

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

sea-lords of gondor™

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Rolemaster™

Pelargir and
Lebennin



Challenge pirates and Haradrim as you sail across the Bay of Belfalas. Journey to Lebennin, the "Place of Five Waters," the province in the heart of Gondor. Weigh anchor in Pelargir, jewel of the mighty Anduin river. Now home to the Royal Fleet, it is the finest port in the Kingdom, and the principal focus of the struggle against the Haradan privateers and the Corsairs of Umbar.

MEET THE SEA-LORDS AND EXPLORE:

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- TOLFALAS, the beautiful isle of fire
- LEBENNIN, the Province of the Five Rivers
- THE MOUTHS OF THE ANDUIN, the eerie delta on the Bay of Belfalas.

SEA-LORDS OF GONDOR

Pelargir and Lebennin™

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"Down on your knees, you skulking dogs," commanded the large muscular smuggler called Anduinil, "You are in the presence of Gaerwen, Queen of Balimur!"

The warrior Avegil and Cumarth the Elven scout were thrown face down in the dirt before a peculiar throne fashioned from the bony shell of a great Fell-turtle. Gaerwen smiled as Avegil turned and looked upward. The mistress remained stunningly beautiful in spite of the long scar adorning the left side of her face.

"They were caught entering your domain from the south, my Lady," said the foppish Alraits. "We have chained them and brought them to Balibogach so that you may pronounce their doom."

Gaerwen's gaze scarcely concealed her contempt for her servant. She gestured with her long, curved knife, as if irritated by the interruption, and two brigands abruptly pulled the pair to their feet. Gaerwen rose and stepped closer to examine the captives.

"The tall one should bring a good price from the slavers," she commented, examining the muscular warrior as one might appraise a horse. Turning to the Elf, her expression changed to a mocking sneer.

"But this one, the skinny one, seems hardly fit for proper work," she laughed. "Speak, wretch, and tell us what you do."

"As we told your men," Cumarth replied, "We have traveled far to serve the famous Queen of the Marshes! My companion, Avegil, is both a renowned warrior and a skilled sailor, while I am both a fine song-weaver..."

A chorus of laughter erupted from the guests at the surrounding dining tables. Gaerwen's mocking voice rose. "A singer of songs! How formidable! How fearsome!"

"A singer of songs..." continued the Elf, holding out two leather purses with his chained hands "... and an excellent thief! As you can see, I have relieved your guards of the bothersome weight of their goldpieces!"

1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for Gamemasters (GMs) who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module 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 processes and the character of the given area.

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.

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

MERP.....Middle-earth Role Playing **RM**.....Rolemaster

Character Stats

Ag.....Agility(RM and MERP)	Mc.....Memory(RM)
Co.....Constitution(RM and MERP)	PR.....Presence(RM and MERP)
Em.....Empathy(RM)	Re.....Reasoning(RM)
Ig.....Intelligence	Sd.....Self Discipline(RM)
It(In).....Intuition	St.....Strength(RM and MERP)

Game Terms

AT.....Armor Type	Lvl.....Level(experience or spell level)
bp.....bronze piece(S)	MA.....Martial Arts
cp.....copper piece(s)	Mod.....Modifier or Modification
Crit.....Critical strike	mp.....mithril piece(s)
D.....Die or Dice	NPC.....Non-player Character
D100.....Percentile Dice Result	OB.....Offensive bonus
DB.....Defensive Bonus	PC.....Player Character
FRP.....Fantasy Role Playing	PP.....Power Points
GM.....Gamemaster	R or Rad ..Radius
gp.....gold pieces(s)	Rnd or Rd.Round
ip.....iron piece(s)	RR.....Resistance Roll
jp.....jade piece(s)	Stat.....Statistic or Characteristic
	tp.....tin piece(s)

Middle-earth Terms

A.....Adûnaic	Kh.....Khuzdul (Dwarvish)
BS.....Black Speech	LotR..... <i>The Lord of the Rings</i>
Cir.....Cirth or Certar	Or.....Orkish
D.....Dunael (Dunlending)	Q.....Quenya
Du.....Daenael (Old Dunael)	R.....Rohirric
E.....Edain	Rh.....Rhovanion
El.....Eldarin	S.....Sindarin
Es.....Easterling	S.A.....Second Age
1.A.....First Age	Si.....Silvan Elvish
F.A.....Fourth Age	T.A.....Third Age
Hi.....Hillman	Teng.....Tengwar
H.....Hobbitish(Westron variant)	V.....Variag
Har.....Haradrim	W.....Westron(Common Speech)
Hob.....Hobbit	Wo.....Wose(Druedain)
Kd.....Kuduk(ancient Hobbitish)	

1.12 DEFINITIONS

A few crucial concepts are detailed below. The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* can be found in the text proper.

Andor: (S. "Land of the Gift.") Sindarin label for Númenor (Westernesse).

Anfalas: (S. "Long Coast"; W. "Langstrand.") Region of Gondor to the west of the provinces of Dor-en-Enril and Lamedon.

Arnach: (Du. "Land of the Sun.") Original Daenael name for what is now Lebennin and Lossarnach. Arnach is now the northeasternmost of Lebennin's four districts. An archaic term, it is considered a Sindarin proper name.

Belfalas: (S. "Coast of the Powers.") Great, hilly peninsula in southern Gondor. Belfalas juts out into the bay that bears its name. Belfalas is also used as an alternative name for the land called Dor-en-Enril, but this usage is not particularly accurate. Actually, Belfalas is the southern half of Dor-en-Enril.

Celosien: (S. "Land of Flowing Snow.") Northwesternmost of Lebennin's four districts, it is roughly the territory between the Gilrain and the Sirith, from the Ered Nimrais to the river Serni.

Corsairs: Originally the descendants of Castimir ("the Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-48). This group seized control of Umbar in 1448. Thereafter, they became associated with maritime raiding and were labeled Corsairs. The term Corsairs later became associated with any pirates based in Umbar or along the coasts of Harad.

Daen Coentis: (Dn. "People of Skill") Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. The Eredrim of Dor-en-Ennil are descendants of the Daen Coentis. This forgotten race is the indigenous Mannish population in most of what is now central and western Gondor. Animistic, superstitious and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high vales they find so sacred. They trace their lineages through the female line and revere the Earth Mistress (a manifestation of *Yavanna*) as high goddess. Their tongue, *Daenael*, is often called Old Dunael, since it spawned the Dunael speech of the Dunlendings.

Danan Lin: (Du. "Learned People") Term from the dialect of the easternmost tribe of the Daen Lintis. Danan Lin is synonymous with Daen Lintis.

Dol Amroth: (S. "Hill of Amroth") The city and associated castle located on the coast of northwestern Belfalas (western Dor-en-Ennil). Capital of the Land of the Prince, it was originally (before T.A. 1981) called Lond Ennil (S. "Haven of the Prince"). Dol Amroth also refers to the hill upon which the town and citadel stand, a great granite massif that juts out into the Bay of Belfalas.

Dor-en-Ennil: (S. "Land of the Prince") Princely fief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain/Serni and Morthond/Ringló rivers.

Drúedain: (W. "Woses"; "Drú-folk"; Wo. "Drughu"; "Drúgs"; Q. "Rúatani"; S. "Wildmen"; sing. "Drúadan.") Often called the "Wild Men of the Wood," the Drúedain are found in rugged primeval woodlands like the *Tawar-in-Drúedain* of northeast Gondor, the *Taur Andrast* along the southwest flanks of the White Mountains, and the *Eryn Vorn* (S. "Black Woods") of southern Eriador. They are unexcelled woodcrafters and woodsmen who did not assimilate or cohabitate with other races. Instead, they prefer a rude life in the remote wilds; thus their name. Short, stocky, and having little body hair, they resemble no other Men, although they are ancestrally tied to the Daen Coentis and are indirectly and distantly related to Dunlendings and Eredrim. Woses possess certain powers of enchantment and unique forms of magic, and guard their sacred places with bizarre carved images of themselves (Pûkelmen). These sculptures are said to have "powers associated with life," such as sight and mobility.

Dúnedain: (S. "Edain of the West"; sing. *Dúnadan*). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnedain culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar.

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. *Adûnaic* is their native language.

Dunlendings: (Dn. "Daen Lintis.") A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. The Eredrim of Dor-en-Ennil are a related folk. Descendants of the Daen Coentis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: *Dunmen*, *Dunnish Folk*, *Dunlanders*, *Eredrim*, the *Hillmen of the White Mountains*, etc.

Edhellond: (S. "Elf-haven.") Elven haven and port located in the Morthond river delta.

Eredrim: (S. "Mountain-host") Dunlending-related peoples of the highlands of Dor-en-Ennil. The Eredrim are descendants of the Daen Coentis.

Ered Tarthonion: (S. "Mountains of Lofty Pines.") The highlands of Dor-en-Ennil, their highest peaks rise in central Belfalas. They are actually a great transverse section of the White Mountain range. Eredrim occupy many of the highland valleys in the Ered Tarthonion.

Gondor: (S. "Stone-land") The great Dúnedain kingdom that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) *Calenardhon* (Rohan after T.A. 2510); *Anórien*; *Ithilien*; *Lebennin*; *Belfalas*; *Lamedon*; *Anfalas*; and *Andrast*. *Osgiliath* on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to *Minas Anor* (*Minas Tirith*).

Harad: (S. "South.") The vast region located below the River Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad.

Lamedon: (S. "Land of the Tongue.") The region of Gondor between the rivers Ringló and Morthond, it lies northwest of the Land of the Prince and south of the White Mountains. Its chief town is *Calembel* (Upon the Hill), on the River Ciril. The town of Erech lies in northwestern Lamedon.

Lebennin: (S. "Place of Five Waters.") A well-settled region of Gondor lying west of the Anduin and southeast of the White Mountains. The great port of *Pelargir* and part of the territory of the Lord of Linhir are in Lebennin.

Lebinnevet: (S. "Lebennin's End," also "Lebennevet") The point of land protruding southwestward into the Bay of Belfalas, between the mouths of the rivers Gilrain and Anduin. Lebinnevet is also the name for the district that encompasses southern Lebennin.

Lossarnach: (S. "Flowery Arnach.") The region near the headwaters of the river Erui. Lossarnach is tucked between the Ered Nimrais (to the north) and the provinces of Anórien (to the north and east) and Lebennin (to the south).

Morthond: (S. "Black-root") River in central Gondor which forms the border between the regions of Lamedon and Anfalas, and Anfalas and Dor-en-Ennil. The Morthond rises in the White Mountains, by the Paths of the Dead; thus its name. Flowing southward past Erech, it winds west of Tarlang and down to the Bay of Belfalas. Its mouth is just north of Dol Amroth. The Elf-havens and port of *Edhellond* lie in the Morthond delta.

Pelargir: (S. "Garth of Royal Ships") Great port city on the Anduin. Founded by the Faithful of Númenor in S.A. 2350, it is the oldest Gondorian city. Pelargir is the capital of Lebennin and serves as the home of the Royal Fleet. It is also the center of the urban district that bears its name.

Sothrons: Term used in Lebennin for Men from Harad or Umbar.

Umbar: (S. "Fate"; also "Evil Dwelling") Port city and surrounding coastal region located in eastern Harad, across the Bay of Belfalas from Gondor. Umbar's great firth and numerous smaller bays provide havens for the Corsairs that raid Gondor's southern flank. Founded in the Second Age by the Men of Númenor, Umbar has been held by various groups at odds with the South Kingdom: Black Númenóreans, Corsairs, and Haradrim.

White Mountains: (S. "Ered Nimrais.") Snow-capped mountains which arch eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of the Dead cross under the White Mountains between Harrowdale (on the north) and Erech (to the south). Alpine in character, the White Mountains rise to heights of well over 11,000 feet.

CONCERNING THE TIME SETTING

Like the *Havens of Gondor* module, *Sea-lords of Gondor* is deliberately vague regarding the temporal setting. We took care to delete time-specific statements except where they are absolutely necessary. This "timeless quality" is possible only because of the relative stability of the region during the Third Age.

Most of ICE's Middle-earth modules, however, take care to cover (among other times) the period between T.A. 1640 and 1680. Where time-specific references are required (e.g., labeling the capital "Minas Anor" rather than "Minas Tirith"), however, we follow the precedent of other modules and state things in terms of the middle of Endor's Third Age.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Sec. 1.32 for a handy conversion chart.) Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the Gamemaster, and converting statistics for your game system;
- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the consideration involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome. You may wish to design your own NPCs using this module as no more than a framework.

1.31 CONVERTING HITS AND BONUSES

— When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

— The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc's Dungeons and Dragons, simply double the number of hits your characters take or halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

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

1.33 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liteness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table in 1.32.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Arms Law/Claw Law*. The following guidelines will also aid conversion.

1) Strength and Quickness bonuses have been determined according to Table 1.32 above. Note that stats you are using and compute these bonuses using the rules under your system;

2) Combat adds based on level included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that bonuses other than those mentioned under armor type are "offensive" adds.

3) If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.

4) Armor Types given are based on the following breakdown:

Armor type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

5) Defensive bonuses are based on the NPC's quickness bonus as computed on Table 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

1.35 CONVERTING SPELLS AND SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);

2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).

3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon the situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.37 SKILL BONUSES

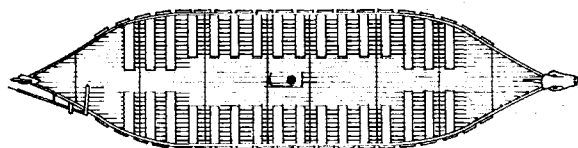
General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g., skill level nineteen yields +68); (d) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty eight yields +78); and (e) a bonus of +1/2 is given for each skill level above thirtieth level.

1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., *Rolemaster*) or an additional subtraction or modification to the attempt roll.

In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how tricky it is relative to other devices and the PC's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (+30), Sheer folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "20" construct, but other factors (e.g., dark) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "50" associated with the "very hard" trap can, with thought, easily be reduced to "20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.



2.0 INTRODUCTION

Silver flow the streams from Celos to Erui

In the green fields of Lebennin!

Tall grows the grass there. In the wind from the Sea

The white lilies sway,

And the golden bells are shaken of mallos and alfirin

In the wind from the Sea!

— "The Green Fields of Lebennin" by J.R.R. Tolkien.

The Lord of the Rings, Book V (LotR III, at 185).

2.1 OVERVIEW

Lebennin, the "Place of Five Waters," lies in the heart of Gondor. It is a rich and varied province, blessed with five cool rivers that rise in the vales of the gleaming White Mountains which form the region's northern boundary. The swift Gilrain separates Lebennin from the Land of the Prince (S "Dor-en-Ennil") to the west, while the mighty Anduin River sunders it from the royal fief of South Ithilien to the east. Lebennin's many farms provide a wealth of food for the Kingdom, and its ports serve as a critical link to the Bay of Belfalas and the Great Sea beyond.

It was this same sea which brought the Faithful Dúnedain of Númenor to Middle-earth in the Second Age, at which time they established permanent havens for their high-prowed ships along Gondor's inviting shores. Pelargir was, and remains, the largest and most magnificent of these harborages. Now home to the Royal Fleet, it is the finest port in the Kingdom, the center of Gondorian trade, and the principal focus of the struggle against the Haradan privateers and the Corsairs of Umbar.

Pelargir's fortifications and rich districts invite refugees from the ongoing strife caused by the raiders from the South, but most of Lebennin's population remains rooted in the towns and farming hamlets that dot the rolling countryside. Despite sporadic warfare, villagers harvest their crops and work their crafts, and traffic along the Gondor Road to Linhir and points west remains brisk and uninterrupted. The inns by the roads to Dol Amroth and Lamedon remain busy, albeit wary during these unsettled times.

To the south — along the coasts of the Bay of Belfalas and the marshy flanks of the Ethir Anduin — smugglers ply their trade, avoiding the royal duties and braving the unpredictable waters that serve as the hunting ground for the Haradrim and the able but deadly seamen of Umbar. These adventurers compete with myriad merchantmen, for the waters off Lebennin abound with a startling array of ships. Despite threats from pirates and seaborne brigands in the service of Gondor's enemies, the vessels that call Lebennin home rarely anchor here for more than a few days.

Adventure in fair Lebennin is hardly confined to the coasts and seas, however, for the highlands to the north yield much in the way of danger and intrigue. While most of Lebennin's people have remained loyal to the King of Gondor, the relative isolation of some highland villages occasionally spawns a resurgence of old ways and, in some cases, a form of "cultural nationalism" among some of Lebennin's Dúnnish inhabitants.

The Dunmen's highland neighbors — the Drughu or "Drúgs" — never lost their independence. Tucked away in the remote valleys of the White Mountains, they cling to their ancient customs, maintaining structures of mysterious origin. These few, elusive bands of seemingly enchanted folk are a testimony to Lebennin's diversity and rich history.

2.2 A HISTORY OF LEBENNIN

Lebennin's original inhabitants migrated from the southeast during the late First Age of Middle-earth. These Wild Men were a relatively primitive race who called themselves the Drughu. Others referred to them as Woses, Drûgs, or Drû-folk. Remnants of their kind now compose the reclusive clans of the Drûedain.

Some Drughu passed westward or northward, but others established homes in what would later be eastern Gondor. They built centers of refuge and worship in the fertile vales of the Ered Nimrais, and carved out settlements in the forested hills flanking the high peaks. A few bands chose sites in the wooded river valleys and marshlands, where the hunting, gathering, and fishing were all exceedingly rich.

The Coming of the Daen Coentis

In the coming centuries, the Drughu became displaced by another race of Men arriving from the East. These folk called themselves the *Daen Coentis*, or "People of Skill," and they possessed tools of iron and a rich body of lore that has since been lost to time. Larger and more numerous than the Drûgs, they drove most of the Drughu clans into their wilderness refuges. The lowlands and hills became the domain of the Daen Coentis tribes, who quickly set about clearing the land for their herds and crude farms. As the woods receded before their axes, the forest-loving Drughu lost any hope of returning to most of their former lands.

Despite their apparent dominance, however, the Daen Coentis failed to annihilate or assimilate the Drûgs. Instead, they began to coexist. Their initial hostility soon passed, as they realized that the Drughu enjoyed considerable magical power. To the Daen Coentis, the Drûgs became revered as Holy Men, shamans endowed with the power of fortelling the future or instilling life in seemingly inanimate things. The Daen Coentis eventually looked to the apparently primitive Drûg bands as brothers and spiritual leaders. This strange relationship spawned Gondor's indigenous culture.

Although primitive by Dúnadan standards, the Daen Coentis proved to be accomplished metallurgists and masons. They carved wonderful creations out of stone, many of which remain virtually intact even to this day. Unfortunately, they were also a superstitious people who abided by a rigid spiritual and social hierarchy that led to their eventual decline. After the union with the Drughu, Daen Coentis culture remained relatively stagnant. The more aggressive and conservative warrior clans that dwelt in the mountains enjoyed political and religious sway over their lowland relatives, offering them little in the way of progress.

The spiritual core of Daen Coentis culture centered on the venerated mountain city known as Dunharrow, a natural labyrinth expanded upon by Drughu artisans. It was much like the other sites they founded in the White Mountains, for the Daen Coentis always placed their refuges, burial grounds, and holy shrines on high, defensible ground, amidst the fabulous natural landscape of the region. From these special holds, their Chieftains ruled a domain that stretched throughout the Ered Nimrais and reached down the river valleys on either side of the mountains.

The Coming of Elves

Whatever their strength, Daen Coentis power remained weak outside of the protected confines of their mountain strongholds. Afraid of Elves and other Men, their lowland subjects proved to be weak allies. With the coming of the Elves, many lowlanders fled the coasts and the plains and joined their more warlike brethren. With the arrival of the Dúnedain, the remaining groups left for the mountains or, more often, simply submitted to the High Men.

This decline began with the landing of three small Sinda-elf ships at the mouth of the Morthond. These Sindar — once people of the Grey-Elven Kingdom of Doriath, and later residents of the Grey Havens (S. "Mithlond") — sought to establish new homes in the warm climes of Gondor. Their arrival in Belfalas, Anfalas, and in lower Nan Anduin forced the Daen Coentis residents to take flight. In most cases, the Men the Elves called "Nibinwaith" (S. "Petty-folk") retreated into the nearby hills, but many of those in eastern Gondor sought shelter in the wetlands.

The Sindar gave Lebennin its name, for the neighboring hills and mountains and rivers that coursed through the lowlands all reminded the Elves of the waters of Ossirand in eastern Beleriand. Regardless of the beauty of Lebennin's flowering fields and cool streams, however, the Elves did little except found a small harborage on an islet in the Anduin. The Sinda haven at what would later be Pelargir remained the only Elven settlement until its abandonment later in the Second Age.

The Arrival of the Númenóreans

While Dúnadan explorers frequently sailed through the Bay of Belfalas after the end of the sixth century, Second Age, the first Númenórean colonists landed around S.A. 1800. These adventurous High Men stayed close to the sea, making their homes in manors near the shore or beside the banks of the lower portions of the region's many rivers. Generally, they confined their presence to the more-sheltered eastern bay, in part out of deference to the Elves that settled the havens west of Belfalas.

Events in Numenor hastened the development of the colonies that sprang up around the Bay of Belfalas. On one hand, the Lords of Westesse sought to expand their empire in Endor in hopes of obtaining additional land and wealth; while on the other hand, their increasingly proud and aggressive stance drove many of Númenor's citizens to seek homes in Endor. The Faithful of Númenor, dissatisfied with their Kings' jealousy and disdain regarding Elves, often felt persecuted during these years, and large numbers of their group set sail for Gondor.

The Founding of Pelargir

By S.A. 2280, the first substantial Númenórean haven — the port of Umbar — became a fortified city. Númenor's Kings, however, retained sway over this great citadel, and most of the Faithful leaving Andor chose to anchor in the Anduin Valley. Choosing the abandoned site of the Elf-haven that once sat at the confluence of the Anduin and the River Sirith, they founded the city of Pelargir (S. "Garth of Royal Ships") in S.A. 2350.

So, Pelargir became the preeminent refuge for the Faithful in Endor. It was a colony of Númenor and a port for the King's Fleet, but it attracted large numbers of Dúnedain who rejected the growing corruption of their homeland and majority's opposition to the sacred Ban of the Valar.

The Decline of the Daen Coentis

As Númenórean presence spread throughout the lowlands of Gondor during the late Second Age, the Dúnedain overwhelmed the so-called Common Men indigenous to the region. The herding communities that occupied the highlands and made temporary homes on the lower plains during the mild winter adopted new, more removed pastures. Their lowland neighbors evacuated the river valleys and more accessible wetlands, leaving few remains.

Daen Coentis influence outside the rugged hills and mountains completely disappeared as the remaining folk became assimilated by the invading Dúnedain in the last years of the Second Age. Leaving only a few burial mounds and standing stones as testimony to their ancient hold over Gondor, the Daen Coentis gradually disappeared as a distinct culture. Two descendant groups eventually took their place: the Dunlendings or Dunmen (D. "Daen Lintis") of the highlands, and the peculiar and secretive *Druédain* (S. "Wildmen;" Wo. "Drughu" or "Drûgs;" W. "Woses").

The Downfall of Númenor

In S.A. 3262 the power of Númenor began to reach its peak. Under King Ar-Pharazôn, "the Golden," a great army of Westernesse landed in Umbar to contest Sauron's claim as the "King of Men." The Dark Lord submitted and set foot in Númenor as a prisoner of the Dúnedain. The non-Elven lands of western Endor fell under the nominal control of the Númenóreans.

By this time, the folk of fair Númenor had fallen prey to their own hubris, abandoning their alliance with the Eldar and openly questioning the Ban of the Valar. Many persecuted the Faithful who remained in Andor. With Sauron's arrival, this process of corruption accelerated. The Dark Lord planted the seeds of discord and nurtured Dúadan jealousies. In time, Ar-Pharazôn released his deadly captive, taking comfort in Sauron's misleading advice.

The Lord of the Rings preached war to the Númenóreans. Convincing his hosts that they could obtain immortality if they conquered the "supposedly unassailable" Undying Lands, Sauron assured their doom. Númenor embarked on the Great Armament in S.A. 3310. Nine years later, the mightiest fleet ever assembled by Men assaulted Valinor. The Valar laid down their Guardianship and called upon Eru to exact punishment upon the invading Dúnedain. Ar-Pharazôn's army was buried. The sea swallowed both his armada and his homeland. Númenor, the "Land of the Gift," perished.

The Founding of Gondor

Elendil the Tall and his sons Isildur and Anárion, leaders of the Faithful, survived the Downfall and landed in Endor later in S.A. 3319. Elendil himself sailed to the northwest shores, reaching Eriador with four ships. There, he founded the North Kingdom of Arnor. His two sons went south into the Bay of Belfalas. Their five vessels landed at Pelargir. Upon their arrival, they founded the South Kingdom of Gondor.

Isildur and Anárion ruled Gondor jointly as vassals of their illustrious father. Claiming all the land south of the Misty Mountains and between Mordor and the Isen River, they envisioned a vast kingdom. Still, their Faithful followers remained few and the growth of their domain was slow.

The Establishment of Lebennin

Initially, Gondor's people concentrated in the Anduin valley, settling the lands of Anórien, Ithilien, and Lebennin. Cities grew up at Osgiliath, Minas Anor, and Minas Ithil, while Pelargir assumed the status as an ancient but secondary center of trade. Lebennin, the most densely settled of the young kingdom's provinces, became the breadbasket and fishery of Gondor, but its chief city languished in the shadow of the cities to the north. Most ships passed the older haven, instead harboring at the capital of Osgiliath. Nonetheless, Lebennin stood as the assembly area for the South Kingdom's rapid expansion south and west of the White Mountains.

Expansion out of Lebennin began by S.A. 3400, when the King granted the House of Edhelion a fief on the western side of the Gilrain. Edhelion assumed the title of Prince, and his province became known as *Dor-en-Ennil* (S. "Land of the Prince"). The frontier pushed westward out of Lebennin, and the Land of Five Waters acquired a new role as a crossroads for overland, as well as seaborne, trade.

The War of the Last Alliance

In S.A. 3429, developments in Mordor interrupted further settlement west of Lebennin. After a long, quiet respite, the armies of Sauron of Mordor poured into Ithilien and drove the Gondorians over the Anduin. Pelargir's citizenry suddenly found themselves on the battlefield. While raiders and floating siege machines destroyed much of the Elven Wall, however, the Great River proved to be more than a match for the Dark Lord's minions, and the hordes from Mordor failed to cross into Lebennin.

Anárion withstood the assault further north while Isildur rode for aid from Elendil in Arnor. The next year Elendil and the Elven High-king Gil-galad forged the Last Alliance of Elves and Men. Five long years of preparation and war followed, but by S.A. 3434 the Alliance's relief army reached Gondor and broke the siege by the forces of Darkness. Driving Sauron's horde northward and eastward, the Alliance vanquished the Dark Lord's field army at Dagorlad.

The Alliance surrounded Barad-dûr and besieged Sauron; however it was seven years before Gil-galad, Elendil, and Isildur broke into the hold held by the Lord of the Rings. Anárion died in S.A. 3440, the year before the Alliance successfully entered the Dark Tower. In the end, Sauron's One Ring was cut from his finger and the Evil One passed, vanquished, into the Shadows. The Last Alliance prevailed, although at a terrible price: both Gil-galad and Elendil died at the hands of their accursed foe.

The Decline of Pelargir

With the departure of Sauron and the dawn of the Third Age, Gondor stood as the most powerful state in Middle-earth. Its Kings — beginning with Isildur and passing through the line of Anárion's son Meneldil — began a long, peaceful, prosperous rule. Gondor grew, taking new lands to the northeast and the southeast and beginning the settlement of her western territories.

Pelargir suffered as a result of its war damage and its status as a major harbor for Gondor's seafarers began to slip away. Although it remained the administrative center of Lebennin and a major collection point for tolls, Osgiliath eclipsed it as a favored harbor for both the Royal Fleet and commercial vessels. Pelargir's gradual decline continued through the first eight and half centuries of the Third Age, a trend reinforced by the South Kingdom's focus on northern military campaigns. With the ascension of King Tarannon in T.A. 830, however, Gondor entered the era of the four Ship-kings and Pelargir once again claimed the status as the kingdom's dominant port city.

The Ship-kings of Gondor

Tarannon took the title of Falastur (S. "Lord of the Coasts"), launching his kingdom into land and sea campaigns to the south. Gondor's fleets ranged along the eastern and southern coasts of the Bay of Belfalas, assailing Haradan and Black Númenórean strongholds. Harondor fell firmly under Gondorian grip as the frontier moved steadily southward.

Tarannon died childless in T.A. 913. His nephew Eärnil (Q. "Sea-lover"), the son of Tarclryon, took the throne as the thirteenth King. Moving from Osgiliath to Pelargir, he repaired the great port city's Elven Wall and renovated the Garth. Enclosed berths replaced the exposed quays, while a great central pier — surmounted by the Sea-lords' Tower — appeared in the city's center. Masons completed Tarannon's Circular Wall, providing protection for the outer districts. By T.A. 923, the ancient haven of Pelargir was rebuilt, the central city assuming the shape it retains today.

Eärnil's shipwrights embarked on a massive building program, producing a magnificent array of warships. Together with the craftsmen of Linhir and Dol Amroth, Pelargir's artisans finished the fleet Eärnil needed to vanquish the Lords of Umbar. In T.A. 933, Umbar fell, ending the Black Númenórean threat and providing Gondor with a new base from which to strike against the Haradrim. Eärnil's premature death interfered with his plans for further conquest. Only three years after his greatest victory, the King perished in a storm off the coast of the captured city.

In order to emphasize Pelargir's importance and strengthen his fleet, Eärnil appointed Prince Ciryandil — his son and the future King — as Lord of Lebennin and Squire of Pelargir. This began the venerated tradition of honoring a Royal Prince with the guardianship of Gondor's principal port and main battle fleet. It also planted the seed of rivalry, establishing a competition between Pelargir and Osgiliath that would later explode into open conflict.

So, when Ciryandil stepped to the throne in T.A. 936, he already resided in the ancient haven. Continuing his father's plans, the fourteenth King of Gondor replaced the ships lost when Eärnil challenged the storm and launched additional war vessels from both Pelargir and Umbar. His fleet appeared invincible.

Ciryandil also continued to fortify the already-formidable defenses of Umbar and, by the end of the first millennium, Third Age, he renewed the war in the South. His ships sailed southward toward Dûsalan on the Haradan coast, while he led his army on a strike into the interior. Successfully wresting territory from the Haradrim, he settled back in Umbar in order to prepare for the campaign to acquire all of Harad.

The Haradrim developed other plans, though, raising a huge army from the tribes disenchanted with Gondor's "imperial pretensions." Sweeping upon Umbar in early 1015, the Haradrim overwhelmed Ciryandil's forces and slew the Gondorian King outside the city. Only a gallant stand by Gondor's warriors averted the surrender of the great port itself.

Haradrim besieged Umbar for more than thirty-four years. All the while, King Ciryaher (the son of Ciryandil) waited and rebuilt his field army, knowing that the Haradrim could not contest Gondor's fleet. Gondorian ships supplied Umbar's garrison and citizenry while the King plotted his strategy of revenge and conquest. Then, in the early spring of T.A. 1050, Ciryaher rode with his host out of Pelargir, crossing the Poros and then the River Harnen.

Ciryaher met the Haradan Kings in a climactic battle northeast of Umbar, utterly decimating his foes. The Haradrim submitted to Gondor's rule and Ciryaher entered Umbar as the conqueror of Harad. At a ceremony in front of Ar-Pharazôn's Victory Tower (which commemorated Sauron's defeat), Ciryaher became "Hyarmendacil (I)," the "South-victor."

The Quiet Years of the Golden Age

Hyarmendacil's rule marked the zenith of Gondorian fortunes and, after his victory over the Haradrim, the mighty Ship-king settled into a long, peaceful rule which did not end until T.A. 1149. It was a good time for the people of Lebennin, for the colonization of the lands along the bay continued unabated. The provinces of Dor-en-Ennil and Lamedon prospered and the frontier pushed through Anfalas as the settlement of southern Gondor extended to the shores of the Great Sea. Once again, Lebennin benefited from the broadening of trade and development, since all the routes between the regions south of the Ered Nimrais and the administrative center of the kingdom passed through the Land of Five Waters.

Much of the trade with the conquered lands of Harad also focused on Lebennin. The South Road, which runs to Osgiliath, Minas Anor (Minas Tirith), and points to the north, crossed the Anduin at Pelargir, and most landborne goods bound for these areas went by that route rather than the road through Ithilien. Pelargir grew rapidly, becoming the second city of Gondor. Despite the fact that Hyarmendacil I was the last of the Ship-kings and the last King to spend most of his time in Pelargir, the town remained the home of the Royal Fleet and the chief window on the South.

The Schism

Centuries passed and the South Kingdom flourished. Tolls from the Anduin trade and ships calling at Dol Amroth and Linhir filled Gondor's treasury. Taxes on caravan traffic issuing out of Harad and Rhovanion augmented these riches, enabling Gondor to maintain and continually expand its empire. Between 1050 and 1432, however, a schism slowly surfaced within the Dúnadan leadership.

As Pelargir grew, its prosperity eventually came to threaten many elements in Gondor's capital of Osgiliath. The rich, powerful Sea-lords of Pelargir continued to seek new markets and advocated an aggressive and often exploitative view toward conquered lands. Their motives clashed with those of the Royal Court, who frequently looked to Gondor's subject peoples as valuable allies rather than unstable races waiting to be cultivated and reordered. Just as the masters of Pelargir viewed Gondor's empire in light of their Haradan subjects and factors rooted in the South, the lords of Osgiliath often thought in terms of the Northman and developments arising in the North. In addition, the King's Army was headquartered at the capital, while the commanders of the Royal Fleet lived in Pelargir. Rivalries between these two factions flared from time to time, exasperating an already difficult situation.

King Minalcar ruled from T.A. 1304 through 1366. Like Hyarmendacil I, he was an admirable warrior and powerful monarch. Unlike the South-victor, though, he looked to the North and East and not the South. No seaman, Minalcar fought his wars on land. As Regent, he enjoyed a series of successes on the vast Rhovanion plain north of Mordor and, when he was crowned, he took the title *Rómendacil II* (Q. "East-victor"). Minalcar's armies subjugated all of the territory between the Anduin and Rhûn, protecting the Northman tribes from the ever-present threat of Easterling invasions. This cemented a valuable alliance between the Northmen and their Gondorian guardians.

While King, Rómendacil II furthered this alliance by sending his son Valacar to Rhovanion. Valacar lived at Buhr Widu in the East Bight with the family of King Vidugavia and eventually married Vidugavia's daughter Vidumavi. Their marriage produced a son, Eldacar (Vinitharya), who stood in line as eventual heir to the Silver Crown of Gondor. This union angered many of the conservative Dúnedain, particularly in Pelargir, and proved to be the catalyst for civil war.

The Kin-strife

By 1432, the last year of King Valacar's rule, discontent in Lebennin and other areas in the South sparked an open rebellion. Dúnadan concern over the King's policy favoring the Northmen and the inland territories reached a feverish pitch, and many descendants of the Númenóreans feared that the Royal Line had become weak. Valacar's wife passed prematurely and her son Eldacar possessed impure blood. So, as the King became feeble, the northward flow of funds into Osgiliath stopped. Dor-en-Ennil remained loyal to the Crown, but Valacar's hold over the other "Sea-territories" slipped away.

Valacar died before resolving the dispute and, upon his death, war broke out. The Sea-lords and their allies despised the prospect of a half-Northman King and took up arms against the newly-crowned Eldacar. Thus, the Kin-strife began.

Castamir, High-captain of the Royal Fleet, led the rebels northward out of Pelargir in 1433. Their ships and soldiers soon surrounded Eldacar in Osgiliath, laying siege to the capital. Four years later, they breached the defenses and forced the King to flee to Vidumavi's home in Rhovanion. Osgiliath burned and the Tower of the Stone fell into the Anduin, leaving the Master Seeing-stone (S. "Palantír") lost in the waters of the Great River.

Castamir's host executed Eldacar's son Ornendil and crowned their leader as Gondor's new King. For a time, the flames of war subsided, as Castamir remolded the Kingdom. The rebel Sea-lord restored order with brutal efficiency and ruled unchallenged for ten years.

Castamir ("The Usurper")



Money poured into Lebennin throughout Castamir's reign, for "The Usurper" favored the Sea-territories of the South and held his homeland most dear. All but ignoring the concerns of the inland territories, Castamir dwelled on the regions around the Bay of Belfalas and strengthened the Royal Fleet in hopes of pushing the kingdom's borders beyond Harad. Pelargir enjoyed a decade of rich endowments, its citizenry looking forward to a time when their city would be Gondor's capital. Indeed, Castamir planned to move the Royal Court southward out of Osgiliath, and only Eldacar's return prevented Pelargir from becoming the new seat of power.

Eldacar came out of Rhovanion in 1447 at the head of a Northman army. His force was modest but his resolve was great; and Castamir's policies had alienated his subjects throughout Calenardhon, Anórien, and Ithilien, enabling Eldacar to gather support as he marched toward Osgiliath. The Usurper — unsure of support from the citizens and warriors around the capital — retreated to Pelargir, assembling a loyal army.

As Eldacar secured Osgiliath, Castamir went northward through Lebennin. The two forces met at the Crossings of Erui, where the Army of the North prevailed and Eldacar slew Castamir in single combat. Routed, the rebels retreated to Pelargir. Eldacar's victorious warriors pursued them and invested the great port. Seeing no other means of escape, the rebels took to the ships and sailed southward down the Anduin, escaping to the open sea.

The Corsairs of Umbar

Castamir's sons led the rebel fleet to Umbar. There, they joined a legion of allies and took the city and surrounding land as their own domain. Lacking any effective naval force, Eldacar understood his foes' mastery over the bay. The recrowned King made no effort to strike southward. Instead, Eldacar turned his efforts toward rebuilding his battered kingdom. Meanwhile, the better part of the surviving Sea-lords became the oligarchic masters of Umbar.

Confined to a rich but small land, the rebels who had escaped with the bulk of Gondor's fleet turned to indiscriminate raiding in the Bay of Belfalas, becoming known as the Corsairs. These seaborne raiders preyed on ships throughout the bay, and they assailed the wealthy yet vulnerable coastal territories of Dor-en-Ennil, Lebennin, and Harondor.

Where beacons and bells once signalled passing vessels, the Kings of Gondor and the Princes of Dol Amroth erected an extensive chain of coastal towers and citadels. These fortifications provided a refuge for folk who relied on the seaward signal towers to warn them against Umbar's waterborne marauders. Still, it was many years before Gondor reassembled its once-mighty fleet, reducing the threat from the South.

The Royal Fleet that replaced the vessels taken to Umbar resembled the force that faced it, although the two navies evolved away from one another during the ensuing centuries. So too, the Sea-lords of Gondor were much like their counterparts in the South. After all, the Corsairs of Umbar were once Captains of Pelargir.

The First Corsair Invasion

The two navies met in T.A. 1634, the year that brought a scourge to the Anduin Valley. Corsairs under the leadership of Castamir's great-grandsons — Angamaitë (Q. "Ironhand") and Sangahyando (Q. "Throng-cleaver") — sailed up the Anduin, burning villages and laying waste to the freshwater shores of Lebennin and South Ithilien. The assailing force engaged and bested Gondor's Royal Fleet at Pelargir. They killed King Minardil, but proved unable to take the great port. Nevertheless, the people of the Stone Land had hardly recovered when an even greater disaster befell the kingdom.

The Great Plague

King Telemnar succeeded Minardil. Before the end of the first year of his reign, Gondor suffered its next great calamity. The Great Plague of 1636-37 claimed nearly a third of Gondor's people, including the new King and both his sons. While the losses were most severe in the North, the sickness struck Lebennin and adjoining areas in the Anduin Valley with savage fury. The densely populated heartland of the South Kingdom was hit hard. Perhaps worse, the awful pestilence burdened the survivors with a lingering malaise. As the birth rate declined, Gondor's recovery was slow, and the vigor that pursued an empire waned in the hearts of most Dúnedain.

Coupled with the rebel departure and the loss of Dúnedain lives in the Kin-strife — and the mixing of Northman and Dúnedain blood that occurred thereafter — the Great Plague all but eliminated the pure lines of descent tied to Númenor. The remaining High Men of Gondor became few, and noble families slowly weakened and became increasingly short-lived. On the other hand, however, the conservative purist views that prevailed in Pelargir during Castamir's days passed into history.

The Changing Years Before T.A. 1640

The civil strife and sickness changed Gondor's economy. Where the treasury once relied on tolls, tariffs, and trade taxes, the King's coffers became dependent on rents and property taxes. Land rather than mercantilism predominated and authority became increasingly decentralized. Local lords began to assert themselves more often. Even Lebennin, which was close to the capital, took on a greater share of self-rule. Powerful Lords, like the masters of Pelargir, still relied on the Royal Law, but they also enjoyed a good deal of feudal autonomy. Gondor's leaders turned to local affairs, focusing on the realm's many domestic problems. This trend all but ended any prospects for Gondorian expansion.

After the dual blows of war and sickness, the golden days of Gondor's glory passed. Osgiliath, symbol of the South Kingdom's power and unity, remained partially ruined, the King's lofty Tower of the Stone forever destroyed. Too depopulated to remain stable, too ruined to rebuild or safely hold, the old capital epitomized the Gondorian decline. When King Tarondor relocated the King's House from the banks of the Anduin to Minas Anor (Minas Tirith) in T.A. 1640, few expressed surprise.

Tarondor and Telumehtar Umbardacil

Tarondor ruled from T.A. 1636 until T.A. 1798, the longest reign of any Gondorian King. His rule reordered the shattered realm and staved off utter disaster for the South Kingdom. Gondor endured as the strongest free power in western Endor, although its slow decline continued in succeeding centuries. Corsair attacks persisted, adding to the Stone Land's economic woes.

During the reign of Tarondor's son Telumehtar (T.A. 1798-1850), however, the Royal Fleet temporarily ended the threat. Gondor's navy met and crushed Umbar's seamen in a water battle off the reef near Tol Uialgaer in 1810. Telumehtar's army landed and took Umbar within the next few days, killing Castamir's last descendants. Having avenged Minardil's slaying, Telumehtar accepted the title Umbardacil (S. "Umbar-victor").

The Slow Decline

Telumehtar's death in T.A. 1850 marked a turning point in the fortunes of his kingdom. War erupted in the East the following year. The long conflict with the Wainriders that followed (T.A. 1851-1944) sapped Gondorian military might and severed the eastern provinces from the rest of the kingdom. Despite repeated victories, Gondor could no longer hold its borders steady and its diminished armies retreated to more manageable lines.

In T.A. 2000, the long-dormant hand of the Witch-king struck at the beautiful city of Minas Ithil, shocking the South Kingdom. An army led by the Nazgûl surrounded the mountain city and isolated its beleaguered garrison. The town surrendered two years later. This event presaged the disaster of 2050, when King Eärnur fell to the treacherous hand of the Lord of the Ringwraiths before the gates of the captured city. The line of Kings ended, and Mardil became the first of the Ruling Stewards.

Under the Ruling Stewards, Gondor entered a period of peace. A feudal society continued to take hold in peripheral areas where the older centralized authority proved unviable. This was particularly true in the unthreatened western provinces, since the Gondorian army concentrated on the increasingly strained eastern frontier. The closing of the citadel at Isengard (Orthanc) in T.A. 2050 symbolized this change.

The Watchful Peace lasted from T.A. 2063 to T.A. 2460. It was the South Kingdom's last respite from war and woe during the Third Age. When it ended, Gondor remained pressed until the climactic fall of the Lord of the Rings.

The Balchoth Invasion and the Turn Southward

Gondor's next real challenge came in 2460, sweeping any further thoughts of peace from the Steward's mind. For the next fifty years, the Easterling confederation called the Balchoth tore at the eastern flank of the South Kingdom. The Balchoth annihilated Gondor's Northman allies in southern Rhovanion and in T.A. 2510 crossed the Anduin south of Lórien. With the aid of the Northman Éothéod, the Steward Cirion defeated the invaders at Parth Celebrant, but the loss of Gondorian life forced the Steward to relinquish the entire province of Calenardhon. Cirion gave the region to Eorl's Éothéod in thanks for their aid against the Balchoth. The Northmen swore the Oath of Eorl and renamed their new home Rohan.

The loss of the northern territories forced the Stewards to refocus their efforts on Gondor's home provinces. Most of the kingdom's frontier holdings had been lost and the wide buffer zones protecting the core of the South Kingdom provided homes for potential enemies. Gondor embarked on another period of rebuilding.

The Second Corsair Invasion

Lebennin was threatened only once after the end of the Watchful Peace. In T.A. 2758, the greatest Corsair invasion in history fell upon Gondor's coasts. All along the Bay of Belfalas, Haradan raiders swept in, destroying coastal hamlets and razing the watch-towers and citadels of the South Kingdom. The attack exacted a huge toll, particularly in Belfalas and the regions just west of the Ethir Anduin. Although the coasts could not be taken by seapower alone, the onslaught caused severe damage to the economy and required a full year of Gondor's military attention. In addition, while the Haradan raiders eventually retreated, the citizenry along the seashores of the South Kingdom always entertained fears of a "storm from the sea."

The War of the Ring and the End of the Third Age

After T.A. 2901, Orc raids into Ithilien began driving folk westward across the Anduin. The armies of the Dark Lord stirred and began assembling on the borders of the Stone Land. By T.A. 2954, Gondor abandoned Ithilien altogether. The Shadow spread to the shores of the Anduin, endangering Gondor itself.

As the Darkness grew ever more ominous, Lebennin became both a refuge and a barrier to Mordor's reawakened might. The Royal Fleet at Pelargir, although increasingly ineffective in the face of the ever-growing numbers of Haradan ships, warded off attacks from the sea. Each passing year brought more pressure.

The War of the Ring began in T.A. 3018 and ended the following year. Lebennin escaped any landward attack, but the massive fleet of the Haradrim destroyed the ships of Gondor and took Pelargir in the days before the final assault on Minas Tirith. Lebennin's levy, away in the campaign to save the capital, could do nothing to rescue the great port. Instead, Aragorn and the Dúnedain Army of the Dead marched out of Lamedon, crossed the Gilrain at Linhir, and surprised the Haradrim before the vile invaders could take to their ships. Aragorn and the Dead then piloted the black-sailed Corsair fleet up the Anduin and turned the tide of battle at Pelennor Fields.

In the aftermath of the Free Peoples' victory before the gates of Minas Tirith, Frodo destroyed the One Ring. Sauron passed from Arda and the Kingdoms of Gondor and Arnor became reunited under King Elessar (Aragorn II). The Third Age ended after Mideyears, T.A. 3021.

The Age of Men

The Fourth Age marked the dawn of the Time of Men. Gradually, affairs in Endor became the province of the Secondborn. Still, even in the Mannish kingdoms like Gondor, not all Men shared the flowering of fortunes. The older occupants of the land — the scattered Dunmen and Drúedain descendants of the Daen Coentis culture — had all but disappeared as distinct groups during the Third Age, and the remnants of their kind assimilated, died, or simply faded away.

Those searching for these isolated peoples now find little but ruins. After years of Dúadan expansion (and, later, Rohir hunting) the embattled clans of the Wild Men and Dunlendings of Gondor retreated further and further into the mountain and highland wilderness. Now, the homes of these peculiar people are, for the most part, tucked in the depths of the Drúadan Forest (S. “Tawar-in-Drúedain”) and the wilds of Old Púkel-land (S. “Drúwaith Iaur”). Some say remnants of these folk still inhabit the high country in places like Andrast and highest vales of the Ered Nimrais, but few claim to have ever seen even one of these people. Today, their tales are like unto legends.

3.0 THE LAND AND WATER

Hilly, even mountainous, in the north — marshy and often submerged beneath the salty waters of the Bay of Belfalas in the south — Lebennin contains every type of terrain and water feature found in Gondor. A journey across the province brings constant change. Nonetheless, there is one element common to all of Lebennin: the union of land and water.

3.1 THE BORDERS

The Place of Five Waters is well endowed with streams. Rivers lace through the region's alpine vales and cut across the rolling hills and fertile plains. Five of these rivers — the Gilrain, Serni, Celos, Sirith, and Erui — give the province its name. Rivers bring nutrients and a wealth of fresh water to Lebennin; they not only guard the province, but they define its bounds. The Gilrain forms the western border, while the Anduin serves as the eastern and southeastern boundary. In the northeast, the Erui separates Lebennin from the royal fief of Anórien.

The seacoast is Lebennin's southern border, again a watery barrier. Only in the north, where the grey and white spires of the *Ered Nimrais* (S. “White Mountains;” lit. “Whitehorn Mountains”) reach toward the sunny skies, does a land feature mark the border. Here, the peaks fence valleys rich in ponds and pines. These mountains also divide Lebennin from the small, cool region (or sub-province) of Lossarnach, the area southwest of Minas Anor (Minas Tirith) that encompasses the land around the headwaters of the Erui.

South Ithilien, another royal fief, faces the opposite side of the Anduin. This beautiful, frontier province stands between Lebennin and the dangerous domain of Mordor. Harondor is also across the Great River. This warm, intermittently ungovernable land is south of Ithilien and stretches south and southeast, toward Harad.

The somewhat rugged Land of the Prince (S. “Dor-en-Ernil”) is located west of Lebennin, across the Gilrain. Noted for the Ered Tarthonion (S. “Mountains of Lofty Pines”), a ridge of hills and mountains that forms its spine, Dor-en-Ernil is a fragmented realm consisting of countless vales. Numerous peninsulas, coves, and coastal isles dot its shoreline, where the region of Belfalas extends out into the bay. Residents of Lebennin call this province “The Land of Elf-folk” and many describe the heights west of the Gilrain as the Ered-Edhel, the “Mountains of the Elves.”

While the Ered Tarthonion is hardly a haunt for the Firstborn, it does serve as the demarcation line between Gondor's older and younger domains. The relatively recently settled regions of western Dor-en-Ernil, Lamedon, and Anfalas are beyond this modest range, which is actually a long southern spur of the White Mountains.

3.2 THE PLAINS

Lebennin's rivers knife through the fertile plain that dominates most of the land between the mountains and the Great River. This great lawn extends from the river of Erui in the east to Isildur's Pass in the west, and from the foothills of the Ered Nimrais to the waters of the Bay of Belfalas. Dunmen call the plains the *Maesith Bláthan*, or “Flowering Fields,” for many flowers that bloom on gentle slopes and bottomlands. The Men of Gondor call it the *Talath Lethen* (S. “Plain of Flowers”). Here, beautiful wildflowers brighten the vast green carpet nearly all year, and only a few clusters of trees and a taller variety of grass interrupt the rhythm of the landscape.

Herds of grazing animals browse among the deep green grasses of the Talath Lethen, alongside a host of smaller field animals. A large variety of birds and insects thrives here, as well as a few reptiles and larger predators. The mild climate is forgiving, ideal for farming and herding. Only the occasional strong winds off the nearby sea serve to disrupt the pastoral routine of this seemingly blessed land.

3.3 THE MOUNTAIN VALLEYS

Due to their elevation and distance from the sea, Lebennin's high valleys have a cooler climate than most of the province, but during the warmer months these valleys exhibit bright, flowery meadows not unlike those to the south. Still, the mountain vales are the domain of woods, and most of Lebennin's deciduous and evergreen forests grow in these dramatic reaches.

The woodlands hug the grey cliffsides and cover the narrow canyons that give birth to the numerous cool brooks and streams that feed the province's larger rivers. These dense forests and the surrounding rugged terrain are home to a host of animals and birds, including a number of fierce predators. Many of these beasts have been wiped out in the lower, civilized areas and some have been forced to retreat to the thickly-wooded heights near the treeline, since Gondor's herders bring their flocks into the highlands during the spring and summer.

3.4 THE LOWER ANDUIN

The waters of three of the five main rivers that issue out of Lebennin's mountain vales flow into the lower Anduin. In addition, most of the province's rolling grassland slopes toward the valley of the Great River, making the Anduin the focus of life and commerce. In a sense, Lebennin begins where the Erui meets the Great River and ends where the Anduin reaches the sea.

As the lower Anduin passes Lebennin it changes character, producing three distinct sections. Below the confluence of the Erui, it is about a mile wide and moves somewhat swiftly through a shallow but narrow valley. It widens and slows considerably as it flows past Pelargir and receives the water from the Sirith. Here, the valley becomes a broad floodplain. Finally — just after the Poros feeds in from the south and east — the Great River divides into smaller channels, creating an immense delta called the *Ethir Anduin* (S. “Mouths of the Anduin;” lit. “Outflow of the Anduin”). The Ethir serves as a vast estuary, where the fresh waters of Endor's greatest river mix with the salty Bay of Belfalas.

3.5 THE SWAMPS

Swamps dominate much of southern Lebennin, for it is here that Gondor's lowest plains meet the waters that guard the South Kingdom. Of these fens, the Ethir Anduin is the greatest.

3.51 THE MOUTHS OF THE ANDUIN

No true fords exit along the Anduin south of Osgiliath, but the shallows of the Ethir give birth to marshes and sandy islets. Some of these intermittent accumulations of sediment permit locals to cross the smaller channels. Reliance on any crossing, however, is foolhardy, for the deposits wax and wane with the years and according to the cycle of seasonal flooding. It is a timeless and unpredictable process. While the delta grows, the sea bites away at the new land, and with each flood the area is inundated and transformed into a huge swamp. New channels form, while others are blocked and disappear. When the waters recede, a new delta appears.

3.52 THE BALIMUR SWAMPS

Swamps extend the Ethir, making much of the northern side of the lower Anduin Valley (S. "Nan Anduin") little more than marshland. The most notable of these marshes runs from a point about forty miles below Pelargir to about twenty miles above the Mouths of the Anduin. Dunmen call these treacherous wetlands the *Cers Balimur*, the "Balimur Swamps;" their Sinda name is *Loeg Lebennin*, the "Pools of Lebennin." This difficult maze of marsh and morass consists of a myriad of islets separated by thousands of streams and bogs. Extending northward to within twenty miles of the Gondor Road, it is a formidable obstacle to settlement, although it remains home to a variety of fish, waterfowl and predators — including a number of outlaws. The Balimur Swamps contribute much to local lore, and it is because of their presence that the Númenóreans built Pelargir so far upstream.

3.6 THE BAY OF BELFALAS

Both the Anduin and the Gilrain flow into the Bay of Belfalas. In between their mouths, Lebennin stretches southwestward into sea, giving the province a coastline of about fifty leagues (over 150 miles). The water beyond is relatively warm and rich in sea life. Like the land, it also has varying features, although most are submerged.

The entire Bay of Belfalas rests on Endor's continental shelf. This shelf slopes gradually, and the bay never attains a depth greater than about 500 feet. Where the shelf ends and the waters deepen, the bay gives way to the Great Sea (S. "Belegaer").

Lebennin looks out onto the northeastern section of the Bay of Belfalas, and it is here that the bay winds and waters are the gentlest. Brutal currents and vicious maelstroms are few, making the principal dangers to seamen shoals and reefs. Hazardous rocks off Tolfalas keep most vessels away from its shores. Those between the island and Belfalas to the west force shipping to sail eastward, near the coast of Harondor.

3.7 TOLFALAS

Tolfalas, the "Coastal Isle," is a volcanic land. Created by fire and shaped by the roaring sea, it is a violent, beautiful place, studded with black cliffs and a steep series of foreboding peaks. A turbulent geyser field spews steam into the salty air above the isle's central valley, and a pair of active volcanoes serve to remind the Men of Gondor of Eru's might.

Though it is quite beautiful and has a long coast, Tolfalas offers few comfortable spots for settlement. Its deep, narrow canyons are flanked by hard basalt walls, and the thin soils hold little promise for nutritious vegetation. Trees cling precariously to the stony ridges, hiding from the harsh winds that sweep the cliffsides and blast through the warren of empty lava tunnels pocketing the heights. Tolfalas' rocky shores, while often well-protected, provide only a sprinkling of small anchorages. Shoals make sailing around the isle an adventure, even in the best of weather.

4.0 CLIMATE, WEATHER, AND WATER CONDITIONS

Above all other factors, the exchange of the air over the land and water dictates the climate of Lebennin. This is particularly true in the southern two thirds of the province, an area which enjoys very mild weather. Temperate, Lebennin is warm and receives a fine balance of sunshine and precipitation. The sea's proximity prevents seasonal fluctuations as wide as those found further north.

The prevailing winds in Lebennin are westerlies, steady breezes that come from the Great Sea (S. "Belegaer") to the west of Endor. Crossing Andrast, they sweep westward along the coast of Gondor. Wind direction is especially consistent in the Spring. Autumn often brings storms, which are particularly strong in the Bay, where no natural obstacles lessen their force. Storm velocities are always to be feared.

On the Belfalas coastline, regular breezes are generated by the interaction of land and sea, alternately releasing and absorbing heat. During the day, the breezes are landward, while at night they are seaward.

Within the Land of Five Waters, there are two distinct climatic zones. The upper river vales and the southern flanks of the Ered Nimrais experience slightly cooler temperatures owing to their altitude and distance from the Bay of Belfalas, but even here the overall weather is comfortable and almost ideal. All of Lebennin enjoys a mild winter, long springs and autumns, and a hot dry summer.

Precipitation is even and the droughts common to areas like Harad have never been recorded. The high wall of the White Mountains to the north confine the lower winds blowing off the Bay, cooling the clouds and exacting the regular rains that fill the Five Rivers. Lebennin's peak storm season comes in late autumn, when cold air from the north sweeps down the Anduin Valley and meets the warm air of the bay. Spring also brings frequent rains, as the swiftly-heated air rises off the salt water and collides with the relatively cool breezes blowing out from the land.

During harsh winters, cold, dry air builds up behind the northern face of the Ered Nimrais. It then explodes through the passes and over the saddles between the peaks, surging down the river valleys and across the open lands of Lebennin with exceptionally destructive force, tearing apart hamlets, scattering fences, and smashing loosely tied boats. The first men living in the vales on the seaward side of the mountains named this chilling breeze the *Sorrach*, and they feared its wrath as a message from the Lord of Skies.

Ascertaining the Weather

The following table summarizes Lebennin's monthly weather patterns. It is based on the King's Reckoning, the Dúnadan calendar of Gondor. Note the overlap of the Elven seasons with Dúnadan months. The information covers the average temperature range (excluding unusual highs and lows), the frequency of precipitation, and the typical wind speeds over land.

WEATHER TABLE

Months	Coastlands	Inland Vales	Mountains
— <i>Yestarë</i> (intercalary day: Yule)			
1. Narwain (Winter)	35-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy	20-40° Mod. Snow/Rain Breezy
2. Ninui (Winter- Stirring)	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy
3. Gwaeron (Stirring)	45-55° Nor. Rain Windy	30-50° Nor. Rain Windy	25-45° Nor. Rain Windy
4. Gwirith (Spring)	55-70° Nor. Rain Windy	45-65° Nor. Rain Breezy	40-60° Nor. Rain Windy
5. Lothron (Spring)	60-75° Nor. Rain Breezy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Breezy
6. Nórui (Spring- Summer)	65-80° Mod. Rain Breezy	60-80° Mod. Rain Calm	55-75° Mod. Rain Breezy
— (1) <i>Loëndë</i> or (2) <i>Enderi</i> (intercalary days: Midyears)			
7. Cerveth (Summer)	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
8. Úrui (Summer- Autumn)	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
9. Ivanneth (Autumn)	60-75° Nor. Rain Windy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Windy
10. Narbeleth (Autumn)	55-70° Rainy Windy	45-65° Rainy Windy	40-60° Rainy Windy
11. Hithui (Fading)	45-60° Nor. Rain Windy	35-55° Nor. Rain Windy	30-50° Nor. Rain Windy
12. Girithron (Fading- Winter)	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Rain/Snow Breezy
— <i>Mettarë</i> (intercalary day: Yearsend)			

KEY

Temperature: Is expressed in degrees Fahrenheit. Note that most of Middle-earth's peoples do not describe temperature so precisely; they simply say the temperature as cold, cool, warm, or hot. Mountain temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1° for every 300' more above sea level.

Precipitation: Refers to the % chance of rain or snow falling on a given day. In the higher altitudes of the Ered Nimrais, snow will usually occur when Moderate Snow/Rain yields a precipitation result.

Moderate Rain: 15% rain; partly cloudy.

Moderate Snow/Rain: 5% snow; 2% sleet; 8% rain; partly cloudy.

Normal Rain: 25% rain; partly cloudy.

Rainy: 40% rain; cloudy.

Wind: Speeds are given in miles per hour. Above the tree line, winds are considerably more forceful. Treat Breezy as Windy, and Windy as High Winds (20-60+ m.p.h., or +10 on the Bay Winds Table).

Calm: 0-9 m.p.h.; or consult Bay Winds chart (-20).

Breezy: 5-20 m.p.h.; or consult Bay Winds Table (-5).

Windy: 10-40 m.p.h.; or see Bay Winds Table (no adjustment).

Waves and Currents

Waves are greatly affected by wind speed. Average wave height in feet will equal half the wind speed. Individual waves formed by several smaller ones combining can be much higher.

The principal current in the Bay of Belfalas is a warm, counterclockwise flow. Known as the Southron Stream, it is regularly used by vessels traveling within the confines of the bay. Ships sailing from Umbar and Harad to Harondor, Lebennin, or eastern Belfalas find it an ideal route, for the current enables them to skirt the coasts for the entirety of their journey.

The Southron Stream collides with another major current near the Cape of Andrast, creating turbulent, hazardous seas along Gondor's westernmost coast. Here, cold water descending clockwise from the north and along Endor's western shores meets the warmer water of the bay. Sailors encountering this major current, often called the Northron or Great Stream, must take great care when rounding the cape. The Gondorian seamen call this flow the Road of Early Return, for Merchant vessels regularly follow its swift course when returning from Eriador.

BAY WINDS TABLE

Calculate the wind speeds in the Bay according to the following table (percentages reckoned according to D100 roll). Note that 1.15 mph = 1 knot (nautical mile per hour).

Wind Condition	Normal Roll	Autumn Roll
Dead Calm (0-1 mph)	01	01
Light Wind (2-7 mph)	02-25	02-25
Moderate Wind (2-7 mph)	26-74	26-74
Strong Wind (8-18 mph)	75-89	75-84
Gale (32-54 mph)	90-96	85-92
Storm (55-72 mph)	97-00	93-97
Hurricane (73+ mph)	—	98-00

Tides

Typically, Lebennin's high and low tides each occur twice daily. Twice in each lunar month — when the moon and sun are aligned at the new and full moons — exceptionally great high and low tides, called spring tides, result. Similarly, twice in each month at the mid-points between spring tides occur the exceptionally weak neap tides.

At sea and along the shores of unsheltered islands, normal tidal variations will rarely exceed 1-2'. In shoal waters and narrow estuaries, however, the rise and fall can be far more dramatic. Around the Ethir the water level varies about 4', but in the estuary of the Gilrain/Serni the average fluctuation is over 9'. Seamen account for these changes, both when at sea and at anchor. After all, ships moored too tightly may damage a wharf at low and high tides, and a light vessel drawn up on a beach may be carried out to sea at high tide. While on voyages, navigators often try to cross coastal shallows or shoals at high tide.

5.0 PLANTS AND ANIMALS

While quite settled and often *sé*cure, Lebennin nonetheless offers a diversity of wild plants and animals. This is especially true in the untraveled reaches of the high country and wetlands. The nearby Bay of Belfalas is even richer in life, yielding wealth and providing danger to those who delve into its watery bowels.

5.1 FLORA

Lebennin is the home to many plants, but it is most noted for its grasses and wildflowers. Carpeting the Talath Lethen, their beauty has inspired more than one bard to sing of their rich hues.

Grass and Low Vegetation

Grass seems to be everywhere in the province, for trees are scarce outside the highlands, and the good soil invites the growth of the more modest olvar. The two principal species of grass include a succulent, six-inch Short-grass favored by grazing animals and a rather coarse four- to six-foot Tall-grass used for plaiting baskets and thatching roofs.

Lebennin's herders marvel at their blessing, and farmers take delight in the fact that the region's sturdy grass holds the fallow soil even in the face of the harshest winds. The grass is a special resource. But Lebennin also yields other useful wild vegetation. Berries, both edible and poisonous, cover the thickets of the swamps and floodplains. Nutritious tubers and medicinal plants known to the rural folk grow nearby, or in the well-watered hollows of Lebennin's hills. While the ignorant perceive them as weeds, Dúnnish healers have long seen these plants as jewels among the grasses.

Wildflowers

Alfirin and *Mallos*, both wildflowers renowned in Dúnnadan song, grow wherever the grasses thrive. Together they give Lebennin the appearance of a sea of billowing gold. *Alfirin* (S. "Ever-passing Mortal") is a short-lived field flower which, like all "annuals," dies with the onset of winter's cold. It can be found throughout Gondor's grasslands. Its snowy-white, star-shaped petals shine like gold in the bright sunlight, mimicking the hue of the bell-shaped *Mallos* (S. "Gold Snow"). *Mallos* is a hardier, golden perennial common only to Lebennin and Dor-en-Ennil. Like *Alfirin*, it enjoys the warm sunlight found south of the Ered Nimrais.

White Lilies, on the other hand, grow well in cooler climes. They abound by Lebennin's lakes and streams, and are used by the Dúnnish people in brewing *Meathran*, their hearty "national drink." Dunmen also use the flower to create the curious substance known as *Cranor*, or "tree-gold."

Two species of clover also inhabit Lebennin's grasslands: the common Yellow Clover of the lowland plains grasslands, and the rare and potentially deadly Black Clover found only in the higher valleys. If inhaled, the pollen of the black variety causes a severe burning sensation in the lungs, followed by acute coughing, sneezing and vomiting. This condition lasts as long as the victim remains among or downwind from the plants, and often continues for an hour or so afterward. Continual exposure to the source may even bring death. It is said that the ancient Drúgs of the mountains used the pollen of the Black Clover to produce a deadly poison for their darts, and this legend is likely true in light of the fact that the Drúedain still refine a thick clover paste which is used on hunts.

Athelas, or "Kingsfoil," is prized by all of Lebennin's peoples. These small flowers make fine gifts for those who are ill. Their pleasant scent and peculiar healing qualities contribute to the flower's association with "good luck." In the hands of a skilled and rightful King, its power is seemingly unbounded. *Athelas* is more common in Calenardhon (Rohan) and the other regions of northern Gondor, but it can be found in Lebennin's highlands, particularly in the upper valleys of the White Mountains.

Trees

Although acclaimed for its wildflowers, the Land of Five Waters also produces an assortment of fine woods. This is critical in light of Lebennin's role as a major shipbuilding center. Trees from the higher elevations are cut and floated down the rivers to mills like those around Pelargir. Wood is also exported or taken to neighboring provinces. Some timber travels down the Serni or Gilrain rivers to Linhir in Dor-en-Ennil, while other trunks even find their way overland to Dol Amroth, Minas Anor (Minas Tirith), or Ithilien.

Many consider the *Lebethron* to be Lebennin's most noble tree. It produces a dark hardwood valued by carpenters, wheelwrights and particularly shipwrights. Renowned for its beauty and durability, it is used to make the masts of Gondor's greatest vessels. (In fact, a *Lebethron* box houses the Silver Crown of the realm.) High Knights often wield *Lebethron* lances and Gondorian Rangers use *Lebethron* staffs. (Faramir gave Sam and Frodo two such staves.)

The tall *Sorglasora* (Du. "Gold-pine;" S. "Carlorthôn") is considered less valuable than *Lebethron*, although Dunmen prize it as part of their heritage. A rare, red-leaved conifer, it is now found only in a few isolated mountain valleys, hidden among stands of common pine. *Sorglasora* is the principal ingredient in the manufacture of *Cranorcran* but, despite the Dúnnish love for the tree, these conifers were once cut and girdled to the point of extinction.

Lebennin's upper vales are home to other common conifers, such as pine, larch, spruce and juniper. The foothills shelter hemlock and two types of tall cyprus. Green Cypresses dominate certain portions of the lowland swamps, their moss-laden boughs twisting to form ominous tunnels. Willows, of course, blossom near fresh water at nearly all elevations. A multitude of deciduous trees are found in groves and forests throughout the province, including such fruit trees as the apple and pear, as do the so-called "Nut Trees" — including the noble oak, the walnut, and the chestnut.

5.2 FAUNA

Being a settled, civilized land, Lebennin is not a particularly inviting place for wild beasts. Only the wilds of the mountains and swamplands provide adequate shelter for most larger animals. Small creatures like field mice and ground squirrels are common on the plains, and rabbits are found everywhere, but the only safe course for bigger, untamed fauna is to simply avoid Men.

Mammals

Wild Pigs are actively hunted by both the Dúnnedain and their subjects. Pigs are found in all mountainous areas and survive primarily because they are nocturnal in nature. They hide by day on the forested slopes and come down to feed in the woods of the lower valleys in the evening. They are particularly fond of fallen fruit. Their groups number from ten to twenty individuals, always led by the dominant boar. Boars are invariably large and extremely aggressive. If threatened, however, all adult pigs — including females without offspring — follow the signals of their leader and attack as a body.

Black bears are less aggressive, but no less dangerous, than boars. Found primarily in the forests and meadows of the White Mountains, these creatures establish dens near fresh water. These bright, startlingly quick creatures love to fish, munch on berries, and rob the hives of honeybees.

Cathfiar are large felines that frequent the grasslands. They love Lebennin's Tall-grass, which is ideal for use in lining their comfortable dens. It also provides superb cover. *Cathfiar* coloration is a mottled yellow and brown; the cats are difficult to see when they hide in the grass, especially when lying flat among clumps of flowers. Strangely, males and females are identical in size, appearance, and ferocity, and a mated pair will usually hunt together. They are aggressive, dangerous hunters, able to attain speeds up to twenty-five miles an hour for short periods.



Cathfiar

Another dangerous species, the diminutive and peculiar *Leuman Dal* (D. "Blind Leaper;" Du. "Miltadal"), is unique to the region. Found only in or near the openings to the vast underground River Runda, these rodents nest in subterranean caverns. Over time they have lost their eyes, developing acute senses of smell and hearing as substitutes. Their flat tails make them excellent swimmers, both above and below the surface of water, and they feed on the fish and crayfish of the caves. Voracious and prolific, they frequently overpopulate their lairs, forcing them to seek prey outside. Their nocturnal attacks have claimed lame beasts and at least two sleeping hunters. Despite a common ancestry with the mouse, *Leuman Dal* are as large as big rats, and their muscular hind legs enable them to leap up to six feet through the air.

Most of Lebennin's mammals, though, remain harmless. Even the wild goats and sheep of the highlands prefer to flee rather than fight. The otters of the lower Anduin simply dive away from danger. The grasslands support some wild cattle, and deer are abundant in virtually all woodlands and open country (especially near succulent clover), but none present any danger.

Reptiles and Water-beasts

Unlike the settled plains and the familiar wooded hills, the wild wetlands support a number of very threatening denizens. Leeches, which are found nowhere else in Lebennin, save the River Runda, abound in the Balimur Swamps and portions of the Ethir Anduin. Snakes also inhabit the marshes and, although most are non-poisonous, a couple of constrictor varieties are anything but harmless.

Poison Marsh-adders, which are related to the Rock-adders of the higher elevations, are extremely common. Most feared of all, however, is the deadly Green Serpent of the grasslands, distinguished by its brassy eyes.

Lebennin's most formidable predator, however, is the *Galenanca* (S. "Green Jaws;" pl. "Gelinencai" or "Galenancar"). This fearsome saurean grows to lengths of sixteen feet and sports a long, narrow, toothed snout. Fortunately, they are common only in the Ethir and in the salty marshes along the coast. A related crocodilian species called the *Logoloegen* (S. "Swamp Dragon") resides in the Balimur Swamps. Its great size and powerful nocturnal bellow strike fear in the strongest of warriors.

Other Beasts

In addition to a large variety of songbirds, partridge, pheasant and quail are common throughout the region, as are crows, hawks, and owls. Less frequent, except among the high mountains, are eagles. These birds share the skies with Lebennin's numerous varieties of bees.

Only bees found in Rhovanion rival the numbers and diversity of those that fly through the upland meadows of the Land of Five Waters. Most are inoffensive variations of the honey-bees, but one type — the red bee — actually presents a danger to unwary adventurers. These creatures are large in size and numbers, and the strength of their venom is enough to fell a strong man. Since their extensive hives are below ground, generally a foot or so below the surface, they often strike without warning. Cattle grazing in the upriver portions of the stream valleys have actually fallen into these holes, only to be quickly stung to death. Some of the ancient Daen Coentis used camouflaged hive-pits as traps to protect their refuges. With the coming of the Dúnedain, however, the red bee quickly became rare.

The only other unusual insect in Lebennin is the *Milmorinner*, or "Earth-wolf." As its name implies, this large, voracious beetle is a subterranean borer. It is extremely rare, being confined only to upper Celos valley, but it is nonetheless greatly feared by indigenous folk. Up to a twenty-one inches in length, and protected by a hard, chitinous shell, this creature exhibits strong mandibles capable of delivering a paralyzing sting. Its extremely powerful forelegs enable it to tunnel rapidly through soft earth, where it feeds on decaying vegetation, worms, and other insects. Unfortunately, the *Milmorinner* is an omnivore, and it also hunts small, slow ground creatures. Although it normally awaits its prey within a well-defined territory — where it springs up from below — an Earth-wolf jealously guards its domain. Accordingly, it is attracted to the sound of digging, and many a miner has disappeared without a trace! Tales speak of the beast as a creature spawned by the foul magic of the servants of Darkness.

Life on Tolfalas and the Coastal Isles

While quite rocky and often seemingly barren, Tolfalas has large amounts of fertile, volcanic soil. (See Section 3.7.) This is particularly true on the eastern side of the island, where the winds are milder. There, olive and cork trees, grape vines, and a host of shrubs grow in the narrow vales, between the sable cliffs. On the western side, lichen and weeds occupy the steep black fells that rise from the bay, and coarse grasses cover the adjacent shelves and hills.

This vegetation supports a wealth of animals. Wild goats, deer, and pigs wander in the woods; sea birds and lizards nest in the cliff-sides. Sea turtles and a host of burrowing life spawn on the beaches. Oysters, clams, lobsters, and crabs live in the calmer shallows, particularly in the fertile reefs.

Tolfalas' most famous and fearsome resident is a giant monitor lizard. Often reaching lengths of 12' and frequently weighing more than 300 lbs, the "Hunting Lizard," or "Everseeing Longhunter" (S. "Anfarod-uitir;" pl. "Anfarod-uitiri" or "Enferyd-uitír"), stalks the island's deer and larger game. These creatures sleep most of the day, but during the late morning and early evening they take to the hunt. Remarkably clever and startlingly fast, they make deadly foes. Their long tail and flexible neck frequently mislead observers, for both their tail and their jaws are powerful weapons. A thick, scaly hide wards off blows like fine leather armor, and many Corsairs prize breastplates or helms cut from the Hunting Lizard's superb skin.



Swamp-dragon

5.3 SEA LIFE

The rich Bay of Belfalas is full of life. Its vast beds of plankton, ocean plants, shellfish, crustaceans, and small bottom-dwelling marine life thrive in the sunlit waters. They in turn provide fodder for a plethora of larger creatures, including sharks, whales, sea-turtles, giant squid, sea-snakes, eels, dolphins, and rays.

Adventurers sailing into the bay should pay special attention to some of these ever-hungry predators. The 15-21 foot long shark known as the *Nimeargurth* (S. "White Seadeath"), for instance, is a confirmed maneater, as is the grey sperm whale called the *Charothrond* (S. "Hallmaw"). Acrobatic rays, the *Morchaithrais* (S. "Shadowhorns"), occasionally "fly" out of the water, claiming unwitting seamen. Electric rays, poisonous sea-snakes, and huge eels lurk in the crags of the shoals and reefs. Giant squid, the mortal enemies of the Hallmaw, travel the deeper open water.

Huge relatives of the giant squid, Kraken (S. *Belegaerog*;" pl. "Belegaeryg;" W. "Great Sea-demon"), hunt the Hallmaws. Reputedly evil, they grow to lengths of up to 150'. Their four, 90' long, claw-tipped grasping tentacles can crush a small ship or overturn a larger vessel. It is said that these creatures were created in the Elder Days by a lesser Vala of the sea corrupted into Morgoth's service. Whatever the truth, the kraken have always possessed a malicious cunning and propensity for evil. The kraken's main body, two-fifths of its full 150' length, has no skeleton but is tough, resilient rubbery cone. Two coldly intelligent, almost manlike eyes peer from the broad end, and below them is set a large parrotlike beak, in the center of the Kraken's tentacles. Four primary tentacles, with rows of suckers and retractable claws at the tip, first snare prey. Sixteen lesser tentacles, each 40' long, then sweep their bewildered prey toward the powerful beak housed in their 60' long main body.

Kraken enjoy a host of other assets. While normally greenish-black, they can change color whenever aroused. Siphon-chambers allow them to draw water and expell it, permitting them to travel backwards at high speeds. Repositories of inky fluid provide a Kraken with a means to cloud the water and cover their attack or retreat.

The leathery Kraken skin, like the hide of the Hunting Lizard or the shells of Sea-turtles, makes fine armament. Coupled with their formidable array of weaponry, this protection makes a Kraken tough to slay. Worse, a Kraken can only be killed as a result of damage to its main body, since wounds to its tentacles quickly seal. Kraken tentacles eventually regenerate, and a strike to its appendages does little except upset the beast.

Once a Kraken is fully grown, it is virtually unassailable. Even a Hallmaw is no match for a mature adult. Two other rare beasts, however, challenge the Kraken's supremacy in the deep water. Tales suggest that both the giant Fell-turtles and the gargantuan Sea-serpents duel, and often defeat, Kraken in epic combat. Whatever the truth of these legends, few sailors attempt to examine — or even encounter — these foul creatures.

6.0 THE INHABITANTS

Throughout time, groups coming into Gondor usually settled first in Lebennin. This was particularly true of Men migrating from the East for, aside from Ithilien, Lebennin was the first part of Gondor they encountered. Lebennin's history of inhabitation is old and rich, and its sundry peoples are representative of those found all over the South Kingdom's core regions.

6.1 THE ELVES

Among the Speaking Peoples of Middle-earth, the Firstborn — the Elves — first saw the land which would become known as Lebennin. Their seamen passed the coasts of Gondor during the middle of the First Age. Later, the Nandor built a small community near the mouth of the River Morthond, and a Sinda settlement grew on the present site of Pelargir. Sometime after the foundation of the Grey Havens early in the Second Age, refugees from Doriath sailed south from Mithlond and established additional Elf-havens along the northwestern shores of the Bay of Belfalas. They refounded the then-abandoned Nando haven, making it the greatest harbor in the region. From this port, later known as "Edhellond," many of the Elves from Eregion, Greenwood, and Lórien departed the troubles of Arda.

The Elves abandoned most of these havens, and now the Firstborn are seldom seen in most parts of Gondor. This is true in Lebennin, particularly outside Pelargir. Although some say that small companies occasionally pass by unseen and unheard in the twilight hours, few Elves travel beyond the friendly bounds of the City of the Faithful.

Pelargir is home to nearly a hundred of the Firstborn. No other Mannish city in western Endor shares this privilege. The city's heritage, while marred by its association with Castamir and the jealous advocates of Dúnadan purity, is grounded in its origin as the port favored by the Númenórean Faithful. To this day, the relatively cosmopolitan people of Pelargir respect Elves and honor the traditions of their forefathers.

6.2 THE DRÚEDAIN

The folk who called themselves the Drughu composed the second group of the Speaking Peoples, and first of the race of Men, to settle in Lebennin. Never large in numbers, these short, stocky people came from the Southeast and crossed the Anduin during the late First Age. They established small colonies by range of the White Mountains, living in family groups, or *Drunos* (Du. "Band"). The Drughu resided within tents of animal-hide, which they arranged about the trunks of large trees. Although wary and suspicious of others, they found a kinship in nature and prospered in the wilds of Lebennin.

The Drughu split after they passed over the Anduin, and many migrated north of the Ered Nimrais. Eventually, they encountered a people called the Haladin, a race who also desired the solitude of the forest. When the Haladin migrated westward into Beleriand, many Drúedain went with them. Much later, a few Drúedain were even welcomed in Númenor across the Sea.

Most of the Drû-folk that settled in Gondor also joined with another people. When the Daen Coentis came to the region in the last days of the First Age, the invaders embraced the Drughu as cherished friends. The two groups coexisted for several reasons, not the least of which was the fact that the Drûgs served a number of important functions in Daen Coentis society. While the physically larger Daen Coentis produced greater numbers of people and ranged all over Gondor, the Drughu gave birth to excellent guardians, superb forest-warriors, and powerful Shamen. Drû-folk possessed powers of premonition and embodied the ability to transfer a portion of their living essence to their artifacts.

As the Dúnedain supplanted Daen Coentis and, later, Daen Lintis society in the Second and Third Ages, the Drúedain retreated into the unfathomable wilds. Few in numbers, their isolated groups now confine their activities to the extremely high vales and dense woodlands of the White Mountains. There, they reside in interconnected dugout homes, hidden from all but the most perceptive eyes. The tattooed Drughu stay tucked away, knowing that their safety is dependent on their secrecy. After all, their poisoned arrows are no match for Dúnadan steel. These short, stout, nearly hairless hunters elude those that seek them, although some adventurers occasionally relate tales of encounters with "Woses" or "Wild Men."

6.3 THE DUNMEN

Several tribes of a people speaking dialects of the same language entered and settled in Lebennin at the end of the First Age. These people called themselves the Daen Coentis, or "People of Skill," and as noted they coexisted with the Drughu for millenia.

The Daen Coentis settled throughout Gondor, although the coming of the Dúnedain quickly drove most of their clans into the highlands. Their matrilineal clans, groups of 500-1000 folk, each owned enough territory to permit their herds adequate roaming room. For the most part, however, they farmed fields of wheat and barley and practiced their favorite arts: stone-carving, smithing, cattle-thefts, and story-telling. They revered their Drughu allies, and Drûg Shamen presided over most Daen religious ceremonies.

Time and pressures from Dúnadan settlers forced an evolution of Daen Coentis society and, by the end of the Second Age, most Daen clans looked at themselves as *Daen Lintis* (D. "Learned People"). Other Men called them "Dunlendings" or "Dunmen." More warlike and less prosperous than their ancestors, tribes of Dunlendings frequently attacked the lowlanders. Those that failed to assimilate into Gondorian society faced continual warfare. Taking refuge in mountain fortresses, these increasingly pugnacious warriors became quickly sundered from the Drúedain bands that once befriended their forefathers.

The Legend of the Danan Lin

The easternmost of the Daen Lintis tribes occupied the heights of northern Lebennin. Known as the Danan Lin in their own dialect, they descended from clans that once lived east of the Anduin in a land of gently rolling hills and fertile fields. Here, in ages past, these pastoral herders and hunters were taught the art of gardening by the "Three Mothers," friendly spirits in the form of beautiful trees. Selected women of the tribe were taught not only the secrets of growing grains and other food crops, but of planting and nurturing flowers as well.

For many long years the Danan Lin lived and prospered in that land, but Darkness came to the high mountains to the south. Evil creatures began to creep into villages at night, pillaging and destroying. Entire fields were burned to the ground and salted so that no living plant would grow there again. The Three Mothers no longer walked among the flowers; of their fate no one knew.

The land stood blackened and withered for miles, and the elders and priestesses met with all the people assembled to determine what to do. Suenes the Seer, who lay dying in her chapel, commanded her grand-daughters to carry her to the gathering place in haste so that she might address the people. As she was borne to a high place, voices stilled and all listened eagerly to her words. Helped to her feet by her grand-daughters, her aged back slowly straightened until she stood proudly erect. She spoke in a clear voice to whole of the tribe:

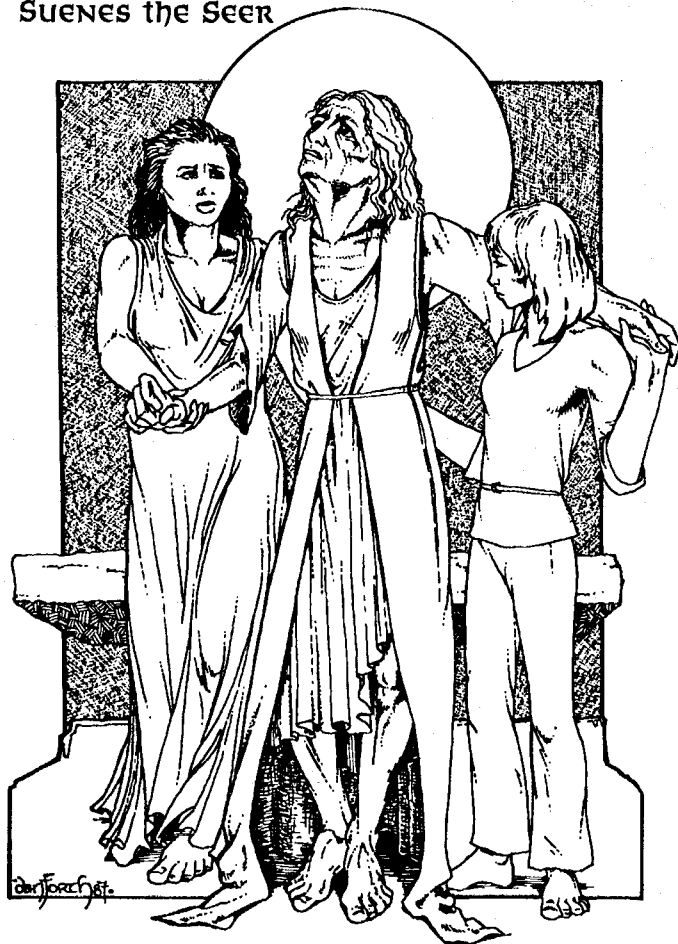
"Three nights have I been given a dream by the Goddess: a dream of great destruction and terror, and yet a dream of hope. Each night the dream was the same, and I know the Goddess spoke true. I saw our beautiful land scorched, without a tree or plant or beast.

"Then I saw a mighty host of grim warriors, mail-clad and fey with battle, Men and mighty Elves, whose brands glowed with a strange light. Some strode boldly forward, while others sat astride great war-horses as they moved across the fields. Though I feared them, yet I knew the powers of the Gods were with them, and they set their lives against a vast and evil foe — an enemy beyond count. When the two mighty armies met, the sound of their furious onslaught was as the thunder of a violent storm. Thousands lay dead upon the fields; yet the evil ones were pushed back and defeated. But our land was forever destroyed, made fell by the spirits of the slain, both good and evil.

"And then I saw one of the Three Mothers coming toward me, between the mounds of the slain. No bright garlands adorned her fair head, nor green vines her body; she was burnt and scarred and moved slowly and soundlessly. Not a word she spake, but tears were in her eyes. She raised her arm and pointed at something behind me. I looked and saw only the blood-red sun setting far in the west. When I turned back to her, she smiled at me tearfully and parted, as smoke in the wind.

"And therein lies the hope and future of our people. Her message is clear to me. To avoid utter destruction, our path lies to the west...and soon, soon must we leave our homeland forever. Perhaps a new land of fertile fields and bright flowers awaits us there; of this I know not, but prepare, O Danan Lin, for the message of the Goddess is urgent!"

Suenes the Seer



Within two days, nearly all of the tribe again assembled, this time with all the possessions they could carry and their children and their livestock. Those who were too ill or too feeble, including Suenes herself, elected to remain behind so that they would not hinder the flight of their people.

Two tribal chieftains — mighty Lamhac and his younger brother, Lamhan — led the clans westward. Many died crossing the Anduin, for floodwaters roared at the time, and the tribe was unaccustomed to such a raging torrent. They constructed "bull-boats," as they had used for generations upon the quiet lakes of their homeland, but these things of wicker and cowhide proved ill-suited for the task.

The survivors of the crossing scattered for many miles, but they reunited at a great bend of the river near the eastern end of a massive mountain-range. Here, there was dissent among the people as to whether they should travel north or south of the mountains.

Lamhac and Lamhan each decided to lead half of the tribe in a different direction, with Lamhan leading those who chose the southern route. South of the high mountains, Lamhan and his followers found a vast, high plain of waving grass and acres of golden flowers, and they felt that the words of Suenes the Seer had been fulfilled.

As the followers of Lamhan moved westward across the new land, they encountered fierce resistance from the earlier Daen settlers, and a long period of inter-tribal warring began. At first, these conflicts primarily concerned cattle-raiding, since no livestock survived the river crossing. But as the tribe grew and prospered, they established villages and hill-forts, and the tribal wars grew larger. Slowly, the earlier inhabitants moved westward or integrated into Danan Lin society. Eventually, the territory of the people of Lamhan extended into what is now called Lamedon.

NOTE: The province called *Lamedon* (S. "Land of the Tongue;" lit. "Lofty Tongue") is northwest of *Lebennin*. To reach it from *Pelargir*, take the Royal Road through *Dor-en-Ernil* via *Linhir* and *Ethring*. As for the origin of the name "*Lamedon*," the *Sindarin* label is evidently based on the *Daenael* "*Lamhan-dun*" or "*Dun Lamhan*."

Lebennin's Mountain Dunmen

The lowland descendents of the Danan Lin long ago melded with the Dúnadan settlers, particularly in the open country along the coasts. Within civilized reaches, pure Dunmen are rare, although a few Dunnish families live in the hilly uplands. Their rather traditional farms and villages suggest their past, but few incorporate more than a sprinkling of characteristics associated with their Danan Lin ancestry.

A small but undetermined number of somewhat pure Dunnish clans occupy virtually inaccessible cliff-shelves and vales in the mountains above the headwaters of the *Erui*, *Tumladen*, and the *Celos*. These pure groups practice old ways. Superstitious and xenophobic, they hunt and herd in the harsh highlands. Clinging to a culture that shares more with the lifestyle of faraway Dunland than it does with the norms of the adjacent lowlands, the Dunmen guard their homes with bloody zeal. Few adventurers return from encounters with these dangerous outcasts, and it seems that only the years will kill the off-spring of the Daen.

Lebennin's Lowland Dunmen

The predominately Dunnish folk of Lebennin's remoter rural areas live in stone and thatch homes, usually located in hamlets. These houses have two to four rooms and a loft, but at least one room is reserved for livestock. Many families also keep an adjoining smithy. Although their ancient gold- and silver-working skills faded long ago, they remain fine smiths and they enjoy self-sufficiency.

This self-reliance is also reflected in their diet. They like dairy products, fish, meat, beer, and coarse flour. Barley and rye supplement a bill of fare that harkens back to their herding days.

The swarthy, stocky Dunmen retain two other notable ancient norms. First, they remain fond of bright garb — checked or striped pants and the like — clothes that seem startling on folk that quite often have reddish hair. Second, they cultivate a rich, verbal tradition that fosters exuberant debate, story-telling, and oral history. They still prefer to pass records by way of memory, and their repository of tales and songs seems unbounded. A number of these stories speak of their long struggle in the face of their Dúnadan masters.

6.4 THE DÚNEDAIN

From the seventh century of the Second Age onward, mariners from the great island-kingdom of Númenor (Westernesse) explored the coasts of Lebennin. They established harbors like Vinyalondë (Q. "New Haven;" later "Lond Daer") in the north and Umbar in the south, and they began the port of Pelargir in S.A. 2350.

The Men of Westernesse discovered a warlike people inhabiting the land. However, since the defenders lacked unity and enjoyed little cohesion to the attacks, the Númenóreans easily repulsed their assaults. Most Dunmen simply retired to new homes in the more rugged hills, hoping to avert contact with the Dúnedain.

Centuries passed before any concerted stand was made against the High Men. It was only when the Númenóreans began systematically besieging and destroying their village hill-forts, that the Dúnnish people of Lebennin gathered to organize a semblance of an "army." Even then, an intense rivalry among the Chieftains prevented any Dúnnish success. The well-equipped warriors of Númenor easily drove the Dunmen from the field. Most fled into the highlands of Lamedon, although a few went northward along the rivers of Lebennin.

Hoping to keep the native warriors out of the plains east of the Ered Tarthonion (Lebennin and eastern Dor-en-Ennil), the Númenórean commander Macildil left what he deemed a sufficient force guarding the high, narrow pass of Aug Lamedon. He then marched the main body of his troops back toward Pelargir.

Unfortunately, Macildil underestimated the intelligence of his adversaries, for a true leader arose among the Dúnnish Chieftains. This Warlord — a Chief called Tarlann (D. "Ale-belly") — adopted a successful battle-plan by luring the Númenórean force away from the safety of their defenses in pursuit of an "easy victory." The young and inexperienced commander at the pass doubtless thought of glory and promotion as he led his smaller force down toward what is now western Dor-en-Ennil. Chasing an elusive foe, his heavily-armored footsoldiers tired as they marched westward. Still, victory seemed assured as he pursued the apparently routed Dunmen. Then, a hail of arrows began showering down from fortifications on both sides of the pass, and a new Dúnnish army appeared at their rear. Tarlann's warriors utterly annihilated the Númenórean force.

Tarlann's victory marked the first and last time the Dunmen claimed a coup against the High Men of Númenor. Within months, the clans that composed Tarlann's forces left the lands of eastern Gondor and reestablished their homes beyond the rivers Ringló and Ciril. While sporadic raiding continued for a number of centuries, the Dunmen never again faced the Dúnedain in open battle.

NOTE: *Tarlann died in the battle that immortalized his legend, but his name attached itself to the pass now called Tarlang's Neck. This wide cleft, in what is now Lamedon, served as the location for the hill-fortress named Dun Lamhan (D. "Gauntlet Fort"). Dun Lamhan was Tarlann's home.*

During the long years of strife in Númenor, many of the Faithful of Númenor made Pelargir their home. These Dúnedain stayed loyal to the traditional precepts and values exemplified by their friendship with the Elves. They welcomed the Faithful that followed, Men who settled along the coast of the Bay of Belfalas, from Linhir to Harondor, and up the Anduin river to the island of Cair Andros.

Dúnedain Culture

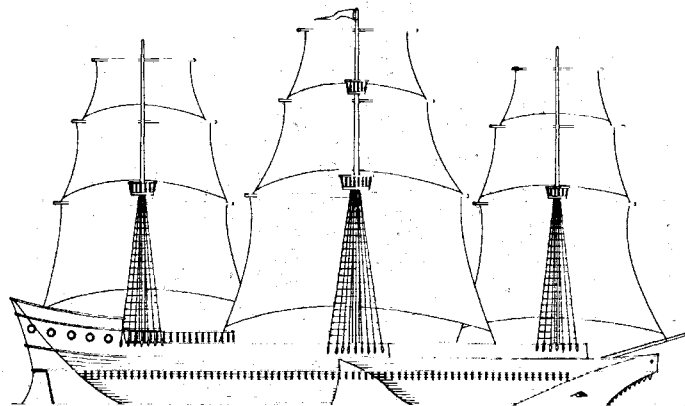
The Dúnedain did not settle in significant numbers, however, until after the Downfall of Númenor. Then, they came and drove many of the indigenous Dunmen out. Over the succeeding years, they remained a distinct group but, by the mid-Third Age, many Dúnedain

married other folk. The bloodlines of the majority of the Dúnedain descendants of the Faithful took on Dunman or Northman flavor. Some High Men even wed Easterlings or Sothrons, further diluting the Dúnedain character of Lebennin's people. This was especially true in rural areas. Now, while the greater part of the population has at least some Edain blood, those of "purer" lines are primarily urban folk.

Lebennin's Dúnedain are generally tall folk: men average about 6'2" in height, women about 5'7". Fair-skinned, fair-eyed, and dark-haired, they tend to be slender but strong. In this respect, they are noble race.

Dúnedain society revolves around practical affairs. There is no clergy, for the Dúnedain are neither superstitious or particularly religious. They direct their restrained personal prayers to Eru and they confine their limited worship rituals to elaborate funerals. Perhaps their only spiritual dilemma revolves around death, for the passing of life fascinates and mystifies the Dúnedain. In light of their rich lives, however, this trait is hardly surprising.

Indeed, the Dúnedain of Lebennin are well off. Coin-based trade and craftsmanship dominate urban life, while fishing and farming occupy rural people. Well-kept towns sit astride the paved, tree-lined highways that lead to Pelargir. Carefully tended farm roads wind through the flowery fields to whitewashed manor homes, great mansions surrounding colonnaded courtyards. Pelargir itself, symbol of the might of the Faithful, harbors towering monuments, great public buildings, and fine townhomes.



7.0 POLITICS AND POWER

Lebennin is a province of Gondor, and it best typifies the original scheme for administering the South Kingdom. As a province, of course, it is fully incorporated into Gondor. Thus, it is distinguished from regions like Harondor, Near Harad, or Dor Rhûnen — areas officially designated as "territories." Even as a province, though, it serves as a unique model of the scheme envisioned by the architects of the original kingdom.

Lebennin lies at the center of old Gondor. Since it was always well-settled and close to the capital, it lacked the communication and security problems that afflicted the outlying provinces like Calenardhon (later Rohan), Lamedon, and Anfalas. Because Lebennin is not a Royal Fief like Anórien or Ithilien, or a Princely Fief like Dor-en-Ennil, it still resists the trend toward feudal rule. Local leaders rarely carve out their own domains. The challenge to the Gondorian bureaucracy is one of efficiency, not survival.

CONCERNING POLITICS IN THE MID-THIRD AGE

Tarondor, the twenty-seventh King of Gondor, rules the South Kingdom between T.A. 1636 and 1798. The beginning of his long reign came with the death of his predecessor in the Great Plague. Telemnar, the twenty-sixth King, died due to the same illness that claimed his children. Tarondor stood next in line for the throne, since he was Telemnar's nephew.

Telumehtar is Tarondor's eldest son. Heir to the throne of Gondor, he enjoys the role of a leader. This role is both a privilege and an obligation. But rather than serve as Regent of an outlying territory or an aide to his father, Telumehtar chose to rule as Lord in Lebennin. When possible, a member of the royal family traditionally holds this position, which also involves the Squireship of Pelargir. A sea-lover and superb sailor, Telumehtar relishes his position as High-captain of the Royal Fleet.

7.1 GOVERNMENT

The seat of power in Lebennin, as with all of Gondor's fiefs, rests with the King in Minas Anor. In each province, the King is represented by his selected representatives, each of whom bears the title of "Lord." These provincial governors in turn delegate regional authority through district representatives called "Legates" or, in the case of urban districts, "Squires."

The Lord of Lebennin's seat of power is in the port-city of Pelargir. Currently, the Lord is a Royal Prince, the eldest son of the King. He is also Squire of the city and, more often than not, High-captain of the Royal Fleet.

The Four Districts

The district of **Pelargir** incorporates all the land within seven miles of the Tower of the Sea-lords. This rather special urban district is one of three in Gondor, the others being at Osgiliath and at Pelenor around Minas Anor (Minas Tirith). Pelargir is governed by the Lord, in conjunction with a board of selectmen from the city.

Lebennin's other three districts meet at Pelargir. Two, **Arnach** (Archaic proper name; Du. "Land of the Sun") in the northeast and **Celosien** (S. "Land of Flowing Snow") in the northwest, share a border marked by the River Sirith. The former district includes all territory between the Erui and the Sirith, from the mountains to the river Anduin. Captain Nimroch serves as the local Legate. Celosien encompasses the region to the west: those lands between the Sirith and the Gilrain. The White Mountains form Celosien's northern boundary; the southern border runs westward from Pelargir, first along the Spring Road (S. "Rathon Ethuil"), and then along Serni. The only district in Lebennin not under the rule of a Captain, Celosien is administered by a Royal Knight (S. "Arequain") named Belechael.

Lebennivet (S. "Lebennin's End") is the third and southernmost district in Lebennin. Originally the district of Linhir, its seat moved to Fanuilond after Linhir became part of Dor-en-Ennil. Lebennivet is governed by a Captain Dunsûl, who works with an advisory board of representatives from each town and village. Since the Great Plague and the coastal raids, however, the only representatives who come to the monthly meetings are those from Gaeros, Fanuilond, Minas Daldor, and Linhir itself. Minas Daldor's representative does not vote, but merely records the proceedings. Linhir's delegate speaks for the county adjacent to his city but east of the Gilrain.

The Provincial Government

The government of the province is based on Gondor's military bureaucracy. The King's word, as interpreted by the Lord and Legates, is law. Nonetheless, the people retain a great deal of local autonomy through a system of representation. In Pelargir, for instance, the local guilds and businesses have a certain amount of say in the government, just as manor-men, fisher-folk, and farmers dominate the rural boards of representatives.

The Prince's delegates perform two functions. Some administer the "towns" or quarters in the district of Pelargir; others serve as envoys, delivering the edicts or advisements to the three Legates. Envoys frequently bear replies to the Prince, and in some cases sit as advisory delegates on boards of representatives.

Legates administer their districts through the delegates of the various localities. Towns and counties compose the districts, and each elects its own delegate according to its peculiar custom (assuming no conflict with Royal Law). Most delegates are Knights or powerful Guild-masters. Whenever the Legate calls for a meeting, they gather as a board of representatives in order to entertain non-binding advisements or listen to binding edicts. These meetings occur once a season, as well as in times of need.

7.2 ALLIANCES AND CONFLICTS

The peoples who live along Gondor's eastern and southern borders frequently make war on the South Kingdom. The rich lands of Gondor invite attack from the often poor and disenchanted tribes of the neighboring regions. After the Kin-strife and the Great Plague, and the subsequent weakening of Gondorian arms, Gondor's enemies applied increasing pressure. Even the relinquishment of the outer territories and the shortening of its borders proved to be of no avail. Only factors like Gondor's internal communications, the disunity of its foes, money, and the superiority of Gondorian diplomacy and warcraft kept the situation under control.

Alliances

Increasingly isolated, Gondor counts few true allies. The Elves — even those in Edhellond — remain aloof from the affairs of Men. Elven military aid ended with the Last Alliance at the close of the Second Age, and the Firstborn intervene only when an enduring common enemy forces their involvement. Otherwise, the Men of Gondor must turn to their own kind for help in the time of crisis.

With the sundering of Arnor in T.A. 861 and the devastating wars that struck its successor states in T.A. 1409, the weak and sparsely-populated North Kingdom no longer provides support. This leaves the Northman tribes of Rhovanion as the only reliable friends in time of war. Occasional treaties with individual Sothron or Easterling groups alleviates pressure by neutralizing possible adversaries, but these methods are hardly predictable. Gondorian coin and coercion sometimes pit the South Kingdom's enemies against one another, to be sure; however, these tactics provide only fleeting peace.

Gondor's strong bond with the Northman, particularly the Éothraim (and their descendants, the Éothéod and the Rohirrim), is critical to the South Kingdom's long-term survival. Understandably valued, Northman manpower and military skill add stability to Gondor's long and volatile northeastern frontier. Northman mercenaries flesh out the ranks of field armies elsewhere. As the years march on, Rómendacil II and his heirs seem increasingly and brilliantly prescient.

Enemies and Conflicts

While the Northmen prove dependable, the Sothrons invariably exhibit caprice. The many tribes of Harad seem to realign their allegiances with the change in seasons, making Gondorian foreign policy nightmarish. Power and money rule the semi-arid South.

Fortunately, the disunity that fosters this unpredictability also prevents a long-standing union among the Haradan tribes. No consensus exists among the Haradrim, and Gondor continually exploits even the most minor of disagreements. Thus, the South Kingdom can turn its attentions to other, more pressing threats.

Corsairs and pirates constantly harass Gondorian merchantmen and, periodically, raid the coasts along the Bay of Belfalas. The Corsairs — be they Black Númenórean, Dúnadan, or Haradan — hail from Umbar, Pelargir's age-old rival. These predatory warlords employ a wide variety of naval raiders and heavily-armed privateers, exacting tribute and booty from ships and towns throughout the region. Their hidden and often duplicitous alliances and proxy-treaties defy definition, and some of the clearest of written pacts between Gondor and the oligarchs in Umbar merely result in an illusory peace.

The Corsairs utilize greater numbers of ships than Gondor can hope to economically deploy. Still, the South Kingdom maintains mastery on land and along its shores. Umbar's army is small and its numerous oligarchic factions keep the Corsair Kingdom from launching concerted attacks against the Gondorian strongholds. Unable to transport adequate numbers of cavalry or siege machines across the bay, the Corsairs rarely threaten Gondor's military security. Instead, they prefer to use the tools of terror, larceny, and selected destruction to combat the South Kingdom on an economic level.

Pirates add to Gondor's woes. Operating on their own, with little deference to the authorities of any state, pirate vessels pillage and plunder according to need. They should be distinguished from the privateer captains in the service of the Corsairs, since the pirates owe nothing to anyone, save respect for force of arms.

The principal pirate holds lie along the coasts of Harondor and Harad. Sea-caves and isolated coves house their holds and harbors. Most are hidden in the wild cliffs south of the river Harnen and above Umbar, but some have been discovered as far north as Tolfalas and Eithel Turin.

NOTE: For more information on Corsairs, Haradrim, privateers, and pirates, see the material on ships and sea-faring in Section 14.0.

7.3 WARCRAFT

Gondor's armies are organized according to need. Utility prevails over tradition. With the decline in manpower and reduction of foreign holdings, the old, highly structured formations found in Rómendacil's day are extremely rare. The increasingly decentralized economy makes it necessary to rely on flexible forces based around levies and localized professionals.

Gondor is defended by the Army, which includes the professional Royal Army and the attached Levies, and the Navy. Like the Army, the Navy has a professional core — the Royal Fleet.

The Army

While levies are composed of militia led by a few experienced soldiers (usually ex-sergeants or men-at-arms) and commanded by a knight, Gondor's Royal Army (S. "Dagarim Arat") is more formal. The King or Steward serves as the overall commander and oversees the host on a campaign. Beneath the King are the various Lords, including the Princes, each of whom is responsible for a division of the main army. The Lord of Anfalas, for instance, is in charge

THE ARMY OF GONDOR

ARMY (King or Steward)

|

WINGS (Princes)

|

DIVISIONS (Lords)

|

COMPANIES (Captains)

|

LESSER UNITS (Sergeants)

of the forces from his province. He may receive command of additional units, or his forces may be placed under the control of a Prince who is responsible for two or more provincial divisions. Troops from Anfalas normally gather under the Prince of Dol Amroth.

Since the current Lord of Lebennin is a Royal Prince, he frequently commands the forces from other provinces in addition to the division from Lebennin. Two or more divisions constitute a small army or, in the case of a larger assembly, a wing of the main army. Two or more companies compose each division. Drawn from cities or districts, the companies usually contain about 100 men. They are led by a Captain and 5 Sergeants.

THE WARRIORS OF LEBENNIN

ROYAL ARMY

Class/Title	Type	Number
Lord (Prince)	Royal Knight	1
Captains	Royal Knights	10-15
Sergeants	Elite Infantry	50-75
Men-at-arms	Professional Infantry	1000-1500

MILITIA

Class/Title	Type	Number
Lord (Prince)	Royal Knight	1
Captains	Knights	25-35
Sergeants	Experienced Infantry	125-175
Militiamen	Levy Infantry	2500-3500

Men-at-arms fill the ranks of the Royal Army, while militiamen make up the levy forces. The former wear chain shirts and greaves and carry shields. Relatively few use bows as primary weapons, since most are organized into heavy infantry units that rely on spears and swords.

The Navy

The Navy includes the Royal Fleet, which is headquartered at Pelargir, and a host of local squadrons. Dor-en-Ernil provides the vast majority of the latter, and the Prince of Dol Amroth maintains a strong fleet of his own at Dol Amroth and Linhir. (See *Havens of Gondor* for more on these vessels.) Aside from the main base at Pelargir, the Royal Fleet regularly uses the ports at Fanuilond, Falathir, Tolfalas, and (occasionally) Methir in Harondor. Detached squadrons harbor at other stations. All told, the Royal Fleet counts thirty-five to fifty ships. The entire navy includes another twenty-five to fifty local vessels, plus the twenty to twenty-five ships of the Prince's Fleet in Dor-en-Ernil.

In Lebennin, the navy takes precedence over the army. This is hardly surprising, considering the fact that the Lord and two of the other three Legates serve in the Royal Fleet. Naval officers and seamen receive a great deal of attention and wield a good deal of power in Pelargir and the port-towns.

NOTE: For more on the navy, see Section 14.0. Also note the ship deck plans sprinkled throughout this module.

Military Operations in Lebennin

Since Lebennin is surrounded by water along most of its boundaries, the navy functions outside the province, and the army performs the role of a garrison. Army units sometimes board ships in order to ferry across the Anduin or move quickly down the rivers, but for the most part, army operations are limited. Lebennin's warriors rarely see action on the long overland campaigns that characterized Gondor's military program during the years before the Kin-strife and Great Plague.

The navy, on the other hand, is very active. Lebennin's chief threats are seaborne, so the Royal Fleet keeps an active vigil — patrolling the coast and guarding the sea-lanes against raiders. This wardship, however, does not involve protecting private shipping, for the task of defending the seas and seacoasts requires the total concentration of Gondor's limited naval resources.

8.0 THE ECONOMY

Pelargir's once far-flung trade routes declined after the middle of the Third Age. Once, the proud mariners of Lebennin sailed south to Umbar, north to Lond Daer, Tharbad, and Mithlond, and westward to distant Númenor. Now, Umbar is an enemy state, Lond Daer is in ruins, and Tharbad rests ravaged by floods and plagues. The Elves of Mithlond provide increasingly few wares for trade, and fair Westernesse rests deep beneath the Sundering Sea.

Seaborne Trade

The northward trade still exists, but on a much smaller scale. Merchant ships of Pelargir trade luxury and manufactured items, such as cloth, mirrors, wine, jewelry, leather-goods, items of metal such as horse-shoes and weapons, etc. They return with raw materials, notably metallic ore, hides and furs, and food items like grains, fruits, fish and salt.

The greater portion of Pelargir's import of salt and timber comes from Linhir in neighboring Dor-en-Ennil. In turn, Linhir and Dol Amroth serve as the city's primary consumers of manufactured goods. The two great cities that face the Anduin to the north, Minas Anor (Minas Tirith) and Osgiliath, remain Pelargir's principal trade partners, but they produce most of their own crafts and finished items.

A number of other smaller towns generate a noticeable volume of trade for the city. These include Fanuilond and Edhellond, and a few smaller villages and towns further west: Sirbarion and Abeyrn in Anfalas, Bleba in the Enedwaith, and Blaros, a coastal village of the Eryn Vorn at the mouth of the Baranduin. To the south, the towns of Methir (Harlond) and Eithel Turin on the coast of Harondor provide fine markets, as do the Sook Oda and Kas Shadoul in Harad. Umbar, once Pelargir's sister port, still produces an incredible, albeit sporadic volume of commerce, but only at the cost of braving raiders. Goods from Umbar and points within Harad typically arrive on smugglers' vessels, and they command suitably high prices.

Piracy

At the present time, shipping along the coastal routes, while ostensibly cheaper than overland, is at great risk due to an ever-increasing rate of piracy, principally by Corsairs from Umbar and nearby ports in Harad. Since the warships of the Royal Fleet concentrate on protecting Pelargir and the coastal towns of southern Gondor, merchants who wish to trade far afield often rely upon mercenaries who offer the protection of their armed craft as escorts. These mercenaries are not always trustworthy, and many a merchant will solicit a crew for a small, antiquated warship to escort one or more of his ships on a voyage.

The pay scale varies for such a crew. Generally, the highest reward goes to the multi-skilled seaman, a mate able to work as sailor, warrior and oarsman. Artillerists and navigators run a close second. Fighters, deckhands, and rowers are next in rate of pay, the last being paid the least.

Overland Trade

Overland trade through Lebennin, while never as dangerous as a trip through privateer-infested waters, is by no means always safe. In hard times, brigands hunt even along the Gondor Road between Pelargir and Linhir. Taking cargo and killing or capturing travelers, these robbers appear and disappear like sudden summer rains. Most take their captives and booty southward into the protected confines of the Ethir Anduin or the Balimur Swamps. As on the sea, merchants sometimes advertise for armed escorts for their wagons, their stated offers invariably aimed toward attracting mounted warriors.

COINAGE AND THE MINT

Gondor's economy is coin-based. Barter is rare outside fringe areas or small hamlets. Nowhere is this more true than in Lebennin. Trade in the Land of Five Waters involves currency.

As befitting one of Gondor's greatest cities, Pelargir is home to one of the Kingdom's four main mints. (The others are, in order of importance, at Minas Anor, Dol Amroth, and Linhir.) The current mint is located on the corner of Mint Row and the King's Quay. It produces eight coins for distribution throughout the province. They are valued in relation to the mina, or "tower," a bronze coin, and a copper ela, or "stat." All copper-pieces are valued in elas. All bronze and silver-pieces, and the single gold-piece, are valued in minas. There is one other coin common in the province, though it is no longer minted: the thick, brittle quarter-ounce tin-piece, the lota, or "flower." This coin is valued at a twentieth of an ela.

NOTE: The following is a simple breakdown of the exchange rate for coins minted at Pelargir:

20 quarter-ounce Tin Pieces = 1 Copper Piece (cp)
 5 half-ounce Copper Pieces = 1 Bronze Piece (bp)
 10 quarter-ounce Bronze Pieces = 1 Silver Piece (sp)
 20 quarter-ounce Silver Pieces = 1 half-ounce Gold Piece (gp)

The lesser mint at Calembel, in the neighboring province of Lamedon, closed during the first year of the reign of King Tarondor. Its coins are sometimes found in Lebennin, but the most common "foreign" currency undoubtedly comes from Dor-en-Ennil or Minas Anor (Minas Tirith).

9.0 PELARGIR

Pelargir is home to nearly fifty thousand people. No deepwater port in western Endor, save Umbar, is larger. Osgiliath is the only Gondorian city ever to count more citizens. A fitting home to the Royal Fleet, Pelargir admirably reflects its ancient heritage.

9.1 OVERVIEW OF THE CITY

The bustling city is still busy rebuilding from the calamities of the mid-Third Age. Concerns in the capital of Minas Anor (Minas Tirith) center on the ugly possibility of enemy incursions from the East and South, so the Prince continues to strengthen the garrison and physical defenses. Engineers now labor to increase the height of the walls and the depth of the harbor. New parapets and turrets adorn the ramparts, and new warships rest in the Garth.

In response to this new security, the city has swelled with new civilians. Plague and sporadic Corsair raids along the neighboring coasts combine to drive many families from their former homes. Seeking the protection of the city, they arrive daily — by ox-cart, on horseback, and on foot — adding to the confusion in the haphazard “towns” across the Moat. Some live in wagons or tents, others in hastily-built wooden shacks. This rapid population growth initially resulted in the rationing of food and other goods, and even now the outer quarters provide a booming haven for entrepreneurial black marketeers.

With the Royal Fleet and a large military garrison residing in the city, the Crown injects a considerable amount of money into the district. Pelargir's new shipyards testify to the recent royal expenditures. Well-paid craftsmen and recently-employed laborers fuel local

growth, and businesses are beginning to prosper again after years of decline. Specialists, for some time absent, come to Pelargir in increasing numbers, many as immigrants from the former capital of Osgiliath.

The Prince believes that the best way to defend the kingdom from its southern enemies is to maintain a strong land-force in the city, and to build a strong naval fleet with which to control the Ethir Anduin and the Bay of Belfalas. The heavy influx of refugees provides him with the necessary labor force for the construction of additional shipyards at Pelargir and the building of another great, encircling defensive wall. Such projects now enable many civilians to earn good wages with which to purchase goods (even luxuries) from the city's tradesmen. The city's Selectmen hope this rise in general prosperity can ultimately eliminate the prolific illegal smuggling and black marketeering that grip Lebennin's economic center. They also long for the eventual restoration of the morale of the local citizenry.

9.2 THE CITY PLAN

In keeping with its origin as the City of the Faithful, Pelargir is built on a triangular Elven plan. The design suits a location at the confluence of two rivers. Originally, the city covered a spit of rocky land north of the river Sirith and west of the Anduin, but subsequent generations cut a canal-moat along the wall on the landward side. This channel left the ancient central city on an artificial island, surrounded by three navigable waterways.

The Garth and the Sea-lords' Tower

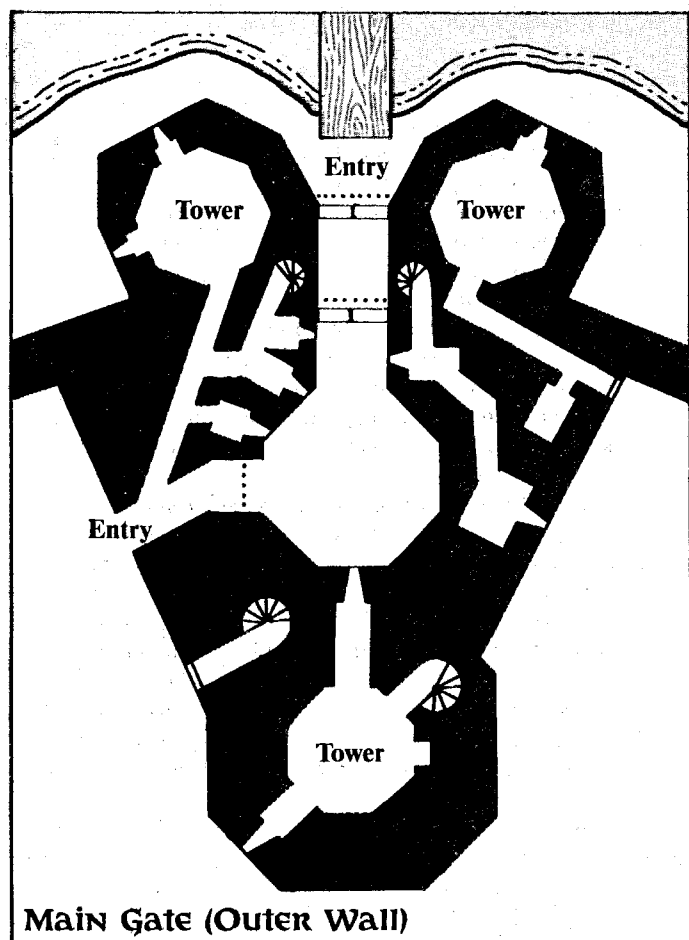
The present Garth, or “enclosure,” dates to the reign of Eärnil (T.A. 936-1015). It serves as the protected inner harbor and houses the quays and covered slips used by the Royal Fleet. Dúndan engineers cut this triangular anchorage out of a natural riverside cove that faced the Anduin, expanding the earlier stone moles and transforming them into symmetrical town quarters. The older cove entrance became a canal. Soon thereafter, the townbuilders carved two other water channels, one connecting the Garth to the Sirith and the other joining the harbor to the Moat.

Eärnil's craftsmen also built a six-sided artificial island in the center of the watery enclosure. This limestone islet sat atop piers and sheltered special ship sheds, protected slips for the elite Guard Squadron of the Royal Fleet. A huge, 210' spire crowned the fortified structure. Built in anticipation of Eärnil's conquest of Umbar, the structure recalled Ar-Pharazôn's monument in the City of the Corsairs. It was named the Sea-lords' Tower, in deference to the King's fondness for his able and loyal captains.

The Inner Quarters of the Old City

With the completion of the Garth, the Old City essentially took on its present plan. Later additions only accentuate or expand the original design. To this day, the triangular Old City remains the same size.

The Old City contains seven quarters, including six densely-populated “towns” and the Garth. This portion of Pelargir accommodates the administrative center of Lebennin, the headquarters of the Royal Fleet, the traditional guild and trade district, and the homes of the Dúndan elite. The following chart summarizes the organization of the ancient city.



Quarter	Character or Principal Function
Lord's Town	Administrative center of city and province
Faithful Quarter	Home of elder Dúndan nobles
Ancient Market	Guild center and home of rich merchants
Garth	Inner harbor and headquarters of Royal Fleet
Glade Quarter	Park area and home for the resident Elves
Old Port	Inner market, shops, and warehouse center
Eärnil's Town	Entertainment center and residential area

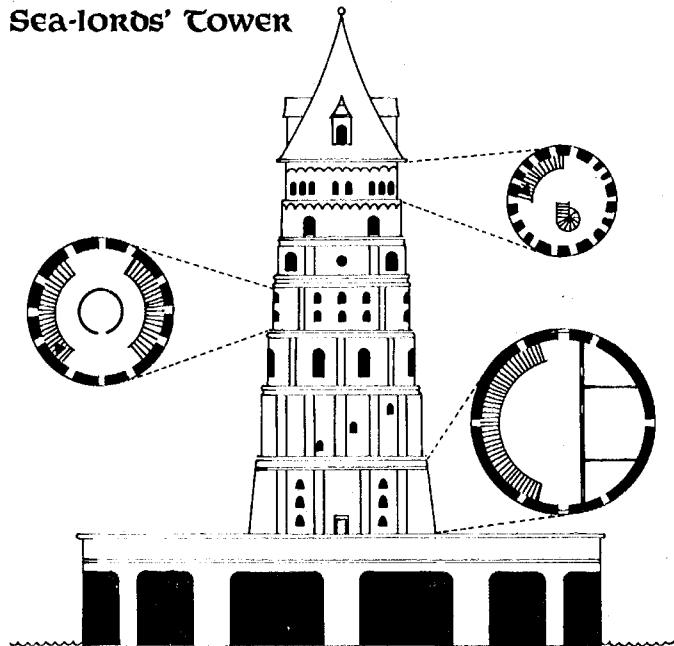
Aside from the Garth, which includes the Sea-lords' Isle and the Tower, two of these quarters deserve special mention. The Faithful Quarter roughly corresponds to the city's site at the time of the arrival of Isildur and Anárion, and is the oldest section of Pelargir. It adjoins the Glade Quarter, the home for the largest colony of Elves residing in any city of the Secondborn in western Endor.

The Outer Quarters

The outer quarters lie across the waters that surround the Old City. All are designated as "towns," and all are situated within Pelargir's outer walls. Most grew up as suburbs, becoming absorbed as Pelargir grew. Kings or Lords built others as part of the city's planned expansion, or in order to provide lodging for Gondor's warriors and seamen. Many are fine ports in their own right.

Locals refer to the outer areas according to their relationship with the neighboring watercourse. For instance, the "Sirith Towns" are located on the far (south) side of the river Sirith, and the "Moat Towns" face the northern side of the Moat. These town groupings are subdivided into Middle and Outer sections, areas which correspond to Pelargir's Middle and Outer Cities. The Middle City spreads between the quays along the Elven Wall and the Circular Wall, while the Outer City lies beyond the Circular Wall and inside the Outer Wall.

Sea-lords' Tower



The Walls

Three walls circle Pelargir. The so-called Elven Wall runs around the Old City and enjoys the protection of the waters that encircle it. Outside this barrier — across the Moat and the river Sirith — is the Circular Wall. Now, it is usually referred to as Tarannon's Wall. Started by King Tarannon in the late Ninth Century, this rampart was completed by Eärnil in T.A. 923. The Outer Wall is the work of Telumehtar, so it is frequently given his name.

NOTE: *The Outer Wall dates to the period of Telumehtar's long Lordship in Lebennin (T.A. 1640-1798).*

Each of the newer, outer walls is set upon an earthen ridge and sits above a dry moat. These gullies serve as both a defensive barrier and as a means of diverting floodwaters from the swollen Moat and rivers. While elevated and laced with drainage tunnels, Pelargir is still subject to periodic flooding.

9.3 THE KEY TO THE CITY MAP

A four page color city map of Pelargir is located at the center of this module. The following material refers to points located on the map.

9.31 MAIN SITES

1. Minas Anduin. Toll-castle. The tower rises 140' over the surrounding water. Its lower battlements peak out over the stoney islet at the 35' level and sport six ballistae. The Warden of the River and his three household knights have second apartments here.

2. Spouting Whale Inn. Built by a dock in the Glade Quarter or western Pelargir, the Spouting Whale Inn is the favorite gathering place and lodging of visiting sea captains. Camrahil is the proprietor of the rectangular, three-story structure, which surrounds a beautiful courtyard. He resides in the rear of the first floor, along with his wife, two daughters, and three sons.

3. Elven Wall. Pelargir's huge inner curtain wall is 40' high and 20' thick. It has elaborate crenelated and machicolated battlements and forms a triangular shape that defines the symmetrical bounds of the Inner Quarters of the city. Twin D-shaped towers guard the six lesser gates and huge round towers punctuate the corners and serve as the three Wall Barracks (East, North, and South).

4. Inner Gates. The Inner Quarters can be reached through the canals, six lesser gates, or these three gate complexes. Three 70' tall octagonal towers protect these entries.

5. Guard Barracks. The Pelargir Guard Company is stationed here: a Captain, 5 Sergeants, and 100 Yeomen Men-at-arms. The latter are trained to be bowmen as well as melee combatants. During peacetime, the Guard Company serves as the Lord's police.

6. Hall of the Faithful. These curving halls are sacrosanct. Crown property, no one can bear a weapon inside its doors. Here, the board of selectmen meet as the Town Council under the watchful eye of the Squire of Pelargir. A secret passage connects the basement of the chambers to both the Sea-lord's Tower (#7) and the Lord's House. Its door is extremely hard (-30) to find, and is a secret known only to the Warden of the City and the Lord.

7. Sea-lords' Tower The 210' tall Barad Híraer sits in the middle of the Garth, atop a hexagonally-shaped stone islet. Its function is to alert inland and upriver settlements of an invasion by flashing a beacon fire and sounding a bell. A watch is continually maintained on the open, colonnaded upper level, where wood for a beacon is stacked. In case fog or rain interferes with the beacon, each tower also keeps several trained birds which can bear messages to other towns and beacons.

The tower provides two other functions. It is a refuge or keep, and is used as the Lord's headquarters during attacks on the city. The tower's entrance is on the second floor, reached by an exterior stairway. Its first floor is used for storage and the lower guard rooms, while the second is utilized for assemblies, including those in the Chamber of Captains. The third level houses barracks, a kitchen, and a dining area. The fourth encloses a library and the Chamber of Records, and the fifth is reserved for private quarters of the Lord and the Commander and Captains of the Guard Squadron. The tower is quite comfortable, and is well heated by fireplaces and stocked with several months' worth of good quality provisions. The tower garrison includes a full company (the Tower Company) of soldiers, but most live outside the structure and serve guard duty around the harbor and city walls.

The tower's Chamber of Captains is the gathering hall for sea captains. Each sits in a closed booth that faces the dais that forms the focus of the round room. The booth walls have speaking slits. Debate and voting is held without anyone seeing his peers. The Council acts like a regulatory guild.

The Guard Squadron's fine progs and galleys are housed in colonnaded slips beneath the tower. Access to these slips is provided through the second basement. The first basement covers the upper level of the stone islet. This is the Royal Fleet's headquarters.

8. Lord's House. Built like a huge rural manor, the Lord's House is constructed of granite and faced with multi-hued marbles. It surrounds a courtyard noted for its miniature trees and fantastic fountains. Private apartments for the Lord, his lady, and four their children are located on the balconied second floor.

9. Guildhall of Metalworkers. The Armorers Guild and the Smiths Guild both meet here, sometimes separately and often together.

10. Guildhall of Sailmakers. The sailmakers oversee a valuable industry.

11. The Blind Kraken. Built of varnished lebethron wood and topped with a blue slate roof, this tavern is also an inn and a brewery. The present owner is Malcamdir.

12. Guildhall of the Shipwrights. The Shipwrights Guildhall (S. "Rondocorotho Círdain") is the largest of Pelargir's many artisans' halls.

13. Fishermans' Market. Largest of the city's marketplaces, this trading center is always open, offering some of the best seafood in Gondor.

14. Merchants' Hall. Also called the Chamber of Guilds, this large complex accommodates most of Pelargir's general merchants' congresses and serves as the town's commercial court (a forum for arbitration used as an alternative to the Crown Court).

15. Sirith Bridge.

16. Moat Bridge.

17. The Lord's Jail. The Lord's Jail is Pelargir's prison.

18. Squire's Hall. This three-story building is the administrative center of the city. Here, the Squire's scribes work, and here the Crown Court meets to judge the accused.

19. Pelargir Mint.

9.32 PRINCIPAL WATERCOURSES BENEATH THE CITY

Dozens of sewers and covered channels cut through Pelargir's stone foundations. Designed to divert floodwaters and refuse, they keep the city clean and dry, and remarkably free of pests. A few enable the masters of the city to store goods, or to move about swiftly and unnoticed.

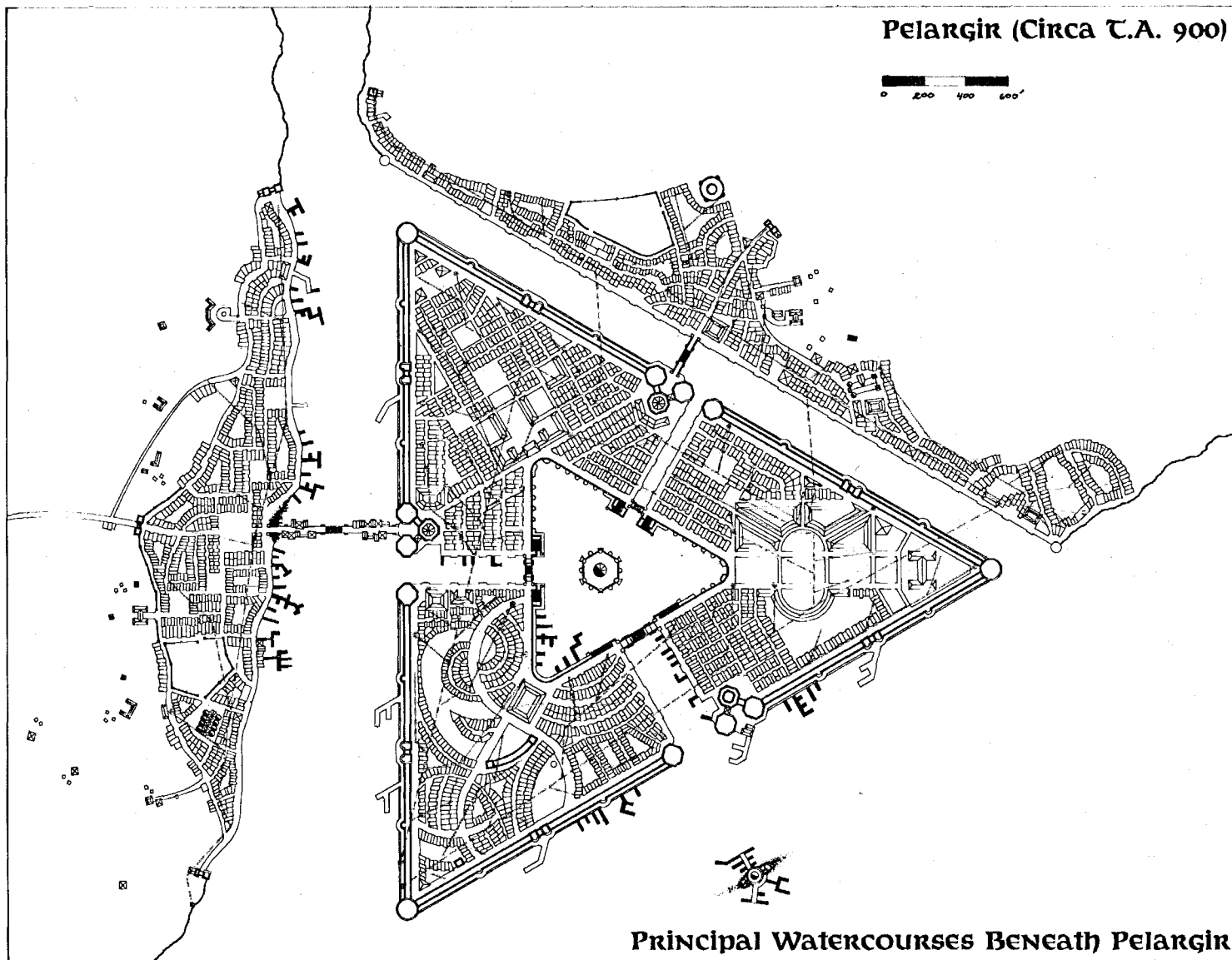
The following diagram shows the principal tunnels beneath the city.

10.0 LESSER TOWNS

Aside from Anórien, Lebennin is Gondor's most densely populated region. Towns, villages, and hamlets dot the countryside, even in the hilly northern section. At dusk, lights seem to appear everywhere, and the rare nocturnal travelers take comfort in seeing signs of civilization from virtually any vantage point.

Most communities sit beside one of Lebennin's many major waterways. Generally, the larger the stream or the closer to the mouth, the more frequent the settlements. Aside from the wetlands, the bay coast and the lower Anduin, Serni, and Gilrain valleys accommodate the thickest inhabitation.

The lesser towns along the fringes of Lebennin offer the best opportunity for adventure. Unlike the relatively safe settlements of the province's interior, these places endure visits from Dunmen or smugglers, or periodic incursions from neighboring enemies. The following six towns best illustrate life in these locales.



10.1 FANUILOND

Located near the northern side of the juncture of the Ethir Anduin and the Bay of Belfalas, the walled town of Fanuillond is the strategic and political center of the district of Lebennivet. Its status and relative wealth invite attack, and the town lost much of its population in the face of the recent series of raids by the Corsairs of Umbar. The most recent attack was particularly destructive, with the former military garrison slain to a man, the town sacked and burned, and the civilians scattered, killed or captured.

Now, two years later, the town is rebuilding through the efforts of civilians returning from the countryside and members of the new military garrison. Many ships of Fanuillond's famed fishing fleet — saved because they put to sea (as usual) the morning of the raid — are back in business. The village seamen are engaged in rebuilding the port.

Layout of Fanuillond

1. Camegal's Salt Works. The well-known salt works of Fanuillond, undamaged by the Corsairs, is now back in full operation, providing salt for the preservation of fish for shipping as far away as Minas Anor. Each day, most of the town's catch is salted, dried or smoked for export.

2. Bragoluva the Cooper. Fanuillond's sole remaining master cooper continues the tradition of training local young men in the craft of barrelmaking. They barely keep up with the demand.

3. Tap of the Grog. Fanuillond is home to a pair of establishments that offer travelers warm meals and sleeping accommodations. The older of the two is called the Tap of the Grog. It predates the present town, and it is renowned for its spacious communal dining room. The present owner Londil is a superb chef and serves hearty stews and spicy seafood. The tavern's famous grog is a hot, flavored beer that attracts travelers from all over Lebennivet. Cheap but rowdy, the Tap of the Grog is favored by seamen returning from weeks on the water and bent on drinking and carousing.

4. Crow's Nest Inn. The Crow's Nest Inn sits atop the owner's sack-making shops. This hospice provides small, individual rooms and is considerably cleaner than the Tap of the Grog. The hearty innkeeper Fornact and his good wife Tulan discourage brawling and maintain a remarkably quiet establishment.

5. Avact's Store. The town's General Store is operated by Avact and his wife Yomra. It offers a wide variety of goods, from fresh vegetables to fishing-poles.

6. Urranta the Boatwright. This newly rebuilt shop is south of town. The master boatwright, Urranta, also represents the common folk of Fanuillond at the District Board of Representatives. He is a widower, but he is aided by his only son, Ugac.

Urranta the Boatwright



7. House of Yascairë. Old Yascairë owns Fanuillond's largest fleet of fishing-boats but, due to his age and failing health, the business is really run by his grand-daughter Yon. Two of Yon's many suitors are Ugac the boatwright and Tarv, the burly and often rowdy son of Scrogal, a local farmer who is more often found drinking at the Grog or Crow's Nest than working his ill-tended fields.

8. House of Captain Dunsûl. Ever since the death of his wife and the departure of his two daughters, Dunsûl spends little time at his manor (to the north). He prefers to reside in this three story townhome, which also houses his private office.

9. Gate-keep. Fanuillond's massive stone gate complex doubles as a refuge and barracks for the single members of the garrison.

10. Faltar's home. This two-story home is actually built into the town wall. It serves as the home for Faltar, his wife Finlas, and their five young children.

The Garrison

The Commander of the Fanuillond Garrison, Captain Dunsûl of Pelargir, is also the District Legate. A most competent career officer, he is ably assisted in his military duties by his lieutenant, Faltar, a native of Fanuillond. Faltar manages the garrison on a daily basis, while Dunsûl administers the town and the surrounding district.

Fanuillond houses a company of infantry, a squadron of cavalry, and a few artillerymen expert in the construction, deployment, and operation of the town's several catapults and ballistas. Three small coastal patrol vessels augment this force. They are usually stationed at Fanuillond, but one or two occasionally anchor in the small harbor-fort at Gaeros.



10.2 GAEROS

Gaeros is located fifteen miles west of Fanuilond, about five miles north of the point called Lebinnevet (after which the district is named). It faces the Gilrain estuary, which is sometimes called the Bay of Linhir. This small fishing village, with its nearby harbor fort, has long been a popular stopping place for travelers along the Coast Road (S. "Rathon Falath"). Unfortunately, this trade is less frequent during these troubled times.

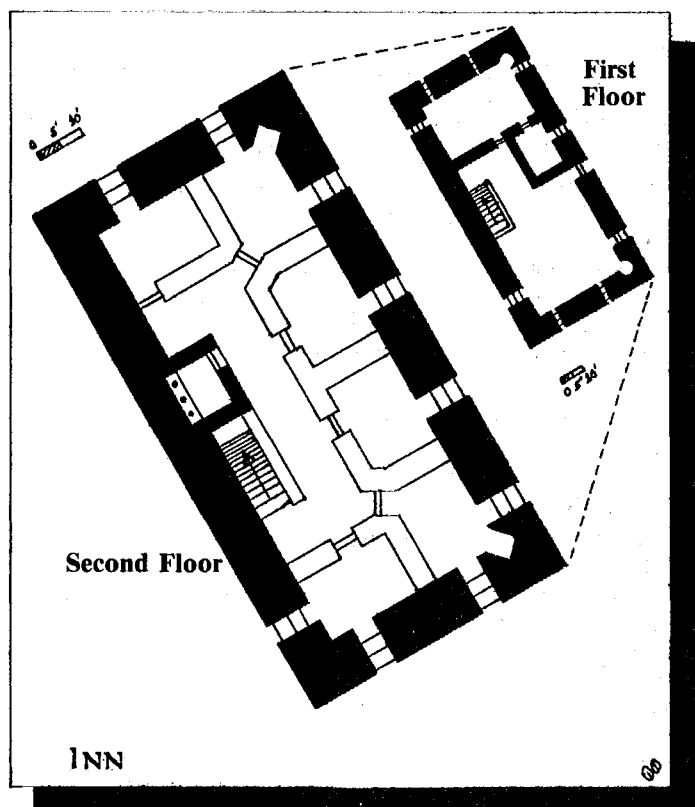
Raiders destroyed much of the town during their last sortie. The Port Tavern, a modest country inn, has been rebuilt, and the harbor fort is maintained by a small force from Fanuilond. A twenty mile long footpath leads from the town's main square and only intersection to the little-known cliff-caves called the Eyes of Oclanoc.

Gaeros' harbor fort is relatively simple in construction, with twenty foot tall walls and a single tower. Triangular in design, it measures roughly 90'x90'x100'. The squat, thirty foot tall tower is 40' in diameter.

10.3 LORILAD

Like Gaeros, Lorilad is a destroyed fishing village. Unlike the neighboring settlement, though, Lorilad was completely razed. Several years ago, Corsairs torched the entire town, taking a number of prisoners for the Haradan slave trade. Lorilad was never repopulated and all that remains of the village are a few charred foundations and docks. The only shelter available in the village is down in the cellar of the ruined house furthest from the bay.

Fifteen miles south of Lorilad is the ancient fortress of Minas Daldor, a stalwart tower-hold perched on a hill overlooking the eastern approach to the Gilrain estuary. Gaeros is only ten miles from Lorilad, along the same road, but all the survivors of Lorilad bypassed the ruined village during their flight to the safety of the citadel. After a brief stay, most moved to Fanuilond or Pelargir. (For more on Minas Daldor, see Section 11.2.)



10.4 GAERSÛL

Gaersûl is a small, recently abandoned fishing village on the lower Anduin river. Burned in a Corsair raid less than a year ago, all its surviving inhabitants sought the protection of Minas Ethir.

Only one of Gaersûl's buildings stands intact. The sturdy, stone Dock Inn withstood the fires. With its quaint first-floor tavern and six small (10' x 6') rooms upstairs, it is a modest meeting place, but it serves as the only center of civilization for those journeying through the area. Sometime after the original owners left town, a family of Marsh Folk took over the operation.

Fat Urchoid and his equally corpulent mate, Uthanna, and their several offspring once hid from the townspeople of Gaersûl, and now they reside in relative comfort. They perpetrated three murders, and the Lord of Lebennivet wants them for questioning regarding more than a score of disappearances. Their prior abode, a cave in the marshes southwest of town, served as a base for their crimes. From there, they waylaid unwary travelers for five years.

Urchoid and Uthanna appear to be model innkeepers, always jolly and full of fun in the presence of the occasional guest. They offer an unlimited supply of alcoholic beverages at very low prices. When an unfortunate patron passes out at the table, or falls asleep in his room, he can expect a midnight visit from Urchoid and his two larger sons. Then, the proprietors happily dispatch their victim, bagging the body and carrying it below to their basement boathouse. Some of the unfortunate lodgers find their way into the slave markets of the South; others feed the Swamp Dragons in the nearby swamps.

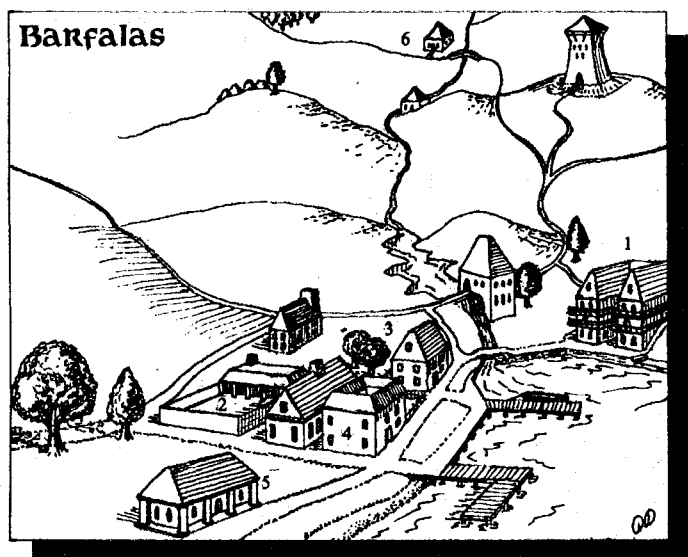
10.5 BARFALAS

Barfalas lies fifteen miles southwest of Gaersûl. Easternmost of the fishing villages near the Bay of Belfalas, it actually overlooks the upper Ethir Anduin. Its position beside the tower of *Barad Vedui* (S. "Last Tower") enables it to claim the honor of being the only fishing village in southern Lebennivet to escape the predations of the Corsairs.

Barfalas is unique in other ways as well, for it is a resort of sorts. The old village is filled with whitewashed buildings and rises over a two-mile-long sandy beach. In the warmer months, folk from the inland come to town to relax in the pleasant waters.

Layout of Barfalas

1. **The Maegril.** Rotund Aysteac and his wife Im maintain this U-shaped, three-story inn. Their beautiful daughter Ayteas cooks the house specialty, the silvery sea-fish for which the inn is named. Spotless and spacious, the Maegril is known for its fifteen private rooms. Each chamber has a balcony which overlooks the water.
2. **Umadoir's Stable and Smithy.** The blacksmith and his comely yet muscular daughter Larras operate this fine stable. They also serve as the village cartwrights.
3. **Amaid's Store.** This general store is operated by the widow Amaid and her son, Teirion.
4. **House of Portan.** Shakhôr and Portan are Barfalas' most prominent fishermen. Both own several boats. Portan is also the representative from Barfalas in the district Board of Representatives at Fanuilond.
5. **House of Shakhôr.** Shakhôr comes from old Númenórean stock and, unbenowst to the locals, was once a brilliant privateer in the service of Gondor. He seems content to hide behind his status as a well-suited boat owner and fish-dealer. The old Sea-lord is unaware that a man he once wounded lives nearby (see #6).
6. **Allurac's Cottage.** Allurac the fisherman is an infrequent visitor to the village, although he is considered a resident. His house lies just east of town. Allurac is actually Earcano the Corsair, a vicious sea-warrior who maintains a coastal raider in a hidden shed in the nearby Balimur Swamps. Since the local fishermen are commonly gone from home for several days at a time, his periods of absence go unnoticed. Shakhôr crippled (leg wound) Allurac early in the Corsair's career, but Allurac does not recognize his older nemesis. (See Section 11.1.)



10.6 LINHIR (IN DOR-EN-ERNIL)

The walled port of Linhir is situated just below the confluence of the rivers Gilrain and Serni. Only twelve miles from the bay, it is a strategic crossing. Here, the Gondor Road passes over the Gilrain, joining Lebennin to Dor-en-Ern timer. The town itself lies in the latter province, although its holdings spill into the Land of Five Waters.

Linhir is the administrative center of eastern Dor-en-Ern timer, and the cultural center of western Lebennin. Its Lord, who is appointed by the King, swears fealty to the Prince of Dol Amroth. He oversees land in the provinces on either side of the river, however, so Linhir sends a selectman to the Board of Representatives for the neighboring district of Lebennivet. Thus, the Lord of Lebennin indirectly influences a vassal of the Prince of Dor-en-Ern timer.

Over four thousand people reside in Linhir. Many work in the town's seven mills, or along the quays of its fine, riverine port. Others labor in the small Linhir Mint or sell their wares in the two well-endowed markets.

NOTE: For more on Linhir, see *ICE's Havens of Gondor* module, which focuses on the province of Dor-en-Ern timer.

10.7 THE MARSH VILLAGE OF TALAIN

Talain is situated in the northwestern part of the Ethir Anduin. Built on six small islands formed from alternating layers of mud and reed mats, it is a crude-seeming village. Each islet is surrounded by a fence of sharpened stakes and is connected to the others by bridges made out of tied flat bottom boats. The walls and elevated walkways deter Swamp Dragons.

Fishing boats moor in nooks, where their pilots tie them to exposed tree roots or stakes driven into the swampy bed. Livestock pens stand safely inside the compounds, right beside the Common House. Each cross-shaped Common House provides the villagers a place to gather, drink tea, and socialize. Like the other huts, it is constructed of reeds. A back room accommodates the hamlet's rare visitors.

Marshman structures, although built of light material, are ideal for their needs. The arched reed construction of their homes enables them to construct or tear down a communal house in a matter of hours, while their movable wall panels let them alter their shelters according to the wind, temperature, and rainfall. Even the seemingly rude reed mat foundations serve a purpose, for as they settle, new layers can be added. Thus, the village stays afloat.

The Marshmen of the Ethir

The Marshmen are a Dunnish folk of some distinction. Having remained apart from their highland relatives, their culture remains unique. They stand about 5'2" to 5'8" and have dark hair, tanned skin, and grey or brown eyes. Few are literate, but most speak Westron in order to survive visits from the Crown's representatives. Their large, extended families all have at least one appointed Loremaster, who keeps records and passes on the villagers' rich oral tradition.

Marshmen live off the sea, but they supplement their diet with tea, garden vegetables, and pork. Superb seamen, they use light oared boats or sailing vessels like the Balimur Runners. Gondorian captains prize the Marshmen's seafaring skills, employing many as navigators, watches, or helmsmen.

Although cordial around the Dúnedain, Marshmen prefer to be left alone. They shun suspicious guests and pay no taxes, excepting excess fish. Gondorian authorities respect their needs, if for no other reason than because it is hard to find their villages. After all, the Marshmen move their homes every few years.



The Headman

Albaraich is Talain's Headman. His old and respected clan lives closest to the river, and he receives most outsiders before they can bother his fellow villagers. Sult and Suvac, his oldest sons, both know how to read, and Albaraich calls quite a few Dúnedain friends. In fact, his wife Beus lived in Pelargir for two years, and she visits her uncle there on occasion. He is the barman at the Spouting Whale.

11.0 CITADELS OF LEBENNIN

Lebennin is home to twenty-one noteworthy strongholds. They include five major castles, two major tower citadels, and fourteen lesser holds: watch-towers, fortified beacons, and smaller citadels. Naturally, the largest concentration of these fortifications is in the vulnerable southern district.

THE STRONGHOLDS OF LEBENNIN

An * indicates a major tower citadel or castle.

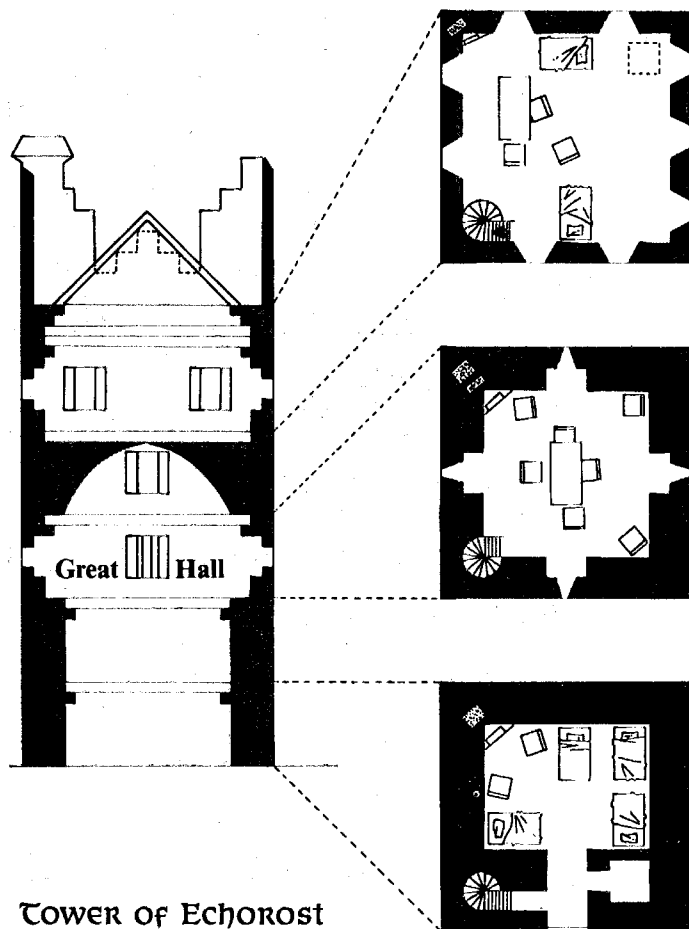
#	Name	Type	Location	Allegiance
1	Bar Lebinnevet	Beacon	Tol Lebinnevet	Lord of Lebennin
2	Barad Gaeros	Watch-tower	Gaeros	Lebennivet Legate
3	Minas Daldor*	Watch-tower	Lebinnevet	Lebennivet Legate
4	Bar Ethir	Beacon	Ethir Anduin	Lord of Lebennin
5	Barad Vedui	Beacon	Ethir Anduin	Lebennivet Legate
6	Bar Lymen	Beacon	Gilrain Estuary	Knight Huadil
7	Balibogach	Wood Fort	Balimur Swamps	Bandit Group
8	Barad Hiraer*	Tower	Pelargir	Crown
9	Barad Ithilnen	Beacon	Pelargir	Pelargir Legate
10	Minas Anduin*	Toll-castle	Pelargir	Lord of Lebennin
11	Tir Serni	Tower	Serni Valley	Knight Coravar
12	Minas Brethil*	Castle	Serni Valley	Celosien Legate
13	Minas Arthor*	Castle	Erui Valley	Arnach Legate
14	Iaurost	Tower	Tumladen Valley	Knight Arahil
15	Minas Imduin*	Castle	Northern Hills	Celosien Legate
16	Chaichail Crosda	Hill-fort	Tumladen Valley	Knight Laidil
17	Echorost	Tower	Sirith Valley	Knight Cambril
18	Minas Arnach*	Castle	Northern Hills	Arnach Legate
19	Bar Novond	Tower	Celos Valley	Knight Sammathir
20	Caichail Reulan	Hill-fort	Gilrain Valley	Dunnish Chieftain
21	Caragost	Watch-tower	Ered Nimrais	Knight Erlinion

Of course, there are scores of other holds in Lebennin, particularly Dunnish refuges. Most are fortified manors or Dunnish ruins. Countless abandoned coast-holds, hill-forts, and cliff-dwellings adorn the landscape, reflecting Lebennin's long settlement and subsequent role as an outlet to an often dangerous sea.

11.1 BALIBOGACH

Balibogach is a wooden fortress built deep in the Balimur Swamps. An outlaw hold, the fort is hidden in the ever-changing wetland maze of islands, islets, and watercourses. Balimur's myriad shallows, quicksand bogs and narrows provide a challenge even to those intimately acquainted with the swamps' secrets. Over the years, attempts to drain the marshes failed, each venture resulting in considerable loss of life.

A fair number of warriors from Pelargir and Barad Vedui recently disappeared in the area while scouting for the reputed headquarters of a major group of smugglers. The Lord of Lebennin is concerned about these losses, but the nature of Balimur makes it hard to ascertain exactly how the soldiers perished. While the outlaws may indeed be a large and dangerous force, the marshes are just as likely to be responsible for the deaths. Any attacker seeking Balibogach must first contend with the fens.



The Approach Through the Balimur Swamps

In addition to perils of getting lost or sinking into quicksand, adventurers in the Balimur region risk attack from the swamps' native beasts. The swamps harbor a number of poisonous snakes and large, aggressive Swamp Dragons. In addition, travelers must face the often debilitating leeches (Gelen) and swarms of bloodthirsty insects such as midges, mites, flies and especially mosquitos. Locals call them, respectively, Greiman, Hatlings, Culaegan, and Morgreimings.

NOTE: GMs should roll when PCs encounter these pests. An encounter occurs whenever there is a result on the encounter chart plus once every dawn or dusk (minimum 1x per day). On a D100 roll of 01-05, each PC should make a RR (adding their Co bonus) versus a 1st level attack. Failure results in the onset Marsh Fever, a disease which leaves the victim at -0 to -100 each day (roll once per day, after a sleep) for 1-100 months.

At the very least, the annoying swarms of insects tend to break one's concentration, making navigation even more difficult and errors in judgement more frequent. This presents quite a problem in a place where a single misstep or poor selection of a rowing route can result in a quick demise. (For more on the Balimur Swamps, see Sections 3.52 and 5.0.)

SPECIAL ENCOUNTERS IN THE BALIMUR SWAMPS

For those who enter the swamps without a proper guide, the Gamemaster may elect to use the following random encounter table:

Roll	Water Encounter	Land Encounter
01-05	Run aground on sand. Many leeches, and mosquitos.	Attacked by swarms of insects, including mosquitos.
06-10	Clear passage.	Clear passage.
11-15	Passage too narrow for boat.	Land ends in swamp.
16-20	Run aground over quicksand.	Land ends at quicksand bog.
21-25	Water suddenly deepens to 40 ft.	Impenetrable thicket bars way.
26-30	Encounter 1-20 smugglers.	Encounter 1-20 smugglers.
31-35	Run aground on 30 ft. Swamp Dragon.	Through high grass, encounter 30 ft. Swamp Dragon.
36-40	Passage too narrow for boat.	Land ends in swamp.
41-45	Realize you are back where you were before.	Realize you are back where you were before
46-50	Clear passage.	Clear passage.
51-55	Run aground over quicksand.	Land ends at quicksand bog.
56-60	Poisonous snake drops into boat from trees above.	Poisonous snake drops in center of group from trees above.
61-65	Clear passage.	Clear passage.
66-70	Run aground on sharp shells.	Sharp-thorned brambles in way.
71-75	Clear passage.	Clear passage.
76-80	Boat attacked by 30 ft. Swamp Dragon.	Attacked by 30 ft. Swamp Dragon.
81-85	Clear passage.	Clear passage.
86-90	Run aground on sand. Many poisonous snakes swimming around boat.	Coming through high grass. Encounter area of many poisonous snakes.
91-95	Realize you are back where you were before.	Realize you are back where you were before.
96-100	Watercourse dead-ends at land.	Land ends at swamp.

NOTE: When players return to an area previously visited, there is a 50% chance they will be able to retrace their steps and return to their starting-point.

The Smugglers of Balibogach

Although several outlaws live in huts at the edge of the Balimur Swamps, the main headquarters of the smugglers is within the palisade-fort of Balibogach. It is from here that their boats sail up the Anduin to Pelargir, and downstream to trade with Corsairs from Umbar. The fortress also provides the brigands with a base from which to attack wayfarers on the road from Pelargir to Linhir.

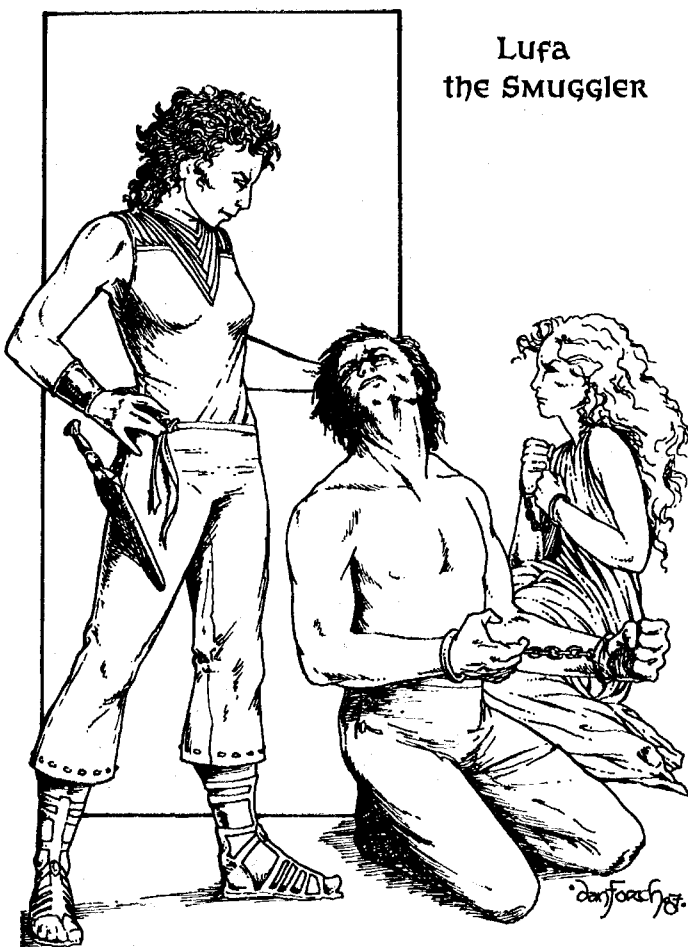
Prisoners and other valuables always return to Balibogach. Captives with exalted social rank are offered for ransom; others are sold to the Corsair slavers. Tightly blindfolded while heading to or from the outlaw hold, these victims spend their visits in barred cells within a stone building. They are well-fed, but the outlaws put potential slave laborers to work (chained, of course) within or near the compound. Qualified domestic slaves typically clean cooking-pots, serve tables, or act as pleasant diversions for the bandits.

Gaerwen, "Queen of Balimur"

Gaerwen is the self-styled "Queen of Balimur" and unchallenged leader of the smugglers of Balibogach. A noble descendent of the rebels of the Kin-strife, she enjoys a relatively pure Dúnadan lineage. Her fair features and long, dark hair suggest her ancestry and entice most men who encounter her.

Gaerwen is ruthless with her enemies, but loyal to her friends. She does not accept the legitimacy of the King, and considers his government and forces her mortal enemies. The mere mention of the Crown irks her, occasionally transforming her assumed tranquility into an abusive rage.

Unmarried, Gaerwen remembers her lost love in private pain. Her betrothed, a sea-ranger named Valadil, died in a duel with Captain Dunsûl near the tower of Barad Ethir, and she has never sought another mate. Instead, she relies on an infrequent evening of entertainment with one of her henchmen or prisoners.



Lufa
the SMUGGLER

Gaerwen's Outlaws

Gaerwen has four chief lieutenants. The oldest and most dangerous is undoubtedly Anduinil, an exceedingly cruel Dúnadan scout and sea-captain. He leads most of the seaborne forays and, like Gaerwen, has relatives in Umbar. Wafar, a man whose face was mutilated by fire, oversees the fort's guard. Amplac keeps the band's accounts and negotiates deals with unsavory merchants around the Lebennin area. Alfraits the Mage vies with Amplac for control of the purse. His fondness for stylish clothing and gentle manners masks his strength as a rugged and cunning adversary.

Four crude and treacherous women run the town of Balibogach. Yora the Squirrel operates the kitchens, while Laca the Duck manages the gardens and pastures. As young twins, they were taken by Corsairs at Linhir and traded for male galley-slaves. Since that time, they have ruthlessly risen to freedom. So too have Lufa and Bofa, the two thieves who lead the nocturnal raids on the neighboring roads or into the nearby settlements.

Town Life

Sentries stand guard around the area both day and night. They are posted in pairs in frequently-moved positions set about an area measuring a radius of about two miles. Trained to imitate the cry of swamp-birds, they can relay messages or sound general alarms without detection.

Gaerwen's smugglers number more than 200, but there are seldom more than a hundred in Balibogach. Several members of Gaerwen's band have established themselves in Pelargir or Fanuilond, operating their own related schemes. Others live as "honest" citizens in smaller towns. One of Balibogach's most frequent visitors, for instance, is the Corsair, Earcano, known locally as "Allurac" (see Section 10.5 for more on Allurac).

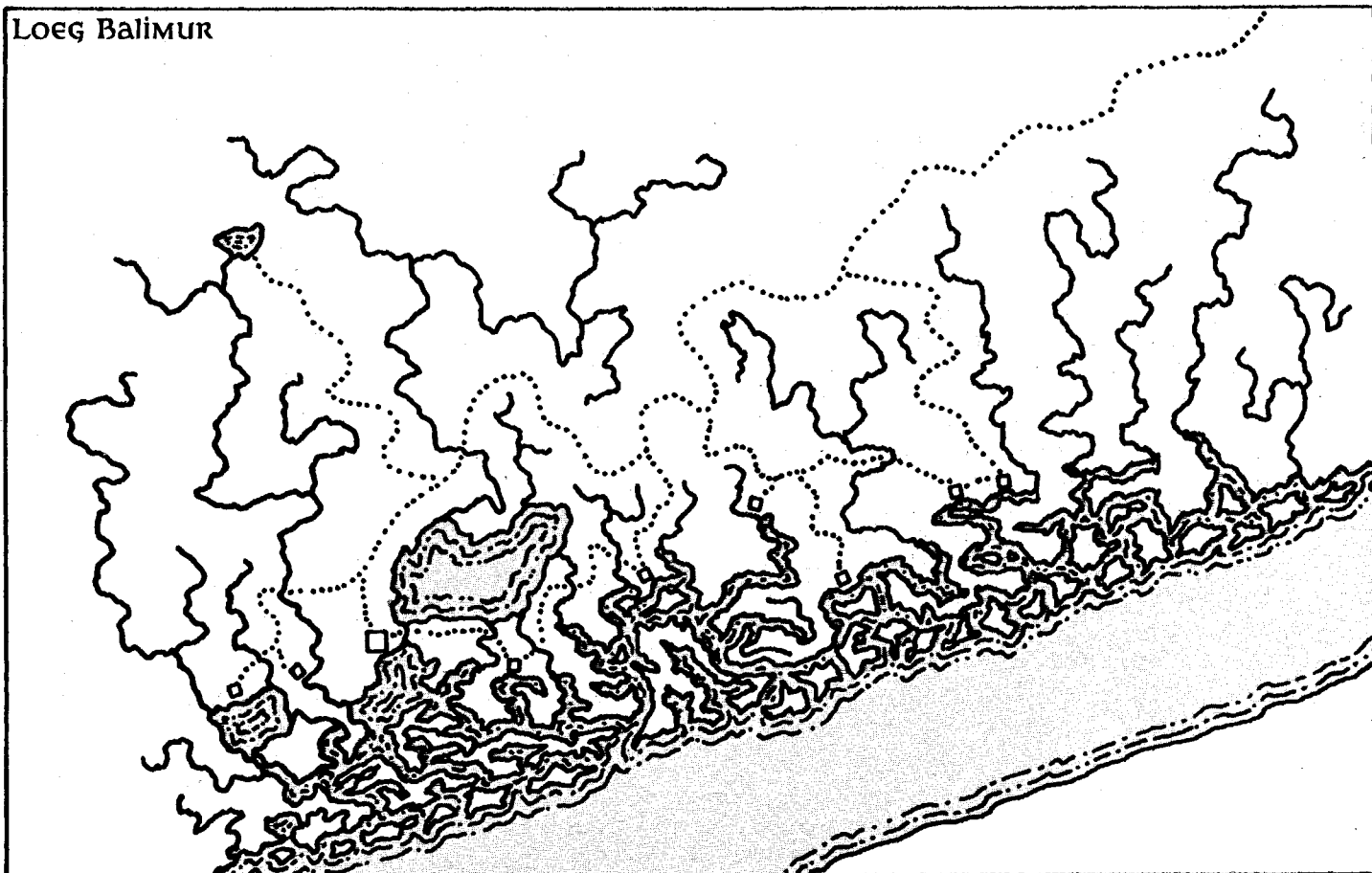
The Layout of the Fortress

Baligobach rises from a low island in the middle of the swamp. Rectangular in design, the fortress consists of a twenty foot tall palisade, with four, low, twenty-four foot towers reinforcing the corners. The front and rear gates are constructed out of fire-resistant wood, like the rest of the fort, but they are protected by overhanging turrets. Baligobach's small, thirty foot tall keep is constructed of stone.

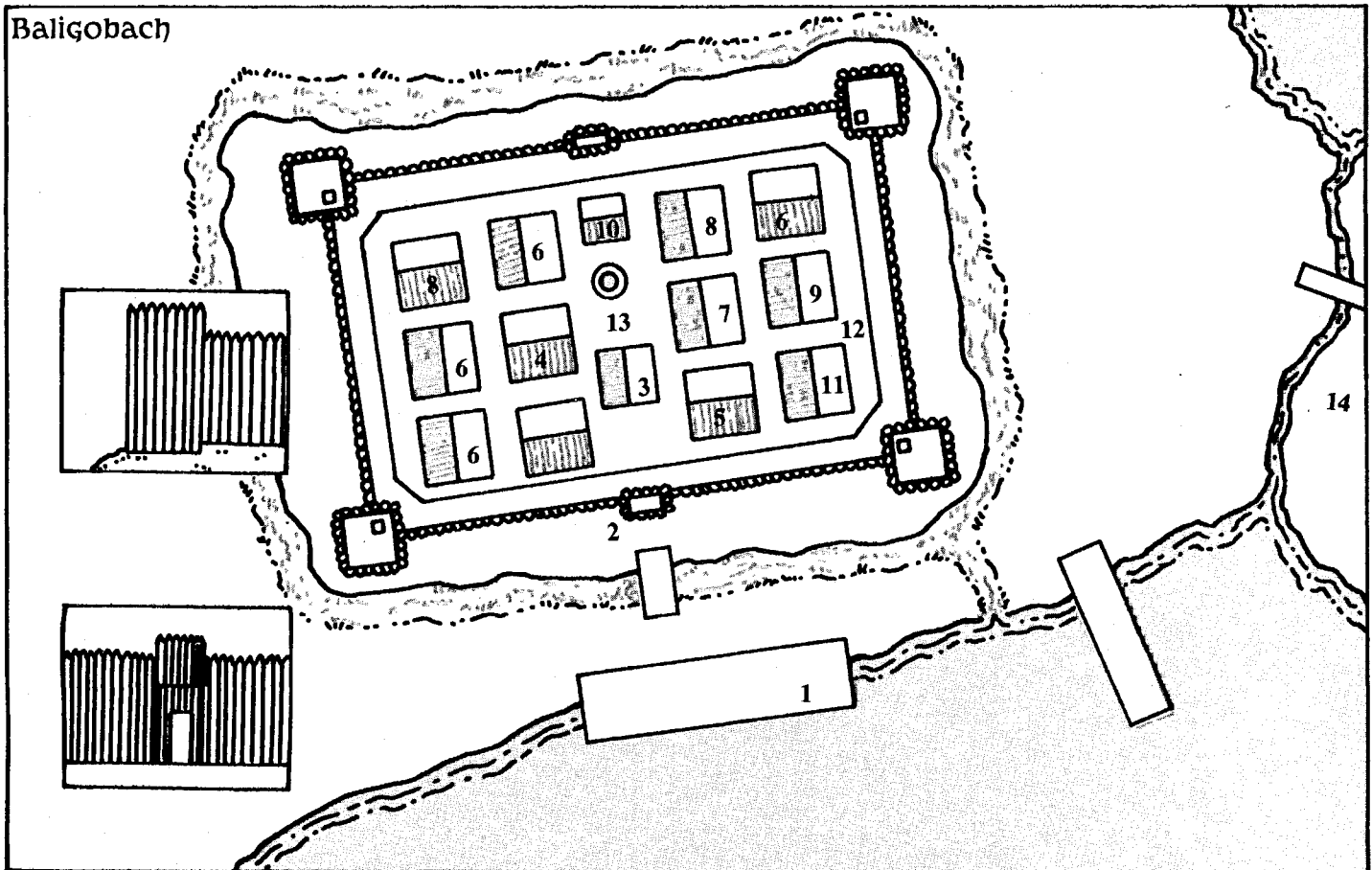
The fort actually encloses a small village, a settlement capable of supporting as many as two hundred and fifty folk. Nearby pastures and gardens enable the residents to support themselves. Given the fortress' assets, it is not surprising that the Lord of Lebennin has had trouble crushing the bandit band led by Gaerwen.

1. **Creeking Cove.** Eight wooden docks surround the cove. The smugglers own four medium-sized ships and a dozen smaller boats, all equipped with lateen sails. A collection of twenty rowboats lies scattered around the muddy shoreline. At least a third of the outlaws' vessels dock at Balibogach at any given time.
2. **Front Gate.** Balibogach's main entry faces the cove that serves as the smugglers' anchorage.
3. **Kitchen.** The kitchen faces the front gate. Aside from the keep, it is the only stone building in the fort. A chimney dominates the roof line.
4. **Dining-hall.** The outlaws dine here in shifts, normally just after they finish a rest.
5. **Smithy.** The blacksmith/armorer's shop holds all of the fort's precious tools.
6. **Stores.** These are general storage buildings, some of which contain stolen goods. Others are empty.
7. **Food stores.** Salted foods are kept in barrels here. Smoked meats hang from the rafters, while sacks of meal sit in stone jars or big, covered pots.
8. **Men's barracks.** The bachelors reside in these spartan lodgings.
9. **Women's barracks.** One building houses the fort's single women.
10. **Keep.** Tall and narrow, the square, stone keep serves as a refuge and watch-tower. It also accommodates the prisoners.
11. **Stable.** The stable holds about twenty small horses.
12. **Privies.** The sites of latrine stalls for the residents of Balibogach are rotated around the fort.
13. **Well.** One fresh-water well supplies the settlement with potable water. There are three more wells north of the fort, near the gardens and pasture-land.
14. **Gardens and pastures.** Two plots of dry land support the outlaws' needs, permitting them to hold up in their lair for long stretches of time.

Loeg Balimur



Baliqobach



11.2 MINAS DALDOR

Minas Daldor commands the eastern entry into the Gilrain estuary. Set high atop a steep hill, it is protected by a cliff on the seaward side. Its thick walls and imposing setting make it one of Lebennin's strongest holds.

The Master of Minas Daldor swears allegiance to the Crown and the Lord of Lebennin, but his county is administered by the Legate of Lebennivet (Captain Dunsûl). Taxes first go to Fanuilond. Between four and ten times a year, the county's representative (see Fuindil below) also travels to Fanuilond, where he sits as a non-voting member on the board of representatives.

Meldin the Mad

The Royal Knight (Aroquen) Meldin holds title to the citadel and the surrounding manor. As Master of Minas Daldor, he is also the overseer of County Daldor and a strong voice in the affairs of southwestern Lebennin. A singular descendant of the Faithful Númenórean nobility, Meldin is of noble blood and bearing. He is brilliant and witty, and his varied talents impress the most powerful of his peers.

Unknown to those outside his small circle, Meldin is also quite insane. His delusions, although recent, run deep. Though he maintains a suitable facade, he believes himself to be an immortal demi-god called *The Dark Fire of Númenor*, and he longs to expand his grip on the minds of the province's citizenry.

Of course, Meldin is no god, even if he is a formidable bard. He perceives himself to be an unaging champion of Men, but he is well past his physical and mental prime. Overweight and (strangely) balding, his visage is less than supernatural. Yet, Meldin is wealthy — fabulously wealthy — if rumours hold true. It is this fortune that draws followers to his side, followers who serve his mortal needs and feed his growing madness.

The Garrison

Chief among these servants is Fuindil, Meldin's chamberlain and "High Priest." A loyal esquire, Fuindil humors every foolish whim of his master. Indeed, it is Fuindil who is the true master of Minas Daldor, exercising lordly power in the area while pretending to "worship" Meldin as The Dark Fire of Númenor. Fuindil's position as a Knight and Captain of the Tower Guard enables him to insulate his master from those who might discover his ruse. This is critical to Meldin's survival, since the Lord of Lebennin would undoubtedly crush the mad Dúnadan Master's charade if he had any idea of Meldin's madness.

In addition to Meldin and Fuindil, the castle is occupied by fifty-two resident servants. These folk maintain the estate and protect the tower. Most obey Meldin, but the twelve guards answer only to Fuindil. Meldin believes himself to be most beneficent and generous with his servants — giving Fuindil large wages and bonuses for his "faithful worshippers" — but the wily captain pockets most of the gold and silver. Much of the rest goes to his troops, insuring their faith in the "High Priest of the Fire."

NOTE: *It is worth remembering that, while Fuindil the Captain of the Guard and a few others humor Meldin in his madness, there are many residents in the castle and the nearby countryside (including Gaeros and Lorilad area) who secretly and honestly believe that the Lord of Minas Daldor is indeed a demi-god called The Dark Fire of Númenor. The demented Meldin often goes about in a state of invisibility, and his deep voice and authoritative demeanor command belief in many who come in contact with him. Recently, the stronghold withstood a brief but serious siege by Corsairs from Umbar, and the success of this defense was largely due to the devotion of Meldin's followers. Of course, the citadel's strength and Fuindil's cool head contributed much to the victory.*



Meldin's Strength

Meldin possesses two assets, however, that make him indispensable to Fuindil. To begin with, only the Master of Minas Daldor maintains access to the treasure-vaults, which he is able to accomplish with the aid of a ring of invisibility. An heirloom from lost Númenor, this ancient ring was forged long ago by one of the Noldo smiths. The Elf gave it to one of Meldin's Faithful ancestors just before the Downfall.

Secondly, only Meldin holds the personal right to administer County Daldor. Fuindil may be Minas Daldor's representative on the Legate's board, but Meldin remains the Crown's appointed Master. Thus, the warrior must stand behind the legitimacy of the crazed bard.

Layout of Minas Daldor's Upper Levels

Northwest Tower. The level above chamber #6 is divided in half. The western portion contains a grain-mill. The eastern portion houses a cistern of fresh water which extends down through the level below. There is also a small laundry here, with two vats of steaming water.

Northeast Tower. The level above room #2 contains an armory and quarters for the Captain of the Guard and his lieutenants.

Southeast Tower. The level above chamber #11 contains the apartments of Fuindil and his family.

Southwest Tower. The second level of this three story keep contains a small chapel dedicated to The Dark Fire of Númenor, as well as the lavish apartments of the "demigod" himself (Meldin). These chambers are directly above the Great Hall (#9). Level three of Tower 9 is a jumbled storage area, containing items of furniture, trunks of old clothing (for men, women and children of many sizes), a fair number of ornate weapons and armorial pieces, and literally hundreds of chests, boxes and barrels of a wide variety of sizes. These are heirlooms of Meldin's family, going back many generations. The only items of interest to Meldin, though, are his childhood toys. Not infrequently, he may be found in this room commanding an army of cast-iron cavalry and tin troopers in epic battles of the imagination.

The Layout of Minas Daldor's Main Level

(1) **Entry gate.** Normal access to Minas Daldor is provided by a large staircase. It ascends to a heavily fortified gate in the Northeast Tower.

(2) **Northeast Tower (Gate Tower).** The first level of the Northeast Tower houses the company of guards and their equipment. Privies (toilets) are located in the first and second levels of the tower. Each seats two, with partitions between and cesspits below (in the wall).

(3) **Stables.** The well-appointed stables are surrounded by a number of smaller buildings.

(4-5) **Smith's halls.** The workshop and living quarters of the smith are tucked into the northern wall. The nearby stairway goes to the second level.

(6) **Perishable stores.** The first level of this tower contains barrels, chests, and jars for the general storage of grain, potable water, oil, etc.

(7-8) **Carpenter's halls.** This complex contains the woodworking shop and the quarters of the carpenter and his family.

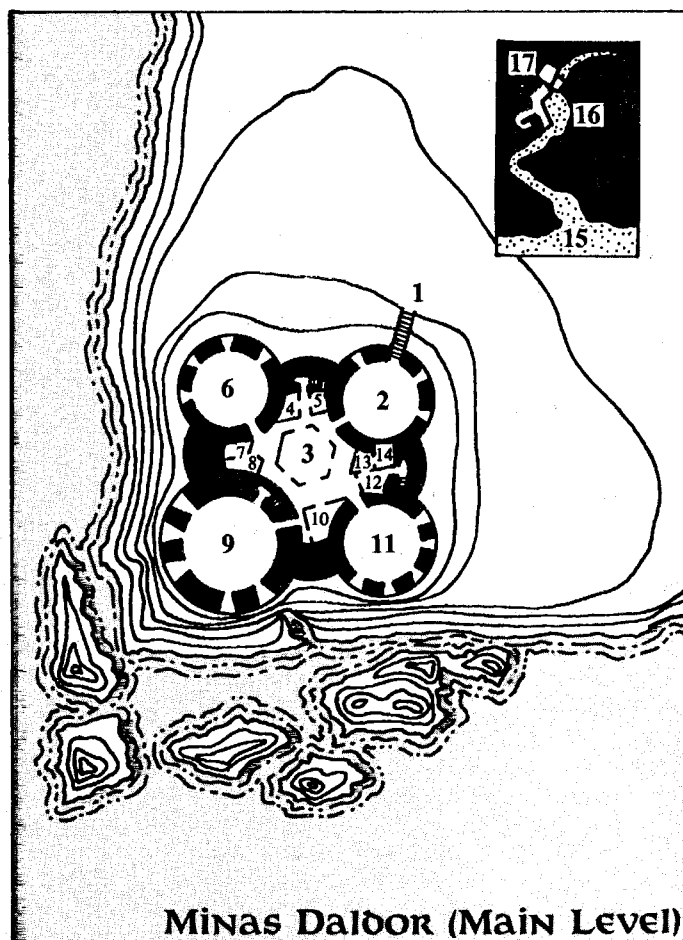
(9) **Southwest Tower (Keep Tower).** The Southwest Tower dominates the citadel. Its first floor contains the **Great Hall**. This splendid chamber has tapestry-covered walls and glass windows, protecting the occupants from the harsh sea winds. It is used for dining, special gatherings, and religious services for The Dark Fire of Númenor. The stairway in tower #9 goes up to levels two and three and the tower battlements. It also provides access to the first basement below. Privies (toilets) are located in the second level of the tower. Each seats three (with partitions between) and empties into a cesspit set below in the wall.

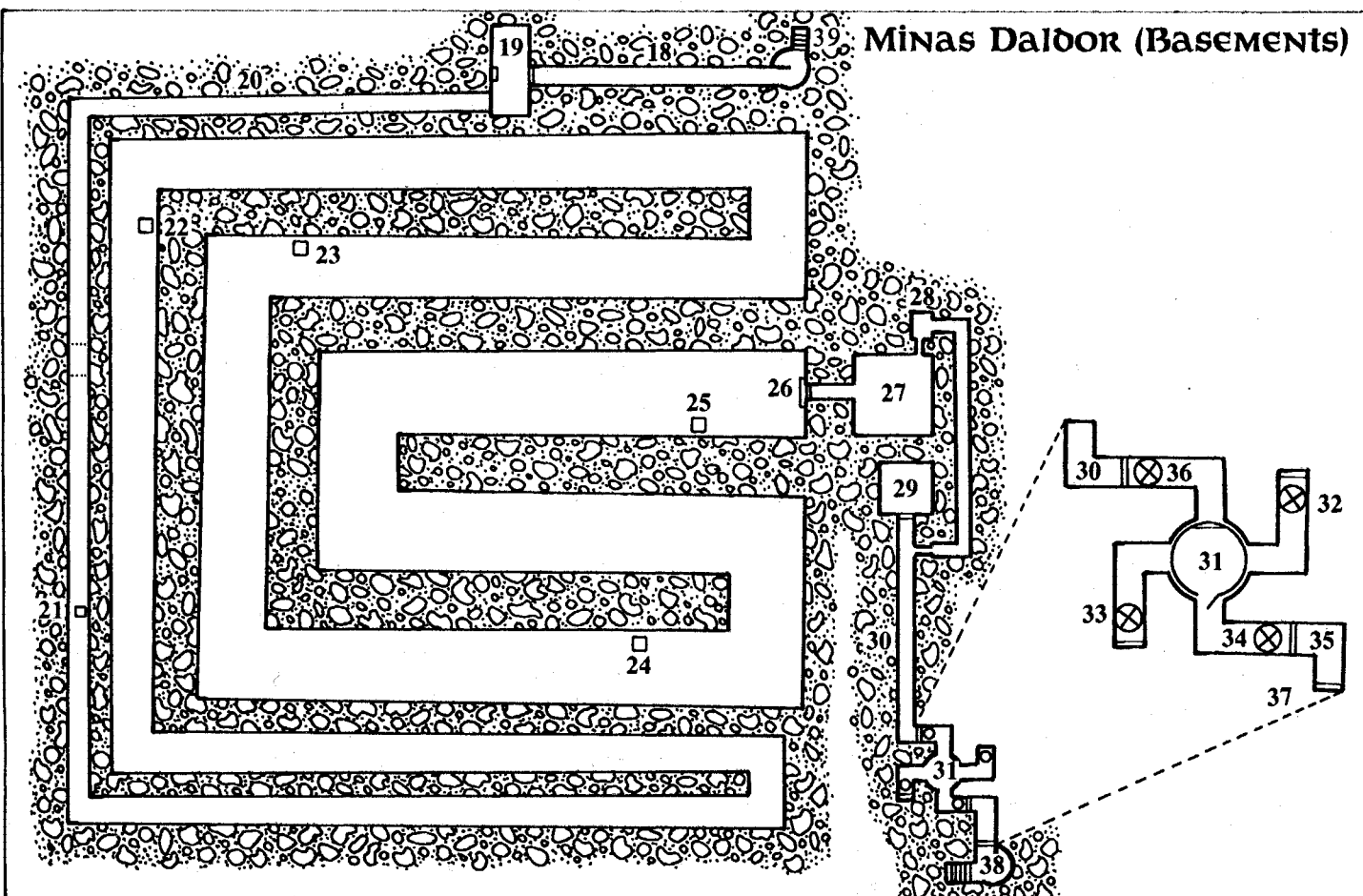
(10) **Kitchen/bakery.**

(11) **Pantry complex.** Additional storage, and servant's quarters.

(12) **Cook's quarters.** The stairway near room #12 ascends to the second level and descends to the first basement.

(13-14) **Meat storage and smoking/curing room.**





Layout of Minas Daldor's Basements

(15) **Seaward Gate.** The inset illustrates the seaside entryway to the castle and its third basement. This entrance is partially hidden from view, appearing to be a lengthy crack in the side of the cliff. A fresh-water stream cuts through the crack and feeds into the sea on the south side of the citadel.

(16) **Stone docks.** The confines of the cavern accommodate only two ships. A locked metal door (very hard, -20, to open) separates the dock from the Wheel Room.

(17) **Wheel Room.** The subterranean stream turns the mill wheel. The Wheel Room's clanking chains run off through narrow apertures in the walls. Behind the docks, a locked metal door (hard, -10, to open) leads to the stairway that joins #39 in the first basement and the Southwest Tower (#9).

(18) **Access corridor.** This hall joins the Wheel Room to the library. The first basement landing (see #39) has a locked metal door (hard, -10, to open) that connects the stairway to the Wheel Room and the access corridor. Entry into the library on the other end of the corridor is barred by a locked wooden door (medium, -0, to open).

(19) **Library.** The library is dominated by a collection of scrolls. These are grouped according to subject-matter, which ranges from poetry to prose — both real and legendary. The books cover the histories of Westernesse, practical engineering and such mundane subjects as farming and animal husbandry. No scrolls or books deal with magic in the practical sense.

(20) **Long Hall.** Across from the library's outer entrance is a false metal door, apparently locked. By unlocking the false door, however (a very hard, -20, maneuver), one simply reaches a set of hidden shelves. The shelves contain two books and a ring case.

— The gold book contains a single, complete set of symbols for *Light Law* spells (usable 1x at 10th lvl).

— The black book contains a set of *Lofty Bridge* symbols (each usable 2x). Both books must be opened and read by the caster.

— Inside the silver ring case is a cursed *Ring of Cleaving*. If one puts it on, the ring shrinks instantly, cutting off the wearer's ring-finger and giving the victim a dose of Asp venom (lvl 5 attack; RR failure = permanent loss of use of adjoining arm).

(Trap X) By turning the key in the keyhole behind the hidden shelves once to the left, you can unlock another secret door obscured by shelving. When unlocked, the door (and attached shelving) may be pulled open easily. Behind the secret door is a 10' x 10' passageway. At point X, a large and highly concealed floor-section is counterbalanced to drop slightly when stepped upon. This trap is very hard (-20) to detect. It ejects a yellowish cloud through tiny vents in the ceiling, striking an area with a diameter of thirty feet. The cloud is harmless ocre and dust.

(21) **Seating area.** This lounge area contains a normal-sized chair with a four-foot high backrest, a two-foot high table, and a ten-inch candle in a brass holder. The dimensions are important, for from this point onward, the passage and identical furniture along the way increase in size by one inch every ten feet.

(22) **Seating area.** The chair at #22 is six feet high. Compared to the furnishings at #21, the table is taller by a foot, and the candle is 15 inches high.

(23) **Seating area.** Contains an 8' high chair, a 4' table, and a 20" candle.

(24) **Seating area.** Contains a 10' chair, a 5' table, and a 25" candle.

(25) **Seating area.** Here sits a 12' chair, (the seat is 4 1/2" high), a 6" table, and a 30" candle. Note that, not only the furnishings gradually increase in size, but the height and width of the smooth-walled passageway increases as well.

(26) **Wooden door.** At the end of the strange passageway is a massive wooden door, 28' high and 14' wide. Its three iron hinges are 4' long by 2' high, and its brass knob is a foot in diameter. The wooden planks of its construction measure 4' in width. In brass lettering a foot high on the door, are these words: "BEWARE OF THE WRATH OF THE DARK FIRE OF NUMENOR!"

This door may be opened outward by turning the knob one revolution to the left, which is not a simple feat, as the knob is 12 feet above the floor. Behind the large door is a normal-sized, locked metal door (hard, -10, to open), which opens inward. In the corridor near the door is a crank which unlatches the large door, and a speaking-tube which deepens and amplifies the human voice.

(27) **Meldin's chambers.** This suite contains the living quarters of Meldin the Mad. A third of his treasure lies here, as well. At the northwest corner of the room is a small secret door. It is the same size and has the same appearance as the stones of the surrounding walls and is extremely hard (-30) to detect. The door measures 30" x 24". Beyond it is a passageway of the same dimensions. The passage leads to the anteroom (#28), where it enters (hidden) behind a drape. Another small passage and secret door leads to room #29, wherein another third of Meldin's treasure is kept.

(29) Treasure chamber.

(28,30) Anteroom and inner passage.

(31) **Circular metal chamber.** This complex (detailed in the upper left of the illustration) is centered around the circular metal chamber with a single entrance/exit door (opening outward). Three other entries lie hidden behind the metal walls and can be reached only when the walls and door rotate to align with their position. This steel-sided chamber is twelve feet in diameter and six feet in height.

ROTATING ROOM MECHANISM: The single steel-faced door is set flush into the wall and has no lock. It opens with a push or a pull. The walls of the room, however, rotate, meaning that the door aperture can rotate in or out of line with any one of the four entryways. If the door opening is aligned with a solid wall, it closes the door and prevents access to or from the room. The wall control mechanism is extremely hard (-30) to detect. It consists of a metal pin or lever that peeks out of the floor on the west side of the chamber. One step on the lever rotates the entire room counter-clockwise, thereby shutting its door. Only Meldin knows how to operate the sensitive control properly; anyone else will spin the chamber randomly: roll — 01-10 = north entry; 11-20 = west entry; 21-30 = south entry; 31-40 = east entry; 41-100 = door aligned with solid wall, preventing entry or exit.

(32) **Circular room and pit trap.** The smaller, adjoining circular rooms (#32 and #33) in each of the two wings (north and south) off room #31 are six feet in diameter and six feet high. The floors of these rooms consist of four triangular metal plates, hinged on the sides opposite the center of each room. Room #32, with its hinged metal floor, is a pit trap. The floor panels are counterbalanced to drop with a weight of 100 pounds or more. The drop is thirty feet to a spiked floor. Victims receive a +30 Fall/Crush attack followed by one to five +25 Mounted Lance attacks. It is an extremely hard (-30) leaping maneuver to avoid this trap when triggered.

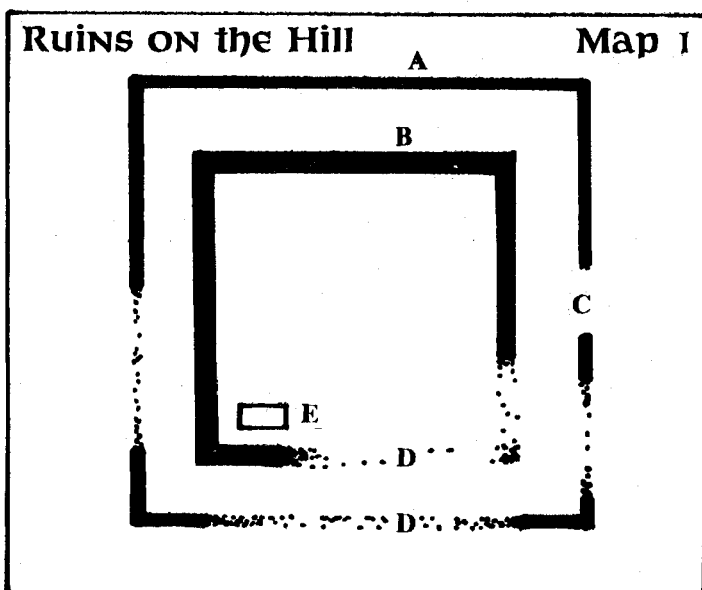
(33) **Circular room and piston trap.** Room #33 is built like #32. It also contains a moving metal floor, although these floor panels slide down and upward on tracks. When a weight of 150 or more pounds is placed on the floor, the floor recedes and strikes a counterweight trigger. The trigger dislodges a six foot diameter piston. The torsion-driven piston drives upward from below, pushing up the room's four triangular metal floor plates until they come within two inches of the ceiling. People trapped in the room receive one to two +200 Fall/Crush attack(s). The trap falls back downward immediately after reaching the apogee, but it cannot reset without a technician's skilled hand. When triggered, it is a very hard (-20) leaping maneuver to avoid this trap.

(34 and 36) **Circular rooms.** Like #s 32 and 33, rooms #34 and #36 have metal floors. Although the floor plates are slightly movable (they clank when stepped on), they are structurally secure and the rooms are harmless.

(35) **Accessway to above ground levels.** This hallway leads to stairway #38, and the first and second levels.

(37) **Steel door.** Very hard (-20) to unlock.

(38,39) **Stairways.**



12.0 OTHER SITES OF NOTE

Lebennin has many ancient landmarks that date from pre-Dúnadan times. Five of the most significant follow.

12.1 THE HILL (TOR NA TOLINI)

A ruined hold stands on a hill northwest of Pelargir. Overlooking the west side of the *Nan Sirith* (S. "The Flowing Valley"), this exceedingly old tower and curtain wall is known locally by its Dunnish name: "the Tor." It stands as a reminder of bygone days, for it was the last lowland stronghold occupied by the Daen Coentis tribes that once resided in eastern Lebennin. Now, stories speak of it as a haunted monument.

The Site Called the Hill

Travelers along the road that runs along the east side of the river Sirith can see the low silhouette of the Hill in the heights across the waters. What was once a sixty-foot tall bastion now lies crumbling amidst a sea of windswept windflowers. The highest portion of the tower walls, at the northeast corner, climb only twenty-five feet, while most of the southern rampart and some of the east wall are completely gone. Here, the Númenórean Knights breached the fortifications during the final assault. A smattering of stones from the southern and western portions of the encircling curtain covers the hillside, but farmers and quarriers carried away much of the Tor's granite blocks many years ago. Some of the finely-cut pieces found their way into the walls and towers of Pelargir, and more than one neighboring village boasts of a "Tor-stone" in the foundation of one of its older homes.

The square floor of the once-noble tower consists of an irregular pattern of polished blocks. Today, earth, rubble, and dead leaves obscure most of this careful work. One of these stones, however, is only an inch thick, supported by a gold metal base. Hinged on its eastern side, this slab guards the entry to the Hill and the legendary chambers below.

The Residents of the Hill

Unknown — except as a portion of a song popular with youngsters in Pelargir — a group of rebels escaped the city before its siege during the last days of the Kin-strife. They took with them all the valuables they could muster, including their own wealth and that which they could loot from rival noble families. These rebels slipped across the Sirith at night and met at the Tor. Their sudden plight forced them to take shelter in the Hill. Relying on the childhood memory of their leader Borazôn, they made their way into the ancient Dunnish fort and established a few rooms with furnishings and provisions. The rebels resolved to stay in hiding for two weeks before heading further west.

Eldacar's victorious warriors failed to discover the secret of Borazôn's flight. Instead, the lost wealth was attributed to the thievery of Castimir's henchmen. The rebels in the Tor eluded capture and reveled in their success. They sat beneath the Hill unhindered, planning the second part of their escape. First, however, they hid their treasure in three caches, for its size precluded any swift journey. After all, the accumulation of their looting was quite large, and included sacks of gold and silver coins and objects. The jewelry alone was worth a fortune. Untrusting, they divided the wealth and secluded it within the caverns. Then, disaster struck.

12.11 THE RIVER RUNDA

Beneath the Tor na Tolini flows Lebennin's Unknown River, the Runda (Q. "Sîr Vanwa"). This subterranean stream drops beneath the earth in the hills west of the Parth Celos and never resurfaces. It joins the Sirith not far from the ancient tower ruins but its mouth opens beneath the western bank. Thus, the course of the Runda still defies Lebennin's cartographers.

The Cycle of the Leuman Dal and the Horror of the Hill

Within the vast chambers and tunnels cut by the course of the Runda, a number of strange creatures evolved: a species of rodent known in Dunnish legend as the Leuman Dal (see Section 5.2). Normally, these blind, semi-aquatic rodents number only a few hundred, living in several smaller caves along the course of the river. This population swells to frightening proportions every seven years, though, following an unknown but amazingly precise schedule. An orgy of death follows.

As the Leuman Dal multiply, their hunger claims nearly all the fish and crustaceans available in the Runda. They follow this slaughter by emerging from several small holes in the earth around the ruins of the Tor. Driven by a frenzy fed by their countless numbers, they attack and devour the unfortunate animals of the area. Claiming even the bones, the Leuman Dal leave little evidence of their rampage, thereby adding fuel to the legend that the Tor is haunted. Ultimately, the rodents stop their landward march (usually within a mile of the Hill) and turn on one another. They consume each other until their population returns to its normal level.

Unfortunately for Borazôn's rebels — who thought only of human pursuers and scoffed at the tales of the Hill's haunting — the population cycle of the Leuman Dal reached its zenith in T.A. 1437. The hidden warriors suddenly found themselves besieged one night. Their numberless foes gnawed through wooden doors in less than an hour and only one rebel (who was out gathering firewood) escaped the terrible feeding. Although he survived, this scout (one Ondohil) saw his trapped, screaming comrades each night in his dreams. He died a babbling wanderer at an inn along the Linhir Road.

12.12 THE ENTRIES TO THE HILL

There are two ways to enter the Hill. A slab in the floor of the ruined tower covers the southern entry. This route is by far the shortest and most direct route. The northern entry, on the other hand, is about seventy-five miles away.

NOTE: The layout descriptions found in Sections 12.13 and 12.14 run from south to north and should be read accordingly. Should adventurers enter by way of the complex's northern entry, follow the material backwards.

The Northern Entry

Map 11 shows the entrances of both the river and the dry tunnel into the subterranean complex. The features shown on this map are thirteen miles from those shown on **Map 10**. They include the numerous caves near the lake, all of which are infested by hundreds of honey-bee hives. (Some are quite naturally inhabited by brown bears as well.)

NOTE: There is a fifty per cent (roll of 01-50) chance of encountering a bear in or near the entrance of any cave, and a ninety percent (roll 01-90) chance of encountering bees.

Point (f) is the entrance to the dry tunnel (e), and Point G indicates the point (h) beneath the lake where the Runda slips underground. The area around the lake, including the course of the river and the lay of the nearby hills, is depicted on **Map 12**. The lake is located about one hundred miles northwest of Pelargir and just south of the wild fields of the Parth Celos.

The Southern Entry

The squat, square ruins of the Tor look southeast toward Pelargir, a distance of about twenty-five miles. The tower keep sits within the Tor's falling curtain wall. As noted, the keep's stone-covered floor is littered with dirt, rotting leaves, and weathered rubble.

The slightly whitish square stone slab in the center of the tower's eastern side covers the Tor's southern entry. The inch thick slate is set into a metal base, and hinged at the eastern side. An almost imperceptible groove cuts around the slab. Where it widens on the western side, the crack affords a convenient place to pry up the hidden door (E). Once the stone is dislodged, it is easy to open.

12.13 THE LAYOUT OF THE TOR

This commentary begins at the Hill itself, reaching the Runda via the southern entry.

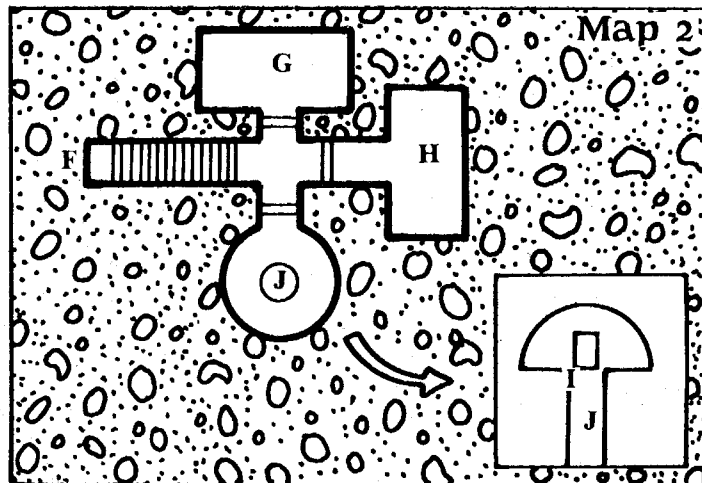
Map 1

(A) **Curtain wall.** This wall once rose to a height of twenty feet. It is ten feet thick at the base.

(B) **Tower ruin.** The tower keep originally stood sixty feet tall, standing vigil over the rich Sirith Valley.

(C) **Tor gate.** Although blocked by rubble and unrecognizable as an entryway, this break in the eastern curtain wall once served as the main entrance to the Tor.

(D) **Ruined wall sections.**



Map 2

(E) **Southern entry.** The door opens onto steeply-descending stairs.

(F) **Entry stairs.** The stairway leads down to a small cruciform hall, with doorways at the north, east, and south ends. All three doors are shattered and decayed; only the rusty iron hinges remain.

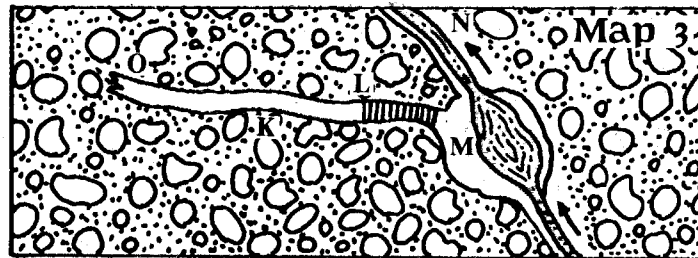
(G) **North room.** This rectangular chamber contains the rotted remains of three barrels, five kegs, and twenty wooden boxes (of varying sizes). A stone shelf in the center of the west wall bears a greenish (corroded bronze) oil lamp still nearly filled with oil. Next to the oil lamp is a rusty iron box. It is locked, but if opened, contains a yellowed, brittle map, folded several times. The portion showing on top is identical to **Map 9**. If removed from the box, the entire document, except a portion showing **Map 3**, will disintegrate into minute pieces too small to reassemble. Coins rest beneath this document. They include 13 silver coins from Gondor and 7 from Umbar, along with 53 Gondorian copper pieces and twenty-nine of Umbar. The room also contains the scattered skull remains of two individuals. Their clothing is shredded and decayed, but their brass buttons remain intact. The first body lies amidst 5 Umbarean copper pieces, a rusty dirk, and a belying-pin. Bone buttons, three Gondorian silver pieces, and a broken and rusted short-sword lie beside the second body.

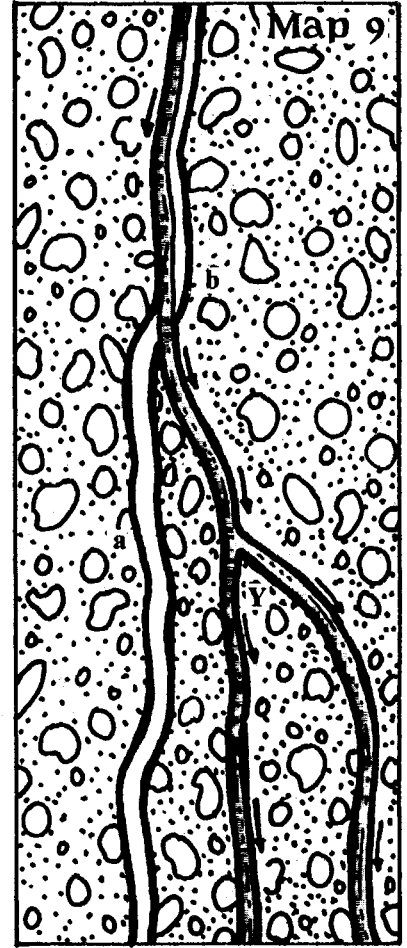
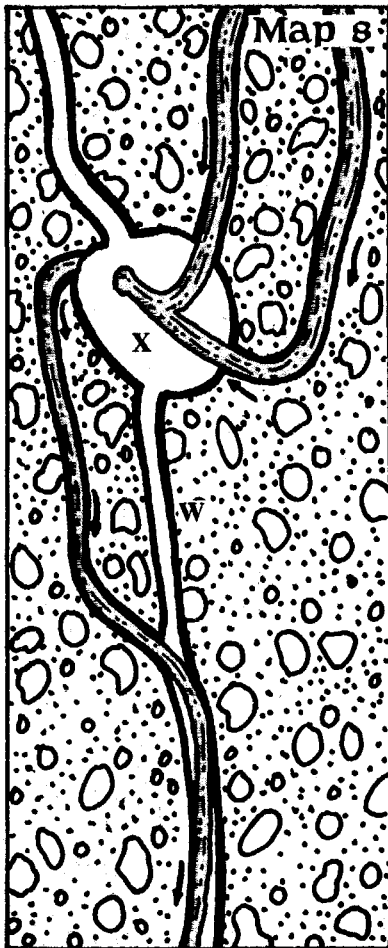
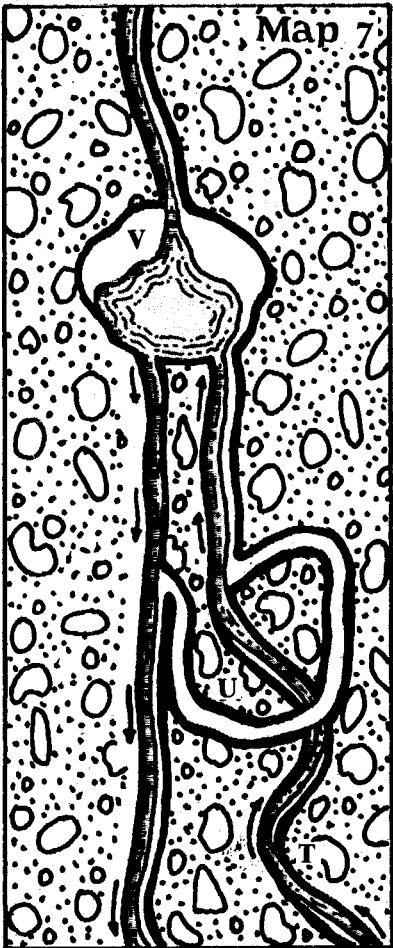
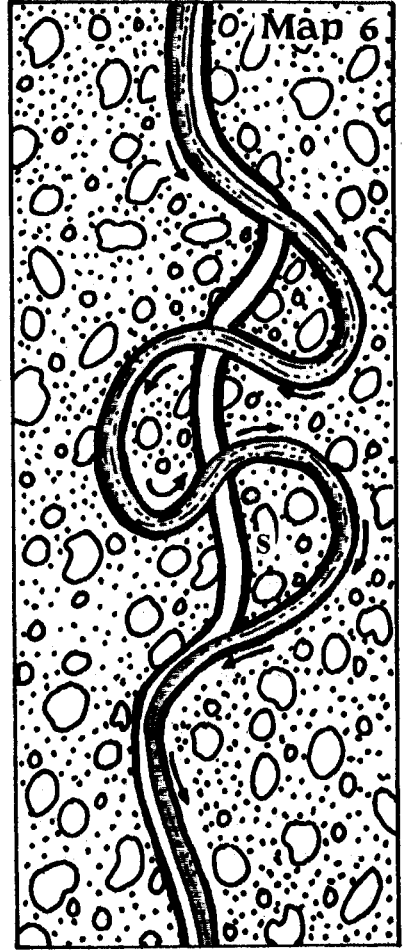
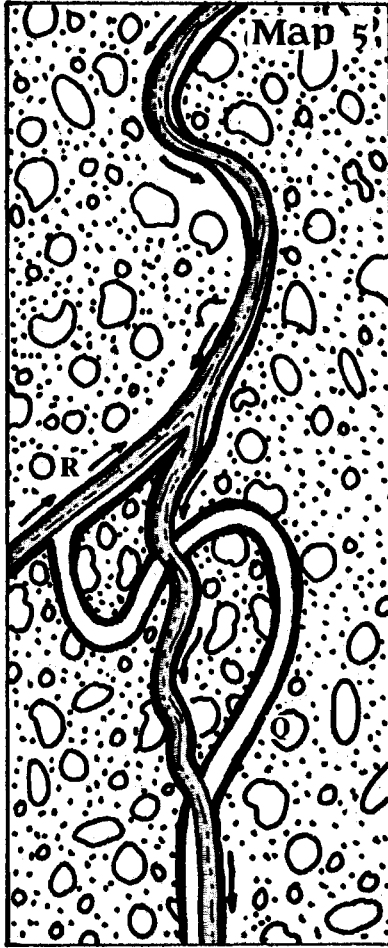
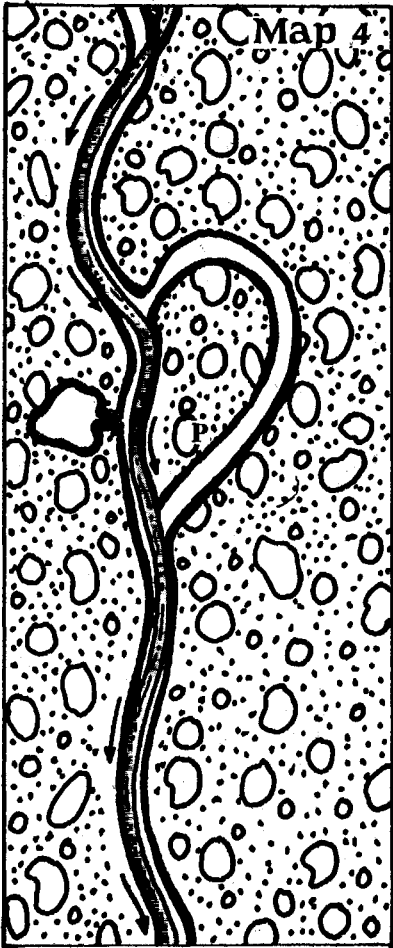
(H) **East room.** A third skull lies in the doorway to room H. An ancient Daen silver piece lies among the scattered bones and rotted gear. This rare, and possibly unique, coin is worth about 50 gp. A rusted and badly-notched ax-head, with the remains of its wooden shaft, lies nearby. The room also contains a number of decayed boxes and casks, all broken and empty. A chest of sheet-iron, banded with thicker metal strap-ping, sits in the middle of the room. This chest is fastened with a crude, rusty padlock.

The chest contains the following items:

1. The remains of a brown cloak with gilded trim and a silver clasp.
2. An ivory-handled +25 dagger in a silver sheath. Magic, the dagger cannot be fumbled.
3. Six corks, capped, containing an extremely potent alcoholic beverage.
4. Three small glass phials, each containing a murky brown liquid. If vigorously shaken, the liquids will change colors: pink, blue, and clear. The pink phial is a 9th lvl sleeping potion, one spoonful of which will result in a deep, restful sleep of eight hours. The blue liquid increases the power of the senses (bonus of +25 to Perception rolls). A spoonful will enhance sight, hearing, smell, touch and taste, for eight hours. In larger doses, the imbiber should roll a RR versus a 4th lvl attack (add Co bonus): with a successful RR, it will cause hallucinations (victim operates at -50 for 10-50 rds); failure results in insanity. A spoonful of the clear liquid reduces one's size by half for eight hours (RR versus 3rd lvl Essence attack). Larger doses proportionally increase both the shrinkage and the duration of the effect.

NOTE: If unshaken, the brownish liquids will have no effect until the fourth portion is consumed, after which the effects are doubled. Each phial contains six spoonfuls (twelve "sips") of liquid.





(I) **Well room.** This dome-shaped chamber appears to be a well-room, and indeed may have been such at some remote time in the past. The "well" consists of a low circular wall, about two feet high, which circles the center of the round chamber. A rusty iron eye-bolt adorns the peak of the ceiling. This bolt can support up to 130 pounds once before snapping off. The room contains nothing else, other than a few scattered skull fragments, all too small to identify.

(J) **Well.** The dry well is fifty-five feet deep, ending at a former water-course (now dry) beneath the Tor. People falling in receive a +50 Fall/Crush attack.

12.14 THE LAYOUT OF THE RIVER RUNDA

The following descriptions cover the subterranean stream complex connected with the Hidden River.

Map 3

(K) **Well base.** Point (K) is directly beneath the well (J), in a dry tunnel blocked (see O) centuries ago by a massive rockfall.

(L) **Stairs.** These gentle steps lead down to (M), wherein one first encounters the Runda. The river flows swiftly across a shallow subterranean pond and eastward into another tunnel.

(M) **River chamber.** The Runda enters through a twenty-foot diameter tunnel. A dry shelf, two to five feet wide, runs along the room's eastern wall.

(N) **Waterfall.** Here, the Runda's watercourse drops ten feet, exiting from view into a lower, narrow, airless channel. The channel funnels the river four miles to its juncture with the Sirith. It enters the Sirith ten feet below water level.

(O) **Rockfall.** An ancient cave-in blocks the passage eastward.

Map 4

From (M), the Runda's tunnelway is accessible. For the next ten miles, the watercourse and dry shelf extends northward. However, note that the main nesting-place of the Leuman Dal is only a mile upstream from this point.

(P) **Loop passage.** By recrossing the river, a loop tunnel offers an alternate route northward. A few hundred feet ahead, another crossing is necessary. From this point, the path continues with few changes for fifteen miles.

Map 5

Map 5 illustrates a potentially confusing series of features for the traveler.

(Q) **Loop passage.** While initially appearing to duplicate the last loop passage, this tunnel continues across the river, forming an S-curve. Here, the adventurer may be further confounded by meeting a tributary stream (R).

(R) **Runda tributary.** This feeder stream might appear to be the Runda, but it is slightly smaller in volume. It also flows in an unexpected direction. Traveling upstream near tributary R is an impossibility, at least for very far. While this stream has a much weaker current than the Runda, and is only waist-deep (wading or swimming is a medium, -0, maneuver), it becomes progressively narrower after a mile. It emerges from a series of small horizontal cracks in the bedrock after another two miles.

Map 6

After resuming the proper course along the Runda, there is another series of recrossings, after which the path continues for eleven miles with little change.

(S) **Double S-curve.** Here the river follows a double-S pattern, while the dry course remains relatively straight. The traveler faces possible confusion due to the alternating left and right flow of the river. As indicated, the distance between the top of **Map 6** and the bottom of **Map 7** is fourteen miles. There is no substantial change in features.

Map 7

(T) **Runda tributary.** Another tributary lends confusion to the route.

(U) **Cross passage.** This passage apparently returns to the same river, but here the stream flows in the opposite direction.

(V) **Pool chamber.** Tributary (T) enters at a higher elevation than the Runda. It emerges from a 10'x4" crack just five miles upstream. It drops six feet down into the mere in the pool chamber.

Map 8

A curious natural balance exists between the flow from Chamber (V) to Chamber (X). Thirteen miles of tunnel link the two rooms. Due to the complex system of inflow and outflow, Chamber (X) runs through a six hour cycle, alternately filling to the top of Tunnel (W) and then draining to a depth of only three feet.

(X) **Filling chamber.** As Chamber (X) becomes nearly full, the overflow fills Tunnel (W) for about a half hour. All the while, it fills Chamber (V) to a depth of four feet. Chamber (X) is full at 3 a.m., 9 a.m., 3 p.m., and 9 p.m. each day. It reaches its lowest depth between those hours (i.e., at midnight, noon, 6 a.m., and 6 p.m.). Both (V) and (X) have multiple input and output features. Drainage seeps through hundreds of small seepage cracks in the surrounding rock strata.



Map 9

(Y) **Runda junction.** The two forks of the Runda join about twelve miles above (X). Between (X) and (Y) there is little change in the tunnel (a). At (Y) the Runda divides into two smaller watercourses which flow into Chamber (X). Point (b) is where the river separates from the dry path, presenting a problem for subterranean travelers. Here, the Runda is at least twelve feet wide and five feet deep. With the stream's strong, swift current, any crossing is perilous. It is an extremely hard (-30) leaping maneuver (add Ag bonus), or a very hard (-20) wading maneuver (add St bonus). If the adventurer is lucky (99-100 roll), a piece of driftwood might reach this far down the river, giving him a 5-50 bonus on any crossing maneuver.

Map 10

(Z) **Lake cavern.** This limestone cavern lies twelve miles upstream (north) of (Y). Here, the adventurer reaches a large, stalactite- and stalagmite-filled cavern which contains a huge lake (c). Here the Runda enters through a submerged watercourse. The dry tunnel (e) exits to the right, gradually ascending toward the surface and the northern entry to the complex (see 12.12).

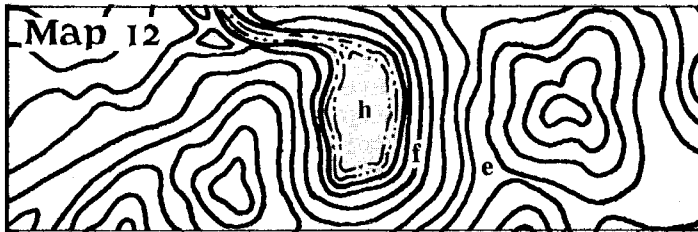
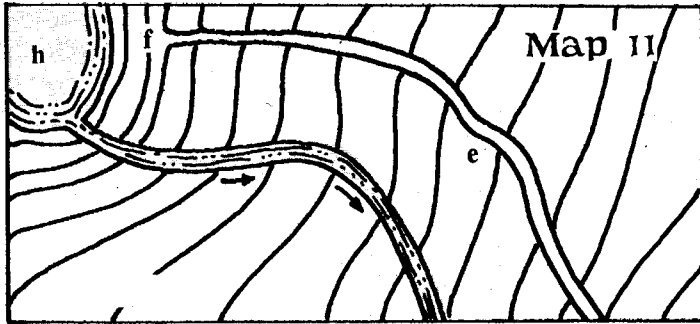
Within the lake (c) is a small island (d). It can be reached by wading through the milder current on the side nearest the dry tunnel exit. Here, the water depth varies from two feet near the shore to five feet near the island. Crossing requires a medium (-0) wading or swimming maneuver.

The island (d) is composed of gravel, stones, sand and debris, including driftwood. Two stalagmites stand like sentries on the western side. At the island's highest point, there is a noticeably flat area. A slight indentation in the summit marks a sand-covered stone that obscures a deep pit. Two things lie in the pit:

(1) **Shield:** An ornate, rectangular steel object rests three feet below the surface. It is a shield, covering a warrior buried in the fetal position. His high-pointed helm, ornate breastplate, and greaves appear newly-made, although the leather strapping has decayed. His short-sword and dagger, both sheathed in steel, are also in excellent condition.

(2) **Chest:** A fast-decaying wooden chest sits a few inches beneath the burial, under the warrior's back. The chest is 6' long, 3' wide, and 3' tall. On one of the brass bands around the chest, the following message has been crudely scratched: "this celebdil's." While the earth beneath the chest is soft, nothing but dirt lies between the chest and the groundwater pool a depth of twelve feet. The chest holds wrapped and oiled leather packets and pouches. These packages contain the objects randomly looted from wealthy homes in Pelagir during Kin-strife:

- fifty gold bowls (worth 2 gp apiece);
- one hundred gold goblets (worth 2 gp apiece);
- one hundred silver bowls (worth 5 sp apiece);
- two hundred silver goblets (worth 5 sp apiece);
- two hundred silver plates (worth 1 gp apiece);
- three hundred silver spoons (worth 1 sp apiece);
- fifty jeweled rings (worth 5 gp apiece), one of which sports a magic star sapphire (it is a x5 PP Essence multiplier that allows wearer to cast any spell of 1-5 lvls off the *Water Law* list 1x per day);
- twenty bracelets (worth 3 gp apiece), one of which is rather plain (but adds +10 to all RR);
- a gold necklace containing a 3" spy glass (worth 15 gp), the latter enabling user to see in the dark as if viewing through the glass on a clear day;
- ten torques (worth 3 gp apiece), one of which is white gold (and negates neck criticals on rolls of 01-90 and melts weapon giving critical if same roll is 01-10); and
- two jeweled pendants (worth 20 gp apiece).



12.2 CENIC TOMBS

A Dunnish place name incorporating the term “cenic” always refers to the resting site of an ancient and powerful Chieftain. “Cenic” means man-made mounds or small hills. Dunmen buried their Lords in isolated highland vales, using these burial mounds. Two such groupings of cenic graves cluster about religious centers of Cenic Locen and Cenic Minith (see 12.3). Others lie nestled in the remote valleys of the White Mountains and the Ered Tarthonion. All invite adventure.

The Dunnish Burial Mounds

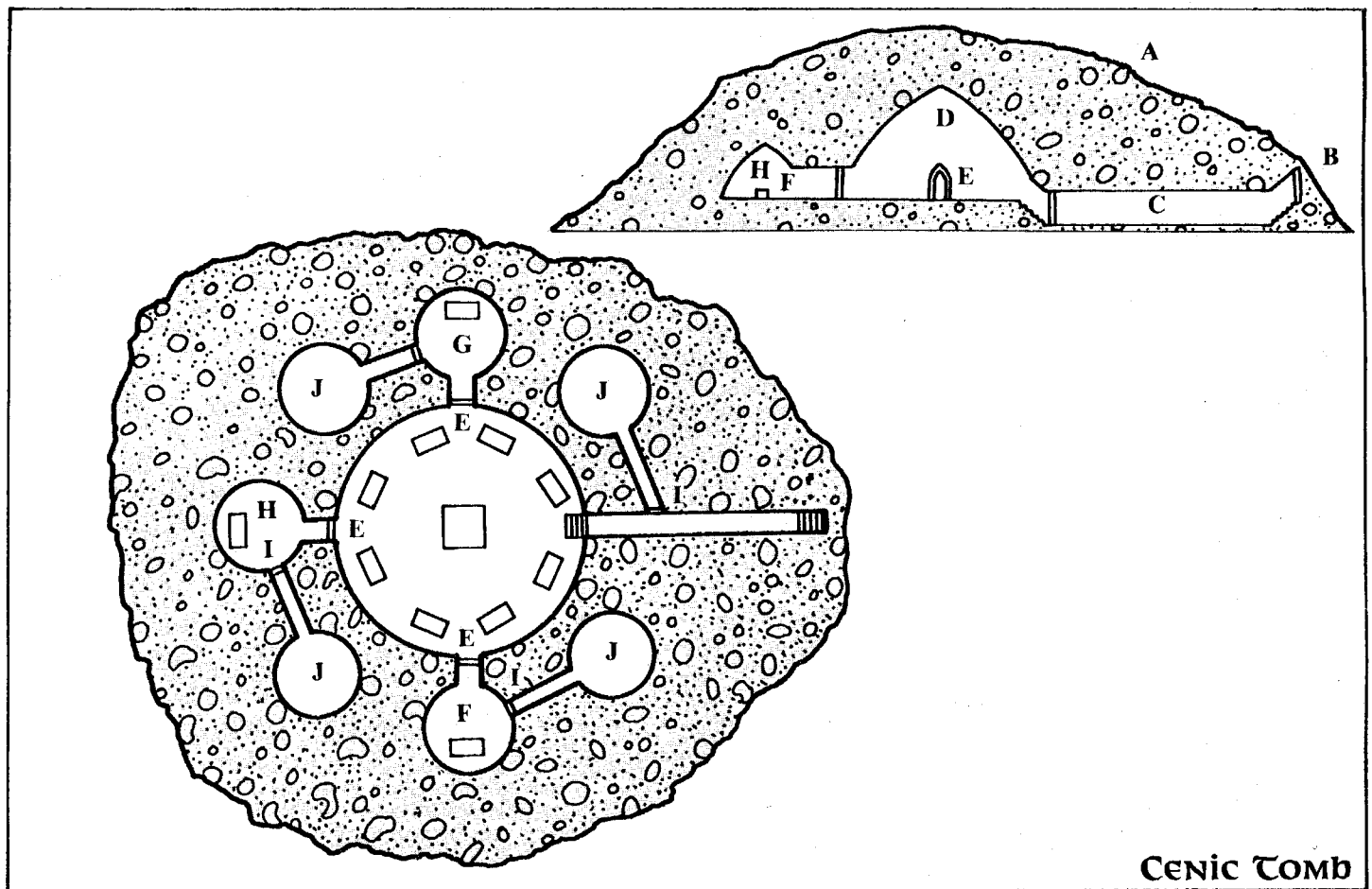
Dunnish burial mounds (W. “Barrows”) follow many patterns. Older Daen designs are all round, while later forms appear in two distinct shapes and sizes: large and round, or small and oval. The Daen laid their Chieftains to rest in stone-barrows, hillocks of fitted and carved stone that mimic normal mounds (see Setmaenen in ICE’s *Haunted Ruins of the Dunlendings*). Lesser Chiefs rested in smaller, rubble-covered tombs of similar design. This practice became increasingly rare during the later Second Age and, as the tribes became poorer, only High-chieftains and great Shamen received the honor of these burials.

Earthen barrows gradually replaced stone-barrows. The larger, high and roughly circular in shape, contain the vaulted tombs of the ruling class. Dunmen buried several related individuals within each tomb, but regardless of the number the layouts of these mounds remain nearly identical.

Smaller, oval earth-mounds surround the main barrow in later Dunnish gravesites, replacing the earlier rubble-barrows. These oval-barrows contain no stonework; instead, the bodies rot in decaying, hollowed logs. High-ranking commoners, the Chieftain’s retainers, lie in these tombs. Groups are arranged in rows along the length of the oval mounds. Few, if any, grave goods surround them. Those that did, rotted or rusted away long ago.

Layout of a Typical Cenic Burial Site

The horizontal cross-section shows the layout of a typical Dunnish cenic barrow.



Cenic Tomb

(A) **Circular burial mound.** The stonework is covered with earth and carpeted with short grass. The door is obscured by this covering and lies 2' below the surface.

(B) **Entrance.** The sole entry faces east. A heavy and elaborately carved, locked stone door opens outward to reveal five steps heading downward. The door is very hard (-20) to unlock. If moved, an invisible symbol carved into the outer glows a fiery blue. This 8th lvl Symbol of Warding affects viewers within 20'. A RR failure of 01-100 causes victim to stand rigid in fear for 1-20 minutes; a RR failure of 101 or more results in victim being suddenly and completely dehydrated into a pile of dust.

(C) **Outer hall.** This 2' wide, 4' tall passage lies at the bottom of the steps and provides access to the tomb chambers. 23' down the passageway is another stone door. This door is locked and extremely hard (-30) to open.

(D) **Main chamber.** From (C), five steps lead up into the main chamber, which measures 26' in diameter. Its peaked roof is 14' high. Eight stone biers circle the room, each bearing one horizontal burial. One vertical burial on a pedestal marks the center of the room. All bodies are clothed and encased in solid Cranor (to be described later).

1. **High Chieftain.** The High Chieftain is buried vertically. He appears lifelike in every detail, apparently standing asleep with his bright round-shield over his left shoulder. His hands hold a huge (+25, bear-slaying) double-bladed, battle-axe.

2. **Female bodies.** These four women are of varying ages. Each is finely dressed in formal, embroidered gowns. The two young women at the western portion of the chamber carry shields and swords.

3. **Male bodies.** These four warrior-class males are of differing ages. Each is armed with a +10 shield and a +10 battle-axe.

All the bodies wear a substantial amount of jewelry in the form of rings, bracelets, armbands and, in the case of the males, neck-torques of solid gold.

The substance in which they are entombed is **Cranor** ("Tree-gold") a unique invention of the ancient Daen folk of the White Mountains. Manufactured from the sap of the Sorglasora ("Gold-pine") and the nectar of the White Lily, Cranor is a golden translucent resin. The substance is nearly as hard as a diamond, and highly resistant to fracturing. Hard slicing blows to the edged surfaces remove chips up to six square inches, but strikes to flat areas do little but dent or incise the surface. An amber material, Cranor also stores static electricity, so energy applied to its surface builds into a stored charge (at 50 volts per strike). This energy accumulates up to a level of 1000 volts, although it is normally released whenever an ungrounded object touches the resin.

NOTE: Treat any electrical attack as a Lightning Bolt attack with an OB = # of volts minus 200 (e.g. 250 volts yields a +50 OB).

(E) **Carved stone doors.** These three inset doors lead to smaller vaulted burial chambers (F,G, and H).

(F,G,H) **Smaller burial chambers.** Each contains a single bier and a secret door (I).

(I) **Secret door and crawlway.** The entry hall (C) and each small burial chamber (F,G, and H) houses a small, square secret door (dimensions = 2'x 2'x 2'). They are extremely hard (-30) to find. Loose stones, they can be pulled out to give access to crawlways (same dimensions as the stones). The crawlways lead to the tomb's four treasure chambers (J).

(J) **Treasure chambers.** The vaulted treasure chambers have 8' tall peaked roofs. Each accommodates valuables common to one of the clan's matrilineal family groups.



Standing Stones

and appears like a giant barrow. Ten 7' tall standing-stones line the final portion of the straight, grassy avenue that crosses the vale and ascends the southern side of the rise.

The avenue ends at the base of the hillock, where a circle of twenty-one 10' tall standing-stones guards the steeply sloped mound. There is no path beyond the stone ring. Still, the windblown grassy flanks of the central mound beckon adventurers. Seven 15' tall, tapered standing-stones — each nearly five feet square at the base — surround the top of the hillock, creating an invitingly grand and auspicious atmosphere.

The seven monoliths ring a round, spring-fed pond in the center of the artificial hill. A three-foot square block of Cranor sits before the northernmost of the standing-stones, although its nature is hard to recognize in light of the centuries of weathering. Dusty winds have left it golden-brown in color, and no longer translucent. More than six inches of the base of the cube are now covered with soil and grass.

The Way Inside the Central Mound

A guide rod attached to the center of the cube's base connects to two hidden doors in the northernmost standing-stone. These doors are extremely hard (-30) to detect, and the cube (with the extraneous accumulated debris removed) requires at least four strong warriors to turn (total St = 320 or more). A turn of 45 degrees to the right will open a 2' x 5' door facing the cube, while a turn to the left will open an identical door on the side away from the cube.



12.3 CENIC LOCEN

Cenic Locen lies in a mountain valley. About five miles west of the spring that spawns the river Celos, the center is an ancient religious site, as well as being the resting place of the Dunnish Chieftain Om Locen. Fifteen cenic barrows and seven lesser oval barrows cover a rise in the middle of the broad Locen valley (D. "Cûm Locen"). They encircle a smaller artificial hill, a round hillock that crowns the rise

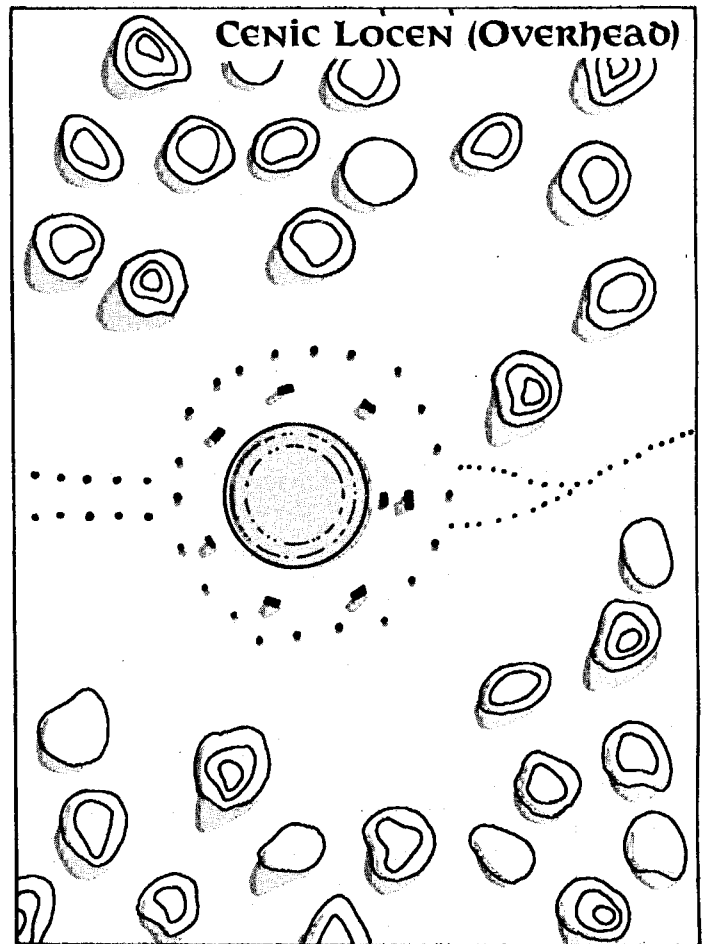
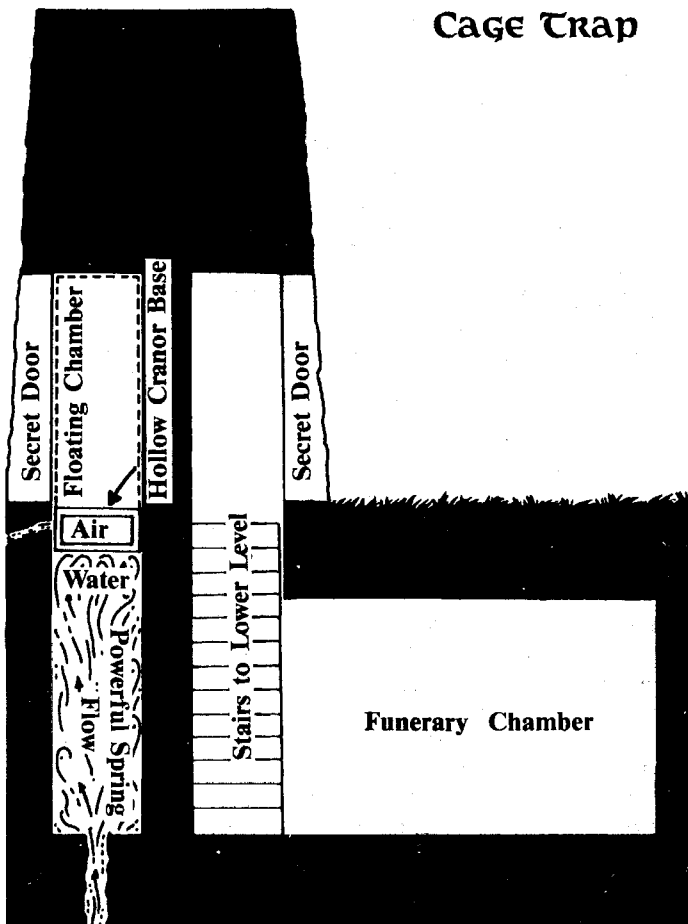
CAGE TRAP: When the secret door facing the cube is open, a "floating" chamber inside the standing-stone is locked in place and cannot move. Just inside the stone door is another door which opens outward. Made of greased steel mesh, it is part of a steel-mesh cage that fits inside the hidden shaft within the standing-stone. The 2' x 2' x 5' cage fits tightly against the inner sides of the megalith (which are smooth and greased.) If the cube is turned back to (or past) its original position, the secret door will close, shutting the inner mesh door and releasing a floor lock (which is very hard, -20, to detect). This permits the mesh chamber to float inside the shaft.

Whenever the cage floats, it will sink under any weight exceeding fifty pounds. Depending on the load, it will slide down the shaft, trapping anything within its confines. Live victims cannot open the door once the cage drops past the doorway and, unless they are rescued or lose sufficient weight by decomposition, they remain at the bottom of the shaft.

Whenever the top of the mesh chamber sinks below the surface level (i.e., doorway lvl), a hinged metal plate drops down from the back of the shaft. This forms a new, or false, floor. Thus, the mesh chamber is hidden from view and sheer folly (-50) to detect. The new floor provides a solid, safe platform on which to stand.

If adventurers encounter the cage trap, roll: 01-10 = mesh chamber is revealed and contains the skeletal remains and survivable personal property of some unfortunate occupant; 11-70 = mesh chamber is visible but has not yet been triggered; 71-100 = trap is sprung and the false floor is revealed when the door in the stone is opened.

Cage Trap



The secret stone door on the side of the standing stone opposite from the cube is the real entry to Cenic Locen. Unfortunately, anyone standing at the controlling cube, or anywhere within the circle of standing-stones, cannot see the doorway. Only the sound of the moving stone (very hard, -20, to detect), or a fortuitously positioned observer, can yield the clue to the opening of the secret door.

The Interior of the Central Mound

The door opens to reveal a steep stone stairway. These narrow steps provide access to a lower level. The passage leads downward and to the left, and culminates at the 5' wide, 8' long, 8' wide chamber. This room holds three large stone jars, containers with wax-sealed, stone lids. Two of these contain fifty gallons of pine (Sorglasora) sap each, preserved by the sealed lids; the third is empty.

Ten glass bottles lie beside the jars. They are also sealed, containing a clear liquid, which is the distilled nectar of the White Lily. When precisely mixed (an extremely hard, -30, cooking maneuver), the nectar and the sap blend to form Cranor. (The recipe is long lost.)

The pine sap shares many qualities with turpentine; it is poisonous if swallowed and volatile if fired. A torch soaked in it burns very brightly, but it consumes itself much faster than one soaked in normal lamp-oil. The sap is so volatile, in fact, that sparks from a torch held above an open container are likely (01-60) to cause an explosion (+75 Fireball). In turn, this explosion might (01-50) set off the other full container (assuming the latter is also open)!

The distillation of lily nectar tastes like a sweet fruit drink, but it is actually a highly alcoholic liquor. One cupful causes extreme intoxication within ten minutes. Those failing to resist (RR vs 7th lvl attack) its effect fall into a deep sleep lasting 1-10 hrs.

The Deadfolk of Cenic Locen

Just north of Cenic Locen is a tiny village that bears the same name. Obscured from the religious site by a small pine wood, it is a quiet community of stone huts shaped much like bee-hives. These huts are characterized by open doorways and an opening in the center of their domed roofs. The opening serves as a vent hole, letting out smoke rising from the small hearth below.

The inhabitants of this ancient village are Dunnish people who appear to be living in the manner of their Second Age brethren. Their Danan Lin language defies the best linguist, and would defeat most any modern Dunman. They speak no other languages, and they dress in a most archaic fashion.



Unlike any Dunmen of any age, however, the people of this village tend neither livestock nor gardens. Otherwise, these men, women and children seem to go about their business in a most normal manner. Men sharpen weapons, make arrows, sit round talking and joking; women tend fires, cook meals, and suckle babies. Young children run naked, shouting loudly among the huts, while older youths help their elders with various tasks.

Twice each month, at the new and full moons, these villagers gather for religious rituals around the sacred pool of Cenic Locen, surrounded by the tall and ancient columns of standing-stones. They join at night, singing ancient hymns and stepping forth to recite tales that no other Dunmen remember. This would seem impossible, but for the fact that every man, woman and child from the Village of Cenic Locen has been dead for centuries!

They are ghosts, spirits of people killed by a strange shadowy cloud which descended upon their village long ago. They died so quickly, painlessly and without warning, that in truth, they are not aware that they are dead. As they were in life, they remain cordial and hospitable to anyone appearing to offer friendship to them. They are sadly, unaware of how much their inner beings crave the company of living creatures, for they feed upon the living essence of their rare visitors — whether animal or human.

NOTE: *The Deadfolk of Cenic Locen drain 1-10 Co pts per round during each round they touch a victim. (Treat as RM Class II Undead.) See Section 16.1 for relevant data.*

13.0 TOLFALAS

Tolfalas is a Royal March, a border region administered by the Crown. Too unsettled to be a province, yet part of traditional Gondorian claims, it differs from regions like Lebennin or conquered territories like Harondor or Dor Rhúnen. A Crown Warden oversees the island, and garrisons watch its rugged coasts, but these caretakers rarely reside on Tolfalas for more than three years. Very few of the fishermen and seamen in Caras Tolfalas and Nen Gilros, the isle's only two settlements, call themselves permanent residents.

Three principal factors contribute to the lack of stable settlement on Tolfalas. First, the wild weather, rocky waters, and relative dearth of arable land make the environment harsh. Farming fails, and fishing suffers in the face of treacherous shoals. Herds are few, in part because of the lack of pastureland, and partially because of the island's lack of accessible markets.

Remoteness is the second factor. Tolfalas enjoys no inherent market, and the cost of shipping elsewhere inhibits the growth of most industries. Only the offerings of unique natural gifts give rise to stable crafts. Local shellfish support the dye-making trade, and certain indigenous plants and animals foster small businesses, but mercantile opportunities on Tolfalas are very limited.

Raiding confines (or kills) those industries that do get started. This problem stems from the third factor affecting Tolfalas' growth: strife. Due to its strategic and exposed position, the Coastal Isle feels the steady pressure from pirates, privateers, and military vessels operating out of neighboring Harad and Umbar. Safe sea routes to the island face eastward and southward, toward Gondor's enemies and away from the friendly coasts of Belfalas and Lebennin. Ships plying these waters risk confrontation with Corsairs, and the Royal Fleet cannot muster the necessary escorts. A squadron of Gondorian ships harbors at Caras Tolfalas, but its mission is necessarily limited.

13.1 PEOPLE AND PLACES

Given these problems, then, Tolfalas remains a rather wild land. Its countless crags and coves shelter few visitors and virtually no villages, leaving beasts and brigands free to roam unhindered. This is particularly true in the windswept western reaches, where cliffs, rocks, and reefs obscure any attempts to hunt unsavory fugitives. A lone Gondorian beacon and a single manor-inn provide the only hospitable signs of civilization west of the peaks that divide the island.

The Mountainous Center

The mountains of central Tolfalas are even less inviting. Jagged and volcanic, their sharp, black fells and fiery vents threaten travelers. Geyser fields and abrasive scree block easy passage in the vales, while naked cliffs and calderas ward away highland visitors.

This region is a land of splendid vistas and mystifying features. Lava caves lace through many of the hillsides, and the smoke from geysers and active volcanic craters blankets the surrounding area. The smell of sulfur and other fuming gifts from the bowels of the earth colors the air. It is a truly untamed setting.

The strength of these vines is limited, however, and the higher one climbs, the greater the chance that a given vine will pull away. Moreover, the walls are covered with a furry green moss which is both slippery and easily dislodged.

Upon reaching the top of a wall, one is confronted by the view of two fronting towers. These rise only ten feet above the wall and, like the curious truncated pyramid beyond, they are not visible from below.

Stone steps lead to the upper platform of each tower. Wooden doors flank the stairs. One door of each tower leads to a latrine, and the other to a room empty of anything but debris. They empty chambers possess a second exit, a circular stone door in the floor equipped with a metal ring. If the heavy stone is lifted, it exposes a two-and-a-half-foot-wide hole in the floor. This was once used to dump refuse and to drop quicklime into the vast cesspit forty feet below. Due to the action of the quicklime and the centuries of disuse, there is virtually no odor to betray the fifteen feet of accumulated glurp below.

The Pyramid

The pyramid — ten feet high and ten feet square at the base — has a narrow stone stairway on one side. It leads up to a yard-wide platform at the top. In the center of this platform is a false stone door, which is two feet in diameter and equipped with a metal ring. When turned counter-clockwise, this temporarily releases a lock to the top of the stairway. This permits it to pivot. If the weight on the upper portion of the stairway is greater than the burden on the lower steps, the upper part drops inward and the lower rises outward. Should one or more people be standing on the upper part and no one is on the lower, the stairway rapidly falls as the metal ring is turned, dropping its passengers some twenty-five feet to a stone floor below.

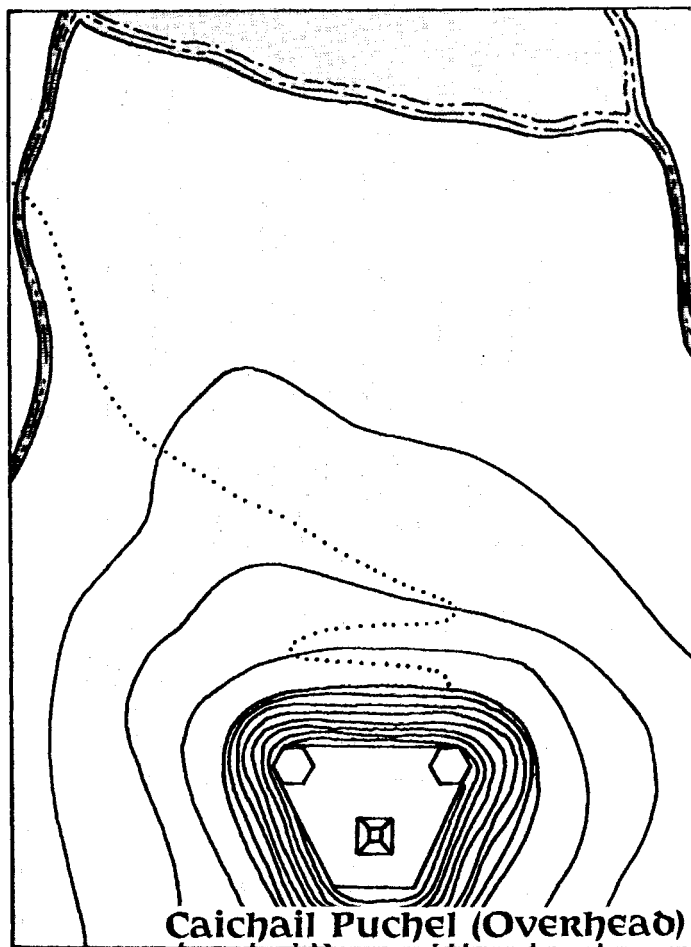
The Warders of Caichail Púchel

A few words are in order regarding the inhabitants of the Caichail Púchel and the “Drûg-doors,” the latter term used for some very special portals within the structure.

Centuries ago, the builders and original inhabitants of the Caichail Púchel instilled life in the stonework. Their curious but very special abilities enabled the Drughu to leave a portion of their living essence within inanimate objects, so long as the objects were properly prepared. Stones carved in their images, for instance, accepted their spirits.

As the Drûgs of Caichail Púchel neared the end of their lives, they go to specially cut stones identified with their souls. Each Drúadan owns a statue set in the walls of the Caichail, and at the moment of death, he wills his spiritual being into the predesignated stone. Such statues or wall-stones can speak and to move according to the limitations of their shapes. Statues of the Wild Men of Tolfalas, therefore, can walk and talk as though they were flesh; and indeed it is sometimes difficult to distinguish one from the other.

Those Drughu who transferred their essences to wall-stones, however, fill a humbler purpose. These stones were prepared in anticipation of impending death, and a small, quarter-inch diameter hole was drilled through the center of the stone. The stones themselves are of varying dimensions, from the quite large and heavy stones with which the original gateway was walled up, to the smaller stones of walls within the Caichail. When animated by the living essence of a former Drûg, the quarter-inch holes of these special stones are able to expand or contract at will, either providing or denying access through a wall. This is what is meant by the legend of the “Drûg-door.”

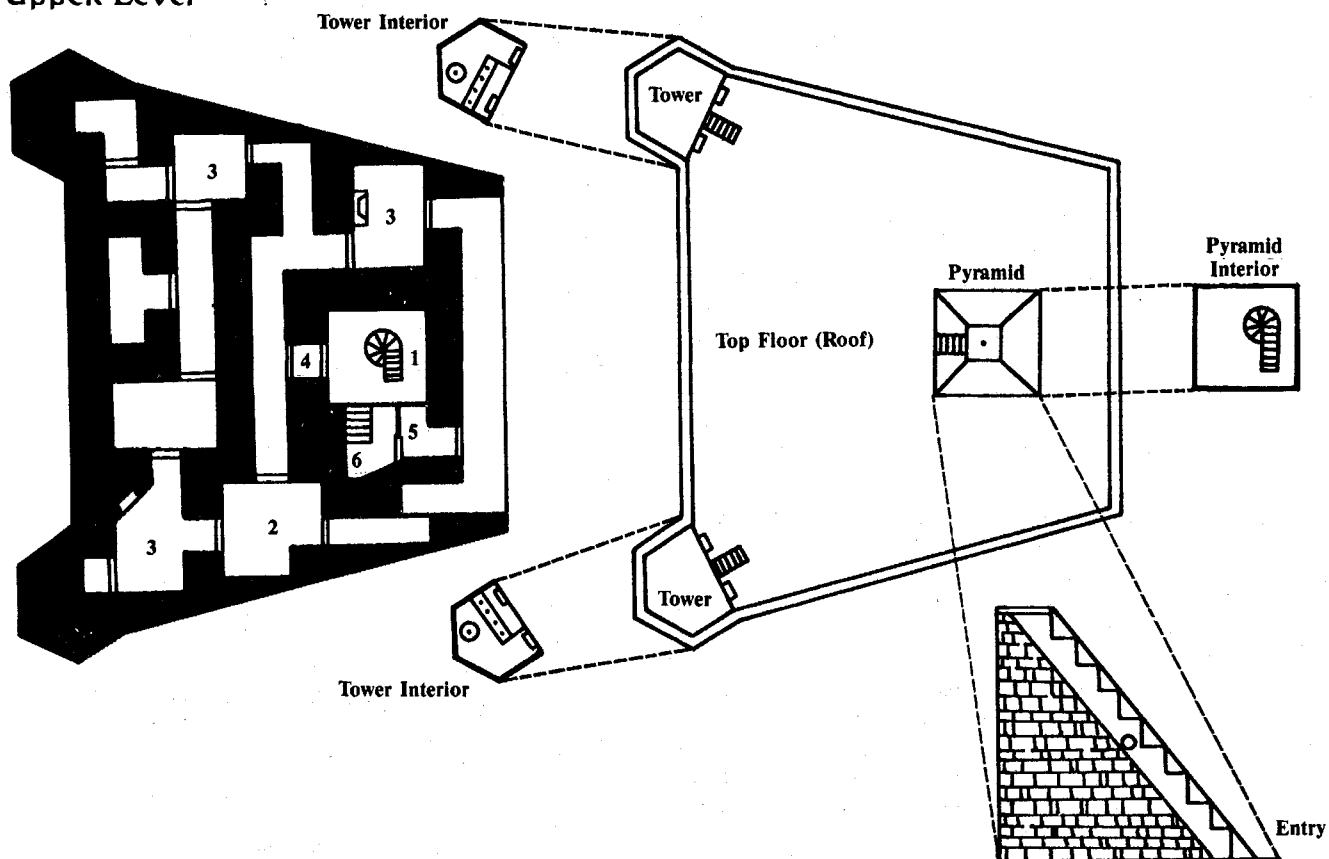


Wall-stones are intelligent and capable of speech, sight and hearing. They are unable to move, but they are impervious to pain and exist as if immortal. While the original residents of Caichail Púchel are now all dead, many still live in spirit — in the form of statues and doors.

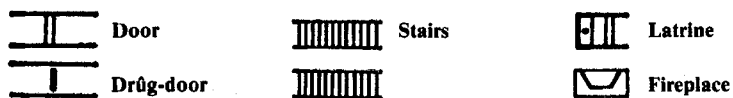
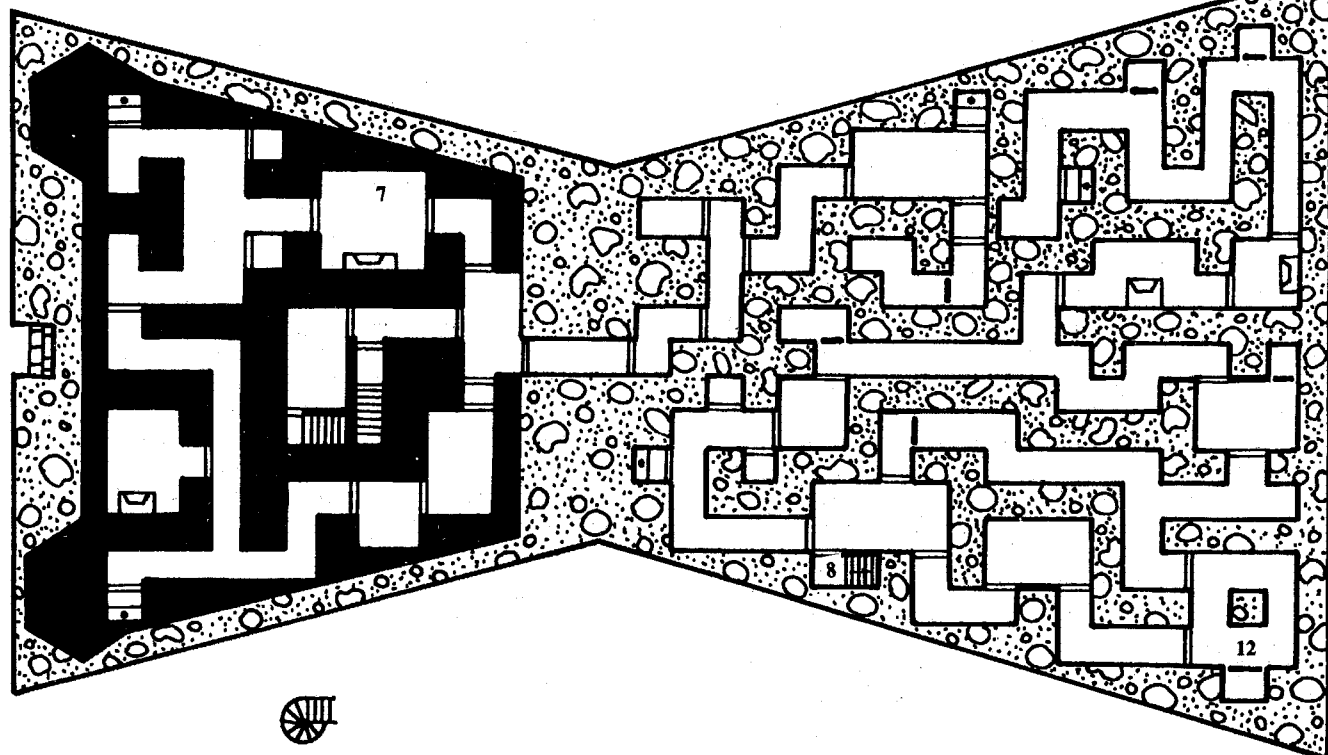
The Privateers of Caichail Púchel

A group of twenty-one privateers now resides in Caichail Púchel. Led by an ex-Corsair captain named Bragolmaitë, they use the place as a refuge and treasury. Bragolmaitë's second in command, Shabla the Mage, discovered the hold as a youth and found the sea-tunnel (see #14) that connects the complex to a nearby seacove. She brought her companions here only three weeks ago, when their ship was forced to anchor off Tolfalas' northwestern coast. Since that time, two of their number (once 23) disappeared. The privateers have yet to discover the true nature of the Drûg-doors or the strange Púkel-men, but they are wise enough to respect the place as a holy — and quite possibly haunted — site.

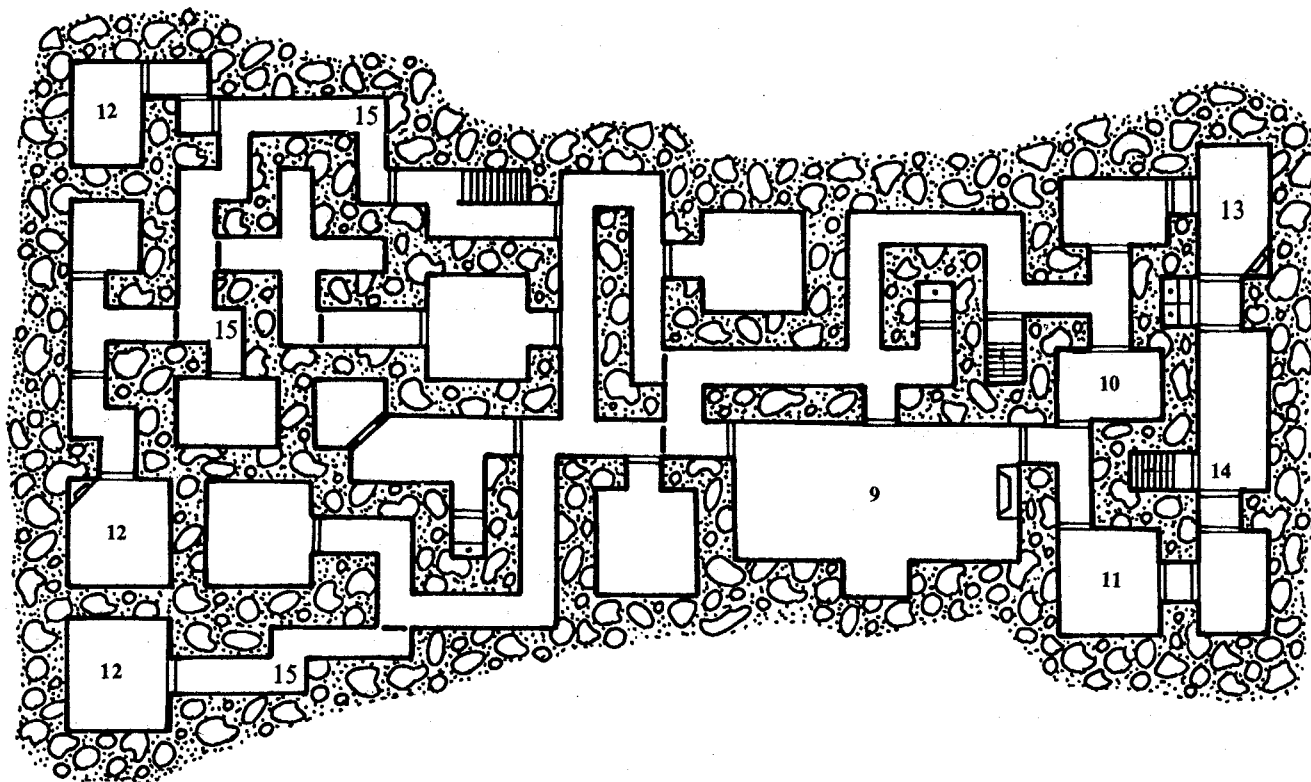
The Upper Level



The Lower Level



The Deep



The Upper Level

Inside the pyramid is a wide circular staircase leading down to the upper level of the complex. This level contains a number of simply-furnished rooms, with chairs, tables, etc. in good repair and clean.

1. **Entry stair.** The stone stairway is made of polished green granite.
2. **Bed chamber.** This room contains a fireplace. Driftwood kindling and logs are piled before. A brass oil lamp hangs from the opposite wall. Three privateer warriors sleep here, rotating responsibility for guarding the stairs.
3. **Seamen's quarters.** What were once guard chambers now accommodate pairs of privateer seamen. Each room is illuminated with a brass candlestick and candle.
4. **Locked doors.** These wooden doors are locked and extremely hard (-30) to open without a key. Only Bragolmaitë and an off-duty guard in room #1 have such keys.
5. **Drûg-doors.** These doors appear like normal walls, but for the hole in the stone. The actual thickness of such doors is between 2 and 2.5 feet, with a facing of two-by-three feet.
6. **Stairwell** The chamber next to the room housing the base of the spiral staircase provides access to the stairs going down to the lower level.

The Lower Level

The upper level and deep rooms are each clean and simply furnished. As on the upper level, privies are present.

7. **Alukhôr's chambers.** These apartments now house the privateer navigator, a scout named Alukhôr. His locked (very hard, -20, to open) chest holds 300 gp, 200 sp, a +15 short sword, a +10 dagger of Shark-slaying, and a magic bracelet. The latter is a +4 spell adder. Sea charts lie on the bed.
8. **Stairway.** This stairwell connects the lower level to the deep.

The Deep

9. **Great Hall.** Here the privateers gather for feasts.
10. **Slaves' quarters.** Three slaves, two women and a man, live here and take care of the privateers' needs.

11. **Bragolmaitë's chambers.** The privateer captain and his mistress Ejenna reside here. Bragolmaitë stores his treasure in an adjacent room, behind a door which is extremely hard (-30) to unlock. His treasure contains a Short Sword of Cleaving (+30 against organic material), as well as a Helm of Mistsight (enables wearer to see as if it was clear, even in rain or mist). It also holds 400 gp, 400 sp, and twelve 5 gp aquamarines.

12. **Drûg treasure-rooms.** Each chamber is protected behind a barrier of Drûg-doors. Only a successful hard (-10) perception roll results in the viewer discovering the peculiarities in the mechanism and recognizing a trap. These doors may open themselves in anticipation of intruders, but subsequently close to trap them within the inner chambers. It is a very hard (-20) maneuver to avoid being trapped, even if one is prepared. When in the closed position, these living doors exhibit only a quarter-inch hole in the center, which is large enough to permit both peeping and space through which a poisoned dart may pass. The Drûg-doors may also kill by constriction (+150 Fall/Crush attack) should any harm come to the inhabitants through the actions of intruders. Each treasure holds 10-100 fine rubies or emeralds, each worth 20 gp. There is a 1% chance (roll 100) that any given gem can be made into a jewel that will house the wearer's soul whenever the wearer's body "dies!"

NOTE: Neither the living Drughu nor the spirits of Drughu living within the Drûg-doors or statues have any desire to kill except in self-defense or in retaliation for the death of one of their number. They will use every means possible to discourage intruders, short of killing them, such as barring their way, creating fear and confusion, and even, as a last resort, permitting them to "find" a small amount of treasure in hopes that the intruders will be satisfied and leave. One such defensive measure used against intruders who reach the first deep, is to lead the strangers down to the second deep and to attempt to leave them there, lost and confused. There are a number of Drûg-doors (actually projections of natural walls) within the caverns and tunnels of this lower deep, into which a living Drûg may pass and hide.

13. **Shabla the Slow's chambers.** Shabla lives here with her mate Pharaohion. Shabla keeps ten 100gp gems in her pillow. One of these precious sapphires is a Gem of Unluck. Anyone carrying it has a -20 bonus for all randomly determined rolls.

14. **Stairway to Sea-tunnel.** This stair leads down to an ancient lava-channel. The channel serves as a 10 mile long passage that exists just beneath sea-level, in a cove due west of Caichail Púchel. Only Shabla and Bragolmaitë have keys to the lock on the door, which is sheer folly (-50) to unlock.

15. **Púkel-men.** These approximately 3' tall crouched stone figures are guardians. Each is armed with a club or an axe. If touched, they become animated for 1-100 rds. (See 16.1.)

14.0 SHIPS AND SEA-FARING

Lebennin looks to sea. Much of its people's livelihood and security depends on events in the Bay of Belfalas. Small wonder, that the leaders of the province are typically Sea-lords. So too, are their principal enemies.

No description of Lebennin is complete without an understanding of the ships and the forms of sea-faring common to the region.

14.1 GONDORIAN SEA-CRAFT

Gondor was founded by a seagoing race, the Númenóreans. Their traditions of ship-building and sailing extend back many millenia, and their sometimes close ties with the Elves taught them much about the ocean. Gondor's navigators rely on precise instruments to chart the seas and skies, and the South Kingdom's captains pilot swift and sturdy ships. Gondorian shipwrights produce countless differing designs, many based on custom or peculiar local needs. The finest vessels come from Dol Amroth, although those of Pelargir often rival the ships sailing out of Dor-en-Ennil.

Many Gondorians make a living off the sea. Some are fishermen, while others work on commercial vessels, or man the warships that protect the South Kingdom from attack. A large number Lebennin's folk, in particularly, rely on related crafts such as ship-building, sail-making, rope-making, etc. As a whole, these craftsmen are fine artisans, just as Gondor's seamen are the best sailors on the bay — excepting those of Umbar.

The seamen who serve in Gondor's navy or fight on behalf of the Crown, take pride in their skills. Many labored as apprentices and/or journeymen seamen before officially entering the profession, an education common to most captains. Although essentially seaborne warriors trained in the art of handling a ship, these skilled mariners bear the twin burden of fighting the sea and battling an age-old nemesis.

The defense of the realm is conducted by two distinct groups. One is composed of the collection of volunteers, seamen who offer the services of their precious ships in time of need. The other is the professional navy which, in turn, is divided into the Royal Fleet based at Pelargir and the various smaller, local squadrons.

THE SEAMEN OF LEBENNIN

ROYAL FLEET

Class/Title	Type	Number
High-captain (Prince)	Royal Captain	1
Lord-captains	Knight-captain	3
Commanders	Knight-captain	7
Captains	Captains	35-50
Officers	Elite Seamen	105-150
Sea-warriors	Men-at-arms/Seamen	700-1000
Sailors	Hands and Rowers	700-1000

LOCAL SQUADRONS

Class/Title	Type	Number
Lord (Prince)	Royal Knight	1
Commanders	Captains	5
Captains	Experienced Seamen	25
Sea-warriors	Levy Seamen	300
Sailors	Hands and Rowers	600

14.2 THE ROYAL FLEET

The Royal Fleet is designed for both attack and defense purposes, but with the Great Plague, the defensive role became paramount. Gondor's Sea-lords abandoned ships built primarily to transport soldiers, or modified them to carry lighter-armed naval warriors.

Gondorian naval ships now perform a number of functions other than taking invasion armies to shores of distant lands. Many assist the toll stations in collecting taxes on maritime commerce. Others patrol the coastal regions, including the lower portions of the Gilrain and Anduin rivers. The rest serve as messenger vessels, transports, or escorts. Escort assignments, however, are becoming rather rare.

THE ROYAL FLEET OF GONDOR

NAVY (King or Steward)
ROYAL FLEET (High-captain)
WINGS (Lord-captains)
SQUADRONS (Commander)
SHIPS (Captains)

Naval Service

Seamen in the Royal Fleet enlist for periods of seven or fourteen years, while the less-skilled oarsmen serve three years. Depending on one's rank, a seaman can retire after twenty-one or twenty-eight years. He then receives a plot of land, such as one of those parcels between the outer walls of Pelargir or those located in remote Anfalas.

During peacetime, half to two-thirds of the Royal Fleet is kept in dry-dock sheds. Crews perform routine maintenance, staff the shore command, or take on-call leave. These seamen rotate to active duty when their vessels are put to sea.

Tactics

The highly mobile wars on the Bay of Belfalas require a careful allocation of ships. Using the advanced system of beacons/bell-towers along the coast, Gondor employs a swiftly-responding reserve to combat the inevitably surprising attacks of her enemies. In the case of large numbers of enemy, local squadrons bear the responsibility of delaying or harassing the foe until the main fleet arrives.

Once engaged in battle, the fleet turns to three primary tactical approaches. These are dependent on the ship involved and the nature of the situation. Lighter, swifter oared vessels perform in the coastal water, and either ram the enemies' hulls or shear the oars off the sides of their ships. Oared warcraft, especially when loaded, are typically designed for mild coastal waters. They are unstable and use their oars for balance; so, when sheared, these ships stand a good chance of simply capsizing.

The other two naval tactics are boarding and missile attacks. Boarding techniques aim at turning a sea battle into a land conflict. Using grappling hooks or spiked boarding planks, warriors pour off their ship and onto the opposing ship. This approach works when the Gondorian ships either outnumber the enemy or cannot maneuver as well as their foes.

On the high seas, where the turbulent waters require a deeply drafted and rigged sailing vessel, missile attacks are more common. The taller ships of the open bay often sport fore- or aftercastles, from which archers rain missiles down upon their victims. This works well where it is hard to close and grapple an enemy, or in very confined spaces which preclude maneuvering and reduce the chance of flight.

14.3 THE CORSAIRS

As noted, although Gondor's armies rank above those of the Corsairs on land, the fleets of Umbar often retain the edge on the seas. Umbar's navy, born of a Númenórean and Gondorian (by way of Castamir) heritage, justifies its fearsome reputation.

Umbar's principal warships include biremes (or triremes), progs, and dromons. Of these types, dromons are the most common and the most flexible. Each of these ships, however, is designed for ramming, although the ram construction varies a great deal. Progs employ heavy, reinforced rams and, although speedy and strong, they lack maneuverability in close quarters. Unlike biremes, dromons use rams which are not extensions of the keel. Many of Umbar's dromons also have twin or triple hulls, linking them in design with the infamous war catamarans.

Reasonably well constructed and either square- or lateen-sailed, a dromon can negotiate high seas and make good speed using sails or oars. Particularly during wartime, though, the larger dromons suffer by being rowed by slaves. Smaller vessels, which are rowed by freemen sailors, perform much better. These warcraft shoulder the bulk of the Corsairs' deepwater raiding. Since they lack a cargo capacity, these ships bring along small merchant vessels to carry their plunder. A normal raiding force will involve 2-4 raider dromons and 1-2 merchantmen.

Most Corsair fleets include a number of ships with high castles for artillery and archery fire, and virtually all large Corsair vessels carry at least one ballista or catapult. They carry fewer warriors than comparable ships from Gondor, so Corsair captains prefer ramming to boarding tactics. Estimates indicate that Umbar normally maintains about a dozen large war dromons and 30 raiders, although the Corsair city can easily float two to three times this number if threatened.

14.4 THE HARADRIM

Haradan ships hailing from harbors outside the firth of Umbar rarely threaten the coasts of Lebennin. Most are privateers or pirates that ply the gentler coastal waters near the Harad shores. Those acting on behalf of Haradan, rather than personal, interests stay close to home.

This is due to a number of reasons. The Haradrim, although able seamen, come from tribal cultures rooted in the semi-arid interior. Most Haradan tribes are semi-nomadic and have little use for expensive warships. Organized navies appear only during periods of rare Sothron unity. During normal eras, the Haradrim confine their ship-building to general purpose craft, which are oriented toward trade and fishing.

Of course, ports like Dûsalan, Caras Mirilond, and Kiba produce warships. Most are swift and light galleys — pentakonters and quinquiremes — or small, mobile, clinker-built raiders. The former are fair-weather ships designed in accordance with the basic philosophy of Haradan Chieftains, which is to avoid open battle (be it on sea or land). Their rams afford them some protection, but they cannot successfully engage the larger Gondorian or Corsair vessels unless they enjoy favorable odds or the quietest of sea conditions. Clunker raiders, on the other hand, cannot hope to best a warship. They prey on merchantmen or rival villages.

Not all Haradan ships are delicate coastal vessels. The strong, two-masted carrack called the *Khurn-Nagla* (Har. "Lively Wind") is fully decked and has a true keel. Its high seas exploits spice the legends of Harad's loremasters, for they can duel most any foe, regardless of weather. Indigenous to Haradan culture, they are variations on the fast, one-masted merchant caravels that anchor in Harad's principal trading ports.

14.5 PRIVATEERS, PIRATES, AND SMUGGLERS

Privateers, pirates, and smugglers all abound in the Bay of Belfalas. Since they operate during times of peace and war, regardless of treaty or law, their influence is relatively constant. Working on their own, usually without regard to orders from any Lord, they are hard to identify and harder to capture.

Privateers

Privateers are mercenaries. They labor on behalf of the Corsairs, the Haradrim, or the Gondorians, but they retain their independence. Essentially, they sail on their own and according to whim. Loyalty may drive them, but many work only for coin. The only standard that determines their success is performance.

Virtually every port in the region harbors, or has housed, privateers. Some hide in remote villages, while others moor in major towns and spend their booty. Inns, taverns, and quaysides provide them places to recruit and, after resting and refitting, they take to the seas in search of "prizes." Hunting rich merchantmen or crippled warships, they capture or sink the weak, always avoiding confrontation. Generally, they keep what they can carry and take whatever brings a price or a reward. Their employers pay them by the kill or as a fee for the goods they bring home.

Pirates

Pirates differ from privateers because they work without regard to rewards or official sanctions. No one employs them; instead, they are true entrepreneurs. They sell or keep what they capture, destroying according to need or desire. Diplomacy guides them even less than it spurs privateers.

Like privateers, pirates operate all over the bay. Therefore, they use ships capable of handling most any weather or water conditions. Pirates need flexibility, for they never know how far they need to range into deep waters, or when they must run.

Smugglers

Smugglers share the pirates' independence. They owe nothing to governments save loyalties based on need or conscience. Some, in fact, smuggle in defiance of Lords who they might serve in battle. It is a decision based on the balance between allegiance and income.

Smugglers handle goods acquired from pirates, privateers, or foreign markets, and they quietly bring them into towns where the demand justifies the risk of defying local authorities. The object of their endeavors is to avoid taxes, duties, and boycotts as much as possible. They sell where those who do not break the law cannot compete. Stealth, bribery, and fear are their tools, and they derive a healthy income, so long as they stay unnoticed.

14.6 SHIP DESIGNS

Like the ships of other lands around the Bay of Belfalas, Gondorian craft fall into three categories: calm water, coastal water, and high seas vessels.

Calm Water Designs

Calm water designs emphasize speed over strength and size over stability. Many vessels, like the breme, trireme, and quinquireme types found in warfleets, are long and narrow and have gently sloped or virtually flat bottoms. Rowers seated on fixed benches provide the bulk of the power, although they are quite capable of traveling under sail. These ships skim over the water with startling speed, sometimes reaching speeds of 10 knots under oar.

A calm water hull design incorporates a very modest keel or semi-keel, into which the removable mast (or masts) is affixed. The end of the keel extends well forward of the bow deck (becoming a "rostrum," or "ship beak"), and is shaped as a ram. Better versions have centerboards or removable keels, preventing them from easily flipping over in high wave conditions. All are built, however, to enable the crew to beach the vessel with ease. Seamen bring them out of the water stern first and prop them with poles, so that they can launch quickly.

Coastal Water Designs

Ships designed for sailing in coastal waters use a deeper draft (i.e., sit lower in the water). They also employ larger and stronger keels. Wider than calm water vessels, these ships can stand the unsteady seas and disturbing winds near the shore, although their strength is such that they must head for port in the face of a true storm.

Pentakonters ("fifties"), dromons, and raiders are the most common coastal designs. The former use one bank of oarsmen and thirteen oars a side. Essentially shorter, wider, and stronger versions of the bireme design, they serve patrol functions or, in the hands of privateers and pirates, they can be used to attack merchantmen passing near harbors or estuaries.

SHIP TYPES

Bireme: A galley with two banks of oarsmen.

Dromon: A variation of the galley, with a larger keel and often more than one hull. Unlike on a galley, a dromon's ram is an extension of the deck or upper hull and not the keel.

Galley: A ship primarily powered by four or more oars. Generally, a long, narrow vessel with a flat or gently-sloped bottom. If it has a ram, it is an extension of the keel.

Quinquireme: A galley with two or three banks of oars, and five oarsmen manning each staggered grouping (i.e., three oarsmen manning top and two manning bottom oar in a two bank arrangement, or two, two, and one on a three bank ship).

Prog: An ocean-going galley or dromon.

Pentakonter: A galley or dromon with fifty oarsmen arranged in one bank. Generally, there are 26 oars, with two oarsmen manning each of 24 oars and the remaining two each handling a steering oar alone.

Trireme: A galley with three banks of oarsmen.

Dromons, on the other hand, come in many forms. They differ from other oared vessels in that they have rams which are extensions of a deck rostrum, not the keel. Wider than calm water designs, these ships sometimes utilize multiple hulls in order to reduce drag. The Númenórean war catamaran, for example, is a dromon.

Raiders are clinker-built ships with wide hulls, a low draft, and no ram. Their flexible construction, which relies on overlapping planking rather than internal ribs for structure, is well-suited to rough waters. Thus, they can navigate the high seas. Raiders, however, have low sides and gently-sloped bottoms, making them better coastal ships. Their crews, like those of calm water vessels, can easily beach them, and their short dimensions make them very maneuverable. Since they are ramless, their seamen prefer to use them for amphibious forays or boarding attacks.

High Seas Designs

High seas ships are characterized by deep drafts, high sides, steep bows and sterns, and sizable keels. They are strong but not especially swift, and their speed is keyed to the wind. Few use oars or rams, relying instead upon missile or grappling attacks. Only the progs, ocean-going galleys, resemble calm water vessels. Even these ships employ multiple masts and elaborate rigging, making the masts difficult to remove.

The vast majority of trading ships in the Belafalas region sail the high seas. Their need for longevity, coupled with the requirement for strength in the face of rugged weather and water, forces shipwrights to build these ships with thick sides and careful attention to detail. Many of their hulls resist ramming, forcing opposing coastal or calm weather warcraft to rely on boarding actions.

SHIPS FROM LEBENNIN

Descriptions of some of the most common vessels found in Lebennin follow.

The Linhir Fisher

Despite its name, the Linhir Fisher is commonly found all over Bay of Belfalas. They are built primarily in two sizes: the 80-foot Long-fisher, and the smaller, 50-foot variety. Aside from length, these craft are identical. Each carries two masts bearing lateen sails and a jib. All are fast and maneuverable, and those made in Pelargir sport very strong hulls formed of lebethron wood.

The Balimur Runner

From a distance, the Balimur Runner looks like a Fisher. They are quite different, however, in all but superficial appearance. With flat bottoms and retractable keels, Runners are designed to move through the shallows, such as the waterways of the Balimur Swamps or the Ethir Anduin. But, they are also quite wide, and capable of negotiating the deeper coastal waters of the Bay of Belfalas. These vessels range from Umbar southward to Far Harad, and northward along Gondor's rivers. Smugglers who hide in the coastal marshes and shallows around shoals rely on them as their principal craft. The brigands of Baligobach, for instance, own quite a few Balimur Runners.

The Pelargir Prog

Progs date to Númenórean times and are quite common in Umbar, but the Pelargir Prog is recent warship design. Produced in the shipyards of Pelargir's Garth, they are beautifully-crafted vessels used by many Sea-lords. Prince Telumehhtar himself is said to have had a hand in the design.

Pelargir Progs come in three sizes, although only three of the large variety have ever been built. All are fast and maneuverable, with strong hulls of lebethron. Fully enclosed, they use slanted, tiled roofs to protect their fore- and aft-cabins and the upper tier of their three oar banks.

These ships also feature a unique triple ram, a hybrid of the designs used in dromons and triremes. The lower ram is detachable and connected by chain to a pair of large collapsible sea-anchors. This ram, when embedded in an enemy's hull below the waterline, is designed to shear oars. It thereby impairs the foe's maneuverability, or even cripples the ship.

The Prog's upper ram is attached to a deck rostrum, like that of a dromon. It is also a detachable device, tied to a long chain formed of links sporting barbed hooks. This ram is used to snag enemy oars as they come out of the water. It sits about 6' above the lower ram. The latter is of the more common sort, and is attached to the keel just below the waterline. Shorter than the upper two rams, it is employed against an enemy's hull after the others have been discarded.

The bow of the Prog also features a steel rim set with spiked teeth. Used to reinforce the forward section, it can be employed for shearing purposes, should the rams fail. A battery of four ballistas commands each side of the ship, while another two pairs are located in the fore- and after-cabins. Four ballistas are also located astern, between the masts. Two catapults supplement this armament. One sits on a rotating housing set at each end of the ship. They fire ceramic balls filled with oil — or, in the case of some privateers, snakes — in addition to stones and heated shot.

14.7 SHIPS

The ships found in the following summaries are described elsewhere in the text. These tables, however, provide the GM with complete picture of the physical character of each design, particularly when compared to other craft.

GONDORIAN SHIPS					
Type:	War Galley	Coast Patrol	Privateer Carrack	Merchant Cog	Transport Cog
Length:	105'	60'	90'	65'	120'
Beam:	17'	13'	25'	20'	40'
Draft:	3'	2.5'	8'	5'	12'
Displacement:	85 tons	30 tons	280 tons	100 tons	900 tons
Freeboard:	7'	4'	7'	4'	8'
Keel:	yes	detachable	yes	yes	yes
Construction:	caravel	caravel	caravel	clinker	caravel
Strength:	strong	moderate	strong	moderate	strong
Deck:	75%	50%	100%	100%	100%
Forecastle:	8'	4'	15'	12'	15'
Midcastle:	none	none	none	none	none
Aftercastle:	8'	4'	10'&15'	9'	15'
Ram:	prow	prow	armored bow	none	none
Steering:	oar	oar	rudder	oar	rudder
Total Crew:	195	75	75(150)	30(150)	120(200)
Officers:	7	4	5(10)	4	10
Soldiers:	60	15	0(70)	0(20)	20(100)
Sailors:	20	8	70	26	90
Rowers:	108	48	-	-	-
Turn Radius:	200'	150'	250'	200'	300'
Turn Speed:	fast	fast	slow	slow	slow
Oar Banks:	2	2	-	-	-
No. Oars:	72	48	-	-	-
Rowers/Oar:	2 upper, 1 lower	1	-	-	-
Slow Rowing:	3.5 kts.	2.5 kts.	-	-	-
Fast Rowing:	5.0 kts.	4.5 kts.	-	-	-
Ramming:	6.0 kts.	5.0 kts.	-	-	-
Racing:	7.5 kts.	6.5 kts.	-	-	-
Masts:	1	1	3	1	2
Sail Type:	square(1)	square(1)	square(2) lateen(1)	square(1)	square(3)
Slow sail:	3.0 kts.	3.0 kts.	2.5 kts.	2.0 kts.	1.5 kts.
Normal Sail:	5.0 kts.	4.5 kts.	4.5 kts.	4.0 kts.	3.0 kts.
Fast Sail:	8.0 kts.	7.0 kts.	9.0 kts.	7.0 kts.	7.0 kts.
Max. Sail:	11.0 kts.	8.5 kts.	12.0 kts.	8.5 kts.	8.5 kts.
Artillery:	four ballistae	one ballista	one catapult, two ballistae	none	two catapults
Provisions:	10 days	7 days	2-3 mos.	2-3 mos.	2-3 mos.
Cargo:	-	-	120 tons	40 tons	400 tons or 250 men or 50 horses
Notes:	Rowers freemen, not trained for boarding	Rowers freemen, trained for boarding	() is wartime capacity	() is wartime capacity	() is wartime capacity

GONDORIAN SHIPS (Part II)					
Type:	Pelargir Prog	Balimur Runner	Linhir Fisher	Privateer Raider	Merchant Long-fish
Length:	140'	50'	50'	75'	80'
Beam:	21'	20'	16'	20'	26'
Draft:	6'	2'	4'	3'	4.5'
Displacement:	180 tons	25 tons	27 tons	42 tons	75 tons
Freeboard:	8'	3'	3'	3.5'	4'
Keel:	yes	detachable	yes	yes	yes
Construction:	caravel	caravel	caravel	clinker	caravel
Strength:	strong	moderate	strong	strong	strong
Deck:	100%	100%	100%	80%	100%
Forecastle:	7'	none	none	none	none
Midcastle:	none	none	none	none	none
Aftercastle:	8'	4'	4'	none	4.5'
Ram:	prow (3)	none	none	none	none
Steering:	rudder	rudder	rudder	oar	rudder
Total Crew:	338	15(41)	12(33)	75	35(100)
Officers:	10	3(5)	2(6)	5	7(9)
Soldiers:	100	0(21)	0(15)	(24)	0(56)
Sailors:	35	12	10	10	28
Rowers:	200	-	-	(24)	-
Turn Radius:	210'	150'	180'	175'	220'
Turn Speed:	fast	moderate	slow	fast	slow
Oar Banks:	3	-	-	1	-
No. Oars:	120	-	-	24	-
Rowers/Oar:	2 up/mid 1 lower	-	-	-	-
Slow Rowing:	4 kts.	-	-	-	-
Fast Rowing:	6.5 kts.	-	-	-	-
Ramming:	7 kts.	-	-	-	-
Racing:	9 kts.	-	-	-	-
Masts:	3	2	2	1	2
Sail Type:	square(2) lateen(1)	lateen(3)	lateen(3)	square(1)	lateen(3)
Slow sail:	3.0 kts.	4.0 kts.	3.5 kts.	3.0 kts.	3 kts.
Normal Sail:	6.5 kts.	5.5 kts.	5 kts.	4.5 kts.	4.5 kts.
Fast Sail:	10.0 kts.	11.0 kts.	9.0 kts.	8.0 kts.	8.5 kts.
Max. Sail:	14.0 kts.	15.5 kts.	12.0 kts.	10 kts.	11 kts.
Artillery:	twelve ballistae two cata.	one ballista	none	none	none
Provisions:	14 days	7 days	10 days	20 days	1-2 mos.
Cargo:	-	10 tons	10 tons	-	25 tons
Notes:	Rowers freemen, not trained for boarding	() is wartime capacity	() is wartime capacity	() indicate that rowers double as soldiers	() is wartime capacity

14.8 GUIDELINES FOR USING SHIPS

The following set of guidelines is intended for pursuit and combat between a small number of ships. They are abstract and not intended to be an accurate simulation. Use of a hex grid is recommended, but inches and degrees are used to allow for minatures style play. The GM is, of course, free to make any changes he wants. Boarding actions may be resolved using *MERP*, *Rolemaster*, or other melee rules.

Options

The GM may wish to use sequential movement (one side moves then the other, as below) or simultaneous movement (each side plots its move then both sides move at once.) If using *MERP* or *Rolemaster*, working with sails and combat attempts may be treated as maneuvers. The GM decides on the degree of difficulty, the dice roll is made and the GM interprets the result as time taken or combat result achieved.

SHIPS OF UMBAR AND HARAD (Part I)

Type:	Raider Dromon	War Dromion	Coast Patrol	Merchant cog	Haradrim Trader
Length:	110'	125-140'	50'	85'	65'
Beam:	14'	18'	11'	25'	14'
Draft:	3'	5'	2'	6'	3.5'
Displacement:	75 tons	175-195 tons	17 tons	200 tons	50 tons
Freeboard:	7'	10'	4'	5'	3'
Keel:	yes	yes	no	yes	yes
Construction:	caravel	caravel	caravel	caravel	caravel
Strength:	moderate	moderate	weak	strong	moderate
Deck:	50%	75%	25%	100%	50%
Forecastle:	10'	20'	4'	12'	none
Midcastle:	none	20'	none	none	none
Aftercastle:	12'	25'	4'	15'	none
Ram:	proW	proW	proW	none	none
Steering:	oar	oar	oar	oar	oar
Total Crew:	160	300-360	35	50(80)	20(40)
Officers:	6	8-10	3	5	4
Soldiers:	30	60-70	5	0(30)	0(20)
Sailors:	24	32-40	5	45	16
Rowers:	100	200-240	22	-	-
Turn Radius:	200'	250'	150'	250'	200'
Turn Speed:	fast	slow	fast	slow	slow
Oar Banks:	2	2	1	-	-
No. Oars:	50	100-120	22	-	-
Rowers/Oar:	2	2	1	-	-
Slow Rowing:	3.5 kts.	3.0 kts.	2.5 kts.	-	-
Fast Rowing:	5.0 kts.	4.5 kts.	3.5 kts.	-	-
Ramming:	6.5 kts.	6.5 kts.	5.5 kts.	-	-
Racing:	7.5 kts.	7.5 kts.	6.5 kts.	-	-
Masts:	1	2	1	1	1
Sail Type:	square(1)	square(2)	square(1)	square(1)	square(1)
Slow Sail:	3.0 kts.	2.5 kts.	2.0 kts.	2.0 kts.	2.0 kts.
Normal Sail:	5.0 kts.	4.0 kts.	5.0 kts.	4.0 kts.	3.5 kts.
Fast Sail:	8.0 kts.	8.0 kts.	8.0 kts.	7.0 kts.	7.0 kts.
Max. Sail:	11.0 kts.	10.0 kts.	10.0 kts.	8.5 kts.	9.0 kts.
Artillery:	one catapult	two catapults, two ballistae	none	none	none
Provisions:	10 days	10 days	7 days	2-3 mos.	1-2 mos.
Cargo:	-	-	-	100 tons	25 tons
Notes:	On small-scale raids, rowers are freemen. In war fleets, most rowers are slaves and captives.			() is wartime capacity	() is wartime capacity

Time and Scale

Battle Scale: Each turn of ship movement is equal to 1 minute. One inch is equal to 100 feet. Ship speeds are given in nautical miles per hour and one knot equals one inch (e.g., if a ship is moving 5 knots, it will move 5 inches per turn.) If playing on a hex surface, one hex equals one inch.

Pursuit Scale: All Battle Scale figures are multiplied by ten. Thus, 1 inch equals 1000 feet (1 hex). Turns are 10 minutes long. A ship moving at 5 knots will move 5 inches (5 hexes) a turn.

Initiative

The GM determines the wind direction, wind strength and the distances between ships. Initiative is then rolled for (1-100) at the beginning of play. The side with the highest roll decides if it moves first or last. Play then alternates between the sides. If applicable, add the following modifiers:

Pursuit situation; the pursuing side + 10. Up wind side; + 20 (i.e. if the wind is from the north, the northern most side is up wind). Faster side; + 20. Side with lowest Turn Mode; + 10.

Movement

All ships move to their front in a straight line until turned. In the relatively calm waters of the Bay of Belfalas, most combats will be fought using oars for propulsion and with sails furled. Given favorable winds however, sailing may provide for higher speeds. To change from sails to oars (or vice versa) requires 5 minutes, during which time the ship moves at 75% of its rowing speed (round off fractions.)

Sailing

Each ship has an maximum sailing speed listed for three wind conditions, light, moderate and strong. Ships may sail at less than their maximum speed, but each change of 1 knot (faster or slower) must be announced 5 minutes prior to its taking effect. The Wind Diagram lists percentages of these speeds for sailing at various angles to the wind. Round fractions off (e.g., 75% of 7 is 5 and 50% of 7 is 4.)

SHIPS OF UMBAR AND HARAD (Part II)

Type:	Slaver Quinquireme	Heavy War Prog	Light War Prog	Khurn- Nagla	War Catamaran
Length:	120'	140'	100'	70'	40'
Beam:	16'	14'	10'	20'	20'
Draft:	5.5'	5'	4'	9'	2'
Displacement:	120 tons	180 tons	110 tons	60 tons	20 tons
Freeboard:	6'	7.5'	7'	8'	5'
Keel:	yes	yes	no	yes	yes(2)
Construction:	caravel	caravel	caravel	caravel	caravel
Strength:	strong	strong	strong	strong	moderate
Deck:	100%	100%	100%	100%	100%
Forecastle:	5'	4'	3.5'	none	3'
Midcastle:	none	none	none	none	none
Aftercastle:	7'	6'	5'	4.5'	6'
Ram:	proW	armored	armored	none	none
Steering:	oar	oar	oar	rudder	rudder
Total Crew:	320	(278)	(206)	40(90)	(25)
Officers:	20	8	6	5	4
Soldiers:	70	(240)	(180)	5(50)	(1)
Sailors:	40	30	20	30	(20)
Rowers:	180	(240)	(180)	—	(20)
Turn Radius:	300'	150'	100'	250'	200'
Turn Speed:	moderate	fast	fast	slow	moderate
Oar Banks:	3	2-3	2	—	1
No. Oars:	108	180	120	—	20
Rowers/Oar:	2 up/mid 1 lower	2 up 1 lower	2 up 1 lower	—	1
Slow Rowing:	2.5 kts.	3 kts.	3.5 kts.	—	4.5 kts
Fast Rowing:	4 kts.	4.5 kts.	5.5 kts.	—	6.5 kts
Ramming:	6 kts.	7 kts.	8 kts.	—	9.5 kts
Racing:	7.5 kts.	9 kts.	10 kts.	—	13 kts
Masts:	2	1	1	2	1
Sail Type:	lateen(2)	lateen(2)	lateen(2)	lateen(1)	square(1) lateen(1)
Slow Sail:	2.5 kts.	2.5 kts.	3.5 kts.	2.5 kts.	4.5 kts.
Normal Sail:	4 kts.	3.5 kts.	4 kts.	4 kts.	6.5 kts.
Fast Sail:	7.5 kts.	7 kts.	8 kts.	9 kts.	12.5 kts.
Max. Sail:	9.5 kts.	11 kts.	11.5 kts.	12 kts.	16 kts.
Artillery:	one catapult	two catapults	one catapult	none	none
ballistae	ballistae	ballistae	two	—	—
Provisions:	10 days	10 days	10 days	2 mos.	20 days
Cargo:	—	—	—	75 tons	—
Notes:	On small-scale raids, rowers are freemen. In war fleets, most rowers are slaves and captives.			() is wartime capacity	() means rowers are also sailors.

Rowing

Each ship has four rowing speed levels listed; Slow, Cruise, Battle and Ramming. At Battle Scale, speed may be increased by one level a turn and the increase must be announced two turns before it takes effect. Speed may be decreased up to two levels a turn. At Pursuit Scale, speed may be increased two levels or decreased three levels a turn with no prior announcement necessary. The maximum time that these speeds may be maintained is listed below:

- Slow: 3 Hours (180 minutes)
- Cruise: 2 Hours (120 minutes)
- Battle: 30 Minutes
- Ramming: 5 Minutes

Once these time limits have been reached the ship must drop to a lower speed level and not resume a higher level until it has rested for 30 minutes. In any case, a ship's rowers must rest for 30 minutes every two hours unless only the Slow rate has been used, in which case the crew must rest once every three hours. While under oars, ships may also move to their rear (reverse) up to one inch per turn (forward motion must be stopped before doing so).

Turning

Battle Scale: each ship has a listed Turn Mode. This is the minimum number of inches which a ship must move forward in inches (hexes) before it may execute a 60 degree turn (on a hex grid, a one hexside turn.) This is modified (round fractions up) by the ship's speed as follows:

- Sailing
- Rowing Turn Mode Modifier
- Light Wind Slow -20%
- Moderate Wind Cruise no modification
- Strong Wind Battle +10% — Ramming +20%

Pursuit Scale: use Battle Scale turn modes and divide by 10 (e.g., if a Battle Scale turn mode is 4 inches, the Pursuit Scale turn mode is .4 inches) or use a standard turn mode of one half inch for all ships and speeds. If using a hex grid, ships may make a one hexside turn before moving to a new hex except ships whose turn mode is marked with an asterix (*), which must move one hex before making a turn.

Combat

If at any time two ships are within range of each other, the moving ship may attempt to *ram* or *shear* the non-moving ship. Either ship may attempt to *grapple* the other. No more than one ram or shear attempt may be made per 1 inch/hex moved. No more than one grapple attempt per ship may be made per 1 inch/hex moved. One grapple attempt may be combined with one ram or one shear attempt. All combat attempt rolls are **not** open-ended.

Battle Scale Range: 1 inch or 1 hex (no more than 1 ship allowed in a hex.) If, after any combat attempt, a ship is still moving, it may make an emergency turn of 60 degrees (one hexside) in order to avoid moving through another ship (or its hex.)

Pursuit Scale Range: 1/8 inch or in the same hex (no more than 5 ships per hex. For combat, use the angle from which the moving ship entered the hex.)

Ramming

In order to ram, the moving ship's front must be pointed directly at the enemy ship. Roll 1-100 and add the appropriate modifiers and consult the Ram Table. Results may be a sinking or a reduction in Hull Strength. Ship hulls are rated as Strong, Moderate, or Slight. If a ship's Hull Strength is reduced to less than Slight, the ship will sink in 10 minutes. Any ram result other than Miss will cause the ramming ship to stop moving. If delivered from angle A or B, a result other than Miss will bring the rammed ship to a halt also. Reverse movement may be necessary to disengage and may be done the turn after a ramming.

Shearing

Shearing is an attempt to damage the enemy's oars in order to reduce his speed. Shearing may not be attempted on the A or D angle of a non-moving ship (except in Pursuit Scale). Roll 1-100 and add the appropriate modifiers and consult the Shear Table.

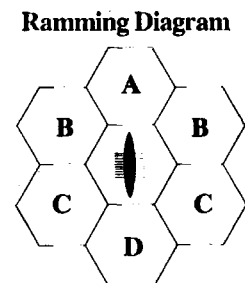
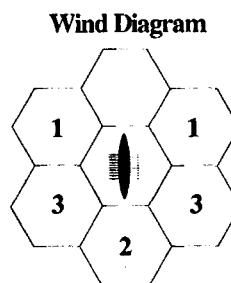
Grappling

Grappling is an attempt to use ropes and hooks to bring ships together in order to fight a boarding action. Roll 1-100 and add the appropriate modifiers and consult the Grapple Table. Ships which are grappled may not move. The turn after a successful grapple attempt, each side has a chance to ungrapple and, if successful, may move that turn. To ungrapple, use the astrixed (*) modifiers, roll on the Grapple Table and treat grapple results as ungrapple. To fight the boarding action, use *MERP*, *Rolemaster*, or other melee rules.

Wind Diagram

Check the angle the wind is coming from and use the percentage of sailing speed (round fractions off.) Ships cannot sail into the wind, they must be at an angle of at least 30 degrees. Ships sailing directly away from the wind are at 75% speed. The use of a hex grid avoids these two situations.

1: 50% speed; 2: 75% speed; 3: 100% speed



Ramming Table

The angle is checked from the defender's location. If the ships are head on (angle A), the defender may make a simultaneous ram attempt as if he were the attacker.

Defender's Hull

- Strong -10
- Moderate 0
- Slight +10

Attacker's Hull

- Strong +10
- Moderate
- 0 Slight -10

Attacker's Ram

- Armored +10
- Yes 0
- No -10

Angle

- A: +0 B: +15 C: +10 D: -10

01-50 Miss

- 51-55 Attacker's prow ripped off. Ship sinks in 5 minutes.
- 56-65 Both ships Hull Strength reduced by one level.
- 66-85 Defender's Hull Strength reduced by one level.
- 86-95 Defender's Hull Strength reduced by two levels.
- 95+ Defender's ship sinks in 5 minutes.

Shear Table

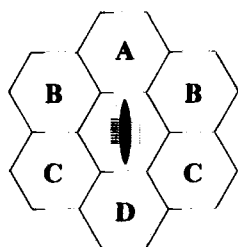
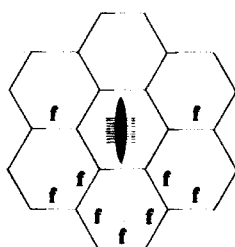
May only be attempted from defending ship's B or C angle (except in Pursuit Scale). If a ship suffers a reduction in speed, each speed category (Slow, Cruise, etc.) is reduced by the amount shown. If a ship's given speed category is zero or less, it must use a higher (and more exhausting) speed category equal to at least 1 knot. If all speed categories are zero or less, no oar movement is allowed. All ships are assumed to carry spare oars. Five minutes after a speed reduction, a ship may recover 1 knot of speed. Only one such recovery is allowed per ship, otherwise, in the time frame of these rules, all speed reductions are permanent.

Attacker's Crew:

Black Númenórean +10
Corsair 0 (Slaver -15)
Haradrim -10

Defender's Crew:

Black Númenórean -10
Corsair 0 (Slaver +15)
Haradrim +10
01-69 No effect
70-79 Defender's speed reduced by 1 knot
80-89 Defender's speed reduced by 2 knots
90-94 Defender's speed reduced by 3 knots
95+ Defender may not move by oar

**Shear Diagram****Course Diagram****Grapple Table**

If either ship's current speed is 3 knots or more, see Course Diagram. If the attacker's front is in any of the orientations marked F, use the opposite course modifier.

For every 5 Soldiers attempting to grapple up to 50: +5
Opposite course: -30

01-75 No effect
76+ Grappled

15.0 SUGGESTED ADVENTURES

The following adventures are keyed to the maps and settings described in this module. They provide only a small sampling of the challenges offered by the region.

15.1 LOST SCOUTS AND LOST STREAMS

A group of twelve young boys went exploring among the ruins of an ancient tower northwest of Pelargir. They have not returned. (See *Section 12.1.*)

Setting: The Tor na Tolini, known in Pelargir simply as "The Tor."

Requirements: A group of adventurers experienced in fighting, climbing, caving and stealth. A moderately skilled magician and healer would be most helpful as well.

Aids: Aranna, a boy who's been to The Tor with the missing group previously, wants to find his friends. He will act as guide, providing his father can accompany the rescue party. His father is a local baker from Pelargir's Ancient Market quarter.

Reward: 25 gp for each child recovered alive, and 200 sp for each body brought home for burial. This reward is offered by the families of the missing boys. The Prince offers 10 gp to anyone who undertakes the mission, and another 25 gp for the recovery of each child returned alive.

THE TALE

The boys, aged 10-14, are a group of seamen's and merchants' sons from central Pelargir. They call themselves the Young Scouts, and they like adventure. At the present time, the twelve Young Scouts have been missing for two days. Aranna, ten-year-old son of Merithdil the baker, knows that the boys were going to explore the ruins of The Tor; he has accompanied them there once before. Although he does not know the entrance to the lower chambers, he can guide the rescue party to the site.

When the boys left a stick of wood to prop up the trap door, it fell inside. Then the door dropped, trapping the youths. Whether or not any of the boys remain alive within the watercourse of the Runda, no one knows. It is a secret for the searchers to uncover.

THE TASK

The fathers of the twelve boys gather each evening at the Spouting Whale, where they appraise prospective search groups. They plan to hire no more than one party of rescuers (although their desire for their sons' return may dictate otherwise), and they do not wish to give out too much information to unsavory characters. Thus, they interview their prospective hirelings.

THE ENEMY

The Tor offers numerous physical obstacles, as well as a few dangerous animal residents (particularly the Leuman Dal). In addition, depending on the GM's whim, a less reputable party of searchers may be seeking the boys or, more likely, the lost cache of the rebel brigands.

THE REWARD

Aside from the rewards offered by the families and the Prince, the mission holds the prospect of added treasure. On the way, Aranna will tell the rescue party that the boys were seeking the legendary gold hidden by the rebels. Merithdil, like most adults in Pelargir, does not believe the story.

The Lost Scouts



15.2 A CHALLENGE, A CHART, AND A CHARMER

This adventure involves an attempt to infiltrate and map the area around the stronghold of the Smugglers of the Anduin. (See Sections 3.52, 10.5, and 11.1.)

Setting: Balibogach, the walled town of the smugglers in the Balimur Swamps of southern Lebennin.

Requirements: A small but experienced party which is both able and loyal to Gondor. They should be skilled enough actors to successfully carry off a charade enabling them to infiltrate the smugglers of Balibogach. All must be skilled in fighting and thieving, and at least one should be a fine mapmaker.

Aids: A Marshman named Ancú, who will sail the party down the Anduin, past the swamps, to the fishing village of Barfalas.

Reward: The Legate of Lebennivet offers a reward of 150 gp for an accurate (well, passable) map of Balibogach, including its entrances and exits. An additional sum of 100 gp is offered for the capture of any bandit (warrior or leader).

THE TALE

Captain Dunsúl, the Legate of the district, wants the roads and waterways of the region made safe. His limited supply of soldiers is needed to guarantee the safety of the coastal communities, and he has few resources for an investigation of the wild swamps. He hopes to find information that will make the eradication of the smugglers a relatively simple undertaking.

Dunsúl's offer of a reward for the suspected "Brigands of the Swamps" is well known in Pelargir. However, few groups have actually been approached by a guide hoping for part of the booty.

THE TASK

While sitting in a tavern, the PCs are approached by a guide who claims that he knows where the smugglers reside. He desires part of the reward offered by Dunsúl, but he cannot undertake the venture alone. The loyalty of Ancu, however, is debatable. A minor thief himself, there is a 30% chance he is loyal either to the authorities (01-30) or to the smugglers (31-60), and a 40% chance that he is coldly neutral (61-100).

If Ancu is loyal to Gondor, as he will profess in any case, he will merely take the adventurers to the Maegril Inn at Barfalas, and then leave the following day. If his loyalties are to the smugglers, however, he will seek out the mysterious inhabitant known as Allurac (actually Earcano the Corsair), who has a cottage in the village. There, he will inform the spy of the adventurers' plans and to seek his aid and advice in dealing with them. Allurac will then make the acquaintance of the adventurers and, if asked, he will offer to take them to Balibogach. His plan involves an attempt to sell the PCs as slaves.

If Ancu is neutral, he will certainly not know that Allurac has any connection with the smugglers. Nevertheless, Ancu may sell information about the adventurers to anyone offering a tempting price.

The village blacksmith, Umadoir, his daughter, Larras, and Portan the fisherman, are the only three inhabitants who have grave suspicions about the activities of Allurac, and any of these individuals will express their opinions if asked.

THE ENEMY

Numerous beasts, notably the Swamp Dragons, prey on travelers in the fenlands. Nonetheless, the main enemy is the smuggler band. Whether led by Allurac or on their own, the adventurers are most likely (01-80, modified by the group's stalking maneuvers) to be seen by one of Balibogach's lookouts. Guards are posted all over the marshes, within two miles of the bandit town.

The sentries are trained to give challenges and warnings in the form of bird-calls; should a sentry's initial three challenge-calls be ignored, he or she will issue a far-carrying call of alarm, which will be repeated and passed on. Since each initial alarm call is concluded with a "signature" of location, the general area in which the intruders are moving is also relayed to the smugglers. The smugglers then prepare an ambush, hoping to capture or destroy the strangers. Captives will be tightly blindfolded, with their hands tied behind their backs, (except Allurac, of course) and they will be led on a roundabout, confusing course to Balibogach.

15.3 THE LAKE OF THE LOST LORDS

This sojourn involves a search for treasure among the tombs of ancient Dunnish royalty. (See Sections 12.2 and 12.3.)

Setting: Cenic Locen, ceremonial center and burial-place in a high valley above the Parth Celos in north central Lebennin.

Requirements: A group of low to medium level adventurers, including fighters, an animist, and perhaps a magician. Tools (even picks and shovels!) will help.

Aids: A Dunnish resident of Pelargir will take a party to the site for a fee of 1 sp per adventurer, but he will not remain there.

Reward: The promise of riches from the tombs.

THE TALE

Whilst entertaining themselves, the PCs come upon a tale related by a Dunmen called Clúan. He speaks of the holy site of Cenic Locen and the residents of the area. A summary of his description follows...

Just north of Cenic Locen is a curiously antiquated Dunnish village composed of two score of stone houses built in apparent mimicry of bee-hives. These structures have only two openings: a doorway and a smoke-hole in the center of the roof. During the day, the village appears to be long abandoned and overgrown, but after sundown the sounds of music and laughter fill the vale. It is a curious place. The residents, however, light fires at Cenic Locen on holy days, conducting rituals amidst the Great Stones.

Clúan speaks of the vale as a haunted place, tainted by Darkness long ago. He tells of rich tombs.

THE TASK

Should the adventurers be willing to investigate the wonders of Cenic Locen, Clúan will help them get there. His offer, however, is limited to services as a guide. The Dunman will not enter Cenic Locen proper, nor will he stay in the vale after dusk.

THE ENEMY

The adventurers face the usual wild beasts and rare Dunnish warrior bands; they also must overcome any traps at the tomb site. Their greatest challenge, however, is that presented by the Deadfolk of Cenic Locen.

Should the adventurers investigate the village Clúan spoke of, they will discover a noisy and busy place filled with the sounds of family gaiety, the barking of dogs, etc. On certain quarterly holy days, the people of this village will form an evening procession to worship at Cenic Locen till dawn. The language will be unintelligible, but visitors will be heartily welcomed and invited to stay. If they do, they are in for a rude surprise.

THE REWARDS

The cenic tombs of Cenic Locen offer a host of worthwhile objects.

15.4 A MAD LORD AND A MISSING LAUNDRESS

The adventurers visit a most unusual castle owned by The Dark Fire of Númenor. They search for a missing person at a supposedly abandoned village. (*See Section 10.4 and 11.2.*)

Setting: The fortress of Minas Daldor at the mouth of the river Gilrain, and the fishing-village of Gaersûl.

Requirements: A medium-sized party of low to medium level adventurers, preferably with skills in combat. Two or more PCs should have some skills in thievery.

Aids: Directions to the castle will be provided at Linhir or Fanuilond. Information about the search for the missing laundress will be provided by residents of the castle and the tiny hamlet nearby.

Reward: The Dark Fire of Númenor (actually Meldin the Mad) is offering the astounding sum of 500 gp for the safe recovery of the missing woman. Although not stated on his notices posted in the neighboring towns, he will offer at least a fourth of that amount for the recovery of her body or an honest and satisfactory explanation of her fate.

THE TALE

About a week ago, the laundress Brithwen left on horseback to visit her birthplace in the abandoned village of Gaersûl, some ninety miles east, along the lower Anduin coast. Although friends begged her to wait for a proper escort, the strong-willed woman left anyway, with provisions for three days. Her horse was a reddish-brown mare named Culfin, a fast but trustworthy steed.

How well the adventurers are able to gather information and follow her trail on the road to Gaersûl will depend upon their skills in tracking or perhaps in their luck, for Brithwen did get to her destination. She was surprised to find that the previously abandoned Dock Inn of Gaersûl was back in operation with new owners, a jovial couple, Urchoid and Uthanna, and their two grown sons and younger daughter.

The first night at the Welcome Inn, Brithwen was royally treated by the innkeepers, whose daughter accompanied her to the ruins of the house in which she was born. Returning to the inn, she announced her intention to leave for Minas Daldor as soon as possible.

At this point, her hosts forcibly locked her in her room, returning only to bring her meals (four times daily). Their hope is that she will bring a high price on the slave market. Since, Haradan slavers have rather inactive, though, there is a good chance (01-60) that Brithwen is still a prisoner now in the cellar of The Dock Inn.

Meldin, the Master of Minas Daldor, is a powerful man. He does, however, have a reputation for being eccentric. His reward offer causes a stir in southern Lebennin. Most of the young men in the Linhir and Fanuilond areas will be at sea in their fishing boats or otherwise similarly occupied at the time the notice is posted, and some of the older residents claim that Master of Minas Daldor is unsound. Many disbelieve the poster. They will not express this opinion before strangers, however, for Meldin is of noble family and is still respected in the region.

THE TASK

The adventurers will be passing by at the moment an announcement is posted offering a reward for the safe recovery of Brithwen, laundress and former personal servant to the Lord of Minas Daldor.

Ideally, the players at the beginning of the adventure should be divided into two distinct parties. They will both learn of the reward and have a chance to get to the castle first. The race to be the first group to apply for the assignment should prove interesting if each group is relatively equal in overall strength.

The rivalry between the two groups of adventurers can continue all the way to Gaersûl, or even back to the castle, if applicable. At Minas Daldor, each group in turn will be led to an interview with Fuindil (who will hide his garish robes of Chief Priest to The Dark Fire of Númenor.) Fuindil will provide a description (any will do) of the missing laundress and details of her disappearance.

If and when the adventurers return to Minas Daldor, Fuindil will attempt to convince them that a "slight error was made in the reward amount stated in the poster." He'll explain that the correct amount of the reward should have read silver instead of gold. (He intends, of course, to pocket the balance of the reward himself.) Fuindil will be backed by his Guard, presenting an interesting challenge.

If, however, the adventurers are able to contact Meldin, a.k.a. The Dark Fire of Númenor, he will insist they be paid immediately the full amount they have earned. Fuindil and the others will deny their Master directly, although they might send a few trusted men to follow the adventurers after leaving the castle.

Remember that more than half of the guardsmen actually believe in The Dark Fire of Númenor. One of these loyal men might help the adventurers get an "audience" with the demi-god personally. If so, he will lead them down to the library room (19) of the First Deep, from which, he has heard, a secret door will lead them to The Dark Fire of Númenor. For fear of the Fuindil, the guard will go no further himself, preferring to return hastily to his post.

THE ENEMY

This adventure presents numerous dangers. Obviously, the innkeepers of Gaersûl are quite ruthless, and even the offeror of the reward is insane. Fuindil, the mercenary Captain of Minas Daldor, further complicates the picture.

THE REWARDS

Aside from Meldin's offer, the rewards come in the form of the 300 gp stashed at the Dock Inn and any booty recovered from Minas Daldor (should a confrontation arise, of course).

15.5 VIGILANT VAULTS AND STONE STEWARDS

This scenario involves a trip to the marsh village of Tailain, in the Ethir Anduin. Then, the action turns to a search for, and an exploration of, the ancient citadel known in Dunnish legend and song as the Caichail Púchel. (See Sections 10.7 and 13.0.)

Setting: A large, moss-grown structure in a high cleft on the northern end of the island of Tolfalas.

Requirements: A group of any size and any level, but it should include skilled climbers and at least one PC with some expertise in the use of magic.

Aids: While in town, the party may overhear the Dunnish song about the Caichail Púchel, and persuade someone to translate. In any case, the legend is popular with the local Dunmen, and children sometimes discuss it freely. No one in Lebennin, however, seems to know how to get there. Only two individuals, if they can be found, know of any connection between the ancient Daen site and the island of Tolfalas. These folk can be found at the marsh village of Tailain.

Reward: All the tales of the Caichail Púchel boast of the fabulous riches. As far as anyone knows, the treasure is still locked within the ancient halls — all awaiting the taking.

THE TALE

When the first Drughu came to the Bay of Belfalas, they feared the turbulent sea. After a couple of generations, though, an adventurous fellow named Mîn-ura-Mîn (D. "Maraich") constructed a couple of crude, oared boats, and he sailed to the fiery shores of Tolfalas. There, he settled and built Caichail Púchel, originally a great temple to the Queen of the Earth.

In later years, Caichail Púchel developed into a refuge, and then a citadel, for the Drûgs of Tolfalas. Their isolation protected them from the fate of their brethren, who became assimilated into Daen Coentis culture. Unfortunately, Tolfalas became their prison as well as their bastion, and the Tribe of Maraich eventually began to wane. They mysteriously disappeared in the early years of the mid-Second Age. Caichail Púchel is their legacy. It reputedly contains great wealth offered from the rich caverns of the Coastal Island.

Now the fortress temple is occupied by privateers who shelter the ships in a cove to the west. Led by an ex-Corsair captain, Bragolmaitë, and a Haradan mage called Shabla the Slow, they use the hold as a fortified hideout.

THE TASK

Many tales and songs speak of a great treasure born in the Caves of Clouds. Rumors speak of sages who know the whereabouts of the caves, and some connect these seers to the Ethir village of Tailain.

The adventurers will hear these legends, particularly a famous song. When translated, the tale will no doubt attract them. Should they ask for more information, they will be directed to the marshes of the Ethir Anduin, and the hamlet of Tailain.

Once in Tailain, they will discover that the Headman Albaraich knows the approximate location of the Drughu hold; however, the guests will be warned that no man ever went to the site and returned alive. Both of the Headman's sons, Sult and Suvac, will be anxious to accompany the group. They will be forbidden to go to sea, but they are impulsive and spoiled brats. Although in their teens, they will attempt to make the journey to Tolfalas.

The group will need to secure boats and sail to Tolfalas. If they plan to land in a safe haven, they might seek to anchor at Nen Gilros or on Dol Gaeroquen, but the Marshmen will seek to avoid the Gondorian authorities. Caichail Púchel is a half day's march from the coast.

ENEMIES

The most obvious danger is presented by the privateers, but just getting to Tolfalas can be trying. Even if the seas and privateers can be bested, there are other inhabitants of the Caichail Púchel. These Púkel-men will show no direct hostility toward visitors, but they will keep them away from certain sections and rooms of the structure. If possible, they will employ non-aggressive means.

REWARDS

Two treasures await the adventurers: the great Drughu hoard and the privateer booty.

15.6 OTHER SUGGESTED ADVENTURES

1) Coastal patrols have narrowed the location of a suspected smuggler base to an abandoned beacon on the coast of Harondor. Players are recruited to investigate. The PC's will be entitled to keep all booty after paying normal import tariffs, and receive rewards for captured smugglers as well.

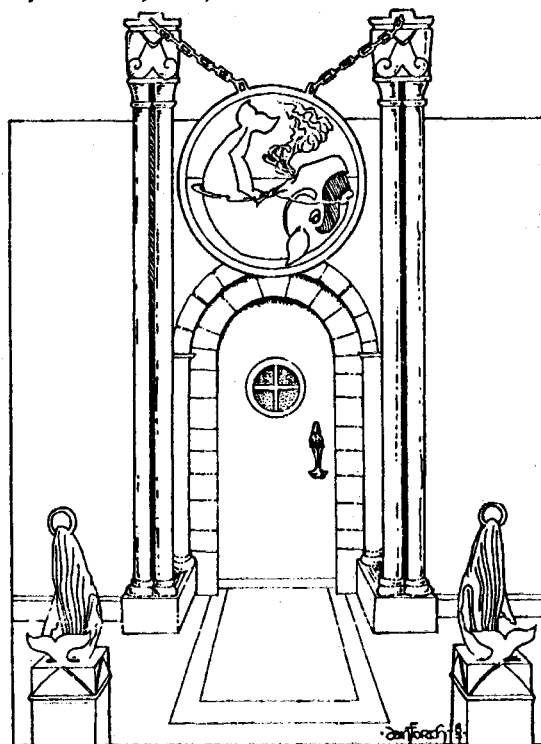
2) A sea captain is hiring hands for a voyage to southern Tolfalas. He plans to recover a treasure buried by a privateer captain he captured a month ago. The PC's are entitled to a percentage of the loot recovered.

3) Corsairs have been seen in the neighborhood of the ruined coastal village of Gaeros (See 10.2). The Legate of Lebennivet hires the PCs to investigate. All clues point to activity around the nearby cliff caves.

4) While in Pelargir, a PC happens upon a map showing the location of a treasure buried by desperate smugglers in the Ethir Anduin. Before the adventurers can set out, however, the map is stolen. If the PC has been careful enough to make a copy, or can remember the details, a river and marsh adventure lies ahead, replete with a race for the treasure against unknown adversaries.

5) A conflict with Umbar is brewing. A PC is commissioned as a privateer captain by the Lord of Lebennin. He must hire a crew, outfit a ship, and set sail as soon as possible. A compelling seaborne adventure awaits the PC and his companions.

The Spouting Whale



16.0 TABLES

16.1 MASTER MILITARY TABLE

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
DAGARIM ARAT LEBENNIN (Royal Army in Lebennin)											
Royal officers (princes, captains, and sergeants) and the Lord's Guard wear silver armor and a black surcoat emblazoned with the White Tree, symbol of Gondor. Their black, leather-faced shields are also embellished with the symbol of the South Kingdom. Men-at-arms carry the same shields but wear unadorned white surcoats. Rank is determined by the color of a man's cloak and plumage. Royal warriors wear silver helmets topped by two white wing-plumes. Royal Knights wear black helmets with black plumes, and sergeants have silver helmets with black plumes. Princes and other Lords wear unique helmets and use completely distinct liveries, although black surcoats are required.											
Captains/10-15	Dúnadan	13	155	PI/19*	45	Y10	(A/L)	155bs*	145cp*	5	Warriors/Fighters. These Royal Knights (S. "Arequain") command companies of about 100 men. Each knows one base Animist list (to 5th lvl), has 26 PP (x2 x13), and wears a Captain's Ring (+1 spell adder). Their +5 silver plate mail wears as AT 10. They carry +10 round-shields, +10 broadswords (enkit), colored lances, +5 short-swords (ikit), and have three loyal War-horses (only two of which accompany them, and only one of which is armored at a given time). Most know at least three languages: Westron and Sindarin, and either Haradaic, Adúnaic, Rohirric, or Dunael.
(War-horses/30-45)	Great-horse	4	155	SL/3	25	—	—	LTr65	—	25	Heavy horse, yet very fast. When armored they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-5).
Sergeants/50-75	Dúnadan	6	100	Ch/14	35	Y5	-/L	105bs*	78cp	10	Warriors/Fighters. Lesser Dúnadan warriors (Q. "Ohtari"), they elite, experienced infantry. Superbly trained, they are fine horsemen and adept bowmen. Their chain shirts are suited to missile weapons. They often ride to battle, but they usually fight on foot. An Ohtar uses a +10 broadsword (anket) as his basic weapon. They carry two daggers, a +5 spear, and a +5 short-sword (eket).
(Horses/50-75)	Midhorse	3	130	SL/3	20	—	—	LTr45	—	15	Medium horse. Tough and moderately fast, they operate effectively in varied settings. Sergeants use them to ride to battle.
Men-at-Arms/1000-1500 Dúnadan 3 65 Ch/13 40 Y5 N 79bs 59sp 10 Warriors/Fighters. Lesser Dúnadan warriors. They carry a spear as a secondary weapon, but often employ it in battle formations. They rely on their +5 broadswords when in close quarters.											
DAGARIM (Militia Army)											
Captains/25-35	Dúnadan	10	130	Ch/15*	45*	Y5	(A/L)	140bs*	125cp*	10	Warriors/Fighters. Basic Knights (Requain), they command companies of levy infantry. They are distinguished from the Royal Knights Iaur by their colorful local liveries and larger +5 round-shields. Each owns but two horses.
(War-horses/50-75)	Great-horse	4	155	SL/3	25	—	—	LTr60	—	25	Heavy horse. Durable and fast. Only one goes on campaign with his Knight.
Sergeants/125-175	Dúnadan	4	76	Ch/14	35	Y5	(A/L)	87bs	67sp	10	Warriors/Fighters. These experienced warriors are often retired veterans of the Royal Army.
Militiamen/2500-3500	Mixed Mannish	2	41	SL/5	25	Y	N	56sp	46sp/lb	5	Warriors/Fighters. Light infantrymen, about one in five is armed with a bow.
GAERIM ARAT (Royal Navy)											
The Royal Navy is organized with a structure resembling that found in the army. Both captains and sailors, however, wear whatever garb suits their needs. Sea-warriors wear black rigid leather breastplates emblazoned with the White Tree.											
Lord-captains/3	Dúnadan	20	165	Ch/13*	55	Y15	N	180bs*	170cp*	15	Warriors/Fighters. These Knight-captains command the fleet's Wings. Their chain shirts are magic and completely unencumbering (treat as thin undershirt). Each carries a +15 broadsword, a +15 short-sword, and a +10 composite bow. They all know three Open Channeling lists (to 5th lvl), have 40 PP (2x20), and wear a Knight-captain's Ring (+3 spell adder). They are fluent in five languages: Westron, Sindarin, Haradaic, Adúnaic, and Dunael. They issue commands using flags and horns.
Commanders/7	Dúnadan	15	163	Ch/13*	50	Y15	N	170bs*	160cp*	10	Warriors/Fighters. Like the Commanders, these Knight-captains wear magic chain shirts, although they are somewhat less valuable (treat as AT SL/5). Each commands a Squadron. Each is equipped with a +15 broadsword, a +10 short-sword, and a +5 composite bow. They know two Open Channeling lists (to 5th lvl), have 30 PP (2x15), and wear a Knight-captain's Ring (+3 spell adder). They are fluent in four languages: Westron, Sindarin, Haradaic, and Adúnaic. They issue commands using flags and horns.
Captains/35-50	Dúnadan	12	147	Ch/13*	40	Y10	N	145bs*	135cp*	5	Warriors/Fighters. These Knights command ships. They are typically equipped as Commanders, although they only carry +10 broadswords and they only know one Open Channeling list (to 5th lvl) and only have 12 PP (1x12). They issue commands using bells.
Mates/35-50	Dúnadan	8	91	RL/9*	40	Y10	N	70bs*	50cp*	10	Rangers. Mates are seaborne Rangers who serve as Captains' aides. They also act as navigators, although each ship has at least one trained sailor-navigator as well. They know four Ranger's lists (to 10th lvl), have 16 PP (2x8), and wear a Navigator's Ring (x3 PP multiplier).
Officers/105-150	Dúnadan	6	99	RL/10*	35	Y5	(A/L)	110bs*	68cp*	10	Warriors/Fighters. Typical officers carry a +5 broadsword, a +5 short-sword, and a +5 handaxe. They issue commands using whistles.
Sea-warriors/700-1000	Dúnadan	3	52	RL/9	30	Y	N	74bs*	44ha	5	Warriors/Fighters. Each is equipped with a +5 broadsword and a +5 boarding axe. Most know basic seacraft.
Sailors/700-1000	Dúnadan	2	44	No/1	5	N	N	51da	36ha	5	Warriors/Fighters. These seamen have militia training, but they are not intended to be combatants.

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
LOCAL SQUADRONS (Militia Navy)											
Commanders/5	Dúnadan	11	141	RL/10	40	Y10	N	140bs*	120cp*	5	Warriors/Fighters. These Captains command groups of ships (Squadrons). They are typically equipped with +10 broadswords and +5 daggers. Three know one Open Channeling list (to 5th lvl) and have 11 PP (1x11). They issue commands using flags and horns.
Captains/25	Dúnadan	7	85	RL/9*	35	Y5	N	110bs*	73cp*	10	Warriors/Fighters. Ship captains, these men often own their own vessels. Some are privateers in times of peace. One in five knows one Open Channeling list (to 5th lvl) and has 7 PP (1x7).
Sea-warriors/30	Dúnadan	4	53	RL/9	35	Y5	N	79bs*	54cp	5	Scouts/Rogues. These men serve as militia naval officers. They know one Open Essence list (to 5th lvl) and have 4 PP (1x4).
Sea-warriors/270	Dúnadan	3	50	RL/10	30	Y5	(A/L)	79bs*	39cp	5	Warriors/Fighters. These naval soldiers are well-armed levy seaman who carry +5 broadsword, a +5 shortsword, and a composite bow.
Sailors/700-1000	Dúnadan	2	39	No/1	5	N	N	46da	36cl	5	Warriors/Fighters. Like those in the Royal Navy, these seamen have militia training, but they are not intended to be combatants.
GAURHOTH-I-GAERWEN (Gaerwen's Bandits)											
Leaders/5	Mix of Men**	5	58	Ch/13	35	Y5	N	85ss	60da	10	Rogue/Scouts. Each has 10 PP (2x5) and a +2 spell adder (neck torque), and they each know one Open Essence spell list (to 5th lvl).
Scouts/10	Mix of Men**	4	54	SL/5	15	N	N	84cp	54ha	15	Scouts/Rogues. These men serve a variety of tasks. Each is a superb hunter with a +50 tracking bonus and 5 Ambush skill ranks. Some act as Balibogach's vigilant watchmen; others are hunters. Most carry +5 composite bows and +5 handaxes.
Smugglers/35	Mix of Men**	3	53	RL/10	35	Y	-/L	75ha	70sb	10	Warriors/Fighters. Disenchanted folk of various backgrounds, they smuggle goods through the Balimur area. Some double as highwaymen.
Thieves/10	Mix of Men**	3	47	No/1	15	N	N	68da	53cp	15	Scouts/thieves. Gaerwen's thieves often operate in larger towns like Fanuilond or Pelargir.
EDAIN-ON-UMBAR (Corsairs) or HARADAN-ON-UMBAR (Haradrim)											
Use the following statistics for Haradan or Corsair NPCs.											
Captains/?	Black Númenórean	13	150	RL/10*	55*	Y10	(A/L)	155bs*	150cp*	15	Warriors/Fighters. These dangerous seafarers operate ships out of the firth of Umbar. They bear +10 round-shields and +10 weaponry, including a composite bow, spear, and shortsword. Most are fluent in at least four languages.
Captains/?	Haradan	12	145	RL/10	50	Y10	(A/L)	140bs*	140cp*	10	Warriors/Fighters. Haradan Captains, equipped similar to Corsairs (see above).
Sea-rangers/?	Dúnadan**	9	105	RL/9*	30*	N	N	106fa	83cp	20	Rangers. Sea-rangers captain smaller vessels such as coastal ships (e.g., pentakonters or raiders). They are masters of the weather and seas. When ashore, they most live off the land and employ Nature Signs to communicate. Each is equipped with a +10 Kine-hide breastplate and knows 5 Base Ranger lists (to 10th lvl). They have 18 PP (2x9) and wear a magic brooch (+3 spell adder).
Privateers/?	Mix of Men**	7	65	RL/9	20	N	N	69ss	8cp	20	Rangers. These semi-independent captains resemble Corsair Sea-rangers. They know four Base Rangerr lists (to 10th lvl) and have 14 PP (2x7). Most (01-80) wear a x2 PP multiplier.
Sea-warriors/?	Mix of Men**	3	50	SL/5	35	Y	N	74ss	49sb	10	Warriors/Fighters. Many are trained oarsmen. They come from a variety of places and backgrounds.
DUNMEN AND MARSHMEN (Sonachil, Tailain, etc.)											
Chieftains/3	Dunlending	7	66	Ch/13	35	Y5	N	105sp	86sl	10	Warriors/Fighters. They command others on the basis of personal bonds. Their followers (assuming they have not already departed) will fight to the death or until they recover their Chieftain's body, should the latter fall in battle.
Shamen/4	Dunlending	6	47	SL/11*	40	Y	(-/L)	50ha	50da	15	Animists. These animistic priests control much of the clans' ways. Each wears magical armor, carries a magic +10 Dagger of Bear-slaying or Boar-slaying, and knows 5 Base Animist lists (to 10th lvl). They also know 4 Closed Channeling lists (to 10th lvl). They have 12 PP (2x6) and wear a x2 PP multiplier (cloak pin).
Scouts/12	Dunlending	4	59	No/1	20	N	N	75sp	75sl	20	Rogue/Scouts. Three have 8PP; nine have 4PP; all possess a x2 spell multiplier (cloak-pin), and they each know one open Channeling spell list (to 5th lvl).
Warriors/100	Dunlending	3	51	SL/5	25	Y	N	75sp	75sl	5	Warriors/Fighters. Most have never seen battle. There is a 25% chance (01-25) they will run unless cornered. There is a 10% chance (91-100) they will attack with abandon (add +20 to their first attack roll if in melee).
ORCS (Cenic Minith)											
Uruk-hai/2	Uruk	3	45	Ch/14*	15	N	A/L	65ba	40sc	10	Warriors/Fighters. They use a 1st lvl nerve poison on their axe blades. RR failure results in death in 1-20 rds. Dose is used with first hit result, but penetration (and RR) is dependent on a critical strike.
Agrashaga/18	Orch	2	44	SL/6	25	Y	-/L	50sc	30sb	5	Warriors/Fighters. These orcs compose the remnants of what was once a large but poor tribe.
PÜKEL-MEN (Caichail Püchel)											
Pükel-men/?	Animated statue	5	145	Ch/16	25	(Y)	(A/L)	90ha	60MBa	25	These enchanted stone figures ignore stun or bleeding results.
Drûg-doors	Enchanted stones	10	200	PI/20	0	(Y)	(A/L)	LCr100	—	15	The souls of deceased Drughu inhabit (and are confined to) these doors. They ignore stun or bleeding results.

* — Armor or weapon is magical or specially made.

** — Men of Haradan, Black Númenórean, Dúnadan, and/or Mixed Mannish (urban and rural) varieties.

Codes: The statistics given describe each type of combatant. Some of the codes are self-explanatory: **Race**, **Lvl** (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver bonus). For descriptions of the more complex statistics see The Master NPC Chart, 16.2.

Note: Uruk-hai can operate freely in daylight. Lesser Orcs (Yrch) fight with a subtraction of -100 in true daylight and -25 in magical or enchanted daylight; normal artificial light will not bother them. Hungry Orcs may eat the enemy and/or their own dead.

16.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
LEBENNIN (Specific NPCs)										
Telumehtar	23	165	PI/18	55	Y20	A/L	175bs	165cp	10	Dúnadan Warrior/Fighter. Crown Prince, High-captain of the Royal Fleet, Lord of Lebennin, and Squire of Pelargir. Resides in Pelargir. Has magic black breastplate that encumbers him like a shirt (AT No/1). Wears a magic Helm of Stun Resistance (reduces burden of any stun critical by 1 rd) and a Knight-captain's Ring (+3 spell adder). Knows 5 Open Essence lists (to 5th lvl). Has 46 PP (2x23).
Belechael	20	165	PI/20	45	Y10	(A/L)	190th	165sp	5	Dúnadan Warrior/Fighter. Royal Knight (Aroquen) and Legate of Celosien. Resides at Minas Brethil. Possesses 20th lvl Gauntlet of Fire. It can be used 1x per day to set anything organic (max. mass of 300 lbs) in its grasp on fire (object/victim receives RR). Effect of fire = point blank Fireball each round for 1-5 rds.
Dunsúl	21	152	RL/10	60	Y15	N	105bs	95cp	10	Dúnadan Ranger. Resides in Fanuilond and Barad Vedui. Wears a Ring of Last-sight (2x/day enables wearer to touch an object and see everything that occurred within vision of reference point during the last hour). Also wears +10 magic Breastplate of Deflections (1x/day subtracts 100 from enemy missile attack roll) and a Knight-captain's Ring (+3 spell adder). Has 42 PP (2x21) and knows 5 Base Ranger lists (to 20th lvl), 3 Open Channeling lists (to 10th lvl), and 1 Closed Channeling list (to 5th lvl).
Elenaerlon	20	157	PI/17	40	Y10	N	165ss	155cp	10	Dúnadan Scout/Rogue. Lord-captain and Legate of Pelargir. Lives in Pelargir. Wears a +10 magic black breastplate which encumbers as AT RL/9. Has a Knight-captain's Ring (+3 spell adder). Knows 4 Open Essence spell lists (to 5th lvl). Has 20 PP (1x20). Carries a +10 shortsword that becomes a dagger on command or when sheathed, and can be thrown as a dagger yielding shortsword damage. Also carries a +10 broadsword and a +10 composite bow. (See cover illustration for Elenaerlon.)
Nimroch	21	158	RL/11	75	Y15	A/L	110ss	100lb	20	Dúnadan Ranger. Lord-captain and Legate of Arnach. Resides at Minas Arnach, winters in Minas Arthor. Wears magic +20 Kraken-hide armor. Knows 5 Base Ranger lists (to 20th lvl), 2 Open Channeling lists (to 10th lvl), and 1 Closed Channeling list (to 5th lvl). Has 42 PP (2x21) and wears a Knight-captain's Ring (+3 spell adder). Bears +20 Shortsword of Water-beast slaying (slays salt-water creatures that exceed 350 lbs).
LEBENNIN (Major NPCs of Other Eras)										
Hyarmendacil I	33	175	PI/12	70	Y25	A/L	190fa	175sp	25	Dúnadan Warrior/Fighter. King of Gondor (T.A. 1015-1141) and High-captain of the Royal Fleet. Resides at Osgiliath and Pelargir. Wears unencumbering Fell-turtle hide scale plate armor. Wears magic Númenórean Karma-style helm (negates missile critical strike to head on roll of 01-77). Knows 4 Open Essence lists (to 5th lvl) and has 66 PP (2x33). Wears Ring of Winds (enables him to control wind direction and increase or decrease wind velocity by 10 mph within a range of 700 feet).
Castamir	30	161	PI/17	60	Y20	N	150ss	125sp	20	Dúnadan Ranger. High-captain of the Royal Fleet and Lord of Lebennin (T.A. 1384-1437), King (Usurper) of Gondor (T.A. 1437-47). Resides in Pelargir. Knows 2 Base Ranger lists (to 30th lvl), 2 Base Ranger lists (to 20th lvl), 4 Open Channeling lists (to 10th lvl), 1 Closed Channeling list (to 5th lvl). Has 60 PP (2x30) and wears a Knight-captain's Ring (+3 spell adder). Carries a +25 shortsword, a +20 Spear of Returning (returns 1 rd after being thrown), and a +5 Dagger of Man-slaying (will not affect anyone of Dúnadan blood). Wears magic unencumbering breastplate (treat as AT No/1) and a Helm of Navigating (add +50 to all navigating/orienteering maneuvers).
Hyarmendacil II	32	170	PI/20	60	Y25	(A/L)	180bs	170cp	10	Dúnadan Warrior/Fighter. King of Gondor (T.A. 1540-1621) and High-captain of the Royal Fleet. Resides at Osgiliath and Pelargir. Wears enchanted +15 plate armor (will float like wood). Wears magic helm (adds +20 to RRs and negates Water Mastery spells directed at wearer). Knows 3 Open Essence lists (to 5th lvl) and has 32 PP (1x32). Wears Ring of Winds (enables him to control wind direction and increase or decrease wind velocity by 10 mph within a range of 700 feet).
PELARGIR (NPCs from 15.1 Adventure)										
Merithdil	2	39	SL/5	30	Y	N	51ss	41sp	5	Urban Man Warrior/Fighter. Baker from the Ancient Quarter.
Aranna	1	15	No/1	5	N	N	8da	4da	10	Urban Man Warrior/Fighter. Son of Merithdil.
BALIBOGACH (NPCs from 15.2 Adventure)										
Gaerwen	10	78	SL/5	40	Y10	N	115bs	102lb	10	Dúnadan Scout/Rogue. Leader of the smugglers and self-styled "Queen of Balimur". Knows 3 Open Essence lists (to 5th lvl) and has 10 PP (1x10). Her magic +10 broadsword strikes as a two-hand sword. Has 10 Ambush skill ranks. Has Amulet of Seduction (+25 to seduction maneuvers).
Anduinil	8	72	No/1	50	Y10	N	94ss	78sp	20	Dunnish Scout/Thief. Spy and thief disguised as a fisherman. Knows 2 Closed Channeling/Mentalism lists (to 5th lvl) and has 8 PP (1x8). Wears a magic bracelet (x3 PP multiplier). Has 8 Ambush skill ranks.
Wafar	7	109	Ch/13	15	N	N	110th	86cp	20	Urban Man Warrior/Fighter. Has mutilated face. Commands garrison. Wears +5 mail shirt. Carries +10 two-hand sword that detects presences of Men (3x/day; range 200').
Alfraits	6	60	No/1	15	N	N	15da	25da	15	Northman Mage. Knows 4 Base Mage lists (to 10th level) and 5 Open Essence lists (to 10th lvl). Flashy dresser who wears a bejeweled cloakpin (x3 PP multiplier). Has 12 PP (2x6). Owns Boots of Changing (change footprints at will; 3x/day).
Amplac	3	39	SL/5	30	N	N	45sp	36sb	20	Rural Man Scout. Controls smugglers' accounts.
Ancú	2	34	No/1	20	N	N	52ss	42sb	20	Dunnish Marshman Scout/Thief. Resides in Pelargir. Knows 1 Open Channeling/Mentalism list (to 5th level). 2 PP (1x2). Has Necklace (torque) of Marshsigns (enables wearer to track any one person through any marsh terrain for 1 hr x wearer's lvl, assuming he starts search with visual trace). Has 3 Ambush skill ranks.
Smuggler	2	32	SL/5	35	Y	N	57ss	37cp	20	Rural Man Scout/Rogue. All have 2 Ambush skill ranks. Each carries two +5 daggers.
CENIC LOCEN (NPCs for 15.3 Adventure)										
Clúan	2	39	SL/6	35	Y5	A/L	57bs	47sp	5	Dunnish Scout/Rogue. Resides in Pelargir. Knows Parth Celos/Cenic Locen area very well.
Ghost (male)	7	165	No/1	40	N	N	110sp/MBa40	20poss*	50	Undead Warrior/Fighter. Drain 1-10 Co pts/rnd during any rnd they touch victim. Formless, invisible during daylight; solid, normal-appearance during sunless hrs. May attempt to seduce a living person to remain near, by stories, romantic enticements, etc. Friendly to civil visitors; unaware of their true nature. Treat as RM Class II Undead.
Ghost (female)	5	83	No/1	30	N	N	50da/MBi40	30poss*	40	Undead Scout/Rogues. See entry above.
Ghost (child)	3	55	No/1	40	N	N	SC135	SBi30	30	Undead Warrior/Fighter. See entry above.
FANUILOND										
Faltar	13	180	PI/18	45	Y10	A/L	160th	155lb	10	Dúnadan Warrior/Fighter. Knight and Dunsúl's lieutenant, he is a Captain in the Royal Army. He carries a Bow of Water-dragon Slaying (slays water serpents, drakes, etc.).
Fornact	3	29	No/1	5	N	N	28ss	28sb	5	Urban Man Bard. Innkeeper of Crow's Nest Inn in Fanuilond.
Urranta	5	41	No/1	10	N	N	40ha	40sp	10	Urban Man Bard/Alchemist. Boatright and selectman to District Board of Representatives. Knows 4 Base Bard/Alchemist lists (to 10th lvl) and 2 Open Essence lists (to 10th lvl). Has 15 PP (3x5) and a magic Carpenter's Glove (x3 PP multiplier that adds +20 bonus to Bard or Alchemy spell rolls).

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	MovM	Notes
MINAS DALDOR (NPCs for 15.4 Adventure)										
Meldin	13	145	No/1	25	N	N	75da	60da	15	Dúnadan Bard. Royal Knight (Aroquen), Master of Minas Daldor. Knows 1 Base Bard list (to 20th lvl), 3 Base Bard lists (to 10th lvl), and 2 Closed Essence/Mentalist lists (to 5th lvl). Has 26 PP (2x13) and wears a magic necklace (+10 to DB; x3 PP multiplier). Carries a +10 Dagger of Dog-slaying.
Fuindil	8	98	Ch/15	30	N	N	110th	95sp	20	Dúnadan Warrior/Fighter. Meldin's lieutenant and "Chief Priest." Knows 1 Open Channeling list (to 5th lvl). Has 8 PP (1x8). Carries a +15 two-hand sword and wears +10 chain mail.
Guard Captain	5	89	Ch/16	35	Y5	L	95bs	80lb	5	Rural Man Warrior/Fighter. Fuindil's lieutenant and commander of castle's guardsmen.
Brithwen	2	23	No/1	20	N	N	25da	25da	20	Rural Man Animist/Healer. Laundress from Minas Daldor. Knows 3 Base Animist/Healer spell lists (to 10th lvl). Has 4 PP (2x2) and wears a pair of matched enchanted earrings, each a +1 spell adder.
GAERSÚL (NPCs for 15.4 Adventure)										
Urchoid	4	42	No/1	20	N	N	79ha	59sp	20	Dunnish Scout/Thief. Murderous innkeeper of Dock Inn. Has 5 Ambush skill ranks.
Uthanna	4	39	No/1	25	N	N	84da	49da	25	Dunnish Scout/Monk. Wife of Urchoid. Knows 1 Open Channeling/Mentalism spell list (to 5th lvl). Has 4 PP (1x4).
Urlaglin	2	47	SL/5	10	N	N	56ss	56sp	10	Dunnish Warriors/Fighter. Stableman, serving man and son of Urchoid and Uthanna.
Urlin	2	50	No/1	15	N	N	56ss	46sp	15	Dunnish Warriors/Fighter. Stableman, serving man and son of Urchoid and Uthanna.
Urganna	2	28	No/1	25	N	N	25da	20da	20	Dunnish Scout/Thief. Daughter of Urchoid and Uthanna, Maid/Entertainer.
BARFALAS										
Aystear	2	31	No/1	5	N	N	51da/cl	31lb	5	Rural Man Warrior/Fighter. Proprietor of the Maeiril inn.
Aystear	1	28	No/1	15	N	N	33da/qs	23da	15	Rural Man Warrior/Fighter. Daughter of Aystear.
Shakhör	13	94	RL/17	20	N	N	100bs	85sp	10	Dúnadan Ranger. Retired privateer. Knows 4 Base Ranger lists (to 10th lvl), 3 Closed Channeling lists (to 5th lvl). Has 26 PP (2x13) and wears a Ring of Night-stars (+4 spell adder that adds +20 to Star-gazing maneuvers and, on clear, starry nights, allows wearer to see as if it was daylight). Bears +15 broadsword and a +10 spear. Wears Boots of Steadiness (+25 to balancing maneuvers on flat surfaces).
Allurac (Earcano)	12	151	RL/10	55	Y10	A/L	145fa	140cp	10	Corsair Warrior/Fighter. Pretends to be a fisherman. Actually in league with Gaerwen's smugglers (see Section 15.2). Wears +15 Breastplate of Floating (adds +20 to swimming maneuvers). Knows 1 Open Essence list (to 5th lvl) and possesses 12 PP (1x12). Has a +10 composite Bow of Fish-slaying (slays any size fish).
TAILAIN (NPCs for 15.5 Adventure)										
Albaraich	6	51	No/1	45	Y10	N	50sp	50sp	10	Dunnish Marshman Animist. Village Headman. Knows 4 Base Animist lists (to 10th level), 4 Open Channeling lists (to 10th lvl), 2 Closed Channeling lists (to 10th lvl). Has 18 PP (3x6) and wears a Necklace (torque) of Waterlore (+4 spell adder that enables wearer to touch water and understand its mineral content and, if running, the approximate location of its source).
Sult/Suvac	2	39	RL/9	40	Y5	N	61sp	41sp	10	Dunnish Marshman Warrior/Fighter. Spoiled son of the Headman Albaraich.
Suvac	2	43	SL/6	35	Y5	A/L	61bs	36sp	5	Dunnish Marshman Warrior/Fighter. Spoiled son of the Headman Albaraich.
CAICHAIL PÚCHEL (NPCs for 15.5 Adventure)										
Bragolmaité	12	92	RL/11	55	Y10	(A/L)	100fa	80sp	20	Corsair Ranger. Retired privateer. Knows 1 Base Ranger list (to 20th lvl), 2 Base Ranger lists (to 10th lvl), 3 Closed Channeling lists (to 5th lvl). Has 36 PP (3x12) and wears a Ring of Shoals (+4 spell adder that enables wearer to see clearly through 25' of water, regardless of conditions). His enchanted Sea-drake skin armor wears like AT No/1.
Shabla	7	45	No/1	40	N	N	15da	20da	20	Haradan Mage. Originally from Dúsalan. Possesses 14 PP (2x7). Knows 4 Base Mage lists (to 10th lvl), 3 Open Essence lists (to 10th lvl), 4 Closed Essence lists (to 10th lvl). Has a 5' long magic Flute-staff (x2 PP device that adds +10 to her RR). When played, the flute enables her to cast any 2 spells (lvl = or less than her lvl) off Base Bard <i>Controlling Songs</i> list. Wears magic +25 Cloak of Defense.
Alukhör	7	56	No/1	15	N	N	96wh	72lcb	15	Corsair Scout/Rogue. Navigator of Bragolmaité's ship The Burning Sword. Knows 1 Open Channeling/Mentalism spell list (to 5th lvl). Has 14 PP (2x7) and wears a magic Earring (+2 spell adder). Carries a Warhammer of Troll-slaying.
Ejenna	2	21	No/1	10	N	N	17da	17da	10	Haradan Bard. Consort of Bragolmaité. Knows 2 Base Bard lists (to 10th lvl). Has 4 PP (2x2) and wears a magic Bracelet (x4 PP multiplier). Wears Shoes of Leaping (adds +25 to leaping maneuvers).
Pharaphlon	3	63	RL/9	45	Y10	N	79fa	54cp	10	Corsair Warrior/Fighter. Consort of Shabla the Slow.

* Can control or "possess" victim should victim fail RR. This is possession attack bonus.

KEY

Codes: The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: **Lvl** (level), **Hits**, **Sh** (Shield). The more complex statistics are described below.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses): Weapon abbreviations follow OBs: fa—falchion, ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—hand axe, wh—war hammer, ba—battle axe, wm—war mattock, cl—club, qs—quarter staff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light cross bow, hcb—heavy crossbow, bo—bola, wp—whip, ts—throwing star, hb—halbard, ro—Rock (Large Crush). Combatants untrained in a type of weaponry (e.g., Ores untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Stats: Ag—Agility, Co—Constitution, SD—Self-Discipline, Me—Memory, Re—Reasoning, St—Strength, Qu—Quickness, Pr—Presence, Em—Empathy, In—Intuition. For *MERP*, average Re and Me for Intelligence.

Skills: Most skills are self-explanatory: S/H—Stalking and Hiding, Perc—Perception, Amb—Ambush, 3 AMoves at +40—3 Adrenal Moves at a +40 bonus, Chnlng—Channeling, St/Wnds—Staves and Wands, Nav—Navigation, Pub Spkng—Public Speaking, Sgning—Signaling.

16.3 MASTER BEAST TABLE

Type	Lvl	#/Encoun	Size	Speed	Hits	(Primary/Secondary/Tertiary)			Notes
						AT	DB	Attack	
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/-/-	Will not normally attack unless provoked.
Black Bear	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Bees/Hornets	1	1-100	S	F/M	1	No/1	40	TSSt-10/-/-	In a swarm, the attack is 40TSSt.
Cathfiar	3	2-4	M	BF/VF	60	No/3	45	40MCI/35MBi/-	Paired mates look alike. Very aggressive.
Wild Pig	3	1	M	F/MF	120	No/4	30	40LHo/30MBa/20MTS	Mean-tempered and solitary. Vicious if cornered.
Golden Eagle	3	1-5	M	F/F	30	No/1	30	45MCI/35SPi/-	Rarely attacks larger creatures (unless helpless).
Great Stag	4	1-4	L	F/F	200	SL/4	20	65LHo/55LBa/-	Found in woods and highland regions.
Wild Goat	2	1-12	M	F/MF	50	No/4	30	40MHo/40MBa/10MTS	Only males have horns to use. Mildly aggressive.
Hunting Lizard	8	1-2	L	MD/FA	140	SL/7	30	90LBi/70MBa/110LCI	If tail bash knocks foe down, then may use LCI attack.
Leuman Dal	1	1-100	S	VF/VF	8	No/1	35	10SBI/-/-	Voracious and blind. Superb leapers and swimmers.
Stone-troll	7	1-5	L	SL/M	120	RL/11	15	80LBa/65LCI/-	Use Large Creature Critical tables.
Young-troll	4	1-4	M	M/M	80	RL/11	10	45LCI/35MBi/-	Of all types.
Rock Viper	1	1-4	S	VF/BF	15	No/1	50	20MSt/Poison/-	Poisonous; attack only if provoked.
Warg	6	1-10	M	VF/VF	150	No/4	50	75LCI/60LCI/-	Operate in packs and will warn Orcs of intruders.
Wildcat	3	1-2	M	VF/VF	70	No/3	50	40MCI/30MBi/-	Cautious, will not attack unless provoked.
Wolf	3	5-15	M	F/F	110	No/3	30	65LCI/-/-	Will not attack groups unless provoked.
Swamp Dragon									
Small, in water	1	1-10	M	MD/MD	85	SL/7	20	50MBi/30SGr/-	Uses grappling bite to drown foes.
Small, on land	1	1-10	M	VS/MD	85	SL/7	0	30SBI/30SBA/50MBi	If tail bash knocks foe down, then may use MBi attack.
Large, in water	3	1-5	L	MD/MD	120	SL/7	10	80LCI/80MGr/-	Uses grappling bite to drown foes.
Large, on land	3	1-5	L	VS/SL	120	SL/7	0	40MBi/60MBa/80LCI	If tail bash knocks foe down, then may use LBi attack.
Kraken									
Small	15	1	M	MD/MF	150	No/1	50	75MGr/50SPi/-	Up to 4 MGr (tenacles) attacks. SPi attack is beak.
Medium	25	1	L	MD/MD	300	SL/3	40	125LGr/75MPi/-	Up to 4 LGr (tenacles) attacks. MPi attack is beak.
Small	35	1	H	MD/MD	400	RL/4	40	150HGr/90LPi/-	Up to 4 HGr (tenacles) attacks. LPi attack is beak.
Rays									
Electric	3	1-2	L	SL/MD	50	No/1	30	60SBolt/50MBa/Both	SBolt is a shock bolt attack, both 20% of time.
Manta, normal	3	1-10	M	MD/MD	40	No/1	40	40SBA/-/-	Not normally aggressive.
Manta, large	5	1-2	L	MD/MD	90	No/1	20	70MBa/-/-	Not normally aggressive.
Sawfish	4	1-2	L	FA/MD	120	No/1	30	70LCI/50MBa/-	Long snout with 24-32 large teeth.
Stingray	3	1-2	L	MD/FA	45	No/1	40	80Whip/60MSt/poison	Tail(whip) attack, then MSt, then poison.
Sea-turtle									
in water	2	1-2	M	MD/MD	90	RL/10	20	50MPi/60SBA/-	If retracted into shell, use Pi/12(-40).
on land	2	1-2	M	CR/SL	90	RL/10	0	20MPi/-/-	If retracted into shell, use Pi/12(-40).
Sea-drake									
Young	10	1	H	FA/FA	250	Ch/12	50	100HBI/60HCL/120HBa	Use large criticals. Also 40HHo & 90waterbolt.
Mature	25	1	H	FA/MF	350	Pl/16	30	110HBI/80HCL/150HBa	Use super-large criticals. Also 60HHo & 120waterbolt.
Old	40	1	H	MF/FA	500	Pl/16	50	130HBI/90HCL/180HBa	Use super-large criticals. Also 80HHo & 150waterbolt.
Sharks									
Small	2	1-20	M	FA/VF	90	SL/4	40	60MBi/-/-	Drawn to blood in the water.
Great White	5	1-5	L	FA/FA	180	SL/4	20	100LCI/-/-	Drawn to blood in the water.
Dolphin	8	2-20	L	VF/FA	80	No/1	40	50MBa/40MBi/-	Very intelligent and playful.
Fell-turtle	15	1	H	MD/MD	250	Pl/19	35	120HPi/140LBa/-	Use Super-large criticals.
Sea-snake	1	1-2	S	SL/FA	10	No/1	40	30TSSt/poison	Vicious 6th level nerve poison.
Sperm Whale	12	2-20	H	MF/MF	550	SL/8	40	80HBa/90HBI/70HGr	Use Super-large criticals. HGr is a swallow attack.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (level), **#/Encoun** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (defensive bonus). The more complex statistics are described below.

Speed: A creature's Speed is given in terms of "Movement Speed / Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, and BF = Blindingly Fast.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack: Ti = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the *MERP* codes and the *Rolemaster* codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" attack or "Tertiary" attack.

16.4 MASTER ENCOUNTER TABLE

Encounter	Area Around Linhir & Ethir Pelargir	Arnach	Celosien	Lebennivet	Anduin	Tolfalas	White Mountain Foothills	Open in the Bay of Belfalas	Water Coastal Waters
Chance(%)	50%	35%	20%	35%	25%	10%	15%	15%	25%
Distance (miles)	1	3	4	3	4	7	4	20	5
Time (hr)	.5	2	3	2	2	4	4	4	4
General Traps	—	—	01	—	01-02	01	01-02	—	—
Natural Hazards †	01	01	02-03	01-04	03-15	02-10	03-11	01-10	01-25
Sites & Things @	02	02-03	04-05	05-07	16-21	11	12-16	11-12	26-30
Animals									
Kraken	—	—	—	—	22	—	—	13	31
Ray	—	—	—	—	—	—	—	14-16	32-33
Sea-turtle	—	—	—	—	23	—	—	17-18	34-36
Shark	—	—	—	—	24	—	—	19-22	37-41
Whale	—	—	—	—	—	—	—	23-26	42
Bears	—	—	06	08	—	12	17-18	—	—
Bees/Hornets	03-04	04-06	07-09	09-11	25-26	13	19	—	—
Wild Boar	—	07	10	12	27-28	14	20-21	—	—
Crocodiles/Swamp Dragons	—	—	—	—	29-37	—	—	—	43
Goats	05	08-09	11-12	13-14	38	15	22-23	—	—
Hunting Lizard	—	—	—	—	39-42	16-22	—	—	44
Poisonous Snakes/Spiders	06	10-11	13-14	15-16	43-50	23-25	24	27	45
Wolves/Wargs/Wild Dogs	—	12-15	15-16	17	51-55	26	25-28	—	—
Cathfiar	—	16-18	17	—	—	—	29-31	—	—
Leuman Dal	—	19	18	—	—	—	32	—	—
Other Animals #	07-24	20-35	19-40	18-46	56-67	27-50	33-54	28-57	46-69
Undead (N)	—	36-39	38-39	—	68	51	55-56	—	—
Local Men									
Bandits/Brigand/Thieves	25	40	41-42	48-50	69-70	52-55	57-60	—	—
Common Folk	26-62	41-58	43-66	51-67	71-74	56-60	61-70	—	—
Merchants	63-70	59-62	67-72	68-72	75-76	61	71	58-77	70-80
Military Unit	71-72	63	73	73	—	62-68	—	78	81
Nobles	73-76	64-65	74-78	74-75	—	69	72	79	82
Large Patrol	77-79	66-67	79	76	—	70	—	80-81	83
Small Patrol	80-85	68-71	80-82	77-79	77	71-72	73-74	82-84	84-87
Privateers	—	—	—	—	78	73-74	—	85-87	88
Smugglers	—	72	—	80	79-80	75-79	—	88-90	89-90
Spies	86	73	83	81	—	80	—	—	—
Other Individuals ‡	87-88	74-77	84-85	82-85	81-82	81-82	75	—	—
Other Men									
Corsairs	89	78-79	86	86-91	83-85	83-86	—	91-92	91
Dunlendings	90	80-83	87	92	86	87	76-82	—	—
Eredrim	—	84	88-89	—	—	—	83-88	—	92
Haradrim	91	85-89	90-91	93	87-88	88-91	—	93	93
Other Foreigners	92	90	92	94	89	92	89	94	94
General Folk †	93-94	91-93	93-94	95	90	93	90	95-96	95-96
Non-mannish Races									
Elves	95-97	94	95	96	91	94	91	97-99	97-99
Dwarves	98	98	96	97	—	96	92	—	—
Orcs (N)	—	—	97	98	—	97	93-94	—	—
Trolls (N)	—	—	—	—	—	—	95	—	—
Woses	—	—	98	—	—	98	96-97	—	—
Other Beings +	99-00	99-00	99-00	99-00	92-00	99-00	98-00	00	00

Use of this Table and Codes: The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance of Encounter** given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (e.g., Orcs, certain undead, etc.), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal (e.g., certain undead, certain Trolls, etc.). Of course, if underground or inside, these restrictions do not apply.

† — At sea: rocks, squall, sudden gust of wind, whirlpool, etc.; on land: avalanche, rock slide, flash flood, grass fire, falling tree, quicksand, etc.

@ — At sea: islet, abandoned boat, flotsam, underwater wreck, etc. On land: a mine/quarry, a cave/cavern/lair, a burial site, a settlement/camp, a ruin, etc.

— At sea: dolphins, porpoises, eels, fish, octopuses, jellyfish, lamprey, piranha, etc. On land: deer, lynx, rabbits, squirrels, badgers, foxes, dogs, wildcats, skunks, etc. The GM may reroll or refer to a general creature such as *MERP* Table ST-2 or *Arms Law/Claw Law* Tables 11.52 and 11.62 or *Creatures & Treasures* Section 4.0. When referring to such a general listing, roll once to determine if the encounter is with an animal or a monster (e.g., 01-80 results in an animal; 81-00 means monsters). Then roll again and count down from the top of the chart to determine the specific type of creature. Note that some types (e.g., monsters from non-Middle-earth mythos) may be inappropriate, and another roll should be made.

‡ — Other individuals and General folk could be almost anybody but probably not someone very famous or powerful. They might include merchants, minstrels, unemployed soldiers, messengers, etc. See the Master NPC Table for other possibilities.

+ — Other beings usually alone, frequently powerful, but not always evil. They might be wizards, lords, monsters, Fell-turtles, Drakes, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the NPC table.

17.0 GLOSSARY

17.1 NAUTICAL TERMS

Beam — breadth of a ship at the waterline

Castle — a raised platform on a ship used for archery and artillery

Cargo — maximum weight of goods that a ship can carry

Displacement — weight of water moved by a ship in the water

Draft — average depth of water drawn by the ship's hull

Freeboard — height of a ship's main deck or sides of an undecked ship as measured from the waterline

Keel — a timber or plate projecting from the center of a ship's hull under the waterline and running lengthwise; provides stability

Length — distance from prow (front) to stern (rear) of a ship at the waterline

Provisions — number of days that crew can be adequately fed with rations carried on board ship

Ram — a pointed and possibly armored beak located on the prow of a ship designed to pierce an opponent's hull

Sails — are of two types; "square" is rectangular and suspended from the yard, a bar crossing the mast horizontally near the top; "lateen" is triangular, rigged to the mast and to an arm connecting horizontally from the lower part of the mast

Turn Radius — radius of the semicircle the ship must make to reverse action

Turn Speed — general ease and quickness of turning

17.2 FORTIFICATION TERMINOLOGY

Bailey — an enclosed courtyard

Ballista(e) — an engine which operates as a crossbow to hurl missiles or large arrows

Barbican — an outwork containing a castle gateway

Bartizan — a small tower suspended from a wall to provide flank-fire

Battlement — the protected summit of a wall from behind which defenders position themselves

Catapult — a stone-throwing engine employing torsion

Crenelation — a notched battlement with alternating openings (embrasures) and stone sections providing cover (merlons)

Curtain — a straight section of wall, part of an enclosure

Drawbridge — a wooden bridge that can be raised and lowered

Hall — the principal living and dining area of a castle or manor

Keep — the inner stronghold of a castle or manor

Machicolation — a stone projection extending the battlement out over the wall, with slots in the floor so that missiles can be dropped on those below

Porticullis — a vertical sliding grill with spiked tips; serves as a barrier gate

Splay — a sloping base of a wall or tower, which frustrates battering by deflecting a ram upward

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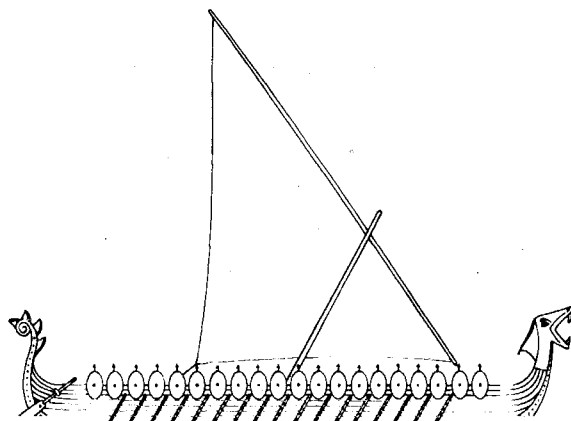
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