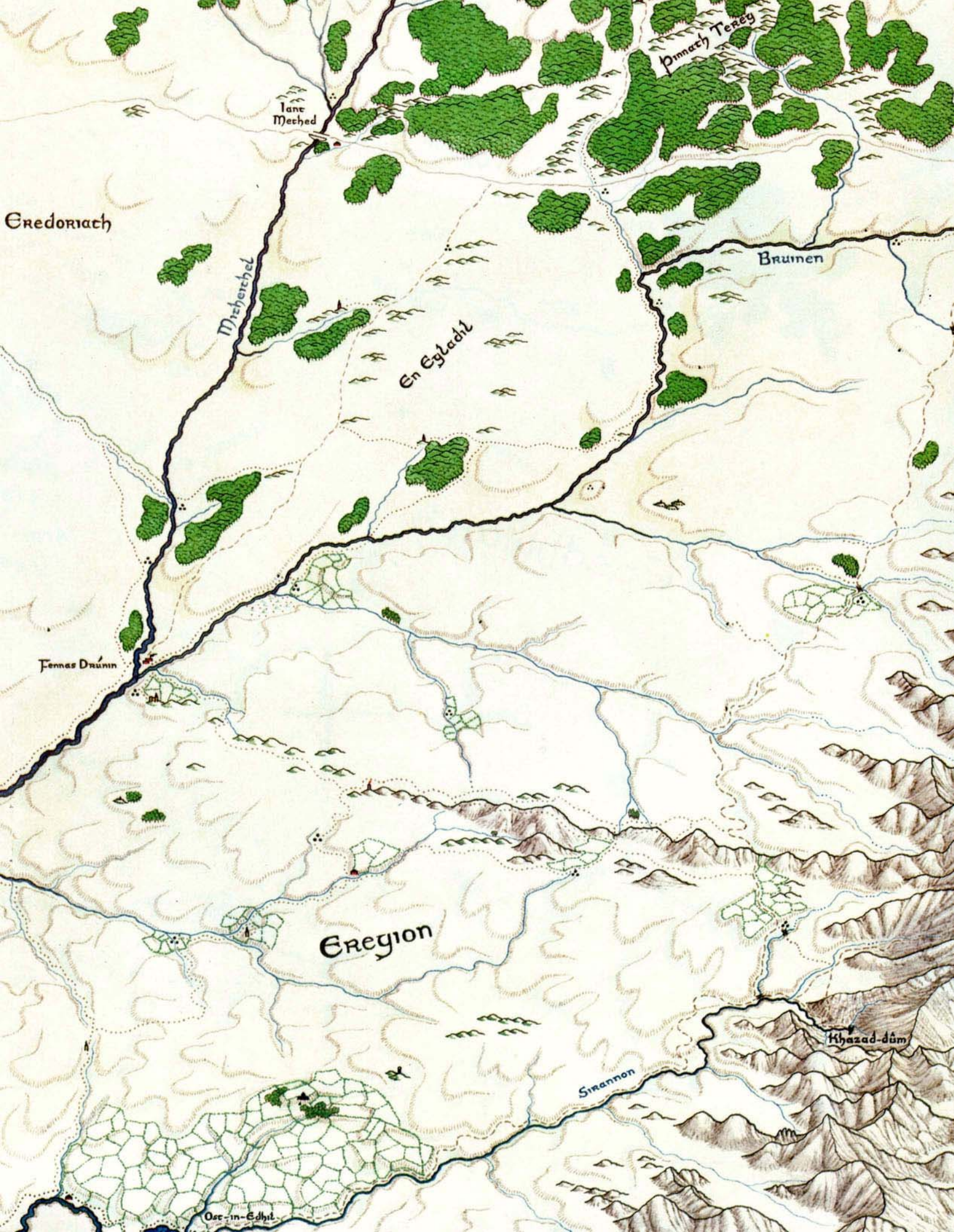
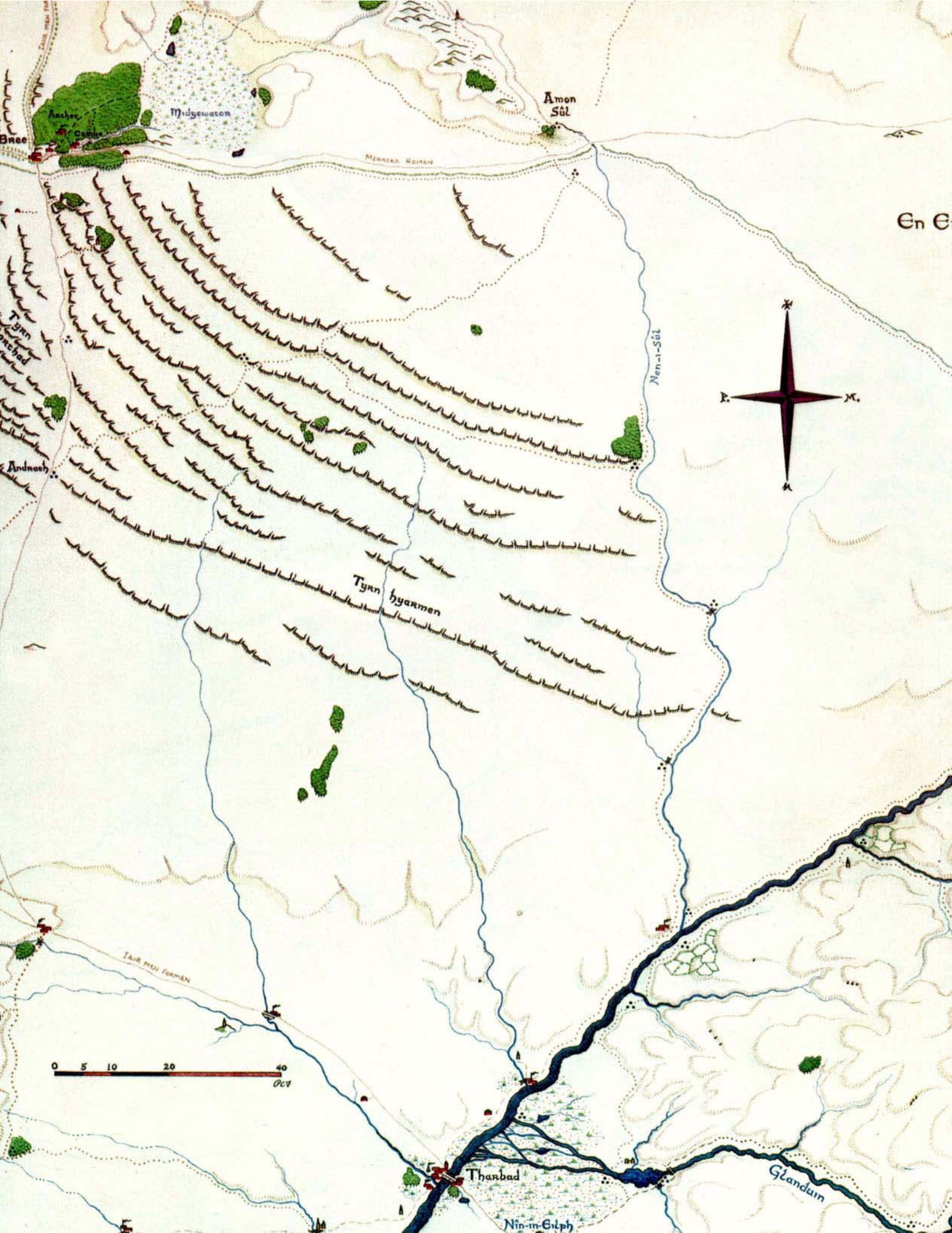
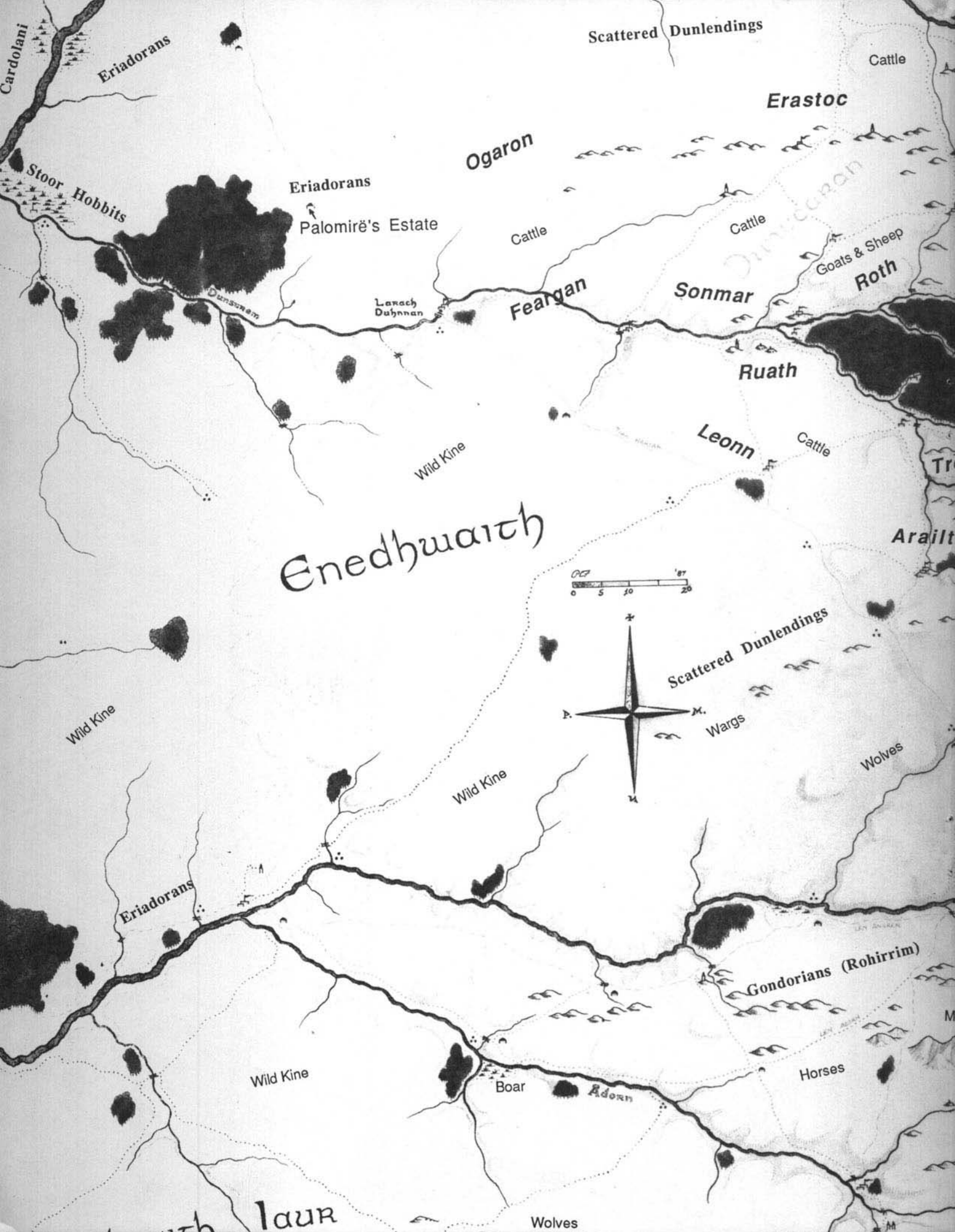
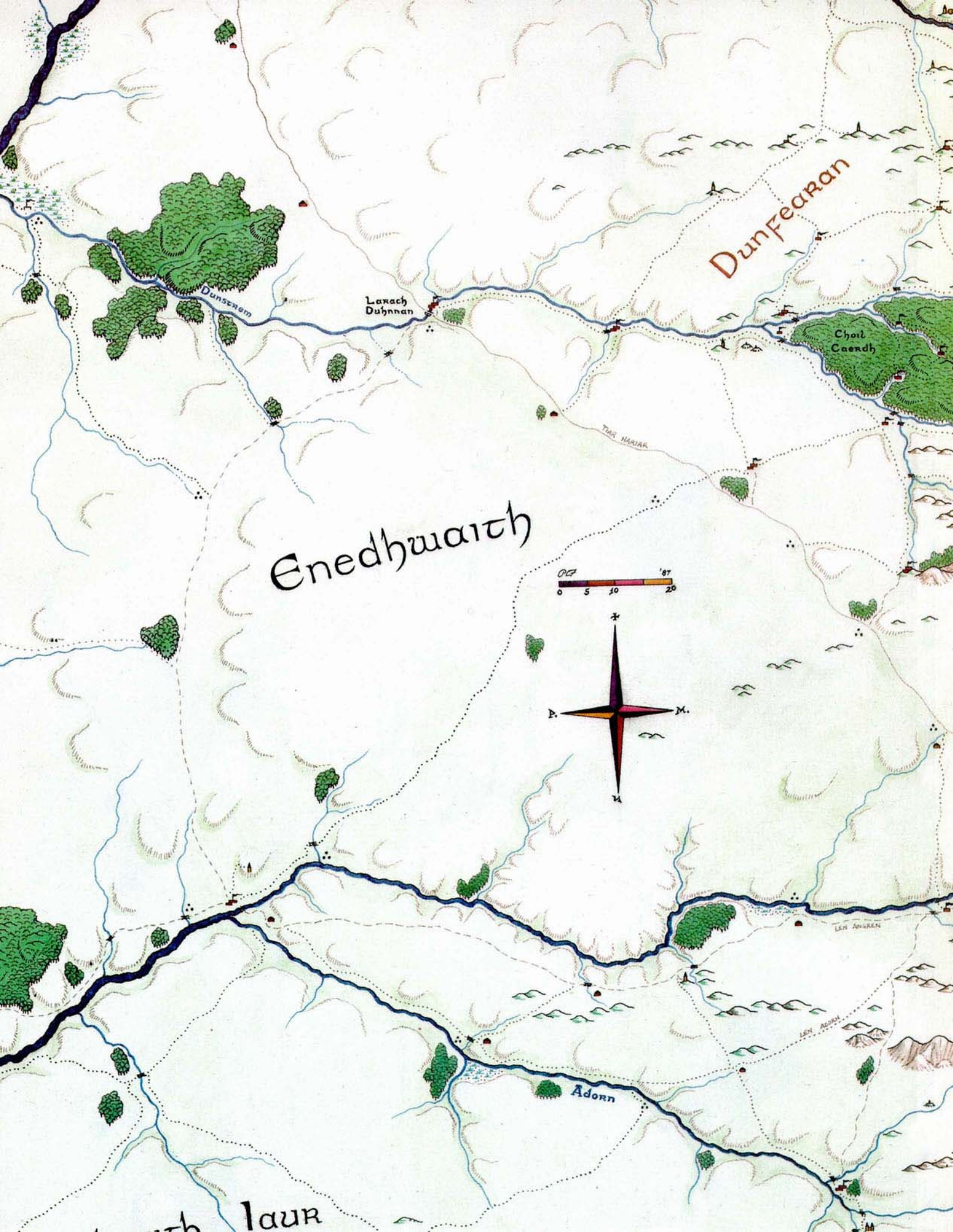

Pinnath Teréy
Iant Methed
Eredoriath
Mitheithel
Bruinen
En Egladil
Fennas Drúnin
Eregion
Khazad-dûm
Sirannon
Ost-in-Edhil

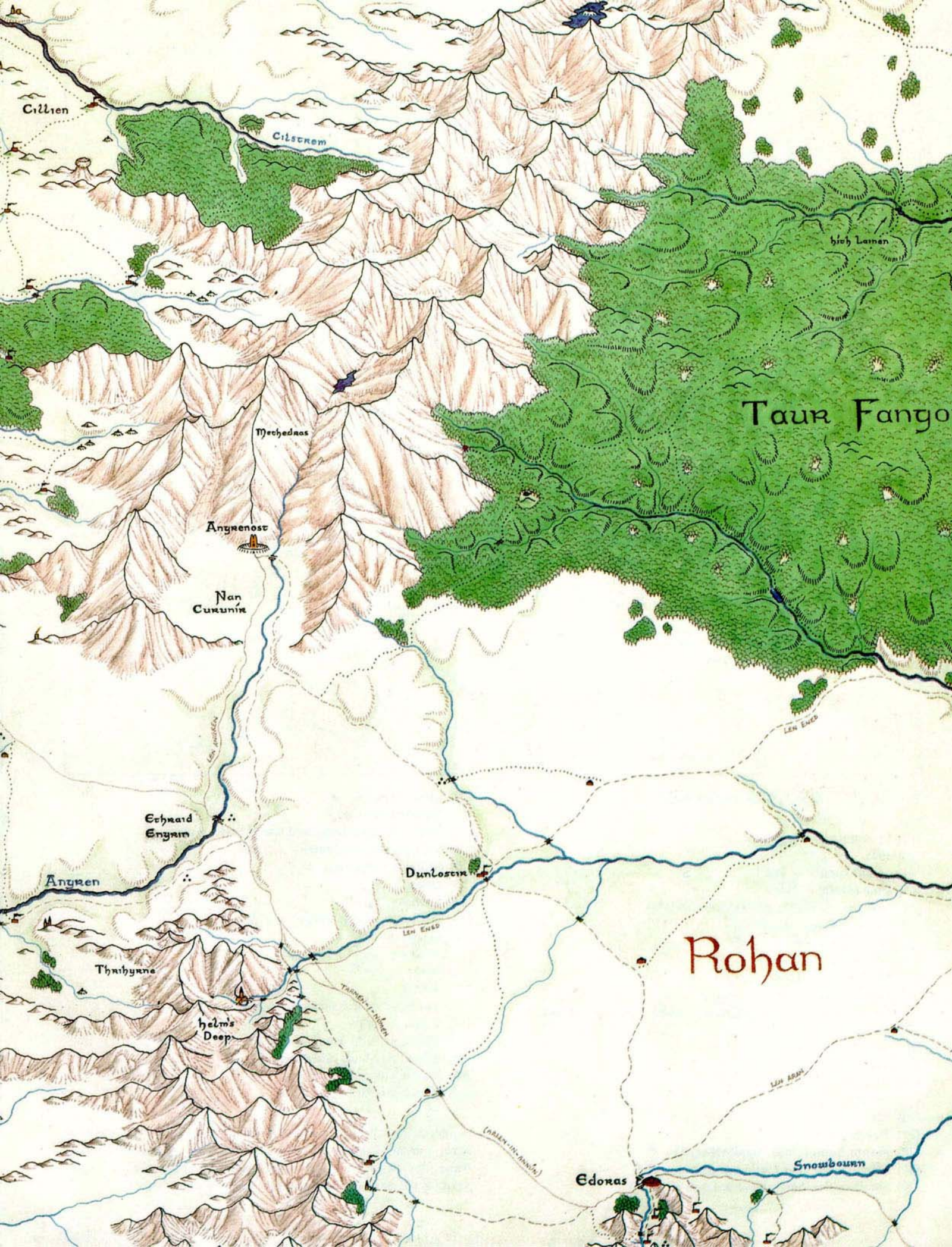

Amon Sûl
Midgewater
Archet
Combe
Bree
Andrach
Tyrn hyarmen
Nen-i-Sûl
Tharbad
Glanduin
Nîn-in-Eilph
0 5 10 20 40
Oct



Cardolani
Eriadorans
Scattered Dunlendings
Cattle
Erastoc
Ogaron
Stoor Hobbits
Eriadorans
Palomirë's Estate
Cattle
Cattle
Goats & Sheep
Roth
Dunsurem
Larach Duhnnan
Feargan
Sonmar
Ruath
Leonn
Cattle
Wild Kine
Enedhwaith
Arailt
0 5 10 20
Scattered Dunlendings
Wargs
Wolves
Wild Kine
Wild Kine
Eriadorans
Gondorians (Rohirrim)
Wild Kine
Boar
Adorn
Horses
Wolves

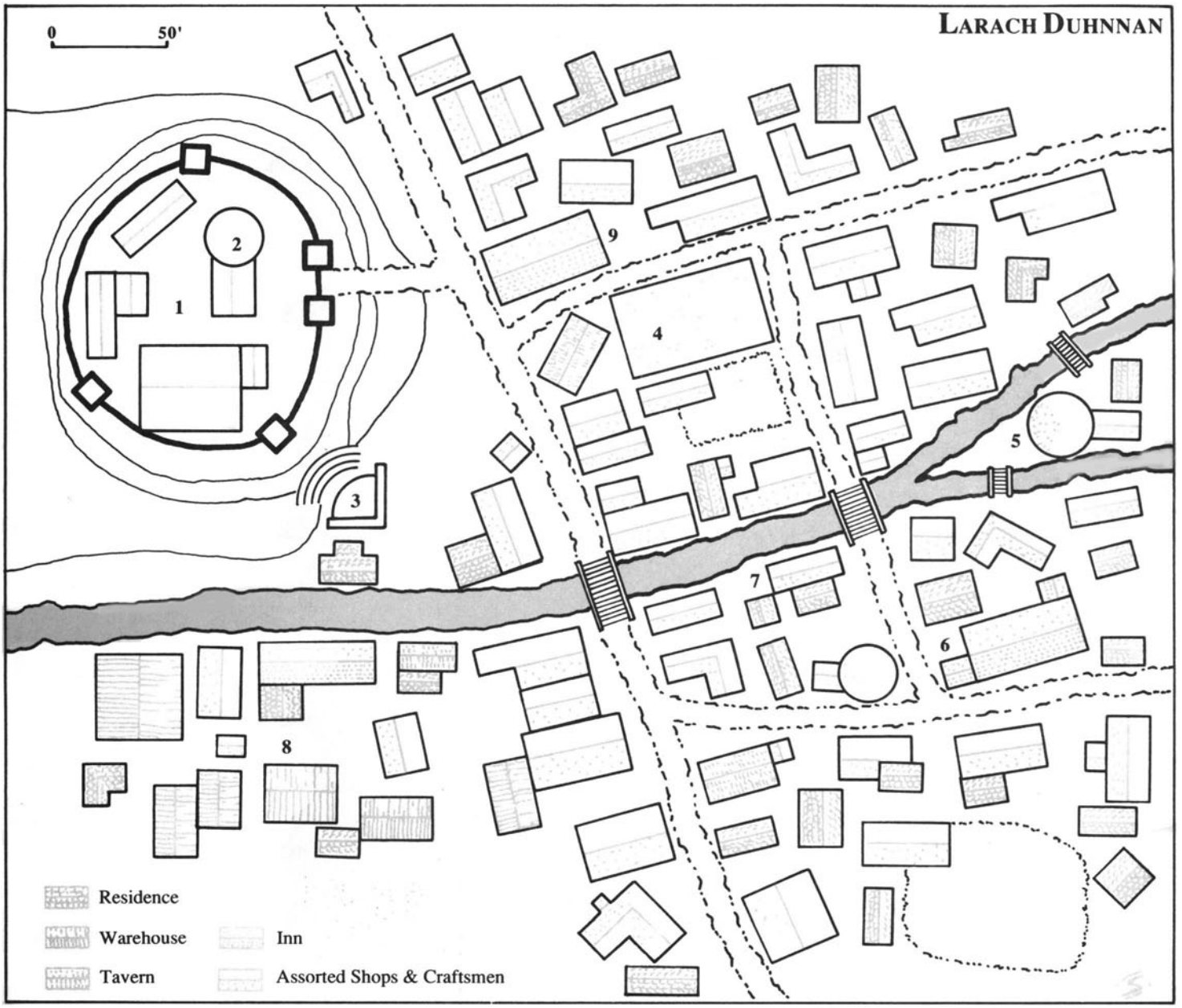
Wolves
Tar Moid
Wargs
Amon Lind
Ewen
Eogbann
Sheep
Sheep
Colgar
Wights
Mountain Goats
Bears
Cillien
Cilstnem
Lair of Turukulon
Orcs
Temp
Sheep
Stone Trolls
Madoc
Dwaithohir's Eyrie
Wights
Eagles
Wargs
Orcs
Wights
Wolves
Mechednas
Isildur's Tomb
Treforn
Mountain Goats
& Sheep
Angrenost
Eagles
(Servants of Saruman)
Nan
Curunir
Bears
Grass Cats
Wild Kine
Dobac
Horses
Gondorians (Rohirrim)
Grass Cats
Ethnaid
Enyam
Gondorians (Rohirrim)
Dunlostir
Angren
Green Asps
Rohan
Thnihynne
Bats
Horses
Mountain Goats & Sheep
Helm's
Deep
Boar
Gondorians (Rohirrim)
Bears
Eagles
Snowbourn
Edoras
Wolves


Dunfearan
Larach Duhnnan
Dunserem
Choil Caerdh
TIAR HARIAR
Enedhwaith
0 5 10 20
Adorn



Cillien
Cilstrem
hith Lainen
Taur Fango
Methedras
Angrenost
Nan Curunír
Ethraid Engrin
Angren
Dunlostir
Rohan
Thrihyrne
helm's Deep
Edoras
Snowbourn

Cillien
Cilstrom
Dunfearan
Dunstrom
Larach Duhnnan
Enedhwaith
Methedras
Angrenost
Nan Curunir
Ethraid Engrin
Angren
Dunlostir
Thrihyrne
Helm's Deep
Adorn
Edoras
Iaur



BASIC COLOR AREA MAP KEY

(1) 1 inch = 20 miles
(2) **Mountains** =
(3) **Hills** =
(4) **Mixed forests** =
(5) **Pine forests** =
(6) **Hedgerows, brush, and thickets** =
(7) **Primary Rivers** =
(8) **Secondary Rivers** =
(9) **Streams** =
(10) **Intermittent watercourses** =
(11) **Glaciers and iceflows** =
(12) **Mountain snowfields and snowy regions** have no coloring.
(13) **Primary roads** =
(14) **Secondary roads** =
(15) **Trails/tracks** =
(16) **Bridges** =
(17) **Fords** =
(18) **Cities** =
(19) **Towns** =
(20) **Manor houses, inns, small villages** =
(21) **Citadels and huge castle complexes** =
(22) **Small castles/holds/towers/keeps etc.** =
(23) **Monasteries** =
(24) **Observatories** =
(25) **Barrows, cairnfields, and burial caves** =
(26) **Caverns and cave entries** =
(27) **Buttes** and **plateaus** =
(28) **Lakes** =
(29) **Dunes** =
(30) **Extremely rough terrain** =
(31) **Deserts** =
(32) **Shoals** =
(33) **Reefs** =
(34) **Ruins** =
(35) **Swamps and marshlands** =
(36) **Jungle** =
(37) **Dry or periodic lakes** =
(38) **Steep ridge faces and downs** =
(39) **Marsh Villages** =
(40) **Watchtowers** =

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.