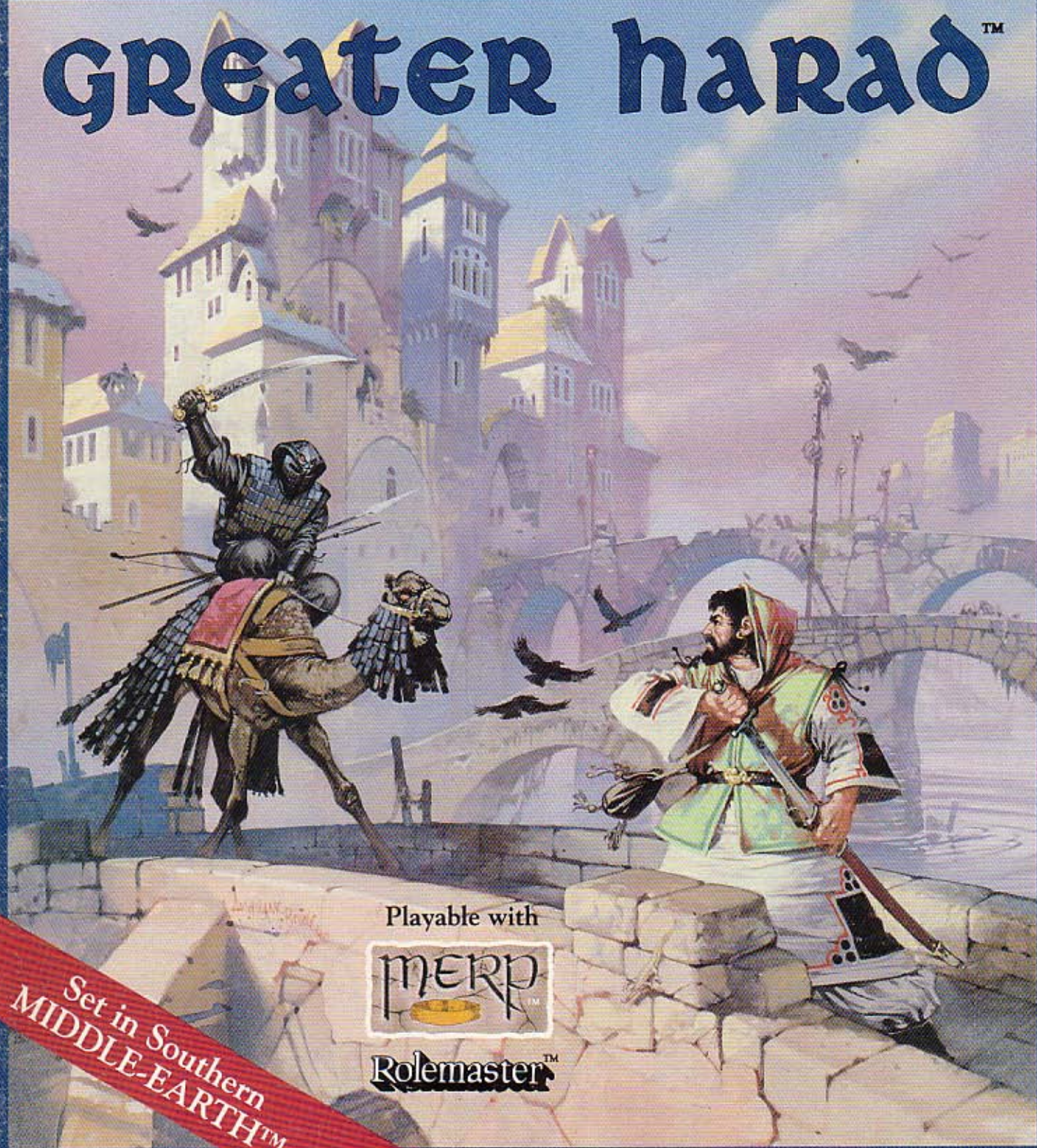


Based on J.R.R. Tolkien's MIDDLE-EARTH® as detailed
in THE HOBBIT® and THE LORD OF THE RINGS™.

GREATER harad™



Playable with



Rolemaster™

Set in Southern
MIDDLE-EARTH™



South and east of the burning sands of Far Harad lie the cities of Sirayn. They command the thriving trade routes of Greater Harad, a fertile riverine domain tucked between the harsh desert and the daunting spires of the Yellow Mountains. Dynasties come and go in this vast, cosmopolitan oasis. Amidst mercantile rivalries, a new terror confronts the Haradrim. Akhōrahil the Ringwraith — the awful Storm King — plots the conquest of Greater Harad.

GREATER HARAD™

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The water swirled dark and deep around the footings of the old bridge. Mairan shuddered. He was not a strong swimmer, and the currents of the Sîresha reminded him uncomfortably of his mortality. Why had he come to the ruins of the city Charnesru? Sensible folk avoided the site entirely, or ventured within its crumbling walls well-armed and in numbers. They did not travel from Tûllsra in a caravan's train only to bid that security farewell at the abandoned city's heart. Yet, Mairan had done precisely that! If only his foolhardy courage delivered the awesome sword named Guibirausk into his hands, he would regret nothing.

Reputed by family legend to lend its wielder great prowess in battle and persuasive wisdom in debate, the weapon haunted Mairan's dreams. Perhaps the blade's powers might win his father the comfortable old age he deserved and rescue Ania, his sister, from the unwelcome attentions of Turtas Izain. As Izain's power and influence at court had grown, the fortunes of Mairan's family had declined. Now his father faced debtor's prison, or worse. Ania's fate remained better unimagined. Only the Gaibirausk might restore the family's prosperity.

Mairan dismissed his morbid thoughts to continue towards the north bank across the treacherous bridge. Huge holes gaped in its stonework. Merely picking one's way was difficult; running would be impossible. The youth breathed a prayer of gratitude that he need not hurry over the unreliable surface when the drumming of hoofbeats caught his ear. Who else lurked among these ruins? Mairan whirled to face the south bank and gasped. The large amulet on the rider's chest, its circle bearing the lidless eye, crushed his hopes for a clement foe. This was a Silent One, and his goal was neither theft nor capture. A Tuyb in battle gear sought only one thing: the ritual death of his opponent. Mairan drew his sword.

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.

1.1.1 ABBREVIATIONS

GAME SYSTEMS

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

CHARACTER STATS

Ag Agility (RM/MERP)	Me Memory (RM)
Co Constitution (RM/MERP)	Ig Intelligence (MERP)
St Strength (RM/MERP)	Re Reasoning (RM)
PR Presence (RM/MERP)	Em Empathy (RM)
It(In) Intuition (RM/MERP)	Qu Quickness (RM)
Sd Self Discipline (RM)	

GAME TERMS

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

MIDDLE-EARTH TERMS

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

1.1.2 DEFINITIONS AND TERMINOLOGY

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* appear in the text proper. Here are some critical definitions relating to particularly important concepts. See the Appendix in Section 18.0 for a short compendium of Haradan words.

Adena — (Sing. "Aden.") An Apysan confederation who reside in Hyam, Eloma, and Miredor in southwestern Endor.

Apysaic — The dominant language family in southwestern Endor. Apysaic is associated with the Apysan (pl. "Apysani") peoples, a group which swept westward through the Ered Harad in two major migrations. The first Apysaic speakers settled to the southwest of Far Harad, in the areas called Hyam, Eloma, Miredor, Drel, and Pel. The second wave of Apysani entered Harad over 1500 years later and came to control Far Harad. Their tongues are more properly referred to as New or Northern Apysaic, since their speech is heavily influenced by Haradaic.

Avári —(Q. “Refusers;” sing. “Avar.”) Also known as the Silvan Elves, the Avári constitute the majority of the Firstborn. All of the Elves who are not Eldar are Avári. In turn, all of the Avári are Moriquendi or “Dark Elves.”

Belegaer —(S. “Mighty Sea;” aka “Sundering Sea.”) The ocean west of Middle-earth, the Belegaer separates Endor from Aman (the “Undying Lands”). The waters of the Belegaer meet those of the Haragaer to the southeast at Metham (Hyamumente) in Drel.

Bozisha-Dar —(Har./Ap. “Gift of the Goddess.”) The chief city of the fertile highland region called Raj located in southwestern Far Harad. Called Harshport by Westron speakers, the city overlooks the point where the river Rijesha empties into the great Bay of Tulwang. Bozisha-Dar is often simply referred to as the “Dar.”

Bozisha-Miraz —(Har./Ap. “Dowry of the Goddess”) The southern Haradrim’s name for Far Harad.

Bur Esmer —Major trade city located in southwestern Far Harad. Bur Esmer is on the highway called the Men Falas (S. “Coast Way”), approximately 150 miles west of Bozisha-Dar. It overlooks the river Sires.

Corsairs —Originally descendants of Castamir (“the Usurper”) of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled “Corsairs.” The term later became associated with any pirates based in Umbar or along the coasts of Harad.

Dunedain —(S. “Edain of the West;” sing. “Dunadan.”) These High Men are descendants of the Edain who settled the western island continent of Numenor around S.A. 32. The Dunedain 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 Numenor sank, sailing east to northwestern Middle-earth. There they found the “Realms in Exile,” the kingdoms of Amor and Gondor. Many “Unfaithful” (or “Black Numenorean”) groups survive as well, living in colonies and independent states such as Umbar. Six of the oligarchs known as the Valdacli are Dúnadan lords. They dominate the Seven Lands.

Eldar —(Q. “Elves;” “People of the Stars;” sing. “Elda.”) The Calaquendi (Q. “High Elves”) who made the Great Journey to the Undying Lands. The Vanyar, Noldor, and Teleri kindreds comprise the Eldar.

Far Harad —(W./S. “Far South.”) The southern reaches of the vast arid area known as Harad. Far Harad encompasses all the lands north of the foothills of the Yellow Mountains and south of line between An Aras on the Belegaer and Clyan along the flank of the Ered Harmal. The highlands called Raj is the cultural center and richest region of Far Harad.

Gondor —(S. “Stone-land.”) Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith). Pelargir on the Anduin is Gondor’s chief port.

Harad —(S. “South.”) The vast area located below the river Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad. Harad is also called Haradwaith, a label which corresponds to the people of the region.

Haradaic —The dominant language family in northern (Near) Harad. Haradaic is associated with the Haradrim (Haradwaith). Southern Haradrim, however, generally speak various forms of (northern) Apysaic.

Haradrim —(S. “Southern People” or “Southrons.”) Also called the Haradwaith. The Haradrim comprise various confederations of Haradaic- and Apysaic-speaking peoples who reside in Harad.

Haragaer —(S. “South Sea.”) The ocean south of Middle-earth, part of the Ekkaia or “Encircling Sea.” The waters of the Haragaer meet those of the Belegaer to the west at Metham (Hyamumente).

Numenor —(S. “West-land” or “Westemesse.”) The large, fertile island continent located in the middle of the Great Sea (S. “Belegaer”) from its creation at the beginning of the Second Age until its destruction in S.A. 3319. See “Dunedain” above.

Numenorean —See “Dunedain” and “Numenor” above.

Raj —(Ap. “Paradise”) The fertile and relatively forgiving hill country surrounding the Rijesha river valley. Raj is the cultural and economic center of Far Harad.

Rijesha —(Ap. “River”) Chief river in southwestern Harad. Most of the waters of the Raj drain into the Rijesha, which in turn spills into the great Bay of Tulwang (at Bozisha-Dar).

Sederi —A Kiran people who reside in Mag, Tumag, Hyam, Pel, and Miredor in southwestern Endor.

Silvan —See “Avári” above.

Sindar —(S. “Grey Elves;” sing. “Sinda;” aka “Elves of Twilight.”) A branch of the Teleri, the Sindar are neither Moriquendi (Dark Elves) nor Caliquendi (Light Elves). Also see “Eldar.”

Tûl Poac —Major trade city located in southern Far Harad. A well-fortified hill settlement, Tûl Póac is on the highway called the Camel Road, midway between Raj and Kirmlesra.

Umbar —(S. “Fate;” also “Evil Dwelling.”) Port city and surrounding coastal region located in eastern Harad, across the Bay of Belfalas from Gondor.

Yellow Mountains —(S. “Ered Laranor;” Q. “Orolanari;” K. “Mablâd;” Dr. “Manjano Malimavi.”) Known for their yellowish, loam-producing rock and their myriad ecosystems, the Orolanari run eastward from the Cape of Sare and bend across south-central and southwestern Middle-earth. Minyadhras, the westernmost and southernmost peak in the range, rises near the cape called Metham (S. “South’s End;” Q. “Hyamumente” or “Mentelanari”) at the southwestern tip of the middle continent. The Yellow Mountains separate the hilly, humid realms along Endor’s southern coasts from the drier reaches of Far Harad and the neighboring lands of Isra, Chennacatt, Ciryatandor, Hyam, Eloma, Miredor, and Drel. Alpine in character, they rise to heights of well over 10,000 feet. Their higher peaks are snow-capped year round.

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 to the right to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1.33 CONVERTING STATS

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

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values

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

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

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, 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, hardic 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.*

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary.

1.34 CONVERTING COMBAT ABILITIES

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

- 1) *Strength and Quickness bonuses have been determined according to the table in 3.42 above. Note that the stats you are using and compute these bonuses using the rules under your system;*

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

- 2) **Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for clerics, 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.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.

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

AT	Covering Description
1	Skin (or light normal clothing)
2	Rohes
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 (+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., **Rolemaster**) or an additional subtraction or modification to the attempt roll.

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

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from 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

South of the burning sands of the Haradwaith lie Greater Harad and the seven cities of Sirayn (Ta. "Watered-earth"), the intellectual and economic hub of southern Middle-earth. The territory comprises the fertile hills and vales along the northern flank of the Yellow Mountains. Although Near Harad boasts the magnificent naval port of Umbar, and Far Harad shelters the dazzling trade center of Bozisha-Dar, Greater Harad eclipses them both with the size of its population, the extent of its lands, and the rigors of its history. Many dynasties have risen and fallen as kings attempted to control this verdant strip of earth. One dynasty would rule for centuries only to be succeeded by another as climatic changes, natural disasters, and political upheavals caused whole cities to be abandoned and new ones founded. Curiosity seekers may still find undisturbed ruins from the Second Age in remote areas.

The cities of Sirayn were founded along the Siresha river and its tributaries. The Siresha rushes from the slopes of the Yellow Mountains in western Chennacatt through steep ravines and foaming rapids, slowing as the current passes through Isra and Kirmlesra to become wide and lazy at its mouth in the Bay of Ormal. The cool streams and rolling grasslands characteristic of the river valley provide a welcome relief to weary travellers from Bozisha-Dar or Harshandad. The breadbasket of the south, the lands of Sirayn are a prize worth holding. Even the Dark Lord and his minions scheme to control this area.

Following T.A. 1632, Tartas Izain, the Taraskon (Ta. "Wisdom-lord") and chief counselor to the Tarb (Ta. "Might-lord") of Tûl Isra, infiltrates the government of that city. Through his dark designs, he hopes to subjugate the free dwellers of Sirayn, thus cementing the Dark Lord's hold over this region of Middle-earth. Tartas Izain's superior, the Tarb, is a weak and inefficient ruler whose flaws have allowed the Taraskon to obtain inappropriate power, effectually ruling the kingdom. Tartas Izain wishes to control the whole of Sirayn and so has undertaken a plan to subjugate all of the cities under the Tarb's rule. Once his power is secure in Sirayn, he intends to conquer Harshandad, as well as Ciryatandor and Bozisha-Dar in the West. Six of the seven cities of Sirayn fall to the forces of Tûl Isra and Tartas Izain between the years 1631 and 1636. The seaport of Tûl Harar is the only city to maintain its independence. The port's distance from the other cities, due to the presence of the tangled forest Sâra Bask and the badlands of Kirmlesra, as well as the difficulty of leading an army through these inhospitable geographic features, make a successful campaign untenable.

2.1 HISTORY

Early in the Second Age, nomadic tribes from the north and east settled the fertile river valleys of Sirayn. These people found extensive stands of wild wheat and barley growing on the banks of the Siresha. Due to the abundance of wild grains, the nomads ceased to wander. Sufficient grains could be gathered during the summer and fall to last the rest of the year. Unaccustomed to the cycles of agricultural life, the inhabitants grew restless in the leisure that followed the growing season. Craft specialization and social stratification evolved to fill the void. A priest hierarchy, temples, and a noble class developed.

As the population grew, pressure to expand into less fertile areas increased. The inhabitants tried to duplicate the vast grain fields that grew naturally in the more arable valleys. Over the centuries, they developed irrigation techniques and learned the basics of dry farming. Canals and irrigation works abounded; most major highways were accompanied by irrigation tunnels running alongside the pavement. Agriculturists expanded the plants that grew naturally and domesticated new varieties. Hybrid strains of wheat and barley, lentils, grass peas, dates, figs and linseed were developed. Some groups returned to nomadic life and domesticated the animals (goats, sheep, cattle, pigs) indigenous to the locality. Other nomadic tribes entered the area and lived by raiding or adopted the new life style. The presence of bandits and desert-raiders helped to promote the foundation of defensible urban centers.

As the cities grew, temples were founded, writing was developed, trade was formalized between the urban centers and outside cultures, a fixed military was organized, and craft specialization flourished. This civilization continued developing

until Akhôrâhil, the Blind Sorcerer (one of the Nine Nazgûl), began his conquest of Sirayn in S.A. 1929. He commanded his generals to raze all cities that resisted. Only the seaport of Tûl Harar did not oppose the Blind Sorcerer's occupation plans. Thus, Tûl Harar is the only city in Sirayn that has been continuously inhabited from the mid-Second Age.

Early in the Third Age, Haradan tribes from the north resettled the river valleys and founded camps along the northern foothills of the Tûr Betark (Ta. "Yellow Mountains") to the south. The discovery of rich ores and mineral resources and the new trade routes that developed gave rise to a very prosperous society. Towns and villages sprang up again along the major rivers, and peace reigned. However, this prosperity was short lived. Shortly after T.A. 1100, Orcs and Demons from the south took over the mines and laid siege to the towns and villages closest to the Tûr Betark. By T.A. 1175, even the newly re-founded city of Tûl Isra



had fallen to the southerly hoards. In the spring of 1201, Obed the First, of clan Másra, reunited the peoples of Chennacatt, Isra, and Kirmlesra and set out to recapture the lands that were lost. Wielding the famous Blade of Másra, a sword passed down through generations of the clan, and the Visor of Sirayn, a holy relic dedicated to the Master of the Sands (Tarkarun-i-Másra; i.e., Manwe), Obed's campaign was successful. All of the lands were recovered except for some mines to the south. Obed was slain during the final battles near Horse-head's Peak and was there entombed. From that time, the Blade and the Visor have not been seen.

A number of Tarb have come to power in Tûl Isra since Obed's reign. In T.A. 1380, Bazaud Izain of clan Bulgan (a rival to clan Masra) seized the crown and put down clan Masra partisans. The line of Bulgan was well known for its rule of blood and horror. Heavy taxes, oppression, and dark rites were the mainstay of their reign. At this time, Tartas Izain became the Taraskon. A sorcerer of great renown and power, he was relied upon for advice and his control of the populace. Temples to the Silent One were first founded under Tartas' influence. The Bulgan regime lasted until 1436, when Bartek Tam of clan Masra regained the throne. Tartas Izain fled to Chamesra and shortly afterward helped in leading an offensive against Tûl Isra. In the ensuing years, great battles decimated the towns and villages in the area. In the spring of 1457, the forces of Chamesra laid siege to Tûl Isra and destroyed a good

portion of the city, much of which has not been rebuilt. The forces of Shuftas Gabar (sorcerer and ruler of Chamesra) were eventually forced back to their own city walls. Chamesra resisted her foes for a full two weeks before the warriors and magi of Tûl Isra broke through the defenses. The city was sacked save for the High Citadel of Shuftas Gabar. Rumor has it that the powers of darkness still guard the fortress.

Peace reigned for almost 100 years, until clan Bulgan carried out a bloody coup at Tûl Isra. Once control was cemented in the surrounding countryside, the power of Bulgan spread. Of the six remaining cities, all fell to the armies of Tûl Isra with the exception of Tûl Harar. Logistics problems and the quality of the Haran navy made the seaport victorious. Plans were laid to conquer this important site while the people of Sirayn searched for the true heir to the throne.

2.2 THE TALE OF YEARS

The lands of Greater Harad have been occupied for millennia and have seen many dynasties rise and fall. The following is a time line in the King of Gondor's Reckoning covering the Second and Third Ages. It includes important events in the history of Sirayn and the surrounding lands. The calendar of Sirayn begins in T.A. 1201 during Obed the First's rule. His unification of the peoples of Chennacatt, Isra, and Kirmlesra created the political entity of Sirayn out of mere geographic proximity.

SECOND AGE

ca. 1-100 — Apysaic speaking peoples move into and inhabit the fertile river valleys of Sirayn.

ca. 450 — The now-settled peoples start to build cities in Chennacatt and Isra.

ca. 600 — Thirteen independently self-governing cities are fully established along the Sîresha river and its tributaries.

1211 — Bávor's Folk found the city of **Mablad-dûm** in the central Yellow Mountains.

1929 — Early in the year, the Blind Sorcerer attacks Baud Selen. By the end of the year, all of Chennacatt has fallen to his Ciryatandan forces.

1930 — Akhorahil, the Blind Sorcerer, sends his general Wyatan to conquer Isra and the lands east.

1933 — Early in the year, Rask and Tûl Isra fall to Wyatan's forces. Late in the year, Tyarett succumbs.

1935 — The forces of Wyatan attack the city of Chamesra. The combined forces of Chamesra and Tûl Harar are able to win the battle at the expense of the city which is ruined in the process.

1940 — Wyatan re-assembles his forces and starts a 59 year campaign against Tûl Harar and Harshandat.

1979 — The nomads of Kirmlesra submit to Akhorahil after 10 years of internal strife.

1995 — The surrender of Tûl Harar spells doom for Harshandat.

1999 — Harshandat falls one day before the new millennium. The Blind Sorcerer places governors in each province and city and begins his rule in the South.

2280 — A Númenórean army defeats Akhorahil and razes his capital. He flees to Mordor.

2281 — The people of Sirayn and Harshandat rise up and overthrow their current rulers. In the process, the remaining cities of Isra and Chennacatt are destroyed. Only Tûl Harar remains standing.

RULERS OF TÛL ISRA

Years of Rule in the Reckoning of Gondor

Obed 1st of Clan Masra
T.A. 1201 — 1202*

Obed 2nd
T.A. 202 — 257

Tarasaba
T.A. 258 — 321

Mezin
T.A. 322 — 380*

Bazaud Izain of Clan Bulgan
T.A. 1380 — 1416

Garlin
T.A. 1417 — 1422*

Trabain
T.A. 1423 — 1436*

Bartek Tam 1st of Clan Másra
T.A. 1436 — 1491

Risil
T.A. 1491 — 1503*

Bartek Tam 2nd
T.A. 1503 — 1549

Karun Tarbaiz
T.A. 1549 — 1555*

Garmaud of Clan Bulgan
T.A. 1555 — 1586

Nantas Izain
T.A. 1587 — 1632

Kastarb Izain
T.A. 1632 —

* denotes that the individual was killed during his reign

THIRD AGE

83 — Tûl Isra is re-founded by members of Clan Mâsra from the Tamet Bazain (Ta. "Red-sands Desert-island").

ca. 93 — Tyarett and Chamesra are rebuilt.

ca. 115 — Reconstruction begins in the cities of Chennacatt.

ca. 400 — The first Tayee Temples are built in Sîrayn.

ca. 550 — A group of young slaves being brought through the area from Norhem Endor escapes in the Tûr Betark. They form a mountain group called the Danac.

777 — The city of Nârad-dûm is founded by Nâr and his followers. They believe that the city will never fall due to the circumstances of its founding.

1051 — Akhorahil moves to the fortress of Ny Chennacatt. From this stronghold, he begins his plans for reconquest of the South. He gathers Orcs and Demons for his army.

1103 — The Blind Sorcerer's forces are tamed loose in Sîrayn. The cities of Isra and Chennacatt are attacked. Nârad-Dum closes its doors to the outside world.

1111 — The Mablad Dwarves found the city of Blackflame.

1201 — Obed the First of Clan Mâsra unites the people of Sîrayn and destroys the southerly horde. He enlists the aid of Nâr's Folk in the battle. The first year of the Siranean calendar.

1350 — Tartas Izain is born in Isra.

1380 — Clan Bulgan led by Bazaud Izain, a follower of Akhorahil, takes over the government of Tûl Isra through a bloody coup.

1385 — Tartas Izain becomes the Taraskon of Tûl Isra.

1397 — Temples to the Silent One are first seen in the cities of Sîrayn.

1436 — Clan Mâsra regains power and frees Tûl Isra. Tartas Izain flees to Chamesra where his uncle Shuftas Gabar rules.

1457 — The forces of Chamesra attack Tûl Isra. They are defeated and forced back to their own city walls by the combined armies of Tûl Isra and Tyarett. Chamesra is destroyed in the process. Tartas Izain and Shuftas Gabar escape.

1555 — Clan Bulgan again takes power in Tûl Isra through a bloody coup.

1526 — The Keepers of the True Flame first roam Sîrayn.

1557 — The Tarb of Tûl Isra begins a campaign to take the other cities. Over the next 25 years, they fall in the following order: Rask, Tyarett, Baud Selen, and Tartaut.

1578 — Internal strife stops the advance of Tûl Isra's forces.

1629 — Tartas Izain comes to power again in Tûl Isra.

1640 — The populace rises against the Bulgan rule and overthrows the government. Clan Mâsra comes to power again. Akhōrahil prepares to return to Mordor.

2858 — Jenna Chy of Saré takes the port city of Tûl Harar.

3.0 THE LAND OF SÎRAYN

The land of Sîrayn can be divided into five major areas: Isra, Kirmlesra (including Kirmlesran Hills and the Dalad Kirm), the eastern coast and forest (the Sara Bask), the plain of Chennacatt, and the Tûr Betark (Ta. "Yellow Mountains"). Dominating them all, the Siresha River runs 600 miles from its source in the Tûr Betark to its delta in the Bay of Ormal. The following sections detail the climate and geological peculiarities of Sîrayn.

3.1 CLIMATE

The northern desert portions of Chennacatt and Isra (the Harad-waith) are very inhospitable. The area is hot, with temperatures rising above one hundred degrees during the day, followed by a drop of 30 to 50 degrees during the night. Near the coast and in the fertile areas to the south, the weather is equally hot, but the land is quite arable due to the abundance of mountain rainfall and glacial runoff and the presence of rivers. The Tûr Betark are very high (over 10,000 feet in height) and exhibit a true alpine environment.

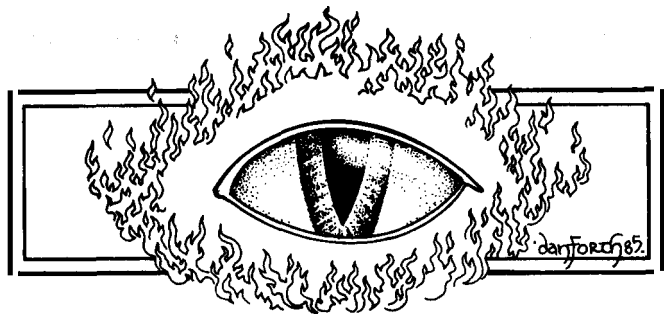
The Sîrani have three basic seasons: Sadayn (Ta. "Flood"), Kramask (Ta. "Planting"), and Bauga (Ta. "Water-channels"). Since the climate is dry, the seasons stem primarily from weather profile in the mountain range. The month of Tarsk starts the season of Bauga, when rainfall in the peaks of the Tûr Betark begins, and the wadis of Isra and Chennacatt are dry no longer. The mountains receive the greatest amount of rain during Hirain, Tarsas, and Tars, before precipitation wanes again. In the month of Magaub, when mountain precipitation is tapering off, the warming temperatures melt glaciers and snowfields melt whose moisture combines with the rainfall to create the annual flooding of the Siresha and its tributaries. Thus begins the season of Sadayn. Glacial runoff and snowmelt continue strong through Gerzaud and then taper to almost nothing. As the floodwaters recede, rich sediments deposited by the river remain to rejuvenate the topsoil, and the planting and growing season, Kramask, begins in the month of Sain. The year's twelve months were based originally on the Elven calendar. The Elven month Narwain equates to the Siranean month of Tars, the first month of the year, set in the winter. The names of the months in Elvish are Narwain, Ninui, Gwaeron, Gwirth, Lothron, Nôru, Cerveth, Urui, Ivanneth, Narbeth, Hithui, and Girithron.

3.2 GEOGRAPHY

The majority of northern Sîrayn is covered with sand. Only the scattered oases and river valleys support human life. The Tarnet Bazain, home of clan Mâsra, is one of two inhabited sites between the Siresha and Tûl Pôac to the north. The southern territories are more fertile. Dry water channels and wadis corrugate the land throughout Greater Harad. Infrequent cloudbursts produce flashfloods that roar through these breaks in Kirmlesra, while annual flooding due to runoff from the Tûr Betark produces seasonal flow in the gulleys of Chennacatt and Isra. The following sections describe more fully the most prominent regions and ecosystems of Greater Harad.

3.21 THE SÎRESHA RIVER

The Siresha rises in the Tûr Betark, in the mighty Kâraskon Ravine, south of Ny Chennacatt, secret fortress of the Storm King. Meltwater from two glaciers, as well as the torrential rains falling on the mountain peaks, feed its upper reaches to create a fast-moving current. The yellowish color of the water is due to the yellow sediment or loess eroded from the cliffs of the Tûr Betark. During Sadayn, the wettest season, a traveller following the



CLIMATE CHART FOR SIRAYN

Month	Sara Bask	Kirmlesra	Tûr Bektard	Isra	Chennacatt
1 Tars	50-65 ModRain†	45-55 Dry*	15-35 Mod R/S†	45-60 ModRain	30-50 ModRain
2 Tarett	60-70 ModRain	50-65 VeryDry	20-40 Mod R/S	55-65 ModRain	35-55 Dry
3 Magaub	60-75 ModRain	60-80 VeryDry	30-45 ModRain	55-70 Dry	40-60 Dry
4 Mauz	65-80 Dry	70-90 VeryDry	40-55 ModRain	65-80 Dry	45-70 Dry
5 Gerzaud	70-85 Dry	85-105 VeryDry	50-65 Dry	75-90 Dry	60-75 Dry
5 Sain	75-90 Dry	100-120 VeryDry	55-70 Dry	80-100 Dry	65-85 VeryDry
7 Haub	80-95 VeryDry	100-120 VeryDry	60-80 VeryDry	85-100 VeryDry	70-90 VeryDry
8 Nantain	80-95 VeryDry	90-105 VeryDry	60-80 VeryDry	85-100 VeryDry	70-95 VeryDry
9 Maskar	75-90 Dry	70-90 VeryDry	55-75 Dry	80-95 Dry	60-85 VeryDry
10 Tarsk	65-80 Dry	65-80 VeryDry	50-65 ModRain	70-80 Dry	50-70 VeryDry
11 Hirain	60-70 ModRain	60-70 Dry	30-45 Mod R/S†	60-75 Dry	35-60 Dry
12 Tarsas	55-65 ModRain†	50-60 Dry*	20-40 Normal*	55-70 ModRain	30-55 ModRain

† — 2% chance of a great storm (hurricane)

* — 4% chance of a severe thunder storm, hail, or tornado

R/S — Rain / Snow

Temperature — degrees are expressed in Fahrenheit. The temperatures given are for typical daytime hours. At night, it can be colder than the low end of the range, especially in the summer. In the desert and mountains, the temperatures can drop up to forty to fifty degrees or more. Remember, the local populace will **not** know the exact temperature. To them, it will be cold, hot, or normal. To calculate temperatures at higher elevations, subtract one degree for every 300' above sea level.

Precipitation — refers to the percent chance of rain or snow falling on a given day. During winter months (Tarsas, Tars, Tarett, and Magaub) in the mountains, if there is precipitation, there will be a good chance that it is falling as snow.

VeryDry	1 - 2%
Dry	3 - 10%
Mod Rain	15% partly cloudy
Mod R/S	5% snow; 2% sleet; 8% rain; partly cloudy
Normal	25% rain; partly cloudy
Rainy	40% rain; cloudy



WATER BUFFALO

flow to the Siresha, the river drops in the Skara Sársus (Ta. "Cougar's Gullet Rapids"), the last of the white water that makes the upper half of the Siresha unnavigable.

The lower Siresha is a tamer stream, flowing between low banks and meandering in ever greater loops as it approaches the Bay of Ormal. It shrugs once more at the ruins of Charnesra, where unusual rock formations in the river create lethal undercurrents and an obstructed channel for water traffic. Young and daring adventurers sometimes brave the swirling current, but more prudent travellers and commercial bargemasters still use the old canal through the ruins to avoid the possibility of sinking their vessels.

The great forest bordering Isra, the Sara Bask, grows right up to the river, its scrubby undergrowth and hardy trees overhanging the southern bank. Torbusaud (Ta. "Greenbarks"), slow barges of herb pickers, patrol this section of the Siresha to allow workers to efficiently harvest the wood's bounty while still afloat. The lazy Sirsis River flows between trunks of the famous *bausk* trees (known for their bizarrely corkscrewed limbs) of the forest to join the Siresha. The combined currents dump into the Mard Isauba, a finger of the greater Bay of Ormal, at Tûl Harar.

3.22 ISRA

Isra is the breadbasket of Sirayn. Its gently rolling lands rise slowly from the Siresha river and the Sára Bask to the foothills of the Tûr Betark, at an average elevation of 750 to 1000 feet. The soils of Isra were formed over the ages by materials eroded from the mountains to the south. Before the weather patterns changed, the area was more lush than at present. A deep, yellowish topsoil developed. Isra may be divided into two areas: the river valleys of the Maudar and the Sirsis. Of the two, the Sirsis valley is more fertile. More frequent rainfall and deeper topsoil.

foothills east from Ciryatandor must detour north to the Mára Gaib (Ta. "Bridge of the Old-settlers") to cross the flood-swollen Siresha. This remarkable engineering feat bridges the river at the narrowest point between Tartaut and Baud Selen.

Dropping 224' through the Skara Riskál (Ta. "Wraith's Teeth Rapids"), the river is joined at Tartaut by a small tributary and broadens to sweep smoothly along the bottom of a wide gorge. The current passes rapidly through chasms carved from mesas and rock outcroppings as well as across the vast plains of the scrubland typical of Chennacatt. Just above Rask, before the Maudar adds its

Only a narrow strip of land on each bank of the Siresha and the Maudar may be used for farming. Away from the rivers, it is impossible to grow crops without extensive irrigation. In some areas, canals have been constructed to bring water to the fields from the rivers. In others, wells provide moisture. Isra and Chennacatt are both too far inland to receive any coastal rainfall from the Bay of Ormal. They are also in the "rain shadow" of the Tiir Betark and do not receive precipitation from the south. The rivers and streams that flow through Isra derive their waters from melting glaciers, snowfields, and runoff from rainfall in the mountains.

Isra is bounded by the Bru Isra to the west, the Tiir Betark to the south, the Sára Bask to the east, and the Sîrasha to the north. The farther west and north one travels, the more inhospitable the land. East along the Sara Bask, the rainfall averages 15 inches a year, while a wet year will see less than 5 inches of rain in the Bru Isra.

3.23 THE SARA BASK

The Sara Bask is a vast sunburned forest, stretching from the junction of the Siresha and Sirsis Rivers to the coast of the Bay of Ormal. The wood is situated on the hilly flanks of the Tûr Betark and depends solely on runoff from the mountains. Hardy species of trees well adapted to the intense sunlight of the region, such as cork, olive, and fig, as well as the date palm, flourish on the lower slopes of the foothills. Equally tough scrub bushes create impassible thickets between their trunks. Mangrove thrives in depressions along the Siresha where flood waters are trapped and stagnate for several months, while magnolia and willow occupy the better drained riverbanks and streambanks within the Sara Bask. Coconut palms, *marauha* palms, and sakpalms grow in profusion along the coast of the Mard Isauba. Plametto marks the western fringe of the wood where the durable soils of Isra hold cultivated fields along the Sirsis. Needle- and broad-leaved deciduous trees fill the higher elevations of the Sára Bask, giving way to the Sîranean and Tasab spruces on the crests of the foothills.

3.24 KIRMLESRA

Kirmlesra is comprised of two dissimilar, but equally desolate, areas, the Dalad Kirm and the Kirmlesran Hills. The least hospitable tracts of Sirayn, their waterless and barren expanses make journeys through Kirmlesra treacherous. Only Orcs of the desert and animals suited to this type of infertile wasteland flourish. The rain patterns of Sirayn provide little regular moisture to the area, although winter thunderstorms drop 2-3 inches of rain in a few hours and cause dangerous flash floods.

The Dalad Kirm is situated to the west of the Kirmlesran Hills and runs into the Né Tava (Ta. "The Pan") and the Mirror of Fire to the north. The plain is quite flat; most of the eastern portion is covered by sand. The scant rainfall that makes it past the hills barely wets the land. The temperature here is the hottest in Sirayn. Temperatures will range as high as 120 degrees in the hot afternoon summer sun. Nomad rumors tell that an egg may be cooked without a fire under the sun of the Dalad Kirm. The western portion of the Dalad Kirm (north of Chennacatt) is hard-packed, baked earth. Its glazed surface spreads in innumerable cracks to the horizon without a break. Lacking knowledge of the few oases, a traveller cannot survive a journey through the waterless plain.

The Kirmlesran Hills are a maze of eroded stone, a badlands where little plant life grows. Although more rain falls in the hills than in the land to the north and west, the soil between the rock outcroppings is very alkaline, making the earth non-arable. Cacti, tough grasses, and thomy scrub bushes dot the shallow clay shadowed by the looming monoliths of stone. Natural bridges and towering monuments of the red-streaked rock abound. The Siresha River divides the stark hills and desert of Kirmlesra from

the more arable lands to the south. Looking north from the riverbanks, beyond the immediate strip of irrigated land, only barren mesas or uninterrupted plains meet the eye. The inhospitable lands of Kirmlesra merge into the shifting sands of the Haradwaith that stretch for many leagues to Umbar in the north and to the Raj and the sea in the west.

3.25 CHENNACATT

Chennacatt occupies a plateau south of the Siresha river, rising some 500 to 1000 feet above the water's surface. The terrain is very flat and extends south from the Siresha to the Tiir Betark and east to the Bru Isra. The plateau was formed early in the First Age when a large volcano (south and west of the Bru Isra) erupted and slowly filled the areacomposing the plain of Chennacatt. The only feature that breaks the plateau is a tributary of the upper Siresha. Most of the southern bank of the river is bounded by cliffs. Its eastern branch forms a large gorge that extends south from the city of Tartaust. The western branch runs between the plateau and the Tûr Betark. At the headwaters of the western branch, the carved tiers of whole mountain form the impressive secondary hold of Akhôrahil.

The under-populated plateau sees an average of 3 inches of rainfall a year. During the flood season (Sadayn), small ponds hold water until early summer. (Non-porous rock layers underlie the plateau.) The temperature is ten to twenty degrees cooler than in the lower lands to the north. Despite the lack of rain, water is available. Small ponds and artesian wells dot the plateau. The only fertile areas of Chennacatt lie along the Siresha. Some farming is performed on the plain itself, but the fields yield scant harvests. Only short grasses flourish. Their abundance makes the plain highly prized for grazing sheep and goats.

3.26 THE TUR BETARK

The peaks of the Tiir Betark rise some 10,000 feet into the southern skies. This range of mountains is the eastern end of the Yellow Mountains (S. "Ered Laranor", Q. "Orolanari") and isolates Sirayn from the lands south. Few passes exist to provide safe travel to southernmost Endor. Only one known trade road is in use. The most notable promontory in the area, Ghabaras (Ta. "Horsehead's Peak"), is the highest in the local chain and possesses the richest mines beneath its roots.

In mineral composition, the Tûr Betark are similar to the rest of the range. Quartz, feldspar, and mica predominate in these ancient volcanic crags. The minerals cause the summits to appear to glow in the dawn light. Sedimentary and metamorphic rocks may also be found in the northern and southern foothills. Marble, slate, and gneiss form the boundaries between the volcanic and sedimentary layers. Spectacular colors may be seen where the rock faces are exposed. Moving north from the Tûr Betark to the desert, the color of the soils and sands change from yellow to red. This gradation is caused by a change in the mineral content of the bedrock from yellow feldspar to red iron oxide.

The Tiir Betark have the coolest climate in Sirayn. Warm moist air from the Haragaer (S. "South Sea") rises quickly and drops rain on the southern slopes and uppermost peaks of the mountains, bountiously feeding the streams and rivers of the northern slopes. Rainfall, although scant on the north side of the peaks, averages 75 to 100 inches a year on the south side, and snow falls in every month on the highest peaks. The climate of the Tûr Betark is a welcome change from that of the desert. Temperatures in the upper vales rarely grow warmer than 70 degrees in the summer. However, in the winter they seldom rise above freezing. As in any mountainous area, the temperature at night is much colder than in the daytime. During especially cold years, ice may form on still water during even the summer months.

4.0 FLORA AND FAUNA

The ecosystems of Sirayn are quite varied, ranging from harsh desert in the north to the sun-drenched forests of the Sara Bask. Given the varying environments, a wide range of wild life may be encountered. In the barren lands, the animals and plants are similar to the rest of the Haradwaith. Only the fertile areas to the south offer any significant change to the sparse desert life. A few indigenous plants and animals are discussed below.

4.1 KIRMLESRA

Kirmlesra is the most inhospitable region of Sirayn. Despite the harsh conditions, a surprising abundance of life flourishes amidst the badlands and waterless plain to the west. All native wildlife possesses behavioral repertoires that favor conserving and finding water. For example, the Quaquam (Desert Mouse) does not need any water to thrive. It gathers all of the moisture it requires from the seeds that it eats. Other animals and insects obtain water from the scant rains and morning dew. The plants of Kirmlesra are deep rooted and normally very small and thorny. Few grasses grow in the badlands, and all are tough, springy, and rarely over a foot high. On the north sides of hills, small thorny shrubs grow in small stands. In the alkaline areas between the stone outcroppings, only very hardy plants exist at all and in small numbers.

Cashdir — This small desert flower grows in the badlands of Kirmlesra. Flowering only at night after a heavy rain in the late spring, the plant is known for its ability to counteract lower strength muscle poisons (level four). One side effect is a slight tingling of the body and euphoria. Cashdir is slightly addictive. Signs of addiction include lethargy and a slight yellowing of the whites of the eye. Northern Haradrim call the flower "argsbargies."

Culkas — A ground-hugging succulent, Culkas thrives in the Kirmlesran Hills and in the Bru Isra. The herb is of great benefit to anyone traveling in the desert. Its leaves effectively soothe bumps; when applied fresh, it heals the worst magical or natural bumps. Culkas is completely non-addictive and may be used as needed without any harm.

Gariig — Gariig is a small cactus that grows throughout Kirmlesra. It is used to heal wounds (concussion). The cactus must be harvested at night, then peeled and kept very moist. If not permitted to dry, it will remain fully potent for a full month. After a month, the herb will lose its potency at 10% per week until no longer of any use. The pulpy interior of the plant must be eaten to achieve its full effect (30 hits). Gariig is only slightly addictive.

Like the plants, the animals of Kirmlesra subsist on relatively little water. Moisture is collected from the morning dew, after rains, and at the scant, intermittent springs. Living in small burrows or within the stands of grass and shrubs, these species are as tough as the land around them. Insects frequent the hilltops where the cool of the morning brings condensation, while the animals lick moisture from the plants or eat seeds and insects for theirs. Unlike the more benign areas of Sirayn, most of the animal life in Kirmlesra is inedible or dangerous.

Izhta — A highly poisonous snake, the Izhtais milked to collect its venom. The venom is then brewed (a secret fermentation process) into a very intoxicating liquor. Called the Izhta's Tears, the draught will overcome even those people with the strongest constitutions. The cordial is served in very thin vials that hold only 1/4 ounce of the liquor. It is drunk in one sip and is usually followed by an ale to cut the astringent quality of the drink. Some people have died from the cordial as their wind pipe closed and they suffocated. The venom is also used to produce an elixir to cure sunstroke. It is leached through a special process, and, when placed in the eyes, completely cures the worst cases of sunstroke.

Juthjuth — The Juthjuth is a scorpion found throughout the area. It is highly poisonous and feared by all travellers through Kirmlesra. Bright red in color, the Juthjuth grows up to two inches long. The sting of the scorpion causes insanity (up to 2 years) and may result in death. People that survive the experience are normally not "right" for the rest of their days. The poison of the Juthjuth is 2nd lvl.

Quaquam — This desert mouse is revered by the nomads roaming the desert. It lives in the harshest environments and exists totally without water. All of the moisture that it needs is obtained through the seeds that it eats. The nomads say that it is very bad luck to injure the Quaquam.

Wuflila — This bird, a desert starling, is one of the greatest blessings for travellers: Called the "Eyes of the Master," it circles over water sources.



4.2 ISRA

Isra is a semi-and, although fertile, area that exhibits an interesting selection of plant and animal life. Isran climatic patterns and the lack of abundant rainfall have produced a district with a small diversity of vegetation. Certain species of wild cereal grasses grow in nearly pure stands. These grasses allowed the early settlers to develop horticulture and urban civilization. Low average precipitation combined with less runoff from the Tûr Betark inhibits extensive forests like that of the Sára Bask, but provides enough moisture for spring growth of edible grasses and legumes. The short *shuftas* stalk, stands of cereal grains such as wheat, millet, and the nutty *fragaub*, as well as the *mezikast* and *karnet* legumes grow throughout the Isran landscape. Golden *isaba* flowers, dark green *tulgan* shrubs, and small stunted trees such as the olive and the fig are also common in certain locales. Along the rivers, larger trees and thicker vegetation will be encountered with a wider variety of species.

Boswillia — Aresin related to Mur, boswillia is used to make incense and perfumes. The incense is used throughout Sirayn in religious ceremonies and is also exported to foreign countries for use in spiritual rites and preparing the dead for burial.

Mur — Mur is an aromatic gum resin collected from shrubs indigenous to Isra. Related to boswillia and myrrh, it is relatively rare and hard to find. When the resin is aged, it may be made into a lifekeeping herbal infusion. Only a few herbalists living in Sirayn know the process of making the infusion.

Kaktu — The white flower of this plant is very poisonous. If the petals are ingested, a person loses the feeling in his or her extremities. If the flower is boiled and the liquid concentrated, it will create a poison that impairs a person's dexterity. The effect is permanent until an antidote is administered. The resulting palsy will interfere with any type of movement.

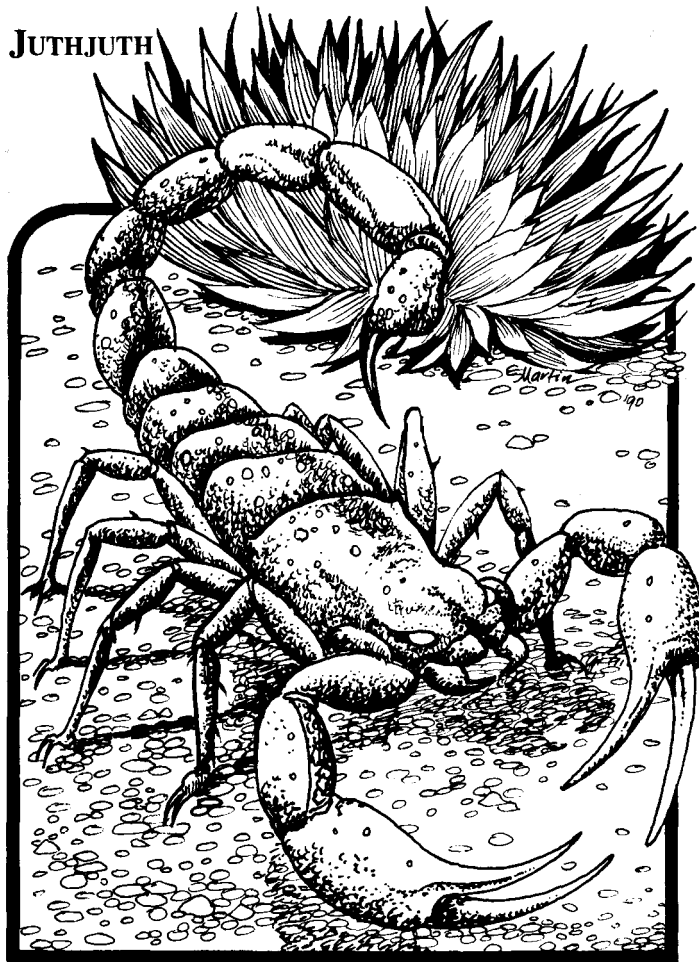
Klagul — Klagul temporarily imparts the Elven ability of infravision to humans. The bud of the plant must be harvested before the flower starts to bloom. It is then dried very slowly to keep its properties. Before use, it must be brewed with clear water and the infusion drunk within 5 minutes. However, if the bud is eaten with the brew, blindness may occur. The effects normally last 5-6 hours. If the concoction is taken more than twice a week, it is slightly addictive. If addiction occurs, the unfortunate individual must drink the brew every day or lose their vision for 1-2 weeks.

The fauna, like the flora, also exhibit a low diversity of species. The preponderance of sheep, goats, gazelles, and onagers served as a catalyst in prompting the Apysaic settlers of the Second Age to domesticate stock. However, herd animals are not the only species thriving in Isra. Large predators, such as lions, wild dogs, and vultures, can spoil a nice pleasure trip. Most normally feed on herd animals and small game; in sparse years, they will hunt domestic animals and humans. Herd animals that still run wild include antelope and gazelle in the grasslands and water buffalo near the rivers.

Latava — A large cat, the latava is the primary predator of Isra. It hunts primarily in the day and is very territorial. The latava (A. "Lion") is feared by most travellers because of its size and ferocity. The beasts form groups called *chaudu* (Ta. "Prides") and hunt within a specific area. Typically, one male will attract a number of females to form a harem. Younger males will attach themselves to the chaudi until they come of age and form their own or take over an older latava's harem.

Lisica — The small, large-eared fox, although a native to Isra, is related to similar foxes throughout the Harad. It is a highly prized catch. The auburn coat of the fox is used for trim on southern clothing. The predator is a nocturnal hunter that stalks rodents and large insects. At times, it will also dig for reptiles. The animal sleeps during the day and hunts during the dark, cool nights.

JUTHJUTH



4.3 THE SARA BASK

Numerous streams and small rivers, fed by rainfall on the peaks of the Tûr Betark, water the foothills covered by the Sára Bask. Inured to intense sunlight moderated by little cloud cover and scant rainfall, but abundant ground water, the species that comprise the wood are a hardy and select group. Figs, olives, cork, date palms, and *torbachenna* trees (bearing fruit similar to an olive, but larger, with yellow coloring) thrive on the lower slopes. A large variety of scrub bushes create tangled thickets between their trunks. The eastern fringes of the forest, along the coast, are comprised of a variety of palms: coconut, *maraua* (bearing a fruit similar to a

cross between a coconut and a pineapple), and *sak* (fiber from the cocoons of the sakworms that eat its leaves can be spun into a cloth with the comfort of silk and the durability of linen). The western edge of the wood, along the Sîrsis and the fields of Isra, is dominated by the palmetto. Depressions in the land adjacent to the Sîresha, where flood waters sometimes remain for months, harbor concentrations of mangrove, while the dryer stream banks possess groves of magnolia and willow. Broad- and needle-leaved deciduous trees such as the *muna* and the *baranaud* predominate at higher elevations. Frequent clearings on these steeper inclines shelter *farain* grass and *ketatas* stalks. The hilltops sport stands of the Sîranean and Tasab spruces. *Tauvezin* moss thrives amidst their roots.

The fig, olive, cork, date plams and *torhachenna* trees possess obvious value to merchants and traders, but the plants thriving on the forest floor attract equal attention. Their pollens and spores are collected by skilled herbalists from Isra and Chennacatt for use as medicines, combat enhancers, and antidotes to poisons. The Yatali-gan, dwellers within the Sara Bask, harvest an even greater portion of the wood's flora to concoct healing infusions and salves. For every beneficial herb, there are dozens of dangerous varieties. Without the knowledge of a naturalist, it is not advised to sample at random.

A large proportion of the spices commonly utilized in the cuisines of Sirayn are native to the forest. Gathering these condiments can be very hazardous. Wild animals and the Yatali-gan add to the dangers posed by poisonous spores and roach terrain. Most successful spice traders cultivate hybrids adapted to slightly dryer soils in small plots near their homes in Isra. The favorites include musky *sinabaud*, sweet *nantarb*, zesty *charbis*, and subtle *rosain*. A few spices and herbs with more unusual properties are listed below.

Eddij — This berry is highly prized in Sirayn. If its juices are placed in the eyes of a deceased person within 30 days of their death, the individual will be restored to life. Very rare, it grows only along small streams in the deepest parts of the Sára Bask. Only the fabulously wealthy can afford this herb.

Copal — Copal is a brittle, aromatic, yellow-red resin collected from *bîrtrees* in the Sara Bask. The resin is highly valued to woodworkers who use it to make high quality varnishes.

Kasia — Kasia causes slight euphoria when used in large quantities. The spice is made from the ground nut of the *kasia* tree and is used in many of the dishes throughout Sirayn. It is also a favored trade item.

Rud Tekma — Mages throughout Sirayn seek the fruit of the tekma. The fruit of this plant enhances a magician's abilities when using spells. The effects last one hour, affecting movement and melee negatively, but magic positively. The fruit is relatively addictive. If an individual becomes addicted, he must continue to use the herb or lose all of his power points for 1-6 months.

The predominance of streams in the Sara Bask permits a larger animal population to thrive in the region. Numerous insects buzz from flower to flower when the fig, olive, and *torbachenna* trees are in bloom. Birds, reptiles, and rodents eat the insects and in turn are preyed upon by larger animals. Some of the wasps common to the lower slopes of the wood possess a venom so powerful that victims of their sting die of anaphylactic shock within minutes. Only the Yatali-gan have learned how to create salves that consistently drive off these humming menaces. Some of the larger insects and grubs serve as delicacies in the feasts of the resourceful forest-dwellers.

Baboons, small deer, squirrels, cougars, and chipmunks, number among the larger species of the wood. Small birds of gold-speckled brown plumage occupy nests in the tree boughs or hide among the shadows of the thickets on the forest floor. Many are hunted by the Yatali-gan for food. The *gacalac* alone is sought for the metallic appearance of its gold, silver, and copper-toned plumage. A few are taken as pets. The buzz of insects, broken by infrequent birdcalls, dominates the Sara Bask at all times. It is rumored that when the foothills are quiet even the spirits of the wood tremble.

A-lori-ma-lau — The a-lori-ma-lau (Y. "Large Cat, Hill Cat"; Ta. "Kársis") is the most feared predator of the Sara Bask. The male and female of the species hunt in pairs and will stalk humans. Their coat is a golden brown. Yatali-gan believe that they are the claws of the spirits of the woods.

Gacalac — The gacalac is an exotic bird with very bright plumage. Merchants will pay up to 100 silvers for a live bird. The plumage gleams like gold and silver and is used for decorations and adornment. Tamed gacalac are kept for show and for their beautiful voices.

Kastaba — The kastaba is a small poisonous bronze toad. Just holding the toad in one's hands will cause extreme pain and precipitate a weakening of the individual's constitution. If he or she wipes his or her eyes with an infected digit, the individual may become blind. The secretions of the kastaba may be used to make a paste that will kill if placed on a sword edge or an arrow point. If the victim does not die from the poison, he or she will fall into a coma and be permanently blind upon awakening.

Ru-lani-lapu — The ru-lani-lapu (Y. "Red Baboon"; A. "Tangat"; Ta. "Safataub") is a holy animal to the Yatali-gan of the Sara Bask. Moderately intelligent, they make very nice pets. Somethieves in Sirayn have trained these apes to pilfer small objects. The baboons normally weigh less than 20 pounds and eat fruits and vegetables.

4.4 CHENNACATT

The flora of Chennacatt is typical of a semi-arid highland plateau. Fibrous grasses intermingled with nettles and gorse predominate. One particularly tough grass stalk is harvested to make a strong linen thread, excellent for weaving into sturdy fabrics. The climate of the plain does not permit the growing of food crops, and the human inhabitants who farm dwell near the river, relying on irrigation and annual flooding to water their fields. Their crops include wheat, barley, and some legumes. Most were imported from Isra, with but a few species domesticated from local strains.

Kafe — This native plant is used to make a local hot drink. The beans of the bush are dried and ground. The grindings are boiled to produce an aromatic hot drink served with sugar.

Wifwif — A small grey flower that pollinates at night. If the wifwif's pollen is inhaled, it causes a deep coma for up to a week in duration. The pollen may be collected (carefully!), stabilized in a powder base, and inhaled in small doses to promote sleep.



To supplement the limited agriculture, the inhabitants domesticated a number of the local animals. The first species to be bred in captivity were goats and sheep. Rabbits and cattle formed later additions to the herds. Other animals that still run wild in Chennacatt include ground squirrels, foxes, some large predatory cats related to the a-lori-ma-lau, wild dogs, song birds, predatory birds (hawks, eagles, and vultures), and lizards.

Caja — One of the most feared denizens of Chennacatt is the Caja, a snake with a highly poisonous bite. The serpent frequents remote rocky terrain and ruins. It often grows up to six feet in length, and, when moving, can easily outdistance a human runner. The only natural predator of the caja is the mongoose.

Hanajaib — This jackal-like scavenger is the scourge of Chennacatt. People say that whenever the hanajaib laughs, death is on the wind. The animals are easily scared off, but will fight to the death if cornered. In times of drought, they attempt to kill young herd animals, as well as travellers who are injured or ill.

Wild Goats — The wild goats of Chennacatt are highly prized for their wool. Bausairin (Ta. "Wool-theives") make their living by capturing the goats, shearing them, and releasing the animals to the wilds. The wool is sold to more sedentary folk who weave it into waterproof fabric which lasts for generations. The color of the wool ranges from white to medium brown.

4.5 THE TUR BETARK

Displaying a true alpine environment, the flora and fauna of the Tûr Betark do not exhibit the water conservation traits of the other regions. The mountain vales display a profound variety of plants, from scrub oak and juniper in the foothills to tall majestic pines. Although the flora is similar on the northern and southern slopes, the south receives more rainfall, producing lush ground cover. To the north, short grasses cover the land between the tall pines and aspens.

Acaana — The plant that produces the flower used to create this poison may only be found on the highest of peaks. The flower petals are made into a deadly paste.

Megillos — The leaf of this small bush is used by the scouts of the Danak to increase the range of their vision.

Mirennia — Mirennia berries mature in the summer in cool mountain vales. Harvested when ripe, the berries cure concussion damage.

Mook — The berries of a tree from the juniper family are collected and processed by the Danak. When ingested they act as an antidote for respiratory poisons.

The Tûr Betark provides a very comfortable habitat for many animals. Ample rain and forage allow a large variety of herbivorous and carnivorous species to co-exist. Rodents, sheep, goats, badgers, hedgehogs, and other non-predators provide an abundant food supply for a stable population of carnivores. Foxes, mountain lions, and hawks prune the extensive herbivorous species to manageable size.

Lautan — The lautan is a large rodent that lives throughout the Tûr Betark. Having short hair and ears, the obnoxious animals are a bane to travellers in the mountains. They eat through packs, spoil food, and generally make a nuisance of themselves. Lautani are very stupid and extremely difficult to drive off. The Danak say that even hitting one of them on the head with a rock rarely affects their functioning.

Marnetta — These playful otter-like creatures live in the foothills and forests of the Tûr Betark. Viewed as a sign of good-luck by the Danak and the Sirani, they are rarely killed. Like otters, the marnetta (some are as big as large dogs) are extremely mischievous, although they pervade an air of pure innocence.

Tasidii — Related to the Great Falcons of Mirkwood, the tasidii live only in the most remote areas of the Tûr Betark. Possessing twenty-five foot wingspans, they can serve as steeds to a skilled rider. Only magical means will effectively tie the loyalties of one of the fierce tasidii to a human.

5.0 PEOPLES AND CULTURES

Although the citizens of the city-states of Sirayn share many cultural similarities, the less civilized residents of the Kirmlesran Hills, the Tûr Betark, and the Sára Bask possess striking differences in background, way of life, and outlook. The varied peoples of Greater Harad and their unique lifestyles are described below.

5.1 THEAYTEN

RACIAL ORIGINS

Related to the Haradrim of Bozisha-Dar, these people are dark-haired and dark-skinned. Both men and women tend to be thin and not overly tall. A man's height ranges from 5'6" to almost 6', while a woman will rarely top 5'8". The language of the nomads is also related to their northerly cousins. However, over the ages, certain dialectical differences have developed. Such differences do not inhibit them from conversing with Haradan travellers from afar; after only one to two days, they are able to speak fluently with each other.

POLITICAL STRUCTURE

The Ayten base their political structure on the Tanat (Ta. "Clan"). Seven major Tanet (pi. "Clans") roam the lands of Sirayn. The Ennat (Ta. "Matriarch") of each is the leader of that clan. In times of war, the Alaka (Ta. "Warlord"), oldest of the brothers of the Ennat typically leads the warriors into battle. (There have been times when younger, more aggressive warriors have taken leadership of the clan.) However, the Matriarch is always involved in the decision-making process. Once a year, the Tanet meet at Rintark (at the juncture of the Sîresha and the Maudar) before returning to the mountains for summer pasturage. The reason for this is twofold: to exchange goods and to select mates. All marriages are made across clan boundaries and must be sanctioned by the Ennet (Ta. "Matriarchs"). During the meeting at Rintark, the Tanat leaders also discuss matters that affect the clan as a whole.

SOCIAL STRUCTURE

Women are highly revered in Aytanna society. The clan social structure is matriarchal; marriage is matrilineal. When a couple is married, the husband lives with the wife's family. This helps cement the bonds between clans and families. Ownership of goods is by the clan, although any individual who works hard may personally own goods. Social, personal activities, and decisions are influenced if not controlled by the clan. Personal freedoms and the sanctity of freedom of choice are revered within these bounds. The nomads abhor slavery.

Tanet are composed of extended families numbering up to a few hundred individuals. These fluid associations split into smaller Aysat of one to two extended families when they range their livestock. The primary goal of each Aysat is the procurement of food and water. The herders range an area surrounding a water source. These sources include small streams and rivers in the higher elevations and wells in the lower elevations. Wells belong to specific Tanet, and their locations are highly guarded.

Each year the clans make two migrations. In the winter, the Aysat meet and move to lower elevations to range their cattle as the weather becomes colder and snow is imminent. When the temperatures rise in the spring, they again come together and move to higher elevations, where ample water and better pastures abound. The safety found in numbers allays anxiety about the journey between grazing areas as well as permitting families to trade goods and strengthen clan bonds.

MILITARY STRUCTURE

The military structure of the Ayten is simple. Young men and women are trained in the use of arms starting at the age of nine years. They favor the faranj (one-edged, curved longsword) and recurved bow, although some of the clans teach the use of the javelin. Each clan has an Alaka (Ta. "Warlord") who leads the warriors in battle. Most combat is waged from horseback; all children are taught to ride. The nomads favor hit and run tactics and will rarely meet a foe on the open plain of battle.

CURRENCY

The nomads do not mint their own coinage. Their economic system is based on barter, although the coins minted in the cities supplement the direct exchange of goods. Value of the coinage varies from clan to clan, although it will be close to the metropolitan values.

APPEARANCE

The Ayten appear to be a very stoic people to outsiders. They wear plain clothes and rarely adorn themselves with jewelry. The favored dress is a flowing, hooded robe that protects the individual from the sands and sun. Should an outsider be accepted by a clan, he or she will notice that the nomads relax substantially around their intimate friends. At clan meetings and during days of celebration, they dress festively and adorn themselves with decorative head-veils and fine jewelry. The standard housing for the nomads are tents made of skins and cloth woven from goat or camel hair.

DIET

The main fare consists of camel's or goat's milk, dried dates and other fruits, dried meat, and some grains. In the summer, the Tanet are able to collect fresh fruits and vegetables in the mountains. They also trade livestock for fresh foods and other needed items from the town and city dwellers.



WORSHIP

The Ayten are a deeply religious people who worship a pantheon of gods. The favored belief of the Tanet is similar to that of the nomads of the Bozisha-Miraz to the northwest. (See ICE's *Far Harad*). The primary deity is Ladnoca, the moon goddess, who brings the cool breezes of the evening to weary travellers. Like their northerly cousins, the nomads of Sîrayn recount the story of the land, the *Tarat Balazayn* (called the *Kat Polozaj* in Bozisha-Dar). The epic is a creation story that tells of the origins of the moon and sun. It is also a code of law and honor. The shaman of the Ayten use the tale to teach how the land, people, and the gods are tied together.

5.2 THE YATALI-GAN

The Yatali-gan (Y. "Tongued Ones") are the only human inhabitants of the Sára Bask. Rarely leaving this forest, they are a secretive and, at times, dangerous group. Their Ma-hura-turi (Y. "War Tongues") are very territorial and do not allow outsiders to travel through their lands. The Yatali-gan are said to have come from the Utter East. Their language is foreign to Isra and the other inhabitants of Sîrayn, and their features do not resemble any of the other peoples in the area. In fact, they a Drúadan people (Drughu), and their short stature and xenophobic tendencies mirror those of the Woses in northwestern Endor.

SOCIAL AND MILITARY STRUCTURE

Yatuli society is based on the Gûra-ban, the extended family. These hunter-gather groups range a specific area, well delineated by tradition and custom. Central to this territory is a small earthwork village that the Gûra-ban uses as a base. Due to the abundance of game and edible plants in the Sára Bask, foragers rarely travel more than three to four days from their Mara-bar (Y. "Earth-home").

Each Gûra-ban is a member of one of two moieties (divisions or "halves"): the A-lori-han (Y. "Cougar-clan") or the Ru-lani-han (Y. "Monkey-clan"). All marriages must be made between the moieties. Each Mara-bar is split into two halves, one for each of the moieties. From the Ru-lani-han come the headmen and shaman of the village, while the hunters are members of the A-lori moiety. In times of invasion or battle, all of male members of the village will fight. Stone and copper weapons predominate, with blow guns, spears, and clubs being the favored weapons.

APPEARANCE AND DRESS

The Yatali-gan are a small people. The largest individuals rarely top 5'4". Most exhibit dark, relatively straight hair and oval shaped eyes. Their skin is a light olive color. Since the weather is so warm, the Yatali-gan dress very lightly in animal skins. When going into battle, the men adorn themselves with exotic feathers and paint their skin with a local blue clay.

HOUSING AND DIET

The forest dwellers live in small, half-buried huts. Wattle and daub construction is used for the walls which rest on a foundation of packed earth surrounding a shallow excavation. Woven vines topped by sod (with scrub bushes flourishing in the soil) form the roofs. The Yatali-gan are not agriculturists. All of their foods are collected from the Sára Bask. They eat two to three meals a day, breaking their fast at dawn with kari-fruits and bura-gori (a root). The last meal of the day also consists of fruits and vegetables, but includes roasted biri-mora (a bird) or gar-nuri (an opossum). Approximately one quarter of the Yatuli diet is from animals such as bird, deer, or wild pig. Figs, torbachenna fruits, berries, wild grains, and legumes round out their repertoire of nutrients.



WORSHIP

The Yatali-gan worship the spirits of the forest who control the water level of the streams, plant growth, and the abundance of game. In order to appease the spirits, small offerings are left in special places, including small forest clearings where springs are found, hill tops, or any area where strange occurrences have been noted. The offerings include food, fetishes (small animal effigies), and miniature copies of weapons. They are made during times of war, famine, when eclipses occur, and in times of stress.

Yatali-gan also take part in highly ritualized rites of passage. There are four basic stages of life for the forest dwellers: birth, coming of age, marriage, and death. At birth, children are taken by the older males of the moiety into which they were born (matrilinial) to a hilltop thick with Tasab spruces. Sinuous dances accompanied by high-pitched, nasal chanting "give the babe to the forest." From this ritual until coming of age, a child is not considered a member of the tribe, but a Tura-gan-li (Y. "Wood-fosterling"). At age twelve or thirteen, adolescents travel alone through the Sára Bask for seven days. Survival indicates that the individual has bid his or her spirit-parents farewell and has been released by the forest to join his or her tribe. When the child returns as an adult to the Mara-bar, an extended feast celebrates his or her new status. From this point onward, the individual takes part in all tribal and moiety rituals.

The third rite of passage is marriage. Only married males may become leaders and shamens of the tribe. The families of the couple must agree on the marriage (the man and woman cannot be from the same moiety), and a period of fasting must be observed before the wedding ceremony is performed. Both the man and the woman don elaborate feather cloaks and dance to the whistle of reed pipes.

during the sunset. At the moment the sun slips below the horizon, the tribe's shaman declares that their spirit-guardians have woven their fates together. Following the ritual, the husband moves to the Mara-bur (Y. "Earth-hearth") of his wife's family, with the aid of the entire tribe in moving any personal possessions. All children born to the union are born into the wife's moiety. Once a man leaves his parents' home, he may never return.

Death is the final rite of passage. The Yatali-gan believe that when a person dies his or her spirit enters the forest and will return from time to time to the deceased body. The spirits of the dead may be called upon by the living for help and guidance. Thus, the Yatali-gan remove the vital organs from corpses and preserve the flesh in herbal solutions before interring the remains in clay urns. The clearings where these urns are placed are holy to forest dwellers, who bring offerings of flowers and feathers to the sites.

5.3 THE DANAK

The Danak of the Tûr Betark are the most reclusive people of Greater Harad. Dwelling alone or in small groups in the high mountain vales, they live a simple life. Their habitual demeanor is friendly and open, and the Dwarves revere them as a people of unusually high integrity. Travellers in trouble in the Tûr Betark rescued by one of the Danak may expect warm hospitality in their homes. Adults and children alike exhibit a true oneness with nature and frown upon anything that disrupts harmony between neighbors, whether those residing in the next house, the next mountain peak, or the next nation. The Danak stem from a northern stock. Genetically, they are most closely related to the Northmen who live on the eaves of Mirkwood in north-western Endor. However, over the centuries their bloodlines have mixed with the Haradan and Chyan strains of their Sîranean neighbors.

SOCIETY AND HOUSING

Danak families live in small Navauk (Dk. "Villages") or alone in Hacs (Dk. "Harmony-balance") located amidst the higher vales of the mountains. Danak society is based on the Kadan or extended family. A Navauk of ten or twelve dwellings usually holds but two or three Kadûn. Some consist of only one large Kadan. Hermits are a common phenomenon among the Danak, and these folk inhabit their own small Hacs in the most remote reaches of the Tûr Betark.

The Hac is a small domed dwelling, up to 20 feet in diameter. It is constructed of a timber frame covered with earth. Logs are cut to a length of 4 to 6 feet and, starting at the maximum diameter, are laid out in an overlapping circular fashion. Each circle of logs is made smaller as it approaches the peak of the dwelling; a small hole is left in the top to let out smoke. A door is cut in the eastern side to permit the residents to greet the sun. Normally a rug covers the opening, although some Hacs possess a wooden door attached by leather hinges. The word "Hac" is difficult to translate into other languages. To the Danak, it connotes a feeling of closeness, home, unity, and well-being.

The Danak do not utilize any type of clan system; lineage is traced on the father's side of the family. It is quite common for a Danak to know his ancestors back 5 to 10 generations. Such knowledge guides marriage customs, since the bride and groom cannot share a paternal ancestor any closer than 7 generations. Marriages are decided by the two persons involved, rather than by their families. After the couple marries, they normally live near the wife's Kadan. If a man wishes to take another wife, he can — with the blessing of the current wife or wives. Sometimes, a wife may ask another woman to marry her husband if more help is needed in the home or if she is barren.

Danak hermits or Sakalluk (Dk. "Communers with the Air") are typically older males who prefer to live alone, like rogue bears. They are reclusive and rarely assist anyone in trouble. A Sakallak leaves his family when he comes of age and seeks a homestead in a high vale. His dwelling may be the traditional Hac or a cave. Sakalluk (like other Danak) are primarily hunters or shepherds. Once or twice a year, each brings smoked meat, pelts, or rare herbs to the nearest Navauk to trade for goods that the mountains cannot supply. Normally the Sakalluk will approach only Danak or the Dwarves. Many hermits become Animists, tending the plants and animals of the Tûr Betark with divinely granted wisdom as well as the knowledge of patient observation.

MILITARY

The Danak do not maintain an army or militia. They rely upon collective defense. All able-bodied men and women learn how to wield the sword and shield. Most will also master the bow or the spear. A hardened leather breastplate and a small conical iron helm comprises the most common armor. Some Danak wear chain or scale armor made by the Dwarves or the Sîrani. In battle, Danak men follow the eldest male of the group while the women guard the homes and children. Rumor has it that the Danak shamen are able to call up the dead to help defend their homelands.

APPEARANCE

The Danak do not resemble their lowland neighbors. They are relatively tall and tend to be stocky. A Danak male is normally between 5'10" and 6'2" tall. Women are 2 to 3 inches shorter. Dark-haired Danak are a rarity; blond hair and beards are common and Danak eyes are as blue as the sky. A happy people, the Danak wear bright clothes (clear red, bright green, and royal blue are favorite colors) whether at festival or relaxing at home. When working, they wear simple homespun tunics and trousers of unbleached linen that are practical and loose. In the winter, wool and animal-skin robes keep them warm outside.

DIET

The daily fare of the Danak is quite simple. For breakfast, they eat porridge with bread and cheese. A mid-day snack of dried pallan berries and milk tides the average person over until supper in the evening. The nightly meal is extensive with roasted wild game (deer, bear, wild sheep), cheese, bread, and a home-brewed ale or mead. The Danak augment their diet with grains and vegetables are grown in sheltered nooks of the lower valleys. Fruit from mountain orchards is harvested during the summer and fall and dried or canned for consumption during the winter and spring.

WORSHIP

The Danak believe themselves to be the keepers of the mountains, with a duty to maintain the proper balance of Eä. They practice an extensive set of rituals based upon the lunar calendar. The most important of the holy days takes place on the winter solstice. Beginning at dawn, each Navauk holds a feast accompanied by melodic chants and graceful dances that bring about the rebirth of the world. The Danak believe that if the feast, singing, or dancing is neglected, the world will remain cold and dead.

The daily life of the Danak reflects their beliefs with equal vigor. Every morning, each Kadan rises to greet the sun with sung prayers. At dusk, a sung farewell to the sun and a request that the night pass without harm marks the day's end. The custom stems from the troubles the Danak have experienced with Orcs and other minions of the Dark Lord in the past. The Danak worship a pantheon of gods. The chief deity is Dâh Kalû. He is considered the father of the Danak and is the most revered of all the ancestors. His brother, Tû Kâlu, the sun, the life-bringer who warms the soil and stirs life in the world, holds a place of almost greater importance in Danak hearts. Most rituals revolve around these two.

The Danak practice great reverence for their ancestors. Children are expected to respect their elders and to tend the grave sites of those who have passed beyond. The practice has led to extensive ancestor worship. Most Danak believe that in times of great trouble, special rites may be performed to enlist the aid of their forefathers. The Dwarves of the Tûr Betark recount tales of ghostly forms fighting beside the Danak warriors when they battle to defend their lands.

5.4 NAR'S FOLK

Originally this line of Dwarves was part of Bávör's People, one of the original seven tribes of Naugrim. Nár was the second son of Bavor and left with a few followers and friends after the murder of his father. Like the other Mablád (the Dwarves of the Yellow Mountains), Nár's Folk prefer their cool subterranean caverns to the bright southern sun. They leave their underground city only to trade with their neighbors. Were it not for greed and the necessity of purchasing foodstuffs and raw materials (cloth, timber, etc.), they would not depart their demesne, Nárad-dûm.

Nár's Folk are well known for their skill at the forge. They have mastered the art of inlaying white and black eog into jewelry and weaponry. Few Dwarves know the process of creating this rare material. (hot and cold forges must be employed.) The smiths of Nárad-dûm commonly work eog, mithril, and the finer Dwarven steels. However, it is very rare for them to handle laen, which is normally imported from Mablad-dum. Like most Naugrim, Nár's Folk prefer tools that are functional rather than merely decorative, but most of their work bears some simple adornment. In their leisure hours, the smiths tinker with small pieces of machinery or design intricate and ingenious toys.

RACIAL ORIGINS

The earliest Dwarven settlements in the Yellow Mountains were founded in the center of the range. The first hold, called Mablad-dûm, was occupied by Bávör's people in the Second Age. Early in the Third Age, strife and contention at the original settlement caused a rift among the Mablad. One faction moved to the southwestern portion of the Yellow Mountains (see ICE's *Shadow in the South*) and another (Nár's Folk) founded Nárad-dûm in the eastern peaks, the Tûr Betark.

APPEARANCE

Like most Dwarves, Nár's Folk prefer bright-colored clothes. **Robes** of purple or turquoise, fancy hats, and embroidered slippers comprise typical garb while at home. When travelling, cloaks, caps secured with wraps that hide the face, woolen pantaloons, and sturdy boots are their first choice. Most of the Folk are musically gifted and carry a mandolin, a lyre, or a double-necked guitar. They wear their beards in a distinctive style, trimmed neatly and squared off at the waist. They grow their mustaches long and will sometimes braid the mustache into the beard. A special braid is always woven into part of the beard, showing what family the individual is from and what profession he has mastered.

POLITICAL STRUCTURE

The highest authority in Narad-dum is the King. He is assisted by the Khuzáin (N.Kh. "Warlord") who oversees the defenses of the city. The day to day affairs of the city are handled by seven Markhûr (N.Kh. "Regents") appointed by the King. Each Markhûr oversees a specific aspect of the city: trade, the armories, food stores, mining, construction, war craft, or smithing. The Khuzáin works most closely with the Markhûr of war craft and the armories.

SOCIAL STRUCTURE

Nár's Folk are patrilineal. A close-knit people who distrust outsiders (including other Dwarves), they are loyal to their own, even when such loyalty perpetrates injustice. However, once a stranger proves himself to be a friend, he is a friend for life — unless he subsequently takes the role of enemy. Nár's Folk are monogamous, like their other brethren. They are excellent craftsmen; their work is requested throughout all of Greater Harad. They also supply ores and stone to the cities of Sirayn.

MILITARY STRUCTURE

All military operations are under the control of the Khuzáin. Seven Tazakhûr (N.Kh. "War-captains") help him to organize and oversee the defensive strength of the city. All the Dwarves of Narad-dum are trained in the use of arms and assigned to levies under the control of the Tazakhûr. In times of war, they are prepared for either defense of the city or outright attack of an opposing force. Nár's Folk prefer the war hammer and battle axe as their primary weapons. Squads are also trained in the use of the heavy crossbow for support duties.

The defense of the demesne is the responsibility of the Tarkhâd (N.Kh. "Host"). The Tarkhâd is composed of three fighting units, only one of which is on duty at any point during the year. Each Náikhûr (N.Kh. "Unit") optimally contains 2401 Dwarves. However, due to the slow growth and small size of Narad-dum, each unit has only 1,029 fighters. The Náikhûr is composed of three 343 Dwarf arrays (normally seven) called Azábarkhûn (N.Kh. "Attacks"), which in turn are composed of seven battalions of 49 warriors. When not occupied by military duty, the Dwarves work in the mines, smithies, or at other trades.

CURRENCY

Nár's Folk mint their own coinage. Their gold and silver coins are valuable not only for their intrinsic value, but also as pieces of art. Their surfaces are inlaid and filigreed with geometric designs or the visages of past rulers. Powerful individuals of Greater Harad collect them, melting a portion down to create debased coinage. For small items and normal trade, the Dwarves utilize bronze and copper coins.

HOUSING AND DIET

For the most part, Nár's Folk live underground. A few Dwarves occupy a settlement outside the city — a conglomeration of cliff dwellings carved within clefts of the rock face where Nárad-dûm has its entrance. Nár's folk are extremely wary of all strangers, but those who are not of Dwarvish blood must withstand an extreme of scrutiny and suspicion. Most are not allowed to enter the city. Thus, all trade is transacted in the cliff dwellings. These structures are constructed of entirely of stone and possess narrow window slits. Rope ladders or steep stairs connect different levels of the cliff settlement, and troughs in the roofs of the outer buildings catch rainwater from the infrequent storms.

When the Dwarves travel, they use tents and bedrolls. The Folk enjoy a varied diet except when on the road. Salted meats, dried vegetables, and hard tack (cram) make dreary the typical Khazâd! campsite. At home, fresh game, vegetables grown in rooftop plots among the cliff dwellings, and a variety of spices (imported from the Sirani) enliven the feast table. Reserves sufficient to feed the city for up to two to three years in times of siege fill extensive storerooms.

Nár's Folk have a taste for seafood which is very different from other Dwarven groups. They are on very good terms with Tûl Harar (more so than the other cities) and trade raw materials and finished goods for fish and sea vegetables. Fine wines and ales are purchased from Tyarett as well as the fine honey meads produced by that city. Grains, fruits, and domestic animals are either obtained from the caravan masters that travel the foothills of the Tûr Betark or from the herders of Chennacatt and the farms of Isra.

WORSHIP

Religion is life for Nár's Folk. They take part in ancestor worship and observe regular holy days to honor their dead. Their god is Mahal (Aulë), Master of the Earth and Father of the Dwarves. Dwarven priests guide the residents of Narad-dum in their worship of Mahal and also maintain the burial places of the forefathers.

5.5 THE CITY DWELLERS

The city dwellers of Sirayn are a unique group within Greater Harad. The sophistication of their culture surpasses that of all but the Elves and the Númenóreans. Citizens of the riverine cities hold remarkably similar outlooks; only those of Tûl Harar, the sea port, have integrated a number of different world views. Early in the Second Age, when the riverine cultures were developing and the first cities were being founded, Tûl Harar was settled by indigenous nomads, Elven sailors, and some Númenóreans. The blending of cultures produced a very different society from the other cities of Sirayn. (Tûl Harar will be discussed in detail later in this section.)

The seven cities of Sirayn include: Tûl Isra (capital of Sirayn), the free port of Tûl Harar, Charnesra (in ruins), and the following cities subjugated after T.A. 1632 by Tûl Isra: Tartaut (administrative capital of Chennacatt), Baud Selen, Rask, and Tyarett.

5.51 THE RIVERINE CITIES

The Sirani are an oppressed people during their later history. The only true free folk in the Mezin-tarb (Ta. "Domain of the Might-lord") are the citizens of Tûl Harar. An ancient Siranean sage once said, "One may have peace or one may have freedom, but not at once." The Sirani are comprised of a number of cultural groups, the primary being Haradan. A few Ntinenorean, Ciryan, and Chyan (from the remnants of the northeastern peoples who settled the land in the Second Age) strains add bizarre details to their way of life. The language of the city dwellers, Tazinain, is an admixture of Apysaic and the Talatherin tongue of the ancient Chyans. Although closer to the dialect spoken by the Ayten than to other Haradaic languages, the city dwellers may converse on simple subjects with travellers from remote areas of Harad.

POLITICAL AND SOCIAL STRUCTURE

Ultimate power is held by the Tarb (Ta. "Might-lord"). Under the Tarb, a Balabett (a governor) administers small regions, while a Balazain functions as the mayor of a town or city. The Tarb most often relies upon these men and his council of advisors when making decisions for the Mezin-tarb (Ta. "Domain of the Might-lord"). In the years following T.A. 1632, the Tarb relies solely upon his councilor, Tartas Izain, to make decisions. This Tartas Izain is the same man who became a member of the Tarb's council in the 1400's, restructuring the worship of the Silent One during his brief time of power. Each of the other cities subjugated by Tartas Izain (in his master's name) has a Balabett that reports to the Tarb in Tûl Isra. Previous to their subjugation, each city had its own Tarb and was the capitol of the area that surrounded it.

SLAVERY

The buying and selling of slaves is an accepted practice in many of the cities of Sirayn. It originated in the early cities, where the first slaves were war captives. From the ransom of prisoners evolved the slave trade as it exists today. Slavers comb the streets for unsuspecting foreigners and children to make easy profits. Individuals who owe money may also be sold into slavery. Slaves are traded between the cities and also to foreign countries, such as Gan to the south. However, not all the peoples of Sirayn practice slavery, and some abhor it. The Ayten, believers of the Tayee faith, and the Danak actively oppose the slave trade by attacking slavers and removing their "goods" to safety along secret routes monitored by individuals friendly to the cause of freedom for all men.

MILITARY STRUCTURE

Tûl Isra possesses a very organized military. The Tarabett (pi. Tarebytt), chief officer of the forces of the city, answers only to the Tarb. Under his command stand Tarezain (Ta. "Captains") that command the various forces. These include the infantry, archers, cavalry, charioteers, and siege engineers. Soldiers are paid well, so there is no problem obtaining recruits.

The hand weapon of choice is a long, curved sword called the faranj (Ap. "Sickle-blade"). Other favored weapons include the spear and the short, double-curved bow. Siranean bows are well known for their accuracy and power and are exported to other countries. They are made from local woods laminated with sinew and bone. Some archers inlay their bows with gold and silver filigree and precious gems.

Scale constructed of small bits of lacquered wood is the favored armor, although some warriors wear reinforced leather. All soldiers wear steel helmets which possess a series of small rings that permit a quilted headveil to be tied at the top and sides of the face opening. The secured quilting draps over the shoulders and upper back of its wearer. A loose, sleeveless tunic, also worn in deference to the sun and heat, covers the scale armor.

The weapons and armor of the Sirani, although functional, are designed to be aesthetically pleasing. The lacquered armor is kept highly polished, and its scales are usually colored to create geometric patterns on the chest. Weapons are well burnished and possess angular inlay of other metals and enamels. Some warriors prefer the darker steels and more flowing designs.

The Tûl Isran army is a colorful sight when it approaches enemy lines. Each city has a pennant that is carried into battle. The banners are as follows: Tûl Isra — a gold diamond on a blue field; Tûl Harar — a white gull on a blue field; Charnesra — a green tree on a white field; Tartaut — a gold lion sitting on a red field; Tyarett — a gold circle on a checkered field of red and black; Baud Selen — a black ram's head on a white field; and Rask — a white flower on a red field.

Tûl Isran Tarebytt and Tarezain are well known for their successful and innovative battle strategies. Over the centuries, they have learned much from their past defeats. Since the early 1200's, the Isran forces have always known victory. Their successful string of military encounters is due largely to the use of the most fearsome tactical weapon in southern Middle-earth: the war-elephant. The animals are well suited to the Siranean terrain and allow their riders to use their fine bows to attack from a distance. Archers confuse their enemies while the infantry attacks. The elephants are large enough to carry two or three persons and are normally equipped with barding and a roofed fighting platform. An elephant master directs his steed while one or two fighters, both of whom carry a sword, a javelin, and a bow, engage enemy warriors. The fighting platform itself is made of light, strong *muna* wood cut in the Sara Bask. Affixed to the exterior of its sides, spikes or curved blades slash foes when the elephant charges through enemy ranks.

APPEARANCE

The city dwellers of Sirayn resemble the Ayten, possessing dark skin and hair and aquiline features. A stronger heritage of Chyan blood makes itself known in their almond-shaped eyes and the extremely tight curls of their hair. Additionally, they dress more elaborately than their nomadic cousins. Bright *frangaubi* (Ta. "Caftans") made of fine linen, *sak* weave, or silk, frequently adorned with gold and silver embroidery, are worn at ankle length or over trousers at shorter lengths. Exotic feathers form head-dresses, capes, and jackets. Jewelry is a common sight on both men and women. All the colors of the rainbow are used, although red and gold are normally reserved for the upper class and nobility.

HOUSING

A combination of post-and-lintel and domed architecture dominates the cities of Sirayn. Elaborate porticos with mosaics covering their surfaces alternate with simple arches and vaults. Stone or brick, often smoothed with stucco on the interior, are the typical building materials. Defensive walls around the city perimeters, capped by triangular (when viewed from the air) crenelation, are the norm. The nobility of the 14th century of the Third Age liked the *ulustir* dome (the *ulustir* is a bulb used in the East to add flavor to meat dishes), and many remnants of their constructions remain. Most buildings in Tûl Isra are at least two stories high with the shop owners living above their businesses. The poor live in small wattle and daub huts or in tents.

DIET

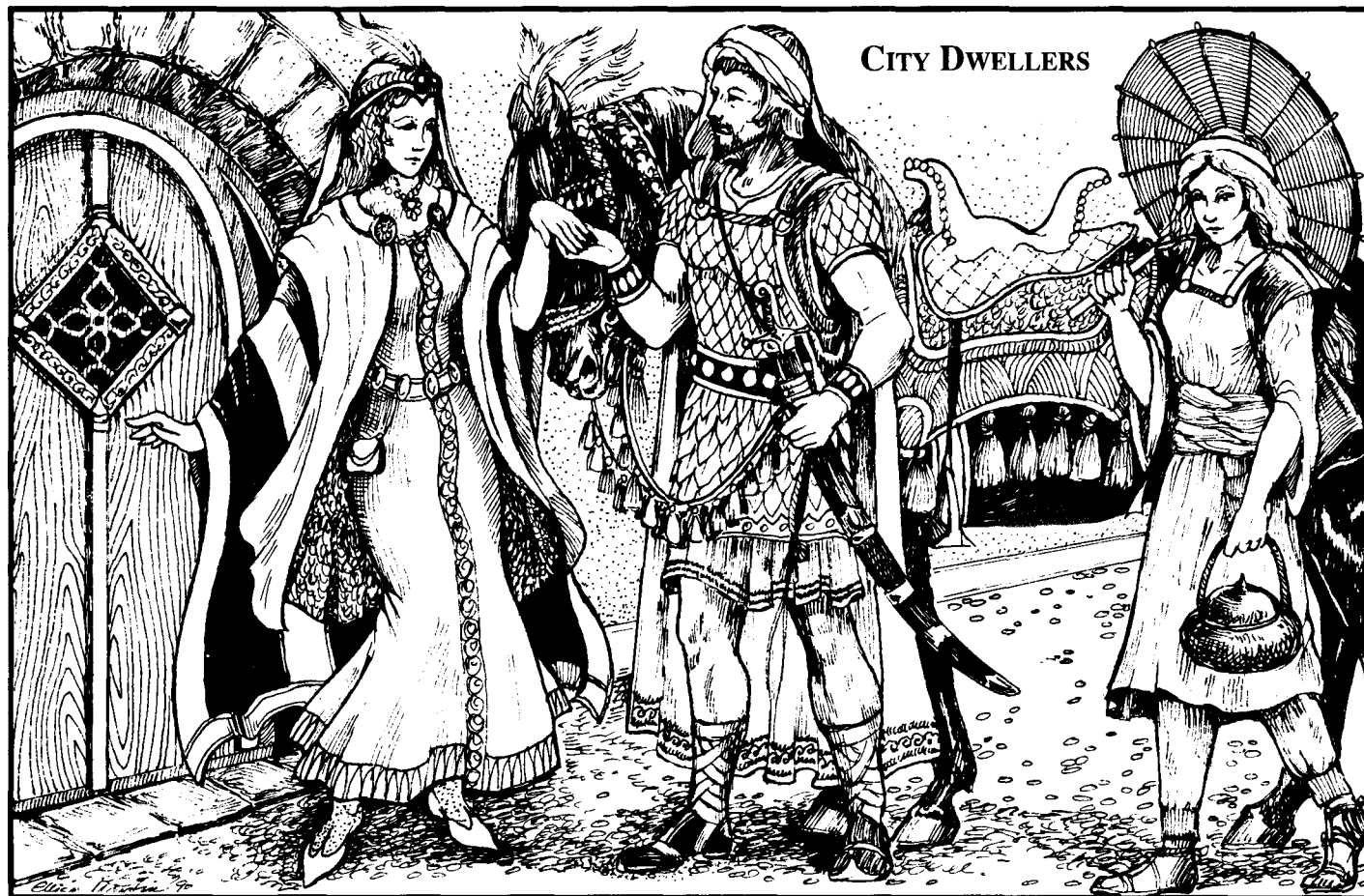
Siranean city dwellers enjoy a rich and exciting diet consisting of very spicy foods. Sunfish, eel, goat and sheep mutton, camel, and lautan are among the commonly eaten meats, which are

complemented by servings of nutty *fragaub* grains, millet, cooked wheat kemels, barley, figs, dates, olives, and *torbachenna*. Most meats are obtained from herders in Chennacatt or the Ayten. Fancy eating establishments sell baboon, gacalac, pheasant, and squid. Other popular vegetables and fruit include chick peas, beans, melons, apples, and coconuts. Most dishes are strongly spiced with cumin, coriander, musky *sinabaud*, sweet nantarh, zesty charbis, or subtle *rosain*. Some insects are also eaten as delicacies. The favorite is a large beetle, roasted and consumed warm.

Breakfast for a city dweller regularly consists of bread, kafe, dried or fresh fruit, and a wheat porridge. Lunch is a small meal that includes cold meats and beer served with bread. For less fortunate people, ground chick peas, flavored by lemon and spices and spread on flatbread, are the normal fare. The evening meal is the most elaborate of the day for middle and upperclass residents. Hot meats and curried stews or soups form the main course. Sweet breads, wine, fruits, and cheeses comprise side dishes. The poor normally only eat meat once per week or month. Grains and vegetables, a little cheese, and some fruit are their staples.

WORSHIP

The majority of the city dwellers adhere to the Tayee faith and follow a strict set of rules governed by the Gabbaz (Ta. "Holy Order"). The Gabbaz interpret the Tarat (Ta. "Holy Writings"). These books have been passed down over the generations and contain the accumulated religious knowledge of centuries. The Gabbaz use the Tarat to guide the faithful in their observance of daily prayer and the rituals performed on the Senbat (Ta. "Holy Day"). The principle deity is Tarkarun-i-Másra (Ta. "Master of the Sands, Manwe").



PROFESSIONS OF THE RIVERINE CITIES

Craft specialization and social stratification have created a myriad of professions common in Siranean cities. Descriptions of a few of the most common follow.

ADMINISTRATORS

The combined population of the riverine cities reached three to four million souls in its Golden Years during the Second Age. Given this many inhabitants, it is no wonder that a complex and extensive civil service bureaucracy evolved into what it is today. During the Golden Age, each city-state was ruled by a Tarb. Reporting to and assisting the Tarb were the royal advisors, the Balezain of the city and towns in the region, and the numerous Balebytt who ruled the provinces of the Mezin-tarb. By the mid Third Age, the Tarb at Tûl Isra is the lone ruler of all the riverine cities, except for Tûl Harar. In Baud Selen, Rask, Tyarett, and Tartaust, a Balabett selected by the Tarb rules in his name.

The most important noble in the Mezin-tarb, except for the Tarb, is the Taraskon. This individual is responsible for carrying out all of the Tarb's wishes. He must also answer for the well being of the Mezin-tarb as a whole. It is written:

"Tobe the Taraskon requires not meekness but firmness. Sides must not be taken when dealing with the leaders of men and those that they lead. The Taraskon must be fair in his dealings and not take it upon himself to make a man a slave. Each case must be viewed on its own merits and not on the whim of the Taraskon or the wind. He must look upon his friends as enemies and his enemies as his friends. All petitioners must be heard; none may be brusquely refused. The Taraskon must earn and deserve the respect of the people. So shall it be with all who serve the people as their leaders."

Unfortunately, these words are not always followed by the noble who holds the office. Nobility is bestowed by birth or in rare circumstances by royal decree. The Taraskon, Balebytt, and Balezain are noble positions.

Reporting to the nobles holding administrative posts are the Charazain (Ta. "Servants of the City" or "Civil Servants"). In each city and town, dozens or scores of Charazain carry out the tasks necessary to efficiently govern the populace. These positions include the court magistrates, lawyers, refuse collectors, military personnel assigned to maintain order, and tax

collectors. The larger the city, the more Charazain will be at work. Their posts are held for life except in cases of gross misconduct or when an individual is promoted to a higher position.

PRIESTS

Each of the cities of Greater Harad maintains a number of shrines and temples devoted to a pantheon of gods. The government does not support these edifices or the sects directly, but allows them to be built in the city and maintained by their priests and followers. Each sect follows different rules for entering a priestly vocation and different procedures for the maintenance of buildings. As a rule, offerings are given by the faithful in return for prayers and services rendered by the priests. Many of the sects are very poor. The exception to this rule are the Tayee. Since they are the predominant religion, their buildings are well cared for and their priests well fed.

SOLDIERS

Only the representatives of the Tarb may retain a military force. As each riverine city was conquered by the forces of Tûl Isra, those soldiers unable to escape were put into slavery or recruited into the Tûl Isran army. The Tarb maintains a large standing army at his capital. Each Balabett governing the subject cities maintains an army loyal to the Tarb. The soldiers, although worked very hard, are paid well and so remain loyal to the Tûl Isran rulers. Indeed, being a soldier in the Tarb's guard brings great prestige.

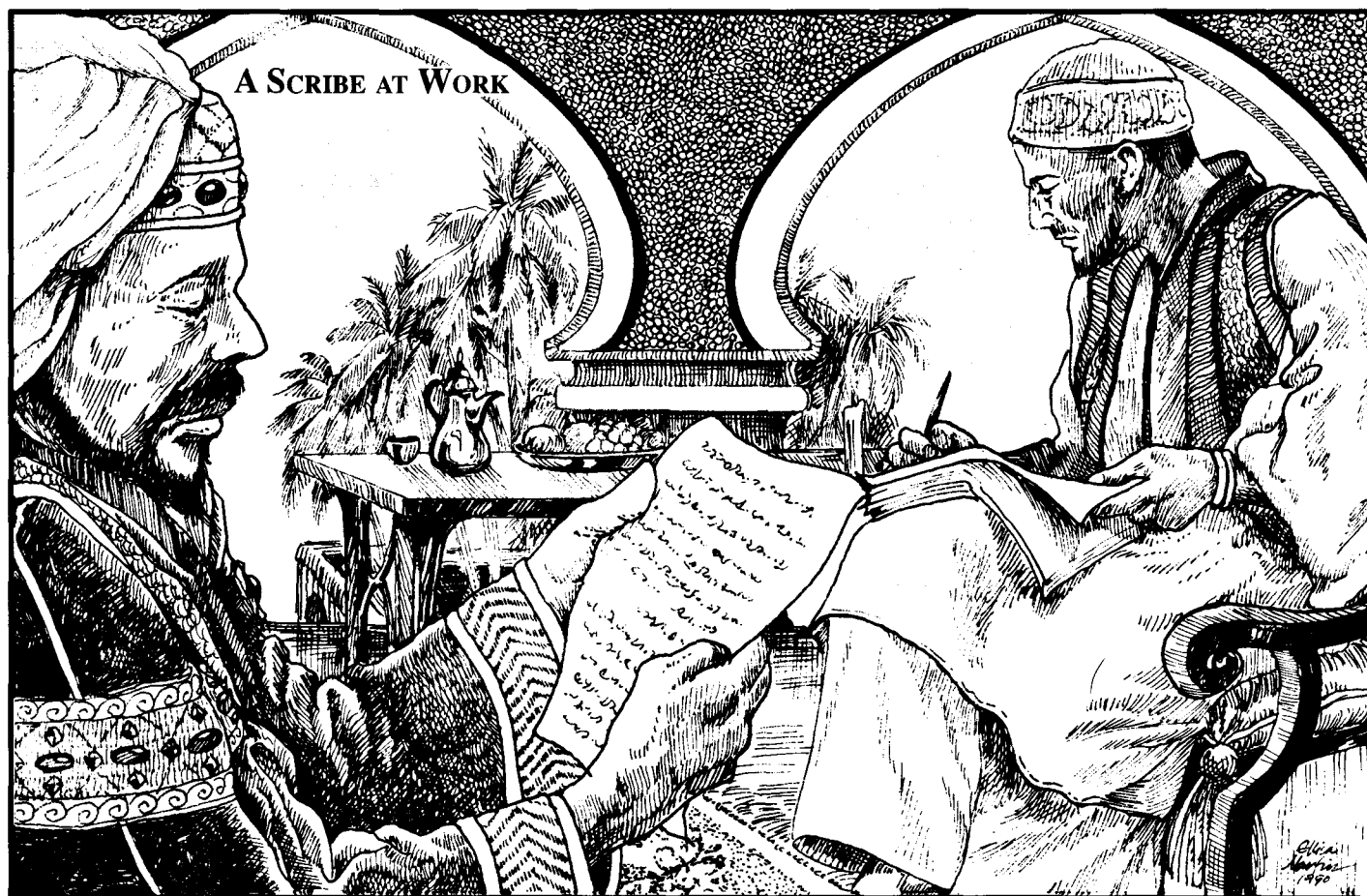
SCRIBES

In general, the citizens of the Siranean cities are unlearned. Only select individuals master the art of reading and writing. Other than priests and prosperous merchants, the only people who read and write easily are the magi and scribes. These people hold great power in the Mezin-tarb and are called Tyatarb (Ta. "Little Kings"). Scribes hold great prestige. Parents often deride the callings of lesser men and urge their children to become scribes. The profession is the most profitable of all except for the wealthiest of merchants (who may have begun their careers as scribes). Unemployment is unknown for scribes, as all other civil service professions require attendance by a scribe when a transaction report is made. Even the Tarb relies upon his scribes to read messages and to write down his every word. Some scribes are given positions of military leadership.

The Sirani also pay homage to a number of other deities. Temples to these lesser gods are scattered throughout the cities. During most any week, one may see processions and festivities sponsored by one of these smaller sects. Saubaiz (Ta. "Spider-master") possesses the second largest following in Sirayn. Thieves and victims of theft make offerings a few times a year to him. His temple is normally a very dark edifice, poorly lit inside. The priests of Saubaiz wear black flowing robes and lead daily prayers. They collect monetary offerings and are intimately involved with the local thieves in each city. (There are no organized guilds of thieves, but small groups of bandits often work together.). Law-breakers who have been caught are frequently helped by funds provided by the priests of Saubaiz.

Other faiths in the cities include the Keepers of the True Flame and the Followers of the Silent One. These cults (discussed in full later) are the nemesis of the Free Peoples of Sirayn. Tartas Izain and the Dark Lord's minions use these groups to help further their evil designs. The Keepers of the True Flame work closely with Tartas Izain, who is their silent benefactor in the court of Tûl Isra. The Silent Ones were originally formed by Tartas Izain in the mid 1300's, but he has not coordinated closely with them since that time. The aim of these cults is to subvert the populace to following the Dark Lord.

Due to the pantheistic nature of the city dwellers, shrines and temples devoted to the gods of the sand, wind, rain, moon, and rivers are common. Each city has a different set of gods that are worshipped, although Sainausta, the Goddess of Streams in Tûl Isra, may bear remarkable resemblance to Rasayn, Lady of the River in Tyarett. And the rituals of worship used by followers of Garauda, Lord of Goatherds, in Tartaust differ from those performed by his followers in Baud Selen.



5.52 TUL HARAR

Tûl Harar is the exit and entry point for all seabome goods in Sîrayn. Products from Bulchayades, Olyas Kriis, and Codya across the Bay of Ormal and from the island archipelago south of Gan, as well as the faraway lands of the Utter East and the mysterious southern continent of Môrenorë fill the markets of the port. Its citizens are affluent, and beggars, cutpurses, and strays are rare.

The city is a melting pot of many cultures and races. A stroll through its streets will reveal architectural patterns from old Númenor, Far Harad, and the Utter East, in addition to Elven designs. The original populace is a blend of Chyan and Haradan stock. However, a small enclave of Elves and another of persons of Númenórean descent thrive within the city walls. Little racial tension is evident, and most individuals borrow ideas freely from the palette of cultures available.

POLITICS AND SOCIETY

The political structure of Tûl Harar is different from the other cities: there is no single ruler or Tarb. The metropolis is governed by the Karstet ir Maubezin (Ta. "Gathering of Speakers"), a council composed of eleven members selected from the wealthier merchants, priests, and warriors. All three professions must be represented. The Karstet ir Maubezin sets policies that affect the city as a whole. Council responsibilities include trade tariffs, military decisions, taxes, and city expansion.

Families dwelling in Tûl Harar are largely patrilineal. Residences house a married couple and their unwed children. When a man and a woman marry, they are expected to start a home of their own, although they may stay a short while with the husband's

family. Simple residences are comprised of a bedroom and a communal room that includes the kitchen area, while the homes of the wealthy provide separate bed chambers for each family member as well as servants' quarters.

MILITARY STRUCTURE

The military is composed of an army and a navy. Of the two, the navy is more feared. The Karstet ir Maubezin oversees military operations, and the generals and admirals report to the council and take orders from it. The positions of general and admiral are held for life and confer great prestige and wealth. Only proven leaders are appointed by the Karstet ir Maubezin. Death and gross misconduct are the only grounds for removal.

The Tûl Haran army operates in units of one hundred warriors. Infantry companies array themselves in tight squares behind a shield wall held by men positioned at the edges, while cavalry units sweep the field of battle before them and scouting companies make subtle use of terrain features. The favored weapon is the faranj, although Númenórean and Elven warriors wield longswords or broadswords. All warriors also carry a spear or bow.

The navy is composed mostly of biremes and triremes fitted with armored prows, ballistae, and catapults. The ammunition for the catapults are rocks or a secret formula that only a few of the catapulteers know how to make. The mixture is very sticky and highly flammable. Placed in clay jars, it is lit and slung at the opponent's ships. The mixture is so volatile that it will bum on top of the water. Naval fighters employ axes and the faranj when boarding ships. They rarely use metal armor except for their helms; light leather breastplates or tunics are preferred.

THE HARAN NAVY

The ocean going vessels sailing the Bay of Ormal take a number of differing shapes and sizes. The prominent designs used by the Harani are Black Númenórean in origin. Three basic types of vessels are employed: Progs, Catamarans, and Palanrists. Some Haradan-style vessels are also used by the Navy, but merchants more frequently own galleys, barges (used for river travel), and the Khum-Nagla. Pirates sail vessels of almost every style.

PROGS

Progs come in either heavy or light models. Having excellent designs, these ships are used mainly in times of war. Featuring a ram and offering a very small turning radius, their maneuverability and strength make them a favored vessel of Númenórean crews.

CATAMARANS

These unusual ships are well known for their speed and are favored for scouting missions. The dual hull also offers a stable platform for mounting heavy artillery pieces. Only a few of these ships are in use in the Bay of Ormal.

PALANRIST

Palanrists show the only true Elven design in the Bay. Durability, strength, and beauty are the best qualities of their construction. Their size and fine craftsmanship make them an excellent choice for carrying large cargos.

GALLEYS

The primary fighting and coastal ship of the Haradrim is the galley. Because of their design, galleys are rarely used far from the coast. Propelled primarily by oars, they are highly maneuverable given a well trained crew.

MERCHANT COG

These ships form the backbone of the merchant fleet in the Bay. They sport massive sails, large cargo areas, and may be manned efficiently by small crews.

KHURN-NAGLA "LIVELY WIND"

This is the single ship of choice for Haradan captains who can afford them. Strong construction and excellent sailing characteristics make the Khurn-Nagla a favored vessel for long hauls.

THE HARADAN SHIPS

Name	Galley	Merchant Cog	Khurn-Nagla
Type	quinnereme	caravel	carrack
Length	110'	45'	70
Beam	16'	17'	20
Draft	4'	5'	9
# Oar Banks	3	1	0
Hull	moderate	slight	strong
% decked	40	50	100
Ram	yes	no	no
Crew	220	20	90
Officers	15	3	5
Soldiers	65	—	65
Sailors	20	(17)	20
Rowers	120	(17)	—
Turn Radius	300'	300'	250
Row Speed	2-5 kts	1-3 kts	—
# Masts	1	2	2
# Sails	1	2	4-6
Sail Speed	1.5-4.5 kts	1.5-4 kts	2.5-9 kts
Endurance	7 days	20 days	30 days
cargo	—	20 tons	75 tons

THE BLACK NUMENOREAN SHIPS

Name	Hvy Prog	Light Prog	War Cat	Palanrist
Type	quinnereme	bireme	catamaran	carvel/frigate
Length	140	100'	40	200'
Beam	14'	10	20	35'
Draft	5'	4	2'	10
# Oar Banks	3	2	—	1
Hull	strong	strong	moderate	strong
% decked	100	100	100	100
Ram	armored	armored	none	none
crew	278	206	25	158
Officers	8	6	5	8
Soldiers	(270)	(200)	(20)	(150)
Sailors	(270)	(200)	(20)	(150)
Rowers	(270)	(200)	(20)	(150)
Turn Radius	150	100'	75'	200'
Row Speed	3-9 kts	3.5-10 kts	—	1-5 kts
# Masts	1	1	1	3
# Sails	2	2	2	9-12
Sail Speed	2.5-7 kts	3-7 kts	4-16 kts	3-12 kts
Endurance	5 days	5 days	10 days	240 days
Cargo	—	—	—	300 tons

APPEARANCE

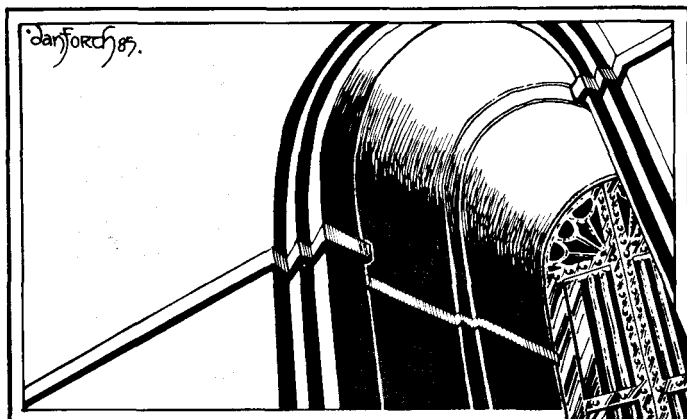
The Harani wear a mmmmer version of the *frangaubi* cutomary in the inland cities as well as robes buttoned down the front from neck to waist or hem. Snug trousers, worn under longer *frangaubi* or robes, and loose pantalons, donned with short upper gear, are common. Unlike other Sîrani, residents of the seaport rarely wear head dressings (unless traveling in the desert) and avoid feathered decoration. The materials of choice are linens and cottons. The weave is open, and the dyes used are very vibrant. Bright reds and purple are most prevalent. Footwear varies from soft suede shoes, to sturdy boots of fine leather, to cloth slippers bearing intricate beadwork.

Because of their varied racial background, the people of Tûl Harar possess a mix of physical features. Chyan/Haradan individuals possess the dark complexions, curly hair, and almond-shaped eyes of their brethren in the other Sîranian cities. Elven citizens are mostly Sindarin and possess the normal traits of fair, ruddy skin, ash blond hair, pale blue or grey eyes, and muscular limbs. Persons of Númenórean descent typically exhibit the tall, strong frames of their ancestors as well as their fair skin combined with dark hair and eyes. Since many cross marriages between the races have occurred throughout the centuries, a good proportion of the population displays an amalgam of racial features.

HOUSING

The buildings of Tûl Harar are constructed completely from stone. Sandstone quarried in the Kirmlesran badlands and limestone imported from cliffs to the south supply the bulk of architectural needs. Post-and-lintel construction is more common than the arch or the dome, and comiced porticos, pediments adorned by bas relief sculpture, and colonaded courtyards are common. A standard dwelling is composed of two to four bedrooms, a kitchen, and a communal living room. Wealthier homes have servants' quarters, formal dining rooms, and work rooms (for washing clothes, larders, etc). Rich traders own homes away from their businesses, but most merchants have their living quarters above their shops.

Workers and artisans employed by master craftsmen or shopkeepers rent flats from other people. Many sections of the city cater to this type of dwelling arrangement. The poor do not possess accommodations in the city at all and are given no social status within its walls. Tents and shacks in the surrounding countryside house some vagrants, but many of the impoverished clutter the docks of the seaport.



DIET

Seafood predominates in the Haran diet. Zinfar, a favorite white-fleshed saltwater fish, is often prepared by broiling the meat while basting it with a salty brown sauce made of fermented mezikast. The fish is also baked or boiled in soups. Octopus, abalone, shark, shrimp, and lobster form the base of other commonly eaten dishes. Veal and lamb are occasionally prepared. The imported spices of peppery chassyt, pungent *subanta*, bitter *jaffir*, and tart *uleraix*, rival local herbs in popularity.

The preferred breakfast of the Harani is chilled spiced fish, hot *sulyn* (an herbal infusion imported from Olyas Kriis), dried seaweed, and *torbachenna*. Afternoon luncheon is the main meal of the day and includes warmed fish or lamb, steamed barley or fragaub, stewed mezikast and karnet, and fresh vegetables, rounded off by baked goods featuring dates, figs, and coconut. A light evening meal is taken before retiring for the night, consisting of fruit, cheeses, and bread served with a light wine. Sometimes cold meat is included.

WORSHIP

The religious life of Tûl Harar is quite varied. The major belief of the city is the Tayee faith, to which even some Elves subscribe. They believe that Tarkarun-i-Masra is actually Eru and so are able to participate in worship with their less enlightened neighbors. Another important deity is Azain (Ta. "Ossë"), God of the Seas. Since many of the citizens depend on the ocean for a living, Azain is relied upon for help and guidance.

Unlike the other Siranean cities, Tûl Harar does not have any major temples. Shrines placed throughout the city are used as places of quiet worship. On holy days for the different gods, instead of processions, the believers meet at specific shrines to pray and leave offerings. The largest shrine in the city is devoted to the Tayee faith. The shrine also houses a library, one of the finest in the South. The Balakehan (Ta. "Masters of Forgotten Lore") of Tûl Harar search far and wide for religious books and artifacts and pay dearly for authentic texts.

6.0 POLITICS AND POWER

Constellations of individuals other than those sanctioned by law work within the fabric of political maneuvering that characterizes the Royal Court of the Tarb in Tûl Isra and the Gathering of Speakers in Tûl Harar. Cults spawned by the Storm King and his darkmaster clash with organizations of more honest folk. Summaries of the more prominent groups follow.

6.1 DARK CULTS

6.11 THE TAYB, FOLLOWERS OF THE SILENT ONE

"Death brings silence and a *true oneness with God*," wrote Maib Damak, High Priest of the Silent One. The Followers of the Silent One are feared throughout Sirayn. They are referred to as the Tayb (Ta. "Avert the Gaze") because of the belief that they have the *mánfas* (Ta. "Evil Eye"). It is rumored that if one of the Followers looks upon a person, he or she will die a horrible death. This rumor is true, for the Tayb are relentless killers. Each must kill at least once every year to stay in favor with their deity, Taimaraud (the Silent One, the All-Seeing, the Dark Enemy). The individual who fails this duty must commit ritual suicide.

Initiates to the cult imbibe a special elixir concocted from the venom of the juthuth. Those who survive the initial convulsions and mad ravings are admitted into the order. In public, the Tayb wear long dark robes (which conceal weapons nicely) with voluminous hoods that reach over the head to hide the face. An amulet, five inches in diameter with a lidless eye engraved at its center and worn on a long chain around the neck, more clearly identifies



FOLLOWER OF THE SILENT ONE

Followers of Taimaraud. Their battle dress, only donned when scouring the countryside on military maneuvers or a killing mission, consists of a tunic made of small pieces of black, lacquered wood, steel greaves on legs and forearms, and a visored helmet shaped to resemble a serpent's head. Referred to as the Silent Ones, the Tayb have never been heard to speak. Sign language is their only form of communication, even in private.

The Tayb maintain temples or shrines in each of the cities of Sirayn. They also have a citadel in the Tûr Betark called Aksari. From Aksari, the High Priest sends forth the word of Taimaraud. The most "devout" of the Tayb serve at the mountain fortress where they receive extensive training in the ways of death and death dealing. These killers are sent back to lead the temples in the cities. In darker circles, it is rumored that the Tayb may be hired to perform ritual slayings and murders. Although normal citizens haven't the power to hire one of the Silent Ones, the order does take killing assignments from the Gulmathaur of the Witch-king's realm in Angmar.

6.12 KEEPERS OF THE TRUE FLAME

An offshoot of the Servants of the Real Fire (who operate throughout southern Endor), the Keepers believe that Malkôra (Morgoth) was betrayed by Aluva (Eru) and tricked into exile. They also hold that only through the Control of the Essence and the maintenance of the True Flame can he be set free. Each of the Temples of the Keepers has an altar where a magical flame is always lit. The Baudarain (Ta. "Keepers") search the land for magic and magical items to help them in their Control of essence.

Like the Servants of the Real Fire, the Keepers' adherents and aspirants display their allegiance by wearing a bronze brooch in the shape of a flame. Unlike the Servants, the Keepers' symbol consists of a single flame. They also carry a flame-shaped dagger. The leaders of the cult, the prophet and senior keepers, possess a red flame tattooed on their right cheek. All members of the order don robes of dark grey when officiating in the orders' rites. They wear white robes with a wide black sash in public.

Temples of the Baudarain may be found in all of the cities of Sirayn save Tûl Harar. One small shrine, located outside the seaport's walls, serves as the Keepers' only base on the Mard Isauba. The Keepers openly proselytize in the other six cities. They preach of the holiness of the Flame and the evils of the sun, teaching that the evil Aluva created the sun to keep the True Flame of Malkôra from lighting Endor. When Malkôra returns, Aluva and the sun will be thrown down and the True Flame will reign.

6.13 THE DESERT SCREAMERS

The Desert Screamer (or Garks) range from the Bay of Ormal to the Dominions of the southwestmost peninsula below the Yellow Mountains. Founded by Vaal Gark, a Fuina (Avar) Elf, the lethal trackers roam the deserts of the Haradwaith. Their strange nocturnal call gave birth to the name of their group. In Sirayn, they are a small but growing presence. The Garks are rangers and outdoorsmen that rival even the Dûnadan Rangers of the North (in Arthedain). They favor the bow and longsword for their weapons. If a Desert Screamer can be found, he will sometimes hire himself out for the right price. However, this is a risky undertaking: if the Screamer should believe that he has been wronged by his employers, he will lead the party into the desert and abandon them there. The Garks' symbol is a gaping red maw on a white field.

6.14 THE REMNANTS OF AKHORAHL'S ORCISH ARMY

Desert Orcs, remnants of the army that Akhorahil formed in the 1100's of the Third Age, still exist in small pockets throughout Sirayn. Isolated companies maintain a number of outposts in the Kirmlesran hills and also in the Tûr Betark. They align themselves with other denizens in the area, namely the Demons that were released by Akhorahil when he began his attempts to conquer Greater Harad for a second time.

These Orcs are more of a nuisance than anything else. They raid villages and caravans for goods and food. Since Obed's victory in 1201, they have not attacked any of the cities or fortified areas. They even avoid the Danak in their fear of the supernatural, but frequently attack under-armed or small groups. The Orcs normally do not kill foes outright if it looks like they may be used as slaves. Their major outpost is in an abandoned Dwarf-hold south of Aksari. The hold is located above a major trade road running through the mountains, allowing the Orcs an excellent position for raiding caravans. Most knowledgeable traders hire heavy guards when moving along this route.

6.15 THE ARMY OF THE SOUTHERN DRAGON

In T.A. 1051, when Akhorahil established his new demesne at Ny Chennacatt, the Storm King gathered an army composed of Orcs, Trolls, and Demons native to the Yellow Mountains and Mordor. Due to a lack of intelligent leadership, the horde was defeated and completely destroyed in T.A. 1201 by the forces of Obed the First.

Learning from past mistakes, the Nazgûl raised another army in the mid 1300's. Instead of Orcs, the new military organization was composed of Haradrim and a few select Black Númenóreans. Although the Army of the Southern Dragon is a threat to all the Free Peoples of Southern Endor, its destructive capacities loom larger in Ciryatandor and the countries south of the Yellow Mountains than in Sirayn. Akhorahil is focusing his energies on the Utter South, since he believes his servants in Sirayn have firm Control of the government.

6.2 ORGANIZATIONS OF THE FREE PEOPLES

6.21 THE TAYEE

The Tayee faith is the most prevalent belief in Sirayn. Every city and small town has at least one temple or shrine devoted to its rites. The Tayee believe that the earth was created by the Master of the Sands (Tarkarun-i-Masra, Manwe) for the use of his children. They also believe that he would not leave them stranded without the knowledge of how to live, and so maintain a set of holy books that teach the correct ways. The tomes describe the rituals and prayers for the faith as well as rules for proper conduct. They have been passed down through the ages and their pages contain all of the religious knowledge of the Tayee.

THE BOOK OF THE LAND, THE TARAT BALAZAYN

The tale recounted here is a synopsis of the Tayee creation story from the *Tarat Balazayn*. Similar to the *Kat Polozaj* (see *Far Harad, The Scorched Lund*), this book tells of the creation of the world, the strife between the gods, and the foundation of the Tayee faith. Within its pages can be found guidelines for correct living and the prayers of the faithful. The priests of the Tayee faith use this book as the foundation of their religion. Scholars surmise that the tale is based upon the teachings of the Elves.



TAYEE PRIEST

"There was Tarkarun, Lord and Master of all. It was he who brought order out of the void and created all that exists. First, the Master organized the Mal'alak, the Holy Ones. These are they that bent to his will and obeyed his word. Those of the Mal'alak who refused to be ruled were cast into the abyss and became the Mal'azaud, demons of the night. Ever have the Mal'azaud striven to foil the plans of the Master.

"The Master dreamed and from his slumbering thoughts the world was created. Upon awakening, he discovered this new creation and called the Holy Ones to aid him in fully shaping the Rayn (Ta. "Land"). This they did and in the process created a paradise to please him. During their work, the Holy Ones espied beings dwelling in the land. The Holy Ones taught them the gift of speech and thus they became living souls. Even so today, a newborn is not truly alive until it utters its first cry. The Master was pleased with the work of the Holy Ones and the new beings that also worshipped him.

"The shining countenance of the Master lit the Land. Millennia passed and peace reigned supreme. One day Ganiraib, one of the Holy Ones, desired to rule in the place of the Master. He gathered followers from the Mal'alak and the Mal'azaud and led an assault against his Lord. Great and terrible was the battle that ensued that nearly destroyed the Land. Ganiraib and his followers were cast down and in the process the Master was deeply injured. He and the Holy Ones were forced to withdraw from their paradise which was now in ruins. To help his worshippers which were left behind, the Master created the sun and moon to rule in his stead. Thus the faithful would not be left to fend for themselves in the dark of the eternal night."

The Tayee believe that the Master waits for the faithful to follow him. They also believe that he sends Holy Ones at times to assist and teach the believers. Unlike their northern cousins, they believe in an afterlife for those who strictly follow the Master's word. The Tayee call the Master Tarkarun-i-Másra, Master of the Sands. Only the Master can hold back the endless sands of the desert and return the land to a paradise.

THE ORGANIZATION OF THE TAYEE

Tayee followers recognize the Balahask, an older priest chosen from the body of the priesthood, as their supreme authority. The Balahask resides at the Tarnet Bazain, where the oldest copy of the Tarat Balazayn is enshrined in a temple. Tûl Isra and Tûl Harar are also special sites to the Tayee. Great libraries that house collections of religious books about the Tayee faith and other religions have been established in these cities. Every city and town has at least one priest that will lead the faithful in daily prayers. They also act as councilors and teachers of reading and writing. In the larger cities, groups of priests and adherents maintain a temple or library.

Typically, it takes seven years of training to enter the priesthood. Extensive study and good works enable priests to rise in the hierarchy. Only through knowledge of the texts and daily efforts toward charity can one achieve renown in the faith. Laziness and sloth are highly frowned upon. The typical age to begin studies is between 12 and 15 years old. Once an adherent becomes a priest, he is expected to marry and promulgate the faith. If an aman becomes a priest after he has been widowed, this rule is not enforced.

6.22 THE CARAVAN MASTERS OF SIRAYN

The caravan masters are a prestigious group of individuals that meet regularly to negotiate contracts of exclusivity, division of the markets for different products among themselves, and other financial and trade policies. For example, two traders supplying Tyarett with sak fibers might agree to a minimum price for their wares to avoid the price wars that would be damaging to them both. For the most part, the masters are upright men and women who deal honestly with their clients. That is not to say, however, that they will sell something for nothing; they believe in making a profit. The masters buy and sell and will also transport goods or people for the right amount. Many travellers through Greater Harad have either hired on with these people or have purchased passage across the wastes between the lands of Greater Harad and those surrounding Bozisha-Dar.

Meetings attended by the caravan masters and convened monthly are called the Gemmett. In addition to facilitating contracts between masters, the organization serves as an impartial disseminator of information, such as the collapse of a bridge or the sudden prevalence of bandits near Tartaust, that might affect caravans. Informal meetings are held in Tûl Isra and at the Tarnet Bazain. Primary leaders of the association include Garlan Det and Nant Kamak.

6.23 THE KALAS TAIBIRAUK

Ever since the Ayten and their predecessors have roamed Greater Harad, freedom has been a prized possession. Over the millennia, despotic rulers have attempted to enslave these unfettered people. Now more than ever, the citizens of Sirayn are searching for rulers who offer them the personal liberties and freedoms available in the past. The Kalas Taibirauk (Ta. "Sand Drifts Free"), coalesced as the bravest of the oppressed population under Tartas Izain dared search for others wanting an end to tyranny. They seek the royal descendant of Clan Másra and hope to place him on the throne, releasing the people from the pressure of the Taraskon's thumb.

Merchants, Tayee priests, and key figures from the cities and Ayten tribes comprise the membership of the Kalas Taibirauk. The most prominent member of the organization is Tabaya Kas of Clan Masra. Ayten by birth, Tabaya personally leads many of the forays against the forces of Tûl Isra. Unknown to most, he is the royal descendant of Clan Masra. Other key figures in the group include Moraiza Satark, Garlan Det, Nant Kamak, and Samaub Narett.

The Kalas Taibirauk are extremely wary of outsiders and will not admit anyone into their circle without a thorough investigation. In the cities, the Kalas Taibirauk enforces the strictest security; members of the organization will rarely know more than two others of the group. In the countryside and amongst the Ayten, this is not the case. Entire Tanet and Ayset join the Kalas Taibirauk and form the backbone of the rebellion.

6.3 PEOPLE OF NOTE

Individuals operating within the groups and cults described above, as well as some acting independently, shape the history of Sîrayn. A few such prominent persons are detailed below.

NANT KAMAK

Nant is a renowned merchant operating out of Tamet Bazain. He is a friend to Garlan Det and often does business with him. Born in Tamet Bazain, Nant has kept the oasis as his home and the base of his trading operations. He is an outstanding member of his community and is one of the leaders of the Kalas Taibirauk. Like Garlan, he is a source of help and information. Although not one of the Ayten, Nant Kamak has adopted their garb. His flowing robes are simple, lacking even the embroidery typical of Sîranean frangaubi, and the quilted head covering shades Nant's face whenever he ventures outdoors.

NANT KAMAK		
Lvl: 13	Hits: 88	AT: No/2(25)
Race: Haradan.		
Profession: Scout/Ranger (Trader).		
Home: Tamet Bazain.		
RM Stats: Co92; Ag88; SD95 ; Me88; Re97; St59; Qu67; Pr101; In 98; Em101.		
Appearance: 73.		
Skills: 1HE 65; Bow 50 Trading 95; Ride 75; Percep 70.		
PRINCIPAL ITEMS		
Carpet of Flying — allows the user to fly once per day at 20 mph for up to 200 miles.		
Sword of the Desert — +20 weapon delivers a heat critical for every normal critical at one severity less.		
SPECIAL POWERS		
Spells — Nant knows all open Essence lists to lvl 10. 39 PP.		

TARTAS IZAIN

The history of modern Greater Harad is intertwined with the life of Tartas Izain. He was born in Isra to a Haradan lord and an Elven maiden who was abducted from her family to the south. Tartas was raised by his parents until his mother died in 1383 from a rare disease. One year later, he was sent to live with his uncle Shuftas Gabar in the city of Chamesra. At this time, he started his training in the dark arts. The youth learned quickly and surpassed his uncle. When he was 23, an emissary was sent by Akhôrahil from Ny Chennacatt to invite him to train under the Nazgûl's tutelage. Tartas left one year later to abide with the Blind Sorcerer. His training lasted until he was 34, when he returned to Isra.

Not only did Akhôrahil teach Tartas Izain the sorcerous arts, but he initiated him into the worship of the Dark Lord. At his pupil's departure, the Ringwraith presented Tartas with a lesser Ring of Power. The item extended his sorcerous abilities and artificially prolonged his life. A simple mithril band (forged by Sauron in the Second Age), the ring resembles the Nazg-u-Krimp borne by the Ring-wight of Tol Burûth (see *Perils on the Sea of Rhûn*). It bestows power and prolonged life to the wearer, but is not as potent as the major Rings of Power.

When he returned home, Tartas Izain worked his way into the ruling council of Tûl Isra. Once there, he subverted the Tarb and restructured the worship practiced in Temples of the Silent One. The old religion of Taimaraud (God of the Dead) was floundering, and Tartas added sufficient energy to allow a resurgence.

Tartas Izain's reign lasted until 1436 when Clan Masra regained the throne. The sorcerer was forced to flee for his life to Chamesra. While there he convinced his uncle that Tûl Isra could be taken. Shortly thereafter, he led the forces of Shuftas Gabar in an unannounced attack on the city. In spite of his immense knowledge, Tartas Izain was no tactician. Ignoring his generals' cost him victory and eventually caused the destruction of Chamesra.

After tasting defeat at Chamesra, Tartas Izain returned to Ny Chennacatt for further instruction. He remained there until 1627 and then returned to Isra. Under the weak rule of Kastarb Izain, he rose to power to become the Taraskon of Tûl Isra. Because of the ring he wears, he appears to be in his mid forties.

TARTAS IZAIN



TARTAS IZAIN		
Lvl: 30	Hits: 100	AT: No/2(75)
Race: Haradan/Sindarin. Profession: Mage/Sorcerer. Home: Charnesra/Tâl Isra. RM Stats: Co72; Ag98; SD65 ; Me88; Re87; St79; Qu97; Pr100; In 99; Em103. Appearance: 83. Skills: 1-HE60; Dagger (TH) 50.		
PRINCIPAL ITEMS		
Lesser Ring of Power — realm: Essence/Channeling; functions as a +2 spell adder and a x3 spell multiplier; if the owner wears the ring continuously for over two months duration, he or she will become enslaved by it (-30 RR vs 15th level attack); once enslaved, the life of the wearer will be lengthened by up to 500 years; after this time, the ring bearer will become a Ring-wight. Staff of Spell Storing — Stores 10 spells: <i>Mass Invisibility, Cancel True, Demonic Gate, Control IV, Word of Panic, Great Crack, Absolution, Earth to Mud, Mass Confusion, Mass Disruption, Teleport, Desert Curse.</i>		
SPECIAL POWERS		
Spells — All Sorcerer base lists to lvl 30 all open/closed Essence lists to lvl 30. 120x3+2=362 PP.		

AKHÔRAHIL

Akhorahil was born in S.A. 1888 to the household of Ciryamir at a manor overlooking the waters of Nîsinen in Nîmenor. Of noble birth (a cousin to Prince Mûrazôr, who became the Witch-king), Akhorahil was raised by vain and immature parents. A brilliant child, he became spoiled and jaded, traits which later caused his downfall and his enslavement by the Dark Lord.

In S.A. 1904, Ciryamir moved his family under royal license to Endor and founded a kingdom in this new land. Constructing his capital, Marath Carnadûnë (Q. "Tower of the Red Sunset"), Ciryamir carved out the kingdom of Ciryatandor (Q. "Gate Cleft"). It was to remain a Númenórean client-state for centuries. However, Ciryamir's reign was short lived. Akhorahil's greed and quest for power spurred him to covet his father's throne. In the year S.A. 1918, Akhorahil signed an evil pact with an aged Haradan Priest and traded his eyes for a set of gems called the Eyes of the Well. The artifacts bestowed great power to the young sorcerer and enabled him to take control of his father's mind. Under his son's influence, Ciryamir took his own life, thus giving Akhorahil full control of the kingdom.

Akhorahil, sometimes called the Blind Sorcerer, ascended the throne on the first day of S.A. 1919. Taking his sister Akhôraphil as his wife, he proclaimed himself Storm King and began his rule. Securely in control of his young kingdom, Akhorahil began a campaign of conquest along the northern edge of the Yellow Mountains, taking Chennacatt in S.A. 1929, Isra in S.A. 1933 and Kirmiesra in S.A. 1979. By S.A. 1999, his armies had pushed through Harshandat to the Bay of Ormal. At this time, the Dark Lord sent an emissary from Mordor to offer the young Lord a wealth of knowledge and a promise of immortality. In S.A. 2000, the Blind Sorcerer accepted a Ring of Power from Sauron and became the fifth Lord of Men to become a Ringwraith.

In the year S.A. 2250, Akhorahil formally renounced his allegiance to Númenor. In response to this news, Tar-Ancalimon conceived a plan to regain the lost lands. In S.A. 2280, a fleet landed in Tulwang carrying an extensive host. Arriving too late to

stop the landing, Akhorahil's army was defeated, his capital was razed and his kingdom was overthrown. Akhorahil fled north to join his master and remained in Mordor until his return to Chennacatt in the Third Age.

THE BLIND SORCERER AND SIRAYN

Akhôrahil, fifth of the nine Nazgûl, is the principal Servant of Darkness in this section of Endor. In T.A. 1050, the Blind Sorcerer took form again and moved to the fortress of Ny Chennacatt. For the next five hundred and ninety years, his presence would be felt in the South. Akhorahil's primary mission is to reconquer his former holdings. To accomplish this, he has assembled a new army (the Army of the Southern Dragon) and has accepted allegiance from influential individuals in the courts of Sirayn and the petty Orc-lords in the Yellow Mountains near his fortress. Through Tartas Izain, Akhorahil has been able to spread the religion of the Dark Lord (primarily through the Followers of the Silent One) and cemented his control of Greater Harad. However, as he miscalculated his enemies in the past, he now underestimates the strength of the Free Peoples of Sirayn.

AKHÔRAHIL		
Lvl: 36	Hits: 155	AT: Ch/15(85)
Race: Black Númenórean. Profession: Mage/Sorcerer. Home: Ny Chennacatt. RM Stats: Co51; SD54; Ag77; Me94; Re92; St96; Qu86; Pr64; In 100; Em100. Appearance: 84. Skills: 1-HC 125; Climb 125; Swim 75; Locks 105; Traps 45; Stalk/Hide 100; Percep 90; Runes 40 Staves 105.		
PRINCIPAL ITEMS		
Mace — ("Yellow Hammer") +20 gold steel Man-slaying mace inlaid with copper. Bracers of Chennacatt — +20 to a wearer's DB; enable wearer to parry a foe's melee blow with a bonus equal to twice the amount applied to the DB from the wearer's OB. Eyes of the Well — two enchanted star sapphires that allow the wearer to sense objects and presences within 2000 feet; act as a +5 Channeling spell adder; and enable the wearer to know and use all base Mentalist spells. Morgul-knife — +20 dagger which strikes as a short sword. This dagger is used to slay and enslave the victim. On a critical strike the victim must make a RR vs the wielder's level. Failure results in a broken portion of the blade finding its way to the victim's heart. Should the shard reach the heart, the victim will become a wraith servant of the knife wielder.		
SPECIAL POWERS		
Spells — All base Mage, open Essence and open Channeling lists to 10th lvl, all base Sorcerer lists to 30th lvl, all base Mentalism lists to 50th lvl and all closed Essence and Channeling lists to 5th lvl. 99 PP. Wind Sense — Akhorahil can instinctively feel the air and know what direction he faces. He can also determine the exact velocity and density of any breeze.		

BARAS GAIB

Baras Gaib is a Demon (lesser Maia) that was released from the void by Akhorahil in the 1100's. With the defeat of Akhorahil's army, Baras Gaib was set free to plague the inhabitants of Isra. The Demon is quite powerful, yet exhibits some very interesting traits. He is more mischievous than dangerous and believes that it is better not to kill someone because then he cannot then pester them.

Any caravan is fair game for his "attention". He loves dropping tents on unwary sleepers, breaking minor items, spoiling food and water supplies, and urinating on the travellers belongings. Baras Gaib thrives on strife and so will harass a group until he tires of them (normally two to three days). Other than boring him, the only way to escape his mischievous "attacks" is to buy him off. Baras Gaib prefers bright and shiny baubles, and, since he has no conception of value, travellers can appease him by giving him inexpensive trinkets.

BARAS GAIB		
Lvl: 24	Hits: 225	AT: 4(100)
Race: Fire Spirit (Demon) Profession: Mage/Magaician Home: Isra # Enc: 1 Size/Crit: S Speed: BF/VF Attacks: 95 Bi / 75 We		
SPECIAL POWERS		
Spells — All open/closed Essence to lvl 20; Fire Law to lvl 20. 54 PP. Spell Resistance — +100 RR and Defensive Bonus to all Essence and Channeling attacks.		

SELEN HASKAS

Selen Haskas is a lesser Earth Spirit (similar to Goldberry, a Water Spirit, or Tom Bombadil, an Earth Spirit, but possessing less power) who has remained free of the Dark Lord's shadow. He has dwelt in Greater Harad since the early First Age and refuses to leave. He is a benign figure and so does not change the balance of the lands and governments around him. To those that know him, Selen is a friendly and generous person. He frequents Peshtin's Inn for food and drink and is always willing to buy a round of drinks (normally the Izhta's Tears) for those that he meets and likes. In times of great need, he will offer advice to key figures. However, he refuses to use his own powers to aid in the attack or defence of the Sirani unless his own person is in danger. When forced to manipulate the essence, he calls only the minimum force necessary to resolve the situation.

SELEN HASKAS		
Lvl: 17	Hits: 155	AT: Ch/13(75)
Race: Earth Spirit (Maia). Profession: Mage/Astrologer/Warrior/Fighter. Home: Till Isra; travels all of Sirayn. RM Stats: Co110; SD96; Ag103; Me88; Re100; St107; Qu115; Pr114; In 102; Em101. Appearance: 74. Skills: 1-HE 160; Bow 160; Climb 84; Ride 86; Swim 78; Locks/Traps 70; Stalk 70; Hide 50; Percep 105; Runes/Staves 80; Ambush 10.		
PRINCIPAL ITEMS		
Faranj — +50 Holy weapon; of slaying vs. minions of Sauron. Composite Bow — +35 Holy weapon; of slaying vs. minions of Sauron. Scale Armor — AT Ch/13; +35 DB.		
SPECIAL POWERS		
Spells — All base Astrologer lists to lvl 17; all open/closed Channeling lists to lvl 17; all open/closed Essence lists to lvl 17. 51 PP.		

PESHTIN, THE INN-KEEPER

Peshtin comes from a long line of fanatics. They are followers of the Tayee faith, but believe that, like Númenor, the rest of the world at some time will be flooded. In order to prepare for this eventuality, one of Peshtin's ancestors built an inn in the shape of a large boat in Till Isra. Peshtin is carrying on his ancestors dream of being prepared for the flood. He keeps a few months worth of food on board (yes, the inn will really float) and allows customers to buy passage for the night if they wish. This would guarantee them a spot on the boat if the flood happened that night.

PESHTIN		
Lvl: 7	Hits: 53	AT: No/1(10)
Race: Haradan. Profession: Warrior/Fighter. Home: Tûl Isra. RM Stats: Co88; SD92; Ag96; Me89; Re91; St47; Qu72; Pr101; In 83; Em91. Appearance: 76. Skills: 1-HE 50 Swim45; Ride 30; Percep 70; Runes20; Staves 20; Animal Healing 25; Cookery 35; Herding 55; Music 25; Sailing 60; Stargazing 50.		
PRINCIPAL ITEMS		
Compass of True Direction — Speak destination to compass and it will lead the way.		
SPECIAL POWERS		
Weather Sense — Innate ability to predict the weather.		

SAMAUB NARETT, SHOPKEEPER

Samaub comes from a long line of purveyors of elixirs and potions. Samaub the First established a shop in the early 1300's. Since that time, the shop has hardly changed. Samaub Narett is a gregarious and prosperous man. He loves social life, and due to his wealth he is able to fully enjoy it.

Samaub is a man to be trusted. He is an devout believer in the Tayee faith and secretly supports it monetarily. He keeps his loyalty hidden so that he may gather information from the court and other social circles for the faith. Many individuals in trouble with the current ruler have been assisted out of the city by him. He has many connections including thieves, the Temple to the Spider God, the Tayee Temple, the Royal Court, and other shop owners and caravan masters. In particular, he uses Garlan Det to smuggle goods and people into and out of the city.

SAMAUB NARETT		
Lvl: 23	Hits: 92	AT: No/1
Race: Haradan. Profession: Animist. Home: Till Isra. RM Stats: Co82; SD91; Ag96; Me100; Re89; St63; Qu54; Pr76; In 103; Em84. Appearance: 81. Skills: 1-HE 35; Climb 45; Swim 20 Ride 70; Stalk/Hide 50; Percep 75; Runes 85; Staves 60; Foraging 50; Navigation 40 Tracking 30; Trading 70.		
SPECIAL POWERS		
Spells — <i>Weather Ways, Detection Mastery, Nature's Law Calm Spirits, Creations, Lore, Plant Mastery, Herb Mastery Nature's Lore, and Nature's Protection</i> to lvl 20. 69 PP		

MORAIZA SATARK

A son of Sirayn, Moraiza soon discovered the ways of the cleansing desert and the faith of the Tayee. For years, he travelled the lands of Greater Harad, helping the poor and abused of the Tarb's crippling reign. Though much has changed since his boyhood, two things have always helped to protect him: his quiet nature and steady faith. Stepping slowly through life, Moraiza has proved his faith to be as beneficial to him and his friends as water to the thirsty.

Moraiza's childhood was filled with the traditions of the Ayten. The games he learned as a child and his training in the beliefs of the Ayten ways molded him into a caring and responsible adult. Though he wanted to be a scout in his early life, a lack of depth perception forced him into other paths. The defect always caused him great embarrassment as a child. His friends would call, "*Moraiza, jump on your horse and ride with us!*" He would doggedly try every time, only to jump and miss his mark by a few feet, landing on his "pride". As a result, Moraiza is a shy and quiet individual who will always fight for the underdog. His contemplative nature pointed him toward a religious vocation.

Painfully aware of the oppression that afflicts the Mezin-tarb, Moraiza now devotes his power to the Kalas Taibirauk in their fight against the current regime. As years of wind and heat have changed the desert, so has the rule of Tartas Izain in the name of the Tarb changed Sirayn. Moraiza hopes that his help to the Kalas Taibirauk will change the land as his faith teaches that the desert will change into a paradise under the hands of the Master.

MORAIZA SATARK

Lvl: 14 Hits: 72 AT: Ch/13(30)

Race: Haradan.

Profession: Animist/Cleric.

Home: Tûl Isra/Tarnet Bazain.

RM Stats: Co94; SD83; Ag94; Me86; Re77; St84; Qu88; Pr82; In 98; Em75.

Appearance: 90.

Skills: 1-HE90; TH70; Climb 53; Ride 68; Swim 38; Track 63; Ambush 5; Stalk/hide 55; Traps/Locks 30; Percep 73; Base Spells 32.

PRINCIPAL ITEMS

Magic Chainmail — +20 DB; no maneuver penalty.

SPECIAL POWERS

Heat Resistance — +10 RR vs heat

Spells — *Creations, Sound, Light, Purification, Bone, Muscle, Direct Channel, and Spell Defense* to lvl 20. 28 PP.

GARLAN DET

Lvl: 18 Hits: 120 AT: Ch/13(50)

Race: Haradan.

Profession: Warrior/Fighter.

Home: Rask.

RM Stats: Co91; SD93; Ag88; Me102; Re96; St87; Qu91; Pr99; In 87; Em88.

Appearance: 92.

Skills: 1-HE 120 Ride 75; Climb 30 Traps 45; Percep 80; Foraging 35; Math 40; Navigation 80 Public Speaking 25; Seduction 30; Star gazing 70; Trade 100; Weather Watching 45.

PRINCIPAL ITEMS

Ring — +30 to the skill of assessing the value of trade goods.



GARLAN DET, CARAVAN MASTER

One of the most successful caravan masters of Sirayn, Garlan Det was born to a poor family in Baud Selen. Early in his childhood, he was orphaned and raised by an aged Tayee priest. When he came of age, Garlan apprenticed under one of the more affluent traders of the city. Garlan's aptitude towards business allowed him to be of more and more use to his aged mentor, Kassis Det. On his death bed, the trader gave control of the business to Garlan, since he had no heir. Garlan took his master's surname, Det, and became the finest trader in the city. Realizing that trade was dying in Baud Selen, Garlan moved his operation to Rask.

Garlan is an out-spoken man whose business sense is almost magical. His shrewd dealings have earned him the respect of all the caravan masters and merchants that he has met. His favored route to travel is from Rask to Tûl Harar via Nárad-dûm. He also journeys to the Tarnet Bazain or Tartaust and on to Bozisha-Dar to the northwest. Garlan is an avid supporter of personal liberty and so moves information and goods for the Kalas Taibirauk.

DÁR OF TÛL HARAR

Dár originally resided at Nárad-dûm. He was a master smith there and was exiled from the hold when the heir to the Lord of the Dwarf-hold stumbled into Dár's forging chamber. The dwarf-prince burned his right hand, the scarring making his fingers unable to hold a weapon. Dár wandered unhappily through Greater Harad, finally settling in Tûl Harar. In T.A. 1422, the Dwarf hooked up with three other of his kindred to establish a smithy and inn near the docks. Dár found the friendship of his new acquaintances provided the spark that he needed to continue his trade. He had all but given up to despair after his exile from his clan's hold. Although he continued his work, his flame for life never reached the level of that before his exile. His companions eventually surpassed him in smithing.

Dár is a taciturn Dwarf who frequently turns to drink to forget his past. Despite this, his work is excellent. Dár is able to work mithril, eog, and fine steels. He and his partners fashion some of the finest weapons and armor in the city and possibly in all of Sirayn. Dár's favorite saying is: "*A worthy opponent or a good friend will never have an unmarked grave.*"

DÁR		
Lvl: 21	Hits: 127	AT: Pl/16 (58)
Race: Dwarf. Profession: Smith/Alchemist/Warrior. Home: Tûl Harar. RM Stats: Co96; SD97; Ag93; Me87; Re78; St97; Qu86; Pr85; In 101; Em78. Appearance: 64. Skills: Percep 101; Ride 21; Traps/Locks 75; Stalk 48; Hide 69; Runes/Staves 133; Smithing 156; Fletching 106; Leatherwork 109; Sculpt Stone 87; Woodwork 104; First Aid 35; War Hammer 189; Cross Bow 175.		
PRINCIPAL ITEMS		
Magic War Hammer — mithril with inlaid black, white, and blue eog. Named Zagûl, it is intelligent, speaks, has a +50 perception, and delivers a cold critical of one lesser severity for every normal critical delivered. It was created by Dár.		
SPECIAL POWERS		
Spells — Knows <i>Enchanting Ways, Essence Imbedding, Mental Chan Imbedding, Organic Skills, Inorganic Skills, Shield Mastery, Barrier Law, and Runes</i> to lvl 20. 21 PP.		

TERELORN OF LOND ERNIL

The Noldo Elf known as Terelom of Lond Emil to the residents of Tûl Harar is a master thief of many faces and many professions. Terelom was born with the name Calenor Nasse in Harlindon, T.A. 522. Small of stature and fiery of temperament, he was an outcast among his fellow Noldo. Calenor slaved over the fires of his father's forge, learning the trade of knife smithing. But it was known that his heart truly burned with the fire of bardic tales, visions filled with the Elvish glory of old. All too soon he left his father's forge and the Calenor of old was no longer to be found; he took tutelage under the master thief Tindor (who later became his rival) and excelled in the thieving arts.

In T.A. 1013, Wethrin (S. "Shadowy"), a second story thief, appeared in Tharbad. He became known throughout Amor and Gondor for his arrogance and his reputation for disdaining all but the most challenging thefts. Wethrin was often heard to say, "*Locks are made to be opened, and I am the master key.*" He also achieved notoriety among the Elves for his somewhat dubious title of "Dwarf-brother". On a whim, he bought and freed the Dwarf Gimthor off the slave blocks of Tûl Isra. Later, while travelling with Gimthor and a company of Dwarves, he freed some smithing secrets from an Elvish vault, thus earning his title, "the Master Key". Terelom is often seen in the company of these same Dwarves. His kinship with them instilled in him a strange sense of honor that has affected his works since.

Wethrin mysteriously disappeared around T.A. 1409 when the theft of the tiara of the Princess of Cardilan was attributed to him. Ironically, this is a theft he did not commit. Tindor, his former master, now rival, stole the tiara and framed his pupil. From time to time unresolved and mysterious thefts are still attributed to "the shadowy one", Wethrin, in the north.

Terelom of Lond Emil, the owner of a shipping firm, appears to be a business man, albeit with a mischievous streak. The Elf founded the shipping concern in Lond Emil T.A. 1411. The business has made much of its wealth through the shipment of Dwarfish arms, armor, and metals. Terelom now owns a large fleet of sea worthy vessels of Elvish and Dúnedain design that move goods between the Grey Havens and Tûl Harar. His dealings appear to be strictly legal, but it has been said, that if the price is right and the risk reasonable, Terelom's ships can deliver whatever the customer wishes.

To Terelom's friends, he is a personable and gregarious individual. He is known for his talents and his ability to change persona as the need arises. Terelom's latest achievement is the persona of Gumthumper the Dwarf. This characterization first appeared among Terelom's Dwarfish companions in T.A. 1417. Gumthumper is known for his outrageous tales of adventure and treasure; for it seems that Gumthumper is found where Elves fear to tread.

TERELORN		
Lvl: 18	Hits: 130 Hits	AT: No/1(50)
Race: Noldo. Profession: Scout/Thief/Sailor. Home: Lond Emil. RM Stats: Co90; SD93; Ag102; Me75; Re78; St65; Qu88; Pr94; In 100; Em100. Appearance: 72. Skills: Thrown Knife 155; Melee Knife 111; Climbing 174; Swimming 118; Riding 98; Stalk 174; Hide 157; Perception 149; Disarm Traps 139; Pick Lock 168; Acrobatics 170; Contortions 165; Diving 150; Foraging 45; Gambling 65; Rope Mastery 160; Subduing 86; Tracking 64; Trap Building 57; Trickery 129; Tumbling 165; Sailing 107; Lock Smith 87; Trading 75.		
PRINCIPAL ITEMS		
Mithril Dagger — +25; returns to hand of wielder when thrown. Long Kynac — +15; magic. Lock Pick Kit — +15 to picking locks.		
SPECIAL POWERS		
Spells — Knows <i>Monks Bridge, Monk's Passing, Monk's Sense, Living Change (including a 24 hour Change to Kind spell), Invisible Ways, Unbarring Ways, Rapid Ways, Thieves' Passings</i> to lvl 10. 55 PP. Forger — Can make +10 daggers, +15 locks and lock picks. Thieftly Tracks — casts the following at will: Silent Passing (F) Duration: 1min/lvl Range: S: Caster can pass silently so long as no sound is made within 1" of his body. Scentless Passing: As <i>Silent Passing</i> except any smells coming from the caster are effected. Trackless Passing: As <i>Silent Passing</i> except the caster leaves no tracks. Traceless Passing: As <i>Trackless Passing</i> except any small disturbances made in passing (i.e. broken branches and other signs a tracker would look for) do not occur. Phantom Tracks: As <i>Trackless Passing</i> except in addition a phantom set of tracks identical to that of the caster are created, and will follow a simple path set by the caster. Heat Equalization: As <i>Silent Passing</i> except the caster emits the same heat as his surroundings, making the caster virtually invisible to infra vision.		

GIMTHOR TROLL-SLAYER

Gimthor was born in the year T.A. 1307 of Durin's line. As a young Dwarf, Gimthor was known by the residents of Khazad-dûm as Dwilar's curse. Rather than report for training in arms required of all adolescent Dwarves, Gimthor would sneak off to his uncle's forge to work with the junior smiths. Repeated beatings and verbal warnings did little to deter Gimthor from his obsession with the power of the forge. Grothar Steel-shaper, Gimthor's uncle, took notice of the young Dwarf. With Grothar's help, Gimthor convinced his father, Dwilar of Khazad-dûm, to allow an apprenticeship to his uncle five seasons before Gimthor reached the standard age. Gimthor excelled in the art of smithing, and applied himself to his craft with a zeal that left his father shaking his head in disbelief. *"Trying to keep Gimthor from the forge was like trying to cool molten steel with spit,"* remarked Dwilar in later years.

Gimthor's interests focused over the years onto blade design and metallurgy. He actively sought out new formulas and techniques that he could use in the forge. The reclusive, introverted young smith had little use for Elves and their magic, but he forced himself to learn Sindann after consuming all the information written by the Dwarven smiths available to one at his level. At the age of one hundred and three, he set out from Khazad-dûm in search of a Dwarven smith reported to be using a little-known method to work mithril somewhere to the southwest of the Misty Mountains. Days later, in the city of Tharbad, Gimthor deeply regretted his lack of attention to arms, for he was overpowered by raiders seeking slaves for sale in the **Far South**.

Gimthor passed two years in misery and self-degradation as he was sold and passed from owner to owner. He became known among the slaves as "He-who-labors-in-silence". Gimthor endured, and awaited the day a slaver or new owner would make a mistake and leave him unchained for an instant. The opportunity to escape never occurred. While standing on a slave block in Tûl Isra, awaiting sale, Gimthor gave way to total despair. As he prepared himself to kill the slaver who stood by him on the auction block, he hardly noticed the two cloaked figures who quickly drove the price beyond what any others in the crowd could afford. He began to raise his manacled arms to deal the blow that would end the slaver's life and his own, but was stopped by a harsh whisper in Sindarin. The two cloaked figures approached. He listened to words in guttural Southron, watched the gleam of gold changing hands, and then looked up past the folds of a hooded cloak at Elven eyes full of silent laughter. Still wearing slavers chain, Gimthor was led by two Noldor to a blacksmith shop. As the chisel parted the chains from his wrist, Gimthor uttered his first spoken word in sixteen months. To his question of "Why?", the Elves answered in unison, "Why not?", and then broke into uncontrolled laughter. Thus began the close friendship between Gimthor and Terelom of Lond Emil.

After his release, Gimthor began to study the art of arms. He accompanied the Elves on a journey back to the North. During the journey, Gimthor discovered an ancient Dwarven smithing hammer in Falin's Hold, a deserted Dwarf-hold in the Tûr Betark. Gimthor interpreted this gift as a sign from Aulë to continue his craft at all costs. He also discovered and drank a magic elixir that extended his life. Even in the T.A. 1630's, Gimthor looks like a young Dwarf.

Upon reaching Lond Emil with Terelom as ship captain, Gimthor, along with the Dwarves Dolin and Aldor, successfully started Mahal's Hammer; an armory and school for smithing in a remodeled keep at the edge of the city. After five years of profitable operation, Gimthor and his friends were lured from their

new home by tales of lost smithing techniques practiced far to the south. Gimthor, Dolin, and Aldor set out to search for several lost formulas for working eog. During this adventure, Gimthor earned his title of Troll-slayer. In T.A. 1422, the three Dwarves met and became partners with the Dwarven smith, Dár of Tûl Harar, and established a smithy and inn in the seaport.

Gimthor is a master smith and is outgoing and cordial to any Dwarf passing through the area. Unlike most Dwarves, however, he can often be found drinking in taverns with Elves while relating off-color jokes in fluent Sindarin. He treats the Elf Terelom as a brother and will instantly react to any slight against him as an insult against himself. Once slighted, Gimthor demands justice that must be paid for in gold or in blood. Gimthor's most often heard comment is, *"Elves are decent. Just remember to keep as firm a grasp on your purse as you do your sensibilities when dealing with them. You see, they just can't keep themselves from being naturally tricky."*

GIMTHOR TROLL-SLAYER

Lvl: 14 Hits: 155 AT :Pl/16(63)

Race: Dwarf.

Profession: Smith/Warrior/Fighter.

Home: Tûl Harar; originally Khazad-dûm.

RM Stats: Co103; SD86; Ag99; Me90; Re77; St101; Qu95; Pr99; In 56; Em57.

Appearance: 68.

Skills: Percep 75; Ride 18; Climb 51; Swim 36; Traps/Locks 15; Stalk 35; Hide 25; Runes/staves 20; Caving 88; Gambling 60; Weapon Smithing 127; Armor Smithing 107; Stonecrafts 60; Adr. Moves Str. 65; Boxing 95; War Hammer 140 Crossbow 110; Dagger/Fighting Knife 115.

PRINCIPAL ITEMS

Smithing Hammer — Enchanted black eog. Intelligent. Refers to itself as Mahal's Hammer. Speaks to Dwarves. If handled by a non-Dwarf, will change into the form of a snake and strike at wielder. +30 to OB. +20 to smithing skills. Hammer of slaying vs. Trolls. Returns when thrown up to a distance of 100.

Mithril Chain — AT 16; +20; magical.

Shield — Runes on back when read before battle will keep wielder from being stunned until battle has ended. May be used once a day. Gift from Durin for returning a bracer won by Durin I.

DOLIN OF ZARAK-DÛM

A smith trained by the master craftsmen of Khazad-dûm, Dolin finds himself tending to the daily chores of his trade: the art of smithing weapons. It might seem as though Dolin and his cohorts have always been at the Drunken Hammer, hard at work, but in reality, like most Dwarves of his calibre, he has travelled far and wide across Middle-earth. Dolin is an old Dwarf. Born in the late 1300s in Khazad-dûm, Dolin was enchanted by his father's tales of treasure and adventure. The family's forefathers were the masters of Zarak-dûm, a hold now held by a dragon in the lands of the Witch-king of Angmar. Dolin's quest has always been to retake this hold, but it has never come to fruition. He still carries his father's key to the hold and a map of its location.

Some two centuries ago, Dolin left a wife and son at a smithy he helped found in Lond Emil and, with his partners, travelled south. He found the southern climate and lands to be both profitable and demanding. With few smiths of Dwarven calibre in Sirayn, Dolin and his friends soon discovered an excellent market for their wares. Thus was the Drunken Hammer founded. Being a Dwarf of tradition, Dolin fashions his life and works around the ways of the

Maker (Mahai). Shaping the fruits of the earth into objects of power and beauty, Dolin is well known for his workmanship in the crafting of fine weapons. His specialty is axes and mattocks, although he now has mastered the crafting of the faranj.

Dolin is of medium stature (4'6") with piercing blue eyes, ruddy complexion, and a long black (although greying) beard and hair. His beard is worn in the traditional fashion of the smiths of Khazad-dûm. As with other Dwarves, he makes a loyal friend and a relentless enemy. In battle, Dolin wears mithril scale, covered by a thin layer of leather to hide its value, and he wields a powerful war mattock. Also, constructed of mithril, it is a formidable weapon. When not in use, the mithril head is kept hidden with a leather cover.

DOLIN OF ZARAK-DUM

Lvl: 20 **Hits:** 165 **AT:** Pl/16(36)
Race: Dwarf.
Profession: Smith/Warrior/Fighter.
Home: Tûl Harar, originally Khazad-dûm.
RM Stats: Co98; SD90; Ag95; Me93; Re83; St100; Qu98; Pr95; In 90; Em75.
Appearance: 78.
Skills: Climb 77; Swim 25; S&H 50; Perc 80 Mattock 160; Crossbow 160; War Hammer 160; Smithing 125; Traps/Locks 70; Riding 42.

PRINCIPAL ITEMS

War Mattock — +30; mithril; constructed and enchanted by Dolin, it is his prize possession.

Mithril Chain — AT 16; +20; magical.

SPECIAL POWERS

Spells — Knows all base Alchemist lists to 20th lvl. 20 PP.

ALDOR OF BAVOR'S FOLK

Aldor comes from a family of Dwarves descending from Bavor's line. Born at Mablad-dûm, he began his travels at an early age. Aldor first met Gimthor at Korlan, a city in Koronande, south of the Tûr Betark, when he was working for Dvalgund the master smith. Gimthor seduced the young Aldor with his tales of adventure and treasure. His listener was especially interested in Gimthor's journey into Falin's Hold, for it was here that he understood that the Southern Hammer was to be found. Years later, he tried to plumb the depths of the Hold only to be driven off by Orcs and other foul creatures. Currently, Aldor is working in Tûl Harar as the weapons and armor tester for Dâr and company at the Drunken Hammer. Aldor still dreams of recovery of the Southern Hammer and would be hard to stop if offered the opportunity to do so.

ALDOR

Lvl: 19 **Hits:** 155 **AT:** Pl/16(40)
Race: Dwarf.
Profession: Warrior/Fighter.
Home: Tûl Harar, originally Mablad-dûm.
RM Stats: Co101; SD71; Ag88; Me74; Re86; St100; Qu100; Pr83; In 54; Em77.
Appearance: 82.
Skills: Battle Axe 150 Crossbow 120; Climb 90; Swim 50; Perception 65; Smithing 50.

PRINCIPAL ITEMS

Mithril Chain — +20 DB; encumbers as leather armor.

Battle Axe — +25; magic.

7.0 ECONOMY AND TRADE

Although study of the trade of Greater Harad spans volumes in the libraries of Tûl Isra, a brief discussion of the trade systems sufficient for campaign purposes is provided below.

7.1 COINAGE

Only the cities of Tûl Isra and Tûl Harar mint their own coinage. All other towns and cities in Sirayn use imported coins or depend upon a system of barter. (Tûl Harar and Tûl Isra base their economies on a silver standard.)

The following chart details the monetary system of the two cities.

TÛL ISRA

Coin	Metal	Size	MERP	Conversion Standard
Tal	Gold	8 oz.	1 Tal = 200 sp	1 Tal = 60 Royals
Royal	Gold	2 oz.	1 Royal = 50 sp	1 Royal = 50 Saris
Saris	Silver	1/8 oz.	2 Saris = 1 sp	1 Saris = 10 Sort
Sort	Bronze	1/8 oz.	1 Sort = 1 bp	1 Sort = 10 Garn
Garn	Copper	1/16 oz.	1 Garn = 1 cp	

TUL HARAR

Coin	Metal	Size	MERP	Conversion Standard
Kesh	Gold	1 oz.	1 Kesh = 25 sp	1 Kesh = 5 Ged
Ged	Jade	1/4 oz.	1 Ged = 5 sp	1 Kesh = 20 Kos
Kos	Silver	1/8 oz.	2 Kos = 1 sp	1 Ged = 4 Kos
Sort	Bronze	1/8 oz.	1 Sort = 1 bp	1 Kos = 10 Sort
Garn	Copper	1/8 oz.	1 Garn = 1 cp	1 Sort = 10 Garn

The cities exchange their silver coins without imposing any restrictions. All other denominations can be exchanged for a small fee (1-10 % of face value). The Dwarves living in holds in the Yellow Mountains also mint their own coinage. Although they produce coins of copper and bronze for internal use, the only denominations that see frequent use in cities of Sirayn are silver or gold. The standard Dwarven ratio for conversion is ten copper pieces to the bronze piece, ten bronze pieces to the silver piece, and ten silver pieces to the gold piece. The Naugrim mint a few special issue coins of varying weights to commemorate events such as the crowning of a new King. The Dwarven silver coin is the same weight as the silver coins from Sirayn. Gold coins normally need to be converted.

7.2 IMPORTS AND EXPORTS

Most civilizations exist through a thriving system of trade with other cultures, and Sirayn is no exception. The major exports from the area include raw materials such as *bausk* and *muna* woods, the nutty grain *fragaub*, *sakworm* fibers, fragrant *boswillia*, and *torbachennna* fruits, as well as finished goods such as *sakweave*, linen, scale armor made of lacquered wood, and mosaic tile. Each city is renowned for a specific product. For example, the artisans of Tûl Isra are famous for their handwoven rugs and copper fittings, while those of Tyarett are the finest vintners of the South.

The following charts show the major exports for each city and cultural group as well as a price list for purchases made in the cities.

TRADE SPECIALTIES			
City/Culture		Exports	
Tîl Isra		finished metal products, elixirs	
Tîl Harar		sea products, weapons	
Tyarett		wines, grains, olives, torbachenna	
Tartaust		textiles	
Ayten		livestock	
Sára Bask		rare birds, cork, herbs	
Nárad-dûm		weapons, toys, ore	
Danak		pelts, timber	
PRICE LIST			
(t=tal, r=royal, ss=saris, st=stort, gn=garn)			
Item		Price	
Weapons and Armor		Bulk Goods (cont.)	
Axe	5ss	Dried fruit	10-20gn
Dagger	5l-20ss	Dates	4gn
Dart	5st	Figs	5gn
Club(studs)	5st	Onions	1gn
Javelin	25st	Beans	2gn
Spear	23st	Mezikast	2gn
Sling (10bul.)	8st	Karnet	2gn
10 slingstones	3st	Kafe	1ss
Composite Bow	1r20ss	Salt	30gn
20 arrows	5st	Honey	20gn
1 arrow	4gn	Spices (per ounce)	
Short Sword	15ss	Garlic	1st
Faranj	36ss	Nantarb	1st3gn
Leather Armor	4ss	Charbis	1st1gn
Scale Armor	35ss	Rosain	1st2gn
Plate Armor	1r	Kasia Nut	1st4gn
Helm	7ss	Sinabaud	1st5gn
Bulk Goods (per lb.)		Beverages (per gallon)	
Bread	5gn	Sour wine	10gn
Sweet Rolls	1st	Poor wine	25gn
Veal	7gn	Good wine	80gn
Beef	5gn	Vintage wine	32st
Mutton	2gn	Beer	40gn
Poor cheese	2gn	Ale	42gn
Good cheese	8gn	Mead	45gn
Apples	6gn	Liquor	15ss
Torbachenna	5gn	Izhta's Tears	20ss
Olives	4gn	Grains (per bushel)	
Marauba	10gn	Wheat	4gn
Coconut	7gn	Millet	3gn
Grapes	3gn	Fragaub	3gn
		Barley	3gn
		Hay	2gn

ELIXIRS AND HERBS

The herbalists and alchemists of Tîl Isra are well-known for their elixirs, potions, and herbs. The city lies a major north-south trade route, the only one of any significance through the Tûr Betark, and many merchants have made and lost fortunes taking part in the herb trade. A number of specialized herbs and potions are local to the area and can be purchased for very good prices.

The best shops may be found in the outer city, in out of the way places. One acclaimed shop is called Samaub's Waters, owned and run by Samaub Narett. The establishment offers excellent prices on local herbs, especially to other traders, and good prices on imported herbs and elixirs.

TRAVEL DISTANCES

Since Tûl Isra lies at the juncture of two trade routes (the east-west route is a lesser one), the city's markets and bazaars always bustle with activity. Traders and caravans from all of Middle-earth may be encountered. The following list gives approximate distances from some of Endor's cities to Tîl Isra, average travel time, and standard number of stops.

Destination	Distance (miles)	Time	Stops
Minas Ithil	2000	200 days	5-10, 1 week each
Bozisha-Dar	1000	90 days	2-5, 2-3 days each
Tîl Harar	270	20 days	2, 2 days each
Tartaust	200	18 days	3-5, 2-3 days each
Tyarett	125	7 days	none
Nárad-dûm	230	12 days	1, 2 days

7.3 TULPOAC

Founded on the site of a pair of abandoned Kirmlesran villages around T.A. 323, Tûl POac is the chief city on the hard, parched plain known as the Mirror of Fire. Four trade routes converge on the city's walls. The Y01 Deve (the Camel Road), starting in Tresti to the west, passes just south of Tûl POac to arrive many leagues further east at Tûl Harar in the lands of Sirayn. The Kek Yanan, from the desert city An Karagmir, the Y01 Shand, from the twin oases Shand Tûlaim, and the Y01 Chennacatt from the southern province of that name, all intersect the Y01 Deve in the vicinity of Tîl POac. The city is an important link between all the regions of the South: Near, Far, and Greater Harad. It is the home of the Pôa tribe, an Apysaic-speaking Haradan group related to people of Tresti. The city is also a major spiritual center associated with god Tûlimi, who Haradrim revere as the Master of Fate and Prophecy. (Tûlimi embodies many of the characteristics associated with the Vala Námo.)

THE NATURE OF THE CITY

Housing around 18,000 residents and an average of 3,000 visitors, Tûl POac (aka "Sud Tûlima") is a huge settlement by the standards of the desert. Its well-protected and exceptionally strategic position, coupled with its thirteen major and seventy-two minor wells, make it uniquely suited to its role as the main oasis on the Mirror of Fire and the principal inland city in southeastern Harad. Virtually every caravan moving goods between Raj and the Bay of Ormal stops here.

Tûl Pôac sits atop a flat granite outcropping, two huge grey-yellow rocks that loom over the surrounding plain like a pair of ships on an endless sea. The wind-worn rocks foster an array of bizarre and often loud sounds, music that calls to travellers dozens of miles away. These sounds, which echo deep into the desert on peaceful, windy nights, can be reassuring or very disquieting. Of course, the local shamans claim to read messages in the the tunes, which they attribute to the voice of Tûlimi.

The oasis is also known as the Camel Wells. This name originated during a period when camel-breeding was the principal industry in the town. Rare, two-humped Pôa camels are still prized as far away as the Chey lands. Now, though, camel husbandry is a noble art reserved for the elite. Most of the camel traffic in Tûl Pôac comes from the North, particularly from Harmal and southern Khand.

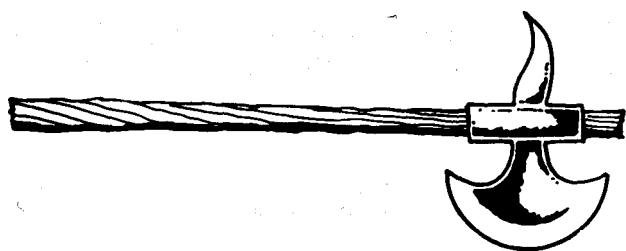
THE LAYOUT OF THE CITY

Tûl Póac is a fortified town situated a quarter mile northwest of the Camel Road. Surrounded by the terrace walls common to Kirmlesra and Chennacatt, it sits on a small plateau which is defended by steep slopes on all sides. The walls average 20' in height and generally sit a little way down the hillside. They are backfilled, leaving the rampart nearly level with the summit. The parapet walk surrounding the town is essentially a promenade. In some cases, masons cut the cliff's rock back to make it sheer enough for the wall to be fixed to the cliffside. Even if attackers employed siege machines, they would be unable to breach the walls, since the hill would be absorbing much of the blows' impact and would still stand as an obstacle even if the stone facing fell away.

The eastern section of Tûl Póac is devoted to inns and a sizable collection of caravan halls. This area is just inside the City Gate, the sole entrance into the community. Like the gates that flank the bridge connecting the town to the Citadel, this opening is guarded by two 35' tall square towers. (There are no towers in Tûl Póac other than the six that protect the three gates.) The Tûlimi Strand, the city's principal avenue passes through the gate, winds down the cliffside, and cuts across the Mirror of Fire toward the Camel Road. A creek called the Whistling Spill flows beside the paved road and, when the waters are running high, eventually empties into the River Siresha (sometimes called the River Chennacatt by the inhabitants of Tûl Póac in memory of the ruined city below the Storm King's hold).

The artisan's quarter occupies the central portion of Tûl Póac. Much of the city's entertainment is focused here as well, especially around the intersection of the Tillimi Strand and the Blade (Till Póac's other major avenue). Further west are the Assembly and Guildhalls.

The Citadel stands on its own rock height to the west of the wealthy quarter. Joined to the city by a three-arch stone bridge, this self-contained refuge is the home of the Lord of the Póa. His palace is surrounded by a park and adjoins a collection of elaborately decorated buildings, including the Library, the Armory, the Chamber of Judgments, the Shrine, and the Guards' Hall.



The Map Legend

The key to the numbers on the map (located in the insert at the center of this module) of Tûl Póac follows:

- | | |
|----------------------------|---------------------------|
| 1. Tillimi Strand. | 13. Camel Chambers. |
| 2. City Gate. | 14. Lemon Park. |
| 3. Gatekeeper's Palace. | 15. Tribal Assembly. |
| 4. Toll Hall. | 16. Mint. |
| 5. Gate Barracks. | 17. Main Barracks. |
| 6. Caravan Halls. | 18. Póa Square. |
| 7. Inn of the Fourth Hoof. | 19. The Bridge. |
| 8. Camel Square. | 20. Lord's Palace. |
| 9. Whistlers' Square. | 21. The Shrine. |
| 10. Singers' Well. | 22. Chamber of Judgments. |
| 11. The Blade. | 23. Library. |
| 12. Artisans' Place. | 24. Guards' Barracks. |

7.4 AVENUES OF TRADE

The size and condition of the roads within Greater Harad and those connecting the area to faraway lands vary considerably. Several, such as the Y01 Chennacatt, the eastern branch of the Y01 Deve, and the Y01 Harshandat, are stone-paved and well-maintained highways. The worst of the routes, such as the Emek Daglik and the Né Saiku, are narrow tracks hugging treacherous mountain crevasses or running through intermittent streambeds or wadis. The wider, well-travelled routes within Sirayn often possess open or covered water channels, interrupted by cisterns, running alongside them.

The following text is a brief overview of the more significant land routes crossing Greater Harad.

Kek Yanan (Ta. "Burning Walk") — The Burning Walk starts at Till Poac and runs along the northeastern edge of Raj through the oases of Sud Sicanna and northward to An Karagmir, a desert city on the Rath Khand due east of Umbar. The route follows the escarpment that separates the Dune Sea to the west from the Mirror of Fire to the east. Unpaved, but reasonably well-marked, it is the only significant road through the western part of the hostile Inner Lands of Far Harad. Travellers on this route must contend with scores of nomadic raiders.

Yól Deve (Ta. "Camel Road") — Running from Tresti to Tûl Poac, and then southeast to Kirmlesra and the lands of Sirayn, the Camel Road joins Raj and the settlements along the Belegaer coast to Tûl Harar and the rich markets facing the Bay of Ormal. It is the finest road in the Inner Lands of Far and Greater Harad. Although unpaved on its western stretches, the route is flanked throughout its length by 14 tall stone structures which double as both shelters and mileposts. Many of these buildings sit over or beside wells, or near campsites favored by the nomadic Haradrim of the interior. They are welcome refuges, given the challenges of the surrounding terrain (particularly where the road crosses the Erim Póa (Ki. "Range of the Póa Tribe"), part of the Mirror of Fire, to Rask).

Yól Shand — The Y01 Shand runs from Till Póac northeast to the twin oases of Shand Tûlaim, swinging east there to strike for the highlands bordering the western edges of Chy and Lodenuly. The portion of the route passing through the Mirror of Fire is more poorly marked than the Camel Road, and a good compass is a necessity to travellers who follow it.

Yól Chennacatt — The Y01 Chennacatt strikes south from Tûl Póac, passing along the western edge of the Erim Póa to cross the Siresha River on an aqueduct bridge entering Tartaut. The eastern end of the bridge is anchored in a tunnel mouth in the cliff looming above the river where steps wind upwards through a torchlit stairwell to the city streets at the top of the escarpment.

Yól Sari (Ta. "Yellow Road") — From Tartaut, the Yellow Road follows the Siresha River to its source high in the Tûr Betark. The trade route passes across a saddle between peaks, the Bosiri, along a mountain lake at the foot of a glacier, to descend into the hills of Dûshera.

Né Saik (Ta. "The Spur") — The Spur, as it is named by the locals, follows the Chenna River to the ruins of the ancient city, Chennacatt. Looming above the crumbling walls and broken foundations, Ny Chennacatt, the mountain-hold of the Storm King, stirs with Orcs and other foul minions of the Dark Lord. Honest folk avoid the Né Saik.

Né Saiku (Ta. "The Little Spur") — The Little Spur connects the Kek Irmak to the Yól Chennacatt.

Kek Irmak (Ta. "River Walk") — Skirting the north bank of the Siresha, the Kek Irmak runs from Baud Selen west to the point where the Né Saiku connects it to the Y01 Chennacatt and the Né Saik presses onward to Tartaut.

Kek Dónemek (Ta. "Bend Walk") — The Kek Dónemek starts on the eastern bank of the Hayk Sarzain, passes west through the Bru Isra, and crosses the Siresha at a bend in the river to enter Baud Selen. Within the city, the route bends sharply to head east along the river, passing by the remains of Tûr Aylra to arrive at Rintark.

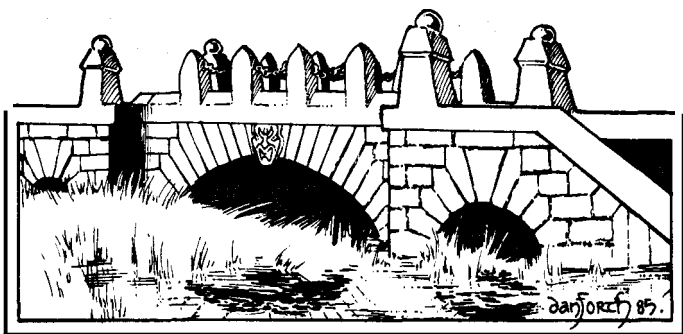
Y61 Isra — The Isra Road strikes south from the Y61 Deve along the Maudar River to TOI Isra. Beyond the city, it continues toward the Tûr Betark. The route grows narrower and less well-maintained as it enters the foothills, becoming the Emek Gaglik when it hits the mountains proper.

Kek Tepé (Ta. "Hill Walk") — Departing the Y61 Isra at the Hayk Sarzain, the Kek Tepé passes through the Bru Isra on its way south. The largest quarry in the province is located at the end of an access road connecting to the Hill Walk.

Emek Daglik (Ta. "Highland Crawl") — A narrow, twisting path that skirts deep crevasses and crosses the highest pass, the Boas Isra, through the Tûr Betark, the Emek Daglik is not for travellers who fear heights. It is the quickest route from the magnificent lake in northern Dfishera to Tûl Isra and the lands of Sirayn.

Yólu Tyarett — The Yólu Tyarett connects the city of that name to TOI Isra. Merchants interested in quick returns ply the route, bringing copper and brass fittings east from the capital in exchange for the ales and meads of Tyarett.

Kek Odun (Ta. "Forest Walk") — The Kek Odún follows the Sîrsis through the Sára Bask to the Camel Road where it passes by the ruins of Chamesra. A narrow strip of farmland occupies each bank of the tributary river, and the road is squeezed between these and the forest edge.



Y61 Harshandat — Huge flagstones of quartz pave the entire length of the road between TOI Harar and Harshandat. League markers march like soldiers along its edge, while guard towers (variously garrisoned by companies from the two cities, bandits, and minions of the Storm Lord, depending on the balance of power at the time) occur at ten league intervals.

Yólu Tebesh (Ta. "Chalk Way") — The Yólu Tebesh skirts the upper edge of the chalk bluffs forming the northern shore of the Mard Isauba. It follows a more winding route, hugging the coast, to Harshandat.

Kek Sauba — The Kek Saubaruns along the lowland coast where the coconut, *maraua*, and *sak* palms of the Sára Bask congregate at the edges of sandy beaches and reed-choked marshlands.

8.0 THE CITIES OF SÎRAYN

Vibrant murals, lofty towers, colorful mosaics, colonnaded courtyards, intricate brickwork, and paved streets comprise the typical, but striking, elements of a Siranean city. Even the ruins of Chamesra are impressive due to the monumental quality of the stonework remaining within the crumbling city walls. The richest and most elaborate of the cities is Tûl Isra. Taxes from Tyarett, Rask, Baud Selen, and Tartaut, as well as from outlying provinces, fill the coffers of the Tarb. Some of this wealth is used to beautify his capital.

The cities of greatest merchantile importance in Greater Harad are TOI Isra and Tûl Harar. The size of their populations, the significance of the trade routes beginning and ending at their walls, and the proximity of navigable rivers elevate the status of the capital and the seaport above that of other urban centers. Chamesra once enjoyed a similar reputation as a catalyst of trade, but its ruins are remarkable only for the dangers they hold (bandits, an outpost of Followers of the Silent One, wild animals) and the canal that still allows barges and merchant vessels to avoid the rapids congesting the waters of the Siresha River where it flows through the city. Four other major cities exist within the Siranean hegemony: Tyarett, Rask, Baud Selen, and Tartaut. For much of their history, these cities are subject states ruled by the Tarb of TOI Isra.

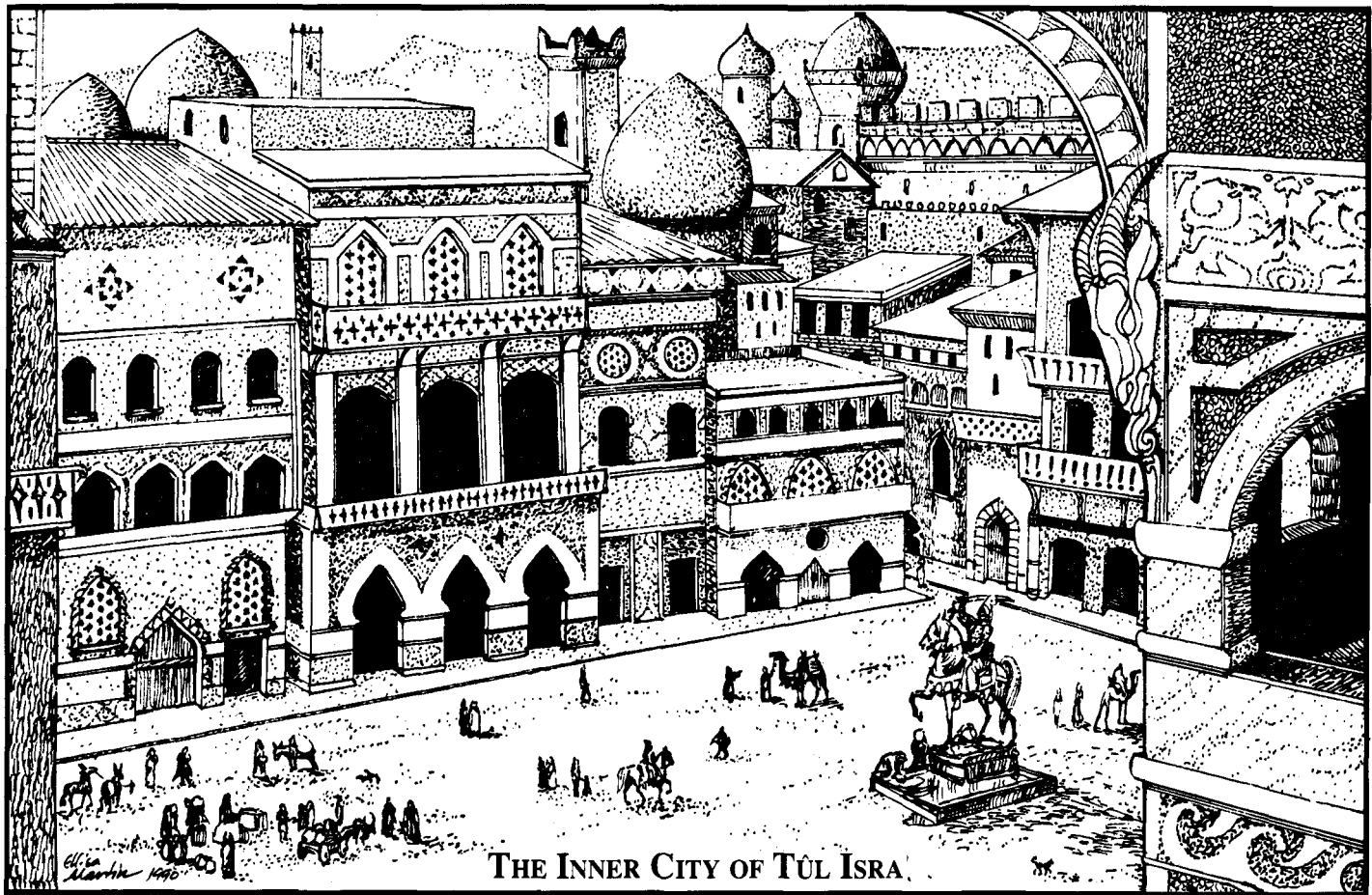
8.1 TUL ISRA

TOI Isra is the administrative capital of Sirayn. It is located on the east bank of the Hayk Sarzain, a ravine filled by the Maudar River to form a deep lake, in the midst of the province of Isra. For centuries, the Tarb of this city has ruled six of the seven cities in the Mezin-tarb. Should the schemes of Tartas Izain, the Taraskon in the years following T.A. 1632, succeed, the conquest of Tûl Harar will complete TOI Isra's dominion over the lands of Greater Harad.

HISTORY

TOI Isra was founded in the early Second Age. The Y01 Isra, a trade route branching from the Camel Road near the confluence of the Siresha and Maudar Rivers, even then passed by the city on its way to the Tûr Betark and through the mountains to the Utter South. The original city was located northwest of the Hayk Sarzain (Ta. "Swollen-waters in the Earth-sands") and was inhabited until its destruction in S.A. 1933. Later in the Second Age, the village of Mumett was founded on the eastern shore of the lake. In T.A. 83, members of Clan Másra refounded TOI Isra south of the village on the east bank. The new location boasted a more defensible bluff which would augment city walls. Some of the building materials were taken from the nearby ruins, but much of the required stone was quarried in the Bru Isra.

Initially, a thick wall, twenty feet high, was raised, while residences, shops, a large bazaar and open market, and some administrative offices were constructed within. Gates located on the southern and western edges of Tûl Isra pierced the defensive rampart. In time, the population out-grew the city. The administrative buildings were moved into a new expansive plaza which included a palace. Construction continued for a decade in order to complete the complex. During the final phases, the city was expanded to the south by the addition of a new outer wall, and the inner walls were strengthened. Centuries later, following the slow accumulation of workshops, artisans' homes, and dining establishments outside the northwestern walls, another section of outer wall was constructed. Throughout the city's history, continued construction, renovation, and the collapse of old buildings have changed the interior streets and neighborhoods.



ECONOMY

Tûl Isra may appropriately be called the melting pot of Greater Harad. Although the eastern influences prominent in the seaport are absent, products from any of the cultural groups residing in southern Endor (whether rubies set in petrified wood from Gan, carved Mûmakani ivory, prayer beads from Dûshera, or rosewood screens and divans from the Seven Dominions) are readily obtained in the capital's bazaars. Despite the presence of imports, local artisans thrive. Copper, bronze, and brass fittings for tools, riding gear, chariots, construction work, and furnishings from Tûl Isra surpass those manufactured anywhere else. And many of the remedies distilled by the capital's herbalists are unique within Greater Harad.

THE INNER CITY

During the years surrounding T.A. 1630, Tûl Isra is divided into five sections: the inner city, the palace, the outer city, the ruins, and the outer city market. The latter includes the caravan grounds and nomad encampments as well as the tents and shacks of the poor. The census of T.A. 1622 indicated that over 17,000 people resided in and around the city proper. Another six to ten thousand live in the province surrounding Tûl Isra.

In the inner city lie the oldest sections of the capital. Fine shops, spacious residences, ornately carved temples, the ancient Gohark Naunir (Ta. "Justice-hall of the Truth-swallowers"), and the Sarask Balabytt (Ta. "Vaults of the Balabett") line the broad streets and avenues. The citizens affectionately speak of the inner city as the Hask Katarn (Ta. "Heart of the City"). Stone, especially marble, is the favored building material. Abstract curvilinear designs are carved in the exterior wall surfaces, while angular geometric mosaics and murals adorn the interior walls and floors.

The Bazaar — Curio seekers and purveyors of fine wares may find everything that the heart may desire in the Bazaar. Early every morning, business owners either open their doors onto the circular plaza or set up small stalls to hawk their goods. Barter and haggling are expected of all buyers. It is said that if you accept a price too soon in the Bazaar, you insult the vendor as well as yourself.

Temple of the Silent One — No structure is more avoided by the citizens of Tûl Isra than the Temple of the Silent One. Its stark stone walls and pillars, absolutely unadorned on the exterior, are atypical of the Siranean delight in geometric patterns and swirling designs. Questions by careless travellers are cut short by dark looks and hand signs. Few dare enter the Temple's doors, which are carved of a black hued wood. The quiet of the dead fills vast halls, and shadows lurk in the coffered surface of its vaulted ceilings. The edifice seems to taint the bricks and very air of the street outside.

The Tayee Temple — Several streets away, in strong contrast to the Temple of the Silent Ones, the Tayee Temple is filled with rich frescoes and light music, bringing peace and tranquility to all those that enter the doors. Weary travellers of the desert are welcome to rest from their journey for a one or two days before seeking accommodation elsewhere.

Temple of the True Flame — The Temple of the True Flame stands near the Tayee Temple. Its domes are sheathed in gold. A censer, lit at all hours, graces the main courtyard, which is surrounded by libraries, living quarters, meditation cells, and small gardens.

Temple of Saubaiz — The Temple of Saubaiz is a quiet, foreboding structure. Grotesque stick figures are carved into the stone of its exterior surfaces, and a squid-like monster with eight eyes appears many times in bas relief. Unlike the Temple of the Silent One, people pass through the building's portals frequently to leave offerings. The interior is dimly lit to aid thieves wishing to enter and depart without being noticed. At least a dozen known exits are located throughout the building, and it is surmised that secret doors supplement these visible exits. Certainly, the temple possesses secret passages to the sewers and other parts of the city.

Peshtin's Ark — One of the most renowned inns of the inner city, Peshtin's Ark is a fully functional boat located near the western wall. Although the Ark was a surprise when first constructed, the city inhabitants have grown used to its presence. Newcomers to the city will find the inn and its proprietor very quaint and the service very good. For one sort, a person may acquire a room for the night. In the event of a flood that evening, this guarantees him or her ship passage. Food and beverage prices are reasonable, and the Ark is one of the few establishments in town to serve Izhta's Tears.

The Gohark Naunir, the Sarask Balabytt, and the Debtor's Prison — The administrative buildings for Tûl Isra lie just north of the Palace in the Inner City. They include the court and the offices of the Agara Gazin (Ta. "Magistrates"), the Balabett, the Balazain, and the scribes, as well as the debtor's and lawbreaker's prisons and military offices. Since a complex judicial system is in place in the city, judges, magistrates, and lawyers may be encountered near the administrative complex at almost all times of the day.

Atakolett's Exchange — Coinage is highly regulated in Tûl Isra and her tributary cities. Foreign coins are not legal tender, making the money changer's and lender's trade a booming business. Money lenders charge anywhere between ten and twenty percent on the lendable monies per year. Money changers normally charge between one and five percent for coin exchange. Atakolett's Exchange is one of the most reasonable in the city. The proprietor lends money to respectable clients at 10% and only charges 2% for coinage exchange.

The Silver Palm — The Silver Palm is a well respected drinking establishment. Fine foods, exotic wines, and liqueurs may be purchased for slightly higher than normal prices. Every evening musicians perform for the entertainment of the guests. The clientele include rich merchants, lawyers and other administrators, and the upper class members of society. Many business deals are made at the tables of the Silver palm.

The Bell Tower — The tower is one of the oldest structures standing in the city. It was originally surrounded by the bazaar and used as a public speaking platform. Its bells were rung to warn the citizenry in the event of attacks on the city. Today, the tower is in poor repair due to years of neglect. The bells still function, but the lower rooms are used to store administrative texts from the court.

Nalaum's House of Pleasure — Men visit this classy establishment to escape from their toils and troubles for an evening. Fine foods and rare wines served by the most beautiful women in the South sooth away the cares and woes of even the most harried magistrate bidding for promotion or the unrecognized noble seeking social advancement. Becoming a consort's patron for the evening can cost up to ten sans (silver pieces).

The Vine and Vessel Inn — For those seeking a good evening's rest, the Vine and Vessel would be an appropriate choice. Clean sheets, a hot bath, and a substantial repast offer relief at the end of a long trip. Rukar (the proprietor) offers private rooms for five garn (copper pieces) per night. For only two garn more, travellers can order a sumptuous meal before retiring to their rooms.

The Vixen's Abode — Those looking to satisfy their carnal desires seek out the Vixen's Abode. Narcotics, liqueurs, and women are among the amenities offered. Non-locals should beware when entering the doors. It is rumored that strangers sometimes get more than they bargained for: slavers search among the comatose patrons in the wee hours for strong men to sell on the blocks.

THE OUTER CITY

The outer city is not as beautiful as the older inner city. Although the defensive perimeter walls are constructed of stone, the buildings are primarily brick. Small limestone or marble medallions and decorative bands, carved with bas relief patterns, alone relieve the expanse of plain exterior shop and residence walls. The streets are narrower and paved with brick rather than granite. More filth is allowed to accumulate in alleys and corners, and the percentage of beggars and street urchins is higher. Like the inner city, mosaics and frescoes adorn interior walls, but these are fewer, smaller, and of lesser quality. The owners of mediocre businesses, wholesalers, and middle class residents cannot afford the luxuries purchased by the nobility and the government administrators for their homes, shops, and offices. However, a traveller should not completely bypass the outer city. Some of the finest wares may be purchased here by the streetwise with a nose for a bargain and an eye for value.

The Silken Path Inn — This fine inn is one of the first that travellers encounter when entering the city. However, looks are deceiving. The inn is one of the favorite collection places for the slavers of Tûl Isra. Tasmar, the Inn-keeper, is in the pay of the slavers to alert them to easy prey. He will drug a traveller's drink or food and later allow slavers entrance to the customer's room. For this service, Tasmar receives a portion of the profit on the sale of the individual.

The Tayee School and Library — The Tayee School is the finest instructional institution in the Greater Harad. Many nobles and upper class citizens from the cities of Sirayn send their children to study at the school. Religion, history, reading and writing, science, and art are some of the subjects covered. The library housed in Tûl Isra is only rivaled by that at Tûl Harar and the libraries of Annuminas and Minas Anor.

The Slave Market — The slave trade has been thriving since Tartas Izain has taken control of the government. In general, this practice is abhorred (especially by the Ayten), but there is nothing that can legally be done to halt it. The slavers maintain a large market on the eastern side of the city and hold daily auctions at their slave blocks.

The Desert Mouse — This inn is a favored spot for the Ayten that do business in the city. The owner offers many Ayten dishes as well as their favored drinks (fermented camel's milk, Izhta's Tears, and fine liquors). The prices are reasonable (one to two garn for dinner and typically two to three garn for most drinks) and the food and drink good. The inn is Moraiza Satark's favorite eating and drinking establishment. It is also rumored that the owner helps escaped slaves.

The Theatre — The wealthier citizens of the city enjoy the performing arts. At present, there is only one theatre in the city that holds nightly performances. A night at the theatre will typically cost one to two sort (this includes refreshments).

Tar Ribausk — Kasair, the Court Mage of the Tarb, resides in the Tár Ribausk (Ta. “Wizard’s Tower”). He prefers his privacy and does not look well on anyone that disturbs him. He is not on good terms with Tartas Izain.

The Thieves Den — This tavern is one of the most interesting in the city. Nightly fights, dancing girls, and rich night life are its mainstay. All weapons must be checked at the door before an individual may enter the premises. There is a doorcharge of one garn.

Samaub’s Waters — Samaub’s Waters is the finest apothecary in Isra. Herb dealers from all over Sirayn come to trade with the owner. The shop consists of several rooms: a large outer room, two private rooms for purveying Samaub’s rarer stock, and a locked storage room for the most valuable wares. A large counter stands between the customer and numerous shelves of more common herbs and elixirs.

The Ruby Spider — The Ruby Spider is the most famous gambling house in TOI Isra. Many a fortune has been lost at her gaming tables. Located in one of the seedier parts of the city, there is more than one way to loose your money when visiting this establishment. Thieves are a predominant threat.

City Market — The market is one of the largest and finest of the South. Haradan traders from the north, Dwarves from the Tûr Betark, and Elves from the southern archipelago frequent the expansive plaza. Deals may be made for spices and silks from the east, fleece from the desert tribes, or Dwarven armor and weapons. Only merchants with a hefty purse should try to buy here. Small time buyers would do better to visit the bazaar in the inner city.

THE RUINS

One of the saddest sections of the city is its ruined eastern edge. Only the poorest of the poor live among the rubble. Rats and wild dogs compete with the people for shelter and food. Urchins, crippled men, and aged women leave their roofless nooks between crumbling walls or scramble from an intact cellar early every morning and make their way into the city to beg for food and coins.

Before the neighborhood’s destruction, its buildings were as beautiful and well kept as those of the inner city. The foul magics and fires of the sorcerer of Chamesra flattened the stately residences and gracious temples along with their inhabitants in T.A. 1457. Some say that the twisted ghosts of the murdered roam the streets at night.

CARAVAN GROUNDS

Outside of the city gates to the north lies the grounds of the caravan masters. Elaborate tents flying banners, herds of goats, and strings of camels or mules fill the flattened area. A cluster of Caravan Halls, used by merchants to store newly unpacked goods, by city officials while they figure tariffs due, and by caravan masters requiring neutral ground on which to negotiate with mercantile rivals and enemies. Every day, caravans ranging in size from half a dozen pack animals to hundreds arrive in the afternoon or depart with the sunrise. The preferred beast of burden is the camel, although merchants travelling south (through or along the mountains) use mules and horses. Camel dealers and horse traders also set up shop in the caravan grounds where the animals (draught and other domestic stock) may be purchased singly or in quantity. Prices are very good for those that know the local buying customs.

8.2 TULHARAR

No finer port may be found on the western shores of the Bay of Ormal. The haven is located at the mouth of the Siresha along the innermost reaches of the Mard Isauba, the lesser bay opening off of Ormal. The curving peninsula south of TOI Harar protects the waters of the Mard Isauba from the storms and winds of the greater bay. On calm days, ships must be rowed to harbor. A service operated by the merchants of the port tows ships that do not possess banks of oars. Galleys are always on call for this purpose.

The first landmark that seafarers note when approaching the mouth of the Siresha from the Mard Isauba is the lighthouse built near the village of Gausas. The light has been in use since the late Second Age and guides pilots to the entrance of the river mouth. Beyond the lighthouse, the port may be located by sailing west north-west. A high tower built upon the cliffs above the city is the first building to be seen when approaching TOI Harar. A beacon in this tower is always lit except during times of war.

TOI Harar is composed of five sections: the upper city, the old city, the middle city, the mercantile quarter, and the military isles. The metropolis stands in stark contrast to the other urban centers of Sirayn. The architecture is a blend of local, Elven, and Númenórean styles. A few buildings exhibit details from the Utter East as well.

The old city shows the purest of the southern forms. This ancient section has buildings dating back to the Second Age. Stone and brickwork placed in post-and-lintel structures with colonades, courtyards, porticos, square towers, and pitched roofs with pediments and cornices predominate. Geometric mosaics and murals and bas relief carved in swirling patterns adorn wall surfaces. The majority of the oldest families and military leaders live in the old city, Gracious inns, merchants selling exotic and rare luxuries, and the finest dining establishments intermingle with the grandeur of the residences.

The majority of the laborers and shop owners live in the middle city. Economical inns, eating houses, and taverns abound. Brick or a combination of wood and brick are the predominant construction materials. Herringbone, basket, and alternating stems are but a few of the bricklaying patterns used in residence and shop walls. Ceramic tiles (rather than stone shingles) cover the roofs. Colonaded courtyards appear frequently, but their columns are vanished *muna* and *baranaud* wood rather than polished marble.

The bustle typical of TOI Harar’s merchant quarter rivals the roar in the bazaars of TOI Isra. Trading ships and caravans arrive and depart at all times of the day. Although shipholds are emptied and muletrains relieved of their packs by the light of the moon as well as beneath the rays of the sun, few persons actually dwell in the merchant quarter. It was the last portion of the port to be built, and the warehouses, markets, and guild offices far outnumber residences.

Elves and Númenóreans are the predominant inhabitants of the upper city. Slender towers, robust townhouses, spacious parks, quiet grottoes, flower gardens, and walled estates grace the exquisite sector located atop the bluff that divides the port. The halls accommodating the Gathering of Speakers and other government officials also stand within the upper city.

The majority of the port’s military forces are housed on two islands in the Siresha across from Tûl Harar’s docks. The northern islet serves as parade and training ground. The southern one is fortified with curtain walls, towers, and barbicans. The barracks and accommodations for officers are located within the complex. Bridges connect both islands to the port and to the south bank.

HISTORY

Founded in S.A. 759, Tûl Harar was built on the site of an older fishing village frequented by a few Númenórean and Elven ship captains who sailed the Bay of Ormal. The port is the oldest, continuously inhabited city in Sirayn. Over the millennia, it has become one of the major trade centers in all of Harad. The great Camel Road that starts in Far Harad and carries the trade of the entire South ends at the gates of Tûl Harar along with the Yól Harshandat from the eastern territories of Chy, Lodenuly, and Bulchyades. Ships from harbors as distant as Thuriac Codya or the unexplored southern continent, Mórenorë, tie up at the quays.

ECONOMY

The wealth of the city derives primarily from sea trade and ocean products. Spices from Olyas Kriis, masks of the Moguly tribes in the mountains of Bulchyades, and sand paintings created by lone shamans roaming Urvimay combine with *nartas* and *kosarb* seaweeds, *bazinid* shells, *zinfar* fish, abalone, shark, shrimp, and lobster to crowd the quays along the river. Since the port is the largest and most prestigious on the western shores of the Bay of Ormal, most sea-based trade must go through its warehouses. Although goods arriving by mule or camel take a back seat to those born over the waves, they fill an important economic niche. Imports of ivory and hardwoods from lands south of the Tûr Betark arrive via the Yólu Tyrarett and the Kek Sauba. Desert amber obtained from the nomads wandering the Mirror of Fire, two-humped camels bred in Tûl Póac and Khand, and rubies from Bûr Esmer often reach Tûl Harar in quantities surpassing those brought to Tûl Isra.

PLACES OF NOTE

No other city offers such a wide variety of culinary delights and exotic wares. Eating establishments and curio shops outnumber even taverns, but several other unique structures require mention as well. Visitors to Tûl Harar enjoy the port's ready welcome to strangers, but should watch their purse strings. Due to the affluence of the general populace, many high-class thieves ply their trade in the streets.

The Guiding Star — This is one of the oldest inns in the port. Located in the heart of the old city, it is a favored spot for merchants and ship captains. Many deals have been made over a cup of wine within its paneled rooms. Although prices range on the high side, they are accepted due to the fine quality of the victuals, drink, and accommodations. When not in their own establishment, Dár and his cohorts (see section 6.3) may be found here. The shipcaptain Terelorn, a Noldo from Lond Emil in Gondor and personal friend of Gimthor, uses the Guiding Star as a base when he is overseeing his trading interests in Greater Harad.

The Docks — It is said that one may find any commodity for sale on the docks of Tûl Harar. Nothing is illegal in the port as long as the tariffs and fees are paid. Items such as slaves and drugs are highly taxed to keep them in check. The taxes on these items (50% to 70% of retail value) and the relatively high tariffs (up to 10% of retail value) has helped promote a thriving smuggling business.

Caravan Hall — Constructed entirely of *muna* wood, intricately carved, and lacquered with bright red, green, and blue pigments, the Caravan Hall is located just within the gates on the western wall of the port. The size of the building and its unusual design symbolize the magnitude of the political and economic influence held by caravan masters, merchants, and sea traders within Tûl Harar.

Halls of the Karstet ir Maubezin — A green expanse of lawn, flowers, trees, and fountains rests in the center of the collection of halls where the Karstet ir Maubezin (Ta. "Gathering of Speakers") convenes to govern the city. The complex is located in the upper city among the parks and gardens typical of the quarter.

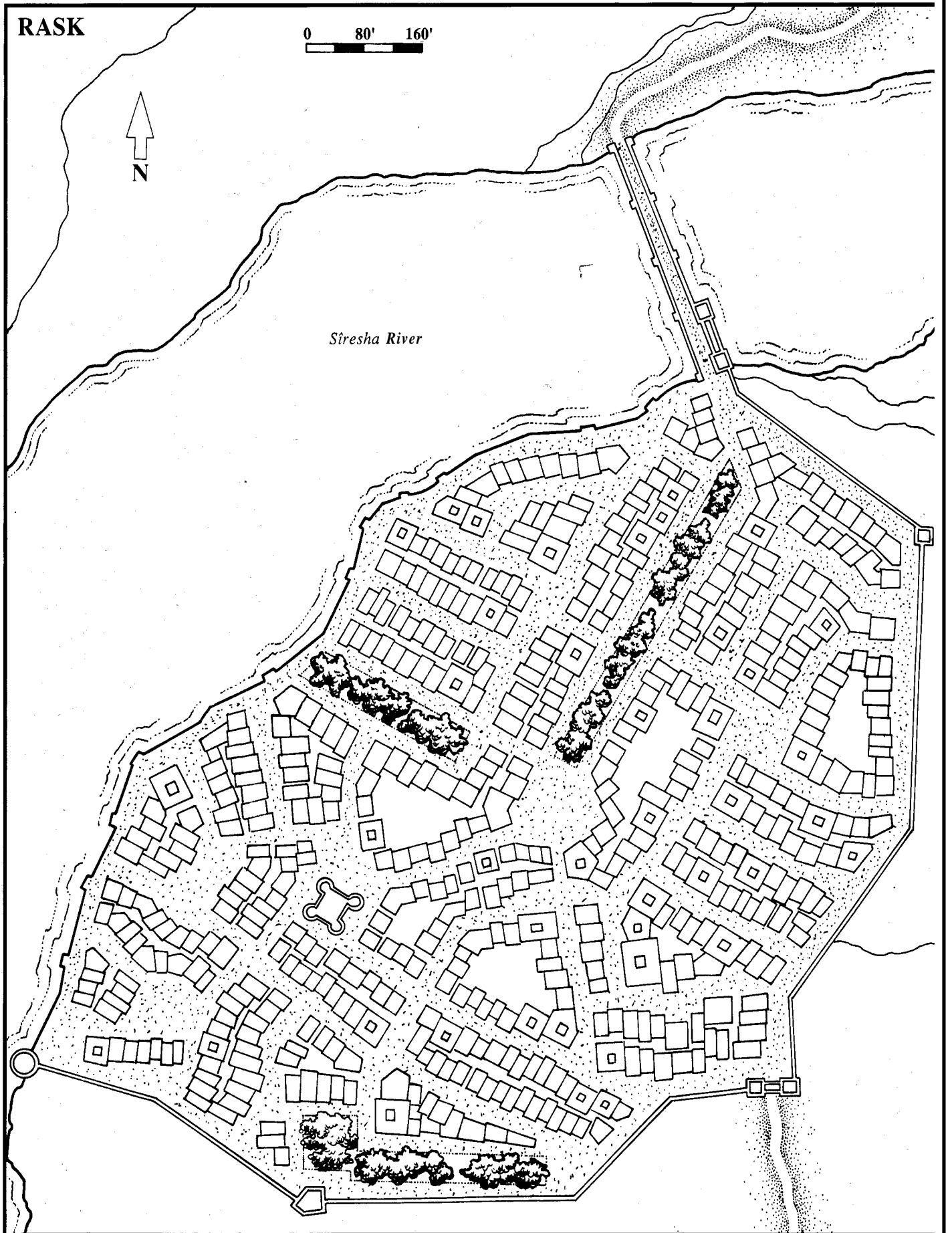
The Evendim Lighthouse — Built in the upper city, the Evendim was originally a tower inhabited by an Avar Elf who preferred solitude. The lady dwelt there for two centuries before departing for the Utter East. The structure was converted into a lighthouse.

The Brazen Light — Built in the middle city, the Brazen Light was originally a lighthouse. Today it fills two functions, its upper rooms serving as a vantage point for the harbor master when coordinating river and sea traffic, while the lower chambers house a gambling concern. Many sailors and other unfortunates lose their pay at the "fine" gaming tables. The motto of the Brazen Light is: "*Gamblers drink for Free!*"

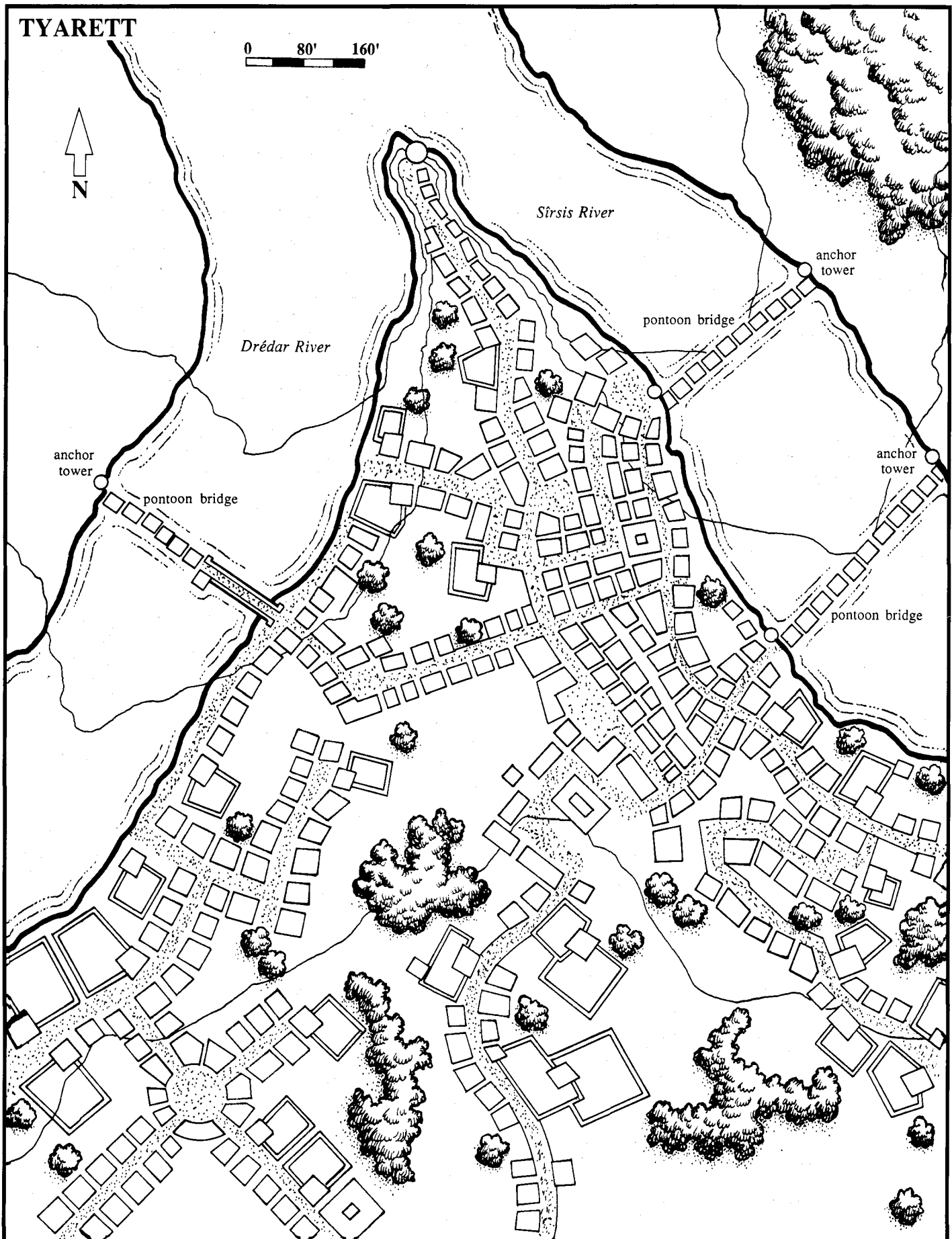
The Drunken Hammer — Located in the mercantile quarter of the city, not far from the docks, this establishment caters to mercenaries and warriors, offering food, drink, and entertainment, as well as "tools" of the trade." The basement of the business is a smithy that turns out some of the best weapons and armor of the city. Custom pieces are the proprietors' specialty. The Drunken Hammer was founded in T.A. 1422 by four Dwarves: Dár, exiled from Nárad-dûm, Gimthor and Dolin of the line of Durin from Khazad-dûm, and Aldor of Bávör's Folk. Gimthor and Dolin (who owned a smithy in Lond Ernil, Gondor), travelled to the south to learn more in the arts of working with eog. Here they met the other two Dwarves and formed a working relationship. Dár taught them the art of working eog, and they provided the capital and sweat to start the business. Prices for their armor and weapons are on the high side, but are worth every penny. Drink and food are reasonably priced; rooms are clean and cheap.

The North Bank — Many of the poor of the city take up residence between the city walls and the north bank of the Siresha. Small shacks and tents provide scant relief from the heat and parasites that plague the area. Crime is rampant, and thieves often take refuge here. Once every few months, the city guard sweep through the bank, "collecting" suspected thieves. It is rumored that those apprehended are either drafted into the navy to help row ships or are sold into slavery if they do not end up in prison. Each year the seasonal flood reduces the huts to rubble, and the impoverished rebuild their homes as the waters recede.

The Military Isles — The city government maintains a standing army and navy. To support them, personal taxes and tariffs on imports are levied twice a year. With these monies, the large military complex, located on the islands opposite the port's docks in the Siresha, was constructed. A large keep, training grounds, and a naval yard and docks provide ample resources for the army and navy.



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8.3 CHARNESRA

Rebuilt in T.A. 93, Charnesra was one of the most splendid of the cities of Greater Harad. All of the building materials used for its walls and streets were quarried in the Tûr Betark, the Bru Isra, and the Kirmlesran Hills. A variety of marbles, basalt, and sandstone predominated. Omaments, carved of *muna* and *haranaud* wood from the Sára Bask, finished the cornices, window moldings, and detail work of Charnesra's residences, inns, shops, and halls of state. The city's destruction in T.A. 1457 left merely ruins along the river banks. The maze formed by fallen walls and overgrown streets spans the Siresha at its confluence with the Sirsis. Travellers and caravan masters familiar with the region skirt the ruins on the north bank of the Siresha rather than passing through those occupying the south bank. The trees of the Sara Bask have breached the southeastern wall, and hill cats frequent the quarter. The bridges of the city are still intact, as is the old canal that provides barges with a route around the rapids that create dangerous currents in the Siresha as it flows through the ruins.

HISTORY

Charnesra, originally named Skarataib (Ta. "Place of the Swirling Current"), was first settled as a trade and lumber town in S.A. 499. Construction of a canal bypassing the rapids in the Siresha ensured its survival, and by S.A. 600 the town had grown into a city. Its prosperity continued until S.A. 1935 when the Blind Sorcerer's army, led by Wyatan, reduced the city to ashes. However, even though Skarataib was destroyed, the battle was won by the combined forces of Tûl Harar and one crucial battalion of the besieged city. Fighting continued in the region for months after the sacking of Skarataib.

The city remained a ruin until T.A. 93 when it was rebuilt and renamed Charnesra. The trade in woods from the Sára Bask prospered again, the tariffs from vessels using the salvaged cannal poured in, and the citizens became very affluent. Freedom and prosperity continued until T.A. 1413, when Shuftas Gabar, the uncle of Tartas Izain, took control of the government of Charnesra. His evil reign eventually caused the city's destruction. In the spring of 1457, Shuftas Gabar declared war on Tûl Isra and laid siege to the capital. His forces were defeated, and the warriors and magi of Tûl Isra put Charnesra to the flame. The ruins created by the conflagration remain.

ECONOMY

In its prime, Charnesra was prosperous. The canal tariffs and trade in wood and wood products filled the coffers of the merchants and the Tarb of the city. Following Charnesra's destruction, the wood trade moved to small towns on the coast of the Mard Isauba and is supervised by dealers from Tûl Harar and Tyarett.

POINTS OF INTEREST

Travellers, pilgrims, traders, and merchants once flocked to Charnesra, but its ruins attract only rats and the denizens of the Sara Bask. Those looking for danger and adventure should find what they seek within the maze of fallen stone and sapling trees on the south bank. Although time has worn down the few buildings that survived the sacking of the city, the High Citadel of Shuftas Gabar appears to have suffered not at all. This fortress and several other significant structures are described below.

The High Citadel — This edifice does not look very different from when the city was inhabited. Anyone standing near its walls will quickly feel the evil miasma that seeps from the stones. Rumor has it that the powers of darkness guard evils still alive within the fortress. Clerics and mages should be able to easily detect the magical wards guarding the High Citadel. The undead remains of Shuftas Gabar are entombed within its bowels.

The Bridges — While still intact, the three bridges spanning the Siresha possess crumbling handrails and gaping holes in the stonework underfoot. Although another lone bridge crosses the Sirsis, travellers on the south bank of the Siresha will experience some difficulty continuing east from Charnesra. The tangled thickets of the Sara Bask and pockets in the land which unpredictably hold floodwaters from the annual swelling of the river create many obstacles.

The Blue Monkey — Once famous for its sumptuous meals and comfortable beds, the Blue Monkey's hospitality survives among its ruins. Located on the north bank of the Siresha, the inn's crumbling walls frequently shelter travellers' camps. They possess a reputation as holy, since the dreams of sleepers within them are light and joyous. Nor does anything disturb the safety of those encamped. Although the building was made of stone, the second story is now almost completely gone. Most of the doors are missing, and no furnishings remain in the clutter.

Temple of the Silent One — Unknown to most, the Temple is still in use. The Tayb that travel through the region frequently stop here to offer their oblations. Higher members of the clergy are stationed in the ruined city and help maintain the temple. Since they wish to keep this fact a secret, they rarely will attack a party that enters the city unless they feel that the intruders are a threat.

8.4 TYARETT

Tyarett (Ta. "Black-soil Haven") is the only unwallled city in Sirayn. It lies between the Drédar and Sirsis River and uses the water as its primary defense. Floating pontoon bridges, that may be removed during times of war, give access to Tyarett from the farmlands bordering the river. The current of the Sirsis at the confluence of its tributary branches is very swift and deep. The food supply for the city is secure, since the only fords are many miles north on the Sirsis and, on its east branch, some ten miles south of the city. Tyarett (the ancient spelling was Tyarrett) is well known for its wines, fruits, and grains.

HISTORY

Scholars claim that the lands bordering the Sirsis River contain the most ancient sites of habitation in Greater Harad. Early nomads chose to settle in the valley due to its fertile soils, which are significantly more arable than those in other portions of Sirayn. The ancient Tyari were passionate gardeners. They loved to till the earth and watch the new life that sprouted during the annual floods. The citizens of Tyarett in the Third Age maintain their ties to the past and the earth. Every household possesses a small garden; only the lowliest individuals do not have a garden plot or window box to tend.

The original city site has never been found and is a topic of much debate amongst the scholars of Tyarett. Numerous korabi (Ta. "Low Hills") dot the plain between the east and west branches of the Sirsis. Treasures seekers that delve into these mounds find the remains of earlier civilizations. The learned speculate that the first true cities in the Sirsis valley were founded around S.A. 400. By S.A. 600 ancient texts detail accounts of trade between Tyarett and other settlements in the region. The agricultural based city continued to flourish until S.A. 1933 when it was burned to the ground by the attacking forces of Wyatan, War-lord of Akhôrahil's Army of the Southern Dragon.

Following the downfall of Tyarett, those who survived the conflagration eked out a meager existence in the valley. Around T.A. 93, their descendants re-established the city in its current location. Some believe that the community is built upon the remains of the original. Throughout the Third Age, Tyarett and the fertile Valley that surrounds it have been the target of conquest by the other Siranean cities. The Tyari were able to maintain their independence until T.A. 1559, when the forces of Tûl Isra finally routed the army of the Black-soil Haven. Since its defeat, the city has paid allegiance and taxes to the Tarb of Tûl Isra.

ECONOMY

Tyarett is renowned for the fruits and grains grown in the rich soils of the river Valley, as well as the wines, ales, and meads fermented or brewed from these crops. The region is called the Black-soil Fields (Ta. "Tyareyn") by its inhabitants due to the composition of its soil: rich, deep loams that were formed during the First and Second Ages. The Sîrsîs valley receives more runoff from the Tûr Betark than all the other areas of Greater Harad except the foothills underlying the Sâra Bask. Ample groundwater combines with the annual flooding to create a heavily agricultural region. The Tyari sell grain and other victuals to the Dwarves of Narad-dum. To the other Siranean cities, they trade fine honey beer, wines, grains, tobachenna, and other fruits. The Tyari import most of the finished metal products they require. Few natives have mastered the art of smithing.

ATTRACTIONS

The artists of Tyarett are well known for their floral designs. Whereas geometric patterns are favored in much of Greater Harad, borders depicting golden *isaba* blooms, *kaktu* petals, and other blossoms are the norm in the Tyareyn. Unlike the other cities, Tyarett spans many miles with wandering streets set between beautiful gardens. For those who love nature and what it has to offer, Tyarett will provide maximum enjoyment.

8.5 RASK

Rask is a mandatory stopping point along the Camel Road beginning at Tûl Poac. The people of the city are open and friendly, live for trade, and enjoy conversing with travellers from other lands. Since it lies on the major trade route into the lands of Sirayn, Rask supports a multitude of commercial interests and administers the tariffs apportioned to imports.

HISTORY

The city was founded in T.A. 342 on the remains of old Rask and is the stopping point where the Camel Road intersects the Sîresha River. Members of the Póa tribe from Tûl Póac to the north resettled these lands and established a thriving trading community. Over the years, nomadic people, traders from the other cities, and foreigners helped to mold the outpost into a bustling city.

ECONOMY

Rask is the major north-south, east-west terminus for trade; merchants and caravan masters must stop in this city and pay their taxes and trade tariffs. It is one of the safest cities in all of Sirayn. Thievery and misconduct of any sort are repaid with the harshest of fines and punishments. It is said that a merchant need not fear to leave his wares unlocked at night.

ATTRACTIONS

In comparison to the other Siranean cities, Rask is small. Only two to three thousand permanent inhabitants reside within its walls. The rest of the population (bringing it up to approximately 7500 inhabitants) is purely seasonal and transitory. Numerous bazaars and markets comprise the major points of interest within Rask, although the peculiarities of its architectural composition draw a few tourists. (The post-and-lintel systems typical of Greater Harad are carried to an extreme: most streets are lined with covered, colonaded arcades, and nearly every residence possesses a colonaded central courtyard.) The soul of the city is trade and can be felt throughout its streets, alleys, plazas, and arcades. Many speculate that the coffers of the Tarb of Tûl Isra are filled mainly by the taxes collected in Rask.

8.6 BAUD SELEN

Baud Selen has passed its prime, and its fortunes are waning. Little draws traders to its gates. The old halls of the city court grow ever more dilapidated, and many buildings stand unoccupied or in ruins. Before its decline, Baud Selen was known for its excellent weapon and armor smiths. After its conquest by Tûl Isra, warriors and smiths were killed unless they fled for their lives. Currently the city supports itself through the cattle trade.

HISTORY

Baud Selen and its sister city Tûr Aylra were founded in S.A. 675. They were renowned for their smiths and trained many of the finest warriors in the south. Early in the history of Baud Selen, its armies conquered the whole of Chennacatt and many lands to the north. The Golden Age of the sister cities came to an end in S.A. 1929 when the army of Wyatan broke the defenses of Baud Selen, and Chennacatt fell.

Around T.A. 115, the city was rebuilt without its sister city, Tûr Aylra. Baud Selen prospered, and, despite prophecies to the contrary, the ruler of the city attacked and conquered Rask in T.A. 1543. Encouraged by the success of this military measure, he declared war on Tûl Isra in 1556. Baud Selen fell within two decades. Since that time the city has been in decline.

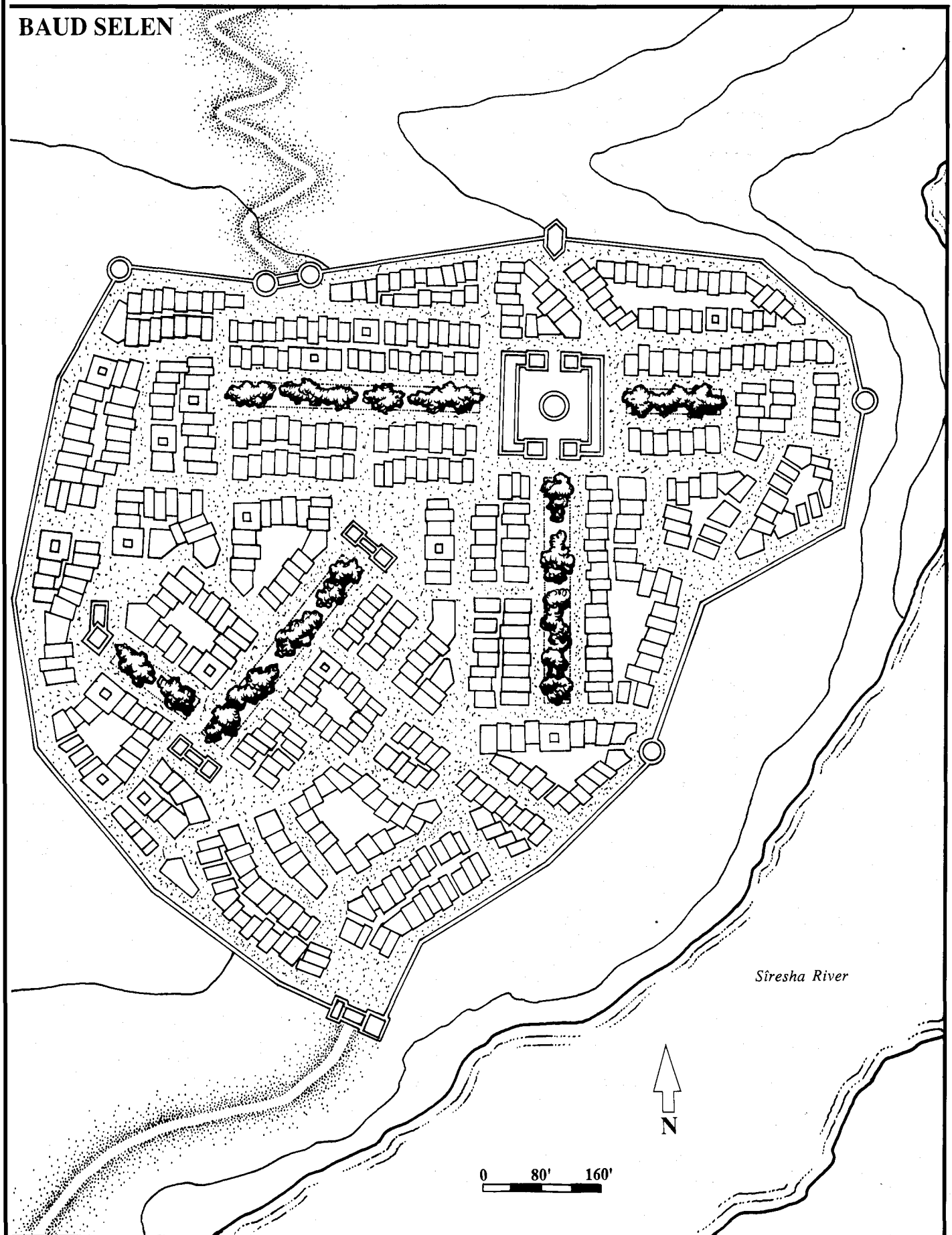
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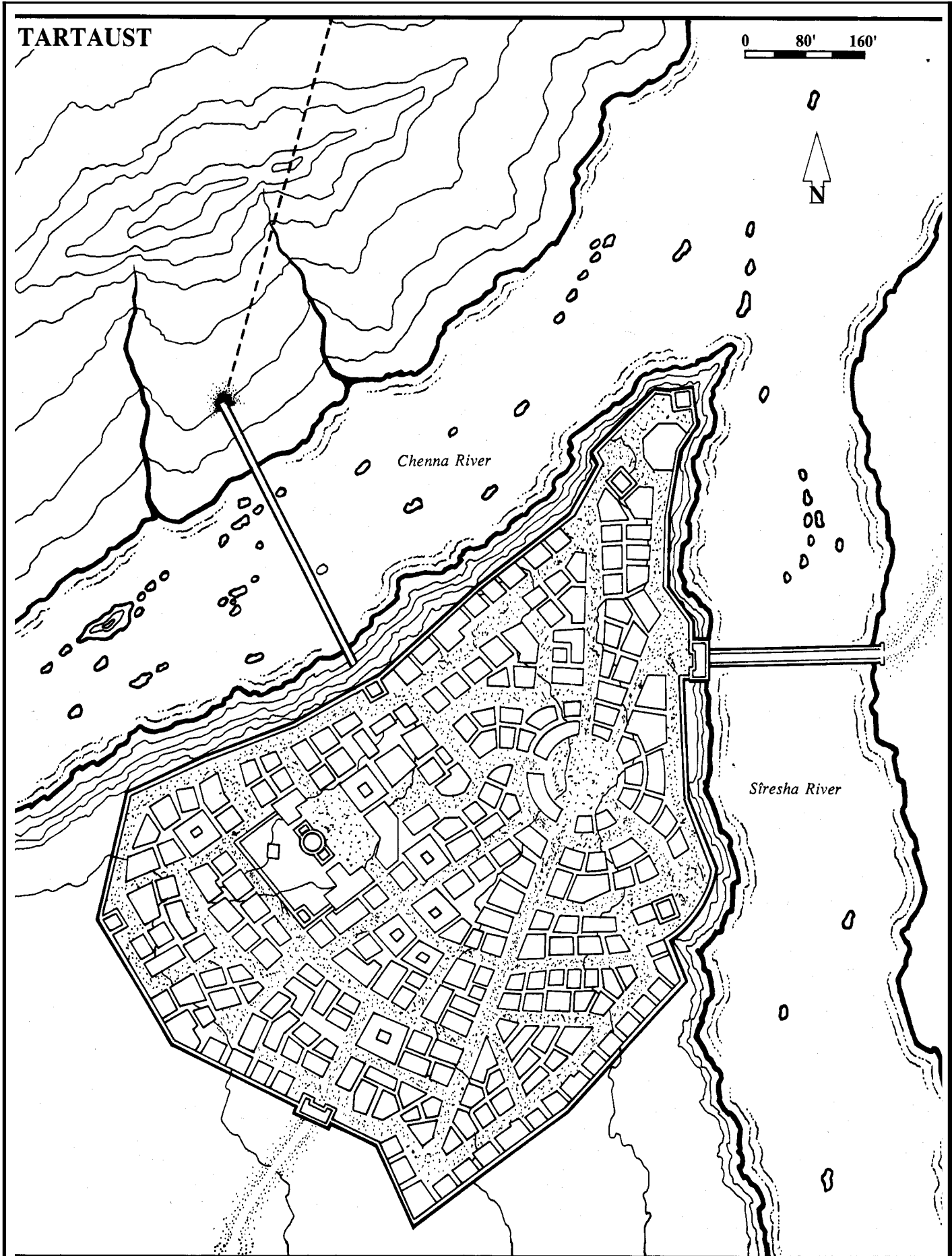
The economy of Baud Selen is nearly dead. The wealthier (and smarter) people of the city departed before the fall and have not returned. The unfortunate remainder make a meager living tending the fields outside the city walls. Although great herds of cattle pass through Baud Selen from Chennacatt to the rest of Sirayn, the trade in livestock is not enough to strengthen the economic base of the community.

ATTRACTIONS

The art treasures of the city are long gone, and so are the artisans, but Baud Selen does possess one attribute. Unknown to most, there is a thriving although illegal trade in magic items there. Since the city's subjugation by Tûl Isra, the Balazain of the surrounding province has declared the exchange of all enchanted goods illegal. This decree has resulted in prosperous black market trade in Baud Selen. Rumors have reached the ears of the Balazain, and he has spies throughout the city looking for alchemists and the products of their work.

BAUD SELEN





8.7 TARTAUST

Known for its textiles, Tartaut is a city of weavers, spinners, tailors, rugmakers, and dyers. Tapestries adorn the interior walls of every structure, while fine carpets cover the floors, and cushions of every size and color perch on furnishings and fill odd corners. The city's inhabitants commonly wear tabards so ornate with fringe, elaborate knots, and intricate embroidery as to resemble artistic hangings more than garments. Of all the cities ruled by the Tarb of Tûl Isra, the citizens of Tartaut enjoy the most freedom. This is due to their distance from the capital. Tartaut stands atop a high cliff, overlooking the lands to the north, at the juncture of the Chenna and Siresha Rivers. The city is highly defensible. The old city lies to the north and is currently in ruins.

HISTORY

The original city was built where the gorge below the Skára Riskál rapids opens onto the plains north of the Tûr Betark. At its founding Tartaut was the second city of importance in Chennacatt; it has since risen to be the capital of the province. The foundations of the old city were laid in S.A. 723. Similar to the residents of its neighboring cities, the citizens of Tartaut were proud and showed an expansionist philosophy. Tartaut was often at war. The city maintained its independence until S.A. 1382 when all of Chennacatt came under the rule of the city of Baud Selen. The subjugation lasted until S.A. 1929, when the army of Akhôrahil conquered the province. Old Tartaut and its sister city, Chennacatt, located further upstream along the western branch of the Siresha, were reduced to rubble.

Early in the Third Age, nomads moved back onto the plain of Chennacatt and reestablished some of the cities. In T.A. 124, Tartaut was rebuilt atop the cliffs above the old city. This site was chosen because of its superior defensible position. Since that time the city has flourished. Following T.A. 1632, it is ruled in name by the Tarb at Tûl Isra, although the populace pays little heed to his laws. The distance from the Sîranean capital makes it very difficult for the local Balazain to maintain true order. The citizens of Tartaut are waiting for Tûl Isra to show any weakness. At the first opportunity, the city fathers plan to strike for independence and free Chennacatt from the tyrannous rule.

ECONOMY

The local economy is based on the textile trade. The finest fabrics and products made of fabric in all of Sirayn are produced in Tartaut. Spinners, weavers, tapestry makers, cloth makers, and purveyors of finished textile goods bring substantial income into the city. Cloth and clothing made in Tartaut is sold throughout Greater Harad. Tartaut imports most other finished goods. Few metal-workers, weaponsmiths, brewers, or tanners live within the city. Foodstuffs must also be imported.

ATTRACTIONS

Although stone is the primary building material due to the proximity of the mountains and their quarries, the architecture of Tartaut is anything but monumental. Cut to brick-size, the stone forms intricate cornices and textured patterns on building walls. Residences are narrow structures, frequently three or even four stories high, and exterior stairs are common. The inhabitants, although primarily of Haradan blood, show strains of the Númenórean conquerors and their servants from the west. Many of the nomads that rebuilt Tartaut were not from the eastern tribes, but were more closely related to the inhabitants of Ciryatandor and Bozisha-Dar. The principal attraction of the city is the textile works. Tapestries, carpets, fine linens, and cloth may be purchased in the many bazaars.

9.0 CITY SITES

The residences, taverns, shops, halls of justice, barracks, temples, and palaces comprising the fabric of the cities of Sirayn are so numerous as to defy detailed description. A few possess sufficient prominence or characterize one type of establishment so well that they are presented below.

9.1 SAMAU B'S WATERS

The finest apothecary in Tûl Isra, Samaub's Waters supply herb dealers across all of Greater Harad. The shop is located in the outer city, and its interior is luxurious when compared to those of neighboring buildings.

GROUND FLOOR

1. **Outer Room.** This room is Samaub's shop. A counter (A) separates customers from the cabinets containing the elixirs and herbs. The cabinets (B) behind the counter hold Samaub's standard stock. Typically on a busy day, the owner will have one or two helpers at the counter. A small door in the counter (C) allows Samaub or his helpers access to the front doors. Customers looking for rare items are also brought through here to the sitting room (#3).
2. **Hall.** This hallway leads to the rest of the building.
3. **Sitting Room and Library.** He also has a safe here that holds his most prized elixirs, herbs and potions. Only the most trustworthy customers are allowed in this portion of the shop.
4. **Laboratory.** Only Samaub and his apprentice are allowed to enter.
5. **Stair.** To the second floor.

SECOND FLOOR

6. **Stair.**
7. **Dining/Living Room.** Large picture windows look out over the street.
8. **Kitchen and Pantry.**
9. **Bath.**
10. **Apprentice' Quarters.**
11. **Bedchamber.** These are Samaub's private chambers. The space is sumptuously furnished.

9.2 THE BLUE MONKEY

Located in Charnesra, the ruins of the Blue Monkey still provide shelter and safety to travellers, although at a reduced price. Few beasts ever disturb sleepers within its crumbling walls, and the ruin has gained a reputation as a holy place.

GROUND LEVEL

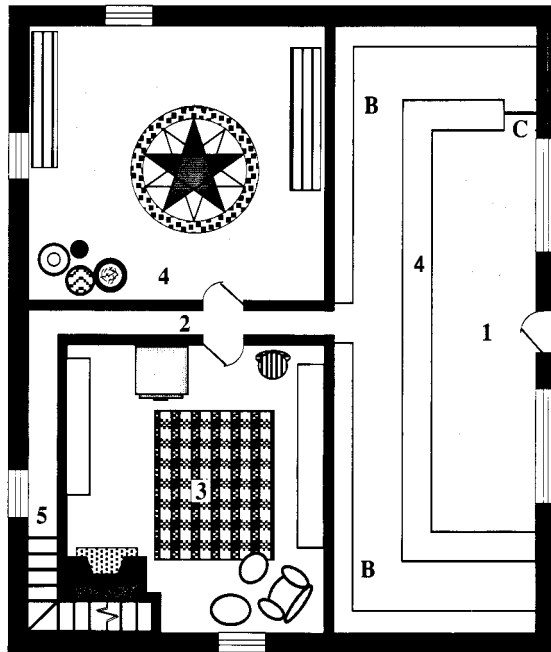
- 1-6. **Private rooms.** These rooms are private eating/meeting chambers. Only the interior rooms have any ceiling left.
7. **Hall.** Leads to the back door.
8. **Kitchen.** Some pots and pans may still be used on the functioning stove.
9. **Previous Owner's Room.**
10. **Pantry.** Some edible food has been stashed here.
11. **Office.** A secret safe may be found in the floor that contains a small amount of cash.
12. **Bar.** A bar with a few bottles of potable wine still lurking in the clutter.
13. **Common Room.**
14. **Stair.** Up to the now non-existent second floor.
15. **Privy.**

9.3 THE PALACE OF TUL ISRA

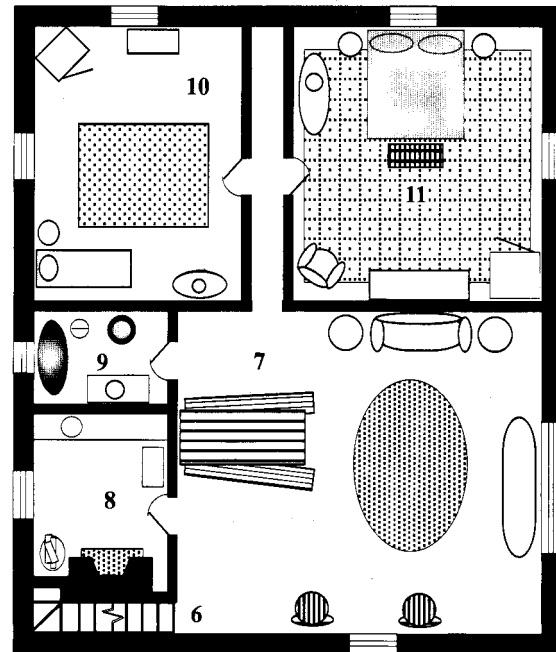
The Palace of the Tarb was built during the 14th century of the Third Age when the *ulustir* dome was at the height of its popularity among the nobility of Tûl Isra. Citizens of later years consider the ancient structure a monstrosity, but its grandeur impresses even the most adamant of its detractors. Tiled floors, mosaic adorned ceilings, and tapestried walls grace its interior, while gold flashes on the exterior domes. Twin towers rise from the ground floor of the palace, housing the palace guards and the Taraskon.

SAMAUB'S WATERS

GROUND FLOOR

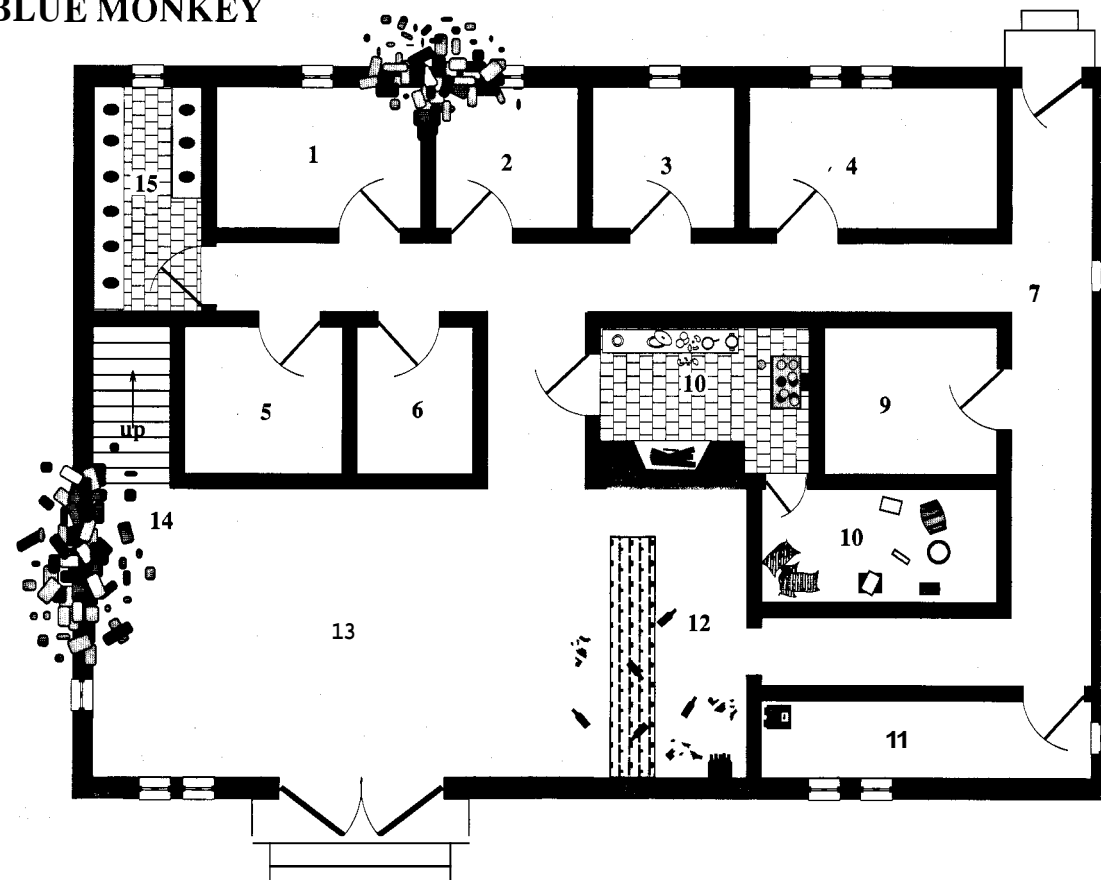


SECOND FLOOR



0 6 12'

THE BLUE MONKEY



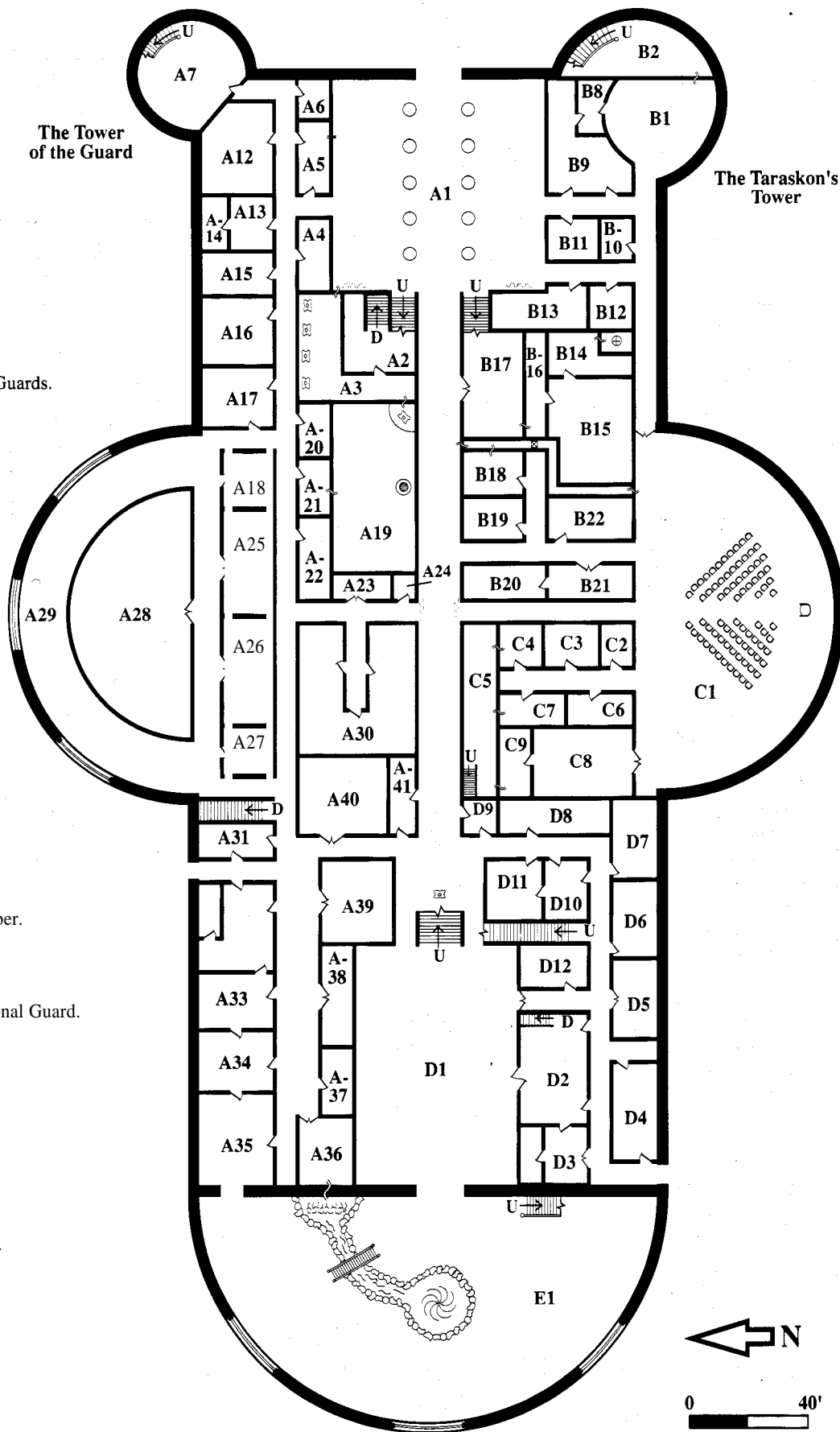
0 5'

THE PALACE OF TUL-ISRA

THE MAIN LEVEL

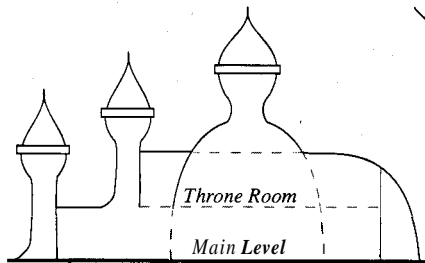
KEY

- A1. Entry Hall.
 A2. Guard Room.
 A3. Secret Chamber.
 A4. Servants' Quarters.
 A5. Guard Room.
 A6. Store Room.
 A7. Barracks.
 A12. Officer's Quarters.
 A13-A14. Bath.
 A15. Stores.
 A16. Commander of the Palace Guards.
 A17. Elite Guard Quarters.
 A18. Stores.
 A19. Old Prayer Room.
 A20. Bath.
 A21-A22. Stores.
 A23. Guard Chamber.
 A24. Stores.
 A25-A26. Barracks.
 A27. Stores.
 A28. Great Armory.
 A29. Hall of Murals.
 A30. Slaves' Quarters.
 A31. Guard Room.
 A32. Pantry.
 A33. Kitchen.
 A34. Guard's Dining Hall.
 A35. Guard Room.
 A36. Bath.
 A37. Slaves' Quarters.
 A38-A39. Guest Chambers.
 A40. Guest Sitting Room.
 A41. Guard Room.
 B1. Taraskon's Audience Chamber.
 B2. Stair Room.
 B8. Guard Room.
 B9. Barracks.
 B10. Leader of Taraskon's Personal Guard.
 B11. Officer's Quarters.
 B12. Slaves' Quarters.
 B13. Guest Chambers.
 B14. Guard Room.
 B15. Council Chambers.
 B16. Hallway.
 B17. Waiting Room.
 B18. Stores.
 B19. Bath.
 B20-B21. Chamber of the Alaka.
 B22. Stores.
 C1. War Council Room.
 C2-C4. Councilor's Rooms.
 C5. Secret Hall.
 C6-C7. Councilor's Rooms.
 C8. Library.
 C9. Private Study.
 D1. Entry Hall.
 D2. Guard Room.
 D3. Guard Room.
 D4. Guard Room.
 D5. Guard Room.
 D6. Guard Room.
 D7. Guard Room.
 D8. Guard Room.
 D9. Guard Room.
 D10. Guard Room.
 D11. Guard Room.
 D12. Guard Room.
 E1. Great Armory.



THE PALACE OF TUL ISRA

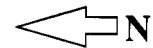
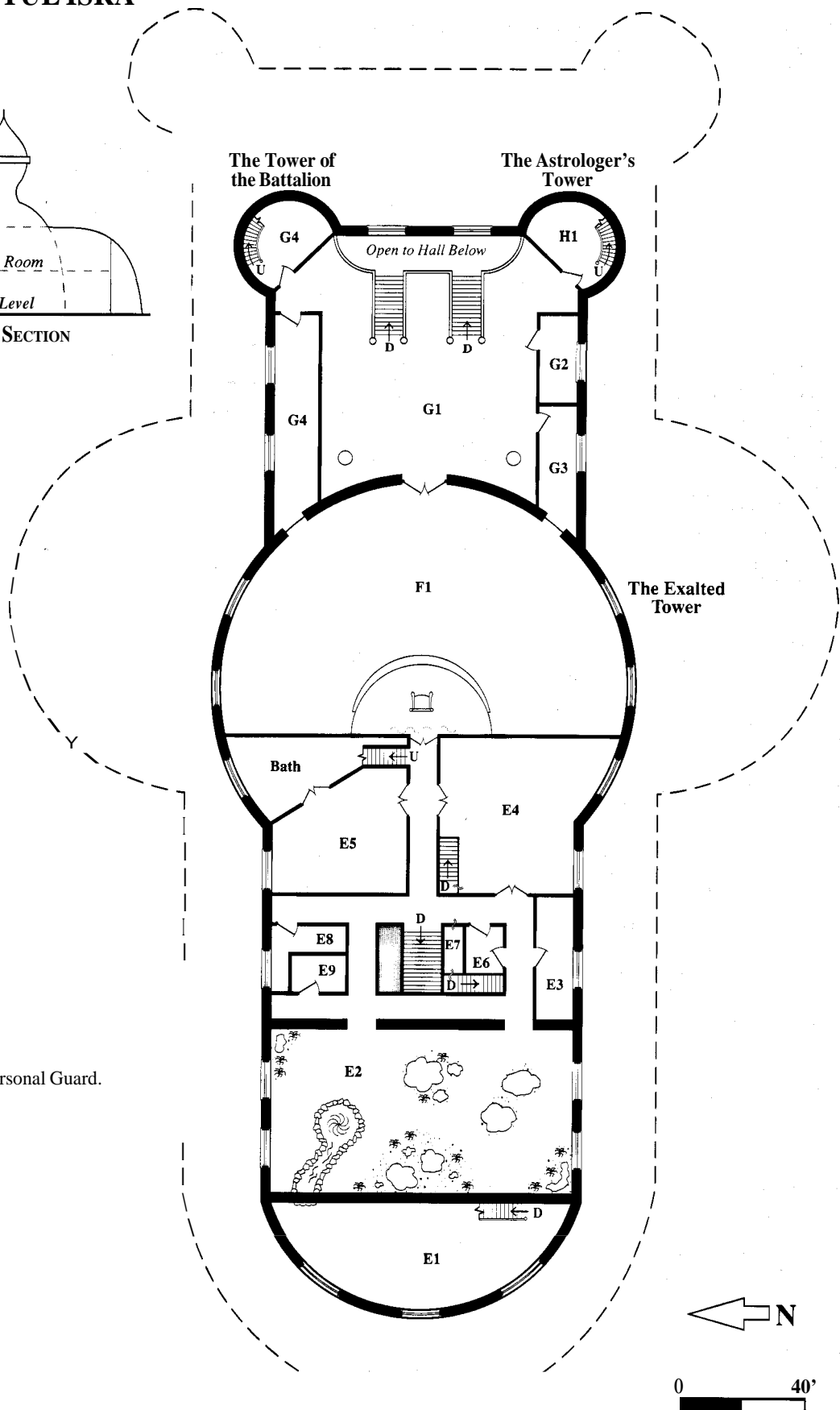
ROYAL LEVEL



PALACE CROSS SECTION

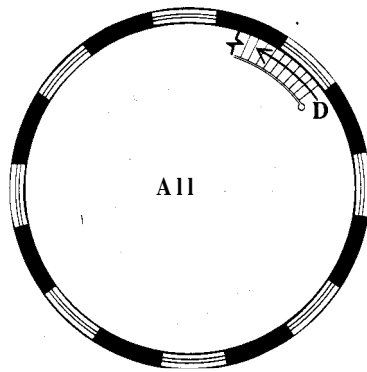
KEY

- E3. Storage.
- E4. Tarb's Concubines.
- E5. Sitting Room and Bath.
- E6. Guard Room.
- E7. Secret Hall and Stair.
- E8. Servants Quarters.
- E9. Guard Room.
- F1. Throne Room.
- G1. Entry Hall.
- G2. Servants' Quarters.
- G3. Leader of the Tarb's Personal Guard.
- G4. Barracks.
- H1. Seer's Work Room.

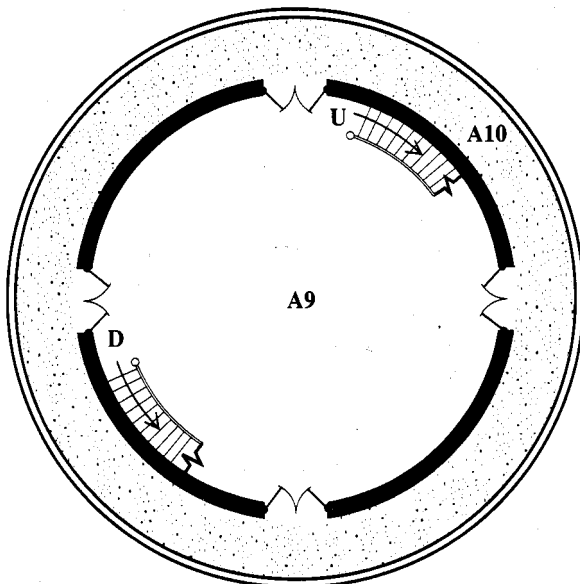


0 40'

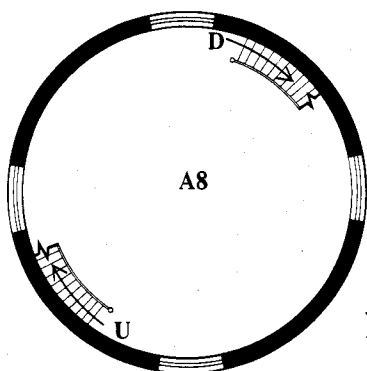
THE PALACE OF TUL ISRA THE TOWER OF THE GUARD



LEVEL FOUR



LEVEL THREE



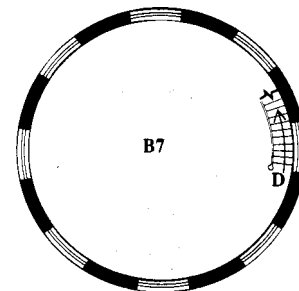
LEVEL TWO

KEY
A8. Barracks.
A9. Armory.
A10. Balcony.
A11. Watch Tower.

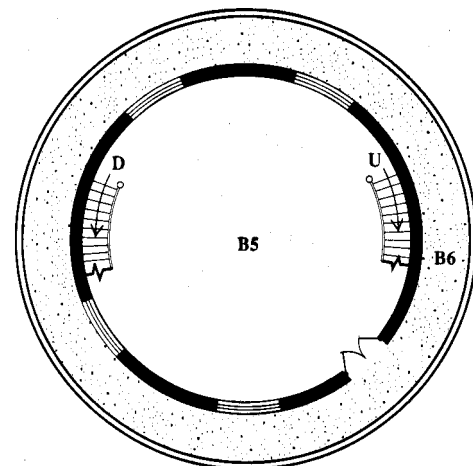


0 40'

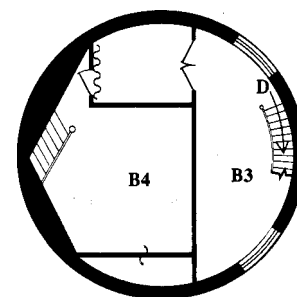
THE PALACE OF TUL ISRA THE TARASKON'S TOWER



LEVEL FOUR



LEVEL THREE



LEVEL TWO

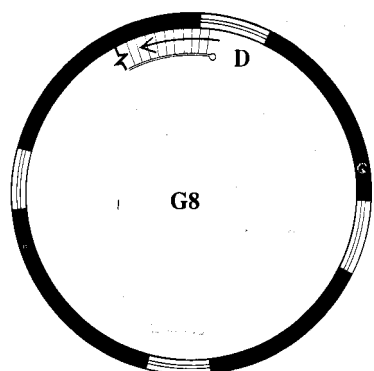


0 40'

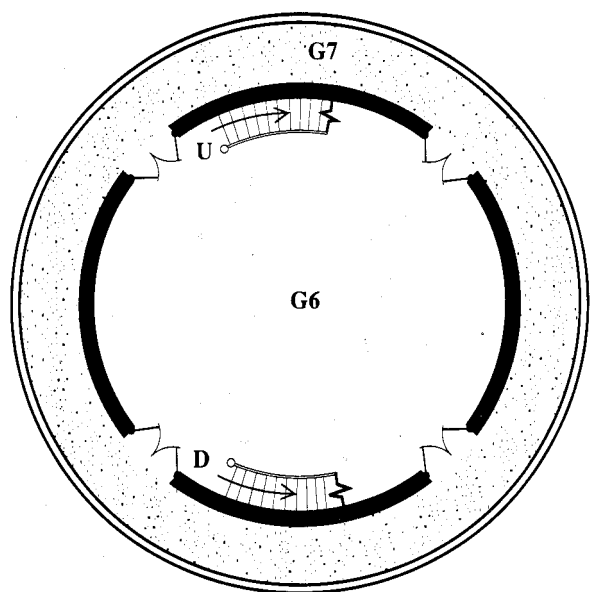
KEY
B3. Guard Room.
B4. Taraskon's Bed Chambers.
B5. Taraskon's Laboratory.
B6. Balcony.
B7. Watch Tower.
D1. Grand Feast Hall.
D2. Kitchen.
D3. Pantry.
D4. Guard Room.
D5. Wine Cellar.
D6. Slaves' Quarters.
D7. Servants' Quarters.
D8. Laundry.
D9. Guard.
D10. Servants' Kitchen.
D11. Servants' Dining Area.
D12. Chef's Quarters.
E1. Garden.
E2. Tarb's Private Garden.

THE PALACE OF TUL ISRA

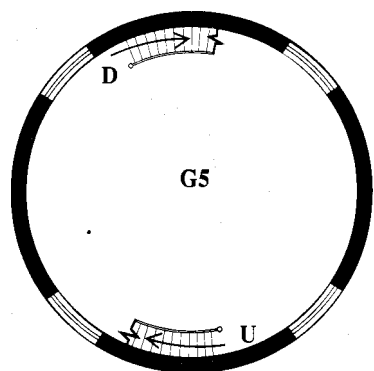
THE TOWER OF THE BATTALION



LEVEL FOUR



LEVEL THREE



LEVEL TWO

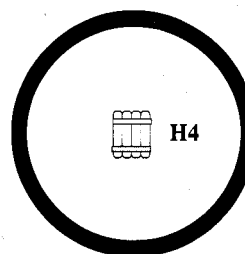
KEY
G5. Barracks.
G6. Armory.
G7. Balcony.
G8. Watch Tower.

0 20'

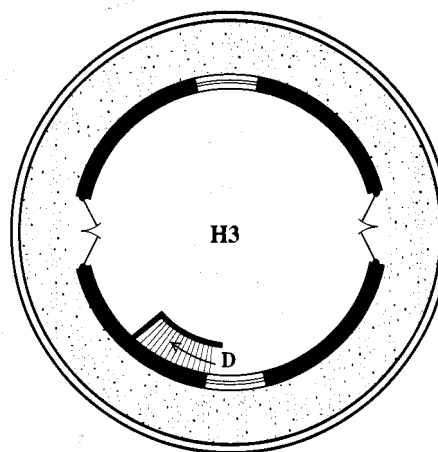


THE PALACE OF TUL ISRA

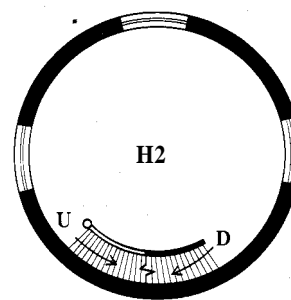
THE ASTROLOGER'S TOWER



LEVEL FOUR



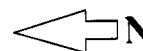
LEVEL THREE



LEVEL TWO

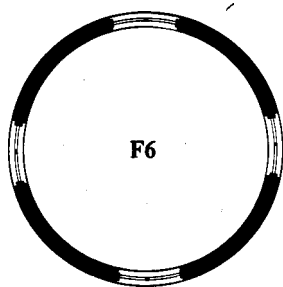
KEY
H2. Seer's Bed Chambers.
H3. Observatory.
H4. Tower.

0 20'



THE PALACE OF TUL ISRA

THE EXALTED TOWER



LEVEL FOUR

KEY

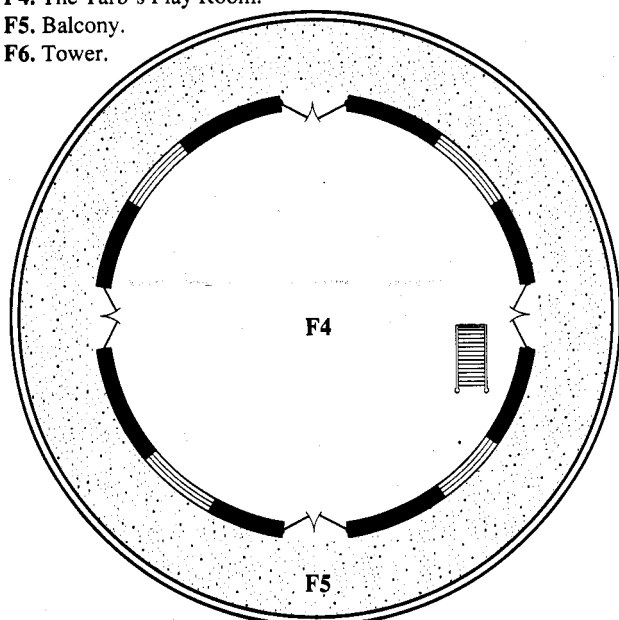
F2. Guard Room.

F3. The Tarb's Private Chambers.

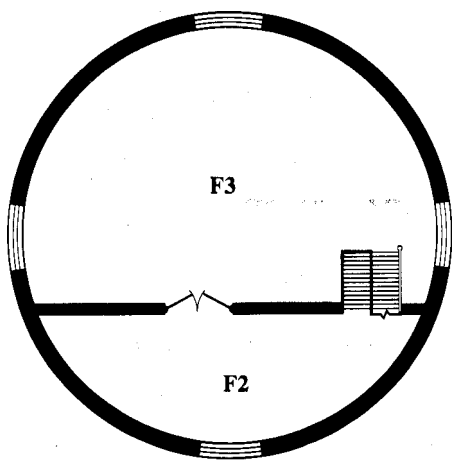
F4. The Tarb's Play Room.

F5. Balcony.

F6. Tower.



LEVEL THREE



LEVEL TWO

0 20' 40'



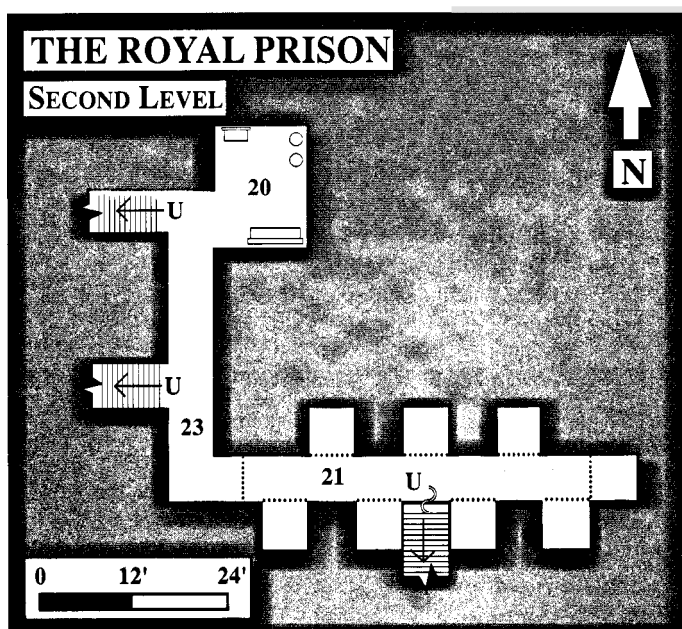
pair of towers are rooted in the royal level (the second level) and serve as home to the Court Astrologer and yet more guards. Due to the paranoid natures of the Tarb and Taraskon, watchposts are staffed night and day with three to ten guards. Watchmen also patrol the halls at night. A massive, central tower rises above the throne room on the royal level. The Tarb's personal chambers comprise this bulbous protrusion, called, in spite of its lack of beauty, the Exalted Tower.

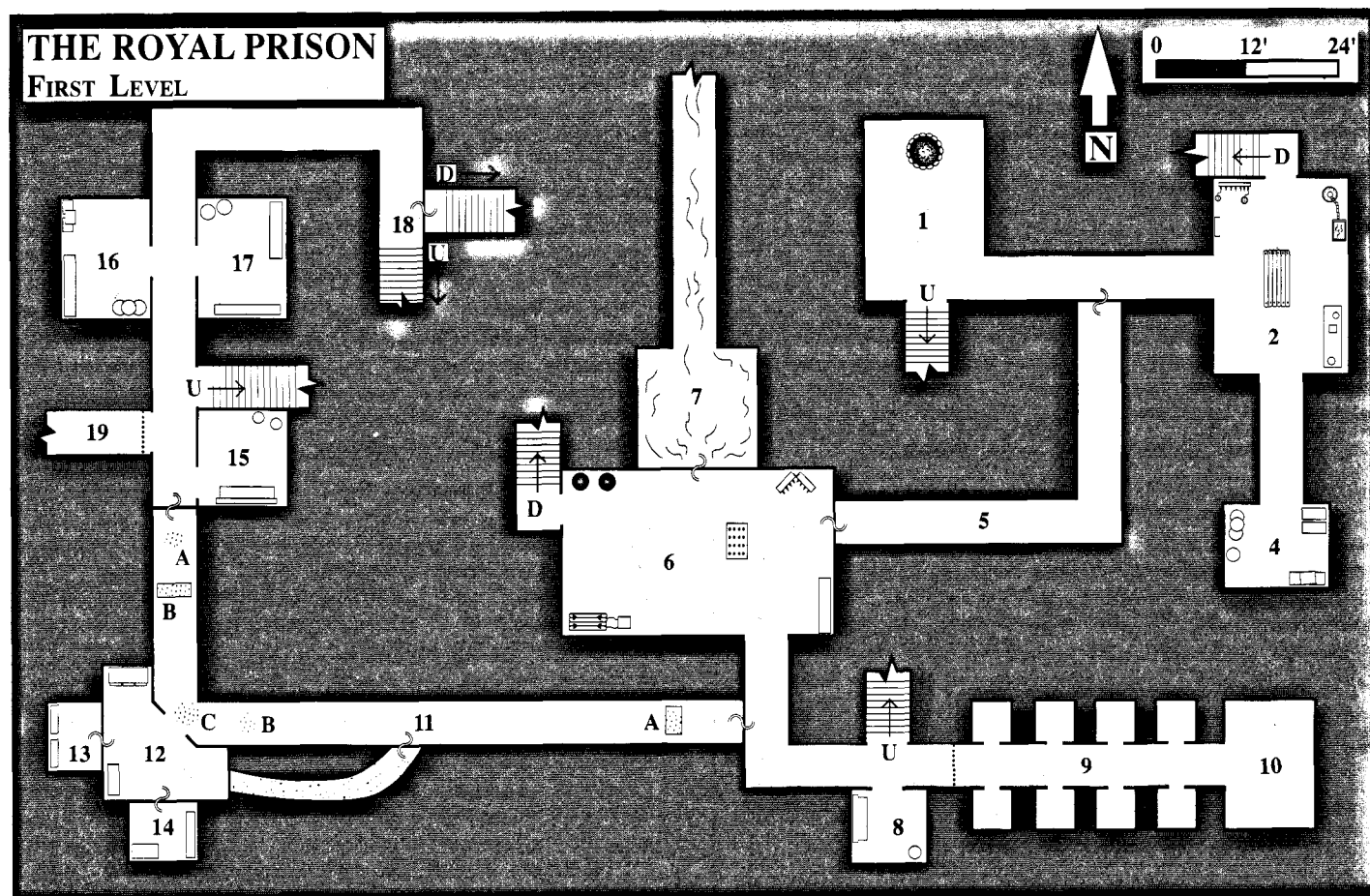
9.4 THE ROYAL PRISON

Located beneath the Palace of Tûl Isra, the Royal Prison holds rooms more sinister than those retaining political enemies of the Tarb and of the state. The Taraskon conducts foul experiments in the bowels of the complex and maintains contact with his master, the Nazgûl.

FIRST LEVEL

- 1. The Audience Chamber.** At the far end of this hall is a large pit lit by a magical fire. If anyone stares into the pit long enough, they will enter communication with the a servant of Akhôrahil at Ny Chennacatt.
- 2. Tartas Izain's Secret Laboratory.** It is here that he carries out his most hideous experiments.
- 3. Stair.** To the lower level.
- 4. Store Room.**
- 5. Secret Hallway.** Two doors that are Very Hard (-20) to find link the laboratory to the torture chamber.
- 6. Torture Chamber.**
- 7. Sewers.** A secret door from the torture chamber opens onto the sewer. This door is almost Impossible to find and open without assistance from someone who knows it's secret.
- 8. Guard room.** Always staffed with four guards.
- 9. Cells.**
- 10. Communal Cell.**
- 11. Secret Hallway.** To the vault. There are traps at locations A to C. A — this trap is Hard to find and consists of a falling block. Anyone caught under it will receive 1-4 E crush criticals. B — Pit trap. Anyone not finding this trap (Very Hard. will fall 20 feet into a water filled trap. The water is 10 feet deep. C — this Hard to find trap is also a pit trap (30 feet deep.. Unlike the other pit trap, this one is filled with spikes at the bottom. An individual will take 1-6 +100 spear attacks, plus normal falling damage.
- 12. Vault.** The monetary treasures of Tûl Isra are housed here.





13. **Secret Gem Vault.** The royal jewels are housed here.
 14. **Vault.** Magic items and rare oddities are stored here when not in use.
 15. **Guard Room.** Four guards man this station.
 16-17. **Storage.** These rooms are used for extra weapon storage.
 18. **Stair.** The stair leads up to the palace above. A secret stair leads down to the lower prison cells.
 19. **Tunnel.** This tunnel leads to the City Prison.

SECOND LEVEL

20. **Guard Room.** Six guards maintain this post.
 21. **Lower Cells.** It is rumored that no one placed in these cells has ever left alive.
 22. **Secret Stair.** To the laboratory above.
 23. **Stair.** To the torture chamber above.

9.5 THE BELL TOWER

One of the oldest structures in Tûl Isra, the Bell Tower was once surrounded by a plaza, and its balcony used for as a public speaking platform. Later years see the tower relegated to a storing house for records of the court of justice.

GROUND LEVEL

1. **Entry Hall.** The entry hall leads to the central stairway. Off of the hall are two doors leading to the ground floor chambers. The entry door is always locked, although any thief of modest experience can pick it.
 2. **Stairway.** This spiral stair leads up into the tower.
 3. **Chamber.** This room was previously a sitting room.
 4. **Library.** This room is a library and still contains a number of interesting books on the subject of Demon lore.
 5. **Dining Room.**
 6. **Kitchen and Pantry.**
 7-9. **Storage Rooms.** These rooms are currently used for storage. Their prior use is unknown.

SECOND LEVEL

10. **Hallway.**
 11. **Spiral Stairway.**
 12-15. **Chambers.** These rooms were previously sleeping chambers and are now used for storage.

THIRD LEVEL

17. **Spiral Stairway.**
 18. **Hallway.**
 19-22. **Chambers.** These rooms were previously sleeping chambers and are now used for storage.
 23. **Balcony.**

FOURTH LEVEL

24. **Spiral Stairway.**
 25. **Bell Room.** The ropes for the bells in the tower above hang into this room.
 26. **Balcony.**

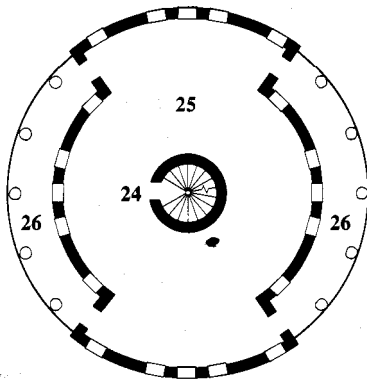
9.6 THE TAYEE TEMPLE

Vibrant frescoes and mosaics brighten the interior of the Tayee Temple in Tûl Isra along with light, rippling music. Bards play mandolins, harps, and wooden flutes continuously, while acolytes bring refreshing drinks and footbaths to newly arrived travellers. Flowering plants fill the outer court where a fountain splashes.

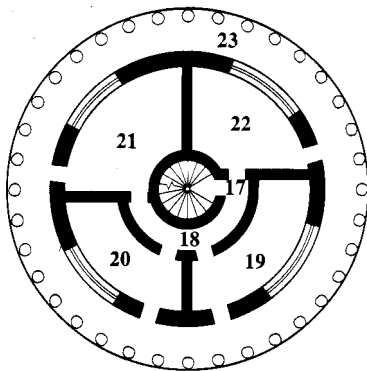
THE OUTER COURT

1. **Steps.** Four large marble steps lead up to the entrance to the Temple. The steps symbolize the four epochs of the godly. The beginning of time and the creation of the Holy Ones, the creation of the world, the shaping of paradise, and the present. The gardens symbolize a return to a paradisiacal state. Four stately columns support the roof over the portico. Carefully concealed door may be found.

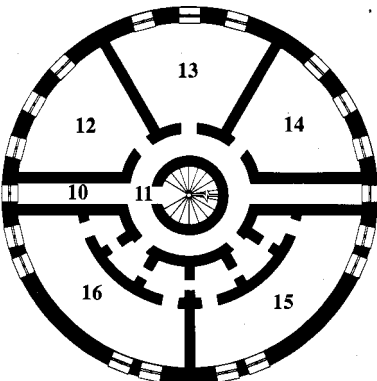
THE BELL TOWER



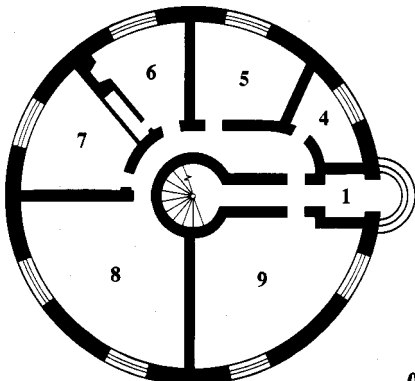
FOURTH LEVEL



THIRD LEVEL



SECOND LEVEL



GROUND LEVEL



Serene frescoes beckon travellers to enter this tranquil place.

2. Fountain. An impressive fountain quickly draws the eyes of all who enter. The gardens bring a calm and tranquility that will offer rest, to the most weary or frightened traveller.

3. Chambers. All those that request sanctuary here are allowed to sleep in one of the chambers along this hall. The rooms, although spartanly furnished, are very comfortable.

4. Chambers. Initiates and their teachers dwell in these rooms.

5. Hallway. This hallway leads to the interior of the Temple. Only Priests of the Temple may enter the inner sanctums.

6. Library. The great library of the Tayee of Tûl Isra occupies this room. Thousands of books covering a wide range of topics fill the shelves. The primary texts cover religion and some arcane topics. The library proper is open to all. The Library in the Outer City contains standard texts on history, geography and the arts.

7. Chambers. These rooms are used for instruction of the faithful. Some non-Tayee are also able to purchase instruction from the Masters. Typically this instruction is very expensive. One to two pieces of gold per week is not uncommon. The faithful may take instruction for free. Only arcane and religious topics are taught here. For instruction in reading, writing, history and the arts, the School in the outer city should be used.

9.7 THE DRUNKEN HAMMER

Located in Tûl Harar, the Drunken Hammer is home to a tight-knit group of Dwarves. Only one floor to the establishment is above ground. True to the nature of the Naugrim, the inn and smithy are below the earth. In times of emergency, the owners may seal off the lower levels by dropping huge blocks (weighing tons) onto the upper stairs. Counterweights allow the Dwarves to raise the blocks after the crisis has passed.

STREET LEVEL

1. Stairs. Lead down to the Inn. A deadfall is in place in the stairway that may be sprung by the owners. The controls for it are in the smithy. Double oak doors (locked after hours, open onto the street.

2. Shop. The first thing one notices when entering the shop is the array of weapons hung about the room. Everything from boot knives to great swords may be purchased. Armor is also available.

3. Target Chute. "Try before you buy," is a motto in the shop. This area is used for practice and to try out the weapons. A target at the end of the room is used to try bows and thrown weapons.

4. Office. A small cash box is kept here.

5. Work Room. Used by the Dwarves apprentices to repair and fine tune weapons and armor. It has a small forge and a full set of tools.

6. Storage.

7. Stairs. Lead down to the kitchen in the Inn below. Like the stairs at #1, there is a deadfall in the ceiling.

UPPER CELLAR

8. Stairs. Lead up to the street.

9. Stage. Entertainers use this stage to entertain the guests.

10. Common Room.

11-15. Private Sleeping Quarters. Guests may reserve these for a night or longer, paying 2 copper pieces per day for the privilege.

16. Bar. The bar looks like a small castle with a crenelated top.

17. Privy.

18. Kitchen and Wine Cellar.

19. Larder/Pantry.

20. Stair. Up to the work shop.

21. Stair. Down to the Dwarves' private forge and living quarters.

LOWER CELLAR

22. Stairs. Lead up to the kitchen.

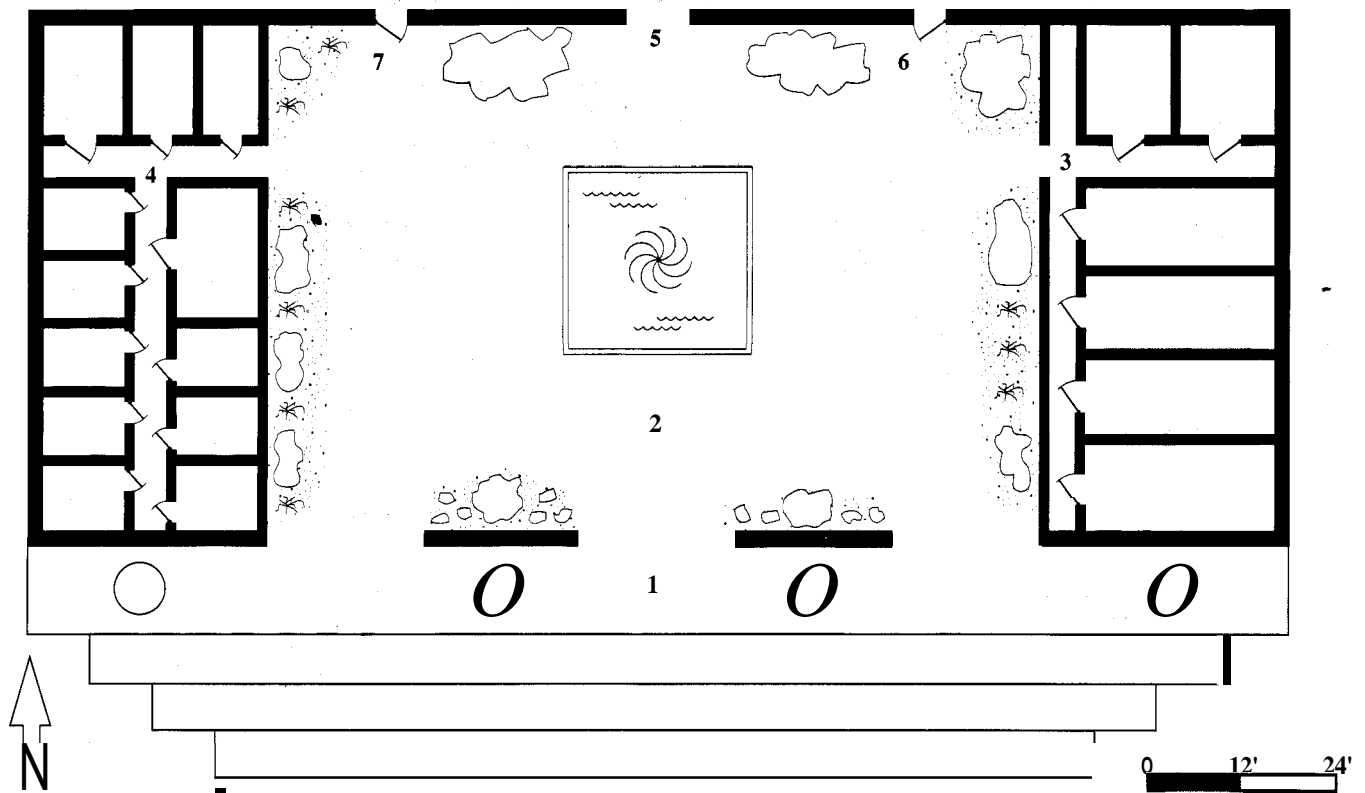
23. Smithy. This is the Dwarves' primary smithy. All of their finest weapons and armor are made here. Having only a hot forge at present, they are planning to make a third deep and install a cold forge.

24-25. Owners Quarters.

26. Secret Exit. This rough cut tunnel leads to the sewers where a very carefully concealed door may be found.

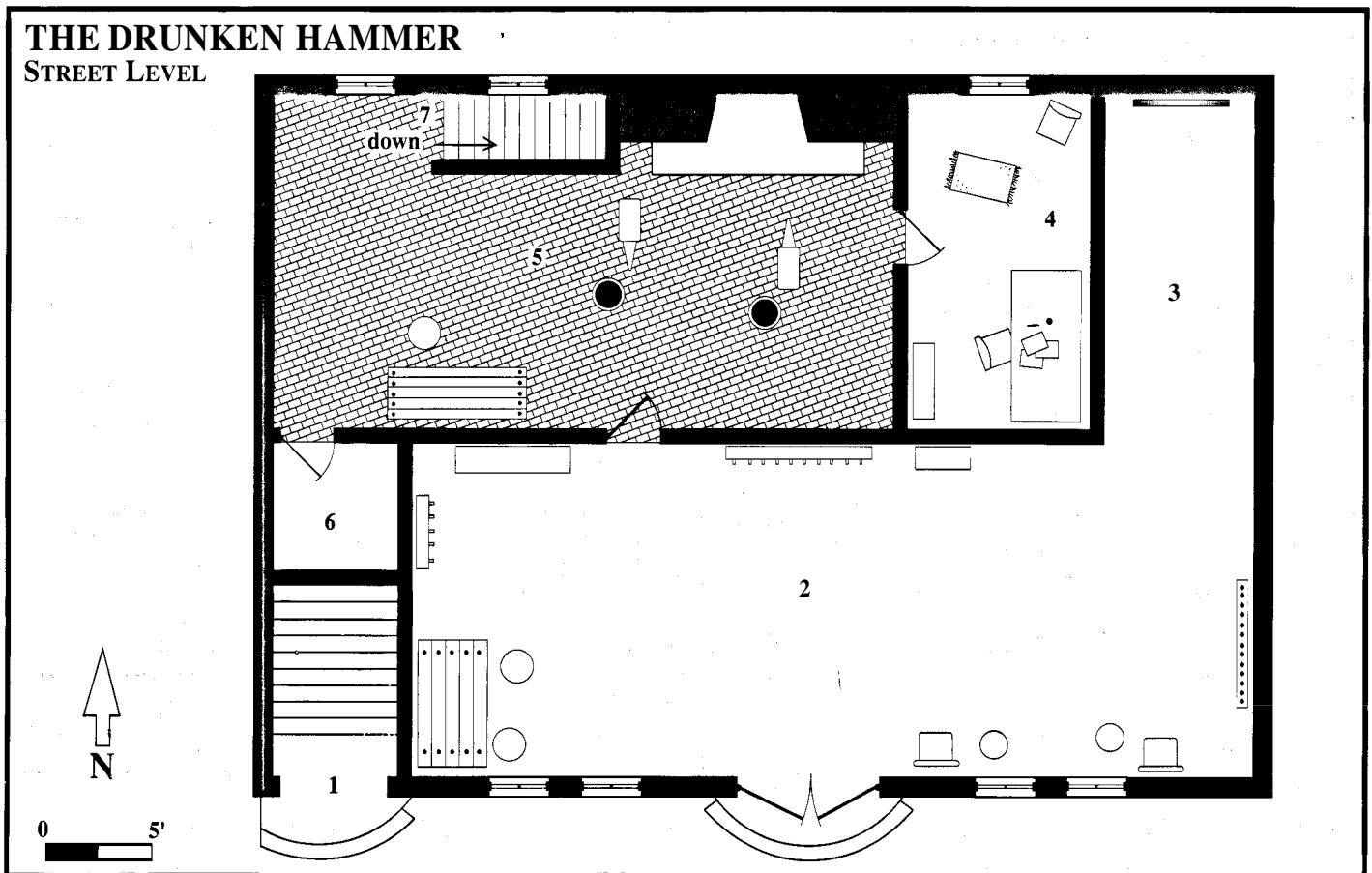
THE TAYEE TEMPLE

THE OUTER COURT



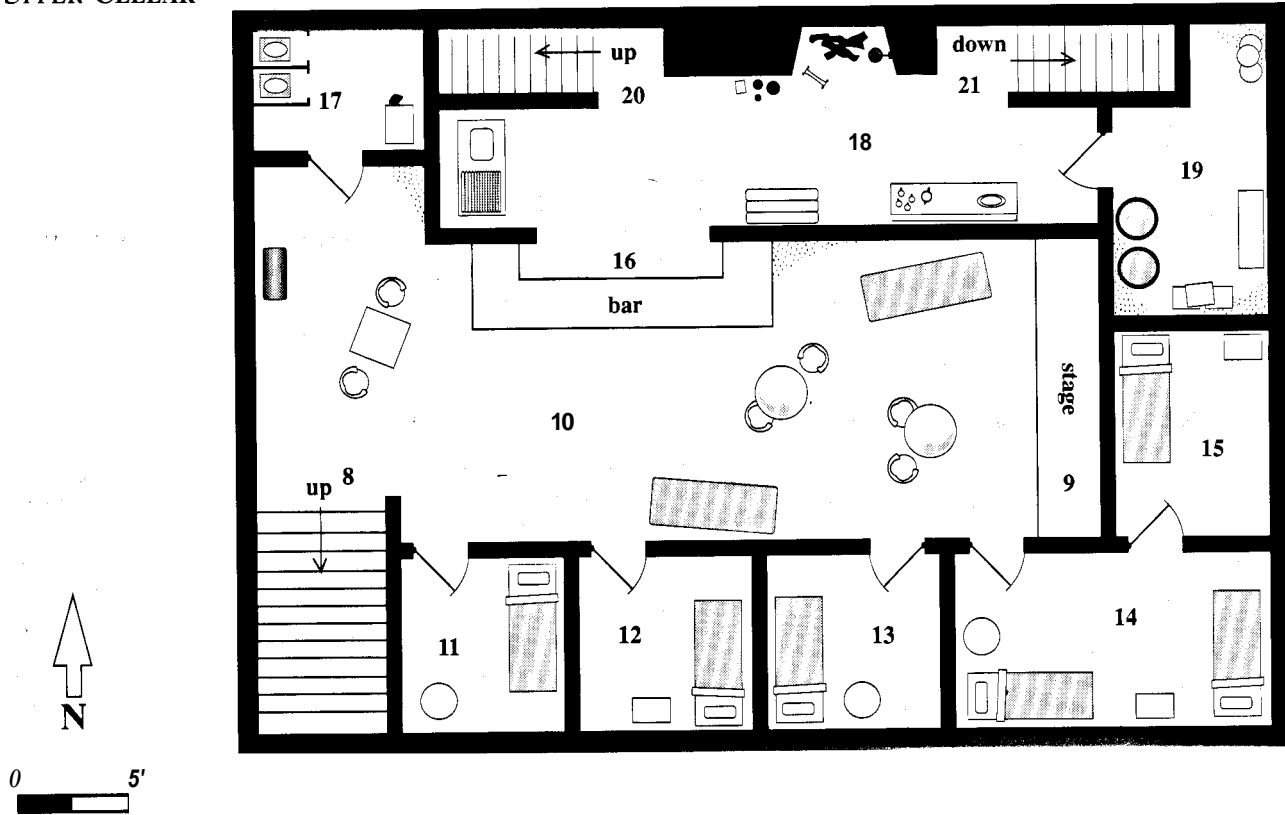
THE DRUNKEN HAMMER

STREET LEVEL



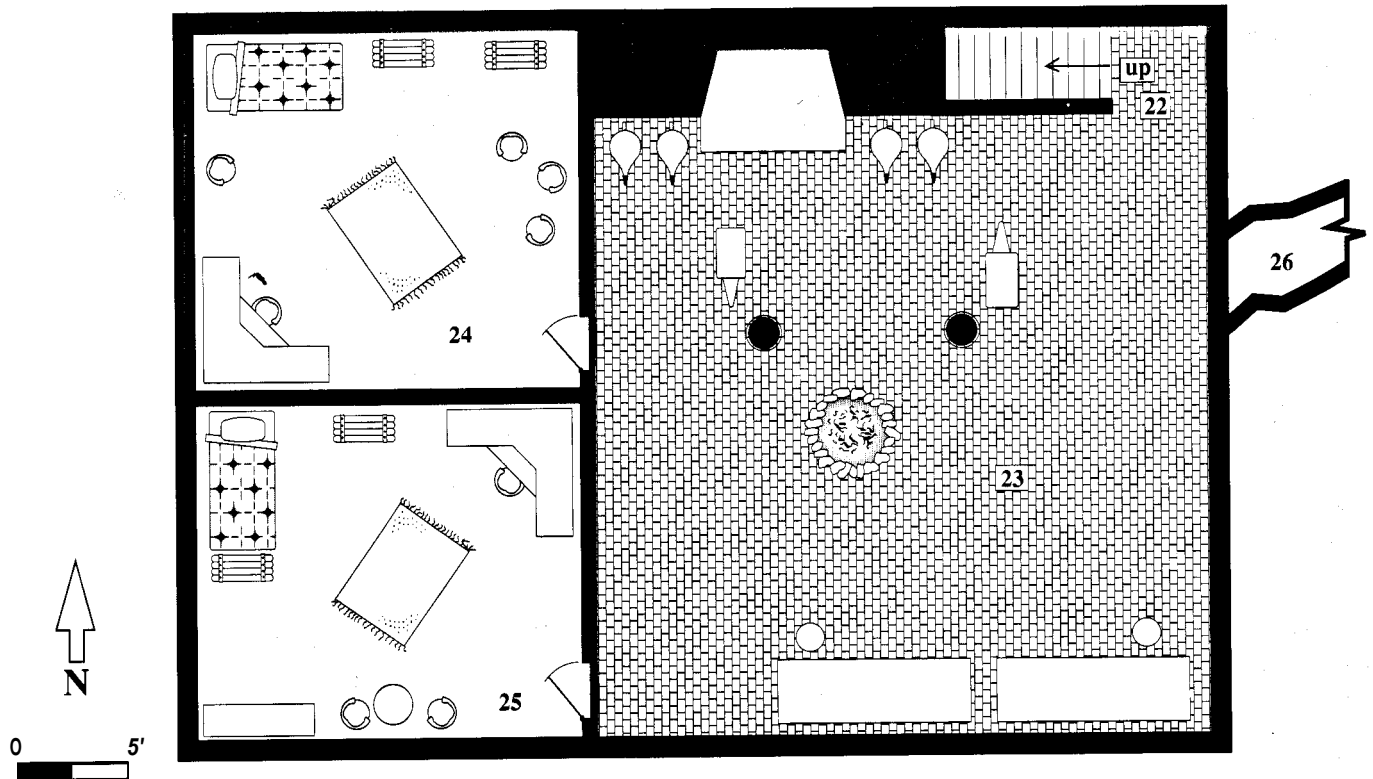
THE DRUNKEN HAMMER

UPPER CELLAR



THE DRUNKEN HAMMER

LOWER CELLAR



10.0 PLACES OF NOTE

The cities of Sirayn are not the only sites of interest in Greater Harad. Several towns, underground holds, and lone citadels also deserve mention. A brief description of the most prominent of these places follows.

10.1 TARNETT BAZAIN

The Tarnett Bazain (the ancient spelling was Tamett Barzain) is one of only a few known watering holes between the cities of Greater Harad and Tûl Poac to the north. Inhabited for centuries, the oasis is an ancient walled town that controls the most precious commodity of the South, water. The settlement's walls were built late in the Second Age and have had very few modifications made to them. They are constructed from locally made brick and completely surround the town and oasis. One gate pierces the western wall and eight towers are placed around its perimeter. The walls are 20 feet high, 10 feet thick at the base, and four feet across at the top. The walltop possesses machiolations and crenellations to protect defenders from attacks from below. The towers are thirty feet high and twenty-five feet in diameter. Numerous buildings, stock pens, gardens, and trees are scattered throughout the town.

The two to three hundred inhabitants include merchants, innkeepers, Tayee priests, and local workers. There is a garrison of seventy-five soldiers. The people living at Tarnett Bazain are very friendly and do not over-charge for their services. However, they expect to make a profit and do not take well to excessive haggling. Most of the permanent residents live in homes constructed of brick. The rest of the people live in tents.

The YOI Chennacatt connects the Tamett Bazain to Tûl Poac to the north and Tartaust to the south. A subterranean aqueduct runs beside the road, interrupted by cisterns where travellers may pump water for drinking and watering livestock. The aqueduct was originally intended to provide irrigation for farmlands along the trade route.

The first thing one notices when entering Tamett Bazain is the Redsands Inn. Known for fine food and wines, it is the favorite stopping point for weary travellers. A room at the Sands goes for one bronze piece per night, and each room can sleep four. Dinners range in price from one copper piece for a simple meal to one bronze piece for a feast. For lone travellers, a special package price for a night's stay and a meal has been set up. Seven copper pieces grants the guest a hefty meal and a bed in one of the large common rooms on the second floor. The other inn in town worth frequenting is the Desert Storm. Both establishments provide clean bedding (little chance of catching something unwanted).

Nant Kamak the merchant, makes his permanent residence here. He has a house with attached servants quarters, a stable, a guest house, a store, and two warehouses. He also maintains date and fig trees and a small vegetable and fruit garden. Nant comes from a long line of merchants who have maintained these properties for decades.

BUILDINGS OF NOTE

The Tayee Temple — The temple occupies a small island at the west end of the oasis. The buildings are reached via a short bridge. The temple buildings are composed of a small tower that houses the priests and the sanctuary. The temple is a two story building that houses the library and altar.

Residences of Nant Kamak — Five buildings, a small stock pen, and gardens compose Nant Kamak's holdings. The buildings include two warehouses, a small store, the main residence, and a stable. All are built of stone, brick, and stucco.

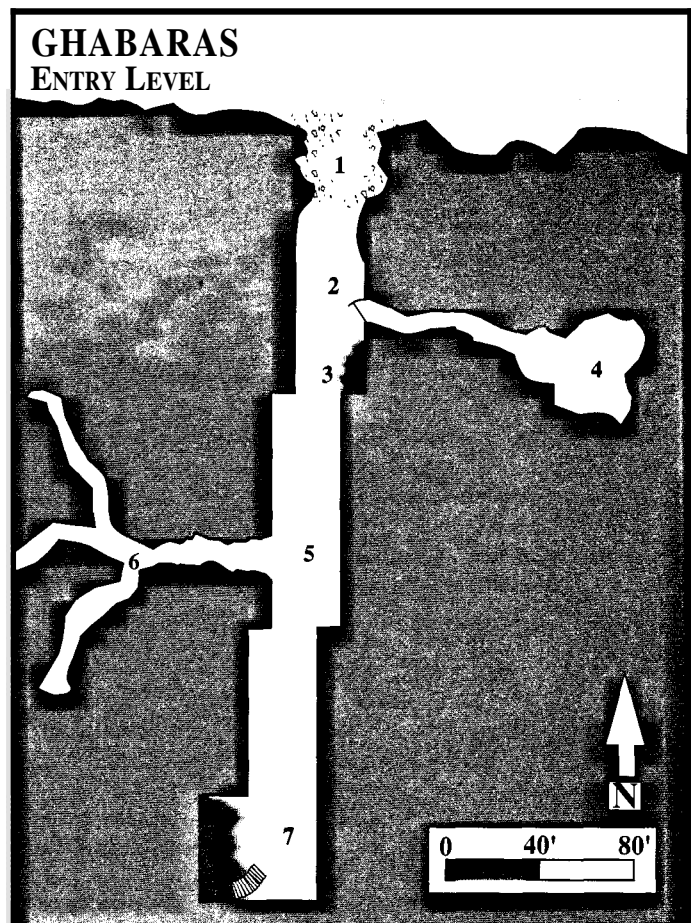
The Redsands Inn — The inn has one large common room and twenty private rooms. It is one of the largest establishments between the inhabited parts of Sirayn and Tûl Poac to the north.

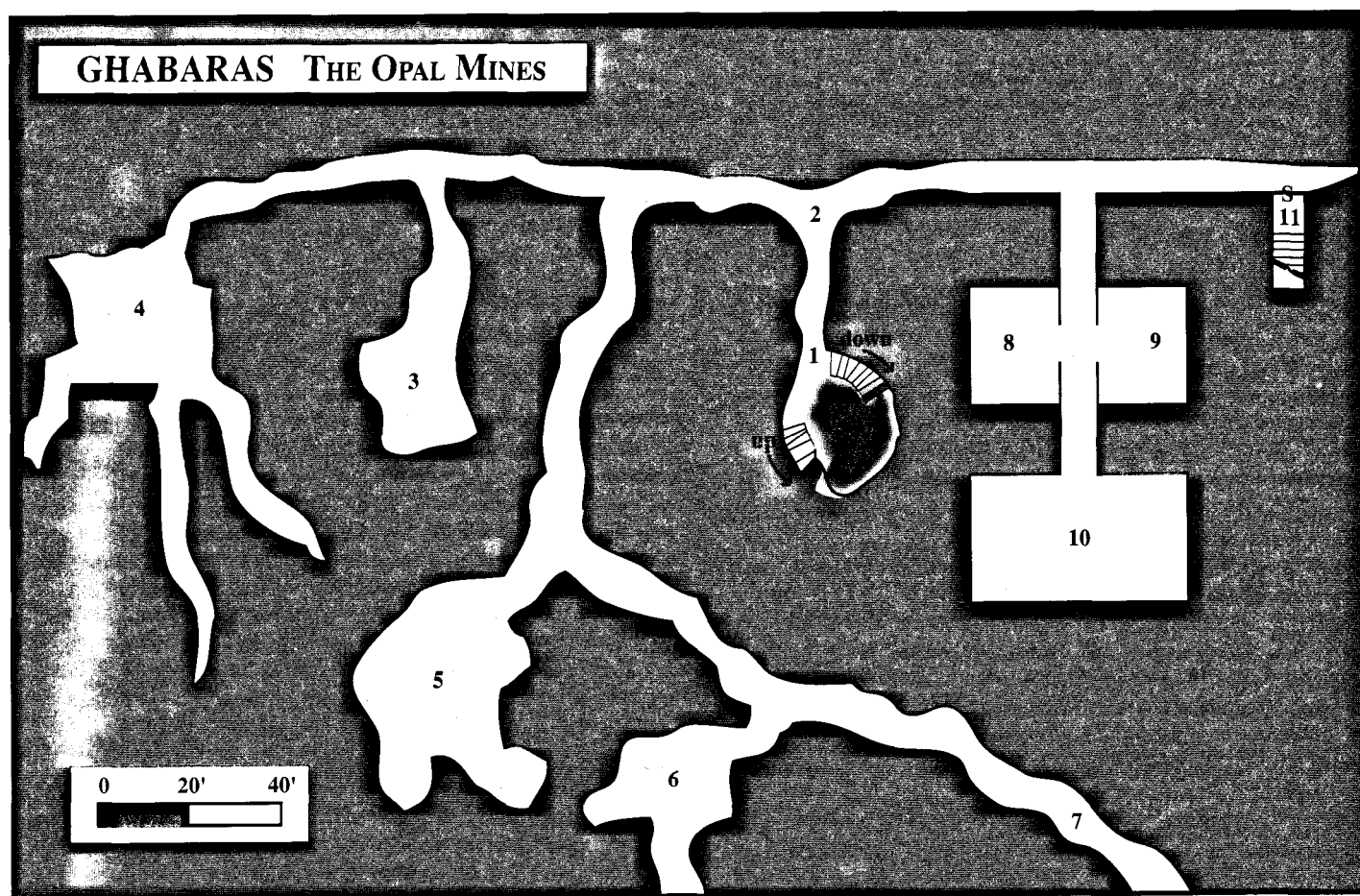
The Desert Storm — The Desert Storm is smaller than the Redsands Inn and sports only twelve private rooms. Unlike the Redsands, it does not offer stabling. Travellers must take their horses to the stock pens on the north side of the oasis. The prices are lower here than at the Sands.

10.2 GHABARAS

The highest peak in the eastern spur of the Tûr Betark is Horse-head's Peak. Rising more than 14,000 feet into the southern sky, its bare, wind-whipped summit gleams in the dawn light. Deep beneath the mountain lie some of the finest mines in the area. Nár's Folk mine here for the rare minerals they use in their smithies.

The most striking feature of Ghabaras is an expansive cliff some 2000 feet high that is visible many leagues south of the Tûr Betark. The play of light and shadow on the rock formation creates the shape of a horse's head, giving rise to the name of the peak. The cliff has attracted to the mountain many travellers over the ages that viewed it from afar. As they searched the area, these people discovered rich mineral resources. Mines evolved, and the ores were traded throughout the South. Now, most of the mines under Ghabaras stand idle. Only an occasional Dwarven mining party or group of adventurers plumb the depths under the famous peak. Not only ores but also gems of high quality may be uncovered there. Fine quartz, amethyst, mica, chalcedony, and agate comprise the most abundant selections.





The most prolific mine beneath Ghabaras also holds the tomb of Obed the First. Some of the finest fire opals in the south have been extracted from the very shaft leading to the burial chamber. The entrance to the mine lies at the top of a talus slope at the base of the cliff. A natural crevice plunges deep within the earth. A number of other natural and man-made tunnels extend from the rugged crack.

ENTRY LEVEL

1. Crevice. This natural crevice leads back into the mountain. The first thing an observer notices is the alignment of the floor and ceiling. Looking into the crevice, the ceiling is at an angle with the highest point meeting the right hand wall and sloping down to the left meeting the floor. In essence, the left hand wall is also the ceiling. This "hanging" ceiling was created during an earthquake that fractured the rock. Broken stone litters the floor of the entrance.

2. Tunnel. The passage becomes smoother. (It is kept clear of rubble by the current occupants.) A door may be found in the eastern wall that leads to a chamber (#4).

3. Pit. This natural pit falls some 200 feet almost straight down. Anyone surviving the fall must make a Hard (-10) maneuver to climb back out.

4. Chamber. The current occupants (Orcs) normally leave 3-4 guards here. A table, chairs, a cot, and equipment racks adorn this sparse chamber.

5. Side Passage. As one progresses into the crevice, the ceiling becomes higher. It ranges from 10 feet high at the entrance to 25 feet high at this point. A side tunnel heading west, branches off here.

6. Tunnels. This downward sloping passage leads to some spent mine shafts.

7. Stairway. A hewn stairway leads down a natural shaft at the back of the crevice. The shaft itself descends some 400 to 500 feet into the bowels of the mountain. Every twenty to thirty feet, a landing may be found with tunnels leading off in random directions to veins of ore. The landing (#1) to the Opal Mines is on this stair.

THE OPAL MINES

Seventy-five feet below the entry level, a complex composed of both roughly and carefully hewn passages sprawls through the mountain's rock. The tunnels were once the most productive mines in Ghabaras. Currently, an Orc band numbering some fifty individuals uses the level as their base.

1. Landing. At this landing, the stair continues down and a small tunnel leads north into the mines.

2. Junction. The passage looks well used. Scraps of food or discarded clothing litter the floor.

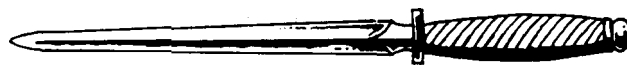
3. Storage Cave. The space is used to store food and other supplies.

4. Living Quarters. Lice-ridden sleeping furs, clothing, and other personal effects are strewn throughout this chamber.

5. Storage Cave. Mining tools and spare weapons are stored here.

6. Mining Face. Entrance to a played out opal mine. With luck, a few opals may still be discovered.

7. Tunnel. The passageway leads to other portions of the mine on this level.

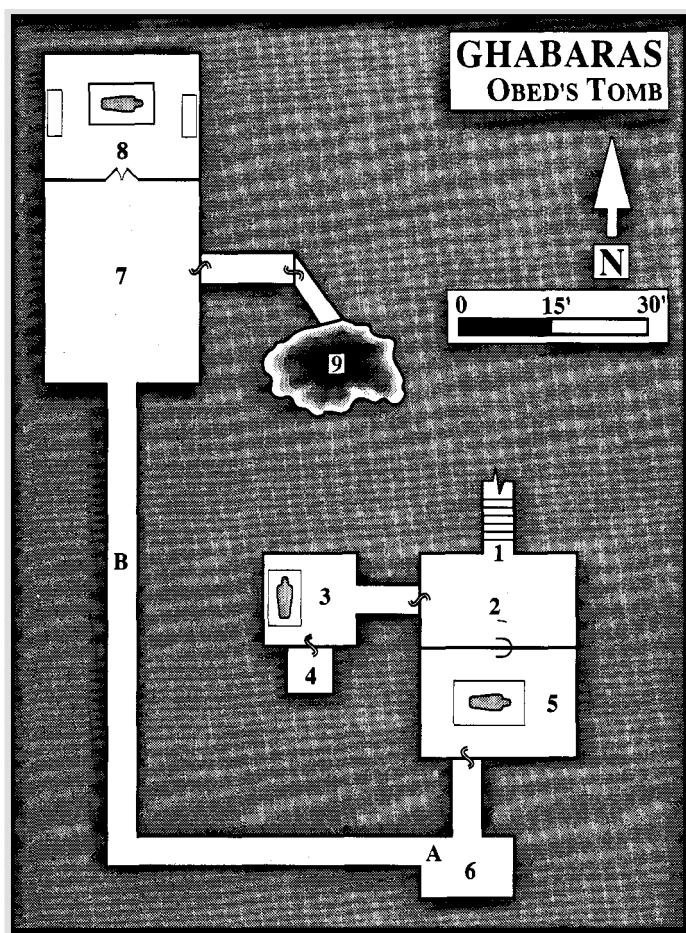


8. Prison Cell. Prisoners are locked in this room.

9. Treasure Vault. The Orcs' booty is kept locked here. The key is held by the Orcish Warlord. A few simple magic weapons, some armor, and coins comprise the treasure.

10. Warlord's Quarters. The Orcish Warlord makes this room his residence.

11. Staircase. A secret stairway (Extremely Hard, -30, to find) climbs up from the hall at this point (to #1 in the Burial Chambers). The Orcs do not know that the stair exists.



OBED'S TOMB

Two hundred feet above the entry level lies the crypt of Obed the First. The stair to this level winds from the Mines up through natural and cut stone passages.

1. Shaft. Its numerous steps descend to the lower mines (#11 in the Mines).

2. Antechamber. The walls of this entry room are covered with murals depicting scenes from the life of Obed the First. A concealed door (-5 to find) may be easily found in the west wall. A secret door (-20 to find) may be discovered in the east wall.

3. Chamber. The chamber has been divided in the past. Furniture and other items too large or not worth taking remain.

4. False Treasury. Built to fool thieves. Behind the secret door (to locate the door, -10 to find and disarm falling block) a small treasure room counting to 100 gold pieces, all in small coins, may be found. A curse that resembles that of Másra is present.

5. Warrior's Crypt. A modest burial chamber holding the remains of the standard bearer who died defending Obed in battle. Some furniture, weapons, and other art work remain in the crypt. A secret door (-40 to find) passes through the western wall.

6. Burial Chamber. This chamber is the gateway to the true Burial Chamber. A trap (A) guards the entrance. It is Hard (-10) to find and Sheer Folly (-50) to disarm. The pit is a 20 foot pit trap with a net in the bottom. Anyone falling in will take normal falling damage and spear attacks. Even someone using magic to fall will take 1-4 attacks at +50. Once the trap is sprung, the trap door closes, sealing in the dead.

Down the hall (B) lurks a second trap. If it is triggered, a deadfall seals the crypt. The trap is composed of a large block that weighs two tons. Anyone caught under the block will be killed. Anyone that is hit by it falling and is knocked clear will take 1d6 crush damage. The trap cannot be disarmed, but it can be avoided if noticed. To find it, players must be actively looking for traps and must make a successful perception role at a -30. If they do find the trap, they must each make a successful maneuver role to avoid it.

7. Antechamber. This is the outer chamber to the burial crypt and contains all the funerary offerings for Obed. If everything could be removed, it would bring a small fortune in the right circles. Double bronze doors (locked, Very Hard, -20, to pick) lead to the burial crypt. A secret door (Sheer Folly, -50, to find, Very Hard, -20, to open) leads to an escape route.

8. Burial Chamber. This is the final resting place of Obed the First. Treasure worth thousands of gold pieces was interred with the mighty warrior. The Blade of Másra and the Visor of Siraz are located here.

9. Shaft. Adventurers trapped by Orcs or the deadfall (#6B) might escape the complex by descending this shaft to the entry level (to #7). Climbing down is a Very Hard, -20, maneuver. A secret passage connects the shaft to the burial chamber.

10.3 MURNETT

This village was founded on the northeast bank of the lake called Hayk Sarzain late in the Second Age. Before Tûl Isra was rebuilt, most of the populace in the area lived in or around this village. The population of Murnett in T.A. 1632 is approximately 300 individuals. These people run the few shops (one inn, two trading posts, a stable, and an herbalist) and work in the fields around the lake. The village also possesses a number of warehouses and docks. Traders may bring small galleys from the Bay of Ormal up to the Hayk Sarzain. This is the furthest point along the Maudar that may be reached by boat. Just south of the lake is a rapids that blocks river passage further upstream. Since the rebuilding of Tûl Isra, the importance of Murnett has been waning.

10.4 MOGHOLY DASK

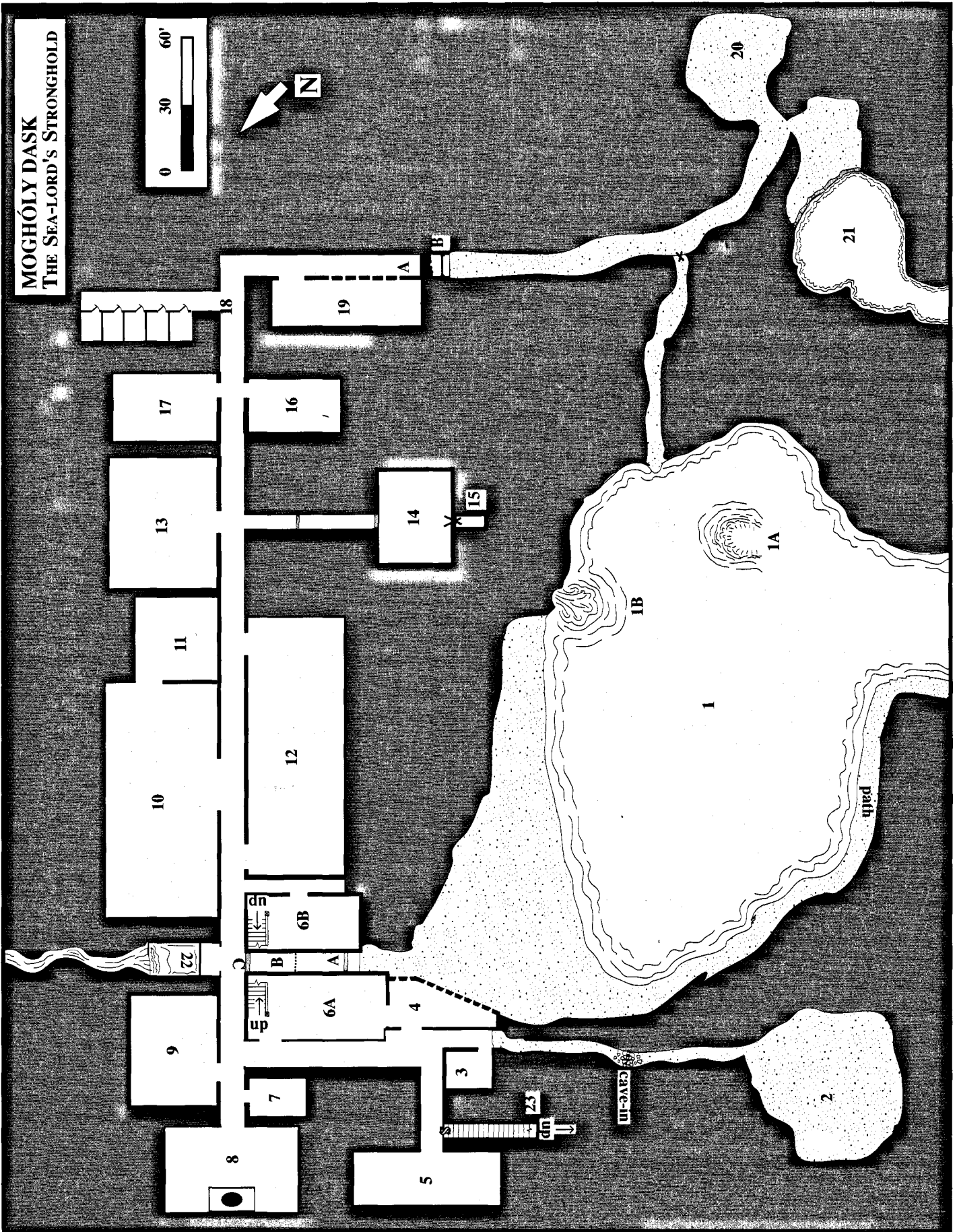
The southern shore of the Mard Isauba is composed primarily of sand beaches alternating with marshland. One section only is dominated by chalk bluffs resembling those east of Tûl Harar. The cliffs were formed during the First Age and are riddled with caverns, cracks, and deep crevasses. Legends spotlight one conglomeration of caves, the Moghóly Dask (Ta. "Spirit-plagued Sea-crevice"). It is held to be a burial site of the indigenous peoples who dwelt in the lands of Sirayn before tribes from Chy, Lodenuly, Acaana, Gaathgykarkan, and distant Ibav migrated west to occupy Greater Harad. The Sirani fear the Raubades Garst (Ta. "Victory of the Returned"), the day when the spirits of the dispossessed rise to reclaim their homelands.

THE SEA-LORD'S STRONGHOLD

Ancantar, the Black Númenórean Sea-lord, uses the lowest level of the Moghóly Dask (Ta. "Spirit-plagued Sea-crevice") for her base. The main entrance to the outpost is a tunnel, formed by an underground stream that empties into the sea, that runs southwest into a limestone cliff from the shoreline. Even at low tide there is enough water to move small boats in and out. Currently, the Sea-lord remains unaware of the caverns above the lowest ones that she has appropriated.

1. Underground Harbor. Approximately 100 feet from the sea, this dimly lit chamber is the entrance to the stronghold. A footpath running along the northeast wall leads to a small beach below the cliff. The walkway was cut into the cavern wall to allow access to the cavern during low tide when larger ships may not enter. A small sandy beach serves as a dock for small boats which may be piled up onto its sands. Galleys up to 60 feet in length and other vessels this size may anchor in the sheltered cove. A waterfall spewing from the roof of the cave splashes into the anchorage (1A) near the western wall. All of the walls of the cave are natural except for the one that borders the guardroom (#4). It is constructed of cut stone and possesses arrow slits.

2. Cavern. The entrance to this natural cave is caved in approximately 60 feet down the passageway. A chest is buried in the cave that contains gold coins (totalling around 1000 gp).



3. Priest's Chamber. The door to this room opens inward and is normally locked. The Sea-lord's priest makes the room his quarters. It is decorated in good taste with small objects of *art* and many religious artifacts.

4. Guardroom. The guardroom watches the outer cave (#1). Four guards are positioned here whenever Ancantar's warriors occupy the stronghold. Only two will be on guard if the main fleet is out. Crossbows and other weapons are kept on the weapon racks for immediate use.

5. Storage Room. The doorless room contains anchors, steel plates, jars of pitch and tar, rope, and other ship repair supplies.

6A. Guardroom. Together with its sister guardroom (#6B), this chamber forms the major defensive positions of the outpost. The doors to the room open inward and may be barred from the inside. A stairway in the southern portion of the room leads to an upper gallery over the main entrance. Another stair from the opposite guardroom also has access to the gallery. Murder holes placed in the floor of the gallery allow defenders to fire down upon intruders. An iron-bound door (A) is the first defense. It opens outward and is barred from the inside. If the attackers *pass* this point, a portcullis (B) will be dropped. Another door (C) forms the final barrier.

6B. Guardroom.

7. Armory. The weapon cache of the stronghold is housed here. The selection includes ship axes, swords, 4 ballistae, and crossbows and bolts.

8. Shrine. A mosaic of Azain, the sea god, dominates this room.

9. Sea-lord's Quarters. The personal chamber of Ancantar is garishly decorated with art objects from all over Southern Endor. Nautical charts and tapestries adorn the walls. Sumptuous rugs cover the floor, and exotic furniture is placed about the room for the comfort of the master and her guests.

10. Mess Hall. Tables and chairs fill center of the room. Off-duty warriors and sailors may be found here at all times eating, drinking, and gambling. A cooking area occupies the southern end of the room.

11. Pantry. The larder contains a fine selection of food, including dried and fresh fruits, vegetables, grains, seafood, and some exotic meats.

12. Bunkroom. Crew to the Sea-lord's ship bunk in this room. Each sailor has a bed and a trunk that contains his personal effects.

13. Officers' Quarters. The officers share the ten beds in this room. Like the crew, each also possesses a personal trunk. Unlike the crew, the trunks are normally locked.

14. Treasury. The treasury is guarded by two locked and trapped doors (A and B). The key is always on the Sea-lord's person. A copy of the key is hidden in the Captain's room (-75 to find it under a the bed beneath a small loose stone). Door A is trapped (-30 to open, -50 to find and disarm) by a falling block. If the trap is not disarmed, the block will crush anyone within 5 feet of the door. Each person that is hit will receive 1-6C crush criticals. Once the block has fallen, it will slowly reset itself. Door B is trapped in the lock itself. If anyone tries to pick the lock (-40) and fails, a poison needle will stick the thief. The poison is made from the venom of the Juthjuth scorpion. The room contains tapestries, art objects, furniture and a few chests of coins (total treasure worth 10 to 20 thousand silver pieces).

15. Secret Vault. This secret room contains all of the special treasure of the outpost. Guarded by a trapped secret door, it is Sheer Folly (-50) to find, especially if the thieves are preoccupied with the treasure in the outer room. Once the door is found, a trap (-50 to find, -25 to disarm) will be set off by anyone opening the door. It is a 20 foot deep pit trap that will drop the victim in 15 feet of water. Once a person falls into the pit, the trap door recloses. The secret door is opened by depressing two small depressions and lifting.

16. Store Room. Linens, clothes, and other items fill shelves.

17. Wine Cellar. Barrels and casks of fine wines and beers from all over Endor stand against the walls in stacks.

18. Prison Cells. Any prisoners taken by Ancantar will be chained up in these small cells.

19. Guardroom. This is an old guard room that is now used for storage. The passageway past this room has been walled up (A). A door just past the blockage (B) is closed and locked (-20 to open). The guardroom was used to watch the back entrance to the outpost.

20. Cavern. A shaft in the ceiling leads up to the level above. Midway along the passage between this small cavern and the Sea-lord's outpost, a narrow tunnel that leads to the underground harbor (#1). It is Hard (-10) to notice and enters the passageway near the ceiling (7 feet up).

21. Water Entry. A flooded cavern provides an alternate entrance to the complex. One must swim in to this room from the sea outside the cliff (a hazardous task). The water laps at a small ledge that requires a swimmer to scramble in order to get out of the water. A large octopus lurks under the ledge.

22. Cistern. The water from a small stream is collected here. The overflow runs out into the underground cavern (1B).

23. Stair. A secret stair leads up into the caverns above. The door is Extremely Hard (-30) to find from the corridor side. It is easily found from the stair side.

THE TOMB OF KATHAUD IZAIN

The caverns above Ancantar's Stronghold are the final resting place of Kathaud Izain, an evil priest of the cult of Taimaraub. He was entombed here with five of the six of his most devoted minions. The sixth escaped death in the crypt only to be devoured by a lion during his flight to Tûl Isra. This tomb dates back to the mid Second Age.

1. Crypt. This is the actual burial chamber of Kathaud Izain. His mummified remains are laid out in a large, very ornate sarcophagus. Scattered about the room are many pieces of art, boxes of coins, and funerary objects.

2. Treasury. Furniture, tapestries, a small boat, sculptures, statuettes, and urns full of coins may be purloined from this chamber. Statues of the six advisors of Kathaud Izain may also be found here.

3. Hall of Might. A large throne rests in the middle of the room. The side rooms, A — D and F, are the final resting places of the five loyal advisors of Kathaud Izain (they are now undead). The advisor that was to be interred in room E escaped. The door to each of these rooms is hidden except for E which is open.

4. Antechamber. Preparations for the death rituals of Kathaud Izain and his followers took place here. The secret door is trapped with a pit trap (-20 to find, -10 to disarm).

5. Power Focus. An Astrologer doubles his remaining power points while in this room and for six hours after.

6. Cavern. This natural cave contains a chute (A) that drops to a cavern (#20) on the periphery of Ancantar's Stronghold.

7. Rock Formations.

8. Exit Cavern. This cavern extends miles back into the cliff, eventually opening among the roots of a copse of *muna* trees in the Sára Bask.

9. Passageway. The passage winds up to a cavern (#3B) within the Orcs' Stronghold.

10. Caves. These caves link up with those exiting the caverns (#8). Bats reside in them.

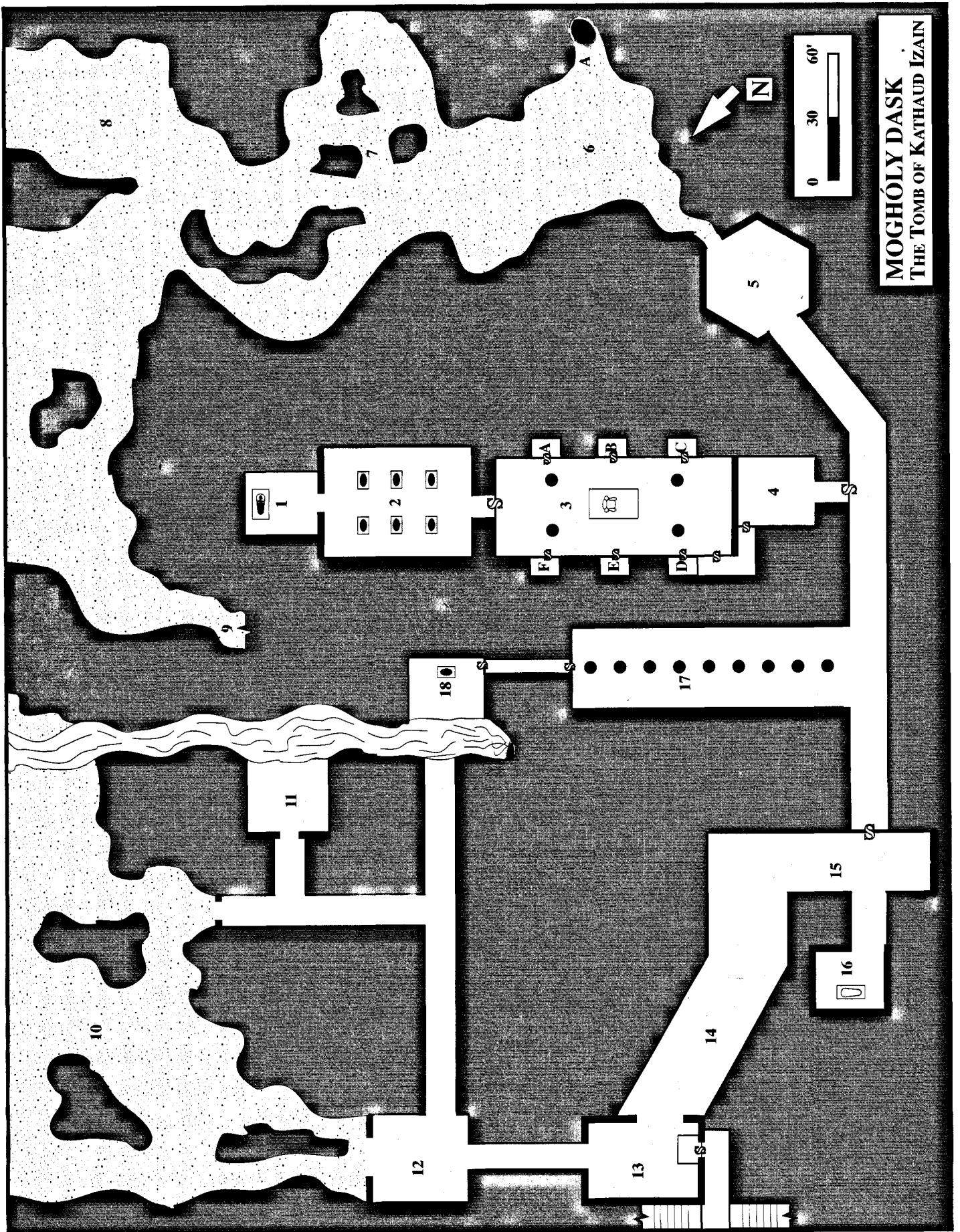
11. Water Chamber. The room opens onto a stream that flows from left to right across the far end of the chamber. The stream plummets through a chute into the underground harbor (#1) of the Sea-lord's Stronghold below.

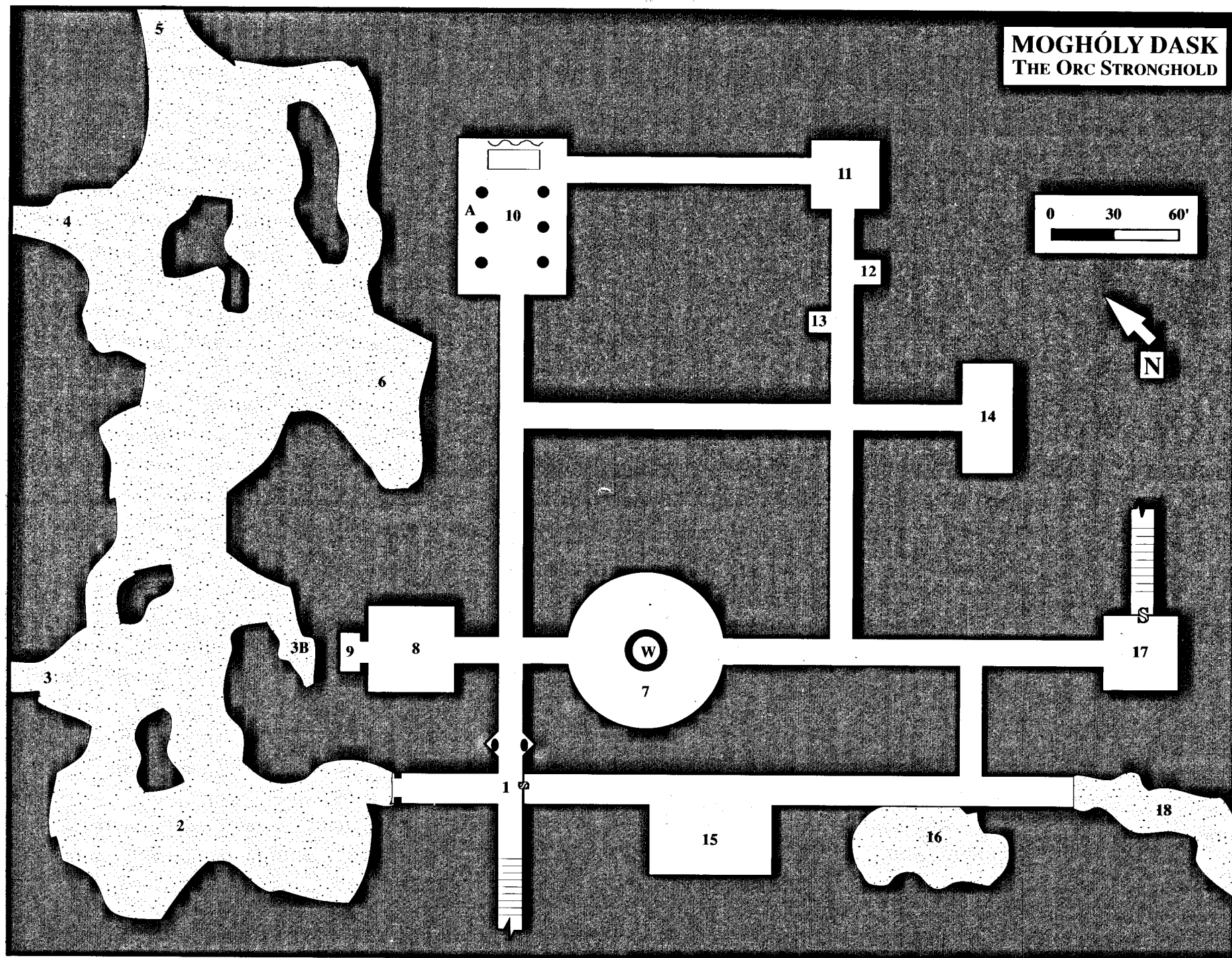
12. Store Room. Tools for stone working were stored here. A passage on the northeast wall leads to the stream visible from the Water Chamber (#11). Across the current, which is strong, the Chamber of the Statue beckons the adventurer.

13. Store Room. Food was stored on shelves for the original constructors of the crypt. The cask on the northeast wall has a secret door inside that leads to a staircase. The descending steps emerge in Ancantar's Stronghold (#23), while the ascending ones climb to the Orc Stronghold (#17).

14. The Great Hallway. Its walls are covered with pictures depicting death rites.

15. Hallway. The passage leads to a false crypt. Two stone doors dominate the northeast wall. The left door trapped (-30) to find and it cannot be disarmed. If the trap is triggered, the door will swing out and down from the top, delivering a C crush critical to the individual "opening" it. The right door is merely a bas relief carving and will not open. A secret door leading to the true crypt is located on the northwest wall (-20 to find).





16. False crypt. Looted long ago.

17. Hall of Death. Anyone entering this chamber must make a RR vs. a 10th lvl *Fear* spell or flee. Bas relief carvings of demons, wraiths, and skeletons cover the walls.

18. Chamber of the Statue. A statue of a man in priest's robes stands against the northwest wall. Badly damaged, it is impossible to determine what god he or she followed. If magic is employed, the spell caster may discover that the deity was a god of the earth and stone. A magic ring encircles one of the fingers of the statue. It may easily be removed. In actuality, it is a cursed ring. It appears to be a ring of strength, but it will actually reduce the wearer's strength to 25. With the ring on, the wearer believes he has unlimited strength. After wearing it for a month, the wearer will slowly turn to stone. A resistance roll must be made at -25 vs. level 15 to remove the ring.

THE ORC STRONGHOLD

The topmost caverns and chambers of the Mòghóly Dask house a small tribe of Orcs. They remain unaware of the catacombs immediately below, but have observed Ancantar's followers entering and exiting the sea cliffs at the water level. The Orcs plan to attack the sea bandits when their own numbers grow sufficiently large.

1. Entrance Hallway. Stone portals set into a hillside in the Sára Bask swing inward on a narrow passage heading toward the shoreline. Several hundred feet east, stone stairleads descend 50' to a junction of corridors. This is the main entrance to the stronghold appropriated by the Orcs. Two statues resembling armored warriors guard the corridor immediately beyond the intersection. They will animate as 10th level fighters in full plate and attack with battle axes (+125 OB) anyone passing through the passage who does not utter the words, "*Gades bukarit taim.*" The phrase is in the ancient Talatherin tongue and means "*Peace-waves flow through the dead.*" The Orcs have certainly not determined the password, nor even that one exists. They avoid the warriors by using the passage behind the secret door at the intersection.

2. Cavern. The Orcs practice sparring and maneuvering in battle in the cavern. Four to six guards are present at all times.

3. Passage. The passage leads to the Orcs' living quarters.

3B. Passage. The passage winds down to a cavern on the periphery of the Tomb of Kathaud Izain (#9).

4. Culsedac. An archway opens onto a culdesac filled with the Orcs' stores.

5. Passage. The passage leads to an exit high on the cliff face.

6. Guardpost. Three to four guards watching the entrance from the cliffs (#5).

7. Well Room.

8. Guardroom. Three to four guards are stationed here.

9. Armory. Weapons and armor hang from hooks on the walls.

10. Temple. Rituals worshipping the Dark Lord are performed by the Orcs in this vaulted chamber. A mosaic (A) of a handsome man on horseback has been defiled with the addition of a single red eye to the riders forehead. The room was originally a shrine to another deity.

11. Antechamber. The square chamber is used by the Orc shaman to prepare for worship.

12. Vesting Room. Robes are hung in this niche.

13. Store Room. Spare weapons occupy racks in this nook.

14. Store Room. Candles, torches, rope and other items occupy shelves on the walls.

15. Chamber. Empty and unused by the Orcs.

16. Cavern. The walled-up cavern contains the skeleton of an intruder entombed alive long ago.

17. Chamber. A secret door (-25 to find, in it) on the northeast wall opens on a stairway descending to the chambers within the Tomb of Kathaud Izain (#13).

18. Cavern. This natural cave extends further back into the cliff (1-2 miles) and never emerges above ground.

10.5 BAR FALIN

Bar Falin (S. "Falin's Hold"; Ta. "Evefalin" or "Falinhome") lies in the southern flanks of the Tûr Betark, south of Tûl Isra. It was constructed by Nar's followers in the Third Age as their new home when they sundered from Bávor's Folk. However, after they founded their new home, a schism occurred in Nar's followers and more than half of their number moved further east in the mountain range. The remaining Dwarves did not have the strength to fully defend Evefalin. In T.A. 1114, it fell to the minions of the Blind Sorcerer's army. The current occupants, Orcs and Demons, raid the lands south of the Tûr Betark and also support the Army of the Southern Dragon, Akhōrahil's force in the South.

Bar Falin was never truly completed. It consists of one level and seven great halls. There are also 2 lesser halls and a few other special purpose chambers. Patterned after other Dwarven cities (See ICE's *Moria*), the halls are grand structures with many rooms and chambers surrounding them. The defense system (traps, fortified positions, escape routes) was barely in place and was found lacking when the siege on Evefalin began. The first attack occurred at the eastern gate and it was here that the Raug (Q. "Demon") entered the complex. The Dwarves fought a losing battle for two years before the last survivors were forced to flee through the west gate.

Evefalin spans some twenty miles as the crow flies and has over one hundred miles of tunnels. In a number of the chambers, one finds tunnels that lead to mines. Gold, silver, iron, and other metals were mined by the Dwarves while they occupied the hold. They also sold cut stone to the city dwellers to the north. One major armory and treasury exists in Evefalin. They are located in the central and northern most portion of the demesne. It is here that the Raug stores the vast treasure of the Dwarves (including the Southern Hammer) and makes his residence.

Currently, the Orcs use only the Sixth and Seventh Halls for their base. The other Halls are rarely visited. A sentry point is usually maintained in a small chamber to the northeast of the First Hall. Messengers and scouts frequently move between this area and the Sixth and Seventh Halls. The Raug occupies the treasury north of the Fourth Hall. The armory outside of this room has been converted into a Temple to the Dark Lord by the Orcs. When the Orcs discover intruders in the complex, they allow their foes to enter as far as the Third Hall before ambushing them. On rare occasions only, the Demon is called for help.

10.6 AKSARI

Located above the Boas Isra, a high pass in the Tûr Betark through which runs the Yól Isra, Aksari is a welcome sight to an ignorant traveller. Gardens and beautiful buildings grace this upper vale, and all seems to indicate a peaceful and safe setting. Only too late will the traveller find that he is mistaken, for this is the High Citadel of the Tayb, the Followers of the Silent One.

The citadel and palace are located in a box canyon surrounded by cliffs. High walls seal off the canyon and provide for excellent defense. A tower rises in a saddle between two peaks to the northeast of the grounds. Within the walls grow exotic gardens. The landscape and buildings are maintained by workers and slaves who serve the Silent Ones. The Lord of the Palace reports to the High Priest of the Tayb.

The lower floors of the palace are devoted to the libraries, eating halls, and living quarters of the workers and slaves. The upper floors are where the Tayb reside. The High Priest dwells in the citadel where all of the dark rites are performed. Guest rooms are also located for use by visitors to the High Priest.

10.7 FHUL

Fhûl, the stronghold of Wyatan and base for the Army of the Southern Dragon, lies in the Tûr Betark at the headwaters of the Siresha. The fortress, a step-pyramid carved from the western face of the cliffs, is nearly impregnable, and its mass impresses all who enter the dark gates. The Blind Sorcerer plans to use Fhûl as a base for his reconquest of the South.

HISTORY

The early city dwellers of Chennacatt discovered fine marble outcroppings in the Tûr Betark near the headwaters of the Siresha. Quarries were developed, and the stone was used to build Tartaut and Baud Selen. Near the completion of the cities, veins of gold were discovered adjacent to the quarry. Mines were delved and became sources of considerable wealth. However, in S.A. 1929, they were abandoned due to Wyatan's attack on Chennacatt.

After Wyatan's conquest of the area, one of his scouts discovered the mines and reported them to the General. Wyatan visited the area and determined that the pass would make an exceptional location for a fortress. In S.A. 1938, when Akhôrahil visited his new lands, the Nazgûl instructed Wyatan to begin construction on an eastern capital. Wyatan chose the cliffs of the Boasiri for its location. Due to the war effort and other upsets, progress was slow in completing the demesne. It was not until T.A. 1078 that the fortress was completed to Akhôrahil's satisfaction.

THE MINES

The mines are located in a series of cliffs at the headwaters of the Siresha. This metamorphic expanse contains some of the finest marble in Greater Harad. Intruding into the stone are veins of gold, silver, and platinum. Some of the gold deposits contain heavy traces of silver. It is called *sark gathal* (Ta. "Electrum") by the Sîrani and is prized by the jewelers of Chennacatt. The marbles range from pure white to jet black. The white stone is found near the surface, the black is located deep in the quarries, and the marbles in between vary from dark red through palest peach. The most favored contain traces of gold and silver. These were used by the affluent city dwellers for their homes and buildings.

THE SILENT HALLS

Presently, the mines are under the control of the Army of the Southern Dragon. The Channacatti have not obtained ores or stone from the cliffs since the conquest of S.A. 1929. The only marble used in their cities is taken from ruins or imported from the East. The prevalent building material for current construction is granite and basalt. Rumors and legends tell of the riches of the old mines. Many adventurous youths have disappeared trying to discover the secrets of Fhûl.

The fortress is a step-pyramid comprised of six levels with access to numerous secondary levels and mines below ground. The halls and chambers within the pyramid itself house Wyatan and the Army of the Southern Dragon. They contain barracks, living quarters, storage rooms, shrines to the Dark Lord, and training grottoes for the troops. Orcs inhabit the underground levels and supply the army with ore from the mines. The smiths of Fhûl produce weapons from the metals that are of higher quality and more aesthetically pleasing than any made by the Orcs.

Early in the Third Age, an earthquake damaged the valley surrounding the demesne and caused a whole section of land to shift vertically. The fault formed a deep depression that is now used for outdoor training. The top of the pyramid, fortified with catapults and ballistae, rises some 200 feet from the valley floor. Its smooth walls, carved from the steep cliff face, are virtually unscalable. The only easy access to the keep is via a road cut into the cliffs that enters the lower guard hall. The road provides access for the horses and draft animals used by the Army.

11.0 ITEMS OF POWER

Greater Harad is steeped in lore and magic. Each city retains magi, seers, astrologers, and other masters of the arcane arts. Many charlatans may also be found that prey upon the naive. Both the lowly and the mighty seek items of power from legend and lore. Some of these are truly magnificent artifacts, and others are pure fabrication.

THE STAFF OF MEDRA

The Staff of Medra is a holy artifact of the Tayee. Its origins are forgotten, and none today know of its making. The staff triples a Channeler's power points and can store within its length three spells up to tenth level. It allows the wielder to call up or cancel sand storms of the desert three times each day. The staff is made of a dark black wood. The upper half of its six foot length is highly carved with geometric patterns. Its base is capped in electrum, and a red fire opal is mounted in its crown.

THE BLADE OF MÁSRA

The Blade of Másra is reputed to have been forged by the Mal'alak, the Holy Ones. It is a curved sword (faranj) that grants the wielder +30 to his offensive bonus and +10 to his defensive bonus. It is a slaying weapon that destroys Demons and Undead. The blade of the weapon is highly polished steel with a white eog edge. The hilts have a golden finish, and the pommel is fitted with a large emerald. When used in battle, all friendly warriors within 20 of the wielder are at +20 vs. all fear-based attacks.

THE SOUTHERN HAMMER

The Southern Hammer was forged by Bávor during the First Age with the aid of sacred texts since destroyed. The weapon is the holiest artifact of the Naugrim of the South (See ICE's *Lords of Middle-earth Volume III*). It was lost in the Third Age when Bar Falin was overrun by the army of Wyatan. Nar's Folk covet the hammer and offer a magnificent reward for its return.

THE VISOR OF SÍRAYN

An Alchemist-priest forged the Visor of Sirayn in the Second Age prior to Akhôrahil's successful campaign. The artifact is an electrum-plated steel helm with a visor shaped in the form of a scorpion. The Visor is a x3 power point multiplier for Channelers. It will heal up to 130 concussion hits, mend three broken bones or three organs per day as well as restoring up to three reduced stats each year. Only clerics opposed to Sauron possess the ability to exercise the Visor's powers.

THE EYE OF ZAYTON

A huge black pearl the size of a torbachenna fruit, the Eye of Zayton is intended to replace one of the eyes of a Man or an Elf. It is a x2 power point multiplier and grants Essence users a number of other powers as well. It bestows infravision and night vision, allows the use of Light Law spells to level 10, and permits the user to see 10 feet in total darkness. However, the person who inserts this eye in place of his own will slowly turn to evil. After six months to one year of use, the bearer must make a -20 RR vs. 15th level every month. Upon failure, he will slowly (one to five years) develop loyalties toward Sauron.

THE ZERO STONE

Magi throughout the South have heard of this spherical amethyst. However, none know that the gem is a trap created by Wyatan to destroy Essence users in Sirayn. Rumor indicates that the stone is a x5 power point multiplier and that it will bestow full mastery of the open spell lists to 50th level. The truth of the matter is that when an Essence user "attunes" to the device, he is teleported to a prison within the fortress of Fhûl.

12.0 RAIDERS ON THE HIGH SEAS

For years the shipping lanes of the Bay of Ormal have been safe, but lately there have been more and more raids upon merchant galleys. The sea-bandits have even become bold enough to attack some vessels from the Haran Navy.

12.1 THETALE

Over the past months, the raiders of the bay have increased their activities and are attacking even the most heavily armed merchant vessels. Recently Eärantar, one of the Karstet ir Maubezin of Tûl Harar, has proposed a plan to the Gathering to rid the waves of danger. Unknown to him, the real threat is one of his own colleagues. He proposes to sponsor a band of adventurers to bring the leader of the sea-raiders to justice and thus stop the attacks on the merchant ships.

12.2 NPCS

EÄRANTAR

One of the Speakers of the port's governing body, Eärantar is a merchant who has much to lose if the raiders are not stopped. He has pushed the Karstet ir Maubezin to allot funds for hiring a select group of individuals to put an end to the Sea-lord, the Hawk of Ormal. Earantar is the owner of a small fleet of merchant ships. His latest loss was the Flying Fish, captained by Kalatar. He still has five sea-worthy vessels in his fleet, having lost four in the previous year. Eärantar began his career as a cabin boy. He learned quickly and rose through the ranks until he commanded his own ship. A crafty trader, Earantar was able to save enough money to buy his own vessel. Since that time, he has been very successful in the spice trade. Now an old man, he does not want to see his years of labor go to waste.

EARANTAR		
Lvl: 18	Hits: 120	AT: SL/8(40)
Race: Black Númenórean. Profession: Merchant Warrior/Fighter. Home: Tûl Harar. RM Stats: Co94; SD82; Ag101; Me86; Re85; St78; Qu82; Pr98; In87; Em83. Appearance: 77. Skills: Sail 100; Trade 80 Swim 100; Percep 70; Pub Sp 90. Principal Items: +20 leather Coat of Swimming; if Eärantar falls into the water with this armor on, he will not sink.		

FALMAR, SPEAKER OF TÛL HARAR

Unknown to all, Falmar hates Eärantar with a passion. When both were young men, Falmar fell victim to an infatuation with his great uncle's daughter, the Lady Galathiel. She did not return his affections. Several years later, Earantar and Galathiel met and eventually married. Falmar believes that if Earantar were to lose his fortune, Galathiel would turn to him. To secure his cousin's regard, Falmar has secretly organized a band of sea-raiders and is blaming the Hawk of Ormal for his own activities. Most of the attacks on merchants ships are perpetrated by Falmar's men. The Speaker currently has six vessels raiding throughout the Bay of Ormal. Their primary targets are the vessels of Earantar, but they are instructed to take any easy prey, looting the cargo, then scuttling the ship. Falmar is amassing considerable wealth. When Galathiel becomes his wife, he intends to be able to supply the Lady with her every desire.



FALMAR		
Lvl: 16	Hits: 105	AT: SL/8(20)
Race: Black Númenórean. Profession: Merchant Warrior/Fighter. Home: Tûl Harar. RM Stats: Co90; SD45; Ag82; Me100; Re78; St86; Qu101; Pr83; In75; Em99. Appearance: 88. Skills: Trade 100; Percep 60; Swim 65. Principal Items: Dagger of Death-dealing, a +20 blade that for every critical dealt also delivers one on the slaying tables.		

ANCANTAR, SEA-LORD

A very prosperous sea-raider, Ancantar is not a woman to take lightly. Born in Sarûl, capital of Tantarak (See ICE's *Court of Ardor*), she learned the trade of theft as a young child. Raised in the streets, she lived by guile and came to trust only herself. She grew proficient as a highwayman and eventually transferred these skills to the sea. On shipdeck, Ancantar found that her intellect was sharper than that of her superiors. She convinced every sailor on board to join her in mutiny and left the Tantaraki waters with her new crew. They set sail for the Bay of Ormal. On its waves, Ancantar has finally found her niche. The ship traffic of the bay is rich enough to supply her with every luxury as well as sufficient challenge and excitement. Still a person of some honor, she strives to maintain a reputation of being a "benevolent" pirate. Ancantar will not allow any of her followers to kill wantonly and endeavors to not sink any of the ships that she selects to harvest. The Sea-lord believes that the equivalent of sinking a ship is salting a field.

Called the Hawk of Ormal, she is the most feared raider of the Bay of Ormal. Currently, Ancantar is concerned about the destructive acts against the merchants that have been blamed on her. She has just placed a spy in Earantar's staff to uncover any information that they may possess.

ANCANTAR		
Lvl: 23	Hits: 120	AT: Ch/13(40)
Race: Black Númenórean.		
Profession: Warrior/Fighter.		
Home: Bay of Ormal.		
RM Stats: Co78; SD90; Ag92; Me86; Re87; St75; Qu100; Pr100; In88; Em91.		
Appearance: 92.		
Skills: Sail 60; PLock 100; DTraps 75; Trade 50; Percep 80.		
Principal Items: Chainmail shirt, +20DB, encumbers as light leather armor (Sl/8); +25 broadsword, glows light blue when Orcs and Trolls are within 100 feet.		

PATHAN, ANCANTAR'S SPY

Pathan is a well-to-do scribe in Earantar's employ. Of Haradan blood, he is a small and unobtrusive man. In a crowd, one would rarely notice him. He was hired recently by one of Ancantar's followers and believes that he is looking out for the interests of a wealthy, although unnamed, merchant. Pathan has been checking shipping records. He takes notes at meetings of the Karstet ir Maubezin where piracy is discussed and is alert for any information on piracy in the Bay. Once every two weeks, he is contacted by one of Ancantar's men to provide a report.

PATHAN		
Lvl: 5	Hits: 45	AT: No/1
Race: Haradan.		
Profession: Scribe Scout/Thief.		
Home: Tûl Harar.		
RM Stats: Co43; SD88; Ag68; Me99; Re102; St36; Qu71; Pr77; In100 Em98.		
Appearance: 74.		
Skills: Percep 110; Writ/Read 100 (most local languages); PubSp 20.		

KALATAR, SEA CAPTAIN

Kalatar is secretly in the employ of Falmar. After his last ship was "captured", he allowed his crew to be butchered before turning control of the vessel over to Falmar's raider captain. A man of little scruples, Kalatar feels that he owes allegiance to no one. He looks out solely for himself and will sell anything to the highest bidder. Before turning to Falmar, Kalatar had worked for Earantar for five full years. Although Earantar treated him well, he decided to turn on his employer when offered a sufficient bribe.

KALATAR		
Lvl: 10	Hits: 100	AT: SL/8(20)
Race: Black Númenórean/Haradan.		
Profession: Warrior/Fighter.		
Home: Tûl Harar.		
RM Stats: Co100; SD51; Ag92; Me76; Re78; St95; Qu88; Pr69; In81; Em47.		
Appearance: 74.		
Skills: Sail 95; Percep 60; Swim 80; Trade 50.		

12.3 THE TASK

Putting an end to the ferocious attacks on the trading ships sailing to and from Tûl Harar is the primary objective. Achieving peace on the waves should prove more difficult, however, than it seems at first assessment. Since the individual behind the recent outbreak of atrocities is not the Hawk of Ormal, stopping her operations will not secure safety for the merchant vessels. The adventurers must discover the real person responsible for the raids and expose him.

STARTING THE PLAYERS

An elderly Númenórean gentleman (he will tell them he is with the Gathering, if they ask) named Earantar approaches the adventurers while they relax in an inn in Tûl Harar. He will explain the problem the merchants have been having with sea-raiders and will offer the group the following job.

The adventurers must infiltrate the raiders' ranks and feed information to the Karstet ir Maubezin about them. The gentleman explains that very little is known about the merchants' foes.

NOTE: It should be stressed to the PCs the ruthlessness of the raiders' attacks. The information in the introductory section should be explained carefully.

He has some names of possible contacts. During the most recent raid, the sea-bandits lost a ship and many of the hands on board. The party should pose as crew from this ship, returning after many perils, looking for employment on another vessel.

If the adventurers are able to locate the raiders' stronghold and aid in their capture, one quarter of the booty will be their reward. In addition to this, as yet, unsecured treasure, the Gathering will supply equipment and 5 silver pieces each.

If the group accepts the offer, Earantar will authorize them to spend up to 2 gp each on equipment. What they do not spend, they may keep. After equipping themselves, they should start their search for contacts. The PCs will need to spend time talking to people and greasing the right palms for information. Their only true leads will be from Terelorn and Zinfar, however.

During the PCs' search, spies employed by Falmar will be watching their every move. Although they would like to reduce the raiding competition, they do not want to compromise their own position. They will only report what they see to their superiors. Unless, the adventurers somehow discover that they are being tailed, the spies will take no offensive action.

THE MEETING WITH TERELORN

Terelorn is a very busy Elf, and it will be difficult to set up an appointment with him. However, it may be possible to corner him at the Drunken Hammer or the Guiding Star. If the PCs try to speak with Terelorn at the Drunken Hammer, Gimthor, one of the proprietors, may get a little testy if it appears that they are bothering his friend. Once they are successful in obtaining the Elf's time and attention, Terelorn will give them the following information:

"I've been trying to find out about this Sea-lord myself. I've lost one ship to him and nearly lost another, the one I was captaining, on my last voyage. When they attacked, the raiders grappled our ship and spilled over onto our deck. Luckily for me, I had outfitted my sailors well and we were able to turn the tide. I remember hearing what appeared to be the leader of the pirates yelling, 'Don't sink her, you fools!' I thought that peculiar, since the latest rumors by survivors of raiding attacks indicated that the sea-bandits were bent on sinking ships. And the voice was strangely musical."

Other than this, Terelorn will be able to supply little information of use to the PCs.

THE MEETING WITH ZINFAR

Zinfar is a wealthy spice merchant of the city and one of Ancantar's most trusted spies. He is currently looking for crew to man one of the Sea-lord's vessels. If the group approaches him in the right manner (quietly, with tact, and in the guise of looking for work), he will arrange a meeting with one of Ancantar's captains. (The GM should have Zinfar's own spies watch the group before they meet the lieutenant.) The Captain will grill each member of the party to try to discover if they are spies. If they pass his inspection, the adventurers will be hired and placed on board one of the raiders' ships.

WAVE RIDERS

Depending on the PCs' skills, they will be assigned various tasks. Each may be hired as a mercenary, sailor, ship's cook, or cabin help. Over the course of the next few weeks and months, if they perform well, they will be promoted and moved to the lead ship. One thing that they will discover, early on, is that these raiders seem to be honorable men and women. After they are hired they are put through an "instructional" session where they are told the rules enforced by the Sea-lord:

"One: No opponents are to be killed or mistreated after surrender. Two: Any crew that damage a captured vessel will be keel hauled. Three: Any conduct that endangers the raiders will be punished by death."

These findings should start to make the PCs wonder about the reports on raiding that they were given.

THE LADY

After their move to their new assignment, the group will be introduced to the Captain of the vessel. "He" is introduced as Ancantar. It should take the group weeks to learn of the actual identity of the Captain. In the meantime, they will visit the raiders' outpost and take part in a number of raiding actions. One should be against one of Falmar's vessels flying the colors of the Hawk of Ormal. Ancantar uses a hawk flying over a wave as her symbol. Each vessel that she owns uses this banner. The vessel that they overtake is flying these same colors. After taking the other ship, some of the PCs should overhear the Sea-lord interrogating a captive and then discussing the matter of the similarities in the banners with her first mate. The PCs at this point have two possible courses of action: 1) carry out their duty in bringing Ancantar to justice or 2) find out what is really going on.

RAIDING IN THE BAY

If the adventurers choose the latter, they may approach Ancantar with a plan to uncover the identity of the individual behind the enemy raiders. To do so, they must return to the city and expose Falmar's plot. This will take careful planning on their part. To prepare for the Speaker's downfall, Ancantar will track down other raiding vessels in the area. The group should be able to discover that another interest in the city is behind the activities of these ships. At first, it may look like Terelom is the master of the plan, for the new raiding actions began when Terelom stepped up trading activity in the Bay. As time goes on and more information is discovered, it will be apparent that this rumor is false. Eventually, the PCs should be able to discover that Falmar is actually to blame.

ENDING THE ADVENTURE

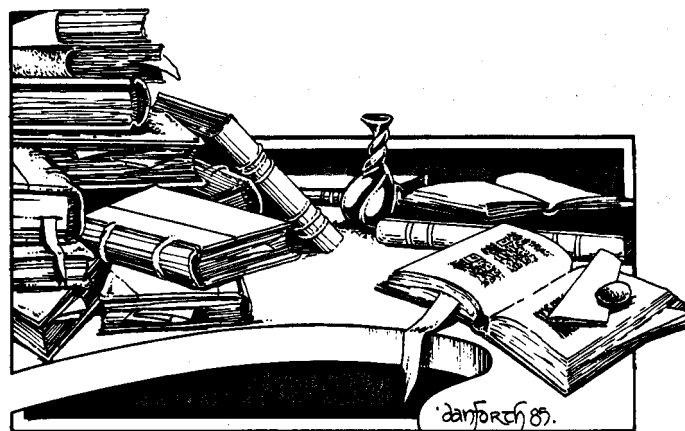
At the conclusion of the adventure, the PCs will be well paid for their efforts. If they foil Falmar's plans and do not turn in Ancantar, they will be rewarded by both sides. They will also be offered permanent positions in Ancantar's staff if they would like to stay on. If they turn in Ancantar and are not able to foil Falmar, they will receive only the amount of booty that they are able to take from the Sea-lord's hold.

13.0 QUEST FOR THE SOUTHERNHAMMER

In the year 700 of the Third Age, a final sundering occurred between Nar's adherents and the rest of Bávör's Folk. Taking the Southern Hammer, Nár's followers left their ancestral halls and journeyed east through the Yellow Mountains. In the spring of T.A. 701, they discovered a natural cavern system that ran from east to west under a set of three peaks. They decided to settle beneath these mountains and began working the caverns to fit their needs. Two decades later, internal discension again threatened this branch of Naugrim. The majority of Nár's Folk left their new home and proceeded east. The remaining Dwarves retained the Southern Hammer and renamed their hold after Falin, second son of Nár.

13.1 THETALE

Evefalin was occupied by the Dwarves until T.A. 1102 when it was taken by Akhōrahil's forces. Orcs, Trolls, and a Demon broke the outer portals of the hold and swept through its caverns like a river in spate. Not a single Dwarf warrior survived. The Southern Hammer has not been seen since the slaughter.



13.2 NPCS

MAGURGOTH, DEMON OF THE TŪR BETARK

Like the Balrog of Moria, Magurgoth (B.S. "Powerful Warlord") is a Fire Spirit. He was released from the Void by Akhōrahil and remains the major force for evil in Greater Harad. Magurgoth rarely leaves the treasury of Evefalin, but his minions do his will wherever he orders them. When the Demon moves to combat intruders with his own presence, he attacks with great fury, driving off or destroying his foes. Although not as powerful as Durin's Bane, Magurgoth is more than capable of defeating most warriors and lesser magi. Great leathery wings protruding from his massive shoulders enhance the Demon's abilities to fight and move. This gives him a substantial advantage in the immense Dwarven halls. His great taloned hands and feet accompanied by huge fanged jaws would alone make him a worthy opponent. However, Magurgoth possesses an intellect that rivals those of the greatest generals.

The Demon is a master of fire and light spells. His tactical ability, great power, and intelligence are sufficient to maintain order amongst the Orcs and Trolls, driving these minions to courage in battle. Magurgoth's fiendish nature enjoys toying with hapless victims. Bearing a great flaming axe, too large for Man or Elf to wield, he can attack two foes at the same moment. The Demon may also immolate at will, burning all within ten feet of his body.

MAGURGOTH		
Lvl: 28	Hits: 325	AT: Pl/20(50)
Race: Fire Spirit. Profession: Warrior/Fighter. Home: Evefalin. Attacks: 225 axe, 110spear, 100 LCr; or 150HBa, 120 HGr; regular crits plus heat crits of same severity.		
SPECIAL POWERS		
Flight — The Demon can fly up to 240 feet per round for short distances. He is a cumbersome flyer and takes up to six rounds to lift off.		
Immolation — As a fire spirit, he can immolate at will. His flames can be extinguished by a dousing in water.		
Presence — All must make a RR vs. 15th level Fear spell or flee. If the Demon is not flaming, victim receives +15 bonus.		
Domination — The Demon may cast his gaze on one individual to dominate him. The poor fool must make a RR vs. the Demon's 30th level attack. The Demon may then command the victim. An RR failure of 1-50 leaves the victim under the control of the Demon until he makes a successful RR. A RR failure of 51-75 leaves the victim in a coma for up to ten days, and a failure of more than 75 kills the victim.		
Spells — The Demon is a master of all light and fire based spells. These may all be cast up to 200 feet. Magugoth also knows Detection Mastery, Dark Contacts, and Detecting Ways. All lists are known to twentieth level. All open/closed Essence to 20, Fire Law to 20. +100 RR and Def. to all Essence and Channel attacks.		
PRINCIPAL ITEMS		
Battle Axe — great +30 Man- and Elf-slaying battle axe. Called Cuiveris (S. "Life Cleaver"), it weighs thirty pounds and flames upon command. Weapon is forged of black eog.		

SAVGAK, LEADER OF THE ARIGAGNA

The Arigagna (BS. "Followers of the Evil Spirit") dwell in the western portion of the Dwarven demesne. Savgak, their war chief, is a ferocious Unik. Renowned for his prowess in battle, he has retained his leadership under the rule of the Demon for many years.

Currently, Savgak is concentrating his efforts south of the Tûr Betark. Due to his preoccupation, the eastern gate of Evefalin is all but unguarded. His raiding tactics are superb, but his knowledge of maintaining and guarding a hold are minimal. His inflated ego does not allow him to imagine that anyone might attack his base.

Savgak prefers to fight with mace and shield. Wearing plate armor, and wielding his man-slaying mace, he is an awe-inspiring fighter. His cunning and knowledge of tactics make him an opponent to be feared. Since coming to power, the Uruk has amassed a great hoard of treasure. His reputation exceeds even his wealth, and Savgak is the most feared Orcish war leader south of the Tûr Betark.

SAVGAK		
Lvl: 16	Hits: 181	AT: Pl/18(60)
Race: Uruk. Profession: Fighter. Home: Evefalin. RM Stats: Co102; SD45; Ag100; Me65; Re85; St101; Qu95; Pr74; In81; Em37. Appearance: 44. Skills: Percep 70; Climb 75; Swim 30; Stalk 35; Hide 25; Caving 80; Gamb1 60. Principal Items: +25 Mace of Man-slaying; +20 plate armor.		

13.3 THE TASK

The theft of the Hammer of the South from the treasury where it is guarded by Magugoth and the return of the artifact to the Dwarves is the goal of the adventure. Due to the nature of the forces holding Evefalin, success via stealth alone is improbable. The wooing of allies and retaking of the Dwarven Halls will become secondary aims necessary to obtaining the Hammer.

STARTING THE PLAYERS

While frequenting the Drunken Hammer in Tûl Harar, the adventurers hear the tale of Evefalin from Dolin of Zarak-dûm and discover the fact that the Southern Hammer of the Dwarves has not been seen since Bar Falin was taken by an Orcish army many years ago.

NOTE: *This scenario may be run any time after the late T.A. 1400's.*

Given the general knowledge of Dwarven hoards, dreams of becoming wealthy beyond their wildest dreams should be spinning in most adventurers' minds. Gimthor, one of the proprietors of the Drunken Hammer, has actually been within Evefalin.

He will give the party a loose description of some of the halls and main tunnels. He will also mention that Aldor (one of his colleagues) is of Bâvor's Folk and will pay dearly for the return of the Hammer (up to 1000 gold pieces). Although these Dwarves will not accompany the adventurers, they may help monetarily, with information, or by providing fine weapons and armor.

INTO THE DEEP

Gimthor indicates that the excursion should be undertaken with great care. When he plumbed the depths of the hold, he ran into trouble with Orcs (he may not remember to mention the Demon) and was barely able to escape with his own life. He explains that he and his friends were fleeing from some trouble in the South and just happened upon the east entrance to the Bar Falin. He will suggest that Tûl Isra would be a good staging point for planning an outing of this nature.

After the party leaves Tûl Harar, the first task will be locating the Evefalin on the southern side of the Tûr Betark. Consulting maps and rangers from the area will show that it is located near the Emek Daglik, a trade route branching off of the Yól Isra that runs by the capitah. Once they have located the entrance to the complex, the next task will be to plumb its depths. If the adventurers did enough preparatory study, they may have a partial map to the interior of the hold.

NOTE: *This first journey into the old city should be exploratory in nature. The party should be prepared to map and study it.*

Starting from the eastern entrance, the PCs will begin their task of mapping and learning the latent defenses of the demesne. If they discover any of the old traps and defenses (for a description of Dwarven cities and defenses, see ICE's *Moria*), they may try to figure out how to use them during a retreat if necessary. At the time that the adventurers begin their incursion, the Orc inhabitants will be clustered near the western end of the Hold, so the PCs will not meet resistance until they reach the area between the second and third Great Halls. Here, the group will start encountering Orc war parties. If they are not careful to plan an escape route in case of trouble, they will be overcome.

OVERWHELMING ODDS

If they succeed in reaching the fourth Great Hall and the armories and treasury (where the Hammer is located), the PCs will encounter the Demon of the Tûr Betark, a mighty fire spirit similar to the Razarac of the Mirror of Fire.

Soon the adventurers will determine that to take Evefalin or remove any of the treasure, including the Hammer, will require a full scale attack on the current inhabitants of the demesne. This stage of exploration should be fraught with natural disasters and attacks by Orc raiding parties. The Orcs will notify the Demon of the intrusion, but the Magurgoth will not attack the group unless they encroach upon the treasury. During their initial scouting, the PCs will find just enough treasure to keep their interest high. They may also find texts hinting at some of the rarer treasures located deeper in the caverns.

NOTE: *This and further stages of the adventure should be planned carefully. If the party finds too much wealth to begin with, they may not wish to go further. Careful preparation must balance the types and amounts of treasure to be found. Magic items will rarely be available anywhere except in the treasury. Also, the Demon may have shipped a good proportion of the booty to the Blind Sorcerer as tribute. In the main halls, the party should discover some coinage and a few lesser magic items. The largest problem will be removing anything that is bulky. Remember, coins can add up to a hefty weight and may encumber a PC when he is trying to flee.*

At some point, the adventurers will be forced to escape from Evefalin. Overwhelming numbers of Orcs and possibly the Demon will drive them from the demesne. If they try to stand ground and fight, there is a good chance that the evil forces will destroy them.

THE RETURN

If the adventurers decide to return to Evefalin, it will take careful preparation. If there are any Dwarves in the group (as there should be in an adventure of this sort), they will try to convince the party that it would be appropriate to acquire help from either Bávor's or Nar's Folk in raising a small army to retake the hold.

In essence, a siege must be planned. If it is carried out too soon, it is doomed to failure. The Orcs will be on guard for many months after the first incursion.

Like Balin's delving into Moria in the late Third Age, this expedition will be fraught with many perils. Orcish raiders will harass the invaders and attempt to cut them off from escape whenever possible. If the party uses excellent strategy, they and their allies may drive out the Orcs and Magurgoth and retake Evefalin.

NOTE: *A timetable of Orc raids must be created by the GM. It would be wise to cover happenings by the week where the outcome of major battles is based upon the players actions. The Orcs' attacks should be sudden and in force. If the PCs are able to hold their assigned areas in an attack, then the group as a whole will fare well. Halls should be gained and lost over the course of this phase of the adventure. Generally, there should be up to five Orcs per invader. The Orcs will fight with cunning and the Demon will appear at strategic points to aid them. Only with careful planning and the construction and repair of defensible vantage points will the plan succeed for the group.*

ENDING THE ADVENTURE

After Evefalin is secured, the Dwarven army will declare it as their own. This may come as an upset to the party, but what can one say of Dwarves with "gold" in their eyes? The adventurers will be well recompensed, but it will be very difficult to leave with the Hammer or any of the Dwarven artifacts that are remaining in the treasury and armory. The reward given the party members should amount to a small fortune. It will allow the PCs to live comfortably for many years. They may also be able to secure some lesser magical items, including weapons and armor.

14.0 THE HEIR TO THE THRONE

For a full two generations, Clan Bulgan has ruled the Mezin-tarb. The presence of evil cults, slavery, heavy taxes, and the oppression of the Sîranean populace are normal conditions.

14.1 THETALE

The Kalas Taibirauk (Ta. "Sand Drifts Free"), led by Tabaya Kas, seeks to oust the pretender who is currently Tarb of Tûl Isra. The known heirs to the thrones of the other cities enslaved by the current regime also seek release for their people. The Taraskon of Tûl Isra is the true tyrant, since Kastarb Izain, the Tarb, is a weak-willed man entirely under his adviser's thumb. Although there is little hope of success, the Taibiri (Ta. "Drifting-sands") continue their quest for freedom.

14.2 NPCS

The PCs will meet many people during this adventure. The Taraskon is on his guard, since the existence of the Kalas Taibirauk and its plans for his downfall are no secret. Tartas Izain continues to expand and strengthen his network of spies. Recently, the Taraskon has moved a good proportion of his more experienced troops into the capital city. The PCs will have their hands full evading the soldiers, spies, and assassins sent to put an end to their lives. Help will be forthcoming from members of the Kalas Taibirauk positioned in Tûl Isra, Ayten visiting there, any individuals who have aided the PCs in the past, and Selen Haskas.

TARTAS IZAIN

The Taraskon has known for months that the plans of the Taibiri are not being achieved. His desire is to completely destroy the resistance so that he may devote his full attention to the conquest of Tûl Harar. Tartas Izain retains a number of individuals to help him discover the specific tactical and strategic goals of the Kalas Taibirauk. He has recently employed Sazar Pam of clan Másra, who monitors the movements of the Taibiri.

THE TARASKON'S MINIONS

Many civil servants and soldiers are in the pay of Tartas Izain. These individuals report any unusual or obviously subversive activities to the Taraskon. They take especial note of foreigners. In any town, there may be one or more spies, while in the cities dozens prowl the streets or sit behind desks in positions of power. The Tayb move information to and from the Taraskon's spies.

SAZAR PARN

Sazar is currently one of Tabaya's war council. He has heard the rumor that the leader of Clan Másra is searching for the Blade of Másra and the Visor of Sîrayn. He is trying to report this to Tartas Izain without being discovered. Sazar is a large man, but his meager courage is easily daunted. Relying more upon bluster than skill, Sasha verbally belittles and cows his opponents.

SAZAR PARN		
Lvl: 9	Hits: 98	AT: Ch/13(20)
Race: Haradan.		
Profession: Warrior/Fighter.		
Home: Tûl Isra.		
RM Stats: Co102; SD45; Ag98; Me65; Re55; St101; Qu88; Pr74; In66; Em67.		
Appearance: 76.		
Skills: Percep 60; Climb 65; Swim 30; Stalk 35; Hide 25; Gambling 60; Boxing 80.		

TABAYA KAS

A charismatic individual, Tabaya deserves the respect that his followers give him. Since he was a child, he has fought for the underdog and has demanded equal rights for all people. Standing some six feet tall (large for a Haradan), he is an imposing and impressive figure. His deep, dark eyes seem to penetrate straight through one's soul. Tabaya has always lived up to the expectations of his superiors and his followers. At age fifteen, he proved himself in battle against the Orcs of the desert. That year was a very dry one, and the Orcs raided more widely to supply themselves with food. When Tabaya's war leader was killed in battle, the youth took charge and led the warriors to victory. Since that time, he has risen quickly among the Ayten and, at age 23, is the youngest war lord of Clan Másra.

TABAYA KAS

Lvl: 18 **Hits:** 142 **AT:** Pl/18(60)
Race: Haradan.
Profession: Warrior/Fighter.
Home: Isra.
RM Stats: Co91; SD68; Ag100; Me85; Re90; St99; Qu101; Pr102; In80; Em91.
Appearance: 89.
Skills: Percep 80; Climb 75; Swim 30; Stalk 55; Hide 35; Ride 100; Tactics 50.
Principal Items: +20 broadsword passed down through the family; plate armor, +40DB, encumbers as chainmail.

14.3 THE TASK

The Blade of Mhsra and the Visor of Sirayn are items of lore to all Sirani, who believe the artifacts would bring victory to the Kalas Taibirauk. For over ten years, the Taibiri have waged a losing battle against the forces of Tartas Izain. The Taraskon's spies and soldiers are too numerous to permit the Taibiri success, and internal strife threatens their integrity. Succor must arrive soon or the only hope of relief from the despot's rule will collapse. Tabaya Kas, heir to the throne of clan Mhsra, is seeking some trustworthy adventurers to secretly find the legendary weapons wielded by Obed the First.

NOTE: This scenario, if played completely, should take months of game time and years of the PCs' lives. The time is the mid T.A. 1630s, although slight alteration would make it suitable to the 1380s of the Third Age or considerably later in the Age. The Kalas Taibirauk seek help in their quest and hope to be able to find the lost artifacts of Sirayn before the Taraskon's minions do so. The adventure will take place in four phases. First, the PCs must meet the Kalas Taibirauk and start working with them. Second, the adventurers will embark on a quest to recover the lost artifacts of clan Mdsra. Third, they will infiltrate Tâl Isra and learn of any deficiencies in the city's defenses. Fourth, the PCs will assist in the actual takeover of the Mezin-tarb and in placing Tabaya Kas on the throne.

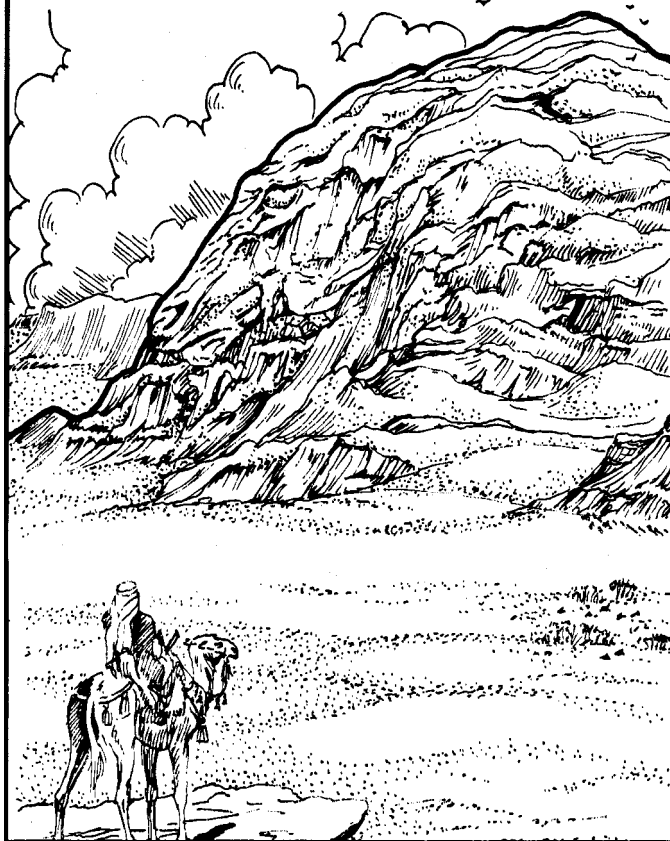
STARTING THE PLAYERS

Tabaya approaches the party and offers them positions in his guard. For a number of months, the group will assist in a series of attacks on caravans and military outposts that belong to the Tarb of TOI Isra. After they have proved their loyalty to Tabaya, he will ask them to take part in a dire quest, the recovery of the Blade of Másra and the Visor of Sirayn. He recounts to them the history of Obed the First and describes what he knows of the Blade and Visor.

"The Blade is the most sacred artifact of Sirayn. It was given to our forefathers by Tarkarun-i-Mdsra and is only to be used for good. The weapon gleams of silver and gold and is fitted with a huge emerald in the pommel. Anyone looking into the blade will see a reflection of himself as he truly is. The Visor is also a very potent object of good. Forged of sarkgathal and steel, its metal is imbued with the very essence of life and healing. The Visor is a holy artifact that will aid our priests in the battle against evil..."

If the adventurers agree to seek the legendary items, they will be outfitted with horses and food and sent to TOI Isra to obtain the advice of Samaub Narett and Moraiza Satark. A note penned by Tabaya will be given them to show these individuals.

HORSE-HEAD'S PEAK



Once in the city, the party will need to contact Samaub and Moraiza. They should take great care, for the Taraskon is alert to the presence any Taibiri in the city. If Sazar has not been discovered to be a spy by this point, he will try to contact Tartas with news of the PCs' intentions. Even without being discovered by the Taraskon's minions, it will take weeks for the adventurers to discover what they need to know to find the location of the mines and Obed's grave at Horse-head's Peak. If Tartas Izain is made aware of their plans, he will do his best to thwart them, sending his own group of adventurers to the site.

If the party leaves the city before discovery, one of Tartas Izain's other spies will report their intentions. As they journey to Ghabaras, they will be ambushed a number of times. Once they reach the peak, they must vanquish or evade the current inhabitants and find the crypt. The Taraskon's own adventurers may also prove to be an obstacle. After finding the artifacts and making their departure, they must travel to Tyarett where they are to meet Tabaya. Persistent harassment by Izain's soldiers should bedevil this journey as well.

REWARDS

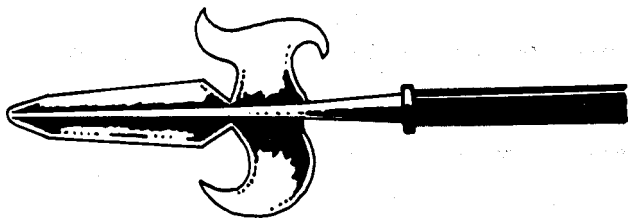
If the adventurers remove anything other than the Blade and Visor from the crypt, that will be their full and only reward for this and later portions of the campaign.

NOTE: Give them just enough money and promises to keep their interest. Also, try to make them feel uncomfortable if they remove anything else from the crypt.

If they do not remove anything else, they each will receive fifty gold pieces and promises of lands and holdings if they continue to help the Taibiri.

SPIES IN THE CITY

With the Blade and Visor, Tabaya is ready to start his offensive against the Tarb. To do this, preparations must be made for a full scale uprising of the people in all of the cities and an attack against the city guards and the army of Tûl Isra. This will be a slow process, since Tabaya, the Alaka of the Kalas Taibirauk does not want to alarm the Taraskon. To keep from raising suspicions, the Taibiri will continue to harry the Tarb's caravans and outposts. In the meantime, the Kalas Taibirauk will infiltrate all the cities that they are able and will begin their plans to overthrow the Mezin-tarb.



DWARVEN HELP

Tabaya requests that the adventurers "disappear" into the "woodwork" for a short time. The Isran army is on the move, and it would be best to not lose such fine warriors. The place of refuge the Alaka specifies is Tûl Harar, where the group should approach the proprietors of the Drunken Hammer. They are to solicit the Dwarves' aid, arranging for arms shipments. The Kalas Taibirauk are prepared to pay the Dwarves up to 10,000 gp in gems for weapons and armor. This part of the task should be relatively easy.

After the Dwarves are contacted and arrangements made, the adventurers will help guard the shipment to Tarnet Bazain. There, they are to deliver the arms to Nant Kamak, the merchant. The Dwarves will drive a hard bargain for their weapons, except in one select circumstance. If any of the group in their bartering with the Dwarves, happens to mention that the arms are to be used to fight Tûl Isra and "especially" the slavers in front of Gimthor, then he will offer up to 50% off of the normal street prices.

NOTE: The discount should be based upon a *Hardpersuasion* roll and the skills of the PC bargaining with the Dwarf.

The Kalas Taibirauk are looking for light armor (light leather and wood scale), swords, bows, arrows, and shields. The party should make a selection to their satisfaction. Some of the weapons should be magical, but most will simply be standard or high quality construction.

Once the arms deal has been made, the adventurers must hire a caravan. The Kalas Taibirauk have given them a number of caravan master's names to contact. If money for the shipment was not saved out of the original funds, the party members will need to come up with as much as 500 gp. Travel to Tarnet Bazain should be relatively uneventful. Random encounters with other travellers or robbers should be common.

Some months after the shipment (up to a year's time), the PCs will be called upon once again to perform an assignment for the Kalas Taibirauk. They are to go to Tûl Isra and study the defenses of the city. At the start of this assignment, the Taraskon has no knowledge of the plans of the Kalas Taibirauk. While the adventurers are engaging in surveillance, the leaders of the Kalas Taibirauk have begun a campaign against some of the outlying Isran military outposts to take attention off of the party in the city. The attacks take the form of nightly raids, ambushing caravans belonging to the Tarb. The PCs have up to three months to accomplish their task. During that time, there will be a chance each week (01-25) that the Taraskon's spies will discover the plot. If they do, they will harass the PCs, trying to foil their plans by supplying false information or by assassinating members of the group.

MILITARY FORCES			
Tûl Isra		The Province of Isra	
Grouu	Number	Grouu	Number
Palace Guard	250	Foot Soldiers	10,000
City Guard	150	Cavalry	1000
Foot Soldiers	3000	Elephants	2500
Cavalry	500	Ayten	7500
Elephants	750		
Note — The foot soldier groups include archers, and the elephants each carry two warriors and a handler.			

15.0 SHORT SCENARIOS

15.1 THE CRYPT OF KATHAUD IZAIN

Setting: The middle caverns of the Moghóly Dask.

Requirements: A strong group of adventurers familiar with travel underground and knowledgeable about Undead.

Aids: Amenar Pam's script and a partial map of the crypt.

Rewards: The treasure of Kathaud Izain.

THE TALE

Late in the Second Age, Kathaud Izain, High Priest of Taimeraub (an old god of the dead), prepared to die. In a testament to his faith, he built a great tomb for himself and his six advisors. They were to take poison and commit ritual suicide. One of his advisors, Amenar Pam, took an antidote before the ceremony and did not die after the ritual. His desire was to rule the followers of Taimeraub upon his superior's death. He lived long enough to escape from the tomb only to be devoured by a lion on his way to Tûl Isra.

THE TASK

While traveling through the brush between Tûl Isra and Tyarett, the adventurers will come across a small chest. Inside it, some coins lie piled upon the remains of a diary. The writing is nearly illegible and is in an ancient tongue. The PCs will note that there are diagrams and a map on the parchment. The services of a scribe or historian will be necessary to decipher the writing and the map. The faded words tell of Amenar Pam's escape from Moghóly Dask and record his intention to return to the caverns for the wealth buried there with the dead. The map is obscured by scribbles from a later time (someone used the parchment to figure tariffs due

on imports from Bulchyades), but a line (indicating a road or a coastline or a river) is drawn close by a daigram of some caverns and underground chambers. Lured by the promise of treasure and ancient knowledge, the adventurers will need to prepare for a journey to the tomb.

Depending on the route they follow to the Moghóly Dask, they may have an easy trip or a very difficult one. If the adventurers realize that the site is near the coast, they may take major roads and then follow the Kek Sauba along the shore. If they take an overland route directly there from their starting point, PCs must face the dangers of the wilds of Isra and the Sára Bask. Upon arrival at the tomb, the party will face three challenges before they may take the treasure for their own. The first encounters will be with the Orcs that have taken up residence in the upper levels of the complex. If they are able to successfully pass the Orcs, they must then find the actual tomb. Since the maps are sketchy and do not show the uppermost areas of the complex, this will be a hard task. The last challenge will be defeating the undead that guard the crypt. Once this is accomplished, the adventurers may take anything they can carry and head for home and safety.

15.2 THE ROAD TO NARAD-DUM

Setting: Isra and the surrounding lands.

Requirements: A party that is adept in the arts of trade and barter.

Aids: Caravan masters and merchants from Tûl Isra, Tûl Harar, and Tyarett.

Rewards: Prosperity in trading in Sirayn.

THE TALE

The Dwarves of Narad-dum are looking for new purveyors to provide them with foodstuffs and other supplies. Their previous supplier was found to be cheating them and is no longer among the living. Many tales abound in the lands close to the Dwarf-hold of the hard-hearted Naugrim and their dealings in trade.

THE TASK

The adventurers must form or join a caravan and travel to the Dwarven city. If the PCs have the capital to form their own caravan, they must choose the goods carefully that they will take with them for sale. The Dwarves will accept only the finest products and will not be cheated. If they are simply acting as workers for the caravan, they will be hired mainly as guards, unless any of the party can act as a scribe. The types of encounters and happenings on an expedition of this type can include bandit raids, flash floods, deceit with the ranks of the caravan, or treachery induced by a spy loyal to the storm King.

15.3 SPYING OR DYING?

Setting: The Tûr Betark near Aksari and Fhûl.

Requirements: A strong group of adventurers that has experience in scouting and mountain travel. It would also be advantageous to have knowledge of Orcs, Demons, and magic.

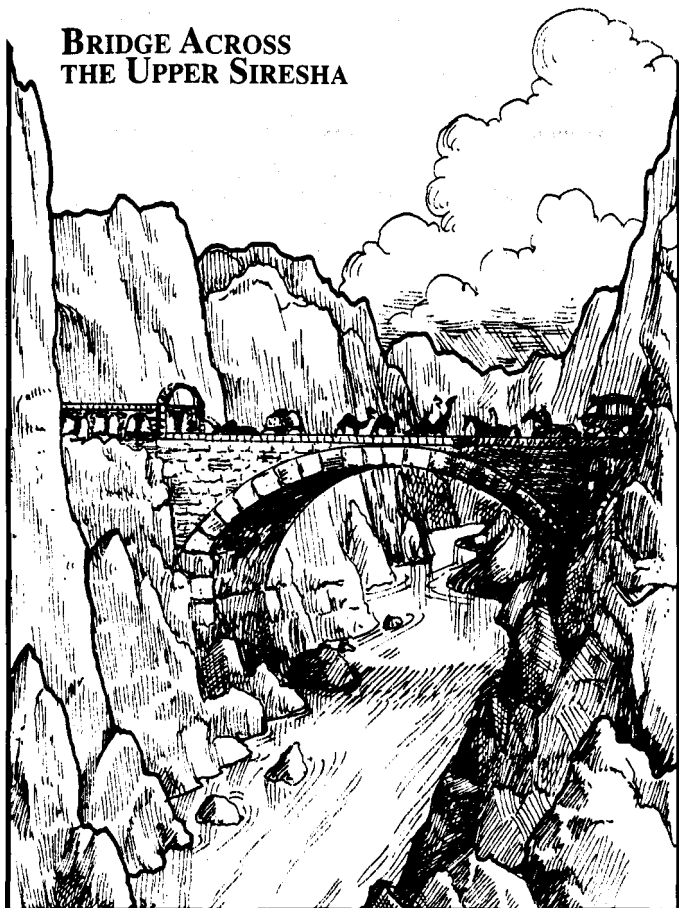
Aids: The adventurers are on their own for this one...

Rewards: Keeping one's head attached to one's shoulders and a small purse of silver (15 sp) from the Balabett of Tartaut.

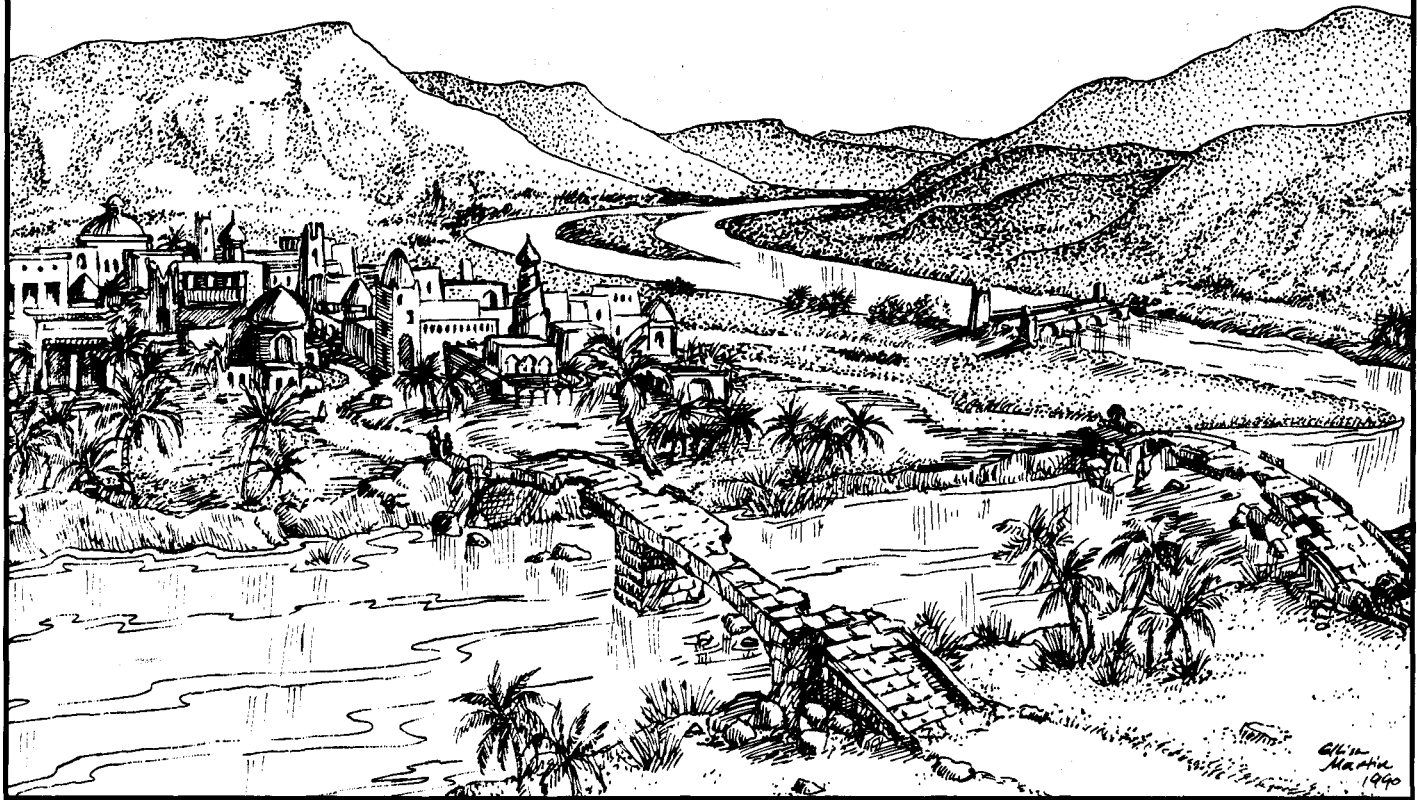
THE TALE

For years the people living in and around Chennacatt have noticed undue activity in the Tûr Betark near the headwaters of the Sîresha. Scouting parties have been disappearing and no information has been gathered about the activity. Tales of strange lights in the old mines and the possible movement of large numbers of people is worrying the Balabett and Balazain of the province.

**BRIDGE ACROSS
THE UPPER SIRESHA**



RUINED BRIDGES OF CHARNESRA



THE TASK

The Balabett of Tartaust seeks a small party of scouts to discover what is going on in the Tûr Betark. He will outfit the group with travelling gear and wants a report within two months. Because of the current problems with the Ayten, it is imperative that he find out if this is another threat to his hold on the territory.

A number of holds exit in the mountains to the south of Chennacatt. FhUl, Aksari, and even Evefalin may be spied upon. At any time, troops may be seen entering or leaving FhUl. The Army of the Southem Dragon may be on the move. Not much activity will be noticed around Aksari. Only small parties and single individuals come and go from the citadel of priests. At Evefalin, scouts will discover the movements of Savgak's raiders. Encounters with the Tayb, warriors owing allegiance to the Nazgûl, and Orcs should enliven the adventurers' travels.

dangers exist in the wilds. Roving armies, denizens of the desert, and the hot-blooded, cold-hearted Ayten make travel difficult. Possible adventures include: helping found the Dwarf Kingdom of Mabladdum, joining in the resistance to the Blind Sorcerer's occupation plans, or building a dynasty in a city along the Sîresha.

T.A. 1400

During the 1400's, the people and governments of Greater Harad are in flux. Early in the century, Clan Bulgan is spreading and becoming more powerful. The combined forces of Tûl Isra and Charnesra have conquered the cities of Tyarett and Rask. Strange new religions have made a firm foundation in the cities. The troubled times come to a crescendo in T.A. 1436, when Clan Másra regains control, and peace eventually holds sway.

Foreigners at this time would best not be too visible. Fear is at a high early in the century, and distrust is rampant. In spite of this, the Free Peoples and the down-trodden of Sirayn will accept assistance in their plight. Any military aid, powerful magics, or the return of lost artifacts will not be rejected.

THE FOURTH AGE

After the downfall of the Dark Lord and his minions, the evil religions of Greater Harad wane for a short time. Trade expands and peace reigns in the South. Cities become individual states again, and trade helps create an uneasy truce between them. A century into the Fourth Age, the Kingdoms of Sirayn unite and break the hold of Sar on the port city of Tûl Harar.

At this time, adventurers are being sought to help track down Orc parties, to re-open mines in the Tilr Betark, and to rid the land of evil.

16.0 GREATER HARAD AT OTHER TIMES

THE SECOND AGE

The Second Age saw great change in Sirayn. Dynasties were established, cultures were developing, and the flourishing state of the arts made the early years the Golden Age of civilization in Greater Harad. Prosperity came to an end when the Blind Sorcerer conquered Sirayn with forces marshalled by his Warlord Wyatan. Adventuring during the time of conflict should produce excitement and challenge. Sirayn is relatively untamed and great

17.0 TABLES

17.1 MASTER NPC TABLE

NAME	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Akhôrahil	36	155	Ch/15	85	N	N	125ma	75ss	5	Nazgûl Mage/Sorcerer.
Aldor	19	155	Pl/16	40	Y	Y	150ba	120cb	5	Dwarven Warrior.
Ancantar	23	120	Ch/13	40	N	Y	90bs	75cb	10	Black Númenórean Warrior.
Dár	21	127	Pl/16	58	Y	Y	189ha	175cb	10	Dwarven Warrior/Alchemist.
Dolin	20	165	Pl/16	36	Y	Y	210wh	159cb	15	Dwarven Warrior/Fighter.
Earantar	18	120	SL/8	40	N	Y	75bs	—	30	Black Númenórean Warrior.
Falmar	16	105	SL/8	20	N	Y	50da	75cb	5	Black Númenórean Warrior.
Garlan Det	18	120	Ch/13	50	Y	Y	120sc	105cp	5	Haradan Warrior/Fighter.
Gimthor	14	155	Pl/16	63	Y	Y	174wh	110cb	20	Dwarven Warrior/Fighter.
Kalatar	10	100	SL/8	20	Y	Y	75sc	—	15	Haradan Warrior/Fighter.
Moraiza Satark	14	72	Ch/13	30	Y	Y	90sc	70da	10	Haradan Cleric.
Pathan	5	45	No/1	0	N	N	20da	—	0	Haradan Scout/Thief.
Peshtin	7	53	No/1	10	N	N	50sc	—	15	Haradan Warrior/Fighter.
Samaub Narett	23	92	No/1	10	N	N	35qs	—	15	Haradan Animist.
Savgak	16	181	Pl/18	60	Y	Y	190ma	110sb	25	Uruk Warrior/Fighter.
Sazar Pam	9	98	Ch/13	20	Y	Y	140sc	80ha	20	Haradan Warrior/Fighter.
Selen Haskas	17	155	Ch/13	75	N	N	160sc	160cp	35	Maia Mage/Astrologer.
Tabaya Kas	18	142	Pl/18	60	Y	Y	190sc	150lb	25	Haradan Warlord.
Tartas Izain	30	10	No/2	75	N	N	60sc	50da	20	Haradan Mage/Sorcerer.
Terelorn	18	130	No/1	50	N	N	155da	111da	35	Noldo Scout/Thief.

* — Armor or weapon is magical or specially made. Bonus is included in the DB or OB.

Codes: The statistics describe each NPC; a more detailed description of some of the more important NPCs can be obtained from the main text. Some of the codes are self-explanatory: Lvl(level), Hits, Sh(shield), and MM(Movement and Maneuver bonus). The more complex codes are described below.

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

DB (Defensive Bonus): Note defensive bonuses include stats and shield. The DB of normal shields is 25. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield).

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

OBs (Offensive Bonuses): Weapon abbreviations follow OBs: ba-battle axe, bs-broadsword, cl-club, da-dagger, fa-falchion, fl-flail, ha-hand axe, hb-halberd, ja-javelin, ma-mace, mg-main gauche, ml-mounted lance, ms-morning star, pa-pole arm, qs-quarterstaff, ra-rapier, sc-scimitar, sp-spear, ss-short sword, th-two handed sword, wh-war hammer, wp-whip, wm-war mattock, bo-bola, cb-composite bow, lcb-light crossbow, hcb-heavy crossbow, lb-long bow, ks-kragashsard, kn-kragrif, ro-rock (as club except base range = 15), sb-short bow, sl-sling, ts-throwing star. Animal and unarmed attacks are abbreviated using code from the Master Beast Table. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile OBs include the bonus for the combatant's best weapon in that category.

NOTE: Weapons in () are the most common weapon of that type used, but are not commonly carried (e.g., a first level Lesser Orc Kragashi does not normally carry a short bow, but will use one if it becomes available).

17.2 HERBS AND POISONS

Name	Form/Prep	Cost	Effects
Acaana	flower/paste	600gp	Black paste destroys nervous system, kills instantly.
Cashdir	flower/injest	32gp	Lv14 antidote for muscle poison.
Cuikas	leaf/apply	30gp	Heals 10 sq. feet of any type of bum.
Gariig	cactus/injest	45gp	Heals 30 hits.
Juthjuth	scorpion/liq	33gp	Causes gradual insanity.
Megillos	leaf/injest	11sp	Increases visual perception (x2) for 10 minutes.
Mireenna	berry/injest	8gp	Heals 10 hits instantly.
Mook	berry/injest	24gp	Lv13 antidote for respiratory poisons.
Mur	resin/apply	102gp	Lifekeeping for 30 days.
Klagul	bud/brew	23gp	Infravision for 6 hours.
Kaktu	flower/liquid	27gp	Agility loss (1-100) in 1-4 appendages.
Kasia	nut/ingest	3bp	Produces slight euphoria in quantity.
Eddij	beny juice/liq	900gp	Lifegiving within 30 days of death, apply.
Rud-Tekma	fruit/injest	23gp	+20 to spells, -20 to melee and maneuver for 1 hour.
Kastaba	toad/paste	27gp	Failure by 21+ death; 11-20 coma and blindness; 1-10 blindness.

17.3 MASTER BEAST TABLE

Name/Type	LVL	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	(Primary Second/Tert) Attack	Notes
Baboon	3	4-20	S-M	MD/FA	50	3	35	40SBI/45SGr	Aggressive.
Caja	2	1	S	FA/VF	20	1	40	30SSt/poison	Snake.
Crocodiles									
Small	1	1-10	M	MD/MD	85	7	20	50MBi/30Sg	Slower on land.
Large	3	1-3	L	MD/MD	120	7	10	80LBI/80Lgr	Slower on land.
Devevi	3	1-10	L	MD/MD	110	3	10	30MBa/50MTs	Camels. Carrying capacity: 400 lbs.
Goat	3	1-2	M	FA/FA	70	1	20	50MHo/50Mba	Males have horns.
Hanajaib	4	1-6	M	VF/FA	65	3	40	45MBi	Jackal-like loners.
Horse, Wild	4	1-20	L	FA/FA	120	3	40	30MBa/30MTs	Hardy. Carrying capacity: 300lbs.
Izhta	1	1	S	VF/VF	25	2	50	50SSt/poison	Lizard.
Juthjuth	1	1-2	VS	VF/VF	1	3	20	25SSt/poison	Scorpions.
Kastaba	1	1-5	T	SL/SL	10	1	30	0TBa/50TSt/poison	Toad.
Latava	5	1-10	L	FA/VF	160	4	35	75LCI/100LBI	Hunts in groups.
Lautan	1	1-5	S	MD/MF	15	1	20	10SBI	Marmot.
Lisica	3	1-5	S	FA/VF	45	3	50	50SBI	Hunts in packs.
Marnetta	2	1-2	M	MD/VF	50	3	40	40SBI/40SCI	Mischievous otter-like creatures.
Tsidii	15	1-2	H	VF/VF	150	4	60	95LCI/70MPi	Used as mounts.
Cave Worm	10	1	H	MF/F	160	12	30	90HGr/110HHo	Grapples foe then uses other attacks
Lesser Demon	4	1	M	FA/FA	60	3	30	50MCI/70we	Fallen Fire, Eanh, Wind, and Water Spirits.
Greater Demon	13	1	L	BF/FA	120	4	60	70LBa/90we	Has spells.
Ghost	10	1	M	FA/VF	130	1	35	80we/70LBa	Drains 3 CO/rnd
Ghoul	3	any	M	MF/F	50	1	20	45we/50SCI/40MBa	Infects wounds, casts Fear spell.
Magurgoth	28	1	H	BF/FA	325	20	50	225ba/110sp/150HBa	Fallen Maia Warrior/Fighter.
Skeletons	5	1-5	M	FA/FA	100	1	30	50we	Will attack until destroyed.
Spectres	5	1-5	L	VF/VF	200	1	100	+40 Shock Bolt	Only affected by concussion hits.
Wight									
Lesser	15	1	L	M/M	120	16	30	110we/80LBa	Casts Fear. Paralysis and sleep on touch.
Greater	25	1	L	M/M	170	19	30	150we/80LBa	As above.
Sand Devils	3	1	L	FA/FA	75	1	10	special	Whirlwind attacks as sand blast, blinding and choking the defender
Wraith	20	1	L	SL/VF	150	18	75	70we/spells	Very cunning and intelligent

KEY

NOTE: For a full description of all the creatures listed here see ICE's Creatures of Middle Earth.

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, Medium, Large or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

Crit: When a creature takes a Critical result, resolve it on the Critical Strike Table indicated by this stat: no code=normal tables, La=Large Creature Table, SL=Super Large Table (Large Table with a -10 mod for MERP), I=normal table with seventy reduced by one (e.g. "E" becomes a "D", "D" becomes a "C", etc.; ignore "A" results), II=normal table with severity reduced by two (e.g. "E" becomes a "C", "D" becomes an "A", ignore "A" and "B" results).

Speed: A creature's speed is given in terms of "MovementSpeed/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 equivalent to the RM 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: Pi=Pincher/Beak, Ba=Bash, Bi=Bite, Cl=Claw, Cr=Crush, Gr=Grapple, Ho=Horn, TS=Trample/Stomp, St=Stinger, and we=Weapon. Weapon codes follow: cb=composite bow, wh=whip, th=two-handed sword, da=dagger, ro=rock (use a S, M or L Cr attack, 50 range if no other range is given). These codes may differ slightly from the MERP or RM codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its "Primary" attack. Depending on the situation and the 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.)

17.4 MASTER MILITARY TABLE

	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Move M	Notes
Elephant Cavalry	Favor spear and composite bow									
Lord	20	150	Ch/13	50	N	Y	150	160	20	Warrior.
Commander	10	115	Ch/13	30	N	Y	115	115	15	Warrior.
Wamor	5	60	Ch/13	25	N	Y	75	80	10	Wamor.
Camel Cavalry	Favor the faranj and composite bow									
Commander	10	115	Ch/13	30	Y	Y	110	115	15	Ranger.
Warrior	4	50	Ch/13	25	Y	Y	70	60	10	Warrior.
Horse Cavalry	Favor the faranj and composite bow									
Commander	10	115	Ch/13	30	Y	Y	110	115	15	Wamor.
Warrior	4	50	Ch/13	25	Y	Y	70	60	10	Warrior.
City Guards	3	45	RL/10	30	Y	Y	65	65	5	Favor sword and short bow.
Infantry	Favor sword and spear									
Lord	20	150	Ch/13	50	Y	Y	165	145	15	Warrior.
Elite Warrior	10	125	Ch/13	30	Y	Y	125	115	10	Warrior.
Warrior	5	70	Ch/13	30	Y	Y	85	70	5	Warrior.
Novice	2	40	RL/10	30	Y	Y	50	40	0	Warrior.
Ayten	Favor the faranj and composite bow									
Lord	30	150	Ch/13	60	Y	N	180	180	25	Ranger.
Captain	20	150	Ch/13	55	Y	N	160	160	20	Ranger.
Elite Warrior	10	120	Ch/13	35	Y	N	120	120	15	Warrior.
Warrior	5	65	RL/10	30	Y	N	80	80	10	Warrior.
Desert Orcs	Favor scimitars and short bows									
Warlord	10	100	Ch/14	30	Y	Y	80	25	15	Unik Warrior.
Elite Warrior	6	70	Ch/13	30	Y	Y	50	10	5	Uruk Warrior.
Warrior	3	40	RL/10	25	Y	Y	25	5	5	Orc Warrior.
Novice	1	15	SL/5	15	Y	Y	15	5	0	Orc Warrior.

17.5 ECOUNTERS IN BAR FALIN

Encounters will normally occur once every four hour period when the party is moving or once every eight hours when stopped.

Encounter	First Hall	Second Hall	Third and Fifth Hall	Fourth Hall	Sixth and Seventh Hall	Mines	Surrounding Lands
Chance	15%	20%	25%	60%	80%	10%	10%
Trap	01-30	01-30	01-20	01-35	01-10	01-05	01
Natural Disaster	31-35	31-35	31-35	31	31	31-50	31-40
Cave Animals	36-40	36	36	32	32-35	51-55	41-501
Bats	41-50	37-40	37-40	32-35	36	56-65	51-55
Cave Worm	—	—	41	—	—	66-75	56-602
Spiders	51-60	41-60	42-60	36	37	76-85	61
Ghosts	61-62	61-62	61-62	37	—	86	62
Ghouls	63-65	63	63-64	38	—	87	63
Skeletons	66	64-65	65	39	—	88	—
Spectres	67	66-67	66	40	—	—	64
Lesser Wight	68	68	67	41	—	—	—
Greater Wight	69	69	68	42	—	—	—
Wargs	70-75	70	69	—	38-40	—	65-75
Normal Orc Patrol	76-90	71-90	71-80	43-70	41-75	89-95	76-85
Large Orc Patrol	91-97	91-96	81-90	71-85	76-95	—	86-95
Trolls	98-99	96-99	91-96	86-90	96-99	96-98	96
Maguroth	—	—	97	91-99	—	99	—
Specialt	00	00	98-00	00	00	00	97-00

NOTE: Cave animals will take the form of normal animal encounters outside: see 176.w

NOTE: Cave Worms will be seen outside only at night.

† The GM may reroll or, ideally, construct an encounter with a unique group or individual.

17.6 MASTER ENCOUNTER TABLE

Encounter	Coast	Isra	Kirmlesra	Chennacatt	Tûr Betark	Sára Bask
Chance(%)	15%	15%	5%	10%	20%	20%
Distance(mi)	3	5	12	6	1	6
Time(hours)	1	2	4	2	2	3
Inanimate Dangers						
Traps	1	1 / 1-5	1	1 / 1	1-2	1-5
Natural Disaster	2-3	2 / 6	2-5	2-5 / 2	3-10	6-15
Ruins	4-5	3-5 / 7	6	6-10 / 3-10	11-12	16
Tomb	6-7	6-8 / 8	7-8	11-12 / 11-15	13-15	17
Men						
Northern Haradrim	8-9	9-10 / 19-15	9-10	13-20 / 16-25	—	—
Local people	10-19	11-15 / 16-30	11-15	21-25 / 26-40	16-20	18-21
Merchants	20-26	16-20 / 31-40	16	26-21 / 41-45	21	22
Thieves/Sea-raiders	27-30	21-22 / 41-45	17-19	28 / 46-50	22	23-25
Warriors	—	23 / 46-60	20	29 / 51-55	—	26-35
Dwarves	—	24-25 / 61-65	—	30 / 5	23-25	—
Númenóreans	31-34	26 / 66-69	—	31 / 57	—	36
Travellers	35	27-30 / 70-74	21-25	32-35 / 58-65	26-30	31-40
Danak	—	31 / —	—	—	31-45	—
Orcs						
Desert Orcs (N)	36-37	32-33 / —	26-35	36 / —	—	—
Orcs (N)	38-40	34-35 / —	—	37-45	46-60	41-45
Animals						
Camel	—	36-37 / 73	—	— / 66-70	—	—
Cattle	41	31-38 / 74	—	46-50 / 71-12	61-63	46
Wild Horses	42	39 / —	—	51-55 / 73-74	—	—
Crocodiles	—	40-41 / —	—	56 / —	—	47-48
Juthjuth	—	—	36-45	—	—	—
Izhta	—	42 / —	46-60	—	—	—
Lisica	—	43-45 / —	—	—	—	—
Latava	—	46-50 / —	61	51-58 / —	—	—
Baboons	43-44	51 / —	—	—	—	49-65
Goats	—	52-53 / —	—	59-65 / 75	64-75	—
Caja	—	—	—	66-70 / —	—	—
Hanajaib	—	—	—	11-18 / —	—	—
Other Beasts	45-89	54-85 / 75-89	62-84	15-89 / 76-89	16-88	66-88
Demons						
Lesser	90-91	86-90 / —	85-88	90 / 90	89-90	89
Greater	—	91 / —	—	91 / —	91	90
Undead (N)	—	92 / 90	89-90	92 / 91	92	91-92
Special t	92-00	93-00 / 91-00	91-00	93-00 / 92-00	93-00	93-00

NOTE: For Isra and Chennacatt, percentages separated by a slash indicates rural/city differences.

† — The GM may reroll or, ideally, construct an encounter with a unique group or individual.

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



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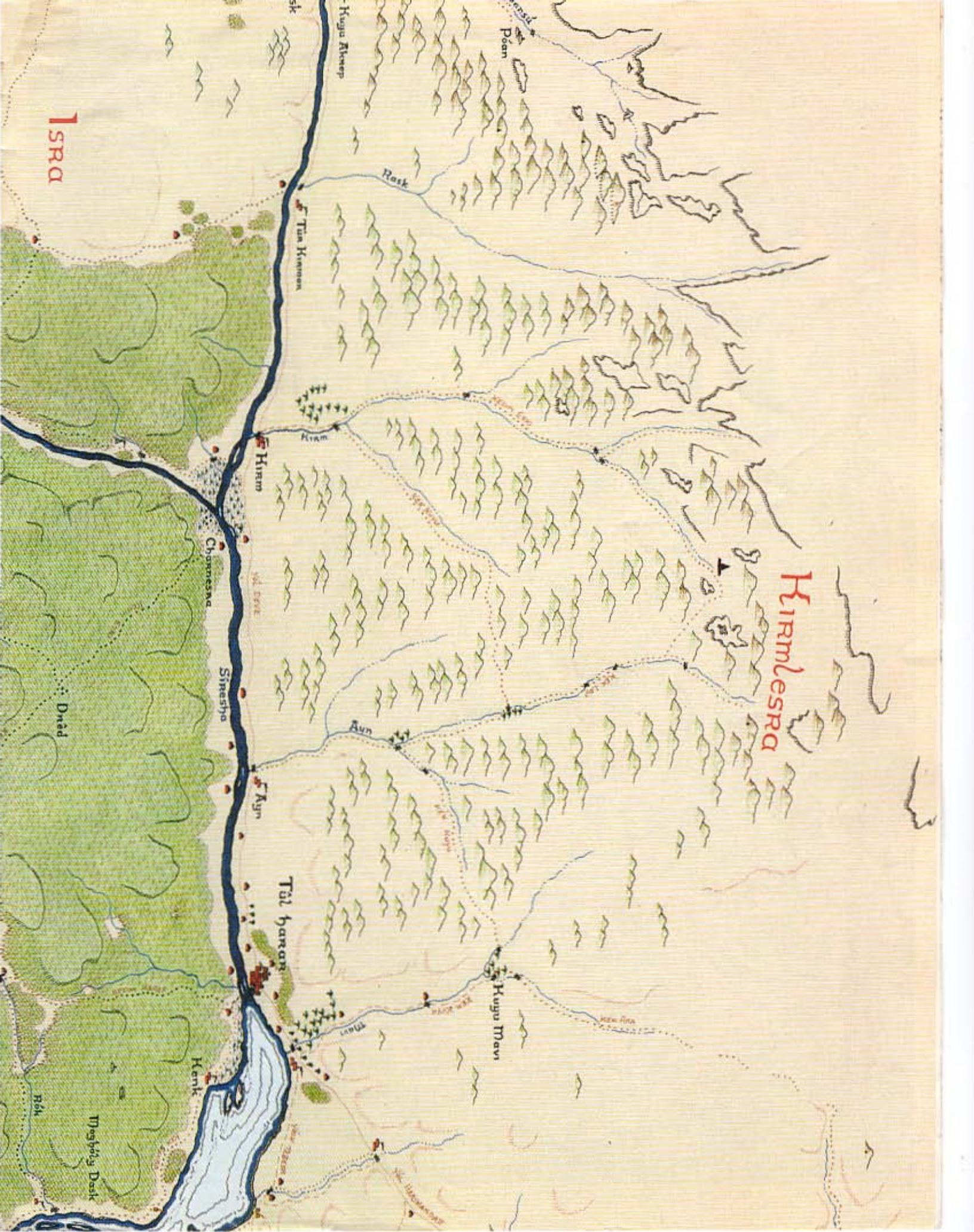
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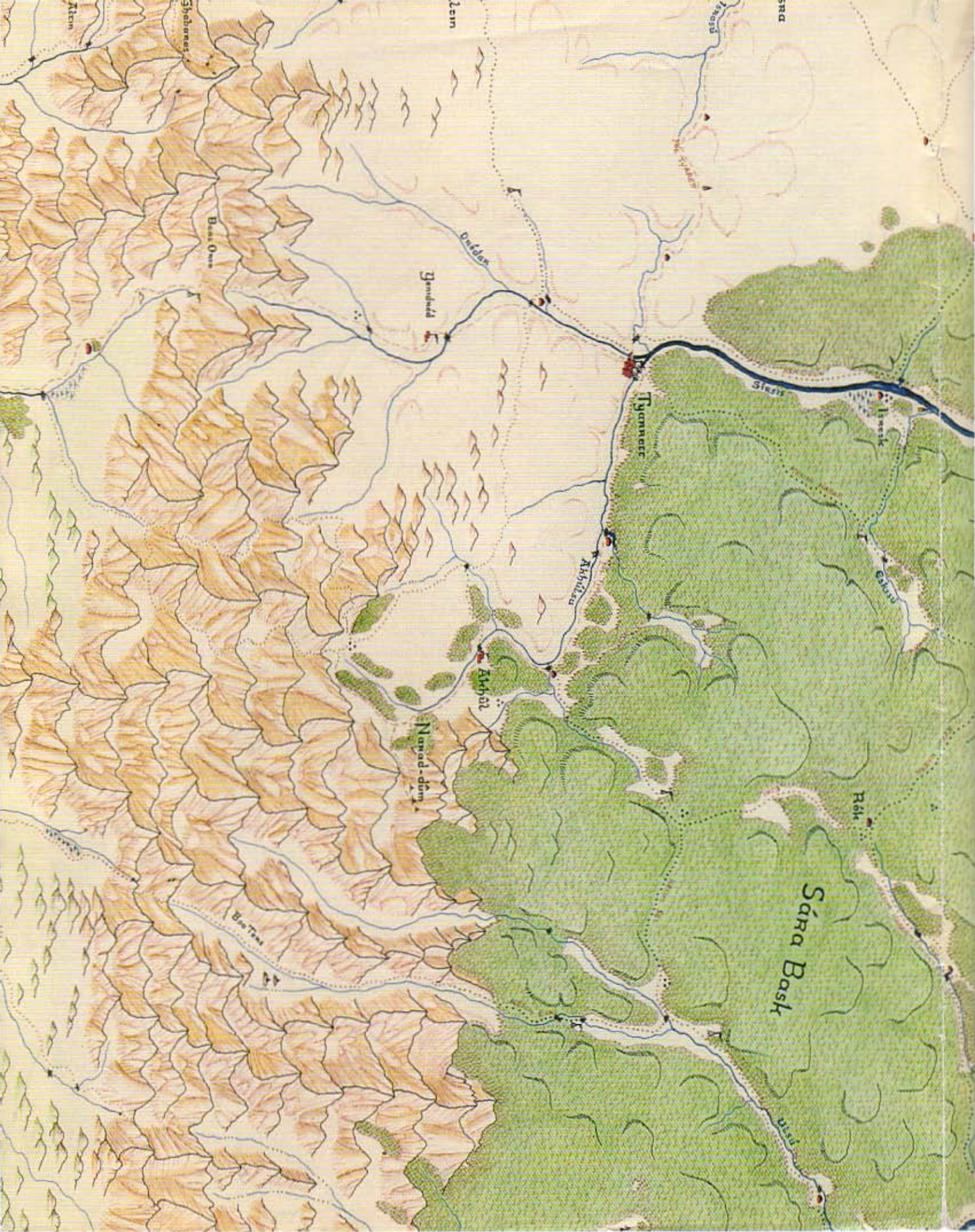
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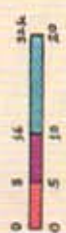
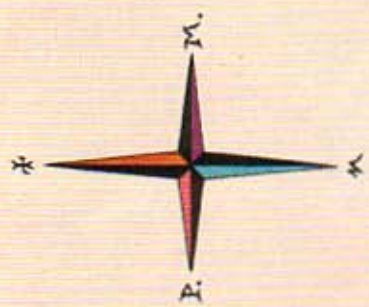
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Tul Póac



Em Póac

Evepóac

Bát 7

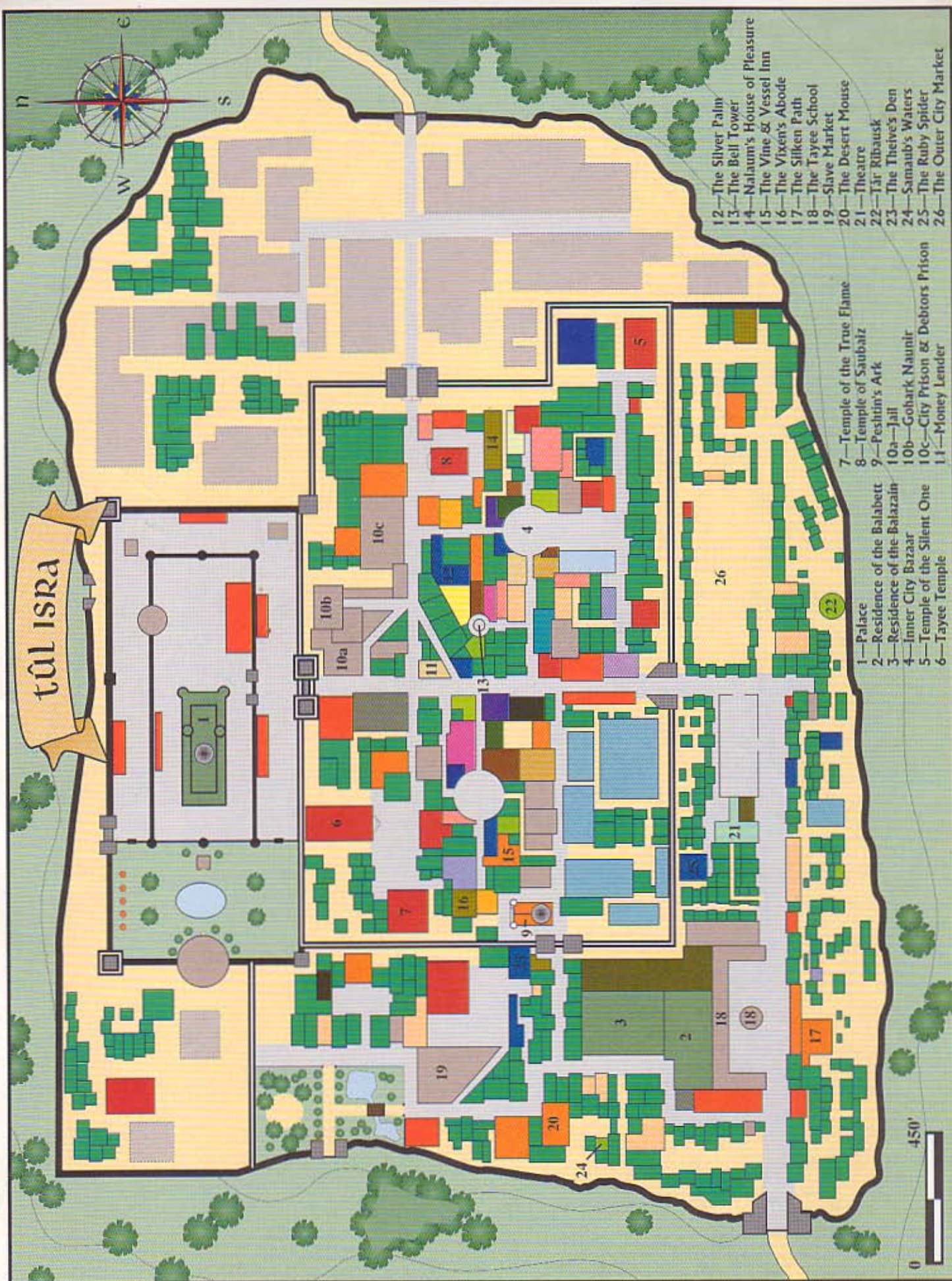
Davata

Pintok

Bampón

Tanpes Bonzan

tûl isra



- 1—Palace
- 2—Residence of the Balabett
- 3—Residence of the Balazain
- 4—Inner City Bazaar
- 5—Temple of the Silent One
- 6—Tayee Temple
- 7—Temple of the True Flame
- 8—Temple of Saubalz
- 9—Peshin's Ark
- 10a—Jail
- 10b—Gohark Naurir
- 10c—City Prison & Debtors Prison
- 11—Money Lender
- 12—The Silver Palm
- 13—The Bell Tower
- 14—Nalaum's House of Pleasure
- 15—The Vine & Vessel Inn
- 16—The Vixen's Abode
- 17—The Silken Path
- 18—The Tayee School
- 19—Slave Market
- 20—The Desert Mouse
- 21—Theatre
- 22—Târ Ribausk
- 23—The Theive's Den
- 24—Samaub's Waters
- 25—The Ruby Spider
- 26—The Outer City Market

TUL POAC

Mirror of Fire

Whistling Spill

Scale
1" = 200'

Poa Spill

Citadel Rock

Color Legend

- Red Trade or Caravan Hall
- Green Residential Site
- Light Green Field or Park
- Brown Bridge
- Black Wall
- Gold Inn or Lodging
- Dark Blue Entertainment Establishment
- Light Blue Water
- Grey Important Building/Temple/Governmental Site
- Purple Financial Establishment
- White Commercial Establishment/Artisan

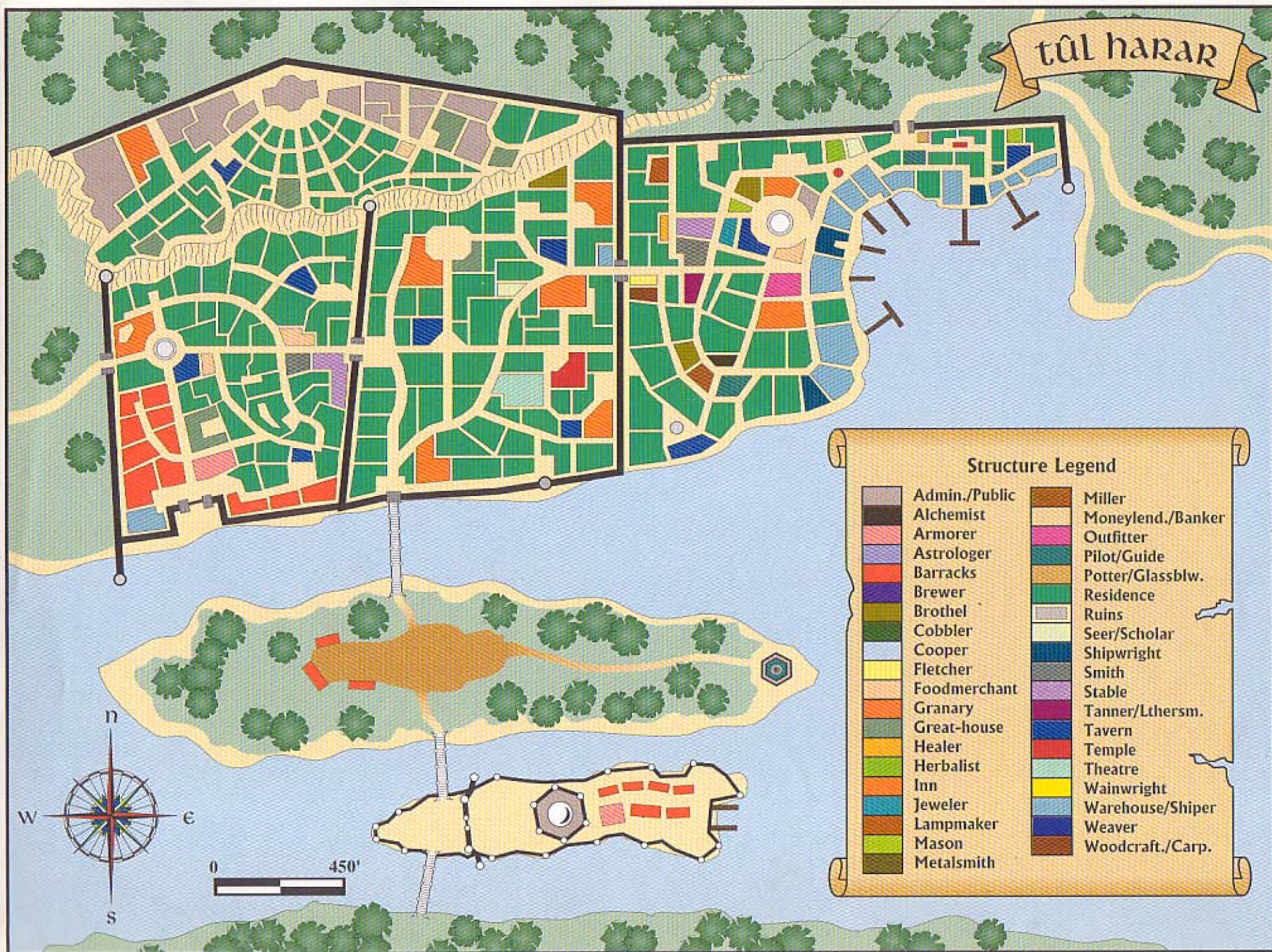


Charnesra

- 1—The Citadel
- 2—Blue Monkey
- 3—Temple of the Silent One
- 4—Old City Market
- 5—Old Bazaar

0 450'

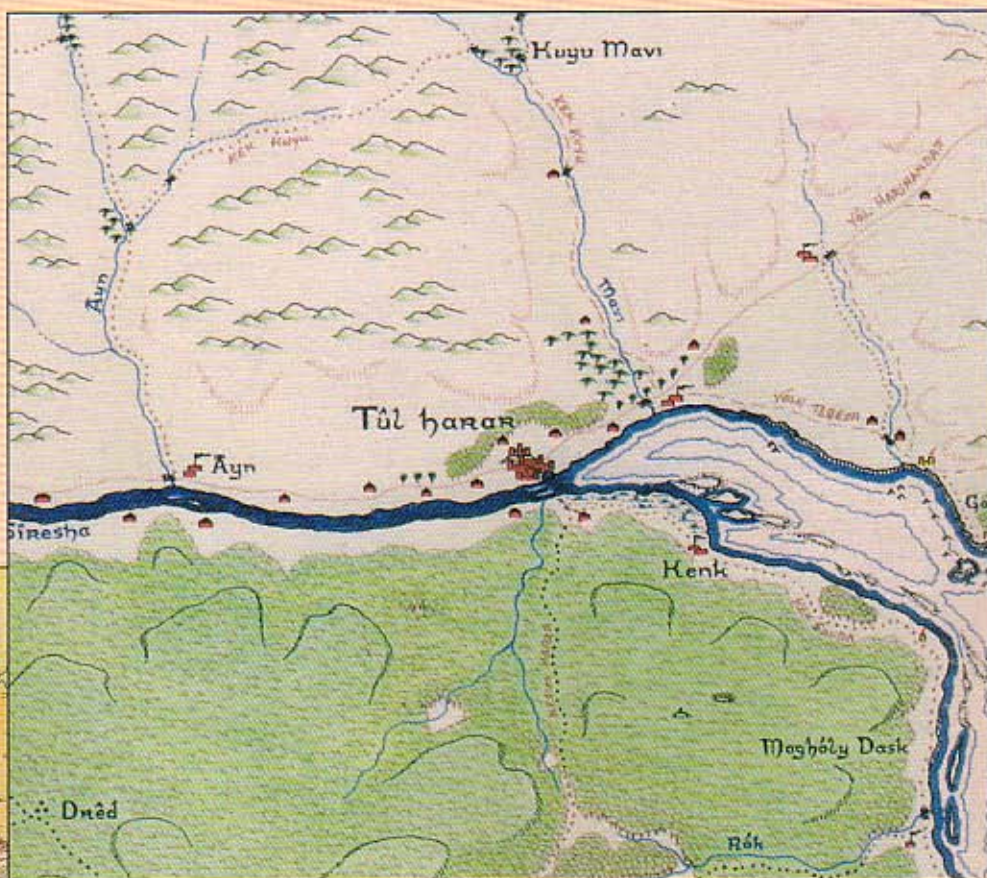




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