivated Glade.

Inhabitants: N/A

Population: 0.

Origin: Used by Ents since the First Age.

Purpose: A place of gathering and debate.

Symbol: None.

Map Coordinates: F10

Derndingle is a dish-shaped valley with a small, tree-topped mound in the center. Any seeking counsel with the Ents usually try their luck at this spot.

DERWATH

Type: Village.

Inhabitants: 20% Gondorian, 80% Dunman.

Population: 250.

Origin: Settled by Gondorian pioneers around T.A. 609.

Purpose: An agricultural community; serves administrative roles in the sparsely populated Westmarch.

Symbol: None.

Map Coordinates: H9

The village serves as headquarters to a detachment of rangers.

DOL AMROTH

The name given Lond Ernil after the death of King Amroth of Lórien in T.A. 1981.

DOL GULDUR

Type: Natural Stronghold.

Inhabitants: 90% Orcish, 5% Troll, 5% Other.

Population: 250.

Origin: Delved by Dwarves until the middle of the Second Age, occupied by the Necromancer around the year T.A. 1050.

Purpose: Defense against enemies of the Necromancer; a breeding ground for Orcs and Trolls.

Symbol: None (The Red Eye).

Map Coordinates: E13

Amon Lanc is an extinct cinder cone in southwestern Mirkwood. The complex of caves and tunnels beneath is known to be the home of the Necromancer, a sorcerer of vast and terrible power. His Orcish minions plague the southern portions of the forest. The dungeons of Dol Guldur are rumored to be vast and filled with both gruesome horrors and magnificent treasures. Many believe the power in Dol Guldur to be the evil force behind the sudden increase in Spiders, Wargs, Trolls, and Fell Beasts in the region.

DUNDOK

Type: Village.

Inhabitants: 100% Stoor Hobbit.

Population: 150.

Origin: Occupied by Hobbits since at least T.A. 1360.

Purpose: Agriculture.

Symbol: None.

Map Coordinates: D12

The village is hidden within the drier reaches of the Gladden Fields. The Hobbits of Dundok are, for the most part, recluses who want little to do with the affairs of Men.

DUNLOSTIR

Type: Market Town.

Inhabitants: 90% Gondorian, 10% Dunman.

Population: 880.

Origin: First market recorded in T.A. 808.

Purpose: A gathering place for the farmers of central Calenardhon; grain storage.

Symbol: None.

Map Coordinates: G10

Dunlostir is the center of the region's cereal trade. Twice a year, harvest fairs turn the ordinarily sleepy community into a vibrant and cosmopolitan center.

DURTHANG

Type: Citadel.

Inhabitants: 100% Gondorian.

Population: 240.

Origin: Built by Isildur, T.A. 1.

Purpose: Surveillance of traffic crossing the plain of Udûn.

Symbol: The White Tree.

Map Coordinates: H14

The fortress rests on a precarious ledge high above Udûn, giving it an excellent view of any trespassers into Mordor. Durthang relies upon a precarious supply line which connects it to Cirith Ungol. A winding and narrow track snakes through the Ephel Dûath and joins the citadel to the plain of Gorgoroth. King Tarondor of Gondor reduced the size of the garrison after the Plague and is sorely tempted to abandon the fortress to save the expense of maintaining it.

DÛSALAN

Type: Coastal Town.

Inhabitants: 60% Coastal People, 35% Haradan, 5% Black Númenórean.

Population: 1,900.

Origin: Settled by entrepreneurs from Umbar in roughly T.A. 307.

Purpose: A mercantile hub for traffic to and from the South.

Symbol: None.

Map Coordinates: N/A

Dûsalan is a coastal town ruled by three independent Black Númenórean lords but dominated by Umbar. The town is a center for trade with the Far South, drawing many ships laden with spices, ivory, and slaves which hope to avoid the steep port taxes levied in the city of Umbar. From Dûsalan, caravans then haul goods overland to the more populated areas. Dûsalan also represents the southern limit of accurate geographic knowledge among the Dúnedain. Information about lands further south are full of wild tales and inaccuracies.

EDHELLOND

Type: Elven Haven.

Inhabitants: 80% Silvan Elvish, 20% Sinda.

Population: 2,400.

Origin: Founded by Elves fleeing the Ruin of Beleriand early in the Second Age.

Purpose: A departure point for Elves leaving Middle-earth.

Symbol: A white banner shaped like a swan flies from the Shipwright's tower; banners displaying the personal devices of the Elven nobility in residence fly from the wall of the Haven.

Map Coordinates: J10

Edhellond is situated upon a jagged islet at the mouth of the River Morthond, making access impossible for all except the invited visitors of the Elves. One enters the city through sea-caves which house a small Elven fleet in safety. Though surrounded by the lands of Men, Edhellond remains untainted by the association and retains a wholly Elvish character. Galadriel and Celeborn make their home in Edhellond, though they travel frequently throughout Middle-earth.



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*Quickbeam,
an Ent*





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EILENACH

Type: Beacon-tower.

Inhabitants: 100% Gondorian.

Population: 120.

Origin: Current tower completed in T.A. 522.

Purpose: A link in Gondor's chain of communication with the North.

Symbol: The White Tree.

Map Coordinates: H13

Eilenach is located on the tallest and steepest hill within Druadan Forest. The beacon is the second in the chain connecting Minas Anor with Gondor's northern frontiers.

EITHEL CELEBRIN

Type: Fortified Town.

Inhabitants: 70% Gondorian, 30% Mixed Mannish.

Population: 140.

Origin: Settled by trading company from Pelargir, circa T.A. 1290.

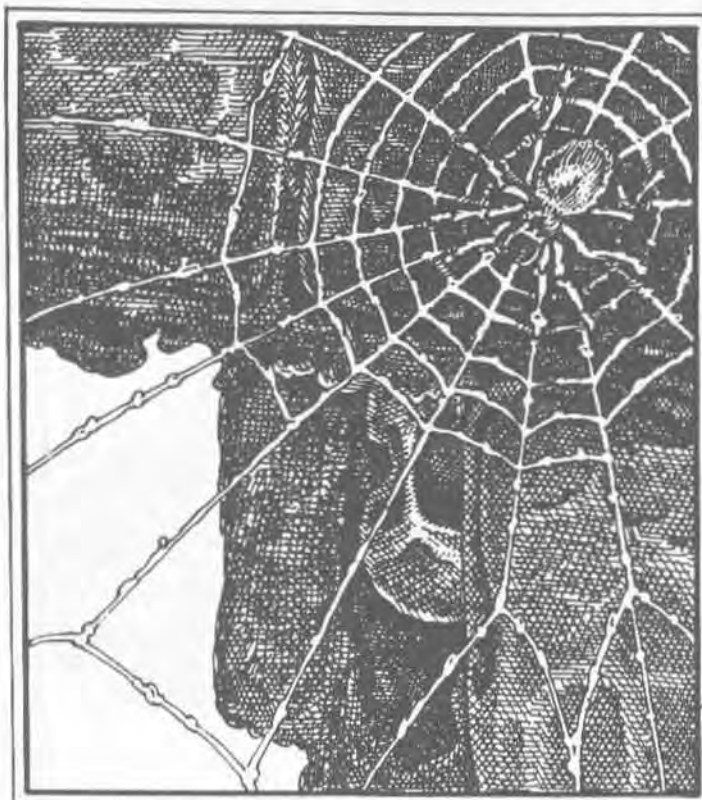
Purpose: Reprovisioning caravans near the eastern rim of the Dead Marshes.

Symbol: None.

Map Coordinates: G14

Eithel Celebrin suffers from the growing tendency of merchants bound for Rhovanion to ship their goods by means of the safer route up the Anduin to Tir Anduin, and the town has shrunk considerably since the Plague.

*A Spider,
Focus for
a Growing
Cult of Evil*



EITHEL THURIN

Type: Tower and Coastal Town.

Inhabitants: 40% Gondorian, 60% Haradan.

Population: 620.

Origin: Founded by Gondorian army, circa T.A. 932.

Purpose: Center for Gondorian control in Harondor; trading center for coastal traffic.

Symbol: None.

Map Coordinates: K12

The town is frequently the target of raids from Umbar and hostile Haradrim. Residents have made evacuation part of their routine. Only a small amount of legitimate trade flows through the town, though smuggling touches the life of virtually every resident.

ELDANAR

Type: Castle.

Inhabitants: 100% Angmarean (Mixed Mannish).

Population: 288.

Origin: Built by Númenórean colonists around S.A. 2800, seized by Angmar in T.A. 1325.

Purpose: An advance watch-station for Angmar.

Symbol: Seven Stylized White Square Knots in a Circle on a Blue Ground.

Map Coordinates: B8

Built originally by the Dúnedain of Rhudaur, Eldanar is now a secure watch-station set well out into the plain known as the En Udunorath. The Witch-king sends strong patrols out of Eldanar to harass the Men of Arthedain.

ELOSTIRION

Type: Tower.

Inhabitants: 33% Dúnedain, 66% Eriadoran.

Population: 52.

Origin: Built by Gil-galad as a gift to Elendil.

Purpose: Home to one of the Palantíri.

Symbol: Arnor's Seven Star's.

Map Coordinates: D4

Elostirion is the tallest and westernmost of the three White Towers in the Eryn Beraid. A Palantir is kept here, keeping constant watch on the Undying Lands. Built by Gil-galad, the Fair Folk of Lindon are among the most frequent visitors to the Tower. [Drögil of Fornost]

ENDIL

Type: Watch-tower.

Inhabitants: 100% Gondorian.

Population: 24.

Origin: Built by Anárion, circa S.A. 3398.

Purpose: A watch-post for pirates and raiders; a warning beacon to ships passing close to the rocky shoals around the nearby cape.

Symbol: None.

Map Coordinates: J10

The Prince of Dor-en-Ernîl maintains a series of towers along the Belfalas coast. They are located at strategic points such as promontories, cliffsides, and islets. Their function is to alert Lord Ernîl of a Corsair landing.

ERÄDAS

Type: Castle.

Inhabitants: 50% Coastal People, 20% Haradan, 20% Corsair, 10% Black Númenórean.

Population: 200.

Origin: Built by Eärnil I of Gondor around T.A. 934, seized by Umbar in T.A. 1449.

Purpose: A rural retreat for Lord Teldúmeir of Umbar; the seat of local administration

Symbol: Crossed Red Anchors on a White Field.

Map Coordinates: N/A

Erädas is situated on a sheltered cove in the Bay of Umbar, and the town nearby is known to produce the finest wines south of Gondor. [San Martorin]

EREBOR

Type: System of Caverns

Inhabitants: N/A

Population: 0.

Origin: Natural formation, enlarged by Dwarves in Second Age (?).

Purpose: Unknown.

Symbol: None.

Map Coordinates: B15

Many tunnels and caverns lie underneath the Lonely Mountain near the town of Dale in northern Rhovanion. Legend holds that the depths of the mountain are haunted by malevolent spirits, but such tales do not deter prospectors greedy for the mineral wealth that lies therein. Dwarves may have constructed the caverns in the distant past, but every trace of their presence has vanished.

ERELAS

Type: Beacon-tower.

Inhabitants: 100% Gondorian.

Population: 85.

Origin: Construction begun on the site of an older, simpler signal-platform in T.A. 494.

Purpose: A link in Gondor's northern chain of communication.

Symbol: The White Tree.

Map Coordinates: H13

Erelas is the fourth beacon in the series running northwest from Minas Anor.

ESGAROTH (LAKE-TOWN)

Type: Market Town.

Inhabitants: 90% Northman, 10% Mixed Mannish.

Population: 910.

Origin: Founded as independent town on the site of a seasonal trading station, circa T.A. 1240.

Purpose: A market for most goods passing through northern Rhovanion; a regional focal point for rural Northmen in the region.

Symbol: None.

Map Coordinates: C15

Esgaroth is built upon great platforms above the Annen (Long Lake) and is connected to land by a single bridge. The Men of Lake-town elect a Master every other year, but trade is the true ruler of Esgaroth. Most of the trade routes in the region pass through Esgaroth, and the Northmen who live there are surprisingly cosmopolitan.

ETHRING

Type: Walled Town.

Inhabitants: 95% Gondorian, 5% Dunnish.

Population: 1,300.

Origin: Settled by Gondorians in the late Second Age, granted a royal charter in T.A. 180.

Purpose: A market town serving most agricultural and mining communities of Lamedon.

Symbol: Two Boars on an Orange Field.

Map Coordinates: I11

Ethring profits from the traffic along the Gondor Road. Most of the large farms in Lamedon are in the area, and Ethring becomes a large market town at harvest time. Mining and smithing are among the subsidiary industries. Like the other towns of Lamedon, Ethring maintains a "rustic" feel, especially in comparison to Gondor's busy seaports. Locals in Ethring and other nearby towns are more likely to be more suspicious of outsiders and peculiar behavior than their more worldly kinsmen, and travellers must take pains to be inconspicuous.





FANUILOND

Type: Coastal Town.

Inhabitants: 100% Gondorian.

Population: 750.

Origin: Continuous settlement from at least T.A. 2.

Purpose: Primarily a fishing village; also handles shipping on the Ethir Anduin.

Symbol: None.

Map Coordinates: J11

Fanuilon has repeatedly been the target of Corsair attacks, but its prime location keeps the population returning.

FENNAS DRÚNIN

Type: Fortified Town.

Inhabitants: 50% Cardolani, 30% Dunnnish, 20% Eriadoran.

Population: 430.

Origin: First settled by Númenóreans from Tharbad around S.A. 2910.

Purpose: A social and economic focal point for the farms and villages of Feotar.

Symbol: None.

Map Coordinates: E8

A Council runs most affairs in the town, which relies upon the local farms and vineyards for its prosperity. Some Hobbits live nearby, but they usually shun contact with the townsfolk. Since it is so far from the main roads of Cardolan, few visitors ever enter Fennas Drúnin, but it is a fine base for any who wish to explore southern Rhudaur or the Elf-ruins of Eregion.

Fanuilon



FORLOND

Type: Elvish Haven.

Inhabitants: 50% Silvan Elvish, 40% Sinda, 10% Noldo.

Population: 840.

Origin: Founded after the Ruin of Beleriand.

Purpose: Shipbuilding; a refuge for the Eldar.

Symbol: None.

Map Coordinates: D2

The Elvish haven in Forlindon is hidden and protected by a steep fjord. A well-sheltered harbor protects numerous Elven craft from the severe weather of Belegaer. Though not as densely populated as the nearby Grey Havens, Forlond remains an important urban center for the coastal Elves. Few mortals ever visit the city, where the Elves spend centuries building the beautiful and graceful craft destined to carry them across Belegaer to Aman. [Drógil of Fornost]

FORNOST ERAIN

Type: Fortified City.

Inhabitants: 95% Dúnedain, 5% Mixed Mannish.

Population: 3,100.

Origin: First fortified by Númenóreans in S.A. 3177, capital of Arthedain after T.A. 1409.

Purpose: Center of political power in Arthedain; royal seat; intellectual and commercial center of the Dúnedain of the North.

Symbol: Seven Stars on a Black Field.

Map Coordinates: C6

Located on a steep rise on the southern slopes of the North Downs, Fornost is as much a fortress as it is a city. Fornost was chosen to be the royal seat of Arthedain after the sack of Annúminas in T.A. 1409. Since then, a somber mood has permeated every aspect of life in court, for the Dúnedain stand ever ready to meet another assault by the Witch-king. Despite, or perhaps because of, the omnipresent threat from Angmar, the people of Arthedain are a spiritual folk given over to introspection. The wisest scholars and greatest library of the Men of the North are to be found in Fornost.

FORSAKEN INN, THE

Type: Inn.

Inhabitants: 80% Dunnish, 20% Hillman.

Population: 15.

Origin: In business since T.A. 1412.

Purpose: Reprovisioning and boarding of travellers on the Great East Road at the Mitheithel Bridge.

Symbol: None.

Map Coordinates: D9

Operated by a family of Dunlendings, the Forsaken Inn is one of the few safe and neutral places an innocent traveller may rest on the road from Rivendell to Bree.

FROGMORTON

Type: Hobbit Village.

Inhabitants: 60% Harfoot, 30% Fallohide, 10% Stoor.

Population: 230.

Origin: Settled during migration to Shire, T.A. 1601-1610.

Purpose: A market town for local farmers.

Symbol: None.

Map Coordinates: D6

The town's central location on the Great East Road makes it an ideal spot for regional gatherings. The fyrd occasionally uses the pastures outside of town for training.

GALIBUR (GALBIGUR)

Type: Tribal Village.

Inhabitants: 100% Dunnish.

Population: 280.

Origin: Settled during Númenórean expansion in Gondor, circa S.A. 2500.

Purpose: An important Dunnish ritual site in central Belfalas peninsula.

Symbol: None.

Map Coordinates: J10

Ruins dating to the time of the Daen Coentis lie just north of town.

GAMWICH

Type: Hobbit Village.

Inhabitants: 50% Harfoot, 30% Stoor, 20% Fallohide.

Population: 120.

Origin: Settled during the migration of Hobbits into the Shire, T.A. 1601-1610.

Purpose: An agricultural community.

Symbol: None.

Map Coordinates: D4

Gamwich is the Westron translation of the Kuduk name Galabas. The village is located in the Westfarthing of the Shire.

GLANHIR

Type: Walled Town.

Inhabitants: 85% Gondorian, 15% Dunnish.

Population: 1,300.

Origin: Received royal charter in T.A. 630, possibly constructed upon Second Age Elvish ruins.

Purpose: A collecting point for local farmers; an economic center for west-central Gondor; a river port.

Symbol: A Portcullis.

Map Coordinates: I10

Situated at the confluence of the Morthond and Ringló Rivers, Glanhir is considered the Gateway to Anfalas, for most trade to and from the region passes through this small city. Glanhir provides the safest haven in the west of Gondor, with nothing of note beyond until Tharbad and the Elf-cities of Lindon.

GOBLIN-TOWN

Type: Orc City.

Inhabitants: 70% Orcish, 5% Troll, 25% Mixed Mannish Slaves.

Population: 3,100.

Origin: Natural caverns occupied by Orcs since at least the Second Age.

Purpose: A base for raiding and dominating the Misty Mountain passes; a breeding ground for Orcs.

Symbol: *Tribal Banner*: Cleft Red Mountain on a Black Field. *Tribal Totem*: Scimitar named Elf-hewer (Ork: "Golog-proz").

Map Coordinates: C11

Goblin-town is an Orc-infested system of caverns near the High Pass connecting Imladris to the lands of Rhovanion. The Orcs of Goblin-town prey on travellers making the dangerous trek across the Misty Mountains as well as launching occasional raids on the Northmen of the Anduin Vales. Their warrens provide them with no small amount of security, and the Great Goblin and his cohorts grow fatter and more arrogant with each passing day. The foul and dank tunnels stretch for leagues beneath the mountains, extended daily by a force of slave laborers.

HAERLOND

Type: Port Town.

Inhabitants: 60% Gondorian, 40% Dunnish.

Population: 390.

Origin: Originally settled by Númenórean colonists in the Second Age, granted a royal charter by Turambar of Gondor in T.A. 602.

Purpose: Reprovisioning facility for ships rounding Cape of Andrast; fishing village.

Symbol: A Ship with a Torn Sail.

Map Coordinates: K5

Haerlond's small harbor services ships damaged in the dangerous passage around the cape. The ruins of a Númenórean settlement lie underneath the village.

HALIFIRIEN

Type: Beacon-tower.

Inhabitants: 100% Gondorian

Population: 100.

Origin: Current tower completed in T.A. 529.

Purpose: A link in Gondor's chain of communications in Anórien.

Symbol: The White Tree.

Map Coordinates: H11

Halifirien rests on the border of Anórien and Calenardhon. It is the seventh beacon in the chain.





HARLOND

Type: Elvish Haven.

Inhabitants: 45% Silvan Elvish, 40% Sinda, 15% Noldo.

Population: 650.

Origin: Founded after the Ruin of Beleriand.

Purpose: Shipbuilding.

Symbol: None.

Map Coordinates: D2

Harlond is more placid than either Forlond or Mithlond, and it is a place of simple pleasures rather than of great achievement. Almost invisible from the Sea, Harlond lies behind a sheltering headland. Few of the great Swan-ships depart from this port, but many small and delicate Elvish pleasure craft anchor here for forays onto the Sea.

[Drógil of Fornost]

HARLOND

Type: Port Town.

Inhabitants: 100% Gondorian.

Population: 500.

Origin: Settled soon after founding of Minas Anor, circa S.A. 3320.

Purpose: The port for Minas Anor; oversees river traffic on Anduin.

Symbol: None.

Map Coordinates: I13

Harlond is a busy town, handling almost all of the freight from southern Gondor bound for the lands of Calenardhon and Rhovanion. Since the collapse of Osgiliath, the business drawn to Harlond has increased threefold, elevating the status of nearby Minas Anor to the rank of mercantile center.

HAUDH-IN-GWANÛR

Type: Burial mound.

Inhabitants: N/A

Population: 0.

Origin: Originally created in the Second Age to house the noble dead among the Men of Twilight; reopened to accommodate the dead from the wars fought between Gondor and the Haradrim in T.A. 1050.

Purpose: A ritual burial ground, no longer in use.

Symbol: None.

Map Coordinates: J14

Extensive ruins mark the burial place of Bel'zordin, a prince who was slain in times before the Númenóreans came east to found colonies. Later additions to the site are intact. These catacombs house hundreds of mouldering corpses, including that of the Lord Gwanûr, from a battle in the Third Age.

HERUBAR GÛLAR

Type: Ruined Castle.

Inhabitants: N/A

Population: 0.

Origin: Unknown, possibly Númenórean in origin.

Purpose: Control of traffic on and along the Mitheithel.

Symbol: None.

Map Coordinates: C9

The keep is reputed to be haunted.

HOBBITON/BYWATER

Type: Hobbit Village.

Inhabitants: 50% Harfoot, 40% Fallohide, 10% Stoor.

Population: 360.

Origin: Settled during the migrations of Hobbits to the Shire, T.A. 1601-1610.

Purpose: An agricultural and pastoral community.

Symbol: None.

Map Coordinates: D5

Set on the Great East Road, Hobbiton sees more strange travellers than most of the rural areas of the Shire. Mostly harmless.

HORNBURG

Type: Fortress.

Inhabitants: 100% Gondorian.

Population: 1,600.

Origin: Built soon after the War of the Last Alliance at the end of the Second Age.

Purpose: Quarters for a large portion of Gondor's army in Calenardhon; administration and protection of the lands from the Isen Fords to Calmirië.

Symbol: The White Tree.

Map Coordinates: G9

"Hornburg" is a Westron name; most Gondorians refer to the citadel as Ostiras. The fortress consists of a sturdy tower on a great spur of rock, with a thick wall stretching from the tower across the mouth of the valley.

ILANIN

Type: Market Town.

Inhabitants: 80% Easterling, 20% Northman.

Population: 360.

Origin: Traditional trading site since at least T.A. 950.

Purpose: A site for commerce; a gathering spot for many Easterling tribes.

Symbol: None.

Map Coordinates: D17

Ilanin has few permanent buildings. Most structures are simple tents which disappear as soon as a market ends, loaded into the wagons and boats of their owners. During market times, no small number of Northmen are present in town.

IMLADRIS (RIVENDELL)

Type: Elvish Home.

Inhabitants: Mixed Elvish.

Population: 125.

Origin: Founded by Elrond Half-elven in S.A. 1697.

Purpose: A haven for healing, learning, and the arts.

Symbol: A White Rose.

Map Coordinates: D10

The house of Elrond Half-elven is located in a narrow ravine, not easily found in the broken lands of fallen Rhudaur. Evil things cannot come here, and the haven remains hidden from the minions of Angmar. For more information, see *Realms: Imladris*.

ISIGIR

Type: Castle.

Inhabitants: 60% Coastal People, 25% Corsair, 10% Haradan, 5% Black Númenórean.

Population: 210.

Origin: Constructed by the Captains of Umbar c. T.A. 320.

Purpose: A rural power base for Lord Adûmir of Umbar; administration of surrounding farmlands.

Symbol: A Sea-eagle.

Map Coordinates: N/A

Isigir is on the north shore of the Nen Umbar and produces many of the potent herbs for which Umbar is known.

[San Martorin]

KAS MARZÛK

Type: Coastal Town.

Inhabitants: 80% Haradan, 20% Corsair.

Population: 1,600.

Origin: Settled by Gondorians around T.A. 932, occupied by Corsairs in T.A. 1448.

Purpose: A mercantile center near the mouth of the Harnen; a base for Haradan raids against Gondorian holdings in Harondor.

Symbol: A Sand Drake.

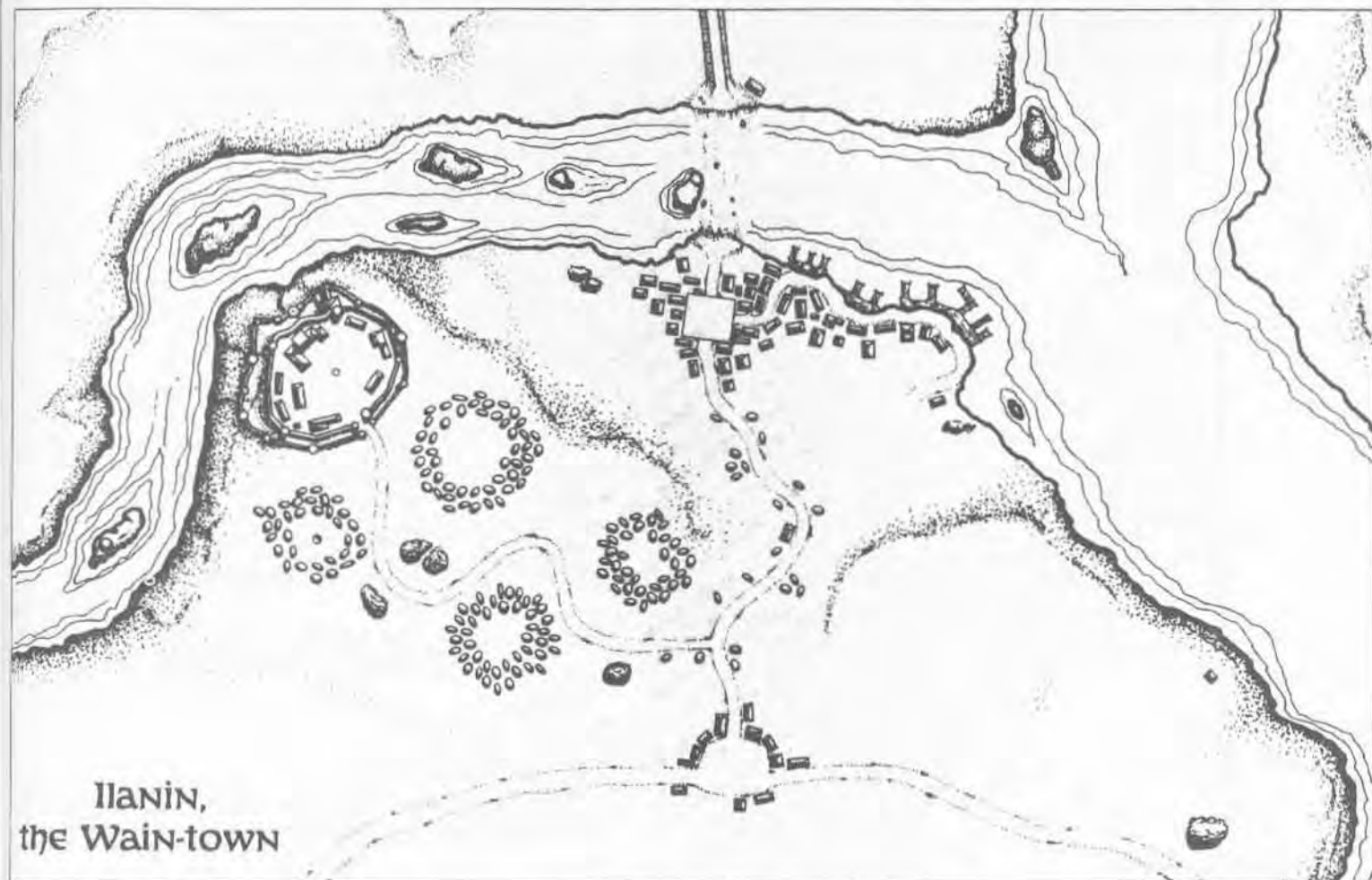
Map Coordinates: N/A

Kas Marzûk was once a Gondorian town known as Caras Mirilond, but it now rests under the authority of Sangahyandim, a great Corsair overlord and a nephew of Admiral Angamiatë of Umbar. The town fortifications have fallen into ruin, but Sangahyandim has imposed a brutal tax to reconstruct them.



77

Ilanin



Ilanin,

the Wain-town



KAS SHADOUL

Type: Coastal Town.

Inhabitants: 85% Haradan, 15% Corsair.

Population: 2,700.

Origin: Original town walls built by Ar-Pharazôn around Second Age 3261, deserted then resettled by Haradrim in the early Third Age.

Purpose: A mercantile center on the south bank of the Harnen; a gathering point for many tribes of Harad; administrative center for Sangahyandim.

Symbol: A Sand Drake.

Map Coordinates: N/A

Kas Shadoul is a major shipping port, and it is also the source for many of the contraband goods which flow into southern Gondor. The local lord is Sangahyandim, a Corsair lord who claims to be the great-grandson of Castamir the Usurper and whose father struck down King Minardil of Gondor in T.A. 1634. His uncle Angamaitë is an admiral in Umbar's fleet, and the two have launched many a raid on Gondor's coasts out of their hatred for the Dúnedain.

KAS SHAFRA

Type: Coastal Town.

Inhabitants: 40% Coastal People, 40% Haradan, 20% Corsair.

Population: 1,900.

Origin: Settled by Haradrim around T.A. 800.

Purpose: A trading port, roughly halfway between the Ethir Anduin and the City of Umbar.

Symbol: None.

Map Coordinates: N/A

Kas Shafra is renowned for the rare medicinal herbs grown in its environs.

KUSKA

Type: Village.

Inhabitants: 100% Angmarean (Mixed Mannish: Dúnnish, Brygath Easterling, Estaravë).

Population: 390.

Origin: Founded by Angmar soon after T.A. 1300.

Purpose: Provisioning the fortress at Morkai.

Symbol: None.

Map Coordinates: B9

Kuska is located in the Angmar Gap three miles west of Barad Morkai. An irregular stone wall, twenty feet high, surrounds the village.

LARACH DUHNNAN

Type: Market Town.

Inhabitants: 90% Dúnnish, 5% Dúnnadan, 5% Other Mannish.

Population: 420.

Origin: Established as an outpost on the Old North Road, T.A. 3; taken over by Dunlendings, T.A. 275.

Purpose: An urban center for the scattered Dúnnish tribes; a neutral place of contact for negotiation; a reprovisioning station on the Old North Road.

Symbol: None.

Map Coordinates: F8

Larach Duhnnan is in the territory claimed by Clan Feargan, but the foreign traffic passing through it makes it an excellent place for neutral discussion and trade among the tribes. No wall surrounds the town, and residents must rely upon the nearby Clan-hold of Feargan for defense. Larach Duhnnan is also at one of the few easy crossings of the small river known as the Dunstrem, and the clan-lords impose a moderate toll on all bridge traffic.

LINHIR

Type: Large Town.

Inhabitants: 95% Gondorian, 5% Mixed Mannish.

Population: 4,100.

Origin: Founded by Anárion in S.A. 3421.

Purpose: A port and center for trade and manufacturing, situated at the point where the Gondor Road crosses the Gilrain; a staging area for caravans and expeditions into the highlands and mining country.

Symbol: A Y-shaped Branch.

Map Coordinates: J11

Linhir is prosperous and busy, and a large population of unseemly characters has grown to prey upon the weak and gullible. A wall dating back to the time of Númenor surrounds the city, which has remained an important urban center for millennia.

LITASH

Type: Town.

Inhabitants: 95% Angmarean (Mixed Mannish), 5% Orc.

Population: 3,400.

Origin: Founded by the Witch-king soon after T.A. 1300.

Purpose: A training center for priests of the Dark Religion; a base for tax collection in eastern Angmar.

Symbol: None.

Map Coordinates: B10

Litash guards the eastern approaches to Angmar, and the Witch-king stations a large garrison here.





LITTLE DELVING

Type: Hobbit Village.

Inhabitants: 50% Harfoot, 25% Stoor, 25% Fallohide.

Population: 120.

Origin: Settled during the migration of Hobbits to the Shire, T.A. 1601-1610.

Purpose: Agricultural community.

Symbol: None.

Map Coordinates: D5

Located on the White Downs, Little Delving has a greater preponderance of *smials*, the traditional Hobbit dwelling, than some lowland settlements where tunnels are not practical.

LONDAROTH

Type: Ruined Town.

Inhabitants: 100% Northman.

Population: 50.

Origin: Settled by Northmen around T.A. 900.

Purpose: Portage river traffic around the falls at Lindal.

Symbol: None.

Map Coordinates: C15

Only a small trading station, two mills, and an inn remain to serve the merchants who must portage their wares over the Falls of Celduin. A market once flourished here, but it has moved up the Long Lake to Esgaroth.

LOND DAER

Type: Ruined Town.

Inhabitants: N/A

Population: 0.

Origin: Established as a colony of Númenor by Aldarion in the ninth century of the Second Age.

Purpose: A Númenórean haven on the shores of Endor.

Symbol: None.

Map Coordinates: F6

Lond Daer was ruined by a cataclysmic tidal wave in S.A. 3319.

LOND ERNIL

Type: Port City.

Inhabitants: 90% Gondorian, 10% Mixed Mannish.

Population: 10,200.

Origin: Site of an Elvish watch-tower, built c. S.A. 3440; city planned and constructed by Dúnedain, c. T.A. 830.

Purpose: Seat for the Prince of Dor-en-Enril; harbors and building yards for Gondor's navy; a mercantile center.

Symbol: A White Swan on a Blue Ground.

Map Coordinates: J10

The city guards one of Gondor's safest harbors, holding the realm's largest fleet outside of Pelargir. Due to their fine craftsmanship, ships built in Lond Ernil are more than a match for any of the craft of Umbar. Lond Ernil is also a busy mercantile center and boasts of some of the finest craftsmen in Middle-earth. As might be expected, Lond Ernil functions as a dominant trade hub, the busiest in Gondor west of Pelargir. Many of the goods from the North that arrive by sea pass through Lond Ernil, and it is the best place to find passage to Tharbad.

MAETHELBURG

Type: Fortified Market Town.

Inhabitants: 90% Northman, 5% Gondorian, 5% Other.

Population: 1,200.

Origin: Built by Northman settlers in roughly T.A. 1020.

Purpose: A focal point for Northman political, social, and economic activity in the Nan Anduin; a reprovisioning center along the Great East Road; a base for tin mining.

Symbol: None.

Map Coordinates: C12

Due to its central position, Maethelburg controls virtually all trade in the upper Anduin valley. In addition to its mercantile role, Maethelburg also produces much of the tin used in Gondor and Rhovanion, due to several mines in the lower slopes of the Hithaeglin. Few travellers heading west on the Great East Road will fail to reprovision themselves here before crossing the Misty Mountains, and most people moving east stop to recuperate from the mountain passage.

The town is built upon an artificial hill and is surrounded by a stout wooden palisade for defense. Though a Northman nobleman controls the town and the lands around it, Gondor maintains a small force in Maethelburg to keep an eye on the commercial center it considers her gateway to northern Rhovanion. The proximity of Maethelburg to Angmar and the Orc-holds of Gundabad and the Misty Mountains also results in a large population of spies in town, and most folk learn swiftly to guard their speech within the walls. Maethelburg is one of the few locations where Northmen will converse freely with Dúnedain, Hillmen, Dunlendings, Dwarves, and even occasional Elves, but this cosmopolitan atmosphere has been bought at the expense of increased suspicion in most dealings.

*A Street in
Maethelburg*



MARÖS

Type: Castle.

Inhabitants: 30% Coastal People, 30% Corsair, 30% Haradan, 10% Black Númenórean.

Population: 150.

Origin: Built by Númenórean colonists about S.A. 2210.

Purpose: Surveillance of traffic on the Nen Umbar; the rural stronghold of Lord Borathôr of Umbar.

Symbol: A Black Kraken.

Map Coordinates: N/A

Marös rests on a promontory which juts out into the Bay of Umbar. It has never fallen into the hands of Gondor. [San Martorin]

METHIR

Type: Fishing Village.

Inhabitants: 70% Gondorian, 30% Haradan.

Population: 500.

Origin: Settled by Gondorians, circa T.A. 970.

Purpose: A trading center in Harondor, supplying and catering to coastal traffic approaching the Éthir Anduin.

Symbol: None.

Map Coordinates: K12

Methir was recently sacked by raiding Haradrim, and the town has yet to recover its role as a way-station for river traffic. Most ships bound for Pelargir now hug the river's right bank to avoid the danger of Haradan raiders.

METRAITH

Type: Town

Inhabitants: 70% Cardolani, 30% Eriadoran.

Population: 340.

Origin: Founded by Tarcil of Arnor as a summer residence, T.A. 514.

Purpose: Seat of the Lords of Dol Tinare; a supply center and minor market for traffic on the Greenway.

Symbol: A Golden Pitcher on a Black Field.

Map Coordinates: E6

The Princes of Tinare inhabit a large and crumbling mansion in Metraith. As one of the few remaining viable towns between Bree and Tharbad, Metraith has become an important supply center for caravans as well as a base for the rougher types the trade along the road attracts.

MICHEL DELVING

Type: Hobbit Town.

Inhabitants: 45% Harfoot, 30% Stoor, 25% Fallohide.

Population: 650.

Origin: Settled during the Hobbit migrations to the Shire in T.A. 1601-1610.

Purpose: Largest town in and administrative center of the Shire; agriculture.

Symbol: None.

Map Coordinates: D5

The town rests on the slopes of the White Downs in the Westfarthing and is the home of Marcho and Blanco Fallohide, the two founders of the Shire. Michel Delving, despite its political importance, is still primarily an agrarian community.

MINAS ANOR

Type: Citadel/Fortified City.

Inhabitants: 95% Gondorian, 5% Other.

Population: 45,000.

Origin: Founded by Anáron in S.A. 3320, rebuilt by Ostroher in T.A. 420.

Purpose: Capital and royal residence of Gondor; location of a Palantír; the burial place of Gondor's Kings; a center of commerce and manufacturing; a hub of trade between southern Gondor, Rhovanion, the South, and the North; a training center for Gondor's army.

Symbol: The White Tree surmounted by the Sun.

Map Coordinates: I13

Minas Anor is situated on a great spur of rock at the eastern tip of the White Mountains. Great white walls define seven concentric levels of habitation, each higher in altitude and status than the one beneath it. The city provides a formidable defense, and within the walls, a thriving cosmopolitan life has grown. King Tarondor moved his throne here after the Plague wiped out half of the population of Osgiliath. Traders and craftsmen from as far away as Rhovanion and Umbar head for the City of the Sun to do business with their fellows and to gather news from far away.

The citizens of Minas Anor are known throughout Gondor as a practical bunch, and their industry has earned for them a role as the strongest bastion of the Free Peoples against the Shadow. Sadly, though, not all can share in the city's prosperity. The Plague forced a large portion of the rural population to seek sanctuary at the larger urban centers, such as Minas Anor. When the disease departed, the refugees remained encamped around the city walls, since many of their former towns no longer exist. Despite a large number of vacant dwellings, the city dwellers do not want to open their gates indiscriminately. They fear the effect an influx of cheap labor would have on their prosperity.





MINAS DÛRLITH

Type: Tower.

Inhabitants: Orcs (?).

Population: ?

Origin: Crafted by Sauron sometime during the Second Age.

Purpose: Control of the plain known as Gaer Dûrlith.

Symbol: None.

Map Coordinates: H16

Minas Dûrlith is one of the few Sauronic strongholds to survive the invasion of Mordor by the Last Alliance of Elves and Men.

MINAS ITHIL

Type: Fortified City.

Inhabitants: 90% Gondorian, 10% Mixed Mannish.

Population: 30,000.

Origin: Founded by Isildur in S.A. 3320, rebuilt in T.A. I.

Purpose: Control of the passes into Mordor; garrison for Gondor's army in Ithilien; location of a Palantír; mercantile center; home to a community of scholars and artists; the administrative center of Ithilien.

Symbol: The White Tree surmounted by a Crescent Moon.

Map Coordinates: H14

Minas Ithil is a Gondorian city protected by a deep valley in the Ephel Dúath. It is the largest urban center east of the Anduin. The city is suffering the effects of isolation from the rest of Gondor following the Great Plague, although it is far from extinct, due to its thriving wool trade. The City of the Moon is better known, however, as the intellectual and spiritual center of Gondor. Many artists, scholars, and spiritual folk seek the tolerant streets of Minas Ithil to pursue their occupations. Despite the gradual decay of some of the older buildings, Minas Ithil houses some of the most dramatic architecture in Gondor. The more practical citizens of Minas Anor and Pelargir view Minas Ithil as a place of folly, but the City of the Moon remains a jewel among cities.

MINAS GIRITHLIN

Type: Castle.

Inhabitants: 70% Cardolani, 20% Eriadoran, 10% Dunnish.

Population: 60.

Origin: Built by Lord of Girithlin around T.A. 590.

Purpose: Ancestral home of the Princes of Dol Girithlin; domination of the surrounding countryside; protection against attacks from neighboring powers

Symbol: Crossed Lances above a Knight's Helmet.

Map Coordinates: E5

The castle is sturdy and has withstood many a siege, as one can see by the numerous scars left by flames and missile engines on its exterior.

MINAS MORGUL

Name given to Minas Ithil after it was taken by the Nazgûl in T.A. 2002.

MINAS THONFALON

Type: Ruined Tower.

Inhabitants: N/A

Population: 0.

Origin: Constructed on orders of King Tarcil of Arnor, T.A. 503.

Purpose: Surveillance of traffic along the coast of the Rast Vorn.

Symbol: None.

Map Coordinates: F4

The ruin is located amidst the "Bog Coast," and its foundations are slowly sinking in the waterlogged ground.

MINAS TIRITH

Name given to Minas Anor in T.A. 2002.

MIN-RIMMON

Type: Beacon-tower.

Inhabitants: 100% Gondorian.

Population: 75.

Origin: Current tower completed in T.A. 516.

Purpose: A link in Gondor's northern communications network.

Symbol: The White Tree.

Map Coordinates: H12

The fifth beacon in the series was built on a mountain named Rimmon—the last peak in a spur reaching north from the Ered Nimrais.

MITHLOND (GREY HAVENS)

Type: Twin Cities.

Inhabitants: 50% Silvan Elvish, 40% Sinda, 10% Noldo.

Population: 2,200.

Origin: Founded by Círdan after the Fall of Beleriand.

Purpose: The manufacture of ships; a departure point for Elves leaving Middle-earth.

Symbol: A White Pelannun on a Blue Field.

Map Coordinates: D3

Two harbors, Mithannúnlond on the west shore of the Gulf of Lhûn and Mithrónalond on the east, make up the city. Traffic across the Gulf in swift and graceful Elven craft is quite regular. At night, the lanterns on the prows of Elven craft make the Gulf dance with sparkling lights. As with most Elf-cities, Mithlond is a place of magic and beauty. Most Men avoid Mithlond out of fear, and the Elves see little reason to meddle in the petty affairs of mortal races. However, Mithlond is an open city, and the Elves would not turn away an honest traveler who sought their gates, although their welcome might appear cool to those not versed in their ways. [Drógil of Fornost]

MORANNON

Type: Linear Fortification.

Inhabitants: 100% Gondorian.

Population: 300.

Origin: Built by Sauron in the Second Age.

Purpose: Control of passage into or out of Mordor.

Symbol: The White Tree.

Map Coordinates: H14

During the Battle of Dagorlad, Sauron was forced to retreat to Barad-dûr when the forces of the Last Alliance broke the defenses here. A single gate with three great doors of iron is the only opening in the Morannon, an exit suitable for the passage of a mighty army. Today, Tarondor's forces man the gates, monitoring all traffic into Mordor.

MORIA

Type: Dwarf-mansion.

Inhabitants: 100% Naugrim.

Population: 60,000.

Origin: Founded by Durin the Deathless in the First Age.

Purpose: Exploitation of mineral resources in the central Hithaeglr.

Symbol: Seven Stars in a Triangular formation.

Map Coordinates: E10

Moria is a Dwarven city delved beneath three peaks in the central Misty Mountains. The descendants of the First Father of the Khazâd, Durin, make their home in the magnificent complex of tunnels, caverns, avenues, and halls. For more information see *Realms: Moria* (Khazad-dûm).

MORKAI

Type: Castle.

Inhabitants: 100% Angmarean (Mixed Mannish).

Population: 1,000.

Origin: Built by the Witch-king soon after T.A. 1300.

Purpose: Monitoring post for traffic entering and leaving the Nan Angmar; a base for raids against Arthedain; an administrative center.

Symbol: A Black Wolf Head silhouetted against a Red Sun.

Map Coordinates: A9

Barad Morkai rises from the top of a granite bluff looming over the Angmar Road. Composed of thick walls and squat bastions, the fortress is built to withstand the strongest of siege machines.

MORTHONDOST

Type: Fortress/Town.

Inhabitants: 80% Gondorian, 20% Dunnish.

Population: 650.

Origin: Built by Dúnedain in the late Second Age, granted autonomy in T.A. 569.

Purpose: Protection and administration of the Morthond Vale; exploitation of mineral resources.

Symbol: A Five-pointed Star above a Well.

Map Coordinates: H9

Despite its proximity to the notorious Paths of the Dead, the Morthond Vale remains an important mining center for Gondor, seemingly untouched by the dread associated with the Paths.

MOUNT GUNDABAD

Type: Orcish City and Fortress.

Inhabitants: 78% Orcish, 20% Human Slave, 2% Troll.

Population: 14,100.

Origin: Orcs have occupied the Mountain since the Ruin of Beleriand.

Purpose: The capital of the Orcish realm of Gundabad; a military base for operations in Rhovanion; a stronghold against outside attack.

Symbol: The Triple Peaks of Gundabad on a Red Field.

Map Coordinates: A11

Mount Gundabad faces the peak Ūgûlai across the Den Lôke, the gap between the Hithaeglr and the Ered Mithrin. Skorg, the dread founder of the Orc-realm under the mountain, approached the Dragon Gap from the north, having driven his band through howling blizzards in the Forodwaith. For more information, see *Realms: Gundabad*.

MULKAN

Type: Tribal Settlement.

Inhabitants: 100% Lossoth.

Population: 100.

Origin: Settled in T.A. 1637 as a result of periodic migrations of Lossoth.

Purpose: A base for hunting and gathering in the wastes of Forochel.

Symbol: None.

Map Coordinates: A5

In winter, hide tents give way to houses built of snow and ice blocks.





NANSRET

Type: Tribal Settlement.

Inhabitants: 100% Beffraen.

Population: 140.

Origin: Unknown, probably not more than a century old.

Purpose: A base for hunting and gathering operations.

Symbol: None.

Map Coordinates: F4

Nansret is the only known village of the Beffraen, the Wild Men of the Rast Vorn. Unmortared stone walls provide protection from the perils of the Wood.

NARDOL

Type: Beacon-tower.

Inhabitants: 100% Gondorian.

Population: 85.

Origin: Built by Tarostar of Gondor to replace a wooden signal-platform on the site; completed in T.A. 516.

Purpose: A link in Gondor's communications network along the Old North Road.

Symbol: The White Tree.

Map Coordinates: H13

Nardol is the third beacon in the chain. It is located on a spur of the White Mountains overlooking the Drúadan Forest.

NOGOTHIAN

Type: Bridge.

Inhabitants: N/A

Population: 0.

Origin: Built by the Naugrim of Moria before S.A. 1693.

Purpose: Passage across the Anduin on the Great East Road.

Symbol: None.

Map Coordinates: D12

The Nogothian is crumbling, having lasted without maintenance for many centuries. Floods in T.A. 1639 washed away one of the three spans, and most travellers now use the nearby Athrad Iaur.

NOGROD

Type: Ruined Dwarf-mansion.

Inhabitants: N/A

Population: 0.

Origin: First delved in the Early First Age.

Purpose: The mining, smelting, and working of precious metals found in the Ered Luin.

Symbol: None (The Hammer and Flame).

Map Coordinates: B3

Nogrod was destroyed in the cataclysm that sank Beleriand beneath the ocean. The Dwarven city's drowned and broken halls have been abandoned for millenia.

NOTHVA RHAGLAW

Type: Stockaded Town.

Inhabitants: 90% Hillman, 10% Dunnish.

Population: 840.

Origin: Founded by Broggha of Rhudaur in T.A. 1639.

Purpose: A trading center; a military point of muster; local administration.

Symbol: None.

Map Coordinates: C8

The only permanent Hillman town west of the Mitheithel, Nothva Rhaglaw is a trading center and a source of local justice. The movements of the semi-nomadic Hillmen, though, cause the town's population to vary widely with the seasons.

OATBARTON

Type: Hobbit Village.

Inhabitants: 50% Harfoot, 40% Stoor, 10% Fallohide.

Population: 200.

Origin: Settled in T.A. 1625 by a family from Bree.

Purpose: Agriculture.

Symbol: None.

Map Coordinates: D5

The rural Hobbits of Oatbarton have a fair amount of contact with Men, due to their proximity to the estates of Arthedain's powerful Tarma family. Bandits in the area cause the Hobbits of Oatbarton to take weapons more readily than their neighbors.

ONODRITH

Type: Stockaded Town.

Inhabitants: 95% Gondorian, 5% Dunnish.

Population: 1,100.

Origin: Grew around ferry in tenth century of the Third Age, granted a royal charter in T.A. 1240.

Purpose: Small market town at crossing of River Entwash; a local administrative center; a collecting point for goods bound for southern Gondor.

Symbol: Three Sheaves of Wheat.

Map Coordinates: G11

Onodrith is a station for most of the river traffic to Gondor's northern and western provinces. It also holds much of the grain kept in reserve by the King of Gondor in great warehouses along the river. The ferry here handles much traffic, but the high tolls cause many travellers to seek the Iach Onodlo some twenty miles upstream.

OSGILIATH

Type: City in Decline.

Inhabitants: 90% Gondorian, 10% Mixed Mannish.

Population: 2,500.

Origin: Founded by Elendil in S.A. 3320.

Purpose: The former capital of Gondor; a center for learning and art; the major port for Anduin traffic.

Symbol: The White Tree surrounded by Seven Stars.

Map Coordinates: II4

Osgiliath has been plagued by disaster. Castamir's supporters burned the city during the Kin-strife, and repairs never restored its original beauty. Then, the city was devastated by the Plague, losing half of its citizens in a few short months. The King moved his seat to Minas Anor, leaving only a desperate few to live among the crumbling buildings. A small but able detachment of soldiers guards the decrepit bridge across the Anduin. Despite its strategic importance as a river crossing, the King is almost helpless to prevent the decline of what was once the most beautiful city of Gondor into a pathetic ruin and a den of brigands.

OSSARNEN

Type: Walled Town.

Inhabitants: 85% Gondorian, 15% Dunnish.

Population: 1,400.

Origin: Settled by Gondorians around S.A. 3350; granted a royal charter in T.A. 792.

Purpose: A supply center for mining communities in the White Mountains.

Symbol: A Miner's Lamp.

Map Coordinates: HII

Ossarnen is predominantly a mining community situated well off the main road through inland Gondor. Its residents tend to be a bit provincial in their tastes, which favor the rugged styles of the Dunnish natives in the region.

OSTIGURTH

Type: Fortified City.

Inhabitants: 40% Orc, 40% Haradan, 15% Easterling, 5% Troll.

Population: 2,560.

Origin: Built by Sauron in the mid-Second Age.

Purpose: Control of traffic in the Den Nurn; the manufacture of finished products; small-scale trade; a garrison for troops.

Symbol: None.

Map Coordinates: II6

Ostigurth is situated at the head of a small canyon on the southern edge of Gorgoroth, far from the eyes of Gondor's garrison. The Orcs and Trolls inhabit a cavern complex in the mountain under the city.

OST-IN-EDHIL

Type: Ruined Elven City.

Inhabitants: N/A

Population: 0.

Origin: Founded by Galadriel and Celeborn around S.A. 750. (Celebrimbor established the Gwaith-i-Mirdain in the city environs.)

Purpose: An Elven residence; smith halls for the magical crafters known as the Gwaith-i-Mirdain.

Symbol: None.

Map Coordinates: E8

Celebrimbor the Smith, the forger of the Great Rings, made his home here, as did the fairly disguised Sauron. Ost-in-Edhil was destroyed by Sauron's hordes in S.A. 1697 after the Elves discovered his treachery, and its survivors fled to the havens of Lórien and Rivendell. Men now avoid the ruins out of fear of traps and baleful magic.

PATHS OF THE DEAD

Type: Underground Tomb Complex.

Inhabitants: N/A

Population: 0.

Origin: Used as a burial ground by the Daen since the mid-Second Age, last interment in T.A. 679.

Purpose: Crypts for the royalty of the Daen Coentis.

Symbol: None.

Map Coordinates: H10

The Paths of the Dead were originally natural caverns beneath the White Mountains which connected the vale of Dunharrow to the Morthond valley. The Daen Coentis folk enlarged the tunnels and used them as a burial site. The Paths are haunted and none have passed through alive since the days of Elendil. Legend holds that only the heir of Isildur may travel the Paths unmolested and demand service from the spirits which abide there.

PELLARDUR

Type: Castle.

Inhabitants: 50% Haradan, 30% Coastal People, 15% Corsair, 5% Black Númenórean.

Population: 180.

Origin: Built by the Captains of Umbar, circa T.A. 750.

Purpose: Defense of southern land approaches to the city of Umbar; administration of surrounding farmlands; a retreat for Lord Arkhâd.

Symbol: A Cedar Tree.

Map Coordinates: N/A

Pellardur is situated close to the City of Umbar and rests in fairly fertile agricultural lands. The nearby cedar forest provides much of the timber for Umbar's fleet.

[San Martorin]





RENDÛL

Type: Walled Town.

Inhabitants: 60% Gondorian, 40% Dunnish.

Population: 980.

Origin: Occupied by Gondor since at least T.A. 954, granted a royal charter in T.A. 1187.

Purpose: Regional trading post on the River Morthond; a defense against Dunnish insurrection; a supply center for the Gondorian garrison.

Symbol: A Sword crossed by a Scepter before a Loom.

Map Coordinates: I10

Rendûl is perhaps the best base for exploration of the interior of Anfalas, since its sturdy walls provide an excellent defense against Dunnish attacks. A large portion of Gondor's garrison in the region lives just outside of town and makes frequent expeditions to collect tribute and keep the peace.

RHOSGOBEL

Type: Wizard's Home.

Inhabitants: 100% Ista.

Population: 1.

Origin: Built by Radagast around T.A. 1100.

Purpose: A place of healing and herb-lore; a refuge from Mirkwood; an observation post on Dol Guldur.

Symbol: None.

Map Coordinates: E13

Rhosgobel is a simple place formed out of the boughs of a great furry oak tree. Radagast keeps the most extensive herb garden in Middle-earth, and many of the Free Peoples who live in the forest seek Rhosgobel in times of need.

RIAVOD

Type: Walled Town.

Inhabitants: 100% Easterling.

Population: 1,060.

Origin: Settled by Easterlings, circa T.A. 1408.

Purpose: A trading base for expeditions up the Celduin; a port on the Sea of Rhûn.

Symbol: None.

Map Coordinates: E19

Although ruled by a Sagath prince, the Dorwinrim use the town as their main trading base with the lands of Western Endor, shipping their goods up the Celduin to the Northmen of Esgaroth. Though they are an outgoing people, they view Gondor's empire with suspicion and prefer to deal with the people of the West outside of their own lands. Riavod is a simple stockaded town with a population which fluctuates with the season. There is a stable population of Sagath who live within the walls year-round and use the town as a base for their raids

ROMENOST

Type: Frontier Outpost.

Inhabitants: 100% Gondorian.

Population: 95.

Origin: Built by the Gondorian Eastern Army around T.A. 1399.

Purpose: A waystation along the Men Romen; a defensive point against invasions from the East.

Symbol: The White Tree.

Map Coordinates: F13



ROOD

Type: Small Town.

Inhabitants: 70% Dúnadan, 30% Mixed Mannish.

Population: 280.

Origin: Grew around Baranduin river traffic in early Third Age.

Purpose: A collecting point for area farms; a shipping station for freight on Baranduin and on the Fornost-Annúminas Road.

Symbol: None.

Map Coordinates: C6

With the sack of Annúminas, Rood began to fall into a decline, becoming a den for thieves and bandits.

SAARKAANA

Type: Desert Fortress.

Inhabitants: ?

Population: ?

Origin: Possibly Númenórean (?).

Purpose: Unknown, possibly ceremonial.

Symbol: None.

Map Coordinates: N/A

Saarkaana is an Umbarean fortress in the parched Talath Naur, situated near the ruins of a Second Age structure. The Lords of Umbar refuse to speak publicly about the need for such an isolated citadel.

SACKVILLE

Type: Hobbit Village.

Inhabitants: 50% Stoor, 45% Harfoot, 5% Fallohide.

Population: 110.

Origin: Settled during the migration to the Shire, 1601-1610; locals claim that Hobbits have inhabited the site since S.A. 1409.

Purpose: Agriculture.

Symbol: None.

Map Coordinates: E5

Proximity to the rugged Men of Eriador's Red Hills bestows a (not entirely undeserved) reputation for crudity upon the residents of Sackville, who have taken on many of the uncouth ways of their neighbors.

SCARY

Type: Hobbit Village.

Inhabitants: 40% Harfoot, 35% Stoor, 25% Fallohide.

Population: 130.

Origin: Settled during the migration into the Shire, T.A. 1601-1610.

Purpose: Agriculture; mining; quarries.

Symbol: None.

Map Coordinates: D6

Set in the rugged country of the Eastfarthing, Scary and its nearby mines provide most of the tin and copper ores used in the Shire, as well as much of the granite used in building.

SHEDÛN

Type: Castle.

Inhabitants: 100% Angmarean (Mixed Mannish).

Population: 940.

Origin: Built by Witch-king circa 1310.

Purpose: Regional administration; the control of traffic into and out of Nan Angmar.

Symbol: A Pair of Red Bat Wings on a Black Field.

Map Coordinates: A9

The broad plains below Shedûn provide a training ground and a mustering point for the Witch-king's Orcish forces. Fights between the Orcs and the Mannish garrison are common, and the Witch-king relies upon brutal discipline to keep order.

SOOK ASNI

Type: Coastal Town.

Inhabitants: 90% Haradan, 10% Corsair.

Population: 680.

Origin: Settled by Haradrim, circa T.A. 1400.

Purpose: Fishing; ship building and repair.

Symbol: None.

Map Coordinates: N/A

The lacquered tableware created by the craftsmen of Sook Asni is much in demand among the nobility of Umbar.

SPATHLIN

Type: Town.

Inhabitants: 90% Gondorian, 10% Dunnish.

Population: 820.

Origin: Settled by Gondor, circa T.A. 410.

Purpose: Trading center at the confluence of the Rivers Ciril and Ringló; a collecting point for local farms

Symbol: None.

Map Coordinates: I10

Spathlin controls much of the river traffic to northern Lamedon, but it suffers nonetheless from isolation as it lies far from the overland routes across Gondor. The town falls under the jurisdiction of the Prince of Lond Ernil, who more often than not assigns politically troublesome nobles to be its lord. Thus, the town and the fertile region around it remain underdeveloped, much to the frustration of the King.

STADDLE

Type: Village.

Inhabitants: 70% Stoor Hobbit, 30% Bree-man.

Population: 90.

Origin: Settled by Bree-land farmers, circa T.A. 1250.

Purpose: Agriculture.

Symbol: None.

Map Coordinates: D6

Staddle is just a short walk from Bree, and it relies upon its larger neighbor for most of the services a small agrarian community cannot provide for itself.

STOCK

Type: Hobbit Village.

Inhabitants: 55% Stoor, 20% Fallohide, 25% Harfoot.

Population: 210.

Origin: Settled during Hobbit migrations to the Shire, 1601-1610.

Purpose: Agriculture.

Symbol: None.

Map Coordinates: D6

The fertile soil of the Baranduin River valley produces some of the Shire's best mushrooms.





STRAYHOLD (BUHR WALDLAES)

Type: Fortified Town.

Inhabitants: 85% Northman, 15% Mixed Mannish.

Population: 900.

Origin: Settled by Gramuz outcasts, circa T.A. 1340.

Purpose: Trade with Gramuz and Gondor; a local economic focal point.

Symbol: None.

Map Coordinates: E15

Strayhold rests near the eastern edge of Mirkwood, situated in a deep gorge near the edge of the Talath Harroch. Among the steep and twisted canyons of Strayhold, numerous brigands and thieves rob unwary travelers and fight among themselves. Plague refugees are among the only honest residents of Strayhold, and they pray that the uneasy peace maintained by a mysterious magician will keep them safe from knives in the dark.

SUDÚRI

Type: Fortified City.

Inhabitants: 95% Dunnish, 5% Cardolani.

Population: 6,000.

Origin: Founded by the adventurer Gordaigh in T.A. 1503 on site of a Dúnadan fortress.

Purpose: Administrative center for the Kingdom of Saralainn; a meeting place for Dunnish tribes; a toll and supply station for Gwathló River traffic.

Symbol: Black Battle-axe on a Yellow Ground.

Map Coordinates: F6

The town was originally built by Númenóreans, but now almost all of the inhabitants are Dunnish in origin. A flood of Plague refugees created political tensions in the region, and a revolt against King Lanaigh has succeeded in gaining control of most of the city.

TARMABAR

Type: Fortified Mansion.

Inhabitants: 100% Dúnadan.

Population: 82.

Origin: Built by the Tarma family in T.A. 2.

Purpose: A rural power base and summer retreat for the Lords of Tarma.

Symbol: A Green Mountain surrounded by Seven Stars.

Map Coordinates: C5

The Tarmas are second in power only to the King himself, and they have a history of insubordination against the throne. Surprisingly, their seat of power is not a well-defended fortress, but rather a pleasant and open country estate filled with dozens of relatives, near-kinsmen, and servants.

THALION

Type: Palace.

Inhabitants: 60% Cardolani, 40% Eriadoran.

Population: 45.

Origin: Built by Tarcil of Arnor in T.A. 514.

Purpose: The seat of House of Dol Tinare.

Symbol: A Golden Pitcher on a Black Field.

Map Coordinates: E6

Thalion is in a sorry state of repair.

THARAGROND

Type: Fortress.

Inhabitants: 100% Black Númenórean.

Population: 65.

Origin: Founded by Númenórean colonists c. S.A. 2300.

Purpose: Defense of the lands of the Principality of Tharagrand; local administration.

Symbol: A Black Tower on a Blue Field.

Map Coordinates: J6

Tharagrand is a small and isolated fief, but it carries its autonomy proudly. Its defenses, constructed in the Second Age by the masons of Númenor, are as formidable in the Third Age as they were in the time of Elendil. The keep rests on a steep spire of rock overlooking a small cove near the base of the Cape of Andrast.

THARBAD

Type: Walled City.

Inhabitants: 60% Cardolani, 20% Dunnish, 10% Northman, 5% Eriadoran, 5% Other Mannish.

Population: 21,345.

Origin: A Númenórean river port dating to the mid-Second Age.

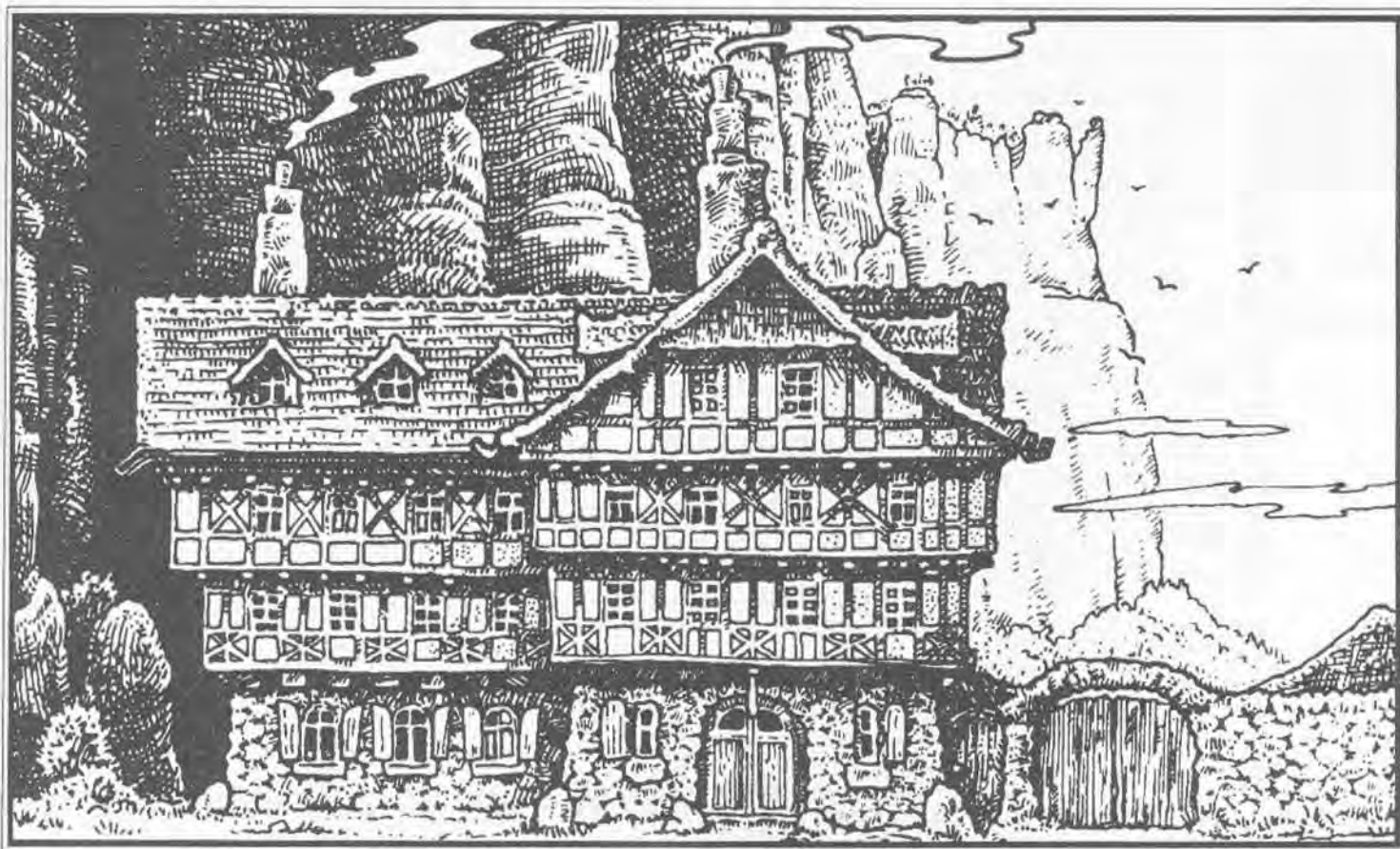
Purpose: A major urban hub; the effective administrative center of Cardolan; an outpost of Gondorian authority; the focus of trade in Eriador.

Symbol: A Red Hill surrounded by Seven Stars.

Map Coordinates: E7

Since the fall of King Ostohor in T.A. 1410, the former Númenórean port of Tharbad has declined from the glory it held in ages past. Nonetheless, Tharbad dwarfs any other urban center in Eriador. The petty rivalries among Cardolan's surviving Princes manifest themselves as brawls between various guilds and factions in Tharbad.

The thieves of the city grow in might and boldness with each passing season, and Plague refugees provide yet another headache for the city's administrators. Gondor's appointed officer, the Canotar, keeps the peace as well as he can, but the city seems destined to tear itself apart. Only Tharbad's status as the chief trading center for all lands north of Gondor keeps the city alive. Goods from throughout Middle-earth pass through Tharbad en route to the wealthy households of Cardolan and Arthedain, but little of the wealth seems to find its way to the homes of Tharbad's poor citizens.



THORONTIR

Type: Fortress.

Inhabitants: 80% Gondorian, 20% Mixed Mannish.

Population: 1,350.

Origin: Founded by Gondor, circa T.A. 500.

Purpose: A center for regional administration; a garrison for Gondor's Eastern Army; control of the land trade through Rhovanion.

Symbol: The White Tree.

Map Coordinates: G15

The fortress is located just off the Men Romen, several miles east of the town of Thorontir.

TILMENDIR

Type: Castle.

Inhabitants: 70% Gondorian, 30% Dunnish.

Population: 140.

Origin: Built by Gondor, circa T.A. 991.

Purpose: Surveillance of traffic passing from Westmarch to Anfalas; a show of authority for the local Dunnish tribes.

Symbol: None.

Map Coordinates: H9

Tilmendir is located ten miles south of the town Derwath. The castle occupies a ridge overlooking the Adorn.

TIR ANDUIN

Type: Castle and Town.

Inhabitants: 90% Gondorian, 10% Northman.

Population: 2,500.

Origins: Settled by Gondorians, circa T.A. 1402; granted royal charter in T.A. 1560.

Purpose: Northernmost significant Gondorian trading outpost; location of a ferry across the Anduin; watch station on the Wold.

Symbol: A Leaping River Trout.

Map Coordinates: F13

The ferry of Tir Anduin and the nearby ford at the Undeeps are the safest crossings of the Anduin between Osgiliath and the Old Ford. Gondor commits a sizable garrison to keeping the crossings open and extracts a hefty toll for the security they provide.

*The Angry
Horse Tavern,
Straybold*



TIR ETHRAID

Type: Stockaded Town.

Inhabitants: 85% Gondorian, 15% Haradan.

Population: 1,030.

Origin: Settled by Gondorians, circa T.A. 930.

Purpose: Maintain watch over the Crossings of Poros; a trading site; a defense against Haradan incursions.

Symbol: None.

Map Coordinates: J14

Tir Ethraid is the frequent target of Haradan raids, but King Tarondor has pledged a good deal of gold to strengthen the town's resources and increase its garrison. The Fords across the Poros are vital to Gondor's defense of the South, and the Governor of Harondor would fight savagely to keep this town. Local bands of subject Haradrim devoted to freeing their homeland from Gondorian rule make nearby hills their base.

TIR LIMLIGHT

Type: Border Town and Fortress.

Inhabitants: 60% Gondorian, 40% Northman.

Population: 156.

Origin: Settled by Gondorian merchants, circa T.A. 1510.

Purpose: Trading with Northmen on the River Anduin; a watch-post for potential threats to Gondor from Rhovanion.

Symbol: None.

Map Coordinates: F12

Tir Limlight marks the effective northern limit of Gondorian authority and it guards one of the few crossings of the Anduin at the Undeeps. Orcs occasionally harass this town, but never in large enough numbers to cause serious damage. Northmen from upriver occasionally visit the town to sell their wares, and Tir Limlight is slowly becoming a center for trade.



Fortress at
Tir Limlight



TIR NINDOR

Type: Castle.

Inhabitants: 90% Gondorian, 10% Mixed Mannish.

Population: 60.

Origin: Constructed by Gondor around T.A. 410.

Purpose: Guarding the only safe and dry passage through the Dead Marshes.

Symbol: The White Tree.

Map Coordinates: G13

TOWERS OF THE TEETH

Type: Watch Towers.

Inhabitants: 100% Gondorian.

Population: 340.

Origin: Begun by Gondor in T.A. I.

Purpose: Observation of traffic attempting to pass into or out of Mordor.

Symbol: The White Tree.

Map Coordinates: H14

Two towers, Narchost and Carchost, built on either side of the Cirith Gorgor stand as a guard on Mordor. The Plague eliminated nearly half of the Garrison, and the King has yet to replace the losses since his attentions are diverted by more pressing problems elsewhere.

TUCKBURROW

Type: Hobbit Village.

Inhabitants: 90% Fallohide, 10% Stoor & Harfoot.

Population: 320.

Origin: Settled by Hobbits during the migration to the Shire, T.A. 1601-1610.

Purpose: Clan dwelling; agriculture.

Symbol: None.

Map Coordinates: D5

The village is located in the Green-hill country of the Westfarthing of the Shire.

UMBAR

Type: Walled City.

Inhabitants: 35% Coastal People, 30% Corsair, 25% Haradan, 10% Black Númenórean.

Population: 60,000.

Origin: Founded by Tar-Atanamir of Númenor in S.A. 2280, expanded several times.

Purpose: Capital of Umbar; economic and political center; ship building and repair; production of finished goods; hub of long-distance trade.

Symbol: A Black Ship.

Map Coordinates: N/A

A great monument raised by the Númenórean King Ar-Pharazôn to commemorate his victory over Sauron guards the entrance to the harbor. Umbar is ruled by six oligarchic Lords who vie against one another in secret as they openly plot the downfall of Gondor. Despite its stout wall and secure harbor, Umbar has been taken several times by the forces of Gondor, only to fall back into the hands of the Black Númenóreans a few decades later.

Umbar is the greatest of the settlements of Númenor not to come under the rule of the Faithful following the Downfall of Westeros. Its population was bolstered by the influx of a great number of Castamir's Corsairs following Gondor's Kin-strife. Corsairs, Haradrim, and Black Númenóreans live together in Umbar, common enemies of Gondor who seem unaware of the growing influence of the forces of Darkness in their very midst.

[San Martorin]

VAMAG

Type: Ruined Villa.

Inhabitants: N/A

Population: 0.

Origin: Built in the mid-Second Age.

Purpose: The rural retreat for Sauron's servant Adûnaphel, reputed to be one of the Nazgûl.

Symbol: None.

Map Coordinates: N/A

The local Coastal Peoples fear this site, declaring it to be haunted.

[San Martorin]



Three
Oligarchs of
Umbar



92

WARFINGER

Type: Frontier Outpost.

Inhabitants: 100% Gondorian.

Population: 54.

Origin: Built by the Gondorian Eastern Army around T.A. 1428.

Purpose: A waystation along the south fork of the Men Romen; a defensive point against invasion from the East; a base for scouting operations in Rhûn.

Symbol: The White Tree.

Map Coordinates: F17

The small garrison at Warfinger is situated far away from the authority of the Regent in Thorontir. As a result, discipline is usually lax among these seasoned border troops.

WOODMEN-TOWN

Type: Clan Settlement.

Inhabitants: 100% Woodman (Northman).

Population: 200.

Origin: Settled permanently around T.A. 1580.

Purpose: A gathering place for the Woodman clans; the home of the Althyn; the site of an annual fair.

Symbol: None.

Map Coordinates: D13

Woodmen-town is built upon great platforms in the trees in the Elvish manner, for the Woodmen are on friendly terms with the Elves of the Forest.

WRAECABURG

Type: Town and Hill Fort.

Inhabitants: 80% Northman, 20% Mixed Mannish.

Population: 340.

Origin: Settled by Northmen around T.A. 1000.

Purpose: Agriculture; a center for trade in the northern Anduin Vales.

Symbol: None.

Map Coordinates: B12

Though not directly under the sway of the Witch-king, Wraecaburg suffers from frequent raids, despair, and a large population of shady characters from beyond Rhovanion. The Men of Wraecaburg trade occasionally with their kinsmen in Maethelburg, but the latter view these Men from the northern valley with increasing suspicion.

4.2 NATURAL FEATURES

The streams, marshes, hills, mountains, waterfalls, copses, glades, and other natural features of northwestern Endor are covered below.

ADORN

Type: River.

Length: 190 miles.

Geographic Area: Eriador.

Map Coordinates: G8

This river of Drúwaith Iaur rises in the White Mountains and flows into the Angren. The Adorn is cold, fast, and impassable to all boats larger than a canoe.

ADZAMON

Type: Mountain.

Elevation: 3,850 feet.

Geographic Area: Ephel Dúath.

Map Coordinates: H14

Situated near the Cirith Gorgor, Adzamon is the lowest peak in the Ephel Dúath.

AELINNAN (LONG MARSHES)

Type: Marshland.

Area: 420 square miles.

Geographic Area: Rhovanion.

Map Coordinates: C15

Wetlands are formed where the Forest River enters the Long Lake. No paths cross the marshes. Travel along the river is slow and tedious. [Edelesboc]

AKSA RUIN

Type: Mountain Pass.

Elevation: 6,029 feet.

Geographic Area: Hithaeglin.

Map Coordinates: A10

The northernmost pass across the Misty Mountains into Angmar is named for the dormant volcanic peak overlooking the pass. The Aksa Ruin is blocked by snow from late autumn to summer.

AMON DÎN

Type: Hill.

Elevation: 2,516 feet.

Geographic Area: Gondor.

Map Coordinates: H13

Amon Dîn is surmounted by a beacon-tower of Gondor.

AMON DRAUG

Type: Hill.

Elevation: 1,634 feet.

Geographic Area: Beleriand.

Map Coordinates: B1

Situated on a bluff overlooking the Great Sea, Amon Draug is the highest point in Lindon. [Drógil of Fornost]

AMON GARRYCH

Type: Hill.

Elevation: 4,290 feet.

Geographic Area: Gondor.

Map Coordinates: K5

The lowest peak in the highlands of Cape Andrast, Amon Garrych (S. "Seal's Hill") forms a headland overlooking the Bay of Belfalas. Seals frequently sun themselves on the exposed rock slopes.

AMON HALITAN

Type: Hill.

Elevation: 5,602 feet.

Geographic Area: Harondor.

Map Coordinates: N/A

Located near the headwaters of the Harnen, Amon Halitan is the highest point in Harondor.

AMON HEN

Type: Hill.

Elevation: 2,369 feet.

Geographic Area: Gondor.

Map Coordinates: G13

Amon Hen is one of three peaks at the southern end of the Nen Hithoel. The magical Seat of Seeing was built by the Kings of Gondor on the hill's summit. Amon Hen is on the west bank of the Anduin.

AMON LANC

Type: Cinder Cone.

Elevation: 5,266 feet.

Geographic Area: Mirkwood.

Map Coordinates: E13

The Naked Hill is an extinct volcano in southwestern Mirkwood. The Necromancer built the fortress known as Dol Guldur in the bowels of Amon Lanc. No trees grow on the upper slopes of the hill, leaving it exposed above the leafy canopy of the forest.

AMON LHAW

Type: Hill.

Elevation: 2,286 feet.

Geographic Area: Rhovanion.

Map Coordinates: H13

Amon Lhaw is one of the three peaks at the southern end of the Nen Hithoel. Situated on the east bank of the River Anduin, Amon Lhaw holds the Seat of Hearing, the companion to the seat on Amon Hen.

AMON LOSTHORON

Type: Hill.

Elevation: 2,983 feet.

Geographic Area: Forochel.

Map Coordinates: A6

Almost directly north of the city of Fornost, Amon Losthoron is the highest known point in Forochel.

AMON OTHAR

Type: Hill.

Elevation: 6,023 feet.

Geographic Area: Ered Luin.

Map Coordinates: E3

The lowest peak in the Ered Luin, Amon Othar holds some barrows dating to the time of the Edain.

AMON SÛL (WEATHERTOP)

Type: Hill.

Elevation: 1,504 feet.

Geographic Area: Eriador.

Map Coordinates: D7

Amon Sûl is the southernmost and tallest hill of the Eryn Sûl. A great fortress of Arnor once held a Palantir here, but it fell to the forces of Rhudaur and Angmar in T.A. 1409. Worn rings of stone amid grassy clearings mark where the fortifications once stood. Amon Sûl provides an excellent view of the Great East Road and the plains of Rhudaur and Arthedain.

AMON THYRYR

Type: Hill.

Elevation: 8,002 feet.

Geographic Area: Nan Anduin.

Map Coordinates: C12

This angular peak on the eastern slopes of the Misty Mountains is home to a large number of nests of the Great Eagles. The Lord of the Eagles holds his court here.

ANDRAST

Type: Cape.

Area: 7,500 square miles.

Geographic Area: Gondor.

Map Coordinates: J5-K5

This windswept cape in Anfalas is the westernmost point in Gondor. Perilous tides and currents around the tip of the cape make the sea passage to the North treacherous to even the most experienced pilots, but the expense of a land journey to the North results in regular ship-traffic along the coast.





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ANDUIN (THE GREAT RIVER)

Type: River.

Length: 1,400 miles.

Geographic Area: Nan Anduin, Gondor.

Map Coordinates: B12-J12

The Anduin is the mightiest river in western Middle-earth. Rising near the slopes of the Grey Mountains, the Anduin travels through many lands before it empties into the Bay of Belfalas in southern Gondor. Only one bridge, at Osgiliath, crosses the Anduin. Another existed by the Iach Iaur, but it has fallen into disrepair, and if it still stands, it is dangerous to traverse. Fords and ferries at Tir Anduin, Iach Iaur, and Maethelburg provide the only other safe crossings. Difficult fords can be found at the Carrock and in the Wold. Those wishing to cross elsewhere are wise to construct a sturdy vessel first, for the Anduin's current is powerful and unpredictable, even where it does not flow swiftly. All folk in Middle-earth know the sad tale of how Isildur sank beneath the powerful current as he fled an Orcish ambush at the Gladden Fields.

Traffic on the Anduin is quite common, especially where it passes through Gondorian lands. Large ships can travel all the way to the Undeeps, though most sea-going vessels unload their wares at Harlond. The Falls of Rauros are an obstacle to passage into northern Rhovanion, and one usually changes to small river-craft there. Travel north of the Rauros is occasionally dangerous, due to the swift currents fed by run-off from the mountains. A traveller would be prudent to hire an experienced guide before testing the dangers of the Anduin. As perilous as it may be, the river remains the safest avenue to the North, for no right-thinking Man would risk passing under the wood of Lothlórien or the shadow of Dol Guldur.

ANGÁLALADH

Type: Plain.

Area: 15,000 square miles.

Geographic Area: Mirkwood.

Map Coordinates: E14

Name given to the thickly forested plain of central Mirkwood.

ANGIRITH

Type: Mountain Pass.

Elevation: 5,673 feet.

Geographic Area: Hithaeglin.

Map Coordinates: A10

Angirith is the southern and gentler of the two passes across the Misty Mountains into Angmar. Snow blocks the Angirith from late autumn to summer.

ANGREN (ISEN)

Type: River.

Length: 390 miles.

Geographic Area: Eriador.

Map Coordinates: H6-G9

The Angren rises in the Vale of Orthanc and flows through Drúwaith Iaur into the Belegaer. Though the Angren is not a large river, there are few places where one can safely cross. As it passes between the Westmarch and Enedwaith, the Angren forms a narrow and deep canyon, narrow enough for a horse to leap in many places. The strong current makes travel by boat upstream difficult, and the river's steep banks prevent landing along most of its length. A road which parallels the river is an easier alternative.

ANGSIRIL

Type: River.

Length: 600 miles.

Geographic Area: Nan Angmar.

Map Coordinates: A9-A10

A small unnavigable river which flows across central Angmar, the Angsiril joins the Angsir which empties into the Ice Bay of Forochel several hundred miles away. The waters of the Angsiril flow a rusty red color and are not safe to drink.

ANNABRITH

Type: River.

Length: 125 miles.

Geographic Area: Harad.

Map Coordinates: N/A

This river of southern Umbar runs through steep canyons which provide shelter for many of the desert's inhabitants. The eastern sources of the river are intermittent, seasonal streams, dry much of the year.

[San Martorin]

ANNEN (LONG LAKE)

Type: Lake.

Area: 280 square miles.

Geographical Area: Rhovanion.

Map Coordinates: C15

Annen is the largest body of water in Rhovanion between the Misty Mountains and the Sea of Rhûn. The lake is formed by the confluence of the Forest River and the River Running, and it terminates at a steep waterfall at its southern end. The town of Esgaroth rests on great platforms on the surface of the lake itself for its defense and to facilitate handling the freight which is carried across Annen. The Annen is very deep and never freezes, even in the coldest winters.

[Edelesboc]

ANNÚDUIN

Type: River.

Length: 90 miles.

Geographic Area: Eriador.

Map Coordinates: B3

The Annúduin rises in the Ered Luin near the ruins of Nogrod and Belegost and flows through the Nan-i-Naugrim into the Lhûn.

ARDAGOMEN

Type: River.

Length: 310 miles.

Geographic Area: Rhovanion.

Map Coordinates: F17-G18

The Ardagomen rises in the plains of Rhovanion and feeds into the Sea of Rhûn. Easterling tribes follow the river to provide a steady source of water for their mounts.

[Edelesboc]



ARDUIGA

Type: River.

Length: 70 miles.

Geographic Area: Rhovanion.

Map Coordinates: D17

The Arduiga, a tributary of the Celduin, is too shallow for navigation.

[Edelesboc]

AUR ESGALABAR

Type: Plain.

Area: 4,400 square miles.

Geographic Area: Rhovanion.

Map Coordinates: D16

These rough, windswept, and grassy steppes lie east of Mirkwood. The Aur Esgalabar is a favorite grazing ground for many of the Éothraim tribes.

AXEWATER

Type: River.

Length: 110 miles.

Geographic Area: Rhovanion.

Map Coordinates: C18

A small river originating in the Iron Hills, the Axewater is a tributary of the Carnen.

AZANULBIZAR (DIMRILL DALE)

Type: Valley.

Area: 10 square miles.

Geographic Area: Hithaeglir.

Map Coordinates: F11

An alpine valley outside the eastern gates of Khazad-dûm is sacred to the Dwarves. The vale contains the pool known as the Kheled-zâram.

BARANDUIN (BRANDYWINE)

Type: River.

Length: 440 miles.

Geographic Area: Eriador.

Map Coordinates: C6-E4

The Baranduin is a reddish-brown river of Arthedain and the Shire with its source at Nenuial and its mouth in Belegaer by the Rast Vorn. Navigable to small craft for all of its length, the Baranduin is an important trade artery for Arthedain.

BARAZINBAR (CARADHRAS, REDHORN)

Type: Mountain.

Elevation: 16,002 feet.

Geographic Area: Hithaeglir.

Map Coordinates: E10

One of the three mountains of the Hithaeglir over the Dwarf-city of Moria, Barazinbar is among the highest peaks in Middle-earth. Unlike the surrounding peaks, it is not formed of limestone and marble, but is an igneous intrusion of andesite porphyry, responsible in part for the rich mineral deposits lying underneath. A narrow track along the flank of this mountain forms one of the few routes across the Misty Mountains.





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BAUGATSOR-I-SAURON

Type: Plain.

Area: 3,800 square miles.

Geographic Area: Mordor.

Map Coordinates: H15

This barren plain in northwestern Mordor is devoid of any beasts or vegetation. Even the Orcs avoid this waste, which lies under the gaze of the Gondorian garrisons.

BELEGAER

Type: Ocean.

Area: N/A

Geographic Area: N/A

Map Coordinates: N/A

The Great Sea. Notoriously rough waters and fear of the unknown limit the voyages of Men upon Belegaer to no farther than eyeshot from the coastline. Gone are the days of the fearless Númenóreans, who would sail for weeks out of sight of land. Only the Elves regularly head West over the horizon, for there lie the Undying Lands of Valinor, forever closed to Mortal Men. Nonetheless, traffic on the Great Sea is quite common, for it is a highway to distant lands far easier and safer to traverse than the inland routes.

Wild tales abound about the lands to the Far South, which the Númenóreans explored in past centuries. To the North, the Sea is choked with ice, the home of whales and seals. Underneath the northern expanse of Belegaer must lie the ruins of Beleriand, gone forever from the sight of Men. Currents flow north up the coast of Lindon and are often warmer than the surrounding waters.

BELFALAS

Type: Peninsula.

Area: 7,850 square miles.

Geographic Area: Gondor.

Map Coordinates: J10-J11

Belfalas is a sailor's term for the peninsula of Gondor between the mouths of the Morthond and the Ethir Anduin. Belfalas has a jagged shoreline with many sheltered harbors. Numerous islands and shoals dot the coast south of Lond Ernil, the refuge of many smugglers and pirates. The Prince maintains several watch-towers to warn mariners of hidden dangers.

BROWN LANDS (NOMAN LANDS)

Type: Wasteland.

Average Elevation: 1,000 feet.

Area: 2,100 square miles.

Geographic Area: Rhovanion.

Map Coordinates: F13

The desolate and treeless hilly region between Mirkwood and the Eryn Muil is aptly named the Brown Lands. Legend holds that the Entwives once made their gardens here before the wrath of Sauron drove them off.

BRUINEN (LOUDWATER)

Type: River.

Length: 315 miles.

Geographic Area: Eriador.

Map Coordinates: D9-C11

The Bruinen drains the western Hithaeglin, rising on the western slopes of the Misty Mountains and joining with the Mitheithel north of Tharbad to form the Gwathló. A southern fork of the Bruinen carves the Vale of Imladris. It is said that the Elrond Half-elven controls both rivers in the vicinity of his home.

BUNDUSHATHUR (CLOUDYHEAD, FANUIDHOL)

Type: Mountain.

Elevation: 15,111 feet.

Geographic Area: Hithaeglin.

Map Coordinates: E10

Bundushathur, one of the three highest peaks of the Misty Mountains, rests atop the Dwarf-mansions of Moria.

CAIR ANDROS

Type: Island.

Area: 45 square miles.

Geographic Area: Gondor.

Map Coordinates: H14

Gondor maintains a garrison on this island in the Anduin thirty miles north of Osgiliath to control river traffic to Rhovanion.

CALENHAD

Type: Hill.

Elevation: 2,504 feet.

Geographic Area: Gondor.

Map Coordinates: H12

Calenhad is the sixth of the northern beacon-hills of Gondor. The territory of Calenardhon takes its name from this hill.

CARACH ANGREN (ISENMOUTHE)

Type: Mountain Pass.

Elevation: 2,800 feet.

Geographic Area: Mordor.

Map Coordinates: H14

A pass into Mordor is formed by the meeting of the Ered Lithui and the Ephel Dúath. Sauron once fortified the pass, which now stands virtually deserted. The wide plateau of Udún separates the Carach Angren from the Cirith Gorgor, the other pass one must traverse in order to enter the Black Land.

CARNEN

Type: River.

Length: 190 miles.

Geographic Area: Rhovanion.

Map Coordinates: C17-D17

The Carnen's source is in the Iron Hills. The river eventually joins the Celduin north of Dorwinion. Many tribes of Easterlings live along its banks.

CARROCK

Type: Island.

Area: 110,400 square feet.

Geographic Area: Nan Anduin.

Map Coordinates: C12

An islet in the Anduin between the Iach Iaur and Maethelburg, the Carrock holds spiritual significance for the Beijabar who live in the area. The Anduin is shallow enough to ford around the Carrock, but the swift water makes it a dangerous crossing, especially towards the river's right bank.

CELDUIN (RUNNING RIVER)

Type: River.

Length: 600 miles.

Geographic Area: Rhovanion.

Map Coordinates: C15-E19

The Celduin rises within the mountain Erebor, passes through the Long Lake, and empties into the distant Sea of Rhûn. Most trade with the East comes along the Celduin, for the Dorwinion are among the only Easterlings not on hostile terms with the West.

CELEBRANT (SILVERLODE)

Type: River.

Length: 90 miles.

Geographic Area: Nan Anduin.

Map Coordinates: E11

The Celebrant flows through Lórien, supposedly endowed with Elvish enchantments. The Celebrant has its source in the Nanduhirion and flows into the Anduin.

CELOS

Type: River.

Length: 60 miles.

Geographic Area: Gondor.

Map Coordinates: I13

The Celos flows from the White Mountains into the Sirith about sixty miles southwest of Minas Anor. Though harmless for humans to drink, horses and other hoofed animals will not swallow its waters.

CHETWOOD

Type: Forest.

Area: 340 square miles.

Geographic Area: Eriador.

Map Coordinates: D6

The Chetwood is a small, light forest northeast of Bree.



CHOIL CAERDTH

Type: Forest.

Area: 950 square miles.

Geographic Area: Eriador.

Map Coordinates: F9

Chiol Caerth is a tangled forest of elm and birch in central Dunland. A small population of Drúedain inhabit the woods, providing a ritual focus for some of the region's Dúnedain tribes. The Chiol Caerth may be a remnant of the vast wood which once covered most of Middle-earth.

CILSTREM

Type: River.

Length: 60 miles.

Geographic Area: Eriador.

Map Coordinates: F9

Willows line the banks of this small river of Dunland, rising in the southern Misty Mountains and washing into the Glanduin near the ruins of Ost-in-Edhil.

CIRIL

Type: River.

Length: 100 miles.

Geographic Area: Gondor.

Map Coordinates: H11-I11

The Ciril's source is in the White Mountains near the town of Ossarnen, and it empties into the Ringló at the town of Spathlin. The Ciril is navigable only by small, flat-bottomed craft, for it is shallow in many places.





CIRITH AURIS

Type: Mountain Pass.

Elevation: 1,990 feet.

Geographic Area: Ered Mithrin.

Map Coordinates: A17

A pass across the Ered Mithrin into the Withered Heath lies roughly a hundred miles northeast of Dale. Snow is frequently troublesome, but the level grade makes travel in the warmer months easy.

CIRITH DUNRANDIR

Type: Mountain Pass.

Elevation: 1,450 feet.

Geographic Area: Gondor.

Map Coordinates: J10

A pass crosses the mountains of central Dor-in-Ernil. The Men Ernili (Princes' Road) cuts through the pass and connects the cities of Linhir and Lond Ernil. The pass is open in all but the very worst weather.

CIRITH GORGOR

Type: Mountain Pass.

Elevation: 950 feet.

Geographic Area: Mordor.

Map Coordinates: H14

The largest of the passes into Mordor is formed by the intersection of the Ered Lithui and the Ephel Dúath. The Towers of the Teeth guard the pass onto the plain of Udûn. The Battle of Dagorlad took place before the Cirith Gorgor in S.A. 3434.

CIRITH HIMNINOND

Type: Mountain Pass.

Elevation: 4,290 feet.

Geographic Area: Ered Mithrin.

Map Coordinates: A13

The Cirith Himninond cuts across the Ered Mithrin into the Northern Waste. Discovered by Dwarves, only the Orcs now use the pass regularly en route to their northern mines, except during the winter months, when snow blocks passage.

CIRITH MITHLIN

Type: Mountain Pass.

Elevation: 3,870 feet.

Geographic Area: Ered Mithrin.

Map Coordinates: A13

Another pass crosses the Ered Mithrin into the Northern Waste about thirty miles west of the Cirith Himninond. It, too, is infested by Orcs.

CIRITH UNGOL

Type: Mountain Pass.

Elevation: 5,200 feet.

Geographic Area: Ephel Dúath.

Map Coordinates: H14

Cirith Ungol is the highest pass into Mordor, crossing the Ephel Dúath near the vale of Minas Ithil. Though it is higher and more difficult than the northern passage into Mordor, Gondor uses the Cirith Ungol more frequently to avoid the long detour through Dagorlad the other route necessitates. The legendary demon-spider Shelob inhabits the pass, though she usually stays in her caverns high in the adjacent peaks. Rumors state that an underground passage through Shelob's lair is an alternative route into Mordor, though no reliable witnesses are alive to verify the tale.

CROSSINGS OF ERUI

Type: Ford.

Water Depth: average: 1.5 feet.

deepest: Lothron 3 feet.

most shallow: Narbleth .5 feet.

Geographic Area: Gondor.

Map Coordinates: I13

The ford across the River Erui in Lebennin is the site of Castamir's final defeat during the Kin-strife. The Crossings are shallow and safe for most traffic.

CROSSINGS OF POROS

Type: Ford.

Water Depth: average: 2 feet.

deepest: Gwaeron 4 feet.

most shallow: Ivanneth 1 foot.

Geographic Area: Harondor.

Map Coordinates: J14

The ford across the River Poros marks the boundary between Harondor and Harithilien. The difficulty of crossing the Poros at other locations makes the ford a site of significant strategic importance to Gondor for the protection of its southern lands.

CÛM TARAN

Type: Plateau.

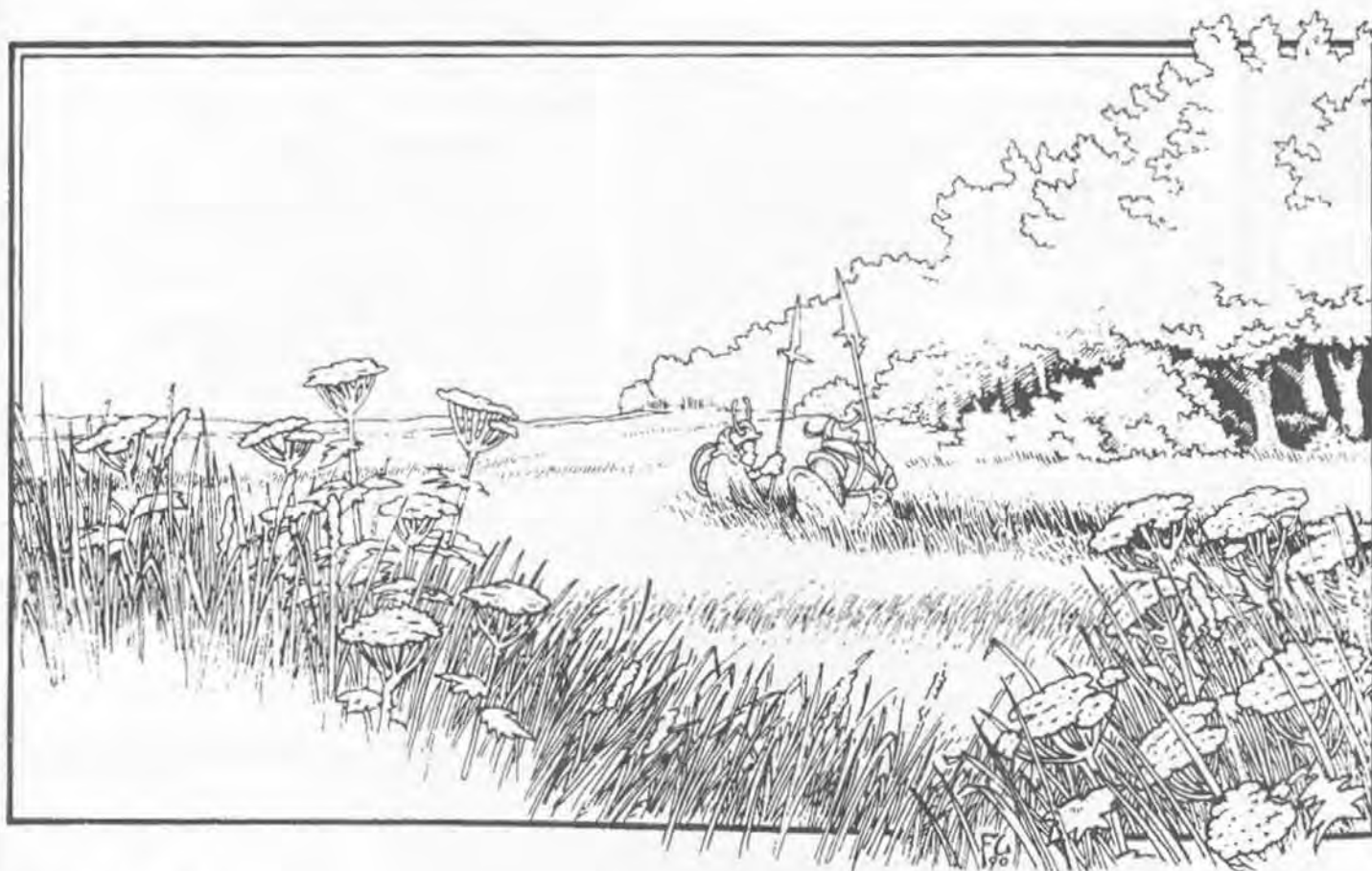
Area: 480 square miles.

Elevation: 1,100 feet.

Geographic Area: Gondor.

Map Coordinates: J11

A wide and barren plateau stands near the center of the mountain range in Dor-in-Ernil. The Daen Coentis once used the site as a royal burial ground, and many of the tombs are still visible. Few remain undespoiled by robbers, despite the efforts of the local Dunlendings to protect the site.



DAGORLAD

Type: Plain.

Area: 4,900 square miles.

Geographic Area: Rhovanion.

Map Coordinates: G14

A vast plain lies outside the gates of Mordor. The greatest battle of the Second Age was fought at Dagorlad between the forces of Sauron and the Last Alliance of Elves and Men in S.A. 3434. There were heavy losses on both sides, but the armies of Elendil and Gil-galad eventually forced their way into Mordor, guaranteeing the fall of Sauron. Dagorlad remains a grey, treeless field which preserves the memory of those who died there. No Gondorian general's education is complete without at least one trip to Dagorlad.

DEAD MARSHES (LOEG FIRN)

Type: Marshland.

Area: 1,600 square miles.

Geographic Area: Rhovanion.

Map Coordinates: G13-G14

A pungent and stagnant swamp east of the Emyrn Muil, the Marshes are slowly expanding across the plain of Dagorlad and have engulfed the burial grounds made after the Great Battle, thus earning their name. The Dead Marshes are undoubtedly haunted, and reliable reports state that one can see the faces of countless dead warriors reflected in the pools and fens in the moonlight. Needless to say, travellers should bring their own drinking water if they dare to venture into the Dead Marshes.

DEEPING COOMB

Type: Valley.

Area: .25 square miles.

Geographic Area: Ered Nimrais.

Map Coordinates: G9

The Deeping Coomb is a narrow valley behind the Hornburg, terminating in the caverns of the Aglarond. The Deeping Stream runs the length of the valley, which is used by Gondor to hold supplies for its army in Calenardhon.

DEN LÓKE

Type: Mountain Pass.

Elevation: 2,003 feet.

Geographic Area: Ered Mithrin/Hithaeglin.

Map Coordinates: A11

A wide pass exists where the Ered Mithrin meet the Misty Mountains. The three horns of Mount Gundabad loom over this passage from the northern Vales of the Anduin into the frozen wastes.

DEN NURN

Type: Mountain Pass.

Elevation: 2,900 feet.

Geographic Area: Mordor.

Map Coordinates: I16

The gap between the Ered Angurath and the Eregwath provides passage from the plateau of Gorgoroth to the plain of Nurn.

*Orcs
Passing through
Grasslands to
Mordor*



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*Jugglers' Hall,
South of the
Deeping Coomb*

DOL BARAN

Type: Hill.

Elevation: 3,200 feet.

Geographic Area: Gondor.

Map Coordinates: G9

The southernmost foothill of the Misty Mountains is situated in the Gap of Calenardhon.

DOLMED

Type: Mountain.

Elevation: 6,390 feet.

Geographic Area: Ered Luin.

Map Coordinates: B3

This mountain of the Ered Luin is home to the Dwarf-ruins of Nogrod and Belegost. Dolmed was once the tallest peak of the Blue Mountains, but it cracked and collapsed upon itself with the Fall of Beleriand. At the foot of the mountain, in a valley called the Nan-i-Naugrim, many of the Dwarves of the Ered Luin still make their homes.

[Drógil of Fornost]

DONU

Type: River.

Length: 55 miles.

Geographic Area: Rhovanion.

Map Coordinates: E17-D17

The Donu is a tributary of the Celduin.

[Edelesboc]

DRÚADAN FOREST (TAWAR-IN-DRÚEDAIN)

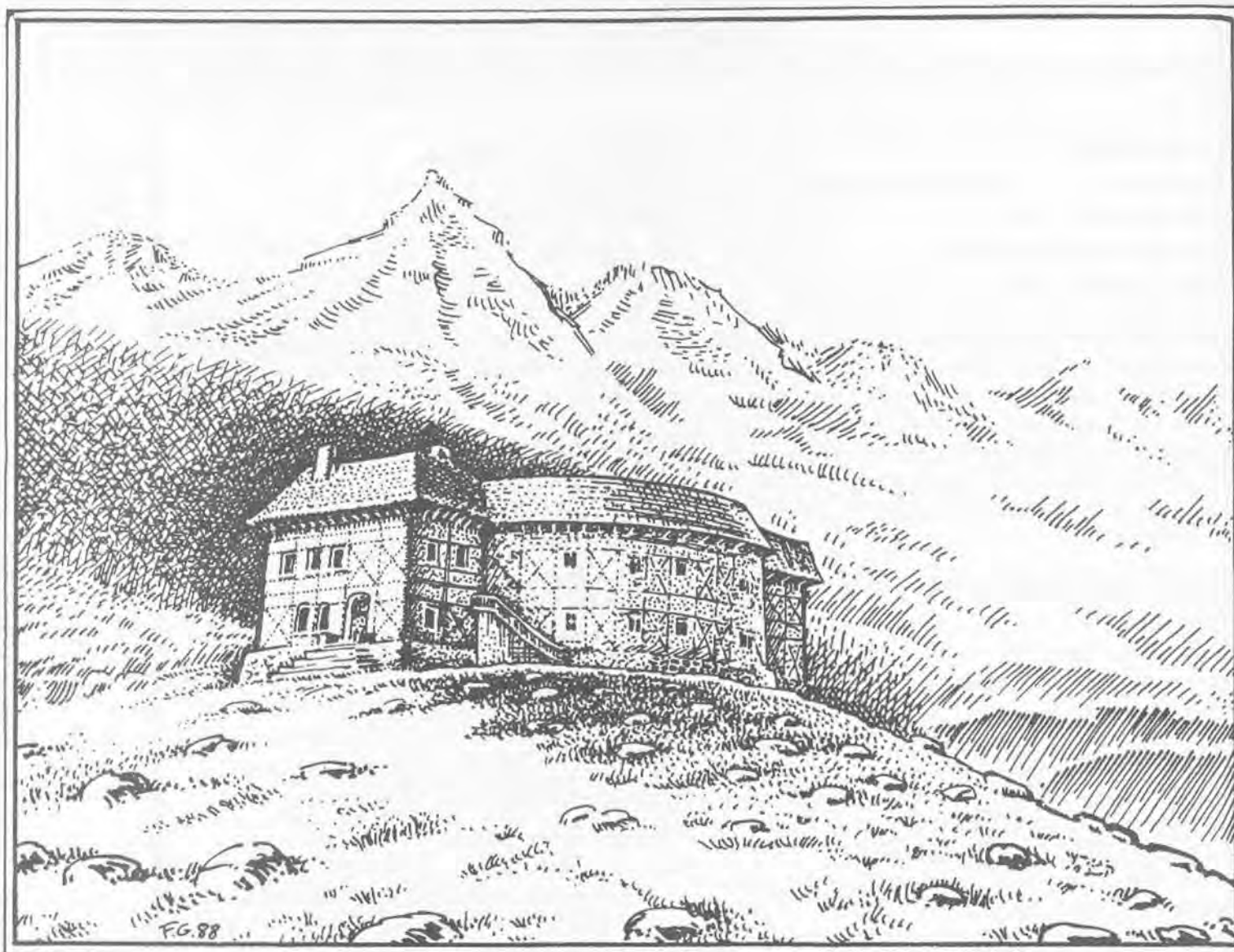
Type: Forest.

Area: 1,100 square miles.

Geographic Area: Gondor.

Map Coordinates: H13

A tangled forest lies twenty miles northwest of Minas Anor. The reclusive Wild Men inhabit the wood, protecting their privacy with fox-like cunning. Travellers keeping to the road are safe, and only the foolhardy venture into the woods without significant force.





DUNHARROW

Type: Valley.

Area: 18 square miles.

Geographic Area: Ered Nimrais.

Map Coordinates: H10

A wooded valley in the northern White Mountains is the site of large numbers of Daen Coentis artifacts. One entrance to the Paths of the Dead lies at the head of Dunharrow. Local folk of Calenardhon rightly regard the site as haunted. Dunnish bandits occasionally use the valley as an easily defended refuge.

DUNSTREM

Type: River.

Length: 200 miles.

Geographic Area: Eriador.

Map Coordinates: F9-F7

A small but lengthy river in Dunland, the Dunstrem's source is in the southern Misty Mountains, and it empties into the Gwathló.

EGLADIL (E NAITH)

Type: Wooded Plain.

Area: 500 square miles.

Geographic Area: Nan Anduin.

Map Coordinates: E11

Egladil is the name given by the Elves to the heart of Lórien, the lands in the angle formed by the Celebrant and the Anduin.

EMYN ARNEN

Type: Hills.

Average Hilltop Elevation: 700-900 feet.

Area: 1,000 square miles.

Geographic Area: Gondor.

Map Coordinates: I14

The Emyrn Arnen are pleasant hills of Harithilien, forty miles southwest of Minas Ithil. Several mineral springs with curative properties make the Emyrn Arnen a popular destination for Gondor's nobility.

EMYN BERAID (TOWER HILLS)

Type: Hills.

Average Hilltop Elevation: 750-950 feet.

Area: 1,150 square miles.

Geographic Area: Eriador.

Map Coordinates: D4

The Tower Hills are steep chalk downs marking the approximate boundary between the Shire and Lindon. A Palantír which looks constantly towards Valinor is kept in Elostirion, a tower on the tallest of the Emyrn Beraid.

[Drógil of Fornost]

EMYNEN

Type: River.

Length: 60 miles.

Geographic Area: Mirkwood.

Map Coordinates: C15

A small river drains the Mountains of Mirkwood and washes into the Celduin. Swift in the first half of its course, the Emynen becomes a tangled swamp as it nears its end.

EMYN GULDUR

Type: Hills.

Average Hilltop Elevation: 1,200-1,400 feet.

Area: 2,000 square miles.

Geographic Area: Mirkwood.

Map Coordinates: E13

Forested hills cover a large portion of southwestern Mirkwood. The Emyrn Guldur rest in the very nucleus of the forest's Shadow and are home to many Fell Beasts, Spiders, and Trolls. Even the hearts of the very trees are evil in this dark corner of Mirkwood.

EMYN-I-THANG

Type: Hills.

Average Hilltop Elevation: 1,250-1,500 feet.

Area: 1,500 square miles.

Geographic Area: Mirkwood.

Map Coordinates: D13

The Emyrn-i-Thang lie north of the Old Dwarven Road through Mirkwood. The hills, once the home of Silvan Elves, now hold a sinister reputation, as several caravans on the road have disappeared nearby in recent years.

EMYN MUIL

Type: Hills.

Average Hilltop Elevation: 1,100-1,200 feet.

Area: 2,900 square miles.

Geographic Area: Rhovanion.

Map Coordinates: G13

The hills which lie north of the Falls of Rauros are composed of many jagged rises.

EMYN SÛL (WEATHER HILLS)

Type: Hills.

Average Hilltop Elevation: 900-1,100 feet.

Area: 2,500 square miles.

Geographic Area: Eriador.

Map Coordinates: C7-D7

A range of hills protects eastern Arthedain, terminating at the southern end in the peak of Amon Sûl. The fortresses in the Emyrn Sûl which look out over the desolate lands to the East form Arthedain's first line of defense against Rhudaur and Angmar.



EMYN UIAL

Type: Hills.

Average Hilltop Elevation: 700-1,000 feet.

Area: 21,600 square miles.

Geographic Area: Eriador.

Map Coordinates: B5

Undulating hills lie north of the Nenuial in Arthedain. Though the region is not particularly fertile, many of Arthedain's noble families choose to make their homes here because of the hills' stark beauty. Small copses dot the valleys and provide excellent hunting for Arthedain's nobility.

ENEDHÎR

Type: River.

Length: 90 miles.

Geographic Area: Eriador.

Map Coordinates: G6

This small river of southern Cardolan drains the interior of Enedwaith.

ENEDWAITH

Type: Interfluvial Uplands.

Area: 31,250 square miles.

Average Elevation: 700 feet.

Geographic Area: Eriador.

Map Coordinates: G6-F8

Enedwaith is a term describing all of the land south of the Gwathló and north of the Ered Nimrais. Though technically a part of Gondor, no attempt is made by the King to administer these sparsely populated lands. Tribes of migratory Dunlendings and secretive groups of Drúedain are among the only inhabitants here. The lack of any central authority in the region makes it extremely dangerous for travelers.

EN EGLADIL

Type: Moors.

Average Elevation: 800 feet.

Area: 3,000 square miles.

Geographic Area: Eriador.

Map Coordinates: D9

An open region of Rhudaur south of the Great East Road, the En Egladil was unpopulated until the Plague, when large numbers of Dunmen chose to swear allegiance to the Hillman King and settle in the region. The grassy plain suits the Dunlendings well, who pursue their traditional occupation of herding.

EN EREDORATH

Type: Moors.

Average Elevation: 750 feet.

Area: 4,500 square miles.

Geographic Area: Eriador.

Map Coordinates: D8

A wide expanse of open, uninhabited land stretches between the Mitheithel and the South Downs. The plains were once cultivated by the people of Cardolan, but the fall of the royal family in T.A. 1410 and the devastation of the Plague led all farmers of the region to seek the safety of the Gwathló valley. High grass covers the plain, hiding the foundations of the former farmsteads from sight.

EN UDANORIATH

Type: Steppe.

Area: 40,000 square miles.

Geographic Area: Eriador.

Map Coordinates: A7-A8

A flat and frozen steppe lies between Angmar and Arthedain. Orcish patrols on this plain are common, and the lack of good hiding spots makes it a dangerous place for those not affiliated with the Witch-king.

EREBOR (THE LONELY MOUNTAIN)

Type: Mountain.

Elevation: 7,182 feet.

Geographic Area: Rhovanion.

Map Coordinates: B15

Erebor is an isolated volcanic peak in Rhovanion, forty miles north of the Long Lake. The town of Dale nestles between two spurs of the Mountain. Erebor is the source of the Celduin River and holds a number of caverns believed by the local Northmen to be haunted. A few brave prospectors report finding gems and precious metals beneath the mountain, but few survive long enough to grow rich from their claims.

ERECH

Type: Hill.

Elevation: 4,730 feet.

Geographic Area: Gondor.

Map Coordinates: H10

Erech is a hill in Lamedon near the upper Morthond. A great sphere of glassy rock rests atop the hill of Erech. The Kings of the Daen Coentis once swore allegiance to Elendil here, an oath they were to later break, thus sealing their doom. Locals say that one can see the forces of the Dead gathering at the Stone of Erech every night.

ERED ANGÛRATH (MOUNTAINS OF SLOW DEATH)

Type: Mountain Range.

Length: 175 miles.

Average Peak Elevation: 5,000-5,500 feet.

Geographic Area: Mordor.

Map Coordinates: I16-H17

A spur of the Ered Lithui divides the plateau of Gorgoroth from the basin of Nurn. The peaks of the Ered Angûrath rise only two thousand feet above the level of Gorgoroth, making it a less formidable barrier than the range to the north. Countless tunnels of Orcish origin burrow through this black volcanic range.

ERED TARTHONION

Type: Mountain Range.

Length: 180 miles.

Average Peak Elevation: 6,300-6,800 feet.

Geographic Area: Gondor.

Map Coordinates: J10

This minor mountain range of central Dor-in-Ernil is actually an arm of the Ered Nimrais. The Ered Tarthonion blocks most land traffic across Belfalas except at a single pass east of Lond Ernil. The lower slopes hold many small copses of slender pine trees for which the range is named. The mountains are largely limestone, but they lack the numerous caves found in most similar ranges. Despite the presence of many unruly Dunnish tribes, the steep and forested mountains are seen as a place of beauty by most Gondorians.

EREGION (HOLLIN)

Type: Moors.

Area: 16,000 square miles.

Average Elevation: 750 feet.

Geographic Area: Eriador.

Map Coordinates: E8-E9

This holly-covered region of Eriador is the site of a former Elvish kingdom. Once the home of the great Jewel-smiths of Ost-in-Edhil, Sauron's forces sacked the realm in S.A. 1697. Eregion is a lonely place in T.A. 1640, for fear of residual Elvish magic keeps the local Dunnish tribes well away.

EREGWATH

Type: Mountain Range.

Length: 75 miles.

Average Peak Elevation: 4,800-5,200 feet.

Geographic Area: Mordor.

Map Coordinates: I15

A spur of the Ephel Dûath cuts into western Mordor, dividing Gorgoroth from the lowlands of Nurn. Though a fairly low range, the Eregwath holds Orod Rauveleg, the highest peak in Mordor.

ERUI

Type: River.

Length: 85 miles.

Geographic Area: Gondor.

Map Coordinates: I13

The Erui is a small river of Lebennin, flowing from its source in the White Mountains near Lossarnach into the Anduin.

ERYN VORN (DARKWOOD)

Type: Forest.

Area: 560 square miles.

Geographic Area: Eriador.

Map Coordinates: F4

A forest covers the entire cape known as the Rast Vorn. Locals avoid the wood at all costs, citing stories of Undead, Wild Men, and giant crocodiles.

ESTELIN

Type: Lake.

Area: 5 square miles.

Geographic Area: Eriador.

Map Coordinates: E8

The Estelin is a sizeable mere on the Glanduin just west of the ruins of Ost-in-Edhil.

ETHIR ANDUIN (MOUTHS OF ANDUIN)

Type: Delta.

Area: 1,200 square miles.

Geographic Area: Gondor/Harondor.

Map Coordinates: J12

The Ethir Anduin is a broad, swampy delta formed at the juncture of the River Anduin and the Bay of Belfalas. Inexperienced pilots find passage difficult, and pirates prey upon craft which stray out of the main shipping lanes.

ETTENMOORS

Type: Hills.

Average Hilltop Elevation: 1,900-2,300 feet.

Area: 7,500 square miles.

Geographic Area: Eriador.

Map Coordinates: B9

These Troll-infested and partly wooded hills in Rhudaur lie north of the Mitheithel.





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FALLS OF RAUROS

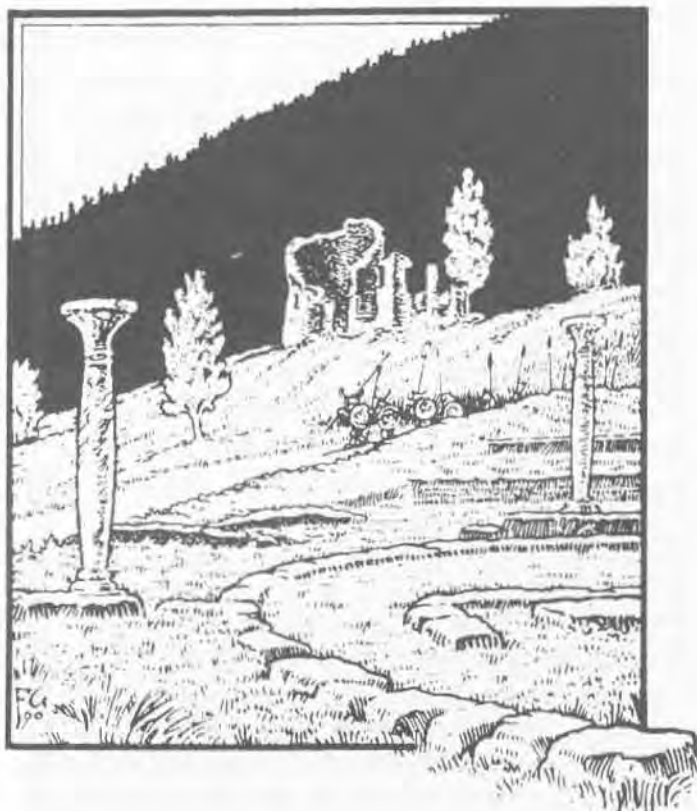
Type: Waterfall.

Height: 160 feet.

Geographic Area: Gondor.

Map Coordinates: GI3

The great waterfall blocks the Anduin 120 miles upstream from Osgiliath. Rauros is 160 feet high, and its roar can be heard for ten leagues in any direction. Portage is possible on the right bank at a winding staircase built by the Kings of Gondor. A small garrison helps keep the portage safe and assists in heavy labor.



*Ruins in the
Lands near
Fangorn*

FANGORN

Type: Forest.

Area: 10,500 square miles.

Geographic Area: Gondor.

Map Coordinates: F10

The forest of Fangorn rests between the Misty Mountains and the Wold, a remnant of the great wood which covered almost all of Middle-earth in the First Age. Fangorn is a lush and serene place filled with an endless variety of trees, due mainly to the efforts of the forest's guardians, the Ents. Though not violent by nature, the Ents have a fearsome reputation, and neighboring folk are happy to stay well away from the forest. Any venturing into Fangorn must take care when building a fire or gathering wood, for the Ents guard their charges well.

FAR DOWNS

Type: Hills.

Average Hilltop Elevation: 700-900 feet.

Area: 80 square miles.

Geographic Area: Eriador.

Map Coordinates: D4-D5

The Far Downs are a long yet steep chalk ridge which marks the effective western limit of the Shire. Though brave Hobbits occasionally travel as far as the Tower Hills, there are no settlements past the Far Downs.

FĒARAS

Type: Mountain.

Elevation: 7,983 feet.

Geographic Area: Hithaeglir.

Map Coordinates: F9

The lowest peak in the Misty Mountains, Fēaras is reputed to be haunted.

FELAIGRAM

Type: Cliffs.

Average Height: 230 feet.

Geographic Area: Beleriand.

Map Coordinates: BI

Protecting the shores of Forlindon, the Felaigram is riddled with caves. A countless variety of sea-birds nests in these cliffs, and their calls are as loud as the ceaseless crashing of waves. [Drógil of Fornost]

FIELD OF CELEBRANT (PARTH CELEBRANT)

Type: Plain.

Area: 6,600 square miles.

Geographic Area: Nan Anduin.

Map Coordinates: F11

These broad meadowlands are bordered by the Rivers Celebrant, Anduin, and Limlath.

FIELD OF CORMALLEN

Type: Forest Glade.

Area: 1.5 square miles.

Geographic Area: Gondor.

Map Coordinates: H14

The Field is a clearing in the forests of northern Ithilien named for the mighty culumalda trees which encircle it.

FIRIEN WOOD

Type: Forest.

Area: 800 square miles.

Geographic Area: Gondor.

Map Coordinates: H12

This forest of oak trees on the northern side of the White Mountains is the site of Halifirien, the last of Gondor's northern beacon-towers.



FORD OF BRUINEN

Type: Ford.

Water Depth: *average depth:* 2 feet.

deepest: Gwirth 4 feet.

most shallow: Úrui 9 inches.

Geographic Area: Eriador.

Map Coordinates: D10

The path off the Great East Road to the Vale of Imladris leaves the road soon after the Ford.

FORD OF CARROCK

Type: Ford.

Water Depth: *average depth:* 4 feet.

deepest: Gwirth 6 feet.

most shallow: Narbeleth 2 feet, 6 inches.

Geographic Area: Nan Anduin.

Map Coordinates: C12

The Ford of Carrock is a dangerous crossing of the Anduin at the site of a Bejabar holy place. The Carrock is a great rock in the center of the Anduin. Access from the left bank is fairly simple, but access from the right bank is difficult without some flotation device, especially during the spring melt. However, it is the first ford north of the Bay of Belfalas at which one has neither to pay a toll nor be subject to searches by Gondorian officials.

FORDS OF ISEN

(IACH ANGREN,
ETHRAID ENGRIN)

Type: Ford.

Water Depth: *average depth:* 2 feet.

deepest: Gwirth 3 feet.

most shallow: Ivanneth 8 inches.

Geographic Area: Gondor/Eriador.

Map Coordinates: G9

A ford crosses the Angren in the Gap of Calenardhon. An islet in the center of the stream marks the ford, which is usable throughout the year and safe to most traffic.

FOREST RIVER (TAURDUIN)

Type: River.

Length: 275 miles.

Geographic Area: Mirkwood.

Map Coordinates: B13-C15

The Taurduin flows through Rhovanion from its source in the Ered Mithrin to its mouth in the Long Lake. For most of its course, the Forest River cuts through Mirkwood, passing by the gates of Thranduil's palace. After it leaves Mirkwood, the river slows and forms the Long Marshes, a broad wetland filled with insects.

GAER DÚRLITH

Type: Plain.

Area: 1,400 square miles.

Geographic Area: Mordor.

Map Coordinates: H16-H17

The Gaer Dúrlith is a bleak plain in eastern Mordor, filled with ash spewed from the volcano Orodruin. No plants grow in the shifting dunes, and beasts and Orcs avoid the region.

GAP OF ANGMAR

Type: Valley Entrance.

Width: 50 miles.

Geographic Area: Nan Angmar/Eriador.

Map Coordinates: A9

The entry into the Nan Angmar is formed by the two northern arms of the Misty Mountains. A steep rise, dotted with a number of the Witch-king's strongest holds, marks the Gap, making unobtrusive access to central Angmar extremely difficult.

GAP OF CALENARDHON

Type: Valley.

Width: 45 miles.

Geographic Area: Gondor/Eriador.

Map Coordinates: G9

The level valley between the Misty Mountains and the White Mountains is known as the Gap of Calenardhon. The fortress of Angrenost guards the Gap, which currently marks the limit of effective Gondorian power in the North. The Old North Road passes through the Gap as well, making the region a bottleneck for traffic between Eriador and the lands in the Anduin basin.

GILRAIN

Type: River.

Length: 180 miles.

Geographic Area: Gondor.

Map Coordinates: I12

The Gilrain is a river of Lebennin in southern Gondor, flowing from its source in the White Mountains to the Bay of Belfalas by the city of Linhir. The Gilrain is navigable for much of its length, and the fertile soil along its banks draws many farmers to its valley.

GLADDEN (SÎR NINGLOR)

Type: River.

Length: 65 miles.

Geographic Area: Nan Anduin.

Map Coordinates: D12

This tributary of the Anduin rises in the Misty Mountains one hundred miles north of Lórien and terminates in a broad marsh.



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GLADDEN FIELDS (LOEG NINGLORON)

Type: Marshlands.

Area: 380 square miles.

Geographic Area: Nan Anduin.

Map Coordinates: D12

Marshy boglands are situated between the Rivers Gladden and Anduin. In T.A. 2, High-king Isildur met his doom at the hands of a marauding Orc party here, losing Sauron's One Ring and his own life. Fifteen hundred years later, a small colony of Stoor Hobbits still makes its home on the Anduin banks, hiding their homes in the long grass.

GLANDUIN (SWANFLEET)

Type: River.

Length: 125 miles.

Geographic Area: Eriador.

Map Coordinates: E8

The Swanfleet flows west from its source in the Misty Mountains to join up with the Gwathló in a marshy delta a few miles north of Tharbad. The Sirannon is the main tributary of the Glanduin.



*A Stretch of
Clear Water
in the
Loeg Glanhír*

GLANHÍR (MERING STREAM)

Type: Stream.

Length: 70 miles.

Geographic Area: Gondor.

Map Coordinates: H12

The stream in northern Gondor which marks the boundary between Anórien and Calenardhon is called the Glanhír. The Glanhír's source is in the Firien Wood, and it washes into the swamps at the mouth of the Onodlo.

GONDEITHEL

Type: River.

Length: 170 miles.

Geographic Area: Harad.

Map Coordinates: N/A

In the desert south of Umbar, the Gondeithel runs underground for much of its course. The Gondeithel enables plants and creatures to survive in the inhospitable desert, but it is prone to flood suddenly, bringing death where it once supplied life. [San Martorin]

GORGOROTH

Type: Plateau.

Elevation: 3,100 feet.

Area: 12,000 square miles.

Geographic Area: Mordor.

Map Coordinates: I15-H17

This dry, desolate plateau forms the northern half of Mordor and is bordered by the ranges of the Ered Lithui and the Ephel Dúath. Thick layers of flood basalts, deposited over many years, lifted Gorgoroth half a mile above the level of the Anduin, and it might as well be a different world altogether from neighboring Ithilien. Its landscape is hospitable only to Orcs, and the troops of Gondor who visit it are rarely eager to return. Only Orodruin and Barad-dûr break the apparent plane of Gorgoroth's horizon, but crags, fissures, and wide basins of dust slow the traveller's pace to a mere crawl. Virtually no sources of potable water exist on the plateau. Idle visitors are warned to avoid this land, the former stronghold of Sauron.

GREEN HILLS

Type: Hills.

Average Hilltop Elevation: 700-900 feet.

Area: 575 square miles.

Geographic Area: Eriador.

Map Coordinates: D5

Rolling hills cover the southern marches of the Shire and provide a home to the gregarious Took clan.

GROP KODAR

Type: Mountain.

Elevation: 4,186 feet.

Geographic Area: Ered Lithui.

Map Coordinates: H19

Grop Kodar is the lowest peak in the Ered Lithui.

GÛLDUIN (ENCHANTED RIVER)

Type: River.

Length: 100 miles.

Geographic Area: Mirkwood.

Map Coordinates: C14

A small but very fast and strong stream runs through central Mirkwood, flowing from the Eryn-nu-Fuin into the Taurduin twenty miles west of Thranduil's palace. A dread enchantment of an unknown source blights the river's waters, causing any who bathe in or drink from the stream to fall into an unwakeable sleep for as long as a week, with severe disorientation for a similar period.

GUNDALOK

Type: Plateau.

Elevation: 3,042 feet.

Area: 750 square miles.

Geographic Area: Nan Anduin.

Map Coordinates: A11-B11

A plateau rises near the eastern approaches to the passes across the Misty Mountains into Angmar. A sheer cliff limits access to the Gundalok to a few rugged trails, giving the Witch-king instant knowledge of virtually any trespassers in his barren eastern marches. The gates of Mount Gundabad also empty out onto the plateau, creating a large traffic of Orcs and evil Men across the plain.

GWATHIRAUG

Type: Volcanic Basin.

Area: 190 square miles.

Geographic Area: Mordor.

Map Coordinates: J15

A portion of the valley formed by the Eregwath and the Ephel Dúath is geologically active. Great steaming swamps and mud pots fill the valley, and it is one of the few places on Gorgoroth where one can find living vegetation.

GWATHLÓ (GREYFLOOD)

Type: River.

Length: 205 miles.

Geographic Area: Eriador.

Map Coordinates: F7-F6

The greatest river of Cardolan is formed by the confluence of the Mitheithel and the Glanduin. The Gwathló flows into Belegaer near the Númenórean ruins at Lond Daer. The current of the Gwathló is slow yet treacherous, due to shifting mud deposits and marshy banks. Each year after the snows melt, the Gwathló floods and occasionally forces the residents of Tharbad and Sudúri to seek higher ground. Despite these hazards to navigation, there is a great deal of river traffic on the Gwathló, for the sea route to Gondor remains comparatively cheap and profitable. Great ships are too cumbersome for the waters of the Gwathló, and shallow-draft barges are the most common traffic on the river.

HARNEN

Type: River.

Length: 690 miles.

Geographic Area: Harad.

Map Coordinates: N/A

The Harnen defines the limit of Gondor's southern claims. The river rises in the southern Ephel Dúath and flows into Belegaer southeast of Tolfalas. Many Haradrim depend upon the waters of the Harnen for their survival.

HELKASIRIL

Type: Stream.

Length: 175 miles.

Geographic Area: Forochel.

Map Coordinates: A12

A tributary to the Lókosir, the Helkasiril rises in the Ered Mithrin and flows north through the Forovirkain.

HIGH PASS (DONCIRITH)

Type: Mountain Pass.

Maximum Elevation: 7,700 feet.

Geographic Area: Hithaeglin.

Map Coordinates: C11

The High Pass east of Rivendell is one of the few routes over the Misty Mountains. Due to harassment by the Orcs, travellers have opened a second pass which is higher and more treacherous, yet safer from attacks. The low route takes at least two days to cross on foot, the high route considerably longer. Snow blocks the High Pass from late autumn to early spring.

IACH CELDUIN

Type: Fords.

Water Depth: *average depth*: 3 feet.

deepest: Nórui 4 feet.

most shallow: Ivanneth 2 feet, 6 inches.

Geographic Area: Rhovanion.

Map Coordinates: D16

Fords cross the Running River where the Dwarf-road through Mirkwood leaves the forest. Few Dwarves now use the fords, which are employed primarily by Northmen and Dorwinrim.

IACH IAUR (ATHRAD IAUR, OLD FORD)

Type: Ford.

Water Depth: *average depth*: 3 feet, 6 inches.

deepest: Gwirth 5 feet.

most shallow: Narbleth 2 feet.

Geographic Area: Nan Anduin.

Map Coordinates: D12

The Dwarf-road crosses the Anduin between the Carrock and the Gladden Marshes at the Athrad Iaur. The Old Ford receives no maintenance, and it becomes more dangerous to use each year. Nonetheless, it remains the best crossing between Osgiliath and the northern Vales. A Dwarvish bridge called Nogothiant still crosses the Anduin a half-mile north of the ford, but it is in ill repair and a whole span is now missing.



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IACH ONODLÓ (ATHRAD ONODLÓ)

Type: Ford.

Water Depth: *average depth*: 2 feet, 9 inches.

deepest: Lothron 4 feet.

most shallow: Ivanneth 1 foot, 6 inches.

Geographic Area: Gondor.

Map Coordinates: GI1

Fords cross the River Entwash in northern Calenardhon. The Iach Onodló marks the navigable limit of the river, and local farmers bring their produce here each autumn to load it upon flat-bottomed river craft.

ICE BAY OF FOROCHEL

Type: Bay.

Area: 5,900 square miles.

Geographic Area: Forochel.

Map Coordinates: N/A

An arm of Belegaer protrudes into the frozen wastes north of Arthedain. The Ice Bay is frozen nine months of the year, but during the summer whales and seals may be seen from the rocky shores. [Drógil of Fornost]

IMLAD ITHIL (MORGUL VALE)

Type: Valley.

Area: 16 square miles.

Geographic Area: Ephel Dúath.

Map Coordinates: HI4

The city of Minas Ithil is located in this deep valley in the Ephel Dúath.

IRON HILLS (EMYN ENGRIN)

Type: Hills.

Average Hilltop Elevation: 2,800-3,200 feet.

Area: 3,100 square miles.

Geographic Area: Rhovanion.

Map Coordinates: BI7-BI8

A rugged and wooded region in eastern Rhovanion is known as the Iron Hills. Rich iron deposits provide the basis for a community of Dwarves here. The northern slopes are windswept, barren, and resemble the Ered Mithrin to the north. [Edelesboc]

ISLE OF MENELTARMA

Type: Island.

Area: ?

Geographic Area: Belegaer.

Map Coordinates: N/A

Meneltarma is probably a fictitious isle in Belegaer which marks the former site of the Island of Númenor. Presumably, the island is the tip of Meneltarma, the mountain which once held the Hallow of Eru.

ITHILDUIN

Type: River.

Length: 60 miles.

Geographic Area: Gondor.

Map Coordinates: HI4

Rising in the Cirith Ungol and flowing into the Anduin, the Ithilduin is shallow, swift, and unnavigable. Near its source, it tastes of brimstone and is not potable.

KHAND

Type: Plain.

Area: 100,000+ square miles.

Geographic Area: Harad.

Map Coordinates: N/A

South and east of Mordor is home to a substantial number of Easterlings. Khand is an arid and inhospitable land, and the natives are descendants of Easterling tribes who were forced out of more fertile lands in the East.

KHELED-ZÂRAM (MIRRORMERE)

Type: Lake.

Area: 8 square miles.

Geographic Area: Hithaeglir.

Map Coordinates: EI0

An alpine lake rests in the Dimrill Dale by the eastern gates of Moria. The waters of Kheled-zâram are continually smooth, and one can always see the seven stars of Durin's Crown reflected in it, even on a cloudy day. Needless to say, the place is sacred to Dwarves.

KHÊLOR-DORNAL

Type: Mountain.

Elevation: 3,642 feet.

Geographic Area: Ered Mithrin.

Map Coordinates: AI6

Once mined by the Naugrim, Khêlor-dornal is the lowest peak in the Grey Mountains.

LAKE HYORD

Type: Lake.

Area: 42 square miles.

Geographic Area: Hithaeglir.

Map Coordinates: AI1

The cold and deep lake to the north of Mount Gundabab is known as Lake Hyord. The Orcs use this lake for both transport and drinking water.

LANCRAST (STARKHORN)

Type: Mountain.

Elevation: 13,804 feet.

Geographic Area: Ered Nimrais.

Map Coordinates: HI0

Looming over the valley of Dunharrow, Lancrast is clearly the tallest peak in the Ered Nimrais. It keeps its snow-cap year-round.

LANGFLOOD

The Northman name for the upper reaches of the Anduin.

LANGWELL

(ANEITHEL, FORNANDUIN)

Type: River.

Length: 165 miles.

Geographic Area: Nan Anduin.

Map Coordinates: B11-B12

One of the sources of the Anduin is this river of northwestern Rhovanion. The Langwell rises on the Gundalok near the peaks of the Hithaeglin claimed by Angmar. Despite its foul origin, it is swift, clear, and straight for most of its length.

LEBINNEVET

Type: Cape.

Area: 220 square miles.

Geographic Area: Gondor.

Map Coordinates: J11

The cape of Lebinnevet swells between the two bays forming the mouths of the Anduin and the Gilrain. The watch-tower at the end of Lebinnevet provides the last chance for Gondor to receive warning of a sea-raid on Linhir or up the Anduin.

LEFNUI

Type: River.

Length: 320 miles.

Geographic Area: Gondor.

Map Coordinates: H7-J7

The Lefnui is a shallow and swift river of Anfalas in western Gondor. The Lefnui rises near the gold mines in the highlands and skirts the southern slopes of the hills until it reaches the Great Sea by Andrast.

LHÚGDHOL

Type: Mountain.

Elevation: 4,800 feet.

Geographic Area: Ephel Dúath.

Map Coordinates: N/A

Lhúgdhol marks the southeastern limit of the Ephel Dúath.

LHÛN

Type: River.

Length: 625 miles.

Geographic Area: Eriador.

Map Coordinates: A4-C4

The River Lhûn in Arthedain drains and parallels the chain of the Blue Mountains. A group of Northmen live along the river and use it as the foundation for their nomadic culture. The Lhûn has neither ford nor bridge, and due to its strong and cold current, one would be wise to cross only in a sturdy boat.

LIMLAITH (LIMLIGHT)

Type: River.

Length: 190 miles.

Geographic Area: Nan Anduin.

Map Coordinates: F10-F12

The Limlaith marks the approximate northern boundary of Gondor. Starting in the Misty Mountains, the Limlaith skirts the northern edge of Fangorn Forest before it crosses a broad plain and washes into the Anduin north of the Wold. Tir Limlight, the northernmost outpost of Gondorian authority, rests at the confluence of the two rivers.

LINDAL

Type: Waterfall.

Height: 80 feet.

Geographic Area: Rhovanion.

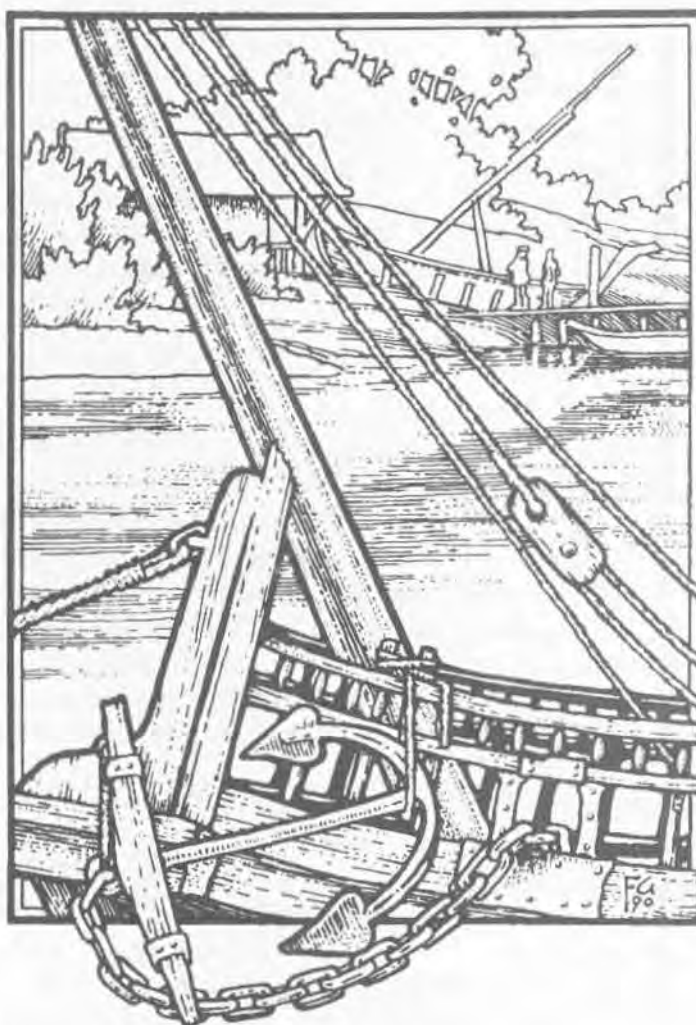
Map Coordinates: C15

The falls at the southern end of the Annen require a time-consuming and costly portage.



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*Docks of
Tir Limlight*





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LINDUIN

Type: River.

Length: 205 miles.

Geographic Area: Beleriand.

Map Coordinates: B2-C2

The River Linduin in Forlindon is the greatest course of water west of the Ered Luin. The Linduin rises in the Blue Mountains and rushes to meet the Gulf of Lhûn by the port of Forlond. The Elves claim that the Linduin was once the River Gelion of Ossiriand, its course changed during the Great Battle. If so, it is a pale shadow of what it once was during the First Age. [Drógil of Fornost]

LITHLAD

Type: Plain.

Area: 70,000 square miles.

Geographic Area: Mordor.

Map Coordinates: H17-J19

Lithlad is a great plain of Mordor, located in the south of that realm east of the Sea of Nurn.

LÓKOSIR

Type: River.

Length: Over 180 miles.

Geographic Area: Forochel.

Map Coordinates: A11-A10

The Lókosir runs north of Angmar, rising in the valley between the Ered Mithrin and the Hithaeglin and flowing north, presumably washing into the Bay of Forochel.

LOSSARNACH

Type: Alluvial Valleys.

Area: 390 square miles.

Geographic Area: Gondor.

Map Coordinates: I13

Lossarnach contains many fertile valleys between the White Mountains and the Anduin. A few Daen Coentis relics in the region suggest that this area was once a home to that ancient people long before the arrival of the Dúnedain.

LOSSOTIL

Type: Mountain.

Elevation: 9,497 feet.

Geographic Area: Ered Luin.

Map Coordinates: A3

Lossotil is the tallest peak in the Ered Luin.

METHEDRAS

Type: Mountain.

Elevation: 15,987 feet.

Geographic Area: Hithaeglin.

Map Coordinates: F9

The southernmost peak of the Misty Mountains is also the range's second tallest. The Tower of Orthanc stands on its southern flank and the forest of Fangorn creeps up its eastern side.

METRAST

Type: Cape.

Area: 1,250 square miles.

Geographic Area: Gondor.

Map Coordinates: K10

The southern point of the peninsula of Belfast, Metrast is both a landmark and a hazard to navigators on the Nen Belfalas. Shoals and dangerous seas permit only the most experienced pilots to sail close to shore. Seals frequently sun themselves on the rocky shores of the cape.

MIDGEWATER MARSHES

Type: Marshland.

Area: 360 square miles.

Geographic Area: Eriador.

Map Coordinates: D7

The swampland east of Bree is infested by all manner of insects. The Great East Road skirts south to avoid passing through the unpleasantly stagnant marshes.

MINDOLLUIN

Type: Mountain.

Elevation: 10,459 feet.

Geographic Area: Ered Nimrais.

Map Coordinates: I13

Mindolluin is the easternmost peak of the Ered Nimrais. The rock upon which Minas Anor rests is an eastern spur of Mindolluin.

MINHIRIATH

Type: Lowland Valleys.

Area: 28,000 square miles.

Geographic Area: Eriador.

Map Coordinates: F5-E6

Many streams and rivers flow through this southern region of Cardolan between the Gwathló and the Baranduin. Minhiriath is famous for its fertile farmlands. The region is prone to the annual floods of its rivers, however, and it is not as populous as it might be.

*The Lower
Slopes of
Methedras*



MINTYRNATH

Type: Highland Region.

Area: 23,000 square miles.

Geographic Area: Eriador.

Map Coordinates: E6-D7

This hilly upland region of Cardolan lies south of the Great East Road and west of En Eredorath. Mintyrynath contains the South Downs, the Barrow-downs, the Pinnath Ceren, and the high plains of central Cardolan.

MITHEITHEL (HOARWELL)

Type: River.

Length: 480 miles.

Geographic Area: Eriador.

Map Coordinates: C10-E8

The Mitheithel in Rhudaur flows west from the Misty Mountains, passes through the Ettenmoors and the Trollshaws, is joined by the Bruinen, and eventually merges with the Glanduin to form the Gwathló. The Mitheithel's current is too swift for most craft to navigate, and too powerful and cold to ford easily.

MITHLIN

Type: River.

Length: 60 miles.

Geographic Area: Nan Anduin.

Map Coordinates: A13-B12

This small, cold, and swift river in northwestern Rhovanion is reportedly the ultimate source of the Anduin. The Mithlin rises in the pass through the Grey Mountains which bears its name and flows just sixty miles before it joins with the Langwell and other small tributaries to form the Anduin.

MORGAI

Type: Mountain Ridge.

Average Elevation: 4,700-4,800 feet.

Geographic Area: Ephel Dúath.

Map Coordinates: I14-H14

A low mountain ridge east of and parallel to the Ephel Dúath forms Mordor's inner line of defense. Jagged and steep, the thorn-covered Morgai limits access to Gorgoroth to a single pass near Cirith Ungol.

MORMAEGON

Type: Mountain.

Elevation: 8,804 feet.

Geographic Area: Ephel Dúath.

Map Coordinates: I14

The tallest peak in the Ephel Dúath, Mormaegon is a black and twisted mountain, formed of a great block of basalt.

MORTHOND (BLACKROOT)

Type: River.

Length: 280 miles.

Geographic Area: Gondor.

Map Coordinates: H10-I10

The Morthond in western Gondor divides the lands of Lamedon and Dor-in-Ernil from the province of Anfalas. The river flows from its source in the Ered Nimrais to its mouth in the Bay of Belfalas. The Ringló is its primary tributary.

MORVA TARTH

Type: Peat Bogs.

Area: 420 square miles.

Geographic Area: Eriador.

Map Coordinates: C9

These peat bogs lie in northern Rhudaur. A single track leads through the Morva Tarth, and any who wander off it stand a good chance of meeting a hidden doom. The local Hillmen execute criminals by tossing them hog-tied into the morass.

MOUNTAINS OF MIRKWOOD (EMYN-NU-FUIN)

Type: Mountain Range.

Length: 155 miles.

Average Peak Elevation: 4,800-5,300 feet.

Geographic Area: Mirkwood.

Map Coordinates: D14-C15

This isolated chain of low igneous mountains stands near the center of Mirkwood. Conifers cover the slopes, and only a few rocky peaks jut out above the trees.

MOUNTAINS OF RHÛN

Type: Mountain Chain.

Length: 160 miles.

Average Peak Elevation: 3,500-4,500 feet.

Geographic Area: Rhovanion.

Map Coordinates: G18-F18

Little is known about these mountains to the East. The black, glassy rock—laen—which the Easterlings find here suggests that they are of volcanic origin. The peaks are not high, nor are they particularly steep. The Easterlings graze sheep and goats on their slopes. [Edelesboc]

MOUNT GRAM

Type: Mountain.

Elevation: 7,423 feet.

Geographic Area: Hithaeglir.

Map Coordinates: B9

The servants of the Witch-king have delved a mountain fortress in the southern arm of the Misty Mountains which forms the Nan Angmar. Gram is the most notorious Orc-hold west of the Mountains, and no Man has escaped from its depths alive with a coherent description of its interior.





MOUTHS OF ENTWASH (ETHIR ONODLÓ, ENTYN-IN-ONODLÓ)

Type: Delta.

Area: 1,200 square miles.

Geographic Area: Gondor.

Map Coordinates: H12-H13

A marshy delta forms below the Falls of Rauros where the River Entwash meets the Anduin. In just a few short miles, the River Entwash transforms from a swift and clear stream into a murky and dangerous bog. The swamps of the Mouths are perilous to navigate, for the waterways change overnight, and the fens are home to many foul creatures. The flow from the Onodlô forms the marsh on the opposite bank known as Nindalf.

NANIL RUIN

Type: Marshland.

Area: 11 square miles.

Geographic Area: Hithaeglir.

Map Coordinates: A11

Marshes lie by the eastern passes into Angmar in a valley of the Hithaeglir. The Nanil Ruin is the site of volcanic activity and contains many geysers, hot springs, and small volcanoes. Were it not so near the center of the Witch-king's realm, it would be a place of great natural beauty and geological interest.

NAN-I-NAUGRIM

Type: Valley.

Area: 310 square miles.

Geographic Area: Ered Luin.

Map Coordinates: B3

A sheltered valley rests at the foot of Mount Dolmed in the Ered Luin. A small colony of Dwarves makes their home in caverns along the valley walls. For more information, see *Realms: Nan-i-Naugrim*.

NAN LÓKE

Type: Valley.

Area: 3,700 square miles.

Geographic Area: Forochel.

Map Coordinates: A11

The wide vale which lies north of the Grey Mountains is predominantly a land of frozen tundra. A few Lossoth may wander in Nan Lôke, but most believe that only Dragons and the patrols of Angmar brave this inhospitable land.

NARROWS

Name given by the Northmen to the narrow waist in the outline of Mirkwood Forest where the two edges draw close together. Passage between the East Bight and the West Bight is facilitated by the Rad Angálaladh, a Northman trail through the forest.

NEN HITHOEL

Type: Lake.

Area: 320 square miles.

Geographic Area: Gondor/Rhovanion.

Map Coordinates: G13

This long lake on the Anduin is covered by mists most of the time. The Pillars of Argonath mark the northern limit of the lake, while the Falls of Rauros are at the southern end. The noise of the Falls fills the valley of the lake.

NEN-I-SÛL

Type: River.

Length: 130 miles.

Geographic Area: Eriador.

Map Coordinates: D7-E8

This small river, roughly the boundary of eastern Cardolan, rises on Weathertop and flows south until it meets the Gwathló. Many small villages of Feotar once lined the banks of the Nen-i-Sûl; most of these stand deserted since the Plague.

NENUIAL (LAKE EVENDIM)

Type: Lake.

Area: 900 square miles.

Geographic Area: Eriador.

Map Coordinates: C5-C6

Nenuial is a tranquil lake in central Arthedain, known for brilliant optical effects accompanying sunsets on clear days. The lake is sacred to most Dúnedain, and several of Arthedain's noble houses built their manors on its shores. The sack of Annúminas left the region around Nenuial depopulated for over a century, with most local farmers fleeing to the safety of Fornost Erain. Even with the best efforts of King Argeleb, the region around the lake remains largely deserted.

NIMRODEL

Type: Stream.

Length: 25 miles.

Geographic Area: Nan Anduin.

Map Coordinates: E11

The Elves claim that this stream in Lórien is named for the Silvan maid who lives by its banks.

NINDALF (WETWANG)

Type: Marshland.

Area: 2,000 square miles.

Geographic Area: Rhovanion.

Map Coordinates: H13-G13

The joining of the Anduin and the Entwash turns the region south of the Eryn Muil into a vast and tangled wetland, home to several primitive tribes of Marshmen.

NIN-IN-EILPH (SWANFLEET)

Type: Marshland.

Area: 380 square miles.

Geographic Area: Eriador.

Map Coordinates: E7

The confluence of the Rivers Glanduin and Gwathló forms this swamp in Cardolan to the east of Tharbad. Numerous swans make the marshes their home, giving the region the Westron name Swanfleet.

NUMERIADOR

Type: Alluvial Valleys.

Area: 20,000 square miles.

Geographic Area: Eriador.

Map Coordinates: A3-C3

The frontier on Arthedain's western border is known as Numeriador. It comprises the land between the river Lhûn and the Blue Mountains, filled with rocky hills and scattered woodlands. Since the Plague, Numeriador is sparsely populated and loosely administered by the King at Fornost.

NURN

Type: Intermontaine Basin.

Area: 75,000 square miles.

Average Elevation: 2,700 feet.

Geographic Area: Mordor.

Map Coordinates: J15-H19

Nurn is not quite as high as Gorgoroth, and a number of rivers help to make the region considerably more fertile. Despite the promise of decent farmlands and iron mines, Gondorians are unwilling to risk the trek across Gorgoroth to exploit Nurn's resources. As a result, Orc tribes now claim the valley as their own.

OGLOB GLACIER

Type: Glacier.

Area: 80 square miles.

Geographic Area: Hithaeglir.

Map Coordinates: A11

A massive ice sheet in the northern Misty Mountains is the source of Lake Hyord. The Oglob Glacier lies just a few miles north of the Goblin-hold of Mount Gundabad.

OILAD

Type: Plain.

Area: 20,000 square miles.

Geographic Area: Eriador.

Map Coordinates: C7-C8

Oilad is a sparsely populated plain about 100 miles wide between Arthedain and Rhudaur. Low grasses cover the gently rolling landscape. Angmarean patrols are common here, and even the Hillmen stay away when they can.

[Drôgil of Fornost]

ONODLÓ (ENTWASH)

Type: River.

Length: 360 miles.

Geographic Area: Gondor.

Map Coordinates: F10-H13

The Onodló originates in the Misty Mountains near Fangorn Forest and flows south and east until it joins the Anduin in a broad series of marshes. The Onodló carries much of the grain produced in Calenardhon to the rest of Gondor.



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OROD EDHELION

Type: Mountain.

Elevation: 6,900 feet.

Geographic Area: Gondor.

Map Coordinates: J10

Named for the first Prince of Dor-en-Ennil, Orod Edhelion is the highest mountain in the Ered Tarthorion.

*Huorns
of Fangorn*



OROD ELWĒ

Type: Mountain.

Elevation: 6,824 feet.

Geographic Area: Ered Luin.

Map Coordinates: E3

Orod Elwē is the southernmost peak in the Blue Mountains.

OROD RAUVELEG

Type: Mountain.

Elevation: 9,055 feet.

Geographic Area: Mordor.

Map Coordinates: I15

The highest peak in Mordor, Orod Rauveleg punctuates the Ereghath, where it looms ominously over the Den Nurn.

ORODRUIN (MOUNT DOOM)

Type: Mountain.

Elevation: 8,100 feet.

Geographic Area: Mordor.

Map Coordinates: H15

Located in the center of Gorgoroth, Orodruin dominates the plateau. The volcano is prone to small eruptions, spewing ash and lava across the region. A volcanic wasteland surrounds the mountain, where cracks in the earth ooze forth magma and steam just as Orodruin does. Sauron betrayed the Elves here by forging the Ruling Ring at the Sammath Naur deep in the bowels of the mountain.

OVERBOURNE

Type: Marshland.

Area: 175 square miles.

Geographic Area: Eriador.

Map Coordinates: D6

These marshes in the southern Shire are located on the right bank of the Baranduin.

PARTH GURTHIL

Type: Plain.

Area: 450 square miles.

Geographic Area: Nan Angmar.

Map Coordinates: A10

Not a scrap of vegetation grows on this flat plain in the northern part of the Nan Angmar.

PELLENOR FIELDS

Type: Plain.

Area: 180 square miles.

Geographic Area: Gondor.

Map Coordinates: I13

The level and fertile lands surrounding the city of Minas Anor are home to the estates of many of the city's nobility. Every decade or so, the Anduin floods and covers these lands with a new layer of soil.

PERTH SARNEN

Type: Basin.

Area: 1,700 square miles.

Geographic Area: Harad.

Map Coordinates: N/A

A rugged and rocky region of Umbar lies below sea level. The jagged terrain provides many hiding places for a variety of poisonous beasts.

PERTH ÜLMYN

Type: Plain.

Area: 1,050 square miles.

Geographic Area: Mordor.

Map Coordinates: I15

This level, volcanic plain lies in Mordor south of Orodruin. Harsh winds keep this region of Gorgoroth free from ash and expose the black basalt of the plateau in many places.

PINNATH AEGRING (COLDFELLS)

Type: Hills.

Average Hilltop Elevation: 2,200-2,500.

Area: 5,800 square miles.

Geographic Area: Eriador.

Map Coordinates: C10-C11

Jagged, windswept downs in northern Rhudaur form the most rugged foothills of the Hithaeglin. Steep gorges filled with rushing streams slash the landscape. The Coldfells are covered with scattered woodlands and are inhabited by Trolls, Hillmen, and huge herds of Losrandir.

PINNATH CEREN (RED RIDGES)

Type: Hills.

Average Hilltop Elevation: 900-1,200 feet.

Area: 320 square miles.

Geographic Area: Eriador.

Map Coordinates: D6-E6

Hills lie in northern Cardolan along the left bank of the Baranduin. The Pinnath Ceren are home to a number of native Eriadorans, still resentful of the Dúnedain who took their lands and destroyed their forests.

PINNATH GELIN (GREEN RIDGES)

Type: Hills.

Average Hilltop Elevation: 2,000-2,400 feet.

Area: 15,000 square miles.

Geographic Area: Gondor.

Map Coordinates: I8

Though the hills which dominate Anfalas are fertile and well-sheltered from the rough winds that come off the Sea, few Gondorian farmers make their homes here, due to the numerous Dunlending tribes in the region and the isolation from the rest of Gondor. The Dunnish Queen Caldwinn holds her court in these hills.

PINNATH TEREK (TROLLSHAW)

Type: Hills.

Average Hilltop Elevation: 1,600-1,900 feet.

Area: 5,600 square miles.

Geographic Area: Eriador.

Map Coordinates: D9

The Pinnath Terek are a series of forested hills in central Rhudaur. True to their name, the Pinnath Terek are home to a large population of Trolls who provide no end of troubles for the local Hillmen.

POROS

Type: River.

Length: 230 miles.

Geographic Area: Harondor.

Map Coordinates: JI4-JI2

This river of southern Gondor marks the administrative boundary between Harithilien and Harondor. The Poros rises in the Ephel Dúath and meets the Anduin forty miles south of Pelargir. Ships of fair size can navigate it as far as the Crossings.

PROSAPAT

Type: Mountain.

Elevation: 8,963 feet.

Geographic Area: Ered Lithui.

Map Coordinates: HI6

Looming over the plain of Gorgoroth, Prosapat is the highest peak in the Ered Lithui.

RAMMAS FORMEN

Type: Highland Moors.

Area: 2,100 square miles.

Average Elevation: 450 feet.

Geographic Area: Eriador/Forochel.

Map Coordinates: B6-A6

Bleak highlands lie between Arthedain and the wastes of Forochel. The Rammas Formen is a windswept and uninhabited land, avoided by the Lossoth and Dúnedain alike. Arthedain maintains a watch on the Rammas Formen, but a manpower shortage since the Great Plague has forced King Argeleb to withdraw his troops into a tighter circle around Fornost Erain. The King's Rangers are the only folk who wander here now.

RAST ARNOR

Type: Cape.

Area: 400 square miles.

Geographic Area: Eriador.

Map Coordinates: G5

The cape in Cardolan southwest of the ruins of Lond Daer is known as the Rast Arnor. Legend holds that the cape once marked the southern limit of Elendil's original Kingdom of the North, but the name of the cape is certainly of a much later origin, perhaps given by mariners of the South who sought landmarks near the rivers into the center of that realm.

RAST VORN (DARK CAPE)

Type: Cape.

Area: 2,000 square miles.

Geographic Area: Eriador.

Map Coordinates: F4

The Rast Vorn is covered almost entirely by a thick forest, rumored by the locals to be haunted and filled with Wild Men. The eastern shore of the cape contains many dense swamps, while the western portion conceals many shoals. Due to these hazards, and the perils of the woods, mariners avoid the Rast Vorn at all costs.

REDHORN GATE

Type: Mountain Pass.

Elevation: 8,650 feet.

Geographic Area: Hithaeglir.

Map Coordinates: E10

The pass across the Misty Mountains in the vicinity of Khazad-dûm is named for the highest peak in northwestern Endor. Those not fortunate enough to use the road under the mountains must travel by this winding and dangerous pass. The Redhorn Gate is blocked by snow during the winter months and is difficult for wagons even in excellent weather. On the positive side, the pass' proximity to the Dwarven folk results in very few Orc attacks on those making the crossing.

RHÛN

Type: Plain.

Area: 800,000+ square miles.

Geographic Area: N/A

Map Coordinates: N/A

Rhûn is the name given by the Dúnedain to the lands to the east of Rhovanion. The lands of Rhûn are, according to the reports of traders from Dorwinion, predominantly composed of wide prairies and steppes. Beyond these grasslands lie great mountains and the lake of Helcarth, the place where the Elves first looked upon the stars. Exotic spices and healing herbs flow from the East, along with silks and finely carved items of jade and ebony.





RIMMON

Type: Mountain.

Elevation: 5,600 feet.

Geographic Area: Ered Nimrais.

Map Coordinates: H12

This low mountain in the northern Ered Nimrais holds one of the beacon-towers of Gondor.

RINGLÓ

Type: River.

Length: 200 miles.

Geographic Area: Gondor.

Map Coordinates: J10

The Ringló rises in the White Mountains near Ethring, from where it flows southwest until it joins the Morthond. Small craft can navigate the Ringló, but most of the White Mountain ores travel by land to Linhir, where they are loaded aboard ships bound for the rest of Gondor.

RÓNEN-IN-ANDUIN

Type: Highland Plains.

Area: 2,500 square miles.

Geographic Area: Nan Anduin.

Map Coordinates: B12

The fells between the various dales whose streams make up the source of the Anduin lie in the shadow of the Ered Mithrin. The Rónen-in-Anduin is a windswept land, covered with little vegetation other than heather and a low carpet of grass.

SARCH NIA LINQUELIË (WITHERED HEATH)

Type: Basin.

Area: 8,600 square miles.

Geographic Area: Ered Mithrin.

Map Coordinates: A15-A16

This uninhabitable volcanic basin lies between the two eastern arms of the Ered Mithrin. The plain is filled with dry lake-beds, scorched patches of earth, and steaming swamps. Many Dragons make their lairs here, living in mountainside caverns or in hollow mounds upon the plain.

SARN FORD (ATHRAD SARN)

Type: Ford.

Water Depth: *average depth*: 2 feet, 6 inches.

deepest: Gwirith 4 feet.

most shallow: úrui 1 foot.

Geographic Area: Eriador.

Map Coordinates: E6

The Athrad Sarn is a reliable ford on the Baranduin south of the Shire. The King of Arthedain garrisons and maintains the ford, keeping an eye on affairs in Cardolan from this vantage point.

SARN GEBIR

Type: Rapids.

Geographic Area: Gondor/Rhovanion.

Map Coordinates: G13

The Anduin roars with a dangerous set of rapids just north of the Nen Hithoel. A portage around the rapids exists on the right bank. Only experienced river pilots should attempt to navigate the Sarn Gebir.

SERNI

Type: River.

Length: 110 miles.

Geographic Area: Gondor.

Map Coordinates: I12-J12

The Serni, a tributary of the Gilrain, rises in the southern foothills of the Ered Nimrais and flows southwest for 110 miles before it reaches the Gilrain at Linhir.

SIRANNON

Type: River.

Length: 120 miles.

Geographic Area: Eriador.

Map Coordinates: E9

The Sirannon runs from the West-gate of Moria to meet the Glanduin by the ruins of Ost-in-Edhil.

SÎR LANTALAITH

Type: Stream.

Length: 40 miles.

Geographic Area: Eriador.

Map Coordinates: F9

In conjunction with the Glanduin, the Sîr Lantalaith forms the headland upon which Ost-in-Edhil was built.

SÎR MORVA

Type: Stream.

Length: 115 miles.

Geographic Area: Eriador.

Map Coordinates: C9

The Sîr Morva is a tributary stream of the Mitheithel which originates in the peat bogs of the Morva Tarth. The waters of the Sîr Morva run a deep brown and are not fit to drink.

SIRROS

Type: River.

Length: 125 miles.

Geographic Area: Nan Anduin.

Map Coordinates: C12

The Sirros flows from the eastern slopes of the Misty Mountains to meet the Anduin by the Northman town of Maethelburg.

SNOWBOURN (LOSSEITHEL)

Type: River.

Length: 80 miles.

Geographic Area: Gondor.

Map Coordinates: G10-G11

The Snowbourn, a tributary of the Onodló, originates in the vale known as Dunharrow and crosses the plain of Calenardhon before it meets the Entwash south of the town of Onodrieth.

SÛRÛBEKI

Type: River.

Length: 115 miles.

Geographic Area: Rhovanion.

Map Coordinates: H20

The Sûrûbeki is a shallow river which feeds into the Gaer Rhûnen. [Edelesboc]

TALATH HARROCH

Type: Plain.

Area: 65,000 square miles.

Geographic Area: Rhovanion.

Map Coordinates: F13-F15

This wide, flat grassland once held for Gondor the promise of a new supply of grain. The turmoil of the Plague dashed that hope, and now, although Gondor still holds a claim to this broad prairie, only the horse-lords of the Éothraim and several small tribes of Easterlings inhabit the Talath Harroch.

TALATH MUIL

Type: Highland Moors.

Average Elevation: 450 feet.

Area: 7,200 square miles.

Geographic Area: Eriador/Forochel.

Map Coordinates: A4-A5

Rugged highlands form the northwestern marches of Arthedain. Low grass is the only living thing on this windswept plain, shunned even by the hardy Lossoth.

TALATH NAUR

Type: Desert Waste.

Area: 200,000+ square miles.

Geographic Area: Harad.

Map Coordinates: N/A

A wide, desolate, and flat desert fills the land south and east of Umbar. The Talath Naur is known to the local folk as the Sea of Fire, and it is aptly named. Travel across the desert is nearly impossible for those without knowledge of the ways of Harad, for the sands grow hot enough to bake a person alive during the day. The glare of the sun across the sand will blind a Man, if the swirling sands do not do so first. [San Martorin]

TALATH OIOHELCA (NORTHERN WASTE)

Type: Wasteland.

Area: 100,000+ square miles.

Geographic Area: Forochel.

Map Coordinates: A15-A17

Talath Oiohelca is a general term for lands north of the Ered Mithrin. According to reports of Dwarven prospectors, Dragons are the only inhabitants of this bleak and inhospitable region. The frozen plains extend for dozens of leagues into an unexplored waste.

TARLANG

Type: Mountain Range.

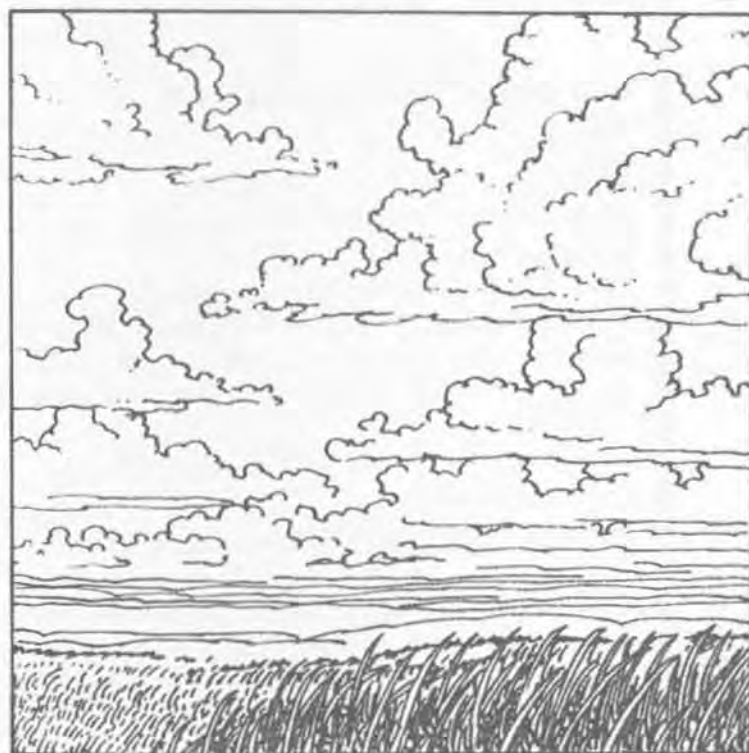
Length: 60 miles.

Average Peak Elevation: 4,500-5,000 feet.

Geographic Area: Gondor.

Map Coordinates: H10

An arm of the White Mountains stretches south into Lamedon in southern Gondor. Tarlang is not a particularly high range, but its steep slopes provide a formidable barrier to most traffic.



TARLANG'S NECK

Type: Mountain Pass.

Elevation: 1,075 feet.

Geographic Area: Gondor.

Map Coordinates: H10

Tarlang's Neck threads the gap between Tarlang and the Ered Nimrais. Contrary to popular belief, the pass was not named for a Dúnnish warrior-king named Tarlang, but for the large quantities of high-iron ore produced in the nearby range. Passage is easy through the Neck, which is gently sloped and almost never blocked by foul weather.



Grasslands
of the
Talath Harroch



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TAUR IAUR (OLD FOREST)

Type: Forest.

Area: 1,550 square miles.

Geographic Area: Eriador.

Map Coordinates: D6

The Taur Iaur is a dense woodland lying between the Tyrn Gorthad and the Shire. The Old Forest is a fragment of the vast woodland which covered most of Middle-earth. The hearts of many of the forest's trees are black and spiteful towards Men and Hobbits. Some even say that the trees attack intruders in the forest. Whatever the truth of these stories, many venturing into the Taur Iaur are never seen again. [Drógil of Fornost]

TAUR ROMEN

Type: Forest.

Area: 11,500 square miles.

Geographic Area: Rhovanion.

Map Coordinates: E20-E21

Based on the few reports available, the Taur Romen is a large forest of cedars on the shores of the Gaer Rhúnen. It is the last source of timber for many leagues to the East. [Edelesboc]

TOL BRANDIR (TINDROCK)

Type: Island.

Area: 4 square miles.

Geographic Area: Gondor/Rhovanion.

Map Coordinates: G13

Tol Brandir guards the Anduin immediately north of the Falls of Rauros. The shores of Tol Brandir are steep-sided cliffs, making access by man or beast impossible.

TOLDIL

Type: Island.

Area: 16 square miles.

Geographic Area: Nen Belfalas.

Map Coordinates: K11

Near the mouths of the Gilrain, Toldil is a familiar sight to navigators along the Bay of Belfalas. Shoals off the island's shores make the area a hazard for mariners, and a beacon-tower warns ships away.

TOLFALAS

Type: Island.

Area: 1,300 square miles.

Geographic Area: Nen Belfalas.

Map Coordinates: K11

Many strange beasts and birds found nowhere else in Middle-earth inhabit this volcanic isle. Tolfalas is a royal protectorate, administered directly by the King's will. Though it has few good harbors, it is an important watch-station for sea-borne raiders and pirates. See Realms: Gondor—Tolfalas.

TOL GLINGAL

Type: Island.

Area: 3 square miles.

Geographic Area: Nen Umbar.

Map Coordinates: N/A

Situated near the center of the Bay of Umbar, Tol Glingal is the home of many giant Mûmak Seals. The island was where the Númenórean king Ar-Pharazôn first landed in S.A. 3261 when he set out to conquer Sauron.

TOL UIALGAER

Type: Island.

Area: 7 square miles.

Geographic Area: Belegaer.

Map Coordinates: N/A

A group of small islands lie 120 miles off the coast of Umbar, uninhabited except for turtles, seabirds, and seals. Ruins found here by Númenórean sailors suggest that these islands were used by the Daen Coentis as a holy site, although neither they nor their descendants were ever great seafaring peoples. Some scholars believe that the islands represent the former coastline of Umbar, before the Great Battle of the Valar and Morgoth shattered the lands of the West. [San Martorin]

TYRN FORMEN (NORTH DOWNS)

Type: Hills.

Average Hilltop Elevation: 1,900-2,300 feet.

Area: 3,300 square miles.

Geographic Area: Eriador.

Map Coordinates: C6-B7

The North Downs are steep and jagged ridges north of Fornost in Arthedain. The North Downs hold many castles and watch-towers to guard against raids by Angmar, which lies only a few dozen leagues to the east.

TYRN GORTHAD (BARROW-DOWNS)

Type: Hills.

Average Peak Elevation: 800-1,200 feet.

Area: 875 square miles.

Geographic Area: Eriador.

Map Coordinates: D6

The Barrow-downs are a series of chalk and limestone ridges in northern Cardolan situated between the Taur Iaur and Bree-land. Royal burial mounds dating back to the First Age rest atop many of the hills, and the Kings of Arnor and Cardolan also chose the site as their last resting place. Due to the Dúnadan preoccupation with death, many of the barrows are quite elaborate and filled with traps. Since the Great Plague, rumors about terrifying undead living in the Tyrn Gorthad have begun to circulate. The Bree-landers refuse to travel upon the hills alone or at night and claim several townsfolk have disappeared in recent years.

TYRN HYARMEN (SOUTH DOWNS)

Type: Hills.

Average Peak Elevation: 1,000-1,500 feet.

Area: 5,100 square miles.

Geographic Area: Eriador.

Map Coordinates: D7

A series of steep rises in northern Cardolan, the Tyrn Hyarmen are actually a part of the Barrow-downs, but are separated from them by a broad gap through which the Greenway passes. This, and the lack of the oppressive feeling of death present in the Barrow-downs, causes the locals to refer to the South Downs as an entirely different terrain feature. They are covered with a thick, low grass, and many sheep graze upon the sunny slopes. The Tyrn Hyarmen once supported a much larger population, but many residents fled to Tharbad after the Plague.

UDÛN

Type: Valley.

Area: 900 square miles.

Geographic Area: Ephel Dúath/Ered Lithui.

Map Coordinates: H14

Udûn is a circular valley in Mordor between Carach Angren and Morannon, formed by a violent volcanic upheaval. The valley gradually rises in altitude from the level of the Anduin basin to the plateau of Gorgoroth. Udûn is a bleak place, without tree or beast. Caves in the steep walls and cliffs of the vale are home to small tribes of Orcs and Trolls who somehow manage to avoid Gondor's patrols.

UIALDUIN

Type: River.

Length: 100 miles.

Geographic Area: Eriador.

Map Coordinates: B5

The Uialduin drains the Emyrn Uial and flows into a marshy plain where it meets the River Lhûn.

ULDONA

Type: River.

Length: 135 miles.

Geographic Area: Rhovanion.

Map Coordinates: F18-E17

The Uldona is a tributary of the Celduin with a source in the Mountains of Rhûn.



UNDEEPS (DOR FIRNEN)

Type: Ford.

Water Depth: average depth: 4 feet.

deepest: Lothron 6 feet.

most shallow: Ivanneth 3 feet.

Geographic Area: Gondor/Rhovanion.

Map Coordinates: F12

Shallows near the Wold permit passage across the River Anduin. The Northmen also use the term Undeeps to describe the hills which surround the fords.

UTHRAEL BEOAC

Type: Plateau.

Elevation: 2,970 feet.

Area: 80 square miles.

Geographic Area: Ered Mithrin.

Map Coordinates: A13

This plateau in the central Grey Mountains is the site of a First Age Adan burial site.



WHITE DOWNS

Type: Hills.

Average Hilltop Elevation: 700-800 feet.

Area: 60 square miles.

Geographic Area: Eriador.

Map Coordinates: D5

Low and gentle chalk hills in the Shire, the White Downs are the site of Michael Delving and a number of other small villages. [Drógil of Fornost]

WITHYWINDLE

Type: River.

Length: 40 miles.

Geographic Area: Eriador.

Map Coordinates: D6

A small river drains the Old Forest, rising in the Tyrn Gorthad and a tributary of the Baranduin. Hobbit tales state that the most evil and dangerous trees of the Old Forest stand along the Withywindle. [Drógil of Fornost]



*A First Age
Barrow in the
Tyrn Gorthad*

*Royal Barrow
in the
Tyrn Gorthad*



*King's Guard
in Bree*

WOLD

Type: Hills.

Average Hilltop Elevation: 1,200-1,400 feet.

Area: 7,300 square miles.

Geographic Area: Gondor.

Map Coordinates: F12

The Wold is a grassy, hilly region in northern Calenardhon, bordered by the Rivers Limlaith and Anduin to the north and east and by the forest of Fangorn to the west. The Wold is higher than the surrounding lands, and the Anduin cuts through a narrow valley at its. Many steep dales riddle the Wold, providing hiding places for Orcs and brigands. Across the river lie the Brown Lands, which are actually the eastern extension of the Wold.

ZIRAK-ZIGIL

(CELEBDIL, SILVERTINE)

Type: Mountain.

Elevation: 15,499 feet.

Geographic Area: Hithaeglir.

Map Coordinates: E10

One of the three mountains above the Dwarf-city of Khazad-dûm, Zirak-zigil is sacred to the Naugrim. At its peak stands a watch-post known as Durin's Tower.

*Here ends the Book of Camagal,
a humble scholar in the service of the King.*

5.0 TRADE ROUTES

The following text describes overland routes of travel in Endor as well as common sea passages. The overland roads, paths, and tracks are discussed first. Sea routes follow.

5.1 LAND ROUTES

A brief paragraph summarizes the terrain and peoples through which each route travels. Following this text, a table provides mileage and an assessment of the degree of danger typical of different segments of each road or trail.

THE GREAT EAST ROAD

Extending from the Elvish city of Mithlond to the halls of the Dwarvish smiths in the Iron Hills, the Great East Road travels a nearly straight line through highly varied terrain. It traverses southern Arthedain, Rhodaur, and Rhovanion, connecting the towns of Mithlond, Bree, Imladris, and Esgaroth.

In Rhodaur, the road is plagued by robbers, Trolls, and exorbitant tolls imposed by the Hillman King Brogga. Orcs dominate the main pass through the Misty Mountains, forcing passage through a secondary, higher route. At any rate, the passes are effectively blocked by snow between December and March.

Furthermore, once a traveller crosses the Anduin at the Iach Iaur, he must face the spiders and Orcs of Mirkwood. Many travellers now abandon the Dwarven path through the forest, head up the Anduin to Maethelburg, and take the safer if less well marked Elven path through Mirkwood. Predictably, traffic west of Rhodaur is fairly heavy but becomes quite irregular in Rhovanion. West of the Mountains, the road is smooth and well-packed, but it has never been paved. In Rhovanion, the Great East Road is little more than a narrow set of wagon ruts, and the undergrowth in Mirkwood often blocks easy passage.

THE GREAT EAST ROAD

Aka: Menatar Romen, Men-i-Naugrim.

Grey Havens-Hobbiton	180 mi	safe & easy
Hobbiton-Bree	100 mi	safe & easy
Bree-Amon Sûl	100 mi	moderate
Amon Sûl-		
Bridge of Mitheithel	120 mi	moderate
Bridge of Mitheithel-		
Imladris	140 mi	dangerous
Imladris-Iach Iaur	250 mi	very dangerous
Iach Iaur-Iach Celduin	340 mi	very dangerous
Iach Celduin-		
Azanulinbar-dûm	180 mi	(trl) moderate

TRAVEL TIPS FOR THE GM

In order to determine the distance a character can travel in a single day, the GM should use the travel speed charts in *Rolemaster's Character Law* or *MERP* or can estimate 2.5/4 mph for walking/riding along a road. A GM should also take into account both the terrain through which a road passes and the quality of that road.

A mountain pass will prove a slower road than a path across an open plain, even though both roads are rated as standard. Likewise, a secondary road (sec) may only be a pair of rough-cut wagon ruts and prove little better than cross country travel in poor weather. In open country, a trail (trl) may only be a series of markers to keep travelers from becoming lost and offer no substantial benefit to travel times at all. If a party is planning a trip across rough country, though, they would be wise to stay on recognizable trails to avoid more unpleasant encounters.

In the end, rates of travel should be up to the GM, who should keep in mind that a party can only travel as fast as its slowest member. Carts and wagons should, in general, be confined to primary and secondary roads. Passes across the mountains may be the only means to cross the major ranges unless a group has special training and equipment.

The safety classifications are given to help groups of player characters plan long range travel, and to give Gamemasters guidelines as to the frequency and potential danger of encounters. GMs may want to use encounter charts provided in the various Middle-earth campaign modules or design general encounters around the indigenous wildlife and cultures. At any rate, in long distance travel, GMs should limit minor random encounters to no more than one or two per day, lest play become bogged down. Rather, he or she should describe the surrounding terrain and typical non-threatening encounters to the party to give them the flavor of the region through which they are passing.

THE OLD NORTH ROAD

Connecting the two ancient Númenórean Kingdoms in Exile, the Old North Road runs from Fornost Erain to Minas Anor, passing through Bree, Tharbad, and Calmirië along the way. Crossing through the Gap of Calenardhon, it is the only reliable route through the barrier formed by the Misty Mountains and the White Mountains. Thus, it is well-travelled and fairly safe, though internal strife in Cardolan and squabbles among the chieftains of Dunland are beginning to make travel along the road a more dangerous proposition.

Tolls are fairly heavy, especially in Cardolan, despite the lawlessness which seems to reign there. Legend holds that the road was built on the order of the High-king Elendil the Tall, who sought to connect his two lands. Initially paved with stone slabs, the road is in poor repair along many stretches, especially through Dunland. Even where the original stones have disappeared, the road consists of packed earth, raised in the center to allow water to run off. Trees once lined most of the road like columns, providing shade and fruit to weary travellers. The pleasant beauty still provided by the surviving trees in Cardolan earned the road the name Greenway.



OLD NORTH ROAD

Also: Iaur Men Formen, Greenway, Tiar Harriar, Tarmen-i-Númen, Great West Road, Arlen-in-Annûn, Men Galen, Annúminas Road.

Annúminas-Rood	50 mi	(sec) moderate
Rood-Fornost	40 mi	(sec) safe & easy
Fornost-Bree	100 mi	safe & easy
Bree-Mettraith	145 mi	moderate
Mettraith-Tharbad	80 mi	moderate
Tharbad-Larach Duhnnan	90 mi	moderate
Larach Duhnnan-Iach Angren	170 mi	dangerous
Iach Angren-Ostiras	40 mi	moderate
Ostiras-Calmirië	165 mi	moderate
Calmirië-Minas Anor	340 mi	safe & easy

SHIRE ROAD

One of the main routes into Arthedain passes through the region now known as the Shire. Since the migration of Hobbits into the region, traffic along the road has slowed because most merchants now use the Greenway. Nonetheless, many Hobbits travel short distances along the road to visit their relatives in nearby villages. The Took clan lives in the hills to the east of the road, and many a Took can be seen rambling along the grassy way. By the Sarn Ford, a garrison of the King's Soldiers stands watch, ready to report any suspicious persons entering Arthedain.

SHIRE ROAD

Hobbiton-Sackville	80 mi	safe & easy
Sackville-Sarn Ford	70 mi	safe & easy
Sarn Ford-Mettraith	80 mi	moderate





LEN ANGREN

An old path of the Númenóreans still serves those merchants foolhardy enough to trade with the Dunlendings of Enedwaith and Drúwaith Iaur. The road has never been paved, and in open country it is often difficult to find any trace of it at all. Long range traffic along the Len Angren is quite rare, and the local Dunnish tribes are not above a bit of banditry when it suits their mood.

LEN ANGREN		
Angrenost-Iach Angren	50 mi	moderate
Iach Angren-Adorn River	190 mi	dangerous
Adorn River-Belegaer	180 mi	dangerous

LEN ENED

Many minor tracks cross the broad plain of Calenardhon, linking the numerous small estates which grow grain to feed the cities of Gondor. Most of them lead into the Len Ened, a road which connects the estates with Calenardhon's largest towns. As might be expected, traffic along the Len Ened is heavy at harvest time and rare in other seasons. For the most part, the Len Ened is a dirt track which becomes an impossible mire after a heavy rainfall.

LEN ENED		
<i>Aka:</i> Tiar Forod.		
Ostiras-Dunlostir	50 mi	moderate
Dunlostir-Onodló	100 mi (sec)	moderate
Onodló-Limlaith	140 mi (sec)	moderate

THE GONDOR ROAD

The main road through Gondor stretches from Lond Ernil in Belfalas to Minas Anor, passing through Linhir and Pelargir along the way. An alternative route to Lond Ernil begins in Linhir. Instead of passing directly over the mountains of Belfalas, it takes the gentler and much longer coastal route.

Connecting most of the major cities of Gondor, the road is invaluable to the King for the efficient movement of troops and supplies. Paved with smooth flagstones along its entire length, the Gondor Road is regularly patrolled by both Royal troops and the retinues of local lords, making it perhaps the safest of the roads in Middle-earth.

Marble milestones regularly mark the distances to major cities along the route. The road has guard stations situated twenty miles apart to garrison the King's patrols and to provide inexpensive hostel accommodations for travelers. Numerous inns supply more lavish, and more expensive, lodgings, and most are reputable and safe.

THE GONDOR ROAD

Aka: Rathon Gondor, Men Anfalas.

Minas Anor-Pelargir	130 mi	safe & easy
Pelargir-Linhir	130 mi	safe & easy
Lindir-		
Lond Ernil (inland)	220 mi	moderate
Lindir-		
Lond Ernil (coast)	325 mi	safe & easy
Lond Ernil-Glanhir	60 mi	safe & easy
Glanhir-Rendûl	140 mi	moderate
Rendûl-Erech	80 mi	moderate

ROMEN ARAT

Gondor's inland towns are connected by the Romen Arat, a fine road which carries most of the raw ores mined in the White Mountains. Not quite as well-paved as the Gondor Road, the Romen Arat receives a fresh layer of gravel each year. Carefully tended by the local nobility, the road is sloped to aid the runoff of rainwater. Despite regular royal patrols, travelers on the road have been known to suffer occasional attacks by disgruntled Dunlending subjects.

ROMEN ARAT		
Lindir-Ethring	130 mi	moderate
Ethring-Calembel	45 mi	moderate
Calembel-Erech	90 mi	moderate

OSGILIATH ROAD

The road which connects Minas Anor with Minas Ithil was once one of the most-travelled routes in Middle-earth. Since the Plague, however, traffic across the bridge at Osgiliath has slowed to a trickle as Ithilien loses the position it once had as the center of Gondorian intellectual life. Since it connects three important cities, the Kings keep this road well-paved with cut stone.

OSGILIATH ROAD		
Minas Anor-Osgiliath	20 mi	safe & easy
Osgiliath-Minas Ithil	40 mi	safe & easy

THE ITHILIEN ROAD

The way from Dor Rhúnen to the lands beyond Harondor is officially known as the Ithilien Road, but most refer to it as the Harad Road. It is along this route that products of the lands to the South come into Gondor. Minas Ithil is the only city of note along its length, but it forms the gateway to Gondor from lands East and South.

Since the Plague and the sudden decline in the number of Gondorians living west of the Anduin, most of the traffic along this road has been troop movements. The army keeps the road in good shape, but many of its paving slabs have been missing for years. The King of Gondor's regents take care to stress to travellers that Gondor cannot guarantee safe passage though its more distant territories which are too vast to patrol regularly and harbor many bands of hostile Orcs, Easterlings, and Southrons.

THE ITHILLEN ROAD

Aka: Harad Road, Men Harad, Men Ithilien.

Morannon-Minas Ithil	140 mi	moderate
Minas Ithil-Tir Ethraid	210 mi	moderate
Tir Ethraid-River Harnen	290 mi	dangerous

THE MORIA ROAD

Growing more decrepid by the year is the path linking the Dwarven city of Moria west to the city of Tharbad and east to the Anduin River. Containing the ancient road which formerly led between Moria and Ost-in-Edhil, the way is now little more than a ragged path in places. Only friends of the Dwarves prepared to pay a steep toll may pass through the tunnels of Moria. Others must brave the dangerous Redhorn Pass, which is blocked each year from January to March by snow and high winds. Once across the mountains, the traveler must negotiate passage with the Elves of Lórien, who view any deviation from the path which follows the course of the Celebrant as a hostile act. Merchants will usually opt to cross the Misty Mountains by way of the Great East Road or the Gap of Calenardhon.

MORIA ROAD

Aka: Redhorn Way.

Tharbad-Ost-in-Edhil	140 mi	(trl) moderate
Ost-in-Edhil-Moria (West Gate)	130 mi	(sec) moderate
Redhorn Pass	70 mi	(trl) dangerous
Dwarf-road through Moria	50 mi	safe & easy
Moria (East Gate)-Caras Galadhon	125 mi	(sec) safe & easy

MEN RHÜNEN

The Witch-king of Angmar relies upon this winding route threading the gap between the Grey Mountains and Mirkwood to supply his army in the west. The passes across the Hithaeglar are blocked from late autumn to mid-spring, forcing Angmar to stockpile supplies for the winter months. The Witch-king's Orcs hold the gentle pass across the Misty Mountains, eager to slaughter any who try to cross without written orders from Angmar. Angmar heavily patrols this road, and for most travelers, it is more dangerous than cross-country travel.

MEN RHÜNEN

Carn Dûm-Litash	200 mi	very dangerous
Litash-Gundabad	80 mi	very dangerous
Gundabad-Iach Mithlin	140 mi	(trl) very dangerous
Iach Mithrin-Men Mithrin	180 mi	(trl) dangerous
Men Mithrin-The East	300 mi+	(trl) dangerous

MEN ANGMAR

The Men Angmar connects the various border forts that lie in the Gap of Angmar. It then heads south through the land of Rhudaur and eventually meets up with the Great East Road. The Men Angmar is not paved, but it has been worn smooth by the tread of countless Orc-feet. Black waist-high obelisks, covered in runes and Orcish graffiti, meet the traveler every league. Within the Gap of Angmar, the road is actually two parallel roads. One is reserved for Orc travel and the other for Men. The Witch-king is always shifting troops among his various fortresses, and more often than not, they travel along this well-used route.

MEN ANGMAR

Carn Dûm-Angsûl	40 mi	very dangerous
Angsûl-Morkai	75 mi	very dangerous
Morkai-Shedûn	20 mi	very dangerous
Shedûn-Penmorva	120 mi	dangerous
Penmorva-Cameth Brin	80 mi	dangerous
Cameth Brin-Great East Road	95 mi	dangerous

MEN ROMEN

Not to be confused with the much larger road in Rhovanion, this Men Romen connects some of the Northman communities in the upper vales of the Anduin. Due to the proximity of the northern parts of the road to the lands of Angmar, most Northmen monitor traffic very closely, ever-wary of the Witch-king's spies. The Men Romen is unpaved, but the local thegns keep it clear and smooth. Despite the good quality of this road, most Northmen prefer to use the more reliable river to transport their goods.

MEN ROMEN

<i>Aka:</i> E Romen, Men Rochrim.		
Angirith-Wraecaburg	150 mi	(sec) dangerous
Wraecaburg-Maethelburg	120 mi	(sec) moderate
Maethelburg-Doncirth	60 mi	(sec) dangerous

RAD ANGÁLALADH

A Northman trail cuts through the Narrows of Mirkwood, providing the shortest passage through the forest. The proximity of the path to Dol Guldur makes the trail very dangerous, and one should not attempt it unprepared.

RAD ANGÁLALADH

Woodmen-town-Rhosgobel	50 mi	(trl) moderate
Rhosgobel-Buhr Widu	160 mi	(trl) very dangerous





THE ELF-ROAD

The Elves of Northern Mirkwood have their own trail through the forest. Though they are a secretive society, they do not mind strangers using their path, as long as they stay to the trail and do not despoil the wood. Though far from the Shadow of southern Mirkwood, the Elf-road is far from safe, for one must cross the magical Gûlduin and pass by the spider-infested ruins of Caras Amarth.

ELF-ROAD

Maethelburg-		
Caras Amarth	70 mi (trl)	dangerous
Caras Amarth-Gûlduin	80 mi (trl)	dangerous
Gûlduin-Aradhrynd	60 mi (trl)	moderate

THE MORDOR ROAD

Cleverly disguised, this path leads from the Necromancer's stronghold at Dol Guldur to the occupied land of Mordor. Orcs and evil Men travel along this route, always by night and always in small groups to avoid suspicion. In Mordor, this road is paved with neatly dressed stone, but it is little more than a poorly marked track in some parts of Rhovanion. Sauron uses this path to ferry troops and goods to Mordor as he plots his return to his home.

MORDOR ROAD

<i>Aka:</i> Orc Road, Men Uruk.		
Dol Guldur-		
Eithel Celebrin	250 mi (trl)	dangerous
Eithel Celebrin-		
Morannon	60 mi (sec)	dangerous
Morannon-		
Carach Angren	40 mi	very dangerous
Carach Angren-		
Barad-dûr	90 mi	very dangerous

MEN ROMEN/MEN-IN-ARAW/MEN CELDUIN

These roads in Rhovanion serve to connect the Anduin Valley to the lands of the East. The Men Romen joins the lands of Calenardhon to Gondor's garrisons in the region, eventually heading to Dorwinion and the Sea of Rhûn. The Men-in-Araw links the Gondorian settlements with the Northman lands in the Mirkwood Narrows. The Men Celduin connects the settlements of the East Bight with the towns of Dale and Esgaroth, providing an avenue of trade with the East. The few merchants who use these roads profit greatly, but they always run the risk of bandits and raids by hostile Easterling tribes. Thus, most caravans in this region hire many guards.

MEN ROMEN

Aka: Len Aran, Armen.

West Road-Onodrieth	100 mi (sec)	moderate
Onodrieth-Tir Anduin	200 mi (sec)	moderate
Tir Anduin-Romenost	170 mi	moderate
Romenost-Thorontir	140 mi (sec)	moderate
Thorontir-Warfinger	130 mi (sec)	moderate
Warfinger-Ilanin	210 mi (sec)	dangerous

MEN-IN-ARAW

Romenost-Strayhold	150 mi	moderate
Strayhold-		
Buhr Waldmarh	40 mi	moderate
Buhr Waldmarh-		
Buhr Widu	50 mi	moderate

MEN CELDUIN

Aka: Men-in-Erebor, Men Mithrin.

Buhr Waldmarh-		
Buhr Ailgra	40 mi (sec)	moderate
Buhr Ailgra-Iach		
Celduin	125 mi (sec)	dangerous
Iach Celduin-Esgaroth	80 mi (sec)	moderate
Esgaroth-Dale	70 mi (sec)	moderate
Dale-Men Rhûnen	175 mi (trl)	dangerous

5.2 SEA ROUTES

Distances between common ports of sail are summarized in the chart below. Other factors affecting travel times, such as winds and currents, are also discussed.

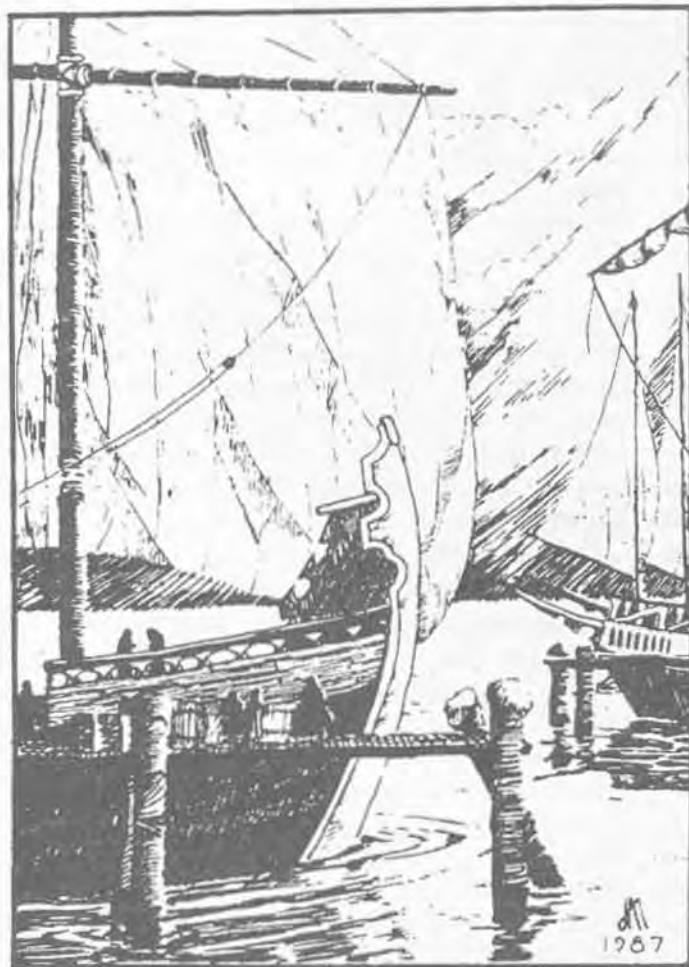
SEA TRAVEL DISTANCES

Mithlond-Sudûri	800 mi
Tharbad-Sudûri	270 mi
Sudûri-Andrast	450 mi
Andrast-Lond Ernil	430 mi
Andrast-Linhir	730 mi
Andrast-Pelargir	820 mi
Lond Ernil-Linhir	340 mi
Lond Ernil-Pelargir	400 mi
Linhir-Pelargir	250 mi
Pelargir-Harlond	180 mi
Harlond-Rauros	230 mi
Rauros-Tir Anduin	110 mi
Tir Anduin-Tir Limlight	120 mi
Tir Limlight-Caras Galadon	120 mi
Caras Galadon-Maethelburg	290 mi
Pelargir-Umbar	810 mi
Lond Ernil-Umbar	620 mi
Dale-Esgaroth	75 mi
Esgaroth-Buhr Mahrling	160 mi
Buhr Mahrling-Ilanin	80 mi
Ilanin-Riavod	210 mi

Travel times by ship are widely variable depending on a large number of factors. One must take into account the base speed of the ship and whether it is rowed or driven by the wind. Large craft move faster on the open seas, but may be hindered on rivers and along the coasts.

Currents and prevailing winds on the open sea govern the speed of a ship to a large extent. A warm water current moves north along the western shores of Harad and Gondor, meeting a cold current from the north at the Cape of Andrast. Many smaller currents exist, especially in and around the Bay of Belfalas. Winds generally come out of the West, although winter storms from the North and cold gales from the East are not uncommon.

Finally, when travelling on a river, one must take into account the strength of a current and the need for portages. A strong current may speed or slow a vessel by a good deal, while a portage can delay a journey for days. Assume a flat rate of 30 knots (34.5 miles) per ten-hour day of sailing (a slow-sailing merchant craft is assumed), modified by the variables given above according to the Gamemaster.



6.0 APPENDICES

The following essays include excerpts from documents used by Camagal to compile his gazetteer as well as documents penned by later scribes. They should provide the reader with a cultural backdrop against which to view the specifics presented earlier on realms and sites.

A BRIEF HISTORY OF WESTERN ENDOR

During the First Age, the lands now known as Western Middle-earth were largely blocked off from the sea by the expanse of Beleriand. Elvish records state that many of the Eldar journeyed through the regions now known as Rhovanion and Eriador on their Great Journey to Aman. According to the old tales, Melkor raised the Misty Mountains to block the Elvish migrations. Those who were daunted turned south along the Anduin and became known as the Nandar, the eventual ancestors of the Elves of Mirkwood. The others passed into Beleriand and into the well-known tales of the *Quenta Silmarillion*.

The Dwarves established holds in the Blue Mountains and in the Misty Mountains, tunneling deep into the earth in search of precious metals. Little mention is made of Men in Eriador during these years. Certainly there were many migrations, including those which brought the Edain to Beleriand and established the Daen Coentis in the area now called Gondor. The Fall of Beleriand resulted in many of the Edain fleeing back into Eriador. These Men of the Twilight were the ancestors of the Northmen, and they settled in the northern Anduin Valley. Those Edain who accepted the Gift of the Valar sailed to Númenor and passed out of Endor for many centuries.

The early Second Age was a time of peace, as the numbers of Men had not yet grown so much as to make conflict for resources and territory inevitable. The Elves who survived the Fall of Beleriand established kingdoms in Lindon and Eregion. A few Elf-lords later passed east over Hithaeglir to found Silvan kingdoms in Mirkwood and Lórien. In the end, the pride of the Noldor again proved their doom, for the smiths of Eregion allowed themselves to be seduced by a disguised Sauron and were tricked into forging the Rings of Power. The war which followed desolated the region. The Men of Númenor aided the Elves, and finally the allied armies forced Sauron to retreat into Mordor. Refugees from Eregion passed into Lórien and the haven of Imladris. Through the war, the Dwarves locked themselves in their mansions, further fueling the enmity that had existed between their folk and the Eldar for centuries.



Meanwhile, the tribes of the Daen Coentis reached their height in this period, and their empire encompassed lands from Linhir to Andrast. The Daen had few dealings with their Dwarven or Elvish neighbors, but they certainly were no friends of Orcs.

The Númenóreans returned to Middle-earth a thousand years after they departed, and they came as colonists and conquerors. They settled the shores of Middle-earth, pushing the Daen Coentis folk back into mountain vales. They were friends of the Elves, aiding them in their war against Sauron. Such was the power of Númenor in the Second Age that the army of Ar-Pharazôn managed to capture Sauron and bring him back to their home as a prisoner. The colonies of the Númenóreans grew, usually at the expense of the indigenous peoples and the great forest which covered most of Rhovanion

and Eriador. All the while, the captured Sauron whispered false promises to the Kings of Númenor.

Envy of the Elves increased, with only a small number of the Faithful remaining true to the Eldar. Finally, the pride of Númenor became so swelled that Ar-Pharazôn sailed to Valinor to seize immortality for himself and his followers. The expedition ended in disaster, as the Valar called upon the might of Eru. Númenor sank beneath the waves, leaving only the colonies and a small remnant of the Dúnedain (S. "Men of the West").

Most of the Faithful escaped, and their King, Elendil the Tall, established the two realms of Gondor and Arnor for his people. Some of the Black Númenóreans did remain in Middle-earth, in colonies such as Umbar, but their numbers were initially very small and they were not a force to be reckoned with for several centuries.

Almost immediately after the Fall of Númenor, Sauron attacked the fledgling realms of Elendil. The new King sought the aid of the Elves of Lindon and defeated Sauron in the War of the Last Alliance, losing his life in the process. His son, Isildur, struck Sauron down and claimed the Ruling Ring from his severed hand.

The Kings of the Daen Coentis, who had promised aid to Elendil, abandoned the cause of the Elves and the Dúnedain, and thus sealed their doom. Their kingdom divided into many petty tribes, and their descendants, the

Dunlendings, began to abandon their former holdings. One faction among the Daen empire had earlier tried to recover their old ways by retreating into hidden lands. These folk, known as the Drúedain, now live as Wild Men in deep forests, and their numbers are exceedingly small.

Doubtlessly, they diminish with each passing season into obscurity.

Thus, the Third Age began with the triumph of the Dúnedain. The Kingdoms of Arnor and Gondor grew and flourished for many centuries. The Northmen also began to expand and spread across Rhovanion. The Elves and the Dwarves settled into their retreats and shunned contact with the ambitious Men. For eight centuries, prosperity reigned. Even the Dunlendings seemed to accept the Dúndan yoke upon their backs for a while, albeit grudgingly.

Then, in T.A. 861, King Eärendur of

Arnor died and divided his kingdom among his three sons, forming the three Kingdoms of the North. In Rhudaur, the easternmost of these realms, the Dúnedain were in a small minority and were forced to rule their Hillman subjects from within their fortified manors. Rhudaur soon fell and was thereafter ruled by a succession of Hillman high-chieftains.

Cardolan, the Kingdom to the south, fared little better. It dwindled through the centuries as a result of various disasters, until its royal family perished on the Barrow-downs. The final blow came in T.A. 1409 as a massive invasion from Angmar and Rhudaur. The Orcs and Hillmen scorched most of the lands around Bree and the Great East Road. The Tower of Weathertop fell, its last defenders only barely escaping to Fornost with the Palantir. In Arthedain, the vanguard of Angmar's forces smashed Annúminas, ruining the beautiful capital of Arthedain. Worst of all, Ostoher of Cardolan and the Crown Prince fell on the slopes of the Tyn Gorthad as he awaited a relief force from Lindon and Arthedain. His daughter and sole heir met her death at the hands of an assassin a few months later. From then on, various noble families in Cardolan warred with one another as they tried to make claims to the throne. Their efforts went to naught, as Cardolan's population gradually dwindled to nothing.



Arthedain outlasted its two siblings, but it too eventually dwindled and collapsed, crushed by an invasion from Angmar in T.A. 1975. The Palantíri of the North disappeared under the Ice Bay of Forochel as the ship of King Arvedui wrecked in a storm as it fled the Orc-hordes. A combined force of Gondor and Lindon finally crushed the might of the Witch-king for good, but Arthedain too had gone the way of her sister realms. Her legacy remained in the Shire, a parcel of land granted to the Hobbits in the century before the Plague by Argeleb II of Arthedain.

Arnor and its successor states received little aid from the South during their declining years, mainly because Gondor was too wrapped up in her own troubles. Gondor's expansion was met by violent resistance in the East and South, necessitating large garrisons in those regions. Revolts of the subject Dúnnish peoples proved to be a constant internal threat to Gondor, and wars with Umbar further drained the South Kingdom's resources.

Worst of all, the Kin-strife came during the same years that the Witch-king was sweeping across Cardolan and Arthedain in the first of his great invasions. Castamir the Usurper claimed the throne over his rival Eldacar on the grounds that Eldacar was half-Northman. The struggle that followed deeply divided Gondor and resulted in the burning of Osgiliath and the flight of Castamir's supporters to Umbar. King Eldacar returned to the throne, but the scars that the struggle left upon Gondor took centuries to heal, leaving the realm open to other disasters, in particular the Great Plague. Despite the recurring adversity, Gondor remained the mightiest kingdom of the Third Age, and her strength represented the determination of all of the Free Peoples to resist the advance of the Shadow.

Rhovanion remained a wild territory through much of the Third Age. The Elves of Mirkwood did little other than guard their own borders to shut out the troubles of surrounding lands. The Northmen expanded rapidly in Rhovanion, especially in the second millennium of the Third Age, but they remained scattered in many different cultural groups and unity eluded them.

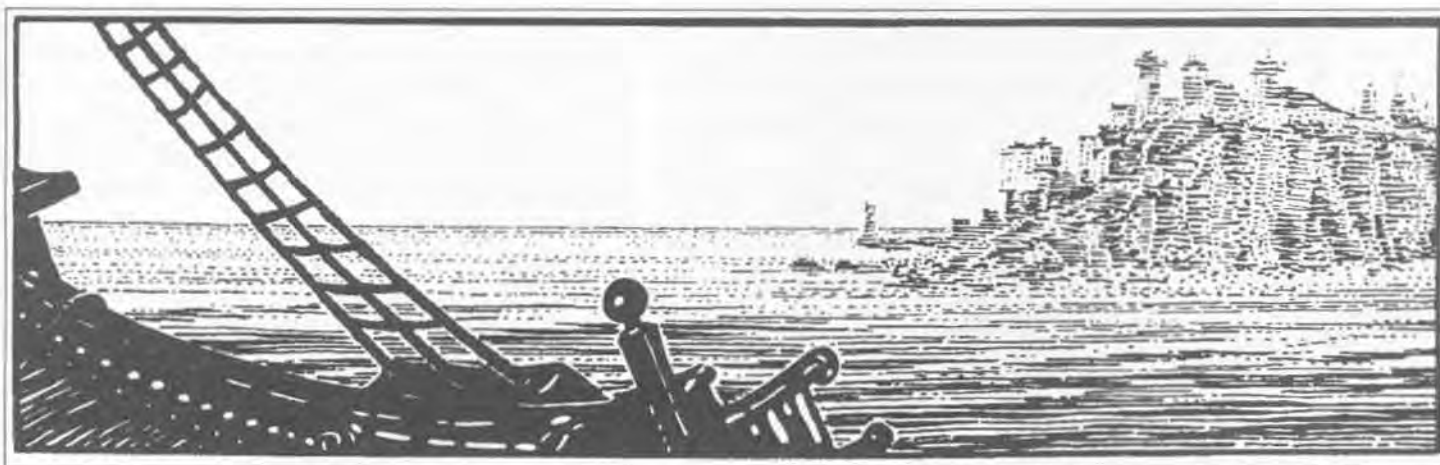
Rhovanion also witnessed the settlement of many tribes of Easterlings in the Third Age. Some came at the instigation of Sauron and the Witch-king, but most came as a result of strife and hardships in the East. In the years before and soon after the Plague, most of these Easterlings simply moved into unoccupied lands, but as their numbers grew, they attacked the residents of Rhovanion in force. Even Gondor was hard pressed to withstand the weight of their advance.

Unbeknownst to virtually all residents in Middle-earth in T.A. 1640, the source for many of the troubles plaguing northwestern Endor was Sauron himself. Assumed destroyed in his climactic battle with Gil-galad, Elendil, and Isildur, Sauron's form was but dissipated for about a thousand years while he gained the strength to reform himself. He sent his servants, the Nazgûl, abroad to wreak what damage they could upon his old enemies and to subvert tribes of Men in the East and South to his will. The Plague was probably an invention of his or of the Witch-king, and it proved to be the greatest disaster in Middle-earth since the Fall of Beleriand.

All the while, Sauron pined for his lost Ring. He lurked in Dol Guldur under the guise of the Necromancer, a powerful and evil magician many believed to be one of the surviving Nazgûl. He did not believe that the Ring still remained in Middle-earth, and his searches for it were half-hearted. If he but knew that the object he sought lay in the muck of the Gladden Fields just a few leagues west of his stronghold in Dol Guldur, the need for his disguise and restraint would have been over long before the War of the Ring.



*View of
Lond Ernil
from Shipdeck*





THE PLAGUE AND ITS EFFECTS

1635 In this year, the scourge of the Great Plague first visited itself upon the realms of Middle-earth. The scribes of Gondor report that it first came from the wild lands to the East, beyond the Rhûn Sea of Dorwinion, leaving death and despair in its wake. The Northmen of Rhovanion were the first to fall, and one out of every three died in the Plague. The Sickness initially showed no foresign of its coming; only later did a flood of refugees signal the death which was to follow. Preparations were useless, no medicine or charms could ward off the black spread of disease. Only humans and horses were susceptible to the Plague; all other beasts and fowl remained immune.

The signs of the Plague quickly became apparent to all Men. Large and painful boils developed on the neck and in the joints. The victim then became too weak to walk or care for himself, and passed beyond this world within the week, suffering jaundice and chills until the end. Those near death would howl and rant like savage beasts as their wits finally left them.

Only a handful of those infected with the Plague overcame the disease; most of those who survived were untouched by the pestilence. So great was the dying that most of the poor dead were buried in great common pits without even a simple wood marker to signify their resting place, and often there were not enough living souls to bury the dead. Also in this year died Prince Theogar Horsemaster, and Hlaford Hengwin Bearson, and Artargaen Gondil—(there follows a list of 14 important and noble victims of the Plague)—and Hir Malling of Belfalas, and Princess Cethwen of Gondor.

1636 In this year Telemnar King of Gondor perished in the Plague, and with him passed his whole family. Also fallen were the Hiri Dagorhir Asirtieth of Lamedon—(11 more of Gondor's nobility are named here)—and Counsellor Gondrim and many more of lesser stature.

Also in this year did the Plague pass West of the Misty Mountains, decimating the populations of Arthedain and Cardolan and all of the other Mannish lands of Eriador. So passed Echarandil Hir Girithlin, Augondir Hir Foros—(here Fallandil lists 37 names of the leading citizens of Arthedain and Cardolan who fell victim to the Plague)—and the scholars Gavin, Ithilmir and Albion.

Also in this year Tarondor the nephew of Telemnar succeeded to the throne of Gondor and married Mirien of Lond Ernil. Also in this year five ships of Umbar raided the coast of Lebennin, burning three villages and slaughtering hundreds of innocent fishermen and farmers.

—From the Arthadan Chronicle of the Years,
Fallandil Manuscript

The horrors of the Great Plague did not leave Middle-earth for generations. The sheer psychological shock of the sudden death of up to a third of the population in less than two years cast a somber pall over all of the Mannish lands. Nor did the Plague confine itself to

the Mannish peoples. Hobbits in Bree and the Shire died in the same numbers as their larger brethren. No reports on casualties issued from the secretive Khazad, but many a Dwarven merchant was seen wearing the black robes of mourning for years after the Plague.

The Elves were spared, but most of the Eldar hid themselves from the chaos wrought by the pestilence, and many passed across the Sea in fear. The Plague spared not the virtuous, and the people of Endor could find no way to avert the impact of the scourge. The Plague brought out the best and the worst in people. Selfless folk risked their lives by caring for the doomed while the more cynical hoarded what wealth they could and ignored the pleas of their dying neighbors. Many acts of cruelty were perpetrated against those infected or thought to be infected.

Travel between settlements almost stopped altogether for the worst years of the Plague. Death became an obsession, especially among the Dúnedain, who constructed ornate and massive tombs for their lost family members. Art took a decidedly macabre turn, and corpses and skeletons appeared in paintings and sculpture of the Dúnedan lands. The dominant themes in popular songs moved from love and jests to death and loss.

Folk in T.A. 1640 laugh less frequently than they used to, for children were especially vulnerable to the ravages of the dread disease. The wounds inflicted by the Plague are only beginning to heal. A surge of new births have restored hope to northwestern Endor, but the scars are deep and slow to mend.

Small farming villages were hardest hit by the Plague. Many communities lost the labor force necessary to maintain agriculture, and only a collection of abandoned buildings mark where they once stood. Refugees flooded into towns and cities, which found themselves quite unprepared to deal with the tide of new immigrants. With the turbulent market wrought by the sudden demographic change, both wages and prices increased sharply, beyond the control of landlords and town councils. Food became scarce, and many riots were caused by starving peasants trying to break into public granaries.

Furthermore, where an established guild structure existed, a fear of those newcomers with marketable skills who were willing to work for a pittance led the city dwellers to lock the city gates against immigrants, most notably in Minas Anor, Linhir, and Tharbad. Lords then had to deal with unrest in hastily erected "shanty-towns" built by the refugees.

Much of what had been settled farmland gradually returned to the wild, and Orcs moved closer to the cities. The curse of the Barrow-wights settled on the Tyn Gorthad and other deserted burial sites. Nor were the direct agents of the Shadow the only threat to travellers on the roads. Brigands, desperate for their own survival, turned to a life of crime, preying upon those merchants brave enough to trade on the roads. Monarchs and lords now devote much of their resources to restoring commerce by patrolling the trade routes of old.

Bree-land
Cottage at
Yuletide



The political end result of the Plague was the loss of much power formerly held by royalty and the nobility. In Gondor, the King reacted quickly, and the realm remained stable. The King of Arthedain found himself at the mercy of his high nobility, and the realm was virtually paralyzed for centuries as it awaited its eventual destruction at the hands of Angmar. The Plague caused Cardolan to descend even further into a pit of chaos, as the warring Princes blamed each other for the devastation and attacked with renewed vigor. On the whole, independent town councils grew in importance, and many regions like Bree-land, the Shire, and Esgaroth became virtually self-governing.

The political result of the Plague was not half as bad, however, as the physical and spiritual damage the sickness caused. The sudden loss of numbers disheartened most folk, especially the wise folk who secretly led the struggle against the Shadow. The awesome might of the powers of Evil manifested itself in the Plague, causing many good hearts to give up hope and seek their own safety.

The Witch-king's forces and his allies did not seem as sorely hurt by the Plague, and whether this was due to the favorable terrain they held or to the design of the Necromancer, the Free Peoples began to feel the weight of numbers against them. The paranoia engendered by the Plague evolved rapidly into an isolationist regionalism, with each cultural, racial, and ethnic group looking out for their own good only. The promise of frequent trade between realms nearly vanished with the Plague, and though merchants still remain on the seas and roads, their numbers are but a fraction of what they were. Cooperation between different peoples grows rare, and old hostilities often erupt into violence.

GEOLOGY

"Who can claim to know the mind of Aulë, the Greatest of Smiths? We witness the beauty and grandeur of the items which we produce in our own forges. Bright rings of gold, studded with gems and engraved with beautiful designs, gladden our hearts, and make the cares of the world press less heavily upon us. The beauty and grandeur of the earth itself is far more majestic than we may assess even in our dreams! Our gold and stones, even our mithril, pales in comparison. We, the Petty Smiths, may cut and arrange precious stones in a manner which is pleasing to the eye, but think for a moment about the care and skill which created those gemstones. The work of Aulë is a constant marvel. The forge upon which the mountain above us was shaped stretches beyond the limits of our knowing, and the hammer is able to bend the face of our entire land. All hail, Aulë, who fashioned his Children with the same cunning as he fashioned the caverns in which we dwell! All hail, Aulë, the Greatest and most skillful of Smiths!"

—from a sermon by Dolbûr, Dwarf-priest of Moria,
transcribed by Halmir of Pelargir,
the Gondorian emissary to Khazad-dûm

Despite the earnest beliefs of the Dwarves, Aulë did not shape the lands of Middle-earth with hammer and anvil. Rather, he used the tremendous forces of the fires buried deep underneath the soil to move mighty masses of earth and stone. From underneath the sea he drew a great volume of rock and shaped it in a manner which was pleasing to the Valar and in accord with the design of the Great Music, which was the growth and flowering of thought in the Timeless Halls. His wife, Yavanna, then laid soil and living things upon the rock, so that the land might nourish and support the Valar and the Elves.

Initially, the lands made by Aulë were stable, but Melkor grew jealous of his rival's skill, and in his pride, he twisted the very crust of Middle-earth. His first strife with the Valar shook the Earth and broke the smooth shorelines carved by Aulë. He smashed two great plates of rock together, each the size of many nations, in order to create the Misty Mountains, a suitable and formidable barrier to the Elves in the First Age as they trekked towards the West. The White Mountains he fashioned soon after in much the same way, but he left a gap between the two ranges, and thus the Elves were free to pass into Beleriand. In those days, Morgoth had control over the fires of the earth, and he used them twice as a weapon against the Elves, at Dagor Bragollach and at the fall of Gondolin. These great eruptions effected the lands of what is now northwestern Endor to a lesser degree, forming the Mountains of Mirkwood and Rhûn and the Isle of Tolfalas.

After the voyage of Eärendil to the Undying West, the Valar came to Middle-earth to deal with Morgoth once and for all. They cracked the very back of the Ered Luin itself, causing the land of Beleriand and the hordes of Morgoth to slide forever under the sea. The Valar shattered the Iron Mountains as well, leaving only pitiful remnants such as the Ered Mithrin. In the cataclysm that followed, the Isle of Númenor rose out of the waves as a reward to those Men who fought alongside the Elves.

However, the forces which the Valar unlocked in order to counter the devastation wrought by Morgoth caused many violent repercussions. The mountains of the Ered Luin trembled with great force, and the great sheets of ice with which Morgoth covered Eriador and Rhovanion retreated to the highest mountains and the farthest North. The White Mountains and the Ered Luin contained the spread of the ice sheets, but their travel carved deep valleys in the mountains, created broad and flat plains, and smoothed many hills. The trembling of the Ered Luin ceased only after the Fall of Númenor, affording much relief to the Elves of Lindon. At about the same time as this cataclysm, fierce volcanism caused the mountains of Mordor to rise from the surrounding plain, isolating the plateau of Gorgoroth and creating an excellent base for Sauron's operations in Middle-earth.



The lands of Northwestern Middle-earth rest upon five great plates of rock, broken from the continuous form made by Aulë when Melkor sought to hinder the journey of the Elves. These plates meet at joints called faults, where one often finds mountain ranges and areas of geological instability.

One plate which holds the Elven realms of Lindon is largely underwater, being all that remains of lost Beleriand. All the lands of Eriador make up another plate, which some scholars believe is divided into sub-plates. The third plate encompasses the vast lands of Rhovanion and stretches into the East far past Dorwinion. Southern Gondor comprises the fourth plate, which also holds Umbar, Harad, and many nameless lands to the South. The final plate holds the plateau of Mordor, and its movement causes great cracks down to the very fires below the earth. Some say that in the East and Far South, the plates are much larger, for the hand of Morgoth was less active in those places.

At the juncture of these plates, one frequently finds rich deposits of valuable minerals. Though precious stones and metals may be found in other areas, one must usually dig far into the Earth to discover them. It is in the mountains where most mining takes place, although certain areas contain more wealth than others. The Dwarves seem to have a talent for prospecting, and they build their great halls around the richest mineral deposits.



Standing
Stone

POLITICS, CONFLICT, AND WARFARE

*Then Freawine arrayed his fifty retainers
along the rough ridge, ready for slaughter.
He rode up their line, instructing each warrior
how they should stand against the onslaught.
A horn was heard, the howls of fell wolves,
the horde came into view, Orcs hot for battle.
Freawine's war-host stood firm, not a man fled.
They sent painful arrows into the attackers.
Wolf gore covered the slaughter-ground.
The Orc-host drew near and shot their dark darts.
Shields stopped some, others struck home,
and Godda, Godwin's son, fell there on the field.
Then the foes charged into shield and spear.
Many were the fallen, yet still more rushed forth
and Balan, the bold hearth-guard, leapt to battle.
He cut down three, with thrusts of his spear
before an Orc-point found his fated heart.
Freawine leapt forth at the fall of his friend,
he did not care for his own safety that day.
Great was the carnage where the noble lord came,
but an unseen Uruk stabbed from behind,
and the bright blade of the West fell into the blood.*

—Northman War-song
attributed to Aelfric,
d. ca. T.A. 1659

The political situation in Middle-earth after the Great Plague may be coarsely described as a conflict between the Witch-king, Sauron's lieutenant, and the Free Peoples. However, it is not quite as simple as a straightforward struggle between Good and Evil. The Witch-king lacks the forces to gain complete domination over the North, and his dark master does not yet dare reveal his identity or his full strength.

Arrayed against the Shadow, Gondor provides the strongest bastion, but her forces are constantly occupied against the raider-captains of Umbar and against the belligerent tribes of Harad and Rhûn on her shrinking borders. Furthermore, Gondor dedicates much of her military might to keeping watch over the often rebellious Dunnish and Haradaic subsidiary tribes in her own outlying territories.

Thus, only the forces of Arthedain actively stand against the Witch-king of Angmar. Though vastly outnumbered, the Men of Arthedain know that a direct attack by Angmar would probably draw Cardolan, the Elves, and Gondor into the fray. The Witch-king also recognizes this political reality and is reluctant to launch another direct attack. (His first invasion campaign in T.A. 1409 resulted in the death of King Ostoher of Cardolan and the sack of Annúminas, but at a very high price.)

However, Angmar is not pressed for time, and the Witch-king is willing to fight a campaign of attrition for centuries while the Dúnedain of the North wane in their



power. The Men of Arthedain wage a constant series of skirmishes on their borders against Orc tribes and the Hillmen of Rhudaur, aided directly only by the Dwarves of the Blue Mountains and the Elves of Rivendell. The petty states of Cardolan are too busy warring with each other to give any regard to their sister to the north, and the Elves of Lindon remain aloof from the affairs of Men, gazing ever westward over the Sea and beyond. The tribesmen of Dunland guard their territory jealously, hating the Dúnedain but unwilling to provoke any action which would endanger their freedom.

East of the Misty Mountains, most groups wish only to be ignored by their neighbors. The Ents of Fangorn, the Elves of Mirkwood and Lórien, and the Dwarves of Moria and the Iron Hills all guard their borders jealously, frequently using violent force against trespassers. The Northman groups in the area quietly prosper in Gondor's shadow, seeking to be overlooked by the greater forces in Middle-earth, but they must often take arms to defend themselves against attacks by Orcs and Easterlings. The Northmen sympathize with the plight of the Dúnedain of the North, but they are too few in numbers and too pressed by attacks on their own homes to commit much aid.

The Wise recognize that the Shadow in southern Mirkwood is growing, but they cannot overcome the paranoia and isolationism that grips the peoples of Rhovanion to do much about it. Pressed by migrations to the East, the Easterling tribesmen in Rhovanion would welcome the chance to settle peacefully, but their unwelcome expansion into the region and the goading of Dark Priests frequently brings them into conflict with the Northmen and Gondorians alike. Only the Dorwinrim turn their sights beyond their borders, but they seek dominance in their own way: through trade rather than through arms, and they too wish to be left out of any great conflict between the minions of Light and Shadow.

Warfare in northwestern Middle-earth remains on a fairly small scale since the Kin-strife in Gondor and the war in which Angmar crushed the royal house of Cardolan. A force of arms of more than five hundred souls draws definite notice. Most nations keep large reserves of levy troops or local militia, which require several weeks to raise. Feudal states like Arthedain rely upon a small core of royal troops and the independent forces of the nobility, who fight for the King because of various oaths of loyalty.

*Asdriag
Raiders*



Only Moria, Umbar, Angmar, and Gondor maintain standing regular armies of more than two thousand men. Moria's weapon host rarely leaves the Dwarf-mansion. Umbar concentrates its strength in its navy. Though her strategy is now centered around a campaign of raiding and harassment, Umbar could put a force of fifty fully laden warships to sea in a matter of days.

Angmar has severe problems with unity among the various Orc-tribes and human troops under its sway. Despite a potential force of fifty thousand troops, Angmarcan generals would be hard pressed to keep discipline among one-tenth of that number in any campaign.

Gondor divides her regular army of nearly twenty-five thousand soldiers into five wings ranging in size from twelve hundred to four thousand. The wings are based in Pelargir, Minas Anor, Minas Ithil, Harondor, and Angrenost. The other troops are stationed in garrisons throughout the realm, keeping watch on the borders and Dunnish populations.

Swift strike forces and guile are the norm for most armies in Endor. No lord of the mid-Third Age would risk a full-scale pitched battle. The Dwarves and Dúnedain still maintain a preference for heavy infantry and fortifications, relying upon a strong defense and shock troops to win battles. However, in the wilder regions, cavalry, rangers, and lightly armored infantry decide most conflicts. Ambush and surprise are favored tactics among almost all peoples with a will to inflict damage on a foe.

For defense, castle-building, a Númenórean art, remains unsurpassed. Though castle design varies widely among different races, cultures, and regions, the principle of fortification appears throughout Middle-earth. A well defended force inside sturdy fortifications is virtually unassailable except through overwhelming numbers or subterfuge. Castles can help a lord to control and protect the countryside, given a population that is not entirely hostile. However, a garrison securely locked within its castle has no power to administer a region, and a mobile force is also necessary for a leader who conquers with the intention of holding the lands gained.

USING *WAR LAW* IN MIDDLE-EARTH

The mid-Third Age is particularly well-suited to fantasy wargaming. Small units stand ready for player characters to take command. A player general with a mercenary band is sure to find employment in Cardolan, but many other opportunities exist in regions like Wilderland and the borders of Arthedain and Gondor.

APC who receives a commission in an established army has different, if somewhat more limited, options. Orcs pose a constant threat to the well-being of the various Elvish and Dwarvish kingdoms. The feuds among the tribes of Dunland and the constant strife between the Gondorians and their subject Dunnish population provide other chances for player characters to prove themselves as officers.

Conversions to a wargaming system like *War Law* must take place at the discretion of the Gamemaster. However, the military of each national and cultural group has certain characteristics which enable a Gamemaster to compose a particular army quickly. If the detailed information in the Middle-earth campaign modules is not available, a GM can make rough troop-type conversions directly from this Gazetteer.

In general, common foot soldiers are 2nd through 4th level fighters, depending on the amount of training and experience their units receive. Elite troops, such as Uruk-hai and noble cavalry, are often much more powerful, often as high as 7th or 8th level. Levies of all regions are usually poor serfs drafted into service and are most commonly 1st or 2nd level Light troops armed with spears, bows, or miscellaneous farming implements.

Gondor and Arthedain employ predominantly Heavy troops. Spears sometimes appear when armies mass in large formation, but swords are usually the weapon of choice. Both armies use auxiliary troops which are often Light Standard, Polearm, or Missile troops. Such auxiliaries appear more frequently on the frontiers, with the large, well-equipped, and well-trained central armies held in reserve. Gondor and Arthedain both have a good supply of experienced officers, which is one reason for the continued success of Gondor and the continued survival of Arthedain despite the numerical odds.

The quality and equipment of the Orcish soldiery varies widely. A few tribes wear metal armor, but most are Light troops. Orcs use a dazzling array of weapons but seem to prefer melee weapons over bows. Trolls are all Heavy Standard, while Wargs and wolves are all Light Cavalry. Uruk-hai are almost always Heavy Standard and over 4th level. Bats provide a screen for troop movements and lower enemy morale by filling the skies above their foes. While the forces of Angmar, Dol Guldur, and Mordor have many capable generals, there is a substantial lack of skilled subordinate officers. Thus, morale in the legions of Shadow relies more often than not on the presence of some major servant of the Witch-king or the Necromancer.

Dunnish and Hillman tribes in Rhudaur, Dunland, Cardolan, and Gondor are almost uniformly Light infantry, with about equal numbers of spear- and axe-men. Northmen organize themselves in much the same way, with the addition of much Heavy Cavalry on the plains of Rhovanion. Javelins are the most common missile weapon, but some chieftains encourage use of the bow, especially when fighting troops with superior armor or numbers.

The Men of Harad and Rhûn use large quantities of Light Cavalry and Light Infantry in their armies. Most Haradrim are trained in the use of the short bow and many can fire from horseback. The Black Númenóreans of Umbar strive to retain the traditions of Númenor and equip most of their soldiers as Heavy Standard troops. The army of Umbar is well-drilled and is the equal of any Gondorian force of similar size.

Elves and Dwarves use very little cavalry. Morale is almost always high among both races. Elves employ both Heavy and Light troops, very few of which are under 3rd level. The Eldar use the spear, sword, and bow to devastating effect, and a troop of Elves can handle many times their number of Orcs. Dwarves favor Heavy armor and the traditional weapons of the hammer and axe. Even Dwarven levies may be considered as Heavy due to the skill of that folk with the forge.

Hobbits rarely go to war, but when the need arises, they organize themselves into units of Light Standard and Missile troops.

RELIGION

In the beginning Eru, the One, who is in the Elvish tongue called Ilúvatar, made the Ainur of his thought; and they made a great Music before him. In this Music the World was begun; for Ilúvatar made visible the song of the Ainur, and they beheld it as a light in the darkness. And many among them became enamored of its beauty, and of its history which they saw beginning and unfolding as in a vision. Therefore Ilúvatar gave to their vision Being, and set it amid the Void, and the Secret Fire was sent to burn at the heart of the World; and it was called Eä.

Then those of the Ainur who desired it arose and entered into the World at the beginning of Time; and it was their task to achieve it, and by their labours to fulfill the vision which they had seen. Long they laboured in the regions of Eä, which are vast beyond the thought of Elves and Men, until in the time appointed was made Arda, the Kingdom of Earth. Then, they put on the raiment of Earth and descended into it, and dwelt therein.

—*Valaquenta*, I: I-11

Of religion in Middle-earth, the most can be said of the beliefs of the Elves, for the Men of Númenor adopted these and wrote profusely about their theology. The Elves have memories stretching back to the days before the Sun and the Moon and once dwelt freely among the Valar. We can thus study the tenets of the Elvish faith as a valid basis for all other religions. Written scriptures play a minimal role in Elvish devotion. Memory, oral tradition, and personal belief form the basis for the spirituality of the Eldar.

The Elves describe an infinite being with immeasurable power who was responsible for the creation of the World. This being, named Eru Ilúvatar, did little of the work of creation himself, leaving most of the task to the offspring of his thought, the Ainur. The Ainur fashioned the world according to the vision generated by their song, known as the *Ainulindalë*. The song of the Ainur also stemmed from the mind of Ilúvatar, and many themes were hidden to the Ainur. None foresaw the discord that one of their number named Melkor would throw into the song, and the fates of Men and Elves, as well as the End of Time, were hidden to the Ainur.



Gondorian
Cavalry
Soldier

A few of the Ainur chose to enter Eä to complete the realization of their Vision. The greatest of these were the Valar. The Valar numbered fourteen, seven male and seven female, and they took Manwë and Varda as their Lord and Lady. Melkor too was of the Valar, but he was forever sundered from them for his rebellion. With the Valar came the Maiar, lesser Ainur who tended the creations in Arda. The Valar and the Maiar dwelt on the Isle of Almaren, where they made the two Lamps to light the world—and which were overthrown by Melkor.

After Melkor struck down the Lamps, the Valar moved to Valinor, far across the Sea to the West of Middle-earth. The Valar replaced the Lamps with the Two Trees, which marked the beginning of Time. Soon thereafter, the Elves awoke in the East and began their Great Journey to Aman. Melkor harassed them at every turn, but with the aid of Oromë, Melkor was chained and many of the Elves reached the Blessed Realm.

Not long after the awakening of the Elves, the Dwarves stirred in the mountains and formed the Seven Tribes of the Naugrim. Aulë the Valar wished to make the Dwarves the Firstborn, for they were his creation, but Ilúvatar cast a sleep upon them until the Elves awoke.

Meanwhile, Fëanor the Smith fashioned the Silmarils, great jewels that held the light of the Two Trees. Unfortunately, Melkor poisoned the Trees and stole the Silmarils. After this crime, he was known forever after as Morgoth, the Dark Enemy. The wars commenced by the evil of Melkor are recorded in detail in the *Quenta Silmarillion*. During the conflict between Morgoth and the Elves, the Moon and Sun rose, and Men awakened in the East. The Edain passed into Beleriand, and their fates were joined with those of the Elves for many years.

The Elves, immune to age and disease, do not believe that their souls pass to Ilúvatar when they die. They hold that their fates are tied to the very essence of Eä, and that when they die, their souls depart to the Halls of Mandos to wander about Valinor and wait for the End.

On the other hand, the Elves maintain that Men exist in part outside of the Song of the Ainulindalë, and that when Men die, they pass through Mandos to a fate outside the Circles of the World. The fate of Hobbits after death is uncertain, for the Little Folk are often left out of song and legend, and not much given to theological speculation. Finally, the Elves claim that the Dwarves have no existence beyond their life in Endor; but the Naugrim themselves believe that they too go to wait in the Halls of Mandos for the End of Time, aided by the intervention of Aulë.

Despite, or perhaps because of, their close relationship with the Valar, the Elves do not practice any formal religion. Elves recognize Eru Ilúvatar as the Father of All, the ultimate creator, and they worship him with a deep sense of personal piety. They hold all of the Valar, especially Varda, in deep reverence, and they often yearn for the Uttermost West and the Sea. They believe that the Valar are divine, for they sprang from the thought of Eru, but they are limited in that they cannot create life from the Flame Imperishable. Elves meditate frequently, especially in places of great natural beauty, but they recognize no priests among themselves.

The Dúnedain learned of the Valar from the Elves, and their patterns of worship closely resemble those of the Eldar. The Men of the West, however, are highly preoccupied with death. They build elaborate tombs for the dead, and many a wealthy Dúnedain has paid a fortune on fraudulent elixirs of youth. Many Dúnedain choose a patron Vala for themselves. Though they do not worship the Valar per se, they do offer prayers and small sacrifices to their patrons in order to request aid. The Dúnedain do not practice formal worship on the whole, but occasionally a religious sect or cult will arise which draws a fair number of followers for a short while. Sauron ensnared the Men of Númenor in this manner, preying upon their fear of death and offering eternal life in Valinor. The coming of the Plague has only reinforced the tendency of the Dúnedain to brood over their mortality.

Most other folk of western Middle-earth practice direct worship of the Valar, though sometimes in debased form. The ritual life of the Northmen varies among the tribes, but most honor the Valar associated most closely with nature. They hold a special fondness for Oromë, whom they call Araw. Ritual life is centered around the changing seasons, and various cults honor different wild animals and elements.



Dunlendings, Easterlings, and Haradrim are even more superstitious. They associate their versions of the Valar with various aspects of nature and worship them as Gods. Sacrifices at solstices and equinoxes are common. Such people often fear the influence of bad magic and are most susceptible to the teachings of Sauron under the guise of the Dark Religion.

The Witch-king is the High Priest of the Dark Religion in T.A. 1640, although most of those who worship the Shadow outside of Angmar do not recognize any formal religious structure. With the fall of Morgoth, Sauron became the center of the Dark Religion, although he is known by many names to his priests. The Orcs practice a bloodthirsty worship of Sauron based on sacrifice and terror. Occasionally, Orcish religion is tied to the profane hierarchy of the Witch-king, but frequently tribal chieftains use religion as a means to further their own ends.

The Dwarves honor no Vala above Aulë, whom they view as their creator and protector. They do not worship him, but they sing long, solemn chants in his honor. Ritual activity is important to all folk in Middle-earth. Ceremonies mark major passages in each person's life, from birth and naming to coming of age to marriage to death. Even when there is no apparent religious element in the proceedings, most ceremonies adopt a formal and reverent tone, for rituals help to hold virtually every community together, especially in the turbulent years after the Great Plague. Even the humble Hobbits treat significant birthdays with reverence, although the celebrations are frequently accompanied by great feasts and revelry.

Sovereigns and powerful nobles also have a ritual vocabulary which is as much a basis for their power as their lineage and property. Gesture and symbol do not merely enhance ritual proceedings; in many senses, they are the actual event itself. An exchange of property may be signified by the presentation of a branch or a clod of earth, and an oath of homage is usually accompanied by the exchange of symbolic gifts by both parties. Even in Arthedain, considered the most enlightened of the realms of Men, the coronation of the King is not complete until the crown is placed upon the royal head by the Chief Counsellor and the new King personally replaces the standard of his predecessor in Fornost Erain with his own. Such rituals are not religious per se, but many believe that they hold their origin in the superstitious rites of the ancient Edain.

TECHNOLOGY

"—then down from the hills came the army of Hillmen. Though our forces were outnumbered fourfold, we almost pitied the rabble which faced us. Not a single item of steel did they bear, and iron was confined to spear-points and arrowheads. Only their chief, a wild-looking man with great bushy whiskers on his cheeks, carried a sword and wore an iron helm. Our mail turned aside most of their weapons; their hides and wooden shields gave them no similar protection. Were it not for the courage and tenacity of the Dunmen, we would have driven the savage tribes before us in a rout.

The initial assault was a draw, with neither side gaining any ground after ten minutes of furious fighting. The second Dúnnish charge nearly overwhelmed our footsoldiers in the center, but a surprise charge on the Dúnnish flank by the cavalry of Targen Gilrod gave us the advantage. In the end, after a pitched battle, many of my companions lay still upon the battlefield, for our adversaries chose to fight nearly to the last warrior. I deployed a squad of light infantry to scout the area for survivors."

—from the journal of Targen Huor
(d. T.A. 1039)

Technology in Middle-earth is defined primarily in terms of metallurgy. At the low end of the scale, the primitive Woses fashion tools and weapons out of worked stone. Other Men and Hobbits make their tools and weapons out of iron, and among Men the Dúnadan smiths alone hold the secrets of steel. The Dwarves and the Elves represent the current upper limit of technology in North-west Endor. These races create alloys and machines far beyond the ken of mortal Men, though the differences between Dwarven and Elven technology are as vast as the differences between the races themselves.

On the whole, all inhabitants of Middle-earth look back to times of glory that have been lost by the mid-Third Age. No Elven smith remains with even a fraction of the skill of Celebrimbor (d. S.A. 1697), and the Dwarves of Moria grow more secretive and trade less with the outside world. The High Men of Gondor, Umbar, and the North yearn for the Age of Númenor and the marvels it produced, mourning its loss rather than working to recover its lost glory.

The Easterlings, Dunmen and Woses live a rugged existence as they always have, watching with mixed awe, envy, and fear as the Dúnedain maintain their system of cities and roads. Only the groups peripheral, yet not subservient to, Dúnadan culture, the Northmen and the Haradrim, are currently improving their technology and standards of living, mainly through the trade of goods and skills with their urban neighbors. These people supplement their own formidable skill in fashioning blades with Dúnadan techniques of metallurgy and forging.

The Dúnedain of Gondor and the North, as well as the Black Númenóreans of Umbar, work primarily in steel. Higher metals, such as mithril, are not unknown to smiths in the larger cities, but they are rare and no longer smelted in Mannish lands. All items made by the High Men appear lovingly crafted, superior in appearance as well as in quality.

The descendants of Númenor wield weapons and armor of exceptionally high quality (+10 bonus), most often of a special alloy of steel. Chain mail is predominant among Dúnadan armies, with suits of plate armor owned only by targaen (S. "Captains"). The technical edge, coupled with tactics handed down from Númenor, allow the Dúnadan armies to face numerically superior foes.

Even in the last few centuries, the Dúnedain have invented a number of tools which allow them to keep the economies of their great cities thriving. The wheeled plow, first fashioned around T.A. 650, replaced the light plow of Númenor, and proved much more efficient in the rocky soils of Arthedain and Gondor. Vast new tracts of land could thus be cultivated, and populations grew wherever the new form of plow appeared.

The woolens industry received a boon in T.A. 990 with the invention of the horizontal loom. Though the less efficient vertical loom still exists in Dúnnish lands, the great wool markets of Minas Ithil and Tharbad rely almost exclusively on the horizontal loom to meet the demands of the urban populations.

Finally, the wind- or water-driven mill has finally gained acceptance among most civilized folk in western Endor. Though known to the Elves of the First Age and to the people of Númenor, mechanical mills remained rare in rural areas in Middle-earth, perhaps due to the resistance of rustic folk to such innovations. These innovations appeared first among the Dúnedain, and their dispersal among the lesser kindreds often took centuries.

Despite the technological advances of the Dúnedain, the Wise observe that the material culture of the mid-Third Age is but a pale shadow of that attained by the Númenóreans. Throughout Northwestern Middle-earth, ruins of past glory stand, crumbling monuments to the Men of Westergesse. Even the most prosperous Dúnadan kingdoms lack the skills, wealth, and initiative to restore or rebuild the works of old. The pensive Dúnedain meditate upon these ruins as a memento to their downfall, and there is a great reluctance among the more ambitious Dúnedain to recapture Númenórean culture. The images evoked by the ruins are, like the proud Sea-kings of Old, shades best confined to the dark recesses of the mind, representing pride as well as glory.

For the most skilled smiths, magic supplements craft. From the Ithilnaur (S. "Moon-letters") of the Dwarves to the rune-swords of the Northmen, a subtle enchantment lies on all items lovingly crafted. Gandalf's fireworks are a spectacular example of this combination of magic and technology. The Dwarves and the Elves fashion many wonderful items: ships that fly through the air, the cold-forges of Moria where the marvelous glassy substance known as laen is forged, and items of power which hold the strength of many armies. However, the construction of new items of power is limited by the restraint exercised by all users of power fearful of the watchful eyes of Dark Powers.





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Bandit
under a
Bridge

However, despite the presence of magic, technology in Middle-earth has its limits. No automated methods of book-production exist for the dissemination of information. Books consist of parchment folios made from the skin of sheep, covered with delicate calligraphy, and bound with carved ivory or embossed leather. As might be expected, manuscripts are extraordinarily expensive, often works of art in their own right.

Information takes ages to circulate. The limited flow of knowledge keeps the advancement of technology and scholarship in Middle-earth tied to an excruciatingly slow pace. Furthermore, individuals in positions of power are also careful not to introduce new devices or ideas with the potential to destabilize the political balance. Ingenious individuals who invent some new wonder are often dismayed at the poor reception given their accomplishments by princes and sages alike.

Not even the Dwarves dare harness the violent forces of combustion or steam, and the Wise take care that these forces do not fall into foolish hands. The Orcs have no qualms about creating complex and sinister machines in their tunnels, but they are loath to bring them into the light lest the Free Peoples one day use them against the Orcs. The commanders of the Shadow are also loath to allow any devices to their underlings which might jeopardize their own positions.



TRADE

"After many days of travel in the waste of Dunfearan, we returned again to the Old North Road. Our journey among the Dunmen had been wearing and dangerous, and the smooth and level grade of that ancient Númenórean way was a welcome sight to all of us. Before many minutes had passed, we encountered a caravan passing from Tharbad to the lands of the South, and I asked in which direction the nearest hostel or village might lie. The caravan master, a plump and robust Northman by the name of Cynwald, informed me that the town of Larach Duhnnan was still almost three days travel to the north, but we might find a Dúnnish settlement three miles off the road not four hours journey ahead where an old woman named Bronwyn brewed the best beer in Dunland. I had the opportunity to sample Bronwyn's ale many years before, and I gratefully thanked Cynwald for his advice. The road was narrow in that region, so we pulled off to the side to allow the boisterous Northman's wagons to pass."

—from the journal of Teglín Formennar,
merchant of Osgiliath (T.A. 1569)

Virtually every community in Middle-earth attempts to be self-sufficient, particularly in the Third Age, when the flow of commerce is frequently unreliable. Most agricultural goods are produced locally, and only the largest cities and the most barren lands must import foodstuffs. If a limited resource, such as iron, is not available in an area, citizens of that region will always try to concoct a local substitute rather than import that resource, even if the items produced are of an inferior quality. Dependence on an outside source of raw materials can be very dangerous in the turbulent times following the Plague. Only the wealthiest of realms regularly pay the exorbitant fees to the merchants who travel the dangerous roads to distant lands.

Most trade occurs on a local level. Farmers will bring their surpluses to a neighboring town and exchange them for manufactured goods. Two migrating bands of Hillmen may exchange goods obtained in some distant city for a surplus of cured hides which one of the tribes holds. A farming household may specialize in some craft, such as candle-making or spinning, and exchange their wares for goods from other households.

Much of the trade on this level occurs as barter, with both parties working together in order to determine a fair rate of exchange of goods and services. Coins are occasionally used, especially in the Dwarven kingdoms, Gondor, and the more settled parts of Arthedain, but in wild and rural areas, coins take on symbolic as well as economic functions. A lord will present coins to a loyal follower in the way he might give a jeweled ring or a prized sword in exchange for the retainer's service. A highly different concept of money exists between the mercantile centers and the countryside, and each side thinks the other misses the point of exchange entirely.

Trade between kingdoms occurs less often. Dwarves cart goods from the Ered Luin to Moria to the Iron Hills, but they keep to themselves and deal infrequently with Men. In the years after the Plague, regions with plenty of grain, notably Rhovanion, Cardolan, and Arthedain, grow wealthy by exporting foodstuffs into the urban areas and the South, where the Plague devastated most small farming communities.

The wealthy and powerful in the Dúnedain realms, and increasingly among the Northmen, constantly require a flow of luxury goods from distant lands. A few free traders still roam Middle-earth, hauling their goods from town to town, but the most common traders on the roads work for a wealthy and sedentary merchant and transport freight on commission. Some traders work alone or with but a few companions, but caravans are becoming a more familiar sight as the roads grow less safe and reliable. The trade in luxury items such as spices, herbs, gems, art, and silk is highly lucrative, and the potential for high profit involved keeps the roads active. In such long-distance commerce, the parties involved usually agree on a price and mode of exchange in advance.

Prudent realms carefully guard the right to mint coins, but many petty lords in the countryside mint their own moneys, often more to enhance their own prestige than for economic reasons. Coins have an inherent value, based upon their weight and composition, throughout Middle-earth, but merchants are always more willing to deal in local coinage. Suspicion exists around currency minted in distant lands, for less scrupulous lords often stoop to devalue their currency by mixing in less valuable metals. Freshly minted coins are valued over older ones, as coins tend to have their edges shaved as they pass between owners. Some merchants address this problem with a carefully calibrated collection of balances, usually certified as accurate in many lands by an agent of the local monarch. In most realms, stiff penalties exist for tampering with certified weights.

The roads of Middle-earth are the arteries which keep the nations' economies healthy. Along them travel troops, messages, and goods vital to the well-being of the more settled realms. No king or lord fails to realize the significance of the roads, and all struggle to keep passage open and safe. A lord who keeps a stretch of road passing through his lands well-maintained benefits from enhanced prestige, and few travellers would begrudge him a reasonable toll. Conversely, a lord who allows a road in his territory to deteriorate or does not take action against bandits operating within his sphere of influence often suffers from a poor reputation and may even face action from neighboring lords.

For the most part, roads in Middle-earth are unpaved, becoming dust-choked in the dry summer months and wretched quagmires after a rain. Some roads in Gondor are paved with cut stone, allowing the rapid and reliable transport of goods through the realm. The busier roads in settled areas have from fifty to two hundred feet cleared

on either side in order to reduce cover for bandits, and some far-sighted nobles plant fruit trees at regular intervals to provide food for hungry travellers. In hilly and uncivilized areas, the condition of the roads generally deteriorates, and a few areas are nearly impassible to carts. The situation in the passes across the Misty Mountains is even worse. Often mules and ponies are the only beasts which can carry goods across the narrow and treacherous tracks, and then only in the summer months when the passes are free of snow.

Tolls are an unfortunate fact of life to those who would travel by land. Most toll stations exist at bridges and mountain passes, through which all regional traffic must proceed. Permanent and fortified tollbooths exist at the Gap of Calenardhon, Tharbad, Osgiliath, and Linhir. Smaller stations dot the map, supported by local nobility who often use the funds collected to maintain the roads. Up to a dozen footsoldiers collect the tolls, and they are usually supported by a squad of cavalry who scout the countryside looking for smugglers. Bypassing a toll station is a serious offense in most lands, and most travellers elect to pay the copper coins usually asked for passage. Occasionally, tolls rise to several pieces of silver, and in times of special need, the authorities may demand a percentage of any goods entering or leaving their realm. Likewise, guards at the gates of walled cities must collect an entry fee to any who would pass into an urban area.

Travel by sea is surprisingly uncommon. The only major Mannish port in the North is Tharbad, and its location up the treacherous Gwathló necessitates the hiring of a costly bargeman guide. The dangerous tides swirling around the Cape of Lefnui (Andrast) at the westernmost tip of Gondor add an element of danger to the northern passage, and many merchants often choose the security of the overland passage over the speed of seaborne travel. With the safety of the Great North Road now becoming questionable through Dunland, though, the more profit-hungry merchants are turning to the sea-captains to transport their goods. In the South, most sea traffic is between the various ports of Gondor. Strife with the Princes of Umbar limits the legal trade with lands to the South, and smuggling has grown into a lucrative enterprise.

The rivers of northwestern Middle-earth provide a more reliable means of transport. West of the Misty Mountains, the Gwathló and the Baranduin are veritable highways, and in the East, the Celduin sees a never-ending flow of commerce between the Sea of Rhûn and the Long Lake. Of course, the Anduin draws traffic proportionate to its size, though the difficulty of the portage around Rauros and the Sarn Gebir prevents it from becoming a major passage between North and South. The rivers of Gondor are for the most part restricted in their utility for transport by their short length and great force, but the resourceful Gondorians make use of them regardless.



GONDORIAN HEGEMONY

As the complaints of many loyal citizens have reached our ears concerning the deplorable state of our roads and bridges since the Pestilence seized my uncle, Telemnar the Unfortunate, he it hereby resolved by my royal command that I, Tarondor the First of Gondor, King in the Line of Anáron, Lord of Anórien and Tolfalas, High Governor of Harondor and Umbar, Overlord of Rhovanion, Guardian of the Númenórean Faithful, High-commander of the Royal Army, and Protector of the White Tree, do justly commission the repair of the bridge of the Gondor Road over the Gilrain Estuary at Linhir. The road is necessary for the movement of soldiers within the realm and for the business of commerce by which our economy gains its strength. No more than three hundred gold erin shall come from the royal treasuries to provide the necessary finances for this undertaking. The City of Linhir may raise further funds for this project by any reasonable means. Furthermore, I command the garrisons at Minas Anor, Pelargir, and Dol Amroth to provide ten companies of royal troops to patrol the Gondor Road for a period of one month, repairing any minor damage to the road and reporting major damage to the local Legate. I command this for the good of the nation with full support of the Great Court and the Offices of Works and Decrees.

—(signed) Tarondor, 7 Urui, T.A. 1637

[A]nd why should we not declare ourselves an Empire? Is that not what we are? Are we too timid to adopt the title of our proud Númenórean ancestors, even when we now hold lands far more vast than anything they ever could have imagined? Consider that we now receive tribute from five subject Kings and several dozen Chieftains. Our monarch is a King over Kings! Surely we hold the right to call him our Emperor. Hail to Aldamir, King of Gondor and Emperor of the Western Lands!

—Inflammatory rhetoric of Falacar,
Helm Prince of Gondor,
d. T.A. 1535.

At its height, the realm of Gondor was the ultimate expression of the resourcefulness and the energy of the Dúnedain. As great builders, the Gondorians established cities that still rival any work of the Elves and Dwarves for sheer splendour. As soldiers, they conquered territories far beyond the boundaries of the South-kingdom conceived by Elendil. Even after the tragedies of the Kin-strife and the Great Plague, even after the fall of the Kingdom of the North, Gondor is an intact and powerful entity. In T.A. 1640, however, there is little question that Gondor is past her peak. Her conquests cease after the Plague; her borders shrink frequently as the prospects of administering territories in the East or South grow ever more troublesome. Nonetheless, Gondor remains the most significant power of the Free Peoples well into the Fourth Age.

The Gondorians are known best for their practicality and their initiative. They build great cities and fortresses seemingly out of nothing. They make shrewd merchants and meticulous scholars. The crafts that flow out of their cities fetch high prices on foreign markets due to their beauty and function. Gondorians speak both Sindarin and Westron fluently, using the former for writing and formal occasions and the latter for market and domestic life.

The King has absolute power within Gondor, although there are many conditions upon his authority. A noble class, descendants of the Númenórean elite, holds little actual power but controls a vast amount of influence through its wealth and a number of traditional rights. Most officers chosen for various administrative positions come from the affluent and titled elite, for the King needs their support for the sake of unity. Two fiefs within the realm, at Dor-in-Ernil and Tharagrand, are independent principalities, autonomous within their borders as long as they pay an annual tribute to the King and provide troops for Gondor in times of strife.

Apart from the autonomous principalities, there are two classifications of political units within Gondor. In the lands settled by Elendil and his heirs, the realm is divided into seven provinces: Lebennin, Anórien, Ithilien, Lamedon, Dor-en-Ernil, Anfalas, and Tolfalas. Of the seven, the King directly governs only the island of Tolfalas. Ithilien is a fief of the Queen, the Crown Prince governs Lebennin, Anórien is the traditional jurisdiction of the Prince-President of Minas Anor, Dor-en-Ernil is an autonomous fief belonging to the Princes of Lond Ernil, and royally appointed governors administer the provinces of Lamedon and Anfalas. Each province may be divided further into sub-units or may contain autonomous fiefs. Such division is based on traditional holdings, and the King has little say as to their composition. Virtually all property within the provinces is in the hands of the King and the nobility, who distribute it to their subjects in return for money rents or service.

The other type of unit consists of those lands added to Gondor since the beginning of the Third Age. Calenardhon, Dor Rhûnen, Druwaith Iaur, the Westmarch, and Harondor are the five territories of Gondor, and the King is directly responsible for their protection and welfare. Harithilien, while technically a part of Ithilien, falls under the military jurisdiction of Harondor due to the military emergency in that area. Mordor is a special case, as it has no indigenous inhabitants willing to submit to Gondor's authority. It can be considered a military district, populated only by soldiers and hostile bands of Orcs.

In each of the territories, non-Gondorian vassal peoples live subject both to their old laws and the laws of Gondor. In some instances, such as with the Northmen of the Rhovanion plains, the arrangement works amicably. In others, as in the case of the Haradrim of Harondor and the Dunlendings of Calenardhon, racial and political tensions often erupt in violence. Gondor expects tribute from these subject peoples in lieu of taxes, for they are not true citizens of Gondor. Citizenship involves an oath to the King that forswears all other political authority, an oath which many of the subject people are loath to take. Gondor takes care to demand only moderate amounts of tribute from her subject peoples, but in the eyes of many dissatisfied folk, any amount of tribute to the King is too much.



The military is the King's most reliable means of enforcing his will, though no King since the Kin-strife has dared to use force within the Provinces. The territories, however, all have military governments, with commanders appointed by the King. These territorial governors are usually selected for their merit and social standing, and despite the occasional overemphasis on martial life, these are the most efficient political units in Gondor. It is fortunate that they are run so adeptly, for no territory is ever free from the threats of invasion or insurgency. In central Gondor, the King has less recourse to force and must often use diplomacy to deal with the often conflicting concerns of the nobility, the common folk, the ever-increasing merchant class, and his own interests.

Gondor's influence does not end at its borders. Embassies of the King live in virtually every other sizeable town in northwestern Endor (and sometimes beyond), and often these diplomats intervene in local politics when the outcome may effect Gondor. Spies roam the country, gauging the strength and intentions of potential enemies.

Most commonly seen outside of Gondor, though, are the merchants who ply the seas and roads, delivering the fine crafts of Gondor to other peoples. Gondor's merchants have interests as distant as Far Harad and Rhûn, and they commonly undertake the journeys to these lands themselves to keep an eye on the proceedings. Consequently, while Gondor's political empire is shrinking, her mercantile one is experiencing a period of slow but steady growth. Gondorian cloth fills the markets at Tharbad, Northman warriors wield swords of Gondorian steel, and the Dúnedain of Fornost flavor their food with spices from the South transported by Gondorian traders. The power of the realm of Gondor touches each inhabitant of Middle-earth, whether they are citizens or not.

THE LEGACY OF THE DAEN COENTIS

After I awoke from my fall in the fog, I found myself surrounded by a tribe of the local Dunmen. They called themselves the Droccalantis, and, like most of their race, they were short, stocky, and bellicose. The men sported great moustaches and plaid trousers, while the women wore long braids and smocks that resemble the Pelhordons currently in fashion in Lond Ernil. They spoke among themselves in their rasping and convoluted tongue so that I could not understand them. They ignored my attempts to communicate, although I knew that most folk in those regions knew a smattering of Westron. Apparently, a few of the warriors wanted to execute me on the spot, but an old woman intervened on my behalf. After what seemed like hours of debate, she finally convinced the spearmen to go away. The crone tended my wounds with a sweet-smelling poultice of a type with which I was unfamiliar, and she spoke to me in halting, heavily accented Westron.

"Ye poor bairn. Ye probably didn't know that ye fell into one of the burial sites of our ancestors, did ye? I shall soothe your injuries now, but they will take ye later to an ordeal of wind for your transgression."

I looked closely at my surroundings for the first time. The boulders closest me were weathered, but I could barely make out the carvings on what must have been a Daen pukel-stone. I could then see that the low hills I had dashed through were rounded burial mounds. My heart trembled as I remembered tales of prisoners of the Dunlendings who were lashed to stakes and left exposed to the elements for days. I could almost feel the cold fingers of those buried in those tombs reaching out to claim me as their own.

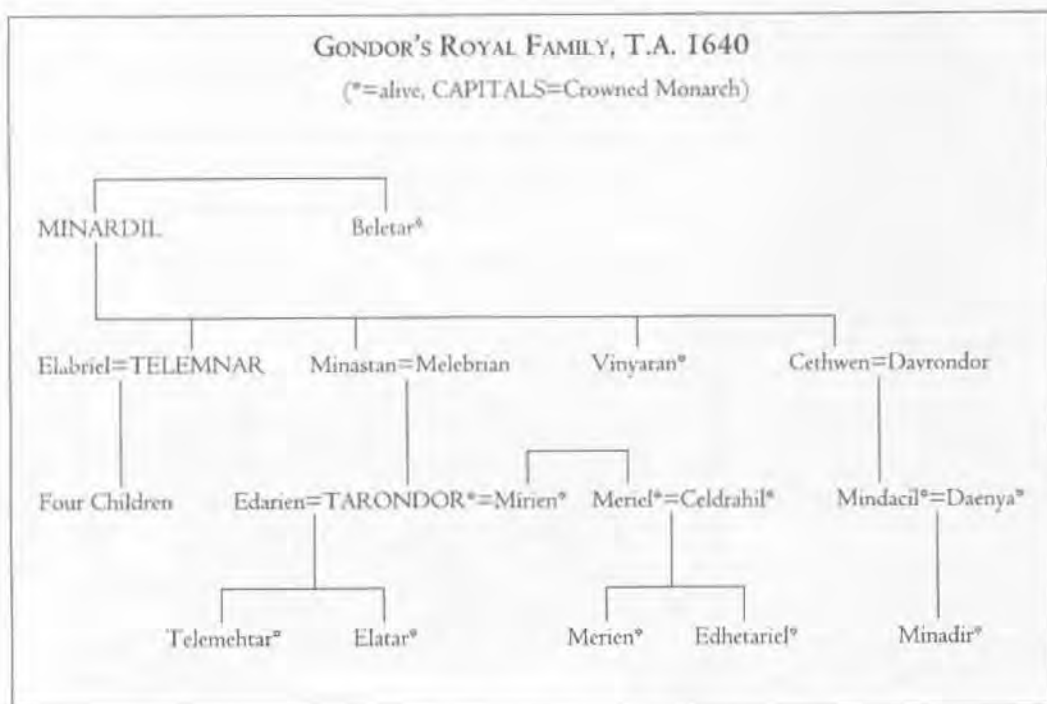
—from "Travels in Eredwaith" by Gedrion the Wanderer

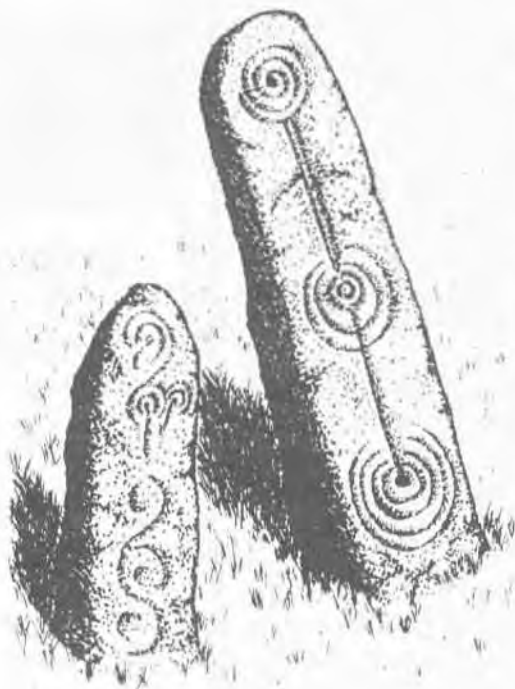
In the middle of the Third Age, at the height of Gondor's power, it is difficult to remember that another culture once flourished where the Dúnedain now rule. The Daen Coentis once held an empire that encompassed the lands bordered roughly by the Anduin, the Angren, the

Ered Nimrais, and the Sea. They built great monuments in stone, of which only ruins remain by the time of the Great Plague. Their descendants, the crude Dunlendings and the reclusive Drúedain, hardly seem capable of the achievements of their ancestors. Nevertheless, the folk who met Anárion the Mariner on his initial voyages from Númenor to Endor left a legacy still visible to the Men of Gondor in the Third Age.

GONDOR'S ROYAL FAMILY, T.A. 1640

(* = alive, CAPITALS = Crowned Monarch)





*Standing
Stone*

The origins of the Daen Coentis remains clouded in mystery. Many Dunnish tribes claim that their ancestors were created by the song of Stalan (Tulkas) as he threw down Melkor in the Battle of the Powers. The Elves laugh to hear this account and hold that the Daen empire was made up of many different tribes. Among these, the tribe which called itself the Daen Coentis was the most dominant. The Daen Coentis had some Edain blood through the tribes of Men which lingered in Lindon after the Great Battle, but they were predominantly the descendants of the indigenous hill-tribes of central Eriador. They absorbed numerous smaller tribes in the

first half of the Second Age, growing more powerful and sophisticated with each passing year. Among the tribes they assimilated were the primitive Drúedain, skillful hunters who may have been the last remnants of the People of Haleth.

Though the Daen lacked the technical proficiency of the Númenóreans, they were able to forge a coherent and efficient federation of tribes in the region that was to become western Gondor. The Drúedain formed a priestly class with representative members in virtually every tribal group, for they never lost their close affinity with the traditions and spirituality which defined their culture. However, minions of the Dark Lord eventually worked their way into many Daen groups, corrupting what had been a peaceful and pastoral folk into the ways of evil. Most of the Drúedain simply vanished from history, and large numbers of the Daen moved into the more rugged uplands to escape the sacrifices and oppression practiced by most of their brethren.

When the Númenóreans returned to the coasts of Middle-earth, they found a people divided. They suppressed many of the more vulgar practices of the Dark Religion, but they were not able to stop the spiritual infection which it had caused. At first, both parties profited from contact. The Men of Númenor found the Daen to be eager students and workers, while the Daen adopted new methods of agriculture and administration taught them by their new partners. Before long, the tribes elected a high-chief, and the federation became a true empire.

All the while, friction was growing between the Daen Coentis and the Dúnedain. The growing colonies required a constant flow of resources, and soon the forests of Eriador were gone. The Daen found themselves pushed inland from their coastal

homes to the harsh terrain of the White Mountain foothills. Those Daen who had rejected the Dark Religion now felt that their cousins had sold out to the Númenóreans. Even without the subdued but undeniable influence of the Dark Lord, the Daen found many reasons to wage petty wars on the Dúnedain.

When Elendil called upon the high-chieftain to fulfill the terms of his former Oath to help the Last Alliance overthrow Sauron, the high-chieftain refused, sealing the doom of his people. The Daen Coentis began to suffer a slow and painful demise. Their numbers dwindled as their mines ran out, their fields became waste, their livestock became sterile, and their women became barren. Again and again, natural disasters devastated their numbers. The Daen elite grew obsessive about death, and they constructed elaborate tombs for themselves. Some of the Dunnish minstrels claim that the ghosts of the Daen Coentis still walk the White Mountain vales, wandering until they can fulfill the terms of their broken Oath. The tribes which never swore to the Oath of Elendil were forced into a rugged existence in Anfalas and on the slopes of the Misty Mountain, where they are known in the Third Age as Dunmen or Dunlendings.

All that remains of the Daen Coentis are the stone monuments that they built to commemorate themselves. A number of Pukel-men, carved from the rock by the Drúedain priests, still stand in secluded glens and on rocky crags; locals often claim them to be haunted. For the most part, the cultural heirs of the Daen Coentis—the Drúedain and the Dunlendings—neither claim nor desire the legacy of their ancestors. Indeed, they seem oblivious to their past, fighting for a meager existence in the wilderness as if they had always done so.

However, a few of the Dunnish tribes have become inspired by the deeds of their ancestors in recent years. Rumors abound that the Dark Religion has once again become an overt practice in the hills of Dunland. These Dunmen view the ancient Daen as exemplary rulers and contrast their heroic deeds to the oppressive ones of their Dúnedain masters. Their understanding of the past is largely unrealistic and tainted by the lies of Sauron's agents, but they cling to their ideal in defiance of Gondor.



*Ceremonial
Mound,
Hogo Tarosvan*

GUIDE TO PLACE-NAMES

Sindarin elements appear more frequently in the place-names of northwestern Middle-earth than do those of any other tongue. The following guide will help GMs and players to decipher the meaning behind them.

Aelin	Lake, pool
Amon	Hill
An	Large, long
Athrad	Crossing
Barad	Tower, fortress
Bel	Large, great
Cerin	Hill
Cirith	Mountain pass
Den	Gap
Dor	Land
Duin	River, usually long
Emyn	Hills
Ered	Mountain range
Eryn	Wood, forest
Ethraid	Crossings
Falas	Coast, shore
Formen	North
Hyarmen	South
Iach	Ford
Iant	Bridge
Iaur	Old
Lad	Plain
Loeg	Marshes, swamp
Lond	Port, haven
Los	Snow
Men	Road, way
Mínas	Tower
Nan	Valley
Nen	Water
Númen	West
Orod	Mountain
Ost	Fortress
Pinnath	Ridges
Ram	Wall
Ras	Horn
Rast	Cape
Rhûn, Romen	East
Rond	Hall, dome
Sarn	Stone, pebble
Sir	River
Talath	Flatlands, plain
Taur	Forest
Tir	Watching place
Tol	Island
Tyrn	Hills, downs
Uial	Twilight

7.0 MAPS

The next twelve pages of this gazetteer display maps of northwestern Endor illustrating specific factual themes. A list of the maps along with brief explanations of their contents precedes the figures.

GEOGRAPHIC AREAS

The areas described in section 2.0 are presented in relation to one another on this map.

REALMS

The realms described in section 3.0 appear on this map. Remember that the borders of the nations have shifted through history. Additionally, such political conventions were unknown to some of the less sophisticated peoples. A number (see key) identifies each realm shown.



I41



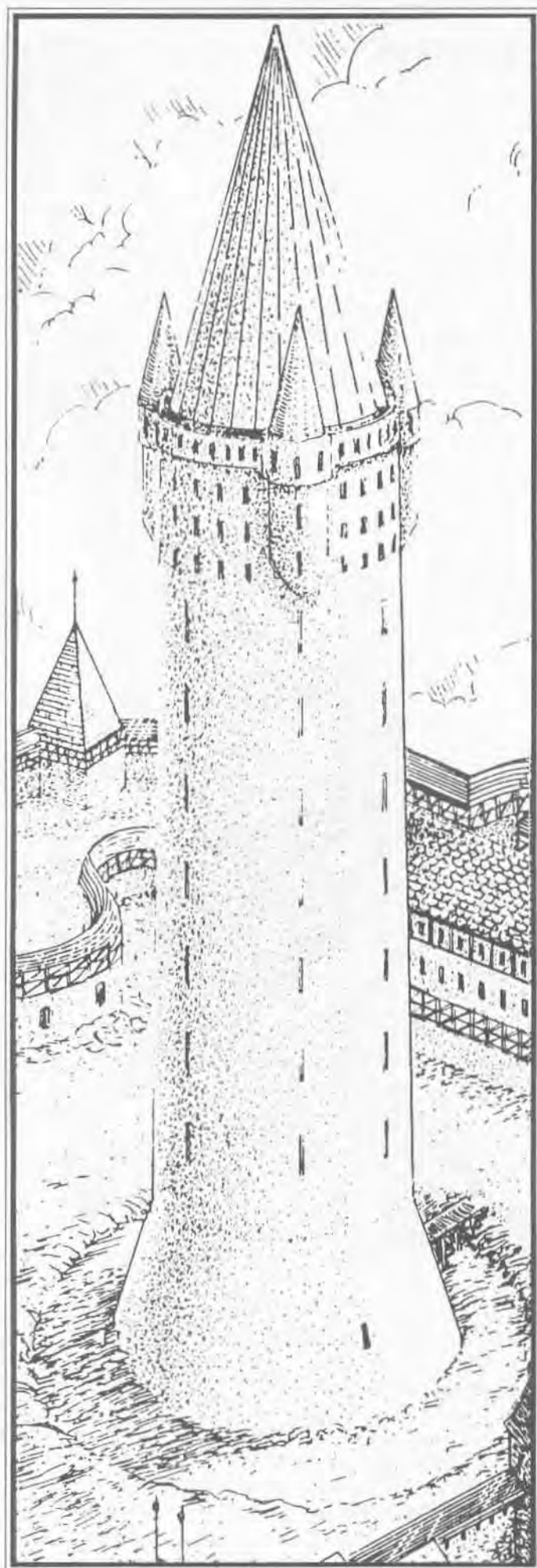
FORTRESSES AND FORTIFIED CITIES

This map depicts citadels possessing military significance due to their fortifications. More information on these sites is available in section 4.1.

TOWNS AND CITIES

Urban centers with significant populations or political influence appear on this map. More information on these towns and cities is available in section 4.1.

*Dunadan
Soldier*



TRADE ROUTES

The network of roads covering northwestern Endor is surprisingly extensive. This map shows major overland routes and common sea routes, as well as depicting the navigable limits on rivers. For more detailed information, see section 5.0.

PRE-NÚMENÓREAN SETTLEMENTS

Endor was not an empty land when the Númenóreans sailed east from their island kingdom. This map depicts the Elven, Dwarven, and Mannish settlements that existed in S.A. 775, before the Númenóreans founded colonies.

NÚMENÓREAN COLONIZATION

Initially, the Númenóreans served as teachers to the Mannish groups they discovered on Endor's shores. They shared herblore and smithlore—greatly to the benefit of these peoples. With the passage of centuries, the Númenóreans entered into trade relationships with their students. As they came to value the products of trade more highly than the role of mentor, the Númenóreans founded colonies to ensure a steady flow of goods. This map depicts the political repercussions of the Númenórean settlements in S.A. 3300.

THE KINGDOMS IN EXILE

Although the Faithful of fallen Númenor remained perhaps more pure at heart than the perished followers of Ar-Phrazon, their impact on the indigenous peoples of northwestern Endor was more profound. The native Eriadorans and Daen Coentis lost all their lands to the Kingdoms in Exile. This map shows the political impact of the Dúnedain and their cousins, the Black Númenóreans of Umbar, in T.A. 861.

MIGRATIONS

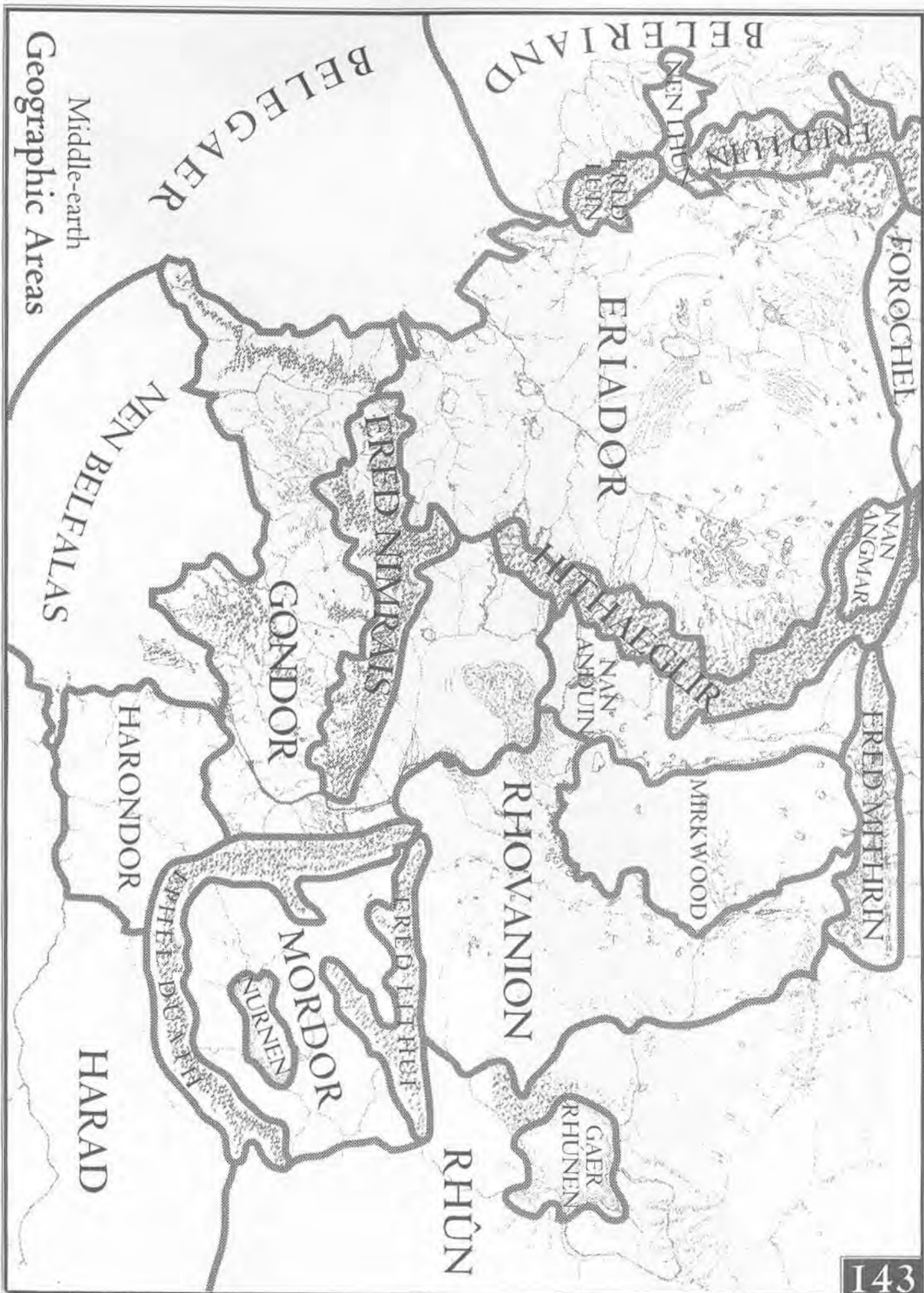
The first half of the Third Age was a time of movement. Few peoples stayed in one place. This map depicts the migrations that occurred.

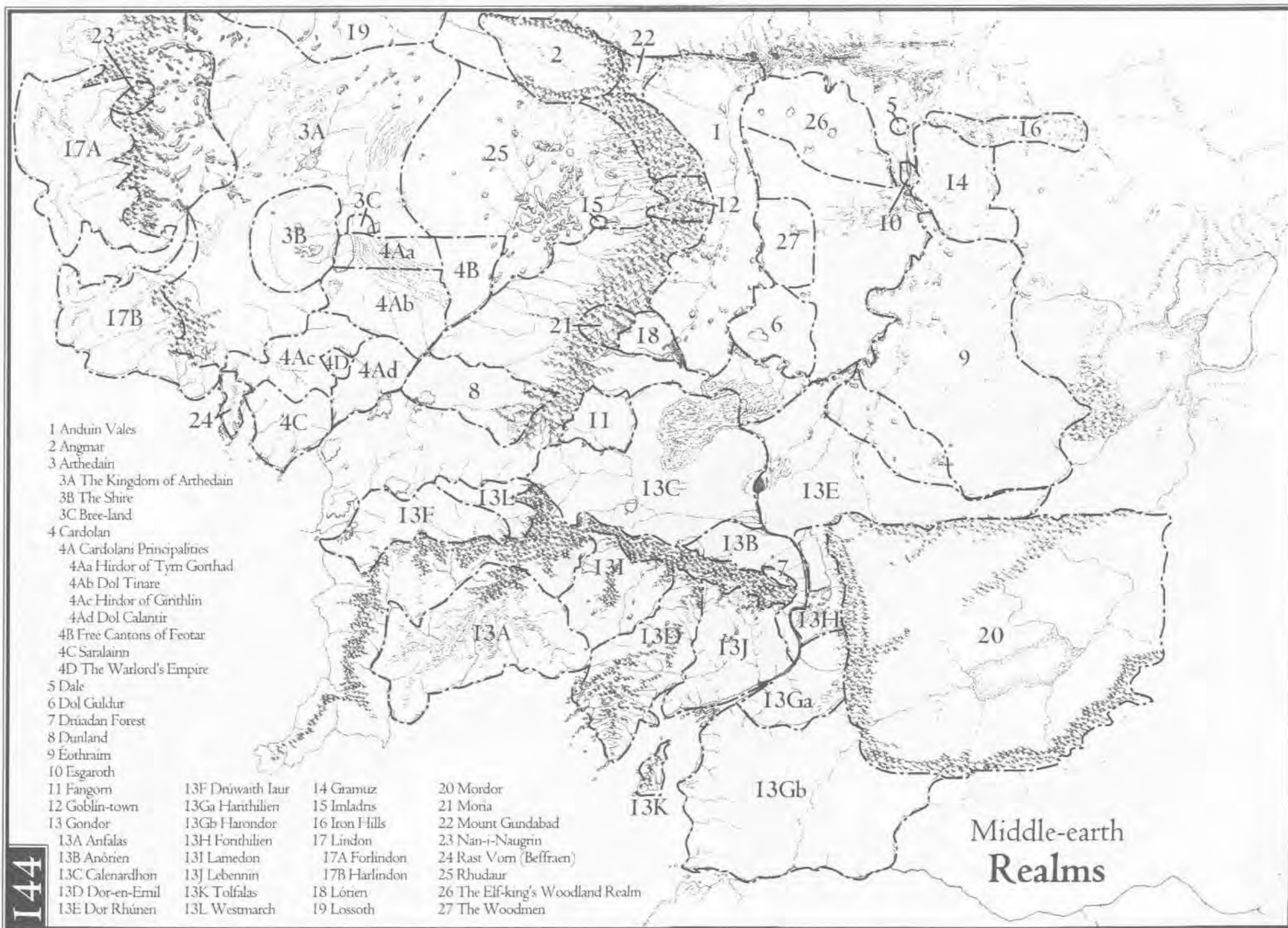
GEOLOGY

This map shows the predominant rock types underlying the lands of northwestern Middle-earth, as well as major deposits of significant minerals.

CLIMATE

This map depicts the average temperature range typical of a given area in addition to the flow of winds and ocean currents.





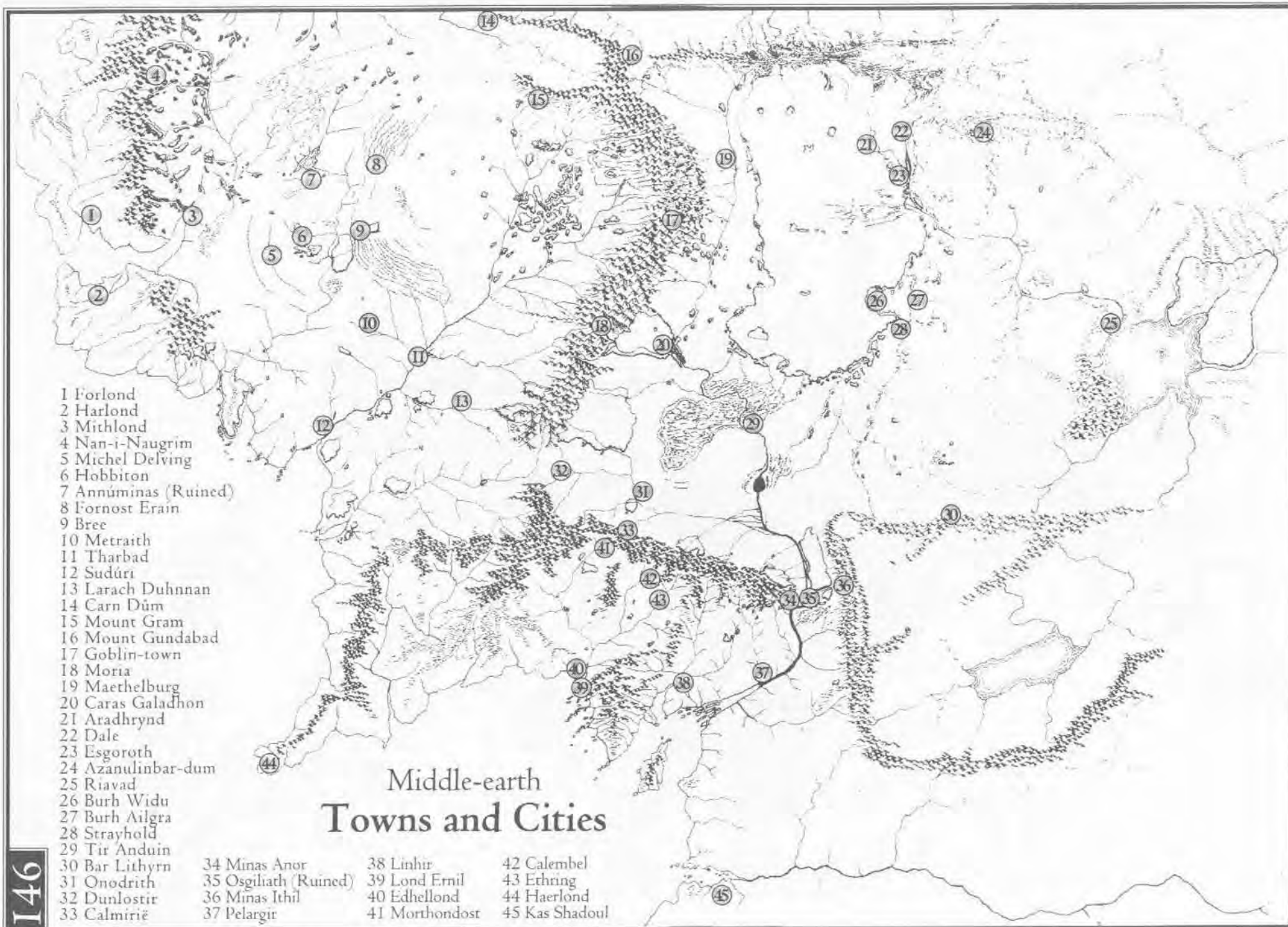
- 
- 1 Fornost Erain
 - 2 Carn Dûm
 - 3 Mount Gram
 - 4 Weathertop (Ruined)
 - 5 Cameth Brin
 - 6 Mount Gundabad
 - 7 Goblin-town
 - 8 Moria
 - 9 Angrenost
 - 10 Hornburg
 - 11 Tharagrand
 - 12 Lond Érnîl
 - 13 Linhir
 - 14 Pelargir
 - 15 Minas Anor
 - 16 Minas Ithil
 - 17 Cirith Ungol
 - 18 Durthang
 - 19 Carach Angren
 - 20 Towers of the Teeth
 - 21 Barad-dûr
 - 22 Dol Guldur
 - 23 Aradhrynd

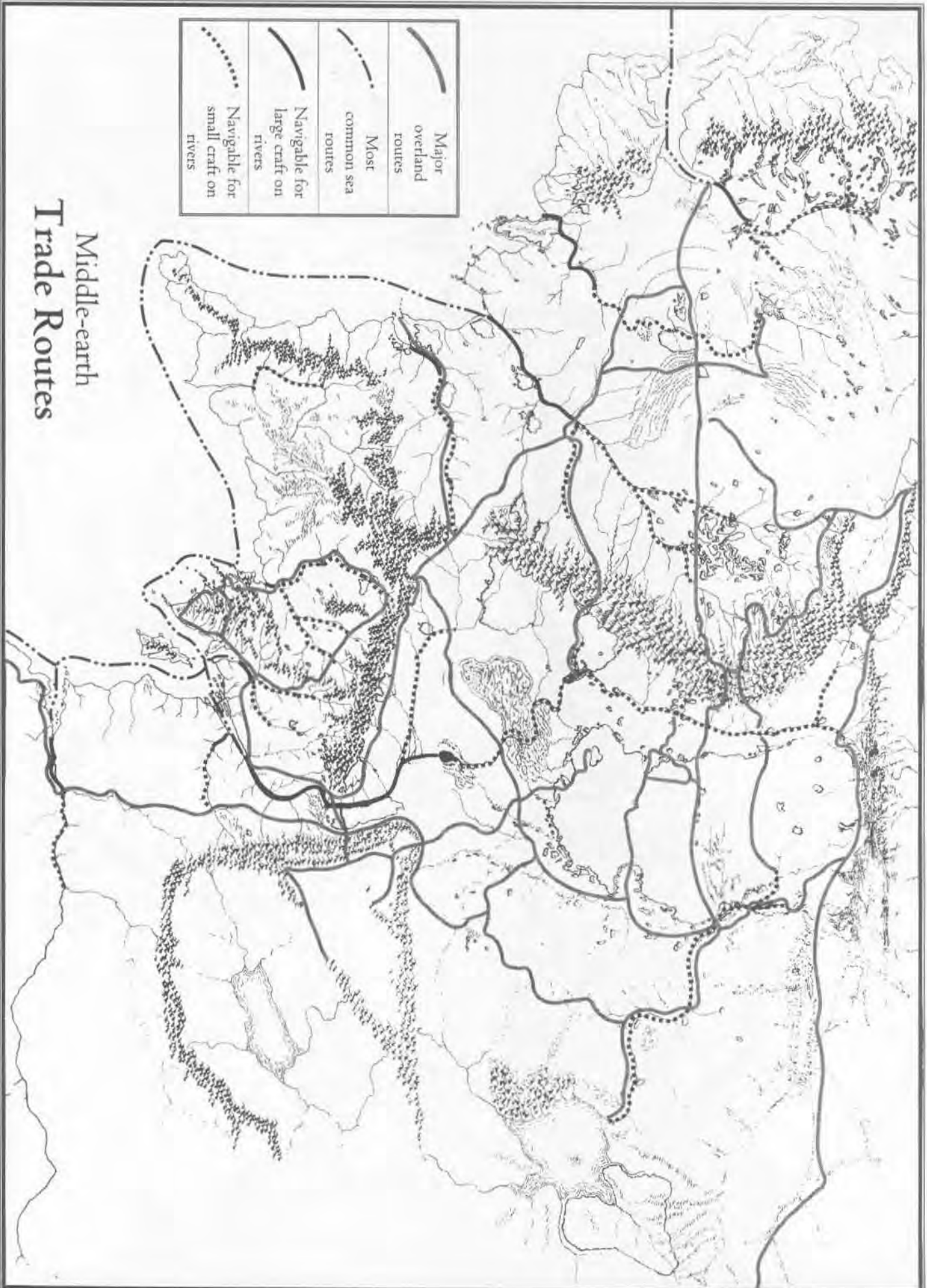
Middle-earth
**Fortresses and
Fortified Cities**

Middle-earth Towns and Cities

- 1 Forlond
- 2 Harlond
- 3 Mithlond
- 4 Nan-i-Naugrim
- 5 Michel Delving
- 6 Hobbiton
- 7 Annúminas (Ruined)
- 8 Fornost Erain
- 9 Bree
- 10 Metraith
- 11 Tharbad
- 12 Sudúri
- 13 Larach Duhnnan
- 14 Carn Dûm
- 15 Mount Gram
- 16 Mount Gundabad
- 17 Goblin-town
- 18 Moria
- 19 Maethelburg
- 20 Caras Galadhon
- 21 Aradhrynd
- 22 Dale
- 23 Esgoroth
- 24 Azanulinbar-dum
- 25 Riavad
- 26 Burh Widu
- 27 Burh Ailgra
- 28 Strayhold
- 29 Tir Anduin
- 30 Bar Lithyrn
- 31 Onodrieth
- 32 Dunlostir
- 33 Calmirië
- 34 Minas Anor
- 35 Osgiliath (Ruined)
- 36 Minas Ithil
- 37 Pelargir

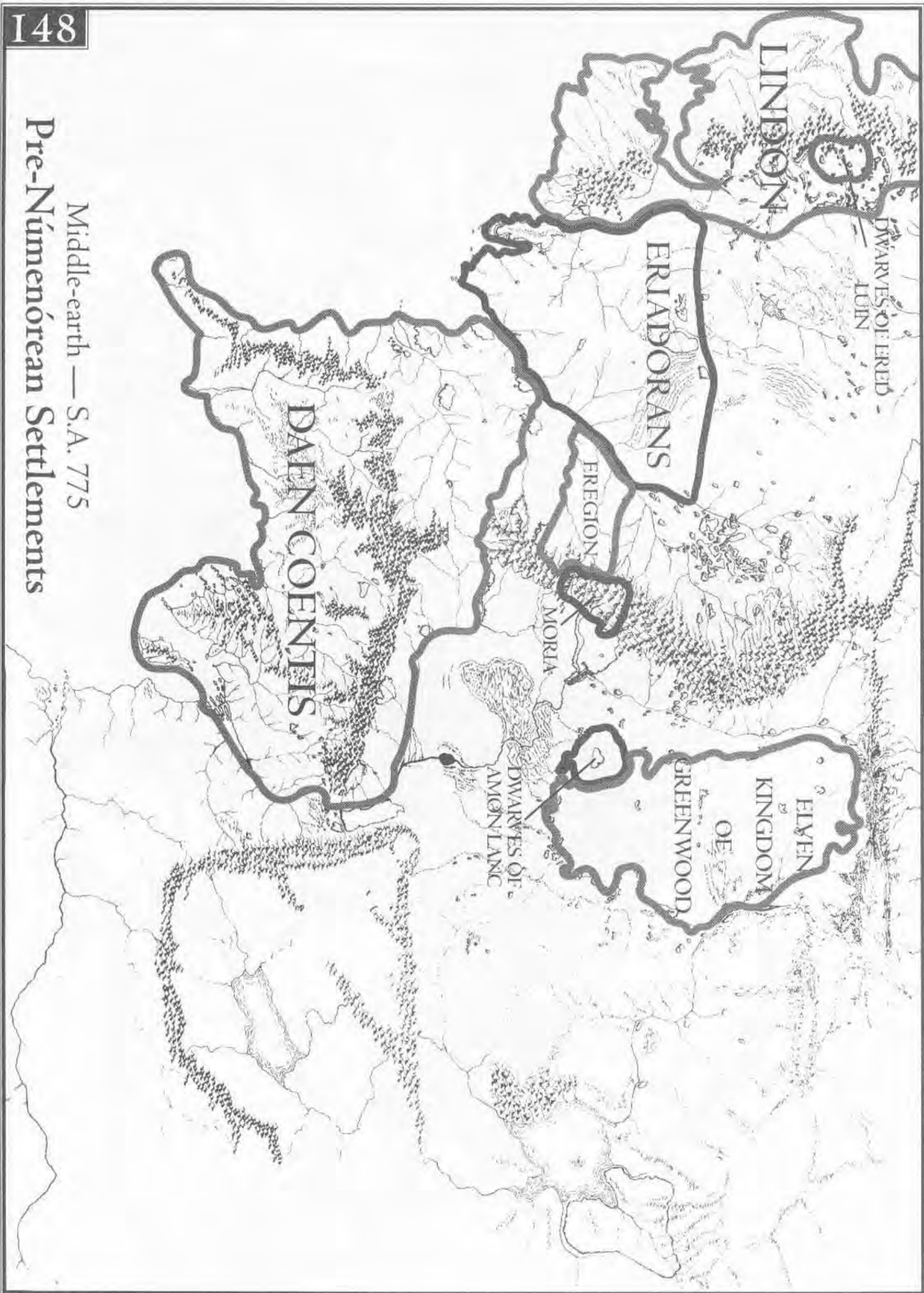
- 38 Linhir
- 39 Lond Ernil
- 40 Edhellond
- 41 Morthondost
- 42 Calembel
- 43 Erhring
- 44 Haerlond
- 45 Kas Shadoul





Middle-earth Trade Routes

Middle-earth — S.A. 775
Pre-Númenórean Settlements

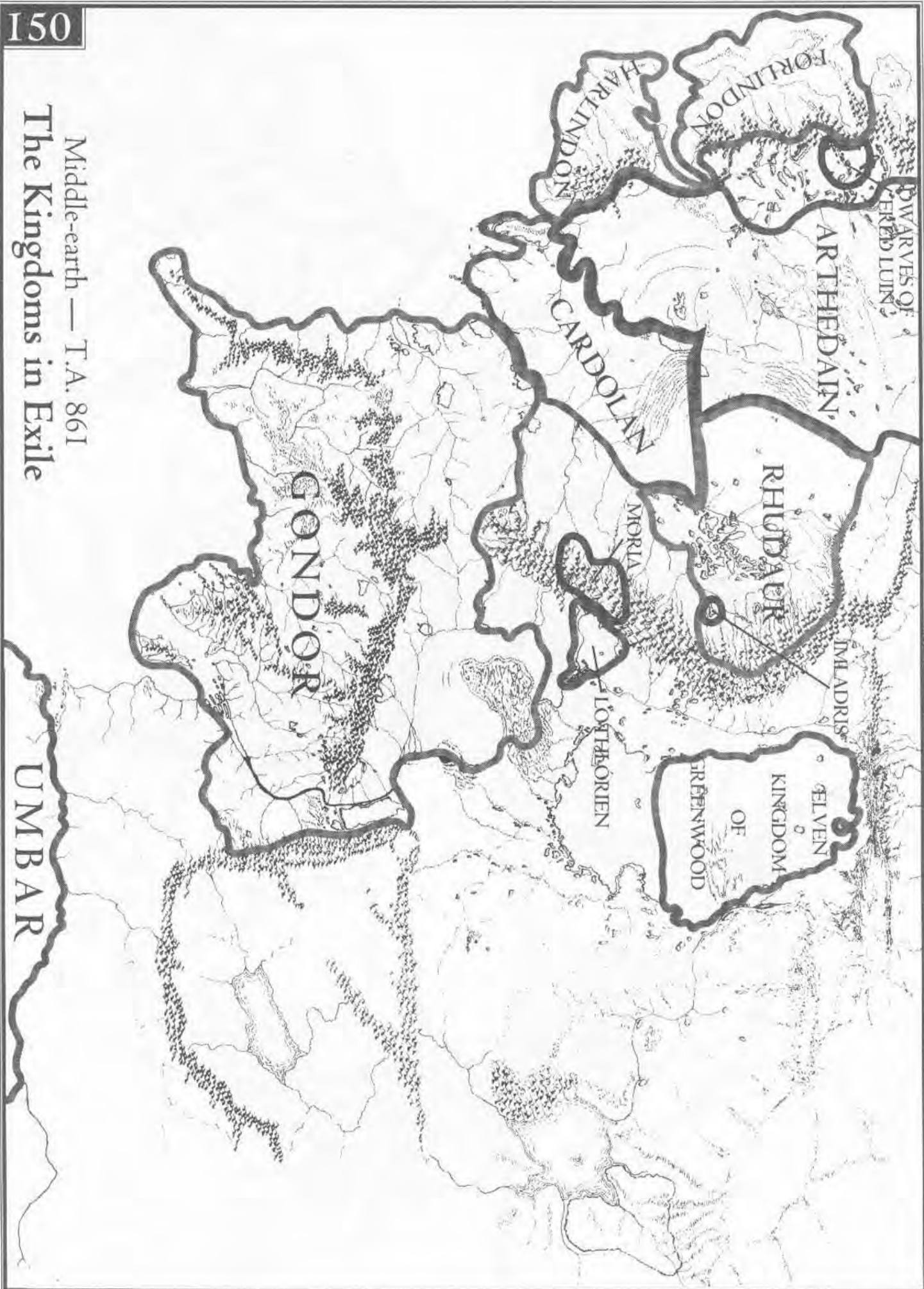


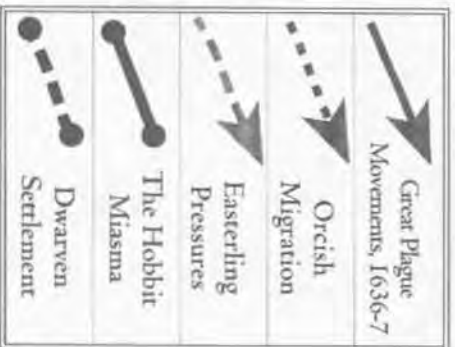


Middle-earth — S.A. 3300

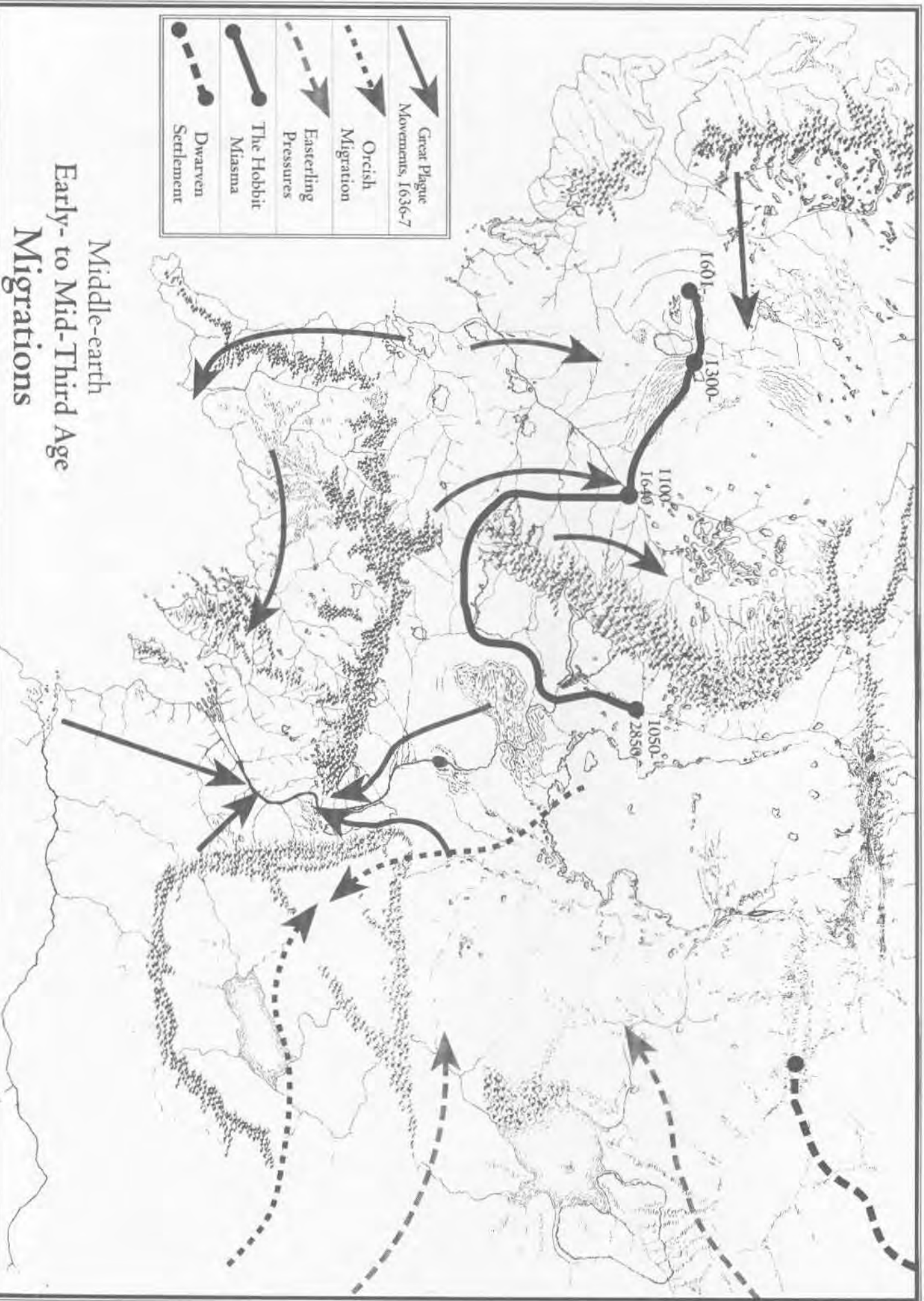
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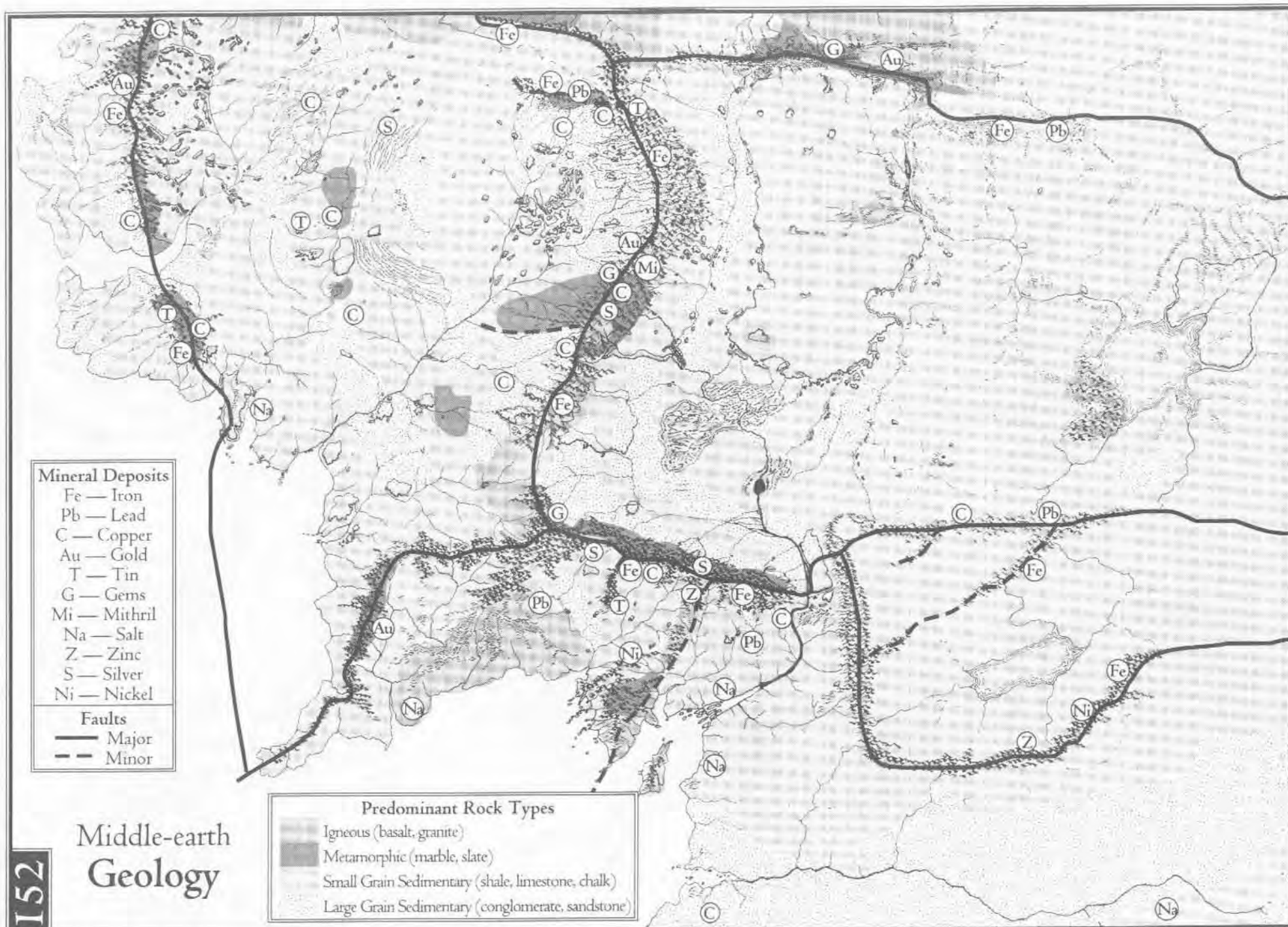


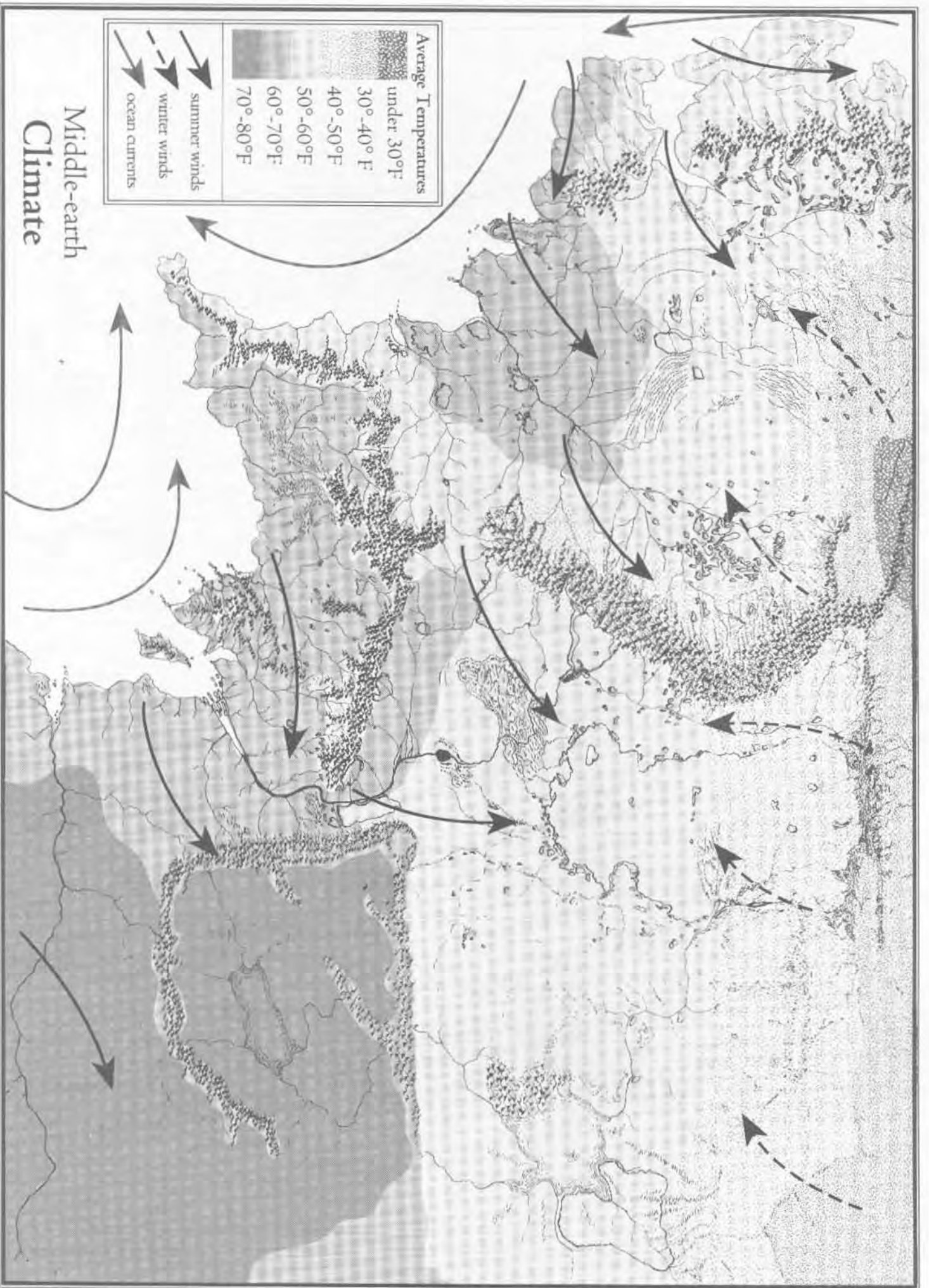


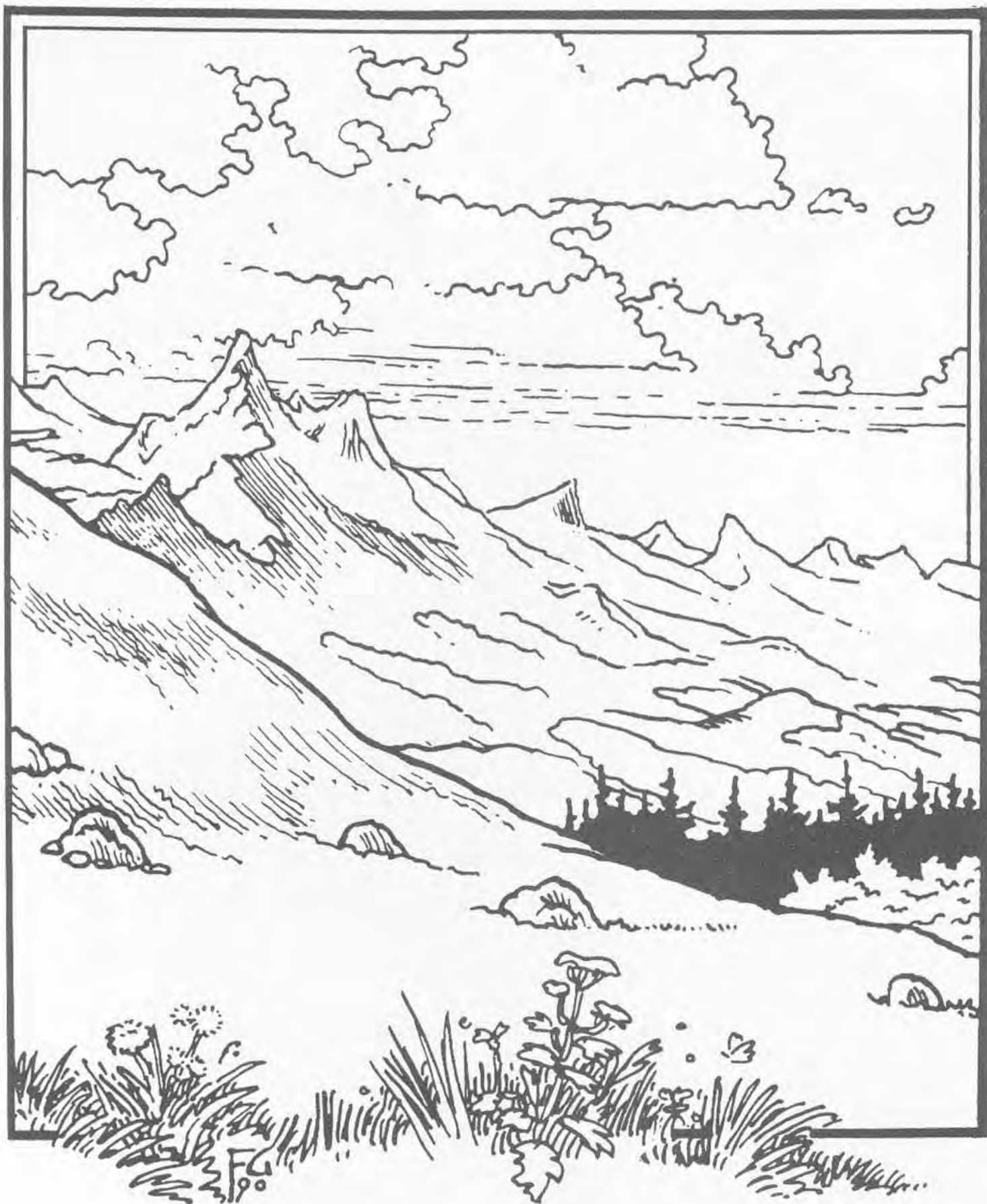
Middle-earth Early- to Mid-Third Age Migrations



Middle-earth Geology







The
Southern
Hithaeglor

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9.0 SUGGESTED READING

Sadly, neither *The Vagabond's Guide* nor any of its imitators are currently available in print in English translation. Fortunately, a modern series of reference works and role playing game aids on specific regions of northwestern Middle-earth has been published by Iron Crown Enterprises, covering in great detail what Camagall could only summarize. A list of available products is available from:

I.C.E.
P.O. Box 1605
Charlottesville, VA 22902
USA

Several atlases and guidebooks of Middle-earth in the late Third Age are also available:

Karen Wynn Fonstad, *The Atlas of Middle-earth* (Boston: Houghton Mifflin Co., 1981).

Robert Foster, *The Complete Guide to Middle-earth* (New York: Ballantine Books, 1979).

Barbara Strachey, *Journeys of Frodo* (New York: Ballantine Books, 1981).

Other books dealing with the nature of Middle-earth include: David Day, *A Tolkien Bestiary* (New York: Ballantine Books, 1979). Paul H. Kocher, *Master of Middle-earth* (New York: Ballantine Books, 1972). J.E.A. Tyler, *The New Tolkien Companion* (New York: Avon Books, 1978).

Humphrey Carpenter's biography of Tolkien (Boston: Houghton Mifflin Co., 1977) provides valuable insight into the forces which went into shaping Middle-earth.

For an example of how a travel guide might appear in an effectively pre-literate society, see *The Journey through Wales/The Description of Wales* by Gerald of Wales, translated by Lewis Thorpe (New York: Viking Penguin, 1978).

Gerald wrote in the twelfth century and worked within the same tradition of travel literature as Camagall. The *Germania* of Tacitus is a Roman example of travel literature which also explores in great detail the tribal characteristics of the German peoples. Chronicles of the Crusades, though often less concerned with a physical description of the lands involved, also add to our understanding of early travel literature. See P. Geary, ed., *Readings in Medieval History* (Lewiston, NY: Broadview Press, 1989).

If one is searching for a description of daily life and material culture in a pre-industrial society, one can do no better than Fernand Braudel's *The Structure of Everyday Life* (New York: Harper and Row, 1981). Though Braudel covers a period which is technologically more advanced than Third Age Middle-earth, his discussion of the interrelationship of technology, economics, and culture is priceless.

Other very accessible works one might wish to consult are: Marc Bloch, *Fuadal Society* (Chicago: University of Chicago Press, 1969). G.G. Coulton, *The Medieval Village* (New York: Dover Publications, 1989). Barbara Tuchman, *A Distant Mirror* (New York: Ballantine Books, 1978).

The local library is also bound to have a number of books on specific topics of particular interest, such as military fortifications, languages, geography, herb-lore, and the like. The casual role playing gamer is strongly encouraged to pursue these ancillary interests.

Of course, the ultimate source for all material concerning Middle-earth is J.R.R. Tolkien. *The Hobbit*, *The Lord of the Rings*, and *The Silmarillion* are the foundation upon which this work is built, and the posthumous works published by Christopher Tolkien greatly enrich the available detail. A list of Tolkien's work which concerns Middle-earth follows.

J.R.R. Tolkien, *The Adventures of Tom Bombadil* (Boston: Houghton Mifflin Co., 1978).

_____, *The Book of Lost Tales* (Two Parts. Boston: Houghton Mifflin Co., 1984).

_____, *The Fellowship of the Ring* (Boston: Houghton Mifflin Co., 1975).

_____, *The Hobbit* (Revised Edition. New York: Ballantine Books, 1966).

_____, *The Lays of Beleriand* (Boston: Houghton Mifflin Co., 1985).

_____, *The Return of the King* (Boston: Houghton Mifflin Co., 1977).

_____, *The Shaping of Middle-earth* (Boston: Houghton Mifflin Co., 1986).

_____, *The Silmarillion* (Boston: Houghton Mifflin Co., 1977).

_____, *The Tolkien Reader* (New York: Ballantine Books, 1976).

_____, *The Two Towers* (Boston: Houghton Mifflin Co., 1965).

_____, *Unfinished Tales* (Boston: Houghton Mifflin Co., 1980).

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In the preface to the gazetteer, our author writes: *"With the exception of the Red Book of Westmarch, written and preserved by the Hobbits and translated by Professor Tolkien, The Vagabond's Guide is perhaps the best surviving source we have concerning the Third Age of Middle-earth. While the Red Book predominantly contains narrative accounts of the deeds of Hobbits, the Pelrandir Permeillon is a much older work from Gondor and is a unique guide to virtually every corner of Northwestern Endor. As its name implies, the text of The Vagabond's Guide addresses the various problems faced by travellers in the years immediately following the Great Plague."*

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