

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

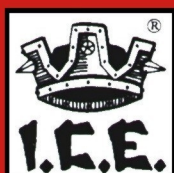
Dunland

and the Southern
Misty Mountains™

Playable with



Rolemaster™



Journey to the rugged foothills that rise to the north of the Old South Road. Strife is the rule in Dunland. The warlike Dunnish clans jealously guard their independence and often stage raids against their neighbors and even their own kinsmen. And yet, Dunland is less hazardous than the Southern Misty Mountains, where even the hardest adventurers run afoul of Giants, Elves, Trolls, and even Dragons.

EXPLORE:

- AMON LIND, an Elven Fortress
- THE LAIR OF TURUKULON, The Worm
- LARACH DUHNNAN, trade center of Dunland

DUNLAND AND THE SOUTHERN MISTY MOUNTAINS™

1.0 GUIDELINES

- 1.1 DEFINITIONS AND TERMS.....2-3
- 1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN.....3
- 1.3 CONVERTING STATISTICS.....4-5

2.0 INTRODUCTION

3.0 THE DUNLENDINGS

- 3.1 HISTORY.....8
- 3.2 SOCIETY AND EVERYDAY LIFE.....9

4.0 THE SOUTHERN MISTY MOUNTAINS

- 4.1 CLIMATE.....11
- 4.2 FLORA.....11
- 4.3 FAUNA.....11

5.0 DUNLAND

- 5.1 CLIMATE.....12
- 5.2 FLORA.....12
- 5.3 FAUNA.....14

6.0 POLITICS AND POWER:

THE SOUTHERN MISTY MOUNTAINS

- 6.1 THE SOUTHERN MISTY MOUNTAINS: T.A. 1640.....16
 - 6.11 Turukulon the Worm.....16
 - 6.12 Amon Lind.....17
 - 6.13 The Giants.....21
 - 6.14 The Eagles.....21
- 6.2 SOUTHERN MISTY MOUNTAINS: T.A. 1640-3019.....21

7.0 POLITICS AND POWER: DUNLAND

- 7.1 DUNLAND: T.A. 1640.....23
 - 7.11 The Clans.....23
 - 7.12 The Daen Iontis.....26
 - 7.13 The Daen Coentis.....26
 - 7.14 The Dúnedain.....27
 - 7.15 The Temple of Justice.....28
 - 7.16 The Stoors.....29
 - 7.17 The Healers and Their Hall.....29
 - 7.18 The Traders.....30
 - 7.19 The Bards.....31
- 7.2 DUNLAND: T.A. 1640-2510.....31
- 7.3 DUNLAND: T.A. 2510-2759.....32
- 7.4 DUNLAND: T.A. 2759-3018.....32
- 7.5 DUNLAND: AFTER T.A. 3018.....32

8.0 SITES OF INTEREST:

THE SOUTHERN MISTY MOUNTAINS

- 8.1 THE GIANTS' HOMES.....33
 - 8.11 The Miners.....33
 - 8.12 The Ranchers.....33
- 8.2 AMON LIND.....34
 - 8.21 Gatehouse Layout.....34
 - 8.22 North and South Towers.....35
 - 8.23 Main Keep Level 1 Layout.....36
 - 8.24 Main Keep Level 2 Layout.....36
 - 8.25 Main Keep Level 3 Layout.....36
 - 8.26 Main Keep Levels 4-9 Layout.....38
 - 8.27 Sub Level 1 Layout.....38
 - 8.28 Sub Level 2 Layout.....40
 - 8.29 Sub Level 3 Layout.....40
- 8.3 THE LAIR OF TURUKULON.....42
- 8.4 ISILDUR'S TOMB.....44
- 8.5 DWAITHOHIR'S EYRIE.....44

9.0 SITES OF INTEREST: DUNLAND

- 9.1 LARACH DUHNNAN.....45
- 9.2 THE CAERD H WOOD.....45
- 9.3 THE STOOOR VILLAGE OF NEW MARESH.....46
- 9.4 THE SMUGGLER'S HOLD.....46
- 9.5 THE VILLAGE OF CILLIEN & THE HEALERS HALL.....47
- 9.6 PALOMIRE'S ESTATE.....49
- 9.7 THE TEMPLE OF JUSTICE.....51
 - 9.71 Entry Halls Layout.....51
 - 9.72 Level 2 Layout.....51
 - 9.73 Level 3 Layout.....51
 - 9.74 Level 4 Layout.....51

10.0 ADVENTURE AIDS

- 10.1 SELECTING AN ADVENTURE.....52
- 10.2 CHOOSING A TIME PERIOD.....52
- 10.3 ADVENTURE SUGGESTIONS.....52
- 10.4 TRAPS, WEAPONS, AND SPELLS.....52

11.0 SOUTHERN MISTY MOUNTAIN

ADVENTURES

- 11.1 A CALL FROM SINGING HILL.....52
- 11.2 TRADING WITH THE GIANTS.....53
- 11.3 ASSAULT ON A LAZY DRAGON.....53
- 11.4 FINDING A SOUTHERN PASS.....53

12.0 DUNLAND ADVENTURES

- 12.1 A TROLL HUNT.....54
- 12.2 MISSION FOR THE KING.....54
- 12.3 SACRIFICE FOR JUSTICE.....55
- 12.4 A CLAN WAR.....55

13.0 TABLES

- 13.1 MASTER ENCOUNTER TABLE.....56
- 13.2 MASTER BEAST TABLE.....57
- 13.3 MASTER MILITARY TABLE.....58
- 13.4 MASTER NPC TABLE.....61

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The wind out of the West whipped across the grassy flanks of the hill, sending shimmers through the brilliant wildflowers. Loud and unyielding, the gusts drowned out the cries and horn calls from the battlements atop the ridge. All of the enemies' rantings seemed like the empty murmurs of faraway ghosts.

Celeclú of Duhnnan knew better, of course, for the challenge he sought so long was finally at hand. His foe was no spectre; he was a real warrior born out of the constant fighting the foul Haed clansmen loved so dearly. Now, Celeclú rode to center stage.

Urmah, the driver, nodded his head as he twisted the reins and brought Celeclú's chariot in line with the opening gate. As the cart swung up the twisting path, the squire turned and yelled: "He's coming, out!"

Suddenly, Arl the Haed's chariot burst out of the gateway, the driver screaming with all the fervor of a cyclone. Arl's eyes glistened with rage: "Now Celeclú, you can taste your brother's blood!"

The champion from Duhnnan smiled with toothy grin that belied his utter contempt for his Haed opponent. Bringing his weapon about, he muttered: "Only after I savor my brother's triumph, you boar-faced sheepboy."

1.0 GUIDELINES

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

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

PROFESSOR TOLKIEN'S LEGACY

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

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

1.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

GAME SYSTEMS

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

RM..... *Rolemaster*

CHARACTER STATS

Ag.... Agility (*RM/MERP*)

Co.... Constitution (*RM/MERP*)

St.... Strength (*RM/MERP*)

PR.... Presence (*RM/MERP*)

It(In) Intuition (*RM/MERP*)

Sd.... Self Discipline (*RM*)

MeMemory (*RM*)

Ig.... Intelligence (*MERP*)

Re.... Reasoning (*RM*)

EmEmpathy (*RM*)

Qu.... Quickness (*RM*)

GAME TERMS

AT.... Armor Type

bp.....bronze piece(S)

cp.....copper piece(s)

CritCritical strike

D.....Die or Dice

D100..Percentile Dice Result

DB.... Defensive Bonus

FRP...Fantasy Role Playing

GMGamemaster

gp..... gold pieces(s)

ip.....iron piece(s)

jp.....jade piece(s)

tp.....tin piece(s)

Lvl. Level (exp. or spell level)

MA....Martial Arts

ModModifier or Modification

mp.....mithril piece(s)

NPC Non-player Character

OB.... Offensive bonus

PC..... Player Character

PP.....Power Points

R or Rad.....Radius

Rnd or Rd.....Round

RR.....Resistance Roll

Stat....Statistic or Characteristic

MIDDLE-EARTH TERMS

A.....Adunaic

BS....Black Speech

Cir....Cirth or Certar

D.....Dunael (Dunlending)

Du....Daenael (Old Dunael)

E.....Edain

El....Eldarin

Es....Easterling

1.A....First Age

F.A....Fourth Age

Hi....Hillman

H.....Hobbitish (Westron variant)

Har....Haradrim

Hob...Hobbit

Kd....Kuduk (ancient Hobbitish)

Kh.....Khuzdul (Dwarvish)

LotRThe Lord of the Rings

Or.....Orkish

Q.....Quenya

R.....Rohirric

Rh.....Rhovanion

S.....Sindarin

S.A....Second Age

Si.....Silvan Elvish

T.A....Third Age

Teng...Tengwar

V.....Variag

W...Westron (Common Speech)

Wo.....Wose (Druedain)

1.12 DEFINITIONS

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

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

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

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

Dúnedan culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar.

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

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

Eldar: (Q. "Elves"; "People of the Stars.") The Calaquendi (Q. "High Elves"), who made the Great Journey to the Undying Lands.

Eriador: All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"). Its northern boundary lies along the highland ridge that runs northwestward from Cam Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathlo") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhodaur, Arthedain, and, by some, Dunland and Enedwaith.

Glade: Generically referring to any open space in a forest, this word in Lórien also refers to the various craft and service guilds.

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

Khazad-dûm: (Kh. Dwarf-mansion"; S. "Hadhodron"; 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. Khazad-dûm has since been expanded to include seven principle levels which stretch the width of the mountain range and extend under 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. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains.

Lórien: (S. "— Dream.") Also known at various times as Lothlórien (S. "Dreamflower"), Laureindórenan (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.

Moria: (S. "Black Chasm") See Khazad-dum above.

Noldor: (Q. "The Wise"; alt. "The Deep Elves.") The Second Kindred of the Eldar.

Ost-in-Edhil: (S. "Fortress of the Eldar".) Capitol city and citadel of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies.

Silvan: All of the Elves who are not Eldar.

Sindar: (S. "Grey Elves", alt. "Elves of Twilight".) The Sindar are neither Moriquendi nor Eldar.

West-gate: The western entry into Khazad-dum; also called Durin's Gate, the Doors of Durin, the West Door, and the Elven-Door. Flanked by huge holly trees, this door opened onto a wide road which led to Ost-in-Edhil, the Eldarin capitol of Eregion.

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

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

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

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

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

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

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

1.31 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

1-100 Stat	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	4	2



1.33 CONVERTING STATS

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

- Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:
STRENGTH: *power, might, force, stamina, endurance, condition, physique, etc.* Note that the vast majority of systems include strength as an attribute.
AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.*
QUICKNESS: *dexterity, speed, reaction ability, readiness, etc.*
CONSTITUTION: *health, stamina, endurance, physical resistance, physique, damage resistance, etc.*
SELF DISCIPLINE: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*
EMPATHY: *emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.*
REASONING: *intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.*
MEMORY: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*
INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.*
PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.*
- Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

1.34 CONVERTING COMBAT ABILITIES

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

- Strength and Quickness bonuses** have been determined according to the table in 3.42 above. Note that the stats you are using and compute these bonuses using the rules under your system;
- Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1 /level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.

4) *Armor Type (AT) are based on the following breakdown:*

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

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

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

1.35 CONVERTING SPELLS & SPELL LISTS

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

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

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);
- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

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

1.37 SKILL BONUSES

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



1.38 LOCKS AND TRAPS

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

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

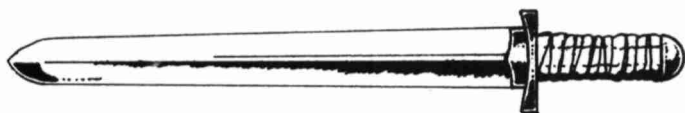
These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from another well-lit trap which reads "sheer folly (-50)" (to disarm). The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more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

2.0 INTRODUCTION

Dunland and the Southern Misty Mountains focuses on a dramatic and strategic region, the reaches north of the gateway between the wide, cool lands of Eriador and the grassy reaches of Calenardhon (Rohan). Extremely diverse in history, inhabitants, and opportunities, it is an ideal setting for adventuring and exploring.

Dunland is the home of the fierce and proud Dunlendings (D. "Daen Lintis"), highland tribes frequently influenced by minions of Sauron and Saruman. Their Daen ancestors experienced similar a similar domination during the late Second Age, and most migrated out of the traditional Dunnish homelands in the vales of the White Mountains (S. "Ered Nimrais"). These Dunmen settled all over eastern Eriador, mingling with older Eriadoran groups, but they retained their unique culture in the western foothills of the southern Misty Mountains (S. "Hithaeglrir"). The distinct Dunlendings of this region formed an often loose collection of tribal territories, which became known as Dunland.

Dunland (D. "Dunfearan") encompasses the rugged foothills that rise to the north of the Old South Road (S. "Tiar Hariar") joining Tharbad in Cardolan to the markets further east. The highway skirts Dunland's southern border and runs eastward through the wide Isen Gap (S. "Búliith Angren") separating the Misty Mountains to the north from the White Mountains to the south. Later called the Gap of Rohan, this portal from Eriador to Gondor served as the most important pass in western Middle-earth. It was once the dividing line between the lands dominated by the two Dúadan Kingdoms in Exile — Arnor and Gondor — and it remains a vital link for the Free Peoples of the West. Thus, Dunland's importance remains significant, despite the reduction in traffic along the highway.



A turbulent people, the Dunlendings are for the most part herders and hunters who jealously guard their independence and often raid the lands of their kinsmen. Strife is the rule in Dunland, which is just as well, for the neighboring folk fear the unification of the warlike Dunmen. This is particularly true of the Men of Calenardhon (Rohan), the Dunlending's oldest and most challenging enemies.

The inhabitants of southernmost stretch of the Misty Mountains — the Giants, Dragons, Giant Eagles, Orcs and other creatures of the wilds — are also affected by the presence of the Dunmen. Although they live at or above the treeline, they invariably focus their attentions to the west rather than the east, for they make their homes along the western side of the range. The Hithaeglrir's eastern cliffs of the drop sharply, like sheer fells, making eastward land travel exceedingly hazardous. Access to the upper mountain valleys is provided by trails that originate in Dunland, lending further credence to the old adage that says: *"the Daen have no King, no wealth, no capital, and no roads — yet they hold a good claim to yours and mine."*

A BRIEF TIMELINE

THE SECOND AGE

- 1 — Noldo kingdom established in Lindon after the fall of Beleriand with Gil-galad as king. The Ents migrate from Beleriand to various parts of Middle-earth.
- 32 — Númenor founded.
- 600-1200 — Númenóreans explore much of Middle-earth and make contact with the Daen Coentis of the White Mountains. Ports are established on the Gwathló by Tar-Aldarion at Lond Daer and (later) Tharbad.
- 750 — The Noldor found Eregion and build Ost-in-Edhil.
- 1200-1500 — Númenóreans begin building fortresses and havens all along the western coast of Middle-earth. During this time they begin to use the great southern forests extensively for ship building.
- 1300 — Treebeard relocates to what will become Fangorn Forest and takes up permanent residence there, bringing many Ents and Entwives with him.
- 1500 — Elves of Eregion begin to make the Rings of Power under Sauron's ("Annatar's") guidance.
- 1600 — Sauron makes the Ruling Ring.
- 1652 — Amon Lind completed.
- 1693-1700 — Sauron makes war on the Elves of Eregion. Most all of Eriador is laid waste by his armies. Large tracts of forests are destroyed in what will one day be Dunland. Sauron is defeated by the Númenóreans and the Elves, and retreats to Mordor.
- 1800-2251 — Númenóreans increase their holdings in Middle-earth. It is during this time that the circle of Isengard is smoothed, but the fortress will be built later. Sauron begins to send emissaries to the Daen Coentis to subvert their religion and turn them against the Númenóreans. Gradually, Númenóean strength forces the Daen Coentis into the remoter vales of the White Mountains.
- 2500 — The Entwives cross the Anduin and make a garden paradise in the area that will later be called the Brown Lands. They teach the Men of the area much about agriculture.
- 3315 — Drúedain make a final split with the Daen Coentis, because of the latter's descent into evil ways. They take up residence in the deep wooded areas of the White Mountains and the Enedwaith.
- 3319 — The Downfall of Númenor and the Bending of the Seas.
- 3320 — Foundation of the Realms in Exile. The Daen Coentis swear an oath of loyalty to Elendil.
- 3325-3341 — Religious strife among the Daen Coentis proliferates with the rise of the Dark Cults. Many of the Daen Coentis migrate north into Eriador, settling mostly in Dunland and Rhudaur. Later groups migrate to escape the fear caused by the Oath-breaking.
- 3430 — Last Alliance of Elves and Men is formed to confront Sauron.

- 3434** — The Daen Coentis are called by the Alliance; they refuse, and thereby bring the Curse of the Oath-breakers upon them.
- 3435** — The Battle of Dagorlad rages and the Entwives disappear.
- 3441** — Barad-dur falls and Sauron is overthrown after he slays Elendil and Gil-galad. Isildur cuts the Ruling Ring from Sauron's finger and keeps it as his own.



THIRD AGE

- 1** — The tower of Orthanc is constructed.
- 2** — Isildur is ambushed and dies at the Gladden fields while en route to Arnor. Neither the One Ring nor his body are recovered.
- 250-850** — Amor declines gradually.
- 250** — Calenardhon begins to be settled along the Great West Road. Dunnish migrations into Dunland slow to a trickle and the clans reassert themselves. The Dunmen begin identifying themselves as Daen Lintis rather than by the older label Daen Coentis.
- 312** — Larach Duhnnan becomes a major trading site in Dunland.
- 500-1400** — Calenardhon is a prosperous province of Gondor.
- 1000** — Sauron stirs again, and the Istari are sent to Middle-earth as a balance to his presence.
- 1050** — Hobbits migrate from the Anduin valley across the Misty Mountains into Eriador, some settle in Dunland.
- 1050** — Gondor at the height of its power expands and builds many border fortresses. Sauron reappears and goes to Dol Guldur.
- 1300-1350** — The Witch-king founds Angmar. The Dúnanan realm of Rhudaur falls under his control. He begins plotting the downfall of the North.
- 1409-1636** — Cardolan is overrun and slowly declines. Tharbad becomes a haven of thieves and smugglers. Commerce between the North and Gondor declines.
- 1432-1447** — The Kin-strife grips Gondor. Civil war rages in the South Kingdom.
- 1600-1601** — Hobbits are granted a fief in Arthedain and begin settling in the Shire.
- 1630** — A large number of Hobbits from Dunland migrate to the Shire.
- 1636-37** — The Great Plague, a devastating pestilence, sweeps through Rhovanion, Gondor, and Eriador. Calenardhon's population is decimated and the realm ceases to have a distinct identity. Tharbad is particularly hard-hit and trade from the North begins a more rapid decline.
- 1640** — The Capital of Gondor is moved from Osgiliath to Minas Anor.
- 1974-75** — The Witch-king's armies overrun Arthedain. The last King of Arthedain dies, but the Witch-king's armies are defeated by the Gondorians and their Eriadoran allies. By this time all the Hobbits have moved out of Dunland.
- 1980** — The Witch-king reenters Mordor, and gathers the Nine. The Balrog of Moria comes forth.
- 1981** — Amroth and Nimrodel are lost.
- 2050** — Orthanc is locked. Only a small hereditary force is left to guard the fortress. The last King of Gondor dies without an heir, and the first of the Ruling Stewards presides over the South Kingdom.
- 2063** — Beginning of the Watchful Peace. A few Dunlendings begin to settle further south of Dunland, in the West-march between the rivers Isen and Adorn.
- 2460-2510** — The Easterling Balchoth invade Gondor. The Éothéod, led by Eorl the Young, come to Gondor's aid at the Battle of Celebrant. Cirion the Steward grants the Northmen the land of Calenardhon as a reward for their aid. The Oath of Eorl and the founding of Rohan follows.
- 2710** — Dunlendings take control of the circle of Orthanc.
- 2754** — Freca killed by Helm Hammerhand, King of Rohan.
- 2754-58** — Wulf, Freca's son, raises a Dunlending army to march against Rohan.
- 2758** — The Long Winter grips the land. Easterlings invade Rohan from across the Anduin. The Haradrim of Umbar attack Gondor. Seeing a great opportunity to defeat his bitter foes, Wulf marches his army into Rohan. He defeats the Rohirrim in the deep snow at the Fords of the Isen and besieges the Rohirrim at Helms Deep and Dunharrow. Helm and his two sons perish.
- 2759** — Fréaláf, Helm's nephew, surprises the Dunlendings in Edoras and kills Wulf. After routing the Dunlending invaders, he is crowned King, becoming the first of the Second Line in Rohan. The Dunlendings retreat from Isengard and Saruman is given the keys to Orthanc.
- 2830-2903** — Reign of Folecwine in Rohan. The Rohirrim drive the Dunlendings from Westfold.
- 2911-12** — The Fell Winter strikes Eriador and Rhovanion. White Wolves appear in force even as far south as Dunland. The spring thaw causes floods, forcing Tharbad and numerous Dunnish settlements to be abandoned.
- 2941** — The White Council drives Sauron from Dol Guldur.
- 2953** — Last meeting of the White Council. Saruman begins gathering his forces (including many Dunlendings), and claims Orthanc as his own. Orc raids on Fangorn Forest become more common after this time. Saruman begins sending servants to search the Gladden Fields.
- 3000** — Saruman uses the Palantir in Orthanc and becomes entrapped by Sauron (who uses the Ithil-stone).
- 3018-19** — War of the Ring. The Ents attack Isengard. The Dunlendings in league with Saruman are defeated at Helm's Deep but are allowed to return home. The One Ring is destroyed and Sauron is cast out of Eä. Saruman passes from Arda.
- mid-3021** — End of the Third Age.

3.0 THE DUNLENDINGS

3.1 HISTORY

The *Daen Coentis*, or "People of Skill," lived in the foothills and valleys of the White Mountains during the mid-Second Age. An ancient and noble race that crossed westward over the Anduin at the end of the First Age, they settled in what would later be Gondor. There, they lived in peace for many centuries, absorbing most of the older *Drúedain* (Du. "Drughu") bands that preceded them.

During the middle of the Second Age, however, two things happened that would forever alter their way of life. One was the coming of the *Dúnedain* of Númenor; the other was the subtle insurgence of emissaries of the Dark Lord of Mordor. The colonizing *Dúnedain* eventually drove the Daen into the mountainous interior, confining them to the vales of the *Ered Nimrais*. Sauron's agents subsequently subverted many of the substitious Daen Coentis by promoting insidious cults rooted in the Dark Religion.

The Daen Coentis were a simple hunter-gatherers who supplemented their diet by growing a small selection of crops. Craftsmen mined the mountains for jewels and precious metals which they made into fine tools and works of art with intricate designs. They were noted for their artistry, hence, their name.

Living in bands, small family units that were loosely associated with the numerous clans, the Daen rarely gathered in groups large enough to compose an entire tribe. They preferred a decentralized society which was suited their fragmented territories. Although some clan leaders vied for the position of High-chieftain or King, this was a dubious and constantly-disputed title. Warring accompanied any Chieftain's attempt to unite the clan's but these conflicts were short, often bloodless affairs, for the Daen as a whole made it clear that they disdained authority.

Without a central focus, violence was common means of settling disputes. Constant cattle-raiding and border wars kept the Daen Coentis in a continuous state of turmoil, preventing them from effectively resisting the advance of *Dúndan* culture. In the end, these proud and passionate folk were doomed to either lose their homes or relinquish their independence.

Daen religion, like their political beliefs, was quite simple, superstitious, and disunified. They worshiped a number of gods loosely based on the Valar, with Yavanna and Aule being held in the highest regard. Erecting megalithic temple observatories on the naked peaks that dominated their lands, they paid homage to this diverse pantheon in accordance with the natural cycle of the sky.

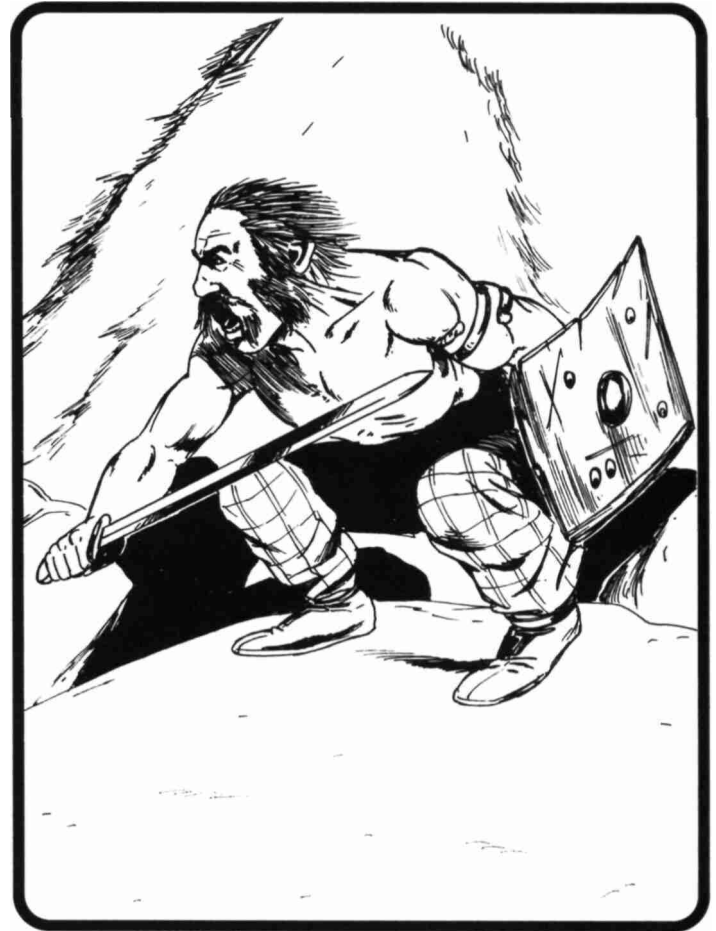
Daen temples consisted of a series of standing stones set in concentric circles or a spiral, patterns which their Priests used as huge calendars and as forecasting devices. In the early days, the *Drúedain* (Woses) composed the majority of these Priests, but this special relationship broke down as many Daen Coentis began to embrace the evil ways propogated through the teachings of the Dark Lord's minions. The rift between these two peoples remains until this day.

As the years progressed, the Daen Coentis became friendly with the *Dúnedain*, despite the threat the more powerful Númenórean groups presented. For those lowland Daen groups willing to accept some of the *Dúndan* ways, the relationship between the peoples grew strong. These Daen folk adopted more advanced agricultural techniques, joined in tribes, and eventually succeeded in electing a Council and a High-chieftain.

Late in the Second Age, the High-chieftain of these lowland Daen Coentis swore an oath to King Elendil that they would help should the *Dúnedain* ever need them in time of war. The highland Daen Coentis were not pleased with this pact, since considered the

Númenóreans more as invaders than neighbors. Dissension grew and fed on itself, furthering the split between the two Daen factions. At this same time, noticeable changes began to emerge in the religion of the Daen Coentis, aggravating the problem. The persuasive influence of Sauron began to take its toll.

When the last Alliance of Men and Elves called for the help of the Daen Coentis to overthrow Sauron at the end of the Second Age, their High-chieftain refused and thereby sealed the doom of his people. The Oath had been sworn and they would not be released until they had fulfilled it, if not now, then in the future. This was their curse, but at the time they did not realize the power that lay at the heart of it.



The Daen Coentis began having problems almost immediately. Ore veins in the mines began to run out, farms became unproductive, livestock became sterile, craftsmen forgot important skills, and some of the women became barren. But the most horrible consequence was that the apparitions of those Daen Coentis who died could be seen roaming aimlessly or near their burial sites.

After this, the thoughts of the Daen Coentis turned ever toward death, until they became fixated on it. More and more, the Skilled People began to include sacrifices in their worship to appease the gods. As this progressed, groups of these worshippers would occasionally sacrifice human captives in their desperation to change their fortunes. These families that did not agree with the changes in religion were persecuted and left the area to settle in what is now Dunland. This was the beginning of the migrations that would slowly move most of the remnants of the Daen Coentis to that area west of the southern end of the Misty Mountains. This area was much like their former homeland in the White Mountains although less productive and fertile.

By the second or third century of the Third Age, the Daen Coentis as a people did not exist. Most had moved north to escape the terror of the dead and a land now considered hostile to them. Over the next three centuries, virtually all those remaining Daen Coentis disappeared or moved north so that only a small group remained. The Daen Coentis had finally evolved into the Daen Lintis, the "Learned People". Others called them Dunlendings.

Those that moved to the north reorganized their society in their new land to resemble that of the old. Most of the more powerful clans of the Daen Coentis diminished during the Dark Times and were supplanted by other clans. The area they moved into was largely devoid of population, and had been since the Mid-Second Age when Sauron's armies devastated the area. The Dunlendings happened to move into the area at a time of regrowth, and the land became fertile again in their early years of occupation. The only others living in the area were isolated groups of Dúnedain who had moved south of Tharbad to acquire more land or move away from their enemies — and the Breffraen that live in the heavy forests along the banks of the Gwathló.

The clans took over most of the lands not already occupied by the Dúnedain, so that by the year T.A. 1000 the Dunlanders controlled the area south of the Glanduin, east of the Gwathló, and north of the Isen. Some of the clans settled in the lower hills away from the mountains in a way not customary to their ancestors, thereby using the wide plains that ran down to the banks of the river Gwathló. Prominent clans established holds in various locations, mostly near the mountains. Many were Dúnadan structures that had been in place since the Second Age and were repaired by the Dunlendings. Defined areas of control for each clan were soon set up, not by verbal agreement but by unconscious consent. Towns and villages also sprang up as they settled, mainly near the larger clan-holds, where families came together for mutual protection.

In the White Mountains, the original Daen Coentis had lived very isolated lives (even away from members of their own clan), but in Dunland this tendency is not as pronounced. The migration forged some strong ties between families groups. On the whole the society of Dunland is a faded copy of the Daen Coentis culture, with the same superstitious religion, means of existence, and rules for living. In the years that followed the migration, the clans of Dunland experienced several upheavals and rearrangements, but for the last 300 years these forms remained fairly constant.

3.2 SOCIETY AND EVERYDAY LIFE

The Dunlanders maintain a basically isolationist society; the clans as they stand in 1640 have only limited contact with one another. When this contact occurs, it is generally through designated people or clan leaders. The individual clans of Dunland are made up of 3-10 extended family groups (bands) of 5-25 people. Some are under the control or guidance of other larger clans that are more politically stable.

The leaders of family groups in a clan compete for the position of clan Chieftain by non-mortal combat. Once a Chieftain is selected, any family head can challenge his right to rule by the same system. A minimum ruling period of three months follows a successful leader, after which time he can be challenged (which rarely happens). When a challenge does occur, it causes a period of destabilization and therefore provides an opportunity for another clan to try to take over lands or property. Because of this venerability, some of the larger clans (especially some of the lowlanders) have taken to using a hereditary transfer of power. Law is carried out in the clans by the Chieftain, who is the judge of all criminals. The warriors of the clan are in charge of seeing that the peace is kept throughout the area that the clan controls.

Everyday life among the individual families is simple in nature. The children reside with their mother and father, and quite possibly grandparents, until they are old enough to marry. At this time, the daughters bring their husbands to live with their family; either in the same house or nearby houses. The sons move to their wives' homes and do the same. Marriages are arranged outside the family, and usually cousins are encouraged not to marry one another. Marriages for the most part are arranged by the father, with either nearby families in the same clan, not closely related, or with families from other clans that are not too distant. In the larger towns, marriages are often arranged by the man and women themselves providing the marriage is acceptable to both sets of parents. Marriages are performed by Priestesses or clan Chieftains, but are usually held in mass to take care of all the marriages at the same time. These marriages are held twice a year at the clan-hold. It is not considered bad for the couple to take up residence before hand; once that happens the marriage is considered official and will be enforced by the girls father and brothers or nearest kinsmen.

DWELLINGS

Families usually live in squat, windowless structures with stone walls and wood framed roofs that are thatched or covered with stretched hides. These houses are round, with a conical roof opening in the center to allow smoke from the cooking fires to escape. Where there has been more Dúnadan influence, such as in the larger towns, the buildings have a more conventional rectangular format. This trend is slowly being spread to the more remote areas.

Clan-holds are larger structures that the clan can retreat to in time of trouble. Some of these holds were ancient border forts of the Númenóreans who occupied this area during the Second Age. Built as outposts during the expansion of the Númenórean holdings in Middle-earth during the late middle Second Age, they were of fine construction and most are still in decent condition. Some were abandoned after Arnor and Gondor began having troubles in the early Third Age, allowing the Dunlendings to take control of them. Others were built by the Dunlendings, but are no comparison to the Númenórean forts when strength and architecture are considered. The Dunlendings living in them do not seem to notice.

Holds usually consist of one or two embankments in concentric rings, with a wall on the inner of the two. The walls are made of stone or packed earth and may sport a wooden palisade extending the wall to an average height of 20 ft. These wooden sections are either vertical, with walkways for soldiers, or pointing outwards with sharpened ends. Occasionally, towers are placed at regular intervals around the holds and are usually of similar construction, i.e., stone or stone and wood.

The insides of these holds consists of the clan Chieftains residence plus residences for about 10 other families. They are interconnected to form a large complex, often beside a barracks that houses a standing guard and a stables. Some holds are very large and also contain the accompanying village within the walls. The village outside the hold wall will have an embankment surrounding it for first defense.

COMMERCE AND CRAFTS

Family units, and indeed the whole clan, mainly survive by hunting and gathering, both of which are easier in the high hill country than out on the plain. The lowlanders are engaged in more agriculture and animal husbandry than the other clans. The clans in the hills do have some agricultural works but only on a small scale. The diet of the Dunlendings is therefore mainly meat. Excess game is dried, smoked or salted to preserve it and then it is often kept in separate sheds. Typically these buildings are constructed as well as the houses because the food must be protected from

scavengers (of all sizes) in the winter. The women of the families work as hard as the men, being in charge of most of the agriculture. Children are taught at a young age to gather berries and nuts, and are also taught which types (in the area) are harmful. By adulthood, the Dunlendings know their way through the rough terrain in which they live well enough to walk it blindfolded.

Commerce is conducted within the clan itself, with little outside trading. Several times a year the family will travel to a nearby settlement or to the town at the clan-hold. Market days usually coincide with the public gatherings (e.g., marriage ceremonies). Necessities are traded for hand-made goods or services. Money, per se, is kept on hand in small quantities, and is only used when purchasing goods from non-Dunlendings. Dunlendings are fairly xenophobic, but will buy or trade for items with non-Dunlanders if the price is good. On the other hand, they will not invite a foreign merchant back to their house for mead.

Several of the highland clans have a number of people that trap animals and sell their fur, which brings a good price in Dunland but can be sold for ten times as much in the major cities to the south. Bartering for price is a matter of pride among all Dunlendings, who enjoy dickering for hours.

Craftsmen among the Dunlendings are either part of the family (accessible to the family group only), or found in the towns of the area where they have shops. A clan-hold usually has a largish village nearby which supports most of the local craftsmen. Anything that cannot be made locally can usually be bought (sometimes for outrageous prices) from the travelling merchants. Craftsmen, particularly smiths that make weapons and armor, are well respected in most tribes and often serve as advisors to the clan leaders. This stems from their ancestors' (the Daen Coentis) respect for the crafts, which they considered to be a gifts from the gods. Since that time, the craftsmen have lost most of the refined skills that the Daen Coentis used, but they are still held in high regard by the common folk.

RELIGION

Most Dunlendings are more superstitious than religious, being devoted to serving a group of vaguely described petty deities that require complex rituals. These deities have their roots in the old Daen Coentis gods and are based on the Valar, but they have been twisted into smaller entities that loosely represent the elements, the sun, and moon. Most of the rituals require appeasing the gods through sacrifices, which usually occur at the solstices and equinoxes. Natural phenomenon are considered by the Dunlendings as actions of a wrathful god, and become the subject of great fear for them. In the last few centuries prior to T. A. 1640, the superstitious nature of these people has been exploited by one of Sauron's servants: Maben, the High Priest of the Temple of Justice.

MILITARY STRUCTURE

The military structure of the clans is very loose. The only standing soldiers are the young men of the clan Chieftain's extended family of their retainers. In threatening times, anyone that can wield a weapon will join in defense, including the women (often more vicious in battle than the men). Open attacks are rarely made, instead they harass others through quick raids intended to drive off livestock, trample crops, and scare foes. If open war is declared between clans, they usually meet in open conflict on bare hillsides. They will shout at each other, saying slanderous things about their enemies, while building themselves up by proclaiming their former deeds of heroism and strength. This verbal onslaught can sometimes last for hours before the actual battle is joined.

Dunlending men are taught to fight when young but training is informal and done by fathers or uncles. Typically, the weapons they are taught to fight with are the axe and the shortbow. The clans

that view the bow as a cowardly weapon which they use only for hunting use short throwing javelins in combat. The lowland clans are better horsemen and use spears from horseback or from their light two-wheeled chariots. Swords of good quality can be found among heads of families and clan leaders. Others possess swords but sometimes they are of such poor workmanship that the blade must be straightened after a few blows in order to make the weapon functional again. In combat, the Dunlendings are exceeded in their fervor only by Dwarves; they become crazy at times attacking again and again and rarely taking any defensive measures (a fairly scary sight). Armor worn by the Dunlendings is restricted to leather jerkins in most cases. Very few own suits of chain armor. However, Dunmen prefer light armor or no armor. The standing garrisons of some clans will go into battle completely naked because they believe that the gods will protect them. This combination of verbal abuse, berserker tactics and psychological manipulation, makes the Dunlendings fearsome warriors.

PHYSICAL APPEARANCE

Dunlendings are thickly built, but by no means fat. Overweight people are looked down on and warriors that become overweight are put on a diet by their fellows until they lose their excess. Men are from 5'8" to 6'4" tall and the women average 5'6". They have ruddy but smooth complexions, dark eyes and dark hair, and little body hair. There are a few clans that have fair or red-headed people with blue or green eyes. Hair is very important to the Dunlendings, and is kept well-groomed at all times. Well-groomed for Dunlending women usually means long locks drawn back in braids or clasps. Well-groomed men wear single braids or many small ones, while young men and warriors use a lime-wash that bleaches the hair whiter. Away from the scalp the wash causes the hair to stick together and become stiff. This mixture is usually applied to the hair to cause it to stand up on end like a bundle of spears on their head. The men also sport long, trimmed, full beards or long moustaches that completely cover the upper lip and hang past the mouth below the chin on either side.

For clothing, the men prefer breeches (or short skirts) and short jackets or tunics. Over this, a long coat and hat made of fur or heavy cloth can be added in cold weather. Women wear jackets and long cloth dresses or long, pleated skirts. Over-coats are worn in the colder months. All Dunnish cloth and clothing are made in bright patterns and plaids, which the Dunlendings love. Most are made from sheep wool, but other fabrics can be acquired from traders. The colors of a Dunlending's clothes indicate his clan, because there are certain colors that signify family lines. These are weaved especially for the person, if he can afford it to show his lineage.

The women, although usually big-boned, are very pretty as well as very strong. The Dunlending men are well proportioned and muscular, with broad foreheads and definite jawlines. Overall, the Dunlendings as a race are a fine looking and strong people, described by outside observers as "rustically beautiful".

THE ORAL TRADITION

Although the Dunlendings are xenophobic and isolationistic, they also have a rich oral heritage. All warriors, in Dunnish eyes, are not complete if they cannot express themselves well and hold their own in a contest of words. Orators that are particularly good are respected as much as or more than great warriors. Bards that keep the history of the people draw large crowds wherever they go. All of Dunlending history is kept this way because few know how to read and write. People that prove to be bad speakers or uninteresting are not tolerated, and will be pelted with food or ridiculed and harassed until they leave. This emphasis on oration and verbal jousting can catch others off guard and land them in deep trouble because the Dunlanders are not very tolerant of outsiders.

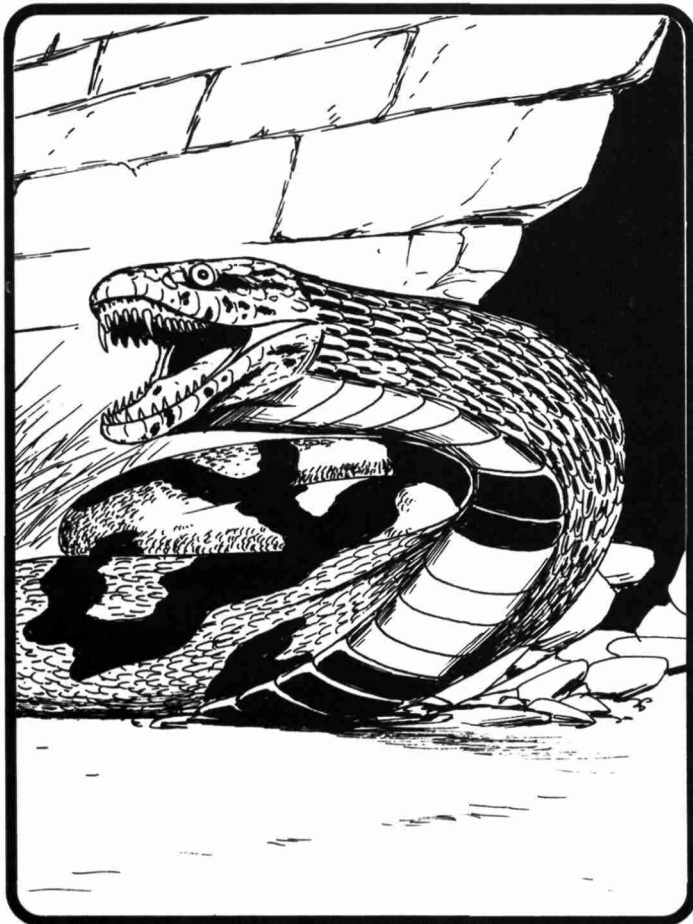
4.0 THE SOUTHERN MISTY MOUNTAINS

The cloud-topped mountain range known as the Misty Mountains is possibly the most formidable barrier to cross in all of Middle-earth. The 700 mile long chain has peaks that average 10,000-12,000 feet and are snow-capped throughout the year.

These mountains were formed by Morgoth before the coming of Elves as a barrier to the riding of the Vala Oromë across Middle-earth. They are young compared to some of the other mountain ranges and generally have very jagged peaks. Over the last three Ages, the mountains have weathered somewhat but the sharpness of the peaks has changed little.

The Mountains reach their maximum height near the middle of its range at the triple peaks of Celebdil (Silvertine), Caradhras (Redhorn), and Fanuidhol (Cloudyhead). South of these spines the mountain range decreases in average height until very near the southern tip where the peaks are very high. Methedras (S. "Last Peak") is a very wide mountain capping off the range at the height of 15,987 ft. The southern part of the range is typical of the whole range; the western side of the range decreases slowly in height in a series of plateaus and broken hills until it reaches the plains of the Gwathló basin. The eastern side, on the other hand, drops off steeply to the Anduin Plain, which is relatively flat.

The rock types of this lower part of the range are very diverse. While the northern range is known for its vast cavern complexes (because of its limestone deposits), the features exist in the south in smaller proportions. The bases for most of the volcanic southern mountains are crystalline, which means that mines in the area (much like those of Moria) have rich veins of gems and precious metals as well as iron and copper.



The upper vales and peaks of the Misty Mountains are quite rocky and prone to avalanches. While the mountains are passable to those who know the way, not many people use that route due to the inaccessibility of the gap and the danger that lurks in the mountains. Higher up, above the permanent snow line (11,500 feet), there are glaciers and heavy build-ups of snow. These precipitate occasional avalanches that thunder down the mountainsides burying anything in their path under 10-30 feet of snow.

Mountain streams, fed by the melting snow, are common throughout the area. They drain into the Nimrodel, the Limlight, and the Entwash on the east side, and the Glanduin, the Gwathló, and the Isen on the west. These waters are very pure and cold, but at lower altitudes they are well stocked with fish (a staple food of the bear population). Other water sources in the area include a multitude of small lakes and ponds trapped in the mountain valleys. These meres are usually ice covered in the winter and can be invigorating bath sites.

4.1 CLIMATE

The weather in the southern Misty Mountains is somewhat milder than the climate in the northern part of the range. Overall, they follow the same pattern; the winters are very cold (bone chilling in the higher altitudes) and the summers are mild to warm. Spring and Fall are sudden in onset and short in duration.

The weather patterns in these mountains are dependent on the conflicting air masses that converge over the western border of the Misty Mountains. The warm winds from the Great Sea to the south and west meet with violent reactions the cooler air that follow the mountains down from the north. This impaction of air masses can result in very sudden thunderstorms and driving rains or snow in the colder months and at higher altitudes. Overall these storms are not as violent as those in the north because the temperature gradient is not as great (the cooler air from the north has time to warm before reaching this latitude). The only times that the storms reach savage fury are in late Summer and early Fall, during the hurricane season.

4.2 FLORA

Fangorn Forest runs high into the mountains on the eastern side of the Southern Misty Mountains at this latitude. Here, the higher mountainsides and valleys are lined with coniferous forests, with more broadleaf trees occurring as one progresses downslope. Above the tree line travelers find only small scrub bushes, lichen, and some short grasses. After these fade out, the slope becomes barren and rocky; only a few plants persist in cold temperatures. The tree line this end of the mountain range is significantly higher in elevation (9000-9500 feet depending on the location) than that of the mountains that tower above the Trollshaws (4000-5000 feet). This is caused by differences in average yearly temperatures at these heights (and more specifically the influence of the Witch-king of Angmar on the climate of the area).

In addition, the tree line in the south is higher because the topsoil in the area is richer. Due to the volcanic nature of the Region, several sought after herbs thrive at higher altitudes.

4.3 FAUNA

The southern Misty Mountains are alive with animal life. The mountain streams are replete with several varieties of fish. The forests are inhabited by many kinds of smaller animal life including rabbits, muskrats, raccoons, squirrels, and many others. Beavers are common on the western side of the mountains. Their dams are built across small streams in the mountains valleys and expand the ecosystem of the area, making the land more fertile.

Larger animals also inhabit this area. The higher slopes are populated by Mountain Goats and Horn-sheep, along with a long-haired mountain bovine called *Calluks* by the locals. The predators of these mountains are not without representation either. Bears of all types roam the area during the spring, summer, and fall, hibernating in caves during the winter. Wolves can also be seen throughout the lower elevations of the mountains. For the most part, these are Grey Wolves that will not attack men unless very hungry or provoked. Only in the lairs of the Orcs and Trolls of the area are the more vicious Wolves and Wargs found. Some of the more unusual animals of the area are listed below.

Giant Vampire Bat: The Misty Mountains are home to one unique and particularly noxious bat: the Giant Vampire Bat, a black monstrosity, a foot or more in wingspan, which roosts amidst its lesser relations but hunts in swarms. Giant Vampire bats have been known to accompany Ore-hosts to war in ominous clouds, fastening indiscriminately upon the wounded and slain who offer an easy source of fresh blood. In lieu of this source, bats can attack humans in the wilds at night, latching on with tooth and claw and feasting on the blood of their victim. Since they attack in swarms, as many as 25 can attack one person. Attacks of this sort are very hard to defend against, because as soon as one bat is knocked off, another will take its place. Dunnish mountain men, when out in the mountains at night, will rub down their exposed flesh with the leaf from the Megillios plant. The vampire bats can still attack, but the smell of the juice from these plants is evidently very unpleasant for the bats and the taste seems to send them flying into objects. One side effect of this, however, is that rubbing this on the skin causes it to be very sensitive to the touch until washed off.

The Blue Bears: Blue Bears are rare and reclusive. They are also more commonly found in the White Mountains but do occasionally show up in Southern Misty Mountains. Blue bears are unique in nature in that they are semi-sentient and possess an innate sense (similar to a continual *Presence* spell) which will allow them to perceive all living creatures around them within 50 feet irregardless of obstacles or sensory deprivation. Blue bears appear to be sinister in nature to some because they seem to seek out men to kill from time to time. Although this may be the case, it might also be true that their increased intelligence allows them to realize that man is a constant threat to their survival. They are territorial and will attack trespassers if the party is not very strong. Otherwise, they will stalk the trespassers and attack them individually if given the opportunity.

The Snow Leopard: This high elevation predator lives off the herds of Mountain Goats, deer, Bighorn sheep, and *Calluks*. The cat is typically 5 feet long and can weigh up to 250 pounds. Their coat is almost completely white in the winter with grey circular spots scattered all over. During the warmer months it turns more greyish. This camouflage makes the cat an extremely effective hunter. The leopards are very powerful and can easily take down large Mountain Goats. *Calluks* are also fairly easy prey for them but take more time because of their size. The paws of these animals are particularly large (to the point of being disproportionate), which allows them to travel over the snow with little effort; they also tend to help in killing its prey. They rarely interact with the other predators of the mountains. If a kill is not involved, they will usually back off from bears and wolves. Their coats are considered prizes among the Dunlanders, but only if taken in single combat, and the claws, which can be 2.5 inches long, are used as jewelry by the clans. This animal is very difficult to hunt or defend against; it is totally mute and attacks from ambush.

5.0 DUNLAND

The area called Dunland is topographically very similar to the land to the north called Rhudaur. It can be broken down into two geographical regions: the Highland to the east against the mountains and the Plains to the west next to the Gwathló.

The Highlands backed by the Misty Mountains rise and fall in hills and ridges, which can reach heights of 1200 feet nearer the mountains. These hills lie in a more orderly fashion than those of the Trollshaws and Ettenmoors to the north in Rhudaur. They run in fairly regular ridges with a few cliffs and ravines scattered throughout the countryside. As one proceeds westward, these hills begin to flatten out, creating almost mesa-like conditions in some areas (with hills having long flat tops and steep sides). These hills decrease in size as they move further west until they begin to fuse into long stair-step plateaus that slowly drop down to the plains over a distance of 50 miles. It is on these plateaus that the great Old South Road passes by Dunland. Further west these plateaus break up into low rolling hills slowly even out into the flat plains that make up the wide Gwathló basin.

5.1 CLIMATE

Like the land in general, the climate of Dunland is similar to that in the North (but much milder). In the Highlands, the winters are cold and wet with regular and heavy snowfalls starting in late Fall and often continuing until early Spring. In the early Spring when the snows from the mountains melt off, flash floods can turn small brooks into raging torrents. Fogs also occur during the Spring because of the increased moisture in the air. These fogs can be very thick and can reduce visibility to less than 10 feet.

The early Summer months are the most pleasant in the Highlands, with warm days, pleasantly cool nights and only occasional gentle rains. As the Summer turns to Fall, however, the increased storm activity off the coasts to the south and west cause the weather picture to become more violent, with massive thunderstorms and dense fogs covering the area. As the Fall continues, these storms usually settle down, but the colder temperatures can cause them to turn to sleet or hail.

The climate in the Plains and Gwathló basin parallels that in the Highlands but on the whole is less severe and warmer. The winter months drop snow on the area but melt-offs occur often between snowfalls. In the Spring, rains coupled with increased watershed from the mountains drench the land and the areas near the Gwathló become quite marshy. For the first months of summer the temperatures are warm but the humidity is very high while the land dries out somewhat. As the summer progresses, however, the weather becomes quite nice and holds until early fall. During fall in the Lowlands, thunderstorms occur as in the Highlands. They are usually less severe being further away from the source of the storms. Fogs are also common and cover the land in layers very close to the ground; so close on some occasions that a person standing on the open plains can be surrounded by fog up to his knees and have clear skies for yards above him.

5.2 FLORA

Dunland was once covered by part of a vast forest that covered most all of Middle-earth. In the Second Age, this land was rendered virtually treeless by the large expeditions of the Númenóreans and the devastation wrought by the passing of Sauron's armies into Eriador. Only a few isolated forests in the Highlands survived. Now, the Highlands are covered in light to medium coniferous forests except where they meet the few patches of older forests that remained from the Second Age. There are also stands of isolated

WEATHER TABLE

Months	Gwaitho Plain	Dunish Highlands	The Misty Mountains
1. Narwain (winter)	30-50° Moderate	25-45° Moderate	15-30° Heavy
2. Ninui (winter)	25-45° Moderate	20-40° Heavy	15-30° Very Heavy
3. Gwaeron (winter)	30-50° Moderate	25-40° Heavy	15-30° Very Heavy
4. Gwirth (spring)	35-55° Moderate	30-45° Moderate	20-35° Heavy
5. Lothron (spring)	40-55° Heavy	40-50° Heavy	25-40° Heavy
6. Nóruí (spring)	45-60° Moderate	45-60° Moderate	25-45° Moderate
— Loëndë (intercalary day: Midyear) — enderi (3 middle days) —			
7. Cerveth (summer)	55-75° Moderate	55-70° Moderate	30-50° Moderate
8. Úrui (summer)	60-80° Dry	60-75° Moderate	40-60° Moderate
9. Ivanneth (summer)	65-80° Dry	65-75° Dry	45-65° Dry
10. Narbeleth (fall)	60-75° Moderate	55-70° Moderate	40-60° Moderate
11. Hithui (fall)	50-65° Moderate	45-65° Heavy	35-50° Heavy
12. Girithron (fall)	40-55° Moderate	35-55° Heavy	25-40° Moderate
— Mettarre (intercalary day: Yearsend) —			
KEY Temperature: Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot. Mountain temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1 degree for every 300' more above sea level. Precipitation: Very Dry = less than one inch; Dry = one to two inches; Moderate = two to three inches; Heavy = four to five inches; Very Heavy = over five inches.			

broadleaf trees. Low scrub bushes and brambles grow in masses in some valleys forming impassable thickets. On treeless hilltops, heather, thistles, and other low ground cover thrive.

The Lowlands and the Gwathló basin are still almost devoid of any large plant life, with only an occasional stand of trees found on the open plains. More trees are found near human settlements where they have been cultivated. Virtually all of this area is covered by a type of short grass that is light green to greenish blue in the Spring and Summer months. It turns to a yellow brown as the Fall and Winter months come.

In the marsh areas along the Gwathló, many different types of plants grow: reeds and cattails are common. In the more open water areas, lily pads abound making navigation of any of these smaller streams somewhat difficult. It is from these swampy areas that several of the most abused herbs of Middle-earth come. These particular herbs and other plants of special interest are noted individually below.

Eorna: This hardy grain is strong enough to be grown as a Winter crop. The grain is much like barley in nature and is one of the few crops grown in large volume by the Dunlendings.

Avhail: Avhails are a sweet, yellowish fruit that grow wild on bushes in the Gwathló basin. They resemble cherries and taste similar to port. The fruit is ripe five months out of the year, can be eaten off the bush without preparation and stores well. The Dunlendings consider it to be an unmatched remedy for hangovers, but it is also the main ingredient in one of their favorite fermented beverages, Biotaille. A few attempts to grow these bushes as crops have been relatively unsuccessful resulting in a smaller bitter fruit than that produced by the wild bushes.

Tartella: This much abused herb grows in the swamps along the Gwathló in great concentration. It is a powerful euphoric-relaxant which will induce euphoria for 1-10 hours. The user of the drug, however, will become resistant to its effect after 2-5 doses such that an ever-increasing dose will be needed to produce the same effect. The drug is also extremely addictive. More than 2 doses in a three day period will precipitate withdrawal symptoms if another dose is not ingested within the next 72 hours. Withdrawal symptoms include severe nausea, headaches, chills and seizures if the addiction is long term. While under the effect of the drug, the user's stats drop by 10, and most activity requiring concentration (e.g., fighting or casting spells) will be impossible or at best, clumsy. In the last century, a purified form of the drug has been made by herbalists that has the same effect in one quarter the normal dose. If the same dose of the purer form of Tartella is taken, a deeper euphoria can be induced. In this state the user's stats will drop by 20 for 2-15 hours, and permanent damage to the reasoning centers of the brain can result. Addiction to this drug occurs more rapidly and withdrawal is worse. After using the purer dose of the drug, the user's Reason (*Rolemaster*) or Intelligence (*MERP*) will decrease permanently by 1 point for every dose taken. Of course, the user will not be in a state to consciously realize this. The herb in this distilled form is called Tartec. Dunlendings rarely use either form of this drug, but it is shipped to the larger cities for illegal sale.

Gort: Gort is another locally found herb that grows in or around marsh areas. It is found in the form of the leaf of a small waterside bush. Gort is a euphoric stimulant/ hallucinogen which causes an increase in the user's Presence for 2 hours, after which time he is at -50 for 1-10 hours. To use the drug the leaves must be crushed and inhaled. This drug also exists in a purified form appearing as a yellowish powder that can be sniffed, much like snuff, and is easier to carry and conceal. The Breffraen are the originators of the use of this herb. It is used in the ceremonies during which they pick their chieftains.

Kirtir: Kirtir is found as the bud of a spiny plant that branches out at the ground and has thick fluid-filled leaves. It grows in the sandy areas near the Gwathló. The effect of these buds, when ingested, is that of a powerful stimulant. The user's quickness, when this herb is used, is increased by 10 for 1 hour, but agility is decreased by 5. (Treat stats over 102 as 102 with an additional +1 stat bonus for each point over 102). After the hour is over, the the user's constitution bonus will be modified by -30 for 1-10 hours and the user will be completely exhausted. This drug can also cause weight loss without the drastic side effects if used in smaller doses and is used by some of the more chubby of the Dunlanders to avoid being ridiculed by their clansmen. This practice has led to harm in some individuals by overdose, which can cause hallucination, mental disturbances, seizures and death.

Feduilas: Feduilas is also an intoxicant herb found in the area that is abused, although less so than the others. This flower is known for its relaxant effect which will allow the user to resist versus Mentalism and Essence attacks at +20 for 1-5 hours. However, agility and quickness are reduced by 10 each during this time.

Phacalus: Another plant found in the area with drug-like effects is Phacalus, which was also originally used by the Breffraen in their ceremonies. This root is found only in the swampy regions on the south banks of the Gwathló. To receive the drug's effect, the root must be dried in the sun for at least a week and swallowed whole, if not the root has no effect at all. The original use of this herb was to stop bleeding when applied topically to the wound (which it does effectively). Later it was discovered that the root had different effects when eaten. The drug will increase the user's Presence, Intuition, and Intelligence (Presence, Reasoning, Intuition, Empathy, and Memory in *Rolemaster*) by 1 point permanently (not to exceed 102). However, with each dose there is a 35% chance that the user will have a negative reaction to the herb. Such negative reactions are of two types, with a 50-50 chance of either occurring.

The first type of negative reaction is the herb's toxic effect, which is completely independent of how much herb the user ingested. This toxic effect will immediately cast the unfortunate user into a 4-day coma. Once he or she awakens, the user will have a Presence, Intuition, and Intelligence (Presence, Reasoning, Intuition, Empathy, and Memory in *Rolemaster*) 15 points below what they had before the dose. Up to half of these lost points (round up) can be regained through magic and healing but no more.

The second type of negative reaction to the drug is an allergic reaction, because the drug is evidently very irritating to the body (in all such cases there is no stat increase). This allergic reaction can come in several forms. A Resistance roll versus a 17th level poison is required; if the roll is *successful* then the user receives a minor rash only. If the user fails his roll by 1-24, then multiple blisters form on the elbows, knees and in the groin area, which cause the user to be immobilized for at least 10 days. If the user fails by 25-49, he will immediately go into anaphalactic shock and if not treated will die within 30 minutes. If the user survives, he will be debilitated for 2 months. If the user fails by 50 or more, then over the next 1-4 days the user's skin will completely slough leaving only the bare bone and muscle, leaving the user to die in immense pain. The victim's only hope at this point is a high level Channeling user with *Lifekeeping* or *Lifegiving* (the body will start to respond after 15 days of treatment). All the effects of this drug are not known to most users and it has been responsible for many deaths, not only in this area but everywhere it has been exported by unscrupulous merchants.

5.3 FAUNA

The fauna of Dunland is plentiful and varied. The Highlands and up into the mountains are alive with animal activity nearly year round. Herds of Fiara (Du., Deer) of several varieties are found here as well as Cam (Du., Elk) in the northernmost hills. The Goral, a species of golden-colored Horn-sheep, also live in these areas but often migrate to the higher altitudes in the warmer months. Smaller animals, such as beaver, muskrat, gopher (and its relative the rock hydrax), and of course rabbits are found in large quantities throughout this region.

Predators of the region include Grey Wolves which the Dunlendings call "Mocfire". They run in packs of 10-15 throughout the Highlands. Dunlendings can get a good price for Wolf coats and for this reason their numbers are not as high as they once were. Foxes and Wildcats roam the region as well as a few Snow Leopards that range down from the mountains on occasion. In the deep forests, Madratine can be found. Bears can also be found in the area, but for the most part they have retreated further into the mountains as the human population of the Highlands has increased.

In the Lowlands, the animal population is spread over a wider area and consists mainly of smaller animals, because the larger animals are too easily seen and killed. Herds of Pronghorn (Asta-banhe) roam some of the area, but not in the numbers they once did; hunting has greatly decreased their numbers. Some herds of Pronghorn and Fiara now exist in captivity under some of the Lowland clans. Because of this protection their numbers may start to increase soon. Rabbits are very plentiful on the plateaus and low hilly areas. One particular species is exceptionally large and has been reported to have grown to the size of a medium dog. Some have been mistaken as such until they start to run.

Other than man, predators are few in the Lowlands. Beasts of prey were once more plentiful, but that was easily remedied. The Swamps of the Gwathló are one of the few areas of northern Middle-earth where crocodiles are indigenous.

Birds of all types inhabit the region. The Highland Woods are noisy with song in the Spring. The Lowlands and marshes sport a variety of cranes and bitterns and other types of "walking" birds. Predatory birds of several types are also to be found in the region. High in the hills. Golden Eagles and Falcons of several types can be seen (although they usually roost in the mountains). In the Lower Highlands, Goshawks are a common sight. This infuriates the Dunlendings because these birds are often so bold that they will steal the game from the foot of the hunter. Owls can be found in some of the forests and smaller varieties inhabit the barns and deserted buildings of the area. Dunlendings try not to harm owls because of their superstition that owls are the physical presence of long dead ancestors.

Some of the more notable creatures of Dunland are listed below.

Highland Nathair: This snake, although very similar in coloration to the Nathair of the Plains, attains a length of only 2-3 feet. It angers easily and will defend itself viciously. Its poison is similar to that of the Nathair, also but is usually not as effective, (level 5).

Vereut Eagle: This variety of eagle inhabits the northern hills of Dunland and the Plateau regions. It is black in color over most of its body and wings but reaches a dark purple near the face and wing tips. Its beak and eyes starkly contrast this by being a bright yellow. When hunting, Vereut Eagles fly silently low to the ground to surprise the gophers and rock hydrax as they top the hills. This method of hunting has often meant trouble for Eagle and Dunlender alike, who have on occasion surprised each other at the crest of a hill. Several Dunlanders wear scars on their faces attesting that these sudden meetings can be dangerous.

Nathrach: The Nathrach is an aquatic snake, preferring pools, marshes, and lakes. The snake is distinguished by brown bands on a rust colored body, and typically measures from three to five feet in length. Contrary to popular belief, this serpent does not normally strike in water; most victims are on dry land or a marsh island when they stray into a snake run. The venom is not very toxic (level 2) but does cause bleeding, bruises, and swelling.



Nathair: This Plains Snake is roughly six feet long, with a thick triangular head and a cream-colored body overlaid with a dark diamond pattern. The Nathair angers easily, and will vigorously defend itself rather than flee a confrontation. Its venom is rather toxic (level 6); symptoms include swelling, weak pulse, shock, and wide discolorations.

Coireal: This small (2"-6") inoffensive snake inhabits forests and heavy copses; it can be readily identified by the bright yellow bands on its glossy black body. It is generally docile and will avoid people — most bites happen to idiots who pick up the "pretty snake". The Coireal's venom is one of the most lethal natural poisons (level 10) in Middle-earth. Symptoms appear in one to four hours, resulting in all but certain death from paralysis.

Highland Lynx: These hunting cats, although smaller than the Snow Leopard of the mountains, are still effective hunters and fishers. Unlike most hunting cats of this size that are usually loners, the Highland Lynx lives in prides of 5 to 8 cats. These cats have an intricate social structure in daily life, but they also hunt as a group making them fairly unique. Groups of these cats can bring down large game using similar tactics to those used by wolves. If taken young, these cats make loyal pets that are very protective of their people.

Jatewoone: These Marsh Birds, also known as Cleaverbeaks or Swordbeaks, stand some 9 feet tall with long swan-like necks and long powerful legs. From a distance they might look like a large crane, although they are not of that family. They are white with scarlet legs and a scarlet band that crosses their head at eye level. Their beak is a light grey with the exception of the sharp, brilliant indigo dorsal ridge from which they get their name. Extending from this ridge over their head and thrusting out behind is a crest of feathers of the the same color.

Birds of prey in every sense, their legs end in talons that can grip even small creatures tightly, and their beaks are made for tearing. These birds live on snakes, fish, and small mammals. Their reputation for hostility comes from their protection of their nests which are usually hidden in swampy areas. They will also attack when they are surprised by noisy people. These birds are incredibly strong, and with their superior height, can do terrible damage to the normal human, often splitting the skull. They can also use their talons with great effectiveness.

Jatewoones mate for life and produce one or two eggs every year or every other year. Usually only one of the fledglings will survive. These young Jatewoones grow at a remarkable pace reaching three-quarters of their full height in only one year, and are fully mature by two. Jatewoones can fly, but if the need to escape danger arises, it is more common to see them running at high speeds through the swamp.

Glutan: The Glutan (wolverine) of Dunland is one of the most fearsome predators of the region. There are two currently recognized varieties. The Lowland variety is approximately two feet long on the average, with a reddish brown coloration that fades to a lighter color in the winter. They are very powerful for their size and will fight long after other animals would have fled. These animals are quite temperamental and will attack for no reason. A bounty has been placed on their heads of 25 gp, but this reward is not one highly sought after. Those that do hunt the Glutan can sell the live creatures for more to Dunlanders who use the creatures in animal fights against Bears or Wolves. The Highland or Mountain Glutan is no longer than its Lowland relative, but it is somewhat bulkier. They are dark brown to black in coloration, and stalk the high hills of Dunland. They are similar in disposition to their Lowland relatives, but are usually not sought after for bounty or capture because cages that will hold them are hard to come by and Dunlanders are fond of keeping their limbs.

Gorbet: The Gorbet, or "Trail lizard", is found throughout Dunland. It is a dull yellow color with black and blue speckles on its head and neck. There is a bright orange patch on the back of this reptile, roughly in the shape of an arrow pointing toward its head. It typically grows to a length of 12" and can be found in the summer months, plodding along through the forest or plains oblivious to everything. The lizard has no natural enemies because it tastes terrible and secretes a mild nerve toxin from its skin. The poison is absorbed through the skin and paralyzes the toucher for a period of 10-20 minutes. Of course, for humans this only numbs the hand and arm for awhile, but for most animals it is an effective deterrent. What is notable about this relatively harmless lizard is its reputation among the Dunlanders as a pathfinder. It is believed by most Dunlanders that if they are lost and follow a Gorbet it will lead them to a trail or road. This, of course, is completely absurd. The lizard has no notion of what a trail is, and the whole legend probably came about from an incident where one of these lizards was seen walking along a road because that just happened to be the way it wanted to go.

6.0 POLITICS AND POWER: THE SOUTHERN MISTY MOUNTAINS

The Southern Misty Mountains area is usually thought to be relatively inactive. However, it has enough activity of a unique nature to influence the people of the lands below. The presence of Giants, Elves, Dragons, Great Eagles, and other individually powerful creatures always has an effect on the Dunmen. In general, the powerful creatures in the southern Misty Mountains are located on the western borders because the mountains of the eastern side drop off rather drastically. Any interactions with the inhabitants of the mountains usually come by way of Dunland or the little travelled southern pass.

6.1 THE SOUTHERN MISTY MOUNTAINS: T.A. 1640

Politics and Power in the southern Misty Mountains is a simple and constant matter during most of the Third Age. In T.A. 1640 this situation is unchanged, with the area dominated by the presence of a few very powerful individuals and creatures.

6.11 TURUKULON THE WORM

After the War of Wrath ended the First Age, many of Morgoth's servants escaped to roam free in the world. Of these creatures the most feared (besides Sauron himself and the Balrog) were the Dragons. The Dragons that escaped the wrath of the Valar journeyed along the Iron Mountains eastward to the Withered Heath where they took up residence, and there they ate, slept, terrorized Dwarves and carried out their bizarre mating rituals. From one of these matings came a special Dragon; one of the very few born after Morgoth's defeat. Turukulon was his name and he was stunted, being only half the size he should have been upon hatching and never growing to a respectable size. Dragons were never known for their charity and new Dragons always have to fight for a place among the others on the Heath. Of course Turukulon realized after a couple of defeats at the hands (and breath) of other Dragons that his place was not in the Ered Mithrin. So he decided to head south through the Misty Mountains, knowing that the Dúnedain and Elves were to the west. He walked because his wings never completely developed and were not capable of supporting him in flight for more than a mile.

He made a few stops along the way and had problems with other Dragons, Giants, and the Dwarves of the Khazad-dûm. Finally, he found a home in a set of caves near the southern end of the mountain chain, just above the treeline on the southern side of a craggy mountain. Here he had no competition and did quite well for many years, living off Horn-sheep and the long-haired cattle that inhabit the area. He found that being a smaller Dragon had its advantages, for he did not exhaust the food supply of the area.

Years passed and Turukulon noticed a mountain pass not far from his lair. This gap was occasionally used by men and Dwarves. Once on this road, he met a party of Dwarves on an expedition looking for Helvorn Wood. Knowing that Dwarves were skilled workers, he decided to spare their lives in return for enlarging and bettering the structures of his lair. As an alternative to death, the Dwarves agreed. When they had finished he had a better home with traps to protect him should anyone try stealing his treasure (what little he had). Then he killed them anyway.

The whole experience gave him the splendid idea of using others to do things for him. Soon Turukulon had enlisted the aid of some Trolls as servants and began trapping Men, Dwarves, and Elves

when he could find them. Some he got to do his bidding, some he just killed and ate, and others he ransomed for gold. The ransoming was always carried out via his servants so that it would seem as though the person had been abducted by Trolls. By obtaining the help of those he captured, as well as the help of his Trolls, he was able to slowly change his cave complex into one large snare designed to trap intelligent beings.

Over the years the flow of traffic in his area of the mountains began to diminish. Although no one knew why at the time, the reason was that people going to that area did not come back. Turukulon decided that he would have to increase the flow of traffic to the area if he was to maintain his hobby. His answer to this dilemma was to use some of his remaining captives. The ones that could be bought or hypnotized were sent down into the cities and towns to spread rumors. The rumor to be spread was this: *"There is a Dragon living in the mountains that has great riches but is so lazy and stupid that he won't wake up long enough to protect them and probably won't know that they are gone."* Along with these subversives, he sent a few items of worth so they could prove their stories. These stories, of course, were not believed by everyone, but one or two adventurous young souls from each town would make the trek into the mountains, and never be heard from again. The rumor-starters would say, *"Well, he is probably as rich as a king and living away east in Gondor."* Turukulon paid his spies well and kept them in regular circulation in the towns, not only to keep the rumors alive but also to gain knowledge of what was happening in the world that might interest him. They returned to him regularly and gave reports.

At the present time, Turukulon has only one spy in Dunland, whose name is Purfin. He is a Dwarf of Moria who was exiled for seven years for stealing. During that time he met Turukulon and is



now working for him. He travels from town to town working as a blacksmith and weaponsmith, spreading the rumor and collecting information to take to Turukulon. Turukulon pays him in gems or gold, but never as much as the Dwarf would like. Of course, asking for a raise is out of the question.

CONTACTS WITH AMON LIND

Súlkano (see Section 6.12) met Turukulon in the mountains near Turukulon's lair about 300 years ago. Sulkano nearly killed him on principle, but during the fight Turukulon asked Sulkano if there was not some way that they could come to a peaceful arrangement. Thinking that these words were awfully strange coming from a Dragon, he stopped fighting and listened, making sure not to fall under a spell of words that the Dragon might cast. After an extensive conversation, Sulkano realized that Turukulon was not like most Dragons, so they made an agreement. Turukulon would help Sulkano in his experiments with metals by using his breath to fire the forges (instead of natural or magical means). In return, Sulkano would teach Turukulon some of the basics of Essence Spell use and help him fortify his lair. Through this agreement, both have benefited in reaching their goals and both think they are getting the best out of the deal. In truth, Sulkano and Turukulon are beginning to see a lot of themselves in the other.

The other tie that Turukulon has with Amon Lind is through Elenril (see Section 6.12). Some 400 years earlier, Turukulon met Elenril on a foray looking for specimens for his experiments on animals. Upon finding the Dragon sunning on the side of a hill, Elenril was bold enough to approach him and ask to study him or at least to borrow a loose scale for examination. Initially, Turukulon was confused by the existence of someone that wasn't filled with either fear or hostility, but he quickly replaced his confusion with plans for the future. At the end of the afternoon, the Drake had agreed to supply Elenril with subjects (including animals and humans) in return for tutoring in the field of Channeling magic. This contract also includes a provision that any Elves captured by Turukulon will be kept without harm until Elenril can take them to Amon Lind. Turukulon still doesn't know whether they are used in experiments or not.

Another connection that Turukulon has made is Maben, the High Priest of the Temple of Justice. Since they are both servants of darkness and Turukulon is obviously more active than most Dragons, Maben persuaded Turukulon to help in Temple ceremonies. He appears to the Dunlendings as *"the Spirit of Dunnish Justice"* which comes to devour the enemies of the Dunnish people. In return, some of the more influential captives of the Priest's would be turned over to Turukulon after they had outlived their usefulness. Maben plays on Turukulon's ego to manipulate him, or so he believes. Turukulon realizes what Maben is trying to do and allows; it pleases him to let Maben feel that he is in control.

Turukulon also knows of an Orc tribe (the Barz Thrugrim) that lives on the east side of the mountains, including the location of their back entrance. He considers them stupid and small, preferring to work with Trolls that may be even more stupid, but can at least lift more and don't reproduce as quickly. Turukulon does not particularly care for the Orcs and would gladly give the information about their dwelling to anyone if he thought it would benefit him in some way.

PHYSICAL APPEARANCE

Turukulon is now in the prime of his life. He is still not as large as many younger Dragons, but he is more agile than larger Drakes. He is approximately 30 feet long and blue-black in color. His wings are small and can carry him for approximately 1 mile in a straight flight or 2 or 3 miles if gliding. He is a Fire Drake with a short ranged breath weapon that is extremely hot and well controlled.

6.12 AMON LIND

In Eregion, during the Second Age, the Noldor reached the height of their technology in the city of Ost-in-Edhil. Led by Celebrimbor, the smiths of the Gwaith-i-Mírdain were responsible for this technology. They created wonderful works of all types, some with the aid of Annatar, "Lord of Gifts" who was actually Sauron in disguise. At the height of their power, they created the Rings of Power, which also proved to be their undoing.

Before the downfall of Ost-in-Edhil and after the departure of Annatar, a small group of younger Elves decided to leave. Their reasons all concern their personal freedoms which was being hindered by the society. Several had projects that they wished to work on without fear of interference from their masters. They left quietly and quickly, taking only close friends and servants, and not telling anyone of their departure. For awhile, they lived in a rather primitive structure in the low foothills while they designed a keep to build in the mountains. They made friends with some of the Dwarves of Moria, and started building a small citadel high on the western side of the Misty Mountains in the northern area of Dunland. They also recruited some of the Giants to help in the building process which took some 50 years.

Fëamirë the architect designed the keep at Amon Lind (S. "the Hill of Song") so that the natural updrafts sweeping up the cliff face, would pass through giant collecting ducts under the fortress. Subsequently, the wind passes through smaller and smaller ducts and tubes that divided from the larger and eventually project from points all over the citadel. These pipes and tubes are responsible for the name of the citadel; the assorted musical notes issuing from the castle depend on the strength of the winds coming into the collecting pipes. This design allows the wind to be channeled through specific areas so that songs can be played. (See Sec. 8.2)

For the next 3400 years the Elves at Amon Lind worked on their own projects and experiments. Even now, they are sometimes so involved in their work that they don't see one another for days. They govern themselves and their retainers as a group; but because of their adherence to a person's right to individual behavior, there is rarely any disciplinary action taken. They rarely interact with other persons in the area, although there are some agreements made by individuals for the good of all. Occasionally, they are attacked by Trolls or small parties of Orcs, but never in force. They are friendly with the Giants in the area, and a few of the Dúnedain around Tharbad know of the presence of the citadel (but not who lives there). Every once in a great while, someone who sees the citadel from a distance will be curious enough to want to find out who its inhabitants are. More likely than not they will be politely turned away by the guard; but depending on the mood of the Elves, they may be invited in for a dinner and some entertainment. Sometimes they might actually end up being the entertainment (See Section 8.29).

There are a total of 36 free people living at Amon Lind. The 7 founders, the guard captain, 15 men at arms, three of the *Weapons* (described later in this section), and 10 other retainers. All the retainers are very loyal to the founders of Amon Lind, most having grown up with them in Ost-in-Edhil or having served their families before they were born. (The notable members of the community are detailed individually below.)

NOTE: *It must be remembered that the Elves of Amon Lind are a very powerful, albeit small force, and do not often interfere in the affairs of men. They have had 3400 years of peace and would not mind 3400 more. If the whole keep were ever threatened by a force they could not overcome, they would retreat to Rivendell or Lindon. There they might stay or sail to the Undying Lands.*

SÚLKANO

Before leaving Ost-in-Edhil, Súlcano was a young member of the Gwaith-i-Mírdain working in the Silver Smithies. He was a promising student and was looked upon as one of the finest upcoming smiths when Annatar arrived. Although he disliked Annatar, he often listened to him and took his advice because of the knowledge that went behind it. Súlcano spent his spare time indulged in his hobby, the making of flying things. He had already made several items that were capable of flying and controlled from the ground, the most notable of these being a full scale model of a hawk. The hawk from a distance looks identical to a real hawk except for the metallic sheen when the sun strikes its feathers. All these items that he made required magic. He disliked this dependency on magic, but saw no alternative power source that would work. He discussed the topic with Annatar who seeded his mind with the idea of Mithrarian, the enchanted metal that would defy gravity. For Súlcano this sounded like the perfect solution, but it did not set well with the master smiths. When they told him that he could not conduct experiments of that type in the Silver halls, he decided to leave. He took all of his personal equipment as well as others' items that he deemed necessary for his work. One of these items was the amulet of making (Échicerta), a x7 power point multiplier medallion worn by his master that allowed a *Constant* or a *Daily True* up to twentieth level once per month regardless of the spell caster's level.

When Amon Lind was built, Súlcano contributed in making much of the metal that went into making the structure itself as well as much of the ornamental work of the keep. Since the completion, he has busied himself with his projects and has had some success on some projects. He had no real success with Mithrarian until he met Turukulon some 300 years ago. With his help, Súlcano made enough of the metal to plate the bottom of a 20 foot, boat, with some left over. He is now in the process of duplicating the procedure for a larger vessel.

At Amon Lind he is considered reclusive by the other residents, and although they know him to be a genius, they wonder about his obsession with flight. His rooms in the keep are on the lowest level (see Section 8.29) and are made so that the walls and floor can become invisible so that he can feel as though he is not land-bound at any time. He is a moody person that often has fits of depression or rage after failures. He not only makes flying things but also keeps hunting falcons, partially to study, and partially because he enjoys hunting them.

Physically, Súlcano is tall, 6' 9". He is very thin for his size, but not to the point of being skeletal. His hair is very dark and his eyes are a very clear blue/violet and he has a prominent nose. Despite his thin appearance, Súlcano is very strong from years of smith work. Surprisingly enough, though, he is not stooped as are some smiths after years of work. In combat he uses an Elvish longsword and spear, both of which he is skilled in using. He uses a +25 Ithilnaur longsword that is of Orc and Troll slaying that can also cast a *Mass Word* spell I/week and allows the user to see through all invisibility, illusions, and facades. His spear, Maikarama, was made in the Undying Lands, and is capable of being a spear or staff on command. In spear form it is +30, has a range that is 10 times that of a normal spear when thrown, and will return if not embedded in something or someone. In staff form, it is a +15 weapon, and adds +10 to all spell attack rolls (if one could normally use these spells, the bonus is +20 instead of +10). It also allows the possessor to learn spells from the Wind Law spell list regardless of their profession. It also has a *Constant Breezes* spell about it, and it can cast a *Hard Wind* spell once per day.

HELKAMA

Helkama was also a smith of the Gwaith-i-Mírdain. He originally worked in the glass smithies and then in the High Jewel works. Helkama is also the oldest in the group, being born soon after the Noldor entered Middle-earth on their journey into exile. He is very good at his work and particularly likes working with laen. He constructed all the laen fixtures for the keep and has a small cold forge in the smithy that he uses to occupy his time. His sculptures are magnificent and priceless to the right buyer. He is hopelessly in love with Teletasarë, which is the main reason for his leaving Ost-in-Edhil. She is not aware of his love for her but would probably return it if she knew. Helkama has a running argument with Teletasarë's brother, Elenril, about which is more important in the improvement of an army, the soldier or his weaponry. Elenril argues that in order to improve a fighting force, one must first improve the soldier, and Helkama is of the opinion that given the right weapon any soldier will do well. Helkama realizes that Elenril is probably right, but he will not admit it because he doesn't like Elenril's idea of soldier improvement.

Helkama is short for a Noldo (6' 2"), but he makes up for his lack of height in musculature. He is very broad shouldered and stockily built. Fëamírë says he is really a tall beardless Dwarf, much to Helkama's dislike. He has brown hair, very dark green eyes, and is very pale, his skin being almost translucent.

Helkama personally does not like to fight and only wears his sword when out of the keep or when going into combat. His sword, Elenrûth, was obtained from his father and Helkama reforged it to his liking. It is now a +30 weapon made of silver/gray laen that will add an Electrical Critical of the same value as any critical delivered normally. On top of this, once a day it can put forth a 10'R *Death Cloud* that will affect only the enemies of the sword wielder. Elenrûth is intelligent and its use is limited to Helkama's family, so that it will react using the *Death Cloud* function if anyone else takes it.

FĒAMÍRĒ

Fëamírë is a Sindarian Elf and the designer of the castle. He left because of Lalaith, his wife and because there were no buildings left to build in Ost-in-Edhil. He had designed most of the keep before they left, but many changes were made on site. He picked the site for its western view, defensibility and closeness to a water source. Now that the citadel has been completed for many years, he works to maintain it, writes normal songs, and works on developing new songs of power for himself and for use in the Hall of Sounding (See Section 8.23).

Fëamírë is one of the few from Amon Lind that regularly interacts with outside people. Fëamírë arranged for the Giants to help with the building of the castle. He keeps in touch with them and another group that he has negotiated with for live stock. He also makes regular visits into Dunland disguised as an aging Dunnish bard, Strunthor. He accomplishes this disguise with the help of a ring (made by his wife) that allows him to assume the appearance of any humanoid creature he so desires. In this way, he obtains news and sundry items. He has managed to influence some of the people of Dunland, thereby keeping some of the clans from becoming affiliated with the Daen Iontis and the Temple of Justice, which he knows to be an instrument of Evil. He has also been known to take other forms while in Dunland, which has resulted in some Half-elven children in some of the Dunnish clans.

Fëamírë loves his wife but he becomes bored very easily and will do nearly anything for a moment of intrigue or excitement. His wife knows nothing of this, but as of late she has had some growing suspicions.

Fëamírë is a beautiful, well built Sindarian Elf, and he knows it. Brash, flamboyant, and possessed of a very quick sense of humor, his charm and good looks only add to his ability as a bard. He is 6' 6" tall, with dark blonde hair and blue eyes.

Fëamírë is probably the best swordsman in Amon Lind and leads most of the sorties against raiding Orcs and Trolls. He hunts Trolls in the mountains for sport. He uses his +20 longbow when hunting, but in close combat he uses his sword, Anarmacil. Anarmacil is a +30, Holy, highly intelligent Elvish longsword that is made of golden laen. It's hiltguard is shaped into a brilliant sunburst and can produce a *Sunfires True* 1 time/day that can be used in combat as a *Fire Bolt* with a +20 OB bonus and a 1.5x concussion hit multiplier. The sword can also produce a *Beacon* or *Utterlight* at will (up to 3 times/week).

LALAITH

Lalaith left Ost-in-Edhil because they would no longer present her plays. It seems that many of the townspeople felt that they were sacrilegious. Her feelings on the matter were that the Valar could take a joke because they all had senses of humor. Of course she now has a much smaller audience and they are rarely shown more than once. She has written some for the Dunlendings using Fëamírë's knowledge of politics. When he presented them at some of the major towns they were well received. The people of Dunland were never ones to turn down entertainment of any type.

Lalaith is also a superb musician and holds recitals of newly composed works for the Elves at Amon Lind. Being a bard like her husband, she works with him on new spell research and item invention. She has a ring identical to the one used by her husband and enjoys walking around the keep disguised as other people just to see if she can fool anyone. She is quite good at this and can appear to be Fëamírë, Elenril, or any of the women of the castle. Considering her skill, it would not take long before she could impersonate a visitor to the complex.

Lalaith, along with Teletasarë, teaches the children of one of the giant families reading, writing, and elementary math about one day every two weeks. She and Teletasarë have been surprised by the amount the children have been able to learn even though it has taken them years to do it. She has decided that they are probably as intelligent as a normal human, but the learning process is about ten times longer for the children (perhaps longer if they are already grown). She has her suspicions about her husband's activities in Dunland, but she dismisses them since the whole idea is rather revolting to her. On occasion she has been tempted to follow him, but realizes that it could jeopardize their relationship.

Lalaith is a Noldorian woman of great beauty. She is 6' 1" tall and very shapely. Her hair is dark brown and she has dark blue eyes with flecks of bright gold scattered through them that cause them to be very noticeable and enchanting. She tends to wear clothing that accentuates her body in order to appear as appealing as possible. She says that it is more comfortable, but it is her way of maintaining her own bit of control over the men of the citadel.

If threatened, Lalaith will use her magic. If this is impossible, she will retreat to a place where she can. She carries a dagger that Sulkano made for her, but she has little skill with it.

MORANAR

Moranar was always a recluse while living in Ost-in-Edhil and that has not changed now that she lives in Amon Lind. She left because her few friends, Sulkano and Elenril, were leaving. She is one of the few females that worked with the Gwaith-i-Mírdain. She worked with the Keeper of the Fires as an assistant and was being considered as his eventual replacement (she would have turned it down). She is a mage and at Amon Lind spends most of her time researching spells and helping Helkama and Sulkano imbed spells

in items. She also helps them by providing the magical fires needed in some of the processes. She rarely socializes with anyone in the complex aside from an occasional dinner. She is fond of all the people in the complex, but she has a difficult time demonstrating her affections. She has very little patience and a short temper, which tends to drive people away from her. Lalaith feels that Moranar is cold and insensitive, and they have never gotten along well.

Moranar is a tall Noldorian woman (6' 5") with very dark blue eyes and black hair cut short (she says it gets in the way). She dresses primarily in utilitarian dark blue and purple clothing. She is a very beautiful woman but tends to let her personal appearance take a back seat to her work and research. When she does decide to dress up, most everyone is startled by her beauty (forgotten due to the length of time between occurrences).

If threatened, she will not hesitate to use magic or her sword, whichever is most convenient. Considering her capabilities with both, she may be the most dangerous person in the citadel. Her sword, Raukambar, was made for her by Sulkano and the other High Jewel smiths long before they left Ost-in-Edhil. Narrower than most other swords of similar make, it is intelligent and made of Galvorn with Laen edges. The +30 sword can cast *Long Door* (300') twice a day and it delivers an Impact Critical equal in severity to any other critical delivered.

ELENRIL

Elenril's mother was Noldo and his father was Sinda. His upbringing was decidedly Sindarian and shows in the way he dresses and arranges his rooms. His mind set, however, is Noldo in that he has always been curious about creating and changing things. Because of his interest in nature, he became an animist and



excelled at all he did. While talking to a smith about reworking a weapon to improve it, he realized that soldiers are much like weapons and perhaps they could also be improved by 'reworking'. He soon began experimenting with animals to change their physical structures so that they functioned differently. He hoped to improve the average soldier by improving his physical body or instincts.

Word of his experiments soon spread, and he was strongly urged by others to stop his inhumane activities. If they had known that he wanted to someday continue his experiments with Humans and Elves, they would have done much more. This greatly disturbed him and he began thinking of leaving. Soon afterwards, he met with the others that were planning to leave and decided to go with them. During this time he was benefited by a strange experiment that went wrong at the Smith Halls. While in the process of making an item of power, a terrible accident occurred; two smiths died horribly with the very flesh of their bodies merged together. Elenril found out from his friends in the Hall that a largish gem of irregular shape was created by the accident. The gem had a very strange ability to merge any two items together, although not always perfectly, as the smiths found out. When Elenril took the gem with him, the grief-stricken smiths did not notice that it was gone for quite some time.

After moving to Amon Lind, Elenril continued his experiments. At first he worked only with animals, usually resulting in failure. However, by combining what he had learned about the merging stone and spells, he was able to make some combinations of animals that lived. His sister Teletasarë helped him, in order to reduce the pain of his subjects. Over the years he refined his techniques and started working with men. He made a deal with Turukulon the Dragon to buy subjects. At first, their experiments on humans were benign and not very noticeable, but later he was able to make more radical changes (described later in this section).

By the year 1640, he has had several successes, including the use of the procedure on his first Elven subject. Helkama and Lalaith did not like the direction his experiments were taking and objected with little effect since the subjects had volunteered. Teletasarë also objects, but she is rather subdued and will not act against her brother. Elenril also was quick to point out that the reason he came to Amon Lind was to get away from close mindedness. The others that have a say in the keep do not really care one way or another, so long as he doesn't start killing the guards. Elenril is very proud of his plot and feels that some day it will be very useful.

Elenril is 6'7" tall and slimly built. His hair is light blonde, and his eyes are pale grey. If he must fight, Elenril uses his sword, Durlachiel. It is an intelligent +30 Galvorn Holy Sword with clear laen inserts on the hiltguard and pommel. On command it will create a cold blue flame along its length. The cold flame will deliver a Cold Critical of one severity degree less than any other critical delivered. The sword also gives the wielder a resistance bonus of 25 verses Flame and Heat Attacks.

TELETASARË

Teletasarë is Elenril's Sindarian half-sister. She is older and feels responsible for him sometimes. She left Ost-in-Edhil because he was leaving. There, she was in the healing services. Teletasarë is a very fine lay healer and particularly good with prosthetics. Elenril has often wondered if she could not make a whole new body if she set her mind to it. She now works as the healer for Amon Lind. Although Elenril also works in this capacity, she makes a better healer because she has more compassion for the sick or wounded. She loves animals and tries to lessen their pain as best she can. She also keeps two hunting falcons that she flies for sport and usually goes along with Sùlkano when he flies his birds.

The others at Amon Lind tend to try to protect her because she seems small and weak. Helkama is deeply in love with her and soon he will confront her with his feelings to see her reaction. He does not know it, but she has admired him for many years and has been waiting for him to approach her. She leaves the castle only for an occasional ride with Sùlkano to exercise or hunt with their falcons or to go to teach the Giants' children.

Teletasarë is striking: 6'2" tall, with silver white hair that flows nearly to her knees. Her eyes are such a pale shade of grey that they appear white from a distance. She is not as proud as her brethren, but will not back down from a position once she has decided that it is right. She very rarely shows any emotions beside happiness and love, but if she ever truly gets angry, heads would roll.

She does not like to fight, but she is skilled in using the longbow, spear, and longsword. If in danger, she would most likely retreat to a place of safety and care for the wounded. If forced to fight, she would use one of her three weapons mentioned, all of which are +25 and of Orcslaying.

THE "WEAPONS"

Elenril has nearly perfected the physical portion of the process and is able to "merge" humans with several different types of animals. The mental stress of these changes often causes the subjects to go mad. Only four of his subjects have adjusted to their state. One of these was a Dunlending that Elenril merged with a large fruit bat. The man died of old age after serving the citadel as a guard for years. He was extremely intelligent, and the procedure had given him extraordinary senses of smell and hearing, although his vision had been diminished. His reflexes had also been increased so that his reaction time was above that of most Elves. There are three other such creatures; two were merged with cats and one with a badger. To alleviate the confusion of what they should be called, Elenril just calls them "Weapons"

The first of the Weapons is a Northman mercenary, Eniad, that got lost in the mountains and captured by Turukulon 10 years ago. He was altered by adding many of the attributes of the great Snow Leopard. Although he had initial problems, he now enjoys the added strength and agility of his new form. The next Weapon was a Elvish prisoner of Turukulon (Cornen), that volunteered to go through the process to obtain his freedom from the Dragon. Since this was Elenril's first procedure using an Elf, he was quite apprehensive. But everything went well, and the Elf was not too horrified by the results, although the appearance of hair upon his face was quite startling. The third Weapon is a Silvan girl, Miriel, who was a servant in the citadel. Upon seeing the Northman and the Elf in their final forms, she volunteered for the same treatment (to become "unusual"). She was also in love with Elenril and wants to get his attention. He performed the procedure on her using the attributes of a Lynx before anyone else knew and was successful. In fact, he is almost sure that the procedure would work on Elves consistently better than Men, due to their superior healing abilities and resistance to disease. He has decided that in the future, he will try to find Elvish specimens in preference to Men.

All of the Weapons are capable of above normal feats of agility and strength. They also have several of the secondary features of the animals, such as a fine distinctly marked fur covering over most of their bodies as well as slightly longer than normal teeth. They have claws on their hands and feet that can be used to great effectiveness in combat. Elenril and some of the others have also noted the presence of animal-like behavior in both of the subjects, manifesting itself in the form of extreme unpredictability, a quicker temper and quick mood shifts. All of these mental changes make the Weapons more difficult to get along with, but they have not warranted their being further altered or caged.



All have been trained extensively in unarmed combat to help them cope with their new capabilities and to train them for their positions as guards. Elenril also believes that the discipline the training requires will help their mental stability. Fëamirë and the guard captain took care of this training, as both are experts in unarmed combat. The pupils have shown themselves to be superior to their teachers and now train themselves. They include many maneuvers in their routines that normal Men or Elves could not complete, thus giving them a great advantage when in combat. In general all of the Weapons are considerably more unpredictable than normal people. Because of their resemblance to wild animals, some would be frightened by their mannerisms, and rightfully so.

Of course, along with any success there is almost always failure. In Elenril's case, he has had many; some have been extreme and some mild. At the present time one of his failures is in a cell in the dungeon. This once Dunnish man is now partially Glutan, a species of lowland Wolverine, and completely mad. He has not been killed because Elenril still considers him salvageable if his insanity can be cured. So far, spells have not been effective. Elenril theorizes that the mind of the Dunnish man is now fighting with the mind of the Glutan for control. If the "Man" side wins, then he will be cured, but if the "Glutan" wins then he will probably need to be terminated.

Elenril's plans for his next few experiments include a merger involving a young Blue Bear and one involving a small Ape that Fëamirë said he could secure from a travelling merchant in Dunland. One of his long-range goals is to locate and use one of the huge legendary Cats (Chatamogs) from the hills of Rhudaur.

6.13 THE GIANTS

While the Giants of the southern Misty Mountains are similar to their northern Misty Mountain cousins, they are more open to contact with other races, trading with humans and Dwarves that have the courage to approach them. One of the families even trades fairly regularly with merchants from Dunland and the Elves at Amon Lind. These Giants are more likely to either ignore or be more friendly to non-Giants than their relatives to the North. This is probably due to the relative lack of evil in the southern areas as opposed to the constant presence of the Orcs and the Witch-king in the northern country. If provoked or threatened, these giants can still be extremely dangerous. All Giants, northern or southern, are very protective of their property and will kill all thieves and perhaps suspected thieves. They are slow at making decisions and friends, but are resistant to change once their minds are made up.

6.14 THEEAGLES

Giant Eagles are scattered throughout the mountain ranges of Middle-earth, and the Misty Mountains are no exception. Due to their large size and food intake, their territories are very large and their numbers small. The southern end of the Misty Mountain chain is home to some 25 of these majestic creatures, spread fairly evenly East to West and North to South. They patrol the area for food regularly and report any strange occurrences or sightings to a designated Warden of the region. The Warden is given his position by the Lord of Eagles himself and is responsible for reporting to him regularly with information about happenings in his area. The Warden is also responsible for gathering the eagles from his area when the Thoronrim (S. "Eagle Host") is summoned by the Lord of Eagles.

In 1640, the Warden of the southern Misty Mountains is Dwaithohir and he knows most of what goes on in the area. He has talked on occasion with Súlcano and also knows Skinbark (an Ent). Dwaithohir has fought with Turukulon and has taken prey from under his nose just for the joy of it. Turukulon would love to roast him for dinner, as one might guess. Dwaithohir reports on all that happens in the area to his Lord at Eagles Eyrie twice a month. He is young, having only been appointed to this position three years ago, but he takes his responsibilities very seriously.

6.2 THE SOUTHERN MISTY MOUNTAINS: T.A. 1640-3019

Overall, the situation in the southern Misty Mountains does not change much over the years. In the year T.A. 1981, the Dwarves were forced out of Moria requiring them to find homes in other places. This stopped all trade that had come to the Giants and to Amon Lind from this area. Around this time, Turukulon captured many Dwarves, however not without some pain; one of the groups he captured fought back more than he expected and wounded him. He killed them all and laid their bodies out in the open to be eaten by vultures and wild animals. Turukulon never buried the Dwarves because he knew they would have wanted to be underground. He sold some of the other Dwarves to a tribe of Orcs, and gave the rest to Elenril, who found them too difficult to work with and set them free after altering their memory. Turukulon decided that it was time for a long rest and went to sleep for several hundred years. Because of the growing unrest in Dunland during this time, trade with outsiders by the Giants and the Elves at Amon Lind declined. By the year T.A. 2000, the Giants had ceased to trade with anyone but the Elves. Fëamirë still made trips to Dunland, but his journeys became less frequent as time passed.

In T.A. 2050, Helkama renewed communication with Rivendell. Elrond had known of their presence for years but had left them in peace. By this time, Súlkano had completed the permanent propulsion devices for his smaller airboat and succeeded in duplicating his procedure for making the Mithrarian with the help of Turukulon. Súlkano decided, however, not to use them for fear of discovery by the power growing in Dol Guldur. During this time, Turukulon was content to tinker with magic on his own, not even bothering to deal with the people he caught; he just ate them. Elenril's experiments progressed, but his flow of humanoid subjects decreased, so that he mainly worked with animals once again. There were only the two Weapons made from Elves left at Amon Lind at this time.



When the White Council was formed in 2463, notice was sent to the Elves at Amon Lind, but only Helkama responded. He left Amon Lind for two years to consult with the Wise, because he was one of the few left that was a member of the Gwaith-i-Mírdain when the Rings of Power were made. Upon his return, he announced his plans to return to Rivendell with anyone who would go, particularly addressing this to Teletasarë, by then his wife. She alone consented to return with him, and they lived in Rivendell throughout the rest of the Third Age and part of the Fourth. Fëamírë agreed to visit Rivendell should the council need advice on any matters concerning Dunland or the surrounding area.

When Saruman took up residence in Orthanc, he had some communication with the Elves at Amon Lind. These were kept to a minimum because Fëamírë did not trust him saying:

"Saruman is much like a Dragon in that he can manipulate a person's thinking with his voice. Any idea he suggests seems to be the person's own. Anything Saruman says seems perfectly logical. He is every bit as dangerous as a Dragon."

When the White Council was called together again in 2941, Fëamírë and Lalaith left Amon Lind and proceeded to Rivendell to help in any way that they could. They stayed there until the last meeting of the White Council in 2953. On their return trip to Amon Lind, they were attacked by Orcs and Wolves in Eregion. Fëamírë was badly wounded and Súlkano risked the secret of his boats to fly himself as fast as possible to Lindon where Fëamírë and Lalaith sailed westward. Súlkano made his return trip in segments at night to avoid detection, but he became increasingly paranoid about discovery.

Norantir the Eagle became Warden of the southern Misty Mountains in the year 2954, taking the place of his forefathers in residence on one of peaks near the end of the range. As a favor to Gandalf, the Lord of the Eagles instructed Norantir to watch Saruman. His presence over the next few years was a key factor in several events. He rescued Isildur's body that had been discovered by Saruman's servants in their search of the Gladden Fields. Norantir also alerted his Lord to Gandalf's plight on the pinnacle of Orthanc. For the first time, Norantir met Turukulon, though he had known that a Dragon was in the area. Needless to say, Norantir and Turukulon did not get along, crossing paths several times over the years, with standoff results.

During the time of the war, the Elves at Amon Lind were harassed more often by Orcs and Trolls, making life difficult for all those involved. Breaking all former agreements with the Elves, Turukulon also attacked the keep to get to their treasures. He was driven off by Súlkano and Moranar, but several of the Elves were killed and others were seriously injured. Elenril had to use his merging techniques on three of them to save their lives. The Giants were unaffected by the war and virtually unaffected by its outcome.

After the war, Helkama and Teletasarë returned, bringing with them some of the Elves that wanted to remain in Middle-earth but with a more secluded lifestyle. Moranar and Súlkano married, making both of them happier.

Now no longer afraid of detection by Sauron, Súlkano is able to fly his boats wherever he likes. He has altered them now so that the undersides can mimic the surrounding sky (so they are not seen from the ground). Along with several of the others, he leaves the citadel for weeks at a time, visiting other places and seeing parts of Middle-earth. Of the Weapons made by Elenril during the War to save their lives, one was ferried by Súlkano to the Grey Havens and the other two remained at Amon Lind. One was given attributes of a mongoose-like creature from the South and the other was given the attributes of a Snow Leopard.

Turukulon stayed in the Misty Mountains and now plots against the Elves, but it will be a while before he will attack them openly. The Orcs and Trolls of the mountains have been driven into their holes, and only bother those foolish enough to wander too close. Helkama has lead some quite effective sorties against the closer Orc tribes.



7.0 POLITICS AND POWER: DUNLAND

Since the power structure in Dunland is dominated by a short-lived Mannish race, the political situation varies during the Third Age. This section covers the various shifts in politics and power from T.A. 1640 to the end of the Age.

7.1 DUNLAND: T.A. 1640

There are 15 major clans that are present in the Dunnish power structure. Several have smaller clans under their direct control. Each clan controls a given area of land with fairly well defined boundaries, borders which are subject to argument at fairly regular intervals.

The Great Plague of 1636-1637 killed many Dunlendings; even more died to the north in Tharbad and to the west in the Mihiriath. The Dunnish clans lost approximately 20% of their population and 25% of their livestock (more would have died if not for the Healer's Hall). This tragedy was weathered quite well in Dunland, for the Dunlendings were quite used to hardships. However, they did feel that the plague was justly harsher on the Dúnedain, who deserved it. Some of the clans that hate the Dúnedain even went so far as to interrupt shipments of herbs that were to be sent to Tharbad. Needless to say, after the plague was over, the trade between the people of Dunland and those at Tharbad declined.

By far the busiest city in Dunland at this time is Larach Duhnnan, which is located on the Old South Road about 85 miles south of Tharbad. This town surrounds the Feargan clan-hold and is the center of trade for the area, bringing in people from all the neighboring clans and the outside to trade. Larach Duhnnan supports the largest non-Dunnish population in Dunland proper. Many merchants that travel the Old South Road have taken residence here, alongside some Northmen that migrated in after being mercenaries in the wars between Arthedain and Angmar.



7.11 THE CLANS

The following clan descriptions are arranged according to population.

FEARGAN

Clan Feargan is the largest clan in population but not in the size of the area it controls. Its clan-hold is located in Larach Duhnnan, which is Dunland's largest town. Because of this commercial center, its large population, and its central location, clan Feargan is a major force in Dunland politics.

The Chieftain of clan Feargan, Enion, is a calm man and does not make hasty decisions, a property he does not share with many of the other clan Chieftains. Because he keeps his clan neutral in regard to the Daen Iontis and the Daen Coentis factions, Enion is one of the prime factors keeping the clans from war. He is partial to the Daen Coentis faction, but shows no favoritism openly, so as not to give anyone an excuse for war against his clan. He openly dislikes the Temple of Justice and their priesthood, whom he deems an irritant. His attitude has caused the clans aligned with the Temple to be cool toward the Feargans. Clan Feargan also controls several smaller clans: the Baertins, the Torbets and the Nathlos.

ERASTOC

Like clan Feargan, clan Erastoc is a lowland clan. Erastoc has a smaller population than the Feargan, but of all the clans, they control the most land. The Erastocs raise a large number of livestock including, sheep, cattle and horses. They have the best horse soldiers for the young people of the clan are taught to ride at an early age. Because they are located away from where a lot of the controversy centers, the Erastocs are fairly neutral in clan politics. The Erastoc clan Chieftain died of complications brought on by the plague a year after he contracted it. Since that time, the position of Chieftain has been shifted back and forth between several of the younger family heads. Clan Erastoc also includes the smaller clans of Coinrach and Ealsaid.

ARAILT

Clan Arailt is the most warlike of all the clans, and therefore the best trained. It is also the lead clan in the Daen Iontis faction and the main supporter of the Temple of Justice. The Arailt hate the Dúnedain. Their young warriors go fully armed at all times, riding relentlessly through their territory hunting and perfecting their battle skills. They make trips to Larach Duhnnan to cause trouble and carouse with others from clans Madoc, Sonmar, and Dobac.

Clan Arailt warriors often wear face and body paint when going into battle to make their faces look more menacing. The Arailt are in a 'near-war' with the Daen Coentis clans and their neighboring clans, the Ruadh and Treforn. Clan Arailt also controls three smaller clans: Grun, Guerd, and Semarg. Clan Semarg is located high in the mountains and is claimed by Arailt in name only; they really do not interact with the clan at all.

The present Chieftain of clan Arailt is Daonghlas. He has been Chieftain for only 3 years but has a reputation as a cunning man who was prone to fits of anger. He is in constant contact with Maben, and considers his counsel over all others. In the 3 years of his rule, the clan has become even more war-like and drawn even closer in its relations to the Temple of Justice.

LEONN

Clan Leonn is one of the large lowland clans. They occupy the territory north of the Old South Road and south of clan Erastoc. They are a peaceful clan and do not participate in overall clan politics to a great extent. They have strong ties to the Erastoc, and are not friends with clan Madoc. Otherwise, they are neutral toward most of the other clans. Like the other lowland clans, the Leonn raise livestock. However during the plague, their herds were hit heavily and after three years they are still quite low in number.

TREFORN

Clan Treforn is a highland clan that occupies the area just north of clan Arailt and south of Caerth Wood. They are the principle enemy and barrier to clan Arailt. Young warriors of the two clans often have minor skirmishes and verbal wars near the boundaries between their clan territories. This border is probably the most heavily disputed in the whole region. The Treforn clan is the leading clan in the Daen Coentis movement that is opposed to the Daen Iontis faction led by the Arailt clan. Clan Treforn also includes the smaller clans, Marvan and Niald. The clan Chieftain for clan Treforn is a middle-aged man named Aonghas. He is physically very impressive, being 6'4" tall and weighing some 230 lbs, most all of which is muscle. He has vivid red hair which has faded to white at the temples. A very strong leader and very zealous in his ideals of Daen Coentis life, he believes that they can be restored by his people. He was instrumental in bringing the Drúedain to Caerth wood and back into the religion of the Daen. He is particularly fond of the old bard Strunthor, and enjoys his stories and listens to his advice when he comes to visit. (See Section 6.12.)

MADOC

Clan Madoc is located north of Caerdh Wood, along the edges of the Misty Mountains. They are one of the clans of the Daen Iontis group and are openly supportive of the Temple of Justice. They are not as belligerent as the other clans so inclined, but they are warlike and very friendly with clans Araitl and Sonmar. They have a long standing hatred for clan Ewen that dates back to the time of the early migrations to Dunland. The reason for this hatred has been lost over the years, but since the Ewens are a Daen Coentis clan they still have sufficient reason to keep up the feelings. Fortunately, the two clans are separated by a long distance, so this animosity turns into violence only when clan members interact at other locations.

EOGBANN

This fairly neutral clan occupies the highlands north of clan Roth. They tend toward being friendly to the Daen Coentis clans nearby. They have been pressured by the Daen Iontis clans to join them, but so far the clan Chieftain has not committed. He is old and in failing health and the Daen Iontis hope that the new Chieftain will be more open to their invitations. The Eogbann have most of their dealings with the people of Clan Tar Moid to the east, with which there are many cross-marital ties. The village of Cillien is located in Eogbann territory. This is important since the Healer's Hall is located there. Derna has been personally visiting the clan Chieftain Belligel to check on his health because they had become friends when he was much younger.

CLANCHART

	FEARGAN	MADOC	TREFORN	ROTH	SONMAR	RUADH	ARAILT	EOGBANN	OGARON	LEONN	COLGAR	TAR MOID	DOBAC	ERASTOC	EWEN
FEARGAN		I	F	W	I	I	CL	W	I	W	CL	W	CL	W	F
MADOC	I		CL	CL	F	W	A	W	CL	C	I	I	F	I	H
TREFORN	F	CL		A	CL	W	H	W	CL	W	C	CL	W	W	F
ROTH	W	CL	A		I	I	C	F	I	CL	W	W	C	CL	W
SONMAR	I	F	CL	I		I	F	CL	W	W	F	CL	W	I	C
RUADH	I	W	W	I	I		H	W	I	I	W	I	W	CL	F
ARAILT	CL	A	H	C	F	H		C	F	I	W	I	F	CL	C
EOGBANN	W	W	W	F	CL	W	C		CL	W	W	F	CL	W	I
OGARON	I	CL	CL	I	W	I	F	CL		W	CL	W	W	CL	W
LEONN	W	C	W	CL	W	I	I	W	W		I	W	W	F	CL
COLGAR	CL	I	C	W	F	W	W	W	CL	I		CL	F	W	I
TAR MOID	W	I	CL	W	CL	I	I	F	W	W	CL		I	CL	W
DOBAC	CL	F	W	C	W	W	F	CL	W	W	F	I		W	C
ERASTOC	W	I	W	CL	I	CL	CL	W	CL	F	W	CL	W		W
EWEN	F	H	F	W	C	F	C	I	W	CL	I	W	C	W	

H=hatred, C=Cold, CL=Cool, I=Indifference, W=Warm, F=Friendly, A=Allied

OGARON

Clan Ogaron is a lowland tribe occupying the area along the Old South Road. Like the other lowland clans, they own herd animals, but their main source of income is grain farming, particularly those grains used to make alcoholic beverages. Most of the area's meads and beers is made from grain grown in their fields. Compared to the manors of the Dúnedain, the Ogaron farms are very crude and unproductive; but they make do and are getting better as the years go by. They are friendly with most of the clans of the Daen Iontis, but they are not officially members.

Included in clan Ogaron are clan Cearn and clan Goirich. These clans live in the northern areas of the Ogaron land and have dealings with the people of Tharbad. This familiarity with the Dúnedain and their ways has kept the clan from joining the Daen Iontis.

EWEN

The people of clan Ewen live high in the foothills of the Misty Mountains in the northeastern part of Dunland. The other clans respect the hunters and trappers of this tribe as expert woodsmen (from other Dunlendings this is quite a compliment). Because they range further into the mountains than most of the other clans, Ewen is the only clan that ever has any dealings with the Giants of the mountains. The dealings are very minimal and the people of clan Ewen will usually hide or leave the area when they hear a Giant coming. When they do meet, however, the Giants will not take action against those who identify themselves as part of the Ewen clan — unless some offensive action has been occurred (e.g., stolen cattle, trespassing, etc.). A few clan members have been captured by Turukulon when they wandered into his area (see Section 6.1.1), but so far the clan hasn't a clue as to what happened to these unfortunate folk. Since some members of the clan have seen Amon Lind from a distance, the Clan as a whole knows of its existence but they do not know who lives there. They think it is haunted due to the sounds that come from it. Clan Ewen has a deep hatred for clan Madoc and is disliked by most of the Daen Iontis clans because of their staunch support of clans Treform and Roth.

DOBAC

The Dobac are the southernmost of the clans of Dunland. Their lands range south past the tips of the Misty Mountains and partially into the gap. They are friendly with the Daen Iontis clans, but are not aligned with the Temple of Justice itself. Using Dobac lands as a base, the Madoc, Araith, Sonmar, and Dobac often join forces to make extended raids into Calenardhon.

SONMAR

This clan is one of the Daen Iontis clans and worships according to the Temple of Justice dictates. Since the land they occupy is located just east of the clan Feargan's land, clansmen regularly go to Larach Duhnnan to trade. Like the Erastoc, they raise many horses and are fine horsemen. They were once the fourth largest clan, but they lost a large number of people during the plague. More adults in clan Sonmar died of the disease than children leaving many orphans. These children were subsequently taken in by other families or taken to the Temple of Justice to be raised by the Priests. A few of these orphans have wound up on the streets of Larach Duhnnan, where they make a living by picking pockets and petty theft. Some have been taken by unscrupulous men and sold into slavery. Clan Sonmar also includes the smaller clans of Guemmelon and Mar Hogo.

ROTH

Clan Roth and clan Treform are the two major Daen Coentis clans. Clan Roth's territory is located in and to the north of Caerdrh Wood. They are superb mountaineers and some clan members have been within short distances of Amon Lind. They, like the Ewens, feel that the area is haunted and will not get too close. Clan Roth also includes clan Trothel. Many of the Priests of the Daen Coentis religions that have been reinstituted have been taken from clan Trothel. Clan Roth was hard hit by the plague (it was once 8th in population).

RUADH

Clan Ruadh occupies a small area of land due east of clan Feargan. Clan Araith and clan Treform are located on their other borders. These three larger clans are the cause of most of clan Ruadh's troubles. The Treform are friendly with clan Ruadh, but they hate the Araith and the two clans often use Ruadh land for skirmishes. The Araith show little regard for Ruadh territory, constantly ruining crops and property and trespassing. In the eyes of clan Ruadh, the Araith are evil. In the eyes of the Araith, the Ruadh are simpletons, who are in the way and should be under the control of another clan. This hatred is building and the Ruadh want to do something about it.

The Ruadh Chieftain, Rulart, is in negotiations with the Chieftains of clan Treform, Roth, and Feargan. Ruadh is very important to the clans, because they have very fertile land and grow many crops. These agricultural products are sold to other clans that are not so inclined (including some of the Daen Iontis clans). If not for this, the Araith might have taken control of them already.

COLGAR

Clan Colgar is based in the land north of clan Madoc on both sides of the river Cilstrem. They raise horses and have probably the finest herds of horses of all the clans. However, their low numbers have made their lands and horses quite tempting to some of the other nearby clans. They are a Daen Iontis clan, having aligned themselves with those clans to secure their future as an independent clan. They are unfriendly with the Ewen because they suspect them of horse thieving and because they are Daen Coentis. They also have a growing suspicion of clan Erastoc and clan Eogbann, whom they suspect may be planning to declare war on them suddenly. Clan Feargan has no intention of doing this, but the thought has crossed the minds of the Ogarons. This paranoid nature is apparent throughout the clan, and young warriors in parties of 5-20 can be seen thundering across the country side in search of some unseen enemy that has 'invaded' their territory.

TARMOID

Tar Moid, the smallest clan, is the furthest to the north and occupies a relatively large area. Primarily hunters, they hunt the proghorn and deer that roam the area in small herds. The hunters of the Tar Moid range out for miles from their homes and often go as far as the Sirannon and the Glanduin rivers to hunt. They have been near the ruins of the Elven villas and the city of Ost-in-Edhil, they believe that all these places are haunted. Some have found items of Elvish make in the debris, but they have little use for the ones that are not weapons, trading them for food or tools. Due to its size, the Tar Moid would be in trouble if it were closer to the political center of Dunland; but because of its remote location, it is safe from most attackers and at the moment enjoys friendly clans on all its borders. The clan is, however, subjected to more trouble from Trolls and Wolves in the area.

7.12 THE DAEN IONTIS

The Dunaël word Iontis has no common tongue or Westron equivalent. It means: rejected, dispossessed, betrayed, wronged, and unjustly punished. A group of aligned clans call themselves "The Daen Iontis" to show their displeasure at the way they were treated (through their ancestors). The name is also intended to indicate that they will not stand for the same treatment and that will not make the same mistakes their ancestors made. To the Daen Iontis clans, their ancestors' main mistake is that they trusted the Dúnedain, which led to their downfall as a people. They feel that the Dúnedain living now in the vales of the White Mountains are merciless invaders that forced their forefathers from their homeland. They believe that if the Daen Coentis had risen in arms against the Dúnedain when they first arrived, then they would be living there now instead of in Dunland.

Their ultimate goal is to retake their ancient homeland and drive the Dúnedain into the sea from whence they came. These clans are more war-oriented than other clans, and the young men train constantly for the tasks which are ahead. These clans are also pushed in this direction by the Temple of Justice and its leader, Maben, who councils with the Daen Iontis Chieftains. The temple teaches that the Dunlendings must have "justice" from those who have wronged them. The lead clan in this movement is Araith; other clans in the movement are: Madoc, Colgar, Dobac, Sonmar, and on the periphery, Ogaron.

The Daen Iontis name and movement appeared approximately 300 years ago just before the arrival of Maben and the establishment of the Temple of Justice. The Chieftain of clan Araith at that time (Goiridh) originally conceived the idea to increase the morale of his people and to discredit the Daen Coentis movement of clan Treform that had begun some 50 years earlier. Once the idea caught on, he saw that this kind of hatred could be very useful in helping him gain control of other clans. When Maben arrived, he immediately encouraged the movement and Goiridh, and the feud between the two factions was off and running. It was Goiridh who hired the assassin to kill the leader of the Daen Coentis (Divemal). Maben and Goiridh believed that once Divemal was out of the way, the Daen Coentis would return to their old ways and forget his visions and speeches. However, this was not to be.

The Daen Iontis view the Daen Coentis clans as a reflection of their ancestors: flawed and weak. The Daen Iontis believe that this group of clans are a bad influence on the other clans, and that this influence must be eliminated. Therefore, a 'near war' has existed for years between these two factions.

The Daen Iontis clans have begun to relearn the skilled weapon making crafts of their ancestors. However, this process is slow and the Daen Iontis do not like to move slowly. So to convince the other clans that their way is the 'right' way, they have taken captive several wandering Dwarves and forced them to secretly make weapons for them. The Daen Iontis claim these as their own creations, thinking that it is only a matter of time before they can produce weapons of similar quality.

Most of the Daen Iontis clans worship in the manner dictated by the Temple of Justice, with Maben as their spiritual leader. Whenever possible, people of these clans go to the temple for the rituals, some which involve the sacrifice of their enemies. These sacrifices are made to gain the favor of the gods of their ancestors, and to show them that the Daen Iontis are a strong people who will not fail as their ancestors did.

7.13 THE DAEN COENTIS

Unlike many of the other clans, the Daen Coentis ("the Skilled People") clans consider their early heritage as a goal to strive for. They are attempting to return to the ways that their people followed before the Dúnedain sailed to the shores of Middle-earth. The Daen Coentis' search for this lost heritage began soon after they migrated to Dunland in the late Second Age. Because they saw that their fellow clans were turning toward Evil and corrupting their religion, these clans were some of the first to leave the White Mountains. After migrating north, they spent the first few generations settling into their new home and just surviving, causing them to forget much of their Daen Coentis heritage.

After several hundred years, Divemal came to power in the Treform clan. Divemal was a warrior, but not just a fighter; he was also scholarly inclined. He became clan Chieftain at 21 and ruled the clan until he was killed by an assassin at the age of 63. Given great vision and directness of mind, he was a great speaker and could turn the hearts and minds of a crowd 180 degrees if given the chance to speak. His main contributions to his clan were the trips that he made to the White Mountains to study the lands and ways of his ancestors.

Upon returning from the last of these trips, he brought his clan together to tell of the proud people that once reigned over the White Mountains, of their wonderful works in stone and metal, and of their relationship to the Drúedain and the 'true religion'. This speech brought sorrow to the clan that mourned the passing of that which they once had, but Divemal was not through. He also told them of how they, through hard work and dedication, could regain that life and become a better people. Since that time, clan Treform has been striving to become a great and skilled people again. They abandoned the name of Daen Iontis, taking the old name of the Daen Coentis again. Soon clan Roth and clan Ewen joined them in their journey to the past and the Daen Coentis movement became an active part in the politics of the area.

Since Divemal's death, the Daen Coentis have kept his words and goals ever in their minds through song and speeches. At the age of eight, the young men are required to memorize Divemal's most famous speeches, accordingly many great storytellers and bards come from these clans. Over the years these clans have had to endure persecution from some of the other clans, particularly the Daen Iontis. They have become the best craftsmen of the area in wood metal and stone. Some of these skills they learned from the Dwarves of Moria who they hired to teach them, but most have been mastered through hard work and trial and error.

They have built temples similar in design to those found in the White Mountains and have dedicated them to the worship of the Earth Mother (Yavanna), and Gobha (Aulë). For the most part, the temples are located in Caerdh Wood (D. "Choil Caerdh") and in the high mountain valleys of the ridge of the Misty Mountains that borders the wood. Priests from the clans live at these temples, guarding them from intruders while studying the religion of old. In recent years, the Priests have realized that an important part of the Daen Coentis worship is missing. The Drúedain who lived for centuries among the Daen Coentis were an important link to the past, but left when the Daen Coentis wavered towards Evil.

The present Chieftain of clan Treform, Aonghas Treform, sent his brothers, Padrey and Raonull, to find members of this ancient race and invite them back to Dunland. Searching for nearly three years, his two brothers finally found a tribe of the *ê* in the Woods of Westmarch. At first the Drúedain were wary, but soon realized that the two were sincere. (Drugs tell no lies and can recognize most untruths immediately.) After living with the Drúedain for several months, the brothers asked the Drúedain to move north to

live with the Daen Coentis again. The tribal head man decided that a small group of the Drúedain would go with the brothers to Dunland to see the area and meet Aonghas. The small party of Drúgs that came with the two brothers decided that life with the Daen Coentis could be very fulfilling for both races and sent for their brethren. The Daen Coentis are planning to send a party south to escort the Drúedain to Caerdh Wood by a safe and secret route (i.e., bypassing the Daen Iontis clan territories).

The Daen Coentis are weaker in numbers than the Daen Iontis. The only thing that keeps them safe from an overt war is the stabilizing presence of the larger lowland clans which might side with the Daen Coentis should war break out. Should these clans ever side with the Daen Iontis, then the Daen Coentis would be in trouble. The Priests of the Temple of Justice are unwelcome on Daen Coentis lands.

The Daen Coentis do not hate the Dúnedain as much as the Daen Iontis, but they do feel that too much Dúnadan influence can be bad. They trade with them on a limited basis and would support their right to live in Dunland. However, they would not be able to defend them openly against the Daen Iontis should the Dúnedain be attacked.

7.14 THE DÚNEDAIN

The Dúnedain living in Dunland proper are scarce. By 1640, most of the Dúnedain that lived on farming or herding estates have relocated nearer to Tharbad, because of the growing unrest among the Dunlanders. This general relocation does not include all of the Dúnedain; some still live as far south as 20 miles north of Larach Duhnnan. These Dúnedain are in a state of constant preparedness for assault from some of the clans that express hate for the Dúnedain, especially those of that call themselves the Daen Iontis.

The Dúnedain usually travel in large groups. Harassment of Dúnadan individuals in Larach Duhnnan occurs, but it rarely turns violent because of clan Feargan's influence. In other villages the intensity of this harassment depends on the controlling clan.

Dúnadan estates are usually of better construction than those of Dunlending make. The owners of these manors make their living by farming and raising cattle. Their crops, like the Dúnedain, are subject to assault, causing many farmers to leave the area.

The Dúnedain are hospitable to visitors as long as they know their intentions. Most non-Dunlending races are welcome, but, before they will show unfamiliar Dunlending visitors hospitality, they have to be vouched for by someone the Dúnedain know. Dúnedain living in areas controlled by Dunnish clans have agreed to live in peace and not to interfere in each others' affairs. Clans making such agreements are considered pro-Dúnedain by the Daen Iontis clans and are persecuted accordingly. Some of these clans working with the Dúnedain are also Daen Coentis and this combination really infuriates the Daen Iontis.

On their own, the Dúnedain still represent a powerful force in the politics of the area, since they still control large tracts of land and large sums of wealth. Their superior weapons and knowledge of magic also enhance their influence and has helped keep them from being openly attacked. Some of the Dúnedain in the area contribute to the Healer's Hall, although it is rare that a young Dúnadan is sent there for instruction.

NOTE: *In the event that the Dúnedain were attacked openly, they would band together and send for help from Cardolan or Gondor. The only Dunlending clans that might help would be some of the Daen Coentis clans. Although these clans dislike the persecution of the Dúnedain, they are not powerful enough to align themselves openly against the Daen Iontis for fear of retaliation.*

PRICE TABLE

Good/Service	Cost*	Note
FOOD AND LODGINGS		
Beer/Ale	1/2cp	pint.
Brandy	1cp	half-pint.
Cider/Mead	1/2cp	pint.
Wine	1cp	pint.
Light Meal	1/4cp	cheese, soup and bread.
Normal Meal	1/2cp	Meat soup or pie, bread and potato.
Heavy Meal	1cp	Steak and vegetables, bread, soup, pastry.
Week's Rations	5cp	Normal Spoilage 181b.
Trail Rations	7cp	1 wk. Preserved. 141bs.
Great Bread	2gp	1 wk. Preserved. 41bs.
Waybread	45sp	1 mo. Preserved. 41bs.
Poor Lodgings	1/2cp	Communal sleeping.
Average Lodgings	1cp	Separate bedding.
Good Lodgings	3cp	Separate room.
Stable	1.5cp	1 wk. for 1 mount including fodder.
ACCESSORIES		
Boots	1sp	3.5 lbs.
Cloak	7cp	2.51bs
Coat	14cp	7 lbs.
Clothing	9bp	9 lbs. cotton pants&shirt, wool cloak&hood.
Bedroll	18cp	5.5 lbs; blanket and oiled canvas ground cloth.
Backpack	20cp	2.5 l cu. ft capacity (maximum of 20 lbs).
Rope	5bp	6 lbs; 50'; breaks 01-02 roll (unmod.).
Rope	15bp	3 lb; 50'; breaks 01 roll (unmod.).
Pole	4cp	7 lbs.
Tent	2sp	9 lbs. sleeps two.
Lantern	22cp	1.5 lbs.50' d. light.
Waterskin (1 qt.)	1/2cp	.51b.
Flint & Steel	12cp	.5 lb fire in 3 min.
Lockpick kit	25bp	.5 lb. +10 bonus
Oil flask	4cp	.5 lb. 6hr refill .5 lb
Pitons (10 iron)	20cp	2.5 lbs.
Tarp	12cp	4 lbs. 5' x 8'; water resistant.
Torch	1/4cp	1 lb; 20' d. light; 6hrs.
Weapon belt	6bp	.51b
Pegs (10 wooden)	1/2cp	1.5 lbs.
Scabbard	34cp	1 lb.
Sack (501b)	7cp	2.5 lbs; 3 cu'.
Quiver	11cp	.5 lb; holds 20 arrows or bolts.
Arrows (20)	49cp	3.5 lbs.
Crossbow bolts (20)	15bp	3 lbs.
TRANSPORT		
Mature pony	25sp	Moves 4-20 mph; can carry 180 lbs.
Light horse	35sp	Moves 5-30 mph; can carry 200 lbs.
Medium horse	7gp	Moves 5-25 mph; can carry 300 lbs.
Heavy horse	8gp	Moves 5-20 mph; can carry 400 lbs.
Mule	5gp	Moves 5-25 mph; can carry 300 lbs. Stubborn,tough.
Wagon	5gp	8' x 5'; 2-10mph. Carries up to 1500lb requires heavy horse or 2 light horses.
Small boat	4gp	10' long, 3 ft wide; comes with 2 oars and small sail, can float 800lbs.
River boat	12gp	20' long, 8ft wide; comes with 6 oars. and sails; can carry 4000 lbs.
* — Relative Cost in Dunland (many Dunlendings will only barter).		

7.15 THE TEMPLE OF JUSTICE

Soon after the Daen Iontis sect formed, a man appeared calling himself an emissary of the gods of the Dunlanders. His name was Maben. Such was his charisma and the timing of his arrival that many of the Dunlanders saw him as a Messiah of sorts, and he became a great spiritual leader. This was arranged by the forces of evil at Dol Guldur; Maben is an emissary of the Dark Lord. His purpose in Dunland is to reinforce the hatred that the Dunlanders feel toward the Dúnedain and their allies.

The temple was built 220 years ago. Men in service to the temple are taught fighting skills and magic skills, making them a strong force in area politics. The temple population is made up of three classes: priests, acolytes, and guards. Guards are usually young men of the Daen Iontis clans that come to the temple to learn fighting skills and discipline. Most do not stay to become acolytes, but those that do are truly zealous for the cause or they are under pressure from clan leaders.

After a period of 1-3 years in the guard, acolytes are chosen by Maben from those guards that desire to serve the temple. Trained in unarmed combat and in beginning spell use, they are under strict observation by the priests and Maben. They can be disciplined, demoted to guard, or dismissed at any time for minor slips in behavior. Acolytes that maintain their status for five years can become priests if Maben recommends them. He is the soul source of this promotion, and does not approve half-hearted servants. Acolytes that do not make the promotion have the choice of remaining acolytes for five more years, becoming officers in the guard, or leaving. Because of their superior training and discipline, many acolytes that have left the service of the temple have become leaders in the clans. Priests are taught more magical skills and oration skills by Maben himself, so that they can travel the land spreading the Laws of Justice.

Status in the temple is denoted by the color of the robes and hair styles. Guards wear white robes with fine gold trim and they wear their hair in warriors braids as the clansmen do. Acolytes wear similar robes that are red with gold trim, but they are required to shave their heads for their first year and then wear their hair like the priests. The priests wear black robes with red and gold trim, keeping their hair very short. They also put a substance on their hair that bleaches it, and causes it to stand on end.



Guards are armed with long-handled, wide-bladed axes and short pole arm weapons (called derfels). The derfel is 6 ft long and has a "U" shaped end that is bladed on the outside edges but dull on the inner edges. This weapon can be used for thrusting and slashing and as a capturing device. One of an opponent's limbs can be trapped by sinking the prongs of the weapon into the ground on either side of the limb. Guards are extensively trained in this technique and are taught to work together in combat to capture foes (Maben prefers live prisoners). Guards are also trained to use of short, javelin-like spears. Priests and acolytes prefer to resolve combat using their unarmed combat skills, but they carry daggers and will not hesitate to use magic if threatened.

Patrols of the temple's perimeter are conducted twice daily by groups of 6 guards lead by an acolyte. Before public speeches by Maben, guards are posted in the area where the crowd stands and behind in the hills above the temple. On these days, the patrols are doubled and range further out and up into the hills.

MABEN

Maben, the High Priest of the Temple of Justice, is a servant of Sauron sent out from Dol Guldur some 300 years ago to infiltrate the power structures of Dunland. Enslaved by Sauron through one of the lesser Rings of Power, he was originally a Númenórean nobleman from Umbar.

The Ring does increase his lifespan, but like the other Rings it also deteriorates the flesh. Since this is a Lesser Ring, the effect is not intense and can be warded off by regularly bleeding energy from other beings. If he not be able to obtain this energy, his flesh would dissolve over a course of six months until he became a minor Wraith, similar to but much less powerful than a Nazgûl. To hide this process from his followers, Maben drains prisoners about to be executed or sacrificed. Regular execution/sacrifices are held every three months to teach "enemies of the Dunlendings" fear. Only priests and the victims attend these ceremonies; they do not realize what is really happening. Once a year, the execution/sacrifice is held publicly on the Day of Retribution. The sacrifice is supposed to symbolize the revenge that the Dunlendings will oneday achieve. If prisoners are not available when he needs to feed, Maben will leave the temple by the secret way, take his true form to kill and drain anyone he finds (he looks like a Dúnedain).

Besides these ceremonies, Maben delivers regular sermons at the Temple for the guards, priests and acolytes. He also gives public speeches from the top of the temple to the crowds gathered below. He is not limited to the temple and often makes trips to nearby towns, villages, and clan-holds; where he makes passionate speeches to the people. Maben is a consummate orator and is quite dramatic in his presentations. He has been known to tear his clothes and anoint himself with blood to illustrate a point or to draw attention. He plays to the crowd's emotions and can cause riots. This can be particularly unhealthy for the Dúnedain and their allies. Through this policy of persuasion, Maben has attracted many people to the ways of the Temple and has more new recruits volunteering than he can use.

Maben appears as a tall (6'3") Dunlending man with long white hair and beard. He is strongly built and has deep set bright green eyes that look somewhat wild. In his true form, he is a 6'6" tall Black Númenórean with black hair, deep-set gray eyes, and a perpetually menacing look. Upon seeing his true form, most will know that he is evil.

Maben is a skilled fighter with the long sword, short sword, spear, staff, and bow, but he will use magic first in a threatening situation. If confronted in an open area with others present, he will use his powers of persuasion to incite the crowd to attack his adversaries. When away from the temple, he is armed with a staff, and a concealed +25 short sword. His Ring is a times 6x PP Multiplier and gives him use of all the Bard and Sorcerer Base Lists to 20th level even though he is a Channeling magic user.

Currently, Maben suspects that the old Dunnish Bard Strunthor is not who he seems and is plotting to find out his true identity. He has had reports from spies that the Daen Coentis clans are harboring the Drúedain in Caerdh Wood. He has considered a raid into the area to destroy them, but does not know their strength. Maben has an agreement with Turukulon (see Section 6.11) to appear on special occasions at the Temple as "The Spirit of Dunlending Anger". These occasions are on dark nights so that Turukulon can glide down off the hill behind the Temple without being seen. Then he can flame up the area behind the temple. Of course, no one is allowed behind the temple during these ceremonies.

7.16 THE STOORS

The Hobbits of Middle-earth migrated from the Anduin Valley into Eriador in and around T.A. 1050-1150. A portion of these Hobbits, primarily Stoors, settled south of Tharbad in the Gwathló Basin. In 1300, many of the Hobbits around Bree were forced to move further south, west, or east back over the mountains to escape the forces of the Witch-king. This increased the number of Hobbits in the Northern areas of Dunland. The next major migration occurred 300 years later in 1600, when a large number of Hobbits from Bree and the surrounding area moved to the Shire. Thirty years later, many of the Stoors of Dunland also moved there, leaving only a small number of Hobbits in Dunland.



By 1640, the number of Hobbits had decreased even further because of the plague. The only community of any size left is New Maresh, which was originally founded some 400 years ago. It is located 60 miles southwest of Tharbad along a small tributary of the Dunstrem which they call the Reedwater, about seven miles from the Dunstrem's confluence with the Gwathló. The land around the land is marshy and has patches of quicksand which all the Hobbits know about. Since the creek which runs through the area has a fairly swift current, little stagnation occurs and thus insects are only a real problem in a summer after a mild winter. This quaint little village is set on a low hill in the middle of this marsh area. It is fairly self-sufficient; the Hobbits fish extensively and nearly all citizens have gardens. When traders come through and bring other goods from time to time, the Hobbits trade small handcrafts and medicinal herbs they find in the marsh. This is one of the prime sources for the herb Reglan in this area. The Hobbits also have boats which they use on the stream and in the marshes. Sometimes, they even travel down the Gwathló.



The town is slowly dying as each year more of the townsfolk leave for the Shire. While the Hobbits here have few enemies, wild animals do range through this area at times and an occasional ruffian shows up and makes trouble. These Hobbits are by no means timid, and will take whatever measures are needed to secure their safety. To this end, they use the marsh very effectively, luring the unwanted into it and then getting them lost. Many brigands have fallen victim to this strategy and found their grave at the bottom of a quicksand pit. The Hobbits are all skilled with short bows and spears which they normally use to fish. Strangers are usually treated with kindness, tempered with suspicion until they have proved themselves to be no threat.

One of the major health risks for the Hobbits is the population of Jatewoones (see Section 5.3), or Cleaverbeaks as the Hobbits call them. These large birds have killed Halflings on several occasions. The Hobbits conduct hunting parties when the Jatewoone population becomes too high.

7.17 THE HEALERS AND THEIR HALL

The Healers and their Hall are unique in Dunlending society. The Healers are independent of any clan's control and loyalties, allowing them to work freely within the framework of the clan system. The Healer organization and the Hall were founded nearly 500 years ago to provide good health care for all of the people of the land. Healers are located at each major clan-hold and at each of the larger villages and towns. Since its original conception, the group has grown in size and in the respect it commands. If someone were to commit a crime against the Healers, he would be punished quickly and severely by any of the clans that captured him, regardless of who he is.

The Hall is located in northeastern Dunland in an area controlled by clan Tar Moid. The Hall, also called the Healers' Hold, is an old Dunadan outpost tower (built in S.A.) just outside the village of Cillien. It was used as a private home, but it has been rearranged to suit the needs of the Healers and their patients. Young men and women that have the inclination and aptitude to become Healers are sent to the Hall by their clans. There they train for a period of years before taking up their duties in the world. At the Healers' Hold, they are taught to forget or put aside their clan allegiances. Early on in their training, the students still have these feelings and many times fights ensue. Those headstrong and hostile students that actively maintain these allegiances are not allowed to stay, and may be looked down upon by their clans because they failed to become Healers. Being a Healer is considered a noble calling and is second only to oration/storytelling. The Healers are sometimes called witches (although in a nice sense) by the common folk.

DERNA

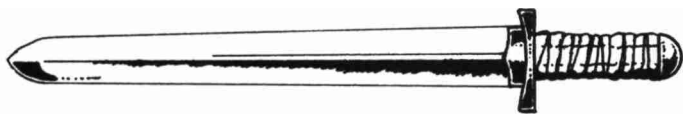
Derna, the leader of the Healers, appears to be a middle-aged Dunlending female. She is really the Half-elven daughter of a Dunnish woman who used to head the Healer's Hall. Like her mother, Derna believes that she has Elvish attributes because of some her distance ancestors were Elves. The truth is that while Derna's father appeared to be a charismatic young Dunlander to Derna's mother, he was actually Fëamirë, an Elf from Amon lind. (See Section 6.12.) Subconsciously, she made the choice of mortal heritage for herself and is very slowly growing older. Most people consider her longevity to be a reward for her goodness and her excellent healing abilities. She is 150 years old and has been in charge of the Healer's Hall for 76 years. She appears to be middle-aged, but underneath her makeup she is a much younger, more beautiful woman. Her knowledge of the healing arts is extensive, she is a fine instructor, she is well liked by her fellow teachers and her students, and she is well respected as a leader. Derna lives with her son in a small, comfortable house next to the Healer Hall.

FROITHIR

When Froithir was one year old, his mother (of clan Ewen) left him with Derna, who raised him as her own. His mother believed him to be part Elvish and gave him up because he would never be truly accepted by the other clan members. She felt that life at the Healers Hall would negate this problem and provide him a better home.

Froithir has not made a decision between his mannish and Elvish heritages, but he is leaning toward his Elvish side. Even at this young age of 25, he has become an accomplished ranger, venturing far and wide in the northern part of Dunland. He has even entered some old Elvish dwellings along the Glanduin River. That is where he found his sword (one of the finest in existence in Dunland) and several other Elvish items that he keeps with him.

He loves animals and keeps many as pets, most of which were hurt when he found them in the wilds. He has healed them using his own abilities and with help from Derna. Some of his pets are very unusual and the villagers are happy that they live on the outskirts of the village. Anyone entering Froithir's and Derna's home unasked, will find themselves being "welcomed" and held at bay by these beasts. His most unusual pet is an albino glutan (see Section 5.3), which he found injured and abandoned while still a cub. The glutan, which he calls Wynael, comes and goes as he pleases and has been taught not to attack humans or herd animals. Wynael accompanies Froithir when he goes exploring or hunting. The glutan is very protective and will fight anyone that attacks Froithir. Froithir also has a Madratine, a squirrel, and two owls trained to the lure.



7.18 THE TRADERS

Since the general decline of Calenardhon and Tharbad, the trade passing through Dunland by way of the Old South Road has decreased. With the plague it has decreased even more. Many of the merchants that used to survive on this commerce have had to find other sources and markets for their goods. The increase in inter-channel trade has helped unite Dunland.

Because of its central location and its position on the road, most Dunnish merchants are based in Larach Duhnnan. Because they are well established in the area and trade freely, the traders located in Larach Duhnnan, although not always full Dunlending, are trusted by most clans.

Starting at Larach Duhnnan and circling through a preset route of villages, towns, and clan-holds, these merchants make long trading runs that take two weeks to three months to complete. After each journey, the merchants return to Larach Duhnnan to procure more merchandise and bank their profits.

While the merchants of Dunland are respected by most Dunlendings, they are closely watched by the clans, who are sticklers for fairness and some of the best barterers in Endor. The merchants have become a close group over the years. Although they are in competition with each other, they will stick together in adversity and hold regular meetings to discuss topics of concern to all of them. In the past when a clan did something to disturb them (e.g., making them pay heavy tolls, confiscating goods, etc.), the merchants have pressured the other clans for justice by withholding trade.

A section of town in Larach Duhnnan is set up almost exclusively for the use of the merchants; it contains warehouses, shops, taverns and inns which are oriented to their needs. Merchants from outside Dunland come to this part of town and trade with the native merchants, thereby making their goods available to all of Dunland. Warehouses in this district can contain a wide assortment of trade goods. Where particularly valuable items are being stored, the warehouses are kept under lock and guard. Shops in the trade district of Larach Duhnnan are the most progressive in the region, typically containing the more modern products and best items imported from the South.

THE SMUGGLERS

A little known sub-group of merchants in Dunland makes very high profits. These merchants' forefathers made fortunes smuggling illegal herbs and other contraband into Tharbad before its eventual depopulation by the plague in 1636. After the plague, they found that the area around Tharbad offered a relatively small market for their goods. Many became brigands and highwaymen, living off merchants and pilgrims. Others began trading legally and eventually became merchants in Dunland. Still others tried to find new markets for their illegal goods and services.

The most successful of these smugglers grow illegal herbs and then smuggle them into the large cities to the South. These smugglers reside in a Dúnedain Manor house that was abandoned 100 years ago. Ten years ago they moved into the house and began operations. Soon afterward they found a prime market for their goods in Umbar.

Less than 200 years ago, the Corsairs were the minions of Castamir in the Kin-strife. When they were defeated and driven out of Gondor, they took over Umbar, and have fought the Gondorians ever since, through open war and subversion. Subversion is at work here; the Corsairs need a constant supply of illegal, highly addictive, and debilitating herbs such as Gort and Tartella. They smuggle these drugs into Gondor's major cities to subvert its people and armies. The smugglers from Dunland are one of the larger suppliers of these herbs.

The herbs are grown in Dunland and sent to the old port by Lond Daer on the lower Gwathló, where they are shipped to Umbar and eventually smuggled into Gondor. Occasionally some herbs are sent through Calenardhon, but this is rare. This operation is considered very important by the Corsairs, and they have sent a liason to live with the growers. The emissary's name is Tigon and he is in charge of all the shipments from Dunland to Lond Daer. Tigon is the only Corsair there, but he does have a Haradan bodyguard with him named Mungrod.

The leader of the smugglers is a Dunlending named Cinard, who is a shrewd businessman as well as a ruthless criminal. He runs the overall operation and keeps others in line, although there is not much dissension in the ranks. His wife Adeyn aids him in his managerial tasks and helps Voronthor with the agriculture. She is considered to be Cinard's equal. They have a naïve 14 year old daughter Neacal. She is being taught business and fighting skills by her parents and other members of the group.

Helin is Cinard's best friend and strong arm. He is a Northman that joined them several years ago after becoming disgusted with the wars in the north. He is in charge of the guards of the compound. Cila, his lady friend, has been put in charge of the kitchen staff and housecleaning, because Adeyn feels that she is not capable of anything else. Cila is actually much smarter than most of them think and is formulating plans to leave with large sums of money.

Iarless is a Dunlending woman in her mid-thirties, strikingly beautiful, but rather cold. She is in charge of the field labor and relations with the Breffrin tribes from which they learned much about the local herbs. She is a skilled warrior and tracker.

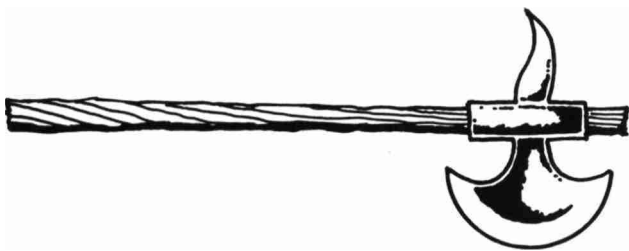
Voronthor is a Dúnedain herbalist that has been with Cinard for 11 years. He is in charge of the crops, including growing patterns, harvesting, and storage. He also works on perfecting his own purification techniques for the herbs.

A group of these people go into Larach Duhnnan every 4 months or so for supplies. This is the only real contact they have with the other Dunlanders, except for an occasional crossed path with individual members of clans Erastoc and Leonn, whose territories are nearby.



7.19 THE BARDS

The bards of Dunland are not an organized group, and are rarely seen in groups larger than 2 or 3. However, they affect the mood of Dunland as much as any of the other political groups. Bards, orators, storytellers, and sages are all held in high regard by Dunlendings, because the spoken word is most precious to them. With only few minor exceptions, all of the Dunlending histories are kept by spoken word. In their oral traditions, the use and misuse of voice in persuasion, battle, and the keeping of history is second only to battle skills. A warrior is not considered complete if he cannot express himself.



Starting at an early age and ending in their mid-thirties or when their master dies, bards are taught their skills through an apprentice/master system. Once they are out on their own, they travel the countryside from town to town telling and listening to stories. They also sing and report news from other areas. Because of their privileged status, they are hardly ever attacked or molested. They typically wear no clan symbols, unless they have progressed to the point of being an advisor to a clan Chieftain. In such a case, they usually stay in the clan-hold as part of the Lords's family, traveling only occasionally to the surrounding towns. Sometimes these bards act as the messengers for the clans, delivering messages to others from the Chieftain of their clan in the exact words voice and intonation of their Chieftains. Other bards not affiliated with a clan earn their living through donations from their listeners, by carrying messages for private parties, and by delivering public speeches and rebuttals for private groups. On numerous occasions, a bard delivers a moving speech for a private party, only to turn around after being hired by the opposition and deliver a satirical rebuttal the next afternoon. Most bards are not politically aligned and will work for anyone. The few that become the targets of persecution or retribution for their actions are known to be permanently aligned with a certain political group or clan, (i.e., the Daen Iontis, Daen Coentis).

Not all of these oral historians, storytellers, and sages make public speeches on a regular bases. For example, the half-Dunedain named Elharian is thought to be a bard, but he is primarily a sage/fortune-teller/astrologer. He lives in a short round tower in Larach Duhnnan, and his advice is highly prized, as it is well known that he is usually the first to hear rumors. Information gained from Elharian is usually correct, but is also expensive, although he often takes payment in the form of juicy rumors.

Another bard of note in the area is Strunthor. In reality, he is the Sindar bard, Fëamírë of Amon Lind, who dabbles in Dunnish affairs (see Section 6.12).

Although seen as a holy man, Maben is also considered by most to be a bard in the sense of oral tradition. As the high priest of the Temple of Justice, he exerts a large amount of control over the people through the power of his voice, which ranks him among the top orators in all of Dunland.

7.2 DUNLAND: T.A. 1640-2510

After T.A. 1640, the Dunlendings remained virtually unchanged for over 800 years. Backed by the Temple of Justice, the Daen Iontis continued to grow in power, while the Daen Coentis continued to grow in skill and to become more civilized. In general, trade through Dunland declined during these years, particularly after the fall of Arthedain in T.A. 1974.

For the most part, the clan structure remained the same; clan Ruadh was absorbed by the Arailt and a small war was fought over the land. As time progressed the Daen Iontis clans, especially the southernmost of these clans, moved further south into westfold and ranged farther and farther into what had once been Calenardhon. Some of the other clans not completely aligned with the Daen Iontis also moved south (i.e., the Erastoc and some of its sub-clans).

7.3 DUNLAND: T.A. 2510-2759

In 2510 T.A., the Rohirrim were offered all the lands that once was Calenardhon by the Steward of Gondor. They accepted and took immediate ownership. This meant that the land the Dunlendings had long wanted and waited for, the land that they believed was rightfully theirs, was now full of rivals. For most of the Dunlending clans, this resulted in an incredible and immediate hatred for the people of Rohan. Many of the Neutral clans became aligned with the Daen Iontis at this point. Fortunately for the Daen Coentis clans, the Daen Iontis' attentions turned toward Rohan. They plotted and raided for the next two centuries, carrying on constant border wars with the Rohirrim.

Over the years, some of the members of clans Madoc and Dobac became friendly with the hereditary force at Isengard. That force had been at the circle of Isengard since 2050, when the last of the Gondorian Kings perished and the regular garrison had been recalled. In 2710 when the last of the hereditary captains of this fortress died, the Dunlendings of clans Madoc, Dobac, and Araith took the fortress; first infiltrating as friends and then seizing control. This was but a forerunner of things to come; the real war would begin in 2758.

In 2754, the spark was struck that would ignite the Dunlanders and send them marching against the Rohirrim. This spark came in the form of a man named Wulf. Wulf was part Dunlending and part Rohir and claimed to be a descendent of one of the Kings of Rohan. He was a fine warrior and a charismatic leader that only needed a push to get started. His father, Freca, was a wealthy land owner from Westmarch who fancied himself wellborn. Freca began attending the assemblies of the Lords of the Rohirrim and was finally so bold as to ask for the King's daughter hand in marriage for his son. King Helm of Rohan was not a gentle man and rewarded Freca for his boldness by striking him so hard on the top of the head that he died.

Wulf fled Rohan and for the next four years recruited men from the clans of Dunland to his cause. By right of combat, he won the Chieftainship of his family's clan, the Madoc. Once in control of this clan, he soon convinced the other clans of the Daen Iontis to join him in defeating the Rohirrim once and for all. Maben, still the High Priest of the Temple of Justice, put his voice behind Wulf's in this venture. Men from every clan in Dunland joined his army; although few came from the clans Treform, Ewen, and Roth, who retreated to their holds and hoped for the best.

When the Corsairs invaded Gondor in 2758, and the Easterlings invaded Rohan from the across the Anduin, Wulf deemed that the time was right. The Dunlendings attacked Rohan's forces at the Fords of Isen. Wulf's forces were joined by a force of Southerners that were in league with the Corsairs and had landed on the Gondorian coast. The Dunnish army swept over the Fords of Isen defeating the Rohirrim and forcing them to retreat to the Hornburg and Dunharrow. The Rohirrim were besieged all winter. Edoras was taken and Wulf set himself up as King of Rohan and Dunland.

However, his reign was short lived. In the spring, the nephew and only remaining male heir of King Helm, Freáláf, descended from Dunharrow, routed Wulf's forces, and killed Wulf on the throne dais of Meduseld. The Dunlending clans retreated back to Dunland and the Southerners were all killed. Even if this reversal had not occurred, it would have been very unlikely that Wulf could have maintained his 'kingship'. The Dunnish clans that followed him into battle had not had a High Chieftain since the early Third Age. The Dunlendings that returned from the wars of T.A. 2758-59 were a dejected and demoralized lot, whose hatred for the Rohirrim had only increased.

7.4 DUNLAND: T.A. 2759-3018

After their defeat at the hands of the Rohirrim, the Dunlending clans had a period of reorganization and rebuilding that lasted for nearly 200 years. Several of the once prominent clans lost significant numbers of men in the war and were absorbed by other clans, while other clans disappeared completely. The Daen Iontis clans were particularly hard hit, but most survived, sustained by their hatred of the Rohirrim. Raids against the Rohirrim during the early years of this period were small and rare, and persecution of the Daen Coentis decreased. A few more of the clans even took up the ways of the Daen Coentis. The clans also decided that Maben was a false prophet and forced him to leave the area. The Temple of Justice was closed and sealed with all of its furnishing and equipment intact.

The Fell Winter of 2911, and the floods in the spring of 2912, brought further change. The winter saw most of the major rivers freeze over. Hungry Wolves from the north moved into Dunland, causing many problems among the northern clans. Tharbad was inundated in Spring and became virtually deserted. Many of the lowland villages of Dunland had to be rebuilt. Another flood eroded the foundations of clan Roth's Keep, which slid off the hill where it was located. All in all, Dunland survived the flooding quite well and of the towns that were flooded were rebuilt.

SARUMAN

Just after the Dunlanders were defeated, Saruman the White was given the keys of Orthanc (in 2759). He occupied the fortress until the end of the War of the Rings. His presence is the key factor that involved the clans of Dunland in that War.

As Saruman became more and more corrupt, he made friends with the clan leaders of several of the Daen Iontis clans. By T.A. 2950, Dunlanders were part of his standing army. As the years progressed, Orcs were recruited and even more Dunlendings came to Isengard. By the time of the War, there were 4000 Dunlanders within the circle of Orthanc. Before the War, Saruman crossbred Dunlendings with Orcs to produce his force of Half-orcs.

When Saruman used his garrison against the Rohirrim in T.A. 3018, the Dunlendings in Isengard marched to war along with several thousand more from Dunland and the Westmarch. After their defeat at Helm's Deep, the Dunlendings swore oaths to return to their land and to never again cross the Fords of the Isen for war.



7.5 DUNLAND AFTER T.A. 3018

After the War of the Rings, the Dunlanders captured at Helm's Deep were allowed to return home after laying down their arms and swearing their oath of peace. Because of the numbers that the other clans had lost in the War, only the Daen Coentis were strong enough to exert control. They took control of some of the smaller clans and reorganized the clan structure.

Soon after the War, King Elessar of Gondor rode north to set things right in the Northern Kingdom (Arnor). By royal edict, the Dunlendings were granted the land south of the Glanduin, north of the Isen, and west of the Gwathló to the Misty Mountains. It was theirs to do with as they so desired, provided they existed peacefully with Gondor, Rohan, and the other Free Peoples. With no evil influence nearby to twist their loyalties, the Dunlanders prospered. To a significant extent, they took up the Daen Coentis life-style that clans Treform, Roth, and Ewen had preserved over the years.

8.0 SITES OF INTEREST: THE SOUTHERN MISTY MOUNTAINS

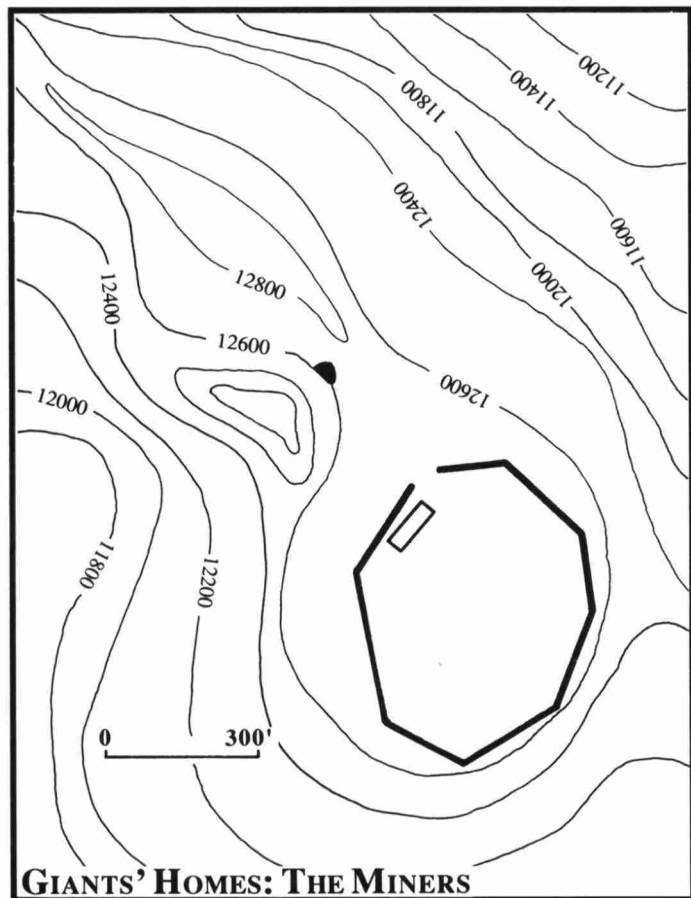
There are five major sites of interest in the Southern Misty Mountains: the Giants' Homes, Amon lind, the Lair of Turukulon, Isildur's tomb, and Dwaithohir's Eyrie.

8.1 THE GIANTS' HOMES

Two basic types of Giant groups reside in the Southern Misty Mountains: the Miners and the Ranchers.

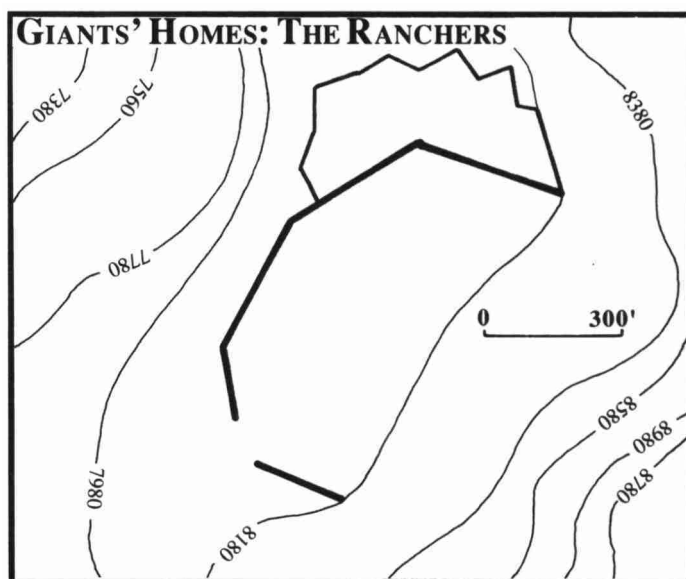
8.11 THE MINERS

These Giants mine the caves near their home for gems which they trade to Tharbad, to Moria, and to those Dunland traders not too terrified to do business. Having their own resources, the Dwarves from Moria normally do not trade for gems, but the Dwarves will buy some gems that are in short supply. These trades usually take place twice a year at prearranged times and places in the lower valleys on the west side of the Misty Mountains. For their gems, the Giants get cloth, tools, casks of wine, and leather goods. At times, the Giants will also hire out as laborers for Dwarvish construction, but this is rare. These Giants helped the Elves at Amon Lind build their keep in exchange for some knowledge about gems that helps them get a good price for their goods. They sell mostly beryls, emeralds, rubies, some star sapphires, and a few amethysts. They have struck a very rich vein and would be loathe to tell anyone its location or allow anyone to leave if they knew where it was. The mine also contains some metal ores, but the abundance of such metals in Moria makes mining them unprofitable.

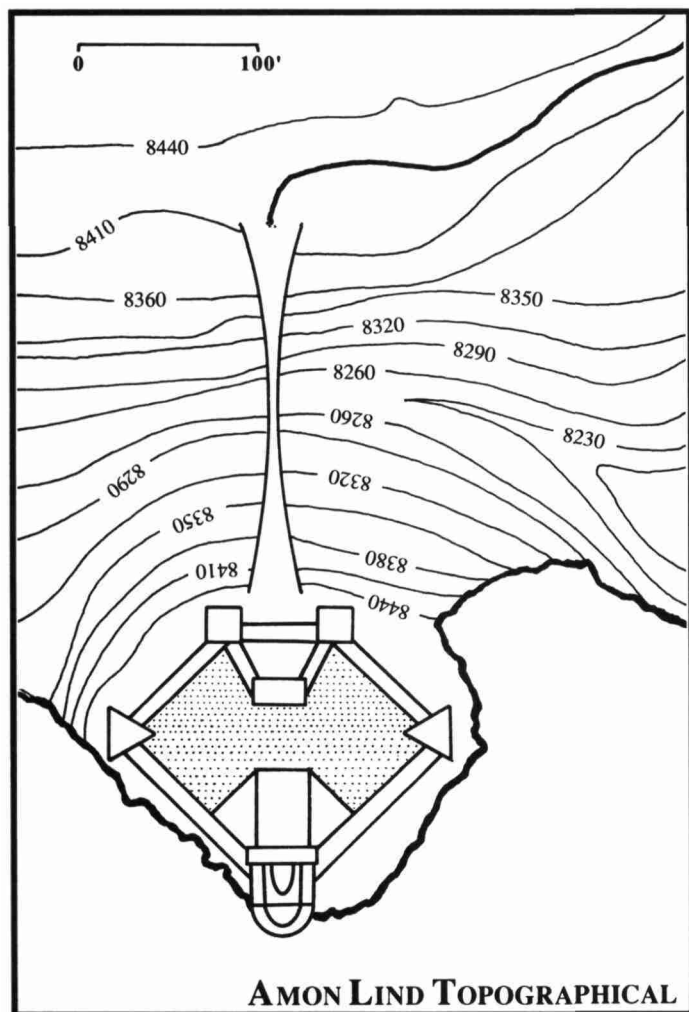


The family is made up of 8 members. The two brothers, Sevin and Tûn, are the heads of the household. The older, Sevin, has a wife and 3 children: one son nearing adulthood, one son in adolescence, and one near infant daughter. The other members of the family are the mother of the two brothers and Tun's wife. The Giants live in a stone house in the higher elevations of the mountains, near the entrance to their mine. Any visitors will be told to leave or they will have to discuss business far away from the house and mine. In the house, there will be from 1 to 10 chests filled with an assortment of uncut precious stones. If these were to be stolen, a manhunt would ensue with any resulting captives becoming dessert for the evening. This family does not eat other people unless they particularly annoyed by them.

If the Giants are crossed, offended or attacked, they will fight. Sevin has a great sword that he traded for once that he uses as a broadsword and Tun uses an 8' club. The children and females will also fight if pressed, and although they will not have weapons, they can kick and stomp as well as the next Giant. On occasion, a group of Trolls will raid the house, but so far only the Trolls have had casualties.



and seven grandchildren ranging from 3 years old to adolescence. All of the children and the older grandchildren help with the work. The father and the eldest son are in charge of the trading with the other families. It was the eldest son, Bund, that convinced his father to accept the deal with the Elves at Amon lind. If the Giants ever found out that some of the Elves have dealings with Turukulon, then all relations with them would stop. If attacked, all but the smallest of these Giants will fight, mostly with clubs or stone axes. These Giants can be friendly if approached in the proper manner.



8.2 AMON LIND

Amon lind is located on a ridge of the Misty Mountains on the western side. The location picked by Fëamírë to build the citadel was at a high elevation and on a protruding cliff. These characteristics combine to make it very defensible. The rock outcropping on which it was built was reinforced by Fëamírë before the structure was built and although the citadel appears that it will fall off the edge of the world at any time, the construction is actually such that it would take a major upheaval in the mountains to dislodge it. The walls of Amon lind are 30' tall with large windows slanting outwards and upwards for the last 7'. These windows are hinged at the top and can be opened to allow for bowmen to shoot at attackers on the ground below. They are made of enchanted high glass that is unbreakable to normal forces. The walls themselves are made of white marble that is polished smooth.

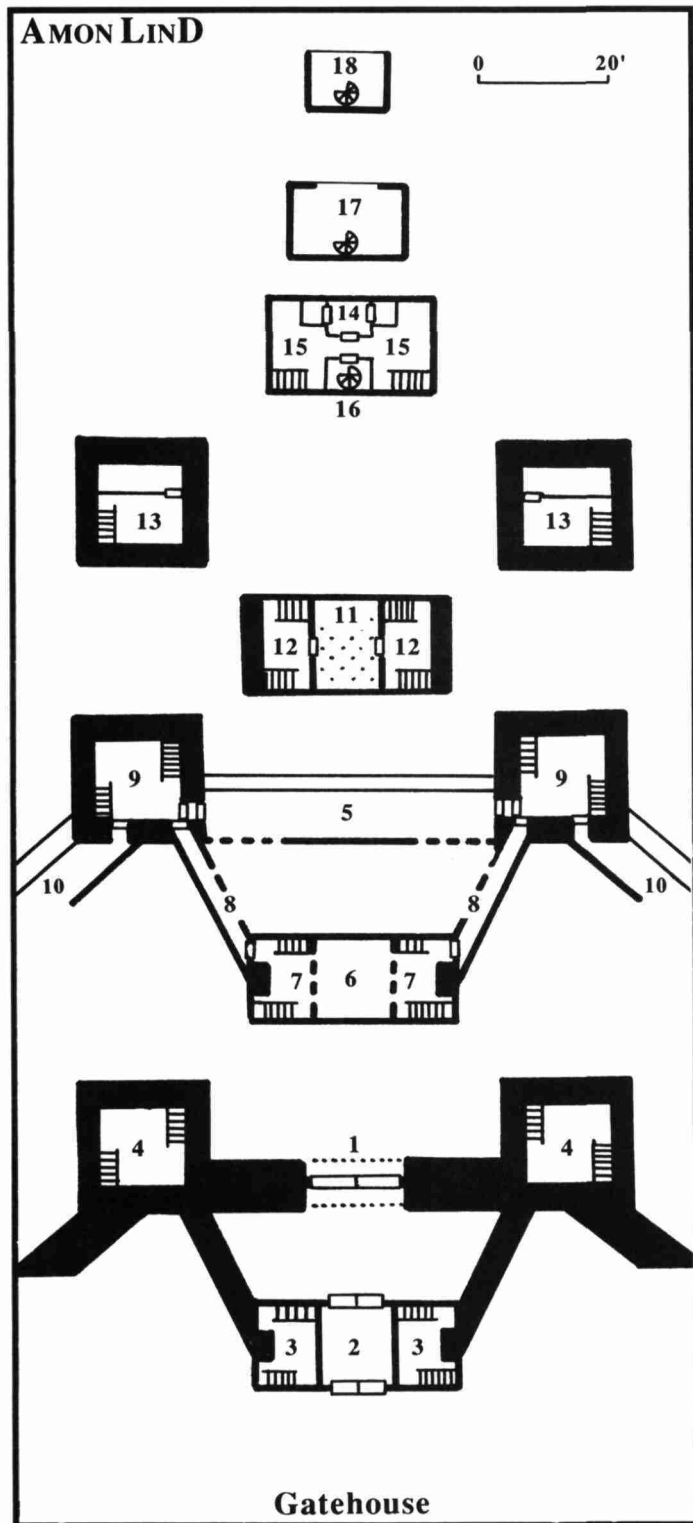
The only entrance to the citadel is the main gate which is reached by means of a causeway that spans the rift in front of the structure. The causeway is fifteen feet across and also made of white marble. Throughout the castle are the pipes that gather the wind from below the cliff. The pipes that are large enough to allow entrance from above or below are lined with spikes pointing in the opposite direction from which an intruder would be entering. These spikes are very sharp and anyone entering these pipes or even worse, falling into one, would suffer multiple +30 dagger attacks before coming to a stop.

The overall layout of the castle would make the most agile person worry about falling, so Fëamírë with the help of Súlkano, made small amulets that are imbedded with fly spells that can be activated by thought. Each person permanently residing in the citadel wears one of these (usually under their clothes). This will also help them in defending the castle as they would be able to take greater risks near the edges than their attackers without fear of falling. Visitors to the castle are also issued these items if it is determined by the residents that the visitors are friendly.

8.21 GATEHOUSE LAYOUT

- 1. Main Gate.** The causeway leads up to this gate which is 15' above the ground. Two steel portculi enclose the gate, and will not allow the gates to be opened if they are in place. The gates themselves are made of the same stone as the rest of the castle and reinforced with steel.
- 2. Secondary Gates.** Double gates create this space to use as an ambush point were the main gate to be compromised. These gates are the only entranceway to the main courtyard.
- 3. Guard room.** These rooms are the post for the secondary gate guards and also provide access to the upper and lower levels of the gatehouse.
- 4. These ground level tower rooms** are used as armories for the guards on duty in the towers and on the walls.
- 5. A small walkway** along the outer edge of the passage allows the defenders to reach these windows for shooting. As are all the windows of the complex, these are enchanted to be unbreakable. The mechanisms that open the portculi and the gate are located in this hallway.
- 6. Gatehouse portal.** This area is open to the portal below and has arrow slits on either side for shooting at attackers passing below.
- 7. Second Floor Gatehouse.** These rooms act as armories to the guards in the gate house.
- 8. Inner Walls.** The hallways through these walls connect the gatehouse to the front towers. Arrow slits are provided to allow defenders to fire on intruders that have breached the main gate.
- 9. Second Floor Tower** This area acts as a safety valve. Iron doors can be used to separate the corridor from the towers or the outer walls if one or the other were to be overrun. This is the guard station for the front wall and the side walls. Guards walk these levels regularly from the front towers to the north and south towers.

- 10. Outer Walls.** These walls are similar to the front walls in structure.
- 11. Murderholes.** This room of the gate house is equipped with holes to allow defenders the opportunity to attack those passing underneath.
- 12. Kitchen and Pantry.** These two rooms act as food storage and preparations areas for the guards of the gatehouse.



13. Third Story Tower. Due to the slanting of the roof of the towers these levels are split into a covered and an uncovered area. The covered area is used for storage and contains a ballista that can be taken outside and mounted on a swivel on the wall of the tower if needed.

14. Washroom.

15. Quarters. This is a rest area for guards not on duty.

16. Stairwell. This spiral staircase leads to the Guard Captain's quarters.

17. Ectheon's Chambers. The guard captain (Ectheon) receives visitors and conducts business from this chamber. He is a collector of throwing knives and has a superb collection covering most of one wall. They range from purely decorative to a +30 dagger of growth that will increase in size as it flies so as to strike as a shortsword at 10-20', a broadsword at 20-30', or a greatsword at 30-40'. Beyond 40' it will fall to the ground (as a dagger). Any additions of unique throwing daggers to his collection would be well paid for either monetarily or in favors.

18. Private Chambers. This room Ectheon uses for resting and meditation. There is a commanding view of the surrounding area to the east.

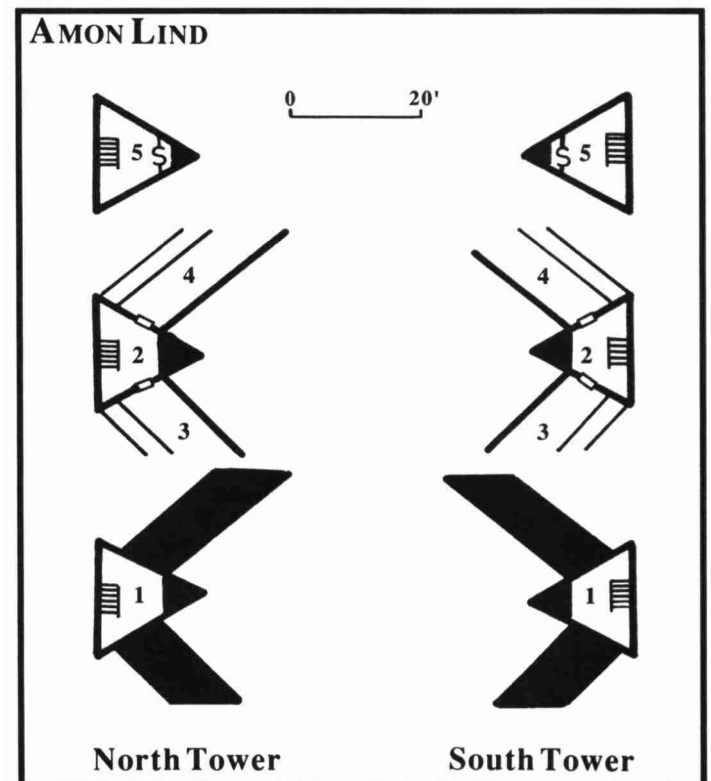
8.22 NORTH AND SOUTH TOWERS

1. Ground Floor. These rooms were used for storage, but have since been converted into quarters for the "Weapons".

2. Second Floor. The walls to the Gatehouse and the main keep are accessible through this room. Doors can be locked from either side to act as a cut off valve to intruders. Guards posted here patrol the wall between the here and the main keep.

3,4. Outer walls. see Gatehouse.

5. Third Floor. Although it is mainly used as storage area, there is a secret door that opens to show a ladder on the inside of the major pipe running through the tower. This ladder leads up to a small (3x3') platform almost 70' above the ground that can be used as a lookout post or as a sniper stand when being attacked.



8.23 MAIN KEEP LEVEL 1 LAYOUT

1. **Entrance.** These polished marble platinum inlaid doors are the only entrance to what the occupants call Nolorond (the hall of knowledge). These doors are locked magically at all times and open only when the Quenya word for freedom is spoken.
2. **Hall of Sounding.** Throughout this room columns of varying diameters extend from the floor to the ceiling. These pipes and rods of mithril, laen and various other materials are enchanted such that if a vibrating object is touched to them, they will hold that vibration at the octave for which they are suited. A device such as a tuning fork can create this effect. Alternatively, the lips can be placed against the pipe/rod and the note sung. The note by either method will be sustained until the same vibration is touched to the pipe/rod again. Due to the nature of the magic, any untrue note will cause the pipe/rod to make a 15th level RR vs poison, or be shattered. The architect of the keep, Fëamirë, being a bard, knows how to program these from another location to play these different songs: sleep, fear, holding, calm, or stun. Since these pipes will play until stopped, these songs will affect anyone in the hall until the songs are stopped by Fëamirë, Lalaith his wife, or Helkama, and Sûlkano the makers of the pipes. Anyone in the hall when the pipes are played must make a RR vs a 20th level spell or be affected in the appropriate manner.
3. **The Great Hall.** The main meeting hall for all the occupants of Amon lind, this hall has a vaulted ceiling for the first 15', which creates balconies of the two levels above. In the middle of the hall is a depressed area with large pillows for lounging during conversation or meditation. Connected to this area at the far end is another depressed area with a pool for bathing and swimming. In the back of the room are shelves of books for leisure reading, as the technical library is located elsewhere. Several game boards are set up on small tables around the room, plants adorn pedestals or are hung from the ceiling in various places, and sculptures and paintings of incredible beauty can be seen here. Light for the hall comes from a skylight during the day and from soft light globes along the tops of the walls during the dark hours. Two spiral staircases lead up to the second and third levels. Access to the control room for the Hall of Sounding and the rooms behind is gained by hidden doors, Extremely Hard (-30) to detect, in the back of the hall.
4. **Control room.** In the front of the room a large collection of pipes runs through the room which Fëamirë uses to control the songs played by the Hall of Sounding. These pipes can be played independently much like a pipe organ but with clearer and less harsh tones. The air that fuels the sound in the pipes comes from the large collecting ducts under the cliff beneath the keep. Fëamirë is a master of this instrument and can use this to increase the range of some of his bard spells to affect an area up to a quarter of a mile away from the keep. His playing contributed greatly to the naming of the place as Amon lind. The door to the rear of the room leads to the elevator access hallway #5.
5. **Ortani access hallway.** Doors also lead to Fëamirë and Lalaith's quarters.
6. **Ortani.** Controlled by a system of counterweights and balances this 7x7' passenger compartment can carry a passenger from the lowest to the highest level of the keep.
7. **Fëamirë and Lalaith's Quarter.** As most of the quarters in Amon lind this large room acts not mainly as a sleeping area as it would for other races, but rather as a private living, studying, working and relaxation area. In particular, this room is filled with musical instruments, music sheets, and other hints of this couple's line of work and passion.
8. **Stables.** These two areas are capable of stabling 16 horses total. Stairs lead up to the second level.

8.24 MAIN KEEP LEVEL 2 LAYOUT

1. **Hall of Sounding.** The vaulted ceiling of the Hall of Sounding occupies this space.
2. **Balcony overlook.** This area is open and shows the Great Hall below.
3. **The Upper Hall.** Directly above the Great Hall lies this room. It is sometimes used for dances or banquets as the glass area in the front of the room allows light to pass through to the hall below. There is a low railing made of glass and wood that guards the balcony. Light is provided by the

skylight or by globes hanging along the walls. Doors lead to #4 on the back wall.

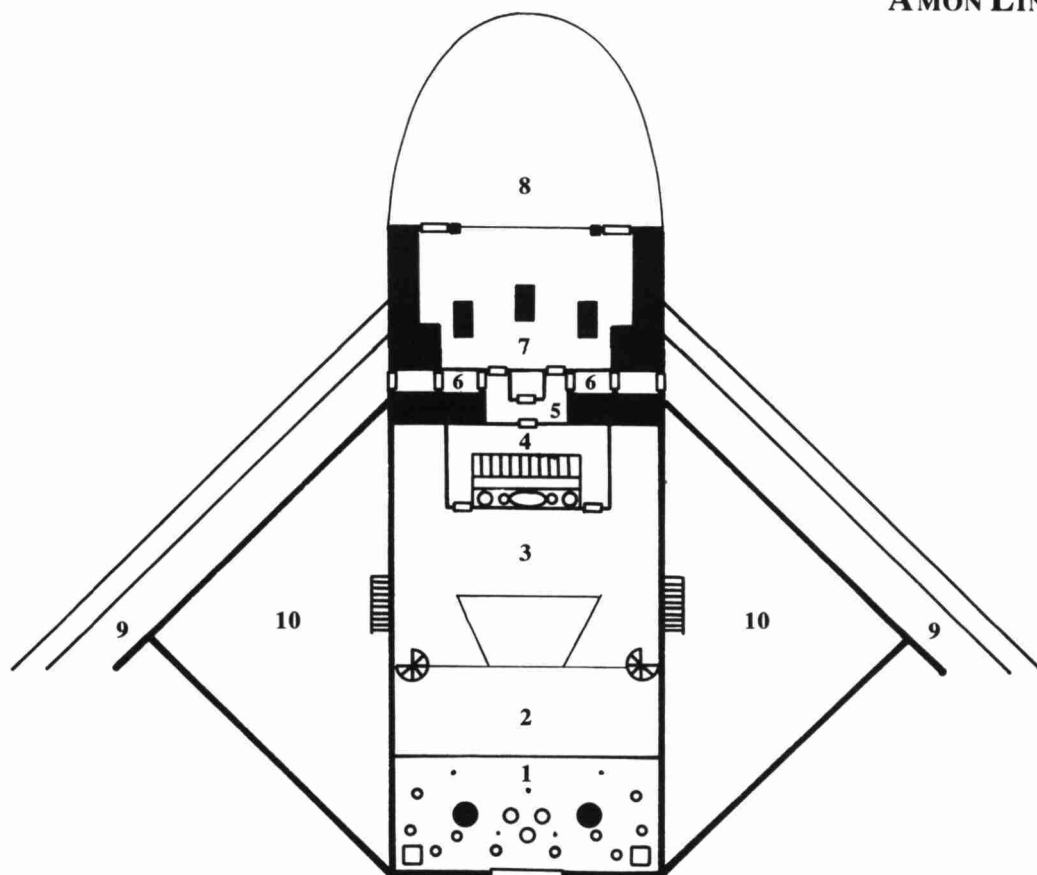
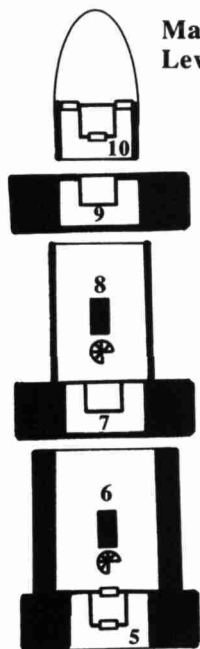
4. **Hallway.** This hallway leads back to the ortani. The pipes coming through from below are crystalline and the sunlight they receive from two stories above when they exit the building, refracts down through them and creates quite a light show during the morning hours. Occasionally, the moonlight is refracted at night and on these occasions this hallway will be the focal point of the evening.
5. **Ortani access passage.** See Main Keep Level 1 #5-6.
6. **Access Passage.** This series of doors allows passage through the large wind pipes of the keep to the walls or vice versa. The doors are in the walls of the pipes and the walkways pass through without railings. A fall from these walkways would result in an immediate exit from the castle via the large wind ducts underneath, and a drop of some 200' to the nearest rock outcropping. It is possible to stop the descent through the pipes at a pipe juncture, but it is an Extremely Hard (-50) maneuver. The only other possible hope would be that a very strong updraft could slow one's descent enough to brace against the sides of the pipe and then only if one's arms will reach because the pipe is 7' across. This maneuver is Sheer Folly (-70), but in desperation, anything can be tried. The possibility of there being an updraft of sufficient strength is 55%. The occupants of the keep are comfortable with these passages and will not fall unless struggling with another and even then their chances of maintaining balance would be good.
7. **Meeting Hall.** The leaders of Amon lind meet here to discuss matters of importance concerning the keep on a regular basis, usually twice a year. Unscheduled meetings can be called at any time if needed. Visitors although rare are greeted officially in this room and interrogated in a subtle way if their intentions are not clear. This room is used as a conservatory when not used in its official capacity. Recitals of new works are held here by the composers and musicians in the group. A large full length window occupies the west wall with doors on either side that open to the balcony. The view from this room and the balcony is stunning, particularly at sunset.
8. **Balcony.** This large balcony extends some 30' from the keep and is tiled in an elaborate design, and bordered by a 3' railing. When the weather is good banquets and dances are held here.
9. **Outer Walls.** Similar to the front walls. See Gatehouse
10. **Storage.**

8.25 MAIN KEEP LEVEL 3 LAYOUT

1. **Hall of Sounding.** The vaulted ceiling ends on this level as the roof of the main keep slants upward from the front of the Hall.
2. **Great Hall Overlook.** See Main Keep level 2 #2.
3. **Green House.** The roof of the Main Keep over this room and the two halls below is nearly all glass, as is the wall that separates the front of this room from the drop off. This glassed in area acts as a greenhouse where varying types of plants are grown. This area is capable of growing much of the food for the keep, because advanced techniques used by the gardeners allow the space used to produce 5 times the amount of which the area would normally be capable. Small sections are set aside for different climates to grow some medicinal herbs that cannot normally be grown in a greenhouse setting. The middle of the room has a glass floor that allows light to pass to the levels below. There is no passage back to the ortani from this level.
4. **Reservoir.** This area is sealed off from this level and is the water reservoir for the green house.
5. **Ortani Access Hallway.** This hallway has a ladder that allows the gardeners to periodically check on the water level of the reservoir at #4 through a small door above the water level.
6. **Moranar's Quarters.** Moranar uses this chamber for rest study and some minor spell research. She is a very private person and has had the door made to operate at her command only. There are no locks to pick and any use of spells other than her own within the elevator or her room will cause a 15th level *Lighting Bolt* to strike the caster of the spell. This will happen every time a spell is thrown up to 5 times. Spells thrown by items however will not affect the trap. She has a small box of jewelry in the room,

AMON LIND

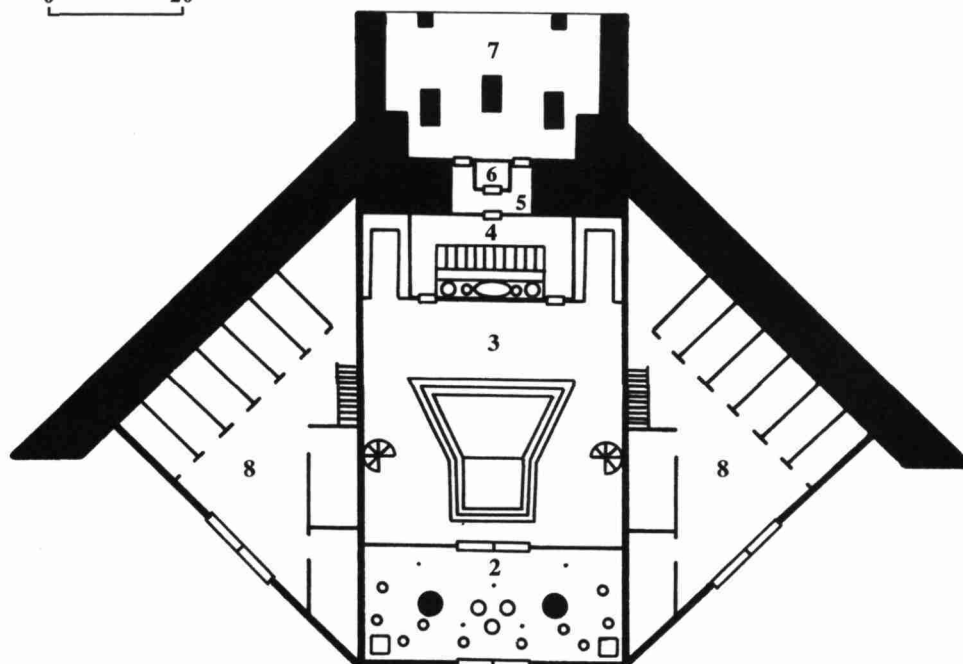
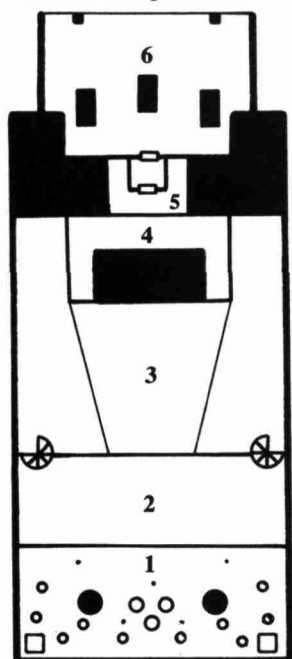
Main Keep
Level 4-9



Main Keep Level 2

0 20'

Main Keep Level 3



Main Keep Level 1

mostly mithril and black pearls worth 10,000gp. She has a few personal spell books with lower level spells in them but keeps most of her books in the library (see sub level 1 #12). Her sword, Raukambar (Q. Demon Doom) is kept on a tablestand against the south wall. If the handle is grasped without saying the sword's name, the pommel of the sword, which is shaped as multiple demon heads, will bite the hand that grasped it and not release until the sword is released. The name is not written on the sword. The west end of the room has floor to ceiling windows, with a beautiful view.

8.26 MAIN KEEP LEVELS 4-9 LAYOUT

1. East view Hallway. This fourth level room has a slanted skylight ceiling through which pass the crystalline pipes of the instrument on the first level. The windows at the ends of this hall overlook the main halls and the courtyard. The only use for this hallway is as a lookout or place of meditation.

2. Ortani Access Hallway.

3. Teletasarë's Quarters. The quarters of the keep's resident lay-healer is a reflection of her personality. The room's decor puts forth an attitude of openness and receptiveness toward others. The door is never locked to her room and many places are available for visitors to sit or lounge. These can also be used for those recovering from wounds that she might want to have under constant surveillance. Teletasarë has a small box of seldom worn jewelry tucked under a pillow on a rarely used couch on the north side of her room. Several sculptures of fine workmanship that she has made are positioned around the room but would probably not appeal to someone that did not know the artist (Helkama).

4. Balcony. Stairs and double glass doors lead up to an elevated balcony with a three foot rail. The view from here is if possible more spectacular than from the second floor balcony.

5. Eastward View. This level provides a view of the land to the east but is partially blocked by the Gatehouse.

6. Helkama's Quarters. The highest quarters in altitude, Helkama's rooms take up two levels that are connected by a spiral staircase. His quarters are sparsely furnished with many items made of crystal or hardened glasses including chairs and lounges. The room is locked, Very Hard (-20), and only Helkama has the key although he has a key for Teletasarë but has not given it to her yet. He has a small chest made of smoky laen that has 1000 mithril pieces in it. It will only open by his touch or by destroying the box. His sword, Elenruth (Star of Anger), which he only wears when out of the keep or during an attack, is hung in its sheath on the north wall. If it is taken off the wall by anyone but him a *Hold Kind True* will hold the taker in place for 10 rounds and a 10x10ft *Death Cloud* will form around the sword. The west wall of the room is made completely of glass and the view is much like those listed on the other floors.

7. Reservoir Levels. The levels between here and the high watch are closed from the ortani and filled with water to provide water pressure for the levels below. Water is pumped periodically from the stream at the bottom of the hill to refill these tanks. There are actually two tanks; the one facing east has a solid stone wall and stores cold water, and the one facing the west has a wall made of a black glass that traps and stores the heat to provide warm water. In the colder months this water is routed through a furnace in the lower levels to provide the extra heat needed.

8. Helkama's Quarters. The second level of Helkama's quarters has a slanting ceiling that is also the west wall. This wall/ceiling is made completely of glass. His bed is the only item on this level.

9. Reservoir. See #7

10. High East Watch. The window of this small hallway provides the best view of the east from the keep. Doors to the west open to the balcony.

11. High West Watch. 130' above the level of the keep foundations, this small balcony provides a breathtaking view of the surrounding area, if the viewer's nerves can manage the strain of the 3' railing and the wind. A drop of 380' awaits the unfortunate that is not careful.

8.27 SUB LEVEL 1 LAYOUT

1. Guards Quarters. These rooms are the private quarters of 2 of the guards for the front gate.

2. Smithy. The normal repairs on armor and weapons are made here at the hands of skilled smiths. Particularly delicate work is referred to Sùlkano or Helkama. These smiths also work as helpers in the smithy on sub level 2. Due to the low population and the overall quality of the armor and weapons of the keep, these smithies are not busy most of the time.

3. Dining Area. All the occupants of Amon lind eat together in this room regardless of status. Meals are served twice daily, and those that miss these times are expected to make their own as the cooks have other things to attend to, also.

4. Formal Dining Room. Use of this room is reserved for special occasions such as when guests are present.

5. Kitchen.

6. Maids Quarters. Although they are called maids as a title, these Elves are also the weavers of the keep making all manner of cloth for the residents. They can weave particularly fine fabrics from the wool of the mountain sheep and from a mountain valley long grass similar to flax. They also make tapestries as a hobby, some of which may take over 100 years to complete due to their complexity.

7. Cooks Quarters. The cooks are husband and wife and also are in charge of the greenhouse on the third level. They have much to do but pride themselves in their results.

8. Food Storage.

9. Cold Storage.

10. Hall of Silence. Due to the magic used above in the Hall of Sounding no sound can be made or heard in this room. This means that any spell with a verbal component cannot be cast in this room.

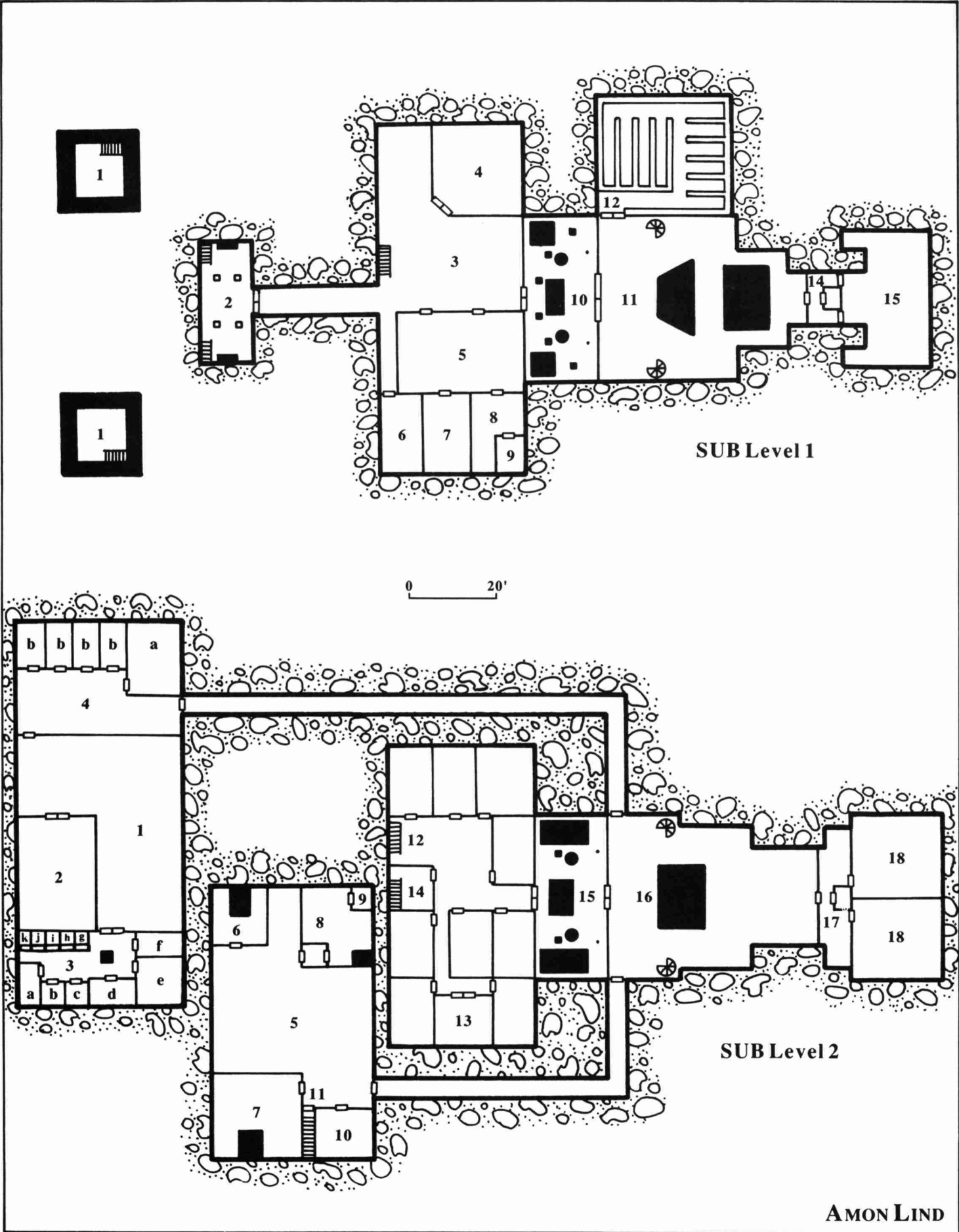
11. Lower Hall. Because of its closeness to the library (see #12), this hall is used mainly for study or meditation. The pool from the Great Hall continues down into this level with clear sides. Light from above diffuses through the water to give off a dim light. Additional lighting is available in the form of light globes that can be moved to where they are needed.

12. Library. All of the 20' high wall and shelf space in this room is taken up with books. This extensive collection contains books on most all subjects; the largest portion being related to the field of magic. The books containing the more powerful information are kept in the vault (see #13), however.

13. Vault. This room is lined with lead and protected from detection by spells. There is only one key to the door, which is located behind a section of the shelves, and it is kept by Ectheon, the guard captain. The items contained within the vault are kept there not to prevent theft but rather to prevent the curiosity that prevails from overcoming someone and causing them to 'play' with something they know little about. The items that are kept here are: spell books of spells 20+ owned by the higher level users of magic, Echicerta (the Amulet of Making) owned by Sùlkano, and Elenril's merging stone. Other items are kept here at different times but these will always be here unless they are in use by the owners.

14. Ortani Access Hallway.

15. Elenril's Quarters. Elenril's Sindarian upbringing influenced the way in which he now lives and this is evident in the decor of his private chambers. The floors are covered in furs and rugs and large pillows are used for chairs. Low tables about the room are used for holding lamps and plants as well as eating on and studying. Also present will be several of Elenril's successes in his early work. There is a small ferret-like creature with bat wings that flies about when disturbed (nicknamed "The Winged-swink"), a creature that looks like a silver fox with rabbit ears and hind quarters, and a large badger-like creature that craves affection. The latter of these animals will rub up against anyone entering the room to the point of annoyance if given the chance.

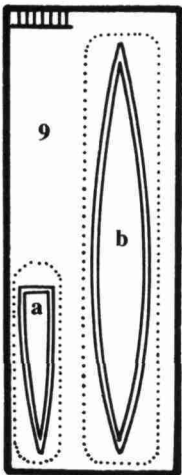


8.28 SUB LEVEL2 LAYOUT

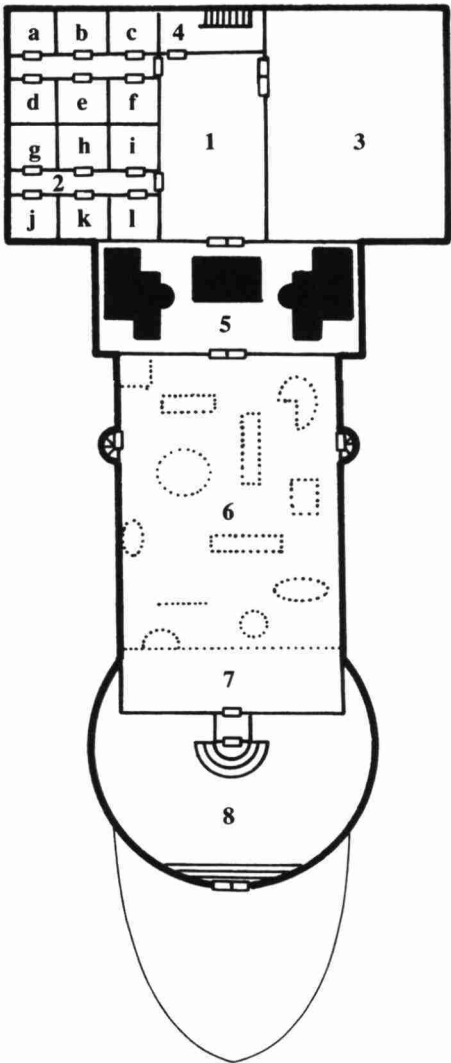
1. **Elenril's Lab.** Elenril conducts his experiments here with the help of Teletasärë. This room is used to refine herbs and analyze animals before and after the experiments. The doors to the room can be locked magically to prevent disturbance during crucial moments.
2. **Surgical Area.** This sound proof room is used during large scale experimentation, or when special circumstances warrant the use of extra magical protection. This room is also used to work with the severely wounded. In case of attack or accident.
3. **Specimen Room.** These cages contain animals that are waiting to be used in experiments or are currently being used. The cages contain:
 - a. An adult snow leopard (lethargic, post-experimental.)
 - b. A horned owl with no eyes.
 - c. A 2.5', 30 pound squirrel.
 - d. A mountain Glutan (sedated, heavily!).
 - e. A young Blue Bear (also sedated).
 - f. A 22 year old male Dunlander.
 - g. Two flightless bats.
 - h. Three white rabbits.
 - i,k. Empty.
4. **Infirmary.** This area is Teletasärë's workplace although there is rarely anyone here. She has plenty to do in caring for Elenril's animals. The 'a' indicates the room in which she store her herbs and tools. The 'b's are individual patient rooms.
5. **Smithies.** Work by Sùlkano and Helkama is carried out here. The relatively small size of the room is not too much of a hindrance since no real large scale work is done here. Very large jobs are worked on at the smithies located in caves about a mile away where they worked on the structural features of the castle when it was built.
6. **Cold Forge.** A small cold forge for use by Helkama is in place here. It is used to make only small laen items, no larger than a great sword blade.
7. **Hot Forge.** Magical fire provided by Moranar kindles this forge to produce the higher alloys. To work other metals Sùlkano uses normal fires or magical ones he can produce himself. He also receives help from other places (See Section 6.11)
8. **Containment Room.** A set of doors guard the entrance to this room. The outer door will not open until the inner one is secure and vice versa. This is to allow protection from the dangerous materials kept and worked here. A small forge for working with the metals is in the northwest corner of the room.
9. **Storage Closet.** This completely lead-lined closet also has a grid of kregora running through the lining to allow for minimal escape of energy to the outside. In the closet is stored 100 lbs of Celebur ("burning silver"; Uranium) ore and in a separate case, which will be floating in the air, is a half a cubic foot of Mithrarian ("Abyss of High Silver"). He has not as yet been able to reproduce the process by which he made the first batch. This metal defies gravity and will float away from its case if opened. The case (which weighs 500 lb.) will then fall to the ground giving anyone underneath a D Crush critical or give the holder an immediate and crippling hernia that will have to be repaired before any further action can be taken by that character due to the pain. For more on these metals, (See Section 6.12) and the ICE campaign module: *Lórien* .
10. **Rest Room.** Not only are there hygiene facilities located here, but also a bed for collapsing on after days of work.
11. **Stairs to Dock.** See #10 Sublevel 3.
12. **Quarters.** The guards and retainers occupy these rooms.
13. **Wash Room.**
14. **Guard Room.** This room is locked and a guard posted when prisoners are in the cells below.
15. **Hall of Cold.** For some unexplained reason this Hall is 30 degrees colder than the rest of the keep.
16. **Visitors lounge.** When visitors are not present this room is used by anyone that wishes for any purpose they choose.
17. **Ortani Access Hallway.**
18. **Visitors Quarters.** These rooms are hardly ever used. One has been taken over by the weavers as a workshop but the other is always for guests.

8.29 SUB LEVELS LAYOUT

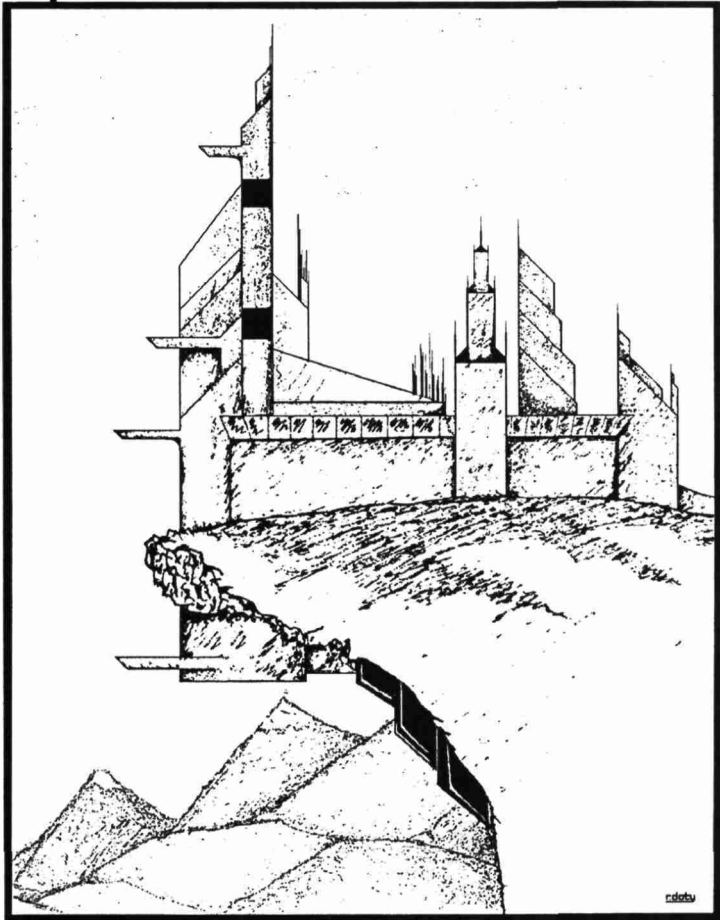
1. **Guard Post.** Though not normally manned, at this time a guard makes rounds through here every four hours or so to check on the three inmates.
2. **Cells.** There are presently two prisoners being held here. In cell 'c' there is an Orc caught by a hunting party in one of the mountain valleys. Fëamirë is trying to get information out of him because he is concerned about Orc movements in the mountains. In cell 'h' is a Dunlander that is being held for Elenril. His brother has already been taken to Elenril's laboratory.
3. **Group cell.** This cell is normally reserved for larger parties taken prisoner or larger creatures. Presently it holds one of Elenril's experiments gone astray. The occupant was at one time a Northmen mercenary caught and sold to Elenril. Elenril experimented with combining the best attribute of the Glutan and the human and the result rages behind these doors. Elenril hopes to bring it under control, or he would have already killed it.
4. **Stairs.**
5. **Hall of Waiting.** Preparation for sporting events and theatrical or musical productions are made here before proceeding to the Recreation Room at #6. Mats and other equipment for sporting events are kept here.
6. **The Recreation Room or Game Room.** The walls, ceiling, and floor of this room are metal and the doors leading from the spiral staircases and the Hall of Waiting are flush with the walls to provide a smooth playing surface for games that are played here. Several different games are played using tightly wound, covered balls and paddles. Theatrical productions are performed here and an occasional music recital, although those are usually held in the Meeting Hall (#7 second level). At times, gladiatorial bouts are held here, usually unarmed. When the Elves want to test the mettle of a visitor they often have one of their number challenge him to a match. They then throw the switch on the wall at #7 and the floor and walls turn invisible leaving the combatants standing over a 200' drop. When they are feeling particularly devious they throw a second switch that opens holes all around in the floor in different shapes (shown in dotted lines). The combatant that falls through these holes however does not fall to his death, there is a net 10' beneath the floor that turns invisible at the same time the floor does. The Elves of Amon lind tend to think this is very funny to watch, but will show great concern and apologize profusely to the victim of this cruel prank, if they deem him a worthy person. If not they will just laugh and go on. If someone were to offend these Elves, they would not be past putting the offender in the same situation without the net.
7. **Viewing Balcony.** The portion that separates this balcony from the room below can be removed for plays and music productions. Seats are provided for all here in an amphitheater fashion so that everyone has a uninterrupted view of the proceedings.
8. **Sùlkano's Quarters.** Sùlkano's obsession with flight has prompted a strange arrangement to his quarters. The room extends 25' below the cliff overhang. The walls and flooring including the balcony can be made to be invisible if he so wishes by a switch on the wall. This sudden lack of flooring disturbs most everyone without wings and will cause most to move at -30. The room is furnished with lounges and tables made of shining silver metals with white and blue upholstery and enameled tops. On several of the tables he has displayed some of his works, such as an artificial falcon that actually flies and is controlled by a headband that allows the user to see and hear from where the falcon is. There are also several models of flying ships.
9. **Dock.** Sùlkano has made this place to house the air ships that he is building. The larger model is 50' long and is almost completed. The hull is made from the wood of the Rowan tree and overlaid in a thin sheet of Galnin (Shining-white; Aluminum) so that the process of adding the Mithrarian (See sub level 2 #9) will be easier if and when more is made. The other ship is 20' long and has already been coated with the Mithrarian and has the ability to negate gravity and does so at all times floating at a constant height. In order to increase or decrease the altitude at which it floats a force must move it up or down at which point it will float constantly there. Sùlkano has prepared temporary propulsion devices for the craft and they work fairly well but the permanent ones will be ready by early 1641. The ships are released from the dock by a lever that drops the floor out of the room underneath the craft.



0 20'



AMON LIND
SUB Level 3

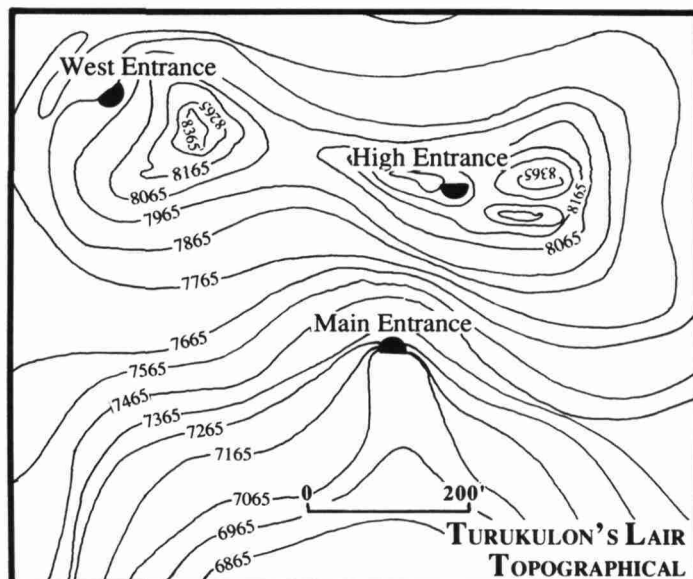


8.3 THE LAIR OF TURUKULON

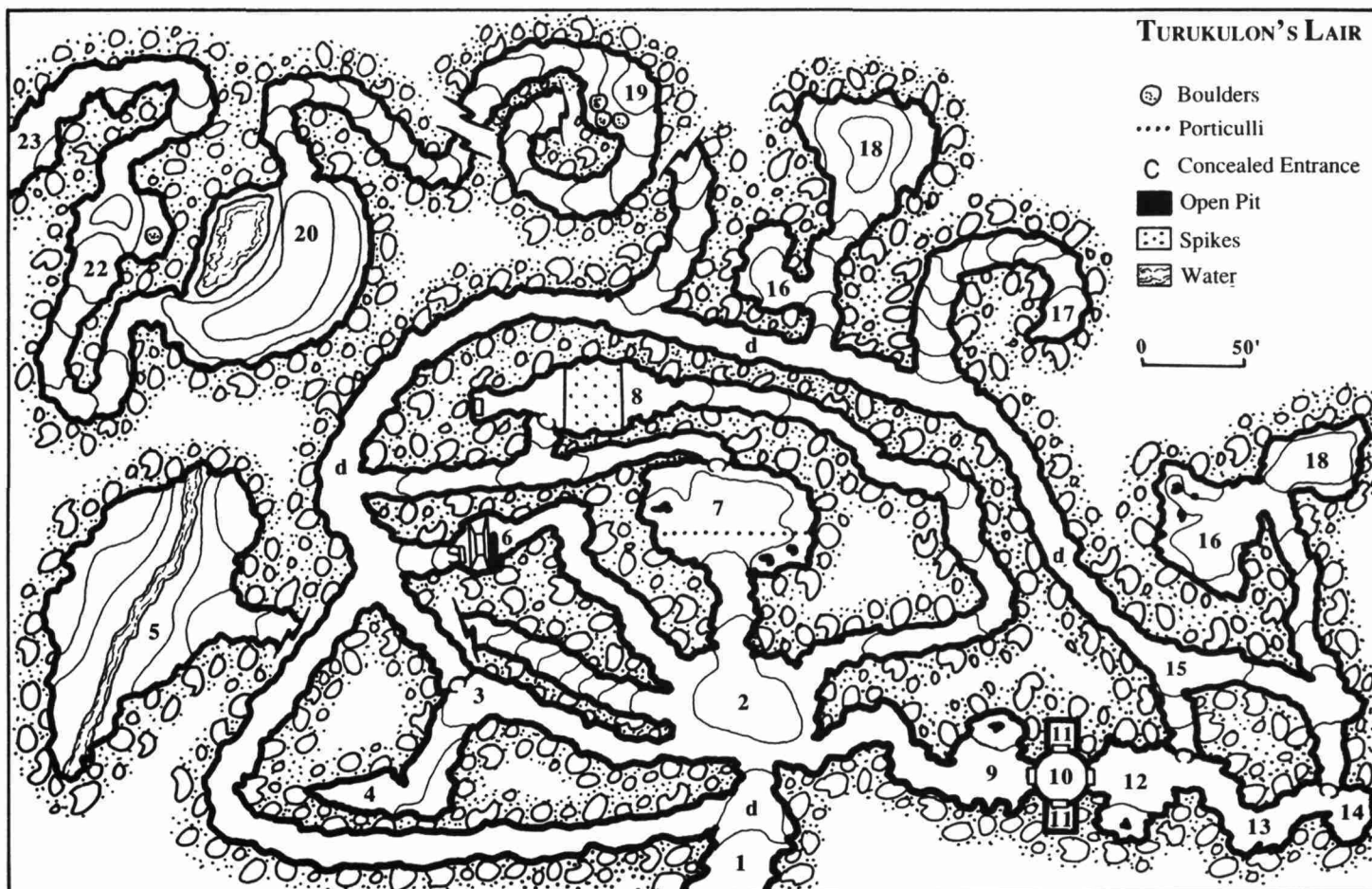
When Turukulon first found his lair it was nothing more than four caves set in the southern side of a steep secondary peak west of the midline of the Southern Misty Mountains. Now that he has done remodeling there are three separate entrances and many more caves. The main entrance faces south because it was the original entrance he found and it has been expanded most. The other two entrances are high up the slope of the peak; one to the northeast and one to the west. The northeastern entrance is the highest entrance and is primarily an escape route, since the altitude allows Turukulon to fly a substantial distance beyond his normal limits. The western entrance is shielded from view because of several boulders around it and is used most frequently by Turukulon. In fact, Turukulon rarely uses the main entrance except when he is baiting his trap or needs to do some work on its appearance (i.e., make claw marks and leave scales, etc.). The lair is located within 10 miles of a trail that leads through the mountains. Travellers that do not know the area well could easily take a wrong turn and end up very near Turukulon's front door.

LAYOUT

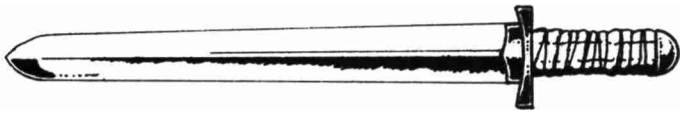
- 1. Main Entrance.** This 30' cave opening appears to have all the signs of a Dragon's front door. Scales are littered around the entranceway and large talon marks scar the floor. There is a concealed passage going off to the left 25' into the cave that connects to Turukulon's access tunnels. The 'd' indicates a 2 ton dead fall that will drop on voice command by Turukulon.
- 2. Branching Cave.** This seemingly natural cave has six passages leading off from it. The largest of these and seemingly the most travelled, is the one leading straight ahead to #7.
- 3. Access.** This concealed passage allows Turukulon entrance to this narrowed tunnel, which is too small for him to enter at its origin. This is so he can come in behind those going to #4.



- 4. Quicksand.** An illusion of a long tunnel is triggered by the passage of anyone from #3 to #4, which will cause those coming around the corner to make a Sheer Folly (-50) perception check to see that there is actually quicksand under the illusion if they have not run into Turukulon's illusions before. If they have then a bonus of +20 is in order. The hapless victim of this trap will sink in the quicksand until they drown unless Turukulon or one of his servants activates a plate which slides through the quicksand to a level just below the feet of the victim so they can stand (but not move!) Some shorter people may have to rely on the kindness of friends or beg Turukulon to save them.



5. Lower Cave. This cave is the only area of the complex that Turukulon cannot go. This was done on purpose. "What fun is chasing a mouse if he doesn't have a hole to run to." The stream in the room flows from #20. Inside the small cave that it flows from is a reinforced steel grate which makes travel up the stream nearly impossible. The grate could be forced now, due to erosion, Very Hard (-30), but then the adventurous soul would have a 20' swim upstream to a nearly vertical tunnel, up that for 200' to a water filled chamber below the pool at #20 and then the swim into the pool through a very narrow opening, Absurd (-80).



6. Trap. At the end of the passage is a widened area with a wall nearly closing it off. A 2' wide opening to one side shows a 40' deep, 20' wide, 10' across pit with a door and small landing (big enough for 4 people if they are crowded) on the other side. There is a layer of mud in the bottom of the pit that reduces the damage taken if someone were to fall to that of a 15' fall. The door is wooden with steel bands and an impressive looking padlock which is actually Easy (+20) to open. The door is protected from any kind of detection or seeing spell. When the victims open the door Turukulon will be on the other side (behind a metal grating, for his own protection) waiting to bellow as loud as he can, or use his breath if the group has been troublesome. The sheer impact will knock all on the landing off into the pit with only the person standing directly across from the opening getting the chance to jump to the other side, and that is an Very Hard (-20) maneuver. Once the victims fall into the pit they come under the affect of the mud which actually contains Kregora (the metal alloy that dampens spells and enchanted items) and the persons that have fallen into this mud will remain under the effect of the substance until the person washes everything, not knowing why their items or spells do not work. To operate, spells and magic items must resist versus a 20th lvl attack.

7. Pseudo Lair. At the end of this well-travelled passage is what seems to be a large room containing a large pile of treasure some 50' into the room, and beyond that the back of a sleeping Dragon. This is not true however perfect the illusion may be. The reality (Very Hard, -20, to perceive) is that the room is totally empty. Anyone entering 15' into the room will cause a porticulli to drop from the ceiling, sealing the entrance.

8. Trap. At the end of this long hallway is a cave with a metal tube-like structure (18' across) stretching from wall to wall. One must pass through it to get to the door on the far side of the cave. A low red light is visible under the door, but no magical means can be used to see what is on the other side (Kregora again). If they could they would see that there is nothing beyond the door. The inside of the tube is filled with outward pointing spikes and blades that leave an area roughly 5' in diameter clear in the middle of the tube (making the whole apparatus appear to be some kind of giant cabbage shredder). The apparatus does nothing of the sort, in fact, nothing at all except look imposing and deadly, which is its purpose. On either side of the tube are hinged spring-top pits that are covered by the dust of the floor and Very Hard (-20) to detect on the near side and Absurd (-70) to detect on the far side (until someone is on that side then they are just Very Hard, -20, like the near side). The pits have a 10' by 15' activation area next to the tube on either side which will cause the lid to tilt down and deposit the person in the pit. The pits are like the pit in #6. If a person tries flying through the tube they will encounter an area of null magic once they are 5' into the tube (Kregora again, see #6). When their spell fails they will be deposited onto and through the fake spikes in that area of the tube and then down a chute into one of the two pits depending on which is closest. If someone were to walk on top of the spikes and somehow avoid the pits then they could gain the other side, to have the satisfaction of gaining nothing. Note the concealed entrance to the access passages.

9. Normal Cave. Although this cave appears to be natural, it is not. It was made to Turukulon's specifications right down to the fact that the floor is smooth except for some talon marks.

10. Round Room. The 4 doors in this room are made so that only one can be opened at a time. Upon closing any door the room will spin wildly. This is caused by large weights that drop from under the room into a deep crevice and as there are only 6 of these weights underneath, the room will spin only six times before it has to be reset by hand. Once the room stops spinning it may or may not be in the same place. Note that the doors of the room spin with it so marking the doors do no good and no seeing spells will work through these doors (Kregora again, see #6).

11. Empty rooms. These two rooms are identical. In the back of both of them is a concealed trap door that leads down to the mechanism of #10 to enable Turukulon's servants to reset the spinning mechanism. Persons in #10 will not be able to tell the difference between the two rooms unless they put something in the room themselves.

12. Duplicate Room. Identical to #9 in all appearances (Sheer Folly -60 to detect), persons coming to this room from #10 will believe they are at #9 for all practical purposes. Unless for some reason they altered #9 before stepping into #10 such as leaving an item or person there.

13. Pit Trap. At this point in the passage a spring topped pit occupies the 10' in the middle of the passage leaving only a small ledge on either side. This pit is Extremely Hard (-40) to detect due to the fact that it is well concealed and that the adventurers are predisposed to believing that there is no trap there since there was not one in the passage to #8. The pit is similar to the pits at #6 and #8.

14. Dead End. The fake passage ends here but appears that it does not because of an illusion of the cave at #2 that exists here. This illusion and subsequent pit trap in the room are Extremely Hard (-40) to detect for the same reasons that the trap at #13 was difficult to find.

15. Access Passages. This passage and its tributaries run throughout the cave system with concealed portals passing into most of the major rooms. These portals are all Sheer Folly (-50) to detect unless they have been seen open before, and have a portculus behind the door that can lowered rapidly by a lever 10' back from the opening. The 'd's' are similar to the one mentioned in #1.

16. Troll Caves. In these two caves live Turukulon's cavetroll servants. He uses these trolls to keep the traps operating, to maintain prisoners, and to sometimes gather food.



17. High Entrance. This passage spirals up through the rock 800' to a cave that allows entrance to the lair. This entrance is nearly impossible to reach for a humanoid due to the steepness of the rock faces.

18. These rooms are used to hold prisoners after they are taken from the traps.

19. Passage to Lair. Rising steeply in circles this passage leads to the actual lair of Turukulon. Along the way at several points like the one shown are boulders set off to the sides of the passage that can be pushed into the passage and allowed to roll down upon whomever might be following.

20. Turukulon's Lair. In this room is a deep pool on the west side and a pile of treasure on the right. Turukulon often uses the pool as a resting and hiding place. The pile of treasure includes: gold and silver coins worth 1000gp, gems and jewelry worth 5000gp in two chests, one +20 sword of Elvish make with gem encrusted hilts, a set of 5 matched +10 javelins, a helmet that allows the user to see as if it were day at night time and as if it were twilight in complete darkness, and a +25 spear of Troll slaying that in addition to the normal critical delivered also delivers an impact critical of the same value. The area under the treasure is a pit that is activated by a hidden lever on the west side of the room near the exit. This pit is 80' deep and has mud in the bottom similar to #6. The two chests and the better magic items all have levitation spells that are activated by the same lever that controls the pit. Located at the bottom of the pool is another 6000 in gold and silver coins, to serve as replacement for those lost in the pit when it is opened. Usually Turukulon will ask those in the pit to gather his coins up in return for not leaving them there to rot.

22 West Entrance Guard Chamber. All the kregora that is used in the mud of the pit traps is mined from this room. Ore is unrefined but no magic will work in this room, and any magic user must make a RR vs a 10th level poison to keep from passing out from the sudden loss of PP.

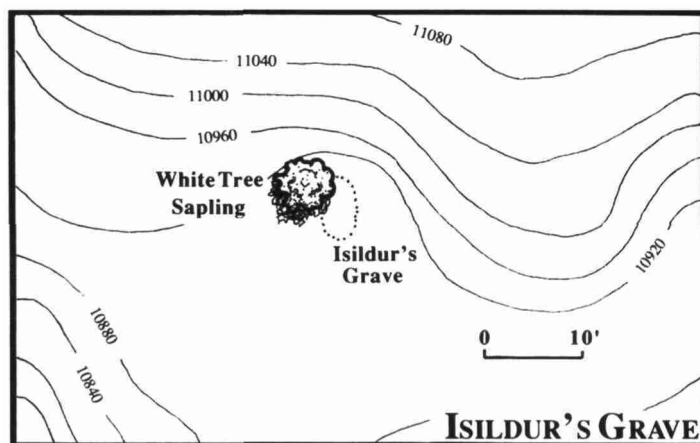
23. West Entrance. Although hidden from direct view by a large outcropping of rock this entrance is accessible on foot. If anyone other than Turukulon or his servants enters the cave, however, a bell tone sounds throughout the cave complex except for this passage.

8.4 ISILDUR'S TOMB

Late in the Third Age Saruman's servants found, in their search for the One Ring in the Gladdens Fields, what they believed was the body of Isildur. They took it and all that they could find around it back to Saruman. When he did not find the One Ring on the body, Saruman gave the body to his servants to be disposed of. On that day, Norantir the Great Eagle happened to be flying above Orthanc and saw the body about to be thrown on a fire. Seeing the armor and trappings of a great old Dúnadan Lord, he swooped down and bore the body skyward. After looking it over and finding no identifying marks, he carried the body to a point on the southern slope of Methedras, dug a shallow grave, and buried the body as it was.



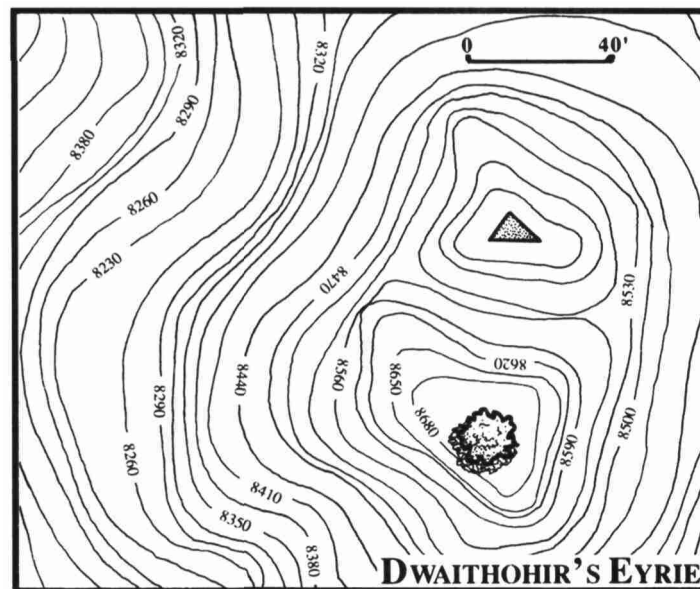
No one except for his eldest son (who also died the same night) knew that Isildur was carrying a seed of the White Tree with him to plant in Annúminas. When the body was searched, this seed was not removed because it was of no use to Saruman and he wished it burned with the rest of the body. The seed remained in this dormant state until the year 3000 when it sprouted and began to grow. This drew the attention of Norantir, who reported this to Gwaihir, who in turn finally gave this information to Gandalf. Gandalf asked



Norantir to watch after the grave and tree to see that they are not disturbed. After the War of the Rings, Gandalf told Elessar of the tree and a seed from it was obtained to grow the White Tree at Annúminas.

The tree is the only marker of the grave. If a man of Numenórean descent comes to this place or learns of it and comes here he would most likely stay for a while to meditate or pray. After 3 day of this, his Self Discipline and Presence will increase by one point. This is not due to any magic but to the intense psychological uplift of the experience.

8.5 DWAITHOHIR'S EYRIE



9.0 SITES OF INTEREST: DUNLAND

This section details seven sites of interest in Dunland: Larach Duhnnan (a town in the heart of Dunland), Caerdh Wood (the only true forest in Dunland), the village of Cillien and its Healer's Hall, the Smuggler's Hold, the Stoor Village of New Maresh, the Temple of Justice, and Palomire's Estate.

9.1 LARACH DUHNNAN (see insert)

Larach Duhnnan is located in on the river Dunstrem, the heart of Dunland astride the Old South Road. This area slowly slopes down from the mountains and in a series of long plateaus. Larach Duhnnan is on one of these plateaus and has a commanding view of the countryside. The stream runs through the town and is used by some for transportation. The town itself is surrounded by a low embankment and the clan-hold of Clan Feargan sets on a hill that was raised for that purpose on the north end of town.

For the people of Dunland who prefer to live in separate family groups, Larach Duhnnan is considered a large town and a center of trade. The majority (though not a great one) of the people that live in the town proper are of Clan Feargan or one of its subclans, but there is a larger population of non-Dunlendings here than in any other part of Dunland. Most of the merchants that make trading runs through Dunland work out of this small city, and many of the better artisans of the area are found here. It is one of the few places that members of several clans can be found together, which can make for some rowdy times. The standing army of Clan Feargan keeps fairly good control over the area, and the towns remain neutral territory even for warring clans.

SIGNIFICANT PLACES IN LARACH DUHNNAN

- 1. Feargan Clan-hold.** The walls of this structure are made of stone and are 10 feet tall with a 10 foot wooden Palisade on top. The towers are similar in nature and will have guards posted at all times. Clan Feargan is in charge of keeping the peace in the town and the Clan Chieftain Enion makes all judgements against criminals with the help of his close advisors. The buildings inside include the Chieftain's tower, barracks, servants quarters and stables.
- 2. Chieftains Tower.** This stone tower with its adjacent vaulted hall serves as the Quarters of Enion and his family. Their actual living quarters are in the tower, and the hall is used for court and feasts.
- 3. This small amphitheater** is used by the townspeople and visitors to view plays, satires, comedy, etc. as well as a meeting place for political groups of the area. This sometimes erupts into violence if two groups schedule simultaneous meetings. Anyone that feels the need to speak his peace can say it here near midday. A crowd usually gathers for these forums, but will not stand for a poor speaker.
- 4. Common Market.** This area is available to anyone who wishes to buy or sell goods. Sometimes it can get rowdy.
- 5. Elharian's Observatory.** Elharian is a half Dúnedain, half Dunish astronomer. His business is information, which he gathers and sells for profit. Some is gained through his professional skills, but much is gained through his "eyes and ears". These are his names for the Dunlending twins that supply him with information that they hear or see on the streets of Larach Duhnnan. Elharian has taken care of them since their parents died. They are very good at stalking and hiding, and most people do not know that they relate everything they hear to Elharian. He is neutral politically, supplying information to anyone with the price, which keeps him from being killed. He is one of the prime sources of rumors and legends in this area, and welcomes visitors.
- 6. The Golden Goat Inn.** A fine establishment. The owner's daughter, Darragh, is the prettiest girl in town, maybe all of Dunland.
- 7. Herbalist.** The herbalist shares his shop with the healer from the Healer's Hall in Cillien, who lives next door. He is a good man, but has unwittingly helped the drug smugglers who live to the west by giving them advice on purification processes.

8. The Merchant District. This area of town contains many warehouses. It also has taverns and inns oriented to merchants.

9. The Bloody Axe. This tavern is frequented by the young warriors of the Daen Iontis clans. They are usually looking for trouble.

9.2 CAERDTH WOOD

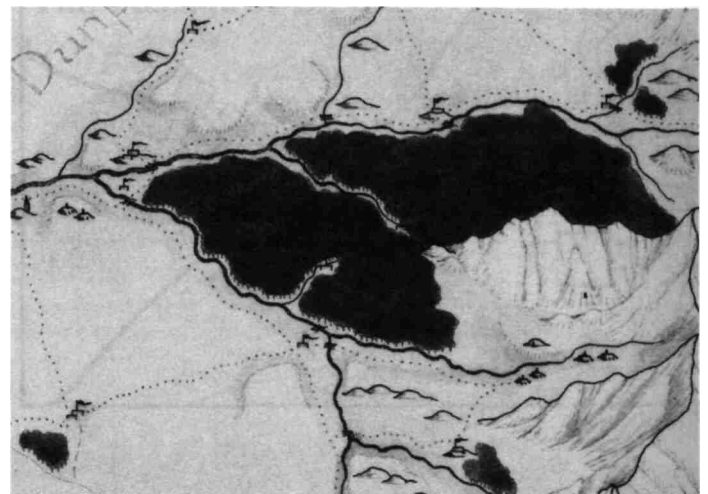
Caerdh Wood is one of only two true forests in all of Dunland. Most of the Dunish Highlands are covered in scattered woodlands, but nothing that could be considered a full blown forest. Caerdh Wood is a place; it is a remnant of the original forests that covered all of southern Eriador. This distinction makes this wood a special place in Dunland and therefore a mysterious place to the Dunlendings.

Clans Roth and Treform have the traditional territorial rights to this area, and since they are allies in the Daen Coentis movement they have no quarrels over rights to the area. Other clans rarely venture into the wood because there is a superstition about the place being haunted. Although the woods is not haunted there are some active trees or Huorns in the wood and occasionally Ents have been known to come here.

Right now the most interesting feature of the wood is the presence of the Drúedain that have come to live there in the last 10 years at the request of Clan Treform, Clan Roth, and Clan Ewen. This was brought about primarily by the Chieftain of Clan, Aonghas and his two brothers. The Drúedain that moved to Caerdh have now set up villages and become part of the Dunlending (more specifically Daen Coentis) social and religious life.

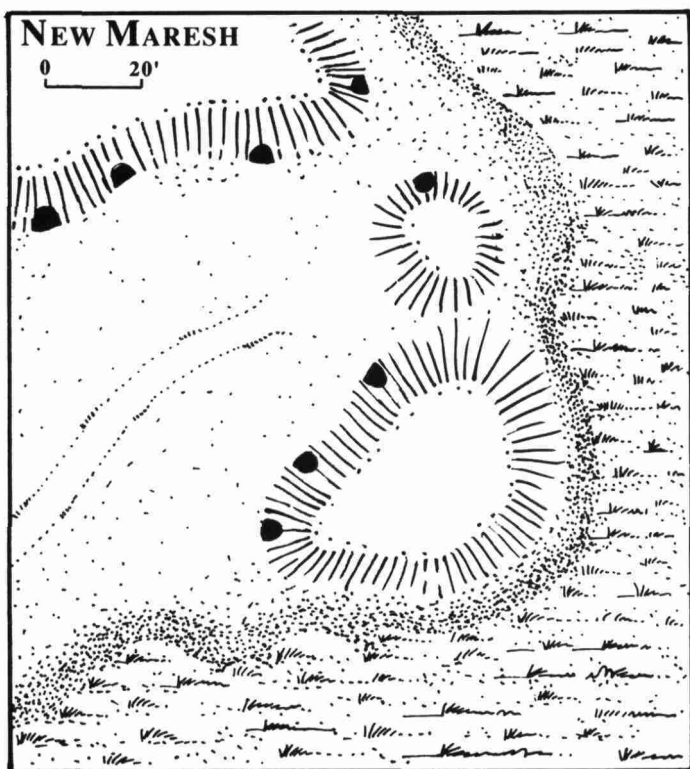
The Drúedain live in three separate villages in Caerdh Wood, 40-60 in each village. The villages are about 10 miles apart near the center of the forest and each has regular communication with the other villages. The Headman of the tribe, Rhân-guri-rhân, lives in the southernmost of the villages and he conducts the regular meetings with the religious leaders and Chieftains of the three clans.

Also of note in the wood are the worship sites constructed by the Daen Coentis clans for their worship services. Since the advent of the "return to the old ways" doctrine nearly 300 years ago, the Daen Coentis clans have been building, slowly, worship sites for themselves. They are similar in form to those of the ancient Daen Coentis of the White Mountain Vales. Several of these temple/observatories are scattered throughout the wood and the foothills that they border. Once the Drúedain came to Caerdh Wood, some of these temples were abandoned because the Drúedain felt they were not *right* and the Daen Coentis clans took their word on religion as absolute. The Drúedain take a major role in the religion of these clans now and both groups seem to be benefiting both spiritually and physically.



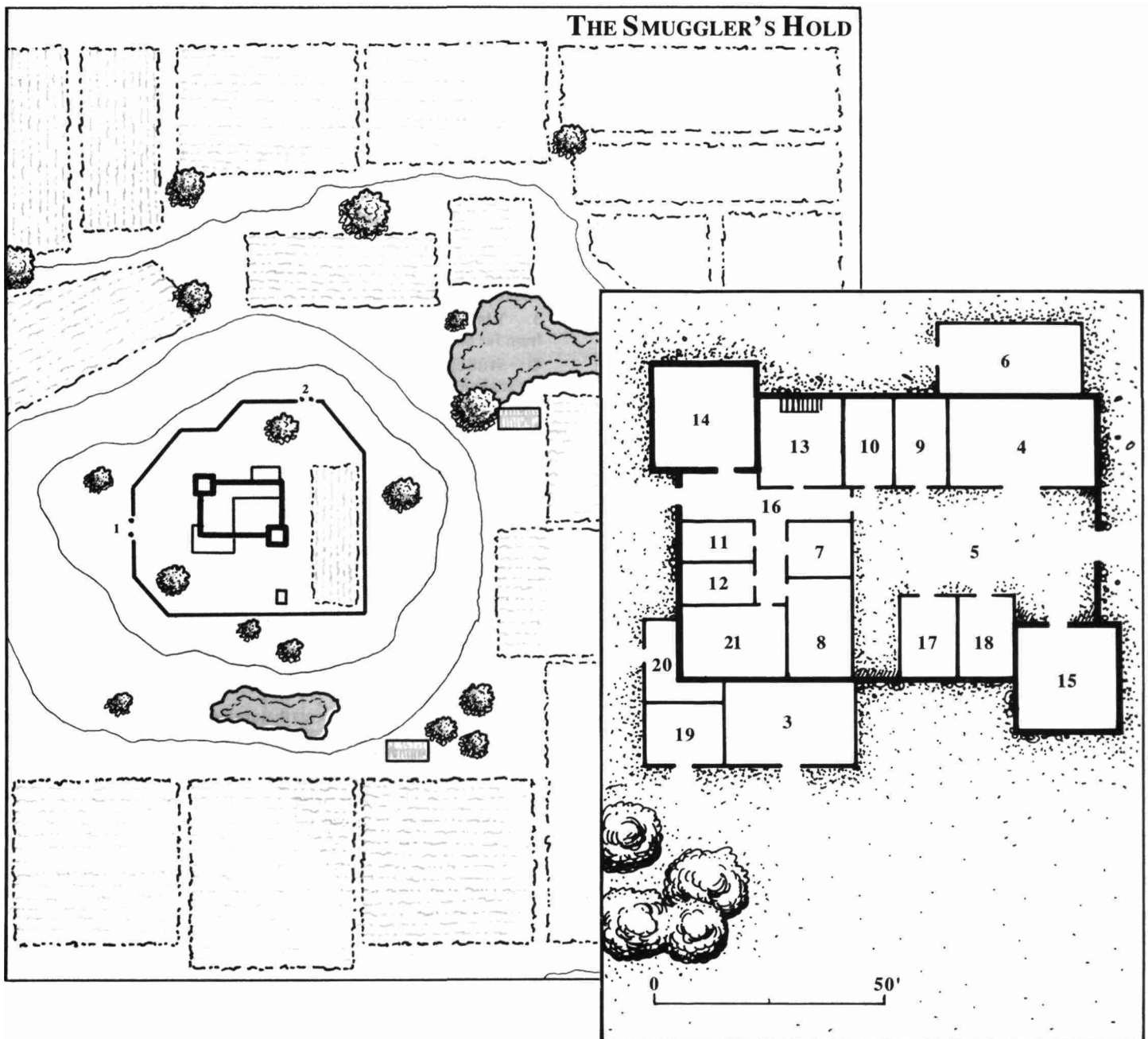
9.3 THE STOOR VILLAGE OF NEW MARESH

The village of New Maresh is the only Hobbit settlement of any significant size left in Dunland. Most of the Hobbits have moved to the Shire. The Village is set on the side of several hills that force their way above the waters of a marshy area that drains into the Dunstrem near its junction with the Gwathl6, about 60 miles southwest of Tharbad. This marsh surrounding is well suited to the Hobbits who (being Stoors) like the water and use small boats driven by poles to get around. The marsh also serves as a natural protection for the small people from raiders of various sorts. The Villagers are visited by merchants like the other villages of Dunland, but only a few actually come here and only those that are well established with the residents are welcomed.



9.4 THE SMUGGLER'S HOLD

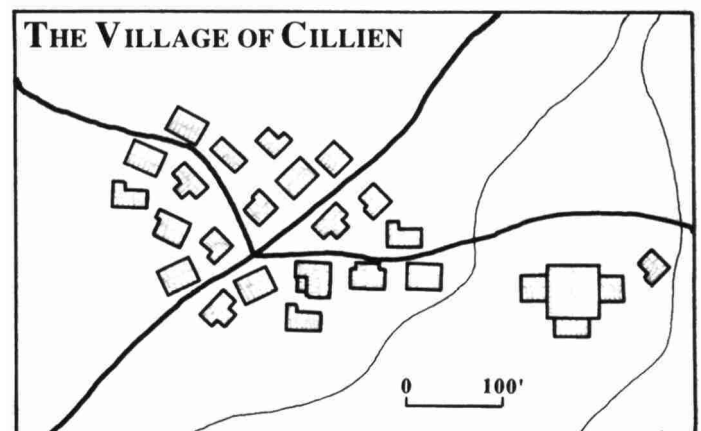
1. **Front Gate** The front gate is made of iron bars and can be reinforced by crossbars. It can also be locked by a mechanism inside, but will not withstand battering by a ram.
2. **Rear Gate.** Like the front gate.
3. **Barracks.** Once the servants quarters, this room now serves as barracks for the guards and field hands. Beds are located here for 15 beds.
4. **Stables.**
5. **Courtyard.**
6. **Carriage House.** Now used as a storage shed.
7. **Living Area.**
8. **Dining Room.** Since no formal Dinners are held this area is now used to house the three serving girls, and meals are served in the living area.
9. **Heglin's Quarters.** Heglin's personal belongs how ever few are kept here. He has a locked strong box under a removable tile in the floor containing 30 gold and 20 silver pieces. Most of his other possessions he carries.
10. **Cila's Quarters.** Cila, Heglin's mistress, spends most of her nights in his room and only uses this room to work and dress.
11. **Murgrod's Quarters.** Murgrod has no possessions of any value other than a necklace he wears worth 10 gold.
12. **Tigon's Quarters.** Tigon uses this room as an office as well as a bedroom. He is often gone making shipping arrangements further down river.
13. **Kitchen.** The stairs lead to a root cellar that also has covered access to the well.
14. **Tower.** This tower has only the ground and top levels, and is mainly used for dry storage. Much of the more expensive herbs are stored here. It is always locked. The top level can be used for defense in case of attack, and is accessed by using a ladder on the south wall.
15. **Tower.** This tower has three levels, but they are only accessible through the door on the lower floor. 10 guards are billeted on the first and second levels and the top level is used as a watch post.
16. **Hallway.**
17. **Varthor's Quarters.** Varthor's room is very neat and practical but smells of chemicals because he works on some of the refining technics here.
18. **Iarless' Quarters.** Iarless' room is quite the opposite of Varthor's being in a constant state of disarray. She is not here often as she leaves regularly to meet with the Chieftains of the Brefen.
19. **Neacal's Quarters.** This room is nicely decorated for Cinard's daughter, but contains no valuables.
20. **Cinard's Office.** Here Cinard keeps track of sales, shipments and payroll for the workers. All business transactions are discussed and confirmed here. The vault is reached through a secret door in the fireplace. This room contains the wealth of Cinard and the shared wealth of the partners. 1000gp are in a chest on a table against the east wall and a small jewelled canister next to it contains 5000gp worth of diamonds and rubies.
21. **Cinard and Adeyn's Quarters.** This large room is so richly decorated that it is almost gaudy. Cinard's wife Adeyn is here most all the time weaving and making garments. Most of their wealth is in the vault at #20 but several of the fixtures in this room would bring a good price in a major city.



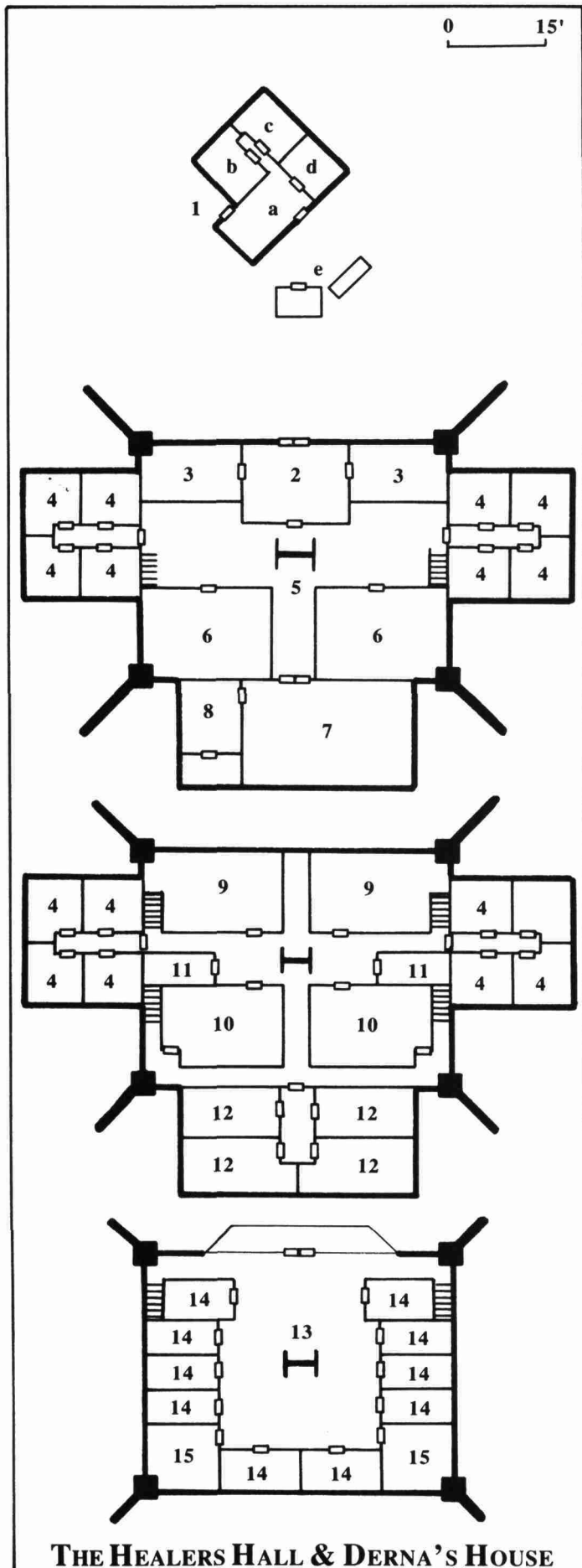
9.5 THE VILLAGE OF CILLIEN & THE HEALERS HALL

The village of Cillien is located in Northern Dunland in the territory controlled by Clan Eogbann it is much like other isolated Dunlending villages with one exception. Cillien's special claim to fame is that it is the home to the Healer's Hall. Consequently the townspeople of Cillien are more used to the presence of magic and magic users than any other town in Dunland.

The Hall is located on the outskirts of the town and next to it is the home of its headmistress Derna. The hall was once a Númenórean outpost but was converted to the needs of the healers when established many years ago. It is made of dark granite and looks quite imposing compared to the humble structures of the village.



THE HEALERS HALL



1. Derna's House.

a. Living area.

b. Derna's bedroom. Many books containing healing spells and technics can be found here.

c. Froithir's bedroom

d. Kitchen.

e. Animal cages. Two owls, a Madratine, a raccoon, a silver ferret, and a gorbet occupy these cages when not roaming free around the grounds. This is also where Froithir works leather. His mother sometimes makes him go elsewhere to work if the smell upsets patients.

2. Visitor's Hall. Visitors to the halls of healing are not allowed beyond this room. This area has been made comfortable for these people.

3. Visitor's Bedrooms. These bedrooms are used for guests visiting from far away.

4. Student Rooms. These rooms serve as bedroom and study area for all the students of the Hall they are also some located on the second floor. These rooms are usually all occupied by students.

5. Student Lounge. Students use this area for recreation and group studies. Two large fireplaces run through the central pillar of the Hall and have hearths on each level.

6. Classrooms/Libraries.

7. Dinning Hall.

8. Kitchen. Students rotate kitchen duties.

9. General Wards. These large rooms are used for patients who do not require private rooms.

10. Herb Storage and Preparation Rooms.

11. Storage.

12. Instructors Rooms. Three instructors are now living at the Hall besides Derna.

13. Patient Lounge. Patients that are well enough to get out of bed are allowed to leave their rooms and come here a variety of games are kept here to pass the time. Books are available also but most of the patients are not adept at reading. Patients that need to be exercised to restore function to limbs are also taken care of here. A door leads through the large northern window and out onto the balcony.

14. Individual Patient Rooms.

15. Healers Rooms. When patients are present healers that have almost completed their training are stationed here throughout the night in case the patients need help.

9.6 PALOMIRË'S ESTATE

Palomirë, the wealthy Dúnadan landowner from western Dunland, lives with his family and retainers in a large manor house located on his estate 60 miles southwest of Tharbad. The house is typical of the Dúnedain houses in the area and most will conform in general to the same basic format and size.

1. **Entrance Hall.** The large front doors open into this hall that serves as an airlock to keep out cold air in the winter and as a defensive mechanism should the house be attacked.
2. **Formal Dining Hall.**
3. **Palomirë's Office.** This large office is where Palomirë conducts the business of the estate. The small room is Palomirë's private work area.
4. **Kitchen.**
5. **Servants' Quarters.**
6. **Living Area.** This large area is used by all for many purposes. Large windows let in light from the courtyard and a large fireplace serves to warm the room. Stairs lead up from this room to the second level.
7. **Storage Room.** A ladder leads from this room up to the next level.
8. **Carriage Barn.**
9. **Retainers' Quarters.**

10. **Armory.** Stores of weapons are kept here for the retainers. A reinforced door leads out of this room to the outside. It can be barred by two iron poles to resist battering.

11. **Courtyard Gates.** These gates allow access to the courtyard from the corral.

12. **Stables.**

13. **Conservatory.** This room has large windows and a domed glass roof for viewing the night sky, and is adorned with many plants which can thrive here because of the greenhouse effect. A balcony also looks out over the entrance to the house from here.

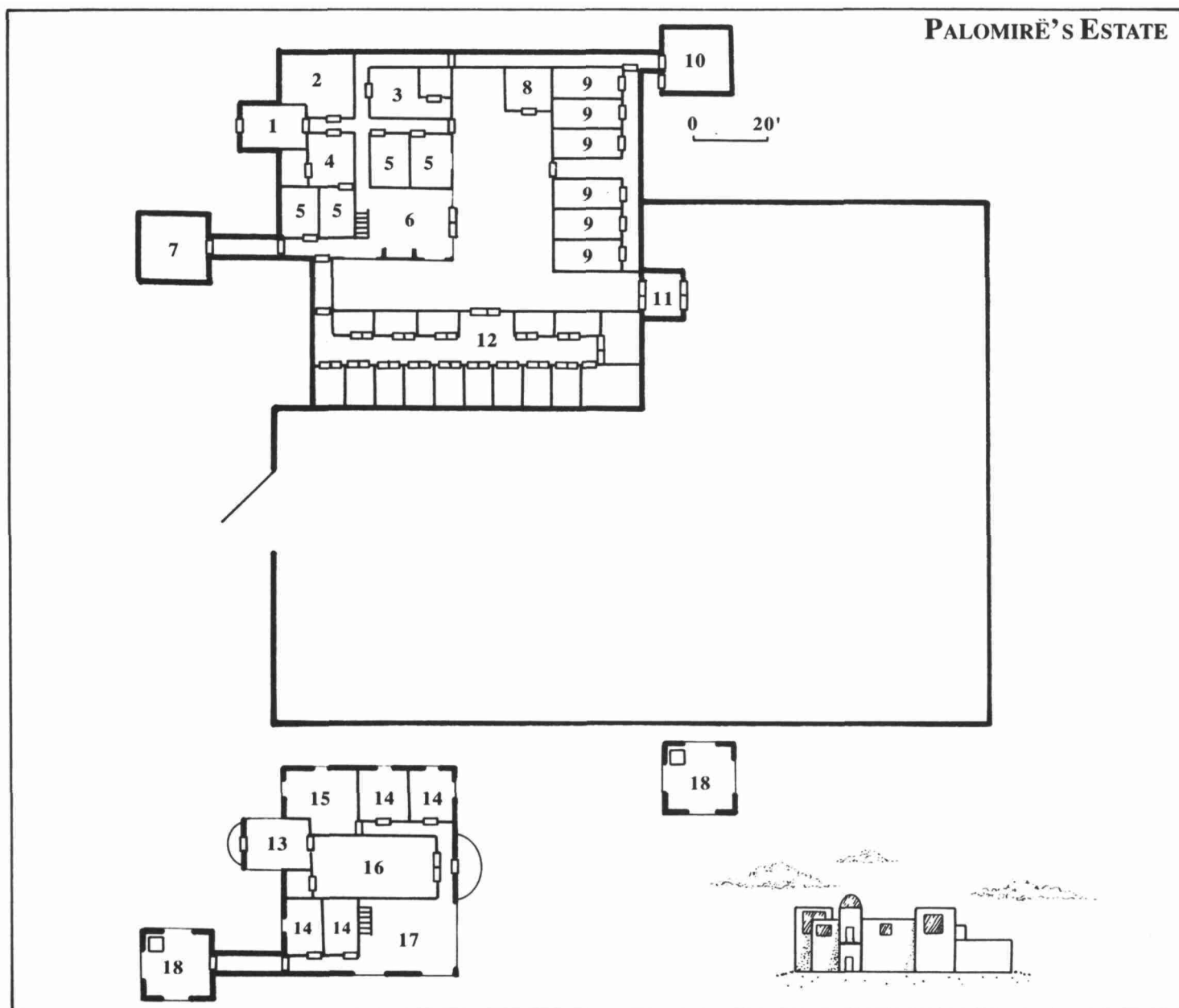
14. **Children's Bedrooms.**

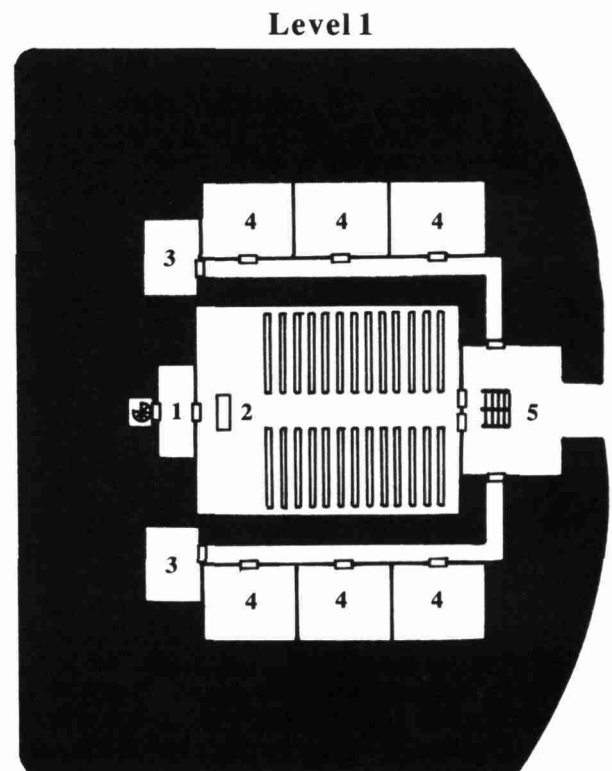
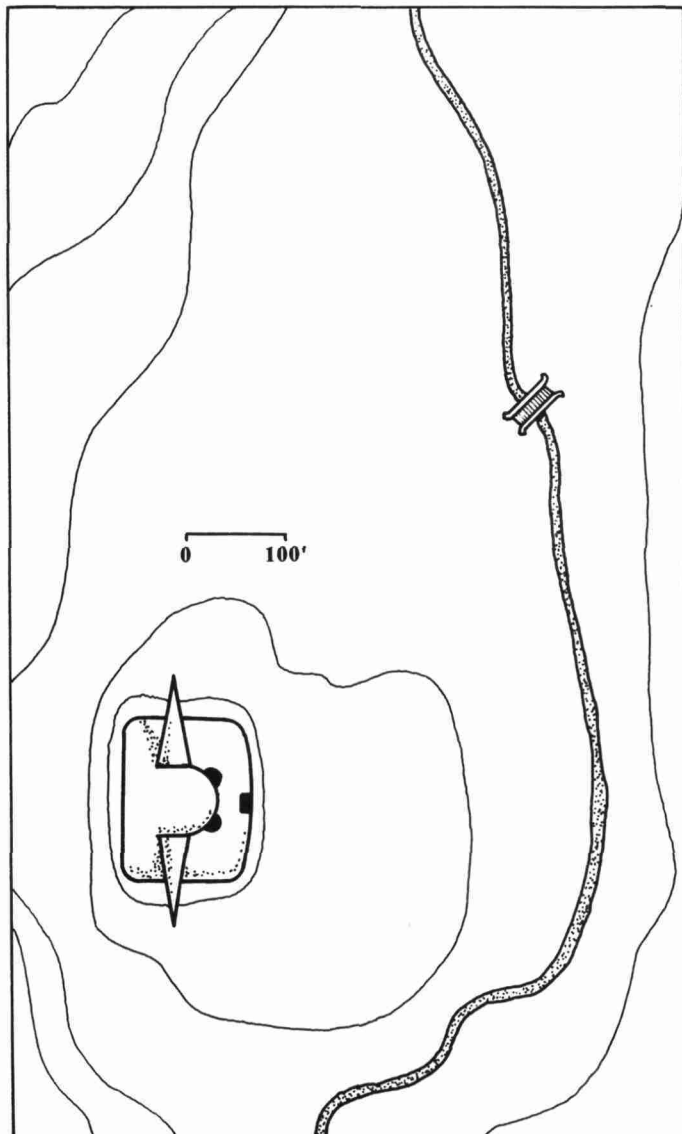
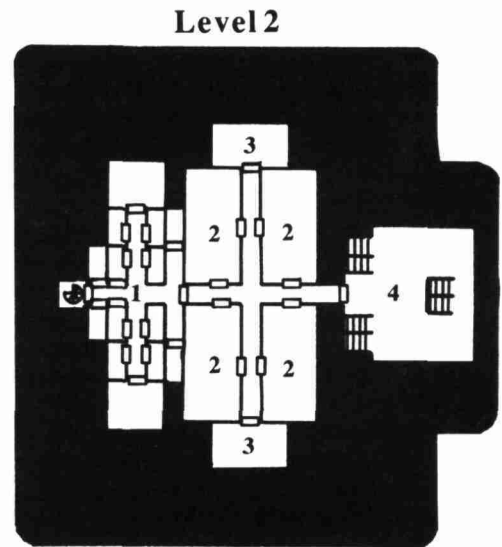
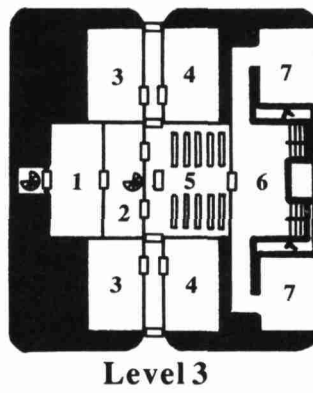
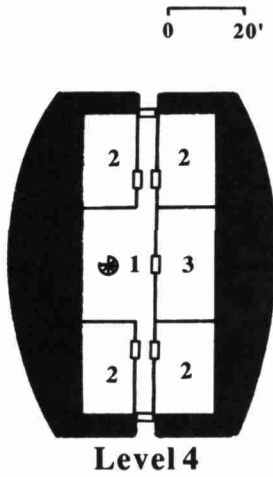
15. **Palomirë's Bedroom.**

16. **Upper Court.** This area is used for sunning and relaxation by the family members.

17. **Family Living Area.** This area is used as a conversation room meeting room and private dining room for the family. There is a balcony that looks out over the courtyard from here, and large windows to the upper courtyard allow large quantities of light to enter.

18. **Upper Tower Level.** These areas are used as watch posts and defense posts, but are mostly used for storage and work areas when there is no threat of attack from the outside.





9.7 THE TEMPLE OF JUSTICE

The Temple of Justice is located in Dunland approximately 25 miles east and slightly south of Cillien in a long dead end valley set in the woods of the area. The temple stands in the valley on a low hill foundation which allows it to stand above the valley floor and give those in or on the temple a commanding view of the surrounding area. Directly behind the temple the valley wall climbs steeply up and a watch post is located on a trail that leads in a winding fashion up the 65 degree incline. In the front of the temple the wide valley floor allows large crowds to gather in relative comfort for ceremonies and speeches. Towards the front of the valley entrance is a bridge that crosses a stream that acts as a first line of defense of the temple.

The temple itself is made from a dark granite from the wall of the valley, and is formed into the shape of a large stylized bulls head. The structure stands 60' tall and is 180' wide across the base. The main entrance to the temple is through what would be the bull's mouth, although there are secondary entrances under the "ears", but these are always locked.

9.71 ENTRY LEVEL LAYOUT

1. **Preparation Room.** Similar to the room of the same name on the fourth level this room is used for preparation for the ceremonies held in the Main Chapel. A secret door leads to stairs leading: up to the prison, up to Maben's Chambers, and down to a secret tunnel exiting 1/4 mi. away behind some boulders.
2. **Main Chapel.** Daily ceremonies for the guards and anyone else that wishes to attend are held in this chapel most of the priests and acolytes will be present unless other duties keep them away. A single door opens behind the altar to the priest preparation room. The double doors leading to the entry hall swing outward and can be barred if the occasion should arise.
3. **Officers' Quarters.** 3 officers occupy these each of rooms.
4. **Guards' Quarters.** 6-8 guards live in each of these rooms. If and when any high ranking visitors were present one or more of these rooms could be converted into quarters for them.
5. **Entry Hall.** The entrance to the temple is through the 'mouth' and is guarded on the outside by 2 guards at all times. The entry hall itself has 6 guards posted, 2 at the stairs and 2 at the doors to the chapel and 2 at the entry.

9.72 LEVEL 2 LAYOUT

1. **Prison.** Those being prepared for sacrifice are kept in these 5' by 10' cells doors are locked by padlocks that are Medium (+0) to open. Two guards will be on duty at all times if prisoners are present, which is most of the time. The larger cells at each end are used for groups of prisoners or for special prisoners who rate more space. Manacles are attached to the wall in each room and have locks that open with the same key that opens the cell. At present there are seven prisoners. Three are awaiting sacrifice and are non-Dunlanders with no friends that want them saved. One is an acolyte that renounced Maben and is paying the price. Two are guards being disciplined for speaking to a Dúnedain. The last is Keriell, the daughter of a Dúnedain noble that lives in Northern Dunland, who was kidnapped by members of a supportive clan and brought to the temple as a gift to Maben. He plans to sacrifice her at the next possible occasion after the search for her has died down some. A secret door at the rear of the prison opens to a stairway that leads up to Maben's quarters and down to the preparation hall behind the main chapel. Prisoners are transported to the main chapel via these stairs by priests only the door is locked and only priests have a key.

2. **Guards Quarters.** 6 to 8 guards are billeted in each room, they are armed with dagger, spear and axe they have leather armor and wear helmets that look similar to the temple itself also made of rigid leather with bronze strips. Guards do not have any personal possessions of worth.

3. **Officer's Quarters.** 2 officers occupy each of these rooms, they are in charge of the guards and report directly to Maben.

4. **Kitchen and Mess Hall.** All of the occupants of the temple eat together in this hall. The priests and acolytes eat at different times than the guards however. Smoke from the cooking fires are routed out of the room through pipes that exit at the 'nostrils' of the temple.

9.73 LEVEL 3 LAYOUT

1. **Maben's Quarters.** The high priest Maben uses this room as his private chambers. No one is allowed in the room or near the door when it is opened. Maben tells his followers this is for their own safety, but in truth he wishes to protect his identity as a servant of Sauron. (See Section 7.15) The room is decorated in a morbid style with tapestries and paintings depicting the deaths of people in gruesome ways. Maben keeps his possessions here when he does not carry them with him. He has a small store of gold, 1500 gp., that he keeps on hand mostly for bribes, he does not need the money for anything else. A secret door in the back of a wardrobe on the far wall opens with a stiff push to reveal a spiral stair that leads down to the lower levels

2. **Stair Chamber.** Stairs are located here that wind up to the fourth level.

3. **Acolytes' Quarters.** These students are being taught by the priests after graduating from being a guard. There are 6 of the acolytes that reside in each of the rooms. Typically they wear rough brown robes and are armed with a dagger.

4. **Priests' Quarters.** The Priests have graduated from being acolytes and now perform the regular rituals and managerial duties of the temple, as well as go on trips to other clan-holds to spread their message. Status as a priest is determined by how long they have been in the priesthood and the favor of Maben the high priest. 2 to 4 priests will be quartered here.

5. **High Chapel.** Daily services for the acolytes and priest are held in this room presided over by Maben. Pre-ceremonial services are also held here to prepare those involved for the ceremonies.

6. **Guard Room.** No one but acolytes and priests are allowed to enter the door into #5. Two guards are on duty here at all times for this purpose.

7. **Eye Rooms.** These rooms are open to the outside and form the eyes of the temple from the front view. During ceremonies acolytes light fires in this room to produce the red eyed effect of the temple. A guard is on duty here at all times, except for ceremonies. If needed to quell dissent among an unruly crowd during a ceremony priests can be sent here by Maben to cast shock bolts out of the eyes at the crowd or specific people.

9.74 LEVEL 4 LAYOUT

1. **Ceremonial Preparation Room.** The priests and acolytes of the temple prepare for public sacrificial ceremonies in this room. The spiral staircase leads up through a trapdoor in the roof to allow the priests to be visible to the crowds. On top of the roof there is a stone slab that they use as an altar in these sacrifices. The trapdoor to the interior cannot be opened from the outside by normal means. To unlock it after it has been closed one must depress a pressure plate which is located behind the altar in the place that is normally used for kneeling. The acolytes are taught to kneel before they enter for this purpose.

2. **Acolytes' Quarters.** See #3 on the third level.

3. **Priests' Quarter.** See #4 on the third level.

4. **Doors.** These doors open below the 'horns' to a pathway on which the acolytes stand in some of the ceremonies and also serves as a lookout post in time of strife.

10.0 ADVENTURE AIDS

This section provides some helpful Gamemaster notes which relate to running adventures in the Fangorn Forest and its border areas. The GM should read over these guidelines before studying and selecting one of the adventures in Sections 11.0 and 12.0.



10.1 SELECTING AN ADVENTURE

Sections 8.0 and 9.0 present specific adventure sites. The GM will need to refer to those sections for the appropriate layouts and floorplans. All NPC's are in described in Section 6.0, Section 7.0, and Table 13.4.

10.2 CHOOSING A TIME PERIOD

Each adventure is associated with a specific time period, but a GM may modify them to fit another time period. Once a time period has been determined, the GM should carefully check the timeline (Section 2.0) and note pertinent events.

10.3 ADVENTURE SUGGESTIONS

Once you're acquainted with the general background material, look over the statistical summaries outlined in the tables of Section 13.0 Get to know the Non-player Characters (NPC's). Read what the individual backgrounds have to say, and try to think as that person would.

Look over the layouts and note where traps, guards points, and weak points are located. Even if a room does not have an occupant indicated, consider the possibility that someone may be there when the characters enter.

10.4 TRAPS, WEAPONS, AND SPELLS

Layout sections include frequent references to traps and locks. The following cross-references are provided for GM's using *MERP* or *Rolemaster*.

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to *MERP* table MT-2, p. 79 (or *RM: Character Law*).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all on page 70. If you employ *Rolemaster*, see *Claw Law*.

Weapon attacks can be computed using *MERP* table CST-1, p. 72 and AT-1 through AT-4 on p. 71 (or *RM: Arms Law*).

Non-magic bonus items are only used with *Rolemaster*. When using *MERP*, all items with bonuses are assumed to be magical.

Some traps will not be functional due to not being activated or maintained. For each 50 years that have passed since the last known habitation of a location, there is a 1 % chance that the trap will not operate when it would normally be set off (due to disuse and lack of maintenance). Such a trap still has a chance of going off every time that someone hits the trigger mechanism (e.g., a trap might not go off when the first person hits the trigger, but it might go off later). The GM may also wish to assign a chance that traps are not activated (i.e., not armed or primed to go off). A 10-20% chance overall is suggested.

11.0 SOUTHERN MISTY MOUNTAIN ADVENTURES

This section presents four adventures set in the Southern Misty Mountains.

11.1 A CALL FROM SINGING HILL

Setting: The Southern Misty Mountains Third or Fourth Age

Requirements: A group of adventurers not daunted by tales of haunting.

Aids: A guide to point the party in the right direction.

THE TALE

Members of several of the Highland Dunish clans tell of hearing strange noises coming from a certain mountain. Some of these people have seen the strange castle that sits on a cliff in the mountains and believe it to be haunted. They say, however, that it is magnificent to see and must have been the home to rich or noble people at one time. One claims that he saw ghostly figures leaving it one evening, but was too terrified to stay and watch.

THE TASK

To go to the Singing Hill and investigate the castle, taking any booty that can be found. Of course when the players arrive there they will find a totally different set of circumstances. Unless the Elves of Amon Lind know they are coming, they might just decorate the whole castle to appear haunted just to have some fun and break the monotony.



11.2 TRADING WITH THE GIANTS

Setting: The Southern Misty Mountains, Third Age (most likely from the Dunland side)

Requirements: A low level party looking for adventure, strange places and big friends.

Aids: Something to trade.

THE TALE

A merchant out of Larach Duhnnan named Ulfris doing business with many of the small villages, survived the plague but now has taken ill and can not travel to sell his wares. Ulfris' son, Eion, is just old enough to do the job for him, but is inexperienced and does not know the people that Ulfris knows. Therefore he will need help on his rounds. One of Ulfris' main stops is in a high valley of the Misty Mountains, where he trades semiannually with two Giant families that come down from the high mountains. Ulfris is now looking for trustworthy men to send with his son on his trading rounds as salesmen and guardians. Ulfris is offering 2% of the profits to the party or a flat fee of 10 silver/week. The trading run lasts 10 weeks.

THE TASK

Make as much money as possible, and keep it from getting stolen by brigands or clansmen. Many options are open to the adventurers. They can go along on the whole trip and get their money, they can take all the goods from Eion and sell them on their own, they can leave Eion after finding the giants and follow them to their "treasure", etc.

11.3 ASSAULT ON A LAZY DRAGON

Setting: The Southern Misty Mountains (start in Dunland) T.A.

Requirements: An experienced stealthy party of adventurers with good mountaineering skills.

Aids: A map to the Lazy Dragon's lair, drawn by one of Turukulon's cronies.

THE TALE

While in Dunland the party hears a story told by a travelling Dwarven weaponsmith, named Purfin. The Dwarf tells the tale of how he, after leaving Moria (he won't say why), found the mountain lair of a dragon. A quote from his chilling tale:

"At first I was frightened but after mustering my courage up I crept into the lair real slow. Once inside I found several different passages going in all directions, one of which lead to a large cavern where I saw the Dragon, and he was asleep. 'Pon seeing this I crept over to the piles of treasure on the floor and grabbed several pieces of jewelry worth thousands of gold pieces. On my way out though I felt that I was being stared at and turned round quickly! There lay the Dragon wide awake staring at me! Well, let me tell you, I thought I was dead. But the Dragon just looked at me, let out a big sigh, and said, and these are his exact words because I'll never forget them, 'Your not even worth the effort to kill, you repugnant little Dwarf, so just take it and get out'. Well I was ne'er so happy to be a repugnant little Dwarf in my life. That was the only Dragon I ever saw, but they can't all be that way or none of them would have any treasure. I'd say this one was just lazy. But I'll tell you the truth; I believe if a body was sneaky enough he could drift right in there like I did and take somethin' nice that would make 'em rich for years to come. I'm not goin' back though. If he were to see me again he might decide I was worth gettin' up about. Unfortunately I was robbed after I got to the lowlands but I have this to remember it by."

At this point Purfin shows a gold chain necklace which he is wearing that has opals and pearls imbedded in it, which appears to be worth several hundred maybe even a thousand gold pieces. Purfin will supply anyone seriously interested in the Dragon with a map, for a nominal price. Should the party ask Purfin to guide them he will for a larger sum, but will not go within site of the lair.

THE TASK

To go to Turukulon's lair using Purfin's map and take whatever treasure the group can. Of course, once there, the rules change as Turukulon is not really a lazy Dragon, and all of Purfin's story is a lie. If the party is strong enough it might win it's way free with treasure. If not it may end up in slavery, sold to Elenril for experiments (especially Elves), sold to Maben for sacrifices, or dead.

11.4 FINDING A SOUTHERN PASS

Setting: Southern Misty Mountains, Third Age

Requirements: A strong party capable of travel through rugged terrain, and able to handle many dangers.

Aids: A guide from one of the Dunnish tribes or a partial map of the mountains would be of great help. Consider, however, that the first might run when adversity comes and the latter might be inaccurate.

THE TALE

Merchants from both sides of the Mountains would like to find a passable route over the mountains between Dunland and Northern Calenardhon, mainly Tir Limlight. (These merchants are actually in the illegal herb business and are trying to find ways to ship the herbs to Minas Arnor, which will not be as closely watched as the ports and the Great West Road through Calenardhon. Shipments from Tir Limlight are not inspected as much because these types of herbs are not grown in that area.) This band of merchants is willing to pay a trailblazer party 3000 gp to find a path through the mountains that will be usable at least six months out of the year, and will also be capable of allowing small carts or beasts of burden safe passage. They will pay 30 gp per person to a party that tries but cannot find one.

There is such a pass through the mountains but it is long and twisted, running a course near to Turukulon's Lair, one of the Giant families' homes, by Troll lairs and comes out on the eastern side of the Mountains within 20 miles of the Caverns of Pain. See I.C.E.'s module, *Ents of Fangorn*.

THE TASK

To find a trail like the merchants want and make a map of it for them to follow, while avoiding the multiple dangers of the mountains. (This adventure can be played as a lead-in for several others in the same area.)



12.0 DUNLAND ADVENTURES

This section presents four adventures set in Dunland.

12.1 ATROLL HUNT

Setting: Dunland, Third Age

Requirements: A group of low to mid-level adventures capable of working with Dunnish clansmen.

Aids: A Dunnish guide is helpful, but not necessary.

THE TALE

Clans Treborn, Roth and Ewen have set a bounty of 30gp, collectable by anyone, for each Troll, of any type, killed. To claim the bounty, the Troll's big toes and ears must be surrendered at either Clan Hold to one of the clan guards. It seems the Treborn and Roth clans have, as of late, been plagued by Trolls coming out of the mountains and into their territories. The truth behind this is that secretly, Maben, Sauron's servant and High Priest of the Temple of Justice, has been ordering the Trolls into the area to harass these tribes because they stand against him. Anyone wishing to hunt Trolls, and are not clan members, must first ask permission of the Chieftains of the respective clans. At this point almost anyone is welcome to hunt, except members of the Justice Priesthood, or members of clan Arailt (and of course other Trolls).

THE TASK

To hunt Trolls, with clansmen or alone, and to bring proof of kills to the clan holds in order to receive payment. Members of clan Arailt may be in the area uninvited supposedly taking shots at Trolls, but they may be aiming for the hunters instead. Other large predators such as Bears or Wolves might also cause problems for the hunters, but the main source of conflict will be the Trolls.



12.2 MISSION FOR THE KING

Setting: Dunland, Third Age 1640

Requirements: A group of responsible adventurers with good investigative and spying skills. Members that are Dunlending or know the area would be helpful, but not necessary. Knowledge of herb lore is almost essential.

Aids: Elharian the Astrologer has information about the drug grower's regular visits to Larach Duhnnan.

THE TALE

While in the south the party sees a public notice that reads as follows:

WANTED

The King is now seeking trustworthy civilians for short term missions of a military nature.

Persons must be in good standing with the law and willing to travel. Persons applying should have prior combat experience for reasons of self defense. Pay is dependent upon services rendered and is negotiable. For more information contact:

Arcondur.

*Commander of Special Missions,
Minas Arnor.*

If the party inquires about the positions, the members will be asked many questions by Arcondur about their background, experience, and how much they would be willing to risk for good wages. Before they accept the offer, he can tell them only that the mission is secretive, it will be backed by the king's authority, could be considered dangerous, it will require the party to travel and that the party will be accompanied by a man that has had some experience in this kind of work.

Should the party decide to accept the mission and its conditions of service, Arcondur will introduce them to Mengron, a half-Northman, half-Dúnadan ranger who will accompany them on the mission. Mengron will then explain to the party that over the last 30 years there has been a slowly increasing trade in illegal herbs in Minas Arnor and the other southern provinces of Gondor, accompanied by an increase in illicit herb abuse throughout the population. In the past three years the supply of these illegal herbs has risen dramatically. As of late, more and more soldiers are being found with an addiction to these agents, a situation which is jeopardizing the defenses of Gondor.

The mechanism by which these herbs enter the area is not clear but those looking into the matter, including Mengron and Arcondur, believe that the trade is supported by the Black Numenóreans in Umbar. The herbs being shipped are probably not grown there. Many believe that the drugs are coming from somewhere in Dunland where they are grown in large quantities and then shipped to Gondor. The party was not allowed to have this information in advance for fear of the mission's purpose becoming known. The illegal substances that the government would particularly like to see decline in availability are Tartella, (and Tartec its derivative), Gort and Phecallus.

THE TASK

The mission is for the party, along with Mengron, to secretly travel to Dunland and try to locate the source of the herbs being sold and to shut down the operation by any means available or created. Triple wages will be given for anyone who accepts the challenge.

12.3 SACRIFICE FOR JUSTICE

Setting: Dunland, Third Age 1640

Requirements: A well armed group of experienced adventurers willing to risk capture for a damsel in distress, and any money her father can come up with.

Aids: Maps of the Temple interior would be of great help. Elharion has enough knowledge of the interior to draw basic maps, but a former or present inhabitant of the Temple would serve this purpose much better.

THE TALE

Palomire is a Dúnadan landowner from North Dunland. His forefathers once were part of the Heri that met at Tharbad, but that has ceased and now he rarely goes there. His family owns a large tract of land bordering the North-South road and stretching out nearly twenty miles toward the Gwathl6. His large fortified house/compound is located only 5 miles from the road and 50 people could live there comfortably. Because of the plague, and the subsequent exodus of many of his neighbors, he has only 25 people living in the complex at this time. During the plague three of his five children died. Only his one son and youngest daughter surviving.

Now his daughter has been missing for two weeks, with no trace of a body. Palomire believes that she has been kidnapped by one of the jealous anti-Dúnedain clans, and possibly taken to the Temple of Justice. He is afraid for her life, but he cannot so much as be seen near the Temple. If captured, he will be killed brutally and immediately. If Men are needed he can supply up to 10, fully realizing that, although they would have no chance in a frontal assault, they might be used to divert attention. His other warriors must stay to guard the compound. Palomire will reward the party that returns his daughter alive with 6000 gp. He will pay 1000 gp to the party for the return of her body.

THE TASK

To return with Palomire's daughter, who is currently being held in a prison cell in the Temple of Justice, scheduled for sacrifice at a public ceremony in one week.



12.4 A CLAN WAR

Setting: Dunland, Third Age

Requirements: A high level party with a desire to help keep peace and thereby win friends and influence leaders among some of the clans (and unfortunately enemies in the others).

Aids: A knowledge of clan politics.

THE TALE

Enion, the clan Chieftain of clan Feargan, has sent word that he would like to meet with the party. At the audience with Enion the party is informed of several events that have happened, and several which are about to happen.

First, clan Treform has brought several Drúedain to live in Caedh Wood over the last few years. Their existence in the wood was not revealed to anyone outside of clans Treform, Roth, and Ewen, except for Enion and a few close people to him. The Araith, and Maben also know of the Drúedain through spies sent into the area. *Second*, although clan Feargan is openly neutral towards the Temple of Justice and the Daen Iontis clans as well as the Daen Coentis clans, in reality, clan Feargan, mainly because of Enion, is covertly aligned against the Daen Iontis and the Temple. The clan maintains an outwardly neutral front only in the interest of keeping peace. *Third*, the Chieftain of clan Treform, Aonghas, has sent word to Enion that he has good reason to believe that a small party of Araith warriors, along with Priests from the Temple of Justice, are planning to raid the Drúedain villages in Caedh Wood, with the objective of killing every one of them or, at the very least, permanently driving them away. Clan Treform is asking for help in the matter. *Fourth*, should the Araith attack and succeed in their purpose, clan Treform would have to retaliate, with clans Ewen, Roth, Madoc, Dobec, Ruadh, Sonmar, Eogbann, and Colgar would probably join in on their respective sides.

Should clan Feargan intercede and stop the raiding party, then it would have declared itself and war would start almost immediately. Larach Duhnnan would cease to be a center of trade for all the clans, thereby diminishing clan Feargan's power. If Clan Treform rides in force against the raiding party, the Temple of Justice will accuse that clan of persecuting its priests with the same end result; war. The only bid for peace available is for the party (since its members are not clansmen) to intercept the Araith raiding party, and stop them from killing the Drúedain. The Drúedain of course have been notified and will protect themselves as best they can, but they are few in number. (They will probably be much harder to kill than the Araith believe.)

Enion stresses one other point. At least one or two of the raiding party should be allowed to escape in order to convey the message to clan Araith and the Temple that their attackers were not clansmen. Even considering this precaution, a clan war might ensue. Enion, however, believes this the best hope for peace. The only other thing that Enion might suggest is that the party leave the area if they are successful, because many of the Daen Iontis' clans will be looking for people fitting the party's description.

THE TASK

The party should stop the Araith riding party before it reaches the Drúedain village and kills some of the Drúedain. This will not be easy for a small party unless they are very strong. The priests of the Temple have magical abilities and the warriors of Araith are among the finest in Dunland. The party could opt to attack them frontally, which would be inadvisable, or it could attack by ambush utilizing hit and run tactics. Consider, however, that the Araith probably know the land much better. The party might prefer to wait with the Drúedain for the Araith to arrive in the wood, laying traps for them.

THE REWARD

Enion, will give the party an old Dúnadan dwelling in northern Dunland (to which he owns the title), the land around it, and 50 horses if they succeed in their task. If they do not succeed, then they will probably be dead. They must try the mission once they have heard the story or Enion will tell his warriors to throw them in his dungeon. The beginning of the clan war will cause Enion to offer them to the Araith and the Temple of Justice as appeasement. Enion is a fair man, but he will have his way or someone will suffer.

13.1 Master Encounter Table

Encounter	Gwaitho Plain	Dunish Highlands	The Misty Mountains
Chance (%)	20%	15%	15%
Distance (miles)	10	5	3
Time (hours)	4	4	4
Inanimate Dangers			
General Trap	01	01	01-02
Avalanche	—	02-03	03-06
FlashFlood	02-04	04-06	07-08
Grass Fire	05-06	07	—
Sites/Things			
Cave/Cavern/Lair	07-08	08-10	09-12
Dúnedain Site	09-10	11-12	13
Calenardhon Site	—	—	14
Dunlending Site	11-16	13-17	15-16
Drúedain Site	17	18	—
Grave Site/Tomb	18	19-20	17-18
Dunlendings			
Common Folk	19-26	21-26	19-21
Warriors	27-31	27-31	22-24
Healers	32-34	32-34	25
Bards	35-38	35-37	26-27
Priests	39-40	38-40	28
Calenardhons			
Common Folk	—	—	29
Soldiers	—	—	30
Other Men			
Northmen	41-42	41	31
Easterlings	43	—	32
Travelling Merchants	44-47	42-44	33-34
Bandits	48-50	45-46	35-37
Drúedain	51	47	—
Orcs			
Scouts	52-53	48-50	38-43
Small Patrols (2-6)	54	51-52	44-47
Normal Patrols (6-10)	—	53	48-50
Warband/Caravan (12-30)	—	—	51-52
Other Non-Manish Races			
Dragons	—	54	53-54
Dwarves	55-56	55-57	55-56
Elves	57	58	57
Ents	—	59	58
Giants	—	60	59-60
Great Eagles	58	61	61
Hobbits	59-60	62	—
Huorns	61	63	62
Troll, Cave	62	64-65	63-65
Troll, Forest	63-64	66-68	66
Troll, Hill	65-66	69-71	67-68
Troll, Stone	67-69	72-73	69-70
Animals			
Bat	70	74-75	71-73
Bear	71	76-78	74-76
Bees/Hornets	72-73	79	77
Eagle	74-76	80-82	78-80
Boar	77	83-84	81
Glutan	78	85-86	82-83
Lynx	79	87-88	84-85
Jatewoone	80-82	—	—
Herd animals	83-87	89-90	86-87
Poisonous Snake	88-90	91-92	88
Snow Leopard	—	93	89-91
Wolf/Warg	91-92	94-96	92-94
Other Animals	93-100	97-100	95-100

Use of the Encounter Table and Codes:

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

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

13.2 Master Beast Table

(Primary/ Secondary/Tertiary)									
Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	Attack	
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/—/—	Will not normally attack unless provoked.
Bat, G. Vampire	1	12-30	S	VF/VF	24	No/1	40	40Sbi/40SCI	Will cause 1-5 hits/md after a critical is achieved.
Bear, Black	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Bear, Blue	7	1-6	L	MF/MF	200	SL/8	25	80LGr/70LCI/30MBi	Semi-intelligent; uses "Presence (50'R)".
Bear, Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60LBa); mean when provoked.
Bear, Cave	12	1-5	H	MF/F	300	SL/8	40	95HBa/90HCl/30HGr	Use Large Creature Criticals.
Big Horn Sheep	4	4-40	M	M/MF	70	No/4	35	60MBa/40MHo/20MTS	Only males have horns.
Eagle, Golden	3	1-5	M	F/F	30	No/1	30	45MCI/35SPi/ —	Rarely attacks larger creatures (unless helpless).
Eagle, Great	8	1-5	L	VF/VF	150	No/3	40	80LCI/60LPi/ —	Intelligent & good; Use Large Creature Criticals.
Eagle, Verrin	2	1-3	M	F/F	40	No/2	35	50MCI/40SPi/ —	Bold and territorial.
Glutan	4	1	S	F/VF	50	No/3	50	50MBi/45MCI/—	Extremely aggressive. Will attack without reason.
Goats, Mountain	3	3-36	M	MF/MF	50	No/4	35	50MHo/45MBa/30MTS	Only males have horns. Aggressive.
Goats, Wild	2	1-12	M	F/MF	50	No/4	30	40MHo/40MBa/10MTS	Only males have horns. Mildly aggressive.
Gorbet, Trail Lizard	4	1-2	S	S/MD	25	No/3	40	10Tbi/special/—	Secretes poison through skin, see Sec. 5.3.
Highland Lynx	3	1-5	M	VF/VF	70	No/3	55	45MCI/30MBi/—	Lives and hunts in groups.
Jatewoone	9	1	L	F/VF	120	No/2	30	80LPi/70LCI/50LBa	Huge bird of prey, rarely flies. "Cleaver Beak".
Pronghorn	1	1-50	S	VF/VF	25	No/2	25	30SHo/20STS	Curious, but skittish.
Snakes, Poisonous	1-5	-2	S	S/VF	10-20	No/1	40	40SSi/—/—	Nathair, Nathrach, and Coireal; see Sec. 5.3.
Snow Leopard	6	-2	M	VF/VF	120	No/3	45	50MCI/40MBi/—	Unpredictable, has been known to help men.
Troll, Cave	12	1	L	M/M	175	RL/11	25	100HCl/85We/	Use Large Creature Criticals.
Troll, Forest	6	-6	M	M/MF	100	RL/11	15	80LBa/65LCI/ —	Found in the woods.
Troll, Hill	10	-3	L	SL/M	150	RL/11	20	95LBa/85LCI/	Use Large Creature Criticals.
Troll, Stone	7	-5	L	SL/M	120	RL/11	10	45LCI/35MBi/—	Use Large Creature Criticals.
Warg	6	1-10	M	VF/VF	150	No/4	50	75LBi/60LCI/	Operate in packs and will warn Orcs of intruders.
Wild Boar	3	1	M	F/MF	120	No/4	30	40LHo/30MBa/20MTS	Mean-tempered and solitary. Vicious if cornered.
Wild Kine	5	1-10	L	M/M	200	No/3	30	80LBa/90LCr/ —	Huge ox-like animal.
Wolf	3	5-15	M	F/F	110	No/3	30	65LBi/ — / —	Will not attack groups unless provoked.
Wolf, Grey	3	2-40	M	VF/VF	110	No/3	30	60LBi/30MCI/	Rarely attack humans.

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

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

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

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

(Primary/Secondary/Tertiary) = Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if previous attacks are very successful).

13.3 Master Military Table

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
The Dunlending Clans											
Clan Feargan											
Chieftain (Enion) see Master NPC Chart											
Clan Guard/50	Lesser Men	12	140	RL/11	35	Y	N	125ss	100sb	10	Chieftain's body guard
Elite Warriors/400	Lesser Men	8	120	RL/9	30	Y	A/L	95pa	80sb	5	War group commanders
Adult Warriors/2100	Lesser Men	4	70	SL/7	25	Y	A	75ha	60sb	0	Average clansmen; some use polearms
Young Warriors/750	Lesser Men	1	45	SL/6	30	Y	A	45ha	40sb	5	Some use ss, sl, or, ja
Clan Erastoc											
Chieftain/1	Lesser Men	15	155	RL/9	45	Y	A/L	160ml	100sb	15	Has +10 equipment uses bs on foot
Clan Guard/30	Lesser Men	12	130	SL/7	35	Y	A/L	130ml	90sb	10	Chieftain's body guard, always mounted
Elite Warriors/300	Lesser Men	8	110	SL/7	30	Y	A	100ml	75sb	10	War group commanders
Adult Warriors/1900	Lesser Men	3	60	SL/7	25	Y	A	60sp	40sb	5	Average clansmen; some use ha
Young Warriors/700	Lesser Men	1	45	SL/6	30	Y	A	40ha	40ja	10	Some use ss, sb, sp, sl
Clan Araitl											
Chieftain (Daonghlas) See Master NPC Chart											
Clan Guard/80	Lesser Men	14	150	No/2	50	N	N	150bs	100ja	20	Chieftain's body guard, fight like madmen
Elite Warriors/400	Lesser Men	9	125	SL/5	40	Y	N	105ba	95sb	10	War group commanders, ride together on raids
Adult Warriors/1600	Lesser Men	4	70	SL/6	30	Y	A	80ha	60sb	5	Average clansmen; some use sp, ba, or bs-5
Young Warriors/650	Lesser Men	1	50	SL/7	30	Y	A/L	50sp	45sl	5	Some use ss, ha, sb, or, ja
Clan Leonn											
Chieftain/1	Lesser Men	14	145	Ch/13	30	Y	A/L	145bs	105sb	10	Uses +5 equipment
Clan Guard/20	Lesser Men	9	120	RL/9	25	Y	A/L	100ha	90sb	10	Chieftain's body guard
Elite Warriors/200	Lesser Men	5	90	RL/9	20	Y	A/L	75ha	60sb	5	War group commanders
Adult Warriors/1200	Lesser Men	3	60	SL/7	25	Y	N	60ha	50sl	5	Average clansmen; some use spear
Young Warriors/400	Lesser Men	1	45	SL/6	25	N	N	40ha	20ha	10	Some use sb, sl
Clan Treform											
Chieftain (Aonghas) See Master NPC Chart											
Clan Guard/40	Lesser Men	12	140	RL/11	35	Y5	A/L	140ba	100sb	10	Chieftain's body guard; use +5 weapons
Elite Warriors/250	Lesser Men	8	120	RL/9	30	Y	A	100ss	95sb	10	War group commanders
Adult Warriors/1600	Lesser Men	4	65	SL/8	30	Y	A	75ha	65sb	5	Average clansmen; may use ss or sp
Young Warriors/600	Lesser Men	1	45	SL/7	25	Y	A	45sp	45sl	5	Some use ha, sb, or ja
Clan Madoc											
Chieftain/1	Lesser Men	14	150	RL/9	40	Y	A/L	155ba	110sb	15	Uses +10 equipment
Clan Guard/50	Lesser Men	11	135	RL/9	35	Y	A/L	130bs	90ja	10	Chieftain's body guard
Elite Warriors/300	Lesser Men	7	110	SL/8	30	Y	N	90ha	75ja	10	War group commanders
Adult Warriors/1500	Lesser Men	3	60	SL/7	25	Y	A	60sp	45sb	5	Average clansmen; may use ha
Young Warriors/500	Lesser Men	1	45	SL/6	30	Y	N	45sp	40sl	5	Some use ha, sb, or ja
Clan Eogbann											
Chieftain (Belligel) See Master NPC Chart											
Clan Guard/20	Lesser Men	10	130	RL/9	35	Y	A	110pa	90sb	10	Chieftain's body guard
Elite Warriors/150	Lesser Men	6	100	SL/8	30	Y	A	85sp	65sb	5	War group commanders
Adult Warriors/1300	Lesser Men	3	60	SL/7	25	Y	A	65ha	40sb	0	Average clansmen; may use sp
Young Warriors/350	Lesser Men	1	45	SL/6	30	N	A	40ha	35sl	5	Some use sp, ss, ja, or sb
Clan Ogaron											
Chieftain/1	Lesser Men	15	155	Ch/14	35	Y	N	150bs	105sb	15	Uses +5 equipment
Clan Guard/40	Lesser Men	11	135	RL/9	30	Y	A/L	125ha	95sb	10	Chieftain's body guard
Elite Warriors/200	Lesser Men	6	100	RL/9	30	Y	A	85ss	60sb	5	War group commanders
Adult Warriors/1200	Lesser Men	3	60	SL/7	25	Y	N	60ha	45sb	5	Average clansmen; may use spear
Young Warriors/500	Lesser Men	1	40	SL/6	25	Y	N	40ha	40sb	5	Some use ss, ja, or, sl

Name/*	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle/ 2ndary OB	Mov M	Notes
Clan Ewen											
Chieftain	Lesser Men	17	160	Ch/9	45	N	A/L	160bs	125lb	15	Uses +15 equipment
Clan Guard/40	Lesser Men	13	145	RL/9	35	N	A/L	145ss	120lb	15	Chieftain's body guard, uses +10 lb
Elite Warriors/400	Lesser Men	10	130	SL/8	35	Y	A	115ss	95lb	10	War group commanders; excellent trackers
Adult Warriors/1200	Lesser Men	4	65	SL/7	35	N	N	75sp	65sb	5	Average clansmen; may use ss, or ha
Young Warriors/400	Lesser Men	1	45	SL/7	30	Y	N	45ha	40sb	0	Some use sp, ss, or sl
Clan Dobac											
Chieftain/1	Lesser Men	14	140	RL/9	40	Y	A/L	140ba	105ja	15	Uses +10 equipment
Clan Guard/30	Lesser Men	10	130	SL/8	40	N	A/L	115ba	90sb	15	Chieftain's body guard; usually mounted
Elite Warriors/250	Lesser Men	7	110	SL/8	35	Y	N	90sp	75sb	10	War group commanders; may use ha on foot
Adult Warriors/1200	Lesser Men	3	60	SL/7	35	N	N	60ha	40ja	10	Average clansmen; may use sp
Young Warriors/350	Lesser Men	1	40	SL/7	30	N	N	45sp	40sl	10	Some use ha, ss, ja, or sb
Clan Sonmar											
Chieftain/1	Lesser Men	13	140	Ch/15	35	N	A/L	145ba	110sb	15	Use +10 weapons
Clan Guard/25	Lesser Men	11	135	RL/9	30	Y	A/L	115ml	95sb	10	Chieftain's body guard; use ba on foot
Elite Warriors/200	Lesser Men	6	100	SL/7	30	Y	N	80ha	70sb	5	War group commanders
Adult Warriors/1150	Lesser Men	3	60	SL/6	25	Y	N	60ha	45sb	5	Average clansmen; may use sp while mounted
Young Warriors/350	Lesser Men	1	45	SL/5	30	N	N	40ha	40sb	10	Some use sp, ja, or sl
Clan Roth											
Chieftain/1	Lesser Men	15	150	Ch/16	40	Y15	A/L	150bs	115sb	15	Uses +15 weapons and +10 armor
Clan Guard/20	Lesser Men	12	140	RL/11	30	Y10	A/L	130ss	100sb	10	Chieftain's body guard, use +5ss
Elite Warriors/150	Lesser Men	8	120	RL/9	30	Y	A	100ss	90ja	5	War group commanders
Adult Warriors/1200	Lesser Men	4	65	RL/9	25	Y	N	70ha	65ja	0	Average clansmen; may use sb
Young Warriors/300	Lesser Men	1	45	SL/8	30	Y	N	45ha	45sl	5	Some use ss, sp, sb, or ja
Clan Ruadh											
Chieftain/1 (Rulart)	See Master NPC Chart										
Clan Guard/20	Lesser Men	10	130	RL/9	35	Y	A/L	105ha	90ja	10	Chieftain's body guard
Elite Warriors/150	Lesser Men	6	90	SL/8	30	Y	N	85ha	65sb	10	War group commanders
Adult Warriors/1000	Lesser Men	3	60	SL/7	30	N	N	60ha	50sb	5	Average clansmen; may use spear
Young Warriors/300	Lesser Men	1	40	SL/6	25	N	N	45ha	40sl	5	Some use sp, ss, ja, or sb
Clan Colgar											
Chieftain/1	Lesser Men	14	145	SL/8	45	N	N	145ba	100ja	20	Uses +10 weapons
Clan Guard/30	Lesser Men	11	140	SL/8	40	Y	A/L	110ml	90ja	10	Chieftain's body guard; very good It. calvary
Elite Warriors/200	Lesser Men	8	125	SL/8	35	Y	A	95ba	75ja	10	War group commanders
Adult Warriors/1050	Lesser Men	3	65	SL/7	30	Y	N	60ha	45sb	10	Average clansmen; some use sp when mounted
Young Warriors/300	Lesser Men	1	40	SL/6	30	Y	N	40ha	40sb	10	Some use sp, ss, ja, or sl
Clan Tar Moid											
Chieftain/1	Lesser Men	15	145	RL/9	35	Y	A/L	150bs	120sb	10	Uses +5 equipment
Clan Guard/20	Lesser Men	12	140	RL/9	30	Y	A/L	120ha	95sb	5	Chieftain's body guard
Elite Warriors/100	Lesser Men	7	110	RL/9	25	Y	A/L	90ha	80sb	5	War group commanders
Adult Warriors/1000	Lesser Men	4	65	SL/7	25	N	A/L	70ss	50sl	5	Average clansmen; may use ha, or sp
Young Warriors/300	Lesser Men	1	40	SL/6	30	N	N	45sp	40sl	10	Some use ha, ss, ja, or sb

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
The Temple of Justice											
Priests/12	Lesser Men	13	120	No/2	55	N	N	85da	70da	25	+15 da; uses magic as a first attack; Spell Lists: 3 Evil Cleric base to 10th; 4 Open Chan. to 20th; 2 Closed Chan. to 10th.
Acolytes/36	Lesser Men	6	70	No/2	40	N	N	60da	45da	20	+5 weapon; Spell Lists: 2 base Evil Cleric lists to 5th, 4 Open Chan. to 10th: 2 Closed Chan. to 5th.
Officers/8	Lesser Men	10	125	Ch/13	30	N	A/L	120ba	95ja	15	OB is 110 with a "Derfel" (see Sec. 7.15).
Soldiers/80	Lesser Men	3	60	RL/9	25	N	A/L	65ba	45ja	10	OB is 60 with a "Derfel" (see Sec. 7.15).
Palomire's Home (A typical Dúnedain Estate)											
Guard Captian/1	Lesser Dúnedain	10	120	Ch/14	40	N	A/L	115bs	95cb	15	+15 equipment
Men at arms/20	Eradorian	3	60	Ch/13	30	Y	A/L	65ss	50sb	10	+10 equipment
Medium Horses	Horses	3	100	SL/3	35	—	—	35LTr	—	35	One per warrior
Drúedain (Woses)											
Chieftain (Rhan-Guri-Rhan) see Master NPC Chan											
Elite Warriors/4	Drúedain	10	110	No/1	45	Y	N	ha	115bl	20	Each leads a group of 10.
Warriors/40	Drúedain	5	80	No/1	35	Y	N	80ha	90bl	10	Border Guards.
Watchers/5	Drúedain	10	100	No/1	50	Y10	N	90ha	110bl	15	Chief Scouts; Rangers.
Hunters/50	Drúedain	4	65	No/1	30	Y	N	70ha	80bl	5	Less-experienced.
Pukel-men/?	Special	10	200	PL/20	30	N	N	100ma	120bl	0	Ignore bleeding and stuns.
Amon Lind											
Guard Captain (Ectheon) See Master NPC Chart											
Officers/3	Noldor	14	155	Ch/15+	90	Y	A/L	160bs	140cb	20	+20 equipment; other magic items: spell users
Retainers/12	Various Elves	8	110	Ch/15+	70	Y	A/L	130sp	115lb	20	+15 equipment: may use bs in close combat
Light Horses	Horses	3	100	SL/3	35	N	N	35LTr	—	35	One per warrior
KEY											
CODES The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be found in the main text. Some of the codes are self-explanatory Lvl (level) Hits , Sh (shield), and Mov M (movement and maneuver bonus). The more complex codes are listed below											
AT (Armor Type) The two letter code gives the being's MERP armor type (No = No Armor, SL = Soft leather, RL = Rigid Leather, Ch = Chain. Pl = Plate); the number is the equivalent Rolemaster armor type.											
DB (Defensive Bonus) Note defensive bonuses include stats and shield. Shield references include quality bonuses (e.g. "Y5" indicates "Yes. a +5 shield").											
Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively.											
OB's (Offensive Bonuses) Weapon abbreviations follow OB's fa — falchion, ss — short sword, bs — broadsword, se — scimitar, th — two-handed sword, ma — mace, ha — hand axe, wh — war hammer, ba — battle axe, wm — war mattock, cl — club, qs — quarter staff, da — dagger. sp — spear, ml — mounted lance, ja — javelin, pa — pole arm, sl — sling, cb — composite bow, sb — short bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, wp — whip, ts — throwing star, hb — halberd. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.											
Stats: Ag — Agility, Co — Constitution, SD — Self-Discipline, Me — Memory, Re — Reasoning, St — Strength, Qu — Quickness. Pr — Presence, Em — Empathy, In — Intuition. For MERP , average Re and Me for Intelligence.											
Skills: Most skills are self-explanatory: S/H — Stalking and Hiding, Per — Perception, Amb — Ambush, Acrob — Acrobatics, etc.											

13.4 Master MPC Table

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missle/ 2ndary OB	Mov M OB	Notes
Southern Misty Mountains										
Turukulon	25	295	RL/12	80	N	N	Special	Special	20	Adult Winged Fire Drake (Black/BlueGreen). Attacks: 85LBI/100HCL/70LBA/90FBR; each round may use 1 head attack (Bi, or FBR), Cl attack, and Ba attack (Tail). FBR = Flame Breath (1x/Min, 20x/day): Bolt, OB90, 70' range, +10 to heat criticals due to intensity of the flame; Ball OB45, 50', 20' radius. Spell Lists: Open Channeling Lists; Concussion Ways, Sound's Way, Light's Way to 10th Level; Open Essence Lists; Spell Wall, Rune Mastery, Essence's Perceptions, Lesser Illusions, Unbarring Ways, Detecting Ways to 20th level; Closed Essence Lists; Spirit Mastery, Invisible Way's, Lofty Bridge, Dispelling Ways to 10th; 90PP x3PP Multiplier Belt (Worn around his left front leg. Use the Super Large Critical Table.
Purfin	9	105	Ch13	35	Y	A/L	120wh	90hcb	5	Dwarf Warrior/Fighter Ag84,Co97,SD62,Me74,Re72,St95,Qu89,Pr70,Em75,In59, Climb45, Smithing35, Trickery20, Act45, Mason30, +15 War Hammer, +15 chain, +10 heavy crossbow, +5 bolts, +5 smith tools
Dwaithohir	25	275	RL/11	85	N	N	110HCL	90LPi	45	Great Eagle. Warden of the S. Misty Mountains 1640 TA. Uses Large Creature Criticals.
AMON LIND										
Súlkano	35	165	Ch/19	90	N	N	165bs	175sp	20	Noldo Mage/Alchemist Ag98,Co89,SD100,Me75,Re95,St96,Qu99,Pr98,Eml00,In88, Swim40, S/H30, Locks50, Runes80, St/Wnd80, Dir Spell 40, Smithing80, Traps60, Ride20, Per65, The Echirerta, Maikarama, +25 Broadsword of Orc & Troll slaying, +25 chain no penalty to movement, +20 crossbow with +15 bolts, boots of windwalking/running, headband of longear/longeye/presence 50', set of +20 forging tools, 805PP. See Sec. 6.12 for more information.
Fëamirë	25	170	Ch/19	85	N	N	185bs	175lb	25	Sinda Bard Ag97,Co95,SD82,Me78,Re93,St98,Qu101,Pr101,Em88,In91, s/h65, Amb60, Trap20, Singing70, Music40, Seduct40, Act40, Per90, TrackingSO, PblcSpeak60, Ride50, Trickery40, MA St 1:100 2:80 3:50, Sw 1:60, Anarmacil, +20 chain no penalty to movement, +20 longbow, +15 arrows, +5 bowstring-unbreakable, +20 light helmet translates any language into Sindarian, ring of Facade II, belt x5 PP, 375PP. See Sec. 6.12 for more information.
Lalaith	18	130	No/1	70	N	N	65da	85da	20	Sinda Bard Ag96,Co75,SD92,Me93,Re94,St60,Qu99,Pr101,Em79,In99, Music80, Per 70, Dance60, Singing90, Act90, Seduct 80, 2 Amoves +30 MA Sw 1:50, +25 dagger, ring of Facade II, anklet x4pp, bracelets +30db & firearm, Reverse Spells ring 2/day, 216PP. See Sec. 6.12.
Helkama	30	170	Ch/18	70	N	A/L	175bs	150hcb	15	Noldo Mage/Alchemist Ag90,Co100,SD98,Me84,Re85,St98,Qu95,Pr97,Em96,In72, Math80, Smithing80, St/Wnd50,Runes70, Per75, Elenruth, +20 chain, +20 helmet with laen visor which allows Darkvision, and Sidevision, x6pp armband, Boots of Fast Sprint, +10 crossbow with +15 bolts, 360PP. See Sec. 6.12 or more information.
Moranar	22	150	Ch/18	65	N	A/L	150bs	150lb	25	Noldo Mage/Magician Ag97,Co96,SD98,Me60,Re84,St89,Qu98,Pr99,Eml01,In70, Acrob 40, Swim30, Climb20, St/Wnd50, Runes 50, Ride30, Dir Spell80, Per70, Dance30, 3 Amove +30, MA St 1:90 Sw 1:130 2:100 3:80 4:60, Raukambar, +15 longbow, +10 arrows, collar x6PP acts as a full helm, boots of leaping and landing, staff of Firebolts, 396PP, See Sec. 6.12 for more information.
Elenril	27	150	SL/6	100	N	N	160bs	150lb	20	Mixed Sinda/Noldo Animist Ag99,Co84,SD98,Me75,Re97,St90,Qu85,Pr96,Em60,In97, Tracking50, Ride 30, Woodcraft20, St/Wnd50, DirSpel30, Per90,Rope Mastery 30, Foraging50, The merging stone, Durlachiel, +15 staff of Plant Control I and Plant Growth V, soft leather armor that acts as Ch 16, ring +20DB and Nature's Eye, ring x5PP, +15 longbow, +15 arrows of Orcslaying, 280PP. See Sec. 6.12 for more information.
Teletasarë	20	120	No/1	90	N	N	90bs	120lb	20	Sinda Animist/Lay Healer Ag95,Co70,SD90,Me90,Re95,St55,Qu88,Pr99,Em98,In99, Falconry 20, Dance80, Music50, Per80, Swim20, Ride20, 2 Amoves, +20 longsword, +20 longbow, +20 spear, necklace x3PP, robes +30DB and Protection II, ring of shockbolts, earrings 1 of Calm I and the other of Lord sleep each 1/day, 120PP. See Sec. 6.12 for more information.
Ectheon	25	165	Ch/16	75	N	N	180bs	150cb	15	Noldo Warr./Fgt.; Guard Captain; excellent knife thrower (Ag98,Co97,SD82,Me66,Re86,St100,Qu96,Pr98,Em76,In73, Climb40, Ride50, Swim30, Tracking40, Per70, Weather-watching40, Navigation30, Trap-building20, First Aid20, Acrob40, MA St 1:120 2:100 3:80 4:60 Sw 1:60, +20 Broadsword, +30 dagger of growth, +20 chain, +10helmit that negates 30% of all head criticals, a crossbow of Trollslaying. See Sec. 6.12 for more information
Miriel	15	130	No/4	110	N	N	120MC1	150da	45	Weapon..Silvan/Lynx Agl02,Co72,SD50,Me55,Re69,St99,Qu102,Pr79,Em78,In98, Acrob 90, Tumbling 80, Per 70, Diving 70, Dance 40, Tracking 40, Climb 50, Amb 60, S/H 60, Cook 10, 4 AMoves +40, Adefense +30, MA St 1:120 2:100 3:80 4:60 Sw 1:1 10 2:90 3:70; 2 Katas: Staff & knife, +15 Shortsword, +15 Dagger, Bracelet +30DB, earring of Protection III. See Sec. 6.12 for more information
Eniad	17	160	No/4	100	N	N	170bs	150ts	40	Weapon..Northman/Snow Leopard Agl01,Co97,SD58,Me60,Re65,St102,Qu101,Pr65,Em84,In80, Acrob 70, Tumbling 60, Per 50, Diving 40, Tracking 70, Amb 70, S/H 75, Climb 70, Ride 20, 3 Amoves +30, Adefense +30, Ma St 1:140 2:120 3:100 4:80 Sw 1:90 2:70; 4 Katas: Staff, Knife, Broadword, Throwing Stars, +15 Broadsword, +15 Throwing Stars, Bracelet +30DB, belt of Protection III See Sec. 6.12 for more information.
Cornen	16	150	No/4	120	N	N	160ss	160lb	45	Weapon..Sinda/Bager Agl03,Co93,SD54,Me65,Re70,St100,Qu102,Pr87,Em80,In89, Acrob 65, Tumbling 80, Diving 75, Tracking 80, Per 55, Climb 30, Fletching 40, Music 10, 4 Amoves +40, Adefense +30, MA St 1:100 2:80 3:60 Sw 1:140 2:120 3:100 4:80; 3 katas: Staff, Longknife, Fighting chain, +15 Shortsword, +20 longbow, +10 arrows, +30DB ring. Cloak of Camouflage. See Sec. 6.12 for more information.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ 2ndary OB	Mov M OB	Notes
GIANT RANCHERS:										
Mûnd	24	400	RL/11	40	N	N	150HBa	100HRo	10	Stone-Giant Warrior/Fighter. The Patriarch
Grûna	17	340	RL/11	30	N	N	150HBa	95HRo	0	Stone-Giant Warrior/Fighter. Mûnd's wife
Bûnd	20	380	RL/11	35	N	N	175HBa	105HRo	10	Stone-Giant Warrior/Fighter. Mûnd's eldest son.
Gûnd	18	360	RL/11	30	N	N	165HBa	95HRo	5	Stone-Giant Warrior/Fighter. Mûnd's 2nd son
Kena	14	300	RL/11	25	N	N	130HBa	80HRo	0	Stone-Giant Warrior/Fighter. Mûnd's Daughter
Kûrl	15	330	RL/11	25	N	N	145HBa	90HRo	10	Stone-Giant Warrior/Fighter. Mûnd's 3rd son
Mote	10	240	RL/11	40	N	N	105HBa	70HRo	15	Stone-Giant Warrior/Fighter. Mûnd's 4th son
Dote	10	240	RL/11	40	N	N	105HBa	70HRo	15	Stone-Giant Warrior/Fighter. Mote's twin
Mona	16	330	RL/11	25	N	N	145HBa	90HRo	5	Stone-Giant Warrior/Fighter. Bûnd's wife
Tina	14	310	RL/11	30	N	N	135HBa	85HRo	5	Stone-Giant Warrior/Fighter. Gûnd's wife
Bûrna	13	270	RL/11	35	N	N	120HBa	80HRo	10	Stone-Giant Warrior/Fighter. Kûrl's wife
Children	1-8	60-200	RL/11	40	N	N	30-90LBa	20-60LRo	20	Stone-Giant Warrior/Fighter. Grandchildren too
GIANT MINERS:										
Sevin	22	380	RL/11	40	N	N	175th	105HRo	10	Stone-Giant Warrior/Fighter. Head of the Household
Tun	18	360	RL/11	35	N	N	165HBa	95HRo	10	Stone-Giant Warrior/Fighter. Sevin's brother
Topi	20	360	RL/11	25	N	N	165HBa	90HRo	10	Stone-Giant Warrior/Fighter. Sevin and Tûn's mother
Ninen	19	340	RL/11	30	N	N	155HBa	85HRo	10	Stone-Giant Warrior/Fighter. Sevin's wife
Jani	15	310	RL/11	25	N	N	130HBa	70HRo	10	Stone-Giant Warrior/Fighter. Tun's wife-to-be
Niki	14	320	RL/11	35	N	N	135HBa	75HRo	10	Stone-Giant Warrior/Fighter. Sevin's 1st son
Miki	10	255	RL/11	40	N	N	110HBa	65HRo	10	Stone-Giant Warrior/Fighter. Sevin's 2nd son
Tiki	1	35	RL/11	20	N	N	30HBa	15HRo	5	Stone-Giant Toddler/Fighter. Sevin's young daughter
NOTE: General Rules for Giants: Melee attack is a club (use Huge Bash), Ro (rock indicates a thrown object attack (any large object will do); treat as Large Crush attack (LCr), range is 300' for Mûnd, Bûnd, Sevin, and Tûn and 200' for the rest. All of the giants can also stomp opponents as a secondary attack, use their standard OB on a Huge Crush attack delivering double damage. Treat all of the Giants as "Large" creatures for the purposes of criticals.										
DUNLAND										
SIGNIFICANT CLAN LEADERS										
Enion	18	170	Ch/13	50	Y	A/L	160bs	130sb	20	Dunlending Warrior/Fighter Chieftain of Clan Feargan Ag90,Co97,SD90,Me80,Re82,St95,Qu96,Pr88,Em84,In89, Ride50, Clim20, Swim20, Music20, PblcSpeaking60, Per30, 1 Amove +20, MA Sw 1:70, +15 shield, +15 Broadsword, +10 chain, +20 DB ring, +30 M&M boots.
Aonghas	16	165	Ch/16	40	Y	A/L	170bs	100ja	15	Dunlending Warrior/Fighter Chieftain of Clan Treform Ag70,Co99,SD89,Me60,Re85,St99,Qu87,Pr95,Em86,In93, Ride40, PblcSpeaking50, Act30, Seduct30, Singing20, Per40, Tracking30, 1 Amove +30, MA St 1:90, +20 Broadsword, 3, +15 javelins, +15 chain, +10DB headband, belt that allows +50 to any OB I/day.
Padrey	12	130	Ch/14	40	N	A/L	140bs	85ja	25	Dunlending Scout/Rogue Ag95,Co85,SD92,Me89,Re70,St85,Qu89,Pr85,Em91,In82, Ride30, PblcSpeaking30, Singing10, Per50, Clim20, +15 Broadsword, +10 chain. 3, +10 javelins,
Raonull	13	140	Ch/13	35	Y	L	150bs	90ja	20	Dunlending Ranger Ag87,Co90,SD60,Me71,Re63,St95,Qu92,Pr92,Em60,In75, Ride20, Clim40, Tracking50, Amb20, S/H20, Per30, +10 broadsword, 2, +5 javelins, +10 shield, Boots of Traceless Passing, 13PP 3 spell lists
Daonghlas	17	160	Ch/13	35	N	N	165bs	110ja	20	Dunlending Warrior/Fighter Chieftain of Clan Arailt Ag92,Co75,SD75,Me68,Re82,St90,Qu94,Pr96,Em56,In87, Ride40, PblcSpeaking45, Act35, Seduct10, Per30, Amb10, S/H10, Frenzy30, MA St 1:90 2:70 Sw 1:50, +25 Broadsword of Limb Pain; the victim must make a RR vs 10th level or have the spell effect the limb hit, +15 chain that cancels the effects of 20% of all torso criticals. +10 Helmit that increases the morale of his soldiers in battle to near berserker proportions for up to 100' in diameter. 3 +15 javelins. Necklace of Protections II. (most of these items were given to him by Maben.
Belligel	14	90	Ch/13	20	Y	A/L	90sp	80sb	10	Dunlending Bard Ag55,Co40,SD95,Me80,Re75,St60,Qu60,Pr92,Em91,In80, Ride30, Runes20, PblcSpeaking60, Per55, +20 chain, +15 DB helmet, +10 spear, +5 shortbow, +10 shield, 14PP. 4 spell lists, +2 spell adder
Rulart	11	110	RL/9	30	Y	A/L	120HA	95JA	20	Dunlending Warrior/Fighter Chieftain of Clan Ruadh Ag89,Co80,SD60,Me70,Re83,St90,Qu92,Pr85,Em75,In66, Ride20, Clim30, H/S30, PblcSpeaking20, +10 rigid Leather, +10 Hand axe +15 shield
LARACH DUHNNAN										
Elharian	20	120	No/2	50	N	N	100st	50da	20	Dúnadan/Dunlending Astrologer Ag82,Co70,SD85,Me92,Re100,St55,Qu85,Pr95,Em80,In95, St/Wnd60, Runes62, PblcSpeaking40, Trickery25, Per40, Seduct50, Adefense +20, medallion x2PP, total 80PP +30DB robes, +20 dagger, x4 range multiplier mirror for use with astrologer base lists. Wand of dual Shockbolts.
Eion	3	35	SI/4	35	N	N	45ss	35sb	25	Dunlending Fighter (Trader) Ag93,Co93,SD40,Me57,Re69,St84,Qu87,Pr67,Em89,In75, Ride15, Tradings, Swim5, Mathematics20, Per10, +10 shortsword.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ 2ndary OB	Mov M OB	Notes
CAERDGH WOOD										
Rhân-Guri-Rhân	15	100	No/1	40	Y5	N	70ss	50bl	30	Wose Ranger (Chieftain of the Drûedain in CaerdhWood) Ag95,Co94,SD60,Me85,Re69,St93,Qu99,Pr65,Em81,In92, Ride70, Swim78, Climb56, Tracking100, Per68, S/H82, Amb74, 2 Amoves +30 MA Sw 1:50, +10 short sword. x2PP string of claws, 6 lists 30PP total.
HEALER'S HALL										
Derna	16	135	No/1	40	N	N	50da	30da	25	Half-elf Animsist/Healer (Master of the Healer's Hall) Ag92,Co90,SD98,Me92,Re85,St65,Qu75,Pr93,Em99,In97, Ride 15, St/Wnd30, Music25, Dance30, First Aid54, Singing20, Per58, Rope Mastery20 Adefense +35, All Healer base spells to 10th, all closed Channeling Lists dealing with Healing to 20th, broach +7 spell adder, +15 dagger, +10 DB robes, ring of leaving, Wand of Injury Assessment, 32PP.
Froithir	10	120	RL10	50	N	A/L	120bs	120cb	25	Half-elf Ranger (Derna's adopted son) Ag96,Co80,SD69,Me70,Re89,St92,Qu100,Pr92,Em87,In95, Ride40, Climb30, Swim20, First Aid20, Amb45, S/H30, Tracking50, Per54, Leatherworking20, Nature's Ways, and Moving Ways to 10th Inner Walls, Nature's Ways, and Path Mastery to 5th, +25 Ithilnaur broadsword, +5 crossbow, 20, +15 bolts, ring +20 bonus on Tracking, Amb & S/H, +10 rigid leather made from alligator skin. +10 DB greaves, +4 spell adder belt buckle 20PP.
TEMPLE OF JUSTICE										
Maben	25	180	No/2	100	N	N	120st	100da	25	Black Númenórean Animist/Evil Cleric Ag90,Co40 (98),SD94,Me83,Re98,St85,Qu91,Pr94 (101),Em90,In101, Tracking55, Seduct80, PblcSpeaking75, Per60, St/wnd50, Runes50, Dir Spell50, Subduing40, All Evil Cleric Base Lists to 25th, most Open and Closed lists to 10th, +25 Dagger that gives cold criticals of equal value and returns if thrown, +20 Staff of Fire that will cast any spell below 10th level on the Fire Law List at the level of the wielder, +50DB robes with permanent Essence Shield, Glove of Tongue Rot 1/day, Headband with Mind Shield that acts as a full helm, lesser Ring of Power, 450PP. See Sec. 7.15for more information
Palomire	9	105	Ch/15	35	Y	A/L	105bs	85sb	15	Dúnadan Warrior/Fighter; Landowner Ag75,Co89,SD94,Me86,Re84,St92,Qu93,Pr91,Em86,In64, Ride40, Per25, Swim20, Mathematics30, +20 chain, +20 Broadsword, +10 Shield, +10 Shortbow, +5 arrows, +15 DB ring
Kireil	2	15	No/1	20	N	N	30da	20da	25	Dúnadan young women Ag90,Co80,SD61,Me70,Re91,St48,Qu93,Pr90,Em61,In93, Ride20, Dance25, Singing30, Weaving15, +10 DB earring, +20 dagger
SMUGGLER'S HOLD										
Cinard	8	115	SL/7	35	Y	N	105bs	90sb	15	Dunlending Scout/Rogue Ag85,Co90,SD92,Me91,Re95,St82,Qu89,Pr92,Em82,In87, Ride25, Swimming20, Tracking35, Herblore20, Locks20, Traps25, Foraging30, S/ H25, Mathematics20, Per45, +10 broadsword, +5 soft leather, +5 shield, +10 helmet with Presence 25'
Helin	10	130	SL/8	30	Y	A/L	130bs	90cb	10	Northman Warrior/Fighter Ag79,Co95,SD72,Me70,Re84,St96,Qu87,Pr86,Em92,In94, Ride40, Swimming10, Tracking30, Herblore5, Foraging15, Cookery 10, +15 broadsword, +5 soft leather,+5 shield +5 DB greaves, +5 crossbow that recocks automatically to allow twice the fire rate.
Tigon	9	120	Ch/15	45	N	A/L	120bs	95sb	15	Corsair Ranger Ag89,Co86,SD95,Me72,Re92,St81,Qu93,Pr93,Em89,In91, Ride20, Swim40, Sailing30, Herblore25, Per40, Mathematics25, +15 chain, +20 broadsword, +10shortbow, +5 dagger, +15 helmet, Medallion that casts Suggestion at will 3/day, 9PP, 3lists.
Mungrod	9	140	Ch/13	25	Y	N	130sc	80cp	15	Easterling Warrior/Fighter Ag85,Col01,SD78,Me86,Re56,St94,Qu82,Pr78,Em76,In65, Ride30, Sailing20, Per20, Tracking10, +15 simitar, +10 shield, +10 chain.
Adeyn	5	65	SL/6	40	Y	N	65ss	60lcb	15	Dunlending Scout/Rogue Ag95,Co82,SD73,Me89,Re71,St65,Qu92,Pr89,Em89,In91, Ride20, Swim10, Herblore20, Agriculture30, Locks10, +10 shortsword, boots of landing, Wand of herb detection.
Iarlless	8	110	SL/7	45	N	A/L	90bs	85lcb	20	Dunlending Warrior/Fighter Ag96,Co85,SD82,Me84,Re81,St75,Qu98,Pr85,Em91,In94, Ride35, Tracking40, Swim20, Climb15, Per40, Traps30, Herblore10, PblcSpeak- ing20, +15 Broadsword, +5 light crossbow, +15DB armband, boots of Waterwalking, ring that translates Breffren, and Drûedain into Dunal
Cila	2	10	No/1	15	N	N	25da	10lcb	20	Dunlending Scout/Rogue Ag90,Co60,SD80,Me28,Re85,St61,Qu83,Pr92,Em65,In93, Ride5, Swim10, Herblore5, Locks25, Amb5, +5 dagger
Voronthor	11	95	No/2	20	N	N	60ss	40cb	15	Dúnadan Animist/ Herbalist Ag76,Co85,SD90,Me93,Re94,St82,Qu85,Pr87,Em89,In93, Ride20, Swim10, Sailing5, Herblore60, +10 Shortsword casts Light 2/day, +3 spell adder ring, rod of Plant Growth III, 11 PP
Arcondur	16	145	Ch/16	40	Y15	N	145bs	110cb	10	Dúnadan Ranger Ag86,Co95,SD67,Me76,Re94,St91,Qu88,Pr91,Em83,In93, Ride40, Climb20, Swim35, Sailing20, Tracking54, Per45, Amb25, +20 chain, +10 Helmet of Animal Facade and Animal Thoughts, +15 broadsword, +15 Shield, +10 Dagger, sheath is x2PP, 32PP.
Mengron	11	130	RL/9	40	N	N	140sp	85sb	15	Dúnadan/Northman Ranger Ag84,Co90,SD78,Me60,Re85,St93,Qu93,Pr72,Em81,In81, Ride40, Climb30, Swim20, Tracking45, Per30, +15 spear with the permanent illusion of a walking stick thrown on it, +10 Rigid Leather Armor. +5 Helm, Ring of Nature's Awareness 100.

Dunland

and the Southern Misty Mountains

Adventure in the Southern Misty Mountains north of the wide Isen Gap joining Tharbad to the markets further east. Travel among the fierce Dunlendings. Because of constant infighting, this loose organization of clans is frequently influenced by Sauron and his minions.



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