

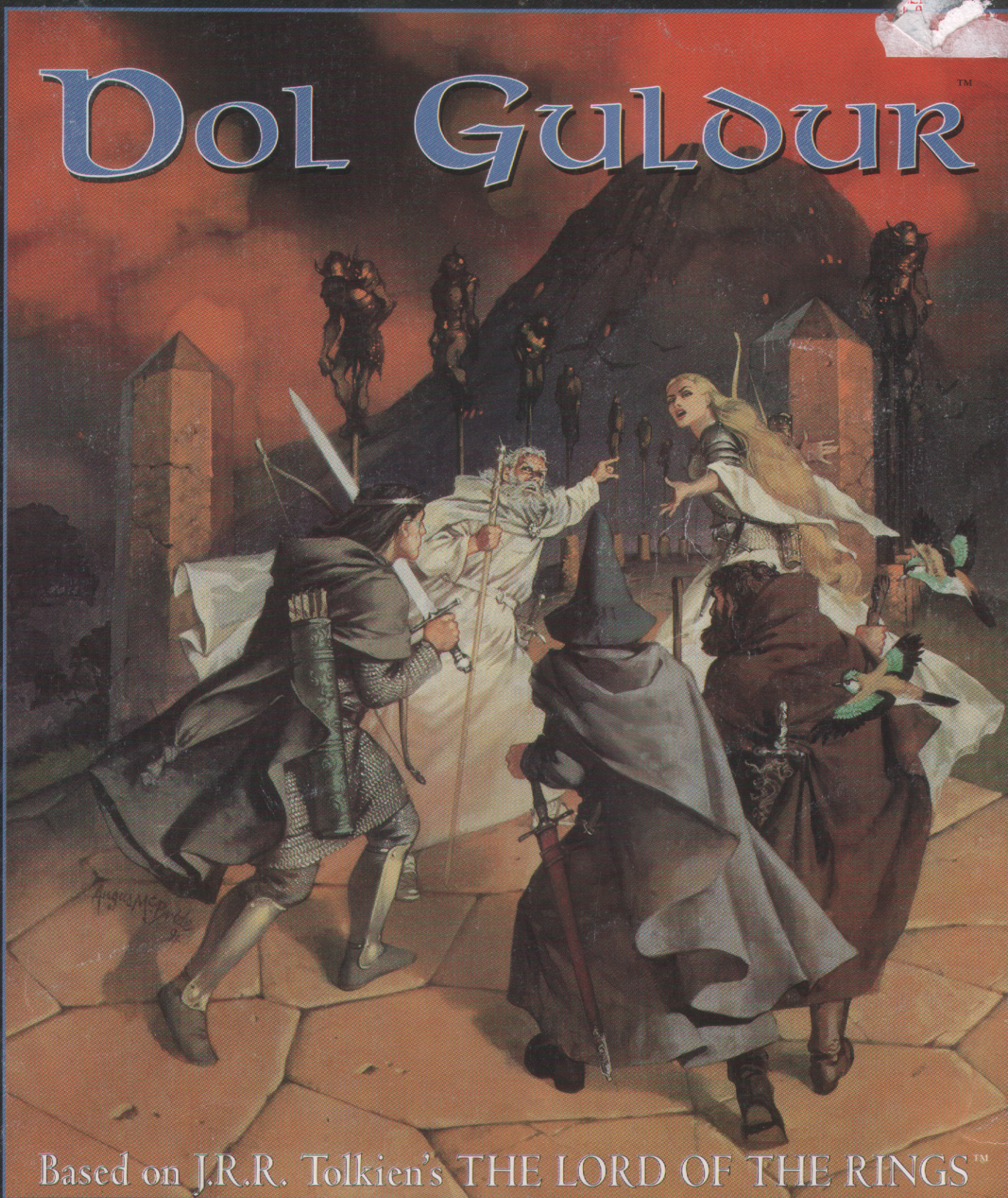
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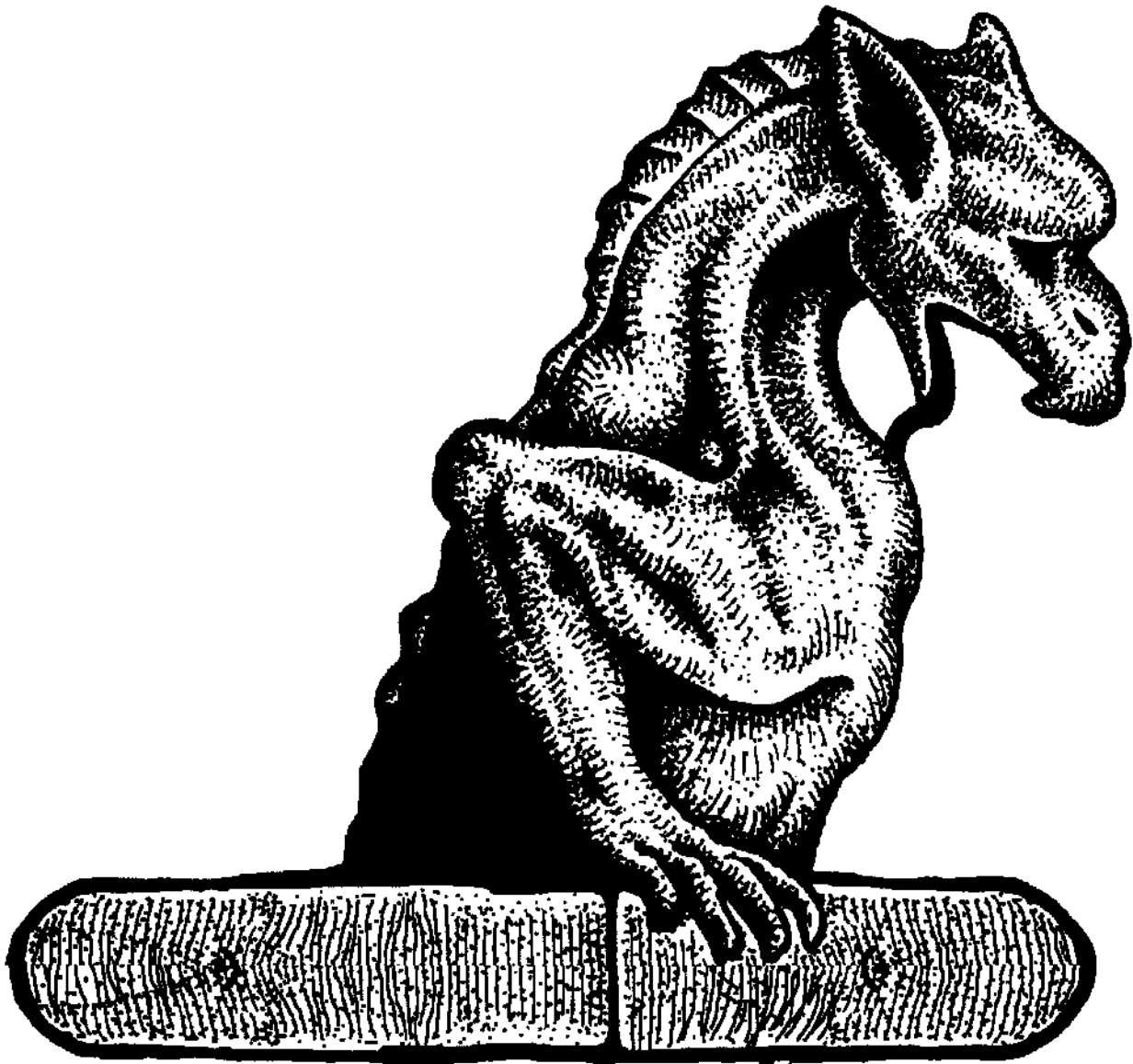
Citadel



DOL GULDUR™



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



DOL GULDUR™

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1.0 INTRODUCTION

Of all Middle-earth's dark and dreadful strongholds, few stir terror in the hearts of Elves and Men like Dol Guldur, the "Hill of Sorcery." Its dark, rocky heights loom ominously over southern Mirkwood, cloaked in foreboding storm clouds. Here, in the ancient cinder cone once known as Amon Lanc. (S. "Naked Hill"), lies the hidden sanctuary of Sauron, the mysterious Necromancer of Wilderland.

The Necromancer's shrouded delving lacks the black majesty of Barad-dûr and Angmar's indomitable strength of numbers. Nonetheless, Dol Guldur possesses an overwhelming presence. Its evil haunts Endor like a silent rumor of terrible power.

The Hill of Sorcery lies at the core of the Shadow in the southwest corner of Mirkwood, at the end of the modest ridge of volcanic hills known as Eryn Guldur. Much taller than any neighboring height, it towers over the barren, bowl-like clearing called the Nan Lanc, the "Naked Valley" of Sinda lore. As Amon Lanc, the great cone stood dormant for unnumbered millennia. Most chroniclers considered it extinct. As Dol Guldur, the mountain emits foul steam clouds, often noxious mists that shroud the peak and threaten the rich forest canopy of southern Mirkwood. Now, ruinblings from deep in the earth suggest a reawakening of the hill's long-slumbering power—and serve as a warning of the coming fury borne out of the Dark Lord's pitiless ire.

1.1 THE CITADEL SERIES

The *Citadels of Middle-earth* series provides Gamemasters (GMs) with extremely detailed overviews of the most formidable and significant strongholds in J.R.R. Tolkien's world of Endor. Each module of the line documents the history, design, layout, power structure and garrison of a particular citadel. Painstakingly elaborate maps, floorplans, and perspectives highlight each product. Here you will find a vast wealth of adventures and settings for use with the *Middle-earth Role Playing (MERP)*, *Lord of the Rings Adventure Game (LoR)* and *Rolemaster (RM)* fantasy role playing (FRP) game systems, material which is easily adaptable to most other FRP lines.

1.2 USING DOL GULDUR

Before reading *Dol Guldur*, review the map (pp. 220-221) illustrating the lands immediately adjacent to Amon Lanc and occupied by the Necromancer's minions. This map provides the GM with a precise picture of the core of Sauron's realm in southern Mirkwood. It delineates the exact locations of the roads, trails and outposts in the nearby area.

Also take note of the close-up topographical map of the volcano in Section 6.0 (p. 68). This black and white close-up of Dol Guldur further illustrates the fundamental details of the Necromancer's stronghold.

Section 10.0 contains important appendices, and you should refer to this material if you have any questions about terminology, citations, or game statistics. Section 10.1 covers several of the Middle-earth terms used in this module, including some Black Speech names, as well as all the abbreviations common to all of ICE's *Middle-earth Role Playing (MERP)* or *Rolemaster (RM)* products. If you do not use the *MERP* and *RM* fantasy role playing game systems, read section 10.4 before proceeding further with the module. This section provides guidelines for adapting the material to most other role playing games. Should you use ICE's *Lord of the Rings Adventure Game* guidelines, peruse Section 10.5. It contains comprehensive conversion notes.

Section 11.0 contains tables which summarize game statistics for all the non-player characters (NPCs), military units, beasts and random encounters discussed in the text.

1.3 THE ADVENTURE SETTING

This supplement, of course, is intended for use by gamemasters (GMs) who wish to run a campaign in and around Dol Guldur. Accordingly, Section 9.0 encompasses a trio of linkable adventures. Due to the extremely dangerous nature of the citadel, however, adventuring inside the Hill of Sorcery could prove quite difficult for player characters (PCs). Rather than running adventures that plunge the PCs into the depths of the Necromancer's fortress, we recommended that GMs allow the PCs to first experience the lesser perils of adventuring in the surrounding lands. We conceived the three adventures in section 9.0 so that the players will be somewhat familiar with the setting before planning and undertaking a perilous journey into the citadel.

1.4 THE TEMPORAL SETTING

The primary temporal setting of *Dol Guldur*, like most of ICE's other Middle-earth adventure supplements, is Third Age 1640. We take care, though, to omit the majority of the text time-specific statements, thus allowing a GM to adapt the material to most any period. Both the history of Dol Guldur and the accompanying tables reflect this flexibility. Together, they detail many of the changes that take place during the Third Age. Note that the citadel remains virtually unaltered after T.A. 1382; however, the GM needs to make adjustments to the population and composition of the leadership of the fortress.

The period called "the Watchful Peace" (T.A. 2064-2459) should be of particular interest to some GMs. It is during this time that the citadel is very lightly guarded. Most of the halls are virtually unoccupied, for Sauron is absent from the stronghold. Should a party of less heroic (or less experienced) PCs attempt to challenge the perils of Dol Guldur, this era offers a uniquely inviting (and survivable) scenario.

2.0 BACKGROUND

Due to the complex nature of the history of Amon Lanc, we begin our story with a brief tale of years.

2.1 THE TALE OF YEARS

This timeline traces the history of both Dol Guldur and its principal occupants.

SECOND AGE

- 7 Narin, a Dwarf-lord of Drúin's Folk, ventures out of the Misty Mountains. He crosses Anduin and discovers Amon Lanc. After returning to the Dwarf-mansion, he tries to persuade Drúin the Proud to move his people to the Naked Hill.
- 20 Drúin the Proud, Lord of the Sixth House of the Naugrim, takes his people and crosses Anduin. He claims Amon Lanc for his own and founds the Dwarven stronghold of Tumûn-gabil.
- 27 Red laen is found in Tumûn-gabil.
- 31 Borin, the second son of Narin, constructs the Cold Forge of Tumûn-gabil.
- c. 35 Borin becomes a renowned Craft-lord.
- 39 Torin, the son of Borin, is born.
- 97 Drúin the Proud leads the main host of his people eastward into the Chey lands. Borin remains for a time in Tumûn-gabil and leads the small group that stays behind.
- 192 Torin surpasses his father as a Craft-lord.
- 207 Borin, now very old, takes many of the Dwarves of Tumûn-gabil and reunites with Drúin's Folk. Unwilling to abandon Amon Lanc while the red laen lasts, Torin refuses to leave Tumûn-gabil. He now leads the remaining Dwarves of the Naked Hill.
- 307 Death of Torin. His descendants serve as the Lords of Tumûn-gabil for several generations.
- c. 1165 Some of Drúin's Folk, fleeing Ruuriik after the invasion of Muar's forces, take refuge in Tumûn-gabil.
- 1225 Celedhring, a Noldo Jewel-smith from the Elven Kingdom of Eregion, becomes captivated with Annatar (Sauron). Beginning at this time Celedhring is slowly turned toward evil ways by his mentor.
- 1601 Celedhring departs Eregion and travels to Mordor where he again serves the Dark Lord.
- 1671 Celedhring travels to Tumûn-gabil to seduce the Dwarves with knowledge of Elven Jewel-craft. Dworin is won over.
- 1703 Aided by Celedhring, Dworin begins the forging of the Khazad-khezed.



Narin crosses Anduin

- 1807 Khazad-khezed is completed. Celedhring departs Tumûn-gabil and returns to Mordor.
- 1827 Dworin becomes completely obsessed with the Khazad-khezed. His people grow wary of him.
- 1847 The red laen in Tumûn-gabil is depleted.
- c. 1851 Many Dwarves begin to depart from Tumûn-gabil.
- 1857 Fighting breaks out over the Khazad-khezed. Dworin and six loyal kinsmen are all that survive of the Dwarves of Tumûn-gabil.
- 1889 Dworin slays his remaining followers and lives alone in Tumûn-gabil.
- 1896 Death of Dworin. His body lies forgotten in the mines of Tumûn-gabil.



- 2480-2941** Khamûl makes frequent trips between Minas Morgul and Dol Guldur. While at Dol Guldur, Khamûl acts as Sauron's chief servant.
- 2519** With more of Rhovanion under the sway of Sauron, Khamûl departs Dol Guldur and returns to Minas Morgul.
- 2592** Sauron learns of the return of Thrór to Erebor. He sends for Khamûl, who returns to Dol Guldur.
- 2620** Khamûl departs Dol Guldur and returns to Minas Morgul.
- 2653** Khamûl returns to Dol Guldur to acquire instructions for the Witch-king.
- 2656** Khamûl departs Dol Guldur and returns to Minas Morgul.
- 2689** Khamûl returns to Dol Guldur, and begins new offensives with the Grimbûrz.
- 2700** Sauron learns of the rebuilding of the White Tower in Minas Tirith and sends Khamûl back to Minas Morgul.
- 2770** Smaug invades Erebor and destroys the Dwarven kingdom. The Dragon also lays waste to Dale. Few Dwarves survive, but Thrór, Thráin II, and Thorin II manage to escape.
- 2772** Khamûl returns to Dol Guldur. Sauron is bolstered by Smaug's attack. He has Khamûl increase skirmishes in northern Mirkwood. At this time with the occupation of Moria and most of the Misty Mountains, the defeat of the Dwarves by Smaug, and the control of the southern two thirds of Mirkwood the power and influence of the Dark Lord's reign in Dol Guldur reaches its height.
- 2790** Thrór gives the last of the Seven Rings to Thráin II, his son, and travels with one companion to Moria where he is slain. The Dwarves gather for a war of vengeance against the Orcs of the Misty Mountains.
- 2793** The War of the Dwarves and Orcs commences.
- 2799** The Dwarves are victorious in the Battle of Nanduhirion before the East-gate of Moria. They depart back over the mountains. Thráin II and Thorin II travel to Ered Luin. With Moria secure and the war concluded Sauron sends Khamûl back to Minas Morgul for a time.
- 2839** Khamûl returns to Dol Guldur. Sauron sets Khamûl to the task of acquiring the last of the Seven Dwarven Rings. The Nazgûl sends spies to watch the Dwarven home in Ered Luin.
- 2841** Thráin II departs from the Blue Mountains with a small company of Dwarves hoping to reach Erebor. Khamûl's spies report this departure, and Sauron sends flocks of crebain to track the Dwarves.
- 2841-2845** Thráin II journeys through Eriador, across the Misty Mountains and into the vale of Anduin. As Thráin travels eastward Sauron's spies report his movements. Khamûl then directs groups of Orcs and Wargs to attack the Dwarves, making their journey long and perilous.
- 2845** Thráin II journeys thru the land between Anduin and Mirkwood; Sauron sends an evil storm that looms over the Dwarves and pours down black rain. They are forced to take refuge beneath the eaves of Mirkwood, where the Grimbûrz await. Thráin is secretly captured and taken to Dol Guldur. Khamûl takes from him the last of the Seven Rings and gives it to his master. Khamûl does not, however, discover the key to the secret entrance of Erebor. Over the next five years Khamûl tortures Thráin for information, but the Dwarf-lord yields nothing.
- 2850** Gandalf again defeats the defenses of Dol Guldur and secretly enters the stronghold of the Necromancer. He discovers Thráin II, now nearly dead. Thráin gives Gandalf the key to Erebor. Gandalf discovers that the evil power of Dol Guldur is Sauron. Khamûl is scorned by his master for allowing Gandalf entrance into his stronghold. Thráin II dies.
- 2851** The White Council meets, and Gandalf reveals the identity of the Necromancer. He urges the Council to attack Dol Guldur, but Saruman has begun to desire the One Ring for his own purposes. He declares that the Council must not yet attack. Later that year Saruman begins to search the Gladden Fields for the Ring.
- 2877** Khamûl departs Dol Guldur and returns to Minas Morgul to help in the campaign to take Ithilien.
- 2901** The Nazgûl pacify most of Ithilien, and Khamûl is summoned back to Dol Guldur.
- 2936** Sauron learns of the fate of Isildur and sends the Grimbûrz under the direction of Khamûl to begin searching near the Gladden Fields for any sign of the Ruling Ring or its whereabouts.
- 2939** Saruman discovers that Sauron's forces are searching the Gladden Fields. Although worried, the White Wizard fails to inform the White Council.
- 2941** Bilbo the Hobbit discovers the One Ring. Smaug is slain by Bard of Esgaroth. An allied army of Free Peoples prevails at the Battle of the Five Armies, enabling Durin's Folk to reclaim Erebor. The White Council meets. Now worried that Sauron will find the Ring, Saruman agrees to attack Dol Guldur. Sauron is aware of the coming assault, however, and both he and Khamûl abandon Dol Guldur. Gathering most of the garrison, they flee stealthily. Dol Guldur falls after a brief skirmish, and Saruman and Gandalf find the Dark Lord gone.

2441-2950 Dol Guldur remains mostly deserted. Only a few of Sauron's servants linger in the hill's protected recesses. Even though the fortress is essentially abandoned, the evil nature of the citadel averts the Elven incursions into southern Mirkwood.

2442 Sauron secretly re-enters Mordor and resumes residence at Barad-dûr. Still waiting to declare himself, Sauron and all his Úlairi prepare to wage open war.

2444 The Northmen rebuild the Kingdom of Dale. A brief peace settles on northern Mirkwood.

2451 Sauron openly declares himself as King of Middle-earth. He gathers most of his forces in Mordor, and begins the rebuilding of Barad-dûr. The Evil One appoints Khamûl as Lord of Dol Guldur and sends the Easterling Úlair north to reopen the Hill of Sorcery.

2451-3018 The Nazgûl Úvatha becomes the messenger between the Dark Tower, Dol Guldur and Minas Morgul. He makes frequent trips between the three citadels before beginning the search for the One Ring.

3017 Aragorn takes Gollum captive and delivers the fallen Stoor to Thranduil's halls in northern Mirkwood. Khamûl orders his spies to search the Elven kingdom for any signs of Gollum.

3018 (June 20) Three Nazgûl—Khamûl, Adûnaphel, and Úvatha—lead a force against Thranduil's realm in an attempt to destroy the Elven kingdom and to capture Gollum. The Quendi defeat their evil host, but Gollum escapes.

(July) Khamûl, Adûnaphel, and Úvatha depart Dol Guldur. Rendezvousing with the other six Ringwraiths, they begin the search for the One Ring. The Grimburch is left in command of the Hill of Sorcery. During the absence of Khamûl, the forces of Dol Guldur remain quiet.

(December) Khamûl and Adûnaphel return to Dol Guldur with the task of destroying the Elven kingdom in northern Mirkwood and Lórien. Úvatha (now mounted on a fell beast) resumes his role as messenger.

3019 (March 8) The Host of Dol Guldur marches to war. Khamûl leads the larger of the two forces against Lórien, while Adûnaphel leads the other army north to assail Thranduil's kingdom. Úvatha departs Dol Guldur for the last time.

(March 11) Khamûl's army makes its first attack on Lórien. Repelled by the Elves, Khamûl withdraws and regroups.

(March 15) Khamûl leads the second assault against Lórien. The Elves prevail after a bitter struggle. Meanwhile, Thranduil's Elven warriors vanquish Adûnaphel's force outside the Aradhrynd in northern Mirkwood. Sending the remnants of her army back to Dol Guldur, Adûnaphel flies to join Khamûl.

(March 22) Khamûl and Adûnaphel lead the third and final attack on Lórien. Defeated and scattered, much of their force retreats to the southwest. As they struggle around the Wold, they are ambushed and slain by Ents.

(March 23) Khamûl and Adûnaphel return for the last time to Dol Guldur. Khamûl establishes his remaining troops in the citadel's well-prepared fortifications. Then, that night, the two Nazgûl depart for Mordor.



*The Dwarf-stone
provokes
conflict*





*Sauron's
Black Troll
bodyguard*

(March 25) The destruction of the Ring and the Downfall of Sauron and the Nine Nazgûl.

(March 28) Celeborn leads an attack that defeats the last forces of the Hill of Sorcery.

(April 4) Celeborn's forces raze the citadel of Dol Guldur. Once again, Elves and Wood-men begin calling the hill Amon Lanc.

2.2 DWARVES OF TUMÛN-GABIL

The Father of the Sixth House of Dwarves was Drúin the Proud. He and his people lived in the eastern vales of the Misty Mountains throughout the First Age, but in the early years of the Second Age Drúin resolved to found a new kingdom. To better decide on a destination, he sent several Dwarf-lords to search the surrounding lands. Narin Goodfoot (a forefather of Balli the Rash) was the most storied of these noble adventurers.

THE FOUNDING OF TUMÛN-GABIL

In S.A. 7 Narin crossed Anduin and explored the ancient heights of Amon Lanc. As he wandered through the Nan Lanc, the ever-watchful Dwarf-lord discovered a wondrous thing, for hidden in some of the stones of the valley were small traces of a red crystalline mineral. Narin had seen this substance only once before, when he first visited Khazad-dûm with his son Borin. He knew Durin's Folk prized the hard, blood-colored, volcanic glass, alluding to its magical qualities. Narin rightly suspected that Amon Lanc gave birth to the enchanted glass. The bare-sided mountain, he felt, would make a suitable home for his people. So Narin returned to his King and told him of his discovery.





In S.A. 20 Drúin the Proud led his people across Anduin and founded a Dwarfven stronghold under Amon Lanc. He named his new home Tumûn-gabil (Kh. "The Great Hollow"), and claimed all of Nan Lanc for his people. In these days Oropher had not yet taken up his Lordship of the Elves of Greenwood, and without a strong leader the Wood-elves offered no resistance to the Dwarves' immigration. But even as he established his new home, Drúin knew in his heart that this place would not be the permanent homeland of his people. He foresaw that one day he would desire to move on to a more hospitable land, a place where the peaks were high and the subterranean reaches less confined.

NARIN'S SONS

The sons of the Dwarf-lord Narin, Norin and Borin, became influential members of Drúin's Folk. Norin, the elder son, was a renowned warrior and explorer. He spent little time in Amon Lanc, preferring to seek out new lands where his people could build a great mansion to rival the grand halls of Khazad-dûm. Venturing far to the east and south of Rhovanion, Norin and his son Nori were the first of Drúin's Folk to travel into the Chey Lands. When they returned to Tumûn-gabil, the two sojourners told tales of great, gilded mountains that would make a more suitable home for the Sixth House of the Naugrim. In time, Norin and Nori convinced Drúin to move his people, and following their counsel the proud Dwarf-lord led his folk out Amon Lanc and into the faraway highlands of the Ered Harmal Cheyar.

Unlike his elder brother, Borin, the second son of Narin, became enamored of Amon Lanc. He looked upon the voiceless volcano as a perfect craft-hall. An accomplished jewel-smith and armorer, Borin believed Amon Lanc to be a superb home.

Even before Drúin moved his people to the Naked Hill, Borin established a great friendship with the Craft-lords of Khazad-dûm. He would stay for long respites in the great Dwarf-mansion, learning the secret skills of cold-forging and other smith-craft. After Drúin's Folk founded Tumûn-gabil, Borin mined night and day searching for red laen, Baraz-khelud, and in S.A. 27 he discovered a great strain of the rare crystal. Still, without Helvorn, the magical wood that burns with cold flame, the anxious jewel-smith was powerless to work with his new discovery.

Borin subsequently convinced Drúin that the Sixth House should trade some of the red laen to the Dwarves of Khazad-dûm in exchange for Helvorn. This trade spawned a profitable friendship between the craftsmen of the neighboring Dwarf-homes. While ever-vigilant about relative profits, Durin's Folk and Drúin's Folk enriched one another.

After Borin constructed his Cold Forge in Tumûn-gabil he became a renowned Craft-lord. Though he never achieved the fame of his kinsmen across the Great River, Borin was known in his day as the greatest jewel-smith in the Sixth House. His unrivalled ability to work with Baraz-khelud became Dwarf-lore.

In S.A. 39 Torin, the son of Borin, was born in Tumûn-gabil. Torin, like his father, became a great Craft-lord, and in time his skills even surpassed Borin's formidable talents. In keeping with his line, Torin was also a very proud Dwarf. He strove to create ever-greater Zakil-khezéd, light-stones that could maintain their brilliance for many years. His true desire was to craft a light-stone that would endure far beyond his own lifetime, like the more famous stones created by the Elven Jewel-smiths of Ost-in-Edhil. Though Torin never achieved his goal, he passed this desire on to his descendants.

Long before Torin reached the height of his power, though, Drúin the Proud moved his people southeastward into the Chey Mountains. Remaining beside his father Borin—who did not wish to leave Tumûn-gabil with the rest of the Sixth Line—Torin remained at Amon Lanc in hopes of honing his skills in crafting Baraz-khelud. He supported his father's decision to stay in the Naked Hill and lead the Dwarves who still wished to mine Tumûn-gabil. So, when Drúin's Folk set out toward their new home, Borin took command of the large (~700) group of remaining Naugrim.

TORIN'S CLAN

Borin resided in Tumûn-gabil for the next 110 years. Then, having grown quite old and longing to reunite with his people, Borin made ready to depart Tumûn-gabil. It was S.A. 207 and Torin, now at the height of his skill, refused to leave while the red laen lasted. Several other Dwarf-smiths had grown extremely loyal to Torin over the years and they also refused to leave. They resolved to remain with their mentor. So, Borin set forth with most of the remaining Dwarves in Amon Lanc. About six hundred Naugrim traveled to the Chey Lands to reunite with Drúin's Folk. Torin then declared himself Lord of Tumûn-gabil, and lived out his life in the near empty halls within the Naked Hill.

Torin's Clan, though only about five-score in number, continued to live and mine in Tumûn-gabil for many generations. In fact, in S.A. 1165 some of Drúin's Folk returned to swell the group's modest ranks. Having fled from the ruined Kingdom of Ruurik, about thirty rugged warriors and their kin—some fifty in all—took refuge in Amon Lanc. Their arrival breathed life into the lonely halls of Tumûn-gabil, although most of the stronghold stayed vacant throughout the Dwarfven occupation.



CELEDHRING'S CHALLENGE

Many years later Annatar (Sauron) seduced Celebrimbor and several other members of the Elda Gwaith-i-Mírdain of Eregion into making the Rings of Power. One member of the group was a master Jewel-smith named Celedhring. In the early days of Annatar's stay in Ost-in-Edhil, Eregion's capital, Celedhring became captivated with the Lord of Gifts and slowly turned toward evil. Though he did not participate in the forging of the Rings of Power, Celedhring did take part in the making of many of the lesser rings and learned much from his evil mentor. Eventually, Celedhring proved to be a most valuable servant to Annatar.

After the One Ring was forged in Mordor and Sauron declared war on the Elves, Celedhring left Eregion and traveled to Mordor to begin his long service for the Dark Lord. During these early years in service to Sauron, the fallen Noldo jewel-smith grew more skilled and prideful, and hungered for his own craft-hall. Desirous of power and hoping to emulate his Master's corruption of the Elves of Eregion, Celedhring received the Dark Lord's blessing and traveled to Amon Lanc to win over the Dwarven-smiths of Tumûn-gabil.

Dworin, a descendant of Torin and then Lord of Tumûn-gabil, was greatly intrigued by the knowledge of gem-craft that Celedhring offered. He was quickly seduced by the evil Noldo. Dworin saw Celedhring's knowledge as the key to fulfilling the age-old dream of his forefather Torin. As master of Torin's Clan, he longed to create lasting light-stones, just as the Elves of Eregion had done for centuries.

After many years of teaching his skill to Dworin, Celedhring was ready to achieve his ultimate goal. In S.A. 1703 Dworin began to forge his greatest work, a light-stone of pure red laen whose radiance and power would endure throughout the ages. Celedhring directed the Dwarf-lord in all of his labors, secretly corrupting the enchantments of the gem. In S.A. 1807 the light-stone was completed, and Celedhring called the gem Carafanan (S. "Red Veil"), but Dworin gave his greatest work a hidden name in Khuzdul, calling it Khazad-khezed (Kh. "The Dwarf-stone").

Soon after the completion of the Carafanan Celedhring departed from Tumûn-gabil and returned to Mordor. Once back in his Lord's domain, Celedhring informed Sauron of all that he had accomplished. Sauron subsequently sent spies to watch the Naked Hill for signs of the Dwarves' demise.

THE CURSE OF THE DWARF-STONE

Not long after Celedhring's departure, Dworin became consumed with Khazad-khezed. The enchantments set within the crystal caused the Dwarf-lord to value the light-stone above all other things, and his desire to create more or greater works quickly diminished. He would sit for hours at a time gazing into the red beams of Khazad-khezed, unable to hear the voices of those around him.

Other Dwarves of Tumûn-gabil were also affected by the power of the accursed Dwarf-stone. Many of Dworin's fellow Craft-lords secretly desired the Khazad-khezed for themselves. Still, Dworin was a powerful and strong-willed leader and none would openly challenge him. Instead, the Craft-lords set to work to equal the achievements of their master. They began mining the remaining red laen at an ever-increasing rate. Many created many light-stones of remarkable beauty, but none could rival Khazad-khezed, and most endured for only a few years.

These events increased the greed fomented by the presence of the Khazad-khezed. The Craft-lords continued in their fruitless quest to create lasting light-stones until S.A. 1847 when the red laen of Tumûn-gabil was depleted. Many of the prominent Craft-lords began to openly denounce Dworin, saying that he withheld his knowledge of gem-craft and deprived his people of greater wealth. As the turmoil grew over the next few years, many Dwarves abandoned the evil tainted mines of Tumûn-gabil, leaving the quarrelsome Craft-lords to their own mad fate.

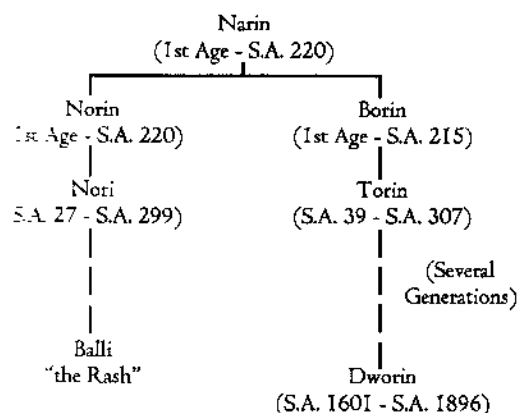
In S.A. 1857—when Celedhring's plan at last came to fruition—less than seventy Dwarves remained at Amon Lanc. It was then that fighting broke out among Torin's Clan, and those who were still loyal to Dworin clashed with the Craft-lords who desired to take Khazad-khezed for their own. A bloody battle ensued in which many Dwarves on both sides of the fray perished. In the end only Dworin and six of his kinsmen survived. They remained in Tumûn-gabil for many years, for the crazed Dworin refused to leave his cursed stronghold, the home of the evil (and persuasive) Dwarf-stone.

In time, the power of the Khazad-khezed completely possessed the Dwarf-lord, who began to suspect that his six kinsmen desired to claim his beloved Dwarf-stone. One dark night Dworin slew the last of his followers in their sleep. Taking the Khazad-khezed, he wandered deep into the mines.

Dworin continued his lonely and embittered existence for seven years, until at last he could no longer cling to life. In S.A. 1896 Dworin died, lost in the mines of Tumûn-gabil, clutching Khazad-khezed till the end. Neither Dwarf nor Elf would tread near Amon Lanc in the years following Dworin's death, because it was said that the spirit of the fallen Dwarf-lord still haunted Tumûn-gabil's dark halls.

Celedhring fought no such fear, though, and in S.A. 3441—when Sauron was overthrown by the Dúnedain and the Eldar—Celedhring fled from Mordor and traveled to Amon Lanc. He then took the abandoned Dwarven home as his own, and lived hidden in the depths of the Naked Hill for many long years. His treachery and triumph still pains the people of the Sixth House.

THE DWARF-LORD NARIN AND HIS DESCENDANTS



2.3 THE NECROMANCER'S HOLD

Sauron, the mightiest of the Maiar, came into being before the making of Arda. His name means "the Abhorred," and he was surpassed in evil only by Morgoth himself. In the *Valaquenta* it is written:

"In his beginning he was of the Maiar of Aulë, and he remained mighty in the lore of that people. In all the deeds of Melkor upon Arda, in his vast works and in the deceits of his cunning, Sauron had a part, and was only less evil than his master in that for long he served another and not himself. But in later years he rose like a shadow of Morgoth and a ghost of his malice, and walked behind him on the same ruinous path down into the Void."

—*Sil*, p. 26

In the ancient days of the First Age, Sauron served Morgoth and became the Black Enemy's chief lieutenant. He performed his master's bidding until, at last, the Host of Valinor overthrew Morgoth and brought the First Age to an end. Fleeing the wrath of the Valar, Sauron took refuge deep in Middle-earth, far from ruined Angband. The Abhorred One then lay hidden for five centuries. When he finally came forth, he took the land of Mordor for his own and declared himself the King of Men.

Throughout the Second Age, Sauron was the source of countless evil plots and ruthless acts. Three particularly devastating deeds had great bearing on Amon Lanc, for Sauron resided there for much of his later life.

THE RINGS OF POWER

The first of this trio of acts—done in the guise of the Annatar, the Lord of Gifts—was the seduction of Celebrimbor and many Noldor of the Gwaith-i-Mírdain. Using his unmatched persuasiveness and offering great knowledge in the making of precious, magical things, Sauron beguiled these Elda craftsmen into forging the Rings of Power. Though Sauron's plot to enslave all those who bore the Rings never fully succeeded, the talismans proved to be great banes to the Free Peoples of Middle-earth. Arda was forever changed with their creation.

Of all the Rings of Power only the Three had no ill effects, except that they were tied to the One and would lose their power with its destruction. And Sauron had no hand in their creation. After the One Ring was lost the bearers of the Three were free to use them without fear of detection by the Dark Lord. The Elves kept these rings hidden, but their powers were used to combat Sauron's evil influences throughout the Third Age. While he dwelt in Dol Guldur, the Three Rings and those who bore them were the greatest threat to Sauron's grand designs.

THE RULING RING

The second of these three evil deeds was the forging of the One Ring itself. After the completion of the Nine and the Seven, and while the Three were being made, Sauron departed Ost-in-Edhil and returned in secret to Mordor. In the fiery furnace of Orodruin Sauron slowly fashioned his greatest creation. Because the Ruling Ring was made to control all others, it required immense power. Sauron, therefore, imbued the One with much of his own strength and will, and in the end, of all the great works of Arda only the Silmarils themselves surpassed the might and power of the One Ring.

With the One the Dark Lord became greater than ever before, and with its loss to Isildur at the end of the Second Age Sauron was bereft of much of his own power and majesty. And throughout his years in Dol Guldur Sauron's unending search for his lost prize was his darkest obsession.

THE DOWNFALL OF ANDOR

The last of the three deeds was the corruption and eventual Downfall of Andor (Númenor). In S.A. 3262 Sauron faced his greatest challenge. Ar-Pharazôn, the haughty King of Númenor and rival claimant to the title of Lord of Endor, sent a vast host across the Sundering Sea. They landed at Umbar in western Middle-earth and offered the Endoreans an intimidating show of overwhelming military might. Rather than fight a doomed struggle against the Númenóreans, Sauron surrendered himself to the Golden King and was taken back to Númenor as a prisoner.

Once in Andor, Sauron used his unequalled powers of persuasion to manipulate Ar-Pharazôn and many of his people. Through the Dark Lord's subtle counsel, the Númenóreans grew to hate the Eldar and the Valar, who they mistakenly believed had denied Men immortality. In the end, Ar-Pharazôn led a huge and terrible armada against the Lords of the West, believing that the occupation of Aman was the key to unending life. Of course, as Sauron well knew, this assault was destined to fail, for the Númenóreans had broken the Ban of the Valar.

Ilúvatar inteceded, having been called upon by the Ainur to exact his punishment. The invading warriors who set foot on the Undying Lands perished beneath a tremendous avalanche, while a bottomless chasm opened in the sea and swallowed up the Númenórean fleet.





*Khamûl
receives
his ring*

A great flood swept over the island continent of Andor, forever destroying the blessed Númenórean homeland. Sauron single-handedly performed what none of his armies could ever do: achieve the complete and utter devastation of the greatest civilization ever conceived by the mortal Secondborn.

Nonetheless, Sauron paid dearly for this destruction; for, although he foresaw the ruin of Númenor, the Evil One had long been absent from the Blessed Realm and had forgotten the awesome might of the Valar and Eru. So great was the tumult of rending land and churning sea that the Dark Lord found himself stripped of his adopted fana (form) and cast into a boundless abyss. His power to appear in a fair-seeming veil was lost forever. He returned to Middle-earth to reclaim his throne in Mordor as an abhorrent black fana. Though his ability to manipulate others endured to the end of his days, he would never again use his age-old powers of persuasion to seduce the Free Peoples.

THE LAST ALLIANCE OF ELVES AND MEN

Sauron returned to Mordor in S.A. 3320, the same year the surviving "Faithful" of Númenor founded Arnor and Gondor, the Dúnedan "Realms in Exile." During the subsequent century, both the Dúnedain and the Dark Lord regrouped. It was during this time that the Men of the West erected the tower of Angrenost (Orthanc) and built the great cities of Osgiliath, Minas Anor, and Annúminas. Amon Lanc remained a quiet backwater, for both the Free Peoples and the Evil One focused their energies on their ongoing rivalry.

Sauron's rebuilt army swarmed into Ithilien in S.A. 3429, sweeping the Gondorian army back over the Anduin. Isildur, co-monarch of the South Kingdom, hurried north to Arnor. Meanwhile, his younger brother Anárion, defended Osgiliath, Gondor's beleaguered capital. Isildur sought and found aid from his father, Elendil the Tall, who the next year formed the Last Alliance of Elves and Men.

Gil-galad, the Noldo King of Lindon, joined his Elda forces with Elendil's Dúnedan warriors and the combined army marched on Mordor by way of Rivendell and the High Pass. As the Host of the Last Alliance swept southward through the Anduin Valley in S.A. 3434, Sauron's spies used Amon Lanc as their primary watch and refuge. Messages from the Naked Hill enabled the

Lord of the Rings to prepare for the coming onslaught. They observed as Oropher, Elf-king of Greenwood the Great, moved his forces out of Cór Angálaladh and his capital at Galadbrynd. Although they avoided discovery, the Dark Lord's sentries quickly found themselves in risk of being cut off from Mordor, and most retired to Barad-dûr in the face of the Free Peoples' vanguard.

The Alliance's army drove across over the Anduin later the same year and met the Mordorim and their allies on the windswept field of Dagorlad (S. "Battle-plain"). There, just north of the main gates into Mordor, the First- and Secondborn crushed the Lord of the Rings' main field army and pursued the routing Shadow-forces into Mordor. Their pursuit ended outside Barad-dûr. During the ensuing seven-year siege, both Oropher and Anárion died, and Thranduil (Oropher's eldest son) became King of Greenwood the Great.

Elendil fell in S.A. 3441. Although Sauron slew Elendil and Gil-galad in the melee atop the Dark Tower Isildur succeeded in cutting the One Ring from the Dark Lord's hand. This brave act spelled the doom of the One who, along with his Nine Ringwraiths, passed into the Shadows.

THE RETURN OF THE SHADOW

After his downfall at the hands of Isildur at the end of the Second Age, Sauron remained formless and outside the bounds of Arda for ten centuries. When at last he regained enough of his spirit, the Dark Lord again took shape in Middle-earth; but without the One Ring he was but a scion of his former self, and he regained his power slowly. For this reason, he remained hidden for fifty years, patiently awaiting his gradually returning strength.

In the year T.A. 1050, the Nazgûl reemerged from the Shadows and seven of the Nine dispersed themselves to their former homes throughout Middle-earth. The Witch-king and Khamûl remained at Sauron's side, and aided him in preparing a secret stronghold; for in that same year Sauron made Amon Lanc and the abandoned mines of Thûn-gabil his new sanctuary, and took on the guise of "the Necromancer," so that none would suspect his true identity before he was prepared to reveal himself. In time, the ancient Dwarf-home was renamed Dol Guldur, and a shadow fell on Greenwood the Great, which men thereafter called Mirkwood.

THE URUK- AND OLOG-HAI

During the earliest years of Sauron's repose in Amon Lanc he resolved to breed a new and superior race of warrior-warriors. His defeat at the end of the Second Age convinced him of the necessity to improve upon Morgoth's ill-fated legacies. The Orcs and Trolls proved to be no match for the glorious Númenóreans, and failed again during the Battle of the Last Alliance.

So upon establishing his new stronghold, Sauron immediately began to devise a way to create a truly superior army. Using all his cunning and the dark crafts taught by Morgoth, he created the breeding pits of Dol Guldur. There, the first Uruk-hai (Great-orcs) and Olog-hai (Black-trolls) were spawned. His experiments gave birth to the cruel Pertereg, the Half-trolls that formed the core of Sauron's fiercest cadres.

Many years of failure preceded the birth of these new races, whose creation was harsh and terrible. Breeders slew the weak and tortures served as the measure of success. Thousands died before they ever left the spawning-pits. In time, though, Sauron perfected his methods, and the first of his new warriors marched from the wicked halls of Dol Guldur.

At first, Sauron allowed only a few of these prized minions to openly circulate, but eventually they became his most formidable military tool. As with so many of the Dark Lord's evil plots, though, he proved content to wait patiently for the proper time to fully unleash these new horrors.

THE SHADOW FALLS ON GREENWOOD

Beginning in the year T.A. 1100, the Dark Lord ordered his underlings to begin terrorizing the inhabitants of southern Mirkwood, and Dol Guldur became known as a place of evil. Soon, both the Istari and their Elda allies realized that a powerful conjurer had occupied and refortified the stronghold within Amon Lanc. Still, for many long years no one—not even the Wise—suspected that the mysterious power dwelling in the Hill of Sorcery was in fact Sauron. No debate or chronicle suggested that the Lord of the Rings had arisen from the ashes of the Second Age. In truth, they grew to suspect that the Necromancer was actually one of the Nine Úlairi—perhaps the Nazgûl-lord or Khamûl—but they did not act upon their suspicions.

THE FOUNDING OF ANGMAR

Throughout the next two hundred years Sauron's dark thoughts focused on more than just the breeding of his new creatures. Among other less important chores, he embarked on two great endeavors. The first, and perhaps most important, was the ruin of Arnor's three Dúnedan successor states (Arthedain, Cardolan, and Rhudaur). With the destruction of Númenor, Sauron had hoped that the Dúnedain would be lost to the world forever. Upon returning to Middle-earth, however, he saw that this was not so, and that Elendil had led the Faithful out of the devastation to found the Realms in Exile. Later, the combined might of the Eldar and these two Dúnedan kingdoms enabled the Free Peoples to crush him even though he possessed the Ruling Ring.

The memory of these events burned in Dark Lord's mind, and he now greatly desired to complete his long-sought destruction of the Dúnedain. Thus Sauron, aided by the counsel of the Witch-king, plotted out how to first destroy the remnants of Arnor where the line of the High King still endured. In the year T.A. 1300, the Dark Lord completed his well-laid plans and sent the Witch-king north to the found the evil kingdom of Angmar. From there, the Nazgûl-lord assailed the heirs of Isildur for some six hundred and seventy-five years.

THE GREAT EXPANSION OF DOL GULDUR

The second of Sauron's designs was of an entirely different sort. He foresaw that as his power grew so would his forces occupying Dol Guldur, but the caves and delvings within the Hill of Sorcery were as yet too confined for his desires. He therefore set about planning to enlarge his stronghold to better serve his needs. By T.A. 1258 he completed these designs, and "the Great Expansion" of Dol Guldur began. For 124 years the Dark Lord's servants labored at this task, making the fortress far larger and deeper than the original Dwarf-hold.





The sweat and blood of Orcs and Trolls served as only part of the force used to construct the Hill of Sorcery. Throughout the long years of mining out the dark halls, imposing chambers, and foul dungeons, Sauron worked his vile magic into every stone and carving. When, at last, in T.A. 1382 the great expansion was completed, it was a stronghold possessed with the black arts of the Abhorred One. As a citadel, only Barad-dûr surpassed its strength and evil.

THE SHADOW SPREADS

During these early years in Dol Guldur, Sauron also paid heed to events far from his new abode. The Witch-king was not the only Nazgûl charged with subduing a kingdom of Men. The other eight Úlairi were also instructed in their dark endeavors by their Master far away in the Hill of Sorcery. Many servants of the Dark Lord traveled the lands of Middle-earth, relaying his evil instructions to his prized minions, and the Nazgûl carried out Sauron's bidding without question.

The years wore on in Dol Guldur, as the Dark Lord extended his shadowy hand across Middle-earth, grasping the kingdoms of Men in his fingers, the Ringwraiths. Some of the Nazgûl were more successful than others, but all played a leading role in spreading evil outward from the Hill of Sorcery. Sauron, of course, maintained great restraint, so that his plans to return to Mordor and finally defeat the Dúnedain could come to fruition. He dared not alert the Free Peoples to his presence. As the numbers of his troops in Dol Guldur increased, the Dark Lord sent many Orcs and Trolls south into Mordor to begin to repopulate his ancient kingdom.

PLAGUE, WAR, AND OTHER TRAVAILS

In keeping with this dark strategy to reclaim the Black Land, Sauron unleashed a silent horror in T.A. 1635. From deep in Dol Guldur the Dark Lord sent out his sorcerous power to assail the Free Peoples of Middle-earth. He used his black arts to call forth a dark wind out of the east, which hurled his corruption at the people of Gondor and Rhovanion. This dire deed spawned the Great Plague, which devastated the realms of the Secondborn and crippled the might of the Dúnedain. Countless folk perished before the storm subsided in T.A. 1636.

With the passing of the Great Plague, Gondor rebuilt, although the South Kingdom never fully recovered from its terrible effects. After suffering through this wickedness, the Gondorians withdrew their Watch on Mordor and moved the King's seat from Osgiliath to Minas Anor. This was the sign for which the Dark Lord had waited. He now turned focused his ire on Eriador, where the depleted Dúnedain of the North struggled to maintain their three vulnerable kingdoms. The Witch-king's hordes stormed out of Angmar and quickly overran both Rhudaur and Cardolan. The Nameless One proclaimed that Arthedain would soon fall as well, and that Gondor would soon be the lone Realm in Exile.

While the Witch-king remained in Angmar, completing the destruction of Arnor, Sauron sent the other eight Nazgûl back to the Black Land to begin the long and cruel preparations for his inevitable return. As the Nazgûl went about their tasks, the Dark Lord carefully watched his enemies to the south. Although he enjoyed their weakened state, he saw that Gondor still held sway over a vast kingdom. Their numbers were reduced, but the strength and reach of the Dúnedain of the South remained too great to allow for Sauron's safe return to Mordor.

The Evil One then sent his spies and other minions to stir up hatred for the Gondorians among the various tribes of Easterlings. In time, these people formed a loose confederation and by T.A. 1851 they began to assault the easternmost of Gondor's far-flung territories. War erupted in Rhovanion. The Easterling invaders—who the Gondorians called the "Wainriders" (because their tribes moved about in wagons and chariots)—fought the Dúnedain of the South for nearly one hundred years. The war escalated after Sauron's agents arranged an evil alliance between the Wainriders, the Variags of Khand, and the Haradrim of Near Harad. The accord meant that Gondor had to defend itself in both the south and east, but the Dúnedain still prevailed. Led by Eärnil II, they crushed the two-pronged invasion in T.A. 1944, but only after King Ondoher and his sons perished during the penultimate fray. In the sorrowful aftermath, the Land of Stone, its line of Kings diminished, held less than half of its former territory. Sauron was now one step closer to completing his designs to retake Mordor and eradicate his Dúnedain rivals.

Thirty years later (T.A. 1974), the forces of Angmar at last overwhelmed the remaining armies of Arthedain. The following year the Witch-king was himself defeated in the Battle of Fornost. A combined force of Elves and Men routed, rode down, and utterly destroyed the Úlairi's host. They then swept through Angmar; but the Witch-king, having succeeded in his goal of destroying Arnor, fled back to Dol Guldur. There, Sauron gave him the final instructions for the attack on Minas Ithil and the last preparations for the Dark Lord's return to Mordor. The Witch-king quickly departed Dol Guldur and returned to Black Land, where he gathered the other Nazgûl for the forthcoming battle.

INTRIGUES WITH THE NAUGRIM

Five years later (T.A. 1980) Sauron's scheme received an additional and unexpected boost. Delving too deep for their precious mithril ore, the stalwart Dwarves of Khazad-dûm released a Balrog from his eternal prison. One year later the defeated Naugrim abandoned Moria. The Dark Lord was free of a nearby foe, and the Elves of Iórien found themselves further isolated.



Sauron's schemes against the House of Durin seemed to progress according to plan; however, in T.A. 1999 Durin's Folk founded a new kingdom in Erebor, the "Lonely Mountain" near Dale. This new Dwarf-home greatly displeased the Lord of the Rings, for it further complicated his plot to subjugate northern Rhovanion. Still, nearly 800 years passed before he struck against the Dwarven stronghold (which by that time had been assailed and captured by Smaug).

THE FALL OF MINAS ITHIL

In T.A. 2000 the greater part of the Host of Mordor swept through the Cirith Morgul and laid siege to Minas Ithil, the beautiful Tower of the Moon. For two years the Nazgûl oversaw the ceaseless attack, convincing many of the Free Peoples that the Witch-king was indeed the Master of the Shadow. When Minas Ithil fell to the Nazgûl-lord in T.A. 2002, the Gondorians watched in horror as Isildur's refuge became the home of the Nine. Renamed Minas Morgul, the citadel served as the Witch-king's seat of power, the situs of his black throne and the focus of his wardship of Mordor. All that remained of Sauron's intricate plot to conquer Endor was to strengthen his troops and regain enough of his former power to declare himself and openly wage war. As always, the Dark Lord bided his time until all was as he wished it.

The key to Sauron's certain success remained the Ruling Ring. With it, he could quickly assume his lost prominence and master the Free Peoples of Middle-earth. No one could successfully assail him. Much of the Dark Lord's concentration, then, focused on the search for his lost treasure, although many years would pass before he would learn of its fate.

The Evil One struck another cruel blow against the Gondorians in T.A. 2050, when Eärnur, the last King of the line of Anárion, answered the challenge of the Witch-king. He rode alone to meet his dreaded foe before the gates of Minas Morgul. Whether the Úlair smote or captured the Dúnadan monarch, Eärnur was never seen again in Gondor. The Steward Mardil found himself caretaker of the South Kingdom, which would not crown another king until the end of the Third Age.

MITHRANDIR'S SECRET VISIT

Ten years after Mardil became Ruling Steward, the Dark Lord unhatched his next scheme. Feeling ever-more secure in his sanctuary in Dol Guldur, Sauron ordered his underlings to begin raiding the lands of southern Rhovanion with increased intensity. While successful, this plan revealed that the power in Dol Guldur rivaled—or even surpassed—that of the Witch-king (who was then in Minas Morgul). At last, Gandalf and other Istari began to suspect that the Necromancer was in fact Sauron.

Three years later, in T.A. 2063, Gandalf resolved to journey into Dol Guldur and determine the identity of the Necromancer. He took it upon himself to discover the truth. Using his ancient wizardry and his formidable wisdom, the Grey-wanderer (S. "Mithrandir") secretly entered the halls of the Hill of Sorcery.

Ever vigilant to the dangers presented by spies and intruders, Sauron became aware of the Istari before Gandalf uncovered the Necromancer's true nature. With great reluctance the Dark Lord withdrew from the Hill of Sorcery and vanished into the East, where he hid for many years. Sauron in all his wicked cunning had underestimated his rival kinsman, and not for the last time.

THE WHITE COUNCIL

During the years of Sauron's absence, which the Elves called "the Watchful Peace," the Evil One commanded the forces of Dol Guldur to disperse throughout Rhovanion. Only a small garrison stayed behind to hold the Hill of Sorcery for the time of Sauron's return. In this way, the Dark Lord hoped to fool the Wise into believing that Dol Guldur was no longer a real threat.

Even scattered, Sauron's servants grew in number, for he bent them to his will from afar and compelled them to breed. By T.A. 2460 Sauron felt that his strength and his army were now powerful enough to allow his return, and he secretly reentered Dol Guldur. Recalling many of his forces to his side, he once again became the Necromancer.

In response to Necromancer's return, Istari and the chief Eldar formed the White Council. Hoping to combat the renewed threat from the Hill of Sorcery, this exalted group became Sauron's greatest foe. The union, which was led by Saruman the White, struggled mightily against the ever-increasing threat in Dol Guldur.

THE SHADOW IN THE HITHAEGLR

Twenty years after his return Sauron initiated the next stage of his age-long plot. Thousands of Orcs and Trolls quietly moved west from Dol Guldur and established new strongholds in the Misty Mountains (S. "Hithaeglr"). Blocking nearly all the passes across the great range, they focused at key points like Gundabad and Goblin-town. The main force concentrated in Moria, where Sauron maintained an uneasy alliance with the awful Balrog. Besides blocking the Dwarf-road and threatening the Elf-road through the Cirith Caradhras (S. "Redhorn Pass"), their presence reassured the Evil One that Durin's Folk could never reclaim their lost home.

In T.A. 2772—over 300 years after the termination of the Watchful Peace—the power and influence of Sauron in Dol Guldur reached its height. At this time Arnor was no more and Gondor was a shadow of its former greatness. The Dwarves of Erebor and the Men of Dale had been driven out by Smaug. The Misty Mountains and Moria were firmly in the Dark Lord's grip, and the southern two thirds of Mirkwood crawled with his evil servants.

This state of affairs lasted until the commencement of the Great War Between the Dwarves and Orcs, a seven-year struggle that concluded with the Battle of Nanduhirion in T.A. 2799. The Dwarves proved victorious, thus reopening most of the Hithaeglr's passes. Still, they did not attempt to retake Khazad-dûm. The Yrch retained their hold in Moria, although many years would pass before the Orcs of the Misty Mountains would regain their lost numbers.



THRÁIN'S IMPRISONMENT

In T.A. 2845 Sauron's minions succeeded in capturing Thráin II and the last of the Seven Rings of Power. But Khamûl, who was placed in charge of the prized prisoner, did not discover the key to Erebor. This mistake later proved to bear grievous consequences for the designs of Sauron, because five years later Gandalf again entered the confines of Dol Guldur and found the doomed Dwarf-lord just before he died.

There the Wizard was given the key and a map showing the hidden entrance to Erebor. But Gandalf dared far more this time; he was determined to discover the true identity of the Necromancer. Leaving the body of Thráin II he went deeper into the fortress where he found what he sought. (For a more detailed account of Gandalf's two entrances into Dol Guldur see Section 8.0.)

*The ambush of
Thráin II*



THE NECROMANCER AND THE WHITE COUNCIL

Gandalf met with the White Council the following year and disclosed the truth about the Necromancer. He urged that they attack Dol Guldur and drive out the enemy. But Saruman had begun to desire the One Ring for himself, and he forced the Council to wait. By this time Saruman had learned of the fate of the Ring, and he began to search the Gladden Fields.

With his identity discovered Sauron's desperation to find the One grew to a feverish pitch. All his well laid plans were now at risk, if his hand was forced to soon. Finally, eighty-five years later in T.A. 2939—after years of searching—the Dark Lord learned of Isildur's death and the loss of the Ring. And, like Saruman before him, he sent his servants to search the Gladden Fields.

Soon after these events Saruman learned of Sauron's activities. He began to fear that the Dark Lord would find the Ring, and all would be lost. When next they met two years later, in T.A. 2941, his mood was greatly changed. At his behest, the Council resolved to attack Dol Guldur without delay.

But Sauron had not focused solely on the search for the Ring over the last ninety years. He had also made sure that the final preparations for his return to Mordor were complete. When the White Council struck, Sauron did little to resist them. He ordered a small force to stand against his enemies, while he secretly departed with most of his army.

The White Council easily defeated those that opposed them, and found that the Dark Lord had fled. For several years the Wise believed that Sauron had retreated eastward, as in the days of the Watchful Peace, and they pondered the repercussions of his flight. Their ignorance afforded Sauron a precious respite. It enabled the Evil One to slip southward and re-establish himself in the Land of Shadow. Within a year, Sauron secretly entered Mordor and reclaimed his ancient throne in Barad-dûr.

The plan to retake Mordor had endured for more than a thousand years. At last, it reached completion. Nine years later the Dark Lord openly declared himself as King of Middle-earth. The White Council knew they had failed.

In that same year, Sauron sent three Nazgûl—Khamûl, Adûnaphel, and Úvatha—back to Dol Guldur to refortify the fortress that had served the Dark Lord so well for nearly two thousand years.

From this time until the end of the Third Age Sauron searched for news of the One, strengthened his ever-growing forces in Mordor, and made war on Gondor. All his efforts to find the Ring, however, proved to be in vain. And in the end when the One Ring was unmade in the Crack of Doom, Sauron followed Morgoth, his one time master, into the Void forever.

KHAMÛL IN DOL GULDUR

The Easterling, the Second of the Nine, was son and heir of Mûl Tanûl, the Hionvor (Wm. of the Womaw, in S.A. 1744. After the death of his father, he took the throne of the Hionvor and ruled Drus for over two centuries. His power as a descendant of the East was unmatched. Still, among other great Hildo lords, he lamented his weakness. Toward the end of his reign, as control over his realm weakened, he accepted a Ring of Power from an Elf-queen in the service of the Dark Lord. That queen promised Khamûl ever-lasting life. But he found himself imprisoned in the deathless service of the Lord of the Rings; and soon after the Ring, he abdicated his throne and departed Drus. He arrived in Mordor in S.A. 2000. From that time until the end of the Third Age, he served as one of his most powerful vassals.

For the people of Womawas Drus were masters of the forest both through their magical arts and their skill in the woods. Khamûl was no exception. Beginning in his youth, he learned much of the ways of the forest, and when he grew to be a man he was known as the mightiest and most skilled tracker of his people.

Years later, after Khamûl entered into Sauron's service, he used his prowess as a ranger to aid the Dark Lord in numerous ways. Because his skills were unique among the Nazgûl, Sauron chose him to be the Warder of the Mouth of Sauron and the Lieutenant of Dol Guldur. The Evil One knew that the second Ringwraith's talents could be put to good use in the dark, arboreal wilds of southern Mordor.

THE GREAT-LIEUTENANT OF DOL GULDUR

At the ending of the Second Age and the first coming of Sauron, Khamûl passed into the shadows with his fellow Ringwraiths. But in the year 1050 of the Third Age the Nazgûl were summoned back to Middle-earth, and Khamûl and the Witch-king joined their forces in the abandoned mines beneath Amon Lanc.

In the earliest days of Dol Guldur, the First and Second of the Nine aided Sauron in preparing his new stronghold. Before the Witch-king and the Mouth of Sauron (who came to Amon Lanc at this time) assisted the Dark Lord in planning how to best organize and expand the new citadel. Khamûl's role, which he carried out with cruel efficiency, was to gather and organize a suitable garrison. Using his fearsome presence and kingly authority, he took command of several Orc tribes from the Misty Mountains and brought them to the Hill of Sorcery to fill its dark halls. He also traveled east and gathered many evil Asdriags and Sagaths to his side, as well as several wicked Variags. These too he brought back to serve his Master in Dol Guldur. In time, Khamûl persuaded several Trolls to join the forces of the Necromancer as well. But in all of these endeavors he was aided by the irresistible will of Sauron, whose ominous shadow could be felt by these evil creatures from afar, and they were unknowingly drawn to him. Khamûl's task was completed in a few short years.

As a reward for building an army so quickly, Khamûl was given the title of the Gonon-u-Kazgûmhoth (B.S. "Great Commander of the Horde of the Silent Shadow"). He commanded the garrison of Dol Guldur for the next 250 years (see Sections 3.0 and 4.0). During his tenure, Khamûl oversaw the training of the Kazgûmhoth and greatly assisted the Dark Lord in choosing those Orcs and Trolls that were best suited for the breeding of the Sauron's new races: the Uruk-hai and the Olog-hai. He also proved adept at spreading darkness and evil throughout southern Mirkwood. Though Sauron wished to conceal his true identity and not call great attention to his new stronghold, he was not content to live within the eaves of a pleasant forest that many Elves and Men called their home. Khamûl was ordered to perform such acts that would make southern Mirkwood a place to be feared by the Free Peoples.

KHAMÛL AND THE MOUTH OF SAURON

Throughout these early years in Dol Guldur tension arose between Khamûl and the Mouth of Sauron. Though the Black Númenórean had existed for countless centuries, he remained a Man, who continued to cling to the selfish desires and greed, which the Nazgûl had lost with the acceptance of their Rings. Due to his avarice, the Mouth of Sauron continually grasped for more power and favor from the Dark Lord, even when it meant contending with the likes of Khamûl. Of all of the Abhorred One's servants, the Mouth of Sauron would only acknowledge the Witch-king as his superior. So, when Khamûl was given command of the forces of Dol Guldur, the Mouth of Sauron was secretly enraged at this slight. And his anger only increased, when the Great Expansion of Dol Guldur allowed Khamûl to greatly strengthen the size of his garrison, as well as his own personal influence throughout the citadel. (For more information on the continuing conflict between the Mouth of Sauron and Khamûl see Section 2.5.)

The breeding of the first Uruk-hai, Olog-hai, and Pertereg enhanced Khamûl's power. Not only did these new races increase the might of the army that he commanded, they were also more intelligent and able to follow orders more efficiently. And in time one arose from these ranks that proved to be a great warrior and leader. He was a Pertereg named Gothmog, and he was soon made the second-in-command of the Kazgûmhoth and was a loyal servant of Khamûl and Sauron. These factors caused the Mouth of Sauron's plotting to grow far more difficult, and again helped to place Khamûl in higher standing in the eyes of the Dark Lord.





The Black Gathering

The feud endured until the day approached when Khamûl and the Witch-king were to depart from Dol Guldur. When the Mouth of Sauron learned of this change, he felt that at last he would be given command of the army and be the sole authority in Dol Guldur after the Necromancer himself. But throughout the long years of this power struggle, the Lord of the Rings had been aware of the Mouth of Sauron's designs. And the Dark Lord quickly realized that he would have to keep the power of the Mouth of Sauron in check, lest he grow too strong to trust. So when the time came for Khamûl to depart, Gothmog, not the Mouth of Sauron, was given the title of Gonon-u-Kazgûmhoth.

THE KEEPER OF DOL GULDUR

During his absence (T.A. 1300-1635), Khamûl fought to subdue the Shay people of southeastern Endor. He dwelled in two citadels in the Mountains of Wind, fighting numerous campaigns in the service of the Lord of the Rings. After subjugating his foes, he was summoned back to Dol Guldur to resume his command.

By this time Sauron could foresee that one day he would leave Dol Guldur and re-enter Mordor; then someone would be needed to take control of Amnion Land. So upon Khamûl's return he was given the permanent title of the

Keeper of Dol Guldur," as well as his former rank of Gonon-u-Kazgûmhoth. Though Khamûl would soon depart again and not return for nearly two centuries, he would always keep this title and place of command. Until the time of Sauron's return to Mordor, however, the title of Keeper of Dol Guldur was largely honorary. The true significance of the title was that when the day came for Sauron to return to Mordor, Khamûl would be given command of the Hill of Sorcery and all of the Dark Lord's forces across Rhovanion.

Khamûl was also aware that Gothmog would soon be sent to Mordor, so he wished to find a suitable replacement for the prized *Peritreg*. He knew the Mouth of Sauron would again try to gain control of the Kazgûmhoth, so he needed to acquire a strong second-in-command before his own departure. During the next five years he labored at his task, and in the end he had recruited and trained a truly unique group of followers.

These new servants were all accomplished rangers and were turned toward evil by promises of power from the Black Easterling. Once recruited they were trained by Khamûl himself, and each became exceedingly skilled in the arts of hunting and tracking, as well as knowledgeable in the tactics of forest warfare. In time they all proved to be unswerving and valuable servants of the Dark Lord.

There were five in all, and they were called the Grimbûrz (B.S. "Dark Rangers"; S. "Faroth-dûr"), Dâon, the chief of their order, served as the Grimburgoth (B.S. "Lord of the Dark Rangers"). He was the first and most formidable of the group. Due to Khamûl's efforts, their enhanced skills, and strong loyalty, the Grimbûrz quickly rose to positions of favor in the eyes of the Dark Lord.

Soon the Mouth of Sauron realized that these new followers were a threat to his chance of obtaining command of the army, and he grew angry. But after the Dark Rangers proved their value, Sauron followed Khamûl's counsel to grant the Grimbûrz long life, and the Dark Lord ordered the Mouth of Sauron to use his powers of sorcery to prolong their existence in the same manner that he had done for himself. The Mouth of Sauron was enraged, but dared not defy the word of his Master, so he performed this task with all his skill. Thereafter the Grimbûrz could live many times longer than normal men, though they did not gain the longevity of the Mouth of Sauron, for the Grimbûrz possessed no Númenórean blood.

Now Khamûl was satisfied that Dâon, the Grimburgoth, could not only lead the Dark Rangers, but Dol Guldur's garrison as well. So in the last days of T.A. 1640 the Black Easterling set out for Mordor and placed his forces in the Grimburgoth's capable hands, who now assumed the rank of Gonon-u-Kazgûmhoth until Khamûl's return.

COMINGS AND GOINGS

Once in Mordor, Khamûl led the other Nazgûl and Gothmog in the preparations for Sauron's return. Later, he was a key figure in the siege of Minas Ithil, and afterwards dwelt in that city for many years, as well as spending much time conquering his former homeland of Womawas Drus.

But beginning in the year T.A. 2480 Khamûl resided in two locations, Minas Morgul and Dol Guldur. From this year until 2941 Khamûl traveled between the two evil citadels and remained

in each fortress for several years at a time. While at the Hill of Sorcery he held his position as the Keeper of Dol Guldur and Gonon-u-Kazgûmhoth, and when he was away in Minas Morgul the Grimburgoth acted as his steward.

In the year T.A. 2475, the forces of Minas Morgul finally succeeded in destroying the remnants of Osgiliath, and five years later when it became clear to Sauron that the Gondorians would not attempt to rebuild their fallen city, the Dark Lord summoned Khamûl back to Dol Guldur. During the years T.A. 2480 to 2519, Khamûl remained in the Hill of Sorcery. He oversaw troop movements into the Misty Mountains and other areas around Wilderland, and ordered frequent raids throughout Rhovanion. After thirty-nine years of quiet plotting and campaigning, Sauron felt that his grand designs were proceeding smoothly. The Dark Lord ordered the Black Easterling back to Minas Morgul, where the Second Úlair remained for the next seventy-three years.



KHAMÛL AND THRÓR

Sauron learned of Thrór's return to the Lonely Mountain in T.A. 2592. The event concerned the Dark Lord, who feared that the House of Durin could again threaten his dark domain in Mirkwood. Sauron thus called the Second of the Nine back to his side and ordered that a watch be placed over Erebor. Although Thrór did not contest the realm of the Necromancer, Khamûl directed his spies against the Dwarven kingdom for the following twenty-eight years. Then, convinced Dol Guldur remained unthreatened, the Evil One ordered Khamûl back to Minas Morgul.

The Easterling left Rhovanion in T.A. 2620, and during the next 150 years he made his primary residence in the Tower of Black-sorcery. Although he did make two sojourns to Dol Guldur during this period, both visits involved little more than an audience before Sauron. Each occasion entailed the Lord of the Rings giving instructions to Khamûl, who was then responsible for imparting the missives to the Witch-king. While Khamûl sought to reinforce his authority in Dol Guldur, he had little time to interact with either the Grimburch or the rest of the army.

In T.A. 2772, just two years after Smaug laid waste to Erebor, Khamûl was called back to Dol Guldur to begin a new series of skirmishes in Mirkwood. This campaign proved to be largely successful, and the southern two thirds of the dark forest were now under Sauron's control. Khamûl remained in Dol Guldur until T.A. 2799, when the War of the Dwarves and Orcs concluded, and Sauron felt secure in sending him back to Minas Morgul.

Forty years later Khamûl was summoned back to Dol Guldur to perform a critical task, the acquisition of the last of the Seven Rings of Power. Within two years his spies reported that Thráin II had set forth from Ered Luin with his Dwarf-ring. After the Naugrim crossed the Misty Mountains, Khamûl set a trap. Using the Grimburch and other soldiers, he took Thráin was taken captive, and imprisoned the Dwarf-lord in Dol Guldur. Khamûl took the last of the Seven Rings from Thráin's hand, and tortured his prisoner without mercy for five long years. Despite his cruelty, though, the Black Easterling failed to discover that Thráin held the key to Erebor's secret entrance, as well as the map that told how to use it. This mistake later proved to be quite costly.

The error paled in comparison to Khamûl's next mishap. For in T.A. 2850 Gandalf managed for the second time to defy the defenses of Dol Guldur, which Khamûl oversaw. The Wizard entered into the dark halls and found the Dwarf-lord just before he died. But even more importantly Gandalf discovered the true identity of the Necromancer, and escaped with the information.

Sauron was incensed, and scorned Khamûl for his failure to capture one of the Dark Lord's most hated foes. He punished the Ringwraith with the decree that until the Lord of the Rings returned to Mordor, Khamûl would serve under the authority of the Mouth of Sauron while in Dol Guldur.

At last, the Mouth of Sauron had gained through Khamûl's mishaps what he could not through his own devious plotting: command of all of Dol Guldur with the only exception being the Dark Lord himself. Khamûl was disheartened, but remained steady in his unquenchable desire to promote the power and influence of his Lord.

In T.A. 2877 Sauron sent Khamûl to Minas Morgul with orders for the Witch-king to secure Ithilien. The Black Easterling played an important role in that largely successful campaign and won back some of his lost stature. At the conclusion of these battles, Khamûl returned to Dol Guldur for the last forty years of the Dark Lord's occupation.

During these years Sauron at last learned of the fate of the One Ring and ordered Khamûl to direct the Grimburch and others in the search of the Gladden Fields. But this search was, of course, many years too late, and it revealed no news of the Ring.

Soon after this Khamûl was ordered to make the final preparations for the Dark Lord's departure from Dol Guldur. And in T.A. 2941, just before the White Council struck, Sauron, the Mouth, and Khamûl along with most of Dol Guldur's garrison secretly fled from Amon Lanc and journeyed to Mordor. The following year they entered the Black Land, where Khamûl assisted in the last arrangements before the Dark Lord would openly declare himself.

Ten years later, Khamûl, Adûnaphel, and Úvatha returned to the Hill of Sorcery. Once again, Dol Guldur became a formidable stronghold. Khamûl finally assumed his position as the Warder of Rhovanion.

For the next sixty-eight years the Black Easterling commanded the northern arm of Sauron's forces, and many Orcs and Black-trolls were again mustered beneath the Naked Hill. Now the identity of Sauron no longer needed to be hidden, and Khamûl could act without the age long worries of overexposure. In a few years Dol Guldur was again a place of great dread to the Free Peoples of Middle-earth, and Khamûl won back the praise of his Master.

In T.A. 3018 Khamûl led the first large attack coming from Dol Guldur. The forces attacked Thranduil's Realm in an attempt to crush the Elven Kingdom and capture Gollum. But the army proved inferior to the Elven bowmen, and too few to accomplish their task. They were struck down in great numbers by the retreating Elves and Gollum escaped into the trees, fleeing both the Orcs and the Elves.

Soon after the failed assault Sauron ordered the Nazgûl to set forth in search of the Ring. But after their defeat near Rivendell the Ringwraiths returned to Mordor, and Khamûl and Adûnaphel were sent back to Dol Guldur to begin the northern campaign of the War of the Ring.

During the war, the army of Dol Guldur engaged in three full scale attacks on Lórien, as well as one against Thranduil's Kingdom to the north. But, as with the rest of the battles in the war, these assaults ended in failure for Sauron's underlings. After the last battle Khamûl and Adûnaphel left Dol Guldur for the final time, and flew to Mordor on Fell Beasts to take part in the Battle of Morannon. When Sauron was destroyed with the unmaking of the Ring, Khamûl the Easterling's long existence came to an end.

2.5 THE HISTORY OF DOL GULDUR

The history of Dol Guldur is to a large degree the history of Sauron in the Third Age; it became well known throughout much of Middle-earth after the Dark Lord's final defeat. Still, the Hill of Sorcery was also a citadel of great mystery and little known events, being the Necromancer's sanctuary while he slowly regained his power. Because of this hidden nature, many things occurred deep within these dark halls about which almost nothing was ever learned.

Though from the outside Sauron's intricate plans seemed to come together like the pieces of a black and dreadful puzzle, from the inside of Dol Guldur things did not always proceed so smoothly. While the Dark Lord gradually recovered his lost strength, his minions and vassals vied for positions of power and formed conspiracies among themselves to better serve their own advancement. Treachery and deceit were commonplace, and within the lower ranks assassination typically went unpunished. Each individual among the higher ranks maintained spies throughout the fortress. They reported the plans of his peers. Despite the disloyalty and surreptitious dealing, no one ever directly acted against Sauron's will, though often times this disunity worked to thwart the Dark Lord's grand designs.

Sauron remained aware of these inner power struggles, and occasionally needed to subdue his servants. But even amidst the worst events, the Evil One remained somewhat aloof. Most of his concentration was spent on far more important and overarching concerns, such as locating the One Ring and destroying the Realms in Exile. The Dark



Lord knew that few, if any, of his servants possessed the power or strength of will to directly challenge his supremacy, so he let conflicts continue on as they would.

Of all the power struggles within Dol Guldur, the most significant was that between Khamûl and the Mouth of Sauron. They each controlled different factions within the fortress, and all others in positions of power were forced to take one side or the other. Nearly every treacherous plot was connected, at least indirectly, to this conflict at the highest level of power.

*Thuric reports
to the
Grimburgoth*



THE BLACK GATHERING

Once every one hundred years throughout Dol Guldur's history a particularly horrific conclave came together within the halls of the Hill of Sorcery. At the halfway point of each century, the secret council met deep in the confines of Dol Guldur. It included Sauron and all Nine Nazgûl. This centennial event was called the Black Gathering, but little was known about true nature of these evil doings among the lesser inhabitants of the stronghold.

At the appointed time, each of the Ringwraiths quietly slipped through the country side and made his way into the Hill of Sorcery. Once there, the Nazgûl and their Master gathered together for a corrupt and evil convocation which lasted nine days and nights. Here, the Dark Lord listened to all that the Úlairi had to tell of recent events, and then issued his directives for the next century.

Before the dawning of the tenth day after each Black Gathering, the Nazgûl all secretly departed Dol Guldur, and the fortress continued on as if nothing eventful had occurred.

2.5.1 DOL GULDUR BEFORE T.A. 1300

As told in "The History of the Dwarves of Tumûngabil," Celedhring was in truth the first of Sauron's servants to reside in Dol Guldur. At the end of the Second Age, when Sauron was overthrown, Celedhring was in need of a secure retreat safe from the Dúnedain and Eldar. The Naked Hill met his needs because the Free Peoples feared to go there due to the belief that Dworin's spirit still haunted the abandoned mines. For many centuries Celedhring remained hidden beneath Amon Lanc awaiting a change in the world without.

Now, few indeed knew the true nature of the Dark Lord, and only the Wise guessed that he would return if the One Ring was not destroyed. So Celedhring was not certain that Sauron would ever come again to Endor. But some were far closer in counsel to the Dark Lord than Celedhring, and one still remained in Middle-earth that knew indeed that the Abhorred One would come again. That person was the Mouth of Sauron.

While Celedhring lived secretly in Amon Lanc, the Mouth of Sauron was hidden in southern Middle-earth, awaiting the return of his Master. When he felt the time of Sauron's reemergence had come, the Black Númenórean journeyed north to discover any rumor of the Lord of the Rings. Knowing that the Gondorians watched Mordor closely, the Mouth Sauron avoided that realm and traveled into Rhovanion to seek for news. Once there he learned of Celedhring's residence and went to consult his old cohort. Together they waited out the few remaining years, and formed an alliance that would endure for many long centuries.

In T.A. 1050 Sauron, the Witch-king, and Khamûl emerged from the shadows of Greenwood and entered the ancient volcano. The Dark Lord now founded his new stronghold of Dol Guldur, and remained there for nearly the entire Third Age.

In its earliest years, Dol Guldur was a somewhat small stronghold. The structure only suggested the changes to come. And all the levels were, at first, of Dwarven make. But Sauron immediately began adding new rooms and halls, chief of which was his throne room found on the Seventh Level. The majority of the citadel, however, remained essentially Dwarven throughout the first 157 years of the Sauron's occupation.

Note: For those GMs that make use of ICE's "Mirkwood" module the layout presented there should now be considered how Dol Guldur looked in the earliest days of Sauron's occupation. For those who do not use this module only the rooms closest to Mûrlat (the central shaft of Amon Lanc) should be considered present in these early years. In addition, only Levels One thru Seven and the First Stratum exist at this time.

As told in "Khamûl in Dol Guldur," contention between the Mouth of Sauron and the Black Easterling arose at this time. The Mouth felt slighted when Khamûl was given the rank of Gonon-u-Kazgûmhoth (B.S. "Great Commander of the Horde of Silent Shadow"), which included command of the entire garrison, and those outposts which were in close proximity to Dol Guldur. So the Mouth of Sauron quickly maneuvered into a position of power for himself. He was granted the rank of Khaunûlor-u-Thrûng Burlauga (B.S. "Chancellor of Dol Guldur") and gained control of the Conclave and the Slave-masters, the two Orders not under the command of Khamûl (see Section 3.0 for details of these Orders).

The Mouth of Sauron, not only gained more influence within the fortress through his control of the Conclave, he also played an essential role in communicating Sauron's desires to his servants all across Rhovanion. During the long history of Dol Guldur many small keeps and lesser strongholds occupied by the Dark Lord's minions sprang up throughout the region. The outposts that were close to Dol Guldur were considered under the direct command of the Gonon-u-Kazgûmhoth. The outposts further from the Hill of Sorcery, however, were less closely controlled, but all answered to the will of the Necromancer. The Mouth of Sauron acted as the Dark Lord's liaison to the leaders of these more distant outposts.

Because these activities fell outside his authority as Khaunûlor, the Mouth of Sauron assumed the additional title of Ómauk-u-Burlaugash (B.S. "The Voice of the Necromancer"). Included with this post was the responsibility for the collection of the Necromancer's tithe, a payment in gold and goods made regularly to the Dark Lord. Failure to pay this tribute usually resulted in swift and deadly punishment, and the Mouth of Sauron enforced his Master's will mercilessly.

Besides the leaders of these outposts, countless numbers of spies and servants made their homes among the Dark Lord's enemies. They too received their instructions either directly or indirectly from "the Voice of the Necromancer."

During the struggle for power between the two great Lords, Celedhring, who was now officially under the authority of Khamûl, often took counsel with his personal ally, the Mouth of Sauron, urging him to take whatever control he could. Celedhring was able to find out much of the inner workings of the army, due to his subordinate relationship to Khamûl, and acted as the Mouth of Sauron's most valuable spy throughout his years in Dol Guldur. In this way the Elf hoped to gain increased influence throughout the fortress, due to his covert ties with the Black Númenórean. But this plotting produced little gain, and the Mouth of Sauron and Celedhring slowly grew more envious of the Nazgûl.

Another important figure fell into the Mouth of Sauron's camp at this time. This creature's name was Andalónil (Q. "Friend of Long-darkness"), Sinda chroniclers called him "Duranil" (aka "Andalónil"). A Raug (S. "Demon"), he served the Dark Lord throughout the Second Age in Mordor. The Mouth of Sauron had need of a powerful individual to command his Slave-masters, and Andalónil was well suited to the task. After receiving the rank of Snagagoth (B.S. "Slave-master"), Andalónil quickly learned that he had to placate his superior in order to gain more power himself. Andalónil was not pleased with this situation, seeing himself as greater than any Man, but he also knew that the Mouth of Sauron was a particular favorite of the Necromancer. Andalónil dared not openly defy him.

Like the Mouth of Sauron, Khamûl had many followers who were especially loyal to him and worked to promote his influence. The most important of these in the early years was Gothmog, one of the first and most powerful of the Pertereg. Gothmog's first taste of authority came early in his life as he quickly rose through the ranks of the Kazgûmhoth. Before many years had passed he had become the *Imga Urdânuk* (B.S. "First High Commander") of the Army,

second only to Khamûl, and one of Sauron's most gifted servants. Throughout his years in Dol Guldur Gothmog remained faithful to Khamûl, who was the first to notice the Pertorog's great potential.

In the beginning this division of power remained fairly balanced, but soon the Mouth of Sauron attempted to gain more influence throughout the fortress. He placed more spies within the Kazgûmhoth to report any information that could be used to discredit Khamûl. In addition, he directed the Conclave to attempt to exert their influence over others with accusations of heresy and disloyalty. Occasionally, these plots met with success, but, regardless who suffered, Khamûl typically remained unscathed.





Khamûl also had spies among the Mouth of Sauron's followers, and he used them to keep watch on his rival. But, because the strength of Dol Guldur's army was truly vital to the Dark Lord's plans, Khamûl felt quite secure in his position of commanding the garrison. (See above, "Khamûl in Dol Guldur.")

The balance of power began to change, however, in T.A. 1258, when "the Great Expansion" of Dol Guldur commenced. This extensive construction involved the addition of the three Precipices as well as the five Strata. Besides the new levels, Sauron ordered each of the original levels to be greatly expanded and a network of Orc dens to be delved beneath Nan Lanc to house his now numerous troops. The result of this increase was that the army could now be far larger, and Khamûl's influence far greater. The Mouth of Sauron had no recourse except to increase the size of the Conclave, and continue to look for a chance to show himself superior to the Black Easterling.

In T.A. 1300, forty-two years after "the Great Expansion" had begun, the Mouth of Sauron thought he finally had his opportunity to gain more power. The Witch-king was sent to the north, and Khamûl was ordered east. At last the Black Númenórean could better his standing within hierarchy of Dol Guldur. But this outcome was not to be, for Sauron had seen the Sorcerer's greed and wished to subdue his lust for power. The Dark Lord placed Gothmog in command of the garrison, and the Mouth of Sauron remained in his former position.

This act marked Gothmog's ascension into the ranks of Sauron's most elite vassals, a position from which he would never fall. The Mouth of Sauron was secretly enraged. His desire for power only grew greater.

2.5.2 DOL GULDUR

FROM T.A. 1301 TO T.A. 1634

After the departure of the two Nazgûl, "the Great Expansion" continued for the next eighty-two years. The Kazgûmhoth grew in numbers to fill the ever expanding fortress, and the Dark Lord finally began to feel secure in his secret dwelling. The fires of the great forges beneath the Hill of Sorcery burned hotly, sending black clouds of smoke swirling out of the ancient volcano to hang ominously in the darkening skies over southern Mirkwood. The true fear and dread of Dol Guldur was now felt throughout the vastness of Rhovanion.

Sauron then started sending many Orcs and Trolls south into Mordor, but these migrations were broken up into many small bands, who took indirect routes to the Black Land. Some first traveled east and then south and entered Mordor far from the borders of Gondor. Others took more direct routes, sneaking their way south through eastern Gondor and across Ered Lithu.

Great strife arose between the two factions within Dol Guldur. Following the urgings of Celedhring, the Mouth of Sauron attempted to unseat Gothmog from his position of Gonon-u-Kazgûmhoth. He used Celedhring to gather information against many high ranking officers, then ordered the Fhalaugash (see Section 3.3) to officially accuse them of heresy against the Necromancer. In some cases, the individuals accused were able to prove their loyalty, but most were put to a slow and painful death. These results were due to the fact that the Mouth of Sauron or the Fhalaugash typically sat in judgement.

Gothmog retaliated by staging several "accidents." Many Laugashî mysteriously lost their lives. This covert conflict threatened to endanger the security of the fortress.

The Mouth of Sauron at last struck final blow, accusing Gothmog of selfish intrigues. Scrolls with scribed conversations between the Gonon and his officers were altered and exaggerated, and depicted Gothmog as a traitor. The Fhalaugash of Dol Guldur officially accused Gothmog of heresy and disloyalty to the Necromancer, and the Gonon was put on trial before the Dark Lord himself.

Before the dreaded trial even concluded, Sauron declared himself weary of this foolish bickering. The Evil One ordered the proceedings to a swift and deadly halt. He well knew that the Mouth of Sauron and Gothmog were behind all the conflicts, but he did not wish to lose such valuable servants. In order to silence all his underlings, Sauron ordered the execution of the Fhalaugash and the Imga Urdânuk (B.S. "First High Commander"). The court was silent as the two were put to death in midst of the trial. Thereafter all conflicts between the two factions ceased for many years, and the Dark Lord was free to concentrate on more important matters once again.

2.5.3 DOL GULDUR

FROM T.A. 1635 TO T.A. 2063

The beginning of this period marked the return of Khamûl to the Hill of Sorcery, and his award of the title "Keeper of Dol Guldur," as well as his reclamation of the position of Gonon-u-Kazgûmhoth. Gothmog had no objection to losing his position, because in a few short years he was to travel to Mordor and again assume the rank of Gonon within the ever growing Mordorean army. His time in Dol Guldur prepared him well for his upcoming task, and during the following years Gothmog readied the troops he was to take with him, and received his intricate orders from Sauron. Late in T.A. 1639 Gothmog set forth from Dol Guldur and secretly entered Mordor the following year.

Khamûl had completed the training of the Grimbûrz, and Dâon (the Grimburch) assumed the rank of Imga Urdânuk and second-in-command of the Kazgûmhoth. When Khamûl left Dol Guldur late in T.A. 1640, the Grimburch took the exalted role of Gonon, and again the Mouth of Sauron was denied command of the army.



Despite his excessive ambition, the Mouth of Sauron had proved to be a valuable servant to his Master. He was worthy of the lofty rank which he sought. Shortly after Khamûl was given the title of Keeper of Dol Guldur, Sauron spoke with the Mouth alone. The Dark Lord told the Black Númenórean that when he returned to Mordor, the Mouth of Sauron would be given the position of Lieutenant of Barad-dûr and, if he proved worthy, perhaps an even greater command one day. The Mouth of Sauron, however, was only consoled by this promise of power for a short while only, for he knew the time of Sauron's return to Mordor was yet far off.

Over the next century, the Grimburch to proved his value as an agent and military leader. Sauron used the Grimburch to direct many skirmishes and troop movements throughout Mirkwood, and deployed him on missions of terror where he went out from the fortress alone to enact his Master's designs. From the beginning Khamûl and Sauron had noted how strongly loyal the Grimburch was to the Dark Lord. During his years of command he always tried to stay above the petty conflicts within the citadel.

The Dark Lord foresaw that the Grimburch could prove to be very useful one day, and Sauron deemed him worthy of greater strength. So in T.A. 1705 Dâon was given a Lesser Ring of Power (see Section 5.0 "People of Note"), and from that time onward the Grimburch was inexorably tied to the will of his Master just as the Ringwraiths before him. This act would later save Sauron from suffering a great set back in his age long plans to dominate Middle-earth.

During these years, Andalónil, the Snagagoth (B.S. "Slave Master"), began to grow weary of the Mouth of Sauron's seeming inability to advance in standing. His loyalty to the Black Númenórean weakened as his lust for power grew, and he began to form a secret alliance with the Grimburch against the evil Sorcerer. The Grimburch could see that Andalónil only wished to better his own standing and merely feigned participation in the conspiracy. In time Andalónil grew frustrated at the lack of change and began to loath both the Mouth of Sauron and the Grimburch, though for the time being he kept these feelings hidden.

Throughout the next several hundred years Andalónil attempted to stir up conflicts between the two rival factions by turning various individuals against one another through cunning lies and twisted truths. Many of Sauron's minions betrayed and killed each other as the years wore on. These contentions reached a peak in T.A. 1976 when the Mouth of Sauron left Dol Guldur for a time and traveled to Mordor to assist in the attack on Minas Ithil.

Andalónil assumed the Mouth of Sauron's position of Khaunûlor-u-Thrûng Burlauga and continued in his role as Snagagoth. Celedhring, however, had grown to distrust Andalónil of late, and felt that he, and not the Snagagoth, should have been given the Mouth of Sauron's position. The Elf was filled with longing to revenge himself, but he did not act on this desire for many years.

Andalónil relished his new position and began to envision the possibility of becoming the sole authority in the Hill of Sorcery. This hope was dashed twenty-six years later when the Mouth of Sauron returned to the Dark Lord's side. Andalónil was now more angry and envious than ever, and secretly hoped for the Mouth of Sauron's ruin. He even dared to consider open revolt against Sauron, but decided against such a perilous action.

GANDALF'S VISIT

An unexpected visit occurred in T.A. 2063, which had an overwhelming effect on the history of the Hill of Sorcery. Gandalf the Grey secretly entered Dol Guldur to attempt to discover the true identity of the Necromancer. When Sauron learned of the Wizard's presence, he could see that all could be lost, if his true nature were revealed too soon. Before Gandalf descended far into the fortress, the Dark Lord fled Amon Lanc with the Mouth of Sauron, a small contingency of Uruk-hai, and his personal guard. Together they traveled east and hid for many long years far from the prying eyes of the Eldar and Istari.

THE GRIMBURCH'S WARSHIP

But before he left, Sauron gave his last instructions to his underlings. Because the Grimburch now possessed a Lesser Ring of Power, and was forever enslaved to the Dark Lord's will, Sauron placed him in command of Dol Guldur. The Dark Lord's final orders were to disperse the Kazgûmhoth throughout Rhovanion and hold Dol Guldur until his return. The Grimburch was also told to keep his forces in check throughout this time, to avoid drawing any attention from their enemies.

The Mouth of Sauron also gave final instructions to Andalónil and Celedhring. He commanded Andalónil, who was again given the Mouth of Sauron's position, to follow the Dark Lord's orders and keep his servants in line. And Celedhring was instructed to watch over Andalónil, lest his craving for power grow too strong. Unbeknownst to the Mouth of Sauron, Celedhring had plans of his own, and now saw his opportunity to exact his revenge on the cursed Raug.



2.5.4 THE WATCHFUL PEACE

Outwardly, this stage of Dol Guldur's history marked the quietest period of the Third Age in southern Mirkwood. Almost no military offensives were carried out, and the Kazgûmhoth was reduced to its smallest size since the first days beneath the Hill of Sorcery. Very little mining or smith-craft occurred at this time, so the skies over Dol Guldur grew somewhat clearer.

Within the Hill of Sorcery, however, things were not so calm. Soon after Sauron's departure Andalónil began to contest the Grimburch's authority, and many disputes erupted between the two. Andalónil wanted to make use of the army while the Dark Lord was away, and exert his own will across Mirkwood and Rhovanion. For several years Andalónil was content to show the Grimburch disrespect and question his judgement, but in time the Snagagoth's longing for power overcame his restraint. He conceived a dark plot to kill the Grimburch and take command of Dol Guldur himself.

Meanwhile, Celedhring patiently waited as his spies reported Andalónil's schemes. When the time was right the Noldo proposed to the Raug that they should work together to destroy the Grimburch. Afterwards, Andalónil could take control and Celedhring would act as his steward and second in command. This plan was all the enticement Andalónil needed, and he quickly accepted.

Celedhring met secretly with the Grimburch and told him of the plot on his life. In return for this information the evil Noldo wanted Andalónil's position after he had been removed. With great suspicion and some reluctance the Grimburch agreed to the terms.

That night the Grimburch gathered the other Grimburch to his side and gave out his instructions. Later, he summoned all the leaders of the fortress together and openly accused Andalónil of treason against the Necromancer and challenged him to combat.

Stunned by this unexpected charge, Andalónil hesitated before replying. A knowing glance from Celedhring (who stood close by) reassured him, however, and Andalónil felt sure of victory. He knew the Elven Mage was a powerful ally and slowly moved to confront the Grimburch. The other four Grimburch, who hid in the shadows of the huge room, attacked from all sides and the Grimburch drove his sword deep into Andalónil's chest. As the Raug's life slowly faded Celedhring stepped forward and looked into his dying eyes with a wicked and heartless smile. The Noldo could now take the position which he had so long desired.

Afterwards, the Grimburch's authority in Dol Guldur went unquestioned. Disputes within the fortress lessened for a time. Celedhring seemed content, having exacted revenge against Andalónil, and having obtained greater authority for himself.

One final event happened in T.A. 2205 that definitively established the Grimburch's authority. Dâon had possessed his Lesser Ring for over five hundred years. Now, he slowly began to transform into a Ring-wight (see Section 5.0). The terror felt in his presence and his now undead nature made him nearly unassailable to his followers. The Orcs learned to fear him nearly as much as one of the Nazgûl, and most would die for him without question. Throughout the remaining years of "the Watchful Peace," as Sauron's minions across Rhovanion greatly increased in numbers, Dol Guldur's inhabitants kept quiet in the dark halls and anxiously awaited the return of their true Master.

2.5.5 DOL GULDUR FROM T.A. 2460 TO T.A. 2951

In the year T.A. 2460 Sauron returned from the east and resumed his guise of the Necromancer, marking the end of "the Watchful Peace." The forges beneath the Naked Hill again blazed with white heat, and the skies over southern Mirkwood once more grew dark and foreboding. Soon after his arrival, the Dark Lord sent out messengers from Dol Guldur to gather his forces to his side and prepare for war. For Sauron's minions had grown great in numbers during his absence, and he was now ready to refortify Moria and the Misty Mountains and enforce his will across Rhovanion.

Twenty years after the Dark Lord's return, many Orcs and Trolls were sent west into the mountains, and all the passes across the Hithaeglar became guarded by secret Orc strongholds. The greatest number of troops were sent to Moria where the Balrog held sway, and the Demon's control over Khazad-dûm became complete. Sauron renewed his campaign throughout Mirkwood, and skirmishes and small battles grew ever more common as the days wore on.

During the years T.A. 2480 to 2941, Khamûl returned to Dol Guldur for long periods at a time. While there the Black Easterling resumed his rank as Gonon-ukazgûmhoth, as well as his official title of Keeper of Dol Guldur. The Mouth was also present, and the age old rivalry between the Black Númenórean and Khamûl the Easterling was renewed with furor.

Once again, the two leaders and those loyal to them placed spies among each other's followers, and soon many small conspiracies emerged with plots against their peers, and designs on greater power for themselves. But Khamûl's authority had now grown great with the vastly increased garrison, and the Conclave's influence throughout the keep was lessened while he was present. During the times when Khamûl resided in Minas Morgul, however, the Mouth of Sauron was able to take advantage of his absence. The Grimburch held strong sway over the army, but he lacked the ominous presence of the Nazgûl, and could not contend directly with the Mouth of Sauron. In the ensuing years the inner power struggle of Dol Guldur flowed back and forth, as the Black Easterling came and went on his journeys to Minas Morgul.

Military activity in the the Hill of Sorcery reached its apogee. Khamûl and the Grimburgoth were able to direct the Kazgûmhoth in a wide range of attacks across Rhovanion. The might of Dol Guldur spread out through Mirkwood like a slowly ever-growing storm that threatened to consume everything in its shadow. Still Sauron would not allow his full strength to be unleashed, and all out war remained forbidden. The Dark Lord's true objective continued to be the reopening of Mordor, and at his command the Orcs of Dol Guldur renewed their migration to the Black Land.

Sauron reached the height of his power in Dol Guldur late in T.A. 2772, just as Khamûl directed the Kazgûmhoth during its most ambitious offensives. At this time, the Lord of the Rings

controlled nearly all of the Misty Mountains and the southern two thirds of Mirkwood. His servants also haunted much of the rest of Rhovanion, and his unwitting allies held sway over both Erebor and Moria. The Evil One now knew the time was drawing close for his return to Mordor.

Yet eighteen years later the power of Dol Guldur began to wane. War broke out between the Dwarves and the Orcs of the Misty Mountains, lasting for seven bloody years. After the final conflict, the Battle of Nanduhirion, in which the Orcs suffered brutal defeat, the Dwarves ceased their struggle and returned to their homes. But the Orcs of the Hithaeglin now had only a fraction of their former strength, and Sauron sent reinforcements only gradually. Most of his troops continued south. Nothing would thwart this plan.

In 2850, Gandalf once again infiltrated the halls of Dol Guldur. This daring act enabled the Istar to discover the nature of the Necromancer. The revelation proved both frightening and critical.

Khamûl, who was responsible for the defenses of the fortress, then felt the full wrath of Sauron. The Evil One scorned the Nazgûl for letting Gandalf escape and, for the next ninety years, Khamûl stood demoted. The Easterling now labored under the Mouth within a revised hierarchy in the Hill of Sorcery. Against his firmest passions, he found forced to take counsel from the Black Númenórean



whenever he took action. Lest he suffer further humiliation (or even perish), Khamûl sought the Mouth's approval regarding any major decision. In turn, the Mouth of Sauron wielded the power he felt he always deserved, and he savored his authority over the Black Easterling with haughty satisfaction.

Toward the end of this period, attacks by the Kazgûmhoth lessened. When Sauron learned of the fate of Isildur, all his attention was turned toward the search of the Gladden Fields. This desperate hunt, however, was all in vain, and Saruman soon learned of this activity. Shortly thereafter, the White Council agreed to attack Dol Guldur. But the Dark Lord was now fully prepared for this assault and escaped with much of his army before the White Council could strike.

Of those that remained behind, only a small force survived the White Council's attack, and these creatures fled deep into the darkest confines of the fortress. The Grimburgoth had been placed in charge of the defense, but quickly realized that he was far outmatched by his foes. Taking the best of his warriors and his fellow Grimburz, he escaped the battle and fled into the shadows of Mirkwood. Long after the struggle was over, the Grimburgoth silently slipped back into his ancient home.

Dol Guldur awakens



Again within Dol Guldur, the Grimburch gathered the few troops that remained and set up what limited defenses he could muster. He ordered that no sign of life should be allowed to be seen from without, and all remained perfectly quiet. The Elves sent to watch Dol Guldur in the following years truly believed the fortress to be abandoned.

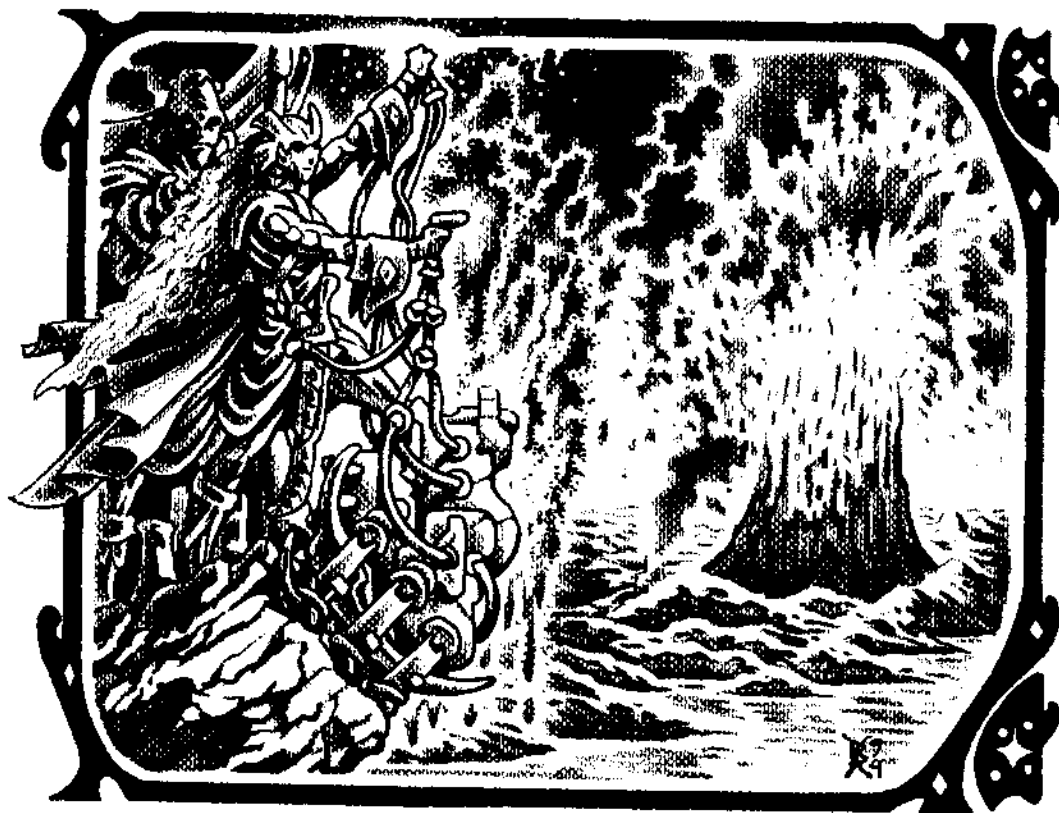
In fact, the attack of the White Council had worked according to Sauron's designs. After the battle, many of the Wise believed that the Dark Lord had been driven out once again, as in the days of "the Watchful Peace." While the Free Peoples rejoiced in their victory, Sauron secretly reentered Mordor and made ready to openly declare himself.

Throughout the next ten years, the Grimburch and his followers remained hidden in Dol Guldur, awaiting the return of Khamûl.

2.5.6 DOL GULDUR AFTER T.A. 2951

After the Dark Lord reclaimed his throne in Mordor in T.A. 2951, Khamûl, Adûnaphel, and Úvatha returned to Amon Lanc with a formidable army to reopen Sauron's former seat of power. With his return, Khamûl was, at last, the sole authority in Dol Guldur, free from the presence of the Mouth of Sauron and the necessity of remaining quiet and subdued to keep the Dark Lord hidden. Finally, Khamûl's title of the Keeper of Dol Guldur became more than just an honorary position, and the Black Easterling could show his Master the great ability he possessed to lead the northern arm of the Dark Lord's forces. He quickly gathered many Orcs and other servants to his side from across southern Rhovanion, and Dol Guldur was again a mighty stronghold feared by the Free Peoples.

*Dol Guldur is
ruined by
Galadriel*



The Black Easterling now held complete control over his followers, and Adûnaphel acted as his second-in-command, helping to enforce his will throughout the dark citadel. Unlike Sauron, Khamûl was free to expend all of his concentration on the directing of his minions, so the former inner power struggles were now extremely limited. Of course, as with all of Sauron's hordes, murder and treachery remained common among the lower ranks, but now the leaders of Dol Guldur all knew their place, and the hierarchy stayed constant throughout these years.

Skirmishes and raids again became commonplace. The Guldurim haunted and ravaged Mirkwood and the surrounding region. His foes in disarray, Khamûl now began to prepare for a full-scale war.

The orders from Barad-dûr to commence the first significant battle, however, would not come for many years. As Mirkwood's evil nature grew strong, Khamûl and Adûnaphel waited patiently for a signal from the Dark Lord to strike. In T.A. 3017 Gollum was captured by Aragorn and held prisoner by the Elves of Mirkwood. Sauron grew frightened that the Wise would obtain information from Sméagol concerning the One Ring, and he used this occasion to test the strength of Dol Guldur.

Khamûl was ordered to attack Thranduil's realm with a large force of Orcs. The objective was to crush the Elven Kingdom and take Gollum captive. The battalion set forth in T.A. 3018 led by the Grimburch and struck the Elves at a time when Gollum was outside the Halls of Elven King. In the tumultuous disturbance that followed Gollum escaped, but Khamûl's forces did not successfully take the pitiful creature. He escaped both Elves and Orcs and was free to search for his lost treasure again.

The battle, as well, did not conclude as planned, because the Elves of Mirkwood, though far fewer in number, proved too difficult to confront amidst the dark forest. With each advance made by the forces led by the Grimburch, the Elves would fall back further into the trees and continually rain arrows on their assailants. The attackers lost nearly half their force, and their commanders could no longer hold their troops in formation. Many Orcs began to flee the battle, and the Grimburch was soon forced to order a retreat.



Only a few short days after this battle, Úvatha returned to Dol Guldur with orders that the three Nazgûl were to meet the other Úlairi and begin the search for the Ruling Ring. While Khamûl was absent from the Hill of Sorcery, the Grimburch took command of the fortress. All attacks by the Kazgûmhoth, however, were prohibited until the Ringwraith's return.

After the Nazgûl's defeat near Rivendell, and their subsequent return to Mordor, Khamûl and Adûnaphel traveled back to Dol Guldur late in T.A. 3018 with orders to begin the northern campaign of the War of the Ring.

At long last, the Kazgûmhoth was fully unleashed in all its terrible power. The army was divided into three large forces. The smallest of these three divisions remained behind to defend Dol Guldur. But the two large armies, comprised of ninety percent of the Kazgûmhoth, set out to attack the Dark Lord's enemies. The largest force was led by Khamûl, and this army headed west to assault the Elves of Lórien, while Adûnaphel led the other army north against Elves of Mirkwood.

Khamûl struck first only three days after setting out from Dol Guldur. His army was repelled by the Elven archers of Lórien and the unassailable power of Galadriel. They were driven back from the eaves of the forest and across the Great River. Four days later, the Black Easterling regrouped his army, and they again attacked Lórien. This time the assault proved far more costly to the Elves, and many valiant warriors were killed that day. But again the forces from Dol Guldur could not contest the might of Galadriel, and they were driven back once more. For this retreat, however, Khamûl did not lead his army back across Anduin. Instead, he took them south into Parth Telebrant where they prepared for their third attack.

Meanwhile, as the second assault on Lórien was being fought, Adûnaphel pitted her army against Thranduil's Kingdom. There a long and terrible battle ensued in which huge tracts of forest were burned, and many Elven homes destroyed. The Kazgûmhoth, however, even with its superior numbers, was no match for the Elves within the forest. By the end of the day most of the army from Dol Guldur had been destroyed. The few Orcs and Trolls that remained retreated back to the Hill of Sorcery. Adûnaphel mounted a Fell Beast and flew to join Khamûl.

The Grimburch and his two Nazgûl masters led the third and final attack on Lórien. Despite their presence, though, the Kazgûmhoth squandered the last chance to prove its worth to the Dark Lord. They nearly overwhelmed their Elven foes in a fierce battle, but they could not overcome the power of Galadriel's Elven Ring. Wielding Narya, the Elf-queen strengthened the magical girdle around her kingdom. Lórien would remain unbroken.

As the Guldurim stormed the edge of the enchanted wood, Celeborn led an heroic sortie through the attacking forces and shattered the assault. There, in the midst of the battle, Celeborn came face to face with the Grimburch. The fighting raged around them as the two great warriors

came together in a violent clash of arms. The Elf-lord felled the Ring-wight after a long and brutal struggle, felling the Grimburch with a mighty sword-cleave. His coup emboldened the Elves, who drove the dark army out of Lórien. The routed Kazgûmhoth retreated southward, scattering into and around the desolate Wold. It was then that the Ents from Fangorn attacked and cut down the fleeing Guldurim. Their forces utterly destroyed, Khamûl and Adûnaphel fled the scene of battle. They returned, alone, to Dol Guldur.

The Ringwraiths did not remain in the Hill of Sorcery for long. Promising to return, Khamûl ordered the remaining troops to defend Dol Guldur. Later that night, the Black Easterling and Adûnaphel departed Amon Lanc for the last time. The two Úlairi flew to Mordor, where they fought in the Battle of the Morannon and met their doom.

2.5.7 THE DESTRUCTION OF DOL GULDUR AND THE FOURTH AGE

When the One Ring was destroyed in the Crack of Doom, the Orcs and Trolls in Dol Guldur wailed in terror at the loss of the great will that had driven them throughout their lives. They cowered within their dark fortress and feared the light of day. For two long horrifying days and nights they waited, looking for a leader strong enough to rally them to defense.

The warriors still surviving within the fortress weathered their awful travail. They manned the battlements and looked for some sign of support from Mordor. Their vain hope waned, though, as their confusion grew and thoughts of doom spread through the dark halls of Dol Guldur.

On the third day after the downfall of Sauron, Celeborn led the host of Lórien under the eaves of Mirkwood and attacked Dol Guldur. The siege was brief but fierce, and many Elves lost their lives in the attack. Before the day was out the last of the defenders were slain or captured, and the Orcs were all destroyed.

For the next eight days Galadriel used her Elda powers to smote the walls of Dol Guldur and destroy the ancient stronghold. Her enchantments broke the citadel's ramparts and crushed the accursed foundations. Blasting away the central shaft of the citadel, she laid the black halls open to the sun. The hidden Orc dens beneath Nan Lanc became gaping pits, while the lowest levels of Dol Guldur collapsed. Elven magic cleansed the surrounding forest of evil and corruption, and rid the Shadow from Mirkwood.

Southern Mirkwood became part of Celeborn's realm. In time, many Elves from Lórien came there to dwell. Some settled in the ancient Elven homesites within sight of the ruins of Dol Guldur. Amon Lanc remained a dark place, and the Quendi rarely tread near its heights, although their ever-vigilant watch guards against the return of evil.



3.0 POLITICS AND POWER

Though Dol Guldur is a vast den of cruelty and wickedness—where the strong and cunning subjugate the weak, and brutal and perfidious deeds are the quickest means for gaining power—the citadel is far from being entirely chaotic. The hierarchy in the Hill of Sorcery is actually an intricately structured order that overshadows life within the dark stronghold, and punishment for misdeeds is swift and often lethal. This structure permeates the fortress from the most powerful of the Evil One's lieutenants to lowliest band of Orcs. While the Free Peoples' ideals of propriety and justice are no where present, none of the citadel's inhabitants harbor any doubt as to who ultimately holds sway over their lives. If the minions of the Necromancer know nothing else, they are certain to know their place within his rigid lattice of authority.

But while the hierarchy is unquestioningly clear, the actual laws are not. Written codes remain in the hands of Sauron or his appointed Warlord, and are amended or ignored according to official caprice. Rules are typically enforced according to whim of the presiding authority, who could be any one of a number of individuals. Deeds that might win praise from one Lord bring execution from another. Typically, the greatest threat the slaves of Sauron face comes from their own people.

Although treacherous feuding among Sauron's underlings continually broils beneath the storm clouds over Nan Lanc, the Necromancer tolerates no rivals. Treason, and even serious discord, is swiftly rooted out, the perpetrators punished with astounding brutality. While being content to have his servants vie for power, pondering his schemes in the huge volcanic cavity deep beneath Amon Lanc, the Dark Lord tolerates no breach in his defenses. His minions understand that any challenge to his authority is simply unthinkable.

THE EVER-REACHING SHADOW

The power and influence of Dol Guldur, however, reaches far beyond the shrouded realm in southern Mirkwood. Not only is the Hill of Sorcery a great stronghold, it is the pre-eminent (albeit surreptitious) seat of Sauronic authority—at times for all the varied Shadow-servants across the vast reaches of Middle-earth. In addition to holding sway over many minor outposts throughout Rhovanion, secret directives are sent out from Dol Guldur to such distant and varied strongholds as Carn Dûm in the realm of Angmar and Ny Chennacatt in the Farthest South beyond Harad. Many other bastions of evil, such as Mt. Gundabad and Goblin-Town, are watched and furtively influenced by agents and spies of the Necromancer. In addition, other peoples (such as the Asdrings, Sagath, and Logath) are unwittingly coerced into following the designs of the Dark Lord. But the most important of Sauron's holdings is without question Mordor, which he watches intently as it is prepared for his inevitable return.

Note: The information given below describes the hierarchy during the middle years of the Third Age (1636-2850; excluding the Watchful Peace); however, as noted on the Hierarchy Table, the exact structure varies at different times—particularly when Sauron is absent or no longer residing in Dol Guldur. The GM should refer to the table and note the changes if the campaign is set during an earlier or later period.

3.1 OVERLORDS

Although the many duties and imperatives in Dol Guldur are dispersed down through the Lords and their Orders, all true authority rests with the Overlords, the three most eminent individuals within the stronghold. Of course the ultimate, absolute figure of power since the founding of Dol Guldur is **Sauron—the Necromancer** (B.S. "Burlaugash")—who long ago titled himself the "Durbaz-u-Thrûng Burlauga" (B.S. "Supreme Ruler of the Hill of Sorcery"). His second in command is the **Second of the Nine, Khamûl the "Easterling."** Dol Guldur's third Overlord is the **Mouth of Sauron.**

Khamûl the Nazgûl holds the rank of the Gonon-u-Kazgûmhoth (B.S. "Great Commander of the Horde of the Silent Shadow"). He is also the Warlord of Rhovanion, the Warlord of Dol Guldur, and the Lieutenant (aka Keeper or Warden) of Dol Guldur. Answering only to Sauron or the Witch-king, Khamûl is the second most powerful figure in the Hill of Sorcery.

The Mouth of Sauron is the greatest of the Dark Lord's mortal servants. Nearly always at his master's side, he holds the position of the Khaunûlor-u-Thrûng Burlauga (B.S. "Chancellor of the Hill of Sorcery"). His unique status as Sauron's spokesman makes him answerable to no one, save the Lord of the Rings. While he publically defers to Khamûl, he only obeys the Evil One. He acts on the Easterling's word only when it is clear that the Lieutenant of the Tower holds Sauron's specific mandate or conveys the Dark Lord's specific edict.

While the authority of the Úlair Easterling and the Black Númenórean Mouth both pale next to the ominous majesty of the Dark Lord, they enjoy the special privilege of giving counsel to their Master. (Only the other Nazgûl share this right.) Their most important role, though, is to administer all the dark affairs of the citadel with which the Necromancer has no desire to concern himself. For above all else the Dark Lord is consumed by age-long plots and the endless search for the One Ring.

The two lesser Overlords maintain distinct spheres of command, each of which is well-suited to their character. **Khamûl, the Gonon (≈Warlord),** commands both the **Kazgûmhoth (Horde)** and the **Smiths.** Meanwhile, the **Mouth of Sauron, the Khaunûlor,** oversees the **Conclave** and the **Slave-masters.** Though the Mouth does not command as great a host as Khamûl, his power over two critical factions makes his position nearly as influential. And although this structure appears to be clearly defined, both Khamûl and the Mouth of Sauron continually struggle against one another to win greater favor from their Lord. (See Section 2.5 for a detailed account of this conflict.)

In addition to their ranks, both Khamûl and the Mouth of Sauron also hold titles, much the same way in which a high-born Gondorian might enjoy a title as both a noble, such as the "Lord of Osgiliath," and a rank among Gondor's leadership, such as the "King's Commander." Khamûl's title is "the Keeper of Dol Guldur," which is a largely honorary position. This title means that, when Sauron reclaims his throne in Mordor, Khamûl will be placed in command of Dol Guldur.

The Mouth of Sauron's title, and the name by which he was called throughout his years in Dol Guldur, is the Ómauk-u-Burlaugash (B.S. "the Voice of the Necromancer"). This title, as the name implies, gives the Mouth of Sauron the power to act as the Necromancer's liaison to the many fortresses and strongholds under the Dark Lord's influence. Besides the necessity of keeping these groups in line, the Ómauk is responsible for overseeing the collection of the Necromancer's Tithe.

3.2 THE LORDS

The Lords (B.S. "Gothu") of Dol Guldur enforce directives handed down by the Over-lords. This principal group includes the leaders of the three Orders and the Imga Urdânuk (B.S. "First High Commander") of the army. As a whole, the Lords are responsible for the day to day oversight and management of nearly every aspect of life within the citadel. When something goes amiss it is often the Lords who experience the wrath of their superiors.

Besides the Imga Urdânuk, the titles of the Lords include the Gothtûtl (B.S. "Master Smith"), the Fhalaugash (B.S. "High Sorcerer" or "High Priest"; lit., "Great-one-who-uses-magic"), and the Snagagoth (B.S. "Slave Lord"). The Imga Urdânuk and the Gothtûtl operate under the command of Khamûl, while the Fhalaugash and the Snagagoth answer to the authority of the Mouth of Sauron.

The Grimburgoth currently holds the rank of Imga Urdânuk, Celedhring serves as the Gothtûtl, Gorovod commands the Conclave as the Fhalaugash, while Andalónil acts as the Snagagoth. (See Section 5.0 "People of Note" for details concerning these individuals.)

3.3 THE ORDERS

Excluding the Necromancer's army, which makes up the vast majority of the inhabitants of the citadel, the population within Amon Lanc is divided into three groups, the Orders of Dol Guldur. The Orders formed in the early years of the Hill of Sorcery to fulfill those needs beyond the scope or reach of the Kazgûmhoth. For as the numbers of Sauron's minions swelled, the tasks required to maintain the organization of the citadel also multiplied, and the Orders grew in number and importance.

THE SMITHS

The Order of Smiths is the smallest and least powerful group within the hierarchy of Dol Guldur. In the years since the Great Plague, however—due the efforts and wisdom of Celedhring, the Gothtûtl (B.S. "Master Smith")—the Smiths have increased their influence. Now that Gondor and the Northmen of Rhovanion seem less able to guard themselves, the Kazgûmhoth launch ever-increasing numbers of raids and skirmishes. These attacks help address Sauron's army's seemingly-endless demand for armor and weaponry. The flow of booty supplements the work product of Dol Guldur's numerous smithies. Thus, Celedhring manages through his cunning counsel to lobby for his Order by subtly emphasizing the essential part they play in warcraft.





A secret pact between Celedhring and the Mouth of Sauron also works to the benefit of the Smiths. The two often take counsel together, during which Celedhring divulges what he knows about the plans of Khamûl and the Kazgûmhoth. In return, the Mouth of Sauron subtly promotes the Smiths' position within the citadel.

The Smiths of Amon Lanc are responsible for more than the manufacture of armor and weaponry; they also make almost all the equipment and tools used in the stronghold. This Order produces everything from pick axes and shovels for mining to enchanted items used by Dol Guldur's elite masters. Basic blacksmiths comprise only part of this group. Also included are armorers and weaponsmiths, bowyers and fletchers, alchemists and gem-smiths, locksmiths and goldsmiths, masons and

wheelwrights, and apprentices for all these positions, as well as other artisans. And, as Celedhring quietly points out, without these craftsmen the leaders of Dol Guldur would quickly find their followers ill equipped, while the citadel itself would begin to fall into disrepair.

Though the Gothtûl does not himself engage in any of these menial tasks, he is responsible for all that his underlings are required to produce. Even more importantly, he is solely in charge of the creation of enchanted items. Since only the Maktûl (B.S. "Second Smith") and a select few others are permitted to aid him in his endeavors, he is a key figure in the Hill of Sorcery.

The Maktûl is the assistant to the Gothtûl. He always acts on his master's authority, even when directing the lesser members of the Order of Smiths. This position is presently held by a Northman, Froedhir. Celedhring rarely lowers himself to the task of overseeing the work of his minions, so Froedhir typically handles the day-to-day management of the Order.

The Tûtlî (B.S. sing. Tûtlî), or "Smiths," function below the Maktûl. As noted, they practice various professions. All the races present within Dol Guldur are represented within this Order, though Trolls are quite rare, and Celedhring (a haughty Noldo) wishes to keep the number of Orcs to a minimum. The Smiths now number nearly three hundred, but the Gothtûl is currently pressing for more artisans to fulfill the growing demands of the Kazgûmhoth.

Note: At the height of Dol Guldur's power, this Order numbers over 500.

THE CONCLAVE

The Conclave first formed at the behest of the Necromancer soon after the establishment of Dol Guldur. It functions under the guidance and direction of the Mouth of Sauron. The Black Númenórean gathered gifted but corrupt individuals from the many kingdoms of Men across western Endor, uniting their talents with those of a few exceptionally crafty and sinister Orcs and Trolls. These "Advocates" (B.S. "Kîshothî"), all of whom became learned in sorcery or other magic, comprise an evil assembly whose central tenet is the worship of the Necromancer. Now, the Conclave exercises great power within the hierarchy of Dol Guldur, second only to that wielded by the Kazgûmhoth. Their primary role is to ensure that the underlings of the Necromancer remain unswervingly loyal and obedient to their Lord.



in keeping with their dark design, the Conclave uses various tools of control and fear to administer their orders, and disobedience means more than just failing to follow orders; far worse, it is an heretical act against the Necromancer himself. It is no surprise, then, that in order to maintain their terrorizing grip on the lesser members the Conclave enforces strict and often deadly punishment on dissenters. In fact, the mere presence of the Conclave Advocate instills an ever-growing unease and nervousness in all but the strongest of the Necromancer's servants. Few dare challenge the Conclave, much less defy its orders.

The Conclave's great influence also serves to counterbalance the Kazgûmhoth's power. The two ruthless organizations constantly vie for greater influence in all the corners of the stronghold. Should any high ranking officer grow too proud or independent, he faces an inevitable trial before a tribunal of intolerant and impatient Advocates.

The Conclave serves additional purposes. After all, they are charged with the duty of uncovering the fate and location of the long-lost Ruling Ring. They labor unceasingly at this task, though no Advocate guesses the true significance of their mission. Storing their studies deep on the Third Stratum of Dol Guldur, they have accumulated a vast store of tomes and scrolls containing a wealth of knowledge nearly unequalled in all of Middle-earth. For now, though, they remain no closer to learning the truth.

Note: In T.A. 2936 the Conclave finally discovers an account of Gildur's death on the Gladden Fields from an ancient scroll found amidst countless forgotten documents within Minas Morgul.

While the original members of the Conclave hailed from many realms, most are now recruited directly from the inhabitants of Dol Guldur (who are far more numerous than they once were). Still, the present leader of the Conclave—the holder of the rank of Fhalaugash (B.S. "High Sorcerer" or "High Priest"; i.e. "Great-one-who-uses-magic")—is a man of Variag descent named Gorovod. Like so many of his predecessors, Gorovod presides over the Conclave with an iron hand. Acting as his assistants are the Laugashî (B.S. "Sorcerers" or "Priests"; lit. "Ones-who-use-magic"). They comprise the majority of the Conclave's Kîshothî, and are responsible for implementing the orders of the Fhalaugash.

A Laugash might come from any number of different professions, but all are accomplished spell-casters. They each put their sorcerous powers to a uniquely sinister use in defense of the citadel. The typical duties of the Laugashî are simple, and include regularly patrolling the citadel and enforcing the will of their superiors. They also preside over various religious ceremonies, responsibilities that usually involve battle consecration, sacrificial ceremonies to the Necromancer, and other gruesome rites. Last, the Laugashî serve as advisors to the Fhalaugash, and occasionally deliver messages to other dark orders elsewhere in Rhovanion.

Assisting the Laugashî are the Smalaugashî (B.S. Apprentice, Acolyte, or "Lesser-ones-who-use-magic"; s. Smalaugash). This rank holds little authority within the fortress and, though the Laugashî command respect and awe, no one fears the Smalaugashî's presence. Their central role is to assist the Laugash in religious ceremonies, and act as spies among the Kazgûmhoth and the other orders of Dol Guldur. The Smalaugashî are also the scribes and messengers for their superiors.

THE SLAVE-MASTERS

Dol Guldur, being a citadel of huge proportions, requires countless and unending tasks of labor. In order to release the army from this multitude of work the Order of the Slave-masters was formed. The Lord of this Order is known as the Snagagoth (B.S. "Slave Lord").

Andalónil, a powerful Raug (S. "Demon"), serves as the Snagagoth of Dol Guldur. He is the original Slave Lord, and the only figure to ever hold the title. Andalónil commands a formidable group of cruel and heartless minions called the Hrizgthrakî (B.S. "Pain-bringers"; lit. "Overseers"), who oversee the citadel's seemingly countless slaves. The Hrizgthrakî come from all the races within Dol Guldur, though Uruk-hai and Olog-hai predominate.

In the earliest days of the Order the laborers were nearly all common Orcs (B.S. "Snagi"; sing. "Snaga"), for they are least fit to be warriors. But as the years wore on and the tasks increased, more workers were needed to fulfill the demands of the Overlords. It was then that the Slave-masters, at the behest of their superior the Ómauk, began to use the less important prisoners held within Dol Guldur to supplement their numbers. These captives were given the most strenuous and foul duties within the citadel and they soon became known as the Thralls.

The labor performed by the Snagi includes working in the mines, constructing any new additions to the fortress, and repairing rooms and tunnels that fall into decay, as well as all types of maintenance and cooking. They are also responsible for the manufacture of clothing, furniture, and other goods needed throughout the fortress. Manufacturing work is less frequent, for many of the goods used in the citadel are actually booty claimed by the Kazgûmhoth from caravans and settlements. Each Hrizgthrakî chooses his band according to his own right of seniority and his own limits of power, and a typical group of Snagi numbers between ten and twenty.

THE WHEEL

Thralls perform the most laborious jobs, and the Hrizgthrakî delight in watching them suffer through their toil. Their typical tasks include the excavation of debris from the mines or new construction, the transportation of supplies from one part of the fortress to another, and all the cleaning throughout the citadel. The most feared and deadly of these tasks, involves working on "the Wheel."





Just above the First Level is a room that the Thralls have come to dread worse than death. Within that chamber is "the Wheel," which is an immense pulley system designed to carry water to the upper levels of the fortress. A huge crank with many long and well worn handles drives this giant mechanism. No less than fifty Thralls must turn the crank in order to lift the great water buckets—ceaseless, back breaking, and often lethal labor requiring the Thralls to work day and night with rarely occasions to take water or rest. (See Section 6.4.I)

3.4 THE LESSER INHABITANTS

The least influential servants of the Necromancer suffer a wretched existence at the bottom of Dol Guldur's rigid hierarchy. Consisting of the common Orcs and Men of the citadel, these people comprise the lowest members of the citadel's three Orders. They also include the vast hordes of the Kazgûmhoth.

THE ORC-CLANS OF THE WEB

While the Necromancer's Orcs have over the centuries formed into a single tribe with a common language and customs, they are by no means a monolithic force. Most make their warrens in the huge labyrinth known as the Web, where the living spaces are separated by long stretches of tunnel; and they have divided into many different clans, each with its own territory and leader. *(These clans are not distinct from the military divisions described in the following section.)* These loose organizations continually change. Both their composition and their location remain in flux. When a large portion of one clan departs to go forth into Mirkwood on some wicked mission that will keep them away from Dol Guldur, other clans invariably clash over control of the nearly vacated warren. The campaigning clan's remnants merge with other groups or break up to depart the fortress. Since the Web remains a place of heated turmoil and endless petty warfare, the locations of each clan's warren also shifts. Different Orcs come and go, while others battle over the best territory. .

THE GULDURIM

The Men of Dol Guldur, or "Guldurim," are far more respected and organized than the Snagî of the Web. These people, like the Uruk-hai and Olog-hai, dwell within Dol Guldur. But, like the Orcs, the original Secondborn inhabitants hailed from a variety of backgrounds. And though now most Men of the Hill of Sorcery are born and raised in the dark halls, many claim a particular ancestry and few have intermixed to the extent of the Orcs.

The Guldurim are a varied lot and include groups from dozens of peoples. They include Logath, Sagath, Asdriags, Variags, some few Northmen and Dorwinrim, as well as a small number of Dúnedain and Black Númenóreans. Easterlings dominate the ranks of the Guldurim of the Kazgûmhoth, while representatives of other races tend to serve the Conclave or the Smiths. Though these various peoples remain somewhat separated, most dwell together on the relatively peaceful Second Level of the fortress.

4.0 THE KAZGÛMHOTH

Of all the groups within the hierarchy of Dol Guldur the Necromancer's army is without question the most powerful. In the earliest days of the stronghold the Dark Lord named his new garrison the Kazgûmhoth, which in the Black Tongue means the "Horde of the Silent Shadow." He chose this name because throughout the early Third Age Sauron saw himself as just that, a Silent Shadow who had returned from the darkness beyond Arda. The Abhorred One envisions his army as a manifestation of that shadow, furtively spreading across Mirkwood as his power grows within Dol Guldur.

The Kazgûmhoth continually swells in size and power. Even though many of the Orcs and Trolls bred beneath the Hill of Sorcery eventually migrate the Hithaeglit, Mordor, and other places, Sauron always keeps a large force present in Dol Guldur. There, they protect his sanctuary and true identity.

Since the Kazgûmhoth is primarily a defense garrison, the Dark Lord keeps its actual size well hidden from the Free Peoples of Middle-earth. Even now, as the Wise grow to suspect the true nature of the Necromancer, no one guesses the great number of troops that actually reside within the evil fortress. Breeding and campaigning create wide fluctuations in the composition of the citadel's army, of course, for Dol Guldur is also a staging area for evil activity throughout Rhovanion.

Note: *To simplify the determination of the size of the Kazgûmhoth the troop numbers are divided into five distinct chronological stages. The first stage is T.A. 1050-1150, when the army totals 1,687 troops. The second stage is T.A. 1151-1350, when the army totals 5,171 troops. The third stage is T.A. 1351-2063, during which time the troops total 18,501. The fourth stage, T.A. 2064-2459, known as "the Watchful Peace," has the same troop total as the second stage, 5,171. And the fifth stage is T.A. 2460-3019, when the army totals 24,665 troops. The general breakdown of these numbers can be found on the tables in this section, and a more detailed listing is given in Section 11.0.*

The Kazgûmhoth's hierarchy resembles those found in the armies of Mordor. Nonetheless, both the tactics used by the Kazgûmhoth and the roles of its leaders are somewhat unique. It remains a very distinct organization.

The Kazgûmhoth is divided into three basic divisions, called Ur-hoth (B.S. "Great Host"). These battalions are named the Imga, Mak and Kirn (B.S. "First," "Second" and "Third") Ur-hoth. Each Ur-hoth is commanded by an Urdânuk (B.S. "High Commander") with the Imga Urdânuk leading the Imga Ur-hoth, the Mak Urdânuk directing the Mak Ur-hoth, etc. The three Ur-hoth each serve separate roles.

THE IMGa UR-HOTH

The Imga Ur-hoth, which consists of all the Olog-hai troops, is primarily responsible for the defense of Dol Guldur. The First Host performs this duty, for it is the most disciplined branch of the Kazgûmhoth. Their duty is also in keeping with Sauron's desire to portray Dol Guldur as a modest Orcish stronghold, for he tends to keep the Imga Ur-hoth somewhat hidden.

Warriors of the First Host rarely venture far from Amon Lanc, and they all have quarters within the fortress proper. The Secondborn usually man the watch towers during the day, while the Olog-hai, typically patrol the Amon Lanc to keep the lesser Orcs in line. On very rare occasions Sauron or Khamûl will send out a small group of Olog-hai to subjugate a particularly unruly outpost in Rhovanion. The Great-orcs also ensure that the approach to Dol Guldur remains free of enemies.

MAK UR-HOTH

The Mak Ur-hoth, which consists of Uruk-hai, is used as the elite fighting force. They undertake difficult campaigns, such as the Elvish settlement. Their missions are generally restricted to southern Mirkwood, so members of this Ur-hoth usually operate a few days march from Dol Guldur.

The Mak Ur-hoth, like the Imga Ur-hoth, also plays an important role in the defense of the fortress. They comprise the core of the Necromancer's military reserve. Several thousand Uruk-hai are always present in the stronghold, and all the members of this group have permanent quarters within Dol Guldur.

THE KIRN UR-HOTH

The Kirn Ur-hoth is comprised of all the Necromancer's common Orcs, Wargs, and War-wolves. It serves as the Dark Lord's primary tool of military terror. Sauron regards these troops as highly expendable and inadequate as a defense force, so the members of the Kirn Ur-hoth are used to patrol all of southern Mirkwood, as well as

to raid other areas of Rhovanion. Therefore, at any given time over half of the Kirn Ur-hoth will typically be absent from Dol Guldur. Unlike the Imga and Mak Ur-hoth, the troops of the Kirn Ur-hoth are not quartered within Dol Guldur. Instead these lesser Orcs live within the Web, a large system of twisting tunnels and dens that wind out beneath Amon Lanc. (See Section 6.5.)

4.I COMMAND STRUCTURE

Each Ur-hoth is separated into two divisions, both controlled by an Afûkaush. In turn, each Afûkaush commands three to five Agar-hoth (B.S. "Blood Host"). The Agar-hoth are lead by a Krîtar, whose orders are implemented by ten Drartûlu. The lowest ranking officers are the Ujâk, who each lead ten warriors. The following is a detailed description of the duties of each type of officer.



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Slave-masters of
Dol Guldur





GONON-U-KAZGŪMHOOTH

The Gonon, or Warlord, is the supreme commander of the Kazgūmhoth. He enjoys complete authority over the entire army. Only Sauron can overrule the Gonon's orders, and all others risk punishment of death if they disobey any directive.

The Gonon, however, has many responsibilities besides the army. He must oversee the Order of Smiths, as well as direct the continuous emigration of Orcs and Trolls from Dol Guldur. In addition, he monitors the activities of those outposts in close proximity to Amon Lanc. Due to these other duties the Gonon often leaves much of the details of directing the Kazgūmhoth to the three Urdānuk and their assistants.

The Gonon has a personal guard, consisting of thirty highly trained Olog-hai. In addition, twenty of the most intelligent Uruk-hai are at the Gonon's disposal. They deliver messages to all his underlings.

Note: The numbers of guards and messengers only applies to this rank when someone other than Khamûl (Gothmog or the Grimburgoth) holds this position. Khamûl has a much larger personal cadre.

URDĀNUK

Three Urdānukī (B.S. "High Commanders"), the Imga-, Mak- and Kirn-urdānuk, preside over the Great Hosts. Each have control over an entire Ur-hoth, which consists of 4,000 to 10,000 troops. The Urdānukī work closely with the Gonon, advising him on military decisions and working out the details of the Gonon's general orders. In fact, the Imga Urdānuk is considered second-in-command of the Kazgūmhoth, and often acts in place of the Gonon when he is disposed with other matters. The Urdānukī occasionally personally lead raids, hoping to show their value to the Gonon and the Necromancer (although these actions are uncommon). Most of the time, though, the Urdānukī perform the duties of administrators and tacticians, and remain within Dol Guldur.

Each Urdānuk is accorded tremendous respect and wields considerable power, and only the most trusted and accomplished of Sauron's servants ever attain this exalted rank. Not surprisingly, all are either Olog-hai, Pertereg, or Hildor (Men). Their personal guard includes ten Olog-hai, and five Uruk messengers.

Each Urdānuk also performs another role within the army's organization. The Imga Urdānuk, as already mentioned, is the primary assistant to the Gonon, while the Mak Urdānuk is in charge of the oversight of the outposts within Nan Lanc and Emyr Guldur. And the Kirn Urdānuk fulfills the role of Quartermaster (logistics officer) for all the patrols and raiding parties across southern Mirkwood.



AFÛKAUSH

The chief duty of the Afûkaush (B.S. "Commander") is to assist the Urdânuk in the implementation of their strategies and the overseeing of the Ur-hoth. Like the Urdânukî, the Afûkaush are primarily administrators and spend a great deal of time within the citadel. The Afûkaush are also responsible for dispatching all the directives of their superiors to the lesser officers beneath them. Still, they are not above leading an occasional attack to prove their worth.

KRÎTAR

Since the Krîtar is the lowest significant position of command within the Olog-hoth, members of all races (save common Orcs) can hold this rank. After all, unlike the Krîtar (B.S. "High Captain") in the Mordorean hosts, these captains rarely see a great deal of battlefield activity. They need not be accomplished armsmen.

Each Krîtar commands an Agar-hoth (B.S. "Blood Host") consisting of about 1,000 troops. But due to the army's generally limited campaigns, an entire Agar-hoth is rarely used as a complete unit. After all, Sauron is too careful to send groups of a thousand or more soldiers regularly storming out of Dol Guldur. Instead, the Krîtar work closely with their Drartûl (B.S. "Captains") to ensure that each Dagor-dirn or Strig-rogtar knows its particular mission. They also occasionally make personal inspections of their underlings' performances, or participate in attacks themselves.

DRARTÛL

In the Kazgûmhoth the Drartûl are in some ways the most important officers. Each Drartûl (B.S. "Captain") commands a Dagor-dirn, made up of humans, or a Strig-rogtar, consisting of Orcs. Because the army typically operates in these smaller units, a Drartûl is often the highest ranking member of an attack force or patrol. Thus, the Drartûlu are critical to the overall success of the Kazgûmhoth. They work somewhat independently, though they must follow the general directives of their Krîtar. Each individual of this rank commands one hundred troops, but often times they will make use of fewer than half their unit at one time. Drartûl is the highest rank a common Orc can acquire, and the lowest rank within an Olog-hoth.

UJÂK

The Ujâk (B.S. "Sergeants") serve as the assistants to the Drartûl, and each is responsible for ten soldiers. Like the Drartûl, the Ujâk's importance within the Kazgûmhoth is greater than in many other more offensive militia. Beneath the dense covering of Mirkwood great discipline is required to keep a unit under control and each Ujâk must fulfill this role or be replaced. In addition, a Ujâk often commands a patrol squad and is responsible for reporting the presence of any intruders to their superiors. Failure in this regard could have serious consequences for Dol Guldur, so this duty is also quite important.

WARRIOR OR DOG

This rank includes all the soldiers within the Kazgûmhoth who do not (at least) hold the rank of Ujâk or higher. Elite Warriors to Young Warriors, all fall into this group. Some members of this rank who prove themselves worthy of higher standing are often promoted and sent elsewhere, such as Mordor or Khazad-dûm, but many of these individuals live out their entire lives within Dol Guldur.

4.2 SPECIAL FORCES

A broad array of small, specialized forces utilize the great variety of the Necromancer's minions. Most of these groups fall under the authority of the Gonon-u-Kazgûmhoth and fulfill unique roles within the army.

Note: During the years of the Watchful Peace (T.A. 2063-2460) use of these troops is highly limited, due to the desire to keep the activities of Dol Guldur hidden from the Wise and others.

THE OUTER DEFENSE—HUORNS AND SPIDERS

Though most of the Evil Huorns and (Lesser) Giant Spiders of Mirkwood are strengthened by and drawn to the Shadow of Dol Guldur, they are for the most part free to act as they choose, fulfilling Sauron's design by making Mirkwood a dark and evil place. Over the years, though, some of these creatures have been brought directly into the service of the Necromancer and now make up an important part of Nan Lanc's defense.

Three powerful and black-hearted Huorns guard different points around the perimeter of the Naked Valley. Together these evil Huorns, called the Gûllyrn (S. "Trees of Sorcery"; s. Gûllorn), use their power to prevent entry into Nan Lanc by anyone save the minions of the Necromancer. Located several hundred feet into the forest, they occupy three key sites. The first is just north of where Men Uruk enters Nan Lanc. The second is southeast of Dol Guldur near the break in the hills, while the third is east of Nan Lanc amidst the hills.

In order to spread the Gûllyrn's influence around the entire region, many lesser Huorns stand in an irregular line surrounding the hills that border the Necromancer's realm. In most locations these animated plants are separated by forty to one hundred yards. And the power of the Gûllyrn is such that they use their magic to reach through the lesser Huorns and thereby draw any intruders into their vicinity.

The power of the Gûllyrn is simple but very deadly. Whenever an enemy crosses the line of Huorns and is perceived by one of them (base 75% chance), one of the Gûllyrn will also become "aware" of the intruder. When this occurs the Gûllorn extends its power of confusion through one of their minions and the victim may (if he fails a RR) unknowingly shift direction toward the Gûllorn. Remember that this power is somewhat hypnotic and that any victim will be unable to reason clearly





while under this effect. (There is a 70% chance that the victims will fail to notice the trap before being surrounded.) As the intruder draws near, the Gúllorn and the other (6-10) Huorns close by will slowly surround the poor fool. Once the enemy is trapped the Huorns attack.

Note: A particularly adept woodsman, who is aware of the danger, could possibly pass through unnoticed and unhindered. A larger group, however, would be hard pressed to enter Nan Lanc undetected.

At the two points where Men Uruk (S. "Orc Way") enters Nan Lanc, several (10-15) lesser Huorns are gathered together to guard the road. In these areas the Huorns are almost certain to notice anyone attempting to enter Nan Lanc (base 90% chance).

The Gúllorn also have the power to sense in a very general way the intentions of anyone within close proximity to them. In this way they can distinguish between friends and foes, though occasionally the Huorns will ensnare a stray Orc or other follower of the Necromancer. Knowing this danger, most patrols only pass through this line of defense by way of the Men Uruk, where they tend to be safer. Any intruders who appear much like followers of Sauron and have some way to mask their thoughts could conceivably pass through unhindered.

The one disadvantage to this defense is that the Huorns are very slow communicators. It is difficult for them to quickly sound an alarm or alert the inhabitants of Dol Guldur of intruders. For this reason a group of adventurers could conceivably escape or defeat the Gúllorn and continue on without calling a great deal of attention to themselves.

In addition to the Evil Huorns, Nan Lanc is also protected by many (Lesser) Giant Spiders. These arachnids spin their webs in the wooded areas within surrounding hills and the valley. Anyone who attempts to make use of these places for concealment from the prowling patrols of Orcs will find themselves set upon by several (4-7) of these hideous creatures. From 10 to 20 Giant Spiders live in each of the wooded areas. Every one of these groups maintains a huge collective lair in the middle of the small forests.

Note: Unlike the Huorns, the Spiders do not care who their victims are and the followers of the Necromancer know to avoid these areas.

THE WINGED WATCH—GIANT BATS, CREBAIN, AND FELL BEASTS

Like the Huorns and Giant Spiders, the majority of winged creatures in Mirkwood are largely independent from the Shadow of Dol Guldur. But over the years several of these airborne beasts have become part of the expanding garrison within Amon Lanc. Unlike the other special forces, however, the Winged Watch is used for locating and scouting the enemies of the Necromancer and they rarely engage in combat.

The Crebain watch all parts of Mirkwood and southern Rhovanion. Their dark flocks roam these lands spying on the Free Peoples and reporting back to their Master in Dol Guldur. In fact, much of the intelligence used by the Kazgûmhoth is gathered by these evil crows, making their role within the army essential to its success.

The Giant Bats of the Hill of Sorcery fulfill a very different role. Unlike the Crebain, they do not stray far from Nan Lanc, and their primary duty is to report anything unusual within the vicinity of Dol Guldur. These creatures, however, only go forth at night when their powers of observation are unequalled among the Kazgûmhoth.

The Fell Beasts of Dol Guldur are without question the most dreaded of the Necromancer's flying creatures. They fulfill a role much like a combination of the Crebain and Giant Bats. As with the Crebain, the Fell Beasts are used to spy on the inhabitants of Rhovanion, watching from great heights as the people travel from place to place. And like the Giant Bats they also keep a close watch Nan Lanc and the surrounding lands.

Unlike either of the former groups, the Fell Beasts are often used for much more important and specialized duties. These tasks usually require extreme skill and care. A Fell Beast (occasionally mounted) might be sent to watch the movements of a particular Gondorian force in Dor Rhúnen or to spy on the activities of Thranduil in northern Mirkwood. They are also used as Dol Guldur's most prized steeds for the few individuals that Sauron considers worthy enough for this privilege.

SECONDARY PATROLS—WAR-WOLVES AND WARGS

Though the primary role of the War-wolves and Wargs of Dol Guldur is to supplement the ranks of the Kazgûmhoth (both as steeds and fighters), they also assist in the guarding of Nan Lanc. Every evening, as darkness settles over the Hill of Sorcery, several small packs of 8-10 War-wolves led by 1-3 Wargs issue from the fortress to patrol the vale and nearby hills with orders to slay any intruders. These beasts are used during the nocturnal watch due to their great sense of smell. Their ability to detect enemies under the cover of darkness surpasses that of the Orcs or Trolls.

THE NECROMANCER'S GUARD

By far the most elite warriors within Dol Guldur are the Olog-hai of the Necromancer's Guard (B.S. "Hoerk"). The Captain of this vile force is a Black Troll called Ologûl. (For details of this individual see Section 5.0 "People of Note.") He commands approximately 200 highly experienced and unswervingly loyal Black Trolls, a group charged with guarding both the Throne Room of the Necromancer and the entrance into the Fifth Stratum. About half of these troops are quartered in each of these locations. (See Sections 6.4.8 and 6.6.5.) In addition, several members of the Guard accompany the Necromancer wherever he goes within Dol Guldur.

On both occasions when Sauron departs from the Hill of Sorcery (in T.A. 2063 and 2941) his personal guard accompanies him. Therefore, during the Dark Lord's absences the Necromancer's Guard will not be present within the fortress.

THE GRIMBÚRZ

The Grimbúrz (B.S. "Dark Rangers"; S. Faroth-dûr; sing. "Grimbúr") are a special group of five Hildor in the service of Khamûl the Easterling. Recruited from the various peoples in Rhovanion, they were lured into service with promises of power and fame. Each is a traitor to his kind. Despite their greed, they are all absolutely loyal to the Black Easterling and the Necromancer. The leader of this order is called the Grimburch (B.S. "Lord of the Dark Rangers"), who directs all their cruel activities throughout the Third Age.

Each of these men were accomplished rangers before coming to Dol Guldur. After being exhaustively trained by Khamûl in the finer arts of tracking, hunting, and forest warfare, they rose to prominent positions. Khamûl now counts them among his strongest allies, and they are worthy of his trust.

Because of the Grimbúrz' exceptional accomplishments, the Dark Lord directs the Mouth of Sauron to use his ancient skills of sorcery to prolong their life spans, much as he has done with himself. But, unlike the Mouth of Sauron, the Grimbúrz possess little or no Númenórean blood, so this magical lengthening of years has a much less pronounced effect on them. Nevertheless, the Grimbúrz live far beyond the years attained by normal men (approximately 400 years).

In the early years of their service the Dark Rangers were instrumental in the spread of evil into central Mirkwood. They terrorize and slay many inhabitants and travelers and scout the activities of Sauron's enemies. During the years of "the Watchful Peace" the Grimbúrz comprise the few significant individuals left in Dol Guldur. Only a small garrison occupies the fortress during these years; however, this period is quite important, for Dol Guldur must be secretly maintained in preparation for Sauron's return.

Later, Khamûl uses the Grimbúrz for many important missions, including the capture of Thráin II and the search for the One Ring by the Gladden Fields. The Grimbúrz are also valuable leaders in the War of the Ring. They continued to serve Khamûl until his final departure in T.A. 3019, and the last of the foul quintet is slain in the final defeat of Dol Guldur.



THE GRIMBURÍ

High Captain

Trained for military activities within the vastness of Mirkwood, the Grimburch—or "Servants of the Dark Rangers"—are a specialized corps of woodsmen. Throughout the Third Age the number of Grimburch remains relatively constant (at approximately 200). They are always led by one or more of the Grimbúrz who, should he perish, is replaced by a member of this force.

The Grimburch are the elite forest troops used in attacks on important or heavily armed parties traveling through Mirkwood. They also conduct raids on forest communities, though these duties are quite limited. In addition, small groups of Grimburch often act as scouts for other forces within the Kazgûmhoth.

4.3 TACTICS

Unlike many other evil armies across Middle-earth, the Kazgûmhoth rarely engages in open warfare. In keeping with his guise as the Necromancer, Sauron wishes to remain somewhat subdued in his evil enterprises. For this reason he does not want the Kazgûmhoth to be known as a formidable invasion force, and, thereby, draw even more attention to the Hill of Sorcery. Rather, small skirmishing units and patrols squads carry out the primary offensive tactics of the army. The true size of the garrison remains largely unknown to the outside world.



This covert strategy creates an important contrast between the Kazgûmhoth and other large forces serving the Dark Lord. Normally, militia which consist primarily of Orcs make use of their superior numbers to overwhelm their foes, and prefer a open battle to small skirmishes. These armies typically operate in large forces where the rank of Krîtar is often the most critical level of command.

Within the Kazgûmhoth, the role of the Krîtar is greatly reduced, because an entire Agar-hoth rarely functions as a unified force. Instead, Dagor-dirn or Strig-rogtar, usually numbering between fifty and one hundred soldiers, are the typical offensive units which set forth from Dol Guldur.

Though the Kazgûmhoth enables Sauron to gain control of a great deal of territory, they never assail a substantial stronghold until late in the Third Age. Instead, the army increases their sphere of control by making much of southern Mirkwood an unbearable place to live for most people. This strategy is carried out with several different methods, some of which are described below.

REPEATED RAIDING

This strategy is used in lieu of a full scale invasion or frontal attack, though like a seige it still relies on attrition for success. Instead of sending a huge force to destroy a village of Woodmen, the Necromancer may command a Strig-rogtar (about 100 soldiers) to raid the town on several occasions. The primary objective is to loot their goods and set fire to homes, but not necessarily to kill all the defenders. Invariably, many more Orcs perish than Men, but after each attack the Drartûl usually receives reinforcements. Once his numbers are replenished he attacks again. As these strikes continue the village slowly falls into ruin, and the people sink into despair. In the end the survivors are forced to flee the area, and the Shadow over Mirkwood continues to spread. Thus, the Dark Lord accomplishes his objective without revealing too much of his power.

AMBUSH

Another frequently used attack strategy is simply to watch the roads and trails that run through Mirkwood. Once a trading caravan or other group is spotted, an ambush is set up and the victims are captured or destroyed. The Necromancer acquires wealth and slaves, all the while making Mirkwood a more perilous place. This method of attack is the most common stratagem used by the Kazgûmhoth, and all of the Guldurim's officers know many locales that are suitable for an ambush.

ENSNAREMENT

This particularly effective tactic is employed whenever a formidable military force comes within the bounds of the Necromancer's influence. These situations are, of course, quite rare. Since this attack is revealing and requires the use of a large number of troops, it is never used unless the Gonon is very sure of total victory.

Nonetheless, should a sizeable contingency of Elven warriors or a force of Northmen come into the general area of Dol Guldur, an Agar-hoth (or smaller force) might drive the intruding enemy through the forest toward the Hill of Sorcery. The forces from Dol Guldur must out maneuver (or greatly outnumber) their foes, preventing any retreat except in the direction of Amon Lanc. Then, another Agar-hoth attacks and the enemy is caught between the two forces. Well executed, this enveloping assault results in the complete annihilation of the victims—with no word of the tragedy ever reaching the ears of the Wise.

4.4 ARMY EVOLUTION

Much of the description given above (as well as the information found in Section 6.0) applies to the Kazgûmhoth during the two primary chronological stages, T.A. 1351-2063 and 2460-3018. If your campaign is set during another time period, then some differences should be noted.

THE KAZGÛMHOTH CIRCA T.A. 1050-1150

During this period, as can be seen on "The Hierarchy of the Kazgûmhoth" table, the numbers of troops are relatively small, and many rankings are not yet required. At this stage, Sauron is still quite reserved in his actions. He conducts very little military activity. Even more importantly, however, is the fact that no Uruk-hai or Olog-hai yet exist. Without these elite warriors the Kazgûmhoth lacks much of the strong leadership that it will later acquire. If this time frame is used, then Orcs should be far less common throughout Mirkwood.

THE KAZGÛMHOTH CIRCA T.A. 1151-1350

At this stage the Kazgûmhoth is much larger, but it still pales in comparison to the numbers in later years. Only two Ur-hoth make up the entire army, instead of three, and the numbers within each rank are far fewer. By now, however, some skirmishes and raids have begun, and Orcs are well known to inhabit Mirkwood and Dol Guldur.

THE KAZGÛMHOTH CIRCA T.A. 2064-2459

This stage is better known as "the Watchful Peace" when Sauron is absent from Amon Lanc and all is much more peaceful throughout Mirkwood. At this time the numbers and composition of the army resembles the force in residence around T.A. 1151-1350. Now, however, the principle mission of the Kazgûmhoth is to hold Dol Guldur until the Dark Lord's return. Almost no military activity of any significance occurs during this period.

If this time period is used, the GM should note that the numbers of troops described in Section 6.0 ("The Citadel") will have to be scaled down to match the population of this period. Furthermore, the Watchful Peace is a time in which adventurers could infiltrate Dol Guldur with a far greater chance of success.

5.0 PEOPLE OF NOTE

SAURON

Sauron, being one of the Maiar, was a spirit created before the making of Eä. But, like all the Ainur, he was required to take a physical form upon entering Arda. Before the destruction of Númenor Sauron was able to alter his appearance and become fair and beautiful to behold. But after that time he lost this power, and remained a horror in the eyes of the Free Peoples. He was forced to wear an utterly dark and dreadful form, difficult to define, forever changing and elusive. Only the Red Eye remained constant, peering forth with unbridled power.

When Sauron forged the One Ring, he placed much of himself into his dark creation. With it he became an awesome force, but without it he was greatly weakened, and only slowly gained more strength. If Sauron ever recovered the Ring while the Third Age lasted, he would once again have had the tremendous power he possessed in the days of the Last Alliance, and no kingdom existed that could stand against him.

If, however, Sauron was slain, but the One remained intact, then only the Dark Lord's physical form would be destroyed. In time he would emerge in Middle-earth again and gradually regain power as he did throughout the Third Age.

"THE NECROMANCER"

This name is, of course, the title Sauron adopts throughout his years in Dol Guldur, but a little explanation can be useful, concerning who knew the truth about the Dark Lord and why.

First of all, only the most trusted and powerful of Sauron's servants were aware of the actual identity of the Necromancer from the beginning. This select group included: all nine Nazgûl, the Mouth of Sauron, and Celedhring, who only knew the truth because he was present in Dol Guldur when the Dark Lord first arrived. But in time Sauron revealed himself to a few others, upon whom he wished to impress his unassailable authority and irresistible will. These others consisted of the Grimburch, Andalónil, Gothmog, Ologûl and his personal guard, as well as any substantial individuals that were taken prisoner by his servants. Besides these people no one, not even those who served as the Fhalaugash of Dol Guldur, knew the truth about the Necromancer, until Gandalf discovered Sauron's identity in T.A. 2850.

The Lord of the Rings wished to let all those in positions of authority among his minions know the truth, and give them even more reason to feel the terror of his power, but he feared that they could be captured and their minds laid open to his enemies. Without the Ring he dared not risk revealing the truth too soon.

SAURON

Lvl: 120 (240) in Dol Guldur; 180 (240) after T.A. 2941; 360 with the One Ring.

Race: Maia (Fallen).

Home: Angband; Barad-dûr; Dol Guldur; and later Barad-dûr again.

Names: Thauron (Q. "the Abhorred"); Gorthaur (S. "the Cruel"); Annatar (Q. "Lord of Gifts"); Artano (Q. "High Smith"); Aulendil (Q. "Servant of Aulë"); the Deceiver; the Abominable; the Lord of Mordor; the Lord of the Dark Tower; the Dark Lord; the Black One; the Black Master; the Black Hand; the Shadow; the Unnamed; the Eye; the Red Eye; the Evil Eye; the Eye of Barad-dûr; the Lidless Eye; the Nameless Eye; the Nameless One; the Evil One; the Ring-lord; the Ring-maker; Lord of the Rings; etc.

KEY

*Sauron prior to making the One Ring (before S.A. 1600).

**Sauron in hiding without the One Ring (T.A. I-2941).

#Sauron revealed without the One Ring (T.A. 2941-3019).

@Sauron when wearing the One Ring (S.A. 1600-3441).

SAURON IN MERP

Hits: 500 Melee OB: 200 Missile OB: 180
AT: Plate (-150)*

Hits: 600 Melee OB: 250 Missile OB: 200
AT: Plate (-200)**

Hits: 600 Melee OB: 250 Missile OB: 200
AT: Plate (-200)#

Hits: 600 Melee OB: 310 Missile OB: 260
AT: Plate (-200)@

MERP Profession: Mage.

MERP Stats: ST 110, AG 101, CO 110, IG 102, IT 100, PR 120.

MERP Skills: Acting 125; Animal Handling 250; Caving 250; Music 400; Perception 250; Public Speaking 250; Smithing 500; Trap-building 250; Trickery 500.

MERP Spells: T.A. I-2459: 1200 PP; T.A. 2460 onward 4800 PP. Sauron can use all spell lists up to his level. In addition, he can simultaneously concentrate on a number of targets or spells equal to his level.

SAURON IN ROLEMASTER

Hits: 500 Melee OB: 200 Missile OB: 180
AT: 20 (150)*

Hits: 600 Melee OB: 250 Missile OB: 200
AT: 20 (200)**

Hits: 600 Melee OB: 250 Missile OB: 200
AT: 20 (200)#

Hits: 600 Melee OB: 310 Missile OB: 260
AT: 20 (200)@





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RM Profession: Sorcerer/Alchemist.

RM Stats: St 100, Qu 100, Em 90, In 100, Pr 200, Ag 101, Co 110, Me 102, Re 101, SD 99.

RM Skills: Acting 240, Administration 240, Ambush 30, Architecture 240, Channeling 240, Chemistry 120, Climbing 120, Cookery 90, Crafting 180, Diplomacy 180, Directed Spells 240, Disarm Traps 120, Falsification 180, Leadership 250, Linguistics 50, Martial Arts Strikes 90, Martial Arts Sweeps & Throws 90, Math 250, Music 250, Navigation 250, Perception 120, Pick Locks 120, Public Speaking 250, Riding 90, Runes 240, Seduction 240, Signaling 90, Singing 90, Skiing 90, Smithing 240, Spell-mastery 180, Stalking & Hiding 240, Staves & Wands 240, Stone-carving 250, Strategy & Tactics 180, Subduing 180, Trickery 240, Weather-watching 120, Wood-carving 120.

RM Spells: T.A. 1-2459: 1200 PP; T.A. 2460 onward 4800 PP. Sauron can use all spell lists up to his level. In addition, he can simultaneously concentrate on a number of targets or spells equal to his level.

Appearance: 02.

Sauron



SAURON IN LoR

LoR Profession : Bard.

LoR Stats: Strength 11, Agility 10, Intelligence 16, Movement 7, Defense 13, Melee OB 16, Missile OB 13, General 11, Subterfuge 13, Perception 18, Magical 19, Endurance 600.

LoR Powers: Sauron receives a +4 bonus when performing any action within Angband or Mordor. If outside these areas, he receives +2 bonus when performing any action under cover of darkness.

LoR Spells: All.

LoR Experience Points: 2,400,000.

SAURON'S PRINCIPAL ITEMS

The One Ring—Aka "the Ruling Ring": the "One"; the "Ring." A seemingly normal gold band, the One Ring will adjust to the wearer's ring size or, if it so desires, it will expand to fall from the wearer's finger whenever the ring feels the wearer is unsuitable (see below). The One's hidden inscription glows when the Ring is placed in a fire. In Black Speech it reads:

*"Ash nazg durbatulúk, ash nazg gimbatul,
Ash nazg thrakatulúk agh burzum ishi krimpatul."*

The translation reads:

*"One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them."*

Unless the wearer exerts control over the One, the Ruling Ring will act according to its own bidding—for it views a weaker wearer as unsuitable. Only Sauron, its maker, has absolute control. Since it is a part of Sauron's essence, it is irrevocably and irresistibly Evil. It enhances any desire the wearer might have—particularly the want for power. In time, anyone will succumb to their own inner feelings.

A Ring-wearer is invisible, although Sauron can be visible at will. The One also allows the wearer to control or resist any device made with the Ring's aid (e.g., the traps of Barad-dûr), with mere concentration on the wearer's part. The Ring controls all wearers of the Nine Rings of Power regardless of range, etc., although this power requires complete mastery of the One. The Ring permits wearer to cast spells at three times normal range or against any target wearer can see (even when the sighting is aided by some device), whichever is greater. Ring-wearer's spells, physical attacks, and maneuvers cannot fail.

The Ruling Ring cannot be destroyed except in the fires of Orodruin (S. "Mount Doom"), where it was made.

MERP/RM: The One is a x18 PP spell multiplier which requires training equal to 600 days minus wearer's level, lest the effects of its use be random or at the whim of the Ring (which resists others as if it were 60th level).



The Shadow Mace—Black, ithilnaur mace which glows red when within 300' of an Elf, and becomes invisible when willed to do so.

MERP/RM: +60 (+30 if used by someone other than Sauron).

The Black Sword (S. "Mormegil")—Black, ithilnaur, Elf-slaying broadsword. The sword is unbreakable, except by eog, and cannot be fumbled.

MERP/RM: +45 Elf-slaying broadsword. If a critical strike is yielded and wielder so desires, it also delivers a Heat or Cold critical strike of equal severity.

The Gauntlet of Slaying, Aka "Narsil's Bane"—A black steel and dragon skin glove.

MERP/RM: Treat as a +15 mace or as a +10 shield. Should Sauron successfully parry a foe's weapon (i.e. the foe delivers no damage), the Dark Lord may attempt to grab the weapon. In such cases, the weapon must resist versus a 50th level attack or it is destroyed. Weapons resist at the level of their wielder (+1 lvl/+5 bonus); however, magical weapons resist at a level equal to 20th lvl plus their wielder's lvl.

The Black Scale—Unencumbering black dragon skin and black ithilnaur scale armor.

MERP/RM: Treat as AT PI/20, +80 DB.

SAURON'S SPECIAL POWERS

Domination—Sauron, through the power of his One Eye, can dominate anyone within sight, including those seen through a Palantir. The collective levels of his victims cannot, however, exceed his own level.

MERP/RM: All who he effectively gazes upon must make a RR versus a 120th level attack, lest they fall under the Dark Lord's absolute control. Whenever Sauron breaks his concentration, targets get another RR, but this domination, however, lasts until the target makes a successful RR, and so the effect may be indefinite.

LoR: Target must roll (add Magical skill) 2I+ to avoid being under Sauron's complete control.

Presence—All those in the actual presence of Sauron fall under the effects of a Fear spell.

MERP/RM: +60 (+30 if used by someone other than Sauron).

LoR: Victims make a RR versus a 60th lvl Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 01-10 rounds. Should they fail by 101+, they die of fright. (Note victims use their Presence stat bonus and get a position bonus like that given in melee combat: e.g., +35 from behind.)

Form—Sauron is invulnerable to normal weaponry.

MERP/RM: Treat him as a "Large" creature for purposes of critical strikes. Attacks against him which yield a critical strike roll require use of the Large Creature Critical Strike Table.

LoR: Subtract 6 from Damage if attacker uses a normal weapon.

Spirit—Unless the One Ring is destroyed, Sauron's spirit—his soul or essence—remains in Eä even upon the death of his body. In other words, as long as the One Ring exists, only his form can be slain. With the death of his body, however, Sauron cannot take another form for an undetermined number of years.

MERP/RM: Sauron will reform in 2-2000 years: roll two sets of three percentile dice (1-1000) and add the two results together.

LoR: Roll four D6 and add total (4-24). Then subtract 2 to get result (2-22), the # of centuries Sauron is without form.

Languages—Sauron knows all languages. His mother tongue is Melkorin, but he typically speaks Black Speech.

KHAMÛL

In the days before his acceptance of one of the Nine Rings Khamûl possessed the physical characteristics common to one of high lineage from Womawas Drus. He stood 6'3" tall and weighed about 195 pounds. His skin was fair and his hair was long and black. Due to his line's partial Elven ancestry, Khamûl, like the other high born Womaw, had a beardless face and keen grey-blue eyes.

After his transformation into a Úlairi, Khamûl became invisible to the world. Only someone wearing another Ring of Power or aided by some formidable enchantment could actually see the Black Easterling. Like all the Nazgûl, terror became his greatest weapon.

Khamûl also shared the other Ringwraith's fear of water and weakness in daylight. The Second of the Nine was, however, more adversely affected by these natural phenomena than his fellow Nazgûl. Fortunately for Khamûl his sense of smell and hearing was far more acute than most men's, and these attributes helped to compensate for his other weaknesses.

KHAMÛL

Lvl: 40; 50 after T.A. 2460.

Race: Womaw (Avaradan).

Home: the four capitals of Womawas Drus; Dol Guldur; Minas Morgul; Barad-dûr.

Names: Komûl; Shadow of the East; the Black Easterling; Komûl I, Hionvor of Wom Shryac; Mûl Komûl; the Dragon-lord; the Second.



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KHAMÛL IN MERP

Hits: 240 Melee OB: 210 Missile OB: 180

AT: Plate (-90)

MERP Profession: Ranger.

MERP Stats: ST 90, AG 91, CO 99, IG 82, IT 100, PR 100.

MERP Skills: Acrobatics 15; Acting 75; Ambush 19; Animal Handling 90; Boat Handling 60; Caving 30; Climb 107; Contortions 35; Dance 45; Disarm Traps 40; First Aid 45; Foraging 90; Meditation 70; Music 40; Perception 107; Pick Locks 75; Public Speaking 55; Ride 85; Rope Mastery 40; Read Rune 40; Signaling 90; Sky-watching 55; Stalk/Hide 85; Track 109; Trap-building 55; Trickery 70; Use Item 60; Wood-carving 25.

MERP Spells: 120 PP; 150 PP after T.A. 2460. Base Spell OB 40 (later 50). Directed Spell OB 40 (later 50). All Ranger lists up to his level, plus 4 Open Channeling lists.

KHAMÛL IN ROLEMASTER

Hits: 240 Melee OB: 210 Missile OB: 180

AT: 20 (90)

RM Profession: Ranger.

RM Stats: St 90, Qu 99, Em 87, In 100, Pr 100, Ag 91, Co 99, Me 63, Re 101, SD 88.

RM Skills: Acrobatics 15; Acting 75; Administration 85; Adrenal Defense 60; Adrenal Moves 70; Ambush 19; Animal Training 90; Caving 30; Channeling 80; Climbing 107; Contortions 35; Dance 45; Diplomacy 134; Disarm Traps 40; First Aid 45; Foraging 90; Linguistics 9; Martial Arts Strikes 30; Martial Arts Sweeps & Throws 30; Math 55; Meditation 70; Music 40; Navigation 85; Perception 107; Pick Locks 75; Public Speaking 55; Riding 85; Rope Mastery 40; Runes 40; Sailing 60; Seduction 60; Signaling 90; Spell Mastery 35; Stalking & Hiding 85; Star-gazing 55; Staves & Wands 60; Strategy & Tactics 130; Subduing 35; Tracking 109; Trap-building 55; Trickery 70; Weather-watching 85; Wood-carving 25.

RM Spells: 120 PP; 150 PP after T.A. 2460. Base Spell OB 40 (later 50). Directed Spell OB 40 (later 50). *Path Mastery* list to 30th (50th) level; *Moving Ways* list to 25th level; All other Ranger lists to 20th level; four Open Channeling lists to 10th level; five Closed Channeling lists to 10th level; and three Open Channeling lists to 5th level.

Appearance: (93).

KHAMÛL IN LoR

LoR Profession : Ranger.

LoR Stats: Strength 2, Agility 1, Intelligence 2, Movement 1, Defense 2, Melee OB 10, Missile OB 9, General 5, Subterfuge 4, Perception 5, Magical 3, Endurance 200.

LoR Powers: Khamûl receives a +2 OB to all melee and missile attacks at night.

LoR Spells: All

LoR Experience Points: 35,400.

KHAMÛL'S PRINCIPAL ITEMS

Bola ("Water-skimmer")—Elf-slaying bola ("Ge") made of Cuivac wood.

MERP/RM: +25 Elf-slaying bola. Any Unbalancing critical of type "B" or greater is followed by a Crush critical of one less degree. When thrown over water range penalties are ignored it becomes +40, and can hit targets around a 45 degree corner.

Blowgun—Mallorn-inlaid composite blowgun.

MERP/RM: +15 blowgun. When used with poisoned darts it always delivers a critical if the dart hits (RR versus user's level + poison's level).

Dragonhelm—Blue helm crafted in the likeness of the head of a Fire Drake.

MERP/RM: +10 to all RRs, and user casts spells at 60th level.

Khamûl





Mouth of Sauron

THE MOUTH OF SAURON IN ROLEMASTER

Hits: 120 Melee OB: 70 Missile OB: 50

AT: 2 (40)

RM Profession: Sorcerer.

RM Stats: St 71, Qu 91, Em 101, In 99, Pr 96, Ag 98, Co 84, Me 93, Re 87, SD 72.

RM Skills: Acting 87; Administration 105; Ambush 11; Appraisal 79; Diplomacy 120; Channeling 45; Falsification 60; Linguistics 21; Math 45; Meditation 75; Perception 140; Public Speaking 175; Riding 110; Runes 90; Signaling 84; Spell Mastery 124; Stalking & Hiding 135; Star-gazing 89; Staves & Wands 102; Strategy & Tactics 80; Trickery 95; Weather-watching 60.

RM Spells: 1200 PP. Base Spell OB 70. Directed Spell OB 85. All base Mage, Bard, Open Channeling, and Open Essence lists to 10th level. All base Sorcerer lists to 50th level, four Closed Essence lists and five Closed Channeling lists to 20th level, and three base Mentalism lists and Closed Mentalism lists to 5th level.

Appearance: 36.

x Most all described
as dark, black, and red

THE MOUTH OF SAURON IN LoR

LoR Profession : Bard.

LoR Stats: Strength 2, Agility 2, Intelligence 4, Movement 1, Defense 2, Melee OB 4, Missile OB 3, General 6, Subterfuge 7, Perception 7, Magical 5, Endurance 105.

LoR Spells: All

LoR Experience Points: 24,600.

THE MOUTH OF SAURON'S PRINCIPAL ITEMS

Robes ("Cloak of the Abyss")—Enchanted black robes made to absorb light.

MERP/RM: These robes are +30 to DB, +80 to nocturnal hiding maneuvers and -50 to all light related attacks. Anyone within 50' and viewing the robes becomes dizzy and ill (-25 RR versus level of wearer)..

Necklace ("Voice of the Dark Tower")—mithral and black laen amulet, able to greatly amplify the wearer's voice, allowing him to be heard over great distances.

Ring—Enchanted ring made of black steel.

MERP/RM: This ring acts as a x6 PP multiplier for Mages or Sorcerers, and stores six spells of 30th lvl or lower.

Helm—Black helm trimmed with bright scales and black gems. Made to resemble the helms of Númenor.

MERP/RM: This helm enables the wearer to add 30 lvls when resisting all mental attacks, and 25% of all head criticals have no effect.

ADÛNAPHEL THE QUIET

Adûnaphel, the Seventh of the Nine Nazgûl, was born of a noble Númenórean line and learned early in her life to distrust the Eldar and desire greater power for herself and her people. Like several other Lords of Westerosse Adûnaphel desired for the Númenóreans to hold dominance over all the Secondborn of Middle-earth. So in S.A. 1939 she traveled to Endor and established a realm of her own in Near Harad.

As the years wore on and Adûnaphel's power grew she began to envision her kingdom as independent from the Land of the Star. But not until S.A. 2001, when she accepted one of the Nine Rings of Power and fell under Sauron's influence, did Adûnaphel completely break with her homeland.

When Sauron was captured by Ar-Pharazôn in S.A. 3261 Adûnaphel retreated into Mordor until the Downfall of Númenor and the return of the Dark Lord. Throughout the remainder of the Third Age Adûnaphel commanded many battles in Harondor and Near Harad, but she passed into the Shadows with the defeat of the Lord of the Rings at the end of the Second Age.

In the mid years of the Third Age Adûnaphel returned to Harad and slowly regained dominion in that land over a five hundred and ninety year span. But in T.A. 1600 after the Great Plague had devastated Gondor she sent Adûnaphel to Mordor to assist in the preparation for the Witch-king's arrival and the attack on Minas Morgul.

During the successful two year siege Adûnaphel continued her rule in Minas Morgul until the Dark Lord's return to Mordor in T.A. 2941. Ten years later Adûnaphel joined with Khamûl and Úvatha to reoccupy Dol Guldur and command the northern branch of the Dark Army.

In Dol Guldur Adûnaphel assumed the role of Over-Command of the fortress hierarchy, and her primary duty was overseeing the many outposts across the region occupied by Sauron's minions, much as she had done in earlier years. But now the need for secrecy was far less than in the days of the Necromancer, and Adûnaphel was free to let her charges know full well that they served the Dark Lord of Mordor.

Time swept out before Adûnaphel like a foul wind as she traveled little used trails across Rhovanion, keeping her followers in line. In a very short while most all the Orcs and evil minded Men of the region unswervingly followed her directives.

During the War of the Ring Adûnaphel commanded the forces of the Kazgûmhoth that went north to assault the Elves of Mirkwood. But, as told in Section 2.5 "The History of Dol Guldur", these attacks eventually fell short of their goal of destroying Thranduil's realm and Adûnaphel was forced to retreat to Dol Guldur. Soon after Adûnaphel joined Khamûl in the final assault on Minas Tirith that also ended in defeat for the forces of Sauron. After this last failure the two Úlairi, mounted on Fell Beasts, flew south to join the Battle of the Morannon where they met their final downfall with the destruction of the One Ring.

In the years before her acceptance of a Ring of Power Adûnaphel was fair, yet beguiling to behold and strong of mind, though still graceful and agile. She was 6'0" tall and wore enchanted, black scale armor. After taking one of the Nine Rings Adûnaphel wore a visored helm fashioned in the likeness of the head of a Fell Turtle, and few people saw her true visage.

ADÛNAPHEL THE QUIET

Level 32.

Race: Black Númenórean.

Home: Númenor; Umbar; Barad-dûr; Dol Guldur.

Names: Lady of the West; Umbaratári; Haratári; the Quiet Avenger; Ard Once Vain; the Seventh.

ADÛNAPHEL IN MERP

Hits: 160 Melee OB: 160 Missile OB: 125

AT: Plate (-75)

MERP Profession: Bard.

MERP Stats: ST 62, AG 96, CO 35, IG 80, IT 100, PR 100.

MERP Skills: Acrobatics 30; Acting 120; Ambush 13; Animal Handling 30; Boat Handling 70; Climb 45; Contortions 100; Cookery 30; Dance 90; Disarm Traps 65; Diving 50; First Aid 60; Foraging 90; Gambling 60; Leather-working 30; Meditation 60; Music 120; Perception 132; Pick Locks 85; Public Speaking 80; Read Rune 65; Ride 120; Signaling 80; Skiing 30; Sky-watching 70; Smithing 50; Stalk/Hide 85; Track 90; Trap-building 35; Trickery 120; Tumbling 50; Use Item 100; Woodcarving 20.

MERP Spells: 96 PP. Base Spell OB 32. Directed Spell OB 30. All base Bard lists to her level, three Open Channeling lists to 5th level.



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Adûnaphel





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ADÚNAPHEL IN ROLEMASTER

Hits: 160 Melee OB: 160 Missile OB: 125

AT: 19 (-75)

RM Profession: Bard.

RM Stats: St 62, Qu 99, Em 99, In 100, Pr 100, Ag 96, Co 99, Me 91, Re 71, SD 77.

RM Skills: Acrobatics 30; Acting 120; Administration 90; Adrenal Moves 80; Adrenal Defense 40; Ambush 13; Animal Training 30; Channeling 30; Climbing 45; Contortions 100; Crafting 80; Cookery 30; Dance 90; Disarm Traps 65; Diplomacy 120; Diving 50; Falsification 75; First Aid 60; Foraging 90; Frenzy 40; Gambling 60; Herding 30; Leather-working 30; Linguistics 7; Martial Arts Strikes 35; Martial Arts Sweeps & Throws 35; Math 40; Meditation 60; Music 120; Navigation 85; Perception 132; Pick Locks 85; Public Speaking 80; Riding 120; Row 30; Runes 65; Sail 90; Seduction 165; Signaling 80; Singing 125; Skiing 30; Smithing 50; Spell Mastery 65; Stalking & Hiding 85; Star-gazing 70; Staves & Wands 100; Strategy & Tactics 105; Subduing 35; Tracking 90; Trading 100; Trap-building 35; Trickery 120; Tumbling 50; Weather-watching 80; Wood-carving 20.

RM Spells: 96 PP. Base Spell OB 32. Directed Spell OB 30. *Sound Control* list to 30th level, *Controlling Song* list to 25th level, all other base Bard lists to 20th level, three Open Channeling lists to 5th level.

Appearance: (101).

ADÚNAPHEL IN LoR

LoR Profession : Bard.

LoR Stats: Strength 1, Agility 1, Intelligence 3, Movement 1, Defense 1, Melee OB 8, Missile OB 6, General 6, Subterfuge 4, Perception 7, Magical 5, Endurance 130.

LoR Powers: Adúnaphel receives a +2 OB to all melee and missile attacks at night.

LoR Spells: All.

LoR Experience Points: 25,800.

ADÚNAPHEL'S PRINCIPAL ITEMS

Sword ("Fire's Edge")—Black ithilnaur, Elf-slaying broadsword inlaid with gold.

MERP/RM: This +30 Elf-slaying broadsword gives the user a +30 bonus to RR vs fire attacks, and the pommel houses an enchanted ruby, enabling the sword to deliver an additional Heat critical of equal degree to any normal critical scored.

Bow ("Night-piercer")—Númenórean steel composite bow.

MERP/RM: +25 composite bow. When struck by an arrow from this bow at night the victim will begin to glow with a bright yellow light (RR vs users level; duration is one round for each point by which RR is missed). Thereafter the user gains a +50 to strike the victim, and attacks by others on victim are made without penalty for darkness.

Lute ("Memory Strings")—Magical stringed instrument.

MERP/RM: This lute is able to store any song played on it for one day/lvl of user. The lute can then play back the song itself upon command from the owner (user must be within 5'/lvl of the lute). It also acts as a +6 spell adder for Channeling/Mentalism spells.

Morgul Knife—One of a set of nine enchanted daggers, each carried by one of the Nazgûl.

MERP/RM: +20 dagger that strikes as a short sword capable of killing and changing its victim into an undead servant. Any critical hit requires a RR versus the level of the user. Failure indicates that a shard has broken off inside the victim. The change is completed when the shard reaches the victim's heart.

ADÚNAPHEL'S SPECIAL POWERS

Hearing—Adúnaphel has exceptional hearing and can locate the source of any sound made within 100'.

ÛVATHA THE HORSEMAN

Ûvatha, the Ninth of the Nazgûl, was born the son of a deposed Variag Prince in S.A. 1970. Throughout his early existence Ûvatha worked toward uniting the people of Khand under one ruler. And in S.A. 2000 after several years and many ruthless battles the Horseman had achieved his goal and became the first Ruler of all Khand.

Two years after Ûvatha's victory he accepted one of Nine Rings of Power and became forever tied to the will of Sauron. For the remainder of the Second Age and most of the Third Age Ûvatha ruled the Variags of Khand and many of the peoples of the surrounding lands with brutal efficiency. In fact, Ûvatha's military campaigns were primarily responsible for creating the migrations of Wainriders into eastern Rhovanion, which proved to be a vital part of the decline of Gondor.

As with all the Ringwraiths save the Witch-king Ûvatha was sent to Mordor in T.A. 1640 to prepare for the invasion of Minas Itil and the eventual return of the Dark Lord. But in T.A. 2002 after Minas Morgul was established, Ûvatha returned to his throne in Khand and began his last reign as the King of the Variags.

ŪVATHA IN ROLEMASTER

Hits: 180 Melee OB: 180 Missile OB: 240
AT: 4 (100)

RM Profession: Fighter.

RM Stats: St 86, Qu 99, Em 101, In 94, Pr 97, Ag 100, Co 87, Me 96, Re 95, SD 64.

RM Skills: Acrobatics 45; Administration 139; Adrenal Moves 75; Adrenal Defense 25; Ambush 20; Caving 15; Climbing 127; Contortions 85; Cookery 25; Dance 20; Diplomacy 115; Disarm Traps 30 Diving 15; Falsification 10; First Aid 15; Fletching 20; Foraging 100; Frenzy 80; Gambling 75; Herding 90; Leather-working 30; Linguistics 3; Navigation 100; Perception 90; Pick Locks 35; Public Speaking 5; Riding 133; Rope-mastery 30; Runes 5; Signaling 100; Stalking & Hiding 112; Star-gazing 75; Staves & Wands 10; Strategy & Tactics 130; Subduing 90; Tracking 127; Trading 70; Trap-building 55; Trickery 55; Tumbling 65; Weather-watching 65.

RM Spells: 31 PP. Two Open Channeling lists to 5th level.

Appearance: (99).



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Ūvatha

Ūvatha returned to Mordor in T.A. 2941 to join and assist in the rebuilding of Barad-dûr. But ten years after the Dark Lord had openly declared Ūvatha was sent with Khamûl and Adûnaphel to Dol Guldur.

Ūvatha, however, did not make Amon Lanc his permanent residence as did the other two Ūlairi. Instead he was used by his master to act as the messenger between Dol Guldur, Minas Morgul and Barad-dûr, and Ūvatha never remained in any of these citadels for very long. So for the remainder of Sauron's reign in Mordor, Ūvatha traveled between the three dark strongholds relaying the wishes of the Dark Lord to his prized minions.

The Horseman's role within the Hill of Sorcery was a very minor when compared with his former station as the Ruler of Khand. But, being one of the Nine Nazgûl, Ūvatha commanded great respect and fear throughout the world.

Though the shortest of Ringwraiths, standing only five feet tall, Ūvatha was large for a Variag and exceptionally strong and agile. Typical of his race Ūvatha had reddish hair, grey skin and black hair, and tended to wear brightly colored clothing. His most notable item of apparel, however, was his ornate helm, which was shaped to resemble a large bat with outstretched wings.

ŪVATHA THE HORSEMAN

Line 51.

Ūvatha Variag.

Ūvatha: Khand; Barad-dûr; Minas Morgul; Barad-dûr; Dol Guldur.

Ūvatha: King of Khand; Lord of the Variags; the Slayer; the Long Rider; the Ninth.

ŪVATHA IN MERP

Hits: 180 Melee OB: 180 Missile OB: 240
AT: Soft Leather (-100)

MERP Profession: Warrior.

MERP Stats: ST 100, AG 100, CO 98, IG 93, IT 94, PR 97.

MERP Skills: Acrobatics 45; Ambush 20; Caving 15; Climb 127; Contortions 85; Cookery 25; Dance 20; Disarm Traps 30 Diving 15; First Aid 15; Fletching 20; Foraging 100; Gambling 75; Leather-working 30; Perception 90; Pick Locks 35; Public Speaking 5; Read Rune 5; Ride 133; Rope-mastery 30; Signaling 100; Sky-watching 75; Stalk/Hide 112; Track 127; Trap-building 55; Trickery 55; Tumbling 65; Use Item 10.

MERP Spells: 31 PP. Two Open Channeling lists to 5th level.



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ÛVATHA IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 1, Intelligence 0, Movement 1, Defense 3, Melee OB 9, Missile OB 10, General 7, Subterfuge 5, Perception 5, Magical 1, Endurance 153.

LoR Powers: Ûvatha receives a +2 OB to all melee and missile attacks at night.

LoR Spells: Strength.

LoR Experience Points: 26,100.

ÛVATHA'S PRINCIPAL ITEMS

Lance ("Horse-tamer")—Horse-slaying, Narig-wood lance.

MERP/RM: +40 Horse-slaying lance. If the tip of this lance is embedded in tracks, then the user gains a +40 tracking bonus against the making of the tracks. These tracks must not be older than one day/lvl of user.

Bow ("Stormless Bow")—Gold-inlaid short bow.

MERP/RM: +20 short bow which fires as a heavy crossbow. Arrows are unaffected by wind, and poor weather will not effect the aim of the user.

Helm ("Listening Helm")—Gold-inlaid helmet, fashioned in the likeness of a giant bat.

MERP/RM: +15 helm which imbues the wearer with senses of a bat, including the ability to locate unseen or obscured objects, and doubling normal sense of smell.

Morgul Knife—One of a set of nine enchanted daggers, each carried by one of the Nazgûl.

MERP/RM: +20 dagger that strikes as a short sword capable of killing and changing its victim into an undead servant. Any critical hit requires a RR versus the level of the user. Failure indicates that a shard has broken off inside the victim. The change is completed when the shard reaches the victim's heart.

ÛVATHA'S SPECIAL POWERS

Horsemanship—Ûvatha, being an exceptional horseman, can fire a bow from a galloping mount with an additional +10 OB. He can also throw any dagger twice the normal range.

CELEDHRING

Celedhring (S. "Chilling Silver"), the son of Mithlor, a Master Smith of Gondolin, was born in the latter years of the First Age. Early in his life this gifted Eldar began to learn the arts of shaping gemstones and other works and soon possessed knowledge and skill beyond all but the most learned Jewel-smiths. Before the fall of Gondolin Mithlor and his family escaped and fled to Ered Luin, where they dwelt until the end of the First Age.

Though his father and mother both departed Middle-earth at that time, Celedhring desired to remain in Endor and further his skills. He soon journeyed to Ost-in-Edhil and joined the Gwaith-i-Mírdain, becoming an influential member of the order.

Note: For a detailed account of Celedhring's early years of serving the Dark Lord and his role in the history of the Dol Guldur see Section 2.2 and 2.5.

For his deeds performed in the Second Age Sauron awarded Celedhring a Lesser Ring of Power that further tied the Eldar's will to that of the Dark Lord.

When Sauron departed Dol Guldur in T.A. 2941 Celedhring accompanied his master into Mordor and remained in Barad-dûr as the Master Smith. But when Sauron was destroyed along with the One Ring Celedhring perishes beneath the ruins of the Dark Tower.

Celedhring was tall even for a Noldo, standing seven feet with long silvery hair. And he also had a strong build and wore grey, silver and black robes fashioned in the style of Eregion. Celedhring had wisdom beyond most of the Dark Lord's servants and rarely acted rashly, only taking action after all aspects of a situation were considered.

CELEDHRING

Lvl: 40.

Race: Noldo.

Home: Gondolin in Beleriand, then Numeriadur, then Ost-in-Edhil, then Barad-dûr, then Dol Guldur, and finally Barad-dûr again.

Names: Celedhring (S. "Chilling Silver"), the Black Elf, the Black Smith, the Master Smith, the Smith of Dol Guldur, the Master Smith of Mordor.

CELEDHRING IN MERP

Hits: 120 **Melee OB:** 75 **Missile OB:** —
AT: RL (50).

MERP Profession: Mage.

MERP Stats: ST 86, AG 100, CO 87, IG 101, IT 94, PR 97.

MERP Skills: Administration (Influence) 84, Climb 25, Ride 42, Perception 92, Use Item 99, Runes 91, Smithing (Craft) 82.

MERP Spells: 120 PP (x6 PP multiplier). Base Spell OB is +15. Knows all Open Essence lists.

CELEDHRING IN ROLEMASTER

Hits: 120 Melee OB: 75 Missile OB: —
AT: 12 (50).

RM Profession: Alchemist.

RM Stats: St 86, Qu 99, Em 101, In 94, Pr 97,
Ag 100, Co 87, Me 96, Re 95, SD 64.

RM Skills: Climb 50, Swim 80, Ride 45, Detect
Traps 120, Pick Lock 80, Stalk/Hide 100,
Perception 132, Read Runes 120, Staves &
Wands 160, Channeling 30, Ambush 8,
Adrenal Moves 20, Adrenal Defense, Martial
Arts Strikes 20, Martial Arts Sweeps 25,
Acting 80, Administration 120, Animal
Training 40, Appraisal 140, Architecture 100,
Caving 20, Cooking 60, Crafting 160,
Diplomacy 80, Diving 40, Falsification 100,
First Aid 50, Fletching 140, Gambling 10,
Leadership 60, Leather-working 110, Math-
ematics 80, Meditation 40, Music 40, Public
Speaking 30, Rope-mastery 40, Sailing 20,
Seduction 40, Smithing 168, Spell Mastery 80,
Stone-working 120, Tracking 60, Trading 40,
Trickery 60, Weather-watching 30, Wood-
working 120.

RM Spells: 120 PP (x6 PP multiplier). Base Spell
OB is +15. Celedhring knows all Alchemist
lists and Open Essence lists.

Appearance: 91.

CELEDHRING IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 5, Intelligence 5,
Movement 3, Defense 4, Melee OB 6, Missile
OB 0, General 6, Subterfuge 7, Perception 9,
Magical 4, Endurance 172.

LoR Spells: Item Analysis, Luck, Concentration,
Protection from Magic, Clairvoyance, Suste-
nance, Strength, Speed.

LoR Experience Points: 37,200.

CELEDHRING'S PRINCIPAL ITEMS

Tauruin—(S. "Wood of Red Flame") Forged of
Dirwood, the staff is inscribed with myriad tengwar
runes. It can be wielded to strike as a mace.

MERP/RM: +40 Man-slaying weapon. Flames on
command. When afire, Tauruin delivers an
additional Heat critical of equal severity.

Mithwath—Robes woven from spun mithril and grey
linen.

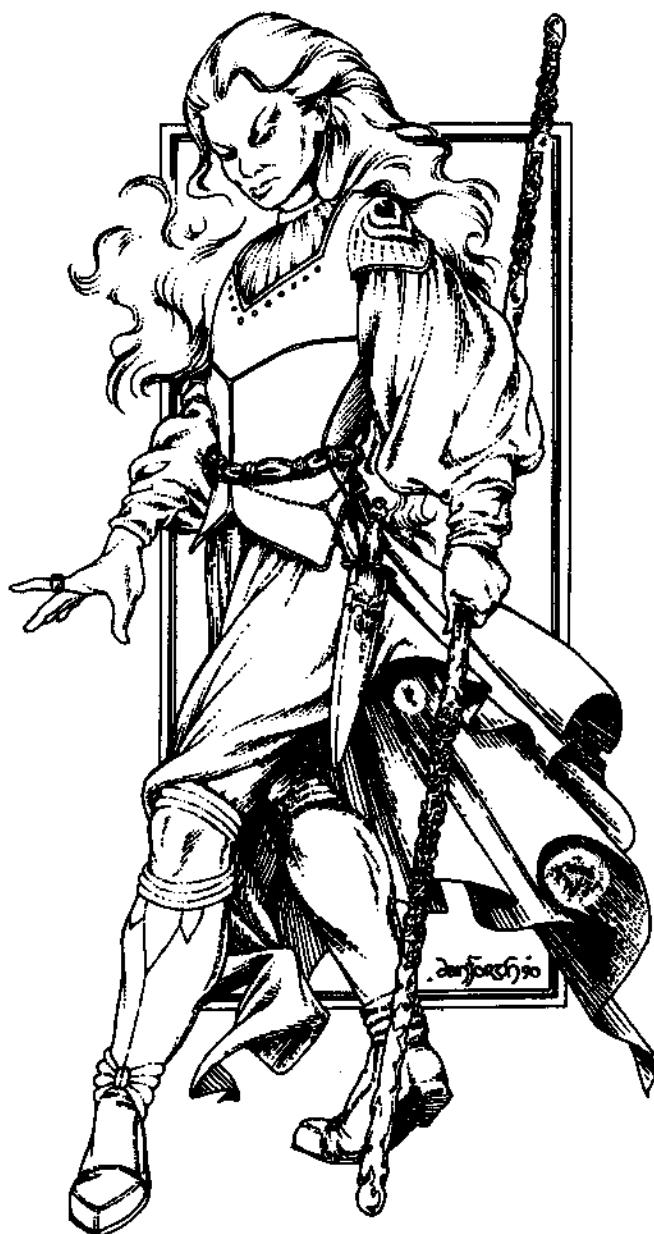
MERP/RM: +20 DB; do not interfere with spell
casting; unencumbering; wearer has free use of
the *MERP* Mage Lofty Bridge spell list to
10th level or the *RM* Closed Essence Lofty
Bridge spell list to 20th level.

Maranya—A lesser Ring of Power forged by
Celebrimbor himself under the tutelage of Annatar
in the Halls of the Jewel-smiths. The ring's wearer
ages at one-tenth his normal rate. Upon achieving
the age of his normal death, he is transformed into a
wraith. (Celedhring, being an Elf, is immune to this
effect.)

MERP/RM: PPx6 (Essence/Mentalism); free use
of the Light Law list to 10th/30th level; +10
DB; +10 to wearer's RRs.

Forging Tools—Attuned to Celedhring, they cannot
be used by others.

See *ICE's Gorgoroth* 51-52.





RING-WIGHTS

Just as the Nazgûl were slowly transformed into Ringwraiths centuries after their acceptance of the Nine Rings of Power, many of those who were given Lesser Rings of Power also fell under the sway of the Dark Lord and slowly became beings both a part of the real world and the realm of shadow, undead creatures who unswervingly followed the will of Sauron. Though these unfortunate souls did not possess the powers of the Nazgûl, many became terrible servants of Darkness, and in time these beings came to be called, "Ring-wights".

Like the Ringwraiths, Ring-wights possess a physical body which is little more than shadow-form, empowered by the realm of darkness and rarely subject to natural laws. Due to this unusual nature Ring-wights cannot be harmed by normal weaponry or other items, nor can they make use of such things. But enchanted weaponry is able to harm these beings and nearly all will possess at least one magical item other than their rings.

Though not immortal, Ring-wights will endure for many centuries before finally fading completely into the realm of shadow.

THE GRIMBURGOTH

The Grimburch (B.S. "Lord of the Dark Rangers") was born in T.A. 1590 in Womawas Drus and his true name was Daôn. He was the second son of a Hionvor (Wm. "Lord") of the Womaw and from an early age was embittered by the fact that he would never inherit his father's title. As one of the elite of the Womaw Daôn was taught the skills of a ranger, and from the beginning of his training he excelled at both hunting and tracking all types of wild game. But the young ranger was particularly skilled at tracking human quarries, and few could escape him even in the thickest of forests.

As Daôn grew to manhood his bitterness toward his elder brother developed into open hatred and envy. And in time these feelings overcame his better judgement and Daôn began quietly plotting to murder his sibling in a "hunting accident". But his plans went awry when Daôn failed to slay his brother, and he was seen committing the deed by one of their retainers.

Being one of noble blood Daôn was not executed, but he was stripped of his high born lineage and exiled from Womawas Drus till the end of his days. Solemn and alone, Daôn departed, but his former ill-will toward his brother had now grown into a loathing for all his people and a desire to revenge himself against the world that had allotted him such a unfair existence.

After being expelled from his homeland in T.A. 1616 Daôn wandered south for several years through the easternmost lands of Middle-earth until at last he reached the Shay lands. There he heard tales of a great Lord who commanded the terrible hordes that assailed the Shay from their fortresses in the Mountains of Wind. This "great Lord" was, in truth, Khamûl, and in a short time Daôn had joined the Black Easterling's forces.

From the beginning Daôn was favored by the Nazgûl, who was a distant kinsmen of the Womaw ranger. During the next several years Daôn and others were instructed by Khamûl himself in forest warfare. And in time Daôn had proved himself a ruthless and cruel leader, who was more skilled than any other of Khamûl's followers.

So when the Black Easterling was summoned back to Dol Guldur in T.A. 1635 he took his prized follower with him. Once in Dol Guldur Khamûl recruited the remaining four men who would become his Grimbûrz and began training them to be unmatched in their skills in the forest.

After the training was complete in T.A. 1640 Daôn was named as the Grimburch, and he directed the Dark Rangers' cruel activities for many years. But Daôn's role in Dol Guldur quickly grew, and in time he received the rank of Imga Urdânuk. And later, when Khamûl departed Dol Guldur he assumed the rank of Gonon-u-Kazgûmhoth. (See Section 3.2.) Holding these positions, as well as being Khamûl's most trusted servant, made the Grimburch one of the most powerful individuals within the Hill of Sorcery.

During his early years of serving the Dark Lord Daôn's greatest accomplishment was the recovery of one of the Dwarven Rings of Power. For this deed Sauron gave Daôn a Lesser Ring of Power, which was one of the Nazg-u-Krimp (B.S. "Rings of Binding", see ICE's *Perils on the Sea of Rhân*). This Ring, made by Sauron in the Second Age, enhanced the Grimburch's skills and spell power, and greatly lengthened his life. But, like all the Nazg-u-Krimp, this Ring, called Cham-en-Faroth (S. "The Hand of the Hunter") would enslave its owner and eventually turn him into a Ring-wight. In time Daôn became one of Sauron's most favored minions, and in T.A. 2205 he began his slow transformation, becoming much like his mentor Khamûl.

The Grimburch is in sole command of Dol Guldur on two different occasions. The most important time was during the Watchful Peace, when Daôn was responsible for keeping the citadel under the Dark Lord's control, and not allowing any activity that would draw the attention of the White Council. Later the Grimburch was again left in command when the Nazgûl departed to search for the One Ring.

Daôn's long existence finally came to an end in the midst of the War of the Ring. During the three attacks on Lórien the Grimburch was Khamûl's field commander, and he led each assault with unbridled fury. But during the final attack Celeborn himself led a sortie out from the bows of Lórien that drove back the Kazgûmhoth. Daôn rallied what was left of his troops and stood strong against the Elven Lord's charge. As the fighting raged on the two leaders came together in the midst of the battle. After a long and bloody struggle Celeborn at last struck down the Grimburch and the Ring-wight's life came to an end.

For a more detailed account of the Grimburch's role in Dol Guldur see Section 2.5, "The History of Dol Guldur.")

THE GRIMBURGOTH

Lvl: 28.

Race: Womaw.

Home: Womawas Drus; Dol Guldur.

Names: Daôn; Lord of the Dark Rangers.

THE GRIMBURGOTH IN MERP

Hits: 130 Melee OB:

140 Missile OB: 156

AT: Chain (-50)

MERP Profession: Ranger.

MERP Stats: ST 97, AG 90,

CO 97, IG 74, IT 98, PR 98.

MERP Skills: Acrobatics 15; Ambush 8; Animal Handling 55; Caving 10; Climb 174; Disarm Trap 70; First Aid 10; Meditation 35; Perception 136; Pick Lock 50; Public Speaking 30; Read Rune 10; Ride 164; Rope-mastery 15; Signaling 15; Stalk/Hide 161; Track 189; Trap-building 35; Use Item 45.

MERP Spells: 56 PP. Directed Spell OB 15. The Grimburch knows all Ranger lists and four Open Channeling lists all to 10th level.

THE GRIMBURGOTH IN ROLEMASTER

Hits: 130 Melee OB: 140 Missile OB: 156

AT: 16 (50)

RM Profession: Ranger.

RM Stats: St 97, Qu 85, Em 72, In 98, Pr 93, Ag 90, Co 97, Me 73, Re 75, SD 88.



RM Skills: Acrobatics 15; Administration 45; Ambush 8; Animal Training 55; Caving 10; Channeling 20; Climbing 174; Diplomacy 30; Disarm Trap 70; First Aid 10; Leadership 55; Meditation 35; Perception 136; Pick Lock 50; Public Speaking 30; Runes 10; Riding 164; Rope-mastery 15; Signaling 15; Stalking & Hiding 161; Staves & Wands 45; Strategy & Tactics 40; Tracking 189; Trap-building 35.

RM Spells: 56 PP. The Grimburch knows all Ranger lists to 20th level and four Open Channeling lists to 10th level.

Appearance: 67.

Ologûl bribes Sakal



THE GRIMBURGOTH IN LoR

LoR Profession: Ranger.

LoR Stats: Strength I, Agility I, Intelligence I, Movement 0, Defense 2, Melee OB 7, Missile OB 6, General 8, Subterfuge 7, Perception 6, Magical 2, Endurance 110.

LoR Spells: Strength, Shield, Speed, Camouflage, Concentration, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.

LoR Experience Points: 21,000.

THE GRIMBURGOTH'S PRINCIPAL ITEMS

Cham-en-Faroth (S. "The Hand of the Hunter")—a Lesser Ring of Power made by Sauron in Ost-in-Edhil.

MERP/RM: This ring functions as a x3 PP multiplier, and gives the wearer +25 bonus to Stalk/Hide, Ambush and Tracking skills. If the ring is worn continuously for more than two months, it will enslave the owner (-30 RR versus 15th level attack). An enslaved wearer will gain the benefits of a long life, but after 500 years he will begin the slow transformation into a Ring-wight. In addition, the owner will always wish to have the ring with him. This ring is a simple mithral band with a small emerald imbedded in the enchanted metal.

Long Bow of Darkness—Enchanted long bow crafted in Dol Guldur and given as gift to the Grimburch by Khamûl.

MERP/RM: +20 long bow. Any critical causes the victim to go blind (-15 RR vs level of user) for 1-10 rounds.

ANDALÓNIL

Andalónil, a powerful Raug (S. "Demon") or lesser Fallen Maia, was a follower of Morgoth in the First Age. Andalónil was an Ice Spirit and his role in Endor's earliest struggles was largely unknown, though he did serve his Black Master within the halls of Thangorodrim and Angband. After the defeat of Morgoth, Andalónil, like many other servants of the first Dark Lord, fled eastward into Middle-earth and hid for many long centuries. But as Sauron's power grew toward the end of the Second Age Andalónil was drawn out of hiding by the lure of the presence of the Lord of the Rings.

Andalónil served Sauron in Barad-dûr until his first downfall at the end of Second Age. Afterwards the Ice Spirit again went into hiding in the dark caves beneath Ered Lithui.

Not until T.A. 1100, after Sauron had returned to Endor and Andalónil heard rumors of a new power known as the Necromancer, did he leave his dark sanctuary and journey north into southern Mirkwood. There he rejoined his former Master, but many years passed before Andalónil learned the true identity of his Lord.

Andalónil's rank within the hierarchy of Dol Guldur was that of Snagagoth (B.S. "Slave Master"), and he ruthlessly lorded over the Thralls and slaves of the Hill of Sorcery, fulfilling the Necromancer's bidding.

Andalónil's downfall was his lust for greater power. During the Watchful Peace while Sauron, the Mouth and Khamûl were all absent from Dol Guldur and only the Grimburch stood in his path, Andalónil attempted to take control of the fortress. But in the end he was betrayed by Celedhring and slain by all the Grimburch acting together.

Andalónil's downfall was a bold reminder to all of Dol Guldur's residents of what happens to those who oppose the will of the Necromancer.

(For more details on Andalónil's activities in Dol Guldur see Sections 2.5 and 3.0)

Andalónil stood eight feet tall with a broad, muscular build. His skin and large demonic wings were an icy white hue, and his eyes burned with black fire. As a Spirit of Ice Andalónil is immune to all forms of ice based attacks.

ANDALÓNIL

Lvl: 40.

Race: Maia (fallen).

Home: Angband; Barad-dûr; Dol Guldur.

Names: Friend of Long-darkness; Duranil or Duran; the Snagagoth.

ANDALÓNIL IN MERP

Hits: 200 **Melee OB:** 185 **Missile OB:** 120

AT: Rigid Leather (-80)

MERP Profession: Warrior.

MERP Stats: ST 102, AG 100, CO 101, IG 65, IT 80, PR 100.

MERP Skills: Ambush 6; Climb 50; Disarm Traps 30; Meditation 75; Perception 110; Pick Lock 60; Read Rune 55; Stalk/Hide 45; Tracking 35; Trap-building 35; Trickery 55; Use Item 90.

MERP Spells: 120 PP. Andalónil has a Directed Spell OB of 25, a Base Spell OB of 10, and knows the *Ice Law* list and all Open Essence lists.

ANDALÓNIL IN ROLEMASTER

Hits: 200 **Melee OB:** 185 **Missile OB:** 120

AT: 12 (80)

RM Profession: Fighter.

RM Stats: St 102, Qu 100, Em 40, In 80, Pr 100, Ag 100, Co 101, Me 50, Re 80, SD 80.

RM Skills: Administration 25; Ambush 6; Channeling 30; Climbing 50; Disarm Traps 30; Falsification 15; Leadership 60; Meditation 75; Perception 110; Pick Locks 60; Runes 55; Seduction 60; Spell Mastery 20; Stalking & Hiding 45; Staves & Wands 90; Tracking 35; Trap-building 35; Trickery 55.

RM Spells: 120 PP. Andalónil has a Directed Spell OB of 25, a Base Spell OB of 10, and knows the *Lx Law* list to 30th level, all Open Essence lists to 20th level, and three Closed Essence lists to 10th level.

Appearance: 39.

ANDALÓNIL IN LoR

LoR Profession: Bard.

LoR Stats: Strength 3, Agility 1, Intelligence 1, Movement 1, Defense 3, Melee OB 10, Missile OB 7, General 2, Subterfuge 3, Perception 5, Magical 4, Endurance 160.

LoR Spells: All.

LoR Experience Points: 30,300.

ANDALÓNIL'S PRINCIPAL ITEMS

Thrallsbane—Whip made from cords of enchanted ithilnaur.

MERP/RM: +50 whip. Anyone receiving a critical strike from this weapon must make a -30RR versus the level of the attacker. Failure indicates that the victim must obey any commands given by the attacker for 2-5 minutes, during which time the attacker can choose to strike the victim again to continue his hold. Commands given to the victim cannot involve certain death, such as ordering the victim to jump into a hundred foot pit or to impale himself on his sword.

Mace—Magical mace made of enchanted durang.

MERP/RM: +30 weapon.

ANDALÓNIL'S SPECIAL POWERS

Flight—Andalónil, being a winged Raug, is able to fly.

MERP/RM: Flying movement rate of F (fast).

Two rounds are required before Andalónil reaches full speed, and he cannot fly for more than 6 consecutive rounds.

OLOGÛL

Ologûl (B.S. "Troll-wraith") was one of the first Olog-hai ever spawned within the cruel breeding pits of Dol Guldur, and he was without question the fiercest and most terrible of all the first Black Trolls. His name, however, was originally Rugrath and not until he had lived many years did he earn his more ominous appellation.

When Sauron had deemed that his new race of Olog-hai would be suitable to form his personal guard he wished to chose the most worthy as the Captain of these troops. So the Dark Lord took the five strongest and most cunning of the Black Trolls and ordered them to fight one another in mortal combat. The victor would be named the Captain of the Necromancer's Guard and receive a Lesser Ring of Power in token of his position. After long hours of bloody clashing Rugrath emerged beaten and half-slain, yet victorious. And he received his new position and talisman with horrid satisfaction in his eyes.

In the following years Rugrath, who was now inexorably tied to the will of Sauron, fulfilled his duties with cruel efficiency. But after centuries of wearing the Lesser Ring of Power the brutal Olog slowly transformed into an undead being much like the Grimburch, who became a Ring-wight. At this time the inhabitants began to call him Ologûl, that is Troll-wraith in Black Speech, and his horrifying visage was feared throughout the fortress.

Ologûl continued to serve Sauron throughout the Third Age and was one of the few individuals to learn the Necromancer's true identity long before it was revealed to the world. In T.A. 2941 when the Dark Lord fled Dol Guldur and returned to Mordor Ologûl and the rest of Sauron's personal guard accompanied him. Once in the Black Land Ologûl retained his position as the Captain of Sauron's Guard until the downfall of the Abhorred One when Ologûl perished in the destruction of Barad-dûr and followed his master into the Void.

Ologûl stood eleven feet tall with massive shoulders and thick, powerful limbs, and his evil-hearted nature was matched only by his unswerving loyalty to his master. Several centuries after Ologûl took the Lesser Ring of Power his physical form became invisible as he transformed into a Ring-wight (see inset). In all his years in Dol Guldur Ologûl rarely set foot outside the dark fortress, and though he felt no ill effects from sunlight, he despised it with passion.

OLOGÛL

Lvl: 23.

Race: Olog.

Home: Dol Guldur; Barad-dûr.

Names: Rugrath; Captain of the Necromancer's Guard.

OLOGÛL IN MERP

Hits: 180 **Melee OB:** 195 **Missile OB:** 125

AT: Plate (-55)

MERP Profession: Warrior.

MERP Stats: ST 103, AG 75, CO 101, IG 71, IT 52, PR 89.

MERP Skills: Ambush 15; Caving 10; Climb 50; Disarm Traps 25; Meditation 30; Perception 60; Pick Lock 25; Read Rune 15; Ride 55; Signaling 15; Stalk/Hide 50; Strategy & Tactics 20; Track 50; Trap-building 10; Use Item 25.

MERP Spells: None.





OLOGÛL IN ROLEMASTER

Hits: 180 Melee OB: 195 Missile OB: 125
AT: 19 (55)

RM Profession: Fighter.

RM Stats: St 103, Qu 89, Em 21, In 82, Pr 89, Ag 75, Co 101, Me 52, Re 90, SD 100.

RM Skills: Adrenal Moves 15; Adrenal Defense 20; Ambush 15; Caving 10; Channeling 20; Climbing 50; Disarm Traps 25; Frenzy 15; Leadership 20; Meditation 30; Pick Locks 25; Perception 60; Riding 55; Runes 15; Signaling 15; Stalking & Hiding 50; Staves and Wands 25; Strategy & Tactics 15; Tracking 50; Trap-building 10.

RM Spells: None.

Appearance: 19.

OLOGÛL IN LoR

LoR Profession : Warrior.

LoR Stats: Strength 3, Agility 0, Intelligence 0, Movement -1, Defense 3, Melee OB 10, Missile OB 6, General 3, Subterfuge 2, Perception 3, Magical 0, Endurance 145.

LoR Spells: None.

LoR Experience Points: 20,400.

OLOGÛL'S PRINCIPAL ITEMS

War Mattock—This enchanted mattock made of adarcer is five feet long and used with two hands.

MERP/RM: +40 Elf-slaying war mattock. Any critical strike from this weapon is accompanied by a Cold Critical of equal severity.

Spear—This magical spear was made by Celedhring as a gift to Ologûl and a tribute to Sauron.

MERP/RM: +25 Man-slaying spear, designed to be thrown, and which has double the normal range with no additional penalties.

Nullatir (Q. "Secret Guard")—This item is a Lesser Ring of Power given to Ologûl after he won the captainship of the Necromancer's Guard.

MERP/RM: This ring, unlike many other Lesser Rings, does not enhance the wearers spell casting ability. Rather, this ring increases the wearer's prowess in physical combat. When worn Nullatir grants a 10% increase to the wearer's Strength and Constitution stats (round up), a 10% increase to the wearer's Hits, and a (+1/ every 2 levels of the wearer) OB for any weapon used in combat (i.e. +1 for 2nd and 3rd level characters, +2 for 4th and 5th level characters, +3 for 6th and 7th level characters, etc.). These characteristics make this ring far more beneficial to a Warrior/Fighter of higher level than any other individual. Additionally, the wearer can become *Invisible* at will.

If this ring is worn continuously for more than two months, it will enslave the owner (-30 RR versus 15th level attack). An enslaved wearer will gain the benefits of a long life, but after 500 years he will begin the slow transformation into a Ring-wight. And the wearer will then be inexorably tied to the Lord of the Rings.

THUIRIC

Thuiric, the second of the Grimbûrz, had a most unusual heritage. His mother was an Easterling, who was a member of one of the first clans of Wainriders to attempt to invade the Northmen of Rhovanion. This group was ill prepared for the strong resistance they met and were quickly cut off from an eastward retreat and driven into Mirkwood. Once within the great forest the Easterlings soon dwindled, until only one survived. This half-starved woman, named Ullis, was eventually rescued by a hunting party from Woodmen-Town. In time Odagia, the leader of the hunting party, took her as his wife, but she was never fully embraced by his people. And in T.A. 1608 Ullis died giving birth to her son.

Thuiric took after his father in stature and in his skills at hunting and tracking. But his hair and eyes were dark like his mother, and the villagers always regarded him as an outsider. For this reason he was a lonely and bitter youth who felt little love for his kinsmen.

As Thuiric grew to manhood he was trained as a ranger by his father, and became an outstanding woodsman. But the other rangers of Woodmen-Town only resented Thuiric more for his obvious talents, and would never praise his success. But out of respect for Odagia no one spoke ill of Thuiric openly.

This quiet dislike changed, however, in T.A. 1625, when Odagia was killed while hunting a wild boar. From this time forward Thuiric was scorned by the people of Woodmen-Town, and he quickly became withdrawn from his kinsmen.

Early in 1635 Thuiric was hunting alone deep in Mirkwood, when he was unexpectedly met by Khamûl. The Úlair then seduced the young ranger into his service, promising that one day he could avenge himself against the people who made him an outcast. Soon after this meeting Thuiric took up residence in Dol Guldur and began his tutelage under the Black Easterling. In a few short years he had been made the second of the Grimbûrz.

Thuiric's principle role within the Hill of Sorcery was to lead small groups of the Grimbûrai (see Section 4.1) on raiding parties throughout Mirkwood to terrorize and murder anyone foolish or daring enough to stray far from the more secure parts of the forest. Sometimes these excursions would have a specific target, but often Thuiric was free to take his followers where he wished.

Thuiric was very close in counsel with the Grimbûrith and the two often spent long hours together plotting the Dark Rangers wicked strategies.

THUIRIC

Lvl: 25.

Race: Woodman/Easterling (Sagath).

Home: Woodmen-Town; Dol Guldur.

Names: The Second of the Grimbúrz.

THUIRIC IN MERP

Hits: 119 Mele OB: 110 Missile OB: 125

AT: Chain (-55)

MERP Profession: Ranger.

MERP Stats: ST 91, AG 84, CO 90, IG 75, IT 89, PR 98.

MERP Skills: Acrobatics 30; Ambush 7; Animal Handling 70; Caving 35; Climb 150; Disarm Trap 55; First Aid 30; Foraging 40; Meditation 35; Perception 90; Pick Lock 30; Read Rune 20; Ride 130; Rope-mastery 25; Signaling 30; Stalk/Hide 130; Track 150; Trap-building 55; Use Item 30.

MERP Spells: 25 PP. Thuiric knows all Ranger lists and three Open Channeling lists.

THUIRIC IN ROLEMASTER

Hits: 119 Mele OB: 110 Missile OB: 125

AT: 16 (55)

RM Profession: Ranger.

RM Stats: St 91, Qu 82, Em 75, In 89, Pr 93, Ag 84, Co 90, Me 71, Re 77, SD 88.

RM Skills: Acrobatics 30; Adrenal Moves 15; Adrenal Defense 10; Ambush 7; Animal Training 70; Caving 35; Climbing 150; Disarm Traps 55; First Aid 30; Foraging 40; Leadership 35; Meditation 35; Perception 90; Pick Locks 30; Riding 130; Rope-mastery 25; Runes 20; Signaling 30; Stalking & Hiding 130; Staves & Wands 30; Tracking 150; Trap-building 55; Weather-watching 25.

RM Spells: 25 PP. Thuiric knows all Rangers lists to 20th level and three Open Channeling lists to 10th level.

Appearance: 73.

THUIRIC IN LoR

LoR Profession : Ranger.

LoR Stats: Strength 2, Agility 0, Intelligence 1, Movement -1, Defense 2, Mele OB 5, Missile OB 6, General 7, Subterfuge 6, Perception 4, Magical 1, Endurance 93.

LoR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Luck, Protection from Magic, Calm, Charm Animal.

LoR Experience Points: 16,800.

THUIRIC'S PRINCIPAL ITEMS

Short Bow—Enchanted short bow made by the artisans of Dol Guldur.

MERP/RM: +15 short bow that performs as a long bow for purposes of range and damage.

Broadsword—Magical broadsword.

MERP/RM: +15 broadsword whose blade emits a blood-red fire at the command of the user.

In this form the sword delivers a addition Heat critical of equal severity to any other critical scored.

SAKAL

Sakal, who is called "the Assassin of the Voice" (or often simply "the Assassin"), was a Black Númenórean who was born in Umbar in T.A. 1580. And around T.A. 1600, when the Mouth of Sauron paid a visit to his ancient homeland, he recruited the young scout into his service. His early life was largely unknown even to the inhabitants of Dol Guldur, but it was believed that Sakal was a distant kinsmen of the Mouth of Sauron, though this rumor was, in fact, begun by Sakal himself to further his own standing.

Throughout his years in Dol Guldur Sakal served the Mouth ("the Voice of the Necromancer") as his personal assassin, who was dispatched to "take care of" any disloyal individuals either within the stronghold or in any of the many outposts across Rhovanion. And as the years wore on Sakal became brutally efficient in his duties with most of the Necromancer's followers fearing even the rumor of his presence.

Strangely enough Sakal had one important weakness of which few if any ever learned. This vulnerability was an innate fear of anyone of pure Dúnedain descent. Sakal acquired this unusual aspect early in his life in Umbar, when he was told by a aged Seer that one day he would die at the hands of a Dúnadan. After that time he was forced to fight off his inner doubts each time he faced one of the Faithful, and often went to some length to avoid a direct confrontation. This fear, however, was always kept well hidden behind Sakal's arrogant, yet unsettlingly quiet demeanor.

Sakal was tall and sinewy with raven black hair, pale skin and dark ebon eyes that rarely revealed the cold cunning hidden behind them. He always wore black clothing or armor (see below), spoke little to anyone without great need, and his only great desires in life were to better serve his master by destroying anyone the Mouth named and to one day see the downfall of the Kingdoms in Exile. By the time of his death in T.A. 1811, Sakal was one of the most feared of Sauron's minions.

SAKAL

Lvl: 20.

Race: Black Númenórean.

Home: Umbar; Dol Guldur.

Names: the Assassin; the Assassin of the Voice.





SAKAL IN MERP

Hits: 115 Melee OB: 105 Missile OB: 135

AT: Chain (-65)

MERP Profession: Scout.

MERP Stats: ST 91, AG 105, CO 85, IG 79, IT 71, PR 85.

MERP Skills: Acrobatics 65; Acting 25; Ambush 20; Caving 20; Climb 115; Contortions 60; Disarm Trap 110; Pick Lock 115; Perception 110; Read Rune 20; Ride 50; Rope-mastery 25; Signaling 25; Stalk/Hide 120; Swim 70; Track 95; Trap-building 60; Tumbling 65; Use Item 15.

MERP Spells: None.

SAKAL IN ROLEMASTER

Hits: 115 Melee OB: 105 Missile OB: 135

AT: 15 (65)

RM Profession: Rogue.

RM Stats: St 91, Qu 101, Em 69, In 71, Pr 85, Ag 105, Co 85, Me 72, Re 86, SD 90.

RM Skills: Acrobatics 65; Acting 25; Adrenal Moves 20; Adrenal Defense 10; Ambush 20; Caving 20; Climbing 115; Contortions 60; Disarm Traps 110; Falsification 25; Pick Locks 115; Perception 110; Riding 50; Rope-mastery 25; Runes 20; Signaling 25; Stalking & Hiding 120; Staves & Wands 15; Swimming 70; Tracking 95; Trap-building 60; Tumbling 65.

RM Spells: None.

Appearance: 91.

SAKAL IN LoR

LoR Profession: Scout.

LoR Stats: Strength 1, Agility 2, Intelligence 0, Movement 1, Defense 2, Melee OB 5, Missile OB 7, General 5, Subterfuge 6, Perception 5, Magical -1, Endurance 87.

LoR Spells: None.

LoR Experience Points: 15,000.

SAKAL'S PRINCIPAL ITEMS

Sangurth (S. "Poisoned Death")—Magical Hand Crossbow made of blackened adarcen. Sangurth is Sakal's primary means of assassination and is kept hidden in his cloak when not in use.

MERP/RM: +30 hand crossbow that should be treated as a light crossbow for purposes of combat. This weapon will automatically reset itself after being fired, but each quarrel must be loaded in the normal manner. Sakal often makes use of poison, especially in conjunction with this weapon. This poison is typically from -20 to -40 for RRs and causes instant death, and the poison is made by the Mouth of Sauron himself from spider venom.

Broadsword—Enchanted broadsword made of ithilnaur.

MERP/RM: +20 broadsword.

Leather Armor—This armor is an magical suit of black leather armor, including boots, gloves and a leather headband, and the entire suit must be worn for the power of the armor to take effect.

MERP/RM: The leather armor bestows the wearer with an AT of 15 (Chain) and a -30 DB. In addition, the suit encumbers the wearer like normal soft leather. Note that this item is similar to Angol (see *Mirkwood*, p. 117), though no ill effects occur when used.

FROEDHIR

Froedhir was born in T.A. 1605 in the dilapidated and mostly deserted Northman town of Londaroth, which sat on the banks of the Celduin just south of the falls of Lindal. Beginning early in his life Froedhir, whose father was an Armorer, became devoted to the craft of fashioning items. But later after he had learned all that his father could teach him Froedhir began to desire to create greater works, and he became fascinated by spell craft and enchanted items.

Soon after these feelings matured Froedhir was lured into the ranks of the Necromancer and went to learn greater skill from the Master Smith of Dol Guldur, Celedhring. From T.A. 1630 until his death in T.A. 1701 Froedhir was a leading servant of the evil Noldo, in time achieving the rank of Maktûtl (B.S. "Second Smith"). During this period Froedhir won the trust of his master and had a small hand in many of Celedhring's greatest works.

Froedhir's primary duty, however, was to oversee the daily labors of the Order of Smiths. For this reason much of his time was spent administrating the activities of the smiths of Dol Guldur, as well as presiding over many of the meetings of that Order. Due to the vital role of the Smiths and his position in the Order, Froedhir was, in fact, one of the Hill of Sorcery's most important individuals. (See Section 3.2, "The Order of Smiths" for more information.)

Froedhir was known for his quiet and studious demeanor and his unswerving devotion to Celedhring and the Necromancer. He seldom spoke with anyone save Celedhring on matters other than his duties, and spent much of his personal time locked away in his chambers studying his craft. He was, however, somewhat feared by the Smiths for his rare explosions of fury that he displayed when work was done improperly or too slowly. Often these short but terrible tirades would end with a merciless order of execution.

Froedhir was short and heavy set for one of the Northman race, standing only 5'8" tall with rounded shoulders and a thick waist. He was bald with only a bit of his light brown hair remaining, and always kept himself clean shaven.

FROEDHIR

Lvl: 15.

Race: Northman.

Home: Dol Guldur.

Names: the Maktûtlû; Second Smith.

FROEDHIR IN MERP

Hits: 85 Melee OB: 50 Missile OB: —

AT: Rigid Leather (-40)

MERP Profession: Mage.

MERP Stats: ST 87, AG 100, CO 79, IG 96, IT 89, PR 85.

MERP Skills: Appraisal 35; Caving 30; Climb 40; First Aid 35; Meditation 45; Public Speaking 55; Read Rune 105; Ride 45; Signaling 35; Smithing 80; Swim 25; Track 30; Use Item 105.

MERP Spells: 120 PP. Directed Spell OB 95. Base Spell OB 30. Froedhir knows all base Mage lists and all Open Essence lists.

FROEDHIR IN ROLEMASTER

Hits: 85 Melee OB: 50 Missile OB: —

AT: 11 (40)

RM Profession: Alchemist.

RM Stats: St 87, Qu 92, Em 99, In 89, Pr 85, Ag 100, Co 79, Me 96, Re 96, SD 87.

RM Skills: Administration 35; Appraisal 35; Caving 30; Climbing 40; First Aid 35; Leadership 30; Meditation 45; Public Speaking 55; Riding 45; Runes 105; Signaling 35; Smithing 80; Staves & Wands 105; Spell-mastery 20; Swimming 25; Tracking 30.

RM Spells: 12 PP. Directed Spell OB 95. Base Spell OB 30. Froedhir knows all base Mage lists to 10th level all base Alchemist lists to 15th level, all Open Essence lists to 10th level and two Closed Essence lists to 5th level.

Appearance: 61.

FROEDHIR IN LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 0, Intelligence 2, Movement -1, Defense 1, Melee OB 3, Missile OB 0, General 2, Subterfuge 0, Perception 2, Magical 5, Endurance 60.

LOR Spells: All.

LOR Experience Points: 9,000.

FROEDHIR'S PRINCIPAL ITEMS

Staff—Enchanted quarter staff used to enhance combat, rather than magical abilities.

MERP/RM: +20 staff engraved with tengwar runes which can become inflamed and deliver an additional Heat critical of equal degree to any normal critical scored.

Robes—Enchanted black robes made by Celedhring for his assistant.

MERP/RM: These robes act as AT 11 (RL) and give a +15 DB.

Ring—This mithral band is engraved with runes of power and was made in the earliest days of the Gwaith-i-Mirdain.

MERP/RM: This ring is a x4 PP multiplier.

GOROVOD

Gorovod, who in time became Dol Guldur's eleventh Fhalaugash (B.S. "High Sorcerer" or "High Priest"; i.e. "Great-one-who-uses-magic"), was born in Amon Lanc in T.A. 1570. His parents were two of the many Variags sent to Sauron by Úvatha the Horseman to strengthen the numbers within the Hill of Sorcery, and they both served the Dark Lord till the end of their days.

Because his entire life was spent beneath the shadow of Sauron, Gorovod, like all those bred in Dol Guldur, began to worship and follow the ways of the Necromancer early in his life. But even at a young age he showed remarkable devotion to the Dark Lord and a keen and insightful mind that was easily turned toward cruelty. So by his fifteenth year Gorovod was chosen to be trained as a Laugash (B.S. "Sorcerer" or "Priest", i.e. "One-who-uses-magic".)

During his years as a Laugash Gorovod came to the attention of the Mouth of Sauron through the active role he took in the inner power struggle between the Kazgûmhoth and the Conclave (see Sections 2.4 and 2.5). On many occasions Gorovod was the Laugash chosen to openly accuse officers of the army of heresy against the Necromancer. And often times Gorovod's efforts brought down influential individuals and strengthened the fear others had of the Conclave and the Mouth of Sauron.

In T.A. 1613 after Gorovod had succeeded in destroying an Afûkaush of the Kazgûmhoth by producing a (forged) document connecting him to a conspiracy against the Necromancer, Khamûl made a rare but deadly gesture in retaliation. He ordered one of his underlings to assassinate the Fhalaugash, who was found soon after brutally murdered in his own chambers. To attempt to show a air of indifference toward this slaying the Mouth made Gorovod, who was a well known enemy of the Kazgûmhoth, the new Fhalaugash.

From that time until his death in T.A. 1661 Gorovod served as the Mouth's principle minion and the cruel leader of the Conclave of Dol Guldur.

GOROVOD

Lvl: 20.

Race: Variag.

Home: Dol Guldur.

Names: Fhalaugash of the Conclave.





Froedir and
Gorovod

GOROVOD IN MERP

Hits: 100 Melee OB: 65 Missile OB: 70

AT: None (-55)

MERP Profession: Mage.

MERP Stats: ST 77, AG 100, CO 76, IG 96, IT 85, PR 95.

MERP Skills: Acting 35; Contortions 40; First Aid 30; Meditation 65; Music 15; Perception 65; Public Speaking 65; Read Rune 125; Ride 25; Stalk/Hide 20; Trickery 35; Use Item 115.

MERP Spells: 360 PP. Directed Spell OB 155. Base Spell OB 40. All base Mage lists and four Open Essence lists.

GOROVOD IN ROLEMASTER

Hits: 100 Melee OB: 65 Missile OB: 70

AT: 1 (55)

RM Profession: Sorcerer.

RM Stats: St 77, Qu 99, Em 90, In 80, Pr 95, Ag 100, Co 76, Me 96, Re 95, SD 96.

RM Skills: Acting 35; Administration 20; Contortions 40; Channeling 30; First Aid 30; Leadership 20; Meditation 65; Music 15; Perception 65; Public Speaking 65; Riding 25; Runes 125; Spell-mastery 25; Stalking & Hiding 20; Staves & Wands 115; Trickery 35.

RM Spells: 360 PP. Directed Spell OB 155. Base Spell OB 40. All base Mage lists to 15th level, all base Sorcerer lists to 20th level, four Open Essence lists to 20th level and two Closed Essence lists to 10th level.

Appearance: 61.

GOROVOD IN LoR

LoR Profession : Bard.

LoR Stats: Strength 0, Agility 0, Intelligence 3, Movement -1, Defense 1, Melee OB 3, Missile OB 3, General 1, Subterfuge 1, Perception 3, Magical 7, Endurance 70.

LoR Spells: All.

LoR Experience Points: 15,000.

GOROVOD'S PRINCIPAL ITEMS

The Scepter of the Fhalaugash—Made by Sauron himself, this bejeweled, mace-like scepter, forged of eog and crowned with a light-stone of pure red laen, is the symbol of rank of the Fhalaugash of Dol Guldur.



MERP/RM: This item is 2' in length and when wielded as a melee weapon (which is rarely done), the scepter acts as a +40 mace with each critical strike delivering an additional Electricity Critical of equal severity. More importantly the Scepter is a x6 PP multiplier for both Essence and Channeling spell casters and grants the user the ability to cast the spell list "Sounds Way" to 20th level.

The Dagger of Night—This enchanted ceremonial dagger made of ithilnaur and engraved with evil runes, is used by the Fhalaugash during sacrificial rites in the Great Temple.

MERP/RM: +25 dagger which radiates a strong aura of evil.

The Robes of the Fhalaugash—These enchanted black and crimson robes, like the Scepter, are a symbol of rank of the Fhalaugash of Dol Guldur.

MERP/RM: These robes bestow the wearer with a -30 DB.

ENNA SAN SARAB

Enna San Sarab was a (Greater) Giant Spider and the daughter of the infamous Shelob. She entered Dol Guldur around T.A. 1500 while still small and unremarkable and made her lair deep in the hidden confines of the fortress. But as Enna San Sarab grew in size and appetite she became known throughout the stronghold and feared by the lesser inhabitants. Sauron, however, was fond of her, as he thought of her, and forbade anyone from harming the fearsome arachnid.

By the time Enna San Sarab had grown to her full girth of seventeen feet she had, at the bidding of Sauron, moved her lair deeper in the citadel and began the spinning of the Great Web (see Section 6.62). After this time she and her Web served as the principle form of execution in Dol Guldur, as well as a nearly impassable barrier in Môrlat that prevented any intrusion into the deepest levels of the citadel through the central shaft of the volcano.

The offspring of Enna San Sarab go forth from Amon Lanc to populate the dark depths of Mirkwood and indirectly serve the Necromancer by making the forest a more dangerous place.

ENNA SAN SARAB

Lvl: 25.

Race: Giant Spider (Greater).

Home: Dol Guldur.

Names: the Lady of the Great Web.

ENNA SAN SARAB IN MERP

Hits: 375 **Melee OB:** 120HPi **Missile OB:** —
AT: Rigid Leather (-60)

MERP Profession: Warrior.

MERP Skills: Ambush 30; Caving 50; Climb 130; Perception 100; Stalk/Hide 130; Subduing 90; Track 50; Trap-building 200.

MERP Spells: None.

ENNA SAN SARAB IN ROLEMASTER

Hits: 375 **Melee OB:** 120HPi **Missile OB:** —
AT: 12 (60)

RM Profession: Fighter.

RM Skills: Ambush 30; Caving 50; Climbing 130; Perception 100; Stalking & Hiding 130; Subduing 90; Tracking 50; Trap-building 200.

RM Spells: None.

Appearance: 05.

ENNA SAN SARAB IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 4, Agility 1, Intelligence 0, Movement 1, Defense 4, Melee OB 6, Missile OB 0, General 6, Subterfuge 6, Perception 5, Magical 0, Endurance 300.

LoR Spells: None.

LoR Experience Points: 43,800.

ENNA SAN SARAB'S SPECIAL POWERS

Poison—Anyone bitten by Enna San Sarab will be injected with venom.

MERP/RM: In addition to the attack listed above, Enna San Sarab has a 95LHo attack and a 90HBi attack which subjects the victim to the spider's poison if a critical is scored. This poison requires the victim to make a -25RR versus 25th level. Failure means the victim becomes woozy, dizzy and disoriented for 10-20 hours, being unable to attack during this period, and, if bound by the spider's webbing, the victim will be unable to move. If not bound, movement is 1/3 normal.





Caran Carach

CARAN CARACH

Caran Carach (S. "Red Fang"), a descendent of Draugluin, the Greatest of Werewolves, was born in the early Third Age somewhere in the vast wilderness of Rhûn. He wandered the countryside for many years terrorizing villagers and slaying those who opposed him. But when he reached the borders of Rhovanion and heard tales of the Necromancer, Caran Carach went to Dol Guldur and became a minion of the Dark Lord.

He proved his worth through his savage cruelty, and soon he was given title of the Keeper of the Dungeons, becoming the principle guardian of the citadel prison. Caran Carach was fond of torturing his charges, and often worked alongside the Lords of Dol Guldur during interrogations. All the prisoners beneath the Hill of Sorcery quickly learned to fear the horrid stench of his approach.

Caran Carach is seven feet from head to tail and prefers to remain in his upright form most of the time, though he occasionally prowls the prison halls in wolf form to further terrorize the captives. He carries no weapons.

CARAN CARACH

Lvl: 16.

Race: Werewolf.

Home: Dol Guldur.

Names: Keeper of the Dungeons.

CARAN CARACH IN MERP

Hits: 200 Melee OB: 130LBI Missile OB: —
AT: Chain (-30)

MERP Profession: Warrior.

MERP Stats: ST 102, AG 98, CO 96, IG 82, IT 80, PR 89.

MERP Skills: Ambush 10; Caving 40; Climb 85;
Disarm Trap 30; Foraging 35; Perception 75;
Stalk/Hide 65; Swim 60; Track 70; Trickery 50.

MERP Spells: None.

CARAN CARACH IN ROLEMASTER

Hits: 200 Melee OB: 130LBI Missile OB: —
AT: 16 (30)

RM Profession: Fighter.

RM Stats: St 102, Qu 100, Em 73, In 86, Pr 89, Ag 98, Co 96, Me 74, Re 90, SD 62.

RM Skills: Ambush 10; Caving 40; Climbing 85;
Disarm Traps 30; Foraging 35; Leadership 30;
Perception 75; Stalking & Hiding 65; Swimming 60; Tracking 70; Trickery 50.

RM Spells: None.

Appearance: 23.

CARAN CARACH IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility 1, Intelligence 0,
Movement -1, Defense 3, Melee OB 6, Missile OB 0,
General 4, Subterfuge 3, Perception 4, Magical -1, Endurance 180.

LoR Spells: None.

LoR Experience Points: 18,300.

CARAN CARACH'S SPECIAL POWERS

Form—Caran Carach, being a Werewolf, can take one of two forms: a large wolf form for which he stands on all four legs as a normal wolf; or a Man-wolf form which enables Caran Carach to walk about as a bipedal creature, though he retains his wolfish appearance.

MERP/RM: This transformation takes three rounds. In both forms he can use his second attack of 110 MCL.

6.0 THE CITADEL

Deep in the shadows of southern Mirkwood, at the southwestern end of the Eryn Guldur, lies the barren valley of Nan Lanc. From the west end of the desolate vale, perpetually cloaked in thunder-riven storm clouds and black fogs, the ancient volcano, called Amon Lanc, towers over the nearby hills. Delved within its shrouded heights is the vast and terrible stronghold of Dol Guldur, the sanctuary of the Necromancer.

Amon Lanc is the highest point in Mirkwood. It reaches an elevation of 5,579 feet (roughly 4,500 feet above the surrounding terrain), dwarfing the nearby hills of Eryn Guldur and even surpassing the tallest peaks of the Eryn-nu-Fuin, the Mountains of Mirkwood. Dol Guldur is by any standard a huge citadel, stretching from the heights of the volcano to its darkest roots—far below the floor of the Nan Lanc. The central and primary section of the stronghold ("the Middle Halls") consists of seven "Levels." The highest portion of the fortress ("the Upper Halls") is comprised of three "Precipices." The lowest and most heinous areas of Dol Guldur, or "the Lower Halls," consist of five "Strata." Together the

fifteen tiers of the citadel hold hundreds of tunnels and corridors and well over a thousand chambers. Very few individuals, even among the underlings of the Necromancer, are familiar with the entire stronghold.

The interior of Dol Guldur is a startling mixture of extremes. Noisome smells and mounds of filth characterize its dungeons and rude Orc warrens, while polished marble floors and majestic columns adorn the great halls and residences of the citadel's Lords. Ingenious steam-driven devices aid messengers and victualers, hinting at the awe-inspiring depths of the Fifth Stratum, where geysers dance in the darkness. The Hill of Sorcery holds some of Middle-earth's most magnificent and horrifying locales.

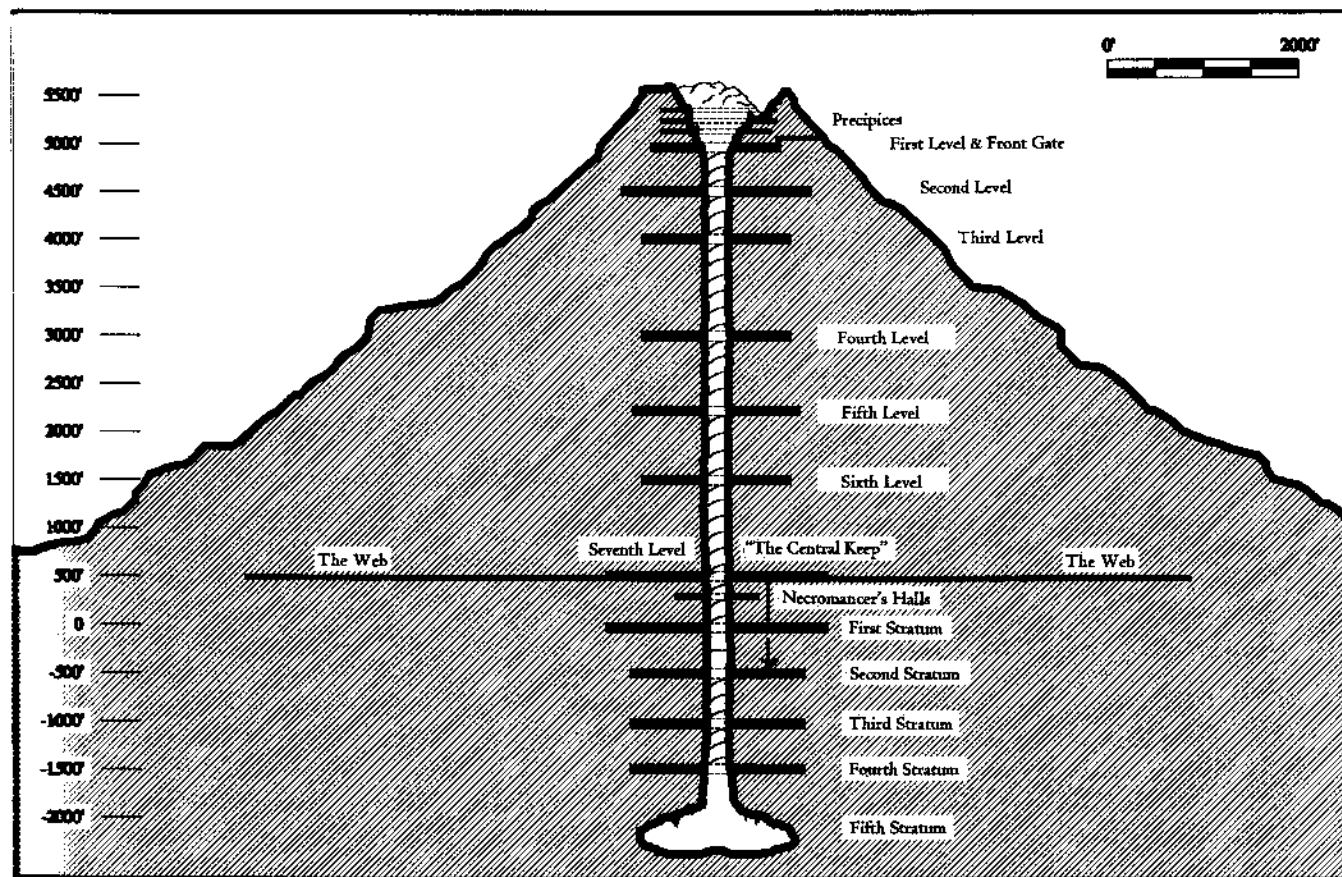
MÔRLAT

Amon Lanc's central lava vent, empty of molten rock for most of its history, measures nearly 8,000 feet from its upper lip to its watery depths in the Fifth Stratum. On the tongues of the inhabitants of the Naked Hill, this circular chasm is known as Môrlat (Or. "Black Pit"). At the top of the mountain, surrounded by the three Precipices, the Môrlat forms a large steep-sided basin which quickly narrows in its lower reaches. The sides grow sheer as the shaft plunges into the darkness of the volcano.



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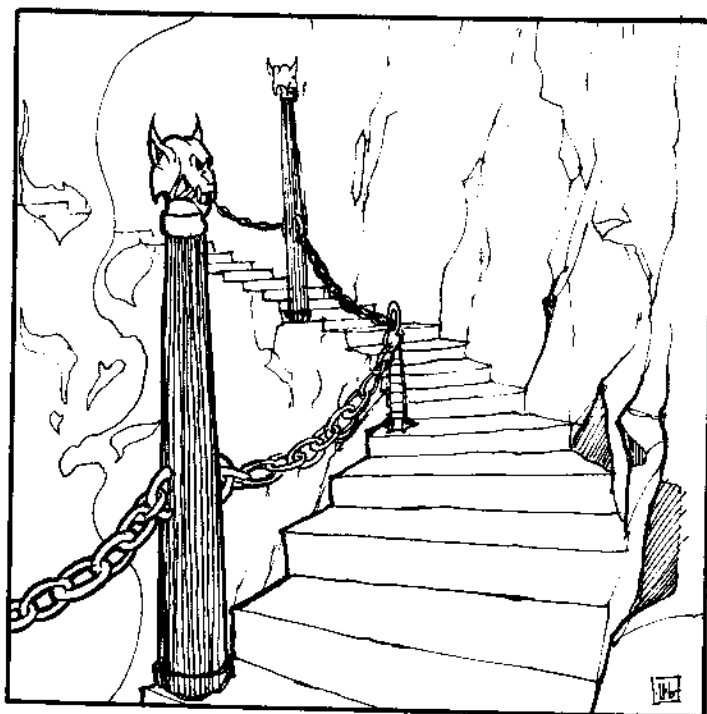
*Cross Section of
Dol Guldur*





At the First Level, a long and irregular staircase originates—cut into the sides of the Mōrlat—and winds down through the many tiers of the citadel. The Black Stair (Or. "Mōrshakal") suffers a break between the First and Second Strata. Its final flight reaches the Fourth Stratum, and few know the means of descending farther.

One of the main routes between the various levels of Dol Guldur, the Mōrlat also serves as an exhaust vent for the fires and torches burning within the fortress. Additionally, the boiling sulfur spring on the Fifth Stratum releases its heat and fumes through the Black Chasm. The Necromancer's minions have developed resistance to noxious gases due to their passage through soot-filled smoke, sulfur-laden fumes, and poisonous steam when treading the Mōrshakal.



The Mōrlat

ENTRANCES

Although the Front Gate, situated high on the flank of Amon Lanc, is designated the sole portal into Dol Guldur, seven entry ways can be used to enter and exit the fortress. Of the six other entrances, five branch off from the Web, a vast network of tunnels and caverns which surrounds the Seventh Level. These entry ways exit the subterranean labyrinth at outposts located thousands of feet beyond the base of the volcano and serve as more discreet routes into and out of Dol Guldur. (The fact that these fortified entrances actually give access to the interior of the citadel remains entirely unknown to the Free Peoples.) The seventh entrance is situated many miles to the south where Mirkwood gives way to the grasslands of the Talath Harroch. Its existence is known only to the Necromancer: a tunnel deep beneath the ground connects the concealed portal to his throne room.

The reasons behind the existence of multiple portals are several. The Front Gate, though highly defensible, is neither a convenient nor an efficient route by which to bring supplies and other goods into the fortress. Moving commodities into the stronghold through the lower entrances considerably lessens the burden of hauling supplies up the side of the volcano. Furthermore, the population of the citadel at its peak is such that the stronghold can not be adequately supplied through one channel only—the laden wains would clog the Men Uruk year round, while the goods spoiled before they could be unloaded.

Additionally, the Necromancer desires to keep the numbers of his minions hidden, making it necessary to conceal the huge quantity of supplies which regularly enter the fortress. The Front Gate is open to the view of any spies brave enough to venture close to the mountain. Dispersing incoming goods through several less prominent entrances conceals the true amounts procured. Similar caution is required in troop movement. When large contingents set forth from Dol Guldur, only a small number, if any, emerge from the Front Gate. Most travel along the tunnels connecting the stronghold to its subsidiary exits and depart surreptitiously. In addition to avoiding scrutiny, they obtain the benefit of escaping the hazards of terrain and weather.

Finally, the multiplicity of exits provides multiple retreat and escape options. Throughout the Third Age, Sauron is fearful that his true identity might be revealed before he regains his former potency and his plans reach maturity. He requires the means to depart Dol Guldur swiftly and secretly should the security of the stronghold be breached prematurely (as it was by Gandalf).

Note: For detail on the Front Gate, see Section 6.2. For description of the five lesser entrances, see Section 6.5 (The Web) and Section 7.0 (Nan Lanc and Eryn Guldur). And for coverage of Sauron's hidden exit, see Section 6.6.6 (The Fifth Stratum).

BARRACKS, QUARTERS, AND POPULATION

From the founding of Dol Guldur to the end of the Third Age, the population beneath the Hill of Sorcery continues to grow. The only exception to this trend occurs during the Watchful Peace, when most of the inhabitants are dispersed throughout southern Rhovanion. During much of its history, the citadel possesses many more chambers than are required by its residents. Our description of Dol Guldur, however, details living quarters and barracks as though all are in use. GMs should adjust their presentation of the citadel to reflect the population of the time period of their campaigns. Remember, too, that many of the troops dwelling within the citadel will be temporarily stationed in one of the outposts or detailed away from the stronghold on patrol. (For information about the different populations of Dol Guldur, see Section 4.4 Army Evolution.)

THE INNER WORKINGS

WATER

Water systems supply Dol Guldur's inhabitants with water. The primary system channels rain falling on the mountain's slopes into its interior. Mirkwood has an annual precipitation of twenty to forty inches. Due to its influence, Amon Lanc is nearly continuously shrouded in storm clouds, and the rainfall in the vicinity of the Naked Hill is significantly higher than in the rest of the forest. Numerous catch basins carved from the volcanic basalt flanks funnel rain into small shafts piercing the promontory. These conduits connect to cisterns throughout the Precipices and Levels of the citadel, in addition to filling the Great Cistern on the Fifth Level. Conduits from the Great Cistern supply the subsidiary systems throughout the Strata.

Two secondary systems supplement the water supplied by rainfall. On the Fifth Level, overflow from the Great Cistern spills into the Mörkarmaz (Or. "Black Lake"), an underground pool fed by a cool water aquifer separate from the one boiling into the Fifth Stratum far below. Conduits from the Black Lake to cisterns in the Strata may be used whenever precipitation cannot fulfill demand. To supply the upper portions of the citadel, a massive mechanism named "The Wheel" or the Dhaumabrukul (Or. "Push-wheel") was constructed to transport water against the force of gravity to the Upper Cistern. (See Section 6.1.2 for more about the Wheel.) The contents of the Upper Cistern are dispersed through small channels to Levels One through Four.

Note: The Precipices do not have any direct access to this supply, and any water needed, beyond that supplied by rainfall and the Avúlgój, must be carried by thralls. Likewise, the Web is not supplied with water from this system—however, wells have been dug in all of the Orc warrens. (See Section 6.5.)

More ingenious than the Dhaumabrukul are the Avúlgój (Or. "Steam-gullets"), vertical fissures which channel steam and water vapor from the bubbling cauldron of the Fifth Stratum up to condensation cells in the Third Precipice. Slanted flanges affixed to the fissure walls direct intermediate condensation into troughs which feed the rainwater cisterns, but the majority of the vapors reach the inclined steel plate located above a narrow vent hole in each condensation cell. Wind from outside the volcano is directed over the topside of the plate, cooling it and causing the water vapor in the steam to condense on its bottom surface. Channels in the floor of the condensation cell carry the droplets away to catch basins. Access hatches in the corridors of the Third Precipice permit Orcs to enter the cells occasionally to remove mineral deposits from the condensation plates.

Note: Steam is used for other purposes in Dol Guldur beyond the culling of its moisture. A separate network of Avúlkár (Or. "Steam-clefts"), narrow chimneys which maintain the steam's pressure, provide the impetus to lift drawbridges and power traps. See 6.1.6, Traps and Other Mechanisms, for more information on the Avúlkár.

6.1.2 HEAT

The fury of the Mörkazan (Or. "Black Cauldron")—the volcano's old magma chamber, long empty of lava, but brimming with boiling water, bubbling mud, and superheated steam—is fierce enough to cook unprotected visitors within minutes and to make the Fourth Stratum (immediately above) uncomfortably hot. The First through Third Strata also partake of the Mörkazan's fever, ranging in climate from muggy to pleasantly warm. The Levels and Precipices of Dol Guldur are cooler than the Strata, deriving their heat from the Avúlgój and Avúlkár that channel searing steam through the mountain's basalt mass.

Note: The Mörkazan fills most of the Fifth Stratum (see Section 6.6.6).

6.1.3 VENTILATION

Kitchen fires, temple braziers, hallway torches, smithy forges, and thousands of rank-breathed Orcs foul the air within Dol Guldur, yet death by suffocation is a rare event here. A vast web of Hundagam (Or. "Breath-shafts") pull fresh air from the flanks of the volcano into the stronghold, through its chambers and corridors, and out an equally extensive network of Mígúlagam (Or. "Vapor-shafts") into the Môrlat. The heat rising from the Mörkazan at the nether end of this natural chimney carries the fouled air rapidly upward, dispersing it harmlessly into the clouds shrouding the mountain. This rising action also creates the suction that draws fresh air into the Hundagam.

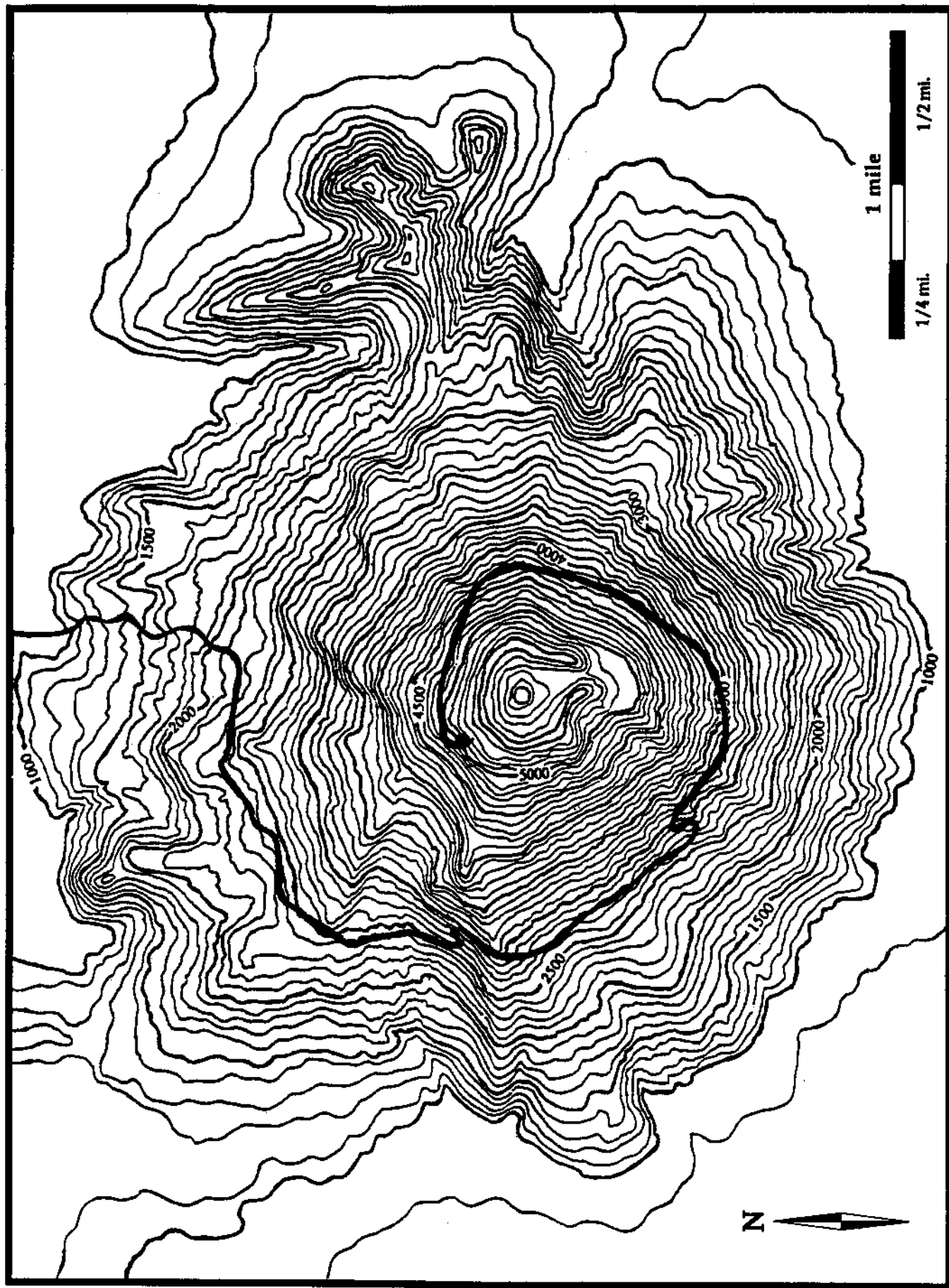
The Hundagam supplying the Strata are the longest of the airshafts, measuring up to 3,500 feet from mouth to terminus. Those of the Levels and Precipices are more modest, ranging from 100 to 800 feet in length. The oldest of the shafts, built by Dwarves, are square in cross-section, measuring 14 inches on a side. Many more were drilled by the Necromancer's minions as they labored to expand the citadel. These shafts are round with a diameter of 9 inches. Both types possess outer grills carved of basalt and fused with the stone of the volcano's flanks.

Note: Determined invaders could break one of these exterior grates and send a very slight individual (or individuals) down through a Dwarven shaft to breach the stronghold. However, such an adventurer would need exceptional climbing and crawling skills, since the incline of the shafts varies considerably along their length.

6.1.4 LIGHT

Throughout Dol Guldur flaming torches provide the primary lighting. In all the tunnels and passageways, as well as most rooms, sconces line the walls. The more luxurious quarters within the stronghold boast candlelight; other important chambers, such as the temples, possess braziers to supplement the torchlight. The old light-wells, originating with the ancient Dwarven inhabitants, have been plugged. Many of the Necromancer's minions shun the sun.





2.1.5 WASTES

Tons of refuse and unnumbered gallons of fouled water are produced in Dol Guldur by its inhabitants. Spoiled food, table scraps, sludge from the smithies, scrap metal, broken tools, rusted weapons, hole-ridden garments, shattered furnishings, drainage from the kitchens, corpses, filth from the Bagronk (Or. "Dung-pits" or "Privies")—all these wastes and more must be cleared from the citadel.

Many of the privies and sinks located in the upper portions of the stronghold possess drainage chutes leading to the Bagalaukan (Or. "Dung-pool"), the basin below the spillway for overflow from the Môrkarmaz on the Fifth Level. The Bagalaukan is emptied by a stream that rejoins the aquifer supplying the Black Lake, some miles south—ensuring that the tainted liquids move readily away from Dol Guldur. The stream never surmounts; its channel merely grows smaller until it disappears altogether.

The filth from the privies and sinks of the lower portions of Dol Guldur, as well as that from the facilities lacking drainage chutes in the upper citadel also reaches the Bagalaukan, but it must be extracted from limited cesspools and carried by bucket to the Fifth Level.

The thralls of the stronghold man this bucket brigade in addition to handling the collection of refuse from all chambers and hallways excepting the Orc warrens. The removal of wastes from Orcish quarters occurs only sporadically, generally when an Uruk captain wishes to assign an erring underling to a particularly loathsome task or when a lowly soldier can no longer find his sleeping pallet due to the piles of debris.

Once refuse has been collected, it is taken into the Web and dumped in one of the many pits or dead-end passages. Rats and other scavengers feed off any edible leavings, while the rest accumulates and rots. The resulting stench permeating the Web is virtually unbearable to any but the vermin dwelling there.

6.1.6 TRAPS AND OTHER MECHANISMS

"... Now goblins are cruel, wicked, and bad-hearted. They make no beautiful things, but they make many clever ones... Hammers, axes, swords, daggers, pickaxes, tongs, and also instruments of torture, they make very well, or get other people to make to their design, prisoners and slaves that have to work till they die for want of air and light. It is not unlikely that they have invented some of the machines that have since troubled the world, especially the ingenious devices for killing large numbers of people at once, for wheels and engines and explosions always delighted them, and also not working with their own hands more than they could help..."

— Hob, p. 62

Spurred on by their masters, the Orcs of Dol Guldur have devised numerous contraptions to bring a quick demise to foes who breach the citadel, as well as many clever mechanisms to make their own labors easier. The more significant of these inventions and those that are scattered most thickly throughout Dol Guldur are covered below.

Note: *The occurrence of traps and other devices in Dol Guldur is too frequent to permit the labeling of their locations on floorplan-type diagrams. GMs should place these mechanisms with some discretion. Too many traps or devices requiring deciphering slow the pace of an adventure, and the GM courts boredom in his or her players. Too few such items may promote complacency.*

The devices of Dol Guldur operate with much clanging and clanking of iron, hissing of released steam, and heavy vibration. Their makers, the Orcs, place little value on sleek elegance or smooth performance. And their creations do not function smoothly or silently. Subtlety does not indicate superiority and dominance among their kind. Indeed, noise and rough handling are the hallmarks of virility and leadership. The load riding a stair lift will be jostled; the swivel bridge swung aside will jerk and squeal as metal grates against metal.

Nor do the citadel's traps and mechanisms operate without tending. A team of Orcish sappers continuously travels the byways of Dol Guldur repairing chute traps, chamber traps, bridges, tugs, and lifts as necessary. They have the authority to draft any thralls or off-duty soldiers in the vicinity of the malfunctioning device. The sappers may also appropriate the tools and equipment needed to complete the repair. Barricades diverting messengers and patrols to alternate routes while the sappers and their helpers tinker with a jammed pulley or stripped gear can be found in half a dozen spots in the stronghold on any given day.

TRAPS

Drain-chute Traps

The drain-chute trap is a variation on a popular design: the chute trap. It is usually located in a corridor, sometimes on a ramp or even a stairway, relatively near a privy. The unwary trigger the trap by stepping onto a section of floor which pivots to dump the victim into a slick tube connecting to the drain chute of the adjacent privy. The poor fool ends in the Bagalaukan (on the Fifth Level), where the noisome water poisons him, if the lingering sorcery permits him to live so long.

Locking rods, which can be engaged using foot pedals located low on one wall, enter the free edge of the pivot stone, thus freezing the mechanism and preserving the passerby from a revolting slide into the depths of Dol Guldur. Sometimes these pedals are concealed in a nook behind a panel. More often they simply lurk inconspicuously near the floor, in full view, but often overlooked by the uninitiated.





Fume-chamber Traps

Usually located in a modest room or closet, the fume-chamber performs its function when the victim steps on a trigger plate in the floor, often located just across the threshold. Depressing the plate opens a valve in one of the Avúlkar, releasing pressurized steam which operates a mechanism that slides a metal door out of a slot in the doorway. The door seals the opening (whether the normal portal there is open or closed) and releases another valve to dispense a mixture of the poisonous gasses (sulfur fumes, copper vapor, carbon monoxide, to name a few) roiling in the Môrkazan. After 18 minutes pass, the valve shuts and the sealing door recedes.

A variant of this trap occurs in corridors. Weight applied to the triggering floor plate causes stone slabs to fall (much like solid portculli) from the ceiling, bracketing the victim between them. The noxious gasses are then released into this temporary chamber. After 18 minutes, the trap re-arms itself.

Fume-chamber traps of both varieties also possess locking rods which prevent the depression of the trigger plate. Those in corridors boast the foot pedals described above (under drain-chute traps). Those located in rooms display levers in the wall (outside the room) adjacent to the entry way.

Môrlat-chute Traps

A variant on the chute trap, the Môrlat-chute trap functions similarly to the drain-chute trap, with the difference that its victim descends a nearly vertical shaft that opens onto the central vent of the volcano. He receives a magnificent view of the Black Stair and the many loop holes piercing the walls of the Môrlat for the duration of his fall. The plunge ends in the searing steams and scalding waters of the Môrkazan.

Mud-pit Traps

The most significant concentration of thermal activity in Dol Guldur occurs in the Môrkazan, but the Black Cauldron is by no means the sole focus of the citadel's sulfur springs, geysers, and mud pots. Many smaller pockets of boiling water, roiling mud, and noxious vapors are sprinkled throughout the Strata and the lower Levels.

Mud-pit traps are located near such pockets of thermal activity. When the locking rods are withdrawn (accomplished by manipulating the nearby floor pedals) and 99 pounds or more placed on the counterweighted stone covering the mud pit, the block swings down and into a housing, tumbling the victim into the awaiting shaft. (Once his or her weight is removed from the stone, it returns to its normal position.) When the victim reaches the bottom, an aper-

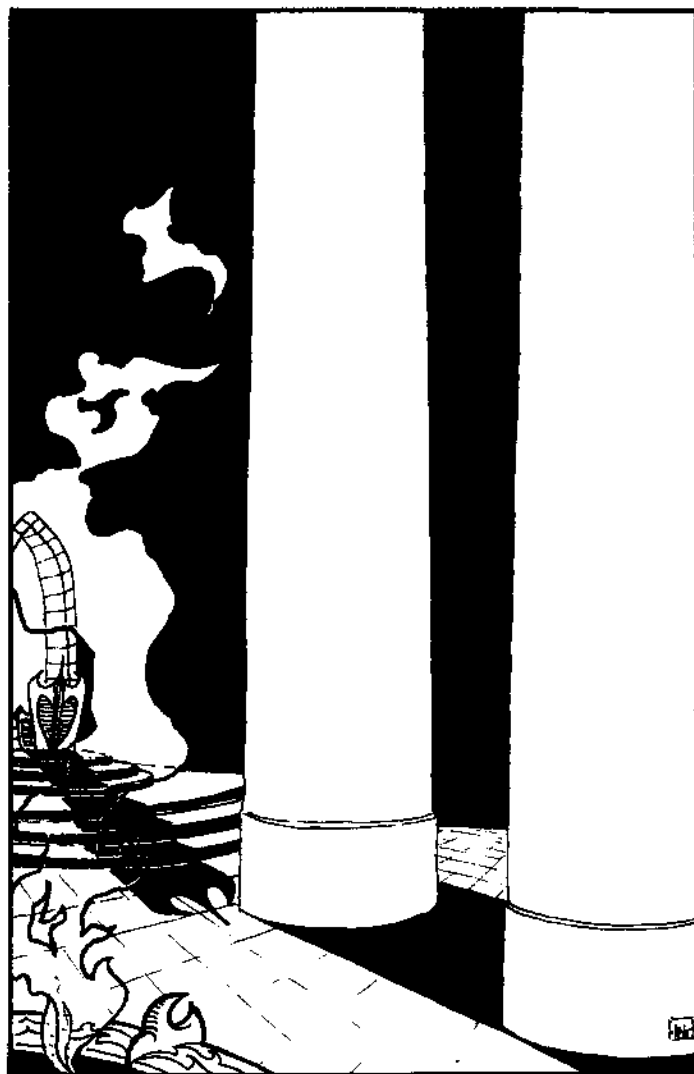
ture there opens to allow a slurry of boiling mud to fill the pit. A second aperture can be operated manually by a wheel placed near the foot pedals controlling the locking rods. The second aperture drains the pit. (Variations on this trap—boiling-pit traps and steam-pit traps—introduce boiling water or scalding steam into the pit.)

Steam-chute Traps

Another variant on the chute trap, the steam-chute trap shares the mechanisms employed by the drain-chute trap (pivoting floor-section, locking rods operated by floor pedals, slick tube, etc.). The victim is deposited into one of the Avúlkar, where he or she falls through searing steam. Usually the poor fool is dead long before reaching the Môrkazan which receives the corpse.

Steam-jet Traps

The steam-jet trap is triggered by a pressure plate, usually set into the floor, sometimes placed on a wall by a door or in a balustrade guarding a stairway. Pressure on the plate opens from one to nine valves in adjacent Avúlkar. Each valve releases a burst of hot steam, inflicting severe burns on anyone touched by the jet of vapor.



OTHER MECHANISMS

Drawbridges & Swivel Bridges

Although the Môrlat is the most formidable of the vertical fissures traversing Dol Guldur, it is not the only such rift. Any number of corridors, tunnels, and chambers boast lesser chasms which are bridged so as not to impede the passage of the citadel's troops. Most such spans are immutable fixtures, but in areas critical to defense of the stronghold drawbridges or swivel bridges make their appearance.

Both are constructed of wood and reinforced by steel beams. Drawbridges are lifted by chains which rise to winches located either in towers or an adjacent wall. The winches are turned by geared fans driven by jets of steam from an Avúlkar. Swivel bridges turn on a pivot placed at one end, the other free end swinging around until the bridge is situated parallel to one lip of the chasm. The pivot rests in a housing below the span. It is geared and connected by a series of gears and pulleys to a steam-driven fan. The gears must be engaged to swing the bridge aside.

Rail-cart Tugs

The Dwarves who first inhabited the volcano depleted much of its mineral resources, especially the more precious ores and the sapphire plug located in the mines of the Fifth Level. A modicum of gold remains, as do more substantial veins of silver, but the colored varieties of laen are entirely absent. Iron, copper, tin, and bauxite are plentifully available, and these lodes occupy the majority of Dol Guldur's miners.

The fruits of the miners' labors are collected in small carts that run on rails laid on the tunnel floors. The more productive portions of the mines boast a steam-driven propulsion system or "tug." Between the parallel rails on which the ore carts roll is located a chain loop bearing hooks. The loop wraps around a sprocketed and geared pulley at each end. The gears mesh with steam-driven, geared fans. As the pulleys turn, the entire chain loop moves, and the attached hooks, which catch a bar on the bottom of the ore carts, move the carts forward. When a cart reaches the end of the tug, an Orcish attendant pushes it the few inches necessary for the next tug to catch the bar on the underside of the conveyance.

Stair Lifts

Stairs form the majority of the vertical connections between the many layers of Dol Guldur. In an unaugmented state, they generate serious barriers to the distribution of supplies throughout the citadel. To ameliorate this difficulty, most are augmented by stair lifts. Along one side of a straight staircase or around the outer edge of a spiral stair runs a rail traversed by a modest platform. A horizontal arm projects from the platform to grip a chain, located within a channel in the wall and wrapped around a geared pulley at either end. Steam turns the pulleys. (See the rail-cart tugs, above, for details on the interface between the

pulleys and steam.) The resulting movement of the chain hoists the platform upward along its rail. A differing set of gears are engaged to permit the platform to make a controlled descent. Most stair lifts can accommodate a 900-pound load.

Steam Catapults

The steam catapult harnesses steam to hurl its projectile. It is composed of a thick tube of iron, nine feet in length, with an interior bore of nine inches, connected by a slightly smaller tube at its nether end to one of the Avúlkars. When the valve in the connector is flicked open using a lever, steam from the Avúlkar bursts into the steam catapult and propels a metal slug along its length and out its mouth at great speed. The weapon's range is approximately 600 feet.

The catapult rests at a slight angle to enable the round slugs used in the weapon to be loaded by placing them in its mouth. From there they roll downward into position. When hurled from the catapult, a slug's trajectory curves upward for some distance before succumbing to the downward tug of gravity. Only a dozen steam catapults are present in the citadel: two trained upon the road approaching the Front Gate, the remaining ten guarding the Môrlat.

Vertical Lifts

Vertical lifts are comprised of a platform (usually quite large) suspended in a shaft. A hole at the center of the platform enables a chain loop to move freely. The bottom end of the loop runs around a free spool. The top is guided around a geared pulley driven by steam. The platform is securely affixed to one point of the chain loop and thus rises or descends as the loop moves. No vertical lift connects more than two layers of Dol Guldur. That is to say: if the topmost position of a platform is the Fourth Level, its lowest position is the Fifth Level. Vertical lifts can support loads up to 9,000 pounds.

6.1.7 MOVEMENT WITHIN THE CITADEL

Traveling between different locations in Dol Guldur can involve an extended trek. From the lowest depths of the Fifth Stratum to the lofty reaches of the Third Precipice measures nearly one and a half miles as the crow (or fell beast) flies! Rarely is anyone required to make this long climb. Even the thralls of the citadel use a relay system when conveying wastes from the Precipices to the Fifth Level. Shorter journeys, however, are often necessary, particularly for messengers of the high-ranking officers of the Kazgûmhoth.

Directives sent via an Uruk messenger, perhaps from an Urdânuh housed on the Third Stratum to an officer stationed on the First Level, are commonplace. Their delivery requires an Orc to ascend 4,000 feet. Specially trained Uruk-hai are assigned to the duty, but completion of the journey nonetheless takes time and several rests along the way.





Most messengers can ascend at a rate of about 1,000 feet every thirty minutes (including rest stops); during shorter stints, the rate of travel is increased to 1,000 feet in twenty minutes. Of course, descent is considerably faster: 1,333 feet every thirty minutes on long hikes, and 1,333 feet every twenty minutes on short ones. A faster pace (up or down) can be obtained in times of emergency with the risk of death by exhaustion to the messenger.

Other inhabitants of Dol Guldur move far more slowly. The average pace is 1,000 feet upward in one hour or 1,333 feet downward in one hour. Attempts to quicken the pace court a much higher risk of exhaustion than that faced by the trained messengers.

6.2 THE FRONT GATE

Located high on the side of the Naked Hill, the Front Gate looms over the Nan Lanc. The valley floor lies nearly 4,000 feet below. The stone-paved road built long ago by the Dwarves to reach the cauldern rim now leads to this impressive portal. Re-named the Men Uruk (S. "Orc Way"), the road winds up the northern flank of the volcano.

The strategic placement of the Front Gate makes besieging Dol Guldur a daunting task. Any attacking army would be forced to string its forces out along the road to ascend the mountain, and then to assault the Front Gate with little space in which to organize the attacking troops or to make use of siege engines.

The Front Gate marks the primary entrance into Dol Guldur and remains heavily guarded at all times. Each warrior stationed in its confines carries a bugle or a bullroarer (a slat carved of bone and attached to a light chain that makes a roaring noise when whirled) with which to sound the alarm if any intruders are sighted.

The Orcish inhabitants of Dol Guldur have their own name for the Front Gate: the Madhûm (Or. "Looming-portal"). Like several other of their terms for portions of the citadel, it is a popular moniker, used by the mannish warriors as well.

6.2.1 THE FRONT GATE: FIRST LEVEL

1. Men Uruk. The Orc Way winds down Amon Lanc from the Madhûm, extending across the Nan Lanc into Mirkwood. Due to the steepness of the volcano, the road has been cut deep into the side of the mountain, forming a long, undulating shelf that circles up to the summit. The way gains elevation at a moderate rate allowing horses and wagons to ascend the dark slope. It is wide enough for two horses to walk abreast; one wagon may not pass another. No railing or wall is present to prevent an unwary person from tumbling over the edge.

The Men Uruk passes within bow range of the two Kragor-lug (Or. "Fang Towers") found on the Second Level. Any unwelcome traveler who dares to ascend the volcano via the road is likely to be spotted (on a roll of 10-90) long before he reaches the Front Gate, even under cover of darkness.

2. Entrance Corridor. The corridor is sealed at both ends by huge black gates of solid galvorn. Both gates can be barred with a thick rod of the same ore, and powerful enchantments ward off any damage from normal siege weapons, such as battering rams. The gates remain closed and barred except when someone is entering or exiting, and no one is admitted without specific orders. Both gates are never open at the same time.

The corridor is further defended by a series of six portculi, three of which are typically raised at any given time. The controls for manipulating the portculi are located in the adjacent guard rooms (#7). Arrow slits line the corridor's walls, and murder holes dot its ceiling.

3. Defense Chamber. The chamber serves as a collecting point where attackers may be fired upon if the first two gates are breached. Its ceiling is forty feet high and the two portals opening into adjacent guard rooms (#4) are identical to those guarding the entrance corridor (#2). The far wall, opposite the doors, is pierced by arrow slits placed for warriors stationed in the adjacent guard room (#8). All the walls possess arrow slits located thirty feet above the floor and manned by warriors with short bows in elevated shooting galleries. (See 6.2.2, The Front Gate: Second Level, #1 and #2.) Goods brought into Dol Guldur via the Front Gate are inspected here.

Ten soldiers are stationed in the defense chamber at all times.

4. Guard Rooms. Three warriors monitor the traffic through these chambers. A portcullis blocks each entrance to the corridors leading farther into the fortress. The portculi can only be opened from the guard room at the other end of the corridors (#8).

5. Stable & Wagon Storage. Wagons are loaded, unloaded, and stored in these chambers. Stalls for horse are also present. Not many of these beasts reside in the citadel. Most are pack horses, but a few fiery war horses kick at their stalls. Three stable hands handle the horses and wagons, but the guards in the adjacent chambers (#4, #7) are responsible for any goods.

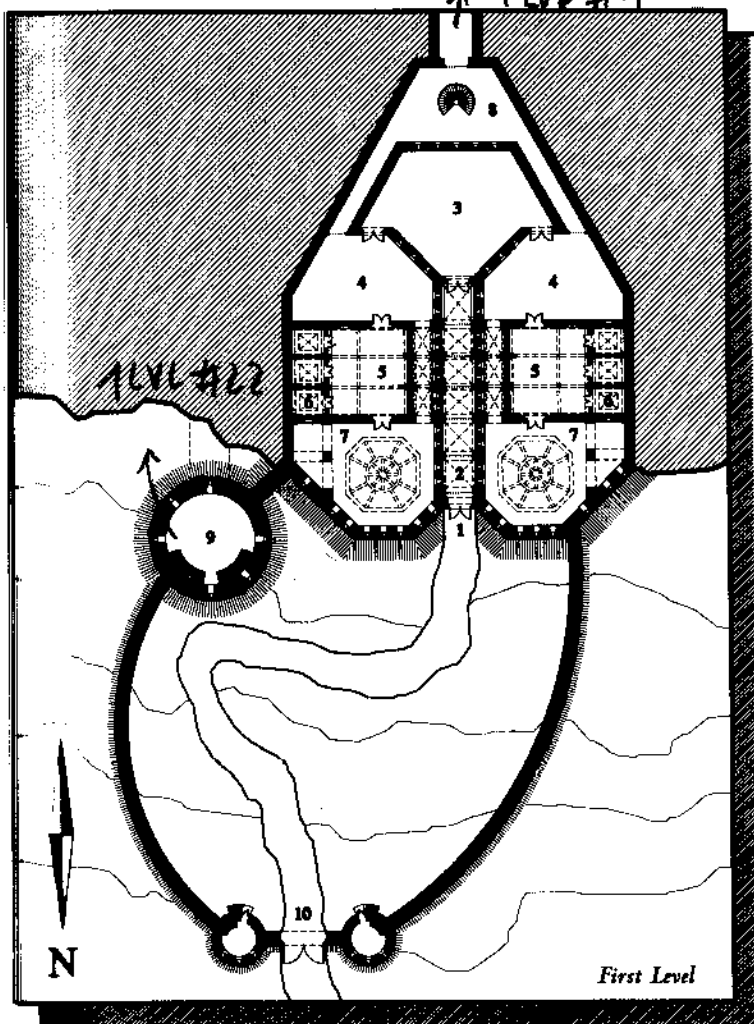
6. Horse Stalls.

7. Guard Room. Ten warriors man the arrow slits onto the entrance corridor (#2). The controls for the portculi are present, as are bales of fodder for the horses.

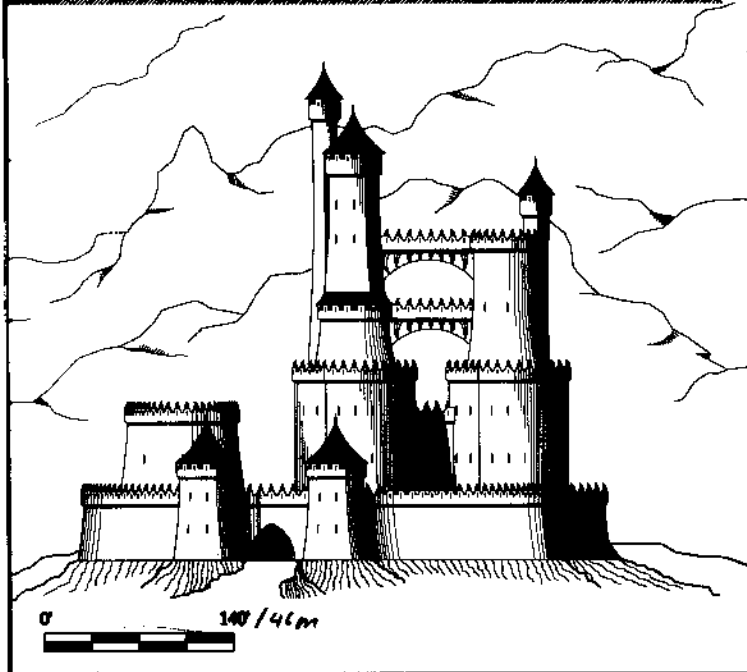
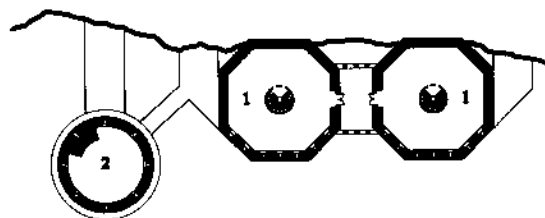
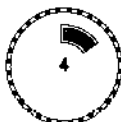
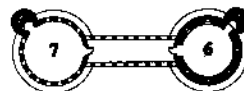
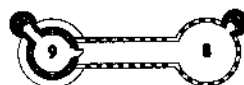
8. Guard Room. A spiral stair ascends to the second level of the Madhûm. The corridor at the back of the chamber passes through a series of guard chambers and checkpoints before reaching a spiral stair that descends to the citadel's First Level.

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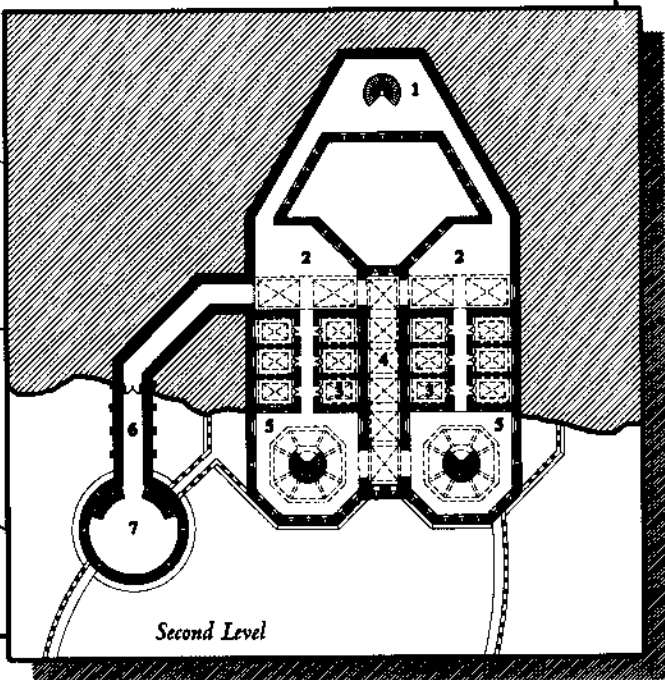
1. LVL #1



Upper Levels and Towers



THE FRONT GATE





9. Defense Tower. Loopholes overlook the steep bailey outside the Front Gate and the slopes above the portal. Stairs within the tower ascend to its second tier and to its rooftop, as well as descending to a round chamber that is part of the First Level of Dol Guldur (see Section 6.4.1, The First Level, #22). The defense tower becomes extra storage space or temporary barracks in times of a siege.

10. Bailey & Wall Towers. The bailey of the Madhûm is a steep, rocky slope surrounded by a forty-foot wall with battlements atop it. Two wall towers and a gate complete the outer defenses.

The gate is comprised of huge iron doors that can be barred in times of attack, but often remain open when no enemy threatens. The wall towers are simple three-story structures with narrow circular staircases. On the second floor of each tower, a door opens into the bailey. On the third, doors open onto the battlements atop the wall and those over the gate.

Note that no connecting portal is present between the wall and the Front Gate fortress: the only way to reach the battlements atop the wall is to ascend the one of the wall towers. Furthermore, the wall is solid stone blocks and has no corridor within it.

The entire outer defense structure, including the wall, the wall towers, and the gate, are guarded by approximately thirty soldiers. They patrol the battlements and man the towers. When an attacking force is sighted, more warriors are moved to defend the area.

6.2.2 THE FRONT GATE: SECOND LEVEL

1. Guard Room. Eight soldiers guard the stairway from the first level of the Madhûm. Arrow slits overlook the defense chamber below (#3 in Section 6.2.1).

2. Guard Rooms. Eight warriors are stationed in each of these chambers to man the arrow slits overlooking the defense chamber below (#3 in Section 6.2.1).

3. Barracks. These temporary barracks can house up to ten soldiers each, but are only used in times of siege.

4. Guard Hall. The corridor boasts murder holes in its floor. The apertures defend the entrance corridor (#2 in Section 6.2.1) on the first level of the Front Gate. Large cauldrons line the walls. The vessels may be filled with oil to be ignited and poured through the holes.

5. Defense Chambers. Posted with twenty-five warriors. They watch for intruders and defend the main gate below with missile fire. Two steam catapults are located here. The weapons are trained on the Men Uruk beyond the bailey.

Spiral stairs ascend to the upper levels of the towers of the Madhûm.

6. Causeway. A raised walkway emerges from the mountainside to give access to the defense tower (#9 in Section 6.2.1) of the Madhûm. Heavy iron doors (locked and barred at all times) stand at each end of the walkway. A pair of soldiers stand guard behind both.

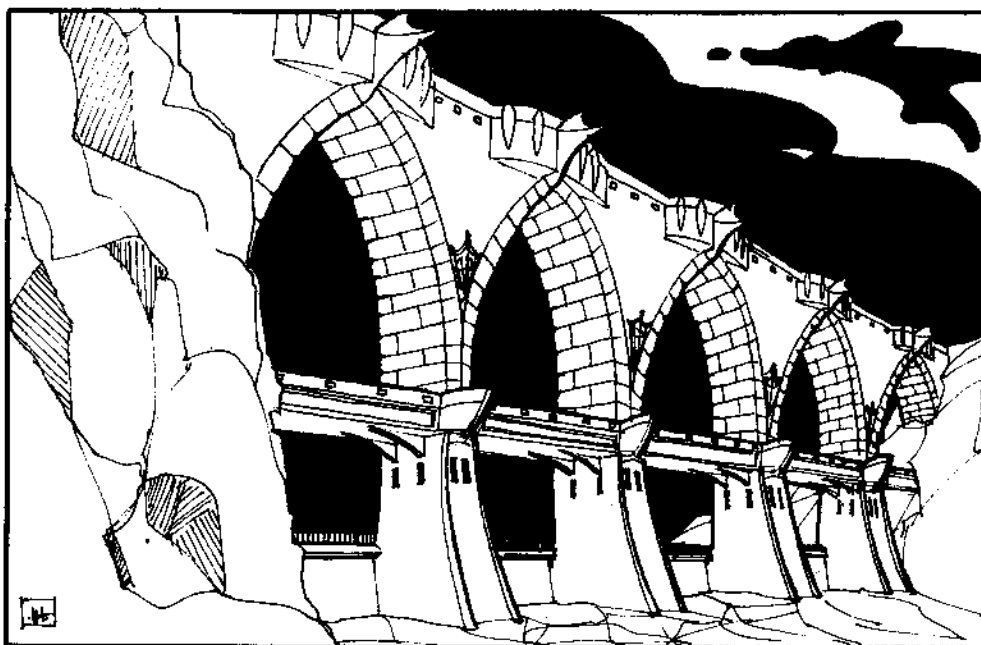
7. Defense Tower. Eight to ten warriors are stationed here. The stairs lead both up and down.

6.2.3 THE FRONT GATE: UPPER LEVELS AND TOWERS

Note: All the rooms and battlements from this point and higher are essentially guard rooms or other defensive positions. The chambers are unadorned, and the information given below will primarily be the number of soldiers present in each location.

1. Guard Rooms. Ten warriors stand guard.

2. Guard Room. This room is the highest chamber in the defense tower (#9 in Section 6.2.1). A ladder leads to the battlement atop the tower. A heavy iron-bound oak trap door opens above the ladder. Stairs descend to the lower level. Five soldiers are stationed here.





3. **Guard Rooms.** Ten guards are posted here.
4. **Defense Tower Roof.** The battlement serves as a watchpost. Four warriors stand guard.
5. **Guard Rooms.** Off-duty soldiers are permitted to gamble and gossip in these rooms. The large circular stairway in each tower ends at this level. A smaller spiral stair in an outside turret continues upward. The battlements outside the guard rooms boast six guards each.
6. **Guard Room.** Three soldiers are posted here. A crenellated bridge connects the guard room to the breezy aerie (#7) in the adjacent tower. A heavy iron-bound oak door opens from the guard room onto the bridge which is patrolled regularly.
7. **Aerie.** Crenellation rings the aerie, much like a rooftop battlement, permitting defenders to direct missile fire at any angle. The tower steps inward to a smaller diameter and continues upward. Six warriors guard the aerie.
8. **Battlement.** Three warriors stand watch. The spiral stair serving the battlement ascends another level to a small roofed watchpost on its top landing.
9. **Guard Room.** Two warriors are posted here. A bridge similar to the one below it (between #6 and #7 above) connects the guard room to the battlement (#8) of the adjacent tower.
10. **Guard Room.** Two guards are present.
11. **Battlements.** This is the topmost battlement of the Madhûm. Two warriors stand guard. The spiral stair serving the battlement ascends another level to a small roofed watchpost on its top landing.

6.3 THE UPPER HALLS

The Upper Halls begin with the First Precipice, located just above the Front Gate and named by the Orcs Afarkîlghash (Or. "Nearing-the-Sun"). Two more tiers rest atop the First Precipice: the Second Precipice (Mûbûllshumdîl or "Too-close-to-the-Sun") and the Third Precipice (Gurzîlghash or "Burning-in-the-Sun"). Together the three tiers comprise the highest portion of Dol Guldur. They serve primarily as a constellation of watchposts guarding the upper lip of the volcano and its central vent.

The Môrlat is considerably wider where overlooked by the Precipices than it is at deeper elevations—existing more as a cup or bowl than as a shaft. Nor does the Môrshakal—the stair ubiquitous in the darker reaches of the well—continue above the Front Gate. Instead, five circular staircases ascend from the First Level to the Afarkîlghash.

In addition to watchposts and temporary barracks, two other significant locations reside in the Upper Halls: the Fell Beast's Eyrie and the Clouded Bridge. The former is located on the Third Precipice and provides a safe landing for Sauron's most prized steeds. Dark and powerful individuals in the service of the Necromancer arrive at this dreaded shelf and from there make the long descent into the citadel.

The Clouded Bridge is Dol Guldur's largest exterior structure. It spans a great V-shaped fissure in the lip of the Môrlat, defending the gap against invaders who might attempt an ascent from the Men Uruk where it passes the breach a mere thousand feet below. The Clouded Bridge is a layered fortification possessing two tiers patrolled by warriors. Access to its battlements may be achieved from both the Second and Third Precipices.

The Precipice barracks are dedicated to short-term occupancy. The garrison of the Upper Halls is rotated every six days, and the troops all have permanent quarters deeper in the stronghold. The warriors stand six-hour watches, with six hours off-duty before they must patrol or man a post again. The Orcs on the rotation dislike the Precipices, grumbling of cramped quarters, chilling drafts, and above all the uncomfortable proximity of the sun.

The rotating garrison of the Upper Halls numbers approximately 500 warriors (including Ujâks). In addition, five Drartûlu and one Krîtar oversee these soldiers and direct the defense of the volcano's summit. Half of the troops are on duty at any given time. The barracks accommodate only 250 bunks: each bed must be shared by two warriors on opposite watches.

No kitchens are located in the Precipices, and each warrior on rotation must pack rations sufficient for six days. Officers alone are served by thralls who lug meals up from the mess halls below.

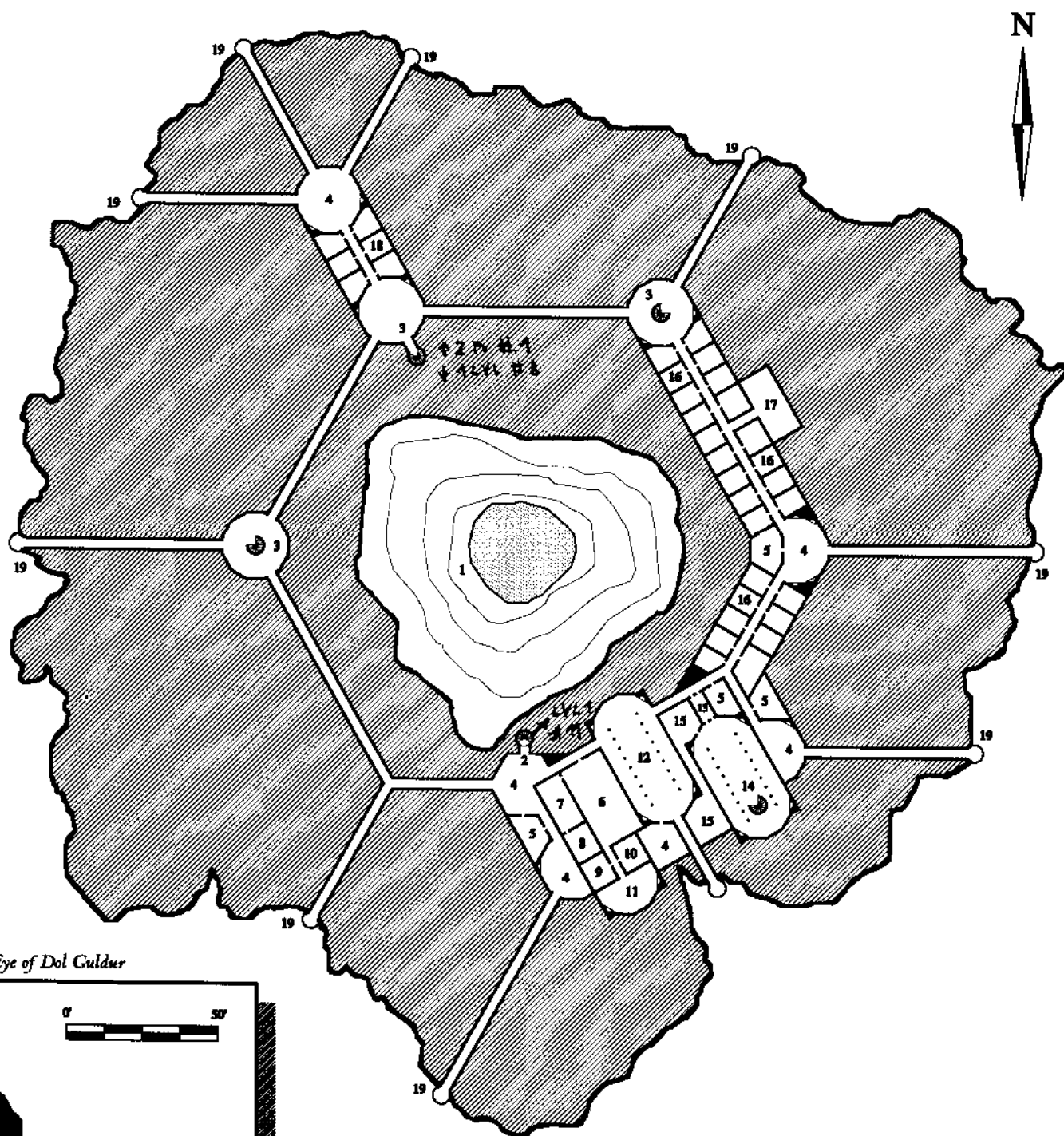
The walls, floors, and arching vaults of the Upper Halls are faced in cut stone. Ceilings are fifteen feet high. Doors, unless otherwise noted, are fashioned of iron.

6.3.1 THE FIRST PRECIPICE

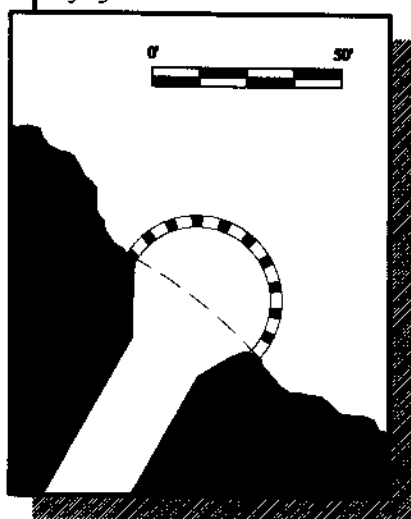
By far the largest of the three tiers, the First Precipice (Or. "Afarkîlghash") contains all the temporary barracks for those warriors stationed in the Upper Halls. Due to the high elevation and relative openness of this level, a cold breeze whisks through its main passageways.

1. **Môrlat.** At the First Precipice, Amon Lanc's central vent begins to widen, forming the base of a shallow bowl atop the vertical shaft. No stairs are present. (See Section 6.4.1, #1, for more information.)

2. **Circular Stairs.** The steps ascend from the south gathering hall on the First Level.



Eye of Dol Guldur



FIRST PRECIPICE



3. **Guard Rooms.** Six warriors stand guard in each chamber. The circular stairs both ascend to the Second Precipice and descend to the First Level.

4. **Guard Rooms.** Six warriors are posted in these chambers. Every twelve minutes, three march out to the watchposts ("Eyes") overlooking the flanks of the volcano and relieve the trio stationed there.

5. **Storage.** Rations, tools, equipment, and gear are stored against the eventuality of a siege.

6. **Meeting Room.** Officers stationed in the Upper Halls receive their orders in this chamber. A large oak table stands alone in the stark space. Five warriors are on guard.

7. **Krítar's Sitting Room.** The commanding officer of a rotation dines in solitude and takes his leisure in a private sitting room. The chamber is spartan, its furnishings dull and scuffed. The door is always locked, and its only key held by the Krítar in residence.

8. **Krítar's Bedchamber.** A worn bedstead, bureau, washstand, and chair occupy the room. No personal effects are present; the Krítar occupies these quarters too briefly to accumulate gear.

9. **Servants' Quarters.** Six thralls serve the Krítar.

10. **Guards' Quarters.** Three of the Krítar's personal guard are quartered here.

11. **Drartúlu's Quarters.** The five Drartúlu on rotation share quarters.

12. **Gathering Hall.** Training exercises occur twice daily. Stools and small tables are shoved against the wall to make space for the requisite sparring matches and other maneuvers. At other times, off-duty soldiers congregate in the hall to gamble and relax. From thirty to fifty may be present.

13. **Antechamber.** Two warriors guard the doors.

14. **Greater Guard Room.** Regarded as the main defensive point for the three Precipices, one Drartúlu is always present to coordinate any orders coming from the Krítar in command. In addition, fifteen warriors stand watch in the chamber.

15. **Small Armory.** A subsidiary arms depot, it contains enough weaponry and armor for thirty soldiers, although this equipment goes largely unused. No exceptional or enchanted arms are present. Five guards are stationed near the door.

16. **Barracks.** Each room accommodates ten bunks. Two warriors, on opposite watches, share each mattress.

Due to the cramped conditions, disputes erupt frequently.

17. **Mess Hall.**

18. **Storage.** These rooms can serve as barracks during a siege, but they are primarily used for storage. Several are empty, and all are typically unlocked.

19. **Eyes of Dol Guldur.** These watchposts are small platforms, cut from the side of the mountain. Each possesses a rounded edge with a three-foot parapet running along its perimeter. The Eyes are almost invisible from the surrounding valley. Nor are they easily approached from outside. Located in the uppermost reaches of Amon Lanc's steep cinder cone, the platforms are inaccessible to any but the most accomplished mountain climbers, and these potential invaders would need to avoid being seen during their ascent. Three warriors are stationed at each Eye, and regularly relieved. At the first sign of trouble, one is quickly dispatched to alert his superiors.

6.3.2 THE SECOND PRECIPICE

With many more openings to the sky, the Second Precipice is considerably chillier than the First and more hated by Orcs (who name it *Mûbállshumðil*—"Too-close-to-the-Sun"). Its design is purely defensive. No quarters or storage rooms are present.

1. **Guard Rooms.** These large, empty chambers are guarded by six warriors at all times. No unauthorized individuals are permitted to pass. The circular stairs lead both up and down, save one flight (located to the northwest of the *Môrlat*) which descend only.

2. **Watchposts.** Platforms similar to the Eyes, the watchposts are smaller and manned by only one warrior.

3. **Eyes of Dol Guldur.** See Section 6.3.1, # 19.

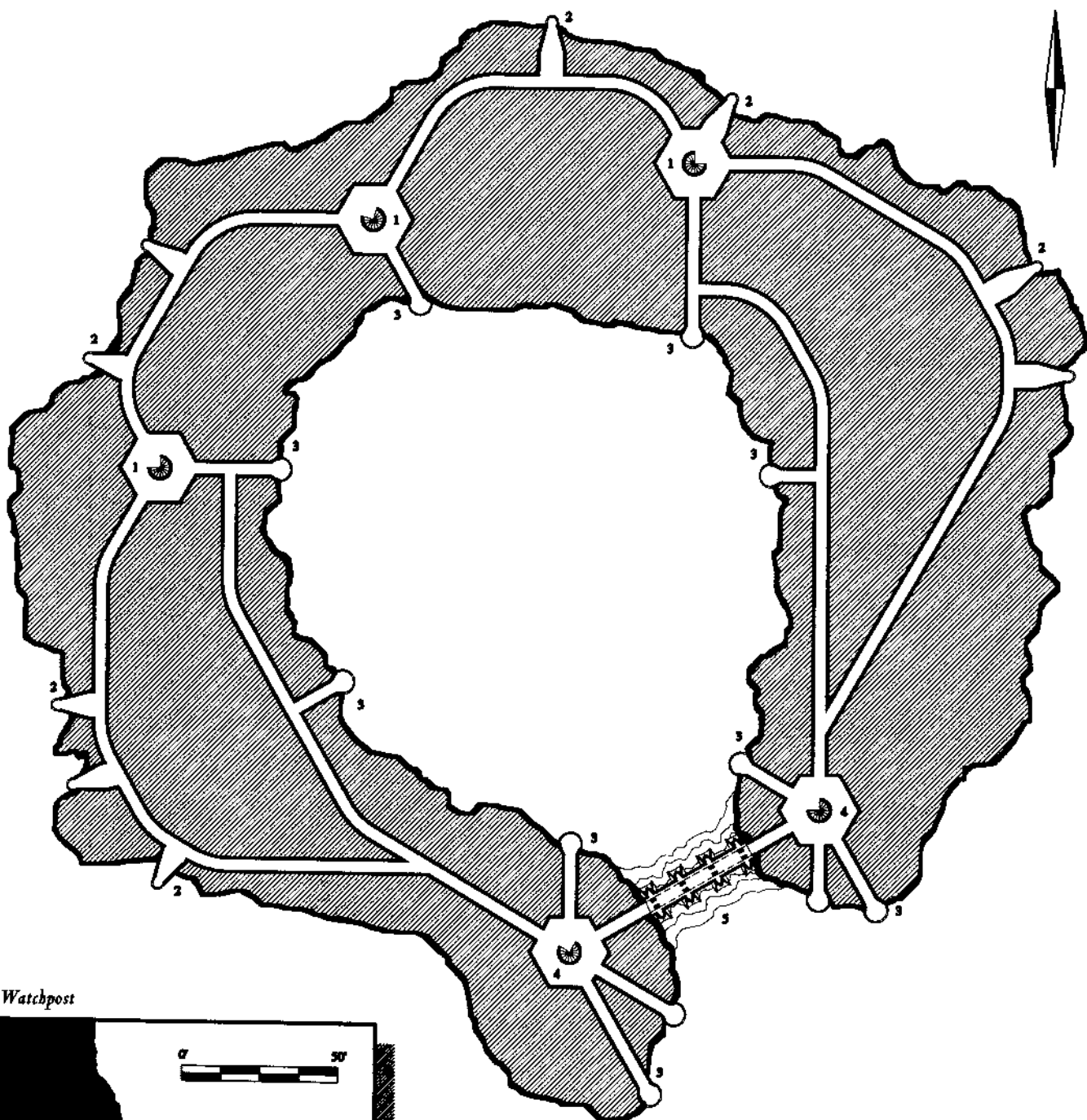
4. **Bridge Guard Room.** The soldiers stationed here, in addition to monitoring the stairs, also control passage onto the Clouded Bridge. The stairs in the room on the right (as one looks northwest) lead down to the Greater Guard Room (#14 in Section 6.3.1) on the First Precipice and up to a guard room (#2 in Section 6.3.3) on the Third Precipice. The stairs in the room on the left lead up to a guard room on the Third Precipice, but do not descend from this level.

5. **The Clouded Bridge (Lower Level).** The Clouded Bridge, as noted above, is the largest exterior fortification of Dol Guldur. Its name was derived from the dark storm clouds and smog that hang about the upper reaches of the volcano. Oftentimes the two-layered span is engulfed in vapor, but the Necromancer permits no breach in his defenses, so both levels are continually manned. Unlike the Eyes of Dol Guldur, the Clouded Bridge is occasionally visible from the valley, but only on the brightest of mornings.

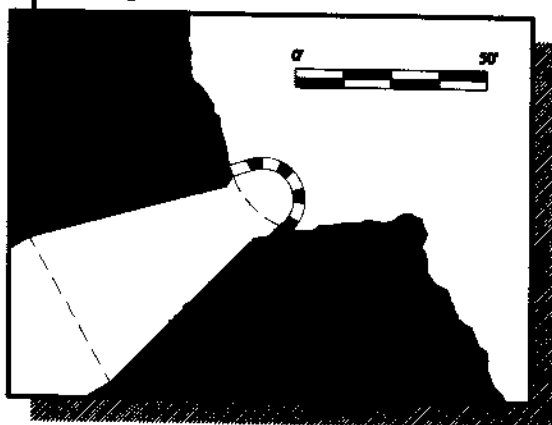
The lower level of the bridge is nearly 200 feet long and 30 feet wide. Fifty warriors are stationed here.

SECOND PRECIPICE

N



Watchpost



6.3.3 THE THIRD PRECIPICE

The Third Precipice, Gurzkilghash to the Orcs, boasts numerous "Eyes," the Fell Beasts' Eyrie, and the Necromancer's Vantage.

1. **Guard Rooms.** Six warriors stand guard. The circular stairs descend from this level.

2. **Bridge Guard Rooms.** The twelve soldiers stationed here, in addition to monitoring the stairs, also control passage onto the Clouded Bridge. The stairs in both rooms lead down to the guard rooms (#4 in Section 6.3.2) on the Second Precipice.

3. **Eye of Dol Guldur.** See Section 6.3.1, # 19.

4. **The Clouded Bridge (Upper Level).** The span's upper level measures approximately 345 feet long and 30 feet wide. Sixty soldiers are posted along its battlements. See Section 6.3.2, # 5.

5. **Fell Beasts' Eyrie.** A semi-circular platform protrudes into the Môrlat from the interior of the volcano cone much like a colossal lichen formation. It provides a large take-off and landing surface for the Fell Beasts of Dol Guldur. Huge pillars, each carved in the likeness of a giant Olog warrior, support a gaping archway into the Eyrie. The exterior edge of the platform has no rail or balustrade to prevent those admiring the view from falling into the Môrlat. On the underside of the platform, the rock gradually tapers back to join the natural wall some forty feet below.

Inside the Olog pillars is a large open space where riders harness, mount, or dismount their winged steeds, used to harness, mount, and dismount the Fell Beasts. The hangar is sluiced clean every morning and every evening, to please the gaze of Dol Guldur's Lords and Overlords.

6. **Fell Beasts' Stable.** These stone stalls house the Fell Beasts of Dol Guldur. Each can accommodate up to five of the dreaded creatures. Note that the chamber furthest south holds Khamûl's mount.

7. **Fell Beast Master's Quarters.** The suite serves as the living and sleeping quarters of the Fell Beast Master. He oversees the thralls who tend the flying creatures and prepare them for use by the Lords of Dol Guldur.

8. **The Necromancer's Vantage.** A flight of forty-five stairs leads up to the Necromancer's Vantage from each side of the throne where Dol Guldur's Overlords may survey the surrounding lands. The Vantage is situated atop the tallest spur of basalt fringing the volcano's caldera. An iris-shaped portal of galvorn, forming the chamber's ceiling, may be withdrawn to leave the Vantage unobscured as a platform with a clear view in all directions. The throne spins, permitted the one seated in it to turn his gaze at will.

The iris portal need not be opened to permit the Vantage to serve its function. When seated in the throne, an Overlord may direct his gaze between the two nearest six-foot pillars surrounding the nine-pointed star opposite. An image of the lands outside appears there. At the Overlord's desire, the star spins, causing the image to scroll through all 360 degrees of a circle with Amon Lanc as its center.

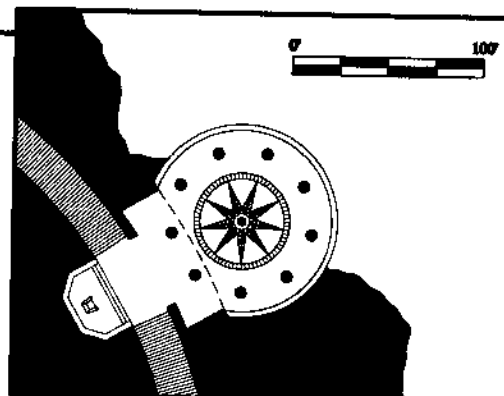
The iris portal, the throne, and the star are magically keyed to a pendant worn by the citadel's Overlords. They will not function for anyone without one of these amulets on his or her person.



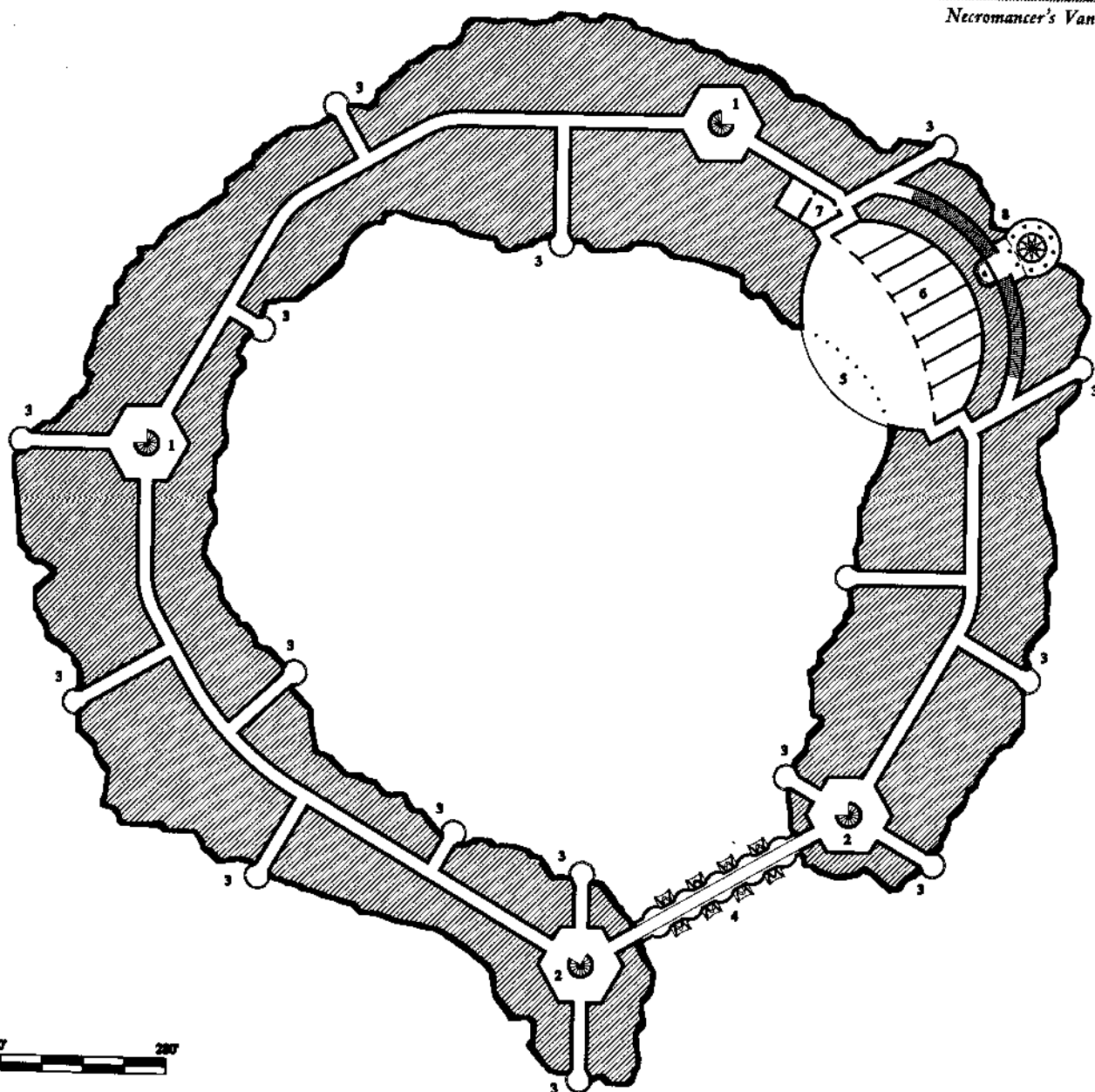
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Necromancer's Vantage



THIRD PRECIPICE

6.4 THE MIDDLE HALLS

The Middle Halls—the First through Seventh Levels—comprise the largest portion of Dol Guldur. All its warriors save the Common Orcs are housed here, as well as most of the other inhabitants of the citadel.

The seven Levels are finished in cut stone, and most ceilings are eighteen feet high. All doors unless otherwise noted are fashioned of iron.

6.4.1 THE FIRST LEVEL

The First Level, sometimes called the Upper Keep, contains the barracks for two Agar-hoth of Uruk-hai. These troops are charged with manning the Front Gate and ensuring the security of its portals.

1. **Môrlat.** The central shaft of Amon Lanc, called Môrlat Or. "The Black Pit"), is the most prominent natural feature of the volcano and remains essentially unchanged throughout the history of the Dol Guldur. It extends from the top of the promontory to the dark depths of the Fifth Stratum. A great staircase, the Môrshakal, winds down the walls of the shaft. Its uppermost and longest flight begins at the First Level and ends at the First Stratum. The Môrshakal's treads are rough and irregular; a heavy iron chain, suspended between gargoyle-adorned pillars, guards the edge. A second and lesser flight of the Black Stair originates at the Second Stratum and descends to the Fourth Stratum where it makes its final termination. The Môrlat penetrates farther, reaching the old magma chamber that once fired the volcano, but no stairs exist to ease access into the depths.

Little direct sunlight reaches the Black Stair. Smoke ventilated into the shaft from kitchens, forges, and torch-halls mingles with the vapor released from the Môrkazan to form a thick haze. Storm clouds gathered round the promontory further increase the gloom. Rarely is the Orc traveling the Môrshakal discomfited by a surfeit of sun. More frequent are the stumbles of Hildo warriors who can't see in the soupy fog.

2. **Kitchens.**

3. **Mess Hall.** The mess hall sees almost constant use, as the troops file in and out at their appointed times. Long tables and heavy wooden chairs fill the room. Rotten scraps and other debris accumulate throughout the day. Thralls sweep the chamber every nine hours.

4. **Officers' Mess Hall.** The hall is swept after every meal.

5. **Council Chamber.** The officers stationed on the First Level gather here to receive their orders. A large square table occupies the center of the room.

6. **Drartûlu's Quarters.** Two Drartûlu occupy each room.

7. **Ujâks' Quarters.** Each chamber houses twenty-five Ujâks.

8. **Guard Room.** Nine soldiers monitor traffic through these chambers. The spiral stairs lead up to the First Precipice and down to the Second Level.

9. **Stairs to the Wheel.** See below for details.

10. **Guard Room.** Nine soldiers stand guard. A bas relief depicting a giant spider is carved into each angled wall.

11. **Gathering Halls.** Warriors off duty congregate to participate in games of chance, contests of strength, and heated exchanges of personality. The tables and chairs are few and battered. From twenty to one hundred and twenty soldiers are present at any given time.

In the south gathering hall, ten warriors are posted to guard the stairs, but they often neglect their responsibility. The stairs ascend to the First Precipice and descend to the Second Level.

12. **Barracks.** Each of the barracks sleeps two hundred Uruk-hai. All boast more filth and neglect than Hildo quarters. The stench is strong. Triple oak bunks are stacked two deep in the chamber. Equipment for all three soldiers is stored in compartments beneath the bottom bunk.

A separate room in one corner of the barracks contains a bench privy for nine along one wall and a shallow pool along another. A constant supply of fresh water pours in from a spout in the wall. A slow drain at the bottom of the pool remains continuously open.

Note that all the barracks on the First Level, as well as those on the Second and Seventh Level, share the same floorplan.

13. **Armories.** The small front room is manned by five soldiers and one Ujâk responsible for overseeing the distribution of arms and gear. The larger chamber contains either enough weaponry and armor to equip one hundred soldiers, or gear such as boots, clothing, ropes, torches, oil, traveling rations, etc.. No enchanted or exceptional weaponry is present.

14. **Eye of Dol Guldur.** See Section 6.3.1, # 19.

15. **Servants' Quarters.** Ten thralls reside in each of these chambers.

16. **Food Storage.**

17. **Krîtar's Quarters.** See below for details.

18. **Assembly Hall.** An austere chamber where the two Agar-hoth of the First Level assemble to receive orders. Worship services, in which the warriors pay tribute to the Necromancer, are also conducted in the hall.

The floor of the chamber slants downward from the east, and a raised dais occupies the western end. The walls are adorned with stone carvings depicting scenes of Orcish battle.

A vestry behind the dais is used for preparation by officers or Laugashî before they address those assembled in the hall.

19. **Training Hall.** From fifty to one hundred warriors engage in training exercises at intervals through the day.

20. **Gear Storage.**

21. **Auxiliary Barracks.** In the event of a siege, these rooms can house additional troops from deeper in the fortress. Usually they stand empty.

22. **Defense Tower.** This circular chamber is the lowest level of the tower which stands next to the Front Gate (see Section 6.2).



KRITAR'S QUARTERS

Two Krítar reside on the First Level. Three occupy quarters on the Second Level. With slight variations, their quarters all employ the same floorplan.

1. **Entry Way.** One warrior stands guard.
2. **Antechamber.** Divans, occasional tables, and a set of shelves along one wall comprise the furnishings. Depending on the origins of the Krítar, the style and materials of the appointments vary: from smooth polished steel, to lacquered tamarind, to brocaded upholstery, to rustic twig creations, to worn unfinished oak.
3. **Orders Room.** A desk and chair along with two or three seats for visitors stand at one end of the room. Enclosed cabinets hold documentation accumulated by the officer. The other end of the chamber features an oblong table with another complement of chairs.

The Krítar presides over meetings with his subordinate officers here. (On this level, both orders rooms have a secret exit.)

4. Bedchamber.

5. Training Room.

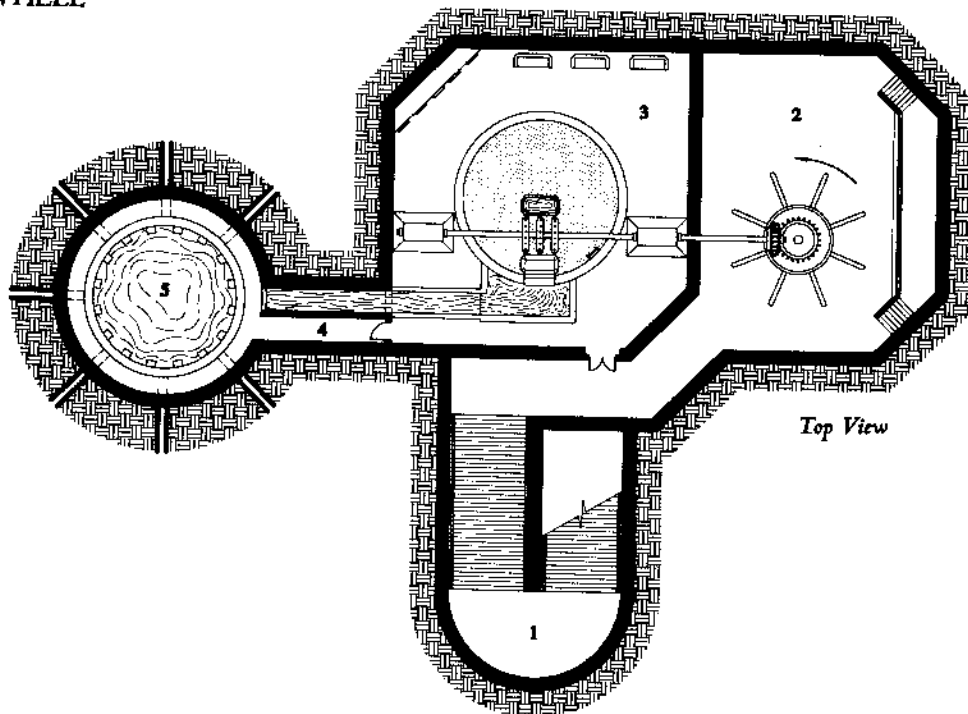
6. **Bath.** A private bathing pool, supplied by the citadel's cisterns, remains at the disposal of the Krítar. A spigot permits the bather to open a valve in a nearby Avúlkar, directing a flow of hot steam onto the underside of the pool. In a matter of minutes, the bathing water grows hot enough for a relaxing soak. The spigot is then turned off, lest the water grow too warm.

THE WHEEL

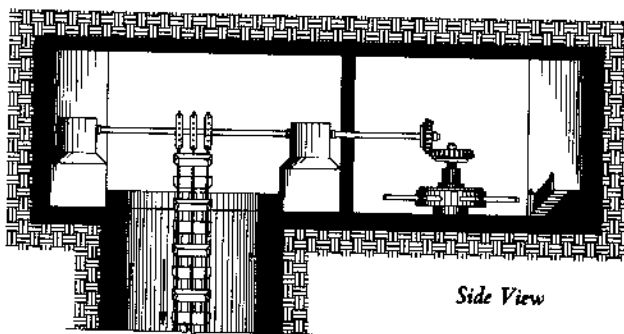
The Wheel is situated ninety-nine feet above the First Level. When turning, it hoists water from the Black Lake on the Fifth Level to the adjacent Upper Cistern. Specifics regarding the mechanism and its functioning are covered below.

A shaft 36 feet in diameter connects the suite in which the Wheel resides to the Black Lake (see Section 6.4.5) far below. A colossal pulley system is housed in the shaft.

THE WHEEL



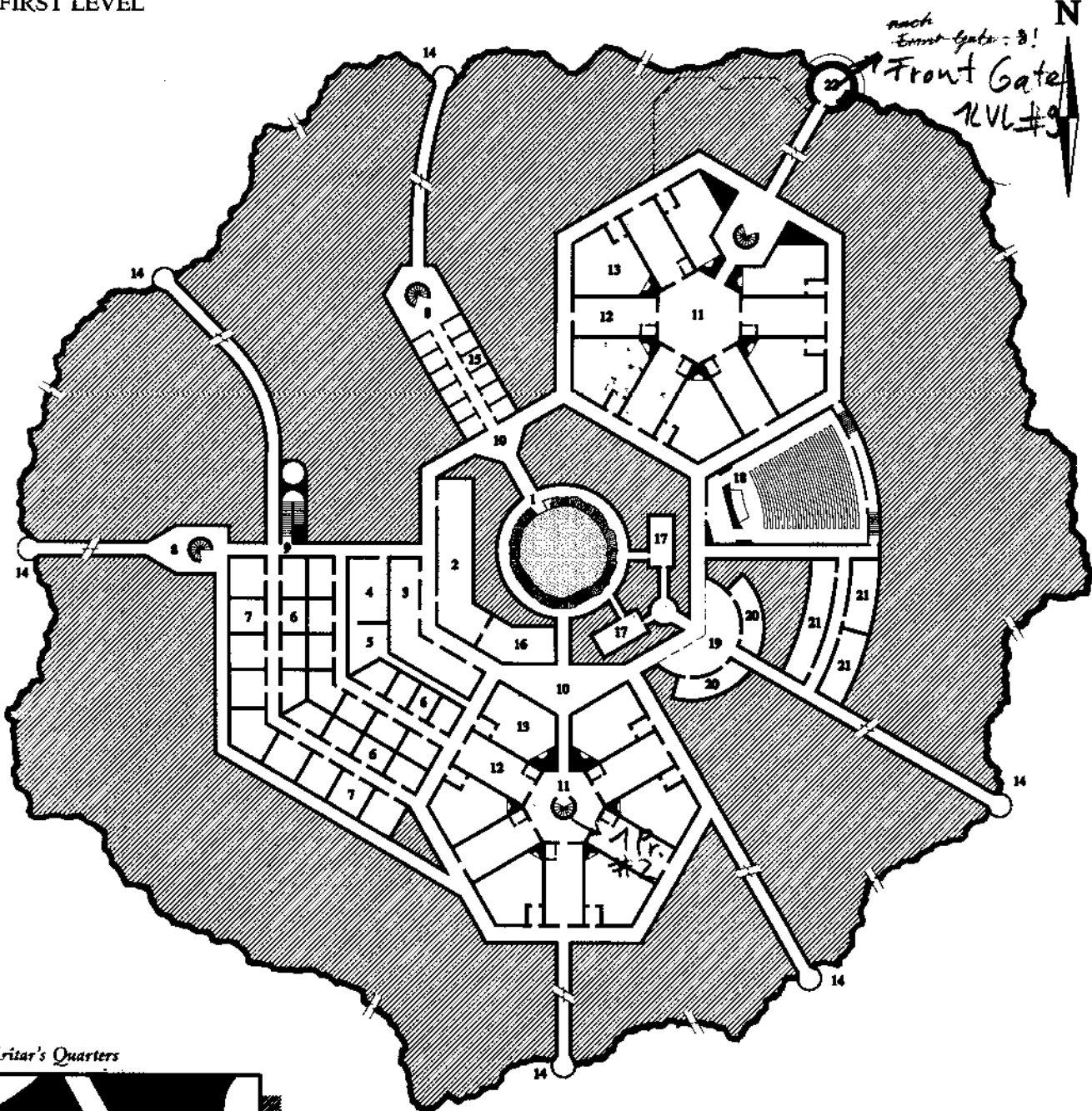
Top View



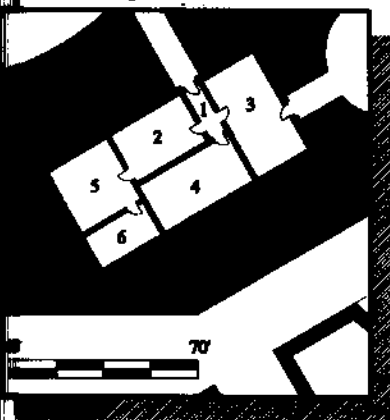
Side View



FIRST LEVEL



Kritar's Quarters





It consists of huge steel-toothed gears—three at the top and three at the bottom—and three massive chains which extend down to the lake, around the bottom set of gears, and back up around the topmost gears. Large metal troughs are attached to the triple-stranded loop. As the containers travel downward, their open side faces down. Approaching the lower gears, they plunge below the surface of the lake and fill with water as they are inverted by the change in direction. While the troughs ascend, their open end is upward, and the water is carried to the top.

The troughs are attached to the triple chains with a heavy set of springs near their top edge and hinges at the bottom. These springs are strong enough to hold tight even under the weight of the water. When each trough reaches the top of the shaft, its outer lip catches on an iron protrusion, causing the top of the container to be tipped away from the chains and spilling its water into a shallow basin. As the container continues to ascend, its lip passes the iron protrusion and springs back into place. The trough then passes over the top set of gears and begins its long descent. Water poured into the side basin flows down a small spillway to fill the Upper Cistern.

A long adarcer pole runs through the center of the upper gears and into the adjacent room. The pole is suspended between two steel casings that lubricate the rod. It ends in a large gear connected to another gear mounted atop the Wheel itself.

The Wheel is fashioned of solid stone with eight long metal handles. It turns counterclockwise. The thick spindle on which it spins rests in a housing in the flooring below the ponderous device. The spindle connects to a series of gears powered by a fan turned by several Avúlkar. Steam alone is adequate to spin the Wheel, although the mechanism slows if many other Avúlkar-powered devices are triggered simultaneously.

Nonetheless, among the thralls of Dol Guldur this location is the most hated of all the areas in the fortress (save perhaps the torture chambers). The Hrizgthrakî supervising the operation of the Wheel often disengage the steam-powered gears for the joy of watching forty slaves (five per handle) turn the device with muscle power alone. Many have died of the exercise. The thralls name the Wheel Dhaumabrukul (Or. "Pain-wheel").

1. Entry Stairs. The stairs connect the Wheel suite to the First Level.

2. The Wheel Room. The chamber contains the Wheel itself and a raised platform from which the Hrizgthrakî can mock and whip their charges. Three Hrizgthrakî supervise approximately fifty thralls. Although only forty thralls are needed to operate the Wheel, the rest are used to replace any who fall. The room reeks from years of sweat and death, and the grinding and turning of the machinery is endless.

3. Water Shaft Room. The Orcish sappers who patrol the fortress at large station a special contingent beside the water shaft. Seven to ten lubricate the gear and check each trough as it emerges from the deeps for leaks and weakening springs.

Three benches on the north wall provide the sappers a spot to rest. A set of cabinets on the northwest wall hold tools and equipment required for repairs. A ladder located on the wall of the water shaft permits descents for emergency repairs between the First and Fifth Levels.

4. Access Tunnel. The tunnel provides access to the Upper Cistern.

5. Upper Cistern. The cistern dispenses water throughout the upper levels of the fortress. A small walkway supported by stone pilings runs around the edge of the room. The water is from nine to eighteen feet deep.

6.4.2 THE SECOND LEVEL

The Second Level houses all the Hildo inhabitants of Dol Guldur, including the three Hildo Agar-hoth of the army.

1. Môrlat. (See Section 6.4.1, # 1.) The hall surrounding the shaft is often full of activity. Ten Hildo guards are stationed here at all times.

2. Kitchen.

3. Food Storage.

4. Training Hall. During the day, the hall is occupied by fifty to one hundred soldiers engaged in training exercises.

5. Council Chamber. Richly adorned, the council chamber accommodates Hildo officers when orders are issued and plans debated. Its antechamber is always posted with ten elite Hildo guards, when council is in session.

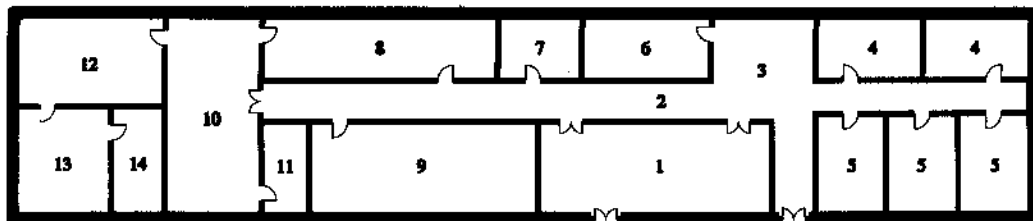
A long and elegantly carved table runs along the north wall. Four imposing chairs rest behind it: one for each Krîtar and one for the Afûkaush. Facing the table are a number of lesser chairs for subordinate officers. A large tapestry depicting Khamûl at the head of vast army of Men marching against Elves hangs on the wall behind the table.

6. Meeting Room. The small chamber serves as a private meeting room for the Hildo officers.

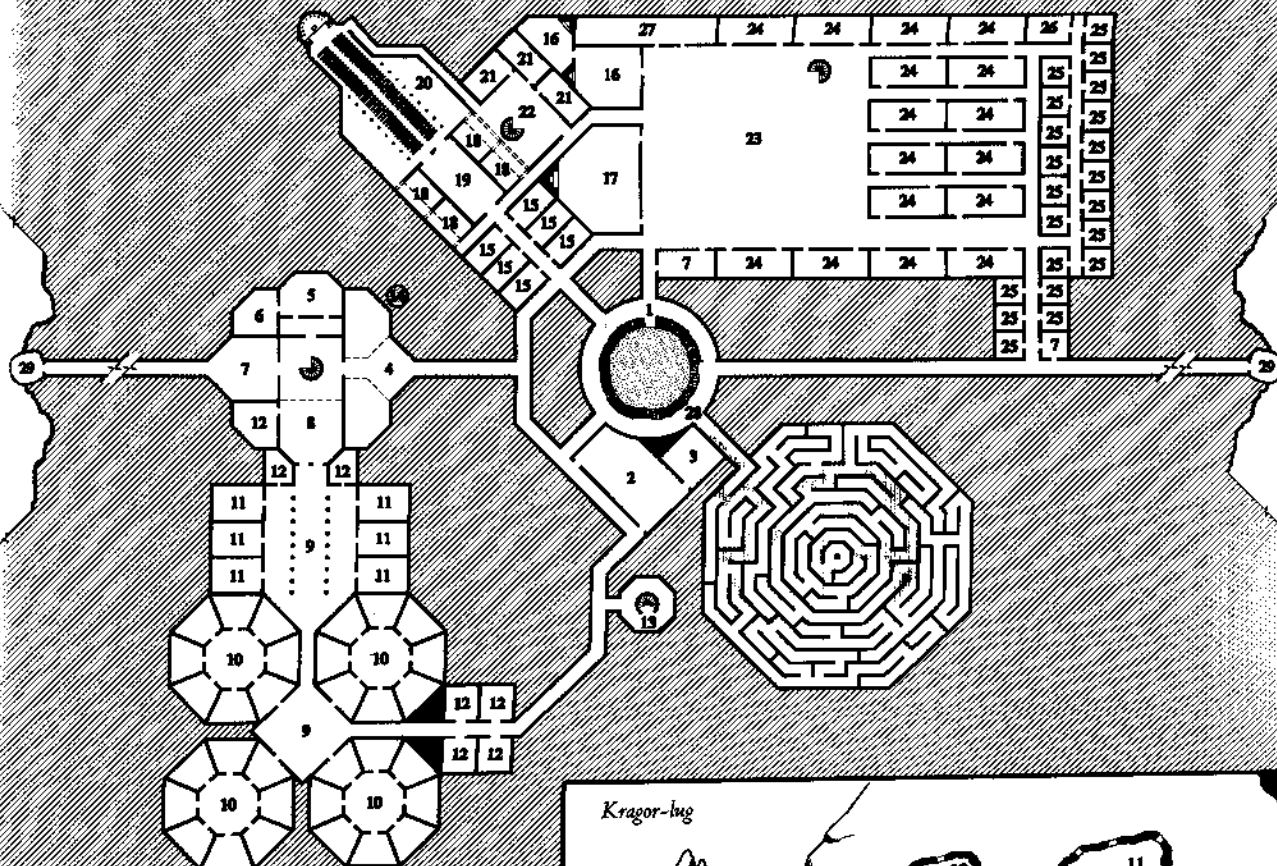
7. Guard Room. Eight to ten Hildo guards are stationed here.

8. Guard Room. Ten to twelve soldiers stand watch. Spiral stairs lead up to the First Level and down to the Third Level.

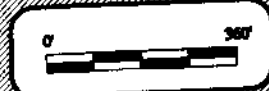
9. Great Gathering Hall. The Hildo inhabitants of Dol Guldur who perform tasks other than fighting—cooking, smithing, crafting, etc.—congregate in the gathering hall in their leisure moments. From ten to fifty such individuals (of all ages) may be encountered here during the day. Stone benches line the walls, and a few tables and chairs sit in the corners. Paired columns march down the center of the hall; each pillar is carved in the likeness of a giant Hildo warrior.



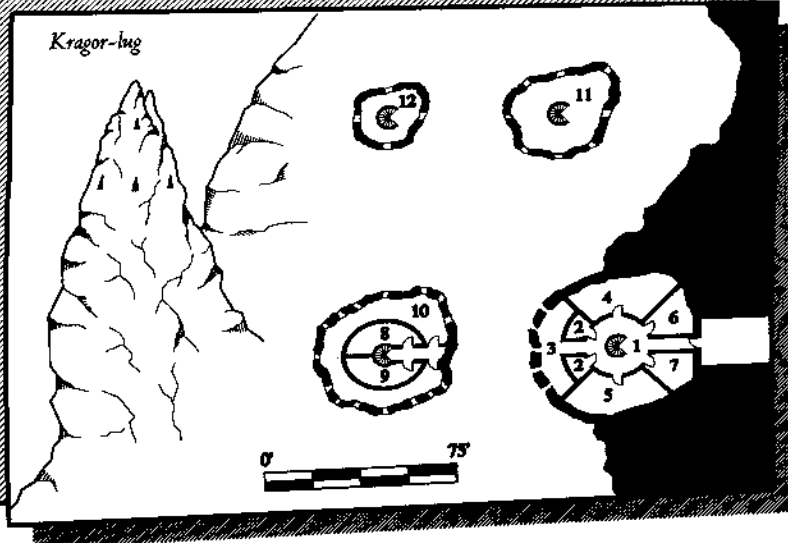
Afukaush's Residence



SECOND LEVEL



Kragor-lug





10. Hildo Quarters. The dormitories house from fifty to one hundred Hildo individuals. Most are servants and laborers. Their quarters are clean and well ordered; intrusions from Orcs or Trolls are most unwelcome.

The central chambers provide used for living space and dining accommodations, while the surrounding spaces comprise bedchambers. All are plainly furnished with little or no adornment.

11. Hildo Quarters. These rooms are used when the main quarters are full.

12. Storage.

13. Circular Stairs. Three Hildo soldiers stand guard. The stairs ascend to the First Level and descend to the Third Level.

14. Water Shaft. See Section 6.4.I, "The Wheel," for details.

15. Drartûlu's Quarters. Each chamber is shared by three to five officers. The quarters are neat and clean, though spartan. There is a chance (01-70) that 1-3 Drartûlu are present at any given time.

16. Armory. The armory is guarded by seven soldiers and one Ujâk (who is responsible for overseeing the distribution of armor and weaponry). The repository holds enough weaponry to equip three hundred soldiers.

17. Officers' Mess.

18. Vestry. The four ornately adorned rooms are used by the officers and Laugashî preparing to go before a gathering in the temple. Large tables line some of the walls, and expensive tapestries illustrating evil scenes cover the plain stonework. Gilded chairs and end tables complete the furnishings. Candles gripped by silver candelabra light the chambers.

19. Antechamber. The room serves as the entry hall to the temple. Its side walls are decorated with bas relief sculptures depicting the rise of the Necromancer in sequential scenes. Ten Hildo guards stand watch.

20. Temple. The temple is a place of worship, as well as a military assembly hall for the Hildo inhabitants of Dol Guldur. (Religion and war are often paired under the Necromancer's regime.) Here the citadel's servants pay homage to the Necromancer and participate in dark ceremonies involve gruesome sacrifice. The chamber is also filled when the three Hildo Agar-hoth require inspiration and direction.

Columns adorned with winged gargoyles separate the central nave from side aisles. The ceiling arches up sixty feet above the rows of benches that fill the temple. The northwest end of the temple boasts a dais with two small staircases at either side. A massive stone altar, stained many times over with blood, occupies the dais. Before the altar, a fit pit three feet in diameter flickers with eerie, blood-red flames. A huge statue of a Balrog looms behind the altar. Ornate, golden sconces line the walls around the dais.

The side aisles outside the columns possess lower ceilings which slant down and away from the central nave. Smaller, private ceremonies are performed here. Small shrines dedicated to various evil entities line the walls. Those to whom homage may be paid include Morgoth, the Nine Nazgûl, Ungoliant, and (the original) Gothmog.

From one to three Laugashî are always present in the temple.

21. Krîtar's Quarters. These suites are essentially the same as those found on the First Level (6.4.I).

22. Guard Room. Ten to twelve Hildo soldiers stand guard. The stairs go up to the First Level and down to the Third Level. Access to the door on the northwest wall is strictly prohibited to all save Laugashî and high ranking officers.

23. Mess Hall. Long wooden tables and benches fill the space. During the day, soldiers continually file in and out of the hall.

Soldiers off duty congregate in the mess hall. From fifty to two hundred may be present at any given time. Eight guards are always stationed beside the stairs, which lead up to the First Level and down to the Third Level.

It is common for any Orcs ascending or descending the stairs to take the opportunity to insult the men present. Small scuffles often arise on these occasions.

24. Barracks. Similar to the Uruk barracks on the First Level, though far cleaner, these large rooms can house a maximum of two hundred soldiers each.

25. Ujâks' Quarters. These quarters accommodate fifteen Hildo Ujâk each; all tend to be neat and clean. From three to ten Ujâk are present at all times.

26. Storage.

27. Afûkaush's Residence. See below for details.

28. The Maze. The maze is employed to torture and kill soldiers who have committed a serious offense. Any warrior unfortunate enough to be sent into the labyrinth is hunted by several specially trained fighters, who know the ways of the maze by heart. The victim must flee through the complex of tunnels, attempting to elude his pursuers who seek to slaughter their prey. The hunters greatly relish their duties, and all are elite warriors.

After the victim is released into the maze, a portcullis slams down, blocking the entrance. In the unlikely event that the victim slays his pursuers and returns to the entrance, he is considered to have proved himself worthy of a second chance at life and is given his former position.

29. Kragor-lug. See below for details.

AFÛKAUSH'S RESIDENCE

1. Entry Hall. Hand-carved pine benches, a few overstuffed chairs, and several rugs from Far Harad appoint the chamber. Three of the Afûkaush's personal guard are present at all times.

2. Corridor. Warriors posted in the guard room (#3) watch this hallway.

3. Guard Room. Two of the Afûkaush's personal guard stand watch.

4. **Servants' Quarters.** Modestly furnished rooms house the Afûkaush's servants. Three reside in one, two in the other.

5. **Guards' Quarters.** Spartan chambers serve as the sleeping quarters for the Afûkaush's personal guard, ten warriors in all. Five are off duty at any given time.

6. **Bath.**

7. **Storage.**

8. **Kitchen.**

9. **Training Room.** Used exclusively by the Afûkaush, and not by his guards.

10. **Dining Hall.** A long oak table and chairs fill most of the room. A large tapestry depicting the downfall of Ost-Edhil covers the west wall.

11. **Privy.**

12. **Office.** The Afûkaush attends to his administrative duties here. A large walnut desk faces the rest of the room from the west, and a small sitting area with plush accommodations is present in the southeast corner.

13. **Bed Chamber.**

14. **Bath.**

KRAGOR-LUG

Note: Two of these towers are present on the Second Level, both with the same basic design.

The Kragor-lug (Or. "Fang Towers") keep watch on the Men Uruk and the lands surrounding Amon Lanc. Both appear to be natural features of the volcano when viewed from the valley. Observation from any point within 300 yards will discover the windows. Within 200 feet, the viewer may discern small seams in the rock face which reveal that the towers are the product of artifice.

Both Kragor-lug are posted with thirty Hildo soldiers, and a Hildo Drartûl commands them.

1. **Entry Chamber.** Two guards monitor all who come and go. The stairs give access to the upper levels of the tower.

2. **Storage.** Extra weaponry sufficient to arm six is present.

3. **Watch Gallery.** Five narrow windows are manned by five soldiers who keep watch on the Men Uruk and Nan Lanc.

4. **Guard Room.** Two soldiers are present.

5. **Mess Hall.** Off duty soldiers rest and eat in the mess hall. Typically five men are present at any given time.

6. **Latrine.**

7. **Storage.** Food for the mess hall is stored on shelves. Servants keep the room well supplied.

8. **Office.** The Drartûl on duty presides from this office, regulating the soldiers under his command.

9. **Guard Room.** Four soldiers stand guard. They rotate with those soldiers in the adjacent watch gallery (#10).

10. **Watch Gallery.** Six soldiers keep watch on the Men Uruk and Nan Lanc.

11. **Watch Room.** Five soldiers are posted here.

12. **Watch Room.** Three soldiers stand guard.

6.4.3 THE THIRD LEVEL

The Third Level, one of the more perilous tiers of Dol Guldur, houses the Olog-hai of the Kazgûmhoth. Due to the size of the inhabitants, the dimensions of the rooms and doorways are larger than those elsewhere in the Middle Halls. Unless otherwise noted, ceilings are 27' high. Doors measure 4½ feet wide by 18 feet high and are fashioned from thick iron plates.

1. **Môrlat.** See Section 6.4.1, # 1. The Third Level landing is guarded by four Olog-hai.

2. **Mustering Hall.** The Olog-hai train in this colossal vault and gather here before setting out from the stronghold. Twenty to fifty Olog-hai are present at all times, and are likely (01-80) to be in the midst of training exercises.

3. **Guard Rooms.** Three Olog-hai are stationed within. The stairs found in two of the rooms lead up to the Second Level and down to the Fourth Level.

4. **Olog Barracks.** Each barracks houses eleven Olog-hai: ten warriors and one Krîtar. Huge stone bunks provide sleeping platforms. The scent of sweat lingers on the air, and old spills stain the floors.

5. **Gathering Hall.** Fights and brawls are common, and much of the furniture lies in pieces. From ten to thirty Olog-hai are present at any given time.

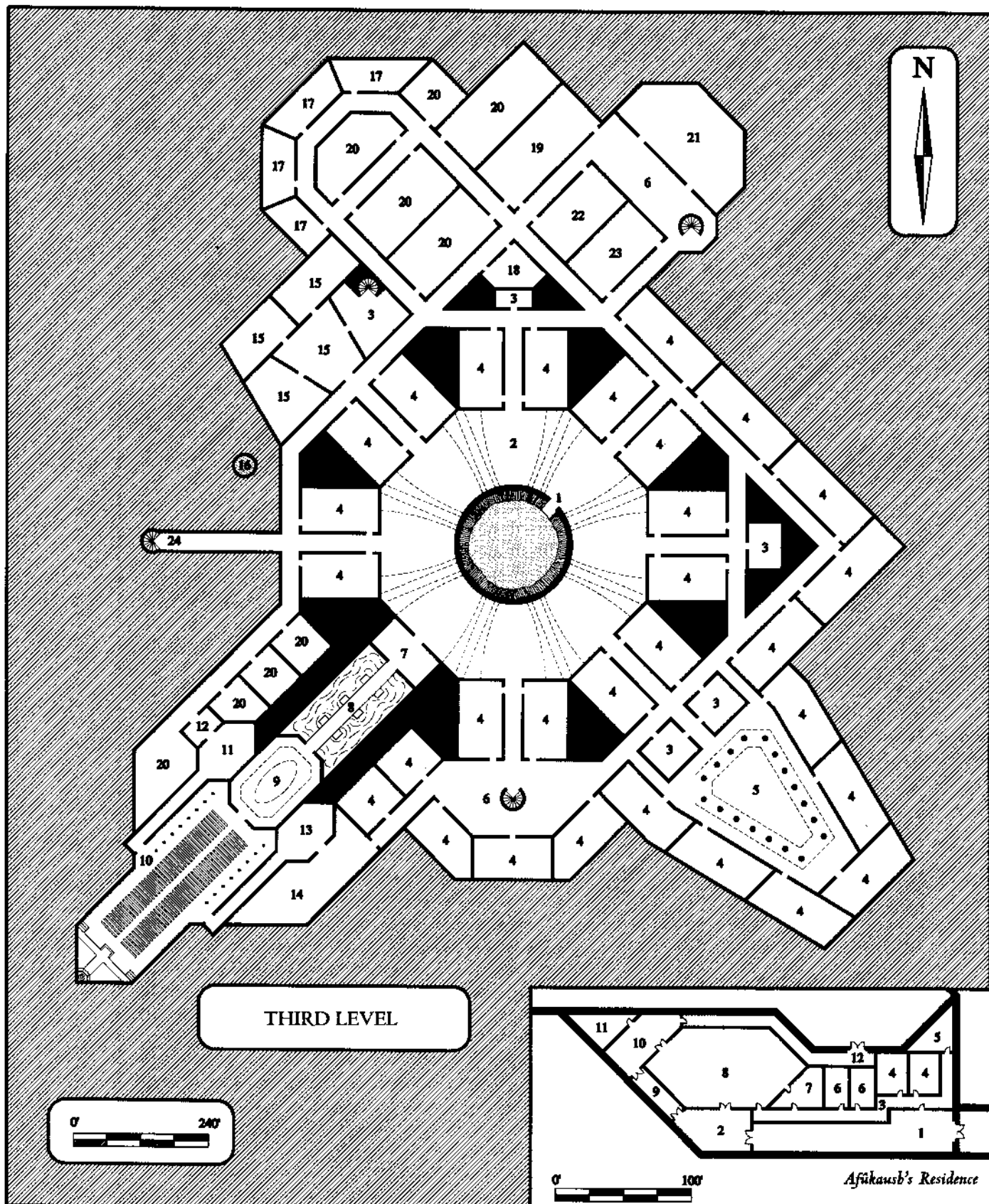
6. **Minor Gathering Halls.** Similar to the main gathering hall (#5), these chambers accommodate off-duty Olog warriors.

7. **Temple Guard Room.** Ten Olog warriors guard the entrance to the temple. Unless a ceremony is scheduled, no one is admitted. A huge set of black, steel doors block the archway to the entry hall. The doors are locked, except during ceremonies. The lock is Very Hard (-20) to pick, but is not trapped. The guards do not have a key to the lock. Only two keys exist: they are held by the Afûkaush of the Olog-hai (see #14) and the Fhalaugash.

8. **Entry Hall.** The floor of the entry hall is five feet lower than the rest of the level, and the depression is filled with bubbling mud. The mud flows into the chamber through apertures in the northwest wall and out through similar openings in the southeast wall. A solid granite walkway supported by pillars of black laen extends down the center of the hall. The walkway has no railing. The doors on the southwest end of the walkway are identical to those on the northeast wall. They are always locked unless a ceremony is scheduled.

The boiling mud gives off clouds of scalding steam. The heat is unbearable to any creature with less fortitude than a Troll. Even the Olog-hai experience great pain traversing the walkway. Most Men and Orcs would perish in the attempt.







The Olog-hai view walking through this room as a religious rite which shows their strength and endurance to their Lord, the Necromancer. Often in a show of prowess an Olog will traverse the walkway as slowly as possible.

9. **Temple Antechamber.** Ten Olog-hai stand guard. The antechamber walls are decorated with the weaponry of great Olog warriors who fell in battle. Many are exceptional or enchanted, but none are true artifacts (no more than +20 OB)). Double doors (like those describes in #7) provide entry into the temple.

10. **Temple.** The temple walls are darkest black adorned with large, red crystalline bas relief depicting demonic messages that glow with a bloody light. Their eyes seem to follow the beholder as he moves through the room. Due to the impenetrable gloom, the terrible, glaring faces appear to hang in the air. The only other source of light is emitted by the brazier burning on the dais at the southwest end of the room. Behind the brazier stands a large, black altar carved in the likeness of a giant Olog skull.

The vaulted ceiling looms nearly one hundred feet above the temple floor; it is invisible to those within this chamber.

Two rows of long, stone benches run the length of the hall, and at the southwest corner is the dais where the Laugashî address the throng.

Two lesser doorways exit the temple, one on each side wall. They are prohibited to all save the Laugashî, the Afûkaush, and their personal guards. Each door is locked **Extremely Hard, -30, to pick** and guarded by two Olog-hai. The only keys to the locks are held by the Olog Afûkaush and the Fhalaugash (or his underlings).

11. **Vestry.** The Laugashî prepare themselves in the vestry before addressing a gathering in the temple. Large stone tables hold silver candelabra. Tapestries adorn the walls.

12. **Guard Room.** Five Olog-hai stand guard. No one save Laugashî are permitted to enter. The door into the vestry (#11) is locked (Very Hard, -20, to pick).

13. **Vestry.** This vestry harbors the Olog Afûkaush while he prepares himself for ceremonies in the temple. A door connects it directly to the Afûkaush's quarters. The door is locked (Very Hard, -20, to pick).

14. **Afûkaush's Quarters.** See below for details.

15. **Armory.** Well stocked, the armory holds weapons and armor **enough** for four hundred Olog-hai. Some exceptional weaponry (+10 maximum) is present. The equipment is sorted by type and stored different chambers. Five Olog warriors and one Olog Krîtar stand guard in the central chamber.

16. **Water Shaft.** See Section 6.4.I The Wheel for details.

17. **Kitchens.** The kitchens provide sustenance for the inhabitants of the entire Third Level. Work never ceases in their preserves. Common Orcs do the cooking, and from ten to thirty will present at any given time..

18. **Servants' Quarters.** Common Orcs reside in these rooms. They are filthy and foul. The furnishings show marked signs of abuse.

19. **Meeting Chamber.** Olog officers meet here. A large, square stone table with ten chairs sits in the center of the chamber.

20. **Storage.**

21. **Mess Hall.**

22. **Officers' Mess.**

23. **Council Chamber.** The Afûkaush for assembles his officers to assign them directives in the council chamber. A long, granite table runs along the southeast wall. Several throne-like chairs behind it face the room. No other furnishings are present.

24. **Circular Stairs.** The stairs are unguarded at this level. They lead up to the Second Level and down to the Fourth Level.

AFÛKAUSH'S RESIDENCE

The Olog Afûkaush has direct command over all the Olog-hai of the Kazgûmhoth. The furnishings in his quarters are largely carved from granite or basalt and polished to a high sheen. His guard is comprised of ten Uruk-hai; his staff of servants consists of five common Orcs.

1. **Entry Corridor.** One warrior stops any uninvited guests, save those of a rank superior to his master.

2. **Foyer.** Four soldiers stand guard.

3. **Servants' Corridor.** Permits the guards and servants to move unobtrusively while they do their master's will.

4. **Guards' Quarters.** Each room accommodates five of the Afûkaush's guard. Half are off duty at any given time.

5. **Bathroom.**

6. **Servants' Quarters.** Each room houses three common Orc servants.

7. **Kitchen.**

8. **Meeting Hall.** The Afûkaush summons his offices to the chamber to issue his orders. A long granite table rests opposite the main entrance. Heavy basalt chairs form a row behind it.

9. **Afûkaush's Corridor.** The hallway is reserved for the Afûkaush's use only.

10. **Dining Hall.** The Afûkaush utilizes this chamber for training exercises and eats his meals in the meeting hall (#8).

11. **Bedchamber.** A large pile of furs lie on a granite platform in the narrow corner of the room. A huge iron chest, which holds the Afûkaush's few personal belongings, sits in another corner.



6.4.4 THE FOURTH LEVEL

The Fourth Level is the domain of Celedhring, the Gothtûtl. Smithing, forging, and smelting under his eye. The Necromancer ascends to the Fourth Level at intervals, but rarely inspects the higher tiers of the volcano (see #21 below).

1. **Môrlat.** See Section 6.4.1, # 1.
2. **Guard Rooms.** Six to nine Hildo warriors stand guard.
3. **Gathering Hall.** The inhabitants of the Fourth Level congregate here during their leisure moments. Divans, chairs, and ornately woven rugs comprise the appointments. From five to twenty persons are present.
4. **Smiths' Quarters.** Simply furnished rooms house the lesser smiths and other laborers in the Order of Smiths. Some of the members of this Order live on the Second Level within the Hildo quarters there. (See Section 6.4.2, #10).
5. **Finishing Room.** Here weapons and armor are polished, blades sharpened, scabbards fashioned, etc. During the day, ten to twenty smiths and other craftsmen are present.
6. **Celedhring's Quarters.** See below for details.
7. **Froedhir's Quarters.** These two rooms comprise the living and sleeping quarters of Froedhir, the Maktûtl, and are furnished in the style of the Northmen. Rustic and heavy oak furniture, as well as bearskin rugs and hand woven wall hangings adorn the rooms. The front room is used as a living and dining area; the back room serves as Froedhir's bed chamber and study. The door to the hallway is always locked (Extremely Hard, -30, to pick). The only key is held by Froedhir.
8. **Kitchen.**
9. **Food Storage.**
10. **Smiths' Dining Hall.**
11. **Workrooms.** All the manufacturing not involving smith work is performed here. Bowyers, fletchers, locksmiths, alchemists, etc. are present. See Section 3.2, "The Order of Smiths," for more details.
12. **Antechamber.** Informal gatherings often occur here, although the antechamber's official purpose is the accommodation of guards who monitor the entrance to the meeting hall (#13). During meetings of the Order of Smiths, five warriors are present.
13. **Meeting Hall.** The Order of Smiths is assembled here. Long mahogany tables and beautifully hand-carved chairs comprise the furnishings. Tapestries depict great works being forged. A huge painting of Annatar beguiling Celebrimbor in Ost-in-Edhil dominates the southeast wall. Golden candelabra embellished with bright gemstones adorn the tables. Elegant rugs from Dorwinion cover the stone floor. The entire chamber has an air of extravagance.

When the room is not in use, both doors are locked (Hard, -20, to pick).

14. Private Meeting Chamber. Celedhring summons his followers to this chamber for private conferral. It is richly furnished. The door leading to Celedhring's quarters is always locked (Extremely Hard, -30, to pick). The door also trapped (Sheer Folly, -50, to detect, and Extremely Hard, -30, to disarm). If sprung, the trap emits poisonous gas into the room, affecting all present with equal severity, because the gas is released from several points. If the victim(s) fails a -40 RR, he will die in 3-5 rounds, unless a way is found to neutralize the poison. If the resistance roll is successful, the victim must flee the chamber, coughing and hacking, unable to perform any special maneuvers for 5-10 minutes. The trap does not reset itself.

15. Distribution Room. Ore and other minerals extracted from the mines are gathered here and then sent to the proper forge. Four guards are on duty here to oversee the distribution. At night, the room is likely to be empty.

16. Storage. The items made by the Order of Smiths rest here before being sent to other locations in the fortress. No enchanted or exceptional items are present.

17-18. Mines. Narrowing foyers mark the entrances to the Fourth Level mines. Thralls and Hrizgthrak traverse these rooms on their way to and from the mines.

The mines were once far more extensive than at present, but most of the original Dwarven delvings have been sealed off or destroyed. The mines are worked by the Orcs and thralls of Dol Guldur. The principle ore found on this level is iron, though some other metals, such as alcam and paer are mined here as well.

One tunnel in the mines spirals gently downward to join the Fifth Level mines (see Section 6.4.5).

19. The Smithies. These chambers, all located close to the outer edge of the volcano, contain the forges of the Order of Smiths. Each is dedicated to a different function, but all are used for smith craft of one sort or another. During the day five to ten smiths and apprentices are present in each chamber, excepting Celedhring's Forge and the Cold Forge (#19b, #19c, below).

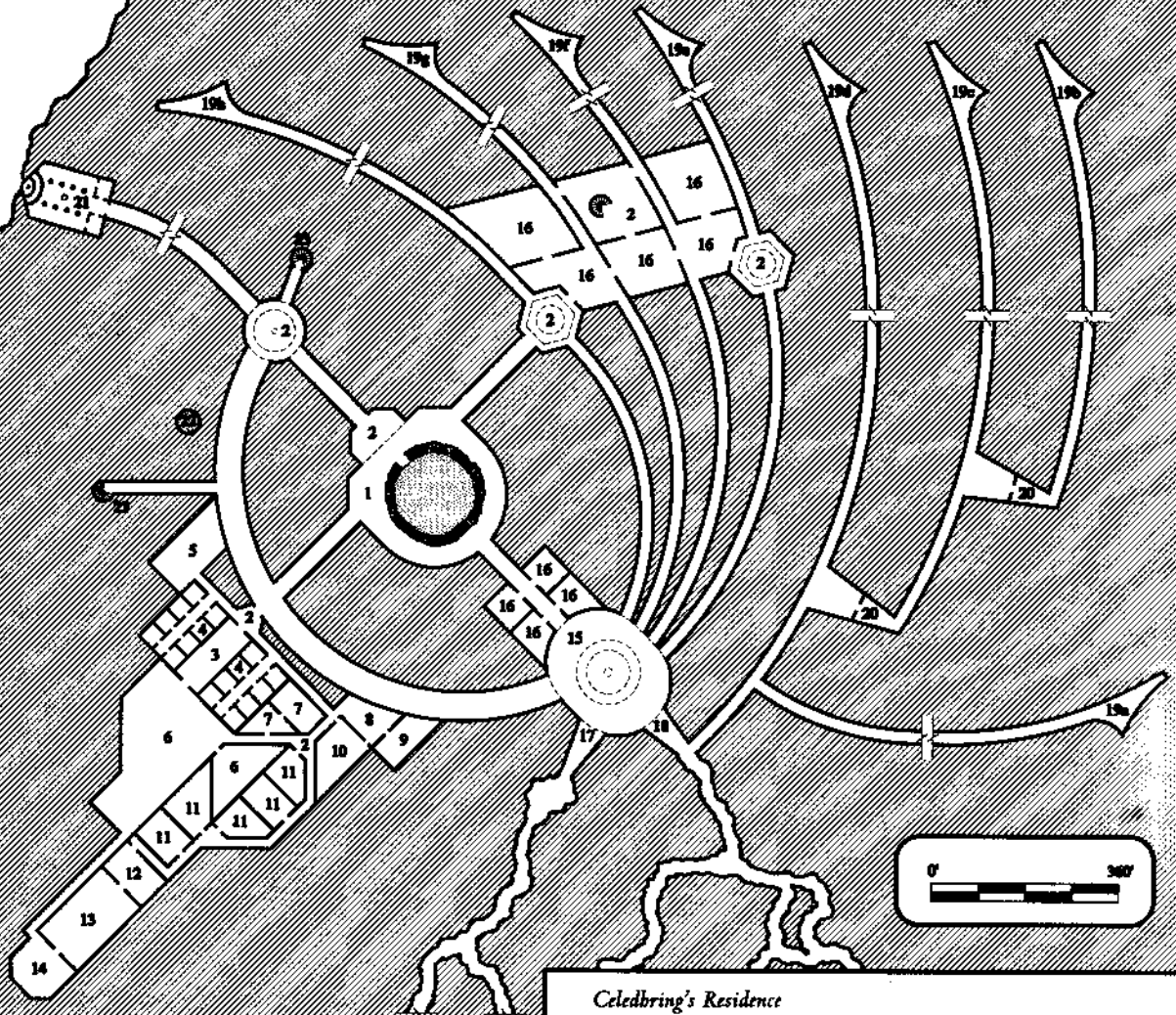
The smithies are located near the surface of the volcano's flank in order to facilitate the flow of fresh air through numerous Hundagam. Each forge is equipped with several of these. An equal number of Mîgûlagam vent exhaust gasses to the distant Môrlat.

19a. Smelting Chamber. Located conveniently close to the mines, the smelters often function day and night. A great deal of smoke is vented through the Mîgûlagam from this chamber.

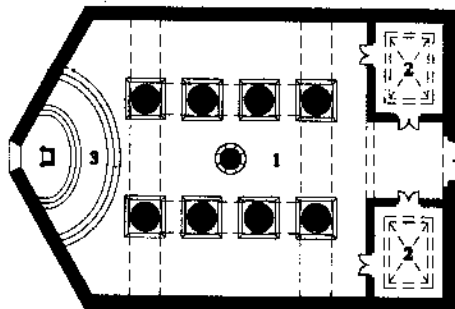
19b. Celedhring's Forge. This smithy is the personal workroom of Celedhring. It is equipped to create all manner of items from jewelry to gleaming swords. Celedhring has a set of enchanted forging tools (which grant a +15 bonus to rolls involving the manufacture of items). No one save Froedhir is ever admitted to his forge.

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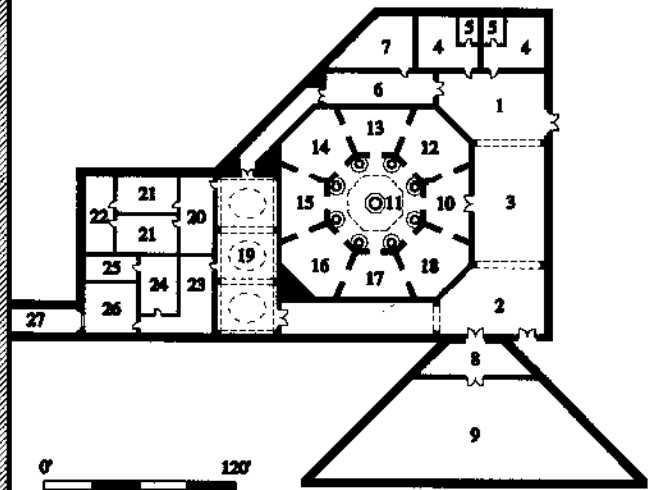
FOURTH LEVEL



Sauron's Viewing Chamber



Celebring's Residence





19c. **Cold Forge.** Crystal laen must be worked by utter cold. Celedhring and Froedhir have the most skill with the proper technique. A small supply of the rare wood helvorn can be found here. As with Celedhring's Forge, no one save designated smiths is allowed within the chamber.

19d. **Armorer's Smithy.** Metal armor and shields are the main output of the smithy.

19e. **Blacksmiths' Smithy.** These forges are used for the manufacture of all the basic metal equipment and gear are manufactured here. Often, large quantities are required, these forges burn through the night.

19f. **Blacksmiths' Smithy.**

19g. **Weaponsmiths' Smithy.** Edged weapons, such as swords, scimitars, and daggers, as well as spear and arrow heads are fashioned here.

19h. **Weaponsmiths' Smithy.** Non-edged weapons, such as maces, flails, war hammers, and morning stars emerge from this smithy.

20. **Guardroom.** Five elite Hildo warriors prevent all except Celedhring and Froedhir from passing through to the chambers beyond.

21. **Sauron's Viewing Chamber.** See below for details.

22. **Water Shaft.** See Section 6.4.I, "The Wheel," for details.

CELEDHRING'S RESIDENCE

Celedhring, the Gothtûl, one of the Lords of Dol Guldur, is the only Elf within Dol Guldur who is not a prisoner. He lives in splendor and riches, the ornamentation of his residence enhanced by his passion for artistry. Rare and priceless works make his dwelling a veritable museum. Celedhring appeased his superiors by dedicating his central gallery (see #11 below) to the Nine Nazgûl. Thus he gives the appearance of honoring Sauron's majesty through the entire collection.

Celedhring's sixteen personal guards (elite soldiers) and ten servants are Hildo; he does not permit Orcs to pass his portals.

1. **Foyer.** The front doors are carved of mallyrn stolen from the edges of Lórien. Mithril tracery on their outer surface forms Fëanorian script that says in Quenya: "Three Rings for Elven Kings." (Celedhring favors this phrase, because he has been promised one of the Elven Rings after the Dark Lord has conquered Middle-earth.)

The inner doors are identical to the outer doors except that they lack the mithril script.

Tapestries hang on both side walls, each depicting Celedhring working at his forge. Golden sconces line the walls.

The room is occupied by four of Celedhring's personal guard at all times.

2. **Foyer.** The chamber guards a secondary entrance to Celedhring's residence. The doors possess a core of iron, but are faced with ash. They are locked (Extremely Hard, -30, to pick), but not trapped. Four guards are present at all times.

3. **Entry Hall.** Chairs, tables, and cabinets carved of golden marble in intricate filigree appoint the hall. The floor is fashioned of ivory tiles. The walls are white marble. Mithril sconces and mithglin candelabra provide light. Small statuary and other trinkets occupy strategically placed pedestals.

This chamber is immaculately clean.

4. **Servants' Quarters.** Five servants live in each room.

5. **Servants' Bathroom.**

6. **Kitchen.** Some of the finest food in the fortress is prepared here. Celedhring has recruited an excellent cook who has mastered the finer aspects of many cuisines.

7. **Food Storage.**

8. **Guard Room.** The guard room is adjacent to Celedhring's workroom (#9). Two guards are on duty when their master visits his workroom. At other times, the room is empty, but locked (the locks on both doors are Extremely Hard, -30, to pick). The inner doors are trapped (Hard, -10, to detect and Extremely Hard, -30, to disarm). If the knob is turned without first disarming the trap, two poisoned darts shoot from the side walls at the legs of the victim (7th level attack). The poison will kill the victim instantly (if a -40RR is failed).

9. **Workroom.** Celedhring creates potions, scrolls, wands, and other enchanted items in his workroom and tests newly researched spells. Long tables filled with alchemical paraphernalia dominate the chamber. A large set of cabinets which contain the rare and valuable substances necessary to the making of potions. Black scorch marks and other signs of magical explosions mar the walls and floor.

Celedhring often spends long hours working within this chamber. His servants dare not disturb him during these times.

Note: Rooms #10 through #18 make up Celedhring's art gallery. Each room is dedicated to a different art form, and all the pieces found here are outstanding examples of one style or another. The least valuable artwork is worth at least 10,000 gold pieces, while the most exquisite pieces are priceless.

The rooms are richly appointed with red crystal chandeliers, plush divans, and beautiful marble floors.

10. **Gallery.** Hildo paintings hang on the walls. Several of the works were stolen from Gondorian nobles, but canvases from far away are present as well.

11. **Gallery.** The only works present here are nine statues, each carved in the likeness of one of the Úlairi. The statues depict the Nine as they appeared at the height of their glory in life. They are carved from blocks of solid black marble. The statues are slightly larger than life size. In the center of the gallery stands the statue of the Witch-king, which is somewhat larger than all the others. The fallen Númenórean glares majestically across the vaulted chamber.



12. **Gallery.** Sculpture, paintings, tapestries, and jewelry from Ost-in-Edhil are on display in this gallery. Not long after the ruin of the Elven kingdom, Celedhring sent his minions to search the region for abandoned treasures.
13. **Gallery.** Sculpture is the primary exhibit here.
14. **Gallery.** Ornamental weaponry from nearly every race in Middle-earth is displayed in this gallery. Some of the weapons were once owned by Kings or other powerful lords.
15. **Gallery.** Elven paintings hang on the walls or are draped on elaborate easels.
16. **Gallery.** Large glass display cases exhibit valuable jewelry of every description.
17. **Gallery.** Tapestries form the collection in this gallery.
18. **Gallery.** Dwarf artwork fills this gallery. Celedhring does not much care for these pieces, but delights in receiving the Khazad of their master works.
19. **Dining Hall.** An excessively long and ornately carved table occupies the center of the room. The hall can seat many people, but Celedhring prefers to dine alone amidst the splendor.
20. **Guards' Mess Hall.**
21. **Guards' Quarters.** Each room houses eight of Celedhring's personal guard.
22. **Guards' Bath.**
23. **Sitting Room.**
24. **Bed Chamber.** This royal chamber would befit even the most pompous of Kings. A huge, canopied bed dominates one wall.
25. **Bath.**
26. **Study.** Celedhring spends many long hours pouring over ancient tomes and scrolls, studying the arts of sorcery. A massive desk made of mallorn-wood faces the door, and bookshelves line the walls.
27. **Secret Corridor.** The hallway leads to Celedhring's private meeting chamber (#14); it is traversed exclusively by Celedhring.

SAURON'S VIEWING CHAMBER

Sauron wearies at times of his dark domain on the Fifth Stratum and yearns to gaze out over the lands surrounding Dol Guldur. When these impulses grow strong, the Dark Lord ascends to this chamber to fulfill his desire. He sits at his hidden window for long hours looking on southern Mirkwood and beyond and ponders his designs to conquer Middle-earth.

The viewing chamber is more secure than the platform above the Third Precipice by virtue of its buried position. Sauron visits this lower window on the world more frequently than the platform because of its invulnerability.

Note that the viewing chamber is situated at the flanks of the volcano.

1. Viewing Chamber. Two rows of massive columns run down the middle of the chamber. A raised fire pit, lit by enchanted flames, requiring no fuel, is located between them. Each column is nine feet in diameter and pitch black.

The doors to the viewing chamber are fashioned of black adamant. They are always locked, but no key exists to turn the mechanism and no key hole is present through which the lock could be picked. Rather, the lock is operated by Sauron's thought. When in the vicinity of the this room (within 99 feet), the Dark Lord can will the doors to lock or unlock whenever desired.

2. Guard Rooms. When Sauron is present in the Viewing Chamber, ten Olog guards occupy each of these rooms.

3. Throne. At the far end of the viewing room, a black granite throne sits upon a semi-circular dais. The throne has no magical properties save that anyone sitting in it can mentally command the seat to swivel to face any direction. Normally the throne faces the away from the rest of the room.

Beyond the throne is a large window cut in the side of Amon Lanc. The window faces southwest. It is simply a hole through stone. It window is, however, concealed by very powerful magic. From without, the opening is not visible, seeming to be a part of the volcano's basalt flank. Most individuals observing this illusion will be unable to see through the magic (no RR allowed, unless the individual is 20th level or higher and of one of the spell-using professions, to circumvent the spell). Only someone who knows of the existence of the window and possesses great magical powers might have a chance of perceiving the opening. In fact, the illusion is so complete that someone climbing the volcano, who, by sheer coincidence, encountered the window, would climb right up and over the opening without ever realizing it existed.

6.4.5 THE FIFTH LEVEL

The Fifth Level contains one of Dol Guldur's important water sources, as well as the barracks of the Grimbûrî and the residences of the five Grimbûrz. Guest quarters and entrances into the mines complete the tier.

1. Môrlat. See Section 6.4.1, # 1. The traffic is somewhat less in the corridor around Môrlat on this tier than on those previous.

2. The Black Lake. The Môrkarmaz is supplied primarily by a cool water aquifer flowing through the earth. The reservoir is supplemented by the Great Cistern, the repository for rainwater gathered from the slopes of the mountain above. A sloping spillway channels overflow from the cistern to the Black Lake. At the southwest end of the reservoir, a vertical spillway controls the level of the Môrkarmaz. Excess water flows over the curved edge and into a pool, the Bagalaukan, below. Stone walkways with iron railings encircle the Black Lake and provide access to the Great Cistern. Protruding over the spillway is a small, round platform where Sauron and his followers stand to foul the water flowing from the fortress with evil sorcery.

7. $25k_1$



The Black Lake is nine feet deep, and, although the taste of the water is acidic and unpleasant to outsiders, drinking it does the imbibor no harm. The vaulted ceiling is twenty-seven feet high over the center of the water and gradually curves down to nine feet where it meets the walls. All the stonework is black, causing the water to appear dark and unnatural.

The immense pulley system that carries water to the Upper Cistern touches down near the Black Lake's platform (see Section 6.4.I, "The Wheel," for details). Three mammoth chains emerge from a circular opening in the ceiling and are connected to three gears just below the surface of the water. Metal troughs attached to the chains scoop water from the reservoir and ascend with it to the upper reaches of the fortress. The pulley system is in constant motion, and the sounds of the machinery echo across the lake.

The pool below the spillway collects both water flowing out of the Black Lake and wastes drained from the upper levels. Numerous small channels pour a nasty sludge through apertures in the walls above the Bagalaukan. The fouled liquids flow away through a larger waterway. The underground stream never surfaces. Its channels grow ever smaller until they merge with the local aquifer. The dirty water, much diluted, does pollute the creeks and walets supplied by the aquifer.

3. **The Great Cistern.** Rainwater flows down from collection points on the volcano's flanks in small channels which merge and terminate in the Great Cistern. The holding basin is nine feet deep. The arched ceiling rises eighteen feet above the surface of the water. Two walkways run on either side of the channel leading to the Black Lake.

4. **Ore Storage.** Unsmelted ore is temporarily stored in these rough caverns. The ores are taken to the Fourth Level for further processing. Two entrances to the southern mines debouch into the storage area.

The principle ore extracted from the southern mines is durang, although some rarer metals, such as mal and bathglin, occur as well.

Nine hundred feet from the mine entrances, a junction chamber where six passages intersect serves as another interim storage vault. Several Orcs and thralls are usually present (OI-40). The clanking of the ore cart tugs and the sounds of picks on rock echoes in the space.

Another nine hundred feet beyond the junction chamber, one tunnel spirals gently upward to access the Fourth Level mines (see Section 6.4.4, #17, #18).

5. **Grimbúrf Barracks.** Plainly furnished rooms house the Grimbúrf (see Section 4.I, "Special Forces"). Each chamber accommodates fifteen soldiers. Because the Grimbúrf work outside the fortress, all the beds are rarely filled.

6. **Mess Hall.**

7. **Storage.**

8. **Kitchen.**

9. **Food Storage.**

10. **Guest Quarters.** See below for details.

11. **Elite Guest Quarters.** See below for details.

12. **Guard Room.** Six to eight human warriors monitor all the traffic throughout this level.

13. **Guest Salon.** Cushioned benches and chairs accommodate guests in the citadel. Stairs lead up to the Fourth Level; they do not descend.

14. **The Grimbúrf's Residence.** See below for details.

15. **Guest Dining Hall.** The hall is richly appointed. A long oak table with hand-carved chairs is illuminated by a red crystal chandelier.

16. **Training Hall.** The Grimbúrf and the Grimbúrz train sporadically in this hall, although these forces tend to drill themselves outside the fortress.

17. **Grimbúrz Gathering Hall.** The eight-sided hall boasts a ring of columns carved in the likeness of large trees. Six shallow steps divide the raised passageway outside the columns from the area within. The passageway provides access to the residences of the Grimbúrz.

Sconces on the outer walls shine dim, flickering light through the "branches" of the tree-columns. Their long shadows make the sunken central space appear much like a deep hollow somewhere in Mirkwood. Five heavy wooden chairs sit in a circle in the center of the room. Here the five Grimbúrz discuss dark deeds and evil plots. Two Olog-hai stand guard by the entrance to the hall.

18. **Grimbúrz Quarters.** See below for details.

19. **Guard Room.** The entrance to the eastern mines and the secret entry to the Grimbúrf's residence open onto this guard room. Five Olog warriors from the Grimbúrf's personal guard are present at all times. Access to the mines is strictly prohibited to all but a few. The eastern mines are nearly played out. The rare crystal laen remains in sufficient quantities to justify continued delving, but only the black variety is present. Small nodes of ruby or sapphire turn up occasionally.

Only the Grimbúrf is permitted to use the secret door to his residence. Unauthorized individuals trespassing here are severely punished.

The secret door is Sheer Folly (-50) to find. It is locked and trapped. The door will open only if the locking mechanism is turned. The lock, hidden by a small stone covering which slides to one side to reveal the key hole, is Extremely Hard (-30) to pick. The trap is Sheer Folly (-50) to detect and Absurd (-70) to disarm. Any disturbance of the lock or covering without disarming the trap will instantly open a trap door (8'x8') under those standing in front of the secret entrance. The trap door covers a twenty-foot pit with poisoned spikes at the bottom. Victims falling into the pit receive 1-3 type "C" Puncture criticals. The poison on the spikes is "Slota" which is distilled from spider venom. It attacks at 7th level and causes instant paralysis if a -40 RR is failed. The victim dies in twenty-four hours. Note that a separate RR must be made for each critical wound received.

When the trap is sprung, an alarm sounds in the Grimbúrf's quarters.

GUEST QUARTERS

Simple furnishings of pale ash appoint the guest quarters. The doors cannot be locked, and all the chambers north of the salon (#13) can be secretly observed from a hidden passage connected to the Grimbúrg's residence. Any guests for whom a lack of trust is felt are lodged in these rooms.

1. **Bedchamber.** A generous bedstead, a writing desk, and table and chairs outfit the chamber. The secret viewing hole is hidden by a wall hanging.

2. **Bath.**

ELITE GUEST QUARTERS

Dol Guldur's most important visitors are lodged in the elite guest quarters. Each suite is meant to accommodate one person and six retainers. Ornately carved mahogany furnishings and filigreed bronze appoint the chambers.

1. **Sitting Room.**

2. **Servants' or Guards' Quarters.**

3. **Servants' or Guards' Bath.**

4. **Bed Chamber.**

5. **Bath.**

RESIDENCE OF THE GRIMBÚRZ

Rustically furnished suites house four of the five Grimbúrz. Each has three servants and three guards, all Hildo. Because the Grimbúrz pursue tasks far from Dol Guldur, each is likely to be absent (01-70) at any time. All four of these residences possess the same layout.

1. **Entry Hall.** Sturdy oak benches, thick bearskin rugs, and bronze plated sconces appoint the hall. Painted murals of dark forest scenes adorn the walls. A wooden table displays a small marble statuette carved in the likeness of Khamûl. It is a miniature replica of the statue of located in Celedhring's gallery (see Section 6.4.4, "Celedhring's Residence").

The front door is locked at most times, and the lock is Moderate (0) to pick.

2. **Guards' Quarters.** The Grimbúrz's three guards are quartered here.

3. **Servants' Quarters.** The Grimbúrz's three servants are housed here.

4. **Dining Room.**

5. **Sitting Room.** Oak and pine chairs, benches, and small tables appoint the room. Furs pad the seats. Painted murals depicting forest glades adorn the walls.

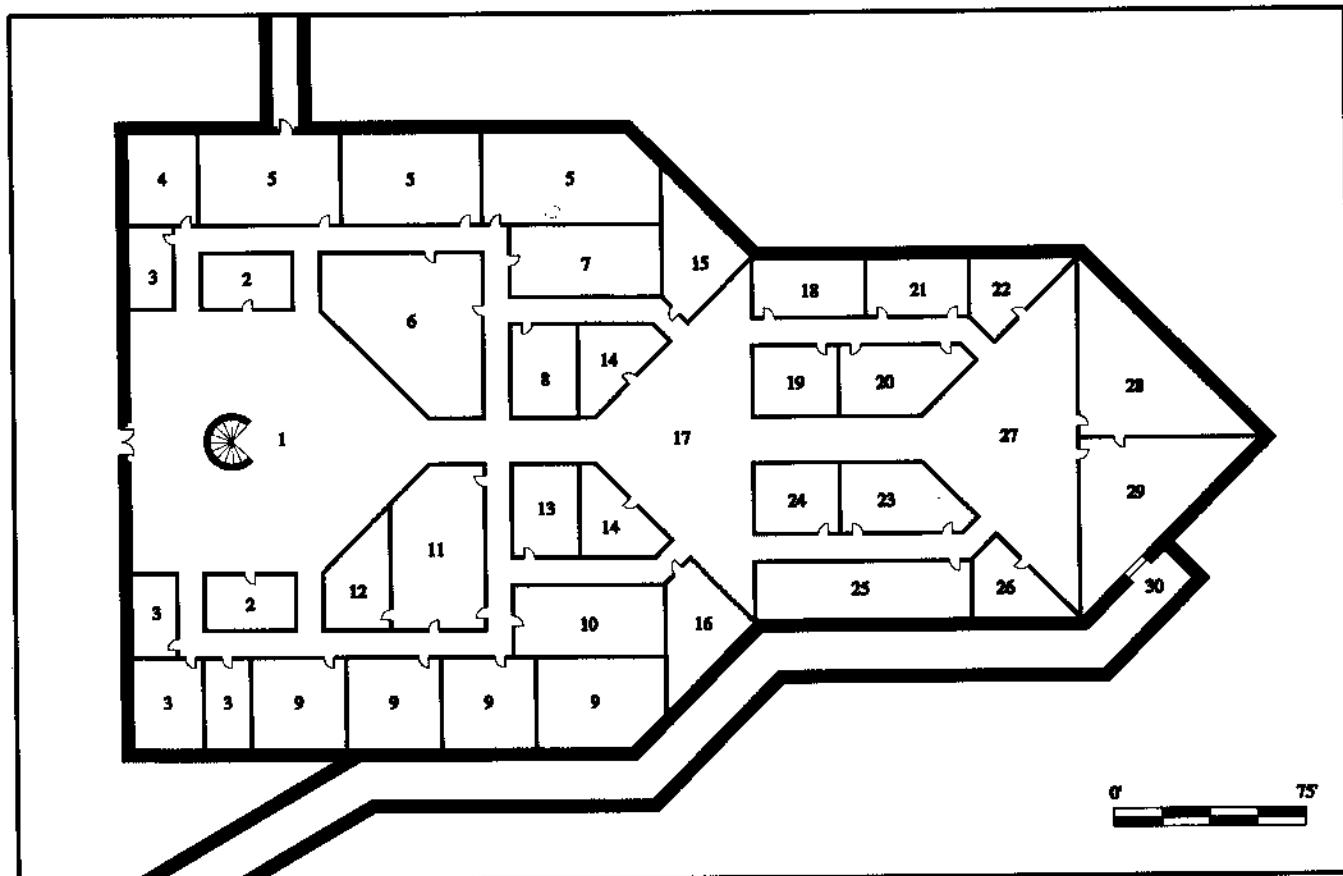
6. **Bed Chamber.**

7. **Bath.**

8. **Study.**

9. **Secret Room.** Any valuables possessed by the Grimbúrz are stored in this small room. Its door is Very Hard (-20) to find and is locked. The lock is Hard (-10) to pick, but the door is not trapped. The door is normally opened by turning the key in the lock. Picking the lock will have the same effect.

*Grimbúrg's
Residence*



THE GRIMBURGOTH'S RESIDENCE

Daôn, the Grimburoth, is leader of the Grimbúrz and one of the Lords of Dol Guldur. He holds other important positions within the Kazgûmhoth at different times. During the years when Khamûl is present, the Grimburoth is named Imga Urdânuk (second-in-command). While the Black Easterling is absent from the fortress, Daôn assumes the rank of Gonon-u-Kazgûmhoth, governing the entire garrison (see Sections 3.2 and 4.0). The Grimburoth's residence is centrally positioned to allow orders to be sent to any place in the fortress without great delay.

Before T.A. 1639, the residence is occupied by Gothmog. After T.A. 2205, when the Grimburoth begins his slow transformation into a Ring-wight, his halls grow gloomy and fall into decay. The undead commander seldom uses the dining chamber (#27) or the bedroom (#28).

Thirty-one Olog-hai comprise the Grimburoth's personal guard (one serves as Captain of the Guard). Ten Uruk messengers relay the commander's orders. Twenty Hildo servants and one steward tend his home. All of these underlings live within the residence.

1. Entry Hall. Divans, occasional tables, and chairs carved of cherry and upholstered in velvet appoint the hall. The furnishings are elegant, but do not match the lavishness of Celedhring's halls or the Mouth of Sauron's domicile. Individuals awaiting audience with the Grimburoth repose in the entry hall.

The front doors are guarded by three Olog-hai of the Grimburoth's personal guard. They can be barred from within.

2. Guard Room. Three Olog-hai stand guard in these rooms.

3. Storage.

4. Uruk Barracks. The barracks quarter the ten Uruk messengers who serve directly under the Grimburoth. Half of the Orcs are on duty at any given time.

The chamber is much cleaner than other Uruk barracks, due to its close proximity to the Grimburoth.

5. Olog Barracks. Each room houses ten of the Grimburoth's personal guard. Half of the Olog-hai are on duty at all times.

The quarters are tidier than other Olog barracks, due to their proximity to the Grimburoth.

Note that the entrance to the passageway used to spy on some of the guest quarters is located here.

6. Guards' Training Hall.

7. Guards' Mess Hall.

8. Guards' Bath.

9. Hildo Quarters. Each room houses five Hildo servants.

10. Hildo Mess Hall.

11. Lesser Kitchen. The lesser kitchen provides meals for the commander's servants and guards.

12. Food Storage.

13. Hildo Bath.

14. Guard Room. Three Olog-hai guard the grand parlor (#17) from these adjacent rooms.

15. Captain of the Guard's Quarters. The chief Olog of the Grimburoth's personal guard lodges here.

16. Steward's Quarters. The steward supervises the servants tending the Grimburoth and his domicile.

17. Grand Parlor. The chamber is richly furnished.

18. Guest Quarters. On rare occasions, the Grimburoth hosts personal guests (usually military leaders from outposts in Rhovanion) who are bestowed within his residence.

19. Training Room. Reserved for the Grimburoth's personal use.

20. Lesser Dining Room. The lesser dining room is used far more often than the greater (#27), because the Grimburoth prefers to take his meals in less grandiose surroundings.

21. Sitting Room.

22. Bath.

23. Kitchen. This kitchen is used exclusively for the preparation of the Grimburoth's meals.

24. Food Storage.

25. Archery Room. The Grimburoth is a master archer; he practices here. Targets are located at the far end of the room away from the door.

26. Meeting Room. An octagonal marble table and four beautifully carved chairs appoint the chamber. The Grimburoth meets here informally with his officers.

27. Greater Dining Hall. Feasts and other gatherings of the Kazgûmhoth's elite members take place in the greater dining hall. It is rarely in use.

28. Bed Chamber.

29. Office. The Grimburoth plots how best to enact the directives of the Necromancer and Khamûl in his office. A large oak desk, bookshelves, cabinets, and bureaus (filled with all the records and plans of the army) appoint the room. A large table permits the spreading out of maps for plotting military tactics.

A secret door gives access to a secret passage (#30). The portal is Extremely Hard (-30) to find. It is locked and can be opened with a key kept on the person of the Grimburoth. The lock is Extremely Hard (-30) to pick and is trapped. The trap is Sheer Folly (-50) to detect and disarm. The trap can, however, be turned off by rotating one of the sconces on the wall or by pressing a particular stone in the secret passage. Both of these controls are Sheer Folly (-50) to find. If the lock or door is tampered with (from either side) before disarming or turning off the trap, an alarm sounds throughout the residence and steel bars drop from the ceiling, closing off all the exits from the room. A small portcullis seals off escape through the secret passage. Six Olog guards will arrive in 3-5 rounds with standing orders to take any captives alive. Anyone caught in this manner is sure to face years of agonizing torture and inevitable death.

30. Secret Passage. The tunnel leads to area a guard room (#19 on the Fifth Level layout). See the office (#29 above) for details concerning the secret door.



6.4.6 THE SIXTH LEVEL •

The Sixth Level of Dol Guldur holds both the Thrall's dungeons and the quarters of the Slave-masters. Note that the only access to this level, both from above and below, is by the stairs in Môrlat. This design makes escape by any Thralls highly difficult.

1. **Môrlat.** See Section 6.4.1, #1. On the Sixth Level the corridor surrounding the central shaft is guarded by ten common Orc soldiers. These guards are under the authority of the Snagagoth, and monitor traffic to and from Môrlat.
2. **Guard Room.** Each of these chambers is guarded by eight common Orc soldiers, who are responsible for keeping the thralls within their dungeons when not at work. One of the guards in the guard room nearest the prisoner cell block will hold the key to the cells (see #5).
3. **Thralls' Dungeon.** These large three tiered rooms house the thralls of Dol Guldur. Note that no noteworthy prisoners are ever kept here. These chambers are pits of filth and refuse, and they are almost never cleaned. Sickness and disease are quite common among the prisoners, and even the Orcs try not to enter these rooms unnecessarily.
4. **Prisoner Block.** This area is patrolled by three guards at twelve-minute intervals night and day. These guards do not have keys to the cells.
5. **Cell.** These small one person cells are where prisoners are kept who are no longer important enough to remain on the Second Stratum (see Section 6.6.2). That is, any information they might possess has been gleaned from them, and no one desires to torture them further. These prisoners are sent here for several days while they are "conditioned" to become thralls. The conditioning involves torturing the individuals into giving up all hope for escape and a wearing down of their self-identity. Once deemed properly conditioned the prisoners are moved to the thrall's dungeons to live out what little life they may have left, toiling away their last bit of strength and serving the Necromancer until they die.
6. **Kitchen.** This kitchen is where food is prepared for all the thralls and the captives in the prisoner block (#4).
7. **Food Storage.**
8. **Storage.**
9. **Torture Chamber.** These rooms are used for the conditioning of prisoners to become thralls (see #5), as well as places to exact punishment on those thralls who have disobeyed their Hrizgthrak.
10. **Kitchen.** Provides food for the Slave-masters.
11. **Food Storage.**
12. **Quarters of the Hrizgthrak.** These quarters house three to five Hrizgthrak and vary in cleanliness and upkeep depending upon the race of the resident.
13. **Elite Hrizgthrak's Quarters.** These quarters each belong to a single Hrizgthrak, and together these individuals make up the most trusted followers of the Snagagoth. Like the lesser Hrizgthrak's quarters these rooms vary according to the race of the resident.

14. **Slave-masters' Dining Hall.** A large tapestry hangs on the northeast wall depicting the Snagagoth standing proudly over a horde of awe-struck thralls.

15. **The Snagagoth's Residence.** See below for details.

THE SNAGAGOTH'S RESIDENCE

This dark and gloomy place, more like a tomb than a residence, is the abode of the Andalónil the Raug (S. "Demon"), holder of the position of Snagagoth.

Andalónil has ten elite Uruk warriors who make up his personal guard. These Orcs also act as the Snagagoth's servants.

1. **Entry Hall.** This austere chamber stands dark and empty save for two black iron sconces and the torches they hold.

2. **Guards' Quarters.**

3. **Meeting Room.** This room is furnished as though it were a minor throne room or audience chamber. Along the southeast wall is a small dais, and a large, throne-like seat carved from solid black marble and adorned with mithral runes sits atop the platform. Gold-plated sconces and blood red walls complete the setting. Here the Snagagoth gives his orders to the Hrizgthrak, and declares the punishment for thralls who have performed some offense.

4. **Meditation Chamber.** This dark and foreboding room has a large, rectangular, solid block of enchanted ice sitting perpendicular to the southeast wall. The block measures 10' x 4' x 4' and serves as the resting place for Andalónil. The Ice Spirit needs no sleep, but once every day he requires at least three hours of rest and meditation and the ice block has the power to quickly restore Andalónil's strength. The other magical effect of the ice is to cause the entire chamber to have a temperature well below freezing, and the walls are covered in frost and sheets of ice. This room is otherwise entirely devoid any other furniture or trappings.

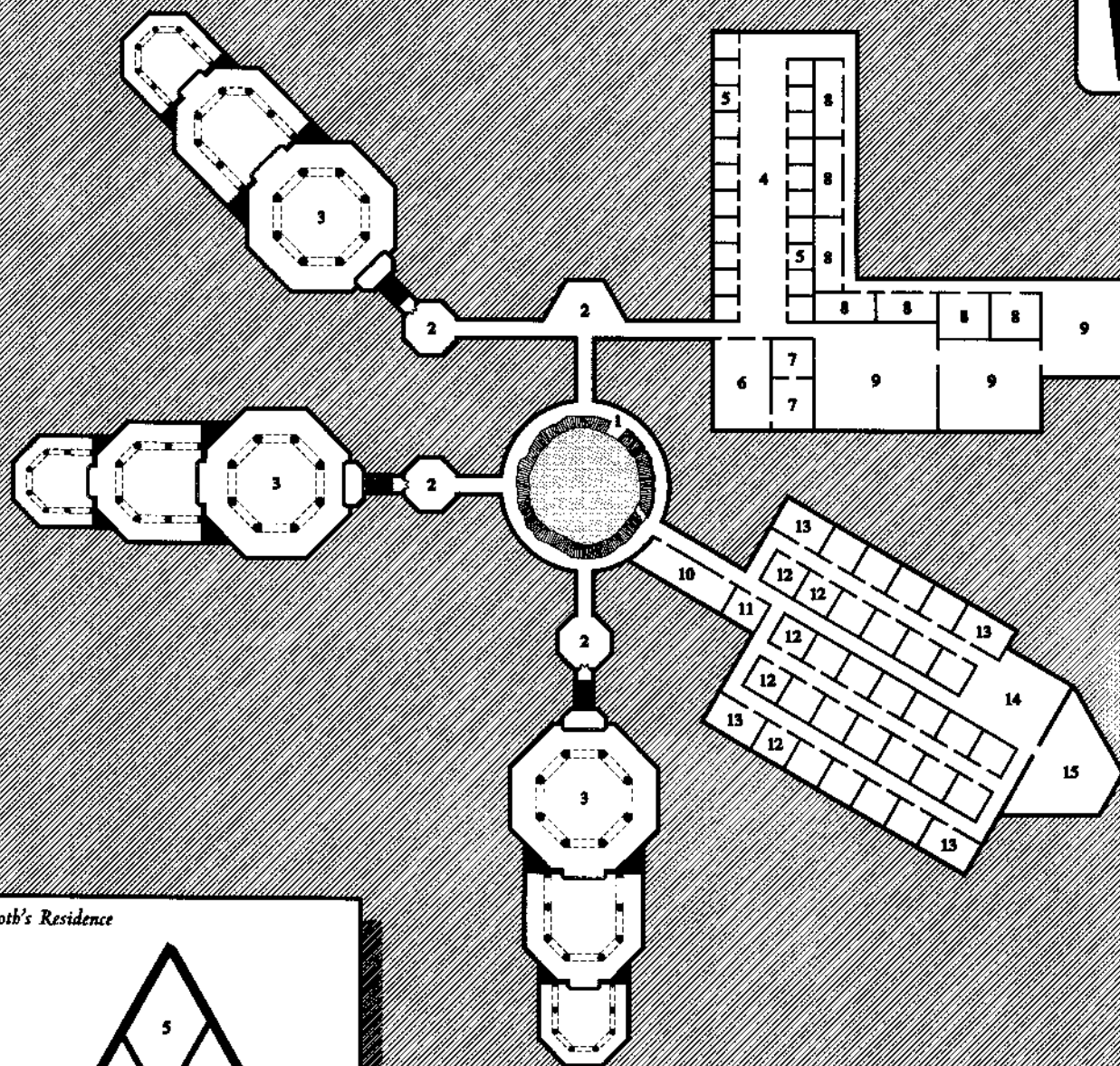
5. **Shrine to Morgoth.** This worship chamber is by far the most lavish room in the residence. Each wall displays a tapestry of very high quality, and all illustrate scenes of triumph for Morgoth in the First Age. The floor is set with ancient runes, which spiral outward from the center of the room, and glow with a pale white light while Andalónil is present. A solid mithglin sconce is fastened to the wall in each corner, and the feeling of dark presence permeates the room.

In the center of the chamber is a bizarre sculpture made of clear ice and having the appearance of a jagged peak of ice. Many pointed and twisted protrusions project outward from the sculpture and the whole thing stretches to a height of five feet. As with the large ice block in the meditation chamber (#4), this sculpture radiates frigid cold, making the chamber an icy shrine.

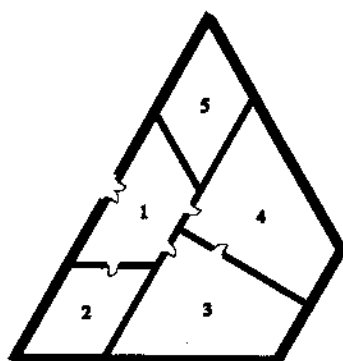
Here the Snagagoth pays tribute to Morgoth, his one time master; he often sacrifices slaves to the Fallen Vala.

SIXTH LEVEL

N

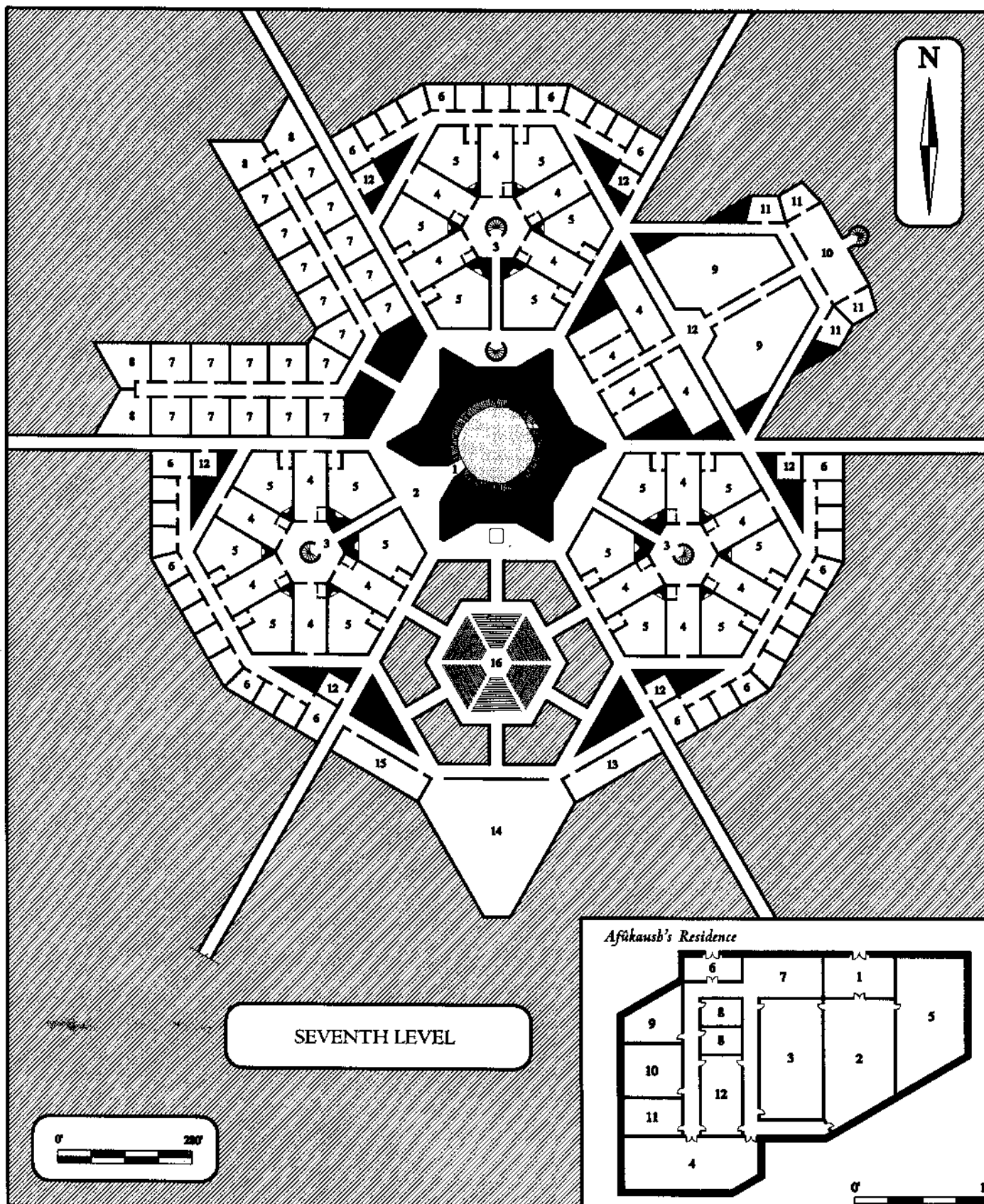


Snagagoth's Residence

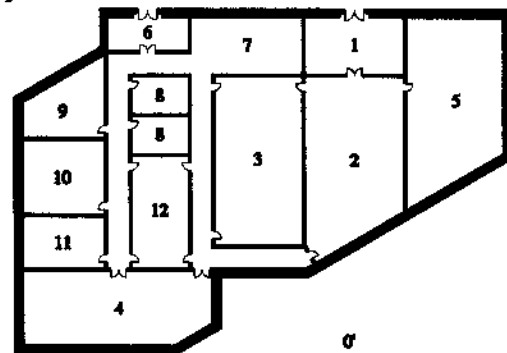


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Afukaush's Residence



6.4.7 THE SEVENTH LEVEL

The Seventh Level, often called the Central Keep, houses the largest concentration of soldiers in the entire citadel. At the army's height over 4,000 Uruk-hai (four Agar-hoth, including officers) are quartered here. The main role of this level is threefold. The first function is to guard the eight access tunnels to the Web and prevent unauthorized entry. The second role of the Central Keep is to prevent intruders from descending into the five Strata below. But the third and perhaps most important role is to unswervingly guard the entrance to the Necromancer's Halls, which contains the dreaded Throne Room.

1. **Môrlat.** See Section 6.4.1, #1. The stairs continue down to the First Stratum; and they are the only way in and out of that level of the fortress.

2. **The Great Entry Hall.** The Great Entry Hall is composed of six interconnected halls, each guarded by fifty Uruk-hai. These soldiers stand at attention along the walls at the call of their superiors, who question all who pass through this area.

In the northernmost section, a staircase winds down to the Necromancer's Halls and into a guard room stationed by Sauron's personal guard. In the southernmost section, a large black iron platform lies level with the floor. Stepping onto this platform will cause it to sink slowly into the floor and continue downward into the Waiting Chamber in the Necromancer's Halls. This platform is the official egress to the Throne Room of the Necromancer, and no one is permitted to use this entrance without orders from Sauron himself.

3. **Gathering Halls.** These hexagonal rooms provide space for the Uruk warriors to gather and participate in various Orcish social activities, including many games of chance, contests of strength and heated exchanges of insults and profanity. A few tables and chairs are scattered about, but most of the furniture lies in pieces across the room. From twenty to one hundred and twenty Uruk-hai can be found here at any given time.

From these rooms stairs wind down past the Necromancer's Halls and the First Stratum all the way to the Second Stratum, where they have their first landing. Ten of the Uruk-hai in these rooms will be guarding the stairs.

4. **Barracks.**

5. **Armory/Equipment Storage.** These areas consist of two rooms each. The smaller front room is manned by five Uruk soldiers and one Ujâk, who is responsible for overseeing the distribution of goods. The second larger room is either an armory with enough weaponry and armor to equip one hundred soldiers, or a storage area with various goods such as boots, clothing, ropes, torches, food, traveling rations, etc.. No enchanted or exceptional weaponry is kept here.

6. **Ujâks' Quarters.** Each of these rooms houses 10-11 Ujâks. All the chambers smell foul and much of the furniture shows signs of abuse. Debris and refuse is usually tossed in the corners.

7. **Drartûlu's Quarters.** These areas, which each house two Uruk Drartûlu, are divided into several smaller chambers, including a bedroom for each officer, a sitting room, bath and meeting chamber, and are furnished in a similar manner to the Krîtar's quarters on the First Level (see Section 6.4.1, #17).

8. **Krîtar's Quarters.** These small apartments house the Krîtar of the four Agar-hoth quartered here. (Note that these officers are all Olog-hai; see Section 3.2.) All the furniture is carved from solid rock. Few adornments decorate these rooms, though some Krîtar are fond of hanging their slain enemy's weaponry on the walls of their abode. Like the Drartûlu's quarters described above, these areas are divided into several smaller chambers, much like the residences of Dol Guldur's more prominent inhabitants.

9. **Afûkaush's Residence.** See below for details.

10. **War Council Chamber.** This large meeting room is where the officers of the Kazgûmhoth receive their orders and discuss strategies and tactics. A long and heavy oak table carved with runes and other symbols runs along the northeast wall, and several elaborately decorated chairs face the room from behind the table. The chair at the center of the table is larger and more regal than the rest and is reserved for the Gonon-u-Kazgûmhoth.

Just behind the central chair is a doorway leading to a staircase that ascends up to the Grimborgoth's residence and down to the Urdânuk's residences, and eventually terminates at Khamûl's residence on the Fourth Stratum.

The rest of the chamber is filled with wooden benches that face the long table, and the only other features of the room are the gaudy, golden sconces which line the walls.

This room is guarded at all times by twenty elite Uruk-hai, and no one is permitted to use the stairs save the Gonon, the three Urdânuk, and their personal guards.

11. **Meeting Rooms.** These chambers are used for smaller meetings among the higher ranking officers.

12. **Guard Rooms.** These rooms serve as a final check point between the Seventh Level and the Web. Ten Uruk soldiers guard these rooms at all times.

13. **Officers' Mess.**

14. **Mess Hall.** This gigantic chamber is filled with long, wooden tables and benches where the soldiers housed on this level eat. Though this hall services thousands of Orcs, it is surprisingly clean when compared with the barracks and other quarters found on this level. By Hildo standards, the Mess Hall remains a fairly vile place, but the thralls are forced to keep the chamber somewhat free of accumulated refuse.

15. **Kitchen.**





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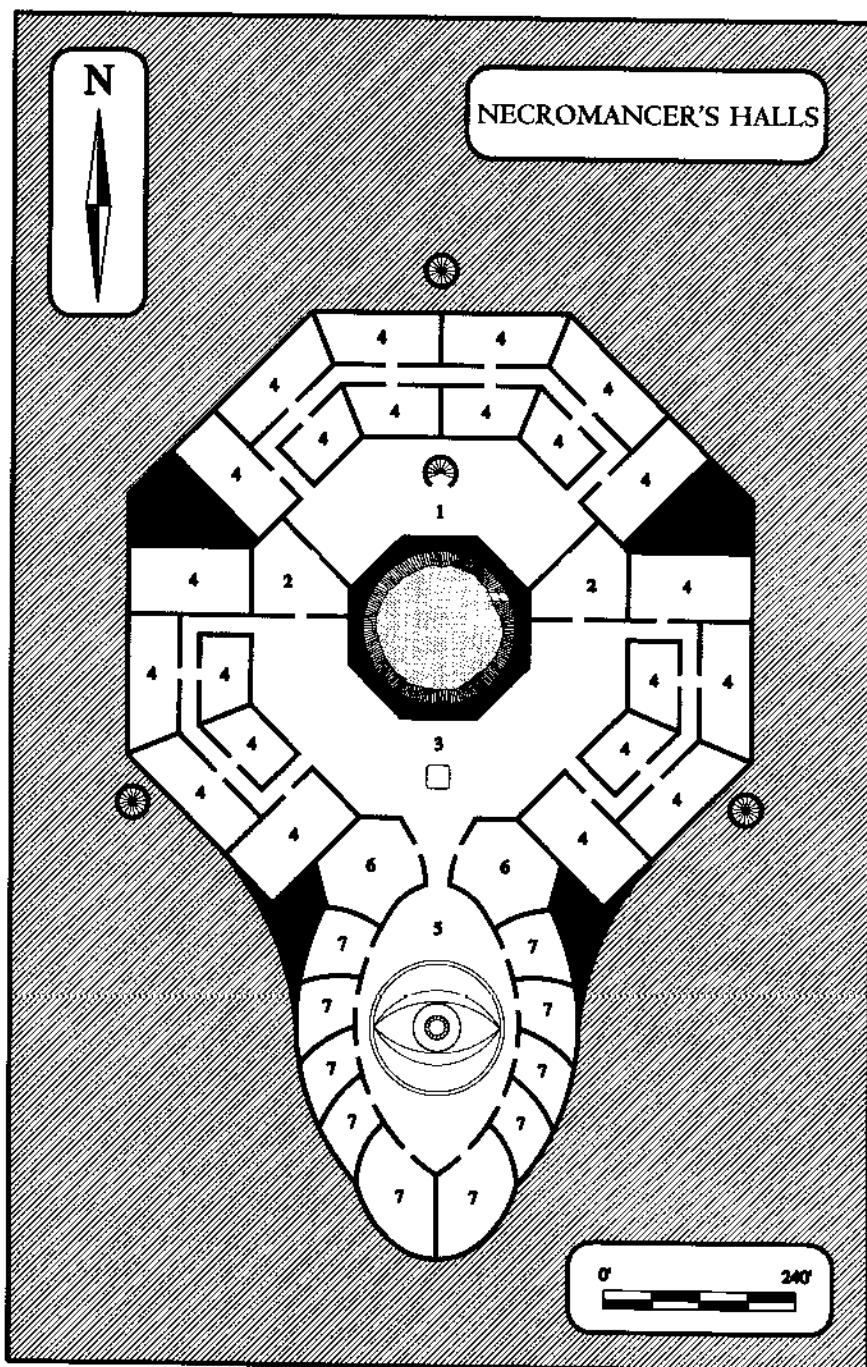
16. Assembly Hall. This multi-tiered chamber is used as a meeting hall for the soldiers of this level. The outer edge of the room is the highest portion, and the floor descends in stages toward the center of the chamber, where stands a large staging area for officers to address the throng. Over half the population of soldiers quartered on this level can be held in the Assembly Hall, and the largest and most frequent gatherings involve powerful orations which serve to strengthen the morale of the Orcs. When these assemblies are held, the sounds of booming drums and fierce chants echo throughout the Seventh Level.

AFÜKAUSH'S RESIDENCE

The two Afükaushî have direct command over the Agar-hoth housed on this and the First Level. Due to the fact that these officers are Trolls, little attention has been paid to the furnishings and other adornments of their domiciles, and cleanliness is a low priority to the officers living here.

Each Afükaush's guard is made up of ten Uruk-hai, and his staff of servants consists of five common Orcs.

Note that this layout can be used for both residences, one being the mirror image of the other.



1. Entry Hall. This chamber is devoid of furnishings and is used to guard the entrance into the residence. Three soldiers are always present, who stop any uninvited guests, save those of superior rank.

2. Gathering Hall. This large chamber is used to hold less important meetings with the officers under the Afükaush's command. A long granite table sits several feet out from the wall opposite the main entrance, and heavy stone chairs line the wall behind the table. Several other pieces of stone furniture could once be found here as well, but most now lie in pieces scattered throughout the room.

3. Dining Hall.

4. Training Room.

5. Bed Chamber. A large pile of furs lies in the corner furthest from the door. A huge iron chest, which holds the Afükaush's few personal belongings, sits in another corner. The room reeks from years of little or no cleaning.

6. Back Entrance. This small, unadorned foyer is guarded by two soldiers.

7. Kitchen.

8. Storage.

9. Servants' Quarters. This room is used to house the five common Orc servants of the Afükaush, and reeks from years of neglect by the occupants.

10. Guards' Quarters. This room is used to house the ten Uruk guards of the Afükaush, and is in a similar condition to the servants' quarters (#9). Half of the guards will be typically be off duty.

11. Bathroom.

12. Servants'/Guards' Mess Hall.

6.4.8 THE NECROMANCER'S HALLS

This area of the citadel lies just beneath the Seventh Level (and well above the First Stratum) and houses the Throne Room of the Necromancer. In addition, barracks for half of Sauron's personal guard are located here. No one enters this sub-level without the permission of the Dark Lord, save for Khamûl and the Mouth of Sauron. Note that there is no access to the Môrlat.



1. Guard Room. Twenty Olog-hai, warriors of Sauron's guard, stand watch. The guards have orders to slay any unauthorized individuals entering the chamber.

On the southern wall, two secret doors give access to the rest of the sub-level. The doors are Sheer Folly (-50) to find and are trapped. The traps are Absurd (-70) to detect and disarm. When sprung, the traps release five poisoned darts from the ceiling which will attack (at 10th Level) any target standing before the doors. If a -70 RR is failed the poison will instantly kill the victim. Both traps are deactivated by pressing a specially triggered stone in the north wall. The opening mechanism for these doors is activated by pressing on a similar stone in the wall next to each door. If one of these stones is pressed without first disarming or deactivating the traps, the darts will be discharged. Note that separate RRs are required for each dart which strikes the victim.

2. Antechambers/Guard Rooms. These rooms are guarded by five Olog-hai of Sauron's guard. From this side, the secret doors can be easily seen and pulled open without danger.

3. Waiting Chamber. This huge room is where all who await an audience with the Necromancer must remain until called upon. (Note that few people other than especially noteworthy prisoners are summoned to go before Sauron.) The walls are richly adorned with tapestries and paintings depicting scenes of horror and domination. The most notable of these is a huge painting which covers the entire south wall, showing Morgoth and Ungoliant destroying the Two Trees of Valinor. Beautiful hand woven rugs laced with strands of mithril cover much of the stone floor, and mithril sconces illuminate the fell artistry. No chairs or other comforts are present here; those brought to this room must stand and wait. The whole chamber gives off an aura of evil extravagance.

In the center of the room are four gold-plated, steel rails which run from ceiling to floor. These rails hold the platform as it descends from the Seventh Level (see Section 6.4.7, #2). An eerie tone sounds within this room when someone steps on the platform above. The platform can be lowered from here by pulling on a silver chain which hangs by the rails.

This room is guarded by twenty Olog-hai of Sauron's guard.

4. Barracks. These barracks each house five or six of the Necromancer's guard (100 total). All are Olog-hai. Huge stone bunks take up much room, but these quarters are more spacious and relatively clean when compared to the rest of the barracks on other levels.

5. The Throne Room. Perhaps the most dreaded place in all of Dol Guldur (primarily because few people ever descend to the Fifth Stratum) is the Throne Room of the Necromancer. The chamber is shaped in the likeness of a huge eye, and the walls are pitch black, reflecting no light. The ceiling is sharply domed, being forty-five feet high at the center and eighteen feet high at the walls. Other than the throne and its surroundings, the room is unadorned. No light source is present here, save that given off from the flame around the throne (see below).

In the center of the the chamber rests a large disk made of blackened durang sitting a few inches above the floor. In the middle of the disk is an oblong, crystalline slab of immeasurable value. This slab is made from pure red laen and measures a full foot thick. The laen glows with a sorcerous red luminescence, and wisps of blood-red fire flare up from the surface.

Rising up from the slab of red laen is a huge column of pure black laen. Sitting atop the column, eighteen feet above the floor, is the throne of the Necromancer. The cylinder of black laen is hollow, and the throne sits on a metallic disk made of mithrarian that is suspended at the top of the column with powerful enchantments. At a thought from Sauron, the disk and throne descend through the cylinder and down a long and narrow shaft to the Fifth Stratum. When the Dark Lord wishes to enter the Throne Room, he seats himself in the throne on the Fifth Stratum and slowly levitates to take his place before his followers (see Section 6.6.5).

The throne is made of galvorn, and it is a huge, high-backed seat that flares outward at the top. While seated on the throne, Sauron can mentally control the direction the throne faces. The seat emits and a magical aura is given off preventing everyone but the Dark Lord from casting spells or using magic items while in this chamber.

Anyone other than the Dark Lord who touches the throne will be paralyzed for one day, and thereafter will become an unswerving slave of Sauron's (-70 RR vs. 20th level spell). Other mental powers available to Sauron while seated on the throne include: the ability to read the thoughts of all those within the room of 15th level or less (no RR); the ability to mentally envision any part of Dol Guldur and what activities are taking place therein (not including the Web); the ability to mentally call any of the Lords of Dol Guldur to the Throne Room (provided they are within the fortress); the ability to teleport any or all of the occupants of the throne room (save Sauron) to the dungeons on the Second Stratum (no RR); the ability to cause the fires around the throne to rise up creating a wall of flame for protection or to give off a huge burst of fire that delivers a type "E" Heat Critical to all in the room (-50 RR vs. 15th level spell); and lastly the ability to cause anyone questioned by Sauron to be unable to tell a falsehood. (Note that this last power does not prevent someone from withholding the truth. They simply cannot tell a lie.)

6. Guard Rooms. These rooms are each guarded by ten Olog-hai of Sauron's guard. Typically five of these guards are dispatched to bring people in from the Waiting Chamber.

7. Ceremonial Chambers. These smaller rooms leading off from the Throne Room are used by the elite of Dol Guldur for various rites and small ceremonies. Each is lavishly adorned with gold and other finery, and most appear to be shrines.



6.5 THE WEB

The Web is vast network of roughly hewn passageways that stretch out from the Seventh Level of Dol Guldur; it is not considered part of the citadel proper. Here the common Orcs, the Wargs, and the Warwolves make their lairs, and giant bats, spiders and other dark creatures can be found as well. Of all the areas beneath Amon Lanc, the Web is the most likely place for a party of adventurers to enter and escape alive, though any profit to be gained from such a venture would, most likely, be very limited.

The passages of this area vary from ten to twenty feet wide and from eight to fifteen feet high. All are crudely constructed when compared with the rest of Dol Guldur, though the floors tend to be well worn from years of use. Furthermore, the tunnels in the Web are not illuminated by torchlight, and the Orcs which live here are forbidden to use any light source outside of their warrens. Only high-ranking officers and other important individuals are permitted to carry torches or lanterns when traversing this area. Therefore, when Orcs in the Web see someone carrying some form of light, they know that this individual is either one of their superiors or an enemy.

The scale of the layout of the Web is much larger than that used for the levels, and this area stretches far out beneath Amon Lanc. Note that all the tunnels leading from the Web into the Seventh Level and all the tunnels leading out of the Web to the outposts are guarded by the Entry Fortresses described below.

Note: All the irregular shaped areas shown on the layout of the Web that do not have numbers by them should be considered to be Orc Warrens (see #3).

1. The Seventh Level.

2. **Entry Fortress.** See below for details.

3. **Orc Warrens.** These cave-like dwellings have been cut from the surrounding rock over the long years of Dol Guldur's existence and many resemble natural caverns, though most are not. The Orcs residing here fight for the best areas with the largest and strongest tending to have the best quarters.

Each of these warrens is a maze of twisting tunnels and interconnecting rooms, and only the Orcs living within them know all the tunnels well.

Disputes occasionally erupt among the different groups inhabiting the Web over territory or other less substantial things, and these fights can sometimes involve more than one hundred Orcs on each side. Sauron usually sees these conflicts as a source of amusement, but if they ever threaten the security of Dol Guldur the leaders of the disputes are quickly put to death and replaced.

Also inhabiting these warrens are the Wargs and wolves of Dol Guldur. The Wargs tend to live in small bands that ally themselves with a particular group of Orcs, and live alongside them. But the wolves (not the Wargs) are considered by the Orcs to be their possessions, and they are corralled and fed much like domesticated animals.

Each warren has a well to provide the inhabitants with water, and access to each well tends to be controlled by the local Orc leader.

4. **Temple.** This large, crudely carved chamber is used by the Orcs of the Web as a place of gathering to worship the Necromancer. One common Orc Laugash is in charge of the temple and resides within.

5. **Entrance Tunnel.** Each of these five passageways leads to an entrance/exit of Dol Guldur. And all of the five entrances are guarded by one the outposts in the Nan Lanc. (See Section 7.0, "Nan Lanc and Emyrn Guldur".)

5a. This tunnel connects with the Smalug (B.S. "Small Tower") outpost that lies north of Dol Guldur. The passageway runs for 1 1/2 miles before reaching the circular staircase, which ascends to the tower.

5b. This tunnel connects with Lughâsh (B.S. "Tower of Fire"), which sits on a rocky knoll at the northern entrance into Nan Lanc. The passageway runs for 9 miles before reaching the circular staircase, which ascends to the tower.

5c. This tunnel connects with the Grotto, a cave system which lies along the southern edge of the hills guarding the Necromancer's demesne. Unlike the other entrance/exit tunnels, this passage connects directly with the lowest level of the Grotto, and no stairs are present at the end. A secret door marks the entrance into the caverns.

This passageway runs for 11 miles before reaching the Grotto.

5d. This little-used tunnel leads to the outpost known as Lugdûm. Unlike the other entrance/exit passageways, the Entry Fortress guarding this tunnel is left unmanned and the stone blocks which close off the corridor are nearly always left lowered. Furthermore, the barrier can only be raised from the Web side of the blockade (see "Entry Fortress" below). This tunnel is kept closed because the Necromancer does not wish for most of his minions to know where it leads. Keeping this passage restricted allows Sauron to have a secret exit from Dol Guldur in case of a full-scale invasion of the citadel, and this tunnel is almost never used.

This passageway runs for 18 miles and curves slightly northward before reaching the circular staircase which ascends to Lugdûm.

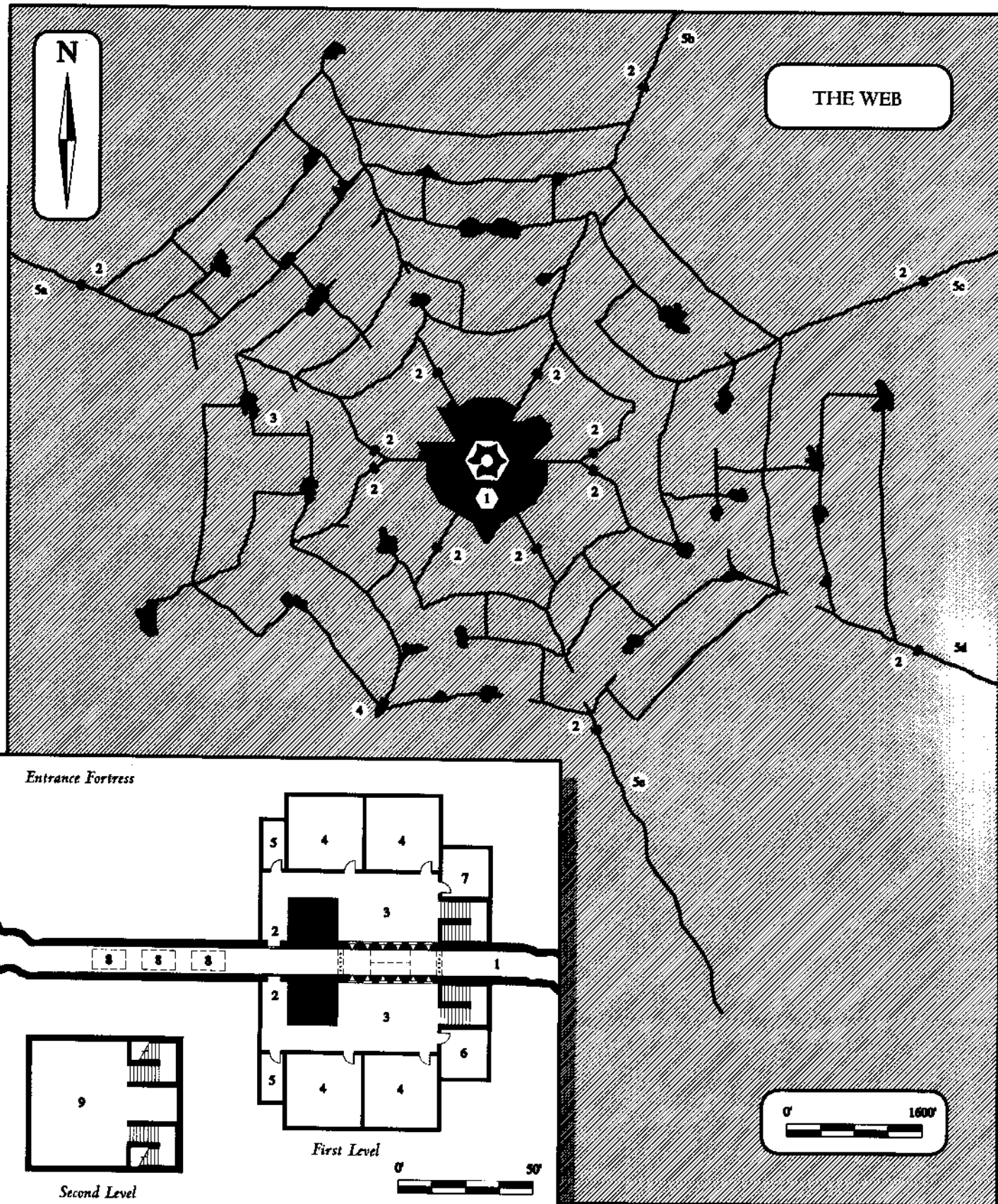
5e. This tunnel connects with the Smalug outpost which lies south and east of Dol Guldur. The passageway runs for 4 1/2 miles before reaching the circular staircase, which ascends to the tower.

ENTRY FORTRESS

In total, thirteen of these small fortresses can be found in the Web. Five guard the entrance tunnels leading to the Web from the outposts, and the other eight guard the access tunnels leading from the Web into the Seventh Level. Each fortress is manned by twenty common Orc soldiers and one Uruk Drartûl, who commands the group. Ten Orcs will be on guard duty at any given time.



THE WEB





The standing orders for these troops is to monitor all traffic going into and out of the Web, stop any suspicious individuals and repel any attacks. The ultimate defense for these fortresses, used only in the event of a large scale assault, is to seal off the tunnel just beyond where the fortress sits, and thereby prevent any intrusion deeper into the fortress (see area #7 below for details).

Note: The right side of this layout should always be considered to be facing away from the Seventh Level, regardless of which Entry Fortress is being represented. That is, the tunnel labeled #1 leads away from the Seventh Level, and the tunnel with the traps (#8) runs toward the Seventh Level.

1. Tunnel. In the immediate area of the fortress the normally rough and crooked tunnel becomes straight and even, and torches are present on the walls to make enemy intrusions more difficult. Directly between the two halves of the fortress are two portculli, and in between these is large pit trap, which can only be released from the Control Room (#7).

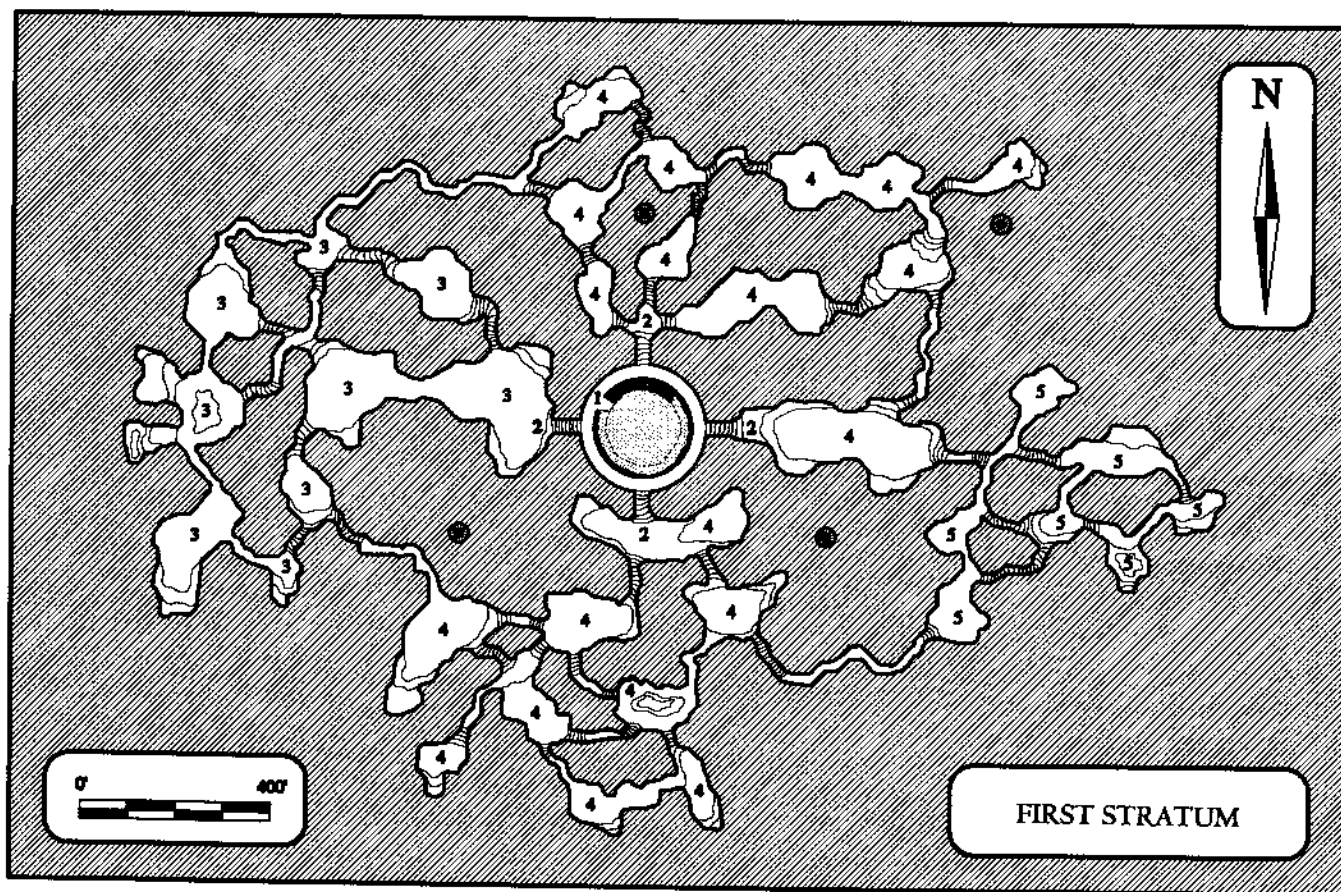
The pit is fifteen feet deep with steel spikes at the bottom, and avoiding the plunge for anyone standing on the trap doors when they are released requires an Extremely Hard (-30) maneuver. Anyone falling into the pit will receive one type "A" Krush Critical, and 2-5 type "C" Puncture Criticals. The pit spans the entire width of the tunnel.

Along the walls between the portculli are several arrow slits used by the soldiers in the guard rooms (#3) to attack any intruders in the tunnel. The arrow slits also allow guards in the tunnel to communicate with the Orcs in the fortress.

Normally the second portcullis is left lowered and two Orcs stand watch in the tunnel behind the grating. Anyone entering the area must state their purpose to these Orcs. If the individuals have proper authorization to pass, the Orcs will order the portcullis to be raised, and the wayfarers can go on unhindered.

2. Secret Door. These doors, one on either side of the tunnel, are made to look exactly like part of the passage wall. The doors are Very Hard (-20) to detect and are locked, but not trapped. The locking mechanism is automatic, so the doors can never be left unlocked. In addition, the locks can only be operated from inside the fortress, because no key hole or other device is present in the tunnel. Therefore, anyone in the tunnel must be "let in" by someone already inside the fortress.

The only exception to this is the Entry Fortress which guards the tunnel between the Web and Lugdûm (see Section 6.5, #5d). Because this fortress is normally left unguarded, a key hole and opening mechanism have been fashioned on the exterior that can be used to open the secret doors. There are two keys to this lock. One is held by the Lieutenant of Lugdûm and the other by the Gonon.





3. Guard Room. These rooms are guarded by four Orcs who will attack intruders through the arrow slits when necessary. Because enemies are extremely rare these Orcs will typically be lounging on the benches along the wall opposite the arrow slits or amusing themselves in some Orcish fashion.

In the event of an attack the off duty Orcs will be called quickly into action. Of the ten additional Orcs four will stay in each of these rooms (making a total of eight), and two will go to the second level of the fortress (see area #9).

4. Guards' Quarters. Each of these rooms houses five Orc guards. These rooms tend to be very dirty and full of trash and other refuse.

5. Latrine.

6. Drartûl's Quarters. This small room houses the Captain of the fortress.

7. Control Room. This room contains all the controls which operate the defenses of the fortress.

Along one wall are four large, steel levers. The functions of these levers are:

Lever 1 — lowers first portcullis;

Lever 2 — lowers second portcullis;

Lever 3 — releases the pit trap;

Lever 4 — releases the large stone blocks, which seal off the tunnel (see #8).

In addition to the levers, there are three multi-handled cranks, two smaller ones and a single large one. The functions of these controls are:

First Small Crank — raises first portcullis;

Second Small Crank — raises second portcullis;

Large Crank — resets pit trap.

Note that no controls are present here which can raise the large stone blocks which seal off the tunnel (see #8).

8. Stone Blocks. The dotted lines shown on the layout indicate the location of massive blocks of solid granite that are suspended in the ceiling of the tunnel. In the event of a full scale attack, the Drartûl will order the release of these huge stones, which will lower into the tunnel and completely seal off any possible entry.

The only control for resetting the granite blocks is located in a small secret room just off the side of the tunnel approximately 100 feet past the blocks. The door to this room is Hard (-10) to find, but is not locked or trapped. The secret door can be opened simply by pushing inward. Note that this room is not shown on the layout.

Due to the location of the reset controls, the Orcs who release the stone blocks will be sealing themselves off from the Seventh Level as well as their foes, so this defense is only used as last resort.

9. Guard Room. This room is primarily used in defense of the fortress and remains unmanned most of the time, but it is also a convenient way of going from one side of the fortress to the other without having to go through the secret doors.

In the middle of the room is a small basin cut out of the floor with several murder holes bored through to the tunnel below. On the sides of the basin are four steel brackets which hold large kettles filled with oil. In the event of an attack the oil is ignited and the kettles are dumped into the basin, sending the burning oil down on the attackers.

Several barrels of oil are stored here.

The murder holes are situated just above the pit trap in the tunnel below.

Note: The basic plan for the defense of the fortress is as follows. A small force of invaders are spotted coming down the tunnel. The Orcs in the tunnel quickly get let in to the fortress and sound the alarm. When a sufficient portion of the attackers are in between the portcullis, the first portcullis is lowered and most of the attackers are trapped inside the bars. The Orcs in area #3 begin firing arrows at the attackers and the pit trap is released. Many of the attackers fall victim to the pit trap, while others are struck with arrows. Meanwhile, burning oil is poured through the ceiling, killing those left still alive in the pit trap and any others foolish enough to be caught beneath the murder holes. At this point the remaining attackers outside the portcullis will hopefully flee, and any survivors will be taken captive.

6.6 THE LOWER HALLS

The Lower Halls, consisting of the First through Fifth Strata, are the most grim and foreboding locales in Dol Guldur. Within these tiers are found the breeding pits of the Uruk-hai and Olog-hai, the Great Temple, as well as the residences of Dol Guldur's most important individuals. The Fifth Stratum is solely the domain of Sauron.

Because the largest number of inhabitants of these levels are Trolls, the dimensions of the rooms and doorways in the Lower Halls are somewhat larger than in the rest of the fortress. Unless otherwise noted the ceilings are 18' high and the doors are all slightly wider and taller than normal and are made from thick iron plates.

6.6.1 THE FIRST STRATUM

The First Stratum is one of the most important locations within Dol Guldur, for here the three improved races of Uruk-hai, Olog-hai and Pertereg were spawned. In keeping with this design, the First stratum houses nearly all of the females of these three races.

Môrlat provides the only means for entering and exiting the level.

Note: By the year T.A. 2700 the populations of Sauron's new races are sufficiently large enough for their numbers to support themselves without the central source of Dol Guldur. At this time the Dark Lord begins to lessen his use of the Breeding Pits, and in time they are left nearly empty.

I. Môrlat. See Section 6.4.I, #1. Here the stairs which wind down much of the depth of Môrlat come to an end, and provide the only entrance to this level. Anyone wishing to go down from this level must first go back up to the Seventh Level and use one of the staircases which descend past this level (see Section 6.4.7, #3).



The tunnel surrounding Môrlat on this level is likely (01-70) to be devoid of activity. Any present will be a small patrol of Uruk-hai (01-80) or young Olog-hai or Pertereg.

2. Access Tunnels. These four tunnels together comprise the only ways into and out of the Breeding Pits. Heavy iron doors block the ends of all of these passages, and all the doors are kept locked, except when food is brought in or when young warriors are taken out to join the other inhabitants of the citadel. The locks on these doors are all Medium (0) to pick and are not trapped.

Note: Areas #3, #4 and #5 make up the vast Breeding Pits of Dol Guldur. All the chambers and tunnels have been delved out in a rough, cave-like manner and many of the tunnels were once part of the old Dwarven mines from the Second Age. Now all the chambers are dens of filth, filled with offal and stench.

3. Olog Breeding Pit.

4. Uruk Breeding Pit.

5. Pertorog Breeding Pit.

6. Circular Stairs. Note that these stairs do not open on this level.

7. Throne Room Shaft. This shaft leads from the Throne Room in the Necromancer's Halls to the Fifth Stratum, and does not open on this level.

6.6.2 THE SECOND STRATUM

The Second Stratum can be divided into two distinct sections. The first consists of the primary storage rooms of the stronghold, as well as the great treasure vaults of Dol Guldur. The second area is the main prison of the citadel where all prisoners are taken when they are first brought into the Hill of Sorcery.

1. Môrlat. See Section 6.4.1, #1. Though the stairs within Môrlat end at the First Stratum and do not give access to the Second Stratum, on this level the stairs begin again and wind down to the Third Stratum. That is, Môrlat has no stairs between the First and Second Strata.

2. Guard Room/Circular Stairs. This guard room, described identically as the two guard rooms under #3, also contains two secret doors. The first door leads to the treasure vaults, while the second door leads to the lair of Enna San Sarab. Both doors are Sheer Folly (-50) to find.

The door leading to the treasure vaults is also locked, but the keyhole to this lock is not found on the door itself. Rather, the keyhole is located on the southern wall and is Extremely Hard (-30) to find. The key to this door is held by one of the Krítars housed on the Seventh Level, who arrives to unlock the door for the changing of the guard once every six hours. The lock is Sheer Folly (-50) to pick, and any manipulation of the lock other than with the key will set off the trap. The trap is Absurd (-70) to detect and disarm, and when sprung releases gas into the room which paralyzes everyone present who fails a -50 RR vs. poison (10th level). The paralysis lasts for 2-5 days. If the door is successfully opened it will swing silently into the tunnel from the left.

The door leading to the lair of Enna San Sarab is neither locked, nor trapped, but the opening mechanism is Extremely Hard (-30) to find. The door is opened by pressing a particular stone in the northern wall just to the left of the entry way and seven feet off the floor. When opened the secret door reveals the narrow passage beyond. Note that this passage is almost never used, and few soldiers even know of its existence. Opening this door from the other side is done by simply pulling on the handle provided.

3. Guard Rooms/Circular Stairs. These large, mostly empty chambers are guarded by six Uruk-hai at all times. No unauthorized individuals are permitted to pass through these rooms. The stairs go both up and down. Note that any prisoners attempting to escape via one of these staircases would have to either descend to the Third Stratum (a truly futile gesture), or ascend to the Seventh Level right in the midst of the Central Keep (an almost equally hopeless move). Due to this design, escape is nearly impossible.

4. Storage. These large chambers hold the vast food and equipment supplies required by the huge population of the fortress. Access to these rooms is strictly regulated, and nothing can be removed without the proper authorization. Thralls often can be found here gathering goods to haul to other places in the citadel.

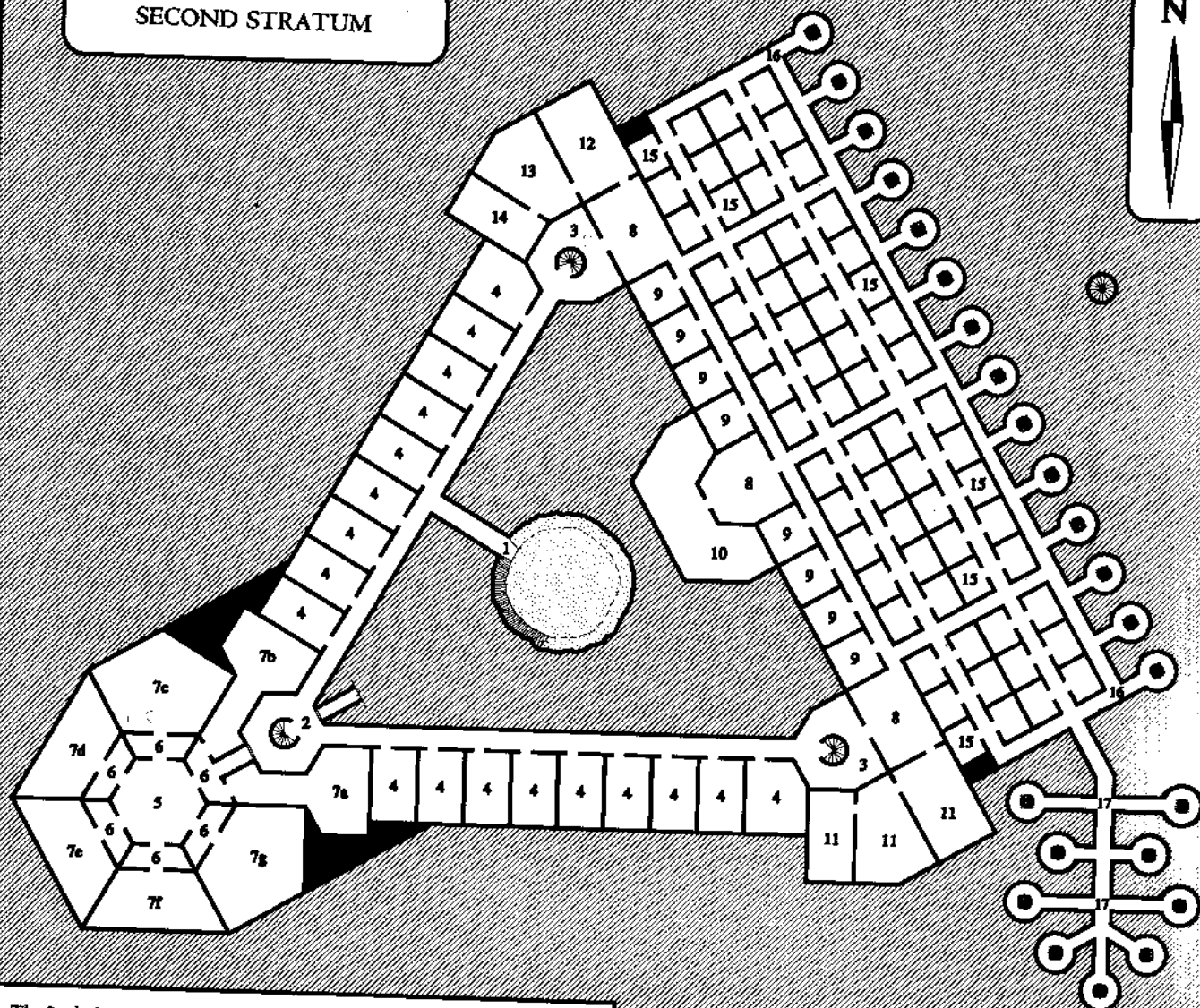
5. Guard Room. This chamber is stationed by ten Uruk-hai, who guard the entrances to the treasure vaults. All the doors here are locked and the key to these doors is held by the same Krítar that holds the key to the secret door (see #3 above). The locks are Sheer Folly (-50) to pick, but are not trapped. The doors are only unlocked once every six hours for the changing of the guard. In addition to these features this room also has six release controls which temporarily disarm the traps found in the six antechambers (see #6). These controls are all Sheer Folly (-50) to find and are all tiny portions of stone that can be pressed inward much like a crude button. Pressing these spots a second time will reset the trap. Note that the guards stationed here do not know the location of these controls.

6. Antechamber. These rooms are the last guard chambers before one enters the treasure vaults. Each of these rooms is manned by two Olog-hai.

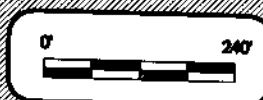
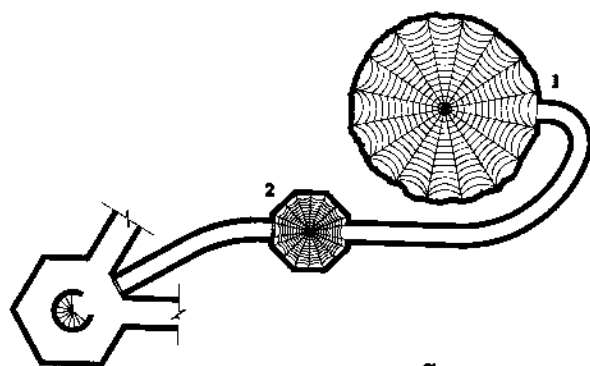
The doors within these rooms which lead into the treasure vaults are made of white cog, which prevents anyone not aligned with Sauron from casting spells within these chambers. All the doors are locked and are Absurd (-70) to pick. All the doors are trapped, and the traps are Absurd (-70) to detect and disarm. Release controls for these traps can be found in area #5. Each of these traps releases gas into the room which causes paralysis, if a -60 RR vs. poison (15th level) is failed. The paralysis lasts for 2-5 days.

SECOND STRATUM

N



The Spider's Lair





7. **Treasure Vault.** The seven Treasure Vaults of Dol Guldur house some of the citadel's most valuable possessions, as well as a vast quantity of wealth, which the Necromancer has accumulated over the centuries of his reign in southern Mirkwood. Each of the vaults holds thousands of gold and mithril coins and hundreds of gem stones valued between 100 to 10,000 gp, as well as precious jewelry and other adornments. These treasures are all displayed on lavish laen pedestals or in mithral plated coffers. The sight of these chambers is awe inspiring, and only witnessed by the most powerful residents of Dol Guldur.

But the Treasure Vaults also contain other items of even greater value:

7a. Here, in the first Treasure Vault, lies a broadsword and chain mail once belonging to Celebrimbor.

They were first taken from the Elda when he was captured by Sauron in the Second Age. The items were held in the Dark Tower. After Sauron's reemergence in the Third Age, they were recovered from beneath the ruins of Barad-dûr and brought to Dol Guldur to be kept safe from the hands of the enemy. The broadsword, called Súlhelka (Q. "Icy Wind"), is a powerful weapon made of clear laen, and the chain mail is forged from ithilnaur. The exact powers of these items are described in Section 6.7.

7b. This chamber, sometimes called the Vault of Kings, holds items more valued for their history than for any powers they contain. Within this room are several crowns, scepters, and rods, as well as other symbols of authority, taken from the many kingdoms and principalities across Middle-earth that have been conquered in one form or another by the Dark Lord. Sauron now longs to place the heirlooms of Arnor and Gondor here, but for now they remain out of his grasp.

7c. This vault contains the once infamous Khazad-baraz, the Dwarf-stone of Tumûn-gabil (see Section 2.2). The GM should note that this item is cursed and will not benefit anyone who manages to retrieve it.

7d. One of the many Lesser Rings of Power is the principle item stored in this vault. Sauron has yet to find someone among his followers who is worthy of this treasure. (The GM should create the details of this item, if it comes into play.)

7e. This Treasure Vault contains an enchanted staff of considerable power. Once possessed by a Sinda Mage, who was a Lord of the court of Oropher in the now abandoned halls of Caras Amarth, this staff is named "Krisfuin" (S. "Cleaver of Darkness"), and was obtained by the servants of the Necromancer

early in his reign in Dol Guldur. Due to Krisfuin's Elven nature, the staff is a bane to the forces of Darkness, and no one within the citadel has any desire to attempt to utilize this item. The exact powers of this staff are described in Section 6.7.

7f. The principle item stored in this vault is called the Feather of the Great Eagle. Made by Radagast the Brown as a gift for Thranduil, the enchanted item was taken from the Elven escort who were to deliver it to the Halls of the Elven-king. While traversing central Mirkwood, the Elves were overcome by a large contingent of Orcs from Dol Guldur, who slew the Elves and took the talisman back to their Lord. The exact powers of this item are described in Section 6.7.

7g. The last of the Treasure Vaults contains an ancient set of books of tremendous value, called the Tomes of the West, or Parmarnúmen in Quenya. Written during the Second Age in Númenor, these books were taken from the doomed isle before its destruction by the Faithful and have somehow managed to survive across the centuries. The minions of the Dark Lord acquired the Tomes after their first conquest of Minas Ithil in S.A. 3429, and the books were brought to Dol Guldur after Sauron's reemergence. The exact powers and contents of the Tomes of the West are described in Section 6.7.

Note: The GM should feel free to add any items to the contents of these vaults that he feels are appropriate.

8. **Guard Room.** These chambers serve as the guard stations for the prison, and each will have from ~~four to six~~ **four to six** Uruk guards. The guards often play games of chance at the small tables in these rooms during their long hours of duty. The central guard room also holds the records of all the prisoners currently housed here, both who they are and what cell they are being held in, as well as the possible nature and extent of any torture to be applied. Any more important information is kept by the Gonon-u-Kazgûmhoth.

9. **Guards' Quarters.** From five to ten Uruk-hai are housed in each of these rooms. Like the other Orc quarters, these rooms are filthy and much of the furniture is broken down and abused.

10. **Caran Carach's Lair.** Here the dreaded Werewolf, Caran Carach, makes his den. He is in charge of overseeing the prison and torture of the prisoners, and makes regular rounds throughout the prison area. This chamber appears much like the lair of some wild beast, with few items one would call furniture. Caran Carach sleeps at one end of this room on a pile of hides taken from slain prisoners. This bedding is many layers thick and truly hideous to behold.

11. Torture Chambers. The rooms are filled with many different torture devices, and no prisoner is exempt from long hours within these chambers. Often times when a particularly important prisoner is being tortured, one of the Lords of Dol Guldur will be present to supervise.

12. Guards' Mess Hall.

13. Kitchen.

14. Food Storage.

15. Cells. These small square cells are well maintained, giving the prisoners little or no chance of escape without outside aid. The locks on the iron doors are Hard (-10) to pick. The less important captives are held in these rooms. Note that typically less than half of these cells are in use at any one time.

16. Dungeon. These cells are used to hold the more important prisoners, such as enemy leaders, powerful warriors, etc. Each of these circular chambers has a round pit in the center which is covered by a heavy iron grate. The grates are hinged at their midpoints and can be swung upward to open the pit. The grates are locked, and the locks are Very Hard (-20) to pick. The pits are fifteen feet deep, and the walls are perfectly smooth and unclimbable. No light is present in these rooms except when prisoners are being put in or taken out. Two thirds of these dungeons are in use at any given time.

17. Dungeon. These dungeons are identical to those described in #16, except that they are all lined with white eog, which prevents all types of spell casting by the prisoners. In addition, the locks on the grates are Extremely Hard (-30) to pick. Only the most dangerous of prisoners are kept here, and these individuals are always thoroughly tortured before being placed in their pit.

18. Stairs. These circular stairs do not open on this level.

19. Throne Room Shaft. This shaft leads from the Throne Room in the Necromancer's Halls to the Fifth Stratum, and does not open on this level.

20. The Lair of Enna San Sarab. See below for details.

THE SPIDER'S LAIR

The spider's lair is the home of Shelob's descendant, Enna San Sarab. It is greatly feared by the lesser inhabitants of Dol Guldur.

Note that no stairs are present in Môrlat at this elevation.

1. The Great Web. Half-way between the First and the Second Stratum is a monstrous spider web, which fills the breadth of Môrlat. Spun over the long centuries of Dol Guldur's history, the Great Web, as the Orcs call it, has grown to be many feet thick and impossibly strong.

Just above the Great Web in the wall of the shaft is a large opening, which leads to a down-sloping passage and on to the spider's lair.

The web's primary purpose is to capture prey for Enna San Sarab. In fact, the principle means of execution in Dol Guldur is to throw the offender over the side of Môrlat where he will plummet into the Great Web and become food for the giant arachnid. Furthermore, because the staircase which winds its way down Môrlat has no railing, many is the time when a weary Thrall or careless Orc stumbles over the side to join the rest of the spider's prey.

To break free of the web's binding requires a strength maneuver which is Extremely Hard (-30), and each successive attempt will be further penalized by (-10). If the victim manages to break free, the only escape possible is through the spider's lair, a feat which few could hope to accomplish.

The secondary purpose of the Great Web is to seal off the lowest levels of the fortress. Anyone attempting to reach the lower levels by descending Môrlat via levitation or flying will have to find a way past this nasty trap.

2. The Lair of Enna San Sarab. A horrible, darkened chamber is the home of Enna San Sarab. After binding her victims in thick webbing, the giant spider drags the bodies down into her web-filled den to devour them at her leisure. The armor and weaponry of many of the spider's past victims remains bound in the spider's web.

Leading into this octagonal chamber is a narrow and steeply sloped (45 degrees) passage which has several thick strands of webbing running down its length from the Great Web all the way into the lair of the giant spider. These strands serve two purposes. First, they provide the means by which Enna San Sarab climbs up to the Great Web, and, secondly, they act as tension cords which vibrate when something lands in the huge snare. In this way Enna San Sarab always knows when she has caught another victim, and she can reach the Great Web in ten rounds. If these strands are somehow cut, the great spider can still ascend the passage, but the trip will take twice the normal amount of time (twenty rounds).

Besides the opening leading to the Great Web, this chamber also has another exit, though this door is almost never used, and Enna San Sarab has all but forgotten about it. The portal is a secret door and is Very Hard (-20) find, but is neither locked nor trapped. The door can be opened by pushing firmly against its surface.

The passage beyond the door slopes steeply (35 degrees) downward from the lair and smells stale with disuse. (For information about the termination of this passage see #2 above.)





6.6.3 THE THIRD STRATUM

The Third Stratum contains four distinct sections. All vitally important quarters, they comprise: (1) the Great Temple, (2) the chambers of the Conclave, (3) the chambers of three Urdânûkî, and (4) the residence of the Mouth of Sauron. Common soldiers rarely descend beyond this Stratum.

1. The Môrlat. See Section 6.4.1, # 1. Here, the heat rising from below becomes noticeable. Nearly all the people making use of the stairs in the Môrlat exit the central shaft at this level. All but the most important of Dol Guldur's inhabitants and their servants are barred from descending any further into the depths of the fortress.

2. The Hall of Fallen Heros. This huge gathering hall marks the entrance to the Great Temple, and serves as a tribute to mighty heroes who have fallen in the cause of "justice" (by Dol Guldur's standards).

The floors are black marble, and the walls give off an eerie, reddish luminescence, which serves as this chamber's only light source. The ceiling is forty feet high, and the entire room is immaculate.

Adorning this hall are many huge statues depicting legendary individuals. Some are actually large sculptures illustrating scenes of renowned infamy. Several statues portray individuals about which the Free Peoples know almost nothing. Other sculptures are easily recognizable to any viewer. The subjects of these latter statues include Morgoth and Ungoliant destroying the Two Trees in Valinor, Morgoth on his throne wearing his Iron Crown, Glaurung after the destruction of Nargothrond, Gothmog standing over the slain body of Fëanor, a huge depiction of Ancalagon the Black, seven Dwarven warriors slaying Thingol, and Storlaga (one of the first Orcs ever spawned). Standing before the central entrance of the Great Temple is a tall, black statue of Ar-Pharazôn, the "Great Betrayer of the Edain." Any particularly knowledgeable viewer may notice the strange absence of any depiction of Sauron (who is, of course, supposedly "fallen" at this time).

A huge, enchanted gong stands in the center of the room. When sounded, this gong sends deep-toned signals echoing throughout the Five Strata—all the way to the Seventh Level. The gong summons the hordes to the Great Temple. It strikes fear in the hearts of all who hear it.

This chamber is usually unoccupied. Anyone encountered here is typically passing through on his way to some other part of the fortress. Before and after ceremonies and other gatherings, however, the hall is crowded with Orcs, Trolls, and Men. They slowly file into or out of the Great Temple, passing a large, ceremonial guard of Uruk-hai (who form two lines along the walls).

3. The Great Temple. This large chamber is used as both a place to worship the Necromancer and a gathering hall for the Kazgûmhoth. It is akin to the other temples of Dol Guldur found on Levels One, Two and Three. Here, the

Phalaugash presides over all religious ceremonies. The Urdânûkî or the Gonon preside over the military assemblies, making this chamber the central place of authority for many of the lesser inhabitants of Dol Guldur.

The Great Temple is a truly huge room. Three long aisles run down its length. Two massive colonnades fill the center of the outer aisles. The columns are made from polished, black marble. Each is inlaid with blood-red Fenen and swirls of ithildin, which has been specially forged to shine brightly during the ceremonies held here. The floor, like the columns, is made of polished, black marble, and the long pews are carved from huge blocks of speckled grey granite. Mithril sconces hang on the columns and walls, and two lavishly adorned braziers burn hotly at the base of the dais at far end of the room.

The ceiling arches a full one hundred feet above the floor, and an unbelievably huge mural covers the surface in between the colonnades. It illustrates in horrid detail the Battle of Unnumbered Tears. Along each side wall is a frieze with relief sculptures of Balrogs and other demonic beings.

Two large paintings framed in solid gold hang from the walls in between the entrances. The first painting depicts a scene of Húrin seated in a chair of stone in the high reaches of Thangorodrim. The ancient Adan Lord is magically bound by the power of Morgoth and displays a visage of unmasked horror. Beneath this painting is a mithril plaque engraved with a Black Speech inscription that, translates as: "*Sit now there, and look upon the lands where evil and despair shall come upon those whom you have delivered to me. For you have dared to mock me, and have questioned the power of Melkor, Master of the fates of Arda.*" (See *UT*, p. 68.)

The second painting portrays the death of Túrin, as he lay impaled on the then-broken Gurthang. Beneath the second painting, as with the first, is a mithril plaque engraved with the words: "*A Túrin Turambar turun ambartanen*" ("*Túrin, the Master of Doom by doom mastered*"). (See *Sil* p. 223.)

The floor of the Great Temple slants slightly downward as one nears the dais, giving those assembled a clearer view of the platform. The dais itself is raised five feet above the temple floor. A huge red eye is engraved on its surface. Projecting from the center of the eye is a circular altar made of solid black laen and framed with a mithril border along the top. The front of the altar is adorned with a crystalline symbol of a large black spider on a blood-red field (the symbol of the Necromancer). The altar gleams in the flickering light of the nearby braziers.

On the wall behind the dais, standing nearly thirty feet tall, is huge relief sculpture of a once glorious tree now dead and rotted. Above the tree appear to be seven shining stars. A close examination will reveal that these are silver-plated dragon skulls. They glare down on the throng. The inhabitants of Dol Guldur know this sculpture symbolizes the downfall of Gondor.



Besides the three main entry ways into the temple, two side entrances are the only other means of entering or leaving this chamber. These two doorways are reserved for the exclusive use of the Laugashî and officers who preside over the gatherings. Each portal is always guarded by two Olog-hai, who strictly monitor all use of these entrances. When not in use, the Great Temple is guarded by ten Olog-hai.

Ceremonies performed in this temple are without question the most gruesome and evil rituals found anywhere in Middle-earth. Every liturgical gathering must begin and end with death, and most ceremonies involve a long litany in Black Speech of the Necromancer's great accomplishments, and the foretelling of what will come. Many other hideous and immoral acts make up these rites, but those details need not be described here.

The Necromancer himself appears before his minions on rare occasions.

Note: Though the symbol of the Red Eye is a prominent feature of the Great Temple, no reference to it is ever made during religious ceremonies, which all focus on the preeminence of the Necromancer, and never mention Sauron by name or otherwise. Because this symbol was used by Sauron in the Second Age, it is depicted in only a few locations throughout the fortress. Those places include the Great Temple, the Throne Room, and Khamûl's Worship Room. Few if any of the inhabitants of Dol Guldur realize the implications of this symbol.

4. Guard Rooms/Circular Stairs. Eight soldiers stand watch in each of the three unadorned chambers. The stairs in the two rooms adjoining the Laugashî's area and the Urdânuk's area only provide access to the levels above. The stairs in the room near the Mouth of Sauron's Residence go up as well as down. They afford access to the Fourth Stratum below. Eight Uruk-hai occupy the guard room closest to the Conclave's quarters. Eight Olog-hai stand watch in the guard room closest to the Urdânuk's quarters. Eight men occupy the guard room near the Mouth of Sauron's residence.

5. Quarters of the Smalaugashî. These eight rooms house the Smalaugashî, or Acolytes, of the Conclave. Each room houses three to five Smalaugashî. All the chambers are simply furnished and generally bare of any adornments. The Conclave is made up of all the races within the fortress, and these quarters tend to be segregated accordingly. Those rooms occupied by Orcs are somewhat dirtier than the rest.

6. Gathering Hall. This spacious, wedge-shaped lounge is used by the Conclave as a place of socializing and recreation. The chamber is nicely furnished with comfortable divans and over-stuffed chairs, as well as finely-crafted wooden benches and tables. Normally, from five to fifteen members of the Conclave gather here in quiet conversation. The Orcs of the Conclave tend to dislike spending time here. They prefer to socialize on other levels or in their quarters.

7. Dining Hall. This chamber is richly-furnished with two long oak tables and chairs, silver sconces, and a huge crystal chandelier.

8. Kitchen. Food of all sorts is prepared here. Much of it is smoked or salt-cured meat. The triangular room at the rear of the kitchen is used to smoke and store food.

9. Library. Here, over the long centuries, the Conclave has collected many tomes and scrolls. Other written material—including maps, floor plans, and even weather charts—is also stored in this well-stocked repository.

The library is filled with many rows of shelves and drawers, which are to house this substantial collection. The expertly-crafted oaken shelving reaches the twenty-foot ceiling, and several folding wooden ladders are present to access the upper shelves. The Laugashî study the accumulated writings in the small cubicles situated at the rear of the chamber.

While many of the works were written by servants of Sauron, by far the largest portion of material was stolen from the Free Peoples and brought here by the agents of the Dark Lord. The majority of the stolen works come from Arnor and Gondor. Any information, however remote, concerning Isildur or One Ring is prized.

This collection includes (among other subjects): histories of all types; journals both personal and official; detailed maps of nearly every region of Middle-earth; floor plans of many prominent structures; spell books; recipes for poisons, potions and other enchantments; records of past intelligence on the Necromancer's enemies; biographies; geographical information; records and studies of flora and fauna; and many accounts of past military campaigns.

During the day from eight to ten Laugashî or Smalaugashî will be present here, though half will be shut away in the cubicles.

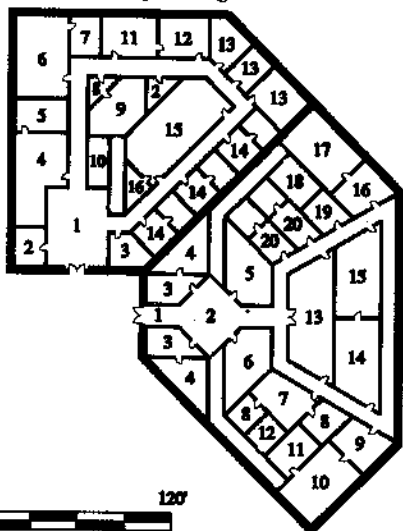
10. Workroom. This room is furnished with many long tables and cushioned wooden chairs. Cabinets line one wall. They contain an ample supply of writing materials. Here, the Laugashî labor over new works to add to their collection. One to five Laugashî will be present at any given time.

11. Laboratory. The room is equipped with all the furniture and materials necessary to manufacture most types of potions, poisons, and other concoctions of an evil nature. Two to eight Laugashî labor here, producing potent mixtures for use by the servants of the Necromancer.

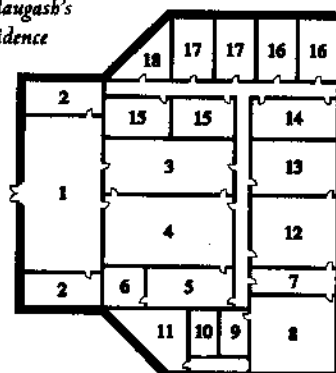
12. Council Chamber. This rectangular, formally-furnished chamber is used by the Conclave to hold meetings of their Order. The Phalaugash always presides over the group.

A long table runs along the north wall. Several large wooden chairs adorned with runes and symbols sit behind the table and face the rest of the chamber. Many long cushioned benches, all facing the main table, fill most of the remaining space.

Residences of the High Commanders

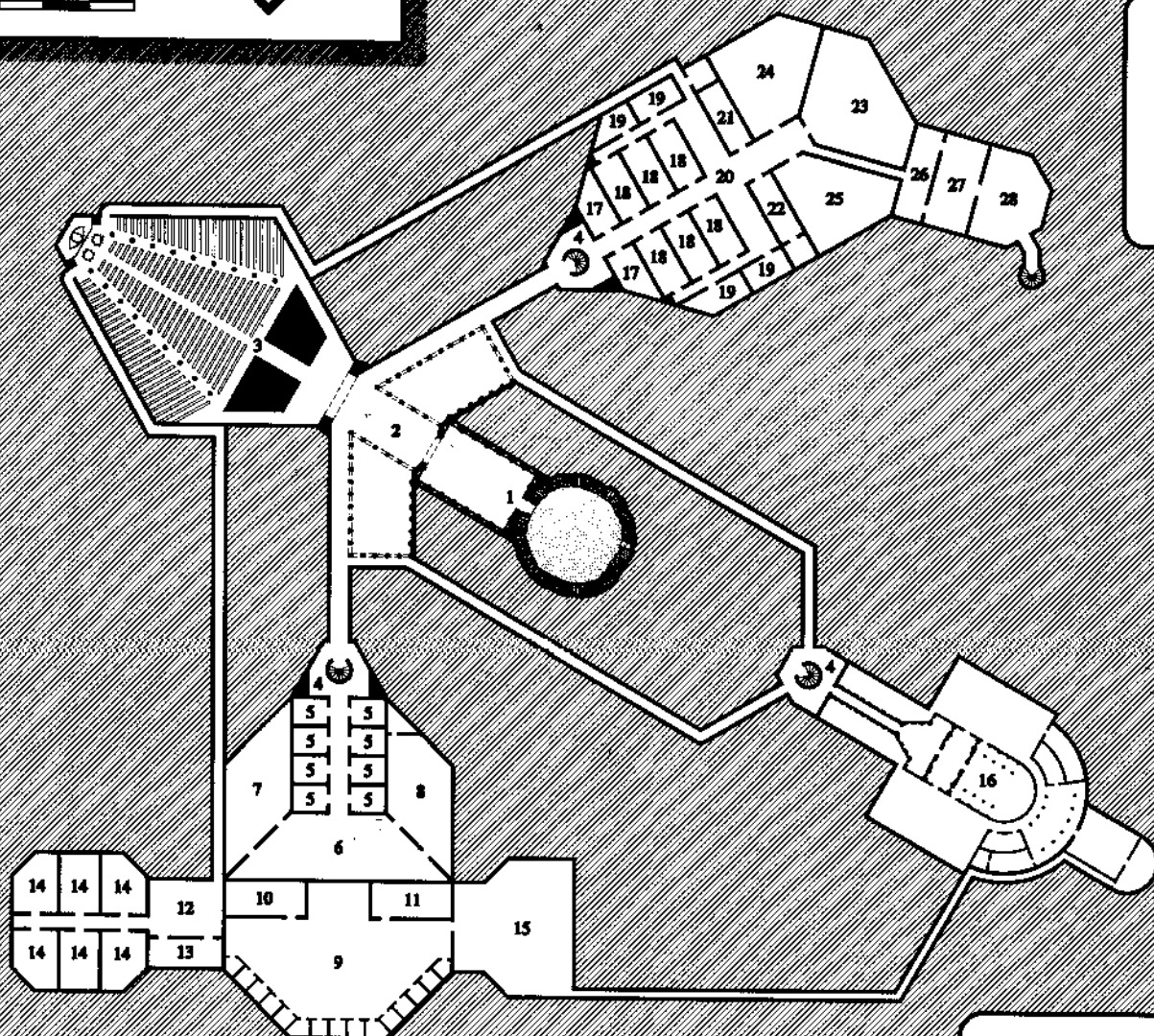


Fhalagash's Residence



THIRD STRATUM

N



In the northeast corner of the room is a door to the access tunnel leading to the Great Temple. Only the Fhalaugash, or those working directly for him, are permitted to use this passage.

13. Bath.

14. Quarters of the Laugashî. These finely furnished chambers each house four Laugashî. Like the quarters of the Smalaugashî, these are segregated according to race.

15. Fhalaugash's Residence. See below for details.

16. The Mouth's Residence. See below for details.

17. Messengers' Barracks. The fifteen Uruk messengers of the Urdânûkî are quartered here. While slightly cleaner than typical Orc quarters, these barracks are filthy.

18. Guards' Barracks. These chambers each house five Olog-hai, who serve as the personal guards of the three Urdânûkî. Huge stone bunks dominate the poorly-kept rooms.

19. Servants' Quarters. These rooms each house six Secondborn or Orc servants, who directly serve the three Urdânûkî.

20. Hall. This hall is often used as an informal gathering place for the guards and servants of the three Urdânûkî. Much of the time it remains unused. Traffic here is typically very heavy, with messengers hurrying off to other parts of the fortress, servants tending to their duties, and guards filing through on their way to and from their posts.

21. Bathroom.

22. Kitchen.

23. Imga Urdânuk's Residence. See below for details.

24. Mak Urdânuk's Residence. See below for details.

25. Kim Urdânuk's Residence. See below for details.

26. Dining Hall. This seldom-used chamber is a richly-furnished, formal dining room employed by the Urdânûkî for large feasts with their underlings.

27. Urdânukî's Training Hall.

28. Council Chamber. This chamber is used for large meetings of the all the officers of the Kazgûmhoth. General strategies and specific directives are given out here by the leaders of the army. Often, these meetings are presided over by Khamûl or the Grimburch.

The stairs in this room lead up to the Grimburch's residence with the only landing in between being on the Seventh Level. The stairs also go down to Khamûl's residence, but absolutely no one is permitted to descend without the specific orders of the Nazgûl. Two Olog-hai of Khamûl's personal guard are stationed here to prevent any intrusions.

29. Throne Room Shaft. This shaft leads from the Throne Room in the Necromancer's Halls to the Fifth Stratum, and does not open on this level.

FHALAUGASH'S RESIDENCE

This area of the stronghold serves as the home of the Fhalaugash of the Conclave. The Fhalaugash possesses a personal guard of ten (Hildo or Uruk) elite warriors, as well as ten servants (Hildo or Orc).

Note: Because the holder of this position changes many times throughout the history of Dol Guldur, the details of this residence will be slightly altered at different times. The description below should be modified if the Fhalaugash is an Uruk or Olog.

1. Entry Hall. This room is richly furnished. It is adorned with hand-carved, cushioned benches, plush divans, a few overstuffed chairs, and several rugs from Far Harad. The guards in area #2 monitor the traffic in this room.

2. Guard Rooms. Two guards are stationed in each of these rooms at all times.

3. Sitting Room. This chamber is furnished in much the same manner as area #1.

4. Dining Room. A long, finely-crafted, oak table dominates the center of this chamber. Chairs surround the table. A large, wooden hutch of matching design fills most of the south wall. The Fhalaugash occasionally has some of the Laugashî join him for the evening meal.

5. Kitchen.

6. Food Storage.

7. Foyer. This hallway is guarded by one warrior.

8. Bed Chamber. This room is furnished in the same manner as the rest of the residence, and is one of the more regal bedrooms in the fortress.

9. Bathroom.

10. Secret Room. Any valuables possessed by the Fhalaugash are kept in this small room. The door to this room is Extremely Hard (-30) to find and is locked and trapped. The lock is Very Hard (-20) to pick, and the trap is Extremely Hard (-30) to find and to disarm. The trap discharges if the lock is manipulated (i.e., by picking or spell casting) without the use of the key or without first disarming the trap. If sprung, the trap emits a powerful (10th Level) sleeping gas that puts the victims to sleep for one to two days (unless they make a successful -40RR). The door is normally opened by turning the key in the lock, which will not activate the trap.

11. Shrine. This chamber is the private worship room of the Fhalaugash. It is ornately decorated with golden sconces and a black marble altar. The symbol on the wall behind the altar is a large black spider on a red field.

12. Office/Study. Here, the Fhalaugash plots how best to enact the directives of the Necromancer and the Mouth of Sauron. A large oak desk faces the front door. Bookshelves, cabinets, and drawers—filled with all the records and plans of the Conclave—line the walls.

13. Meeting Room. This chamber is furnished with an octagonal marble table and four beautifully carved chairs. The Fhalaugash uses this room for less important meetings with his underlings.

14. Storage.





15. Guest Room. On rare occasions, the Fhalaugash hosts personal guests (usually religious leaders from outposts and other places in Rhovanion), who will be allowed to make use of these bed chambers.

16. Guards' Quarters. Each of these rooms houses five of the Fhalaugash's personal guard.

17. Servants' Quarters. Each of these rooms houses five of the Fhalaugash's servants.

18. Bathroom.

IMGA URDĀNUK'S RESIDENCE

This area is the residence of the individual who holds the rank of Imga Urdānuk in the Kazgûmhoth.

Note: Because this rank is sometimes held by an Olog, the conditions and furnishings of these quarters will vary in quality and cleanliness. When this position is held by a Hildo, these quarters are richly adorned and well-kept.

The Urdānuk's guard is comprised of ~~an~~ Olog soldiers, an additional Olog who serves as the Captain of the Guard, and five Uruk messengers. His staff of servants consists of ten common Orcs. These followers are housed in areas #17-19 of the Third Stratum.

Note: This residence is often uninhabited during the years when Khamûl is present in Dol Guldur and the Grimburch holds the rank of Imga Urdānuk. This situation is due to the fact that the Grimburch remains in his residence on the Fifth Level. During the years when Khamûl is absent from the fortress, however, the Grimburch assumes the role of Conon and another officer is promoted to the rank of Imga Urdānuk. At these times this residence is occupied by the latter individual. See Section 2.0 for details of when Khamûl is present in Dol Guldur.

1. Entry Corridor. This short hallway marks the entrance into the residence. It is sealed off by large double doors made of blackened iron. This area is guarded by one Olog soldier, who acts as the door warden. Arrow slits are present in both of the side walls of the hallway.

2. Entry Hall. This diamond-shaped hall is sparsely furnished and sees heavy traffic by messengers and guards. Whenever the Urdānuk is sleeping, this area is watched by guards in area #5.

In addition to the two corridors and the four doors, this chamber also features two secret doors. They are only known to the Urdānuk. One of these doors opens onto a hallway that leads to the Bed Chamber of the Urdānuk, and the other door gives access to a passage leading to the Urdānuk's office. Both of these doors are Extremely Hard (-30) to find and are trapped but not locked. The traps are Extremely Hard (-30) to detect and disarm, and will be discharged if the doors are forced in any way. The traps each release a bolt of lightning directly in front of the door which strikes (at 15th Level) whoever is nearest the aperture, delivering a type "D" Electricity Critical (no RR). Each of the doors are opened by turning one of the sconces of the walls of this room.

3. Guard Rooms. Two Olog guards stand watch here during the hours when the Urdānuk is awake and traffic through the residence is heavy. (If necessary, they assist the Olog in area #1.) At other times these rooms will be empty.

4. Storage.

5. Guard Room. Three Olog-hai monitor traffic through the area (as well as #2) while the Urdānuk is sleeping. At other times the chamber will be empty.

6. Captain of the Guard's Quarters.

7. Kitchen.

8. Pantry.

9. Foyer. One Olog soldier stands guard in this room whenever the Urdānuk is present in his bed chamber.

10. Bed Chamber. The furnishings in this room vary according to the race of the inhabitant.

In the southwest corner of this chamber is a secret door which leads to a corridor that serves as a secondary exit for the Urdānuk in case of an attack. This door is Extremely Hard (-30) to find and is locked, but not trapped. The lock is Very Hard (-20) to pick. The door opens by itself when the lock is turned.

11. Bathroom.

12. Secret Storeroom. Any valuable items belonging to the Urdānuk are kept in this chamber. The door to this room is Extremely Hard (-30) to detect, but is neither locked nor trapped. The door can be opened simply by pushing inward.

13. Meeting Chamber. This richly-adorned chamber is used by the Urdānuk for meetings with his subordinates. A large tapestry of Khamûl standing before the hordes of the Kazgûmhoth hangs on wall opposite the double doors.

14. Dining Hall.

15. Sitting Room.

16. Foyer. While the Urdānuk is present in the office, one Olog soldier will be standing guard in this room.

17. Office. This chamber features a secret door, which is identical to one found in area #10.

18. Secret Storeroom. This room is the same as area #12.

19. Interrogation Room. Here, the Urdānuk puts particularly noteworthy prisoners through long hours of torturous questioning.

20. Guest Quarters. Although these rooms see little use, visitors are occasionally quartered here. These individuals are invariably trusted servants of the Necromancer.

MAK URDĀNUK'S RESIDENCE

This residence serves as the quarters of the Mak Urdānuk. He commands the Mak Ur-hoth, which consists of all the Uruk-hai of the Kazgûmhoth. Due to the fact that this rank is usually held by an Olog, little attention is paid to the furnishings and other adornments of this area. Cleanliness is a low priority to the officer living here.

The Urdânuk's guard is composed of ten Olog soldiers, an additional Olog who serves as the Captain of the Guard, and five Uruk messengers. His staff of servants consists of ten common Orcs. These followers are housed in areas #17-19 of the Third Stratum.

Note: This layout should be used for both the Mak Urdânuk's residence (#24) and the Kirn Urdânuk's residence (#25), the latter being the mirror image of the former. The only change to the information above is that the Kirn Urdânuk commands the all the common Orcs housed in the Web. The Kirn Urdânuk is also typically an Olog.

1. **Entry Hall.** This chamber marks the entrance into the residence. It is sealed off by large double doors made of blackened iron. The entrance is guarded by one Olog soldier, who acts as the door warden. Three Olog-hai also stand guard nearby (in area #2).
2. **Guard Room.** See area #1 above.
3. **Captain of the Guard's Quarters.**
4. **Kitchen.**
5. **Pantry.**
6. **Bed Chamber.**
7. **Bathroom.**
8. **Foyer.** One Olog soldier always patrols this room.
9. **Office.** This chamber is rarely used by the Olog living here. It features a secret door, which leads to a corridor that serves as a secondary exit for the Urdânuk. The door is Very Hard (-20) to find and is locked but not trapped. The lock is Very Hard (-20) to pick.
10. **Secret Storeroom.** Any valuable items belonging to the Urdânuk are kept in this chamber. The door to the room is Hard (-10) to detect, but is neither locked nor trapped. The door can be opened simply by pushing inward.
11. **Dining Room.**
12. **Sitting Room.**
13. **Storage.**
14. **Guest Quarters.** Distinguished visitors are quartered here on rare occasions.
15. **Meeting Chamber.** This lavishly adorned chamber is used by the Urdânuk for meetings with his subordinates.
16. **Small Meeting Room.** This small room is used by the Urdânuk for more private meetings with one or two of his underlings.

THE MOUTH OF SAURON'S RESIDENCE

Undoubtedly the most regally adorned area in all of Dol Guldur—save the Throne Room of the Necromancer—these quarters serve as the residence for the Mouth of Sauron. He is known throughout the stronghold as the Ómauk-u-Burlaugash (B.S. "Voice of the Necromancer"). Here, the age-old, Black Númenórean Sorcerer puts forth his Master's will, and fulfills his duties as the Khaunúlor-u-Thrúng Burlauga.

The Mouth of Sauron commands a personal guard consisting of ten Olog-hai and forty elite Hildo warriors. His staff of servants includes thirty non-combatant Hildor. He will always have eight of his Olog-hai guard and at least five servants with him anywhere within the residence (except in his office or bed chamber). This group accompanies him throughout the citadel.

Note: The main entrance to this residence is designed much like a small keep. The two-fold purpose of this bastion is to both protect the occupants and intimidate guests.

1. **Entry Corridor.** The arched, double doors at the front end of this hallway are made of oak. They are encased in mithril plating and adorned with inlays of diamonds and rubies. The doors stand twelve feet high and each is six feet wide. They arch toward the center of the portal. These doors can be sealed with a heavy Adarcerc bar.

At the opposite end of this corridor is a portcullis, which can be used as a further defense for the residence (though at most times it remains raised). Controls for this portcullis can be found in both sides of area #3.

The corridor itself is lined with arrow slits along both walls. It is lit by torches mounted in golden sconces at five foot intervals. A plush, blood red rug runs the length of the hallway.

Two Olog-hai are always present here to act as door wardens, and Hildo guards are nearby in area #3.

2. **Chamber of Beasts.** This large chamber has been made into a museum of sorts. It contains stuffed and mounted members of nearly every intelligent species found throughout Middle-earth. Hildor of all races, Orcs, Trolls, Uruk-hai, Olog-hai, Elves of all types save Vanyar, Pertereg, Ents, Dwarves, Great Eagles, Giants, Huorns, Wargs, Fell-spiders, and even a small specimen of Fire-drake are present in this eerie hall. The torchlight here is kept to a minimum, and shadows darken the frozen visages that stare through the gloom. A strange aura of evil pervades this chamber. Few are those who can remain here for long without feeling uneasy.

On the wall opposite the portcullis is a set of double doors. They match those at the entrance to this residence.

3. **Fighting Corridors.** These hallways are each guarded by five Hildo warriors, who help to watch the entrance to this residence. Controls for the portcullis in area #1 are present here.

4. **Training Rooms.** These rooms are used by the Mouth of Sauron's personal guard.

5. **Storage.**

6. **The Great Hall.** This magnificent hall is decorated in the style of ancient Númenor. It would not have looked out of place within the halls of Armenelos—save for a few telltale signs of evil, and the fact that no sunlight ever brightens this place. The room is filled with beautiful furniture, which is arrayed in small groupings around the room. Paintings and tapestries line the walls. Mithril candelabra are perched elegantly on the walls, and small statuary and other sculptures adorn mahogany end tables.





In the center of the chamber lies a shallow pool sunken into the floor. In the midst of this basin stands a gleaming silver fountain, fashioned in the likeness of what seems at first to be an Elven maiden. A closer examination of the Elda reveals her demonic visage and horrible stare.

The double doors leading to area #2 are described under that entry. The doors opposite them lead into area #22, and are identical the first doors. The side doors to this chamber are large oak portals decorated with red painted runes. They are used by the guards and servants.

The Great Hall is used for socializing, as well as for awaiting an audience with the Mouth of Sauron.

7. Olog Barracks. This room houses the ten Olog-hai of the Mouth of Sauron's personal guard. It is furnished like other Olog barracks throughout the fortress.

8. Bathroom.

Note: Areas #9 through #12 make up the quarters of Sakal, the Assassin of the Mouth of Sauron. See Section 5.0 "People of Note" for details. All the rooms are furnished in much the same manner as the Krilar's Quarters found on the First Level.

9. Sitting Room.

10. Dining Room.

11. Bedroom.

12. Bathroom.

13. Guards' Quarters. Each of these rooms house ten Hildo warriors of the Mouth's personal guard.

14. Bathroom.

15. Guest Quarters. These richly adorned chambers, like much of the rest of the residence, are furnished and decorated in the style of ancient Númenor. The front rooms serve as living areas, while the back rooms are bed chambers.

Occasionally, important individuals will come to Dol Guldur as special guests of the Mouth of Sauron. These most trusted minions often receive the privilege of staying in these fine rooms.

16. Guests' Bath.

17. Mess Hall.

18. Kitchen. This kitchen is used to prepare food for the servants and guards.

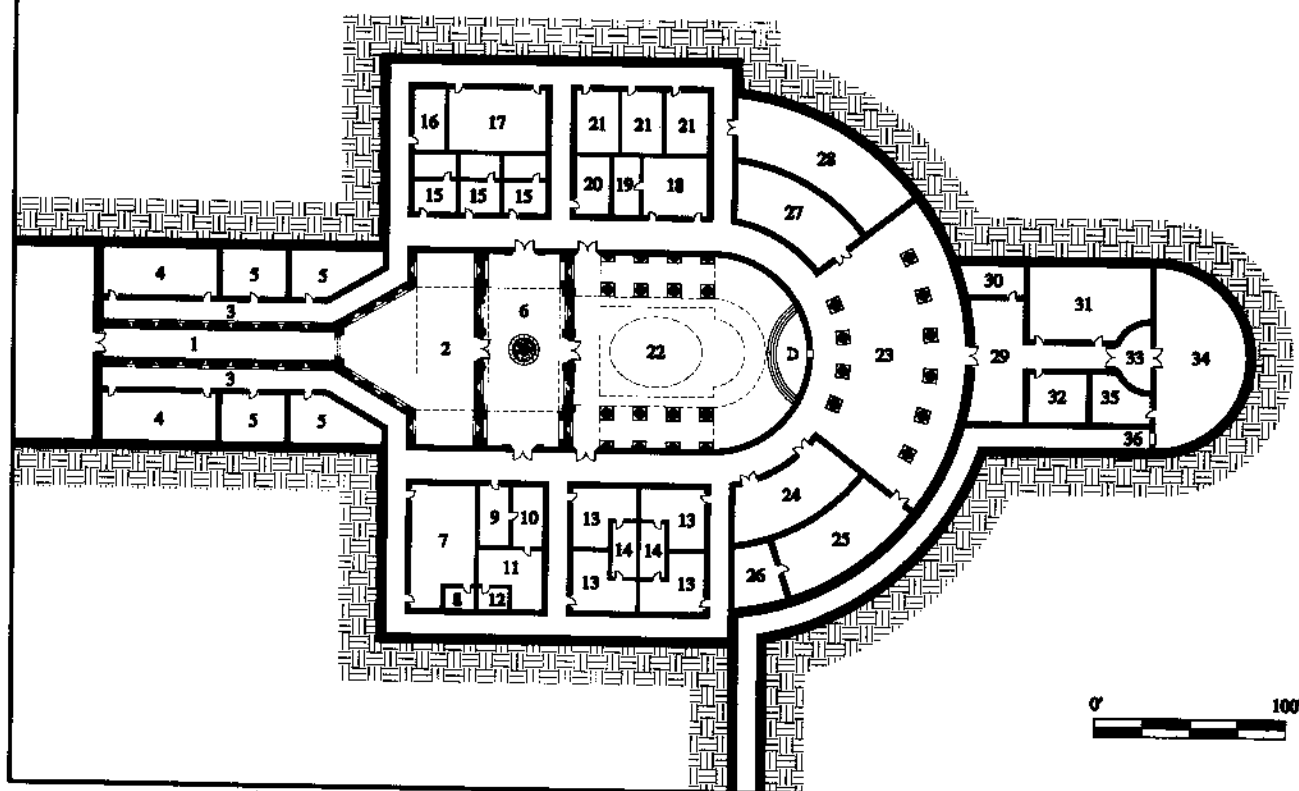
19. Food Storage.

20. Servants' Bathroom.

21. Servants' Quarters. Each of these rooms house ten Hildo servants (30 total) who perform all the domestic duties necessary within the residence.

22. The Mouth of Sauron's Audience Chamber. This grand chamber is decorated in the same manner as area #6, except that few pieces of furniture are present, and absolutely no expense has been spared on the adornments. The ceiling arches forty feet above the marble floor, and the room itself is over 150 feet in length. The grandiose extravagance of this hall is breathtaking to those unfamiliar with its splendor.

RESIDENCE OF THE MOUTH OF SAURON





Running down each side wall is a large colonnade of expertly carved marble. A long carpet woven with intermittent strands of mithril and gold runs down the center of the chamber. Just inside each column is an ornately crafted brazier, inlaid with sparkling gems.

At the far end of the room, is a semi-circular dais raised several feet off the floor. In the middle of the platform sits a large throne-like chair made of pure obsidian. A gold-fringed banner hangs on the wall behind the chair. It bears a huge symbol of a black spider on a red field.

The three sets of double doors are all identical. Their description can be found under area #1. Another portal, a secret door, lies hidden behind the banner in back of the dais. This door is employed by the Mouth of Sauron in case of an emergency. It is Extremely Hard (-30) to find, but is neither locked nor trapped. The door can be opened simply by pushing inward. It should be noted that this door cannot be opened from area #23.

When this chamber is in use, the Mouth of Sauron is seated on the throne and an Olog guard stands at attention in front of each of the eight columns. In addition, at least fifteen of the Mouth of Sauron's Hildo guards and ten servants will be present. From one to five Laugashî (and even the Fhalaugash himself) are often in attendance. If present, the Laugashî will stand to each side of the Mouth of Sauron along the bottom step of the dais.

23. Grand Dining Hall. As with areas #6 and #22, this hall is decorated in the grand style of ancient Númenor. Along both of the curved walls are marble columns adorned with mithril candelabra. The floors are covered with exquisite carpets made by expert Black Númenórean craftsmen in Umbar. The ceiling arches thirty feet overhead, displaying a mural of the mountain of Meneltarma crumbling into the Sea. An enormous chandelier hangs in the center of the room. It is made of diamonds and rubies clasped together with shining bands of mithril. The enchanted chandelier holds no candles. Instead, it is fueled by natural gas and emits its own radiant beams of white and red light.

Several long and beautifully carved tables adorn this hall. Each is curved to match the shape of the room. The largest stands at the head of the chamber facing the rest.

This glorious room is often used as no more than a thoroughfare to other parts of the residence. On rare occasions, though, the Mouth of Sauron conducts grand feasts here. These celebrations honor the Necromancer, and all the important inhabitants of Dol Guldur attend (save Sauron himself and Khamûl).

24. Salon. This room is furnished and decorated in the same manner as area #6, except no fountain is in this chamber. Before and after feasts, the guests will gather and socialize in this luxurious hall.

25. Kitchen. This kitchen is used exclusively to prepare the meals for the Mouth of Sauron and any of his guests.

26. Food Storage.

27. Meeting Chamber. Here, the Mouth of Sauron holds meetings with the members of the Conclave and the Slave-masters. The furnishings and decor are similar to the rest of the residence.

28. Laboratory. This large chamber serves as the work-room and laboratory for the Mouth of Sauron's sorcerous practices. Furnishings and supplies to create most potions, elixir's, scrolls and other things of a magical nature are present in this room. Both doors leading to this chamber are kept locked. The locks are Sheer Folly (-50) to pick and the only key is held by the Mouth of Sauron. The inner door is also trapped, and the trap is Sheer Folly (-50) to detect and disarm. If sprung, the trap sounds an alarm throughout the residence. It also releases two portcullis from the ceiling, which lock into the floor enclosing the victim. A powerful gas (20th Level) is then released in the passage which paralyzes the victim for 1 to 2 days if a -SORR is failed. If the RR is successful the victim will be *slowed* (movement 1/2) for 2 to 5 hours. Several guards will arrive on the scene within three rounds.

29. Private Salon. This room is furnished and decorated like area #6. It serves as the Mouth of Sauron's sitting room.

30. Scribe's Office. This room serves as the office and quarters of the Mouth of Sauron's personal scribe. Pitifully furnished when compared with the rest of the residence, the chamber sees long hours of toil by the scribe.

31. Dining Hall. Far more modest than the Grand Dining Hall (though still richly decorated), this room is used by the Mouth of Sauron for taking most of his meals.

32. The Mouth of Sauron's Office. A large mallorn-wood desk dominates this chamber. It is ornately carved, sporting runes and other evil symbols. A plush velvet upholstered chair sits behind the desk. Shelves and cabinets line the walls. The Mouth of Sauron rarely sees anyone here, and the door is always kept locked. The lock is Extremely Hard (-30) to pick.

33. Foyer. This semi-circular room is guarded by five Hildo warriors of the Mouth of Sauron's personal guard.

34. Bed Chamber. Lying at the apex of this chamber is a huge canopied bed, carved with exquisite designs and covered in silk linen. Two mahogany nightstands rest on either side of the bed. A large wardrobe sits to one side. Standing along the straight wall on the opposite side from the bathroom door is a large mirror in a mithril-plated frame.

Next to the bathroom door is a secret door. It is Sheer Folly (-50) to locate, and is locked. The lock is Extremely Hard (-30) to pick, and the door cannot be unlocked from the other side by any means. No magic will operate on the door or locking mechanism due to the door's core being made from white eog. An alarm will sound if someone attempts to force the door open.

35. Bathroom.

36. Secret Passage. This secret passage leads to the residence of the Fhalaugash. Only the Fhalaugash and the Mouth of Sauron make use of the long, curving hallway.

6.6.4 THE FOURTH STRATUM

The Fourth Stratum of Dol Guldur, like the Third Stratum, contains four distinct sections. All function as important areas of the fortress. These areas include: (1) the guest quarters of the Nine Nazgûl, (2) the quarters for the second half of the Necromancer's guard, (3) the forges of Sauron, and (4) the residence of Khamûl. Admittance to this level is strictly forbidden to any save Dol Guldur's most prominent inhabitants and their vassals.

1. The Môrlat. See Section 6.4.1, # 1. Here, at last, the stairs that wind their way down the Môrlat come to an end. The heat from the Fifth Stratum is great in this location and wafts by in strong updrafts. At the bottom of the staircase is a large semi-circular landing that projects out over the chasm and has no railing. This platform marks the entry way to the Fifth Stratum, but few of Dol Guldur's population know how to accomplish this feat.

Anyone standing here cannot help feel an overwhelmingly dominant presence, which emanates from far below.

Entrance to the Fifth Stratum is restricted to the Mouth of Sauron and Khamûl. In order to negotiate an entry, one must stand at the outer edge of the landing and look down into the steaming depths below. Then, contemplating on one's faith in Sauron (not the Necromancer), one must take a bold step off the platform and into the pit. As one begins plummeting toward death, your foot lands on a seemingly solid surface and one can walk out over the chasm. Then, standing in the center of the Môrlat with nothing but emptiness all around, one must state this phrase in perfect Black Speech, "*The Lord of the Rings is King of Middle-earth and Master of my fate.*" With these words, the speaker will begin a slow descent down into bowels of the ancient volcano.

Note that anyone attempting to descend to the Fifth Stratum in this manner must know the true identity of the Necromancer and have faith in the Dark Lord. Anyone who follows this procedure but does not have faith in Sauron will certainly fall to his death. No enemy of Sauron can enter his domain by this route, unless taken there by one of his servants (e.g., the Mouth of Sauron or Khamûl might lead a prized prisoner to the Fifth Stratum).

This location is monitored by the Olog-hai in area #2; any unauthorized intruders will be instantly seized.

Note: If an individual attempts to descend into the Fifth Stratum by magical means, such as levitation, the spell or other power will be cancelled upon entering that level. See Section 6.6.5 "The Fifth Stratum."

2. Foyer. This austere area is one of three entrances into the Fourth Stratum. It is guarded by fifty Olog-hai of the Necromancer's personal guard. The primary duty of these warriors is not to protect this level, but to guard against intrusion into the Fifth Stratum. When Sauron is in the Fifth Stratum, Ologûl, the Captain of the Necromancer's Guard, is 80% likely to be present here.

3. Gathering Hall. This area is used by the Olog-hai of the Necromancer's guard as a gathering hall, during the times when they are not on duty. Fights and brawls are common, and much of the furniture in this large chamber lies in pieces. From ten to thirty Olog-hai will be present at any given time.

4. Guard Room/Circular Stairs. Four Olog-hai guard this room at all times. They monitor the use of the stairs and access to this level. The only individual who uses this staircase regularly is the Mouth of Sauron, whose residence lies one landing above.

5. Barracks. These chambers each house seven or eight Olog-hai of the Necromancer's Guard. Huge stone bunks fill most of the rooms, and the cleanliness is only slightly better than in the Uruk barracks in other places within the fortress.

6. Ologûl's Quarters. These three rooms make up the quarters of Ologûl, the Captain of the Necromancer's Guard. Because Ologûl is an undead being, free from the needs of the living, all the chambers here have few pieces of furniture and little or no adornments. This residence is discreetly shaped in the likeness of the Red Eye.

The central room is empty and austere, and an aura of great evil permeates the air. The two portals leading into the other rooms have no doors and are merely arched openings in the walls.

The eastern room is used as a rest and meditation chamber by Ologûl. A large granite slab sits at the apex of the room. Iron hooks are attached to the walls where Ologûl hangs his weaponry when resting.

The western room serves as a small shrine to Sauron. The Necromancer's symbol is engraved in each side wall and a black iron brazier burns in center of the chamber.

7. Training Hall. Here, both the Necromancer's guards and Khamûl's guards sharpen their skills. A great rivalry between the two groups has slowly grown over years, and is displayed through contests of strength and occasional duels between two Olog-hai. These duels are always to the death.

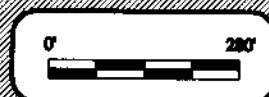
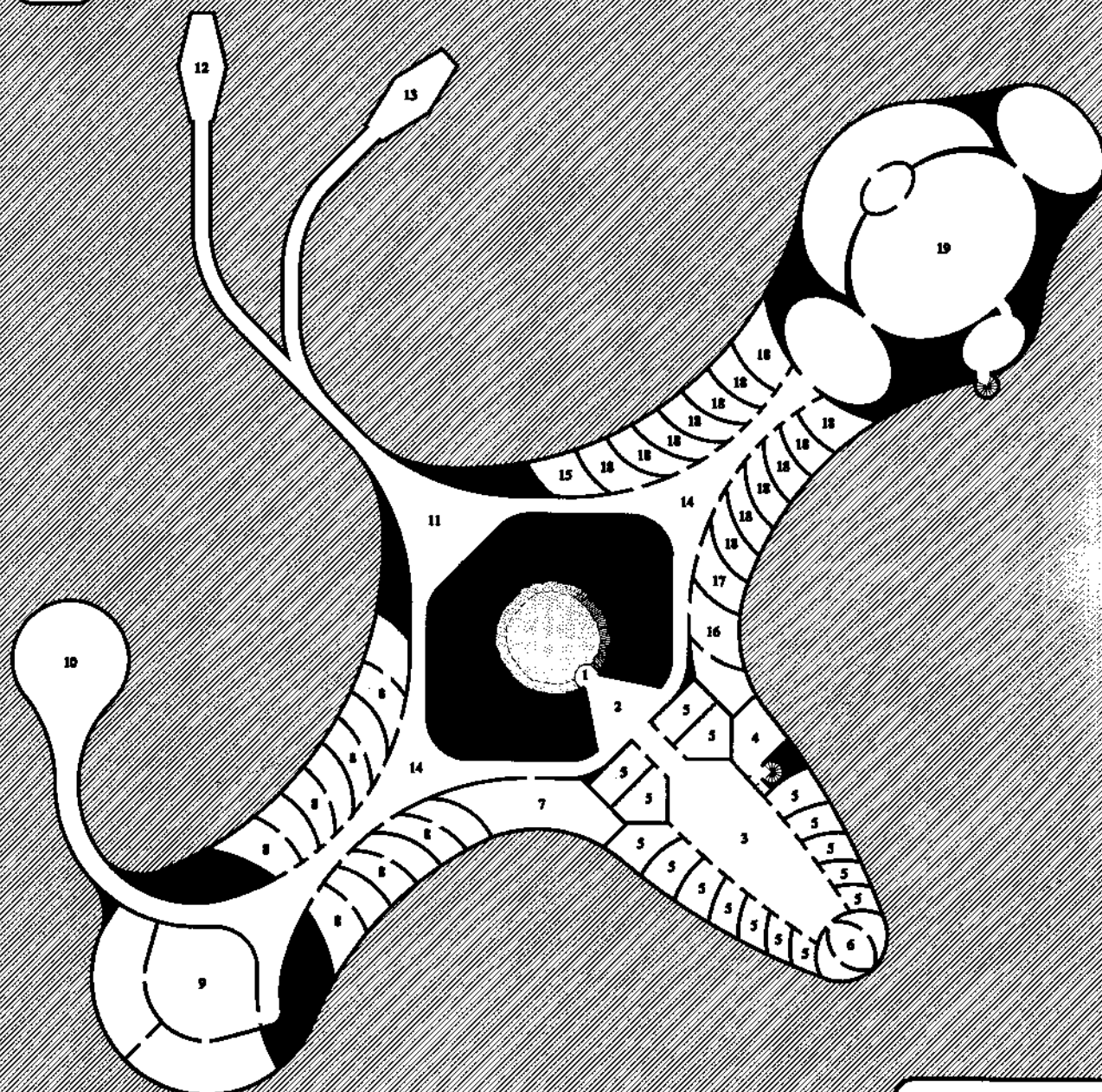
Note: This whole area of the Fourth Stratum, including areas #8 and #9, was once the residence of the Witch-king. When he departed in T.A. 1300 this area was remade into its present design.

8. Nazgûl's Guest Quarters. These extravagantly decorated chambers are used by the Nazgûl during their rare visits to Dol Guldur. Each is furnished in the style of the Ringwraith's original homeland, and all are of a quality to match or surpass the quarters of a King from those lands. These rooms see little use and are only cleaned before a Ringwraith is due to arrive. The rest of the time these chambers stand dark and dusty, and the air is stale. They always invoke a feeling of unmistakable evil.

Note: Although the layout depicts these areas as consisting of one room, each residence is actually made up of many different chambers.



FOURTH STRATUM





9. The Witch-king's Guest Quarters. These chambers are decorated in a very similar fashion to the residence of the Mouth of Sauron. Like the other guest quarters of the Nazgûl, these rooms see little use.

10. The Great Council Chamber. This large and foreboding chamber is used only once every century for the Black Gathering, when the Nine Nazgûl all come to Dol Guldur to meet with their Master and receive instructions for their up coming conquests (see Section 2.5).

Once here, the Nazgûl gather in this hall for nine days and nights, taking council with Sauron, as well as receiving instructions for the next century. No one save these ten individuals ever takes part in these truly evil events, and the exact nature of what occurs here remains a mystery to everyone else, save the Mouth of Sauron.

The curving corridor which leads to this chamber is wide and spacious. Relief sculptures have been carved into the walls all along the hallway. They depict in sequential order the many conquests of the Nine Nazgûl, as well as Sauron's exploits in the Second Age. As the last one hundred feet of tunnel is traversed a dreadful, booming voice recites the Verse of the Rings in Black Speech.

11. Guard Room. This area is guarded by five Olog-hai of the Necromancer's guard, who prevent all but Sauron from going beyond this point.

12. Sauron's Forge. This chamber contains the finest of enchanted forging tools and equipment, including a magical forge heated by pressurized steam rising from the Fifth Stratum. Here, the Dark Lord occasionally fashions weapons and other items for his own use, or to be given to the Necromancer's most prized minions. The weaponry of Ologûl is one example of Sauron's creations (see Section 5.0, "People of Note").

Note that when in use this chamber is far too hot for normal people to survive.

13. Sauron's Cold Forge. Similar to Sauron's Forge, this chamber also contains a set of enchanted forging tools and other equipment of unsurpassable quality. The forge here is cooled by burning helvorn-wood, taken from the high vales of the Misty Mountains.

14. Guard Room. This large room is guarded by four Olog-hai guards of Khamûl's personal guard. They monitor all the traffic through this area.

15. Captain of Khamûl's Guard's Quarters. These quarters are crudely furnished with stone furniture, but are usually kept much cleaner than the nearby barracks. This position is always held by an elite Olog, having the same rank as a Krîtar.

16. Kitchen. This kitchen is used to prepare the food for both the Necromancer's guard as well as Khamûl's guard. The room south of the kitchen is used for food storage.

17. Mess Hall. Like the kitchen, this chamber is used by both the Necromancer's guard and Khamûl's guard, and sees almost constant use.

18. Barracks. These twelve barracks consist of three different types.

Seven of these chambers each house seven or eight Olog-hai of Khamûl's guard (100 total). Huge stone bunks fill most of the rather filthy rooms.

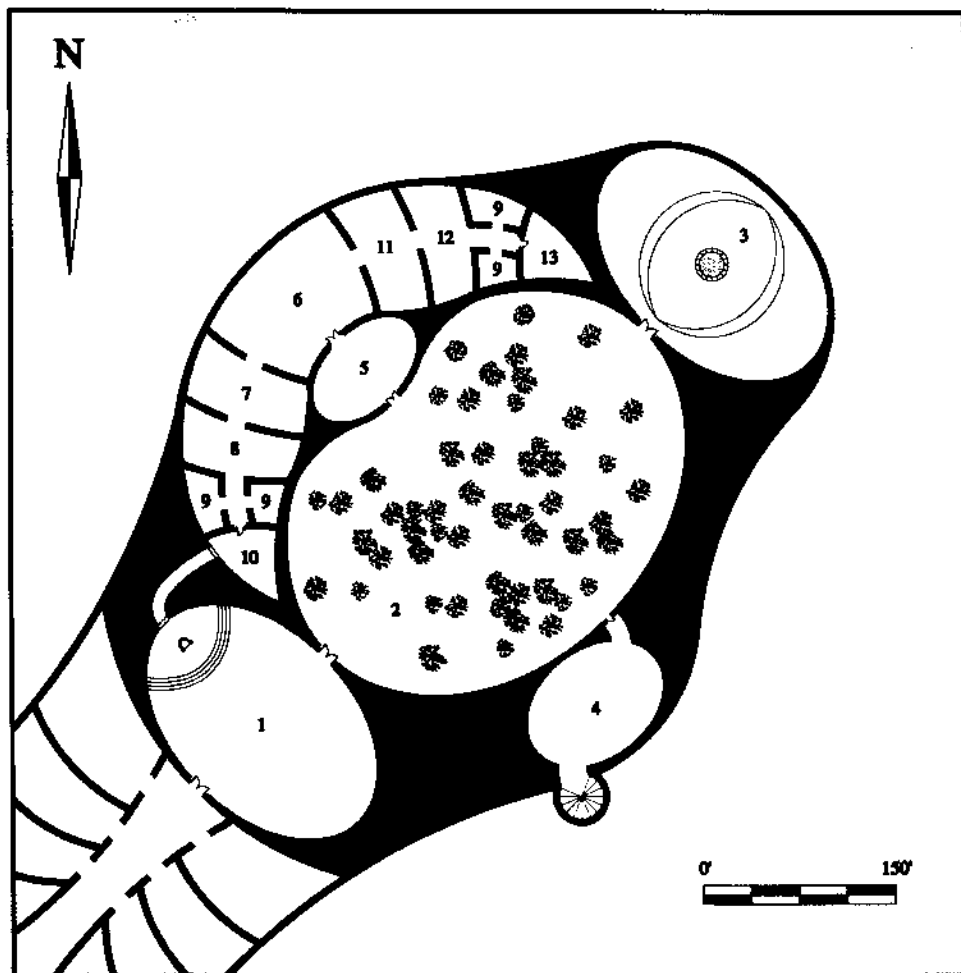
Three of these chambers each house ten elite Uruk soldiers of Khamûl's guard (30 total), and the cleanliness here is the same as Uruk barracks elsewhere in the fortress. The remaining two barracks each house ten elite Hildo soldiers of Khamûl's guard.

19. Khamûl's Residence. See below.

20. Throne Room Shaft. This shaft leads from the Throne Room in the Necromancer's Halls to the Fifth Stratum, and does not open on this level.

KHAMÛL'S RESIDENCE

This dark and foreboding area of the citadel is second only in its evil nature to the Fifth Stratum itself. Here lies the residence of Khamûl, the Keeper of Dol Guldur and the Gonon-u-Kazgûmhoth. No one is allowed access to this residence without leave from the Nazgûl.



Compared with many of the other regal residences found in Dol Guldur, this area seems gloomy and lifeless. Its air is thick with oppressive horror and dread. Many prisoners arrive in this place as stalwart warriors, only to depart as terrified and broken shells of their former selves.

Note: When Khamûl is absent from Dol Guldur this area remains guarded, but no one besides the guards themselves ever enters this place.

1. Khamûl's Audience Chamber. This massive room is nearly free of adornments. The only immediately noticeable furnishings are the dais and a throne-like, black iron chair which sits atop the platform. Lying to either side of the chair are two mithril braziers. They burn with an enchanted blood red blaze, and provide the room with its only source of light. When standing in the center of this huge and austere chamber, the walls and the 40' ceiling seem lost in the darkness. Only the Nazgûl, glaring down from the dais, can be clearly seen. These surroundings have the despairing affect of making those present feel small and insignificant.

In the entry way to this hall stands a set of huge metal doors made of white eog and encased in blackened durang. A heavy beam of adarcer is used to bar the doors from within. The presence of the white eog makes casting spells within fifty feet of the door impossible. Note that this affect does not encompass the dais, but it does affect those standing in the center of the room.

Heavy iron doors lead out of the room into area #2. They are always kept locked. The only keys to these doors are held by Khamûl and the Captain of his guard. The locks are Sheer Folly (-50) to pick, but the doors are not trapped.

In addition to these portals, a secret door lies at the rear of the dais for use in times of emergency. The door is Absurd (-70) to locate from either side, but is not trapped. Powerful enchantments seal the door which can only be released by Khamûl himself, so this door is essentially useless to anyone but the Black Easterling.

This chamber is guarded by ten Olog-hai and ten Uruk-hai, all part of Khamûl's personal guard.

2. The Dark Forest. Of all the dark places within Dol Guldur, this massive chamber is perhaps the most inexplicable and mysterious. Like his mentor Sauron—who breeds the races of Olog-hai and Uruk-hai—Khamûl has engaged himself in an evil breeding scheme of his own over the long centuries. Though not to compare with the Dark Lord's accomplishments, Khamûl's twisted creations serve to make a suitable dwelling for the black Ranger.

Over the years, Khamûl has taken young Huorns from the surrounding forest and brought them into his abode. Using his powers of sorcery, he has produced a variety of Black Huorn that survives on moonlight or enchanted light. These new Huorns have pitch black leaves and dark gray bark, and all are unswervingly loyal to the Second of the Nine.

In order to accommodate the Black Huorns, this chamber features an earthen floor into which the evil trees can sink their roots. An eerie green light dimly radiates from the ceiling far over head, giving life to the strange creatures, and wisps of enchanted, foggy mist hang in the air and dampen the ground.

The Black Huorns typically stand motionless and appear as (almost) normal trees. If an intruder enters this chamber, however, the evil trees will slowly change their placement and encircle the unwanted guest in a deadly trap. (Black Huorns should be treated as regular Huorns for purposes of combat.)

The Black Huorns also provide the Ringwraith with an ideal setting for practicing his arts of forest warfare. Because Khamûl does not often leave the confines of the fortress, the Black Forest serves to help sharpen his skills during his absences from Mirkwood.

3. Worship Room. This chamber serves as Khamûl's personal room of worship. It is dedicated to the Lord of the Rings. The floor of the chamber is made to appear like a giant red eye, and a huge sacrificial brazier rages in the center. The walls and ceiling are all covered in mithril leaf, which flashes and flickers from the light of the fire, but no other adornments are present. Exactly what occurs within this unholy room, and exactly how Khamûl pays tribute to Sauron, remains entirely unknown.

The doors leading into this chamber are identical to the double doors described in area #1.

4. Guard Room/Circular Stairs. This room is guarded by four Olog-hai of Khamûl's personal guard. No one is permitted to pass through this room without direct orders from Khamûl.

The door found here is locked, and the nearby guards lack any key. The lock is Absurd (-70) to pick, and the door is trapped. The trap can be deactivated by pressing a particular stone in the south wall, but is otherwise Absurd (-70) to detect and disarm. If the door is tampered with in any way without disarming or deactivating the trap, an electrical charge will blast forth from the door, affecting everyone in the room. Each victim will receive a two type "E" Electricity Criticals, with no chance to defend against this attack.

5. Entry Hall. This large oval-shaped chamber is free of adornments. Both sets of doors stand fifteen feet high and are made of black durang. The doors have no locks, but both sets can be barred from within.

Five Olog-hai are stationed here at all times.

6. Meeting Chamber. This large chamber has a long, curved oak table and plush, velvet upholstered chairs. Mithril sconces line the walls and a golden brazier burns in the center of the room.

This chamber is occasionally used for meetings of the highest ranking officers of the Kazgûmhoth, though only at particularly critical times.



breed = blackbecker

not red = just grey/black



7. **Gallery of Slain Enemies.** This curved chamber is decorated with many items taken from the fallen foes of Khamûl. Weapons and armor, jewelry and other adornments, as well as notable items of clothing hang on the walls and sit in glass displays.

No powerfully enchanted items are kept here, though some of the things do possess magical properties.

8. **Gallery of Living Enemies.** Similar to the Gallery of Slain Enemies, this room is decorated with portraits or other symbols of individuals that the Nazgûl sees as his most hated foes.

9. **Guard Rooms.** Each of these rooms is guarded by four elite Hildo warriors of Khamûl's personal guard. The doors to these rooms are usually kept open.

10. **Office.** This room is used by Khamûl for producing any written orders to be sent to other parts of the fortress or to the outposts in southern Mirkwood. A black iron desk and chair are the room's only furnishings.

A secret door is present on the southern wall which is Absurd (-70) to find, but is not trapped or locked. The door opens simply by pushing it, but can only be opened from this side.

11. **Gallery of Morgoth.** This curved room is adorned with (non-magical) relics from the First Age when Morgoth ruled much of Middle-earth. A small shrine to the fallen Vala can be found here as well, though Khamûl, in truth, has no loyalty to anyone save Sauron.

12. **Gallery of the Womaw.** Similar to the other Galleries, this room displays items and artifacts from Womawas Drus, Khamûl's original homeland. The Ringwraith uses this chamber to remind himself of how he longs to return and conquer his former kingdom.

13. **Meditation Chamber.** This dark room is used by Khamûl for the brief periods of rest that he requires. A large black marble slab, adorned with evil runes serves as the Ringwraith's resting place.

A secret door lies in the southern wall that is identical to the one found in area #10.

6.6.5 THE FIFTH STRATUM

The Fifth Stratum serves as the heart of Dol Guldur. It is the true core of the Shadow that haunts southern Mirkwood. This vast and infernal chamber is the sole domain of Sauron. No one enters without his leave.

The entire level (not including areas #3 and #7) is actually one huge, domed cavern. Dominated by a deep, bubbling spring that covers most of the chamber's floor, it is filled with noxious steam. Hot, sulfurous spray periodically spews from the roiling geysers that punctuate the mere's multi-colored surface. Boiling acids glow here and there providing this level with its only source of light. Though Amon Lanc has long been dormant, the Necromancer has reawakened the bowels of the neighboring Underdeeps. The tremendous heat generated by the sulfur springs is unbearable to a normal person. Any magic, save Sauron's own, will fail to function here.

The ceiling of this vast cavern is fully 300' above the turbulent spring and gradually slants down to join the walls about 100' feet above the steaming surface.

The areas on the sides of this cavern are steep and jagged, being separated by deep channels of bubbling mud. In addition, many huge and ancient stalagmites protrude from the infernal lake creating small, rocky islands amidst the blistering pool. Joining these various locations are several arched causeways that span the sulfur-laden waters. The contour lines shown on the layout mark twenty feet of elevation gain.

Though this vast chamber has been altered somewhat by the Dark Lord, it was once part of a larger natural cavern that in ancient times was filled with molten rock which periodically erupted from Amon Lanc.

Here, Sauron bides his time and awaits the fruition of his age-long plans.

See Section 6.6.4, #1 for details on how to enter this level.

1. **The Islet of Doom.** This steep and rocky protrusion sits directly under the center of the Môrlat and is the place to which those individuals entering this Stratum descend.

Note that anyone coming here via the normal means will be initially protected from the great heat by magical shielding. This shielding will last only as long as the Dark Lord wishes. In addition, Sauron will always know when someone has entered his private domain in this manner.

This islet appears to possess no means of exit, but, in truth, two invisible stone bridges, identical to the others, connect this island to the rest of the level.

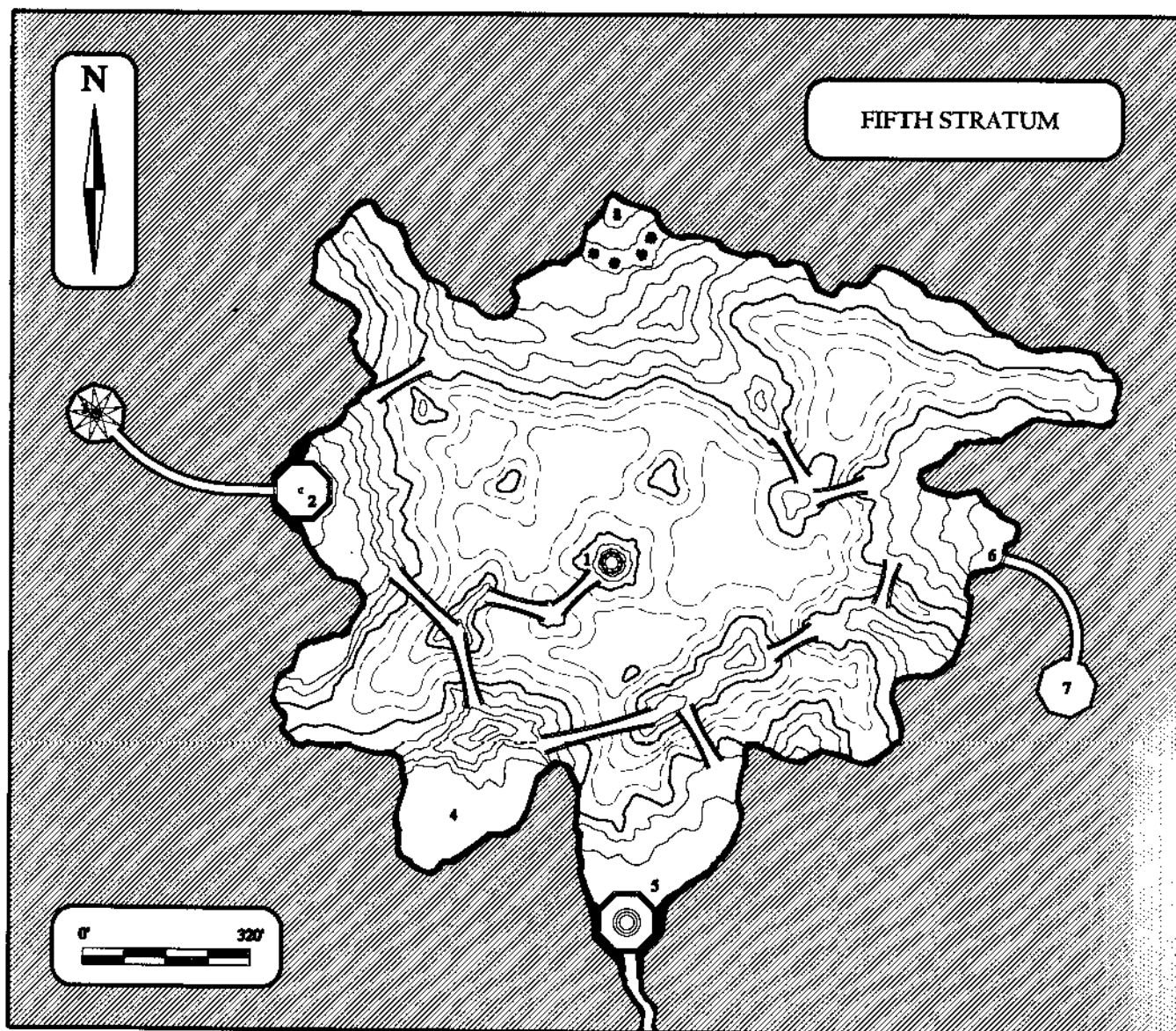
When Khamûl or the Mouth of Sauron are summoned here, they always remain on this islet, and no one but Sauron has ever seen all of the cavern.

When Sauron is finished with his servants, he simply dismisses them, and they rise back the way they came.

2. **Throne of Meditation.** Perched high on the side of the cavern is a huge throne of black granite in which Sauron spends many long hours contemplating his evil designs. When seated in this throne, the Dark Lord's voice can be heard throughout the cavern, and from here he speaks with his prized servants, standing on the Islet of Doom.

Another power of the throne enables Sauron to summon any of his minions within Dol Guldur to come to this chamber. Furthermore, anyone touching the throne (excepting Sauron) will die instantly unless a -70RR is made. If the roll is made, then the victim is stunned for one hour and his memory is completely erased.

Opening to one side of the throne is secret door which leads to the Room of the Rings (#3). This door is Absurd (-70) to find, and is trapped. The door is normally opened by pressing a button on the left armrest of the throne. The trap on the door is Absurd (-70) to find and disarm, and if the door is forced in any way, the trap will be set off. The trap is purely magical and causes a huge spout of pressurized steam to shoot forth from the lake and blast the victim. The noxious steam delivers three type "E" Heat Criticals with no chance for resistance. Note that the blast will not damage the door or surrounding rock in any way.



3. The Room of the Rings. After Sauron lost the One Ring at the end of the Second Age, he took the Nine Rings from the Nazgûl upon returning to Middle-earth. Here, hidden away deep beneath Dol Guldur, the Dark Lord keeps these prized talismans, as well as those of the Seven that he has managed to regain.

The secret door leading to this room is described in the previous area.

Behind the secret door is a curving tunnel which leads to the chamber. At the end of the passage is a large door made of galvorn, which is always locked. Sauron himself holds the only key. The lock is Absurd (-70) to pick, and the door is trapped. Anyone but the Dark Lord who touches the door will die instantly unless a -70RR is made. Those making the roll will be stunned for one hour and all their stats will be reduced to twenty.

Behind the galvorn door is a nonagonal (nine-sided) chamber. Carved into the floor of this room is a nine pointed star inlaid with mithril. At each point of the star lies a small circular stand made of black laen, and on top of every stand is a golden receptacle which holds one of the Nine Rings.

In the center of the chamber is a small, seven-sided platform also made of black laen. And sitting atop this platform is a triangular stand made of red laen. Along the edges of the top of the seven-sided platform are seven golden receptacles, each made to hold one of the Seven Rings. And on top of the triangular stand are three mithril receptacles made for each of the Three Elven Rings.

Four of the Seven Dwarven Rings have been recovered by Sauron, though the receptacles of the Three remain forever empty.

4. Sauron's Laboratory. This area of the Fifth Stratum, hidden by a rocky ridge, has been leveled and furnished with iron tables, caldrons, glassware and other equipment used in Sauron's alchemical practices and sorcerous conjuring. All the items found here have been specially enchanted to resist the tremendous heat of this cavern, and many rare and valuable substances and materials are kept in this area.



5. **Throne Room Entry Hall.** This area lies directly beneath the Throne Room in the Necromancer's Halls and marks the bottom of the shaft that runs from the throne base to this level (see Section 6.4.8). When the throne descends, it passes through a opening in the ceiling and floats down to a circular, raised platform found on the floor in this area. During the times when Sauron is on the Fifth Stratum, the throne will be here.

Note that when the throne is on this level many strong, metal grates made of adarcer close off the shaft from possible intrusion. When the throne is raised, the grates automatically open.

Lying just beyond the raised platform is a secret door which leads to the Dark Lord's hidden exit from the fortress. This tunnel winds south deep beneath the ground of southern Mirkwood. Near the border of the forest lies the hidden exit from this passage; existence of this tunnel is known only to Sauron.

The door itself is Absurd (-70) to find and is locked, but not trapped. The lock is Absurd (-70) to pick, and Sauron holds the only key. The only way to open the door is by turning the locking mechanism.

6. **Secret Door.** This secret door is identical to the secret door described in area #2.

7. **Sauron's Treasure Vault.** This octagonal chamber holds the most prized treasures of the Dark Lord, save the Rings the Power, themselves. The GM should feel free to create the items housed in this chamber, if ever the need should arise.

8. **Temple of Melkor.** This area of the Fifth Stratum is dedicated to Sauron's mentor and master, Morgoth. Although the Dark Lord envisions himself as the preeminent figure in Endor, he continues to pay tribute to the fallen Vala. He still draws on Melkor's ancient teachings.

This area, which is partially hidden behind a rocky protrusion topped by irregular pillars, has been leveled and all the rock faces have been smoothed and blackened. Though otherwise entirely devoid of trappings, in the center of this dark arena stands a pitch black altar made of pure galvorn. Upon the Dark Lord's command, an enchanted blaze leaps from altar and consumes anything in its midst.

Unbeknownst to anyone save Sauron, Melkor's Altar conceals a long shaft that descends many hundreds of feet to the Under-deeps beneath Amon Lanc. The smooth, obsidian-lined shaft requires countless Absurb (-70) maneuvers to negotiate. It terminates in a round chamber on the "Black Road" of the Under-deeps, far within the bowels of Endor. Since the lid to the Melkor's Altar is fused with a melted galvorn bead, however, no one need worry about exploring this unnatural domain.

The unimaginable rites and ceremonies that are performed in the Temple of Melkor remain entirely unknown to all save Sauron.

6.7 ITEMS OF POWER

All of the following items can be found in the treasure vaults of Dol Guldur on the Second Stratum of the citadel (see Section 6.6.3, #7).

CELEBRIMBOR'S BROADSWORD

Súlhelka (Q. "Icy Wind") was once the sword of Celebrimbor and was forged by the famous Elven Smith himself. This +45 *Holy* broadsword of *Cold* is made of clear laen with an edge of Eog, and is highly intelligent as well as empathic. The owner of this item may use the spell *Long Door* and bring the sword into the possessor's hand from as far away as 100 miles. Súlhelka exudes a chilling mist and anyone receiving a critical strike will suffer an addition Cold Critical of equal severity. Furthermore, beings who have strong ties to the element of fire receive x3 damage when struck by this weapon, and the wielder becomes immune to all cold-based attacks.

The greatest power of this sword, however, is called "Uttercold," and can be used three times per day, taking the form of a stream of blue-white energy firing from the end of the blade. Even those individuals who are protected from cold are not immune to this effect (which should be considered a Channeling power). The Uttercold has three possible forms:

(1) Transforms up to 10,000 cubic feet of water to ice in one round.

(2) Delivers a 100' r. *Cold Ball*, centered up to 300' away with no range subtraction, a base +30, and x6 concussion hits.

(3) Shoots forth the *Icy Wind*, which is a concentrated power aimed at a single target up to 600' away. Damage is determined on the Ice Bolt table, and the effect has no range subtraction, a base +90, and delivers x9 damage.

(See Section 6.6.2, #7a for the location of this item.)

CELEBRIMBOR'S CHAIN MAIL

This suit of chain mail is made of ithilnaur and protects as full plate armor (AT 20, +30 DB), but allows the wearer to move as though wearing AT 13.

(See Section 6.6.2, #7a for the location of this item.)

KRISFUIN

Krisfuin (S. "Cleaver of Darkness") is an enchanted staff of considerable power. When used as a melee weapon, this staff acts as a +20 mace and delivers an Electricity Critical in addition to and equal in severity to any normal Critical indicated. Krisfuin is also a x3 PP multiplier for the realm of Essence, and allows the owner to cast any spell from the *Light Law* list, but the total number of spell levels cast per day (i.e., one for 1st level spells, two for 2nd level spells, etc.) from this list cannot exceed sixty. Additionally, Krisfuin contains an unlimited number of charges and, thus, never needs to be recharged.

Any basically evil person or creature engaged in combat within 100' of this staff will suffer a -15 penalty to all attack rolls, as well as any rolls for directed spells. Furthermore, all basically good people or creatures within 100' of the staff will receive a +10 bonus to all attack and directed spell rolls.

Krisfuin will only function for a good individual, and anyone evil who touches the staff of his own volition will receive a type "E" Electricity Critical.

(See Section 6.6.2, #7e for the location of this item.)

THE FEATHER OF THE GREAT EAGLE

This most unusual item was made by Radagast the Brown as a token of friendship for Thranduil, but never reached the hands of the Elven King. The Feather was stolen by the servants of the Necromancer and has been in Dol Guldur for most of its existence.

Though over one foot in length, this item appears as an otherwise normal eagle's feather. But if worn openly on some part of the clothing, such as in a hat, helm, or elsewhere, the Feather will imbue the wearer with significant powers. First, the Feather grants the wearer the power of sight equivalent to a Great Eagle (see *MERP* 2nd Edition, p. 182). Second, the Feather gives the wearer the ability to communicate fluently with any bird for as long as the Feather is worn, and all such creatures will view the wearer as though a "Befriending" spell had been cast. And thirdly, the wearer can cast any spell from the list *Wind Law* up to three times per day, and the wearer is immune to the effects of spells from this list cast on him by others.

In addition to these powers, the Feather of the Great Eagle grants a +15 DB and is a +4 spell adder for Essence magic.

Anyone other than an Elf, who is seen in the possession of this item by a Great Eagle, will, at the very least, be captured for questioning or simply slain (especially if the holder is an Orc or other evil creature).

(See Section 6.6.2, #7f for the location of this item.)

TOMES OF THE WEST

These ancient books, five in all, are quite large (3'x2'x4") and heavy, with glistening blue laen covers adorned with mithril runes. Each has hundreds of pages of parchment and all are meticulously scribed in Quenya, though the writers of these books were all Númenórean. These Dúnadan mages wished to ensure that the Tomes could never be used for evil purposes, so all have been inscribed with runes that will burst into flames and consume the pages, if the books are opened by anyone with an evil nature. Having learned of this trap by long hours of examining the Tomes, Sauron has ordered that the books are not to be disturbed. He hopes to one day find a way to circumvent the fiery runes and learn what the books hold, but for now the Dark Lord spends little thought on these treasures.

Contained within the Tomes are all the Essence Spells in existence, complete in every detail, including all the Númenóreans knew of the magic's origins and source of power, as well as otherwise unknown variations on existing spells. And each spell is written in such a way so that someone very familiar with the books could cast any spell contained therein, regardless of level, without destroying the spell itself.

In addition to this information, the Tomes of the West also hold many pages describing various processes for creating several different types of enchanted items and other substances, such as potions, elixirs, etc.

Though much of the information contained in the Tome can be found in other locations, this is one of the few manuscripts that possesses all of this knowledge, and some of the information can be found almost nowhere else.

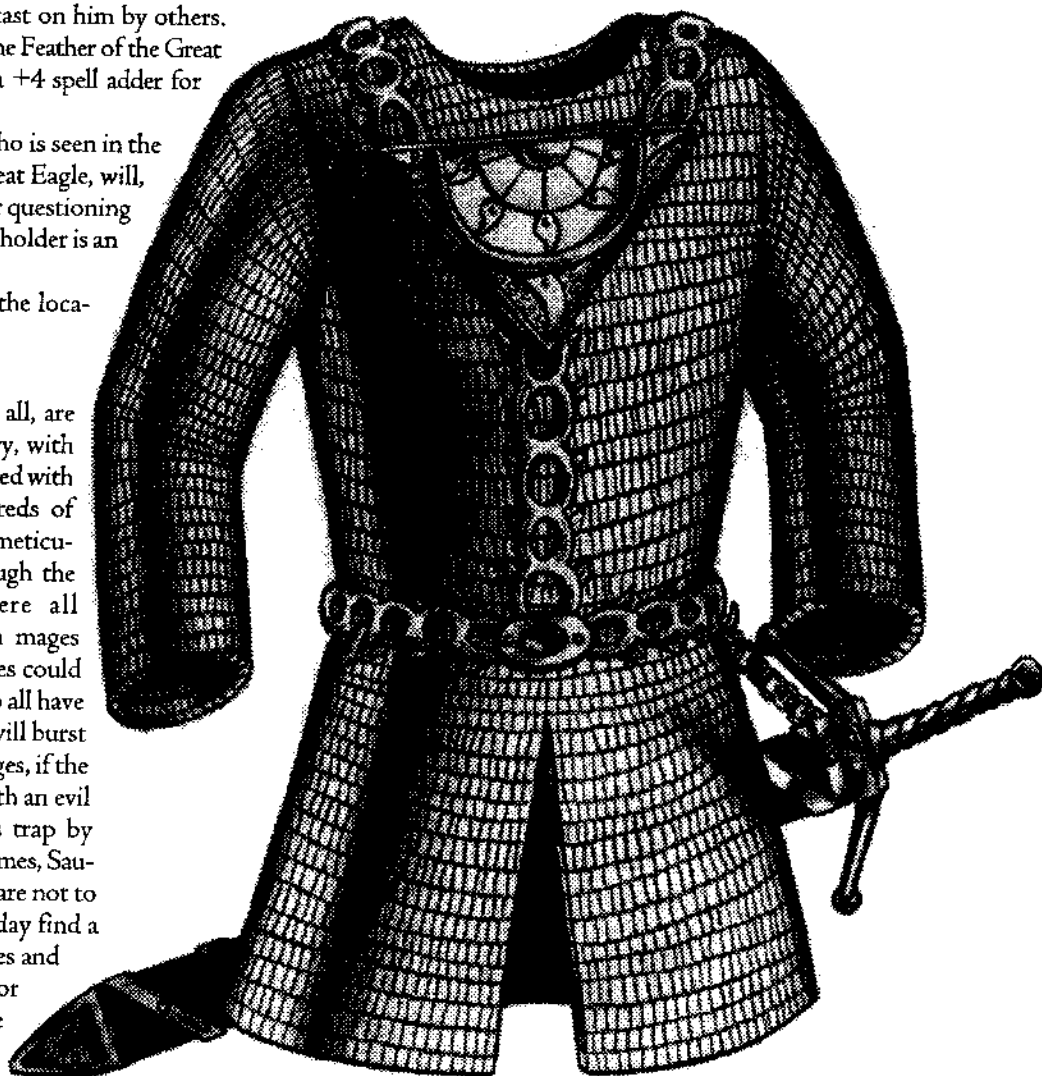
The value of the Tomes of the West would be truly high indeed, if returned to the King of Gondor.

(See Section 6.6.2, #7g for the location of this item.)



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*Celebrimbor's
Armor*

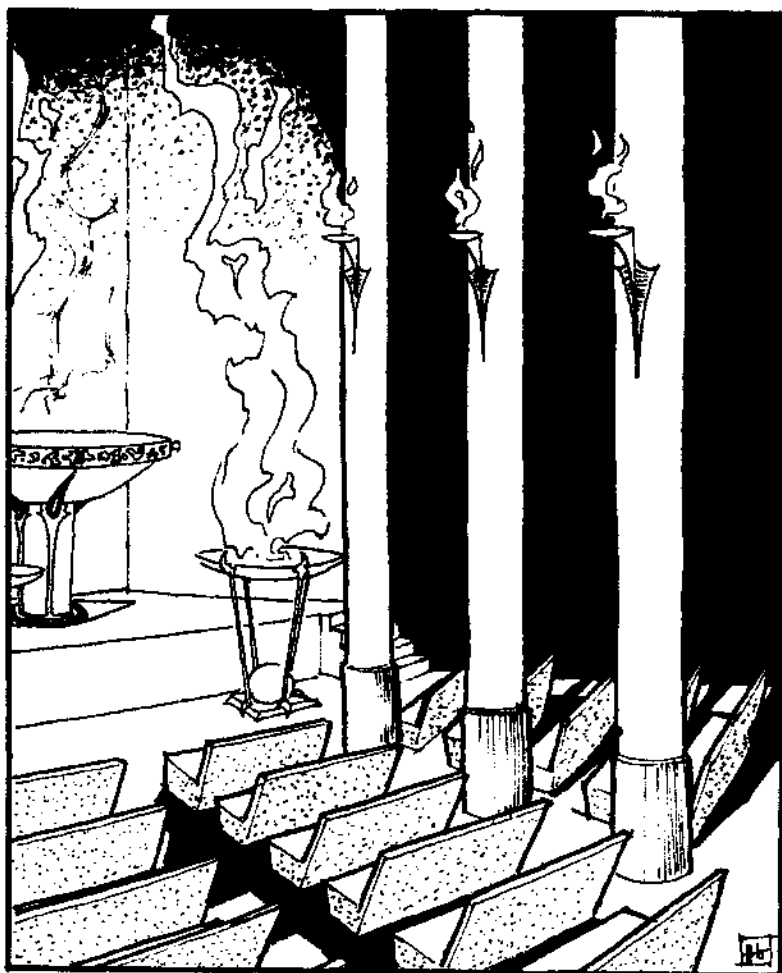


7.0 THE NAN LANC AND EMYN GULDUR

The Nan Lanc (S. "Naked Valley") and the Emyn Guldur (S. "Hills of Sorcery") mark the very core of the Shadow over Mirkwood. Here, the Necromancer's reach is strongest, for his curse is deeply sewn into the soul of the surrounding Rhovanion landscape. It is the darkest quarter of Mirkwood.

The Naked Valley is situated near the southern end of the Hills of Sorcery. From the feet of Dol Guldur the vale runs eastward for many miles, fenced in by rocky crags. It has always been a stark, treeless glen. Even though many other plants and animals flourished here before the coming of the Shadow, this stone-strewn region naturally resisted the advance of the forest. Now, as the Dark Lord's evil spawns black storm clouds over Amon Lanc and pervades the surrounding lowlands, the native species are in retreat. Even the trees of southern Mirkwood are recoiling from the horrible presence beneath Dol Guldur. The naked grounds expand with each passing year. The birds and beasts of the forest—save those that serve the Necromancer—no longer visit the valley, and few reside anywhere within the nearby woodlands.

The Great Temple



Here in this shadowy domain, the brightest sunlight acquires little more than a dull grey luminescence and the air hangs heavy and thick with evil oppression. The minions of Sauron prowl the lands, while his winged servants ride the swirling storm clouds and watch the region from on high. For anyone unfortunate enough to find themselves in this horrid place, even the jagged hills seem to stare down with a threatening scowl, and those who do not serve the Lord of the Rings should be loath to stay here any longer than necessary.

7.1 PATROLS

Prowling beasts present one of the greatest threats to any adventurers brave enough to enter this accursed domain. Numerous patrols of Orcs, War-wolves and Wargs guard the Nan Lanc and the southern Emyn Guldur. They are watched, in turn, by the winged servants of the Necromancer, creatures assigned to skyborne vigil that stretches as far north as the Men-i-Naugrim (S. "Way of Dwarves").

Note: As in other sections of Mirkwood, use Table 11.4 to determine whether an encounter occurs in the Nan Lanc. Of course in certain spots, these rendezvous might be virtually automatic. It is a very dangerous locale. The GM should remember, though, that these encounters will not necessarily result in combat, particularly if the PCs are watchful and hide before the patrol sees them.

Because the comings and goings of the Necromancer's minions are many, adventurers who disguise themselves to appear as followers of Sauron may be able to pass these patrols and watches unhindered. This is no mean feat, however, for the nature of the daytime and nighttime watches is very different, and a disguise that fools Orcs or Men might fail to dupe Wargs or Crebain. More than one guise may be in order.

ENCOUNTERS ON THE ORC WAY ETC.

Should a party of adventurers be traveling on the Men Uruk or one of the other trails that cross the area, they will see a patrol of Orcs, Wargs, and/or War-wolves about once every two hours. Encounters with Orcs often occur during the day, for the shaded sunlight hardly hinder the Yrch (especially Uruk-hai). Orc-bands of 6-12 warriors led by a Ujāk blanket the

Wargs and War-wolves patrol the same region after sunset. Some bear Orc-riders, but most consist of small packs of hungry and tireless beasts. Using their accute sense of smell and attuned to the darkness, they are peerless nocturnal trackers.

OFF-ROAD ENCOUNTERS

IN THE NAN LANC

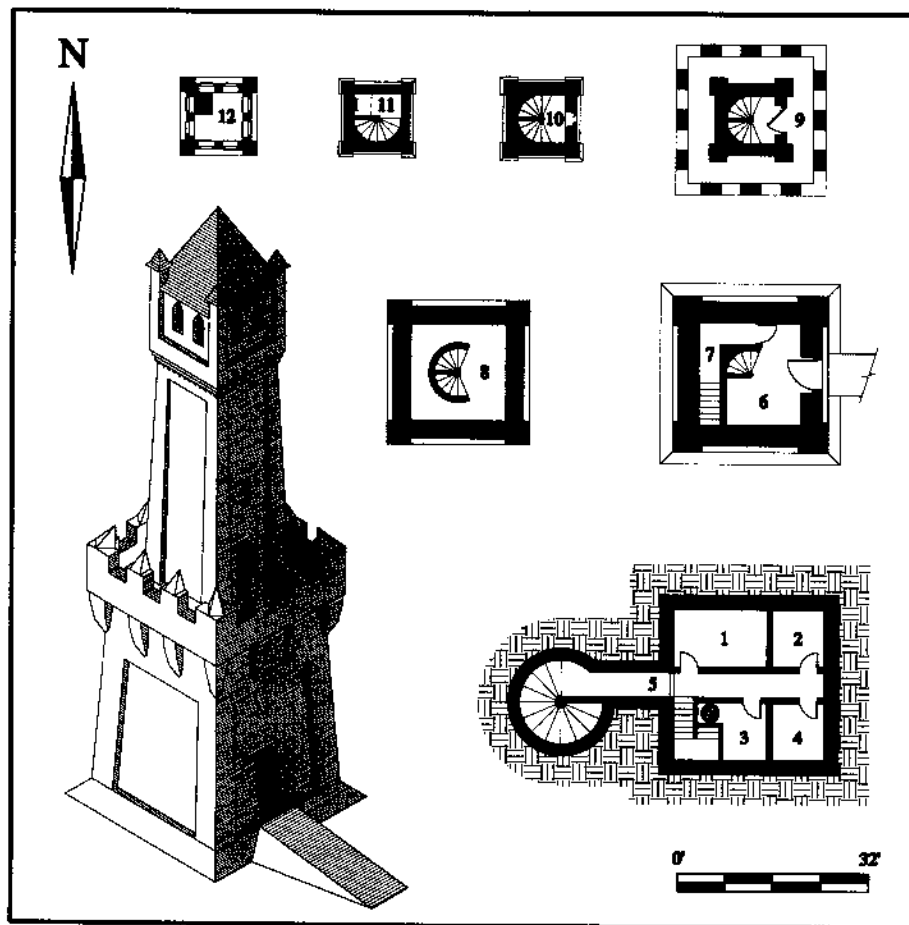
Should a group of adventurers travel overland through the Nan Lenc, they might encounter the same sort of patrols that watch the area's trails. It is unlikely, though, that any patrol will pass a given off-road area more than once every four hours, and it is rare to see group pass closer than at a distance of 100-300 yds.

Should a party of sojourners cross the barren lands within three miles of Dol Guldur, they risk discovery by the Necromancer's prized Winged Watch (See Section 4.1). These airborne guardians sweep the area once every hour. Their patrols augment the usual complement of roving warders, making the area especially hazardous for unwanted guests.

Note: The GM should make an extra encounter roll on Table 11.4 whenever a group ventures into this area. The base chance of being sighted is 50%, but the GM should make modifications depending upon what precautions employed by the party. Feel free to determine whatever adjustments are applicable. For instance, if the PCs walk boldly up to the volcano—arriving in plan sight—the chance of being spotted should probably be at least 90%. Should the party sneak through the shadows and rocky terrain, slowly working their way forward, the chance of being seen should be greatly reduced—especially if the PCs are talented at concealing themselves.

7.2 THE FIVE OUTPOSTS

The Web within Dol Guldur offers access to the surrounding lands through five different tunnels. Small, fortified outposts serving both to conceal and to guard the quintet of passages. These outposts also keep watch on the perimeter of the Necromancer's demesne. In the event that any of these outposts are attacked in force, warning is sent to Dol Guldur and the passage which leads from the Web to the outpost under attack is sealed off.



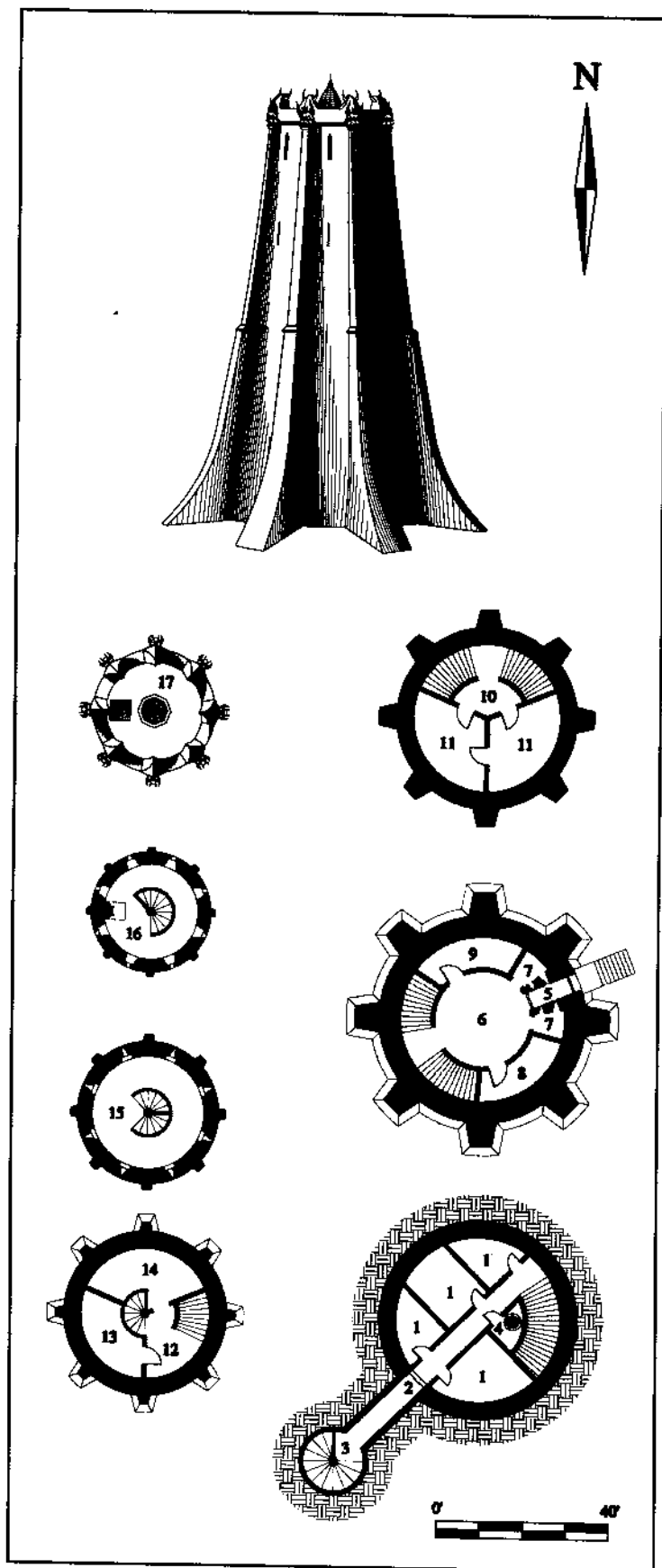
Note: In order to determine which tunnels leading from the Web join with which outposts, see Section 6.5 ("The Web").

While all of the tunnel outposts provide a means to enter and exit Dol Guldur, few groups numbering more than twenty make use of these routes. After all, none of the fortifications are large enough to house a great host. Larger contingencies entering or leaving Dol Guldur invariably break up into smaller groups and use several different routes, bypassing the Front Gate. (See Section 6.0 "Entrances")

Two modest towers called Smalug (B.S. "Small Tower") stand watch over the two entrances on the hills closest to Dol Guldur. They house warning beacons, each of which is in easy view of Amon Lanc.

A third, much larger sentinel stands to the north of Dol Guldur, near the Men Uruk. Called Lughâsh, the "Tower of Fire," this fortification watches over the main entrance into the Nan Lenc. As in the Smalug, a signal fire occasionally blazes from atop Lughâsh, providing the garrison in Dol Guldur with a variety of sometimes detailed information.

Smalug



The fourth entrance into the Web protects the tunnel least used by the Dark Lord's minions. It is guarded by a small fortress called *Lugdûm* (B.S. "Tower of Shadows"), which keeps watch on the eastern flank of the Necromancer's realm.

The fifth and last entrance to the Web is guarded by a cave system. Simply called "the Grotto," it is well-peopled with Sauron's minions.

7.2.I SMALUG

Note: Unlike the other three outposts described in this section, there are two fortresses that correspond to this layout and description, and they are identical to one another.

Perched atop the rocky crags that surround Amon Lanc are the two Smalug. Much of the surrounding land is clearly visible from the watch posts set high in these towers. Narrow and twisting paths that wind up the stoney slopes afford external access to each these towers. Any approach by way of these routes invites almost certain notice.

Due to their proximity to Dol Guldur the Smalug serve a dual purpose. First, like the other outposts, these towers conceal entrances into the Web. Second and more importantly, they act as warning beacons when enemies are spotted. To fulfill this latter role, signal fire chambers stand atop each of the Small Towers. Their lights can be clearly seen from the heights of Dol Guldur.

The first Smalug lies to the northwest of Dol Guldur. It keeps watch on the stretch of the Men Uruk that leads north to Dol Guldur. Meanwhile, the second Smalug stands to the southeast of the volcano, providing a vigil along the southern flanks of the Necromancer's realm.

Each of these outposts houses ten common Orcs and one Drartûl. These soldiers remain stationed here for two months, then another contingent takes their place.

LAYOUT OF THE SMALL TOWERS

1. **Barracks.** These cramped and foul smelling quarters house the ten Orc soldiers stationed in the tower. At any given time five soldiers will be off duty and in this room.
2. **Latrine.**



3. **Kitchen/Well.** This small kitchen contains a very deep well which provides the tower's inhabitants with their only supply of water.

4. **Drartûl's Quarters.** This small, ill-kept chamber is the sleeping quarters of the captain of the tower, who is 50% likely to be in this room at any given time.

5. **Secret Door/Stairs.** This secret door conceals the corridor and stairs that give access to the tunnel leading to the Web. The secret door is Extremely Hard (-30) to find and is locked, but not trapped. The lock is Very Hard (-20) to pick and the only key is held by the Drartûl in command of the tower. Note that from the stairs' side (inside) of the secret door the portal is not concealed. The key is not needed to open the door from the inside.

The stairs descend several hundred feet before ending at the entrance to the tunnel leading to the Web. (See Section 6.5, "The Web.")

6. **Guard Room.** Two guards are stationed here at all times. They protect the entrance to the tower. The stairs here lead up to the second floor. The lock on the front door to the tower is Hard (-10) to pick.

7. **Corridor.** This narrow hall leads to the stairs that descend to the cellar.

8. **Storage.** Fuel for the signal fire is kept here, along with food supplies and extra weaponry (e.g., arrows). The stairs go both up and down from here.

9. **Landing/Battlement.** Two guards patrol this area and keep watch on the surrounding lands.

10. **Landing.** Stairs go both up and down.

11. **Landing.** The stairs lead down from here. A ladder ascends to a trap door in the ceiling.

12. **Signal Chamber.** A trap door opens through one corner of this small chamber. It can be bolted from inside the room.

A raised platform rises from the center of the room. It supports a signal fire, which is lit whenever it is necessary to communicate with Dol Guldur. Note that the signal fire is only ablaze when an attack or other disturbance occurs.

7.2.2 LUGHÂSH

Situated a narrow spur of the Emynguldur and overlooking the Men Uruk, Lughâsh looms over the northern entrance into the Nan Lanc. Like the Smalug, this great fortress is equipped with a signal fire that can be used to warn Dol Guldur of an attack. But unlike the Small Towers, this stronghold is relatively self-sufficient and highly defensible against a major assault. Defenders here can beat back a large scale attack for hours, days, or even months.

This outpost houses twenty-four common Orc soldiers, five servants, and one Drartûl. These inhabitants remain stationed here for three months. Then, another contingent takes their place. Patrols of Uruk-hai often pass through the Tower of Fire on their way into and out of Dol Guldur, but larger groups rarely make use of this entrance, because this would draw unwanted attention to the tower (see above).

LAYOUT OF THE TOWER OF FIRE

1. **Storage.**

2. **Secret Door.** This door is Extremely Hard (-30) to find and is locked but not trapped. The lock is Very Hard (-20) to pick and the only key is held by the Drartûl in command of the tower.

3. **Stairs.** These stairs descend several hundred feet before ending at the entrance to the tunnel leading to the Web. (See Section 6.5 "The Web.")

4. **Well.** This very deep well provides the tower with its only water supply.

5. **Entry Corridor.** This short hallway is blocked off at each end by a large, iron-bound oak door. The locks are both Hard (-10) to pick, but are neither are trapped. In the walls of this corridor, however, are arrow slits which can be used by the guards in area #7.

6. **Entry Hall.** This circular chamber serves several purposes. First, it is used to guard the entrance into the tower. Second, due to the confined space of the keep, it is also used as a mess hall for the soldiers. Third, it serves as a gathering place for those guards not on watch. In keeping with the habits of its Orcish inhabitants, this room is usually in disarray and full of refuse and debris.

7. **Guard Nook.** One soldier is stationed in each of these places to help guard the entry corridor.

8. **Kitchen.**

9. **Latrine.**

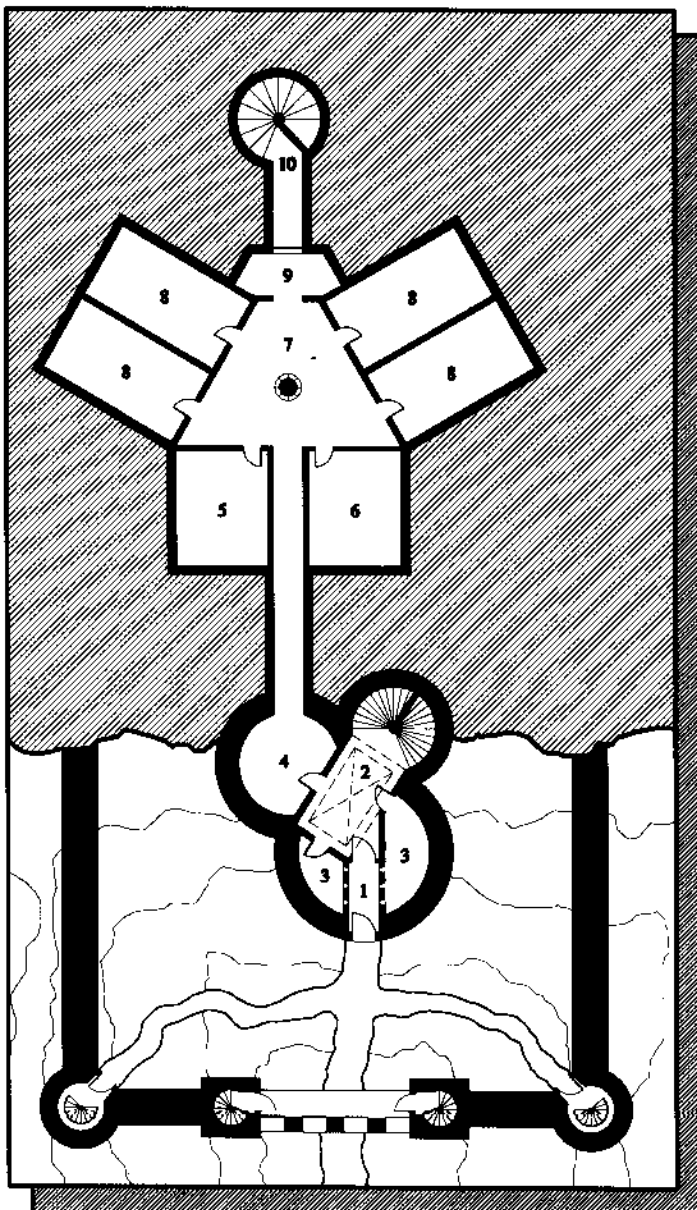
10. **Foyer.**

11. **Barracks.** Each of these rooms houses twelve Orc soldiers. Eight (four from each room) will be off duty at any given time.

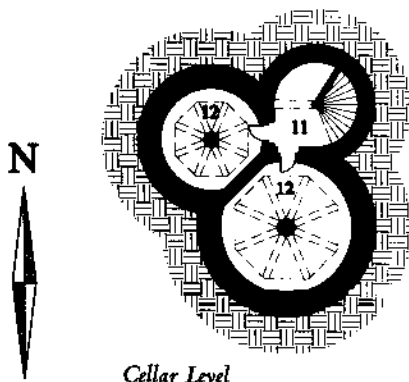
12. **Foyer.** This room accommodates a wide staircase, which leads down to the second floor, as well as a narrow circular stairway leading to the fourth floor.

13. **Servants' Quarters.** Five servants are housed here.

14. **Drartûl's Quarters.** The commander of the tower uses this room as both his sleeping quarters and as a meeting chamber. At any given time, he is 50% likely to be present.

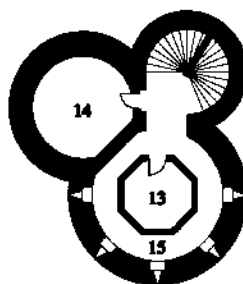


Ground Level

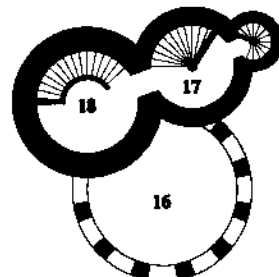


Cellar Level

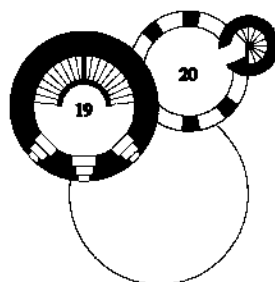
Second Level



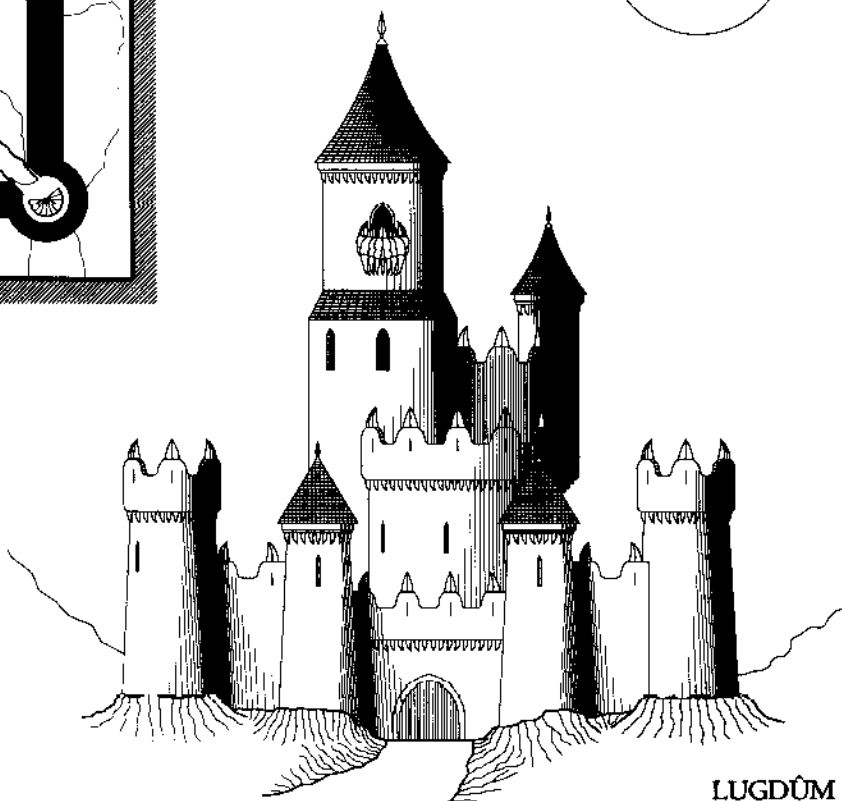
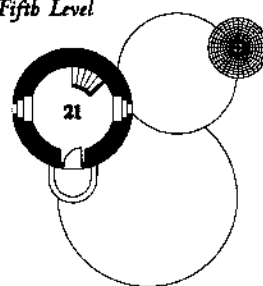
Third Level



Fourth Level



Fifth Level



LUGDUM

15. Guard Room. Five guards stand watch here at all times. This room also holds the fuel supply for the signal fire above. The stairs go both up and down.

16. Watchpost. Four guards stand watch here at all times. The stairs only go down from here, but a ladder is present to ascend to the roof of the tower.

17. Roof. This area is guarded by two soldiers at all times. A large iron cage, used to hold the signal fire, sits atop a small circular platform in the center of the roof.

7.2.3 LUGDŪM

Perched on a rocky shelf in the crook of a twisted ridge, Lugdūm (B.S. "Tower of Shadows") stares down the length of a narrow gulch near the eastern end of the Nan Lanc. A low stone wall spans the opening of the hollow. Battlements run along the top of the wall, and round watchtowers rise at both ends. A large oaken gate blocks the entry way. From here, a narrow road winds down the ridge to the valley below. Beyond the wall lies the Keep, a black stone tower standing over seventy-five feet tall.

Lugdūm is by far the most formidable of the five outposts. It is the only one such bastion properly referred to as a stronghold. The tower is also notable because is almost never used as an entry or exit point from Dol Guldur.

The primary purpose of this outpost is twofold. Its first role is to guard the eastern end of the Nan Lanc and serve as a command post for forces farther from Dol Guldur. Its second purpose is to ensure that at least one secret entrance/exit remains open in the event of a full scale attack on Dol Guldur. Should such an assault threaten the Necromancer's lair, the tower serves as the primary conduit of attack and escape for the defenders of the main citadel.

Throughout his years in the Hill of Sorcery, Sauron is in constant danger of having his true identity revealed. He, therefore, always maintains the means to abandon his sanctuary if the need arises. Lugdūm was constructed to ensure that an escape route out of Dol Guldur would always be available. In order to maintain the secrecy of the neighboring exit tunnel, it is never used as normal route into or out of the Amon Lanc. Few Orcs, in fact, even know of its existence.

Note: In keeping with this plan, the tunnel leading to Lugdūm from the Web is always kept sealed off. So, entry into the Web from Lugdūm is normally impossible without assistance from inside. (See Section 6.5.)

Lugdūm houses eighty Uruk-hai and eight common Orc servants. These inhabitants remain stationed here for six months, at which time another contingent takes their place. The commander of Lugdūm holds the rank of Krítar but, unlike those who serve him, this position is permanent.

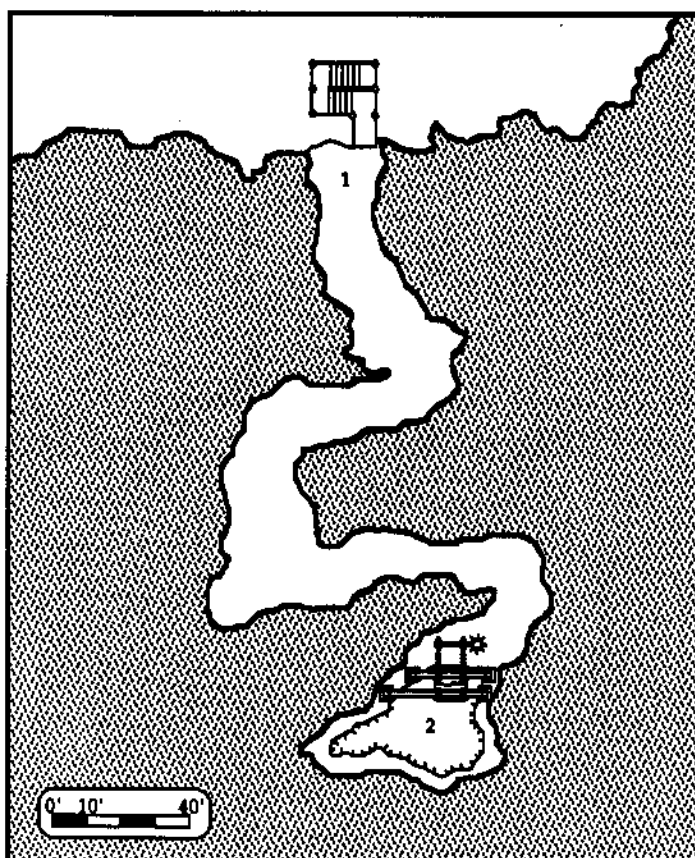
THE WALL

The wall surrounding Lugdūm's bailey is punctuated by two defense towers and two stair towers. The bailey itself is a steep, rocky slope. Its basalt has been fused to form smooth paths to the defense towers and between the wall gate and the keep.

The stair towers provide access to the lower battlement over the wall gate and the higher battlements atop the wall itself. The defense towers possess guard rooms at the level of the wall walkway. Stairs connect all levels of towers, from the ground floor to the uppermost crenellated fighting top.

No specific locations within or upon the wall are manned by soldiers, save the battlements of the two defense towers. Instead, twelve Orcs (three groups of four soldiers) patrol the walls at all times and can be found in any location.

All doors are locked (Medium, 0, to pick). The guards on duty carry the keys.



*The Grotto
First Level*



THE KEEP

1. **Entry Corridor.** This short hallway is blocked off by two large, iron-bound oak doors. They are situated at each end of the corridor. While untrapped, the doors are locked and the locks are both Very Hard (-20) to pick. The hallway walls are perforated by arrow slits, which enable the guards (in area #3) to fire on intruders.
2. **Central Hall.** This chamber is guarded by three Orcs at all times. They act as door wardens for the keep. The stairs here lead both up and down.
3. **Guard Room.** These small rooms are each guarded by two soldiers. They assist the Orcs in area #2, who stand watch over the entrance to the keep.
4. **Guard Room.** One soldier is stationed here to monitor traffic into the subterranean section of the keep.

5. **Servants' Quarters.** Here, eight servants are housed. They tend to the needs of the tower's soldiers.
6. **Kitchen.**
7. **Mess Hall/Well.** In addition to being the mess hall for the soldiers, this room is also used as a gathering hall by off-duty Orcs. From ten to thirty Yrch relax here at any given time.
8. **Barracks.** Each of these rooms houses twenty Orcs.
9. **False Treasure Room.** This chamber is designed to deceive anyone who searches the keep for a treasure room. Several small chests, each containing hundreds of coins, are arrayed in the room. While little of the money is gold, the sheer bulk of the booty suggests that this is a major hoard.

The presence of the treasure belies the fact that this

room contains a secret door which conceals the entrance into the Web. This door is Extremely Hard (-30) to find and, while locked, is never trapped. The lock is Very Hard (-20) to pick and the only key is held by the Kritar in command of Lugdum.

10. **Stairs.** These stairs descend several hundred feet before ending at the entrance to the tunnel leading to the Web. (See Section 6.5 "The Web.")

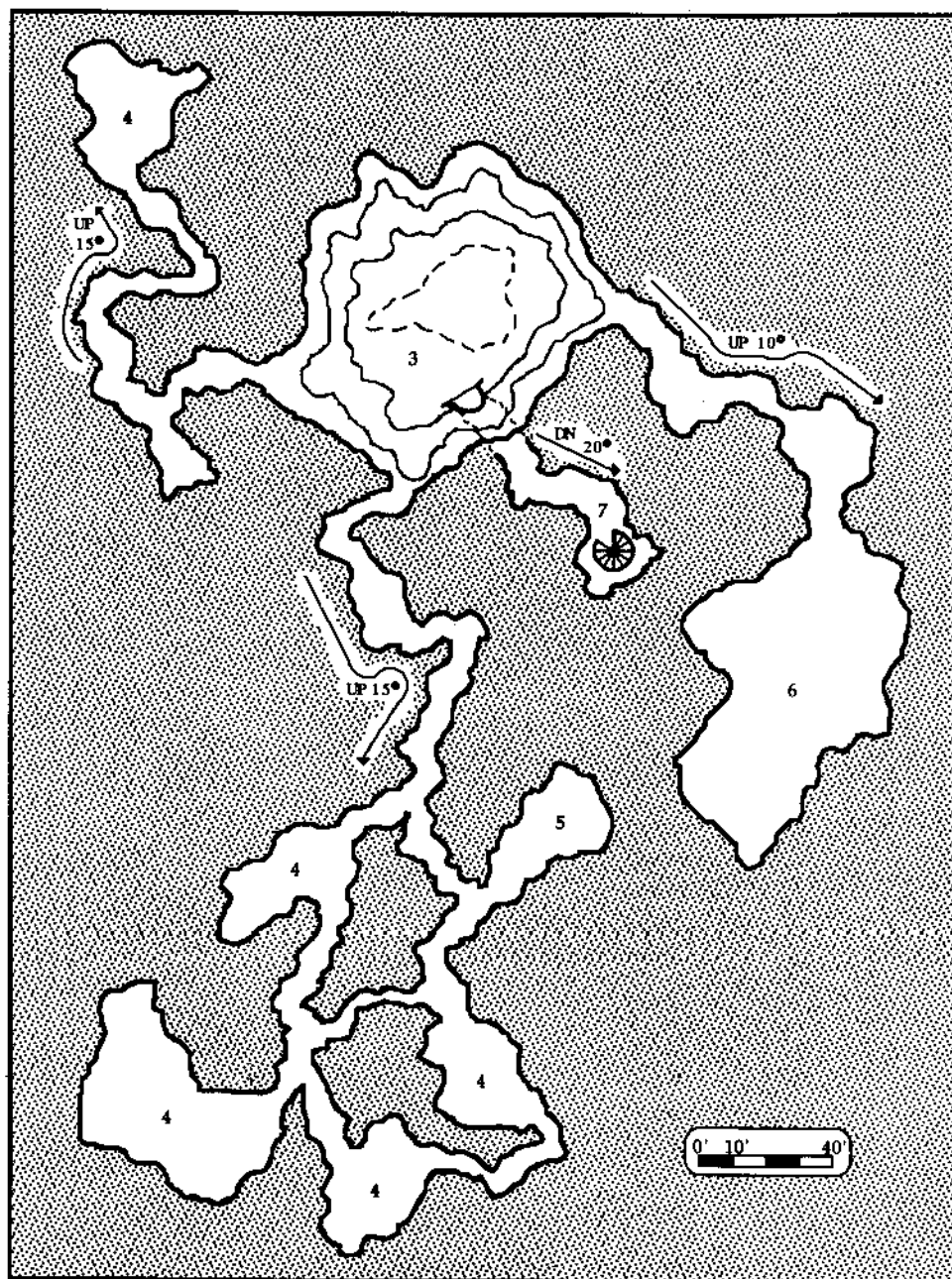
11. **Foyer.**

12. **Storage.**

13. **Kitchen.** This kitchen is used to prepare the meals of the Kritar, who commands the keep.

14. **Dining Room.** Though rarely used and poorly kept, this room is intended as the commander's dining hall.

15. **Fighting Corridor.** Three soldiers are stationed here as a small reserve. If necessary, they assist in the defense of the keep.



16. Battlements. Three soldiers are stationed here at all times. They assist in the defense of the keep and stand watch over the surrounding area. Note that a guard standing here could conceivably fire an arrow over the wall at an approaching enemy.

17. Landing. A ladder ascends to the battlements above. The stairs here lead down.

18. Guard Room. One guard is stationed here at all times. He monitors the traffic in this area and also relays messages between the Orcs on the battlements and those deeper in the keep.

19. Meeting Room. This small chamber is used by the commanding Kritar. Here, he meets with his subordinates and issues orders.

20. Battlements. Two Orcs are stationed here at all times. Their primary duty is to watch the surrounding cliffs for any sign of intruders.

21. Kritar's Quarters. This small chamber serves as the Kritar's sleeping quarters. A door leads to a small balcony that the commander uses to review his underlings and make sure all is well.

7.2.4 THE GROTTO

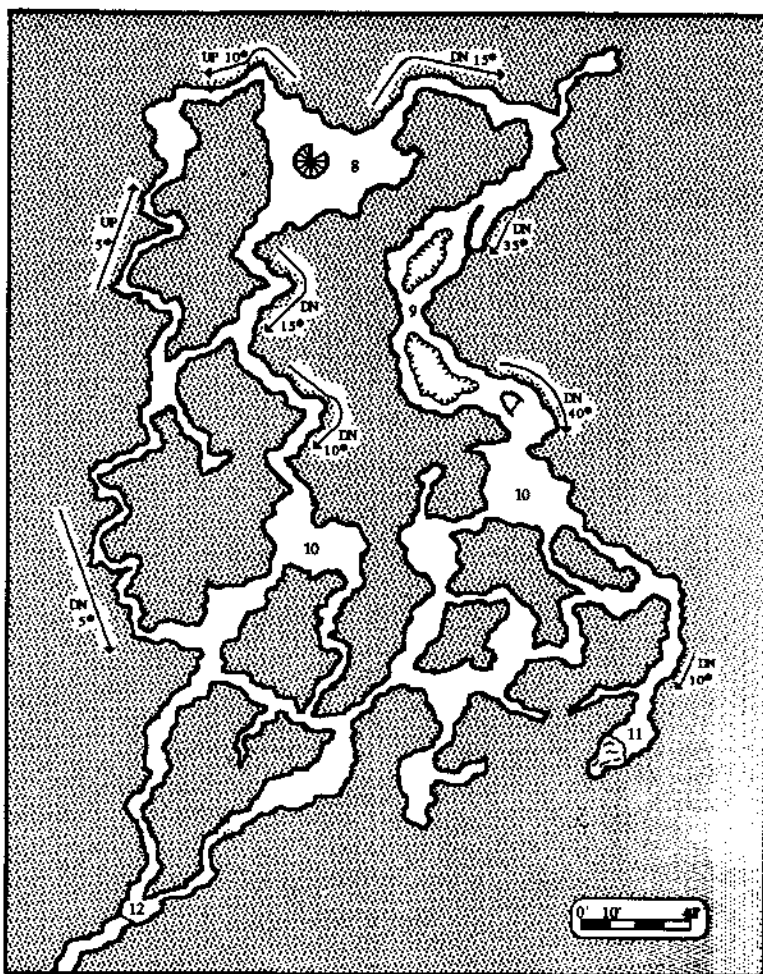
The Grotto is actually a small cave system. It runs beneath the hills north of the Nan Lanc and stretches several miles east of Dol Guldur. The site acts to guard the barren vale. Though this cave is completely natural in origin, their beauty has long since withered under the foul hands of thousands of Orcs. Forever marred, the Grotto is now a nothing but an ugly, savage pit. It is hardly suitable for Sauron's lowliest slaves.

The mouth of the Grotto is a gaping hole. Set high on the side of a sheer cliff, the aperture opens into a cave system containing three distinct levels. The upper two levels consist of lifeless chambers and tunnels. Due to the relatively dry conditions, Orcs make extensive use of area. It is littered with waste and debris.

The lowest level of the Grotto serves as a living cave. As such, is far wetter and more uninhabitable than the upper levels. The Orcs prefer to avoid the area unless compelled to rest or breed.

As an outpost, the main function of the Grotto is to guard one of the entrances into the Web. Additionally, the Grotto serves as a main entry and exit point for larger patrols of Yrch. It is the chief conduit for forces moving into or out of Mirkwood.

The population of the Grotto varies wildly at times, but the normal number of inhabitants fluctuates between 75 to 100. The population includes a small number of females and young. All of the residents are common Orcs, save the commander, who is an Uruk. The Yrch live here on a permanent basis; they are not a rotating garrison like those found at the other four outposts.



Note: A "living" cave or portion of a cave is a cavern that is still growing (on a geologic time scale). That is, the water moving through the stone that created the cave is still present and the cave continues to expand. These types of caves or areas within a cave are usually very wet and muddy. Some actually have small trickles of water running across the floor or even down the walls. A "dead" cave is no longer growing. Dead caves are usually dry and dusty. Any earth present will tend to be hard dirt.

*The Grotto
Third Level*

LAYOUT OF THE GROTTO

I. Entrance. The mouth of this cavern is situated in the side of a sheer cliff. It opens about thirty-five feet above the valley floor. The entrance is approximately twenty feet wide and fifteen feet high, and is unbarred by any gate or barrier. In order to provide easy access to the cave, the Orcs have constructed wooden scaffolding fitted with stairs. The steps rise from the base of the cliff up to the cave entrance. A short rope bridge with wooden slats connects the scaffolding with the entrance. The Yrch retract or burn this suspended walkway in times of trouble.



2. Pit. This area, considered the first room of the cave, is nearly filled with a huge gaping pit. The abyss plunges 125' straight down through the rock. In order to regularly negotiate the descent, the Orcs use a crude elevator. The mechanism allows them to lower themselves to the second level. Large iron bars support the mechanism, which consists of a system of pulleys and chains. The device is attached to frame that arches over the pit. One end connects to a 10' x 10' wooden platform, and the other end connects to a sturdy spool and crank. The crank operates the spool, which moves the chains that lower and raise the platform. The wooden platform supports four individuals or an equivalent weight—about 800 lbs. (Any large group entering and existing this cave face a lengthy wait.)

In the event of a large scale attack on the cave, the Orcs will not attempt to hold the entrance. Rather, they will retreat to the second level and force their assailants to use the elevator to attack deeper in the cave. Any small groups descending into the pit are then set upon by many Orcs below (see # 3). In this way, any invaders would be hard pressed to advance further than this point.

3. Central Chamber. This massive chamber, which lies at the bottom of the pit found on the first level, marks the entrance to the Orc warrens. It is the largest room in the entire cave. The floor of this huge earthen cavity slopes upward around the perimeter to meet the walls more than ten feet above the center of the room. The walls themselves gently arch inward as they ascend, creating a vaulted ceiling. A gaping hole opens through the center of the forty feet high ceiling (see the intermittent line on the layout). The hole permits the Orcs to lower the platform elevator (see #2) into and out of the chamber.

Though once beautifully adorned with stalagmites and glistening flow stone, the chamber is now little more than an earthen sty. Orcs marred or destroyed any natural formations long ago. Like the first level and the other rooms and passages of the second level, this chamber is simply dead. Much of the floor is covered with dry and dusty dirt.

This chamber is always guarded by ten to fifteen Orcs. Their numbers swell (by many fold) whenever the alarm is raised.

4. Orc Warren. Foul beyond description, these chambers house the Orcs who inhabit these caverns.

5. Krítar's Quarters. The Orc-chieftain resides here. He is the only Uruk residing in the cavern. Two soldiers always stand guard at the entrance to his quarters.

6. Gathering Hall. This large chamber is used by the Orcs as a place of assembly. Here, directives are given by the Krítar to his underlings.

7. Guard Chamber/Stairs. This small room once held a deep, circular pit that descended sixty feet to the third level. During the Great Expansion, this pit was converted into a winding staircase. It now provides easy access to the lowest level of the cavern. Two Orcs stand guard here.

8. Guard Room. This chamber's most notable feature is the circular, stone staircase which descends from the ceiling in the midst of the chamber. Three passages exit this room, two sloping down and one sloping upwards. Two Orcs guard this chamber at all times.

Note: This room marks the beginning of the living portion of this cave system, and the floors here are damp and muddy. Stalactites cover much of the ceiling, but any other formations have been destroyed.

9. Bi-level Chamber. This unusual set of rooms actually spans two different levels. As one enters this area from the north the passage forks. One side slopes upward to the upper level, while the other descends rather steeply to the lower level. The upper level (shown on the layout) is marked by two large pits, which are approximately fifteen feet deep. (These pits are open between the upper and lower levels.) Due to the loose rock, traversing the perimeter of these pits can be dangerous. The lower level, which is slightly narrower than the upper level, curves along the same route as the chambers above.

The two different levels join at the south end of this area with the upper level sloping steeply downward and the lower level ending at a wide opening.

10. Cave. These two chambers mark the beginning of the most wet and muddy portion of the small cave system. Tiny trickles of water run through all the chambers and passages beyond this point. Mud and clay cover most of the floors.

11. Spring. This chamber is home to a small, spring-fed pool. The mere is four feet deep in the center, and is used by the Orcs as their main water supply.

12. Guard Room/Secret Door. This tiny chamber houses the secret door that permits access to the tunnel leading to the Web. The door is Extremely Hard (-30) to find, but is neither locked nor trapped. It can be opened by pushing firmly inward. Four well-trained Orc soldiers stand guard here at all times. They are drawn from the only unit with general orders permitting them to use the door.

Note: The tunnel beyond the secret door is not a natural part of cave. (See Section 6.5, "The Web.")

8.0 GANDALF'S TALES

Two events dominate the history of Dol Guldur. Both involved visits by the Wizard Olórin, Gandalf the Grey. Twice he entered the dark halls of the Necromancer, and each time he risked his life on behalf of the Free Peoples of Middle-earth.

The first of Gandalf's sojourns occurred in T.A. 2063 and resulted in the Watchful Peace, when Sauron withdrew from his stronghold to hide his true identity and gather his strength. Olórin's second and more famous mission transpired in T.A. 2851. It resulted in the recovery of the lost key and map of Erebor. More importantly, Gandalf uncovered the truth about the mysterious Necromancer—that he was indeed the Lord of the Rings.

Note: Familiarize yourself with Section 6.0 ("The Citadel") before continuing further. Refer to the layouts as these accounts unfold. They will help you understand the details of the stories.

RECALLING GANDALF'S TALES

The following accounts shed light on the nature of both visits. They reflect the dangers facing anyone bold enough to embark on the secret penetration of the Necromancer's daunting lair. Recorded by Dwóin II, the son of Dwalin, they appear in the *Iron Hill Sagas*. The exact date of their transcription is unclear.

We provide each tale as a series of chapters, enabling a bard or storyteller to entertain listeners during a number of gatherings. By recalling a story as two or more episodes, its message might prove more compelling and illuminating. Also remember that the chronicler may have embellished his history, and that the legend may change a bit with every retelling.

8.1 GANDALF'S FIRST VISIT

Dwóin II entitled this story "*Tharkûn Explores Tumnûn-gabil*." It comprises a portion of the Dwarf's second chronicle about Olórin's journeys in Rhovanion. Documenting Gandalf's (Kh. "Tharkûn") first sojourn to Dol Guldur, the story takes place in T.A. 2063 and appears in Book Seven of the *Iron Hill Sagas*. The tale begins at Rhosgobel, the home of Olórin's friend and fellow Wizard, Radagast the Brown.

(CHAPTER I) SUMMER AT RHOSGOBEL

After years of endless pondering and speculation, Gandalf the Grey determined that the only way to discover the true identity of the Necromancer was to venture into the perilous halls of Dol Guldur. For the entire summer of 2063, using Rhosgobel as his temporary abode, the Istar gathered knowledge concerning the Necromancer and his servants. Radagast's winged friends proved quite helpful, explaining the movements of Dol Guldur's garrison. Gandalf also made several sojourns into southern Mirkwood, where he learned much about the outer defenses of the dark stronghold.

Of all the things that Gandalf learned during the long summer, the most precious and helpful information came from an Elf named Narindel. The Elda scout spent many years spying on the minions of the Necromancer, and labored tirelessly to assist Olórin. Narindel recently trailed an Orc patrol deep in the forest and, by piecing together snatches of their conversation and the movements, the Elf surmised an invaluable fact about the evil fortress. Late that summer he traveled to Rhosgobel and informed the Grey Pilgrim of all he had learned. Upon his arrival, Narindel told the Wizard the startling information that the northernmost outpost within the Nan Lanc provided access to a labyrinth of tunnels. In turn, these passages led into Dol Guldur itself. Given this knowledge Gandalf finally felt prepared to travel south.



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Radagast gives
Gandalf
Provisions



Both Narindel and Radagast offered aid and companionship to the Wizard, but Gandalf refused to allow anyone to share in this perilous quest.

"At least, then take this," said Radagast, producing a small glass vial. "For you are a master of fire, and though you may be able to stand before many Orcs, you have no means to hide yourself from the watchful trees that guard the borders of the Nan Lanc. Unlike you, I employ more subtle powers, being a master of shapes and changes of hue. When you drink this you will be able to appear as you wish for a short while. And this may allow you to enter that dark domain without drawing unneeded attention."

Gandalf set out alone several days later. Armed with his new knowledge and Radagast's elixir, he seemed strangely sanguine. Nonetheless, the Brown Wizard sensed the dire nature of his compatriot's journey and bade Olórin an emotional farewell.

(CHAPTER 2) PASSAGE THROUGH MIRKWOOD

Gandalf spent many days avoiding Orcs and spiders and traveling through the densest parts of the forest so as to remain unseen by the soaring Fell-beasts and flocking Crebain. Eventually, he reached the southern end of the Emyr Guldur and strove toward the black, ever-present storm clouds hanging over the Nan Lanc. Finding the Men Uruk, the Orc Road that traversed the Naked Valley, Gandalf concealed himself in a copse of fir trees. There he awaited his quarry.

Later, as the grayish light of day began to fade into utter darkness, an Orc patrol came marching down the road from the north. They arrived as they did every day at that time, just as Gandalf suspected. Heedless of danger so close to their Master's stronghold, the Orcs grunted and barked. Their harsh voices conveyed their peculiar sense of joy. They seemed glad to near their destination. Gandalf now put his plan into action. He gently withdrew a pine cone from his robes and spoke soft words of incantation. Then he drank the elixir provided by Radagast and prepared to confront his enemies.

As the Orcs passed by, hacking at nearby saplings with their scimitars, Gandalf stepped onto road just behind them. In a commanding voice, he said in flawless Black Speech, *"So, you worthless snaga are late again!"* His exclamation instantly halted the Orcs, who wheeled about in fear.

What the Orc-captain saw as he turned was not a wizened old man in grey robes, but a huge "Olog-chief" glaring back at him. Though the Captain did not recognize this "Black Troll," the "Olog's" armaments clearly denoted his rank, and the Drartûl seemed reluctant to press his inquiry. The "Troll-chief" made it plain in a harsh, insulting fashion that he was not pleased with the Orc-captain's performance and that his actions would have to be reported.

In a few short moments, the Orcs resumed their march with their newly-acquired leader. Soon, they passed through the line of Evil Trees that guarded the Necromancer's realm and entered the barren desolation of the Nan Lanc. Dol Guldur loomed over the vale like a giant spire of gloom and hatred. A dark and evil presence hung in the air like an eerie fog.

Just as Gandalf had hoped, the Orcs' destination was not Amon Lanc. Rather, they were bound for the small tower which guarded the northern entrance into the valley. It served as a gate for many of the patrols returning to Dol Guldur from the north or northwest. The Orc-party turned west as they left the Men Uruk. Following the dark, punniced-covered trail, they slowly ascended the rocky slope to the tower on the nearby hill. As the Orcs drew near the gate the "Troll-chief" lagged a few paces behind and casually dropped a pine cone in a scrawny bunch of bushes growing by the roadside. None of weary Orcs noticed as the pine cone began to quietly spark and sputter. As they reached the tower the gates were opened and the patrol lumbered into the outpost, nearly forgetting the presence of the "Troll-chief."

Once inside, Gandalf grew worried that his form would start to fade. Fortunately, though, the next stage of the Wizard's scheme was about to begin. Just as the Chieftain of the Tower confronted the "Troll-chief" as to who he was, a shout came from above. All the Orcs turned their attention toward the staircase leading to the second floor of the tower. An excited Orc then leaped into view yelling to the Chieftain that a fire was blazing in the nearby underbrush. In the brief but frenzied confusion that followed, as Orcs raced up the tower to positions of defense, no one noticed the "Troll-chief" quietly descend the stairs to the lower chambers.

While the soldiers looked out on the small fire and watched for an enemy that would never appear, Gandalf began a calm but hurried search. In only a few moments, the Wizard found what he sought, a hidden door. Then with words of power and a flash of light the portal flew open and the Istar slipped into the dark passage beyond.

(CHAPTER 3) AN AWKWARD ENTRY

After following the short corridor, Gandalf descended a spiraling staircase deep under the earth. The steps came to a stop at the end of a long and crooked tunnel. This passage, if the Wizard's reckoning was correct, ran in the direction of Dol Guldur. A foul stench drifted out of the darkness, confirming his suspicions. Gandalf summoned a dim glow from the end of his staff and headed down tunnel.

The Wizard followed the crooked passage for a long distance. He surmised that he had passed beneath the valley and must now be close to edge of Amon Lanc. What Gandalf did not know, however, was that he would negotiate many more turns and intersections before reaching the fortress. The Grey Wanderer was about to enter the horrid maze known to the inhabitants of Dol Guldur as "the Web," and only the Orcs who made their dens there knew all its twisted routes.

Before the Wizard could penetrate this foul labyrinth, he was confronted by his first impasse. As he warily traversed the worn tunnel, Gandalf saw torchlight in the distance. He quickly extinguished the light of his staff, then slowly walked forward. As he drew nearer, he could see two Uruk-hai in the passage. They stood guard just behind a lowered portcullis. Both of the Great-orcs stared down the tunnel, unaware of the Istari's presence.

Gandalf watched the Orc-guards, wondering if a pair of warriors and an iron grate was all that stood in his path. It seemed unlikely. Then, he caught a glimpse of a row of dark slots cut into the wall of the passage. He saw a similar row on the opposite wall. The Wizard knew this place was some intricate trap, a nicety devised by the Necromancer for any uninvited guests. He dared not proceed without careful preparation.

Gandalf pondered the situation. The Wizard searched for a solution that would not alert every Orc for miles. As he readied himself to risk detection, he heard the dreadful sound of many heavy footfalls hammering down the passage behind him. Tharkûn felt trapped... for a brief moment.

Ever wise, Gandalf quickly found a way put his new adversaries to good use. The Wizard quietly crept closer to the torchlight, then pressed himself against the wall and waited for the approaching soldiers. As the sound of the boots grew louder, the leader of the on-coming Orcs called out to the Uruk-hai standing guard beyond the portcullis. Before the guards could respond, though, a blinding flash filled the hall. In the next instant all the torches were extinguished.

The approaching Orcs fell into disarray and confusion. Some halted, while others blundered forward in their momentary blindness. The soldiers shouted and shoved at one another. Chaos filled the passage. A dark grey figure bumped his way through the disorganized mob while the Orc-captain struggled to reorder his troops. Unnoticed by the dazed soldiers, Tharkûn stopped several paces behind the last Orc.

After many shouted orders and the re-lighting of the torches, the troops regrouped in front of the portcullis. Gandalf remained just beyond the edge of the torchlight. The Wizard prepared his final stroke while the Orc-captain argued with the Uruk guards.

In time, the Captain convinced the Great-orcs to raise the gate. His unit resumed their march. As the first half of the Orc-party passed beneath the portcullis, another explosive flash extinguished the torches. Once again, shouts and curses filled the passage.

Tharkûn quickly pushed his way through the tumult, soon finding himself beyond both the gate and the Yrch. He turned and ran ahead into the gloom, while his still-startled foes regained their senses. Once rallied, the Orcs searched in vain for their assailant.

(CHAPTER 4) THE WEB

Gandalf now found himself inside the Web, but he still had no idea as to how to proceed. He also knew that his recent tricks had alerted the Orcs to some sort of mischief. Greater care was in order.

Tharkûn headed down the tunnel, passing by another opening leading to his right. After several hundred feet, he came to wide fork. As he pondered which route to take, he heard Yrch coming from the right-hand tunnel.

Gandalf retreated a short distance and awaited the Orcs' approach. Rather than turn into the passage in which the Wizard now lay hidden, the Orcs continued on down the left-hand tunnel, leaving Tharkûn behind. He quickly followed his new, unwitting guides. The sounds of the Orcs were easy enough to follow, even in the darkest of places. Luckily, these Orcs headed toward their warren, which happened to be near to one of the entrances into Dol Guldur.



Gandalf's staff
glows





After traveling several minutes amidst a maze of tunnels, the Orcs turned down the passage that led to their lair. Gandalf hesitated as he smelled an unbearably foul stench issuing from their hall. He deemed the time had come to let his guides go their own way.

Gandalf bypassed the entrance to the Orc warren, and worked his way forward until he finally found a passage which seemed to lead in the proper direction. Walking a short distance, he saw more torchlight ahead. As he slowly approached, he found himself in a familiar setting. Two Uruk-hai stood guard behind a heavy iron portcullis. This time, however, he dared not rely on good fortune or tired tactics. He needed a better plan.

(CHAPTER 5) THE CITADEL AWAKENS

As Gandalf surveyed his wisdom and power in an attempt to subvert the defenses, the Necromancer stirred in his sulfur-laden sanctuary. There, deep on the Fifth Stratum of Dol Guldur, something had disturbed the Dark Lord's contemplation. He turned his attention to his vast citadel and, with sudden alarm, the Necromancer sensed a power recalling images from eons past, from a time when he had dwelt in Aman as one of Aulë's People. While he could not identify with certainty the source of his misgivings, he sensed the hand of the Ainur.

The Dark Lord was far from ready to reveal himself and all of his evil designs hung in a delicate balance. So, taking every precaution, he sent orders to his personal guard to make ready for departure. While uncertain that he must leave his sanctuary, Sauron refused to be caught unprepared.

After spending several moments working out his plan, Gandalf heard a great alarm sound throughout the Web. Strange drums and shrill horns echoed along the tunnels and the sounds of charging Orcs filled the fetid air. The thundering wail forced Tharkûn to think that powerful wizardry was his only option of getting through the small fortress.

The alarm aroused the Uruk guards, who snapped into readiness as troops raced toward the Entry Fortress from both directions. Yrch spilled down the tunnel behind the Wizard. Ten Uruk-hai leaped from a nearby guard room on the Seventh Level and rushed beyond the portcullis. Left with no choice but to unleash his power, the Wizard erected a wall of enchanted fire and blocked the passage to the Web. He then sent a firebolt toward the two guards that stood behind the gate. The Uruk-hai perished in the Wizard's flame, while the Orc-warriors mingled in panic before Gandalf's firewall.

Bellows sounded from the arrow slits until Gandalf cast another pair of firebolts searing down each of the adjoining passages. The way clear of bowmen, the Wizard raced down the tunnel toward the portcullis. As the Wizard hurried past, a shout went up within the small fortress, one simple word in Black Speech:

"Now!"

Although Gandalf did not know what was about to befall, he feared the worst. Without hesitating, he lunged toward the portcullis, sprawling across the passage floor as a huge trap door snapped open beneath his outstretched legs. The Grey Wizard clung to the stone as his legs dangled over the side of the pit; and then, with fierce determination, he swung the lower half of his body up onto the floor. He rose to his feet just before thin, fiery columns of oil rained down in and around the pit, narrowly missing his worn grey robes.

Tharkûn staggered toward the portcullis and prepared to lift the gate. The small troop of Orcs beyond iron grate glared and cursed at their lone adversary but their numbers were too few to stand before the Istar. With a word of command, the portcullis rose into the ceiling and the Orcs fled.

Before Gandalf could follow his routed foes, an arrow flew from the wall and grazed his shoulder, sending him reeling to his knees. Though the wound was slight, Gandalf could feel the sting of poison, and he knew he had no time to spare. Getting to his feet, he ran down the passage toward the Central Keep of Dol Guldur.

As he dashed from the Entry Fortress, Tharkûn heard a deep grating sound. He looked up in time to see portions of the ceiling shift. The stones began sliding downward. Knowing he would be crushed or else sealed off from his goal, the Grey Wizard unleashed a great surge of magical force from the end of his great staff. The blast strained the noble Ainu, who held the great blocks aloft. He ran beneath the quivering mass and slipped away. Released, the huge stones fell into place with a booming crash. Gandalf was now trapped inside the stronghold with little hope of escape.

(CHAPTER 6) TRAPPED

With Tharkûn's unusual show of might, the Dark Lord realized that one of his greatest enemies had indeed invaded his stronghold—and far sooner than he had anticipated. All of Sauron's age-old plots and designs suddenly seemed in peril, if by some chance this intruder, who Sauron now knew to be someone with great power, should learn the truth about the dark ruler of Dol Guldur. Though he longed to confront this sneak that dared to enter his domain, no one was worthy of such a monumental risk, and the Dark Lord knew all too well that complete victory could not be guaranteed. He cursed himself for having none of his Nazgûl at his side to act in his stead and saw no choice but to retreat before it was too late.

With excruciating reluctance, Sauron began his departure. He instructed those left in command to disperse most of the remaining garrison throughout Rhovanion in the following years. Through his retreat Sauron hoped to fool the intruder and his allies into believing they had won temporary victory. In this way the intruder might depart Dol Guldur before learning too much. The Dark Lord remained hopeful that his minions would capture this bold enemy before he could escape.

So as Gandalf knelt in the dark tunnel, tending his wound, a deep and dreadful tone echoed throughout the keep, alerting the entire garrison. The echoes of hundreds of Orcs moving and leaders shouting orders reverberated down the corridors. Left with little choice, Gandalf prepared to go on.

As he walked cautiously forward, the Wizard could see that the corridors before him were alight with torches, and many Orcs hurried through the intersection ahead. Gandalf remained in the darkness awaiting a lull in the activity. When the junction momentarily cleared he crept forward. As he passed by an open door on his right, he glanced through the portal and saw a room that he surmised to be a guard station. In fact, the Uruk-hai that the Wizard had recently routed had been stationed here. In their retreat, they had gone to gather more troops, so the room now lay empty. Gandalf instantly saw a way to make use of this vacant chamber.

Hearing the approach of soldiers, the Wizard walked ahead into the midst of the intersection and scanned his surroundings. Orcs marched toward him from three directions and more could be seen in the distance down the fourth hall. The only route open lay behind him and that way, he knew, was sealed off.

Gandalf then rose amidst the approaching Orcs. Like hounds sighting their prey, the Uruk warriors charged the Wizard from every direction, brandishing their swords in the torchlight. Before any Yrch drew near enough to make use of their blades, the Wizard's outstretched arms sent a wind into their ranks. The foremost Orcs froze in their tracks, while those behind crashed forward in confusion.

A huge conflagration exploded at the center of the junction. Clouds of black smoke blasted down the corridors in every direction. Those Orcs who moments before stood motionless were blown back into those who stood behind them and many others fled in terror. When the smoke cleared, the Wizard was gone.

After recovering from the blast, the Uruk-hai searched the junction for signs of their foe. From all appearances, he seemed to have been consumed in his own flame, but the Great-orcs perused every passage—just in case the Wizard managed to slip past them. The largest contingent went down the tunnel leading to the Web.

As this latter group passed the nearby guard room, they looked inside the chamber. They saw nothing aside from scattered furniture. It looked as if a small struggle had taken place. There were no signs of the Wizard. Assuming the guards stationed there had engaged the intruder, the Orcs quickly continued down the passage. They never entered the chamber.

The Yrch gone, a grey-bearded face emerged from behind an overturned table in one corner of the guard room. After the sounds from outside died down, Gandalf slowly crossed the chamber and quietly closed the door. Having moved the furniture, he took quick pride in his hiding place before deciding how to proceed. His options appeared increasingly limited.



As he plotted his next move, Tharkûn noticed a change in the air. Only an Ainu would have felt the subtle shift in the flavor of the place, the odd rupture in the underlying curse that for so long gripped Amon Lanc. Although he could not explain the reason, Gandalf felt certain that some great weight of oppression had been lifted from the stronghold. The dark and brooding presence that haunted him throughout his trek seemed greatly diminished. He wondered if the overwhelming source of omnipresent evil he sensed when he entered Dol Guldur was still nearby.

A loud voice spoke outside the door: *"Good—then don't open the tunnel. Get to the other passages and tell the dogs to close 'em off. If he's still alive he'll be caught inside like a rat in a trap."* The sounds of hobnailed Orc boots thudded against the stone walkway as Yrch marched off to fulfill their orders.

Tharkûn locked on one brief phrase: *"... don't open the tunnel."* The Istar reasoned that the opening mechanism might be on his side, and he quickly formed a plan of action.

(CHAPTER 7) THE WIZARD'S ESCAPE

The Wizard realized that the route he chose was anything but an "easy" course. After seeing where it led—into the very heart of the stronghold—Tharkûn knew that his preferred path was no longer tenable. He had to seek a better route... and quickly. Gandalf began feeling the effects of the poison slowly coursing through his arm. Time was not on the Wizard's side.

The Dark Lord was unaware of this truth, but Tharkûn forsook any designs of discovering more about the Necromancer. Instead, he turned his full attention toward figuring a way to escape Dol Guldur. He hoped that the information unwittingly provided by the Orcs would provide a way out.

Waiting till all grew quiet outside, the Wizard cautiously opened the door and peered out into the hallway. Though he could hear the sounds of many footfalls and voices in the distance, no one passed or stood nearby. Weary, Gandalf hurried down the tunnel toward the Web, and the huge stone blocks which sealed off his escape.

Finding no obvious means of raising the barrier, Gandalf began searching the walls for anything he might have missed. Knowing that at any moment Orcs could come marching down upon him, the Wizard hurriedly gleaned the stone surface. There, Gandalf saw the dull outline of what looked to be a door. He opened the secret portal and cautiously peered inside. The hidden door led to a small chamber, which was completely empty save for a large, wooden-handled crank that rose from the center of the floor. Gandalf quickly slipped inside and closed the door behind him.

Now wounded and very weary, Tharkûn struggled to turn the crank. He moved it slowly until it locked into place and could go no further. Finished with the device, the pain in his shoulder throbbing, he slumped to the floor in a grey heap.

Gandalf rested in the cold little chamber for many long moments slowly regaining his strength. He only arose when the sound of voices echoed out of the tunnel. While unable to discern what was said through the heavy stone door, it was clear that several Orcs were in the midst of a heated dispute. The weary Wizard heaved his frame upward and readied himself for whatever might follow.

The arguing stopped moments before the door to the small chamber opened. Tharkûn saw a broad and fearsome Black Troll surge into the room. The Olog brandished a heavy mace and glanced about for prey. Before the Olog could see his foe or guess his peril, the Grey Pilgrim loosed a bolt of fire from his staff. The flamebolt sent the Troll-captain flying back into the passage. He crashed, ablaze with flames, against the far wall of the tunnel and was soon consumed by the deadly inferno.

Then Gandalf released another scorching blast from the end of his staff out into the tunnel. Orc bodies scattered like broken twigs, as Gandalf strode into the passage holding his blazing staff before him. Without their leader to hold them, the Orcs fell back in terror, and those close by clamored to get away like trapped beasts that feared for their lives.

Gandalf now stood between two groups of soldiers. By far the larger number of Orcs were between Gandalf and the passage back to Dol Guldur, while the smaller group lay between the Wizard and his freedom.

Gandalf sent another surge of fire toward the larger group to keep them at bay, then turned to confront the Orcs that barred his escape. After the fiery display, the remaining Orcs had no desire to stand before this deadly foe. They stampeded away, stumbling down the tunnel to escape the Wizard's onslaught.

Gandalf knew he had no time to waste slaying panic-stricken Orcs. The Wizard ran down the passage after his retreating foes, not to kill them, but to get by the Entry Fortress before it was again sealed off. He stayed close on their heels as they passed the raised portcullis and over the trap door. Before the Orcs who guarded the Entry Fortress could act, he was by them. He watched as the fleeing Orcs entered the Web and scattered. Gandalf slowed for a bit to recover his breath and reorient himself, so as not to become lost in the maze of tunnels.

(CHAPTER 8) AN AWFUL FIRE

Gandalf walked through the crooked passages, retracing his entry path. No pursuit sounded as he traversed the tunnels. Allowing only a very dim light to escape from the end of his staff, the Wizard moved quickly. He knew well that the Orcs would soon resume their hunt. Tharkûn hurried onward.

Little time passed before Gandalf again heard heavy footfalls. Many Orcs marched in the darkness behind him. Extinguishing the light of his staff, he trudged along, trying to stay ahead of his pursuers. Soon, however, the sounds grew louder. The Orcs neared, closing in on their prey. Just when he thought he could go no further, Gandalf saw the now almost familiar torchlight of the Entry Fortress ahead.



Long before he entered the light, he called out to the Uruk-hai that guarded the tunnel ahead. In the guttural voice of an Orc the Wizard cried: "*Close off the tunnel! The enemy is upon us!*" The guards hesitated, and Gandalf repeated his call with more urgency. A shout went up from inside the fortress, and Tharkûn heard the sounds of huge stones sliding into place somewhere behind him. Now, at least, his pursuers appeared cut off. Still, Gandalf feared that he lacked the strength to get past the bastion.

The guards called for the Orc who had warned them to show himself but, before Olórin could act, the blocks that sealed off the tunnel began rising. The Orcs on the other side slowly lifted the stone barrier. Given little time, Gandalf acted in desperation. He cast a spell that smothered the torches. Tharkûn then sent a powerful flame down the tunnel, knocking over the guards and laying ruin to the portcullis. He staggered forward just as the Orcs behind him opened the tunnel and charged down the passage.

Lumbering through the darkness to the broken gate, Gandalf called out to the Orcs inside the fortress: "*The intruders have many soldiers. Wait until they are within the gates to release the trap.*" Having no time to wait for a response, Gandalf trusted his luck. He made his way through the darkened defenses of the Entry Fortress.

Unsure of what was happening, the Orcs inside the bastion stopped. Many had been dazed by the flashing fire, and their Captain no longer knew who he was fighting. Before the Yrch could sort out matters, Gandalf had made his way past the fortress. His pursuers continued their charge, only to find themselves engaged in a melee with the fortress' defenders. At least initially, neither side knew that they now attacked their own allies. The second portcullis slid down with a clang. A trap door was released and arrows sailed from the walls. Cries of agony pierced through the darkness. Gandalf grimaced as he heard the fading sounds of Orcs slaughtering their own kind.

Exhausted, Gandalf managed to drag himself down the passage. There, he finally reached the bottom of the stairs that led up to the tower. The Wizard listened intently for several minutes to be sure the stairs were empty, and then cautiously ascended the winding staircase.

Finding no one in the cellar of the tower, Gandalf searched the lower chambers for a place to hide. He needed to regather his lost strength. Discovering a large storage room stacked with many barrels and crates of supplies, Tharkûn hid himself behind the goods. He relaxed as best he could in that horrid place.

As he rested, Gandalf heard many companies of Orcs. The sounds of heavy boots echoed through the doorway every few minutes as the Yrch passed back and forth between the tower and the Web. No one searched the storage chamber, though, and the Wizard slowly regained his strength and nursed his wound.

When at last he felt strong enough to continue, Gandalf's arm was numb and cold. He knew that he must escape this place before the poison spread any further. The Grey Wanderer searched the storage chamber for something to aid in his progress, but most of the things seemed utterly useless. He opened one of the smaller crates and emptied its contents onto the floor.

Taking the empty crate, Gandalf went to the foot of the stairs and waited a moment to make sure no one approached. Convinced he was unnoticed, he climbed to a point several feet below the upper landing. Using his good arm, Gandalf heaved the crate up onto the landing. He then spoke enchanted words, issuing a command that boomed throughout the tower. Suddenly, the flimsy crate exploded into flames, sending bits of fiery wood in every direction. Orc cries filled the air as Gandalf leapt to the top of the stairs.

Fire was everywhere. Furniture and other items burned out of control, and the Wizard was in danger of being caught in his own flames. Fortunately, the Orcs scattered, either fleeing through the front gate or racing higher in the tower to escape the inferno. Pulling his grey robes close, Gandalf plunged through the fiery room and ran for the gate.

As he burst out into the dull light of day, Gandalf felt a burning heat on the back of his legs. He felt as if he had not left the flaming tower. Instantly, he realized that his leggings had caught fire as he ran through the blaze. Diving to the ground the Wizard rolled across the rocky surface. He extinguished the flames, but suffered searing burns, wounds that caused him great pain.

Struggling to his feet, Gandalf forced himself into a slow lumbering run down the trail. His legs ached and his wounded arm hung numb and useless at his side. Nonetheless, the Istar persevered. Some of the Orcs higher in the tower were not yet threatened by the fire and, as the Wizard ran for safety, arrows rained about the hillside. None hit home. Tharkûn disappeared into the low-hanging smoke.

(CHAPTER 9) THE NAKED VALLEY

Tharkûn was hardly free. Several small bands of Orcs prowled the Naked Valley hunting for the intruder, and the Grey Wizard had yet to cross the line of Evil Trees that formed a fence around the Nan Lanc. Beleagured, Gandalf felt he was no match for the Trees, but knew he had to push himself onward.

His hope waned as he reached the curtain of evil Huorns. The black-hearted Trees blocked the road, as if the worn trail came to a sudden end. Forced to summon his reserves, the Grey Pilgrim again unleashed his magic fire. Flames cast from his staff engulfed the Huorns astride the pathway. As flames crackled, his vision blurred. The world spun about him. He tried to take a feeble step but fell to the ground as blackness closed around.

Tharkûn never saw the Huorns retreat from the road,



nor did he did see the green-clad woodsmen dart from the forest to his side, nor did he feel himself being carried down the trail. Not until he awoke several hours later, hidden in some unknown woodland nook, did Gandalf discover that he had escaped Dol Guldur. Kneeling over the Wizard and tending his wounds was Narindel, the Elven ranger. The Elda explained that he had watched for some sign of the Wizard's escape, and when he saw billowing clouds of smoke pouring into the sky from the tower, he crept as close as he dared to watch for the Grey Wanderer. After the Istar's collapse, Narindel watched the Evil Trees pull back in fear of the deadly fire. He reckoned that they would soon return so, acting quickly, the Elf rushed to save Gandalf. Narindel recounted how he then eluded the Yrch and brought Gandalf to a safe hollow known as "Oropher's Rest."

Gandalf ate and drank and recovered enough to move on. Then he and Narindel cautiously began the long journey back to Rhosgobel. They moved slowly, making their way through Mirkwood without encountering any foes. A few days later, the two adventurers reached the western eaves of the great forest. Greeting Radagast, Tharkûn was at last safe.

8.2 GANDALF'S SECOND VISIT

Dwóin II entitled this second tale "*Tharkûn and the Shadow*." Again, it appears in Book Seven of the *Iron Hill Sagas*. The story forms part of the Dwarven scribe's third chronicle about the history of the Grey Wanderer in Wilderland. It refers to Gandalf's second journey into Dol Guldur. The events transpire in T.A. 2850-51.

(CHAPTER I) OLD SUSPICIONS

Many long centuries after Gandalf's first journey into the confines of Dol Guldur—nearly four hundred years after the return of the Necromancer to Mirkwood—Gandalf again felt the need to relieve his suspicions and worries about the identity of the sorcerer in Amon Lanc. The ever-watchful White Council concurred, for some of the Wise now feared that the Necromancer was, in truth, the Lord of the Rings. So, early in the spring of T.A. 2850, Gandalf embarked on his second epic sojourn to Dol Guldur.

This venture proved very different from the Wizard's first trek into the Hill of Sorcery. Not only had Gandalf learned much about the Necromancer and his abode, he enjoyed the counsel of Elrond and Galadriel. The two Elda lords of Lórien suggested a better way for Tharkûn to subvert the defenses of Dol Guldur.

Gandalf knew that he had been overly bold on his first journey, and that his wizardry had prematurely alerted the Necromancer. By upsetting the Balance of Things, the Grey Pilgrim aided his own foe. Even Radagast's enchanted elixir invited trouble, for as always, Sauron was attuned to "magical ripples." Unbridled sorcery, no matter how modest or subtle, never escaped the watch of the Evil One. Tharkûn realized that he had played the impatient fool. He resolved to rely on cunning and stealth rather than magic.

Although Gandalf accepted a tiny leather flask of miruvor, the cordial of Imladris, he knew that his inner strength served as his only reliable tool. His good cause and great will offered his best hope. Elrond agreed, although he noted that the precious Elven drink might offer timely relief and rejuvenation should Gandalf find himself wounded or trapped.

Now what the Wizard required was a way to mask his appearance without the use of enchantments. Galadriel provided the appropriate means. Over the years, some of the Elves in her service had learned of the existence of the Conclave of Dol Guldur. Members of the dark Order had been discovered from time to time traveling the dark pathways of southern Rhovanion. Given the feedback from her brave spies, Galadriel ordered robes and a cloak fashioned, garb that bore a strong likeness to that worn by the evil Laugashî. Only close examination would reveal their true origin. She gave the clothing to Tharkûn, who stayed in Lórien before crossing the Anduin on his journey to southern Mirkwood.

Galadriel also provided Gandalf with black dye, which the Wizard used to darken his freshly-trimmed hair and beard. Donning his dark costume and standing at his full height, the Istar acquired a truly menacing character. He looked worthy of his adopted guise. Resembling a Laugash, he appeared much like one of the Necromancer's high-ranking underlings. His two fears were that illumination or his staff might betray his true identity.

Tharkûn had yet to determine how to enter the fortress. As he had learned years earlier, the Web, while providing access to the stronghold, was far more like a huge subterranean trap. The maze invited its victims into ever-greater dangers. The Grey Wizard needed a different approach.

After days of contemplation, Gandalf finally determined that the best course was to take the most direct and unexpected route. He resolved to enter Dol Guldur through the virtually-unassailable Front Gate. The Necromancer, whoever he was, would never anticipate such a bold and foolish move. The Wizard thus set forth once again to confront his greatest foe.

(CHAPTER 2) THE ORC WAY

After many days of travel beneath the blackened boughs of Mirkwood, Tharkûn found himself hidden by the side of the Men Uruk, the Orc Way, several miles south of Dol Guldur. He chose to approach Amon Lanc from the south, for he felt that this direction was the more dangerous and less obvious of his options. For two days he watched the road for a patrol heading to the mouth of the stronghold.

His patience rewarded, Gandalf fixed on party of some thirty Uruk-hai. They marched north toward the Nan Lanc, accompanied by three heavily-laden wagons that creaked and bumped down the rough trail. The Grey Wizard knew the movements of the Necromancer's slaves well enough to determine that this troop was bound directly for Dol Guldur.

Summoning all of his bravery, Gandalf stepped onto the road behind the Orcs and cautiously caught up to the last soldiers. When the rear guards turned to confront their pursuer, they halted. They gazed warily at the approaching figure, who appeared to be one of the more prominent members of the Conclave.

The dark and hooded man strode into the midst of the Orcs and seemed to grow to a menacing height. In Black Speech and with a commanding voice the tall figure said: *"Is there one among you with wits enough to speak with the likes of me? Or are you going to stand here with your maws hanging open like a pack of whelps."*

The Orc-captain—a broad shouldered Uruk with glaring red eyes named Grushnog—stepped forward to meet the gaze of the Wizard. He scowled and said: *"What do you want with us, Laugash? I've got no business with you."*

Gandalf swept the Orcs with a stare: *"You had no business with me, I think you mean to say. The fools I brought along had not the strength to make the crossing of Dagorlad, so you will take their place. Now lead on, you dogs. The Burlaugash awaits my arrival."*

Hearing the "Laugash" mention their Lord—the almighty Necromancer—silence enveloped the Orcs. Grushnog, however, was not so easily deterred. Though the "Laugash" appeared to be who he claimed, the Drartûl had heard something distur-

ing in his words. *"The Burlaugash awaits my arrival."* Perhaps this man was merely a braggart, trying to intimidate the Orcs. Grushnog knew one thing with certainty: no one but the Ômauk and the Gonon himself were ever "awaited" by the Lord of Dol Guldur. The "Laugash" was no Overlord.

Grushnog broke the quiet with his harsh voice. *"I want no cursed Laugash to tend to! Find your own way to Thrîng Burlauga. I've got my orders, same as you, I'll wager."*

Gandalf's eyes flared with feigned outrage as he stepped toward the Drartûl. In a voice seething with anger he said: *"I've not journeyed hundreds of leagues to Minas Morgul and back as an emissary from the Burlaugash, only to bear some wretched snaga speak to me as though his life meant more than all the sniveling Gondorians I've slain on my way. And I will not arrive in Thrîng Burlauga unattended, like some wandering fool without station. You will be my escort, unless your choice is to face death. Here and now!"*





Grushnog stared into the Wizard's eyes for a moment, gauging the figure that stood before him. He could not endure Gandalf's gaze and cried out as though he had been smitten. Any resistance that might of remained vanished. The Orcs quickly resumed their march toward Dol Guldur, now leading the Wizard without question. Grushnog glared hatefully around him as he plodded along, but he had learned enough of the "Laugash" to know to remain silent. The Drartûl, however, was not yet fully convinced by this man's words. He determined to keep a close eye on the Laugash.

(CHAPTER 3) THE FRONT GATE

The dim grey light of day began to fade from the sky, and the party crossed the ridge just north of Dol Guldur and entered the Nan Lanc. As the Orcs and the Wizard turned south to begin their long ascent to the Front Gate, Gandalf stood face to face with the ancient and dreaded height, which stood wreathed in blackness and horror.

The party wound its way up the menacing volcano. Gandalf caught brief glimpses of shadowy, winged creatures soaring in and out of the storm clouds. Briefly illuminated by the light of the moon, the Fell-beasts of Dol Guldur flew over the western horizon and soared beneath the canopy of darkness that hung over the mountain. The Grey Pilgrim knew the flying monsters now watched their approach. The Wizard briefly pondered his escape but, as the Front Gate drew near, he returned his thoughts toward preparation for the next stage of his journey.

The company, now weary from the long climb, at last began the final ascent to the Front Gate. The carts slowed to a crawl, and time seemed to slow to their pace. Only the black-cloaked figure who walked with the Orcs seemed unaffected by the strenuous journey.

The iron-clad maw loomed above the company like an unspoken warning. Tharkûn gazed upward toward the towers, concealing the anticipation he felt behind his stern and powerful stare. Though the windows of the fortress were dark, Gandalf could feel them gazing down upon him as surely as if the towers themselves were alive and prepared to seize the Wizard in their stoney grasp.

As the party drew near the gate, Gandalf saw the huge portal open. Torchlight streamed forth from the passage beyond. A large company of Uruk-hai, far outnumbering the Wizard's party, came marching forth into the night. Confusion reigned momentarily, and both groups slowed, as the Orcs issuing from the citadel were forced to circumvent the wagons. The larger company broke formation, even as the last of their numbers were still exiting the gate, and the two parties intermixed. Insults flew between Grushnog and the other Drartûl. Each cursed the other for getting in the way.

The Orcs who had accompanied Gandalf were forced to halt while the last of the Uruk-hai came forth from the gate. Gandalf exploited the confusion and took the opportunity to break with his escort. The Yrch had served their purpose: they brought the Wizard to the mouth of the citadel without alerting the watch. Tharkûn, the "Laugash," boldly strode through the Orcs with an authoritative look. No one questioned him as he entered into the torchlit corridor that marked the entrance of Dol Guldur.

Amidst a few parting threats between the leaders, the Orcs gradually reorganized themselves and marched off. Gandalf found himself alone with the guards stationed at the gate. Several Orcs stood around the entrance, where a huge Olog barred the way. The Troll quietly stared down at the Wizard, his red eyes shrouded behind a masked helm. Gandalf hesitated for just a moment, and then said: *"Stand aside. I have no time for more delays."*

The Black Troll stood as still as stone and continued to gaze at the Wizard, as if gauging his strength. At last, in a harsh and rumbling voice the towering guard replied: *"No word was sent up from the Fhalaugash your coming. Why are you here?"*

Gandalf was well prepared, and the Olog had just given him what he required for passage, though the Troll was ignorant of his mistake. The Grey Istar had never heard tell of the one the Troll called the "Fhalaugash," but with his knowledge of the Laugashî and the Conclave, Tharkûn was quick to guess who this individual might be.

"Of course no word was sent, fool. I was not due for many days. But the Fhalaugash is certain to send word of another sort, if the news I bring from Minas Morgul is delayed any longer. Now stand aside before I am forced to call him hither by our methods." Gandalf raised his staff as though he prepared to use his power—all the while staring into the eyes of his adversary.

The Olog regarded the black-hooded figure a moment longer. He sensed that this man offered no idle threat of power. Worse, he felt a strange aura, a feeling he had only experienced before in the presence other Laugashî... or the Fhalaugash himself. The Olog dared not risk confrontation, so he slowly withdrew to the side of the corridor. With a look of haughty satisfaction, the dark-bearded man strode into the citadel, just as Grushnog's company entered the gate.

(CHAPTER 4) LONG, DANK CORRIDORS

Because the guards in the entryway to the Front Gate took charge of stopping any unauthorized entrance, Tharkûn proceeded past the next several guard posts without incident. The attendants harbored neither the authority nor the desire to question a Laugash. The Grey Wanderer's ruse served him perfectly.



Although Gandalf was not entirely certain about the route through the Front Gate, the way was not too difficult to discern as he proceeded on. He only needed a moment in each chamber to decide on which way go. He quickly left the Front Gate behind and headed down a long corridor that led straight into the mountain.

Tharkûn eventually found himself at the edge of a vast pit, a wide abyss that plunged into the unfathomable darkness below. A crooked, stone stairway wound down around the perimeter of the chasm. Only the intermittent torchlight that lit the stairway suggested the amazing depth of the shaft.

The odor of ash and sulfur filled the rank air, but the Wizard distilled another, unexpected smell, faint though it was. Gandalf caught the slightest whiff of fresh air. It flowed down through the foul stench like a ray of hope. Tharkûn looked up and searched for the source, but he saw only darkness. Then, for a brief moment, the Wizard glimpsed light. Stirred by a gust of wind from the west, the shadowy fog parted to reveal a comforting sight. He knew in an instant that what he regarded was the moon high above the volcano, peeking momentarily through the dark clouds. A winged silhouette crossed the silvery crescent. Just as quickly as it came, the moonlight disappeared again, enveloped by the clouds.

Gandalf now knew with certainty that he stood at the edge of the central shaft of the volcano, and that the chasm opened to the sky above. The maw at the summit offered freedom, but the winged shape reminded him of another peril. The Wizard realized that, should a chase ensue while he wound down the stairs, the Fell-beasts could reach him. His resolve was unshakable, though, and Gandalf turned his attention back to his surroundings and began the long descent.

Meanwhile, Grushnog led his charges past the gate guard, where he left his second to oversee the unloading of the wagons and the Orcs' return to their barracks. The Orc-captain then departed the Front Gate fortress and traveled the way which led to the Môrlat, the central shaft of the volcano. As soon as he found himself alone, he withdrew a long object. Wrapped in cloth, it was a prize he had kept hidden throughout his long day's journey.

Removing the covering, Grushnog gazed at the shining dagger that he had taken from the fallen Gondorian Captain he had slain at the edge of the forest only two days ago. This moment was the first opportunity he had to examine his newly acquired weapon free from the eyes of his underlings. For all items that appeared to possess any enchantments that were taken by the Orcs were ordered to be handed over to their superiors. When he had first spied the dagger two days ago, he knew he must have it for his own. Before he was seen by his troops he hid the weapon away, and at last he could now gaze upon his prize.

He withdrew the dagger from its sheath, and his eyes filled with greed as he saw runes of power engraved upon the blade. He quickly slid the weapon back in place and pondered what he saw. *"Magic and no mistake,"* he thought, *"and I might be able to find a tender throat to put it to, and soon."* Grushnog again hid the dagger away, but he did not replace the cloth wrapping, for, if the need arose, he wanted to be able to make use of the weapon as quickly as possible.

He then headed to a nearby guard post where he knew a former Ujâk (B.S. "Sergeant") of his company, named Shagrun, was stationed at this hour.

As Grushnog entered the chamber, Shagrun gave a nod of recognition to his former Captain, who took him aside to have a quiet word.

"Did that cursed Laugash come by this way?" asked Grushnog in quiet voice.

"What's that? Laugash? Ah yes, he slinked through here a bit back. I try not to look too close at those types. Some of 'em are pretty touchy. What's the worry with him?"

"Never you mind just now. But tell me this, how did he seem to you?" asked Grushnog with wily look in his eye.

"Well, I guess he was just like the rest, cold and hard as a dead fish. Didn't say a word."

"Think, you lubber. Did you notice anything strange about him? His eyes perhaps?"

"I told you, I didn't watch too close. And I didn't notice no eyes." Shagrun thought for a moment, then said, *"But now that you say something, he did look about the room a bit, like he hadn't been here before. Thought nothing about it, before you mentioned it just now. And I'd a never remembered, if you hadn't asked."*

Grushnog seemed to ponder Shagrun's words for a moment, but the Ujâk's curiosity had now been aroused, and he said, *"Grushnog, what's this about? You can't come around asking questions like that, and think I'm not gonna want in on your little secret. This guard post is enough to turn me to stone with quiet. If something's up, I want in. Like old times, eh?"*

"You always were hungry for a fight, Shagrun. But nothing is up, yet. And all I can tell you is that he met us outside, seeming all high up and clever, demandin' to have an escort back to the Hill, so I let him come along with us. But just when we reach the gate, he up and heads in without us, like he had no want for us at all. A bit strange, don't you think?"

"Not for one of them," replied Shagrun, *"Laugash got their own ways, and I don't question 'em. But if you need another hand, you know you can count on me. The Gonon would pay us some mind, if we could bring down one of them, who was up to mischief."*

"Not yet, I need to know for sure. But let's keep this between you and me for now. I'm gonna see if I can follow him down below and find out what he's up to. There's a Mustering tonight, deep down. Meet me there when you're through here, and I tell you what I've seen."

Having spoken, Grushnog left the guard room and headed toward the Môrlat. He figured the stairs would take him to the strange Laugash.



(CHAPTER 5) MORE STAIRS

For the past few hours Gandalf had been descending the winding staircase ever deeper into the evil citadel, and the air grew steadily warmer and more filled with foul fumes. Many times he had passed groups of the Necromancer's servants, but he soon found that his disguise was perhaps the best he could have chosen. For with each meeting those that he encountered made way for him without question, and all seemed to wish to have nothing to do with his affairs. He was revolted by the fear he caused in those he met, and soon came to realize that the Conclave of Dol Guldur must be a truly wicked and vile assembly. His desire to discover the truth about the Necromancer was only strengthened by these pitiful people.

As he strode ever deeper into the citadel, Gandalf passed by several landings, which marked the entrances to the various levels of the fortress. Knowing that the power and ominous presence within the Hill of Sorcery lay somewhere far below, the Wizard decided to continue his descent on the stair for as long as possible. Thus far he had counted five landings, and now as he looked below he could see the light of the sixth landing a short distance ahead. Gandalf deemed that he must have been near the elevation of the valley by this time, and, in truth, he now approached the Mòrlat's entrance into the Seventh Level of the citadel.

As Gandalf drew near the opening in the chasm's wall, he could see many Orcs stationed within the chamber beyond. Before he could make his way past the portal and continue down the stairs, a deep and dreadful tone arose from what seemed like the core of the volcano, filling the air with its eerie reverberations. The very stone seemed to echo in answer and the entire mountain felt as though it groaned with terrible enchantment.

The sound was so overpowering that even Gandalf momentarily froze in his tracks, but the tone was quickly replaced by the sound of much movement coming from the nearby opening. Glancing in, Gandalf saw many of the Orcs within the room leaving by other passages, and the echoes of many soldiers could be heard beyond the chamber. For a moment Gandalf thought that he had been discovered, but the Orcs did not head off as though they were called to defend the citadel. Rather, they seemed to be answering a summons, marching off in an almost orderly fashion.

Gandalf took this moment to pass the doorway and quickly continue his descent. Whatever was happening far below, the Wizard hoped that it would provide the distraction he needed to complete his task. What Gandalf did not know was that the echoing sounds of movement masked the footfalls of his pursuer, who took this moment to draw closer to the Wizard and watch his actions.

Grushnog had been following the strange Laugash for what seemed like endless hours. He needed to know when the black-bearded man exited the Mòrlat, so as not lose his quarry in the multitude of passages throughout the citadel. The cunning Orc stayed well behind the cloaked figure and only ventured close enough to see the Laugash when the man drew near a landing.

As he continued his pursuit Grushnog's suspicions were reinforced by the further unusual behavior of the man. For, unbeknownst to Gandalf, the Laugash rarely made use of the stairs in the Mòrlat for more than a short distance. This route was frequented only by the lesser inhabitants of the citadel, due to foul air and the dangerous nature of the ever-present, gaping pit.

But the worst of Grushnog's fears were confirmed, when the call to Mustering was sounded deep in the mountain. At that moment the Laugash was near the entry to the Seventh Level. Rather than exiting the central shaft to make his way to the Great Temple—as all the Laugashî did when a Mustering was called—this man continued on down the stairs to the First Stratum, where the Breeding Pits lay. As any officer of the Kazgûmhoth knew well, no route from the First Stratum led deeper into the citadel. If one wished to descend to the Second Stratum or lower, it had to be done by exiting the Mòrlat at the Seventh Level and descending down a different staircase. This hooded man, Grushnog thought, clearly had no knowledge of the fortress.



*Gandalf
brandishes his
sword*



To Grushnog little doubt remained that his quarry was indeed a spy. He considered charging into the Seventh Level to gather troops to assail his foe, but he quickly realized his own peril, if by some unexpected chance, however slight it might be, this man was who he claimed to be. Falsely accusing a Laugash would mean certain death or worse, and Grushnog suddenly felt his uncertainty swell, recalling descriptions of the terrible Throne Room of Necromancer from which none returned. He had to be absolutely sure before undertaking such an irreversible deed.

Before continuing down the stairs Grushnog determined that if the man descended to the First Stratum and found no way to go further, he would have to come back by the same route. If this occurred, thought the Orc, then he would know with certainty that the hooded man was an enemy. For what other possible cause could lead him to the Breeding Pits, particularly just after he entered the citadel and a Mustering was called. With this idea in mind Grushnog cautiously continued his pursuit.

A short while later, the Uruk Drartûl crouched in the shadows of a narrow crevice in the wall just above the First Stratum landing, where the stairs at last came to an end. He watched the false Laugash quickly examine the area, then leave the stairway through the opening which led to the First Stratum. Grushnog noticed that the man was hesitant, as though he was disturbed by his surroundings.

After the cloaked figure disappeared through the doorway, Grushnog waited for several long moments, feeling sure that the man would soon return, and he began to plot out his next actions.

The Drartûl knew the proper thing to do was to alert the guards above, and waylay the man with overpowering force. As he rehearsed the plan, Grushnog grappled with an unsettling thought, *"The Orcs who snag the prey are them that win the praise."* He envisioned the troops being honored by the Gonon, honored for what he had done, warriors basking in his glory. It was his coup, not their's! He imagined himself standing before the Gonon alone, with any rival who might to steal his victory. Perhaps he would be granted the rank of Krîtar or, even better, a position in the Black Easterling's personal guard. Avarice gripped his mind. Never before had a spy penetrated so deep into Dol Guldur. He realized that he alone would be responsible for the capture. No prize would be too great to bestow on him.

He drew himself as far back as he could into the crevice that now served as his concealment, and his greed-filled mind swirled with possibilities. Then, withdrawing his newly acquired dagger, he readied the rune-engraved blade in his gnarled palm and awaited the sound of footsteps that he felt certain would soon come.

After examining the circular passage that contained the four entrances to the First Stratum, Gandalf pondered his present situation. The thick iron doors were all locked, which told the Wizard that this area must be much less traveled than those he had traversed already. What disturbed Gandalf far more was the overwhelming feeling of corruption and evil he sensed beyond the heavy portals. Though he could tell that the true power of Dol Guldur still lay far deeper than this place, something truly sinister was hidden behind those doors. He had no time to confront all the evils of the Hill of Sorcery, and his true mission was to discover the identity of the Necromancer. So the Wizard decided to risk returning to a point higher in the citadel to find another way past this place. He went back to the winding staircase that led him here and began his ascent.

After climbing only a short distance Gandalf sensed some disturbance ahead. He paused for a moment, peering up the dim torchlit stairway. Someone or something was there, but who or where he could not tell. With swift resolve Gandalf drew himself to his full height and said, *"Show yourself! Lest I let my fire seek you out."*

To the Wizard's surprise he heard faint movement dangerously near. Then, only a few steps above where he now stood, an Orc suddenly leaped out onto the stairs from a crevice in the wall, brandishing a gleaming dagger and barring the Wizard's path. The dim torchlight of the chasm shadowed the Orc's face, but his eyes glimmered red with loathing.

Gandalf, however, did not yet wish to expose himself to the Necromancer, so he dared not risk unleashing his power to dispose of one Orc. The Wizard also knew that his adversary was unaware of this fact.

Gandalf raised his staff in a threatening manner and glared into the eyes of his foe. *"Drop your blade, then turn and walk before me; unless you are prepared to meet your doom."*

The Orc growled and hissed in response, but for a moment he did not move. Then, as if seeing his peril for the first moment, the Orc's gaze seemed to shift from hatred to despair. He lowered his dagger in defeat and bowed his head. Just as he began to turn his shoulders, complying with the Wizard's demands, he suddenly shifted his weight, raised his weapon, and lunged down upon his enemy.

Tharkûn barely had time to swing his staff and block the oncoming attack. As the blade plunged toward his chest, he knocked it aside. Grushnog had put his full weight behind his assault and, though the dagger missed its mark, the Orc cashed into Gandalf. The pair tumbled down the stoney stairs. Before either combatant could stay his fall, both rolled over the side of the chasm. They plummeted into the darkness below.



(CHAPTER 6) A LONG FALL

As he sailed through blackness to certain death, Gandalf caught one last gleam of light from the Orc's dagger, which had been knocked free of Grushnog's grasp and now fell along with the two doomed individuals.

They fell through darkness for what seemed an eternity as Gandalf envisioned the fervid death which awaited him somewhere below. Suddenly, and far sooner than he anticipated, the pair struck bottom. Or so the Wizard thought when he felt the first jolt of impact. His body was not smashed upon jagged stones, nor seared by burning steam. Rather, he felt as though he was snagged by a huge net-like canopy. The strange substance stretched with the force of his fall, and he tore through the upper layers. Then suddenly his momentum was completely absorbed, and the net sprang back into place with quivering vibrations.

Gandalf was dazed by the impact. He could not imagine what had saved him. Before he felt any relief, he realized that his arms and legs were held fast, as though he had been bound in an instant. Darkness engulfed the Wizard, like impenetrable night.

Gandalf quickly regained his senses and discovered that his entire body was bound to the sticky strands on which he now lay. For several moments he tried to free himself, but found that his binding was incredibly strong. Even his staff, which he still grasped tightly in one hand, was held fast. He then felt the vibrations of frantic struggling nearby, and he knew that his assailant must also have been caught.

Aware of his desperate position, Tharkûn risked summoning a dim light from the end of his staff. The enchanted glow enabled him to see his precarious predicament. He found himself in the middle of an impossibly huge spider web, a sticky net spanning the entire chasm.

The Wizard felt inclined to summon fire to burn away his binding, but he elected to wait. He dared not panic. Still, Gandalf knew that the web had a weaver, and he had no desire to be trapped like a helpless fly when the creature arrived.

As he weighed his choices, the Grey Pilgrim heard faint sounds, noise that were all too easy to identify. A massive body was pulling itself across rough stone. An eerie hiss echoed into the chasm. The entity grew steadily closer.

Just when Gandalf was prepared to use his power and discard his last hope of staying hidden from the Necromancer, he caught a glint of steel out of the corner of his eye. Turning his head as far as possible with the sticky binding, Gandalf saw the Orc's dagger just beyond his outstretched arm. Seeing the blade clearly for the first time, the Wizard's hope was suddenly renewed, for this was no Orcish weapon, but an enchanted dagger forged by Dúnedain. If he could somehow manage to grasp it, then he might be able to break free without using his magic.

The sounds of movement grew ever closer as he strained to reach the dagger. His binding held, and Gandalf's hope again began to fade. Then suddenly his former enemy the Orc gave a terrified shriek, and Gandalf felt the huge web shift as though a tremendous weight pressed upon it somewhere out of his vision.

The Wizard knew that this moment was his final chance to salvage his mission, and he called forth all of his inner strength, as he pulled with every last bit of will he possessed. The stench of the spider filled his senses with its approach, and the Orc's pitiful cries echoed in his mind. Gandalf at last tore one arm free of the web. Extending his hand and stretching his binding as far as he could, the Wizard made an lunging grasp at the dagger. With an explosion of renewed hope, he ripped the blade from the web, and desperately began to cut himself free.

The Dúnadan blade proved equal to the task, and in moments Gandalf was released. Struggling to a wobbly stance, the Wizard found that the thick strands of webbing that formed the foundation of the massive trap did not adhere to him as the thousands of thinner ones had done. He placed his feet as securely as possible on the heavier cords and turned to face his new adversary.

Enna San Sarab, for so the spider was called, was a truly huge and horrid beast, with many faceted eyes that reflected the glow of the Wizard's staff. No such light had ever found its way to this dark place, and the hulking shadow stood poised, yet hesitant, at edge of her web.

Gandalf stood many paces from the face of the chasm, staring at the center of web. A short distance to his right, between the Wizard and his foe, the Orc struggled in desperation. Tharkûn gave no thought to the doomed Uruk, for Enna San Sarab now slowly advanced toward her prey. By the dim light of his staff, Gandalf saw from whence the beast had come; as she made her way forward, she revealed the opening to her lair. The Wizard understood the passage as his only means of escape. For unless he used his power, he had no hope of slaying the horrible creature.

Gandalf took two uncertain steps away from the beast, watching her intently. He planned to move while spider subdued the Orc. As the monster approached her victim, the Wizard worked his way around the web in the opposite direction—always keeping a good distance between himself and his foe. He reached the passage but, before moving any further, he stopped to watch the hissing beast. Enna San Sarab crouched and sprang on the Orc with astonishing speed. Sinking her fangs into the thrashing figure, she drained his fluids with a single draw of her sharp, powerful proboscis.

One last spasm signalled the Orc's last breath. Gandalf caught sight of his tortured face, and instantly recognized the Uruk Drartûl. He was the same Orc who led him to the citadel hours earlier. Gandalf locked the image away.

After Enna San Sarab's fearful display, the Wizard discarded all thoughts of maneuvering around the spider. She was clearly the Queen of her domain. Worse, the ominous beast was less than five paces away, leering forward with her dreadful eyes, threatening with her venomous fangs.

Unlike the Drartûl, however, Tharkûn was no helpless Orc. The spider now faced Gandalf the Grey, an Istar who had confronted far greater enemies than Enna San Sarab. The Wizard stood strong and unshaken.

Lifting his staff aloft and holding forth the dagger, Gandalf unleashed a flash of piercing light. The blast dazed the spider, for she was unused to such brightness. Great light was all but unknown in her dark chasm. Glancing at the web that lay between himself and his enemy, Tharkûn made two lunging strides across the gap. The Grey Pilgrim landed his feet on two of the thick cords of dry webbing and leaped over the lifeless Orc. Gandalf plunged the dagger into one of the eyes of the huge spider, who recoiled violently with a seething hiss.

Never before had Enna San Sarab been wounded so severely. While hardly defeated, she was stunned by the assault. She saw nothing around her. As she crouched in defense, fearful of another strike, Gandalf made his way across the web. Before sight returned to her unwounded eye, the Wizard fled the chasm.

(CHAPTER 7) THE SPIDER'S LAIR

Gandalf descended the curving tunnel that led away from the Môrlat and the huge web. Thick, rope-like cords of webbing ran along the floor of the tunnel, and the farther he went, the greater the downward slope of the passage became, soon growing treacherous. Gandalf realized that these long strands must be used by the spider to climb and descend the slanting corridor, and, like the larger webbing above, these cords did not stick so strongly when touched.

Thinking quickly, Gandalf began to sever the strands with his dagger. The cords were thick and hard, like massive ropes, and he had to hack and saw at each before it would break. As he worked at his task, he heard the sounds he had been expecting since he entered the tunnel. Somewhere above Enna San Sarab was approaching.

As the sounds grew louder Gandalf worked at feverish pitch, until, at last, all but one of the webs was cut. Then using the last cord like a rope he resumed his descent down the sloping tunnel.

Just before he reached the bottom Gandalf heard the sounds of maddened hissing as Enna San Sarab found that he had destroyed her self-made ladder. Her anger more fierce than ever before, she would not be deterred in her pursuit. She slowly began working her way down the tunnel, using her massive legs to brace herself against narrow walls. The sound of her claws scraping against the stone echoed down the tunnel.

At last Gandalf reached the end of the slanting tunnel, and now found himself at the mouth of the spider's lair, an octagonal chamber, half-filled with webbing. A putrid odor hung in the air. Casting the light of his staff about the room, Gandalf felt his hopes dim: he saw no other way out of this horrid pit.

Feeling that he must act quickly or be forced to use his wizardry, Gandalf called more light from the end of his staff and began to cut his way through the chamber with the enchanted dagger. Searching for some unseen exit, he heard the sounds of the spider's approach grow closer. As he turned to face his foe, he saw a faint groove, like the outline of a door, on the opposite wall from the tunnel entrance. Having no time for caution, Gandalf thrust his weight against the stone portal.

With great reluctance, as though it had not been moved in countless years, the door swung slightly inward, revealing an opening that was far too small for the spider to follow. Gandalf gave another shove and again the door moved a bit. Before he could open the portal enough to pass through it, Enna San Sarab reached the mouth of her lair. Turning on his heel, Gandalf gazed at the wounded beast, who now crouched, ready to spring on her prey. Acting swiftly, he held his dagger up to the light of his staff and a brilliant reflection shot forth through the room. The spider paused for a moment remembering the sting of that blade. Then Gandalf threw the dagger across the room at the huge beast.



Gandalf's
flame



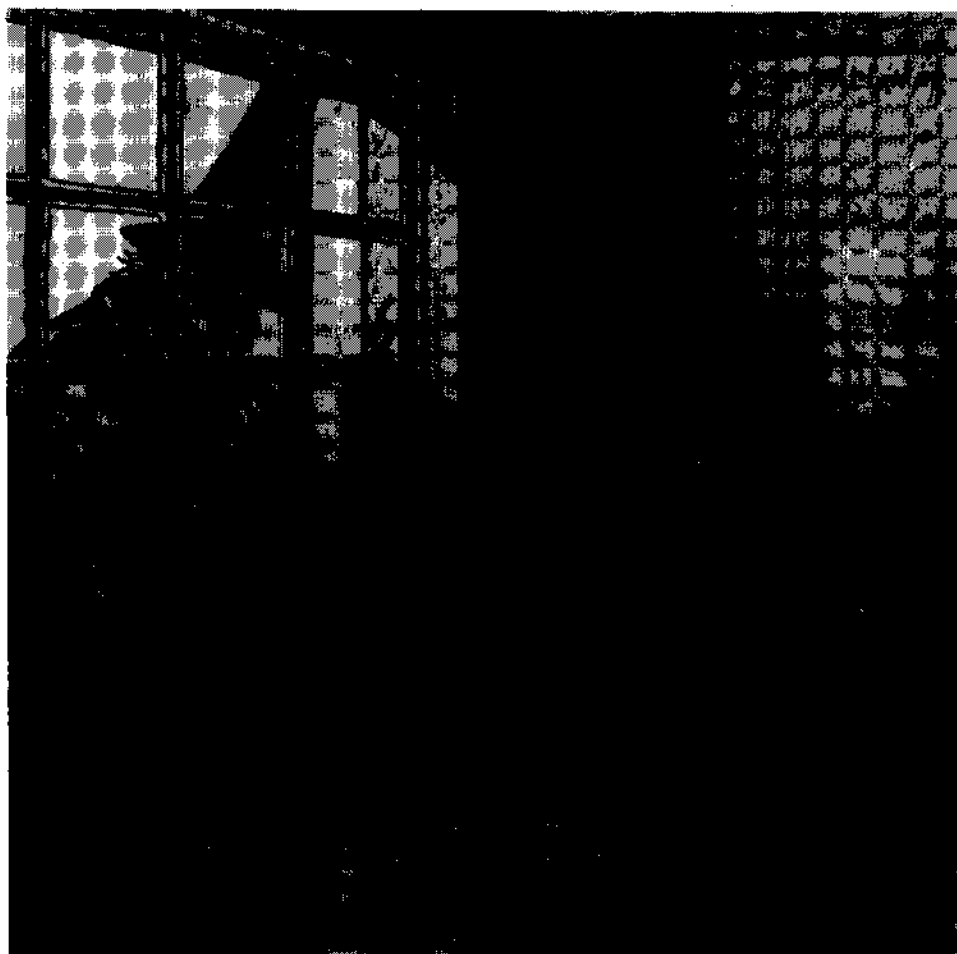
Though the blade missed its mark and clattered against the wall, Enna San Sarab drew back in fear. Her retreat afforded Gandalf the time he needed to heave the door the rest of the way open, and the Grey Wizard disappeared into the passage beyond.

(CHAPTER 8) A FAMILIAR CAPTIVE

A short while later Gandalf found himself at the end of the narrow tunnel in front of another stone portal. From this side the door was not hidden and had a heavy iron handle. He removed the webbing from his black robes and extinguished the light of his staff. Then he pulled the door open to see what lay beyond.

There, staring at the Wizard with dumbfounded wonder, were several Orcs who guarded the chamber. Because few inhabitants of Dol Guldur knew of the tunnel that Gandalf had used, the soldiers were amazed at his appearance. Again his disguise proved its worth as the Orcs went silent at the sight of a Laugash. He strode through the room with a haughty air, almost daring the guards to question him, then left via one of the doorways and continued down a long corridor.

*Gandalf finds
Thrán II*



Gandalf, who was now uncertain of his location, slowed to gather his bearings; he could sense that the power of Dol Guldur still lay deeper in the citadel. Continuing ahead Gandalf passed by another corridor that led to his right. He guessed the tunnel's destination, when the odor of sulfur filled his nose. Hurrying down the passage, the Wizard again found himself at the edge of the Mórlat, and to his surprise the stairway began again at this level and continued downward.

Then another feeling, strange in this gloomy place, disturbed his thoughts: not the hatred and loathing that seemed to cry out from every corner, but mourning and sorrow, so pitiful and helpless that the Wizard halted in his path. The source of these emotions was somewhere nearby. His sympathies overcame him, and he turned around and headed back the way he had come. Perhaps he could bring some hope to the despair that he sensed.

Gandalf made his way to the prisons of Dol Guldur, which lay only a short distance away. Though he knew not where he was, as he entered the prison guard room, the Orcs stationed there were clearly used to having a Laugash present. Passing into the prison area after giving a curt nod

to the guards, Gandalf gazed about in silent horror. Many cells opened onto the long corridors, and cries of pain and terror filled the dark air. He longed to unleash his power and bring these wrongs to an end, but his greater mission still burned in his mind. Moving far from the guard room Gandalf began to search the foul halls.

What happened next became a renowned part of the history of Middle-earth, for in his searching Gandalf came upon the Dwarf-lord, Thrán II, who had been imprisoned in Dol Guldur for many years. Long after his journey Gandalf recounted the tale to Frodo in Minas Tirith, just after the coronation of King Elessar:

"...I entered Dol Guldur in disguise, and had found there an unhappy Dwarf dying in the pits. I had no idea who he was. He had a map that had belonged to Durin's folk in Moria, and a key that seemed to go with it, though he was too far gone to explain it. And he said that he had possessed a great Ring.

"Nearly all his ravings were of that. 'The last of the Seven,' he said over and over again. But all these things he might have come by in many ways. He might have been a messenger caught as he fled, or even a thief trapped by a greater thief. But he gave the map and the key to me. 'For my son,' he said; and then he died." (UT, p. 324)

Following this encounter, Gandalf departed the prison, returned to the Mórlat, and continued down to depths of the citadel.



Gandalf drew near the landing that marked the entrance to the Third Stratum of Dol Guldur. He saw that the stairs continued down past the entryway, and again determined to remain on this descending route. As he drew closer to the landing, a deep and ominous sound drifted out of the doorway filling his senses. Like many voices chanting as one, the sonorous tone repeated its powerful rhythm again and again, slowly gaining strength. Something in the droning chorus seemed to call out to the Wizard. Hearing the answers he sought hidden within the terrible sound, he entered the Third Stratum to find the source.

Traversing the spacious corridor that led into the area, Gandalf found himself in a room nearly as large as the Môrlat itself, adorned with massive statuary that loomed over the Wizard in a shadowy display. No torchlight illuminated this place, for the walls gave off an eerie red glow. To Gandalf's surprise no one was present in the huge chamber, though the chanting now echoed loudly throughout the hall.

As he crossed the black marble floor, Gandalf took note of the figures depicted about the room, most of whom he could easily identify. There Morgoth stood tall and terrible beside Ungoliant after she devoured the Two Trees; in another place Gothmog towered over the broken body of what must have been Fëanor; and still another showed Glaurung, the Father of Dragons, after the destruction of Nargothrond. Oddly enough, Gandalf noted, he saw no depiction of Sauron or any of the Nazgûl. While others of lesser stature were prominently displayed, any image of the Necromancer—whoever he might be—was also curiously absent.

Gandalf's suspicions grew as he followed the chanting across the chamber. There, standing before the entrance to the room that must have held the source of the droning sounds, was a statue that caused the Wizard to stop and stare in wonder. The figure was a Man, proud and tall, who looked like a Dúnadan Lord of old. He bore the symbols of the King of Númenor. A golden plaque at the base of the statue read: "*Ar-Pharazôn, the Great Betrayer of the Edain.*"

To someone less learned in the histories of Middle-earth, this title may have meant nothing. To Gandalf, who knew well that Sauron's beguilement of Ar-Pharazôn led to the Downfall of Númenor, the statue told much. One thought then dominated the Wizard's mind: who but Sauron would display such a grotesque mockery?

But Gandalf had to be certain. He strode bravely into the chamber beyond to resolve the last of his doubts.

Gandalf stood at the back of one of the largest rooms in all of Dol Guldur, the Great Temple. Row upon row of thousands of Orcs, Trolls, and men were seated throughout the sloping chamber, all taking part in the evil chant that now filled the Wizard's head with its power. Firelight blazed in mithril braziers, lying before the dais, which lay at the front of the room, far below where Gandalf now stood.

But the horrid adornments of the Great Temple could not hold the Istar's attention. Amidst the droning multitude a tall figure, robed much like Gandalf, yet slightly different, walked to the center of the dais, carrying a bejeweled scepter. The tempo of the chant increased, and the tone rose with growing tension. At last the man raised the scepter and silence engulfed the chamber. Then in a deep, yet clear and powerful voice he began an ancient litany of reverence to the Necromancer.

The Fhalaugash himself, thought the Wizard, as he stood at the rear of the crowd.

Then suddenly something struck Gandalf's mind, like a brisk wind that relieves the oppressive heat of a summer's day. Carved upon the surface of the dais, spanning nearly the entire length of the platform, was the unmistakable symbol of the Red Eye, Sauron's sign throughout his reign in the Second Age.

Had this symbol been placed in some less prominent locale, Gandalf might have dismissed it as chance. Seeing the Lidless Eye in such a conspicuously distinct chamber, Tharkûn found his worst suspicions confirmed. The Necromancer was indeed Sauron, the Dark Lord of Mordor, the Lord of the Rings.

As he stared at the symbol with concealed horror, Gandalf's lingering doubts vanished, and his greatest fears grew to undeniable truths. At long last he had unraveled the secret that had plagued him for centuries. With the echoes of the Fhalaugash's vile voice still sounding in his ears, the Wizard quietly left the chamber to make his escape.

After turning his attention toward exiting the evil halls, Gandalf recalled his last sight of Grushnog, the Drartûl who had led him here and nearly cost him his life. How had the Orc known that he was an enemy, thought the Wizard, or did he merely seek to defeat a Laugash for his own desires? Whatever the truth might be, the garrison did not seem to be alerted to his presence. Tharkûn found no clear way to reason through the problem. He decided to ascend the fortress by a different route, thus avoiding anyone who might be secretly awaiting him within the treacherous chasm.



Traversing the hall filled with statuary, Gandalf followed a wide corridor leading south. He soon found himself in a triangular chamber, stationed with guards. A circular stairway led both up and down.

But these soldiers were men, not Orcs, and they bowed in reverence as Gandalf entered the room. They made way for the Wizard, as though they expected him to continue on past this place. Having his curiosity stirred as to what might lay beyond this chamber, Gandalf followed the soldier's lead and walked by them and into the next corridor.

Gandalf soon discovered that he was now in the area of the citadel that housed the Laugashî. All the residents were in the Great Temple or elsewhere, so the Wizard was free to look about undisturbed. Searching the lavish chambers, Gandalf came upon a most unexpected room. Row upon row of oak shelving lined the spacious floor, and countless tomes, scrolls and other writings filled the shelves. Finding a long table with several books lying open, as though someone had left in the midst of their work, Gandalf began to examine what he found.

The writings, most of which had been scribed in Gondor, covered many subjects that seemed, at first, to have little to do with each other. Examining the words, Tharkûn discovered one element common to all of the works. Each mentioned, at least in some small way, Isildur—the last known person to possess the One Ring. Gandalf easily surmised what lay at the core of this matter. Not only was the Necromancer, in truth, Sauron, but his minions now combed the countless tomes of Middle-earth for news of Isildur and the One.

The shock of realization struck Gandalf's mind like a flash of light, as he leaned over the table in the center of the chamber, contemplating this awful discovery. Feeling a strange disturbance in the air, Tharkûn lifted his eyes from the table to look across the room. His gaze immediately froze on a tall, black-robed figure, who now stood by a side door, glaring at the Wizard. The man held a dazzling scepter.

(CHAPTER 10) THE FHALAUGASH

The pair stared at one another for a long, silent moment. The Sorcerer's visage gradually turned from simple disapproval at finding one of his underlings absent from the Great Temple, to wicked loathing, as he realized he had never before seen this man. Gandalf knew this was no shallow-minded Orc which he might fool with clever words.

The Fhalaugash, now fully enraged, raised his scepter. Blood-red flames sheathed its length, and the Sorcerer cried in a deafening voice: "*Now you shall die, Intruder!*" The flames streamed forth from the scepter, lashing toward the Wizard.

But Gandalf proved the swifter. Sending an unseen force across the wide chamber, the Sorcerer's fire was turned back, fizzling away harmlessly in the air. Then Gandalf raised his staff, as if to strike back with his own power. Unquenchable white flames burst across the room, but did not assail the Sorcerer. Instead, Gandalf's fire engulfed one of the massive shelves, and ancient scrolls and other dry parchment began to crackle with flames.

The Fhalaugash gave out a horrific cry that seemed to shake the walls of the chamber. Turning his power on the precious records, the Sorcerer strove to extinguish the flames, as billowing smoke filled the air. For a moment he knew nothing but the desire to save the irreplaceable tomes. Soon his sorcery snuffed out the blaze, the smoke began to clear. When he looked across the chamber to find his unknown assailant, the Wizard was gone.

Deep on the Fifth Stratum of Dol Guldur Sauron stirred from his meditation. Something had broken his thoughts, disrupted his endless pondering: a source of power within his own sanctuary that he could not immediately define. It seemed as if a half forgotten dream rose from the depths of his thought. Once before, centuries ago, he had felt that power, and over the years had learned its name: Olórin! Gandalf the Grey!

Fury gripped the Evil One. This time would be different; the Grey Fool would not escape. Unlike before, the Dark Lord now had one of his Nazgûl present.

Using his dark powers, Sauron issued silent directives to his Ringwraith, Khamûl, the Black Easterling, Second of the Nine and Keeper of Dol Guldur. Within moments, Khamûl swiftly left his chambers to fulfill his Master's command.

After hours of climbing the seemingly ceaseless stairways, Gandalf stopped to rest. He reposed somewhere in the shadowy gloom of the Môrlat, just above the Sixth Level of the citadel. Tharkûn drew forth the flask of miruvor—the cordial of Imladris given to him by Elrond—and took a long quaff of the reviving fluid. His strength and stamina quickly returning, the Wizard reflected on the latest turn of events.

Soon after he had left the halls of the Laugashî the blare and boom of horns and drums thundered throughout the fortress, sounding the alarm. Though the garrison was instantly alerted to the intruder's presence, they had, at first, no knowledge that their enemy appeared as one of the Laugashî. So Gandalf was able to continue to make use of his disguise to pass by the countless soldiers he met on his way. Since that time the fortress had grown quiet once again, but Gandalf could feel a looming tension in the air, like a terrible beast coiling its muscles before it struck.

After he had reached the top of the stairway that ascended from the halls of the Laugashî, he had resumed his climb in the central chasm of the volcano, having no desire to get lost in the myriad of corridors. As he passed by the entrance to the Sixth Level, he overheard a commander giving out new directives:

"That's right, you scum. Stop all Laugash, and take 'em to the Conon. That's your orders, now move!"

Hidden a short distance above the landing, Gandalf then saw a group of Uruk-hai charge out of the opening and down the stairs. Not waiting to see what happened next, the Wizard ran up the stairs well out of sight of the landing to the place where he now sat.

Having been revived by the miruvor, Gandalf continued his climb after only a moment's rest. The Grey Pilgrim now wished to find a different way to ascend, for he felt too exposed in vastness of the Môrlat after hearing those ominous words. At the next landing, he cautiously left the stairway and entered the Fifth Level of Dol Guldur to find another route.

As Gandalf stepped into the curving hall that encircled the Môrlat at the Fifth Level, he heard voices to his left. He slipped quietly into a long passage that led away from the circular corridor and hurried away from the sounds. He took only a few steps before he heard a harsh command: "*You, Laugash, stay where you are!*"

The air exploded in flames. Warriors charged the Wizard. Commands blared as soldiers converged on the battle from all about. Men and Orcs scattered, but many more took their place, and the Wizard was driven back to the huge chamber which now lay behind him. Erecting a searing firewall across the passage, Gandalf momentarily halted his pursuers. He quickly gazed about.

Although the ceiling was no more than three times the height of the Wizard, the room was vast. It stretched hundreds of paces in every direction. In fact, it was not a room at all; it was actually a mere called the Black Lake, reservoir of the citadel. The Wizard stood on a stone causeway elevated a few feet over the water that forked in two directions, curving across the surface of the dark fluid. And Gandalf could see two other entrances into this chamber far to either side of where he now stood. Somewhere in the distance the sounds of groaning and creaking metal churned on without pause.

As the light of his fiery barrier died away, Gandalf fled down the causeway. In moments Orcs poured into the room. At the other entrances huge Olog-hai surged forth like an oncoming storm. Reaching a junction in the causeway with foes behind and to his left, Gandalf turned to make his stand.

(CHAPTER II) THE BLACK EASTERLING

The water flashed with reflected fire, as the charging troops were driven back. For a moment Gandalf looked as though he could win his way to one of the doors, but the minions of Sauron charged with renewed strength. A dark and dreadful Captain arose in their midst, sending them on, heedless of their peril. The Wizard's use of fire had called to Khamûl like a mute summons, and the Nazgûl had come as swift as a black wind in the night air. The Ringwraith now took charge of the attack, ravenous for victory.

Though countless numbers fell to the flames, the lines of maddened Orcs and Trolls forced Gandalf back, driven ever further from his escape, and closer to the sounds of grinding and clanging machinery. As their numbers began to dwindle, however, those who remained slowed their approach and parted, making way for the black figure that strode to confront the Wizard.

Gandalf now stood next to the source of the strange noises. A short reach from the edge of the causeway three immense chains made long loops from a hole in the ceiling, down underneath the water, then back up through the opening above. The chains ground along in unending rhythm: down from the ceiling, into the water, then up once again. Fastened to the chains were large, trough-like scoops, which filled with water as they passed beneath the surface of the pool. Then the water was slowly carried aloft by the grinding system.

Tharkûn glanced briefly at the strange machine and the surrounding water, then faced his new foe with an unflinching stance. Khamûl came forth with fiery eyes, intent on the Wizard's destruction. Gandalf knew that he now faced one of the Nine. Had these adversaries met in another place, Khamûl, alone and unaided, might not have possessed the will to stand before the Wizard. There, amidst his shadowy element, nigh on Sauron himself, the Nazgûl stood strong.

He approached along the curving causeway, and seemed to grow greater with every step. Before he could close on the Wizard, though, Gandalf held forth his staff, sending streams of crackling power down its length and out across the black pool. At once the water began to churn and splash, sending waves crashing against the causeway, washing over the stone. The Ringwraith halted, cut off from his prey by the dreaded element.

Gandalf's staff surged with power, and the turbulent waters became a cacophony of crests and sprays. The minions of the Nazgûl drew back in horror, and Khamûl screamed, as if in terrible pain, as shimmering droplets showered down upon him. The Wizard was lost to their sight amidst the ever-rising tumult.

Then with a final blast of magic the waves swelled to the ceiling, then fell asunder, raining down on the causeway and the surface of the pool. Gandalf leaped quickly to heavy chains that ground upward near to where he stood, and submerged himself in one of the troughs. As the water slowly returned to a quiet state, the huge chains gradually carried Gandalf aloft through the opening in the ceiling, hidden from the gaze of his enemies.

Moments later Khamûl regrouped his underlings and began to search the chamber. Many torches were quickly brought to light the pool, and Orcs and Trolls stabbed beneath the surface with their spears, hoping to discover their foe. The Black Easterling believed that the Wizard had dived into the water to conceal himself, and soon the causeways were amassed with soldiers seeking the elusive spy.





*Gandalf takes a
Fell Beast*

In time, when no sign of Gandalf could be found, the Nazgûl, at last, turned his attention to ever-moving chains, and water they carried aloft. Then, all at once, Khamûl saw the truth. He gave out a terrible cry that froze the hearts of his followers. Somehow the Wizard had deceived him.

With little choice remaining, the Ringwraith ordered all his forces to converge on the First Level. His last hope was to catch Gandalf as he tried to make his escape. Khamûl considered the fact that the Wizard had somehow gotten into Dol Guldur; that meant that he might have some unlooked-for way of getting out. If that dreadful event occurred, all would be lost. Or would it? Leaving the citadel was not the same as getting free from his grasp. Besides, he had more than one weapon at his disposal.

With deadly resolve Khamûl sent a messenger to the highest reaches of the fortress to have his Fell-beast harnessed and prepared to go aloft. Then he returned his attention to snaring his hated enemy, as he left the Black Lake and began his ascent.

Many long minutes had passed since Gandalf's narrow escape from the Nazgûl. He rode ever higher through the dark shaft that now encompassed the chains, seated in the watery container. Chilled to his core by the frigid water, the Wizard took another draft from the flask of miruvor, and felt its power wash through him, relieving the cold. His last outpouring of power had drained him of much of his strength, and the reviving cordial chased the weariness from his mind.

Seeing a light high above, which grew steadily brighter, Gandalf prepared himself for his final escape.

(CHAPTER 12) DAYLIGHT

As he reached the top of the shaft, the Wizard was dumped from the container into a shallow basin. He jumped to his feet with a splash and raised his staff. No Orcish warriors or other foes stood there, just four men, there to tend to the huge machine. They gaped at the dripping figure, as he flew through a nearby door and down a short flight of stairs to the First Level.

Standing in the midst of a long corridor, Gandalf was uncertain which direction to take. He paused until a shout came down the hall,

and Orcs rushed into view in the distance. Gathering, the Yrch charged toward the Wizard. Sending his fire blazing into their midst, Gandalf decimated the foremost ranks. Those behind then held their places, jeering and barking at their enemy, but not daring to approach. Suddenly, from behind the Orcs several Black Trolls lumbered forth, bringing with them many more Uruk-hai and Men as well. Before they began their attack, Tharkûn turned and fled down corridor, leaving a trail of wet footprints as he ran.

With the Olog-hai close on his heels, the Wizard entered a nearby chamber. To his relief, the room held a circular staircase that led both up and down. He wondered: "Which way to go?" Gandalf was uncertain, not knowing how high he might be in the vast citadel. As he pondered his options, sounds of heavy boots echoed from the stairwell below. Olog-hai surged into the room behind the Wizard, and Gandalf took flight up the stairs.



Tharkûn climbed high on the winding staircase, but he could not evade the sounds of pursuit, or the growing fear that he was going too high. At last the Wizard came to a landing, though the stairs continued upward. He cautiously stepped into the room beyond, once again prepared to use his power. Five Orcs stood guard. Gandalf, however, had now outpaced the new directives sent out from deep in the fortress, and these Orcs had not yet been told that the intruder appeared as one of the Laugashî. They gawked in surprise at the appearance of the water-soaked figure.

"Hey! Whatda you doin' up here? We don't need your kind about," snorted the leader of the small band. The sounds of drumming footsteps coming from the stairwell echoed into the room. "And who's that comin' with you?"

Gandalf quickly surmised the cause of the Orc's strange reaction. Taking a bold chance, he asked in an angry voice: "The Front Gate, you dog, which way is the swiftest from here?"

The Orc had puzzled look on his face, but for a moment said nothing. The footfalls grew ever closer.

Gandalf took one stride toward the Orc, glaring with Wizard's ire and said: "The Front Gate, you fool! Tell me."

The Orc gestured at one of the passages leading from the chamber and said, "That way, then down," but he continued to watch the stairs as he spoke. Gandalf dashed for the corridor, as a fearsome Black Troll burst into the room from below. With his pursuers close behind, Gandalf traversed the length of the corridor and entered another guard room. It housed a second flight of stairs.

The soldiers stationed there were not looking at the Wizard as he emerged in the chamber, for their attention had been seized by a different disturbance. Gandalf began to make his way toward the stairs, when he saw the leering face of an Uruk come charging up from below, many more on his heels. Too late, thought the Grey Wanderer, as he continued his flight out another corridor.

More enemies joined heated chase as Gandalf ran down the torchlit passage. Reaching a fork in the tunnel, he turned right and found himself again in another guard room with stairs leading both up and down. The guards stood ready, weapons drawn, for the sounds of the chase now echoed throughout the area.

Without a moment to spare, Gandalf let loose his fire and scattered the guards. Then he raced for the stairs to make his descent. After taking only few steps down, he heard the dreaded sound of boots hammering on the stone below. Yet another contingent of foes made their ascent.

At last, Gandalf was forced to make his stand, for going higher seemed sheer folly. Black Trolls emerged from the first passage, and hundreds of Orcs could be seen charging toward the Wizard down a second corridor. The sounds from the stairs below increased with each passing moment.

As the three groups converged on the guard room and their foe, Gandalf put forth his power without restraint. Blazing fire and crackling lightning seemed to flare up all at once. Orcs and Trolls charged with maddened fury and fell to the Wizard's wrath. Though many died, their numbers seemed endless, and with each renewed surge he was driven further from victory. Then finally, after a long, desperate battle, Gandalf felt a dark and powerful presence ascending from below; he knew that Khamûl had caught him at last and now came forth to claim his trophy. Though he struggled bravely, the Wizard could keep his foes at bay no longer, for the coming of the Ringwraith could be felt by them as well, and they fought on with strengthened ire. Gandalf was left with no choice but to fly up the stairs.

The dark forces followed him, and Gandalf had to turn and fend off his foes several times in his ascent. At last he captured the next landing. His respite lasted only a few moments, though, as the sounds of more Orcs filled the stairwell. The Black Trolls, who led the assault from below, charged into the room. Long lines of Uruk-hai burst in from both corridors. Again, the Wizard found himself amidst countless foes, and his magic fire flared without interruption.

Greater now, the power of Nazgûl's approach again swelled into the chamber. In a last act of utter desperation, Gandalf sent a thundering blast into the Olog-hai and won his way back to the stairs. The rumor of Khamûl's coming was like ominous storm cloud, black as night.

Gandalf, ever sanguine, was not yet beaten. Leaping up a few steps, the Wizard turned back to face the chamber. He struck the ground with his staff, creating a tremendous boom. Power surged through the stone. The stairs vibrated, cracked and crumbled. Those just below the Wizard collapsed. Ever wary, Gandalf jumped up to safety, and then ascended out of sight. Howls of agony and terror went up from the Orcs crushed beneath the avalanche of rock that now blocked the way.

As he ran up the stairs he thought: "Perhaps I cannot go down, but you will have to find another way up, foul Slave of Sauron."

Following another lengthy climb, Tharkûn reached the next landing. Gandalf was again confronted by Uruk guards. His power and fury still strong after the battle below, he wore a frightful visage as he stepped into the chamber. The Orcs stared in fear. Being only a few soldiers, they lacked the will to stand before the Wizard. The Yrch fled in terror.

Now, with no immediate foes before him, Gandalf paused. He heard a croaking cry and noticed a change in the air, as a draft whistled into the room from somewhere nearby. Looking down a corridor, Gandalf saw a faint grey light. He strained his eyes as the breeze shifted and a putrid stench came wafting into the room.

Hearing no approach from his enemies, Gandalf crept out of the room. He moved cautiously down the passage toward the strange noise.

(CHAPTER 13) A STRANGE FLIGHT

After traveling a short distance, Gandalf peered into a large chamber. A pair of big, wooden doors fitted with heavy, iron-barred windows opened through one wall. The doors stood opposite a wide, dimly-lit opening in the mountainside. The pale light shone into the room and illuminated a curved platform. Exposed to the grey sky above, the huge stone shelf stretched through the gaping opening. A long colonnade of granite pillars ran the length of the stoney maw.

None of these features caught the Wizard's eye. Instead, Tharkûn focused on the huge figure standing in the midst of the chamber. He recognized it as Fell Beast of Dol Guldur. The hideous creature stretched its featherless wings and uttered a cry. It pulled at its reins, which were held by a thick-shouldered man who seemed at ease beside the beast. An Orc stood nearby, at a safe distance.

Then the man spoke in Black Speech: *"Easy there, my pet. It won't be long now."*

"Can't you control that cursed thing? Makes me think it's gonna tear the flesh off me," said the Orc, who gazed fearfully at the Fell Beast.

"Quiet. We should be hearing something soon."

"Tell that to your damned beast. It was nice and quiet before. What's got it all stirred up?" asked the Orc.

"She gets this way, when her Master's near. By the looks of her, he must be very close."

The weight of these words sunk into Gandalf's thoughts, who seized on a most unexpected idea. Less concerned about the Nazgûl's approach, the Grey Pilgrim leaped into the room. Tharkûn held his staff aloft. A dazzling light filled the chamber. As the two, stunned figures gazed fearfully toward the newcomer, the walls shook with the Wizard's powerful voice: *"Fly, you wretches! Unless to you life means nothing."*

The Fell Beast screamed at Gandalf and beat its huge wings. A foul wind filled the air. The Orc ran in utter terror, but the man only drew back a step, still defying Gandalf's command.

Striding boldly forward, Tharkûn stared at the man, who froze. The Fell Beast let out a terrible cry, thrashing to break free. As the creature flailed, a wing struck its keeper on his head, knocking him senseless and onto the floor.

Gandalf wheeled and bore the light of his staff upward at the Fell Beast. The Istar stared into the bucking creature's eyes, exerting an overwhelming power. Captured by the irresistible will of the Wizard, the winged monster halted its struggle.

Tharkûn approached, never breaking his gaze, and spoke soft words to the hideous beast. *"There is no need to fear me, for no harm shall come to you by my hand. See the light of my staff and know the truth."*

Subdued and quiet, the creature stared into the enchanted glow while the Wizard stepped forward and grabbed hold of its reins.

"Now, my new friend, do as I say for a bit, and then I will release you."

Gandalf paused for just a moment, as if testing his control, then led the creature past the pillars and out onto the wide ledge. Suddenly, before the Wizard could act further, he heard a terrible, piercing cry. The chilling shriek stirred the Grey Pilgrim's blood. Tharkûn turned in time to see Khamûl appear in the rear of the chamber, a gleaming blade poised in his hand. A host of Orcs and Trolls poured into the room behind the Nazgûl, who rushed toward the harried Wizard like a hungry hunter.

Without a moment to consider his plight, Gandalf lightly leapt up onto Fell Beast's back and lashed the reins across its nape. The creature uttered a resistant cry, but extended its wings as commanded. The mighty thrust lifted the Fell Beast and his unwelcome rider into the air. As Khamûl streaked through the columns with savage fury, his prey soared out into the air.

The Nazgûl stared in disbelief. He watched with bitterness as the light of Gandalf's staff faded into the black clouds above. Khamûl knew that he had little hope of overtaking the Wizard. While he called for another Fell Beast, the Easterling realized that the brief delay afforded the Istar sufficient room to escape.

Tharkûn wasted no time leaving the Necromancer's demesne. The Grey Wanderer flew high over the clouds, streaking westward in the bright sun as swift as the wind. Having spent more than an entire night in the Necromancer's befouled halls, he basked in the daylight. The sunshine soothed his darkened spirit.

Tharkûn's hold over the Fell Beast waned, for it required great concentration and the Wizard needed his strength to guide his flight. As the pair sailed northward, he felt the winged creature begin resisting his commands. Gandalf drew his steed downward. They landed in a small glade somewhere deep in Mirkwood. There, Tharkûn released the creature from his spell, and bade it to go wherever it wished. The Grey Wizard then stole into the dark forest and made his final escape.

9.0 INTO THE DARKNESS

"Into the Darkness" is an adventure set in and around Dol Guldur. Although it follows a single plot, it has been divided into three parts found in Sections 9.1 to 9.3. Occurring around T.A. 1640, the adventure begins in the Northman town of Buhr Widu in the East Bight of Mirkwood and leads deep into the forest to the village of Buhr Dera. From that point the story takes the PCs south into the heart of the realm of the Necromancer and culminates with a journey into Dol Guldur itself.

Because of the powerful foes and other obstacles presented in this dangerous quest, "Into the Darkness" is designed for experienced players with high level PCs (10th level or above). The party should have at least one member who is well suited for adventuring in a forest setting, such as a Ranger or an Elf, as well as a character who can speak Orkish or Black Speech fluently.

For those GMs who are running a campaign with less experienced PCs, an alternate time setting is outlined in Section 9.4, which greatly reduces the dangers of entering the Hill of Sorcery. This second time period is T.A. 2069, just six years after the beginning of the Watchful Peace. At this time, the most notable changes within Dol Guldur are that Sauron is absent from the citadel and that the army has been greatly reduced and subdued, awaiting the Necromancer's return. This state of affairs makes adventuring in Dol Guldur far more feasible (and believable) for PCs who are not among the most prominent of Middle-earth's heroes.

When running this adventure around the time of T.A. 1640, keep in mind that entering Dol Guldur while Sauron is present should be a truly daunting task even for the most experienced and well-equipped PCs.

9.1 PART I: THE SEARCH FOR ALDORIC

This section begins the adventure of "Into the Darkness," and introduces the PCs to the story, as well as some of the primary characters. This part of the adventure will also acquaint the PCs with traveling under the watchful eyes of the Necromancer's minions in southern Mirkwood.

Note: "The Tale of Bronwyn and Aldoric" given in the following section is the background story for the entire adventure. As the adventure unfolds, pieces of this story will be learned by the PCs, until nearly all is known. The tale itself will be brought to a conclusion as the adventure is played out to the end.

9.1.1 THE TALE OF BRONWYN AND ALDORIC

Before the years of the Great Plague the Northmen of Rhovanion were a numerous people. In that time, the Prince of the Waildung clan of the East Bight and his family were an honorable and gracious house, exemplifying the qualities most cherished by those people. Prince Atagavia and his wife Haithwyn held their love and devotion to one another above all things, save perhaps their fondness for their two children, Bronwyn, the elder daughter, and Aldoric, their younger son. The Prince and Lady complemented each other in skill and temperament, and between them ruled their kingdom with skill and care.

The Prince, who was also titled the Thyn of Buhr Widu, was a renowned and valiant warrior, as well as an astute tactician. As a commander, Atagavia was reknowned for his self-discipline and level head, but he often had little tolerance for statesmanship. He was a man who desired to quickly outmaneuver his opponents, and often grew frustrated when dealing with the slow moving ways of diplomacy. His strategies with the other Lords of the Northmen might have suffered from short-sightedness had it not been for the tempering hand of his wife.

Where Atagavia swiftly determined his mind, Haithwyn frequently pondered the particulars of a matter for long hours. Her manner prevailed in lengthy discussions and subtle diplomacy, and she often saw potential outcomes that were less clear to the Prince. By lending counsel to her husband in matters of statecraft, Haithwyn imparted unequalled aid toward the governance of their people.

Like the Prince, however, Haithwyn also had her shortcomings. Though Haithwyn was very insightful and wise, she was known on rare occasions to have great outbursts of fiery anger over events that seemed hardly to disturb the Prince. And of all of Atagavia's household he was the only one seemingly capable of quelling his wife's wrath.

So together the Prince and Lady made a formidable pair, where the weaknesses of one were the strengths of the other. And they admired one another all the more for these invaluable qualities.

The children of this high-born marriage, Bronwyn and Aldoric, shared the qualities of their parents. But unlike the Prince and Lady the qualities of the two siblings were not so fairly divided. Aldoric, the younger of the two and heir to the title of Thyn, had inherited the less-loved traits of both his parents. Like his father, Aldoric was a bold warrior, but he lacked Atagavia's clever insight into battle tactics, and was instead often given to fits of rage during warfare that reminded his people of the Lady Haithwyn in the worst of moods. And when it came to learning the arts of diplomacy Aldoric had no patience at all. He could never seem to grasp the reasons behind statesmanship, and often wondered why his father did not simply demand what he wished from the lesser Lords of the East Bight.





Yet for all his faults Aldoric remained steadfastly loyal to the Prince, and he was devoted to his mother even into the days of his manhood. And the people of Buhr Widu loved him as they would any future Thyn.

But where Aldoric fell short, Bronwyn was beyond compare. She was as beautiful and wise as her mother and bore the self-discipline and honor of her father. And though it was not the custom among the Northmen for women to go into battle, Bronwyn at her own insistence learned how to ride a war horse and wield a sword at a young age along with her brother. When she had grown to be a woman it was said among the villagers of Buhr Widu that Bronwyn was as valiant a warrior as any, save perhaps her father the Prince.

Though Aldoric and Bronwyn were very different, there was never any rivalry between them. For their parents loved both equally well, and the siblings were always the closest of companions. As children rarely were they seen apart, and the two seemed to delight in nothing so much as to race across the countryside of the East Bight on their prized steeds, joyous in one another's company. In truth, it was Aldoric who had convinced his father that Bronwyn should be taught the arts of soldiering, and he never showed envy at his elder sister's obvious talents with both steed and sword. Later, as they reached maturity, this bond continued to grow, and, save Aldoric's love for his mother, the siblings knew no stronger devotion than what they felt for each other.

Such was the state of affairs in Buhr Widu until T.A. 1635 and the onset of the Great Plague. For beginning in that year the proud House of Atagavia fell under the curse of the Shadow in Dol Guldur, and all that followed brought untold sorrow to those people.

During the first year of the Great Plague many of Atagavia's closest kinsmen fell to the dark malady, and in time no one survived of the direct descendants of Vidugavia, the one time King of Rhovanion, save the Prince's own family. Then, late in the winter of 1636, that which Atagavia feared most came to pass: the Lady Haithwyn took sick and fell victim to the deadly illness. Though the Prince was sorely smitten and sorrowful beyond measure, and Bronwyn wept for several long days, no one was more deeply struck than Haithwyn's son, now a man of twenty-three winters.

Aldoric, who had sat by his mother's side for many days and nights until her death, fell into dark despair. He languished for hours at a time alone in his bed chamber or walked about the Hall of the Prince with a sober visage. He spoke to no one, and not even Bronwyn's presence could stir him from his gloomy state.

Now, the Northmen of Rhovanion had no knowledge of the true cause of the Great Plague, but it was their custom in those years to lay blame for all the evils of the world on the Shadow over Mirkwood. For as long as anyone could remember the Necromancer, though far more subtle than the brash Easterlings, had been their worst and most feared enemy, and all the black results of the Great Plague seemed to serve his ends.

So, when at last after many months Aldoric again began to speak, though his despair was no less severe, he would look to the southwest and curse the Sorcerer of Dol Guldur for the death of his mother, but nothing more would he say.

For the next year Aldoric's hopeless mood did not change, except that his outcries against the Necromancer were heard more often. For as the days of despair had worn on Aldoric, his mind had slowly been consumed with thoughts of revenge for his mother's death. But with no real enemy standing before him he was left with only the Necromancer to blame. Then at last in the spring of 1638 the young warrior could bear his pain no longer, and he secretly left his home and family to avenge himself against the Shadow in the south.

Though the Prince sent men across his lands and further no word of Aldoric was ever discovered, and in time Atagavia, who had lost much of his renowned spirit since the passing of his wife, believed his son was dead. Only Bronwyn refused to accept this horrible conclusion and never gave up hope of one day finding her brother.

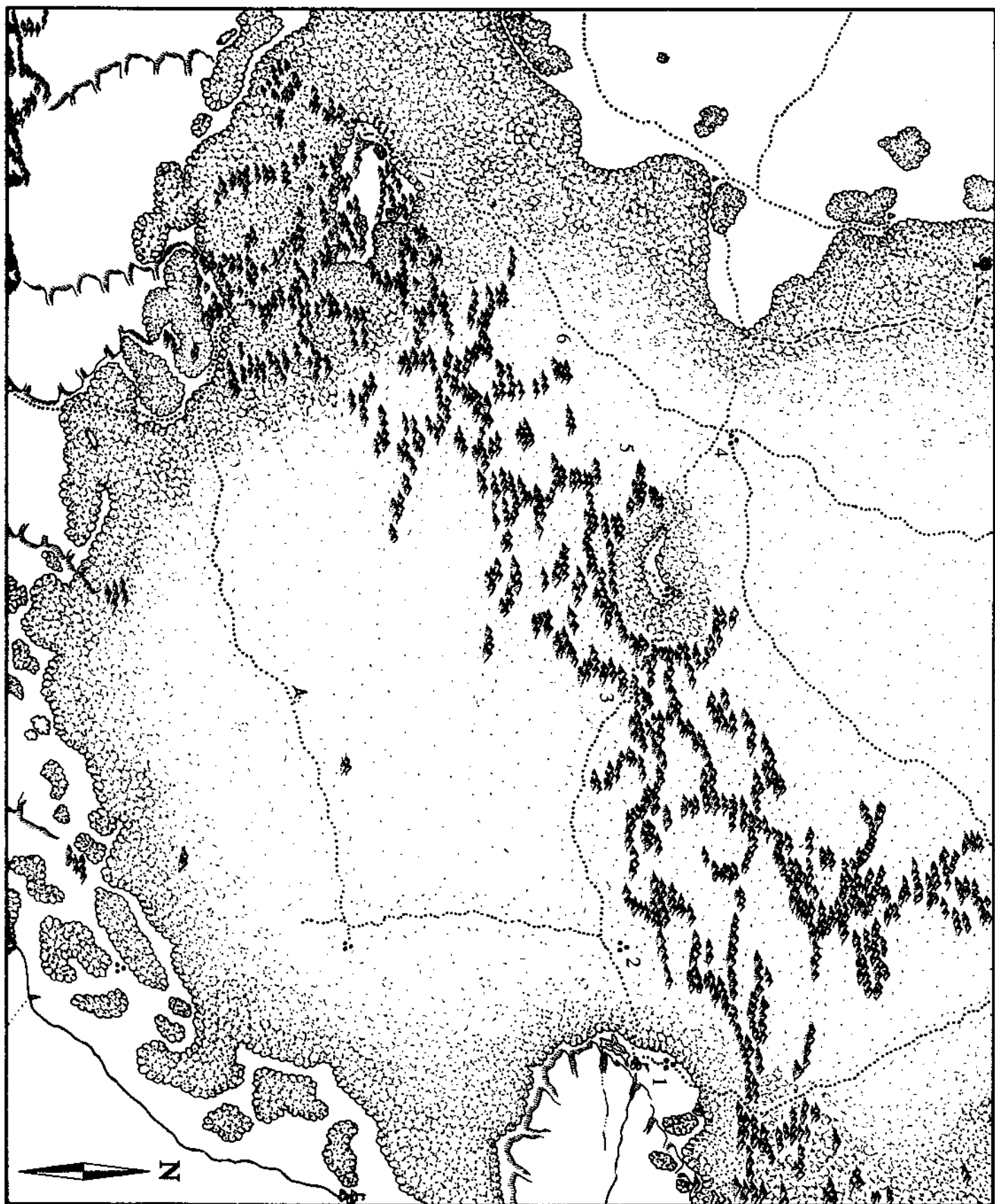
No one dared to think that Aldoric had actually gone to fulfill his mad desires in the perilous darkness of southern Mirkwood.

In the eerie twilight of the forest Aldoric headed westward down the trail known as Rad Angálaladh. As he traveled on, Aldoric fought off the denizens of Mirkwood with his burning desire for revenge, and after many days he found himself deep within the forest with the last of his food gone. Foraging, he continued on for several days in his weak and maddened condition. When he came upon Men Uruk, the Orc Road that led south to Dol Guldur, he knew he must go that way to meet his doom and avenge the death of his mother.

Just then Aldoric was set upon by a band of Uruk-hai. And though he fought bravely, the Orcs were too many for one warrior. Soon they overcame him and Aldoric, like so many others before, was taken away to the dark stronghold of Dol Guldur.

Deep within the ancient volcano once known as Amon Lanc, the Mouth of Sauron pondered his latest meeting with his Master.

He had taken a newly acquired prisoner, who appeared to be of some importance, before the Dark Lord. Though this man's clothes were stained and tattered, they were made from fine material, and his shield bore the emblem of the Prince of the Waildungs, a Golden Sheaf of Grain on a blue field.





The Black Númenórean had been surprised at his Lord's interest in the man. Seldom did Sauron give much heed to the captives brought before him. But on this occasion the Dark Lord had gazed for a long and terrible time at the shackled figure in front of him. At last he said, "Of small consequence is this fool; but nigh on his thoughts I feel someone of greater moment...someone dear to him; yes, a sister. In that one I have a trifling interest. Break this wretched miscreant, and use him as you would. But the sister, seek her out and bring her before me, quietly."

Note: Sauron in truth foresaw some undetermined, yet dark events in his future while gazing upon Aldoric. These premonitions arose from the Northman's close ties to his sister, Bronwyn, who has an important, albeit little known, part to play in the history of Middle-earth. Sauron wished to see the woman herself in order to find the cause of his misgivings. The "dark events" which Sauron foresaw, though even he was unaware of the exact truth, was that from the descendants of Bronwyn will be born the House of Eorl and all the Kings of Rohan in many generations yet to come. If Bronwyn is indeed brought before Sauron, he will then foresee that her descendants will be great enemies to him and he will certainly put her to death. Sauron will discover, however, no more detail than these few facts. It should also be noted that this situation is not one of primary concern to Sauron. Though he has some interest in Bronwyn, the Dark Lord has other far more important matters on his mind.

The Mouth of Sauron recalled his Master's words with dark curiosity. Then, using all the cunning cruelty he had learned over his centuries of servitude, the Mouth of Sauron began to plot the taking of the Northman's sister. Knowing the Necromancer's desire for subtlety, the wizened Sorcerer dared not risk exposing his hand in a brash attempt at capturing the woman. So he pondered for long months, until at last he devised a way to use Aldoric to draw Bronwyn to him.

The Black Númenórean spent long hours extracting the knowledge he required from the Northman, then placed upon him a black spell of power that stole from Aldoric all he knew of what transpired in Dol Guldur, as well as his memory of his kinsmen and home in Buhr Widu. Then he was cast into a dark, uneasy slumber. The more ominous aspect of this spell, however, was yet to be seen.

Using his most trusted minions, the Mouth of Sauron then sent Aldoric north into Mirkwood more than a full year after the time of his capture. Near a town of Woodmen, called Buhr Dera, Aldoric was laid down in a place where he would be quickly found by the unwitting pawns of the village. In the following days Crebain were sent from Dol Guldur to watch the town and report back all that occurred.

The Mouth of Sauron, however, being one of the Overlords of Dol Guldur, had countless other concerns on his mind at this time. So, rather than oversee this lengthy and intricate plan to capture Bronwyn himself, the Black Númenórean took Gorovod, the Fhalaugash of the Conclave (see Section 5.0), into his confidence and instructed him to take charge of implementing this plot.

The village of Buhr Dera was a small community, lying at the southeast corner of the realm of the Woodmen of Mirkwood. Though they were plagued by the prowling Orcs of the Necromancer and other beasts of the dark forest, the people of Buhr Dera were a hardy and honorable clan, who had not forgotten their ancient ties to their kinsmen of the East Bight. So in the spring of T.A. 1639 when they discovered a man of obvious Northman descent lying on a trail close by their home, they took him in and nursed him as well as their skills permitted.

After many days the mysterious Northman at last awoke. But much to the villagers' dismay, he had no knowledge of who he was or how he had gotten there. The Healers of the village asked the man if he knew the name of "Bronwyn," which he had uttered oft times during his troubled slumber. Though the Northman's heart was lifted at the sound of this name, he could not say why this was, and he had no knowledge of who this woman might be. The Woodmen, who had few dealings with the Northmen of the East Bight, knew nothing of the names of those people.

For several weeks the man rested and slowly regained his strength, but, though in time he was again strong and seemingly fit, his memory did not return. Discovering a remedy for the man's ailment surpassed the Woodmen's knowledge, and they were left with no way of helping him, save to accept him into their clan.

Late in the summer of 1639, when news of these events reached Gorovod in Dol Guldur, he was at last prepared to begin the next stage of the plot. He sent a trusted messenger north to Buhr Widu to plant the seed that would, he hoped, draw Bronwyn into the dark eaves of Mirkwood. Then Gorovod would send one of his most prominent followers north to enact the remainder of the plan.

As the years since Aldoric's disappearance passed by in Buhr Widu Prince Atagavia had nearly given up hope of ever finding his lost son. Then a startling event occurred in the first days of 1640. One of the Prince's soldiers had been met by a man clothed all in black near the edge of forest, who told the warrior some remarkable news.

The man claimed he had been in a village of Woodmen, called Buhr Dera, that lay deep in the forest in the western half of Mirkwood, nigh on Rad Angálaladh. He said that a Northman had been found there who had lost all knowledge of his past. And the only link to his former life was the name "Bronwyn," though even the Northman had no knowledge of who this might be.

But the most surprising words were yet to come. For the black cloaked man next stated that he believed this strange Northman in Buhr Dera was, in fact, Aldoric, the son of Prince Atagavia. But when the soldier demanded that this man come to the Hall of the Prince to tell his tale, he was suddenly gone, vanished into the eaves of Mirkwood. After looking in vain for the strange messenger, the soldier returned to Buhr Widu to report to his Lord.

The Prince, whose heart was lifted by the unusual tale, immediately set about acting on the information. Quickly a small party of Buhr Widu's most formidable warriors were sent into Mirkwood to search for the town of Buhr Dera. But as the days slowly passed no sign from out of the forest was seen, and many feared that the warriors had met their doom.

In the following months three other parties were sent into Mirkwood, but all of these, like the first, did not return, and the men were never seen thereafter. Soon Prince Atagavia began to believe that the story of Aldoric had been a lie. But Bronwyn, who had been convinced the tale was true when she heard the Northman in Buhr Dera had said her name, could not give up hope.

She pleaded with her father to send more men into Mirkwood, and even asked if she herself might go to find her brother. But the Prince feared losing more of his already weakened garrison to the evils of the forest, and he flatly refused to allow his daughter to take such a perilous risk.

In time the pain of inaction swelled in Bronwyn's heart, and she felt that she had to discover the truth about the mysterious man in Buhr Dera. Though her loyalty to her father was strong, in the end Bronwyn's love and devotion for her brother proved even greater. But Bronwyn was not the impulsive person that Aldoric was and she was not foolish enough to set out into the forest alone. Instead, she placed all her concentration on devising a way to journey into Mirkwood with some assistance and without immediately alerting her father.

So Bronwyn, using the skills of intricate planning she had inherited from her mother, decided to go on a tour of the towns of the East Bight, as many high-born Northmen often did. In this way she could depart Buhr Widu with her father's leave, then secretly go into Mirkwood. But for such a plot she required some assistance.

Taking her two most trusted handmaidens, Léodwyn and Béadrith, into her confidence, Bronwyn made the final preparations for her plan. Béadrith would secretly accompany her in her carriage on the journey across the East Bight. And when the party was a day's ride from Buhr Widu, Bronwyn would furtively depart the group, while Béadrith took her place. Of course, the handmaiden would only be able to maintain this masquerade for at the most two days, but this delay would allow Bronwyn time to enter Mirkwood and remove herself from her father's grasp before he could surmise what had happened.

Meanwhile, Léodwyn would stay in Buhr Widu and recruit a party to escort the Lady into the forest. When Bronwyn returned the night following her departure, she could meet with the party outside the town and be off to find her lost brother. And if all went well she would be several days into Mirkwood before her father discovered the deception. But her whole plan now seemed to hinge on finding a formidable group to accompany her, for they had to succeed where many other valiant warriors had failed.

9.1.2 THE NPCS

BRONWYN

Bronwyn stands at 6'2" tall with golden, braided hair and deep blue eyes. She has the look of her father, Prince Atagavia, and is considered fair of face and very wise. Though Bronwyn is a brave warrior, she is far from impulsive and prefers to have a detailed strategy when going into battle.

When the adventure begins Bronwyn is in the disguise of "Master Fengild," a merchant from Buhr Waldmarh (see Section 9.1.4 below). And though she is wearing armor and bearing weaponry, her clothing is of a common variety typical of a merchant, and she has hidden her long braids under the hood of her forest-green cloak.

At the time of the adventure Bronwyn is 29 years of age.

Note: For more information on Bronwyn see Section 9.1.1.

BRONWYN

Lvl: 15.

Race: Northman.

Home: Buhr Widu.

BRONWYN IN MERP

Hits: 122 Melee OB: 135 Missile OB: 140

AT: Chain (-40)

MERP Profession: Warrior.

MERP Stats: ST 98, AG 100, CO 91, IG 94, IT 96, PR 97.

MERP Skills: Ambush 5; Animal Handling 80; Boat Handling 55; Climb 75; Dance 50; Disarm Trap 40; First Aid 60; Music 50; Perception 75; Ride 100; Rope-mastery 60; Stalk/Hide 65; Swim 60; Track 60; Use Item 30.

MERP Spells: None.

BRONWYN IN ROLEMASTER

Hits: 122 Melee OB: 135 Missile OB: 140

AT: 16 (40)

RM Profession: Fighter.

RM Stats: St 98, Qu 91, Em 98, In 93, Pr 97, Ag 100, Co 91, Me 93, Re 95, SD 95.

RM Skills: Ambush 5; Animal Handling 80; Boat Handling 55; Climb 75; Dance 50; Disarm Trap 40; First Aid 60; Leadership 45; Music 50; Perception 75; Ride 100; Rope-mastery 60; Stalk/Hide 65; Strategy & Tactics 60; Swim 60; Track 60; Use Item 30.

RM Spells: None.

Appearance: 98.





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BRONWYN IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility 1, Intelligence 0, Movement -1, Defense 3, Melee OB 7, Missile OB 7, General 5, Subterfuge 2, Perception 3, Magical -5, Endurance 92.

LoR Spells: None.

LoR Experience Points: 9,000.

BRONWYN'S PRINCIPAL ITEMS

Broadsword — This weapon is an enchanted broadsword forged in the days of Prince Vidugavia.

MERP/RM: +20 Orc-slaying broadsword.

Armor — This suit of adarcer chain mail was made by the Dwarves of Khazad-dûm and was a gift to Prince Vidugavia in the days of his reign.

MERP/RM: +20 chain mail, encumbers as Rigid Leather.

*Bronwyn
(Master Fengild)*



ALDORIC

Aldoric, the son and heir of Prince Atagavia, stands at a height of 6'5" tall with reddish-blond hair and light brown eyes. He is a powerfully built man who bears a somewhat grim visage since his imprisonment in Dol Guldur, and the curse of the Mouth of Sauron lies heavy upon him. At the time of the adventure Aldoric is 27 years of age. Note that when Aldoric regains his memory (see Section 9.1.5), he will not remember any of the events that occurred in Dol Guldur, or even that he was taken prisoner.

Note: For more information on Aldoric see Section 9.1.1.

ALDORIC

Lvl: 13.

Race: Northman.

Home: Buhr Widu.

Names: Heir-thyn of Buhr Widu.

ALDORIC IN MERP

Hits: 98 **Melee OB:** 129

Missile OB: 119

AT: Chain (-25); None (-5)

MERP Profession: Warrior.

MERP Stats: ST 99, AG 91, CO 94, IG 70, IT 68, PR 89.

MERP Skills: Acting 15; Ambush 5; Animal Handling 45; Boat Handling 25; Climb 53; Disarm Trap 25; Diving 25; First Aid 25; Perception 50; Ride 83; Rope-mastery 25; Stalk/Hide 55; Swim 38; Track 43.

MERP Spells: None.

ALDORIC IN ROLEMASTER

Hits: 98 **Melee OB:** 129

Missile OB: 119

AT: 16 (25); I (5).

RM Profession: Fighter.

RM Stats: St 99, Qu 85, Em 70, In 65, Pr 89, Ag 91, Co 94, Me 72, Re 69, SD 52.

RM Skills: Acting 15; Ambush 5; Animal Training 45; Boat Handling 25; Climbing 53; Disarm Traps 25; Diving 25; First Aid 25; Perception 50; Riding 83; Rope-mastery 25; Stalking & Hiding 55; Swimming 38; Tracking 43.

RM Spells: None.

Appearance: 85.

ALDORIC IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility 1, Intelligence 0, Movement -1, Defense 3, Melee OB 7, Missile OB 6, General 4, Subterfuge 2, Perception 3, Magical -5, Endurance 81.

LoR Spells: None.

LoR Experience Points: 7,200.

ALDORIC'S PRINCIPAL ITEMS

For nearly the entire adventure Aldoric has no notable possessions, so none are described here.

LÉODWYN

Léodwyn, the trusted handmaiden of Bronwyn, has been given the duty of finding an escort into Mirkwood for her Lady. Though she is fearful of defying the Prince, Léodwyn will do almost anything to assist Bronwyn in discovering her lost brother. Therefore, for the purposes of secretly recruiting a party, Léodwyn is dressed in the guise of the maidservant of Master Fengild when the adventure begins (see Section 9.I.4 below). This deception is done primarily to conceal her activities from the townspeople of Buhr Widu, and not necessarily to fool the PCs. In this role Léodwyn will behave as a stern, but soft spoken woman, who appears to be about 30 years old and rather plump.

In truth, Léodwyn is a willowy youth of nineteen winters, who has served as a handmaiden to the Lady Bronwyn for the past four years. She is an outgoing young woman, who is fiercely loyal to Bronwyn, as well as being a close friend. She finds the whole situation in which she is presently involved to be quite exciting and plays the role of the maidservant from Buhr Waldmarh well.

Léodwyn stands 5'4" tall and, though rare among Northman, she has flowing auburn hair and dark brown eyes.

Note: Because Léodwyn does not enter into any combat situations within the adventure, no statistics are given here.



THÉAMOND

Théamond, the sister-son of Hírbrand, the Thyn of Buhr Dera, leads the hunters and warriors of his tiny village on many of their forays into the surrounding forest. Because the aged chieftain of Buhr Dera lost his wife and only son to the Great Plague, Théamond also holds the title of Heir-thyn, and will one day sit at the head of his clan. But for now his primary duties are to make sure that his men provide enough meat for the village to sustain them and to keep outsiders and enemies at a safe distance from Buhr Dera.

*Aldoric, heir of
Prince Atagavia*



*Théamond,
Heir-thyn of
Buhr Dera*

In keeping with his position Théamond is a stern and self-disciplined leader, hardened by his years of battling the denizens of Mirkwood. Though fair-minded and compassionate to those in need, Théamond holds true to his promise of keeping the location of Buhr Dera hidden.

This Woodman Ranger stands 5'10" tall with thick, sandy-blond hair and broad shoulders. Like the rest of the hunters of Buhr Dera, Théamond wears clothing colored in forest greens and browns. He is an excellent bowman and is said by his people to move through the forest in an almost "Elf-like" fashion.

THÉAMOND

Lvl: 10.

Race: Woodman.

Home: Buhr Dera.

THÉAMOND IN MERP

Hits: 110 Melee OB: 90

Missile OB: 115

AT: Soft Leather (-45)

MERP Profession: Ranger.

MERP Stats: ST 98, AG 99, CO 95, IG 85, IT 85, PR 85.

MERP Skills: Ambush 8; Climb 100; Cookery 20; Disarm Trap 30; First Aid 30; Fletching 45; Foraging 30; Leather-working 40; Perception 65; Signaling 20; Stalk/Hide 75; Swim 75; Track 95; Trap-building 45.

MERP Spells: 10 PP. Théamond knows all Rangers lists to 10th level.

THÉAMOND IN ROLEMASTER

Hits: 110 Melee OB: 90 Missile OB: 115

AT: 5 (45)

RM Profession: Ranger.

RM Stats: St 98, Qu 95, Em 90, In 85, Pr 85, Ag 99, Co 95, Me 91, Re 80, SD 95.

RM Skills: Ambush 8; Climbing 100; Cookery 20; Disarm Traps 30; First Aid 30; Fletching 45; Foraging 30; Leadership 50; Leather-working 40; Perception 65; Signaling 20; Stalking & Hiding 75; Swimming 75; Tracking 95; Trap-building 45.

RM Spells: 10 PP. Théamond knows all Rangers lists to 10th level.

Appearance: 82.

THÉAMOND IN LoR

LoR Profession: Ranger.

LoR Stats: Strength 1, Agility 0, Intelligence 1, Movement -1, Defense 1, Melee OB 4, Missile OB 5, General 4, Subterfuge 2, Perception 2, Magical -2, Endurance 62.

LoR Spells: Strength and Camouflage.

LoR Experience Points: 4,500.

THÉAMOND'S PRINCIPAL ITEMS

Long Bow — This finely crafted long bow is typical of the Woodmen's skill at making such items and is Théamond's prize possession.

MERP/RM: +15 long bow.

HÍRBRAND

Hírbrand has been the Thyn of Buhr Dera since the founding of the tiny Woodmen village. He led several families of Woodmen away from their former home, during the onset of the Great Plague and after the death of his wife and son. Shortly thereafter Hírbrand established the new settlement at the southeastern corner of the Woodmen Realm.

Hírbrand, at the age of 52, is now past his prime as a warrior, but still provides strong and wise leadership for his clan. At the Thyn's bidding the location of Buhr Dera remains a secret, and Hírbrand allows no one to come to his village that is not a known friend of the Woodmen, although he has commanded his men to give aid to travelers when they are in need.

Though in his youth Hírbrand was a outgoing and friendly man, the years of living so close to the Shadow in southern Mirkwood have made him more brooding and distrustful of strangers. But the Thyn still retains much of the pride and honor of his younger days, and he is greatly loved by his people.

Though he has no greater enemy than the Necromancer and longs to see the evil Sorcerer destroyed, Hírbrand is loath to send any followers very far south into the forest, and he does not wish to challenge the minions of Dol Guldur in any way. For he is wise enough to know that any attempt in this regard is doomed to fail and retribution would be the end of his clan.

Hírbrand stands 5'11" with blond hair and stout shoulders. His blue eyes project a thoughtful gaze, though the long years of struggling within Mirkwood show clearly in his lined visage.

HÍRBRAND

Lvl: 13.

Race: Woodman.

Home: Buhr Dera.

Names: the Thyn of Buhr Dera.

HÍRBRAND IN MERP

Hits: 130 Melee OB: III Missile OB: 108

AT: Soft Leather (-50)

MERP Profession: Ranger.

MERP Stats: ST 100, AG 90, CO 95, IG 90, IT 91, PR 96.

MERP Skills: Ambush 8; Climb 89; Cookery 25; Disarm Trap 50; First Aid 40; Fletching 45; Foraging 35; Leather-working 35; Perception 81; Signaling 30; Stalk/Hide 99; Swim 79; Track 119; Trap-building 45.

MERP Spells: 13 PP. Hírbrand knows all Ranger lists to 10th level.

HÍRBRAND IN ROLEMASTER

Hits: 130 Melee OB: III Missile OB: 108

AT: 5 (50)

RM Profession: Ranger.

RM Stats: St 100, Qu 85, Em 92, In 91, Pr 96, Ag 90, Co 95, Me 85, Re 95, SD 94.

RM Skills: Ambush 8; Climbing 89; Cookery 25; Disarm Traps 50; First Aid 40; Fletching 45; Foraging 35; Leadership 40; Leather-working 35; Perception 81; Signaling 30; Stalking & Hiding 99; Strategy & Tactics 25; Swimming 79; Tracking 119; Trap-building 45.

RM Spells: 13 PP. Hírbrand knows all Ranger lists to 10th level.

Appearance: 81.

HÍRBRAND IN LoR

LoR Profession: Ranger.

LoR Stats: Strength 1, Agility 0, Intelligence 1, Movement -1, Defense 2, Melee OB 5, Missile OB 5, General 6, Subterfuge 4, Perception 3, Magical -2, Endurance 69.

LoR Spells: Strength and Camouflage.

LoR Experience Points: 7,200.

HÍRBRAND'S PRINCIPAL ITEMS

Short Sword — This enchanted short sword was made by the Dwarves of Khazad-dûm and recovered by Hírbrand's father from a Troll lair in Eryn Guldur. This sword and the Helm described below have been made the heirlooms of the all future Thyn's of Buhr Dera.

MERP/RM: +15 Troll-slaying short sword.

Helm — This adarcer helm was recovered with the short sword described above and is also of Dwarven make.

MERP/RM: This helm grants a +20 DB.

SÚLWINE THE WUITAN

Súlwine, the aged Seer of Buhr Dera, is the Wuitan (N. "Knowing One") of the village. She is also the sister of the now deceased mother of Hírbrand, and is the most important member of the clan after the Thyn himself. Súlwine is very old, and walks about the village with the aid of a cane. Her back is bent with age. Despite her decrepit appearance Súlwine remains surprisingly strong and able for one of 72 winters, and her powers are formidable for a Woodman of Mirkwood.



The Wuitan is responsible for the spiritual welfare of the people of Buhr Dera, as well as tending to those who are injured or sick. Súlwine, however, has another power more mysterious and sometimes very beneficial to her people. Upon occasion, particularly when some moment of note has occurred, she can see vague images of the future of one of those around her, though she has no control over the nature of these visions and the details are often quite obscure.

Súlwine stands 5'2" tall (when erect) and has long grey hair and misty blue eyes. Though very old, she is still alert to all around her.

SÚLWINE

Lvl: 10.

Race: Woodman.

Home: Buhr Dera.

Names: the Wuitan of Buhr Dera.

*Hirbrand and
Súlwine consult*



SÚLWINE IN MERP

Hits: 90 Melee OB: 54 Missile OB: —

AT: Soft Leather (-25)

MERP Profession: Animist.

MERP Stats: ST 70, AG 65, CO 95, IG 95, IT 100, PR 99.

MERP Skills: Disarm Trap 50; First Aid 65; Foraging 45; Leather-working 10; Meditation 50; Perception 60; Public Speaking 30; Read Rune 50; Stalk/Hide 45; Sky-watching 45; Track 75; Use Item 60.

MERP Spells: 30 PP. Directed Spell OB 45. Base Spell OB 20. Súlwine knows five Animist lists to 10th level and three Open Channeling lists to 10th level.

SÚLWINE IN ROLEMASTER

Hits: 90 Melee OB: 54 Missile OB: —

AT: 4 (25)

RM Profession: Seer.

RM Stats: St 70, Qu 58, Em 97, In 100, Pr 99, Ag 65, Co 95, Me 95, Re 95, SD 100.

RM Skills: Channeling 35; Disarm Trap 50; First Aid 65; Foraging 45; Leather-working 10; Meditation 50; Perception 60; Public Speaking 30; Runes 50; Spell-mastery 30; Stalking & Hiding 45; Star-gazing 45; Staves & Wands 60; Tracking 75.

RM Spells: 30 PP. Directed Spell OB 45. Base Spell OB 20. Súlwine knows five Animist lists to 10th level and three Open Channeling lists to 10th level.

Appearance: 77.

SÚLWINE IN LoR

LoR Profession: Bard.

LoR Stats: Strength, Agility, Intelligence, Movement, Defense, Melee OB, Missile OB, General, Subterfuge, Perception, Magical, Endurance.

LoR Spells: Strength, Shield, Camouflage, Item Analysis, Clairvoyance, Healing, Protection from Magic, Sustenance, Calm, Charm Animal.

LoR Experience Points: 4,500.

SÚLWINE'S PRINCIPAL ITEMS

Robes of the Wuitan — Enchanted robes made in now forgotten times in the Woodmen's past. These outer garments are colored deep forest green. MERP/RM: +25 DB.

Brooch — This small pin adorned with a brilliant emerald has been enchanted to enhance the powers of spell casting. MERP/RM: +2 Spell Adder for Animists.

SÚLWINE'S SPECIAL POWERS

Vision — Súlwine has the power (upon occasion) to see glimpses of the future of some particular individual. Though the Wuitan cannot control whose future is seen, the person will always be someone who is present.

MERP/RM: See section 9.I.5.

ORC RAIDING PARTY

In the early days of T.A. 1640, after Gorovod had sent his messenger north to Buhr Widu to tell of Aldoric's whereabouts, he was at last prepared to send one of his minions to lay the trap for Bronwyn. But the plan required the use of many soldiers, and though Gorovod was acting on behalf of the Mouth of Sauron, who was a member of the Overlords (see Section 3.0), Khamûl was in command of the army. So when Gorovod was granted leave by the Necromancer to take temporary charge of certain select troops to carry out the plot, Khamûl was made aware of the designs to capture Bronwyn. And the Black Easterling was loath to allow his rival, the Mouth of Sauron, an opportunity to win his Master's praise.

Acting as subtly as possible, Khamûl managed to place one of his most trusted minions as second-in-command of the small force. And this individual, who was an Olog named Kull, was given his own strategy to take the success of the mission away from the Conclave and the Mouth of Sauron, and allow Khamûl to receive the honors of capturing Bronwyn.

Khamûl, however, like the Mouth of Sauron, had many critical matters to which he had to attend. So after he set his minions in place, the Black Easterling directed the Grimburgoth (see Section 5.0) to oversee the implementation of his designs. Therefore, from this point onward neither the Mouth of Sauron nor Khamûl are directly involved in the story, though the two main factions under their command, the Conclave and the Kazgûmhoth, play crucial roles throughout the adventure.

The force which was sent north, which numbered over two hundred in all (see Note below), including Uruk-hai, Olog-hai, Wargs, and a few of the Grimburî, were lead by a Laugash of the Conclave named Mhôrlen (see below), who was one of the more formidable followers of Gorovod. Mhôrlen was placed in charge of the troops in order to ensure that the Mouth's instructions were carried out according to his wishes, and so that the Conclave could take full responsibility (and credit) for the mission. In addition to these individuals, many Crebain were sent along as spies to assist Mhôrlen in watching the movements of Bronwyn and the people of Buhr Dera.

The objective of this force is to watch Rad Angálaladh, but not with the intention of capturing Bronwyn. For Gorovod does not believe that he can win his prey so easily, and he wants to ensure that news of her capture does not reach the ears of the Prince in Buhr Widu. Rather, the Orcs are told to waylay anyone coming from Buhr Widu into the forest and prevent them from

reaching Buhr Dera and Aldoric. These troops destroyed the four parties originally sent from Buhr Widu.

But another important directive was also given by Gorovod. When the Crebain sight a party with a tall, golden-haired woman clad in mail, who bears a resemblance to Aldoric, the entire force is to withdraw from the regions around Rad Angálaladh and gather in an encampment many miles south of Buhr Dera. Through this action Bronwyn can reach her brother and remove herself far from the safety of her home, both of which are crucial parts of the Mouth of Sauron's plan.

Note: *The Orc Raiding Party becomes divided into several smaller groups throughout the course of Parts I and II of "Into the Darkness." In order to simplify keeping track of the exact numbers of troops in all the various divisions, the following summary is provided. The GM should note that several of these groups will not enter the story until Part II.*

ORC RAIDING PARTY TOTALS (AT THE BEGINNING)

Mhôrlen — Leader
Kull — Second-in-Command
Olog Warriors — 8
Grimburî — 5
Uruk Drartûlu — 2 (Muggrath is one)
Uruk Ujâkî — 15
Uruk Elite Warriors — 150
Wargs — 60
Crebain — 50 (non-combatant spies; aid all groups)

ASSAULT ON BUHR DERA

Muggrath (Drartûl) — Leader
Uruk Ujâkî — 5
Uruk Elite Warriors — 50

THE AMBUSH

Olog Warriors — 8
Grimburî — 2

SMALL PATROLS (TOTAL TROOPS INVOLVED)

Uruk Ujâkî — 6
Uruk-hai Elite Warriors — 65
Wargs — 55

(EACH OF THE 13 GROUPS)

Uruk Elite Warriors — 5 (10% are Ujâkî)
Wargs — 4 or 5

THE RUSE

Uruk Drartûl — 1 (Leader)
Uruk Ujâkî — 3
Uruk Elite Warriors — 25
Grimburî — 2
Wargs — 5

MHÔRLEN'S PARTY (NOT ENCOUNTERED)

Mhôrlen — Leader
Kull — Second-in-Command
Uruk Ujâk — 1
Uruk Elite Warriors — 10
Grimbur — 1

Note: *The statistics for these groups are given on Table 11.1.*



**MHÖRLEN**

Mhören, an extremely cunning and wicked man of Asdriag descent, was born within the Hill of Sorcery in T.A. 1601. Many years later he became a member of the Conclave of Dol Guldur and a trusted follower of the Mouth of Sauron. And he soon became a formidable Laugash, second only to the Fhalaugash himself. So when Gorovod required someone to direct the forces that were to capture Bronwyn, Mhören was the obvious choice.

Mhören's mission now consumes his thoughts, and he will stop at nothing to accomplish his goals, including the sacrifice of any or all of the troops under his temporary command.

Mhören is 5'8" tall with pitch black hair and dark, deep set eyes. He is of average build, and rarely engages in physical combat. Like the other members of the Conclave, Mhören wears the black robes of a Laugash with the hood often shadowing his hardened visage.

The GM should note that Mhören will probably not enter directly into any encounters in this adventure, though he does play a crucial role in the story throughout Parts I and II.

MHÖRLEN

Lvl: 16.

Race: Easterling (Asdriag).

Home: Dol Guldur.

MHÖRLEN IN MERP

Hits: 105 Melee OB: 45 Missile OB: —

AT: Soft Leather (-45)

MERP Profession: Mage.

MERP Stats: ST 70, AG 75, CO 84, IG 100, IT 90, PR 90.

MERP Skills: Appraisal 40; Caving 35; Climb 30; Contortions 15; Disarm Trap 15; First Aid 40; Gambling 35; Meditation 60; Perception 60; Pick Lock 30; Public Speaking 60; Read Rune 107; Ride 60; Stalk/Hide 15; Track 75; Trickery 45; Use Item 92.

MERP Spells: 96 PP. Directed Spell OB 103. Base Spell OB 32. Mhören knows all Mage lists to 10th level and four Open Essence lists to 10th level.

MHÖRLEN IN ROLEMASTER

Hits: 105 Melee OB: 45 Missile OB: —

AT: 5 (45)

RM Profession: Mage.

RM Stats: St 70, Qu, Em 89, In 91, Pr 90, Ag 75, Co 84, Me 99, Re 100, SD 81.

RM Skills: Appraisal 40; Caving 35; Channeling 30; Climb 30; Contortions 15; Disarm Trap 15; First Aid 40; Gambling 35; Leadership 20; Meditation 60; Perception 60; Pick Lock 30; Public Speaking 60; Read Rune 107; Ride 60; Spell-mastery 40; Stalk/Hide 15; Track 75; Trickery 45; Use Item 92.

RM Spells: 96 PP. Directed Spell OB 103. Base Spell OB 32. Mhören knows three Mage lists to 15th level, all other Mage lists to 10th level and four Open Essence lists to 10th level.

Appearance: 56.

MHÖRLEN IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 0, Intelligence 2, Movement -1, Defense 1, Melee OB 3, Missile OB -1, General 4, Subterfuge 2, Perception 3, Magical 5, Endurance 93.

LoR Spells: All.

LoR Experience Points: 10,200.

MHÖRLEN'S PRINCIPAL ITEMS

Staff — This enchanted staff gives added power to Mhören's magical abilities and is not used in melee.

MERP/RM: x2 PP multiplier for Essence spell users.

KULL

As noted previously, Khamûl secretly placed one of his most trusted minions as second-in-command of the forces who were to capture Bronwyn. And Kull, who is an Olog holding the rank of Krîtar in the Kazgûmhoth, was chosen by the Black Easterling for this task.

Though not the largest nor most physically threatening of Trolls, Kull is a shrewd and particularly vicious individual, who is fiercely loyal to Khamûl and the Grimburch. And when the time comes he is fully prepared to dispose of Mhören, according to his master's will.

KULL

Lvl: 12.

Race: Olog.

Home: Dol Guldur.

KULL IN MERP

Hits: 195 Melee OB: 150 Missile OB: 90

AT: Chain (-30)

MERP Profession: Warrior.

MERP Stats: ST 97, AG 89, CO 99, IG 84, IT 70, PR 93.

MERP Skills: Ambush 10; Caving 25; Climb 67; First Aid 20; Gambling 30; Perception 35; Rope-mastery 30; Signaling 35; Stalk/Hide 68; Track 75; Trap-building 35.

MERP Spells: None.

KULL IN ROLEMASTER

Hits: 195 Melee OB: 150 Missile OB: 90

AT: 16 (30)

RM Profession: Fighter.

RM Stats: St 97, Qu 95, Em 77, In 64, Pr 93, Ag 89, Co 99, Me 72, Re 95, SD 69.

RM Skills: Ambush 10; Caving 25; Climbing 67; First Aid 20; Gambling 30; Leadership 25; Perception 35; Rope-mastery 30; Signaling 35; Stalking & Hiding 68; Tracking 75; Trap-building 35.

RM Spells: None.

Appearance: 64.

KULL IN LOR

LoR Profession: Warrior.

LoR Stats: Strength 3, Agility 0, Intelligence 0, Movement -1, Defense 3, Melee OB 7, Missile OB 4, General 4, Subterfuge 2, Perception 1, Magical -5, Endurance 110.

LoR Spells: None.

LoR Experience Points: 6,400.

KULL'S PRINCIPAL ITEMS

Sword — This weapon is an enchanted two-handed sword made by Celedhring himself at the behest of Khamûl.

MERP/RM: +20 Two-handed Sword of Elf-slaying.

MUGGRATH

Muggrath is a typical Uruk Captain, who commands with an iron hand and brutal discipline, and he is particularly experienced at forest warfare, having learned many tactics throughout his years of serving in the Necromancer's army. Muggrath is chosen by Mhòrlen to take charge of the attack on Buhr Dera and he will directly enter the adventure at that point in the story.

MUGGRATH

Lvl: 8.

Race: Uruk.

Home: Dol Guldur.

MUGGRATH IN MERP

Hits: 100 **Melee OB:** 100 **Missile OB:** 80
AT: Chain (-30)

MERP Profession: Warrior.

MERP Stats: ST 96, AG 89, CO 89, IG 73, IT 71, PR 69.

MERP Skills: Ambush 7; Caving 20; Climb 33; Cookery 20; Foraging 40; Perception 25; Ride 13; Signaling 40; Stalk/Hide 50; Track 48.

MERP Spells: None.

MUGGRATH IN ROLEMASTER

Hits: 100 **Melee OB:** 100 **Missile OB:** 80
AT: 16 (30)

RM Profession: Fighter.

RM Stats: St 96, Qu 91, Em 72, In 69, Pr 69, Ag 89, Co 89, Me 71, Re 75, SD 72.

RM Skills: Ambush 7; Caving 20; Climbing 33; Cookery 20; Foraging 40; Perception 25; Riding 13; Signaling 40; Stalking & Hiding 50; Tracking 48.

RM Spells: None.

Appearance: 56.



*Mborlen and
Kull*



MUGGRATH IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility 0, Intelligence -1, Movement -1, Defense 1, Melee OB 5, Missile OB 4, General 2, Subterfuge 2, Perception 1, Magical -4, Endurance 80.

LoR Spells: None.

LoR Experience Points: 3,300.

MUGGRATH'S PRINCIPAL ITEMS

Muggrath has no unusual items and uses a broadsword and short bow in combat.

9.1.3 LAYOUTS

BUHR WIDU

Note: The layout and description of Buhr Widu are presented in a very general manner, due to the limited role the town plays in the story. Additional detail can be added by the GM, if so desired.

Being the home and seat of power of the Waildung Princes since the time of Vidugavia, Buhr Widu (N. "Forest Hold") is one of the most influential Northman settlements throughout Rhovanion. Though Prince Atagavia does not have the authority of his forefathers, who held sway over all the Northmen, the community still retains some of the splendor from the time of its glory.

Standing by the side of the small lake known as Woodmere, and defended by earthen ramparts and several stout wooden towers, Buhr Widu is a pleasant, yet well-protected site. Like many Northman settlements, Buhr Widu consists of several wood and thatch longhouses, each accommodating around twenty people. And the Hall of the Princes is a fine example of the Northmen's rustic yet skillful eye for architecture.

The population of Buhr Widu is around 520, though the Waildung clan is far more numerous, and Prince Atagavia reigns over several thousand of his kinsmen.

Men-in-Araw, the road which runs between Buhr Widu and Buhr Waldmarh, begins at the eastern gate of the town. On the western side of the village is the ancient trail known as Rad Angálaladh, which was once a major thoroughfare across Mirkwood. Since the coming of the Necromancer this trail has become an increasingly dangerous path, though the laborers of Buhr Widu still use the route to bring trees they have felled in Mirkwood to the town. A third major path leads northward from Buhr Widu, called Mere Walk, and runs deep into the forest.

The primary location in the Northman town that will come into play in this adventure is the Whispering Hearth, the only inn in Buhr Widu. The establishment is an average accommodation with a spacious common room for dining, drinking and exchanging tales and a large common sleeping chamber for guests, as well as a few private rooms for the more wealthy of the inn's patrons. The Whispering Hearth is known for its good food and ale, though only a limited number of local folk come here regularly.

RAD ANGÁLALADH

Beginning in Buhr Widu and winding its way westward through the Narrows of Mirkwood is the age old trail of Rad Angálaladh. This route, which is little more than a footpath in most places, leads through the treacherous highlands of Eryn Guldur, then on across the forested plain of Angálaladh.

This trail is the primary route that will be used in Part I of the "Into the Darkness," though the party will be many miles from the western edge of the forest when they depart from the trail to seek the location of Buhr Dera. This Woodmen village is approximately 140 miles from Buhr Widu and will take the PCs several days of traveling to reach. In running this part of the adventure the GM should make use of the map on page 161.

The following descriptions in this adventure assume that the PCs will not take horses, because traveling through Mirkwood on Rad Angálaladh with mounts would be difficult, particularly when the party leaves the trail later in the story. If, however, the PCs insist on taking steeds, this should not pose any real problems for the adventure, though the PCs could live to regret their choice. If the party has horses previous to the start of this story, they can be housed in Buhr Widu for the duration of the adventure at a cost of 2 cp/week.

THE FELL BEASTS' LAIR

As westward travelers on Rad Angálaladh reach the highlands of central Mirkwood, known as Eryn Guldur, their first sight of the dreaded hills is a large knoll just south of the trail. This tree-covered height is called Gulch Hill (S. "Amon Lad") by the Northmen, due to the narrow ravine which lies along its eastern side, and the hillock has long been rumored to be a place of evil. Looming over the shadowy vale, perched high on the side of Gulch Hill, is a yawning cave mouth which marks the entrance to the lair of this area's most ominous denizens, a pair of cunning Fell Beasts. (See Section 9.1.5 below and # 3 on the adventure map.)

The cavern itself is well suited as a den for the Fell Beasts, being far off the ground and spacious enough to accommodate the giant, winged creatures. But these unwitting allies of Sauron are not the first evil residents of the cave, and the Fell Beasts have lived here for only the last six months. Before that time a small band of Olog-hai who served the Necromancer inhabited the cavern and took advantage of the cave's proximity to Rad Angálaladh by ambushing any travelers they encountered on the trail.

The Trolls' stint at Gulch Hill ended suddenly one day when the Fell Beasts descended on them while they returned to their home. Only one Olog survived the assault, and he fled deep into the cave where the tunnels were too small for the huge creatures to follow. This Troll, however, had been mortally wounded in the battle with the Fell Beasts and slowly died in the dark pit.

In times past, a tribe of Daen in the Second Age inhabited this cave for five generations, practicing the dark rituals of their foul religion in the deepest reaches of the cave. Their worship of Morgoth drew the attention and presence of spirits of evil, and these dark presences remained even after the Daen finally moved on. So when the last Olog perished deep in the cave his spirit was seized and corrupted by the evil place and in time he became a Skeleton Lord. The now Undead creature, however, has no memory of its past life and is trapped within the rear chambers of the cavern (having no knowledge of the secret exit; see below). After the defeat of the Olog-hai the Fell Beasts took the cave as their new lair and blocked off the narrow rear tunnel with a large pile of rocks. Now the winged creatures live in the front sections of the cavern and the Skeleton Lord is trapped in the deepest portions, growing ever more ravenous for evil deeds.

Besides the main trail of Rad Angálaladh, a small footpath once used by the Olog-hai can still be found, winding its way south toward Gulch Hill. Though this trail is somewhat overgrown in many places, daring individuals who pay close attention can still follow the path down through the ravine and up to the cave itself. This route, however, may prove quite dangerous, because the Fell Beasts have a clear view of the trail from the mouth of their lair and watch closely for intruders when not out hunting.

Like all the lairs of these hideous creatures, this cavern reeks of foul death and decay, and anyone other than an Orc who enters this place will wish to leave these confines as soon as possible.

Note: The map depicting this area should be considered entirely tree-covered except in the following locations: the two highest portions of Gulch Hill; the very steep cliff on the west side of the ravine; and the area within twenty feet of the cave mouth.

1. Cave Entrance. The cave mouth sits at an elevation of 1,250 feet (250' above the bottom of the ravine) and is 45 feet wide and 25 feet high. The area immediately surrounding this gaping hole is bare of trees, and the cave mouth provides a good landing and take off point for the winged creatures.

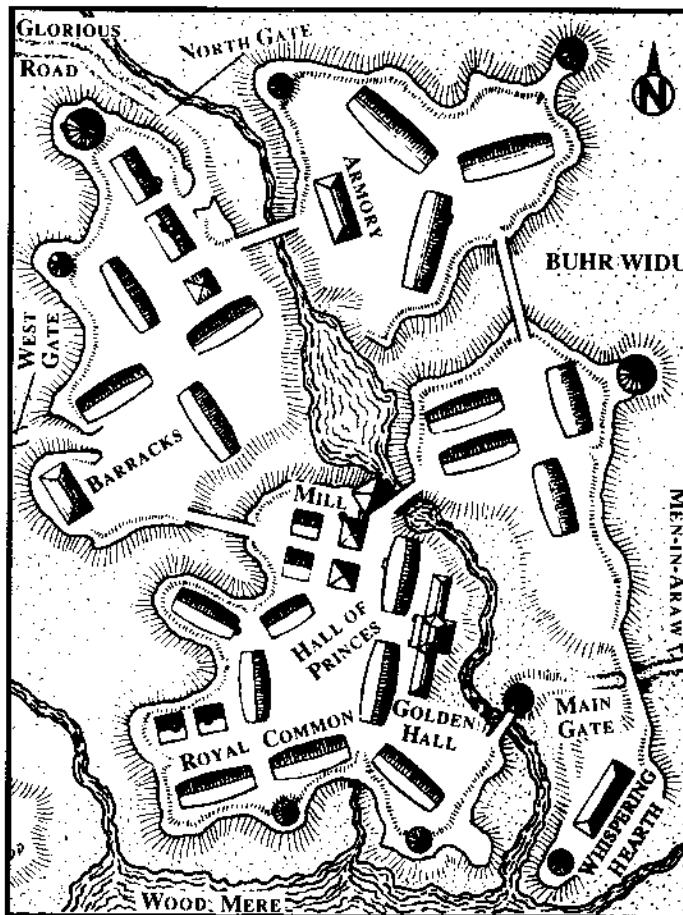
When present in the cave, one of the Fell Beasts will always be standing watch here or circling the skies of the nearby area. The trail leading here from Rad Angálaladh is clearly visible from this point.

Note that the tunnel leading into the cave slopes downward for many feet before leveling off.

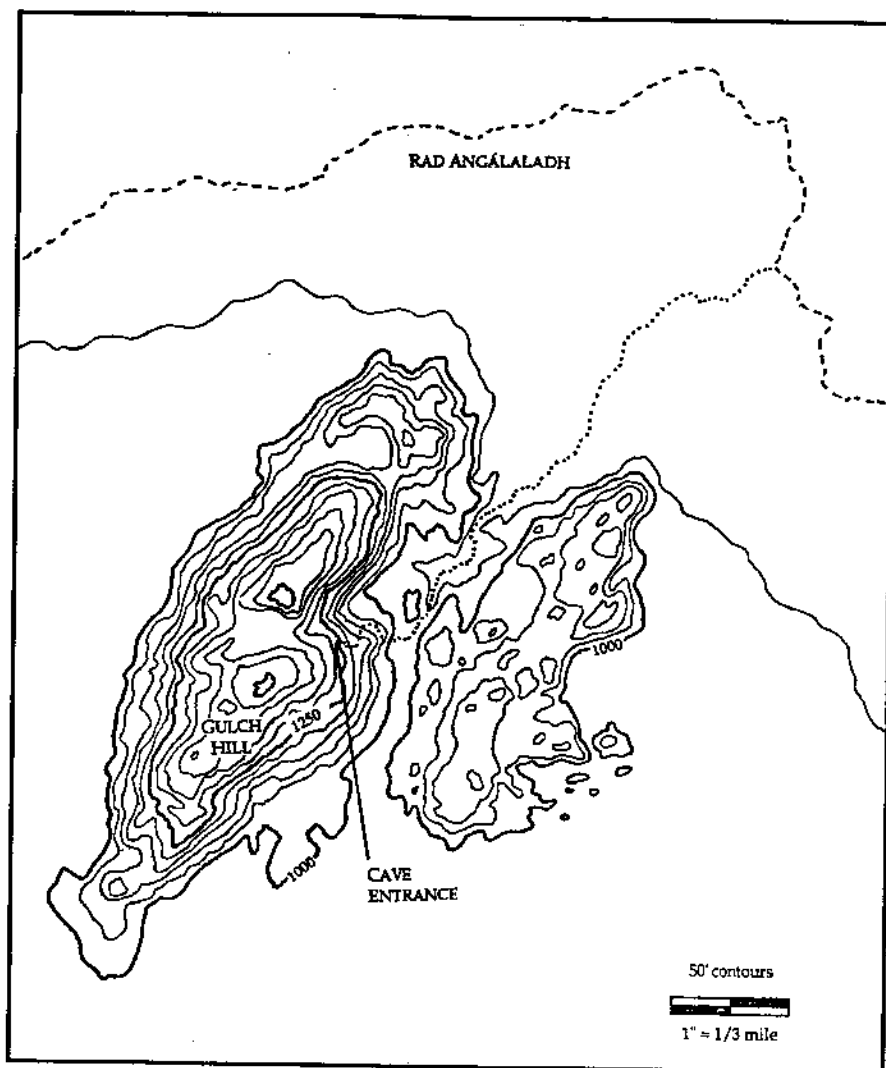


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Bubr Widu



2. Central Cavern. This spacious chamber is where the Fell Beasts sleep and spend most of their time when not out seeking their prey. Many large stalactites hang from the ceiling, but any other cave formations have been destroyed over the years of habitation. Because the Fell Beasts tend not to consume their catch here, this room is relatively free of debris and remains. The Olog-hai, however, used this chamber as a gathering hall, and some signs of their former presence, such as pieces of rusted armor and broken weaponry, can be found lying about. Note that this room slopes gently downward as one enters further into the cave.



Fell Beasts' Lair

3. Chasm. This deep and jagged crevice is a natural feature of the cave. And, being 13' wide at its narrowest point and 40' deep, the chasm presents a convenient barrier for the Fell Beasts. In the past a small stone bridge spanned the opening, but the Fell Beasts have destroyed the structure and now simply jump across the pit with the aid of a powerful thrust of their wings.

Because the Fell Beasts prefer to allow their prey to die slowly deep in the cave, this chasm prevents the unlikely escape of one of their wounded victims. (See Section 9.1.5 for more information on the Fell Beasts themselves.)

The remains of the stone foundations of the bridge can still be found on either side of the chasm, and could be used to secure ropes.

4. Feeding Den. Here the Fell Beasts bring their prey to die and rot before they find it palatable. And when that time arrives they return here to devour their meals. Due to this horrifying trait, this chamber is littered with dead and dying bodies in various states of decay, and skeletal remains are scattered about the room.

At the rear of this chamber is a much smaller tunnel leading to the deepest part of the cave, but because the Fell Beasts are too large to make use of these areas, they have sealed off the tunnel with a large pile of rocks and boulders. (It will take twenty minutes for one person to clear a space large enough to pass over the top of the rocks, and two people will take ten minutes, but space does not allow for more to assist in this endeavor. Note that it will not be immediately obvious that a passage leads on beyond the pile of rocks.)

5. Cavern. This area once served as a guard room for the Olog-hai that lived here. The chamber is littered with debris and refuse left by the Trolls, but the air is stale after months of no circulation.

6. Old Olog Lair. This room, once a natural cave, has been cut out by the Olog-hai to form a more normal chamber, complete with a stout, iron bound oak door. The door has a lock, and the key lies on the floor in one corner, but the door has been left standing open for several months. Note that this key also unlocks the secret doors described under # 7 and #8 below.

This chamber is the former living quarters of the Olog-hai who inhabited the cave before the Fell Beasts. But now this room is the lair of the Skeleton Lord, who broods in this dark pit, awaiting the arrival of intruders. The Skeleton Lord will instantly attack anyone entering this room or area #5, and will

continue fighting until he is destroyed.

The room itself once contained several pieces of furniture, including beds and a table and chairs of Troll proportions, but most of these items have been broken and scattered around the floor. The only thing in the room still fully intact from the days of the Olog-hai's residency is a large iron chest which sits in one corner.

The chest is locked, and the Skeleton Lord holds the only key. The lock is Extremely Hard (-30) to pick, and the opening mechanism is trapped. The trap is Very Hard (-20) to detect and disarm, and its discharge will release poisonous gas inside the chest, which will billow out when the chest is opened. The gas will cause instant death to anyone who fails a -IORR (vs a 10th level attack), but making this roll will still result in a brief period of nausea and coughing. The trap must be disarmed, even if the key is used.

The chest contains the following items: 50 gp; 200 sp; 500 bp; 700 cp; 400 tp; 2 normal broad swords; 1 normal small shield; and a 60% Light suit of Chain Mail (man-sized). This last item is of Gondorian make and was owned by a warrior from Dor Rhúnen, who was slain by the Olog-hai as he and his party attempted to cross Mirkwood on Rad Angáladh.

7. Secret Tunnel. This roughly hewn, winding passage is the only portion of the cave system that is entirely unnatural in origin. Built by the former Olog inhabitants this tunnel slopes downward as one goes toward the exterior entrance to the cave. The ceiling here is only ten feet high.

The secret door from area #6 leading into this passage is of poor make and is Medium (0) to find. The door has no lock on this side, and one must press a particular portion of stone on the wall to cause it to open, which is Hard (-10) to find. Also the door is trapped, and if someone pushes the opening switch without first disarming the trap it will be discharged. The trap is Very Hard (-20) to disarm, and when released, it will send two poisoned darts (10th lvl attack) from the side wall into whoever has operated the opening mechanism. The poison will cause death in 10-20 minutes for any victim who fails a -20RR.

From the tunnel side of the door the portal can be easily seen, but it requires a key to open. Without a key the lock is Very Hard (-20) to pick. But, as with opening the door from within area #6, if the trap is not disarmed prior to picking the lock, darts will be released inside the tunnel with the same effects described above. That is, the trap will affect someone inside the room and someone within the passage.

8. Secret Entrance. In addition to the main entrance the cave has a second secret door, which gives access to the system. This entrance was constructed by the Olog-hai, who wished to have a second exit from the cave in case of attack, but since their defeat by the Fell Beasts the entrance and tunnel have gone unused. Though no path leads to the secret door on the exterior of the hill, a skillful woodsmen, such as an Elf or Ranger, might be able to discover some signs of disturbance very near the entrance (-20). The secret door itself is not one of particularly good craftsmanship and is, therefore, Easy (+20) to find. The door is, however, locked and the only key lies within area #6. The lock is Medium (0) to pick and is not trapped.

BUHR DERA

The tiny hamlet of Buhr Dera (N. "Hidden Hold") lies some three miles north of Rad Angáladh and five miles east of Men Uruk, the trail that leads north from Dol Guldur. It is an isolated community, even for a Woodmen settlement, and lies at the southeasternmost point of the territory inhabited by those people.

Buhr Dera is a fairly new community, being established during the first year of the Great Plague (1635) by a group of Woodmen who attempted to escape the waves of illness that spread across the land at that time. The inhabitants of Buhr Dera had been part of a much larger community of Woodmen who lived farther west and north of the new town. When that village began to fall victim to the Plague, many of its inhabitants, who now feared for their lives, started departing for other settlements, and the town quickly dwindled. A small group of these Woodmen broke off from the community and went deep into Mirkwood where they hoped to remove themselves from the deadly sickness. There they established the town of Buhr Dera, and for three years they had little contact with outsiders.

But now that the Great Plague is clearly passed, the folk of Buhr Dera are far more hospitable. Though they still have few meetings with anyone other than their own kinsmen of Mirkwood, they are not hostile toward any of the Free Peoples, and will often lend aid to travelers. And of all outsiders, save other Woodmen, the people of Buhr Dera favor the Northman of Rhovanion the most, for they view these people as distant kinsmen and not so foreign as Gondorians or Dwarves and Elves. But rarely do the people of Buhr Dera allow anyone actually to see their home, because, living so near the Shadow in the south, they are in constant fear of spies and servants of the Necromancer. It is unusual for them to completely trust anyone that they do not know well.

Buhr Dera is now a very peaceful and pleasant community, and no one who comes here could fail to take in the stoutheartedness and kindness of its people. Only the darkness of southern Mirkwood keeps this village from being a truly happy place.

Including the three characters, Théamond, Hírbrand and Súlwine, described in Section 9.I.2, Buhr Dera has a total population of 48. The statistics for the inhabitants that participate in combat are given in Section 11.I and include 18 men (The Thyn, Théamond, 4 other Rangers, 8 warriors, and 4 young warriors), and 18 women, although the women will only participate in combat if the village is threatened. The non-combatant villagers consist of 3 elderly men, 2 elderly women (including the Wuitan), and 7 children. (Though the Wuitan will not "fight" she will use her spells to supplement the warriors.) Altogether Buhr Dera is home to nine families who make up the small clan of this village.

1. Longhouse. These four buildings are the primary living quarters for those dwelling in Buhr Dera. They are simple one-story, two room wooden structures with stone foundations. Inside each longhouse is a large rectangular fireplace, which has a stone and mortar chimney ascending through the center of the roof. The dividing wall between the two rooms lies at the mid-section of the fireplace with doors leading between the rooms lying to either side. Each of the two rooms also have a separate entrance. And though the fireplace is used for some cooking, its true purpose is to heat the longhouses.

Each of the two rooms has a large open area running down the center of the building with several alcoves along the walls, partitioned off with hanging furs and other cloth. The central portion serves as the social area and work place of the home, and the small sections are the sleeping quarters of the Woodmen. Each half of these buildings houses one family.

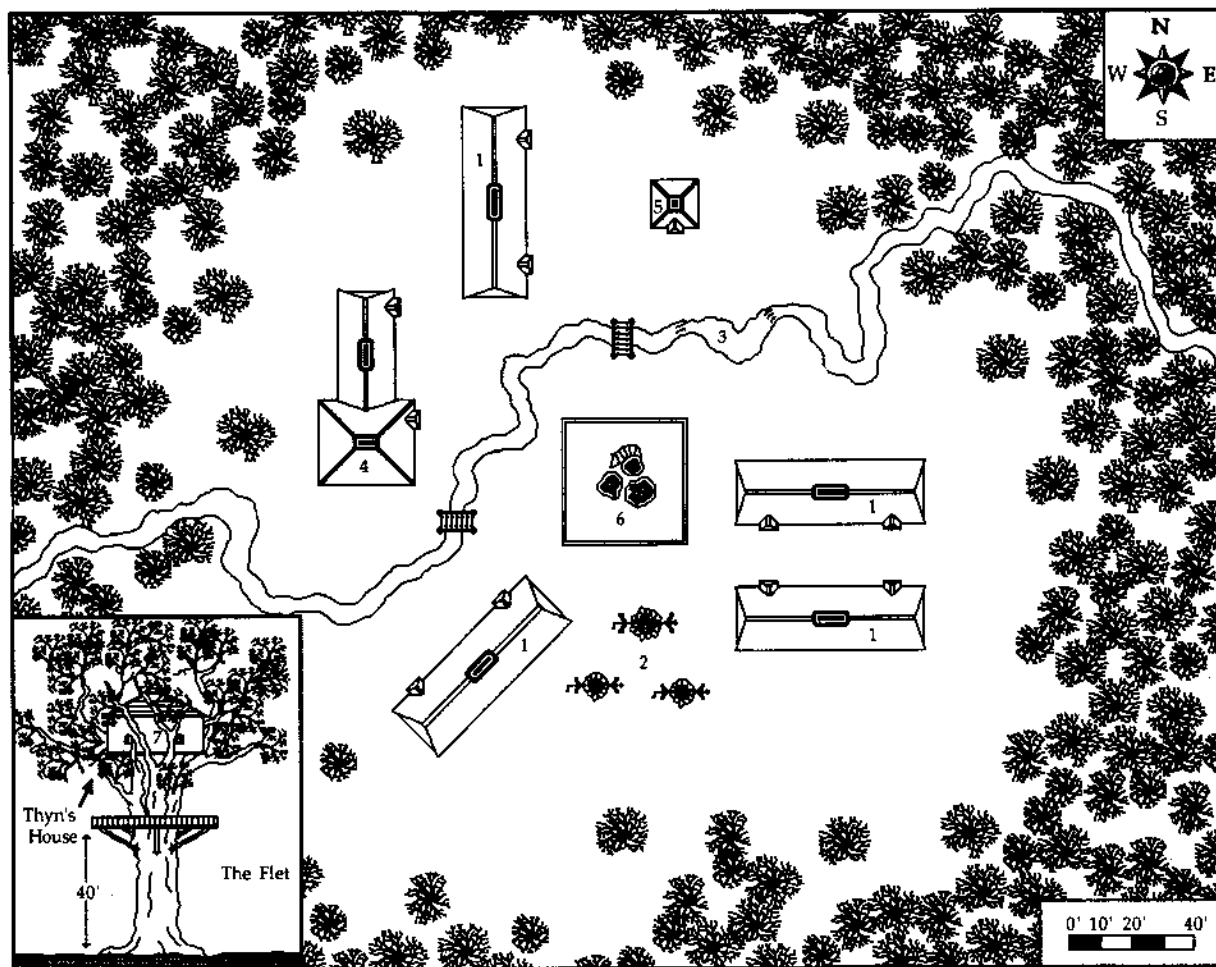
2. Fire Pits. In all but the coldest months of the year the Woodmen do most of their cooking outside over the three fire pits shown here, each with an iron spit used for roasting game. One fire is used for cooking the largest animals, such as deer and boar, and the two smaller fire pits are used for smaller catches, such as rabbits, wild fowl and other small game.

3. Stream. This tiny stream, which winds through the midst of Buhr Dera, serves as the Woodmen's only source of water. Though the stream can be crossed using two wooden walkways built by the villagers, the water is only one to two feet deep in most places and can be easily traversed at any point. In fact, with the stream being no more than five feet wide in many places, most individuals could jump across if the need arises.

4. Gathering Hall. This building, somewhat similar to the longhouses in construction, serves as the meeting hall of the Thyn and his people, as well as a place of worship. The interior of the structure is one large room, being narrow at the north end and wider at the south end. Two fireplaces can be found here, similar to those described in the longhouses, and most of the floor space is filled with wooden benches. When the Thyn presides over his clan, a large, ornately carved oak chair is placed at the head of the gathering at the center of the south wall. Often times this building stands empty when not in use.

5. Smokehouse. This small wooden hut is used by the villagers for smoking meat to be preserved for the colder months when game is less plentiful.

Buhr Dera





6. **The Flet.** Though the villagers originally cleared this entire area of forest growth, a massive oak tree, which stands near the bank of the stream was left standing. And the Woodmen have made this huge tree the center of their hamlet. A raised platform was constructed amidst the branches of the tree forty feet off the ground and serves as the primary point of defense for Buhr Dera. The flet is forty feet square with a three foot high wooden rail running along the perimeter, and a rope and wood ladder that can be lowered to the ground. A large basket tied to ropes is also available to bring up supplies or to lift people who are too old or too young to climb.

In the event of an attack most of the villagers take refuge here and many archers can defend Buhr Dera from this superior vantage point. During normal times three Woodmen watch the surrounding forest from here.

6. **The House of the Thyn.** This home, only shown on the inset, is built in the same oak tree in which the Flet is placed. Partially obscured by the branches and leaves of the tree is the residence of Hírbrand the Thyn and his family, including Théamond and the Wuitan. Like the Flet, this building can only be reached by ascending a rope ladder or by being raised in the large basket.

The house itself is thirty feet on each side and has three rooms inside. Unlike the other buildings, however, this house has no fireplace. Small braziers are used for heating in the colder months. Typically, no one other than the Thyn and his family enter this structure, though in the event of an attack any non-combatant villagers will be placed here for safety.

9.1.4 THE TASK

The task, as the PCs are first told, is simply to escort "Master Fengild" (aka. Bronwyn), a merchant from Buhr Waldmarh, through Mirkwood on Rad Angálaladh to the Northman settlement of Maethelburg in the Anduin Vale. But the real quest, which the PCs will not learn until Master Fengild's true identity is revealed, is to find the Woodmen village of Buhr Dera and Aldoric, the lost son of Prince Atagavia. Although finding the village may prove time-consuming, the greatest difficulties of this adventure will be traversing Mirkwood itself and helping to defend Buhr Dera from an assault by the minions of the Necromancer.

STARTING THE PLAYERS

Note: The following scene may be played out or simply told to the PCs, and it will serve to introduce the story behind the adventure, as well as give the party a glimpse of Bronwyn, which will add greater impact when she is again revealed to the PCs later in the adventure. After this opening scene a more standard beginning is outlined that will actually commence the adventure.

In the brilliant light of morning, across the East Bight of Mirkwood, the adventurers approached the Northman town of Buhr Widu. As they entered the fortified settlement a crowd was gathering near the Eastern Gate, and

much excitement was in the air. After questioning a nearby villager the party learned that the Lady Bronwyn was about to depart Buhr Widu to visit many of the Northman towns of the East Bight, and she would be gone for many days. The townsfolk were gathering to see her off and Prince Atagavia himself was said to be coming to bid a final farewell to his daughter.

Just after the adventurers learned this news, a large group of mounted warriors and many others came into view, riding toward the gate. The townsfolk drew back from the road, and the visitors were told to do the same. As the horsemen reached the gate, a man who bore the emblem of the Prince of the Waildungs raised his hand and the group came to a halt. Then from behind the horsemen came a carriage drawn by four massive steeds, which slowly came to a stop amidst the warriors.

Climbing out of the carriage was a beautiful woman, dressed in white, with long, golden braids of hair. The villagers cheered for the Lady and Prince, who now embraced and spoke unheard words to one another. Soon the woman gave a gesture of farewell to the people, then climbed back into the carriage. Calls from the crowd were raised again as the carriage headed out the gate with several of the riders.

In a few moments the street began to clear and all soon returned to normal.

After a night of rest in the Whispering Hearth (the only inn in Buhr Widu) the party meets a woman who claims to be the maidservant of a Master Fengild. This man, as the woman explains, is a wealthy merchant originally from the western side of Mirkwood, who now lives in the nearby town of Buhr Waldmarh. Fengild has recently received news that his mother, who lives in Maethelburg in the Anduin Vale, has taken sick and is thought to be near her death. He wishes to see his ailing mother before she dies and has decided to risk crossing Mirkwood at the Narrows to save going far to the east and north to reach the Old Forest Road. Fengild, who is supposed to arrive in Buhr Widu the following day, has sent this woman on ahead to hire an escort for her master. The maidservant states that Fengild knows the great risk of the journey and is willing to pay handsomely and in advance for the party's services. She tells the party that each member will be paid 200 sp in advance to escort her master.

One other condition is also set on the hiring of the PCs. They must swear not to discuss their plans with anyone in Buhr Widu, because Master Fengild believes that spies of the Necromancer may be nearby, and he wishes to take no chances.

If the PCs accept the offer they will be told to meet Master Fengild on the following night outside of Buhr Widu at edge of the forest. Again to ensure that spies do not learn of their journey Master Fengild does not wish to be seen meeting in the town.



If the PCs grow suspicious at all the need for secrecy, the maidservant will explain that her master, living now amidst the Northmen in Buhr Waldmarh, does not wholly trust his Waidung cousins of Buhr Widu. And rumors abound in his home of the spies of the Necromancer residing in this town. (This story is, of course, false, and spies of the Necromancer are not common in Buhr Widu.)

In truth, this woman is Léodwyn, the servant of Bronwyn, who has disguised herself to look much older than her nineteen years. And the story that she tells has been devised by Bronwyn in order to recruit an escort without alerting the Prince or any of his men. Though the two women do not like the deceitful roles they are playing, Bronwyn feels it is necessary to ensure their secrecy.

The role of Master Fengild will, of course, be taken by Bronwyn. She (in disguise) will meet with the PCs just as her servant has said, and the group will begin their journey on the eastern edge of Mirkwood.

Note that Bronwyn will only maintain her disguise until the party reaches the Northman burial ground of Cor Angálaladh. At that time she will reveal herself and the true quest on which they will then be embarked. (See Section 9.1.5.)

AIDS

Though assistance for the PCs is largely absent throughout this part of the adventure, the group will be greatly strengthened by the addition of Bronwyn to the party. She will show, throughout the course of the journey, that she is a fierce warrior, who will risk her own life unhesitatingly to save a comrade. And though the PCs are hired to be an escort, Bronwyn may prove to be one of the more valuable members of the party.

In addition to Bronwyn's presence, the PCs will be greatly aided in the final encounter of this part of the adventure by the villagers of Buhr Dera. (See Section 9.1.5 "The Assault on Buhr Dera.")

OBSTACLES

The primary impediment in the first stage of the adventure is, without question, crossing Mirkwood so near the borders of the Necromancer's realm. The denizens of the forest are many and Rad Angálaladh is far from being a safe road. Furthermore, the journey will lead through the hills known as Emyrn Guldur, where many dreadful creatures make their lairs. But when the trek across the Narrows of Mirkwood is concluded, the PCs will face their greatest opposition: a raiding party of Uruk-hai from Dol Guldur, who must be repelled to save the Woodman village of Buhr Dera.

REWARDS

The rewards for this quest, excluding the original payment by "Master Fengild," are tied to the outcome of the entire three part adventure and are detailed in Section 9.3.4. In addition to these rewards the PCs have an opportunity to acquire some treasure in the lair of the Fell Beasts in Emyrn Guldur.

9.1.5 ENCOUNTERS

The encounters detailed here are in addition to any random encounters generated from Table 11.4, which should be used throughout this adventure. Furthermore, the following events are designed to occur in the order in which they are presented, though the exact locations of most have been left up to GM. Also note that five of these seven encounters are non-combative events, and the bulk of the fighting within this part of the adventure is made up of the random encounters from the table.

MASTER FENGILD

After the PCs have agreed to escort Master Fengild (Bronwyn) through Mirkwood to Maethelburg, they will meet with him at the edge of the forest close to Buhr Widu. Once the party joins Fengild, he will make the payment that has been agreed to and the journey will begin.

But the PCs might wish to question their new employer before heading into the forest. After all, the arrangements for this expedition have been somewhat out of the ordinary. Bronwyn, however, is fully prepared for this possibility and is well rehearsed in her story. Nearly any query the PCs might have will be met by Master Fengild with a plausible and well conceived response. In addition, seeing through her disguise will be Extremely Hard (-30) to accomplish and can only be done by a PC who specifically tries to determine if Master Fengild is disguised.

Though Fengild is obviously armed and armored, he will claim that this is only for protection and that he is not a warrior himself.

If, however, the PCs realize something is amiss or they see through Bronwyn's disguise, she will reveal the truth to the party and events will proceed as explained in the next encounter, though the setting will be different.

Note: During the time prior to Bronwyn's unmasking, she will forego any combat unless absolutely necessary, in order to better play the role of a merchant. But if the party is in any serious danger she will fight with all her skill and the PCs will certainly know that Master Fengild is, at least, no ordinary merchant. If such an event arises Bronwyn may be forced to reveal the truth about who she is and what she hopes to accomplish.

COR ANGÁLALADH AND THE UNMASKING OF BRONWYN

If the PCs begin the journey after accepting the story of Master Fengild, Bronwyn will maintain her disguise until the party reaches a small trail leading to the ancient burial grounds of the Waidung Princes, known as Cor Angálaladh, which is approximately twenty miles west from Buhr Widu (see # 2 on the adventure map). There Bronwyn will turn aside from the main path and follow the small trail for a mile and a half to the north, arriving at the venerated site. She will tell the PCs that no Orc or other servant of Sauron would dare to come here, and it will make a safe campsite for the night.



Cor Angálaladh is a simple, yet awe-inspiring place, being the burial site of Vidugavia, the one time King of Rhovanion, and all his successors. A ring of ancient and massive oaks surrounds the hallowed ground, and a circle of granite mounds, each one bearing the name of a different Prince, completes the scene. Several of the barrows, however, have no name upon them. A powerful, yet strangely peaceful quiet hangs about the site, and inside the shaded ring of trees one feels as if one were in a huge arboreal cathedral. No one can enter this place without sensing the sacred nature of the site.

Walking into the midst of the circle, Bronwyn casts off her disguise and speaks the following words:

"Now has come the time for the truth to be known. For I am no tradesmen of Buhr Waldmarh, but Bronwyn, daughter of Prince Atagavia, and we stand now in the burial grounds of my forefathers.

"Look to the stone before which I stand and see that it bears no name, and the one next to it as well. There one day my father will rest, but who shall lie beside him? For my brother, Aldoric, has now been lost for many months and the Prince is without an heir. Shall the line of Vidugavia end at last? Is there no hope of one day joining together all my people as in times past?

"This notion I utterly reject, for word has reached the ear of the Prince that deep within the eaves of Mirkwood Aldoric yet lives! And in my heart I feel it must be so, though four times my father has sent men into the forest to find my brother and none have ever returned. Now the Prince fears losing more of his soldiers, and he believes the tale to be a lie. And though I have begged for leave to search for Aldoric myself, the Prince has refused. But while I live I will not give up hope.

"For this journey on which I have brought you is not to reach the town of Maethelburg, but to discover the village of Buhr Dera in which, it is rumored, Aldoric can be found. And though this quest has begun in deceit, I ask not for forgiveness, but neither do I hold over you any obligation. For such are these times under the Shadow of Mirkwood, when Men are turned to devious ways to struggle against the will of the Necromancer that hangs heavy upon us. But I will lead no one unwilling into the evils that may lie ahead.

"If you so choose, you may turn back at once, but whether alone or with your strength to aid me, I, at least, will go on."

Bronwyn will now tell the PCs the story of her lost brother, and the strange man who has said where Aldoric can be found (see Section 9.I.I). The proud words Bronwyn speaks and the sacred nature of Cor Angálaladh should be sufficient to convince the PCs that this quest is for a truly noble cause despite its shady beginnings.

Note: This event is intended to provide players with a good opportunity for acting out the personalities of their characters, and it should not be automatically assumed that they will quickly accept the circumstances. It is up to the GM to allow the PCs the

chance to find their own reasons for going on this quest. After all, one of the most outstanding themes of The Lord of the Rings is that truly virtuous deeds must be performed of one's own volition. Though Gandalf and Elrond counseled Frodo as to what ought to be done with the Ring, it was left up to the Ringbearer to volunteer for the journey.

The GM should also note that the setting for this event, the burial ground for the past Kings of the Northmen, is a foreshadowing of what the PCs will later learn about Bronwyn. (See "The Village of Buhr Dera" below.)

THE NECROMANCER'S SPIES

On the third day (or a little over thirty miles) out from Buhr Widu the party reaches the point where the Crebain watch Rad Angálaladh. In all likelihood the winged beasts will spy the party first and news will be sent ahead and across Mirkwood for the Orcs to withdraw from the trail. After this point in the journey the Orcs who are directly serving Mhòrlen will not be met by the PCs until the final encounter in this part of the adventure. Furthermore, word will be sent to Mhòrlen of Bronwyn's movements, and he will begin the next stage of his plot after her arrival in Buhr Dera. (See "The Assault on Buhr Dera" below.)

Note: The information above applies only to those Orcs who are acting on behalf of the Mouth of Sauron in the capture of Bronwyn. But these troops are not part of the normal patrols of the forest, and other Orcs from Dol Guldur, who are ignorant of Bronwyn's importance, can still be encountered. Any Orc encounters generated on Table 13.4 should be considered this latter type of group and not part of the larger story.

THE FELL BEASTS

These creatures are a particularly cunning pair of Fell Beasts that make their lair in the region of Emyn Guldur overlooking Rad Angálaladh, and this area has become a truly dangerous place to tread. The thing which distinguishes these Fell Beasts is the wily manner in which they hunt their prey. Once a quarry has been spotted one of the flying creatures will circle about two hundred feet above the ground well in front of the prey. This flight grabs the attention of the victim(s), who will often watch the Fell Beast closely for signs of attack. Then the second creature swoops in from behind just above the trees and snatches the prey off the ground before it is aware of the peril. The two then fly off to their lair in the nearby hills.

But, as with all Fell Beasts, these creatures prefer to devour their prey several days after it dies, and they have the peculiar habit of severely wounding their catch rather than immediately killing it. In this way the prey slowly and cruelly expires within their lair, and begins to rot, and only then will these horrid creatures eat. For this reason several recent catches of the Fell Beasts, some near death and others long since dead, are found in their cave, and the lair is a foul and evil place.



The party will encounter these Fell Beasts somewhere along the section of Rad Angálaladh that passes near Gulch Hill (see # 3 on the adventure map), and the GM can use the close-up map of this area (found in Section 9.1.3) for this encounter. And if one of the PCs is captured in the fashion explained above, or if the party attempts to follow the Fell Beasts to their lair for some other reason, the layout of this cave, also found in Section 9.1.3, can be used for this part of the adventure. Note that a victim that has been captured has a moderate chance of surviving, if the party comes to the rescue without too much delay.

Defeating the Fell Beasts will be a significant challenge to the PCs. But if they reach the lair and overcome the creatures, the party will have an opportunity to acquire some treasure, and material rewards are otherwise largely absent from this part of the adventure. If successful this encounter can serve to greatly bolster the spirits of the PCs, and they can begin to become more admiring of Bronwyn, who will likely play a large part in the success of this encounter. For if one of the PCs is captured by the Fell Beasts, Bronwyn will insist on trying to save him.

If, however, the PCs do go to the Fell Beasts' lair, the GM should note that the winged creatures are not the only evil inhabitants. An Olog, who perished deep in the cavern, has become an undead Skeleton Lord due to the black nature of the site. And this creature will have to be dealt with if the PCs wish to discover the treasure in the cave (see Section 9.1.3 "The Fell Beasts' Lair" for details).

THE WOODMEN

This encounter should occur after the party has reached the area where they believe Buhr Dera lies and have left Rad Angálaladh to search for the settlement. After the PCs have hunted for it and traveled within a few miles of the village this meeting will take place.

While probing through the thick forest the PCs encounter a party of six Woodmen, who are somewhat wary of the adventurers. These men are hunters from Buhr Dera, and the leader of the group is a stout-hearted Ranger named Théamond. The outcome of this encounter will depend largely on the actions taken by the PCs, who must show that they pose no threat to the Woodmen. If this meeting goes well, the hunters will offer aid to the party in the form of food and supplies, but they will refuse to tell where they live, saying that the spies of the Necromancer are many and their home must remain a secret.

In the beginning of this encounter Bronwyn will not identify herself by name, and will say only that she is a warrior from Buhr Widu. The PCs must realize that only by speaking her name and revealing their quest will the Woodmen be convinced to take the party to their home. For, like the rest of the villagers of Buhr Dera, these men have heard the name "Bronwyn" and know that this person is in some way tied to the strange Northman now living in their hamlet (see Section 9.1.1). The PCs should (in time) be able to surmise this idea from the story that Bronwyn has told them concerning Aldoric.

Once the Woodmen have been convinced of the party's authenticity they will agree to lead the PCs and Bronwyn to Buhr Dera. But Théamond will insist that the party's weaponry be confiscated and that they be blindfolded. This situation will provide a good moment of role playing for the PCs, who likely will not be overly willing to subject themselves to the Woodmen's demands. But in the end, perhaps after much heated debate, the group will in all likelihood set out for Buhr Dera.

THE VILLAGE OF BUHR DERA

The layout of Buhr Dera provides the setting for this part of the adventure, and the village corresponds to #4 on the adventure map.

The party along with the Woodmen reach Buhr Dera where their blindfolds are removed, but their weaponry is not immediately returned. Upon their arrival the PCs and Bronwyn are taken to the Gathering Hall. There Hírbrand, the Thyn of Buhr Dera, questions them at length as to who they are and what has brought them here. And after seeing the resemblance of Bronwyn to the Northman that now resides in the village, as well as hearing the sad tale that she tells, Hírbrand is convinced that the party is not a threat. He calls for Aldoric to be brought before him.

Once the Northman enters the chamber and meets the gaze of his sister, the spell which has stolen Aldoric's memory begins to lift. He now recalls who he is and from whence he came, though his time in Dol Guldur remains an impenetrable shadow in his past, and he has no recollection of his cruel capture and imprisonment. The siblings are elated in their reunion, and the villagers of Buhr Dera rejoice over Aldoric's healing. But unbeknownst to all, the spell of the Mouth of Sauron still has one last role to fulfill.

After these events the party is completely accepted by the villagers, their weaponry is returned, and lodging is provided. The Thyn calls for a feast to be held in honor of the noble siblings that evening, and the atmosphere of Buhr Dera becomes uplifted as the news of the Bronwyn and Aldoric spreads throughout the village.

Note: The GM should attempt to create an air of rejoicing and relaxation, similar to the conclusion of many adventures. This idea will help to enhance the surprise of the PCs (and the players) when the attack comes later the same night (see subsequent encounter).

As the sun sets and the surrounding forest grows dark the villagers join for the celebration in the Gathering Hall, and the PCs enjoy a long and happy evening in the peaceful town. After the feast is concluded the people are treated to a rare event. The Wuitan (N. "Knowing One"), an aged woman named Súlwine, who is the Seer and spiritual leader of the village, comes before the gathering to tell the future of one present this night. All the lights are extinguished, save the two fires, and the villagers all take their seats and grow quiet. The PCs are told that no one ever knows who will be chosen until the event takes place.

Leaning on her croaked cane, the old woman walks slowly among the now silent gathering with her gaze fixed on the floor. She hobbles by nearly everyone in the crowd as though searching for something that no one else can perceive, and the Wuitan never looks up until she stands before Bronwyn and Aldoric. There Súlwine stops and peers into the face of Bronwyn for many long moments with the old woman's eyes gradually growing wider with fascination.

At last Súlwine breaks her gaze and walks to the head of the crowd. All eyes are turned toward the aged Seer as she speaks the following words:

"She is not of our people, yet a kinswoman from afar she truly is. And some know still the ancient ties that bind our clans. Down the line of Vidugavia she has descended, and for many long lives will her House endure.

"But beyond this day I see power and majesty. Charging down upon our foes from a Golden Hall are thousands of glorious riders. And not a Prince, but a King leads them, and he is proud and tall. And following his banner are all the great clans of Northmen."

As though speaking these words had taken much of her strength, the old woman pauses for a moment, and slowly lifts her gaze to rest on Bronwyn. Then, raising her arm and pointing at the Northwoman, Súlwine continues in a strangely ominous voice.

"You, Bronwyn, daughter of Atagavia, from your line shall come this King and all others after him, and at long last the dream of your forefathers will be fulfilled.

"I can say no more."

With that the Wuitan withdraws from the crowd, which is left quietly pondering the astounding words. Later, as Bronwyn speaks with the PCs and Aldoric, she says that Súlwine must have been mistaken, because she strongly believes that the line of Kings must surely descend from Aldoric and not from herself. And Aldoric seems troubled by the words of the old woman. But the PCs should now begin to see the importance of this Lady, who has become their friend and companion over their journey, and the respect the party holds for her should (in all likelihood) increase.

After the Wuitan departs, the gathering gradually breaks up and the PCs are shown to their quarters (one of the longhouses). But Bronwyn and Aldoric, who are now seen as honored guests, are quartered in the Gathering Hall after the villagers have departed, and Théamond is assigned to guard them.

THE ASSAULT ON BUHR DERA

Later that same night after the feast honoring Bronwyn and Aldoric is concluded the next part of the Mouth of Sauron's plot at last begins. When word (via Crebain spies) reaches Mhòrlen, who is encamped with his troops many miles south of Buhr Dera, that Bronwyn has arrived in the village, they begin their march northward and prepare to carry out the capture of Bronwyn and the

destruction of Buhr Dera. Late that night the Orcs arrive in the vicinity of the village and separate into three groups. The first and by far the largest of these divisions is led by Mhòrlen himself, and these troops do not take part in the attack. Their role is to take Bronwyn and Aldoric away while the others assault the village. The other two groups (described below) will set themselves for the attack, with one taking their position about $\frac{3}{4}$ of a mile to the west of Buhr Dera and the other a similar distance to the east.

Unbeknownst to the PCs, Aldoric finds that he is very restless that night and something seems to nag at the back of his mind like a forgotten command that he somehow needs to fulfill, though he says nothing of his misgivings to Bronwyn. In fact, this feeling is brought on by the spell of the Mouth of Sauron, and Aldoric has no way to combat his uneasiness. So, discovering that he has no desire to sleep, Aldoric asks his sister to accompany him while he takes a walk in the evening air. Together they leave their quarters with Théamond, who insists on accompanying them, and stroll beneath the nearby trees.

A short while after the trio has left, Théamond comes running back toward Buhr Dera, yelling for the watch to raise the alarm. A horn is sounded in response to the Ranger's cries as he charges into the midst of the village. He calls out to the Woodmen that Orcs are attacking, and in a few short moments the town is swarming with movement as the villagers rush to defend themselves. But in the confusion nothing is said about Bronwyn and Aldoric, who are now nowhere to be seen. (For details as to what occurred during the trio's absence see Section 9.2.4.)

Those people who are unable to help defend Buhr Dera, such as the elderly and the children, run to the Flet for safety, and several archers also take their positions on the elevated platform.

As the call to arms is raised throughout the village the PCs are awakened from their sleep. And they now have the choice of whether or not to assist in the defence of Buhr Dera, but if they choose to flee, the town will almost certainly be destroyed.

If the PCs decide to help battle the Orcs, review the second version of the layout of Buhr Dera, which shows the locations of all the attackers and defenders at the beginning of the battle and can be used to set the stage for the start of the raid. Note that the villagers and the PCs will have about fifteen minutes from the time the alarm is sounded to the beginning of the battle.

The Uruk-hai who are attacking, as mentioned above, total 56, including the leaders. Muggrath, an Uruk Drartíl (B.S. "Captain") (see Section 9.1.2 for details), commands these troops with the assistance of five Ujáki (B.S. "Sergeants"). The remaining fifty Uruk-hai are all Elite Warriors, who have been specially chosen for this task due to their superior fighting skills and exceptional discipline.

Note: The reasoning behind sending a relatively small force to assault Buhr Dera is explained in Section 9.2.1.



*Assault on
Buhr Dera*

Muggrath, who is highly experienced in combat within the shadows of Mirkwood, has been charged with the task of destroying Buhr Dera after Bronwyn and Aldoric have been taken captive. And he looks forward to the assault with great anticipation.

Now this attacking force is divided into two groups, with one group of 28 (consisting of Muggrath, two Ujâkî and 25 warriors) attacking from the west, and the second group of 28 (consisting of three Ujâkî and 25 warriors) coming from the east. The plan is for both factions to begin the assault at approximately the same time, dividing the defense of the village and allowing for the Orcs to charge with less fear of bow fire. Half of each group takes up positions at the edge of the clearing and sends burning arrows into the various buildings of the village, as well as any Woodmen nearby, while the other half charges into the midst of Buhr Dera to confront any defenders on the ground. The basic strategy behind this attack is to destroy the structures of the town and slay as many Woodmen as possible. And after most of the buildings are burning, the Orc archers will either start to target the villagers or charge into the midst of the fray. If all goes well for the Orcs, the survivors, if any, will flee their devastated village and no word will ever reach Buhr Widu of Bronwyn's capture.

Note that the PCs will be free to do as they wish throughout this battle, so the details of the fight will vary dramatically depending on the actions of the PCs. In fact, those PCs with strong leadership skills might attempt to take charge of some portion of the defenders and direct their actions as well. If done with some flare and obvious confidence the Woodmen will be likely to follow the PCs' directives. Another possible option available to the party is to enter the forest and attempt to flank the attackers, and thereby kill off the leaders of the assault. This tactic could have serious consequences for the Orcs, who will likely fall into disarray and confusion with the absence of directives from their superiors. Of course, countless options are open the PCs and the GM must determine the effects of any actions not covered here.

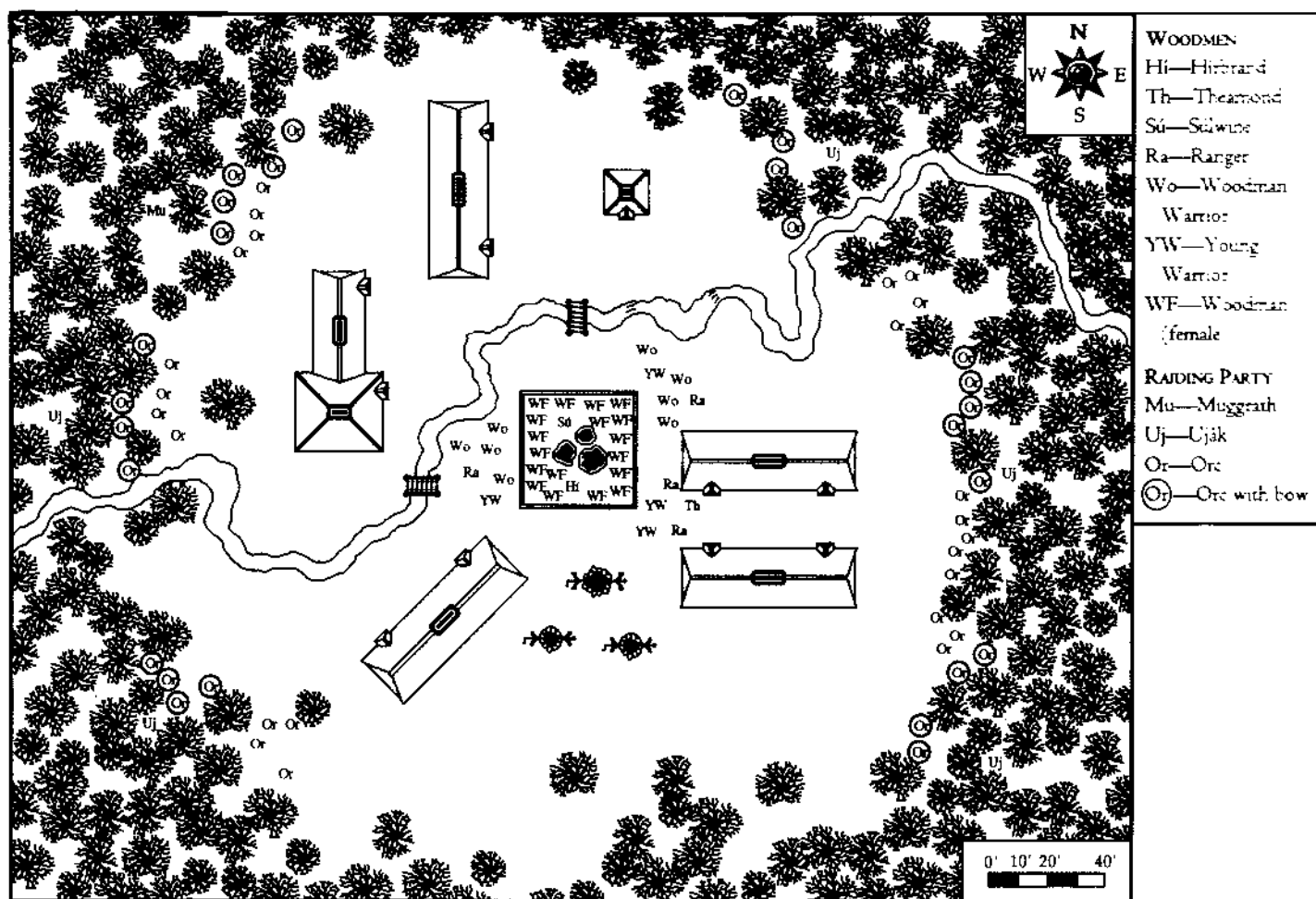
If the Orcs are reduced to half their numbers during the battle, and the defenders are not in a similar state, the morale of the attackers will fall dramatically and many will be likely to retreat from the fray. And if their losses continue beyond this point the survivors will certainly flee into the forest. If, however, the Woodmen and their homes suffer significant casualties and damage, the Orcs will be bolstered and will continue the attack heedless of their losses.

To begin the battle, the positions marked on the second layout of the village should be used by the GM to determine the location of all the participants, and the PCs are free to take what positions they wish.

One last point that should be mentioned is the Orcs' use of fire. Because all the structures of Buhr Dera are made of wood, the buildings are particularly susceptible to this form of attack. But during the fight the villagers will not attempt to put out the fires, because they will be too involved in defending themselves. If the Flet or the Thyn's House is set ablaze, however, the non-combatant Woodmen (and perhaps a few others) will do what they can to put out the fire. The GM is left to determine the details of any of these situations, but it is quite likely that many of the buildings will be fully ablaze by the conclusion of the attack. As a general rule each building can be

considered to have a 5% chance of catching fire for each burning arrow shot into it (i.e. 10% for two arrows, 15% for three arrows, etc.). The GM can check at regular intervals (such as once every other round) to see if the structure is alight. The GM must determine the severity of the damage, depending upon the amount of time each building burns, the number of flaming arrows shot into it, whether anyone fights the fire, and any other factors that might be applicable.

Depending upon the outcome of the battle, Buhr Dera and its inhabitants will be in any number of conditions. If the Orcs are truly successful the town will lie in smoldering ruins, and most of the Woodmen will be slain or will have fled into the forest. But if the PCs manage to assist the Woodmen in repelling the assault, much of the village and many of the townsfolk will survive. The specifics of the circumstances will be left up to the GM to determine.





If the PCs are successful in helping to save Buhr Dera the people will be forever grateful to the party, who will be seen as great heroes worthy of a lasting friendship. But the PCs must now turn to more perilous matters, for after the battle they learn the fate of Bronwyn and Aldoric.

Note: If the GM does not wish to roll for each of the many attacks that will take place throughout this fight, an abbreviated method to run the battle can be used to save time.

First, any part (or area) of the conflict in which the PCs take a direct role should be handled normally, making separate rolls for each combatant.

Second, any attacks made by groups of Woodmen or Orcs that are fighting basically the same foes, such as a group of Woodmen who are engaged on the ground with a group of Uruk-hai, can be taken together with one percentile roll. Rather than rolling for attacks every round, the GM can make these rolls once every third round. One roll can be made for each of the combatant groups, and these rolls represent the attacks made by the warriors.

If the result of these rolls is between 01-25, the attackers can be considered to have been largely ineffectual. If the roll is between 26-50 the attackers will inflict a small amount of damage, and a result between 51-75 indicates that the defenders receive a moderate amount of damage. And lastly, if the roll is between 76-00 one or more of the defenders have been critically wounded or killed. Within each of these categories the GM should modify the damage to fit the exact number rolled (i.e. a roll of 74 should inflict more damage than a roll of 53, though both numbers fall within the same general category).

Furthermore, the GM may choose to modify these rolls based on the relative strength of the attackers versus the defenders. For example, if a group of ten Orcs is fighting a group of five Woodmen, then the GM could assign a +15 bonus to the Orcs' attack roll, and a -15 to the Woodmen's attack roll. In addition, the GM can give bonuses and penalties to groups who get two or more very high or very low rolls in succession. In all of these cases the GM is free to add as much or as little detail as desired.

Once every three rounds the GM can roll for each group fighting a common contingent of foes, and the rolls for opposing groups should be considered to occur simultaneously. If, however, individual Orcs or Woodmen separate from the others and act for a time on their own, the GM may wish to treat them like PCs and handle their combat normally.

As the battle progresses the GM can eliminate any fallen warriors from the battle, and handle movement in the normal manner.

9.2 PART II: THE ROAD TO DOL GULDUR

The second section of "Into the Darkness" begins immediately upon the conclusion of the Orc raid, and primarily consists of the PCs' journey south into the core of the Necromancer's realm. The party must use careful planning and brave initiatives to survive this trek and have a chance to rescue Bronwyn and Aldoric.

9.2.1 BACKGROUND

Beginning on the day of the Bronwyn's arrival in Buhr Dera and after the Crebain reported this event, the Orcs under the temporary charge of Mhôrlen traveled north to the vicinity of the Woodman Village. But (as was told in Part I) only 56 troops participated in the assault on Buhr Dera. The remaining force took Bronwyn and Aldoric and departed for Dol Guldur.

This force, who numbered nearly 200 in all, was led by Mhôrlen, who now wished to guarantee his successful return to Dol Guldur. Therefore, he had the Olog contingent of his troops (excluding Kull) and two Grimburi remain behind on Men Uruk to ambush any pursuers who might be bold enough to follow, and many Crebain were sent to assist the Trolls in locating any foes. In addition to this force, 13 small bands of Orcs and Wargs were sent out to prowl the forest along Rad Angálaladh and Men Uruk near Buhr Dera to further to deter any pursuit.

The reasons behind this strategy were numerous, but Mhôrlen wished above all else to arrive back in Dol Guldur with his captive, so he concentrated much of his strength on achieving this goal. The attack on Buhr Dera was delayed until after Bronwyn's capture, because the spell placed on Aldoric was crafted to bring about the events told in Part I, and Mhôrlen wished to ensure that Bronwyn was not inadvertently slain in the raid. The entire force was not used in the assault, because Mhôrlen wanted to have a large group left to defend the prisoners on the long journey back to Dol Guldur. The final division of the troops, when many lagged behind to block any pursuit, was done to guarantee that no one would interfere with the last leg of the mission.

But what Mhôrlen did not count on was that all this unusual activity had alerted the Úsanya (S. "the Disobedient"), a group of four formidable individuals who had dedicated their lives to opposing the Necromancer and his minions (see Section 9.2.2), and who lived in this region of Mirkwood. After the assault on Buhr Dera the Úsanya combed the area south of the village to discover what they could of the Orcs' movements as well as what the Uruk-hai might be up to.

9.2.2 THE NPCS

ÚSANYA

In the year T.A. 1638 a series of unexpected events occurred in southern Mirkwood that might be called "mere chance" by many. But, when seen from a distance, coincidence seems to be an ill-fitting explanation. Through unlooked-for meetings and common enemies four very distinct individuals came together to form a most unusual union. But rather than some bond or trust drawing them together, these people formed an alliance out of their opposition to the Necromancer, and because they possessed a peculiar commonality between them: each one was acting against the will of his Lord.

Before coming into southern Mirkwood, all of these four individuals had counseled his or her liege to stand strongly against the power in Dol Guldur, but in turn all were denied. Seeing no other option, each left his or her homes to do what they could to thwart the designs of the Necromancer. Due to this trait they named their small fellowship Úsanya, the Disobedient, for they believed in their cause so strongly that they were willing to risk being outcasts from their own people.

The Úsanya were four in all: Glosnar, a Sinda Elf from Lórien; Amala, a woman of Woodmen-town; Naric, a Dwarven Warrior from Khazad-dûm; and Lorthand an Easterling of the Sagath peoples from the lands bordering Talath Harroch. Each had his or her own reasons for opposing the Necromancer, but all worked together as a formidable group.

The tales of how this small band came together are lengthy accounts, but all that need be told here is that during the year T.A. 1638 each one of these individuals was in southern Mirkwood struggling against the Necromancer. Over the course of that year they met one another until, at last, the group was formed. Somehow amidst the suspicions and age old hatreds between some of their peoples, the four found a common bond on which to base their union. Though no oaths were sworn or promises made, the group agreed to unite their strengths against the Shadow for so long as it suited each member. No leader was chosen among them, and they held no great love for one another. But in time they all learned to value the skills of the others and they came to depend on each other for survival within the perilous realm of the Necromancer.

GLOSNDAR

Glosnar (S. "White Flame"), perhaps the most unusual looking Elda in all of Middle-earth, is an albino, an almost unknown trait among the Firstborn. His skin is pale, his hair is gleaming white, and his eyes shine with a misty grey hue. He is a tall (6'9") and sinewy figure, who can move swiftly even through the densest of forests.

Born in Lórien of Sinda parents in the mid-Second Age, Glosnar, like so many others at that time, believed that the great evil of the world was forever destroyed after the downfall of Sauron at the hands of Isildur. But with the appearance of the Necromancer and the rise of the Realm of Angmar, the Elves knew that powerful corruption still lingered in Endor, and Glosnar soon felt that the Quendi should not be content to remain safe and hidden in their sanctuaries across Middle-earth. For many years he struggled to help defend the Golden Wood, but as the Shadow over southern Mirkwood lengthened Glosnar counseled King Amroth to openly oppose the Necromancer. Glosnar believed that only by standing against the evil threat could the Free Peoples hope to find a lasting peace.

In time, as his advice was rejected continually and his desire for action forbidden by his Lord, Glosnar defiantly left his kinsmen and home in Lórien and traveled east into Mirkwood to hinder the Necromancer in whatever small ways he could manage. As the years wore on, Glosnar, who was already a formidable Ranger before he departed Lórien, became a truly gifted woodsman and forest warrior, who knew the region of southern Mirkwood like no other member of the Free Peoples since the early Third Age.

The underlings of the Necromancer who prowled the dark wood came to recognize his pale visage, and soon all feared the "White Elf" who oft times turned the hunters into the hunted. Soon the rumor of his coming was feared by all but the fiercest of Sauron's minions. But somehow, whenever a trap was laid for the cunning Elf, he always managed to avoid capture, and small patrols of Orcs learned the folly of standing before him in his element.

In the following years Glosnar became a member of the Úsanya and he performed whatever tracking and forestry required by the group, in addition to being a powerful warrior. And as the Úsanya raided and ambushed small parties of the Necromancer's army, the reputation of the "White Elf" grew.

Though Glosnar is an amicable and self-confident individual, he is a strong believer in the idea that every person must choose his or her own destiny. So Glosnar will rarely try to impose his will on others, although he is firmly committed to opposing the Necromancer. Furthermore, Glosnar has never come to completely trust Naric, due to ancient hatreds between the Sindar and the Dwarves, which reach back even into the First Age. Though Glosnar does not fear that Naric will betray the group, he has never felt fully at ease in the Dwarf's presence, and the two often disagree on various plans of action.





Úsanya,
The Disobedient

GLOSAR

Lvl: 17.

Race: Sinda.

Home: Lórien; Dolentir.

Names: the White Elf.

GLOSAR IN MERP

Hits: 135 Melee OB: 139

Missile OB: 164

AT: Rigid Leather (-65)

MERP Profession: Ranger.

MERP Stats: ST 99, AG 103, CO 98, IG 97, IT 100, PR 99.

MERP Skills: Ambush 12; Animal Handling 30; Boat Handling 35; Caving 25; Climb 148; Cookery 35; Disarm Trap 75; First Aid 35; Foraging 40; Leather-working 45; Perception 84; Read Rune 40; Ride 138; Rope-mastery 30; Signaling 25; Stalk/Hide 114; Swim 136; Track 136; Trap-building 40; Use Item 50.

MERP Spells: 51 PP. Glosnar knows all Ranger lists and five Open Channeling lists.

GLOSAR IN ROLEMASTER

Hits: 135 Melee OB: 139

Missile OB: 164

AT: 12 (65)

RM Profession: Ranger.

RM Stats: St 99, Qu 101, Em 99, In 100, Pr 99, Ag 105, Co 98, Me 96, Re 97, SD 89.

RM Skills: Ambush 12; Animal Training 30; Caving 25; Channeling 40; Climbing 148; Cookery 35; Disarm Traps 75; First Aid 35; Foraging 40; Leadership 35; Leather-working 45; Perception 84; Ride 138; Rope-mastery 30; Rowing 25; Runes 40; Sailing 30; Signaling 25; Stalking & Hiding 114; Staves & Wands 50; Swimming 136; Tracking 136; Trap-building 40.

RM Spells: 51 PP. Glosnar knows all Ranger lists to 15th level, three Open Channeling lists to 15th level and two Open Channeling list to 10th level.

Appearance: 90.

GLOSAR IN LoR

LoR Profession: Ranger.

LoR Stats: Strength 0, Agility 1, Intelligence 1, Movement 1, Defense 2, Melee OB 5, Missile OB 7, General 5, Subterfuge 4, Perception 3, Magical 1, Endurance 83.

LoR Spells: Strength, Shield, Speed, Camouflage, Concentration, Healing, Luck, Sustenance, Charm Animal.

LoR Experience Points: 11,700.

GLOSAR'S PRINCIPAL ITEMS

Lúvastúl (Q. "Bow of the Wind") — Enchanted long bow made in Lórien.

MERP/RM: +20 long bow of Orc-slaying.

Short Sword — Magical short sword forged from Adarcer.

MERP/RM: +15 short sword.

Lasseturma (Q. "Leaf of Shielding") — This emerald brooch is fashioned in the likeness of a tiny mallorn leaf.

MERP/RM: Imbues the wearer with protection from scrying magic. Only the most powerful items, such as the Palantíri or the Mirror of Galadriel, can penetrate this protection.

AMALA

Beginning at an early age Amala was trained by the Wítan of Woodmen-town to one day take the role of the village's spiritual leader. In this way she became one of Woodmen-town's most prominent members. But from the start of her apprenticeship, Amala was intrigued by stories of the days before the coming of the Shadow over Mirkwood. In those times, she was told, rarely did her people see an Orc or Spider, and Greenwood was a place of safety. Soon her fascination for those lost days became a longing to bring peace to the forest once again. And, like Glosnar, she began to counsel the Althyn of Woodmen-town to strike back at the forces of the Necromancer and attempt to keep them confined to the far south. But after 500 years of living under fear of the Shadow, her Lord and kinsmen had no wish risk the wrath of the Sorcerer of Dol Guldur. Continually her advice was put off or even scoffed at by the other leaders, and she soon gave up her attempts.

Then one day without receiving leave from the Althyn, Amala quietly departed Woodmen-town to seek her fate in southern Mirkwood. For she had heard rumors of the "White Elf" who was said to fight a lone struggle against the Necromancer. Amala joined members of the Úsanya. Her role within the group was that of the healer and defender, and many times the Úsanya would have perished without her aid.

Amala is, without question, the most outgoing and openly friendly member of the group, and she, more so than the others, can see the good qualities of each individual. Without her presence to smooth over the subtle conflicts within the group, the Úsanya would, in all likelihood, split up over time.

AMALA

Lvl: 9.

Race: Woodman.

Home: Woodmen-town; Dolentir.

AMALA IN MERP

Hits: 80 **Melee OB:** 60 **Missile OB:** 30

AT: Rigid Leather (-20)

MERP Profession: Animist.

MERP Stats: ST 90, AG 85, CO 90, IG 91, IT 99, PR 89.

MERP Skills: Ambush 4; Climb 44; Cookery 25; First Aid 35; Foraging 35; Meditation 10; Perception 54; Read Rune 49; Signaling 20; Swim 24; Stalk/Hide 45; Track 59; Use Item 59.

MERP Spells: 36 PP. Directed Spell OB 53. Base Spell OB 18. Amala knows all Animist lists and three Open Channeling lists.

AMALA IN ROLEMASTER

Hits: 80 **Melee OB:** 60 **Missile OB:** 30

AT: 11 (20)

RM Profession: Animist.

RM Stats: St 90, Qu 88, Em 98, In 99, Pr 89, Ag 85, Co 90, Me 91, Re 92, SD 95.

RM Skills: Ambush 4; Climbing 44; Cookery 25; Diplomacy 15; First Aid 35; Foraging 35; Meditation 10; Perception 54; Runes 49; Signaling 20; Staves & Wands 59; Swimming 24; Stalking & Hiding 45; Tracking 59.

RM Spells: 36 PP. Directed Spell OB 53. Base Spell OB 18. Amala knows all Animist lists and three Open Channeling lists all to her level.

Appearance: 87.

AMALA IN LoR

LoR Profession: Bard.

LoR Stats: Strength 0, Agility 0, Intelligence 2, Movement -1, Defense 1, Melee OB 2, Missile OB -1, General 2, Subterfuge 0, Perception 3, Magical 3, Endurance 61.

LoR Spells: Strength, Shield, Speed, Camouflage, Concentration, Item Analysis, Healing, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.

LoR Experience Points: 3,900.



AMALA'S PRINCIPAL ITEMS

Staff of the Woods — This item is an enchanted oak staff, engraved with runes.

MERP/RM: This staff is a +15 melee weapon which acts as a mace in combat. In addition, this staff is a x2 PP multiplier for Channeling.

Robes — These are enchanted forest-green robes typical of a Wuitan of the Woodmen.

MERP/RM: +15 DB and +15 bonus to all Stalk/Hide maneuvers performed within a forest setting.

NARIC

Naric was a Dwarf from the House of Drúin the Proud and a descendent of one of Craft-lords of Tumûn-gabil, who fled Amon Lanc in the days of Dworin (see Section 2.2) and went to reside with his distant kinsmen in Khazad-dûm. In time Naric's forefathers became a part of Durin's folk, but they never forgot the legends of Khazad-khezed, the Dwarf-stone, that was said to lie in the treasure holds of Dol Guldur. And these Dwarves, including Naric, always held a secret hope that one day the precious stone could be recovered.

Early in his life, as he grew to become a stout warrior, Naric's inner desire for Khazad-khezed transferred into become an overwhelming hatred for the Necromancer. And he was enraged that Durin VI did not stand strongly against the ever-growing threat from Mirkwood. His counsel to his Lord always stressed action, but the Dwarf-lords of Khazad-dûm were content to remain safe in their vast city.

At last Naric could bear waiting no longer, and he left the Misty Mountains and journeyed into Mirkwood, where he could, at least, begin to quench his desire for revenge. And in a short while Naric became a member of the Úsanya.

He served as the group's tactician. Being a warrior, Naric would often take the role of planning out the details of the group's assaults, and in time the others learned that no one among them was more suited to this task.

Though Naric has never spoken of the Dwarf-stone to the others, he still maintains his hidden desire to one day enter the dark halls of Dol Guldur and recover the lost relic. In addition, Naric has a slight distrust of his Elven comrade, Glosnar.

Naric stands 4'11" with a typically stocky Dwarven build. His hair and beard are long and black, and his eyes deep brown. Unusual for a Dwarf, Naric is sometimes rather talkative, but his mood is often very serious, and he occasionally appears to be thinking of something far off.

NARIC

Lvl: 12.

Race: Dwarf.

Home: Khazad-dûm; Dolentir.

NARIC IN MERP

Hits: 147 **Melee OB:** 151 **Missile OB:** 111

AT: Chain (-50)

MERP Profession: Warrior.

MERP Stats: ST 100, AG 77, CO 100, IG 94, IT 78, PR 79.

MERP Skills: Ambush 6; Appraisal 35; Caving 55; Climb 63; Cookery 20; Disarm Trap 50; First Aid 30; Perception 45; Pick Lock 55; Rope-mastery 30; Signaling 15; Stalk/Hide 40; Swim 42; Track 72; Trap-building 55.

MERP Spells: None.

NARIC IN ROLEMASTER

Hits: 147 **Melee OB:** 151 **Missile OB:** 111

AT: 16 (50)

RM Profession: Fighter.

RM Stats: St 100, Qu 81, Em 79, In 76, Pr 79, Ag 77, Co 100, Me 96, Re 92, SD 90.

RM Skills: Ambush 6; Appraisal 35; Caving 55; Climbing 63; Cookery 20; Disarm Traps 50; First Aid 30; Perception 45; Pick Locks 55; Rope-mastery 30; Signaling 15; Stalking & Hiding 40; Strategy & Tactics 70; Swimming 42; Tracking 72; Trap-building 55.

RM Spells: None.

Appearance: 66.

NARIC IN LoR

LoR Profession: Warrior.

LoR Stats: Strength 2, Agility -1, Intelligence 0, Movement -2, Defense +2, Melee OB 7, Missile OB 5, General 3, Subterfuge 2, Perception 2, Magical -5, Endurance 105.

LoR Spells: None.

LoR Experience Points: 6,400.

NARIC'S PRINCIPAL ITEMS

Battle Axe — Enchanted Battle Axe made in Khazad-dûm.

MERP/RM: +25 melee OB.

LORTHAND

Lorthand was born the son of an Easterling-scout, who was a member a Sagath tribe that roamed the eastern reaches of Talath Harroch. As he grew into manhood he was trained by his father in the arts of subterfuge and scouting, and Lorthand soon became a valuable member of the tribe. But one day a dispute erupted between his father and another advisor to the tribal Chieftain. And this advisor, who had only joined the tribe of late, was, in fact, a spy from Dol Guldur. That night Lorthand's father was slain in his sleep by the Necromancer's agent, but Lorthand saw the man departing his father's tent. When the young scout went to confront the spy, however, he was nowhere to be found.

But Lorthand now yearned for revenge and set out to track his father's killer. And much to the young Sagath's surprise the trail took him northwest into the dark forest of Mirkwood. At last he broke off his pursuit when he came within sight of Dol Guldur, but now he knew the truth about the man who killed his father, and he vowed to one day get his revenge on the Necromancer.

Returning to his people, Lorthand reported all that he had learned. But the Chieftain, who now feared for his own life, knowing that a servant of the Necromancer watched him, pretended not to believe the young man's story. Scorning him in front of the entire clan, the Chieftain cast Lorthand out of the tribe, and told him never to return.

Having nowhere else to go, Lorthand traveled into the Northman region of eastern Rhovanion. There he survived as best he could, and soon taught himself how to disguise his appearance to look just like one of Northman descent. In time this skill broadened as Lorthand learned to appear like almost any race he chose. At last he felt the time had come to seek his vengeance in Mirkwood.

But his days beneath the dark wood were hard and perilous, and Lorthand soon realized he stood little chance of surviving on his own. At this time he joined with Glosnar, Amala, and Naric, and the Úsanya was formed.

His role within the strange quartet is to see to disguising the group when necessary for some particular plot, for which he has acquired many uniforms from slain foes. Lorthand also performs acts of subterfuge to further the group's designs. More so than the others, Lorthand distrusts the rest of the group. But his time with the Úsanya has shown him that he could find no better companions to help him carry out his vengeance.

Lorthand is very quiet and rarely speaks his mind openly, but, in fact, he usually has strong opinions on most matters. Unless one is used to his ways, he appears to be in an almost constant sullen mood, but, in truth, he is forever hopeful of furthering his cause.

Lorthand stands 5'8" tall and has a wiry build and dark brown hair.

LORTHAND

Lvl: II.

Race: Easterling (Sagath).

Home: Eastern Talath Harroch; Dolentir.

LORTHAND IN MERP

Hits: 79 Melee OB: 90 Missile OB: 111

AT: Soft Leather (-45)

MERP Profession: Scout.

MERP Stats: ST 85, AG 99, CO 82, IG 93, IT 81, PR 90.

MERP Skills: Acrobatics 40; Acting 50; Ambush 10; Climb 81; Cookery 15; Disarm Trap 62; First Aid 20; Fletching 35; Foraging 15; Perception 72; Pick Lock 67; Ride 56; Rope-mastery; Stalk/Hide 102; Swim 56; Track 81; Trap-building 45.

MERP Spells: None.

LORTHAND IN ROLEMASTER

Hits: 79 Melee OB: 90 Missile OB: 111

AT: 5 (-45)

RM Profession: Rogue.

RM Stats: St 85, Qu 93, Em 78, In 84, Pr 90, Ag 99, Co 82, Me 92, Re 94, SD 84.

RM Skills: Acrobatics 40; Acting 50; Ambush 10; Climbing 81; Cookery 15; Disarm Traps 62; First Aid 20; Fletching 35; Foraging 15; Perception 72; Pick Locks 67; Riding 56; Rope-mastery; Stalking & Hiding 102; Swimming 56; Tracking 81; Trap-building 45.

RM Spells: None.

Appearance: 70.

LORTHAND IN LoR

LoR Profession: Scout.

LoR Stats: Strength 1, Agility 1, Intelligence 0, Movement 1, Defense 2, Melee OB 4, Missile OB 5, General 4, Subterfuge 5, Perception 4, Magical -3, Endurance 52.

LoR Spells: None.

LoR Experience Points: 5,400.

LORTHAND'S PRINCIPAL ITEMS

Sword — Enchanted Short Sword.

MERP/RM: +20 melee OB.

Daggers — These weapons are a set of three magical daggers, each with a ruby set in the pommel.

MERP/RM: Each dagger has a +15 melee OB.





9.2.3 LAYOUTS

Besides the layout of Dolentir (given below), the GM should continue to make use of the map of southern Mirkwood found in Section 9.1.3.

DOLENTIR

Lying hidden at the edge of Eryn Guldur, Dolentir (S. "Hidden Watch") is the sanctuary of the Úsanya, who discovered this unusual subterranean hold by chance several years ago. While the group traveled through Eryn Guldur, Naric stumbled upon the opening mechanism to the small dwelling, and the four companions soon deemed that this place would make a suitable outpost from which they could make their forays to assault the minions of the Necromancer. And Glosnar gave their new home a name in Sindarin, calling the hold Dolentir. (See #5 on the adventure map.)

Though the Úsanya could tell after brief examination, that Dolentir, was delved out and once inhabited by Dwarves, no sign was found as to who these Khazâd might have been. In truth, this small sanctuary was made in the Second Age by a small group of Dwarves of Durin's Folk, who constructed this place to be an outpost of Khazad-dûm, as well as a resting place for Dwarves who came to Greenwood to trade with the Elves. But less than a generation after its completion, this tiny keep was aban-

doned by its makers for unknown reasons. Until its discovery by the Úsanya, Dolentir stood vacant, but the intricate opening mechanism remained in perfect working order, for such was the skill of Durin's Folk at the height of their power.

The entrance of this keep lies at the bottom of a forested ridge, just at the foot of a twenty foot cliff. Running from the higher ground and spilling over the edge of the cliff is a small river and waterfall, whose showering sprays hide the entrance to Dolentir. At the top of the cliff, several feet before the waterfall, the river travels through a shallow basin, which is, in fact, part of the opening mechanism. Though the basin was constructed by the Dwarves, it has been made to appear completely natural.

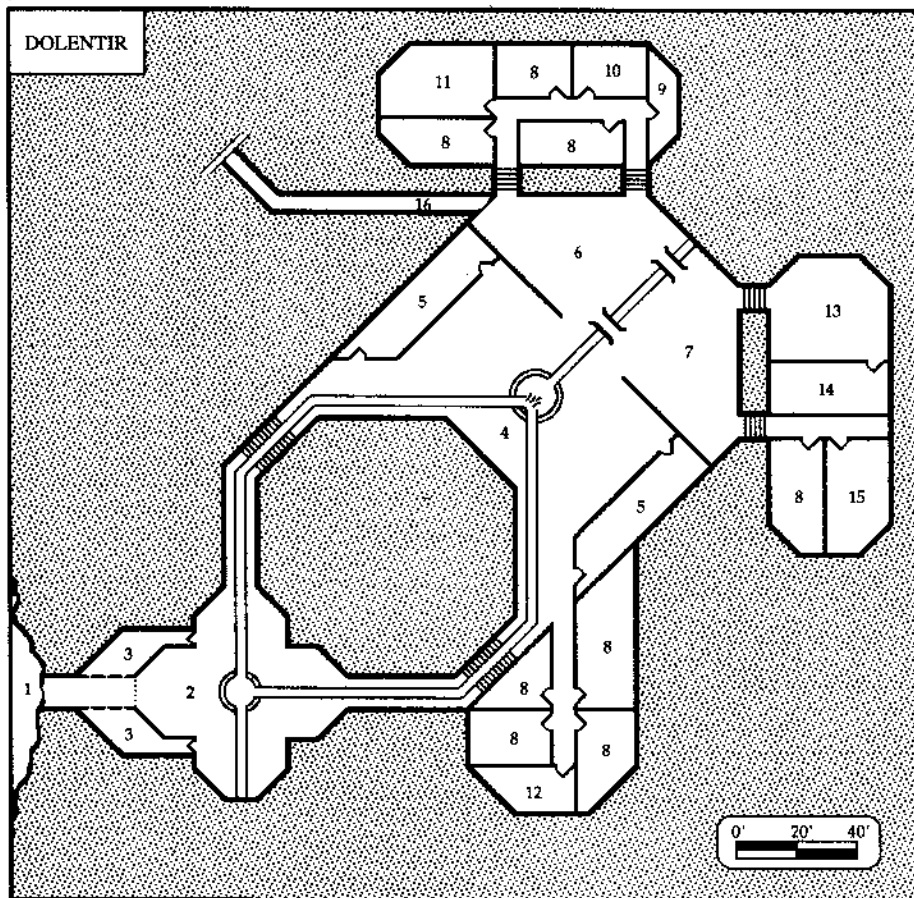
If a particular stone protrusion is pressed (Extremely Hard, -30, to find), a small stone wall will rise up in the midst of the river in between the basin and the waterfall, blocking the water's path and causing the basin to begin to fill. After the waterfall has been temporarily stopped, the entrance is easily approachable. Pressing a second spot nearby the entrance (also Extremely Hard, -30, to find) will open the secret door. After entering the keep both of these devices can be reset, closing the door, lowering the wall, and restoring the river to its proper course.

Note that the stone wall cannot keep the water at bay indefinitely, because the basin will fill after several minutes and the river will overflow its banks.

In addition to this opening mechanism, the builders of Dolentir also constructed a channel to take some of the water from the river and bring it down into the keep for use by the Dwarves. Unlike the entrance, which must be operated to function, the water system runs constantly and without maintenance.

Note: Because the trip to Dolentir does not involve defeating any foes, the layout description is somewhat abbreviated. The GM should feel free to add any further detail that seems appropriate. Keep in mind the furnishings and other decor are nearly all of Dwarven make.

I. Entrance. The entrance to Dolentir, as explained above, is normally hidden behind a waterfall. When the opening mechanism is operated the pool at the base of the waterfall quickly gets more shallow as the water that drains out is not replaced. When this happens, one can traverse the edge of the pool up to the entrance. The door itself is, however, still Hard (-20) to find. See above for how this door is opened.



2. Entry Hall. The most notable feature of this spacious chamber is the cascading water which falls from the ceiling into the round pool in the center of the room. From the pool the water runs down narrow channels to the rest of the keep. The third channel is to ensure that the water level never gets too high, draining off any unwanted water out of the keep.

In the two corridors leading from this room one must walk to either side of the water channels, but when the stairs (which lead down) are reached the water channels descend at a much more gradual rate, becoming elevated over the floor in the next chamber. After the stairs one can walk underneath the channel before reaching the second pool (see # 4).

3. Guard Room. These two small chambers were used by the Dwarves to guard the entrance. Three arrow slits are present in each chamber for firing on intruders.

The Úsanya have little use for these rooms and they have been undisturbed for years.

4. Hall of Dancing Waters. The large chamber has two elevated water channels entering from the entry corridors, which stop over a second pool many feet above the floor. The water spills out of the channels, raining into the pool in a constant, sparkling stream. From the pool the water runs out another channel (again in the floor) to the rear of the keep.

The walls of this chamber are adorned with relief sculpture, and several long stone benches line the walls.

5. Storage. Though used often by the Dwarves who brought goods from Khazad-dûm to trade with the Elves, these chambers now stand empty.

6. Gathering Hall. This hall is comfortably furnished with many places to sit and relax. Two small stone walkways cross the water channel into the Dining Hall.

7. Dining Hall. A long oak table dominates this chamber.

8. Bed Chamber. These rooms were once used by the Dwarves who lived here and their guests from Khazad-dûm, but they are now rarely used, except when the Úsanya have a rare visitor.

9. Bath.

10. Amala's Quarters.

11. Naric's Quarters.

12. Lorthond's Quarters.

13. Kitchen.

14. Food Storage.

15. Glosnar's Quarters.

16. Secret Exit. A secret door can be found in area #6 which leads to a secret entrance/exit from the Dolentir. The tunnel runs for several hundred feet before ending at another secret door which leads outside.

9.2.4 THE TASK

The task for this part of the adventure is simply to track down the Orcs who have captured Bronwyn and Aldoric, and attempt to rescue the siblings before they reach Dol Guldur.

STARTING THE PLAYERS

After the conclusion to the battle with the Orcs in the previous part of this adventure, the PCs will learn of what transpired just before the attack. Théamond, who had been charged with guarding Bronwyn and Aldoric, will (in all outcomes of the battle) have survived, and he tells the party and the remaining townsfolk what occurred.

The three were walking just beyond the edge of the village, when Aldoric, who had been quiet and somber until that moment, suddenly raised his head and looked about with a wild stare in his eye. He turned to his sister and said, "*He calls to us! Can you hear?*" The Northman ran ahead of Bronwyn a few paces, then looked back with a maddened grin, and hissed, "*Come. We must go to him.*" With that he plunged into the trees and ran forward into the darkness. Left with no choice Bronwyn and Théamond charged after Aldoric calling his name.

The Lady, who had struggled for so long to rescue her brother, would not allow him to be lost again so easily, and in a few moments she had outpaced her guard. Fearing that both his charges would be lost to the evils of the forest Théamond raced to catch Bronwyn, but a few minutes later, when he surged into a small clearing, Théamond froze in his tracks.

Orcs were all about, and Bronwyn and Aldoric had been captured by the cruel creatures. But Théamond's appearance was clearly unexpected by the Orcs, and before he fell victim to the same trap, he turned and fled through the forest, calling to the watch to sound the alarm. In his flight Théamond could hear his foes in close pursuit, and many more Orcs seemed to be moving toward Buhr Dera from all about the area.

After the battle this story is told, and the Wuitan, who has been severely wounded in the struggle and now lies dying, calls to the PCs to come to her side. Súlwine says in a low and hoarse voice, "*Bronwyn...must be saved...for the the future of the Northmen is at stake.*" She takes a slow and painful breath. "*Go now...before she is lost to the Shadow forever.*" With that the Wuitan falls into an uneasy slumber, and the PCs are left to decide what they will do.

Besides learning this story the PCs might also be able to gather some additional information from any Orcs who have been captured and not slain in the assault on the village. Any Orc prisoner knows only the attack plans and that the primary goal was to capture Bronwyn. Why she is important to those in Dol Guldur is entirely unknown to the common soldiers. But they also know that Bronwyn and Aldoric are now, indeed, bound for Dol Guldur. This information should not be easily given up by any Orc prisoner.





If the party decides to attempt rescuing Bronwyn and Aldoric, the townsfolk will agree to help in any way possible, but the Thyn will refuse to allow any men to go along with party, because of the now weakened state of the village. And he does not feel the concern for the future of the Northmen in the way that the far wiser Wuitan does. As with Part I of this adventure, the PCs are left to determine for themselves whether or not to undertake this task.

AIMS

In the beginning of this part of the adventure the PCs can acquire any supplies they might need from the townsfolk of Buhr Dera without any payment, though nothing out of the ordinary will be available. (This idea, of course, assumes that the PCs assisted in the defense of the village.) But by far the greatest assistance to the PCs in this section of the adventure will be Glosnar and his companions, who can greatly strengthen the party, as well as give the PCs information and assistance vital to the success of the quest.

OBSTACLES

As with Part I, the primary obstacle in this section of the story is traveling through Mirkwood itself. But the danger now increases dramatically as the PCs head south into the most perilous regions of the forest. The greatest confrontation within this part of the adventure will come when the PCs first attempt to rescue Bronwyn and Aldoric, an act for which Mhòrlen is fully prepared.

REWARDS

The rewards for this part of the adventure, excluding any treasure acquired along the way, are tied to the outcome of the entire three-part adventure and are detailed in Section 9.3.4.

9.2.5 ENCOUNTERS

The encounters detailed here are in addition to any random encounters generated from Table 13.4, which should be used throughout this adventure. Furthermore, the following events are designed to occur in the order in which they are presented, though the exact locations of most have been left up to GM.

THE AMBUSH

While marching to Dol Guldur, Mhòrlen orders many of his troops to stay behind, ensuring no one pursues them on their return. Most of these troops are divided into 13 small groups, each consisting of five Uruk-hai and four Wargs. These patrols comb the area south of Buhr Dera, looking for survivors from the assault, as well as anyone who might try to follow the main group. In total the troops comprising these patrols number 126 (71 Uruk-hai, and 55 Wargs) in all.

The 8 Olog-hai warriors and the 2 Grimburi are stationed near the crossing of Rad Angáladh and Men Uruk, and ordered to ambush any pursuers. This group is assisted in their endeavors by Crebain, who watch the whole area. When the PCs are spotted heading south, the Crebain will report their movements and the ambush party will move to intercept them.

In all probability the ambush party will be too powerful for the PCs to overcome alone, and the adventurers will most likely find themselves in a difficult spot. But just when the PCs look to be done for, the Úsanya, who have been searching the area, will charge through the trees to the party's rescue. This event will occur five melee rounds into the fight. Together the Úsanya and the PCs will probably be able to defeat their attackers.

One factor that will work toward the PCs' advantage is the presence of Glosnar, who will be immediately noticed by the Trolls. Due to the "White Elf's" fearful reputation among the Necromancer's minions, they will be likely to break off the attack and flee, if the Olog-hai are not clearly winning the battle. If this retreat occurs, the fleeing Trolls will attempt to gather some of the smaller patrols together and attack again with larger numbers, though this regrouping will take some time.

If the PCs and the Úsanya manage to drive off or defeat the Olog-hai and the Grimburi, Glosnar and his companions will be very worried that another attack will come soon, because the Úsanya already knew that many Orcs were in the area. In addition, Glosnar has sighted the Crebain and fears the Orcs will gather to hunt down the party. For these reasons Glosnar will insist that the PCs flee with the Úsanya before they are caught again. If, however, the PCs still wish to continue directly after the prisoners, Naric will say that with all the Orcs watching that route, the PCs will be hard pressed to succeed. And if they wish to go south after Bronwyn and Aldoric, accompanying the Úsanya will help get them by the patrols undetected.

If the PCs agree to go with their strange saviors, they will be led south through Mirkwood several miles to the east of Men Uruk. The group will have no time to find out where Glosnar is leading them. If asked, the Úsanya will say that they are taking the PCs to a safe haven, but time will permit no greater explanation.

Through Glosnar's skillful leadership the party will be able to greatly reduce the chance of being discovered by the Orc patrols, and in a few hours they will be largely out of danger. Note that this does not preclude the group having other encounters along their journey.

The Úsanya are taking the PCs to Dolentir, their hidden sanctuary in Emyn Guldur, though they follow no trail or path as they traverse south through the forest. (See next encounter and the layout in Section 9.2.3.)

Of course, the PCs may decide not to accompany the Úsanya for any number of reasons, but this decision may prove very costly, if the party then encounters another large group of Orcs.



Regardless of the PCs actions, three days after the ambush, all of the Orc and Warg patrols, as well as any survivors from the attack on Buhr Dera will gather at the crossing of Rad Angálaladh and Men Uruk and head south to Dol Guldur. In all likelihood these Orcs will not be encountered again, though, if the PCs travel at a particularly slow pace, these troops might overtake the party.

Note: When the Crebain later report to Mhòrlen that the "White Elf" is about, he will push his troops at the greatest speed possible and only stop for brief rests, making no camp for several days in order to gain more distance between him and his pursuers. Mhòrlen will also be informed of the outcome of the ambush.

DOLENTIR

If the PCs accompany the Úsanya, they will be led south through Mirkwood well to the east of Men Uruk and toward the edge of Emyn Guldur. After nearly twenty miles of working their way through the forest and not following any trail (probably requiring at least one camp), the Úsanya and the PCs reach a low ridge of hills that looms across their path. But rather than steering away from the dreaded heights, Glosnar leads the party straight toward the knolls. The PCs are told that this place holds the home of the Úsanya, and they are led to the hidden sanctuary of Dolentir (see Section 9.2.3 and #5 on the adventure map).

Here the PCs will be able to rest safely, as well as obtain an opportunity to get more assistance from their new acquaintances, who now will be introduced to the party. But exactly how much help the Úsanya will provide is left up in large part to the actions of the PCs. The GM should be familiar with the basic characteristics of each member of the Úsanya, and act out their roles accordingly.

Note: Of course, what the adventurers say and do during this encounter can take a multitude of forms, but a few basic examples of what the PCs might do are outlined below to give the GM some guidelines for how to proceed. In almost all cases adjustments will have to be made.

The PCs might not wish to reveal anything of what they are about, merely accepting what assistance is offered and going on their way when ready. This course will probably be the least beneficial to the party, but Amala will tend to the PCs' wounds, and they will be given any supplies, such as food, that they might need.

Another possible course could be that the PCs tell their hosts about Bronwyn and Aldoric and the attack on Buhr Dera, hoping for advice or aid from the Úsanya. Depending upon how much is revealed, Glosnar and his companions will give varying degrees of counsel concerning the area around Dol Guldur and how the PCs might wish to proceed. In addition to the healing and supplies mentioned in the first example, the party will be shown a map of Nan Lanc and briefly told about the outposts in the area.

And the third tactic could be that the party tells all (or nearly all) of what they know, and asks for help from the Úsanya, saying that the future of the Northmen is at stake. This last possibility, if carried out with sincerity (and good role playing), could result in the Úsanya agreeing to accompany the PCs in their rescue attempt.

But perhaps the most important assistance the Úsanya can provide are disguises. Regardless of what else the PCs say, if they inform the Úsanya that they are headed south, Glosnar will explain that going into the heart of the Necromancer's realm in normal garb is highly dangerous. Lorthand will offer to give the party disguises, and he has many different sets of clothing and armaments perfect for the task, as well as other supplies, such as make-up and hair dye.

Though the PCs will not be able to alter their race, they will be free to choose to wear the uniform of any member of the Necromancer's army (of the rank of Krítar or lower) or even the robes of a Laugash. The GM can also add other options at his or her discretion.

The following morning the PCs (and possibly the Úsanya) will set out from the secret dwelling to resume their chase of the Orcs who have captured Bronwyn and Aldoric. If they travel to Men Uruk, the tracks left by the Orcs will be discovered quickly and easily. But Mhòrlen and his troops have been marching almost non-stop while the PCs went to Dolentir, and the evil group now has a sizeable lead.

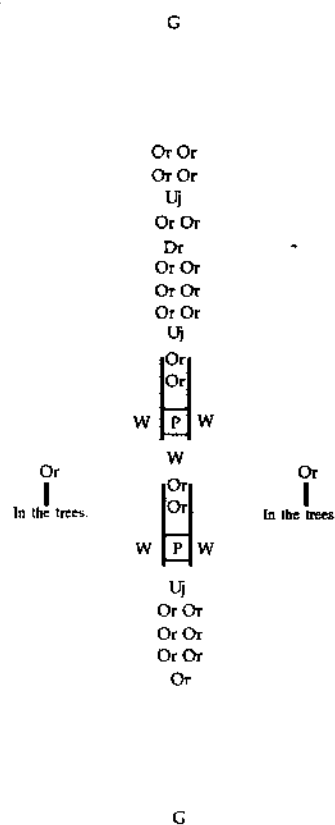
Note: If the Úsanya agree to assist in the rescue, they will not take the role of leading the party. So the PCs will still determine how the group should proceed, though their new companions may occasionally offer some advice at the GM's discretion.

THE RUSE

As noted above, Mhòrlen learns of the "White Elf's" presence after the attempted ambush of the PCs, and he grows worried that his mission is now in jeopardy. So Mhòrlen orders his troops to pick up their pace and travel along Men Uruk with only brief rests both night and day. But as time goes on and no word reaches him concerning the "White Elf's" whereabouts, he begins to fear an attack on his party. At this time, which will be approximately when the PCs set out from Dolentir, Mhòrlen orders one last deception, which he hopes will provide him enough time to reach his destination. Wishing to create a delay for any pursuers, Mhòrlen divides his force one last time, having the largest group travel slower on Men Uruk, while the small group continues as swiftly as possible on ahead with the prisoners.

The larger group who lag behind, rather than being another ambush, are set to appear as though they still have the prisoners. Mhòrlen orders the execution of two of his Orc followers, whose bodies are then placed in large sacks and strung on crude litters. These "false" prisoners are then hauled and guarded by the larger group as though they were in fact Bronwyn and Aldoric.

On Men Uruk

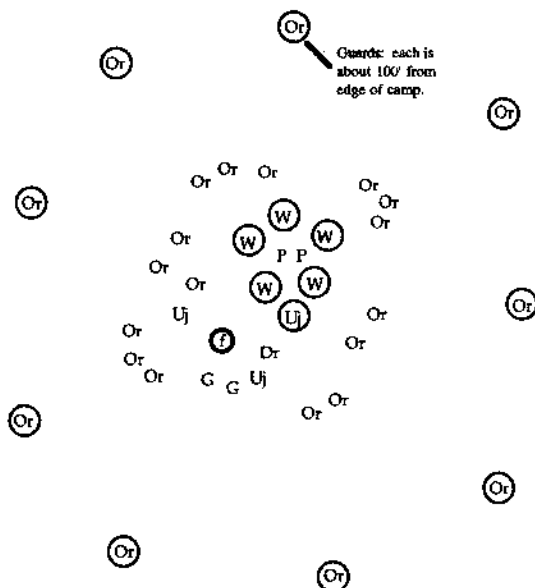


While Encamped

All are asleep, except those circled, and some tree cover will be present.

Code:

Dr = Drartûl
G = Grimburi
Or = Orc
Uj = Uruk-hai
W = Warg
P = Fake Prisoner
in lg. sack
f = fire



The GM should give no indication that the prisoners are not what they appear to be, and the PCs (and the Usanya) will have to have a good plan to accomplish the rescue. Of course, the exact nature of this encounter will vary dramatically, depending upon the approach taken by the PCs. But in the end, if the party is successful, they will discover the ruse and most likely continue their pursuit south on Men Uruk.

The GM should note that the tracks left by the smaller group can be found by the PCs farther south on Men Uruk.

THE DEATH OF MHÔRLEN

Once within twenty miles of Nan Lanc, Mhôrlen sends a Crebain to Dol Guldur to inform his superiors of his position. In response to this message a large contingent of Laugashî and others loyal to the Mouth of Sauron are sent north to Lughâsh to meet Mhôrlen before he returns to Dol Guldur, and to ensure that the Conclave receives recognition for the capture. But Kull, unbeknownst to Mhôrlen, also sends word to Dol Guldur of the party's approach, and a group of Olog-hai secretly issue forth from the Hill of Sorcery to foil the Conclave's plans.

When Mhôrlen's party comes within ten miles of where Men Uruk enters Nan Lanc (# 7 on the adventure map), they are ambushed by the party of Olog-hai. And, though Mhôrlen is a formidable individual, who may have been able to fend off the Trolls, he does not anticipate Kull's betrayal and is slain before he has the chance to act.

Kull was ordered to make Mhôrlen's murder appear as though it was done by enemies of the Necromancer. So he places many Elven arrows, brought by the Olog-hai for this purpose, in and around the corpse, which is left for all to see on the trail.

In addition, and perhaps more important to the PCs, Bronwyn uses the distraction of the attack to tear off a small piece of cloth from the hem of her tunic, which has a very distinct pattern woven within it. Bronwyn drops the torn fabric to the ground, and when the group later departs no one notices this sign which now lies by the side of the trail.

After these events Kull and his troops leave Men Uruk and head east, rather than directly south where they would have to pass Lughâsh and the Mouth of Sauron's followers. They circumvent the hills surrounding Nan Lanc to the north and travel to the outpost known as Lugdûm. In

Diagram for the Ruse

The smaller group, who actually have the prisoners, consists of Mhôrlen, Kull, 1 Ujâk, 10 Uruk-hai and 1 Grimburi to act as a scout, as well as 5 Wargs who guard Bronwyn and Aldoric.

The larger group with the false prisoners consists of a Drartûl leader, 3 Ujâk, 25 Uruk-hai, 2 Grimburi, and 5 Wargs. The litters holding the two dead Orcs in sacks are each carried by two Uruk-hai. A diagram is provided above to show the formation of this group while traveling down Men Uruk, and another showing the layout of how they camp. This force will travel only during the day (and then at a somewhat slow pace) and will make camp each night.

After the PCs have resumed their chase, the larger group will be soon discovered, and the time the party takes to deal with the false prisoner train will give Mhôrlen an opportunity to increase his lead. Note that this encounter is marked by #6 on the adventure map, but the exact location of the meeting may vary somewhat.



this way Kull can claim that they were set on by Elves and were forced to flee to the east to keep the prisoners out of enemy hands. In truth, Khamûl wishes to have the prisoners in Lugdûm, because it is the most secure of the outposts and he can then receive the credit for his troops bringing in the prisoners, where the Mouth of Sauron's minion failed.

When the PCs reach the point where Mhôrlen's body lies, they will have to determine what has occurred. At first the truth is not very obvious, but if the body is examined closely, the PCs might discover that the arrows struck the Laugash only after he was dead, and little or no blood is present around these wounds. This fact can lead the PCs to realize that Mhôrlen only looks like he was slain by Elves. Furthermore, the party should have little difficulty discovering that the tracks do not continue on Men Uruk, though signs of a group coming north on the trail will be evident, and the Olog-hai's tracks leading east after the fight will also be Routine (+10) to discover.

Also, the PCs are very likely to discover the piece of cloth left by Bronwyn, which, if recognized by the PCs, will, at least, show that those that they follow have the Northwoman with them. All of these clues will, of course, have to be found and put together by the PCs.

The tracks of the Olog-hai run east for several miles, then south toward Lugdûm, and by this time the Úsanya, if they are present, will be quick to guess the destination, because they know that nearly all of the Necromancer's underlings that travel in this area go to Lugdûm on their way to Dol Guldur.

THE GÖLLYRN

This encounter will occur whenever the PCs attempt to enter the core of the Necromancer's realm, and any details necessary can be found in Section 4.I. The GM should note that if the PCs are disguised, they might be able to pass this obstruction unhindered.

NAN LANC AND THE RESCUE OF ALDORIC

The details of how the PCs enter and travel through Nan Lanc will, of course, vary, but eventually they will find that the tracks of the Olog-hai do indeed lead to Lugdûm. At some point when the party is surveying the small fortress, they will see a wagon and several Orcs issuing out of the gate in the wall and heading down the road toward Dol Guldur. If the PCs view this scene from a great distance, they will know no more than is described above. But if they approach to within a few hundred yards, they will see that the back of the wagon is actually a sturdy, wooden cage, and someone is being transported inside. Furthermore, they will see that the guards, who are Uruk-hai, number fifteen and a Man, clothed in forest green, leads the small group.

This party of Orcs is taking Aldoric to Dol Guldur, and the Northman is bound and locked in the wagon's cage. The Hildo leader is Thuiric (see Section 5.0), one of the five Grimbúrz and a truly formidable foe, and he has been given the task of bringing Aldoric from Lugdûm to Dol

Guldur. If one of the PCs views the wagon from less than seventy yards away (or further if the character is an Elf), he will be able to identify Aldoric as the prisoner.

The GM should note that if the PCs watch Lugdûm for a prolonged period of time, they are likely to see several groups entering the fortress, but these parties are merely part of the normal traffic of Nan Lanc. What will distinguish this party, however, is the presence of the wagon and the prisoner.

How the PCs proceed and what they discover will be determined entirely by their actions, and they may dismiss the sight as unimportant and let the Orcs go on their way without knowing of Aldoric's presence. But if the PCs choose to attack and manage to overcome their adversaries, they can release Aldoric and learn all that he has to tell. For this attack a diagram of the Orc party's marching order is provided.

After his rescue Aldoric will plead with the party to save his sister, who, he says, was still in Lugdûm when he was taken away. But Aldoric also states that he and Bronwyn were told what was to become of them. For Kull had gloatingly said to the siblings that the Necromancer had special plans for Bronwyn, who was to be taken to Dol Guldur by some secret route later that same night safe from the eyes of the Conclave. Aldoric says that, though he is not certain, something seemed to worry his captors, and they appeared to have some need for secrecy concerning Bronwyn's movement to the Hill of Sorcery. Although Aldoric is not sure, he feels this uneasiness must be tied to the murder of Mhôrlen (of which he can also inform the PCs).

Though he does not remember entering Lugdûm, Aldoric was able to get a general idea of where he and Bronwyn were being held when he was taken out of the fortress to go to Dol Guldur. He tells the PCs that the door to the chamber in which he and his sister were held is at one end of a large room which had a well sitting in the center of it. After leaving this big chamber Aldoric recalls going down a long corridor, then through a few rooms and out the front gate of the keep. He also remembers passing stairs that lead both up and down, but his guards did not follow either flight. Bronwyn and Aldoric were locked in room # 9, so that Bronwyn would be close to the secret exit from Lugdûm in case of an attack.

Now Aldoric, who has been forced to march for seemingly endless hours while traveling south, as well as being severely beaten once within Lugdûm, is in no condition to continue on with the PCs. So at this point at least one (but probably two) of the Úsanya will leave with Aldoric and take him north back to Dolentir, or, at the GM's discretion, they may decide to accompany Aldoric all the way back to Buhr Widu. Glosnar will be the most likely individual to undertake this task, because he is the best suited for escaping Nan Lanc with Aldoric. Additionally, Glosnar will be reluctant to enter Dol Guldur for fear of being recognized.



The PCs and the remaining Úsanya must turn their attention to their next problem: how to enter Lugdûm and rescue Bronwyn before she is lost forever.

9.3 PART III: THE RESCUE OF BRONWYN

This section is the final and culminating part of the adventure, where the PCs must venture into Dol Guldur itself.

9.3.1 BACKGROUND

When Gorovod learned that Bronwyn and Aldoric were taken to Lugdûm, he was incensed, and refused to allow the Kazgûmhoth to take his prize prisoners from his grasp. So, heedless of the consequences, the Fhalaugash ordered the Laugashî who were then at Lughâsh to travel quietly to Lugdûm and retrieve the prisoners. So, even before Aldoric is rescued, the Laugashî have set out to retake Bronwyn by force.

The Laugashî will strike the night after Aldoric's rescue. But, unbeknownst to the Laugashî, the Lieutenant of Lugdûm has already made plans for how to get Bronwyn to Dol Guldur securely in the hands of Kazgûmhoth. That night, Kull will take her to the citadel through the little known passage leading to the Web.

9.3.2 THE NPCS

TORAK

Torak was born in the Breeding Pits of Dol Guldur and was one of the first Pertereg to be spawned in Middle-earth. Though somewhat small for a Half-troll (6'8"; 270 lbs.), Torak learned at an early age to use his wits to compensate for his lack of physical prowess. He soon began to desire to become a Laugash of the Conclave, for he saw in them the power he required to dominate those around him. His wishes, however, were spurned by the Fhalaugash, and he was forced to train as a warrior, like so many of his brethren. But Torak would not accept his fate and determined that he would discover a way to attain what he desired.

By furtively gathering bits of knowledge and other scraps of information during his early life Torak slowly learned the arts of Sorcery. He would bribe Smalaugashî for scrolls and other writings and steal what he could when the opportunity presented itself. Torak even resorted to assassination on a few occasions to acquire some bit of lore from a Laugash.

In time, when his abilities became known among his superiors in the Kazgûmhoth, word reached Khamûl of the Pertorog's power, and Torak was summoned to come before the Black Easterling. Khamûl, who looked favorably on Torak's ambition, gave the Half-troll access to all the knowledge he needed, and Torak soon became a learned Sorcerer, though he still remained loyal to Khamûl and never entered the ranks of the Conclave.

Winning the praise of the Nazgûl and becoming one of the most cruel of Khamûl's followers, Torak quickly rose through the ranks of the army, until he attained the position of Krîtar and was given command of the outpost called Lugdûm. Khamûl wished to have someone who possessed enough wisdom and cunning to effectively oversee this important stronghold, and Torak was thereafter entitled the Lieutenant of Lugdûm.

TORAK

Lvl: 13.

Race: Pertorog.

Home: Dol Guldur (Lugdûm).

Names: Lieutenant of Lugdûm.

TORAK IN MERP

Hits: 103 Melee OB: 50 Missile OB: 40

AT: Rigid Leather (-30)

MERP Profession: Mage.

MERP Stats: ST 94, AG 91, CO 93, IG 98, IT 82, PR 90.

MERP Skills: Caving 35; Climb 30; Cookery 30; Gambling 25; Perception 35; Public Speaking 45; Read Rune 106; Ride 25; Signaling 50; Track 45; Use Item 91.

MERP Spells: 234 PP. Directed Spell OB 109. Base Spell OB 26. Torak knows all Mage lists and five Open Essence lists.

TORAK IN ROLEMASTER

Hits: 103 Melee OB: 50 Missile OB: 40

AT: 9 (30)

RM Profession: Mage.

RM Stats: St 94, Qu 77, Em 79, In 84, Pr 90, Ag 91, Co 93, Me 99, Re 97, SD 85.

RM Skills: Caving 35; Climbing 30; Cookery 30; Gambling 25; Leadership 40; Perception 35; Public Speaking 45; Riding 25; Runes 106; Signaling 50; Spell Mastery 50; Staves & Wands 91; Tracking 45.

RM Spells: 234 PP. Directed Spell OB 109. Base Spell OB 26. Torak knows all Mage lists to 10th level and five Open Essence lists to 10th level.

Appearance: 23.

TORAK IN LoR

LoR Profession: Bard.

LoR Stats: Strength 1, Agility -1, Intelligence 2, Movement -1, Defense 1, Melee OB 2, Missile OB 2, General 2, Subterfuge 0, Perception 2, Magical 5, Endurance 71.

LoR Spells: All.

LoR Experience Points: 7,200.

TORAK'S PRINCIPAL ITEMS

Staff of Shadows — This item enhances the owner's melee and spell casting capabilities.

MERP/RM: +15 melee OB; strikes as a mace; each critical delivers an additional Crush
Critical. x3 PP multiplier for evil spell casters who use the realm of Essence.

9.3.3 LAYOUTS

The layouts used in this part of the adventure, being part of Dol Guldur, can be found in other sections of this module. Lugdûm is detailed in Section 7.2.3, and various parts of Section 6.0 will be needed, depending on the actions taken by the PCs.

9.3.4 THE TASK

The task for this part of the adventure is a continuation of the previous section and involves the rescue of Bronwyn. The party will have to penetrate the formidable outpost of Lugdûm and find their way into the very heart of Dol Guldur. From there the PCs must find their way to the dungeons of the citadel, which lie on the Second Stratum of the stronghold.

STARTING THE PLAYERS

The precise starting point of this part of the adventure will depend largely on the outcome of events in Part II. But the GM can consider that Part III begins when the PCs are about to enter Lugdûm.

AIDS

As with Part II of the adventure, the Úsanya will, mostly likely, continue to assist the PCs in this part of the story. Furthermore, the adventurers will have an opportunity to enter the citadel through one of the least used routes, which could make the task of entering Dol Guldur far easier. The greatest aid, however, will be the disguises provided by the Úsanya in Part II, for entering far into Dol Guldur as the PCs normally appear would make the task of rescuing Bronwyn extremely difficult. Note this last form of assistance assumes that the PCs received the disguises from the Úsanya in Part II.

OBSTACLES

There are a number of obstacles in the final part of adventure, but without question, the single biggest hindrance will be entering Dol Guldur without raising the alarm throughout the citadel. Of course, the PCs will have to overcome many adversaries and still manage to escape the dreaded stronghold with their lives. But even with that accomplished the party will then have to make their way all the way back to Buhr Widu.

REWARDS

If the PCs rescue Bronwyn and/or Aldoric and return to Buhr Widu, Prince Atagavia will be overwhelmed with gratitude toward the adventurers. Besides receiving the everlasting friendship of the Thyn of Waildungs, as well as leave to stay in Buhr Widu for as long and as often as they wish without need for payment, the PCs will be generously rewarded for their efforts. Each member of the party will be given 200 silver pieces, as well as the offer of permanent, high-ranking positions within the Thyn's garrison. (This latter offer may very well be declined by PCs who do not wish to become tied to one particular place, and this action will not offend the Prince.)

But, more importantly, the PCs will each be given a prized Mearas war horse from the Prince's own stable, a possession normally reserved for the most noble of Northman lords. And no greater honor could be bestowed upon the PCs by Prince Atagavia.

Furthermore, each party member will receive one modestly powerful magic weapon or item, though these gifts should be in accordance with the Northmen's means.

But, besides the generosity of the Prince, the PCs will become known as great heroes throughout the East Bight, and the Northmen of this region will come to know their names and the deeds they have accomplished, welcoming the PCs wherever they go. The exact long term effects of this outcome can vary greatly, depending upon the nature of your campaign.

9.3.5 ENCOUNTERS

The encounters outlined below, unlike those earlier in the adventure, are only generally described, because the PCs' actions can vary to a great degree throughout this section, which will significantly effect who the party encounters and where. The GM will have to adjust the circumstances, depending upon exactly how the PCs proceed. In addition, the GM can still make use of Table 11.4 while the PCs remain on the outside Lugdûm. Once the party enters the Web and further into the citadel, Table 11.5 should be used.

Furthermore, the GM will have to determine the effectiveness of the PCs' disguises and their actions, if they make use of this type of deception. The GM should require clever role playing from the players, if they are to succeed.

LUGDÛM

The night following Aldoric's departure from Lugdûm (when he is possibly rescued by the PCs), the Laugashî attack the small stronghold with designs on reclaiming Bronwyn. This attack will begin after Aldoric's departure from Lugdûm, and the PCs will be able to see the Laugashî coming toward the keep as the sun begins to set that evening. If the PCs place themselves in a position to watch Lugdûm from a distance, they will know the struggle has begun before they set out for the fortress, and this knowledge will likely alter their plans to some degree.



The contingent of Laugashî are made up of the following individuals: 20 Laugashî; 15 SmaLaugashî; and 20, Hildo Warriors (who normally act as guards for the Laugash, but will serve as foot soldiers for this battle). The make-up of the defense forces of Lugdûm is given in Section 7.2.3, and the statistics for all of these people can be found in Section 11.0. The GM should note that this battle is not intended to be played out.

Regardless of the PCs' actions, two things will occur. First, as soon as the Laugashî strike, Kull and the other Olog-hai-with him will take Bronwyn and secretly depart Lugdûm through the hidden entrance into the Web (see Section 7.2.3, # 10). Neither the Laugashî nor the PCs will be able to get to her before she is taken away. Kull will take Bronwyn directly to the Second Stratum of Dol Guldur, where she will be locked in a dungeon to await a summons from the Necromancer himself. The GM should note that few of Lugdûm's or Dol Guldur's inhabitants know of this tunnel (see Section 7.2.3).

Secondly, the Laugashî will lose the battle. Though as individuals, each Laugash (who is either a Mage or an Animist) tends to be far more formidable than the soldiers of Lugdûm, they are outnumbered by the Orcs, and have few soldiers to take the brunt of any counterattack. In addition, the Orcs also have the added benefit of the fortress itself. But the Laugashî will inflict grievous damage on the troops of the tower, and less than half of the defense force will survive the assault.

The basic sequence of events that make-up the battle are as follows:

- (1) The Laugashî strike with a fair degree of surprise and overwhelm the guards on the Wall in the first several rounds of the struggle. They use their power to destroy the gate in the wall and enter the bailey, as the defenders empty out from the underground portions of the Keep and man the battlements, windows, and arrow slits. During the first moments of the battle, Kull departs with Bronwyn through the secret tunnel. Torak takes five of his soldiers and waits at the top of the stairs in area # 10 to waylay any Laugash who might discover the tunnel and try to pursue Kull.
- (2) Several Laugashî assault the entrance of the Keep, while the rest of their forces combat the defenders on the battlements. Both sides receive several casualties during this stage of the attack.
- (3) The Laugashî succeed in destroying the two front doors in the entry way of the Keep, and manage to take the Ground Floor of the tower. But the attackers suffer many losses in accomplishing this advance. The bailey is cleared of attackers, as they all enter the Keep. The defenders are now confined to the 2nd Floor and higher in the Keep.

(4) After searching the Cellar and areas #7-9 for Bronwyn to no avail, the Laugashî attempt to press their advance higher in the tower, but the defenders manage to hold their positions. This stage lasts for 20-30 minutes with few casualties on either side.

(5) In one last concentrated push, the Laugashî attack the defenders on the 2nd Floor of the Keep, but they lose many of their numbers in the advance. After this point neither side has a firm hold on any portion of the Keep and small groups battle each other throughout the various floors of Lugdûm, as some Laugash push higher, while small groups of Uruk-hai work to regain the lower levels.

(6) The attackers, who are now greatly weakened, regroup and retreat back to the Ground Floor, driving out any Orcs present. The defenders are bolstered by the turn of events and send their remaining soldiers down on the Laugash. Both sides receive several more casualties.

(7) The surviving attackers take their fallen comrades and flee from Lugdûm.

Some of the surviving defenders tend to the wounded Orcs in the four barracks (#8), while the others take up positions in areas #1-3 and #17. The defenders now total 25 Adult Uruk warriors and 5 Ujâkî, plus Torak and five soldiers (2 Ujâkî, 3 warriors), who remain at the top of the stairs in area #10 for one hour after the conclusion of the battle. So 8 Uruk-hai (all normal warriors) are tending the wounded and 22 (17 warriors and 5 Ujâkî) are defending the Keep. Each survivor is 60% likely to lightly wounded (subtract 20% of hits).

At the beginning of the battle the party will have two basic choices of how to proceed. They may choose to approach Lugdûm while the attack of the Laugashî is under way, or they can wait until the fighting subsides before making their attempt.

If the PCs go to Lugdûm during the fight, the GM will have to determine the exact circumstances of the scene. And the principle factors which should be taken into account are at what point in the struggle the PCs enter and what actions they attempt to make (i.e., does the party use their disguises to take one side or the other in the conflict). If the PCs enter the Keep while the two sides are intermixed throughout the fortress, they will undoubtedly have to become involved in the conflict, at least, temporarily. In this case the GM should create the details for whatever room the PCs enter, most of which will contain small groups fighting one another.

Furthermore, at all points during the battle some Orcs will remain on the battlements, who might spy the PCs approach. Again, if the PCs make use of disguises, they might be able to convince the Orcs that they are there to help and, thereby, avoid taking bow fire while they approach the Keep. The details of these possibilities must, of course, be determined as events unfold.



If, however, the party waits until the battle is concluded, the situation will be entirely different. At this point, the surviving Uruk-hai will not be expecting another attack, a fact which can work significantly to the PCs' advantage. But the GM should remember that, regardless of the PCs' actions, Torak will be waiting in area #10 (for one hour after the fight) to ensure that no one pursues Kull. Note that because of his hidden position Torak will be ignorant of the outcome of the battle.

Perhaps the best approach open to the PCs will be to place themselves very near the Keep (maybe hidden somewhere in bailey) and wait for the conclusion to the fight. Then, if they try to enter the tower just after the Laugashî depart, the defenders will be scattered throughout the Keep and unprepared for another confrontation. This situation will, however, only last a few minutes.

Once within the Keep, the party will have to determine not only where Bronwyn is, but also what has happened to her. Finding the secret door leading to area #10 may be quite difficult and time consuming. The information provided by Aldoric (if he is rescued by the PCs) might prove to be crucial to succeeding.

THE FIRST ENTRY FORTRESS

Note: The Entry Fortress which guards the tunnel leading from Lugdûm to the Web, unlike the other Entry Fortresses, is normally left empty of troops, because the stone blocks which can seal off this passage are almost always kept lowered to keep the nature of the tunnel a secret. (See Section 6.5, # 2 and # 5.)

Before Kull secretly departed Lugdûm and followed the tunnel leading toward the Web, he arranged to have the stone blocks which sealed off the tunnel raised, because they cannot be lifted from the Lugdûm side of the barrier. The disadvantage to this plan is that the blocks cannot be lowered from the Web side of the barrier. Therefore, Kull had to leave the blocks raised, because he feared giving up even one of his soldiers in case he was attacked by the Conclave while on his way through the Web.

So when the PCs reach the Entry Fortress, not only will the place be unmanned, but the stone blocks will also be raised. Kull did, however, lower the two portculli to slow any pursuit.

The GM should note that only after the PCs go past this point will they begin to be subject to random encounters generated from Table 11.5. So, after their confrontation with Torak and before they go past the Entry Fortress, the PCs will have no encounters. (This last point assumes that the party is not being pursued by Orcs from Lugdûm, which might occur, depending on the exact outcome of events in the tower.)

THE SECOND ENTRY FORTRESS

After getting past the first Entry Fortress the PCs will have to find their way through the Web to the Seventh Level of the citadel. Eventually, the party will reach one of the Entry Fortresses which guard each tunnel leading to the Seventh Level, and will have to determine how they will get past this obstacle.

Making use of their disguises and attempting to talk their way past the guards is, of course, one option. But the GM should note that without the proper authorization (which the PCs do not have), the soldiers are not permitted to allow anyone to pass. The PCs can try to make the case that their superiors will be angered if they are delaying or some other similar tactic, which might be successful, depending on how convincing (and threatening) the party behaves.

Another possible course could be that the PCs try to bribe the guards into letting them pass. This approach might also be effective, depending upon the amount offered. But if the party appears to act intimidated by the guards, the soldiers may decide to take the bribe and deny passage anyway.

In both of these examples or similar situations the GM will have to determine the reaction of the soldiers and the outcome of the PCs actions.

Of course, the PCs may attempt to fight their way past the guards. This approach will be quite difficult, but the PCs could get by the Entry Fortress in this manner. Note that if combat is chosen, the guards and other inhabitants of the Seventh Level will be very unlikely to hear the noise of the fight from their posts. If the PCs do not defeat all the soldiers stationed in the Entry Fortress and go on their way, the survivors will eventually send word to their superiors of what occurred. The guards may not realize that the PCs are intruders, if the party is disguised, so the soldiers may simply think that other residents of Dol Guldur have attacked them. This fact will also have to be determined by the GM.

Of course, an attack could result in the release of the stone blocks (see Section 6.5, # 2), which would mean the PCs would have to find another way into Dol Guldur.

ENCOUNTERS IN DOL GULDUR

Though all the possible encounters that may occur within the Web or Dol Guldur itself will be far too numerous and varied to be detail here, some general guidelines can assist the GM in running this part of the adventure.

First of all, the GM should take into account that intruders in Dol Guldur are essentially unheard of by the inhabitants and guards of the citadel, and these individuals are likely to be surprised by an attack. This effect will, of course, be negated if the PCs are discovered and a general alert is sounded. But if the PCs make use of disguises and good role playing, they can conceivably go far in the citadel without drawing too much attention to themselves.

Note: The GM should keep in mind that the population of Dol Guldur is quite large. Therefore, guards encountering someone they do not recognize is a somewhat common occurrence and will not necessarily raise suspicion.

Another important point concerning the PCs' disguises is that without this deception the party will almost certainly be unable to penetrate any further than the outer edges of the Seventh Level before being set on by more Orcs than they could possibly defeat. Additionally, the PCs will have to be able to speak like the folk they are imitating, so knowledge of some Black Speech and/or Orkish could prove to be essential.

Furthermore, the PCs will have to find a way to discover where Bronwyn has been taken. This can be done in any number of ways, but perhaps the easiest method would be to get the information from Torak, when he is encountered in Lugdûm. Another possibility would be for the PCs to capture and question almost anyone in the citadel as to where prisoners are held within the stronghold, which nearly everyone will know. None of this information, however, should be easily gained from any captives, who will be loath to reveal information to the enemy.

This manner of information gathering might also be used by the PCs to learn what route to take to get to the Second Stratum, but common Orcs in the Web will know little of the fortress layout below the Seventh Level. All Uruk-hai quartered on the Seventh Level, however, will know the way to the Second Stratum well. And this route is, in fact, quite simple, only requiring the finding of one of the three staircases that descend directly to the Second Stratum (see Section 6.4.7 and 6.6.3). Note, however, that the stairs in Môrlat stop at the First Stratum and cannot be used to descend to the Second Stratum.

The principle factor that will determine the success of the PCs will be how they deal with the soldiers encountered at the many guard rooms throughout the citadel. If the party has a plausible explanation for their presence, most guards will not put up much resistance to allowing them to pass. But the further down in Dol Guldur the party goes, the more restrictive the guards will become, and entrance into the prison area of the Second Stratum will not be allowed without a particularly clever scheme by the PCs (see "The Dungeons" below).

Of course, at some points the PCs may choose to fight, rather than talk their way through a difficult spot. This approach, though somewhat risky, is quite viable if done only in places where few inhabitants are near by. For example, fighting soldiers in a guard room on the Seventh Level will probably be equivalent to suicide, but this action might be quite beneficial in a more isolated guard room on the Second Stratum or anywhere within the Web, where conflicts are very common. Of course, the details of any situations will have to be determined by the GM.

If at any time during their journey through Dol Guldur the PCs are defeated, but not slain, they will be bound and taken to the dungeons. In this event the GM may wish to give the PCs a slight chance to escape at some point after their capture, but this possibility should be made very difficult.

The last factor that should be mentioned here is the PCs' use of magic. If any of the PCs make use of magic within or in the immediate vicinity of Dol Guldur, the GM should make use of the risk factors for spell casting found on page 71 of *MERP 2nd Edition*, if these rules are normally part of your campaign.

THE DUNGEONS

If the PCs manage to reach the Second Stratum and the prison area of Dol Guldur (see Section 6.6.3 # 3 and #s 8-17), they will then have the task of actually freeing Bronwyn. And getting access to the cells and dungeons and departing with Bronwyn, whether done by force, deception or any other means, will be the primary difficulty of this stage of the adventure.

One approach might be that the party could claim they are guards, who have been sent to get Bronwyn to take her before the Necromancer. This story might be believed, if done convincingly, and if the disguises of the PCs correspond to the story.

If the PCs attempt to use force to overcome the prison guards, they will have to be quick and very successful, in order to prevent word of the attack being sent throughout the citadel.

Of course, countless potential options and outcomes exist for this situation, and the GM will have to determine the exact reactions and results to anything the PCs might attempt. The GM is also free to place Bronwyn in any of the dungeons (#16) desired.

Note that the party may even have to confront Caran Carach, the Keeper of the Dungeons (see Section 5.0 and 6.6.3, # 10), during this stage of the adventure, who will be alerted if a significant confrontation arises.

THE ESCAPE

Perhaps the greatest difficulty of Part III of this adventure will be getting out of Dol Guldur after Bronwyn has been rescued. From this point onward, the PCs will have to have a story as to why they are taking a prisoner through the citadel, unless they somehow manage to disguise Bronwyn as well. The riskiest moment will come when the PCs attempt to exit the Seventh Level toward the Web (assuming they take this route). Without a good plan, this situation might result in utter failure for the party.

But once back within the Web, the going will again be easier. Now, however, the PCs will have to find their way back to the tunnel leading to Lugdûm (or maybe one of the other outposts), and manage to get through to the outside.

Note that thirty-six hours after the battle at Lugdûm reinforcements will arrive from Dol Guldur (above ground) to make up for those troops lost in the fray. But these troops only number 30 total, and the full garrison will not be replaced for several more days. If the PCs manage to rescue Bronwyn and get back to Lugdûm before this thirty-six hour period is up, the fortress will be much as they left it. But after this time the Uruk reinforcements will be present, lead by a Drartûl.

If any other outpost is used to exit the Web, the GM should use the information in Section 7.0.

THE RETURN JOURNEY

Once free of the citadel and the outpost, the PCs will have to finish their escape by getting away from the core of the Necromancer's realm. The GM will have to determine the actions taken by the residents of Dol Guldur, if the PCs are being pursued. And if word reaches the Grimburgoth or Gorovod that Bronwyn has escaped, they will put forth great effort to regain their lost captive.

If the party gets away from Nan Lanc, they will then face the daunting journey back through Mirkwood all the way to Buhr Widu. They may choose to return by more or less the way they came, via Dolentir and Buhr Dera, seeking protection in these two havens, or they may try to go by a more direct route to the lands of the Northmen. Another possibility is that the PCs will try to reach safe lands as quickly as possible and head directly south into Dor Rhûnen to seek a sanctuary among the Dûnedain in that region. The party could then take a far safer route back to Buhr Widu, circumventing Mirkwood entirely.

Whatever the choice, the return journey will be likely to be fraught with dangers, especially if the party is pursued by minions of the Necromancer. But if Bronwyn is able to regain her stamina and health (as well as some armor and weaponry), she will again assist the PCs in their endeavors.

Note: Depending upon the exact circumstances, Aldoric's arrival back in Buhr Widu may precede the party's return. This idea assumes that he was rescued.

THE CONCLUSION

The party's arrival back in Buhr Widu creates quite a stir in the Northman town. The inhabitants, who believe Bronwyn was lost to evils of Mirkwood forever, welcome her home with amazement and wonder in their eyes. And the PCs are honored as great heroes. Overwhelmed with joy, Prince Átagavia orders a grand feast and celebration to be held that night (or soon thereafter, if the party needs rest and healing), and news quickly spreads of Bronwyn's return.

As part of the ceremony before the feast the PCs are given the rewards described in Section 9.3.4.

The GM should attempt to make this event a memorable one for the PCs, who have just managed to enter the halls of the Necromancer and escape with their lives, a feat which no one in Middle-earth has ever before accomplished.

9.4 ADVENTURE OPTIONS

9.4.1 ALTERNATE ENDINGS

If the PCs participating in this adventure are formidable enough to accomplish all the tasks within "Into the Darkness," except perhaps entering Dol Guldur itself, the story can be easily modified to make this adventure playable for less powerful PCs.

The easiest way of changing the story is to alter where the PCs find Bronwyn. She could be rescued while still in Lugdûm, or en route to Dol Guldur within the tunnel leading from Lugdûm to the Web, or even within the Web itself. In these examples Kull and 5 Olog-hai, plus 5 Wargs will be guarding Bronwyn and will have to be defeated to achieve her rescue. This change will make success far easier and plausible for much less experienced PCs, while remaining a significant challenge.

Furthermore, if the opposition is still too formidable, the GM can reduce the numbers of foes in all the encounters throughout Parts I and II.

9.4.2 ALTERNATE TIME SETTING

Many GMs and players, regardless of the level of the PCs, will wish to run this adventure in its entirety, including entering far into Dol Guldur itself. But in the year T.A. 1640, this action is simply impossible for less experienced PCs. So, in order to make this adventure feasible for these parties, the GM can alter the time setting of the story, having it take place during the years of the Watchful Peace, specifically in T.A. 2069. Because Sauron is absent from the citadel during at this time, and the army has only a fraction of its former strength, PCs who would normally not stand a chance of success might be able to enter Dol Guldur and escape with their lives.

But the GM will have to make some significant changes to the story in order to accommodate the altered time setting.

First of all, if one wishes to remain true to the exact history of Middle-earth, in T.A. 2069 the Northmen no longer live in the East Bight of Mirkwood or on the eastern side of the forest at all, save Esgaroth. So the starting point of the adventure should be altered to perhaps Maethelburg in the Anduin Vale. In addition, the GM may wish to change some the names and/or titles of the principle NPCs to fit the new setting. And the role of the Great Plague in "The Tale of Bronwyn and Aldoric" will have to be switched to something more appropriate, as well as several other minor changes.

Furthermore, the involvement of the Necromancer, Khamûl, and the Mouth of Sauron, none of whom are present in Dol Guldur at this time, must be changed to (perhaps) the Grimburgoth, the Imga Urdânuk, and Duran, respectively, but the GM will have to make any final decisions concerning these alterations.

In order to determine the changes in population of the citadel, the GM should use the information in Section 4.0 and 11.2, as well as the general descriptions given in Section 2.5.4.



10.0 APPENDICES

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, etc.

Section 10.1 covers abbreviations. Section 10.2 enables readers to translate citation references. Definitions of frequently employed terms are set out in Section 10.3. Sections 10.4 and 10.5 contain conversion guidelines for people dealing with *MERP* and the *LOR* statistics (respectively).

10.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

LANGUAGES

A.	Avarin (East-elvish or Bethteur)
Ad.	Adûnaic
B.S.	Black Speech
E.	Eldarin (Old-elvish)
Kh.	Khuzdul (Dwarvish)
K.	Kuduk (Ancient Hobbitish)
M.	Melkorin (Ancient Dark-speech)
Q.	Quenya (High-elvish)
S.	Sindarin (Grey-elvish)
V.	Valarin
W.	Westron (Common Speech)

GAME SYSTEMS

<i>LOR</i>	<i>Lord of the Rings Adventure Game</i> (ICE)
<i>MERP</i>	<i>Middle-earth Role Playing</i> (ICE)
<i>RM</i>	<i>Rolemaster</i> (ICE)

CHARACTER STATS

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
It	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength

GAME TERMS

AT	Armor Type
DB	Defensive Bonus
MB	Maneuver Bonus
OB	Offensive Bonus
PP	Power Points
RR	Resistance Roll

SOURCES

<i>Hob</i>	<i>The Hobbit</i> (Ballantine ed.)
<i>LotR</i>	<i>The Lord of the Rings</i> (Ballantine ed.)
<i>LotRI</i>	<i>The Fellowship of the Ring</i> (Ballantine ed.)
<i>LotRII</i>	<i>The Two Towers</i> (Ballantine ed.)
<i>LotRIII</i>	<i>The Return of the King</i> (Ballantine ed.)
<i>Sil</i>	<i>The Silmarillion</i> (Houghton Mifflin ed.)
<i>UT</i>	<i>Unfinished Tales</i> (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

A&U	Allen & Unwin, Ltd (London)
Bal	Ballantine Books (New York)
GA&U	George Allen & Unwin, Ltd (London)
GB	Grafton Books (London)
HC	Harper Collins (London)
HM	Houghton Mifflin Company (Boston)
UH	Unwin Hyman (London)

10.2 CITATIONS

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote the a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

Example: A citation states "Read *LotRII* 422. See ICE's *MERP* 111." This means you can find more information in *The Lord of the Rings Part II, The Two Towers*. The material is at page 422 in the Ballantine (U.S. paperback) version. More data is in ICE's *Middle-earth Role Playing* at page 111.

10.3 GLOSSARY

The following glossary provides translations and explanations of (mostly Sindarin) terms sprinkled through this supplement. You should refer to the sources, especially *The Hobbit* and *The Lord of the Rings*, for more detailed information about these and other Endorian names and concepts.

Angmar: (S. "Iron Home"). Angmar is founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lays nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglir"), in the high plateau of northeastern Eriador. The Gundalok shelf above the northwestern Anduin vales and a network of underground strongholds (notably Mount Gundabad) cut beneath the Misty Mountains form the eastern boundary of Angmar. Armies mustered along this line of defense constantly threaten the peoples of Rhovanion to the east.

Amon Lanc: (S. "The Naked Hill"). Extinct (actually dormant) volcano located in the southern bounds of Greenwood the Great. See "Dol Guldur."

Arnor: (S. "Land of the King" or "Royal Land"). Encompassing most of Eriador, Arnor is the northernmost of the two "Realms in Exile." It constitutes the North Kingdom, while Gondor—its sister land—is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states: Arthedain, Cardolan, and Rhodaur.

Avari: (Q. "Refusers"). See "Silvan Elves."

Beijabar: Beornings. A dispersed collection of Northman bands associated with the ancient Bear-cult of Eriador and western Rhovanion. Related to the Woodmen and (to a lesser degree) the other Northmen of Wilderland, they became a distinct, mysterious, and highly revered group in elder times. They reside in the Anduin Vales, the western eaves of Mirkwood, and along the eastern flanks of the Misty Mountains. Some, like Beorn, enjoy the power of shape-changing.

Beornings: (W. "Beorn's Folk"; lit. "Children of Beorn"). See "Beijabar."

Dalemen: The Northmen of Dale.

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

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 Dúnadan culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar. Adûnaic is their native language.

Dol Guldur: (S. "Hill of Sorcery"). A treeless height in the south-west of Mirkwood, fastness of the Necromancer (before he was revealed as Sauron returned) in the Third Age. See also Amon Lanc.

East Bight: The great indentation in the eastern border of Mirkwood.

Easterlings: Generic Westron label for the nomadic or semi-nomadic Hildo confederacies and tribes residing in eastern Rhovanion, Rhûn, etc.

Eldar: (Q. "Elves"; "People of the Stars;" sing. "Elda"). The Calaquendi (Q. "High Elves") who made the Great Journey to the Undying Lands. The Vanyar, Noldor, and Teleri kindreds comprise the Eldar.

Éothéod: (R. "Horse-folk"). The descendants of the Northman refugees who migrated out of Rhovanion between T.A. 1856 and T.A. 1899. Heirs of the horse-loving Éothraim, they first settled in the western vales of the Anduin (near the Gladden Fields) after being forced out of their homeland by the Wainriders. In T.A. 1977, they migrated northward, this time to the upper vales of the Anduin. There, they became known as the Éothéod. Later, in T.A. 2510, they moved south to Calenardhon in Gondor, where they founded the Kingdom of Rohan and became known as the Rohirrim.

Éothraim: (Rh. app. "Glorious Horsemen"). The six tribes of Northman horsemen who occupy the southern Rhovanion plains until T.A. 1856-99. Actually called the Gimúteothraim, or "Gathering of the Glorious Horses," they are the ancestral culture of the Éothéod and the Rohirrim.





Esgaroth: (S. "Veiled Foam"?). Lake-town. A great commercial town and freshwater port, Esgaroth is located in the midst of Long Lake. It is the chief center of trade for goods passing between the Wood-elves of Mirkwood and the Northmen of Wilderland.

Erebor: The Lonely Mountain. An isolated peak, Erebor is located in north central Rhovanion. It is just east of Mirkwood and due north of Long Lake. The River Running (S. "Celduin") begins beneath the mountain, spilling out onto the plains of northern Wilderland by way of a waterfall issuing out of Erebor's southern flank.

Gondor: (S. "Stone-land"). Also known as the South Kingdom, Gondor is the great Dúnanan realm 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; Lossarnach, Lebennin; Belfalas; Lamedon; Anfalas (including Pinnath Gelin); 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).

Gramuz: (Rh. "Plainsmen"). The sedentary Northman farmers and herders of the Rhovanion prairie.

Great Plague: Awful plague that struck Rhovanion in T.A. 1635 and swept through Gondor in T.A. 1636-37.

Guldurim: (S. "Sorcery-host"). The minions of the "Necromancer" (Sauron).

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

Hildor: (S. "Followers"; sing. "Hildo"). Sinda name for the Secondborn (Men).

Huorns: The "trees" that came to the Battle of the Hornburg and entrapped the Orcs. The name is doubtless Sindarian, containing *orn* "tree." Cf. Meriadoc's words in *LotR II*: "They still have voices, and can speak with the Ents—that is why they are called Huorns. Treebeard says."

Istari: (Q. "Wizards"; S. "Ithryn"). The five Wizards—Alatar, Saruman, Gandalf, Pallando, Radagast, and Saruman—members of the Heren Istarion ("Order of Wizards"). Maiar, they were sent from Aman in the Third Age to resist Sauron.

Kazgûmhoth: (B.S. "Horde of the Silent Shadow"). The army of the Necromancer of Dol Guldur. Sauron chose this name because he envisioned himself as a Silent Shadow who had returned from the darkness beyond Arda.

Khazad-dûm: (Kh. Dwarf-mansion"; S. "Hadhodrond"; W. "Dwarrowdelf"). It is also known as Moria (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazad-dûm stands as a citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale

called Azanulbizar, and extends beneath the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the Balrog.

Long Lake: (S. "Annen"). A long, deep lake located on the River Running. Long Lake is situated just to the east of Mirkwood and south of the Lonely Mountain. The Taurduin, or "Forest River," meets the River Running at Long Lake. Lake-town rises out of the lakewaters near this confluence.

Lórien: (S. "—Dream"). Also known at various times as Lothlorien (S. "Dreamflower"), Laurelindórenan (S. "Land of the Valley of Singing Gold"), Lorinand, Lindórinand (N. "Land of the Singers"), and Dwimordene (R. "Haunted Valley"). The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nandor Elves preceded her there.

Mirkwood: The great stretch of forest called by the Elves Taur-e-Ndaedlos (S. "Forest of Great Fear"). Like the "Old Forest" and "Fangorn," it is a remnant of the great forest which once covered most of northwestern Endor. Located east of the Misty Mountains, it was earlier called Greenwood the Great. After the War of the Ring, its name was changed to Eryn Lasgalen (S. "Wood of Greenleaves").

Misty Mountains: (S. "Hithaeglin"). Snow- and mist-capped mountains which run southward from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. Nan Anduin") and (according to some) Rhovanion.

Moat: A defensive ditch.

Moria: (S. "Dark Chasm"). See "Khazad-dûm."

Mount Gundabad: The greatest massif in the northeastern Misty Mountains, Mount Gundabad commands the narrow gap between the Misty and Grey Mountain ranges. Thus, it is the most strategic height overlooking the northern Anduin Vales. A huge Orc-hold is situated beneath the mountain, an Orc-kingdom that pays tribute to the Witch-king of Angmar. Orcs issued forth from this stronghold to assail Erebor in the Battle of Five Armies. Azog and, later, his son Bolg are the two most famous Lords of Gundabad.

Nazgûl: (B.S. "Ring Servants," "Ringwraiths"). Also called simply "The Nine," these were nine great lords of Men enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch-king of Angmar, also



called the lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action. The Nazgûl were afraid of water, some fires, and the name "Elbereth." They were virtually blind by usual standards, but possessed amazing senses of smell, etc. which helped offset this weakness and gave them tremendous advantages in darkness. Their power was lessened during the day, and Khamûl, the second to the Chief, had considerable fear of the light. Some of the others may have shared all or part of this flaw. Nonetheless, these wraiths generally overcame their weaknesses, and were rarely stayed for more than brief intervals. Also called "Black Riders," and the Úlairi.

Noldor: (Q. "The Wise"; alt. "The Deep Elves"). The Second Kindred of the Eldar.

Númenor: (S. "West-land" or "Westerness"). The large, fertile island continent located in the middle of the Great Sea (S. "Belegaer") from its creation at the beginning of the Second Age until its destruction in S.A. 3319. From S.A. 32 until its Downfall (A. "Akallabêth"), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúadan race that later dominated western Endor.

Osgiliath: (S. "Fortress [or Citadel] of the Stars"). Originally founded as the capital of Gondor, Osgiliath is situated on both sides of the Anduin, just north of the confluence of the Great River and the Ithilduin and a short distance northeast of Minas Tirith.

Ost-in-Edhil: (S. "Fortress of the Eldar"). Capitol city and citadel of the Elf-kingdom of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies. Oropher and Thranduil briefly resided there during the Second Age.

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

Rhovanion: (S. "Wilderland;" lit. "Wild Place"). Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. "Ered Mithrin"), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. "Carnen"). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.

Sauron — ("The Abhorred"). The Necromancer, Evil One, Dark Lord, the Shadow, the Lord of the Rings. His other names include Annatar, Artano, and Aulëndil. A Maia of Aulë who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age, he convinced the Noldor of Eregion to create rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power: the Three Rings of the Elves, the Seven of the Dwarven lords, and the Nine

Rings of mankind. Both the Dwarves and Elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of nine proud lords who sought power and found undying darkness—they became the Nazgûl. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent.

Sauron was overthrown twice in the Second Age, first by the Númenóreans under Ar-Pharazon, and later by the Last Alliance of Men and Elves. Each time he returned to power. His "body," however, was destroyed in the Downfall of Númenor (from which he escaped), and he was never again able to assume fair form.

The Evil One entered Amon Lanc in southern Greenwood in T.A. 1050. (Unbeknownst to him, the lost Ruling Ring rested nearby.) There, he rebuilt his strength and presided as the Necromancer and presided over the gradual expansion of evil in Rhovanion. Amon Lanc became Dol Guldur, the "Hill of Sorcery," while Greenwood became "Mirkwood." He remained in the Wilderland citadel until T.A. 2941, when he returned to Mordor and began rebuilding Barad-dûr.

Nazgûl



Sauron's symbol was the lidless eye (normally red upon black). He was responsible for creating two superior variants of creatures spawned by Morgoth: the Uruk-hai, or "Great-orcs," and the Olog-hai, or "Black Trolls." Both were formidable fighting forces.

Secondborn: Men. See "Hildor."

Silvan Elves: **Silvan Elves:** All of the Quendi who are not Eldar. Also called Woodland Elves, the Silvan Elves are more properly Avari. The Eldar often equated them with the Nandor, Elves who journeyed westward but never passed over of the Misty Mountains (The Nandor remained in the vale of Anduin and in Greenwood the Great.) Generally speaking, the Silvan Elves include all of the Quendi who are not Eldar. They are also called Tawarwaith ("The Forest People") or Avari (Q. "Refusers").

Sindar: (S. "Grey Elves," alt. "Elves of Twilight"). The name was applied to all the Elves of Telerin origin whom the returning Noldor found in Beleriand, save for the Green-elves of Ossiriand. The Noldor may have devised this name because the first Elves of this origin whom they met with were in the north, under the grey skies and mists about Lake Mithrim (see Mithrim); or perhaps because the Grey-elves were not of the Light (of Valinor) nor yet of the Dark (Avari), but were Elves of the Twilight, *read Sil* 56. But it was held to refer to Elwë's name Thingol (S. "Grey-cloak"; Q. "Sindacollo" or "Singollo"), since he was acknowledged high king of all the land and its peoples. The Sindar call themselves "Edhil" (pl. "Edhel").
Úlairi: (Q. "Without Shadows"). The Nine Ringwraiths. See "Nazgûl."

Wilderland: (W. "The Wilds" or "Wilderness"). See "Rhovanion."

Woodland Realm: The Elven kingdom in Greenwood the Great. Founded by King Oropher, the father of Thranduil, it is ruled by Sinda Lords who left Eregion or Lórien and settled amongst the Silvan (Avar) Elves in the forest east of the Anduin. The majority of the realm's people, however, are Avari or Silvan Elves, and it is their culture that predominates.

The Forest-folk of the Woodland Realm retreated northward soon after the founding of their domain. Even though Sauron was overthrown at the end of the Second Age and they enjoyed over a millenium of peace, the Wood-elves failed to reclaim the southern part of the forest. After T.A. 1050 and the arrival of the Necromancer in Dol Guldur, their realm shrank further. By T.A. 2900, the Woodland Realm was confined to northwestern Mirkwood.

Woodmen: A distinct group of Northman clans who reside in the depths of Mirkwood. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families. Their chief settlement is at Woodmen-town in southwestern Mirkwood.

10.4 ADAPTING THIS MODULE

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

10.4.1 HITS AND BONUSES

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

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

10.4.2 CONVERSION CHART

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

1-100 Stat	D100 Bonus	D20 Bonus	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	3	2

10.5 LOR CONVERSION NOTES

The *LoR* tables from Section 11.0 provide you with all the statistical info you need on the characters described in *Dol Guldur*. However, the magical items possessed by them also contain stats for weapons, armor, wands, staves, amulets, etc. The conversion instructions below will enable you to translate *MERP* items into *LoR* items.

10.5.1 SPELLS

Weapons, armor, garments, jewelry, wands, and staves often permit their bearer or wearer to cast spells. If an item bestows such spell casting ability, then this supplement lists the relevant *MERP* and *Rolemaster* spell lists and *MERP* and *Rolemaster* spell names. To convert the spells into *LoR* spells; look up the *MERP* spell list on the chart below which gives the corresponding *LoR* spell. (Rarely, an item grants a custom spell that exists in neither *MERP* nor *Rolemaster* nor *LoR*; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength

BARD SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

RANGER SPELLS

<i>MERP</i> List	<i>LoR</i> Spell
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guesses	Camouflage
Nature's Ways	Charm Animal

10.5.2 MAGIC ITEMS

Most of the magical articles found in Middle-earth fall into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LoR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LoR*, normal criticals are represented by the U and K results on the *LoR* Combat Table. The GM need only referee normal *LoR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LoR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being "equal in severity," roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.





For example, Jos Hauri the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Hauri's Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Hauri's player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Hauri has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Hauri's 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the Combat Table. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the Combat Table. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying undead*.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LoR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LoR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the Combat Table. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LoR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).

II.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Miss. OB	MM	Notes
Adúnaphel	32	160	Pl/19	75	N	N	160bs	125cp	15	Nazgûl Bard. The Seventh.
Caran Carach	16	200	Ch/16	30	N	N	130Lbi/110MCI	—	30	Werewolf. Keeper of the Dungeons.
Celedhring	40	120	RL/12	55	N	N	75ma	—	40	Noldo Mage/Alchemist. Gothaûti.
Andalónil	40	200	RL/12	80	N	N	200ma	150da	20	Black Demon. Snagagoth.
Enna San Sarab	25	375	RL/12	60	—	—	120HPi/95LHo/90HBi	—	0	Greater Giant Spider. Poison.
Froedhir	15	85	RL/11	40	N	N	50qs	—	0	Northman Mage/Alchemist.
Gorovod	20	100	No/I	55	N	N	65ma	70da	35	Variag Mage/Sor. Fhalaugash.
The Grimburgoth	28	130	Ch/16	50	N	A/-	140ss	156lb	20	Womaw Ranger. Ring-wight.
Khamûl	40	240	Pl/20	90	N	N	210lbs	180gé	10	Nazgûl Ranger. The Second.
	50	240	Pl/20	90	N	N	210lbs	180gé	10	After T.A. 2460.
Mouth of Sauron	50	120	No/2	40	N	N	70sc	50da	20	Black Númenórean Mage/Sorcerer.
Ologûl	23	180	Pl/20	55	N	A/L	195wm	125ro	15	Olog Ring-wight.
Sakal	20	115	Ch/15	65	N	N	105bs	135lcb	35	Black Númenórean Scout/Rogue.
Sauron										Fallen Maia Mage/Sorcerer/Alchemist.
I	240	500	Pl/20	150+	N	N	200bs/ma	180lb	60	Before the One; before S.A. 1600.
II	120(240)	600	Pl/20	200+	N	N	250bs/ma	200lb	60	In Dol Guldur, T.A. 1050-2941.
III	120(240)	600	Pl/20	200+	N	N	250bs/ma	200lb	60	In Mordor, T.A. 2941-3019.
IV	360	600	Pl/20	200+	N	N	310bs/ma	260lb	60	With the One Ring, S.A. 1600-3441.
Thuric	25	119	Ch/16	55	N	A/-	110ss	125lb	15	Woodman Ranger. 2nd of the Grimburg.
Úvatha	31	180	SL/4	100	N	N	180ml	240sb	25	Nazgûl Warrior. The Ninth.
Into the Darkness: Buhr Widu										
Bronwyn	15	122	Ch/16	40	N	A/L	135bs	140lcb	25	Northman Warrior. (Female)
Aldoric	13	98	Ch/16	25	N	A/L	129bs	119lcb	10	Northman Warrior.
Into the Darkness: Rad Angálaladh										
Fell Beasts/2	20	240	RL/12	50	—	—	90HCl/90LGr/90LBa/60Lbi	—	—	Mated Pair. Very Cunning.
Skeleton Lord	10	165	No/I	70	N	N	95we/70LBa/spells	—	—	Undead Olog.
Into the Darkness: Buhr Dera										
Hirbrand	13	130	SL/5	50	Y	N	111ha	108lb	10	Woodman Ranger. Thyn of Buhr Dera.
Súlwine	10	90	SL/4	25	N	N	54da	—	0	Wuitan of Buhr Dera (Seer). (Female).
Théamond	10	110	SL/5	45	Y	N	90ba	115lb	20	Woodman Ranger.
Rangers/4	6	85	SL/5	30	Y	N	80ha	105lb	5	Woodmen Rangers.
Warriors/8	4	60	SL/4	20	N	N	55ha	60lb	5	Woodmen Warriors.
Young Warriors/4	2	30	SL/4	15	N	N	40ha	40lb	0	Woodmen Warriors.
Females/18	2	35	No/I	15	N	N	35ha	30lb	5	(Female) Will fight if necessary.
Into the Darkness: The Raiding Band										
Muggrath	8	100	Ch/16	30	Y	A/L	100bs	80sb	5	Uruk Warrior. Assault Leader.
Ujáki/5	7	90	Ch/16	20	Y	A/L	90ms	65cb	5	Uruk Warriors.
Elite Warriors/50	5	75	Ch/16	15	Y	A/L	65bs	45sb	0	Uruk Warriors.
Into the Darkness: The Ambush Party										
Olog-hai/6	12	200	Ch/16	30	N	A/L	150ba	75ro	10	Olog Warriors.
Grimburí/2	9	115	RL/10	45	N	A/-	110bs	120sb	10	Mixed Mannish Rangers.
Into the Darkness: Úsanra										
Glosnar	11	135	RL/12	65	N	A/-	139ss	164lb	30	Sinda Ranger.
Amala	9	80	RL/11	20	N	N	60ma	30sb	10	Woodman Animist. (Female)
Naric	12	145	Ch/16	50	Y	A/L	151ba	111lcb	15	Dwarven Warrior.
Lorthand	11	75	SL/5	45	N	N	90ss	111da	20	Easterling (Sagath) Scout/Rogue.
Into the Darkness: The Run										
Drartûl	8	100	Ch/16	25	Y	A/L	100bs	80sb	5	Uruk Warrior.
Ujáki/3	7	90	Ch/16	20	Y	A/L	90ms	65cb	5	Uruk Warriors.
Elite Warriors/23	5	75	Ch/16	15	Y	A/L	65bs	45sb	0	Uruk Warriors.
Wargs/5	8	100	SL/4	30	N	N	75Lbi	60LCl	10	Guards for Fake Prisoners.
Grimburí/2	9	115	RL/10	45	N	A/-	90bs	110sb	10	Mixed Mannish Rangers.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Miss. OB	MM	Notes
Into the Darkness: Lugdûm										
Torak	13	103	RL/9	30	N	N	50th	40da	0	Pertorog Mage. Lieutenant of Lugdûm.
Ujâki/7	7	90	Ch/16	20	Y	A/L	90ms	65cb	5	Uruk Warriors.
Adult Warriors/70	4	70	RL/10	15	Y	A/L	60bs	30sb	0	Uruk Warriors.
Into the Darkness: Others										
Mhôrîen	16	105	SL/5	45	N	N	45da	—	5	Asdriag Mage. Laugash.
Kull	12	195	Ch/16	30	Y	A/L	150th	90ro	5	Olog Warrior. Agent of Khamûl.

I I.2 MERP/RM MILITARY TABLE

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Notes
T.A. 1050-1150/1,685											
Urdânuk	Variag	18	150	Ch/16	40	Y5	A/L	165bs	145sb	10	+15 equipment.
Orcs/1,411											
Krîtar/1	Variag	12	125	Ch/16	40	Y5	A/L	125bs	100sb	0	+10 equipment.
Drartûlu/10	Orch	8	100	Ch/16	25	Y	A/L	100bs	80sb	5	
Ujâki/100	Orch	7	90	Ch/16	20	Y	A/L	90ms	65cb	5	
Adult Warriors/300	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	
Young Warriors/500	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	
Wolfriders/200	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	
War Wolves/300	Wolf	4	110	No/4	30	N	N	70MBi	65MCI	10	
Men/223											
Krîtar/1	Variag	12	125	Ch/16	40	Y5	A/L	125bs	100sb	0	+10 equipment.
Drartûlu/2	Mixed	8	110	Ch/16	35	Y	A/L	110hs	80icb	0	
Ujâki/20	Mixed	6	90	Ch/16	25	Y	A/-	95hs	75cb	5	
Adult Warriors/100	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	
Young Warriors/100	Mixed	1	45	RL/9	15	N	A/-	40pa	15sb	0	
Trolls/51											
Krîtar/1	Torog	12	200	RL/11	30	N	N	140LBa	85ro	0	+10 equipment.
Warriors/50	Torog	10	180	RL/11	20	N	N	110LBa	70ro	0	
T.A. 1151-1350; 2064-2459/5,168											
Urdânuki/2	Various Individuals									+20 equipment.	
Orcs/1,411											
Afûkaush/1	Olog	16	220	Ch/16	40	N	A/L	185fl	80ro	10	+15 equipment.
Krîtar/2	Uruk	12	135	Pl/18	35	Y5	A/L	125bs	90hcb	5	+10 equipment.
Drartûlu/20	Orch	8	95	Ch/16	20	Y	A/L	100bs	80sb	5	
Ujâki/200	Orch	7	85	Ch/16	15	Y	A/L	90ms	65cb	5	
Adult Warriors/600	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	
Young Warriors/1,000	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	
Wolfriders/400	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	
War Wolves/500	Wolf	4	110	No/4	30	N	N	70MBi	65MCI	10	
Uruk-hai/1,112											
Afûkaush/1	Olog	16	220	Ch/16	40	N	A/L	185fl	80ro	10	+15 equipment.
Krîtar/1	Olog	12	200	Ch/16	30	N	A/L	150fl	75ro	10	+10 equipment.
Drartûlu/10	Uruk	8	100	Ch/16	25	Y	A/L	100bs	80sb	5	
Ujâki/100	Uruk	7	90	Ch/16	20	Y	A/L	90ms	65cb	5	
Elite Warriors/1,000	Uruk	5	75	Ch/16	15	Y	A/-	65bs	45sb	0	



II.2 MERP/RM MILITARY TABLE

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Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Note
Men/1,112											
Afúkaush/1	Variag	18	150	Ch/16	40	Y5	A/L	165ml	145sb	10	+15 equipment.
Křitar/1	Variag	12	125	Ch/16	40	Y5	A/L	125bs	100sb	0	+10 equipment.
Drartúlu/10	Mixed	8	110	Ch/16	35	Y	A/L	110hs	80lcb	0	
Ujáki/100	Mixed	6	90	Ch/16	25	Y	A/-	95hs	75cb	5	
Elite Warriors/200	Mixed	5	70	Ch/15	20	N	A/-	90bs	40sb	0	
Adult Warriors/300	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	
Young Warriors/500	Mixed	1	45	RL/9	15	N	A/-	40pa	15sb	0	
Trolls/221											
Afúkaush/1	Olog	16	220	Ch/16	40	N	A/L	185fl	80ro	10	+15 equipment.
Křitar/2	Olog	14	210	Ch/16	35	N	A/L	160fl	75ro	10	+10 equipment.
Warriors/200	Olog	12	200	Ch/16	30	N	A/L	150ba	75ro	0	
T.A. 1351-2063/18,501; (2460-3018/24,665)											
Urdánuki/3	Various Individuals									+20 equipment.	
Orcs/10,390 (14,112)											
Afúkaush/2	Olog	16	220	Ch/16	40	N	A/L	185fl	80ro	10	+15 equipment. (2)
Křitar/8	Uruk	12	135	Pl/18	35	Y5	A/L	125bs	90hcb	5	+10 equipment (10)
Drartúlu/80	Orch	8	95	Ch/16	20	Y	A/L	100bs	80sb	5	(100)
Ujáki/800	Orch	7	85	Ch/16	15	Y	A/L	90ms	65cb	5	(1,000)
Adult Warriors/3,000	Orch	3	60	RL/10	10	Y	A/L	55sc	20sb	0	(3,000)
Young Warriors/4,000	Orch	2	40	RL/9	10	N	A/-	35sc	15sb	5	(5,000)
Wolfriders/1,000	Orch	3	55	RL/9	25	N	A/-	45ml	20sb	10	(2,000)
War Wolves/1,500	Wolf	4	110	No/4	30	N	N	70MBi	65MCI	10	(3,000)
Uruk-hai/ 4,446 (6,668)											
Afúkaush/2	Olog	16	220	Ch/16	40	N	A/L	185fl	80ro	10	+15 equipment. (2)
Křitar/4	Olog	12	200	Ch/16	30	N	A/L	150fl	75ro	10	+10 equipment. (6)
Drartúlu/40	Uruk	8	100	Ch/16	25	Y	A/L	100bs	80sb	5	(60)
Ujáki/400	Uruk	7	90	Ch/16	20	Y	A/L	90ms	65cb	5	(600)
Elite Warriors/1,000	Uruk	5	75	Ch/16	15	Y	A/L	65bs	45sb	0	(3,000)
Adult Warriors/2,000	Uruk	4	70	RL/10	15	Y	A/L	60bs	40sb	0	(2,000)
Young Warriors/1,000	Uruk	3	60	RL/10	10	Y	A/-	45bs	25sb	0	(1,000)
Men/3,334 (3,334)											
Afúkaush/1	Variag	18	150	Ch/16	40	Y5	A/L	165ml	145sb	10	+15 equipment. (1)
Křitar/3	Variag	12	125	Ch/16	40	Y5	A/L	125bs	100sb	0	+10 equipment. (3)
Drartúlu/30	Mixed	8	110	Ch/16	35	Y	A/L	110hs	80lcb	0	(30)
Ujáki/300	Mixed	6	90	Ch/16	25	Y	A/-	95hs	75cb	5	(300)
Elite Warriors/1,000	Mixed	5	70	Ch/15	20	N	A/-	90bs	40sb	0	(1,000)
Adult Warriors/1,000	Mixed	3	55	RL/9	15	N	A/-	60pa	35sb	0	(1,000)
Young Warriors/1,000	Mixed	1	45	RL/9	15	N	A/-	40pa	15sb	0	(1,000)
Trolls/331 (551)											
Afúkaush/1	Olog	16	220	Ch/16	40	N	A/L	185fl	80ro	10	+15 equipment. (1)
Křitar/30	Olog	14	210	Ch/16	35	N	A/L	160fl	75ro	10	+10 equipment. (50)
Warriors/300	Olog	12	200	Ch/16	30	N	A/L	150ba	75ro	0	(500)

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Note
ANY PERIOD AFTER T.A. 1350 — SPECIAL FORCES AND OTHERS											
The Grimburi											
Elite Rangers/200	Mixed	7-990	115	RL/10	45	N	A/-	110bs	120sb	10	+5 equipment.
The Necromancer's Guard											
Captain of the Guard/1 <i>See Ologul, Section 5.0 and Table 13.1.</i>											
Elite Warriors/200	Olog	14	210	Pl/18	35	N	A/L	170th	120sp	15	+15 equipment. (50)
The Conclave											
Laugashí/	Mixed	7-1250	110	No/2	5-40	N	N	varies	varies	5-15	Mage or Animist.
Smalaugashí/	Mixed	1-6	8-45	No/1	0-10	N	N	varies	varies	0-5	Mage or Animist.
The Outer Defense											
Gúllýrn/3	Huorn	25	400	Pl/20	0	N	N80HBa/70HGr/100HCr			<i>See Table 11.3 below.</i>	
Lesser Huorns	<i>See Table 11.3 below for stats.</i>										
Giant Spiders	<i>See Table 11.3 below for stats.</i>										
The Winged Watch											
Giant Bats	<i>See Table 11.3 below for stats.</i>										
Crebain	<i>See Table 11.3 below for stats.</i>										
Fell Beasts	<i>See Table 11.3 below for stats.</i>										
Secondary Patrols											
Wargs		8	180	No/4	60	N	N	75LBi	60LCI	15	<i>See Table 11.3 below.</i>
War Wolves	Wolf	4	110	No/4	30	N	N	70MBi	65MCI	10	Led by Wargs.

II.3 MERP/RM BEAST TABLE

Type	Lvl	#Enc	Size	Speed	Hits	AT	DB	Attack(s)	Notes
Bats	0	1-100	S	VF/VF	4	1	0	25Ti/—/—	
Black Bears	4	1-5	M	MF/M	150	8	30	60LGr/70LCI/30MBi	Aggressive.
Boars	3	2-20	M	FA/M	120	4	30	50MHo/50MBa/40STs	
Coireals	2	1-2	S	SL/VF	30	1	40	55SSc/poison	Passive. Lvl 10 Nerve poison.
Crebain	3	3-30	S	FA/FA	25	3	50	20SPi/20SCI/—	Evil. Excellent spies.
Eagles	3	1-4	S	F/F	30	1	30	45MCI/35SPi/—	
Fell Beasts	20	1-4	L	FA/FA	240	12	50	90HCl/90LGr/90LBa/60Lbi	Small, Dragon-related.
Forest Trolls	6	1-6	L	MF/MD	150	11	10	70LCI/60Lbi/40we/50ro;80'	Hostile. ro att. is MCr.
Giant Spiders	8	1-10	M	MF/F	160	4	40	70LPi/75LSt/poison	Use webs as traps.
Great Bats	5	1-20	M	VF/VF	60	3	60	75MBi/60MCI/—	Aggressive, nocturnal.
Great Eagle	30	1-10	H	VF/VF	300	11	90	120HCl/100LPi/100LBa	Good, intelligent.
Great Falcons	10	1-2	L	VF/VF	100	4	60	90LCI/60MPi/50MBa	
Hill Trolls	10	1-5	L	SL/M	175	11	20	95LBa/85LCI/50we/60ro;120'	Hostile. ro att. is a LCr.
Huorns, lesser	6	2-12	L	VS/VS	120	15	10	50LBa/40LGr/60LCr	If LGr grabs prey, LCr next round.
Huorns, greater	25	1-2	H	VS/VS	400	20	0	80HBa/70HGr/100HCr	If HGr grabs prey, HCr next round.
Nimfiar	4	1-10	L	FA/FA	110	3	25	55MHo/65MTs/—	Wily.
Short Eared Owls	4	1-4	S	FA/FA	20	1	50	50SCI/25MCI/—	
Skeleton Lord	See Table 11.1 for details.								
Spiders	0	1-20	S	MD/MD	5	1	5	25SPi/poison/—	
Wargs	8	4-20	L	VF/VF	180	4	60	75Lbi/60LCI/—	Hostile. Affected by stuns and hits/rd.
Wolves	3	2-12	M	FA/FA	110	3	30	55Lbi/30MCI/—	Hunt in packs.

II.4 MASTER ENCOUNTER TABLE

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Encounter	Southern Mirkwood	Emyn Guldur	Men Uruk	Nan Lanc	Rad Angaladth
Chance	20	20	25	45	20
Distance (mi.; day/night)	5/3	6/4	5/3	1/5	5/3
Time (hrs.; day/night)	5/4	6/4	4/3	1/1	5/4
INANIMATE					
Trap	01	—	01	01	—
Lair	02	01-02	—	—	—
Natural Disaster	03	03	02	02	01
Ruins	04	04	03	—	02
Settlement/Camp	05	05	04-06	—	03-04
Stream/Creek	06-09	06-09	07-10	—	05-08
PEOPLE					
<i>Men</i>					
Caravan	—	—	—	—	09-10
Hunting Party	10-12	—	—	—	11-13
Raiding Party	13-14	10	11-14	—	—
Travellers	—	—	—	—	14-17
Woodmen Patrol	15-17	11	15	—	18-22
<i>Orcs & Trolls</i>					
Large Patrol	18-20	12	16-18	03-12	23
Normal Patrol	19-25	13-17	19-28	13-32	24-28
Raiding Party	26-27	18	29-31	33-36	29-31
Tribute Caravan	—	—	32-33	—	32-33
Uruk-hai Patrol	28-30	19	34-35	37-46	34
Olog-hai Patrol	31-32	20	36-37	47-50	35
<i>Elves</i>					
Scouts	33	21	—	—	36-37
Small Patrol	34	22	—	—	38
Travellers	—	—	—	—	39
<i>Dwarves</i>					
Trading Party	—	—	—	—	40
Travellers	—	—	—	—	41
ANIMALS/MONSTERS					
Bats (N)	35-40	23-28	38-42	51-60	42-44
Black Bears (N)	41-44	29-30	43-44	—	45-47
Boars	45-49	31-32	45-47	—	48-51
Coireals	50	—	48	—	52
Crebain	51-60	33-37	49-60	61-70*	53-57
Eagle	61	38	61	—	58
Fell Beasts	62	39-43	62-63	71-77*	59
Forest Trolls (N)	63-64	44-45	64-65	—	60-62
Giant Spiders	65-69	46-50	66-69	**	63-67
Great Bats (N)	—	51-55	70	78-82*	—
Great Eagles	70	56	71	—	68
Great Falcons	—	57-59	—	—	—
Hill Trolls (N)	71-72	60-64	72	—	69-71
Huorn, lesser	73-77	65-67	73-76	—	72-74
Huorn, greater	78-82	68-70	77-78	—	75-77
Nimfiar	83-85	71-72	79-81	—	78-81
Short Eared Owls (N)	84-85	73	82-83	—	82-83
Spider	86-90	74-79	84-86	83-85	84-88
Wargs (N)	91-94	80-90	87-93	86-90	89-93
Wolves	95-100	91-100	94-100	91-100@	94-100

* These creatures are in the distant corners of Sarnath and are on watch, reporting the presence of intruders rather than attacking.

** Giant Spiders are present in Nan Lanc, but only in the three wooded areas, where encounters are automatic.

@ These are war wolves led by U-F Warg, and these mutants are nocturnal.

II.5 ENCOUNTERS IN DOL GULDUR



Encounter	The Precipices	1st-6th Levels	Mines	7th Level	The Web	1st-3rd Strata	4th Stratum
Chance	60 (50)	80 (70)	25 (20)	90 (90)	35 (15)	40 (25)	35 (25)
Trap	01-05	01-02	01-02	—	01-05	01	01
Bats	06-14	03-07	03-20	—	06-25	—	—
Cave Worms	—	—	21-25	—	26-28	—	—
Giant Spiders	—	08-10	26-35	—	29-38	—	—
Great Bats	15-19	11-13	36-45	—	39-48	—	—
Guards*	20-70	14-55	—	01-50	49-63	02-55	02-69
Large Patrol**	—	56-60	—	51-60	64-68	—	—
Messenger***	71-75	61-70	—	61-70	69-71	56-71	70-84
Servants@	—	71-81	—	71-80	—	72-81	85-89
Spiders	76-80	82-84	46-65	—	72-81	82-84	90-92
Thralls#	81-90	85-93	66-85	81-91	—	85-89	—
Wargs	91-97	94-98	86-00	92-95	82-99	90-94	—
Special	98-00	99-00	—	96-00	00	95-00	93-00

Encounters will in most cases occur once every two hour period when the party is moving and once every four hour period when the party is stationary. All the encounters generated from this table are in addition to any groups met within Dol Guldur that are described in Section 6.0, such as in guard rooms, barracks and residences, as well as several other locations.

The two entries given under "Chance" should be used for different time periods. The first percentage should be used for years T.A. 1351-2063 and 2460-3018 when the population is high. The second number in parenthesis should be used for years T.A. 1050-1350 and 2064-2459 when the population is much lower.

* These encounters will be with a normal patrol of 2-5 guards. The race of the soldiers matches the nearest inhabitants: the Precipices, the First, Sixth, and Seventh Levels, as well as the First and Second Strata all have Uruk guards; the Second and Fourth Levels have mannish guards; the Third Level and the Fourth Stratum have Olog guards; the Web has common Orc guards; the Fifth Level has both mannish and Uruk guards; and the Third Stratum has all types of guards except common Orcs.

** These groups will always be on their way out of the fortress.

*** Uruk-hai or Hildo messenger relaying orders between officers.

@ Common Orcs (65%) or Men (35%).

MERP/RM KEY

Codes: A more detailed description of the more important NPCs can be obtained from the text. Some codes are self-explanatory: Lvl (level), Hits, Sh (shield) and MovM (movement and maneuver bonus). More complex codes are described below. A parenthetical reference indicates the possession of an equivalent device or spell. A parenthetical level is used for Resistance Rolls.

AT (armor type): Two letter code gives **MERP** armor type (No: No Armor, SL: Soft Leather, RL: Rigid Leather, Ch: Chain, Pl: Plate); number is the equivalent **Rolemaster** armor type. DB: 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. All armored NPCs are assumed to wear helms of some sort.

OB (offensive bonus): Weapon abbreviations follow OBs: bas: bastard sword, fl: flail, ra: rapier, fa: falchion, ss: short sword, bs: broadsword, sc: scimitar, th: two-handed sword, ma: mace, ha: hand axe, wh: war hammer, ba: battle axe, wm: war mattock, cl: club, qs: quarterstaff, 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 cross bow, bo: bola, wp: whip, ts: throwing star, hb: halberd, ro: rock (large crush), bl: blow gun. Animal and unarmed attacks are abbreviated using the codes from the Master Beast Table in section 16.3. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus of 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.

Skills: Most skill abbreviations are self-explanatory. S/H: Stalking/Hiding, Perc: Perception, Amb: Ambush, S/W: Staves/Wands, Chan: Channeling, AMove: Adrenal Move, MA: Martial Arts (St: Strikes, Sw: Sweeps/Throws).



II.6 LOR NPC TABLE

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Name	EP	End	Str	Ag	Int	Mov	Def	Mel Mis		Gen	Sub	Perc	Mag	#	#	Notes
								OB	OB					Lang	Spells	
Sauron	169,350	600	11	10	16	7	13	16	13	11	13	18	19	50	all	Human Bard
Khamûl	35,650	200	2	1	2	1	2	10	9	5	4	5	3	9	all	Human Ranger
after T.A. 2460	36,660															
The Mouth of Sauron	25,150	105	2	2	4	1	2	4	3	5	7	7	5	21	all	Human Bard
Adûnaphel the Quiet	26,310	130	1	1	3	1	1	8	6	5	4	7	5	7	all	Human Bard
Ûvatha the Horseman	26,960	153	3	1	0	1	3	9	10	7	5	5	1	3	1	Nazgûl Warrior
Celedhring	22,450	92	1	3	4	1	2	4	0	4	6	7	8	\$\$	all	Elf Bard
The Grimborgoth	19,960	110	1	1	1	0	2	7	6	3	7	6	2	4	11	Human Warrior
Duran	30,450	160	3	1	1	1	3	10	7	2	3	5	4	5	all	Maia Bard
Ologûl	20,000	145	3	0	0	-1	3	10	6	3	2	3	0	2	0	Troll Warrior
Thuiric	17,050	93	2	0	1	-1	2	5	6	7	6	4	1	3	10	Human Ranger
Sakal	14,400	87	1	2	0	1	2	5	7	5	6	5	-1	4	0	Human Scout
Froedhir	9,000	60	0	0	2	-1	1	3	0	2	0	2	5	8	all	Human Bard
Gorovod	15,150	70	0	0	3	-1	1	3	3	1	1	3	7	10	all	Human Bard
Enna San Sarab	See Table 11.8 below for stats															
Caran-Carach	18,900	180	2	1	0	-1	3	6	0	4	3	4	-1	2	0	Werewolf Warrior
Into the Darkness: Buhr Widu																
Bronwyn	9,000	92	2	1	0	-1	3	7	7	5	2	3	-4	3	0	Human Warrior
Aldoric	7,200	81	2	1	0	-1	3	7	6	4	2	3	-4	3	0	Human Warrior
Into the Darkness: Rad Angálaladh																
Fell Beasts/2	See Table 11.8 below for stats															
Skeleton Lord	See Table 11.8 below for stats															
Into the Darkness: Buhr Dera																
Hirbrand	7,200	69	1	0	1	-1	2	5	5	6	4	3	-2	3	2	Human Ranger
Sûlwine	5,000	52	0	0	2	0	0	2	3	4	3	3	6	7	10	Human Bard
Théamond	4,500	62	1	0	1	-1	1	4	5	4	2	2	-2	3	2	Human Ranger
Ranger/4	2,250	50	1	0	1	-1	1	3	3	4	1	2	-2	2	1	Human Ranger
Warriors/8	1,400	64	2	1	0	-1	2	5	4	1	2	1	-3	2	0	Human Warrior
Young Warriors/4	825	50	2	1	0	-1	2	4	3	0	1	1	-3	2	0	Human Warrior
Females/18	250	25	0	0	0	0	0	0	0	1	1	1	-2	1	0	Human
Into the Darkness: The Raiding Band																
Muggrath	3,300	80	2	0	-1	-1	1	5	4	2	2	1	-3	1	0	Orc Warrior
Ujáki/5	2,850	70	2	0	-1	-1	1	4	4	2	1	1	-4	1	0	Orc Warrior
Elite Warriors/50	1,470	60	2	0	-1	-1	1	4	3	1	1	1	-3	1	0	Orc Warrior
Into the Darkness: The Ambush Party																
Olog-hai/6	8,300	110	3	0	0	-1	3	7	5	2	1	2	-1	1	0	Troll Warrior
Grimburí/2	4,150	45	1	0	1	0	1	4	4	3	2	2	1	3	4	Human Ranger
Into the Darkness: Úsanya																
Glosnar	11,700	83	0	1	1	1	2	5	7	5	4	3	1	4	9	Elf Ranger
Amala	3,900	61	0	0	2	-1	1	2	-1	2	0	3	3	7	12	Human Bard
Naric	5,400	105	2	-1	0	-2	2	7	5	3	2	2	-5	3	1	Dwarf Warrior
Lorthand	5,400	52	1	1	0	1	2	4	5	4	5	4	-3	3	0	Human Scout
Into the Darkness: The Ruse																
Drartûl	3,500	75	2	0	-1	-1	1	5	4	2	2	1	-3	1	0	Orc Warrior
Ujáki/3	2,850	70	2	0	-1	-1	1	4	4	2	2	1	-3	1	0	Orc Warrior
Elite Warriors 25	1,470	60	2	0	-1	-1	1	4	3	1	1	1	-3	1	0	Orc Warrior
Wargs/5	See Table 11.8 below for stats															
Grimburí/2	4,150	45	1	0	1	0	1	4	3	3	2	2	1	3	3	Human Ranger

II.6 LOR NPC TABLE



Name	EP	End	Str	Ag	Int	Mov	Def	Mel Mix		Gen	Sub	Perc	Mag	#	#	Notes
								OE	OB					Lang	Spells	
Into the Darkness: Luggdûm																
Torak	7,200	71	1	-1	2	-1	1	2	2	2	0	2	5	8	all	Half-troll Bard
Ujâki/7	2,850	70	2	0	-1	-1	1	4	4	2	1	1	-4	1	0	Orc Warrior
Adult Warriors/70	1,100	50	2	0	-1	-1	1	4	3	0	1	1	-3	1	0	Orc Warrior
Into the Darkness: Others																
Mhôrlen	10,200	93	0	0	2	-1	1	3	-1	4	2	3	5	8	all	Human Bard
Kuif	6,400	110	3	0	0	-1	3	7	4	4	2	1	-4	2	0	Troll Warrior

II.7 LOR MILITARY TABLE

[illegible]

Name	EP	End	Str	Ag	Int	Mov	Def	Mal Mis		Gen	Sub	Perc	Mag	#	#	Notes
								OB	OB					Lang	Spells	
Uruk-hai/1,112																
Afûkaush/1	11,350	130	4	-1	0	-1	3	8	6	2	2	2	-1	2	0	Troll Warrior
Křitar/1	8,300	110	3	0	0	-1	3	7	5	2	1	2	-1	1	0	Troll Warrior
Drartûlu/10	3,300	75	2	0	-1	-1	1	5	4	2	2	1	-3	1	0	Orc Warrior
Ujâki/100	2,850	70	2	0	-1	-1	1	4	4	2	2	1	-3	1	0	Orc Warrior
Elite Warriors/1,000	1,470	60	2	0	-1	-1	1	4	3	1	1	1	-3	1	0	Orc Warrior
Men/1,112																
Afûkaush/1	12,100	110	2	1	0	-1	3	8	7	5	3	3	-4	3	0	Human Warrior
Křitar/1	6,540	75	2	1	0	-1	3	6	6	3	2	3	-4	3	0	Human Warrior
Drartûlu/10	3,200	70	2	0	0	-1	2	5	4	2	2	1	-3	1	0	Human Warrior
Ujâki/100	2,340	65	2	0	0	0	2	4	4	2	2	1	-3	1	0	Human Warrior
Elite Warriors/200	1,270	55	2	0	0	-1	2	4	3	1	1	1	-3	1	0	Human Warrior
Adult Warriors/300	700	40	2	0	0	-1	2	3	3	0	1	1	-3	1	0	Human Warrior
Young Warriors/500	450	35	2	0	0	-1	2	3	2	0	1	1	-3	1	0	Human Warrior
Trolls/221																
Afûkaush/1	11,350	130	4	-1	0	-1	3	8	6	2	2	2	-1	2	0	Troll Warrior
Křitar/2	9,770	80	3	0	-1	-1	3	6	6	3	2	3	-4	3	0	Troll Warrior
Warriors/200	8,300	110	3	0	0	-1	2	3	2	0	1	1	-3	1	0	Troll Warrior
T.A. 1351-2063/18,501; (2460-3018/24,665)																
Urdânukî/3	Various Individuals															
Orcs/10,390 (14,112)																
Afûkaush/2	11,350	130	4	-1	0	-1	3	8	6	2	2	2	-1	2	0	Troll Warrior
Křitar/8	7,100	80	3	0	-1	-1	3	6	6	3	2	3	-4	3	0	Orc Warrior
Drartûlu/80	3,300	75	2	0	-1	-1	1	5	4	2	2	1	-3	1	0	Orc Warrior
Ujâki/800	2,850	70	2	0	-1	-1	1	4	4	2	2	1	-3	1	0	Orc Warrior
Adult Warriors/3,000	760	45	2	0	-1	-1	1	4	3	0	1	1	-3	1	0	Orc Warrior
Young Warriors/4,000	510	40	2	0	-1	-1	1	3	2	0	1	1	-3	1	0	Orc Warrior
Wolfriders/1,000	750	43	2	0	-1	-1	1	3	3	0	1	1	-3	1	0	Orc Warrior
War Wolves/1,500	See Table 11.8 below for stats															
Uruk-hai/ 4,446 (6,668)																
Afûkaush/2	11,350	130	4	-1	0	-1	3	8	6	2	2	2	-1	2	0	Troll Warrior
Křitar/4	8,300	110	3	0	0	-1	3	7	5	2	1	2	-1	1	0	Troll Warrior
Drartûlu/40	3,300	75	2	0	-1	-1	1	5	4	2	2	1	-3	1	0	Orc Warrior
Ujâki/400	2,850	70	2	0	-1	-1	1	4	4	2	2	1	-3	1	0	Orc Warrior
Elite Warriors/1,000	1,470	60	2	0	-1	-1	1	4	3	1	1	1	-3	1	0	Orc Warrior
Adult Warriors/2,000	1,000	50	2	0	-1	-1	1	4	3	0	1	1	-3	1	0	Orc Warrior
Young Warriors/1,000	700	45	2	0	-1	-1	1	3	3	0	1	1	-3	1	0	Orc Warrior
Men/3,334 (3,334)																
Afûkaush/1	12,100	110	2	1	0	-1	3	8	7	5	3	3	-4	3	0	Human Warrior
Křitar/3	6,540	75	2	1	0	-1	3	6	6	3	2	3	-4	3	0	Human Warrior
Drartûlu/30	3,200	70	2	0	0	-1	2	5	4	2	2	1	-3	1	0	Human Warrior
Ujâki/300	2,340	65	2	0	0	-1	2	4	4	2	2	1	-3	1	0	Human Warrior
Elite Warriors/1,000	1,270	55	2	0	0	-1	2	4	3	1	1	1	-3	1	0	Human Warrior
Adult Warriors/1,000	700	40	2	0	0	-1	2	3	3	0	1	1	-3	1	0	Human Warrior
Young Warriors/1,000	450	35	2	0	0	-1	2	3	2	0	1	1	-3	1	0	Human Warrior







DOL GULDUR™

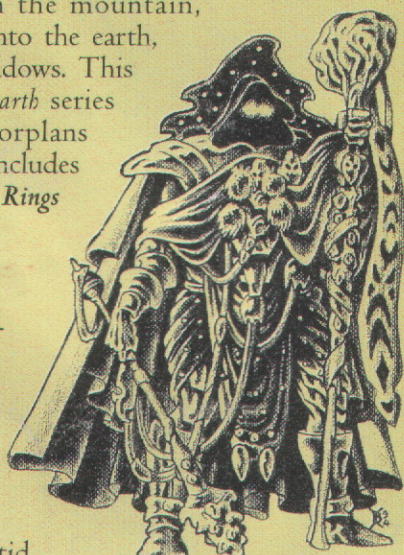
"Some here will remember that many years ago I myself dared to pass the doors of the Necromancer in Dol Guldur, and secretly explored his ways, and found thus that our fears were true: he was none other than Sauron, our Enemy of old, at length taking shape and power again. Some, too, will remember also that Saruman dissuaded us from open deeds against him, and for long we watched him only. Yet at last, as his shadow grew, Saruman yielded, and the Council put forth its strength and drove the evil out of Mirkwood—and that was in the very year of the finding of this Ring: a strange chance, if chance it was."

—The Fellowship of the Ring*

Dol Guldur documents the history, design, layout, garrison, and inhabitants of the Hill of Sorcery, the volcanic stronghold in Mirkwood. The cinder cone looms over a vale strangely quiet and barren amidst the forest. No birds fly across the Nan Lanc, the Naked Valley, and thistles and briars comprise its vegetation. Within the mountain, intricate pits and chambers tunnel deep into the earth, and a miasma of evil coils amidst the shadows. This all-new volume of the *Citadels of Middle-earth* series presents over 20 pages of maps and floorplans detailing the Necromancer's awful lair. It includes complete stats for *MERP™*, the *Lord of the Rings Adventure Game™*, and *Rolemaster™*.

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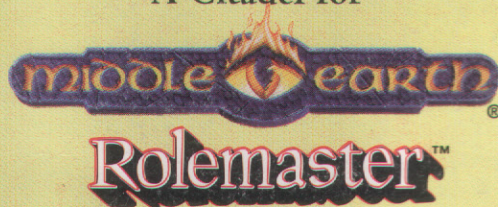
- **FLOORPLANS**—of Celedhring's domicile, the Slave-master's residence, the halls of the Mouth of Sauron, the Necromancer's Vantage, and many more.
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