

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

Riders of Rohan™



• Ride with the Rohirrim as they struggle against hordes of Easterlings and the Orcs of the White Hand • this package covers the RIDERS OF ROHAN during 3 separate periods: (1) their existence on the Rhovanion plain before the war with the wainriders, (2) their life in the vales of the Anduin and the war against Scatha the Drake, and (3) their settlement in Rohan • includes layouts for Helm's Deep, Edoras, Dunharrow, and Harrowdale • information on Vidugavia, Frumgar, Fram the Dragon-slayer, Wormtongue, Helm, Theoden, Eomer and Eowyn • Produced and distributed by IRON CROWN ENTERPRISES INC.

Riders of Rohan™

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"The night cold drove the tears out of the Rider's eyes. Éogil rode harder than ever before, the mane of his light grey horse flaying the flanks of his legs. Waet, his mount, thundered over the tumbling, grassy ridges with unyielding grace. As always, she would not let him fail. There was no choice; they had to catch the Orc scouts before they reached sight of the enemy camp. And they had to avenge the murder of his sister Ure.

Just ahead, Éogil could see his companion Dreorl. The older Rider readied his lance as he closed upon the slower of the two Orcs. Silver moonlight slithered along the fine edges of Dreorl's chain hauberk and gave an enchanting glint to the Warrior's stout helm. The glow from the clear fall-night sky lent the landscape a beautiful, mystical, tranquil feel. Only the hoofbeats and the shadows they pursued broke the stillness.

Just then, Dreorl seemed to slow. Tucking his shield and lowering his pole arm, he charged the now-turning Orc. His lance bending under the pressure, Dreorl speared his foe, lifting the doomed creature with the shock of his blow. The Orc died without uttering a word.

Éogil was heartened as he caught up with the fray. He smiled as he drew his broadsword and gently guided his horse to the right of Dreorl's mount. The second Orc now stood his ground, wielding his short falchion with both of his clawed hands. Éogil muttered as he closed: "Your black blood will run this night, for the last time... By Béma, you will pay for Ure's life, even if your foul soul is but a pallid pittance!"

Waet tucked her head, as if knowing her master needed room to swing down on the short, stout Orc. Éogil's sword arced through the Orc's chest, hurling the crying beast backward. In a few stirring seconds, the chase was over.

As Éogil brought Waet around to examine the fallen Orcs, Dreorl leaned over from his stout saddle and wiped the tip of his lance in the tall grass. The older Rider looked to the ridge beyond, and calmly praised their handiwork: "We prevail; they fail. They will warn no one tonight or any night... I'd rather leave them for the buzzards, but we'd better bury them."

Éogil replied: "I only hope their tainted blood doesn't kill the grass."

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

Professor Tolkien's Legacy

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

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

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

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

Character Stats

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

Game Terms

AT Armor Type	Lvl Level (experience or spell level)
bp bronze piece(s)	MA Martial Arts
cp copper piece(s)	Mod Modifier or Modification
Crit Critical strike	mp mithril piece(s)
D Die or Dice	NPC Non-player Character
DB Defensive Bonus	OB Offensive Bonus
D100 Percentile Dice (01-100 results)	PC Player Character
FRP Fantasy Role Playing	PP Power Points
GM Gamemaster	R or Rad Radius
gp gold piece(s)	Rnd or Rd Round (10 second period)
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)
Be Bethleur (Silvan Elvish)	LotR <i>The Lord of the Rings</i>
BS Black Speech	Or Orkish
Cir Cirth or Certar	Q Quenya
Dn Daenael (Old Dunael)	R Rohirric
Du Dunlending	Rh Rhovanion
E Edain	S Sindarin
El Eldarin	S.A. Second Age
Es Easterling	Si Silvan Elvish
1.A. First Age	T.A. Third Age
F.A. Fourth Age	Teng Tengwar
H Hobbitish (Westron variant)	V Variag
Har Haradrim	W Westron (Common Speech)
Hob <i>The Hobbit</i>	Wo Wose (Drúedain)
Kd Kuduk (ancient Hobbitish)	

1.12 DEFINITIONS

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

Angmar: (S. "Iron Home"). Angmar is founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lays nestled in and along the icy flanks of the northern Misty Mountains (S. "*Hithaeglir*"), in the high plateau of northeastern Eriador. Between T.A. 1301 and 1974, Angmar wars on *Arthedain*, *Cardolan*, and *Rhudaûr*, the three Dúnedain successor states to old Arnor.

Arnor: (S. "Land of the King" or "Royal Land"). Encompassing most of Eriador, Arnor is the northernmost of the two Dúnedain "Realms in Exile." The Kingdom of Gondor is its sister land to the south. Founded by Elendil the Tall in S.A. 3320, both realms are settled by the Faithful Dúnedain (Edain) who flee the sinking island continent of *Númenor*. Arnor is split in T.A. 861 into three companion states: *Arthedain*, *Cardolan*, and *Rhudaûr*. It is overrun by the host of the Witch-king in T.A. 1974, and is known as the "Lost Kingdom" until F.A. 1, when King Elessar (Aragorn II) refounds the state and reunites with Gondor.

Calenardhon: (S. “Green Province”) The wide, grassy land between the Rivers Isen (Angren) and Anduin. Its northern border runs along the edge of Fangorn Forest and River Limlath (Limlight), while in the south its bounds are marked by the White Mountains. In T.A. 2510 it is given to the Rohirrim, who rename it *Rohan*. *Calmirë* is the chief town in Calenardhon.

Daen Coentis: (Dn. “People of Skill”) Ancestors of the Dunlendings and (indirectly) the Drúedain of the White Mountains.

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

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

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

Dunharrow: (R. “*Dúnharg*”; W. “Dark Burial-place” or “Dark Temple”) A fortified mountain meadow looking out over the east edge of the vale of Harrowdale, just south of Edoras. This ancient refuge serves as an exalted burial field and place of worship. Three mountains — the *Starkhorn*, *Irensaga*, and *Dwimorberg* — enclose Dunharrow from the south, north, and east respectively.

Dunlendings: A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Descendants of the Daen Coenis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5’10”; women stand around 5’6”. Mostly mountain-dwellers or hill-loving herders, they are known by various names: *Dunmen*, *Dunnish Folk*, *Dunlanders*, the *Hillmen of the White Mountains*, etc.

Edoras: (R. “The Courts”) Capital of Rohan, Edoras is built on an ancient hill site at the northern edge of the White Mountains. Its dike stockade, and wood and stone buildings are erected soon after T.A. 2510. Although fortified, it remains vulnerable. Nearby Dunharrow serves as the town’s refuge.

Éothéod: (R. “Horse-folk”) The descendants of the Northmen refugees who migrated out of Rhovanion between T.A. 1856 and 1899. Heirs of the horse-loving Éothraim plainsmen, they first settled in the western vales of the Anduin, near the Gladden Fields. In T.A. 1977 they migrated northward, this time to the Upper Vales of the Anduin. Here they became known as the Éothéod. These horse-folk make a third migration, heading south to Rohan, after T.A. 2510. From that point on they become known as Rohirrim.

Éothraim: (Rh. app. “Glorious Horsemen”) The six tribes of Northmen horsemen who occupy the southern Rhovanion plain until T.A. 1856-99 called themselves the “Éothraim,” short for the *Gimúteothraim* (Rh. “Gathering of the Glorious Horses”). They are the ancestral culture of the Éothéod and the Rohirrim.

Framsburg: Situated atop a hill on a spur jutting eastward from the northern Misty Mountains, Framsburg is a formidably positioned, walled town that overlooks the River Langwell. It is the principal center of Éothéod commerce, and indeed all trade in the upper Anduin Valley. Framsburg is abandoned around T.A. 2510, when the Éothéod migrate south to Rohan.

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

Helm’s Deep: (S. “*Ostirás*”) Located near the center of Rohan’s Westfold, Helm’s Deep is the westernmost Rohirrim refuge. It consists of a fortress (the Hornburg) and wall complex (Deeping Wall) built across the mouth of a gorge (Deep) which cuts into the northwestern White Mountains below the great peaks of the *Thrihyrne*. The Deeping Stream flows northward out of Helm’s Deep, while the Glittering Caves (*Aglarond*) lay at its southern end.

Isengard: (S. “*Angrenost*”; W. “*Iron Fortress*.”) Built by Gondor to guard the Gap of Rohan, Isengard is an ancient citadel located in the valley called *Nan Curunír*, at the southernmost tip of the Misty Mountains. The fortress stands vigil over western Calenardhon (Rohan) and the upper Isen (Angren) valley. It consists of a four-spined black tower (*Orthanc*), hewn from a volcanic laen plug and surrounded by a natural, volcanic-stone wall enclosure. One of the seven *Palantiri* was located in Orthanc.

Rohan: (S. “Horse-land”) Calenardhon after T.A. 2510. Called The Mark, it is a region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan’s chief town is *Edoras*.

Rhovanion: (S. “Wilderland”; lit. “Wild Place”). Traditionally, this region includes all the land south of the Grey Mountains (S. “*Ered Mithrin*”) and north of *Mordor*, between the Misty Mountains and the Redwater. This area includes Mirkwood and the northern Anduin river valley.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

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

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

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

- (1) *Read the entire module to get a flavorful idea of the region;*
- (2) *Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;*
- (3) *Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region “at other times.” In fact, this section will give the GM an idea of the considerations 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 (note suggested reading) you find necessary;*
- (5) *Research the period you have chosen and compose any outlines you need in addition to the material provided here;*

- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play.

1.31 CONVERTING HITS AND BONUSES

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

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

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

1.33 CONVERTING STATS

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

- 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, conditioning, physique, etc.* Note that the vast majority of systems include strength as an attribute.

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

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

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

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

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

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

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

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

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

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

1.34 CONVERTING COMBAT ABILITIES

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

- Strength and quickness bonuses have been determined according to Table 1.32 above. Note the stats you are using and compute these bonuses using the rules under your system;*



- 2) **Combat adds based on level included here are:** +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (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 given are based on the following breakdown:**

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

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

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

1.35 CONVERTING SPELLS AND SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effort relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

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

1.36 A NOTE ON LEVELS

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

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields +35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (e) for skill levels 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 +½ 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 much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 A HISTORY OF THE HORSE-LORDS

This module deals with an overview of the people and culture of the Horse-lords and traces their development through the Third Age and into the early years of the Fourth Age. As such, *The Riders of Rohan* details this mobile race during the three most crucial periods of their history:

(1) **T.A. 1-1856** — the Éothraim years, when the Horse-clans resided in southern Rhovanion;

(2) **T.A. 1857-2510** — the era of the Éothéod, when the Horse-lords lived in the central, and then upper, Anduin valley; and

(3) **after T.A. 2510** — the Rohirric Age, when the Horse-lords live in Rohan.

Section 3.0 covers the Éothraim period, while Section 4.0 is devoted to the Éothéod. The Rohirrim of Rohan are described in Section 5.0. What follows here is the thread of history that binds the periods into a complete picture.

2.1 A HISTORICAL OVERVIEW

The history of the Horse-lords is a tale of a wandering people. Tied to their semi-nomadic ways and their herds of magnificent steeds, they needed a vast and open territory to make a home. In the early Third Age, they found one in the wide grasslands of southern Rhovanion. There they lived in harmony with their Northmen brethren and Gondorian allies until the late nineteenth century.

Although they experienced pressure from fierce, nomadic Easterling tribes, the Horse-lords prospered in Rhovanion, developing a culture we now call Éothraim. Things changed in T.A. 1856. In that year the Wainrider confederacy, a great union of related Easterling tribes, invaded with an overwhelming force. During the following forty-three years they defeated Gondor's eastern armies and drove them across the River Anduin. The Wainriders also vanquished the Horse-lords, savagely oppressing the Northmen of Rhovanion.

Thus began the first migration (1856-99) of the Horse-clans and the second chapter in the saga of the Horse-lords. After their exodus out of southern Rhovanion, the Éothraim and many of their brethren fled across the Anduin and resettled in the vales near the Gladden Fields. In the ensuing years they rebuilt their society and became known as the Éothéod. Less than a century later (T.A. 1977) the Horse-lords migrated again, this time northward into the upper Anduin vales. They would live in their third homeland for over five hundred years.

With the dawn of the twenty-sixth century a new threat rose in the East, and by 2510 the Balchoth tribes swept westward across Rhovanion and reached the central Anduin, then the northeastern border of Gondor. Assailed by the Corsairs of Umbar in the south and the huge Easterling alliance in the north, Gondor appealed to the Éothéod for help. The Gondorian Steward Cirion sent a dire summons to Eorl, the Althegn of the Horse-lords.

While the Balchoth crossed the Anduin between the Rivers Limlight and Siverlode, the Éothéod rode south. Led by Eorl, the Horse-lords met and defeated a combined force of Orcs and Balchoth on the Field of Celebrant. Gondor was saved. Cirion gave thanks by offering the Éothéod new land. The Horse-lords accepted what was then called Calenardhon. In return, they swore by the Oath of Eorl, to aid Gondor in time of need.

So began the third Horse-lord migration. The Éothéod brought their families south to Calenardhon, which they resettled and named the Riddermark. Here they made their fourth and final home. The Men of Gondor called it Rohan.

2.2 A TIMELINE

This tale of time is derived from Appendices A and B of *LotR III*. It covers the highlights of the development and character of the Rohirrim. Unless otherwise stated, the dates are from the Third Age.

The Éothraim Years

1-500 — Eriadoran Northmen settle in Rhovanion. Five distinct sub-cultures develop: (1) the Woodmen; (2) the Gramuz or Plainsmen; (3) the Beijabar (later Beornings); (4) the urban Northmen (Dalemen, Lakemen, and settled tribes of the East Bight); and (5) the six tribes of the Éothraim, the Horse-lords of southern Rhovanion.

ca. 1248 — Vidugavia, a chieftain of the urban Waidung tribe of Mirkwood's East Bight, unites the northern Northman Thyns and declares himself King of Rhovanion. His kingdom is short-lived, and disintegrates in the years after his death.

1635-37 — The Great Plague comes out of the East and strikes Rhovanion, Gondor, and Eriador. The Northmen of Rhovanion are devastated.

1854-56 — Easterling victories force Gondor to withdraw her shattered armies from Rhovanion. The Huithyn Marhari leads a host of Horse-lords to aid the Gondorians, but the allied army is shattered and Marhari is slain.

The Era of the Éothéod

1856-99 — The Wainrider Wars. Rhovanion is overrun by a great confederation of Easterling tribes. The Northmen call the invaders Wainriders, for the nomadic Easterlings travel in chariots and great wains (wagons). Marhwini, son of Marhari and Huithyn of the Gadrachts tribe, unites the six Éothraim tribes. Together with scattered Northmen refugees, they migrate across the Great River and settle in the west-central Anduin vales, near the Gladden Fields.

1899 — The Wainrider Kingdom falls when a successful Northman revolt drives the Wainrider overlords out of Rhovanion.

1899-1977 — In their second homeland, the Éothraim assimilate their compatriots. Together with a new, more confined setting, their union spawns the Éothéod.

1944 — Allied with the Variags of Khand, the Wainriders attack Gondor and Rhovanion. Haradrim strike Gondor from the south. The Gondorian King is slain, but the invaders are vanquished. Devastated by war and plague, the Northmen of Rhovanion remain free but few.

1977 — Led by the Althayn Frumgar, the Éothéod migrates northward into the upper vales of the Anduin River Valley. There they found a third home.

ca. 2000 — The Althayn Fram, son of Frumgar, slays the great Cold-drake Scatha. Dwarves claim the hoard is theirs, for the Dragon was their bane and most of his wealth had been wrested from Dwarven treasuries. No friend of Dwarves, Fram sends them a necklace made from Scatha's teeth. An insulting note of refusal accompanied his gift. Legend says that the Dwarves avenged this act by slaying Fram soon thereafter. Thus began the abiding enmity between Dwarves and Northmen.

ca. 2001-05 — Using his new-found wealth, Fram builds the town of Framsburg on the site of an old Éothéod hillfort. It becomes the center of Horse-folk culture and commerce, surpassing the old Nenedain Northman town of Maethelburg as the "capital" of the upper Anduin vales.

ca. 2480-2505 — Léod is Althegn of the Éothéod. It is he who captures the white foal Mansbane, who is destined to spawn the line of mearas. While trying to tame it he is thrown and dies. His son Eorl becomes the new chieftain and inherits the horse. He renames him Felaróf.

2510 — A new Easterling threat arises. The Balchoth confederacy sweeps through southern Rhovanion and across the Anduin above the River Limlight. Corsairs from Umbar war on Gondor's southern flank. Cirion, twelfth Steward of Gondor (2489-2567), appeals to the Éothéod for aid. Led by Eorl the Young (2485-2545), the Éothéod ride south and crush an army of Orcs and Balchoth on the Field of Celebrant. Following the battle, Cirion meets Eorl and, in return for the Oath of Eorl, grants the Éothéod the territory of Calenardhon.

The Rohirric Age

2510-11 — The Horse-folk abandon the upper Anduin vales, as the Éothéod migrate to Calenardhon. They rename the Green Province the Riddermark. From this time onward, the Horse-lords are called Rohirrim and their home is known as Rohan.

2545 — Eorl the Young dies in the Wold while fighting Easterlings. He is buried in the first of a series of great royal mounds located at Edoras. His horse Felaróf, first of the mearas, is buried beside him.

2545-70 — Reign of Brego, second King of Rohan.

2569 — Brego completes the great hall of Meduseld at Edoras. His son Baldor is lost after entering the Paths of the Dead.

2710 — Dunlendings seize the deserted citadel of Isengard.

2691-2759 — Reign of Helm Hammerhand, ninth King of Rohan and last of the First Line.

2754 — Freca, a powerful and wealthy man from the Westmarch (land between the Adorn and Isen), asks Helm for his daughter's hand in marriage. Helm refuses. After a grievous insult, Helm slays Freca with one blow of his bare hand. Helm's Dunlending subjects are stirred, for Freca's mixed Dunlending-Rohirric heritage is cited as a reason for his death.

2754-58 — Freca's son Wulf flees to Dunland, where he raises a Dunnish army. He leads the Dunmen westward against Rohan.

2758-59 — The Long Winter grips Eriador and Rohan for five months. Famine takes a great toll. Dunlendings crush a royal Rohirric army at the Isen Ford. Helm and his second son Háma are besieged at Helms Deep after retreating from the battle. Helm's eldest son Haleth is killed by Wulf while defending Edoras.

2759 — Freáláf, son of Helm's sister Hild, becomes Rohan's tenth King, and the first of the Second Line. During the Long Winter, he orders the refugees trapped at Dunharrow. With the spring thaw, Freáláf leads a small band of Rohirrim down out of the valley. He surprises Wulf at Edoras and slays his traitorous foe in the Meduseld. Following Wulf's death, the Dunlending rebellion is smashed; the last Dunmen are defeated at Isengard late in the year. Freáláf gives Saruman the White the key to the fortress following the Rohirric victory. Dunlendings retain the Westmarch, however.

2830-2903 — Reign of Folcwine, fourteenth King of Rohan. The years of his rule are marked by the restoration of Rohan's prior glory. The Rohirrim recover the Westmarch from the Dunlendings and rebuild their numbers.

2948-3019 — Reign of Théoden Ednew, seventeenth King of Rohan and last of the Second Line.

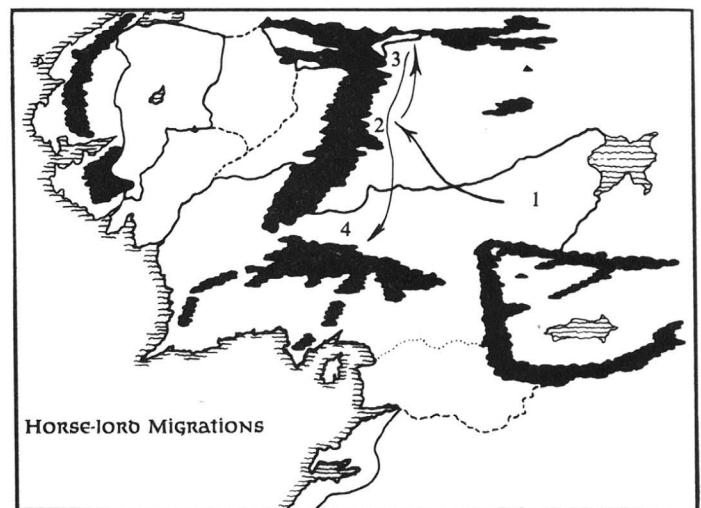
2953 — The corrupted Wizard Saruman renounces his guardianship of Isengard, claiming the fortress as his own. He rebuilds and modifies its formidable defenses and begins to assemble the Army of the White Hand.

ca. 3010-3019 — Saruman hatches his plots against Rohan. His agent Grima Wormtongue (son of Galmód of Rohan) becomes King Théoden's Chief Counselor. Using this position, he is able to weave a campaign of despair, eroding the King's morale. Despite suspicions by members of Théoden's court, Grima nearly succeeds in toppling the Riddermark and claiming his long sought-after prize — Théoden's adopted daughter (niece) Éowyn.

3019 — The last year of the War of the Ring. The Rohirrim are besieged in Helm's Deep by Saruman's army of Orcs and Men. Gandalf the Grey exposes Grima's plot, and the traitor is forced to flee to Isengard (where he is captured by victorious Ents). Defeating the Orcs outside the Hornburg, Théoden marches to Edoras, where a host of six thousand Riders is assembled. Meanwhile, one of Sauron's armies assails Minas Tirith, capital of Gondor. The Riders ride to Minas Tirith, where they engage the besieging army in the Battle of Pelennor Fields. They defeat a force of Haradrim, but Théoden is killed fighting the Witch-king (Lord of the Nazgûl). Disguised as a male warrior, Éowyn challenges the Witch-king. With the aid of the Hobbit Merry, she avenges her "father's" death by slaying the Nazgûl-lord. Éowyn's brother Éomer, nephew and adopted son of Théoden, is crowned King at Edoras. Éowyn marries Faramir and settles in Ithilien.

3019-F.A. 63 — Reign of Éomer Éadig, eighteenth King of Rohan and first of the Third Line. During his years, Rohan prospers and reaches a height heretofore never seen.

F.A. 63-? — Reign of Elfwine the Fair, son of Éomer and Lothíriel (daughter of Prince Imrahil of Dol Amroth). Elfwine is Rohan's nineteenth King.



- 1 — Rhovanion (1-1856)
- 2 — Middle Anduin Vales (1856-1977)
- 3 — Upper Anduin Vales (1977-2510)
- 4 — Rohan (2510—)



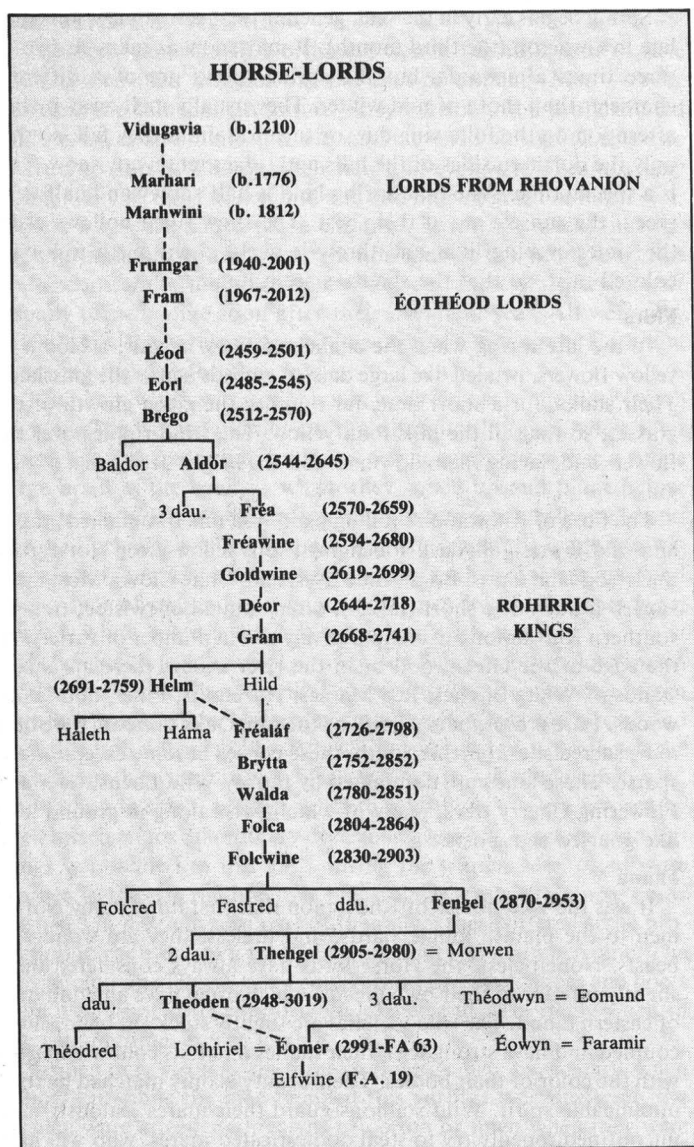
Vibugavia

Marhwin

Theoden

Eowyn

Danforth 85



3.0 THE ÉOTHRAIM (T.A. 1-1857)

The six Éothraim tribes, the Northman Horse-lords of Rhovanion, were the ancestors of the Éothéod and the Riders of Rohan. They were the first in the line of western Horse-folk.

The Northman forefathers of the Éothraim came from Eriador in the early Third Age, after the completion of the great war against Sauron, and settled in Rhovanion with the blessing of their Gondorian friends. Rhovanion's wide grasslands and cool forests were not unlike those of northern Eriador, so the Northmen were comfortable in their new home. The great expanse of open territory let them spread out and, over time, the Northman sub-groups developed their own identities. In the south of Rhovanion, the tribes of semi-nomadic herders came to call themselves Éothraim. Others knew of them simply as Horse-lords.

3.1 THE SETTING: SOUTHERN RHOVANION

Rhovanion (W. "Wilderland"), a vast expanse of territory, includes all the area East of the Anduin, south of the Grey Mountains, north of Mordor, and west of the river Carnen and the Sea of Rhûn. This land of pleasant rolling hills — largely wooded in the North and West, but mostly fertile grassland in the South and East — still sustains a fairly large population of Northmen living in several distinctly different kinds of communities. The Anduin Valley and the eastern foothills of the Misty Mountains are part of Rhovanion as well, but they will be described below (see section 4.0).

3.11 THE LAND OF RHOVANION

Northwestern Rhovanion is the realm of Greenwood the Great (also known as Mirkwood). The highlands within and north of this magnificent forest spawn dozens of streams, the most notable being the Taurduin and Emynen. These two streams join the Celduin (W. "River Running"), at and below the Long Lake (S. "Annen"), expanding the fast flow of the river as it sweeps along the Greenwood's eastern edge. Downstream to the south, the Celduin widens and slows, and begins its eastward journey through Rhovanion's rolling grasslands. It joins the mighty Carnen (W. "Redwater") about one hundred and forty miles east of the forest.

The Celduin forms the northern boundary of Éothraim territory. It is the dividing line between southern and northern Rhovanion. Where the Celduin merges with the Carnen, the river strikes southward, and then southeastward, toward the Sea of Rhûn. A main highway for commerce between the Elves and Northmen of Wilderland and the peoples of Dorwinion (the Land of maidens) and their Easterling neighbors, this great river system is the lifeline of eastern Rhovanion.

About forty miles south of the confluence of the Celduin and Carnen, where the Carnen is over a quarter mile wide, the waterway is joined by another important tributary. Bluffs overlook the lightly-wooded canyon, where the river Donu flows out of the southwest and into the iron- and copper-stained waters of the Carnen. It serves as the site of the town called Ilanin.

Easterling territory sweeps east of the Donu and west of the Sea of Rhûn. A line of hills marches southward along the southeast shore of the vast Inland Sea, and at one point evolve into a formidable range of low mountains. These peaks stand vigil over the beautiful valleys beside the Rhûnnish shore. This is the easternmost section of Rhovanion, and was home to the Horse-lord's sworn enemies — the Sagath Easterlings.

To the south and west of the Mountains of Rhûn, are the wide plains of southern Rhovanion. Tall grasses and gently rolling hills dominate the land as it climbs westward toward the southern Greenwood and the high steppes by the river Anduin. It is ideal pastureland. Here the Éothraim ran their herds of horse and cattle. As one travels south, however, the rich grasses give way to shorter varieties and scrub. The hills flatten in the southeast, and gradually yield to the semi-arid Asdriag lands along the flanks of Mordor's Ash Mountains (S. "Ered Lithui"). Further west, the foothills of the Ash Mountains produce occasional streams and the land is often more fertile, but these reaches are by no means forgiving.

Southwestern Rhovanion is even less hospitable. Punctuated by rugged fells and marshy quagmires, the only unbroken plain in this area is the great Battle Plain (S. "Dagorlad") of lore. Surrounded by the Brown Lands on the north and Mordor to the south, Dagorlad is a traditional corridor for folk migrating to or invading the lands west of Rhovanion. It is an unsettled place, where warm winds stir the dun grass and sweep the choking dust off the parched trails.

3.12 RHOVANION'S WEATHER

Overall the climate in southern Rhovanion is mild and favorable to farming and herding. The winters, though generally cold and often quite snowy, are neither severe nor long-lasting. Sub-zero temperatures are the exception, not the rule, and there are frequent periods of warmer, thawing weather that break the monotony of snow and ice. Still, bitterly cold, icy winds and freezing rain can settle on the land for weeks, harassing or isolating the travellers and herders that tread the wide, open trails. Summers, though warm, are not oppressively hot, and there is usually a breeze that soothes the skin on the hottest days, making life always tolerable. Summer temperatures in the high eighties are the norm, while the winter air rarely reaches below twenty degrees.

Because there are no natural barriers to the prevailing winds, which come from the West, Rhovanion weather is always fickle. Frequent thunderstorms, hail, and tornadoes strike with little warning. Conditions on the open plains can change dramatically in a matter of minutes. Sudden changes in temperature — often as much as twenty or thirty degrees in half an hour — can stun the unwary and fell the fool. Yet, the Éothraim always took pride in their ability to meet the challenge of the Rhovanion climate. The Horse-lords never forgot the mistress of the skies.

3.13 RHOVANION'S ECOLOGY

Except for the tornadoes, summer on the Plains of Rhovanion is a beautiful season. The grasses, green close to the ground, send up their seed stalks, which turn golden as they ripen in the sun. Stirred by the west-winds, the high blades ripple unceasingly across the rolling landscape. The shadows of clouds glide over the land, and the air is very clear. The skies here are grand, unbroken by tall trees or peaks or noble buildings. Towering white thunderheads flow overhead, often likened by the Éothraim to Nahar, Béma's horse. (They believe that lightning bolts are Béma's spears and arrows.) The copses of small trees that nestle in nooks and streambeds throughout the grasslands are a dark green in the summertime. When seen from far away, they resemble islands floating on an amber-colored ocean.

Every autumn — as the air begins to chill toward winter and the seed stalks of the grasses bend over and mat down — the land becomes greenish yellow punctuated by splotches of brilliant color as the clumps of trees vividly mark the change in seasons. On some stormy autumn days the falling leaves come streaming off the trees in long plumes of color, almost as if the land, having caught fire, is sending off showers of sparks.

Winter begins with the snows, and though the first often melt away, sooner or later the ground is covered by white carpet that remains — barring a thaw — undisturbed for several months. The Horsemen believe snow is good for the land, though they grumble when it gets to be more than a foot deep (as it always does in late winter). The deep snows hinder grazing, which makes their horses grow thin, but the winters are really mild enough to make the season enjoyable — even for people who spend most of their time out of doors on horseback.

Spring begins early in the year, generally with a first thaw sometime late in Gwaeron (the third month). It may snow as many as two or three times afterwards, but the spring snows are of a different character than those of mid-winter. They usually melt away by late afternoon on the following day, or turn to rain as they fall, so that only the northern sides of the hills and ridges retain any snow. This is a special time. When the spring land is half snowy and half new-green, the sunsets are at their best. The snow-filled hollows catch the violet evening light and throw it back, giving birth to violet-colored mist, so that the shadows seem luminescent.

Flora

In the late spring when the chance of snow is gone, a bloom of yellow flowers, petaled like large daisies, spreads across the grassland. Their stalks, for a short time, far outpace the green growth of the grasses, so that all the hills look yellow. The wind ripples over the flowers and, laying them down, reveals the bright deep green of new grass.

The flora of Rhovanion's rolling plains is a mix of untamed grasses and wildflowers: tall, dark Touchgrass; soft, yellow-green Horsegrass; thick Bog-land Grass; Bright Blue Eyes; and White Clover. Most make superb fodder. The short (15'25'), often stunted or twisted, trees of southern Rhovanion are comparatively few in number or variety. At the edge of the Greenwood or in the river valleys there are mixed stands of White Birches, Red Maples, Hazelnuts, Pines, and Hardwoods. Pure groves, particularly of the rare Oaks or Yews, were held to be sacred sites. Further south, these copses become exceptionally sparse. These lands are dominated by thorny Wild Locust trees and Flowering Cherry trees, many of which twist along at ground level like gnarled sign-posts.

Fauna

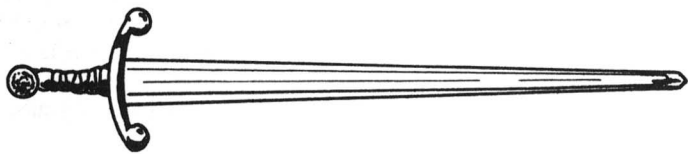
It was the wild horses of Rhovanion that first lured many Northmen to the plains. Tough, hardy, and tireless, they are wonderful beasts. Nonetheless, the Horse-lords have always considered them slightly inferior to their own breeds, which often have an admixture of eastern blood. The wild varieties are slightly stocky in build, close-coupled and have strong legs; their manes and tails contrast sharply with the color of their bodies. Their beauty is only matched by their untameable spirit. Wild stallions guard their mares jealously and, unconfined, openly try to steal domesticated mares, who will happily run off to join them if unwatched.

A species of Wild Onager often drifts up into the grasslands from the semi-arid plains of the southeast. They migrate north in the spring and turn southward before the first frost, for the Onagers cannot survive a snowy winter without shelter. Of course many of the asses were captured by the Éothraim, who used them to breed mules and jennies. These they sold to the agriculturalists of Dorwinion and the town-folk living in Gondor or along the roads and streams to the north.

The wild White Kine that occur in great profusion near the Sea of Rhûn are sacred to Béma; they are large, strong cattle whose thick, black horns are still used to make a kind of hunting bugle by the Northmen. The horn is also employed in making composite bows, as are the animals' hamstring sinews.

Antelope and Deer, also sacred to Béma (who brought many noble animals to Middle-earth to improve the hunting), abound on the plains of Rhovanion. The Deer tend to run in small groups in remote highlands, where the scattered woodlands provide them with cover and good winter browsing. Antelope range further south, travelling in herds of fifty or more. Their short, spiral-grooved horns are prized for making sword hilts.

Packs of Wild Dogs, Black Jackals (*Rh. "Undarlaif"*), Culcarnix (giant, burrowing rodents), Wild Goats, Wild Cats, and the infamous Egil's Viper are the most notable of Rhovanion's other residents.



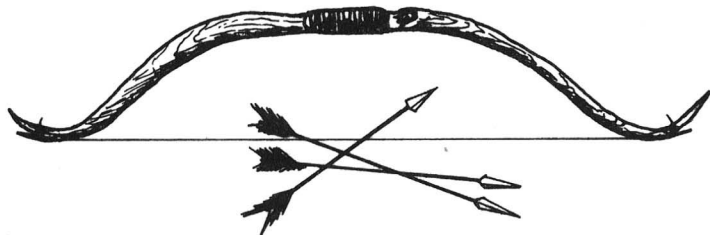
3.2 THE ÉOTHRAIM

The Éothraim, like all Northmen, were a fair folk, and — save the fact that their lifespan was like that of ordinary Men — were like unto the Dúnedain in stature. They were tall, well-proportioned and strong, clean of limb and seldom fat, even in old age. Corpulence is cruel to horses. Though their hair and eyes were of almost any color, many of them were blond and had blue or green or hazel eyes. Others were dark-haired (deep chestnut, brown, or black), like the Gondorians. Red-heads were common among the young but, due to the constant influence of their blood and lifestyle, their red hair usually turned white soon after their twentieth year. All were very fair of skin. Brown eyes were far less common among the Éothraim than was usual with other folk.

Their hair, which was straight, was worn almost to shoulder length by men. The women did not cut their hair until it grew below their waist, but gathered it into braids — one at each side or else a single large braid at the back — which they coiled up and pinned close to their heads. Beards were common, but were universally well-kept, for the Éothraim scoffed at those who concealed the true facial expressions. The facial hair worked wonders in the cold winter air and was a sign of masculine strength. Old men invariably wore long, forked, white beards, which they braided with care.

Long cloaks, usually wool or a kind of linsey-woolsey cloth woven by the town- and village-dwellers of the East Bight or imported from Gondor, protected the Horsemen from the elements and also served as his bedroll during mild weather. Fur caps and vests protected them from the winter snows. Sleeveless tunics — belted at the waist, and falling in short, pleated skirts to mid-thigh — were favored by the Horsemen for all ordinary occasions. Deer- or Antelope-skin leggings were added to this garb during the winter. Men often wore leather jerkins or rigid leather breastplates while the Horse herds pastured in the Southern part of the range; these offered some protection in the event of a raid, but were not overly cumbersome. The Thynas and elite House-guard could afford fine mail. Shoes and boots were usually of soft, comfortable leather and were rarely worn in the summertime, except to ride.

Women wore virtually the same clothing as men, particularly when riding; but while the men retained this garb as everyday wear, the women wore knee-length gowns of cotton or linen when they were not on horseback. Their cotton gowns were usually white or, if the fabric was mixed with wool, light grey. Women also favored silk scarves, which they pinned with elaborate silver brooches and wore in various attractive ways. The prettiest of their gowns, save those for ceremonial occasions, were decorated with embroidered borders showing animal and tree motifs.



3.21 THE HORSE-CLANS

There were six Éothraim tribes, descendants of the six waves of Eriadoran herders who settled in southern Rhovanion during the first six centuries of the Third Age. Their relative order of importance was based on the age of their holdings, the time of their coming to Wilderland. Each tribe was sub-divided into lineages or clans, who affiliated during or soon after the migration.

The Ailgarthas

Oldest of the six tribes, the Ailgarthas held the easternmost and northernmost of all Éothraim lands, those that stretched along the Celduin and extended as far as the foothills of the Mountains of Rhûn. The westernmost Ailgarthas pastures bordered Greenwood's East Bight. Their greatest chief was Thuidarik, an old and very deaf Huithyn. His son Thuidimer (b. 1606), formerly a captain in the cavalry of Gondor, was the effective leader after the Great Plague. Truly gigantic and an awesome warrior, he dominated the tribe by the force of his personality, his personal strength, and his military genius. This tribe was composed of 10 clans and numbered about a thousand fighting men in all.

The Padaruiks

Known for wearing richly embroidered cloaks, the Padaruiks were a small tribe of four clans. They lived along the Asdriag frontier, in the southeast of Rhovanion. They had no choice but to be valiant fighters, for they fielded only about 350 warriors. The Padaruiks preferred javelins to the bow and arrow and enjoyed fighting in close quarters, in stark contrast to their Easterling adversaries. Their lands were south of the pastures of the Ailgarthas, and their winter quarters were often raided by Men from Gathod and Nûrad. Athaulf, their chief, encouraged an alliance between his daughter (Hermenegild) and Thuidimer of the Ailgarthas. Following their marriage in 1630, the Padaruiks and Ailgarthas tribes enjoyed a pact of mutual support and frequently exchanged grazing rights.

The Gadraughts

The Gadraughts were a fairly numerous tribe who resided on the east central plain. Their seven large clans typically fielded eight hundred or more warriors. Of all the Éothraim, they enlisted most readily in the Gondorian cavalry, perhaps because their lands were most easily accessible to the recruiters and horse buyers.

The Gadraughts were always richer in currency and wagons than the other tribes. On the other hand, their brethren complained about the quality of Gadraughts horses. Their large, slow steeds were bred for sale or use in Gondor, and often lacked the attributes favored by the Horse-lords.

The Gadraughts' famous Midsummer Festival — which took place on a high hill in the center of their territory — attracted Northmen and Gondorians from far afield. Of these raucous affairs, the finest was the fest of 1638, which celebrated the end of the Great Plague. This joyous event was presided over by the chieftain Aluiric and Euric, his main advisor, men who maintained questionable loyalties to their Gondorian allies.

The Beorills

The Beorills lived in the heartland of Éothraim territory, south and east from the southeastern edge of Mirkwood. Ailgarthas lands laid to the north, the Gadraughts' to the south, while the Anthars lived to their west. They were accounted the best archers among the Éothraim and were renowned for indulging in a ritual bear hunt into Mirkwood every third year. (Bear claw jewelry was favored among these hearty folk.)

The most notable of these hunts took place in 1639 and was led by the Huithyn Ulfilas, a cantankerous old man who suffered from painful gout in his toes. His son Leofigild, a hunter of almost legendary prowess, took the bear-claw, but in the process was engaged by a force of over thirty Orcs. Single-handedly slaying them in a running battle about sixty miles east of Dol Guldur, Leofigild earned the curse of the Necromancer. The Orcs, it seemed, bore important potions which never reached the dark halls of the Evil One.

Given to fighting, both among themselves and against their enemies, the Beorills enjoyed a reputation for bull-headedness. Their tenacity was unmatched among the Horse-lords. Their seven clans typically fielded about 750 mounted fighters who, despite frequent inter-clanish disputes, were unchallenged in their battlefield prowess.

The Anthars

The five clans of the Anthars lived in the Westernmost part of the plains, their summer pastures lying within a few days' ride of the South Undeeps. Their favorite village sites were scattered from the southern eaves of Mirkwood to the northern flanks of the Drear Hills (*S. "Emyn Muil"*). It was not unusual for them to camp within sight of the Brown Lands, so Anthars occasionally sparred with Orc groups traveling between Mordor and Dol Guldur.

The territory of the Anthars, however, was split in half by the corridor of Gondorian civilization that followed the course of the Eastern Way. Consequently, many members of this tribe engaged in trade with areas to the west, or were hired as troops of mercenaries by the lords of Calenardhon and Ithilien. Gisulf (b. 1592), Huithyn of the Anthars, became the wealthiest of the Horse-lords when he received the wuirprik (head-price) for mercenaries killed in the campaigns of 1634.

The Anthars, alone among the Éothraim, wore only moustaches — but they did not grow them until their prowess in battle was proved. Their fondness for lambskin coats trimmed with ferret fur was both legendary and lucrative, but it created problems after the Necromancer's shadow fell on their wooded trapping grounds.

The Eoadars

The Eoadars occupied the Southwestern part of the plains. Their territory bordered on Dagorlad and was within sight of Mordor's Ash Mountains. Least numerous of all the Éothraim tribes, they were also the best horsemen, winning races far out of proportion to their number. The five small Eoadars clans produced only 300 warriors, but they all could ride as smoothly as the wind flows across a sea of grass. Young men of the other tribes often visited their rather poor pastures to learn their training methods.

Waccho (b. 1619) was their noblest Huithyn, having twice won the King's Cup of Gondor. His three victories in the Northmen's Race of Champions proclaimed him as the finest rider of his day.

The Eoadars awoke before dawn, for the skies above their land was often clouded by dark mists from Mordor to the south. Their sunrise often stirred with a slow wash of reddish-violet light, a false-dawn that (especially in winter) began an hour before the sun came up. Sunset, on the other hand, was almost always preceded by a long and gradual twilight that slowly filled the land with shadows.

3.22 THE ECONOMY

The Éothraim, naturally enough, counted their wealth principally in horses. They valued money very little, and used it rarely, and then only for the purchase of useful items from the town and village dwellers of the East Bight, the Gondorians, or the people of Dorwion (the Land of Maidens). Barter allowed them to trade their horses, wool, leather, honey, and dairy products, for the wines and metal-goods of their neighbors. In every case, the coin of Gondor was the principal currency among the Éothraim.

Tangible wealth came in the form of horses or jewelry, mobile goods suitable to the Éothraim's wandering lifestyle. Both men and women wore their treasures. Silver and gold brooches, amber jewels, and rubies from the East were common, and adorned the practical items common to everyday life. The Horse-lords decorated their weapons, clothing, and eating utensils elaborately.

When money was needed, the Éothraim resorted to contests of chance or war. Gambling, especially horse-racing, dominated festive gatherings. Yet, this served only to transfer wealth. The Éothraim acquired new booty using the age-old practice of horse and cattle raiding, caravan ambushes, or going to war as mercenaries.

3.23 SOCIETY

Intangible wealth, however, was even more fundamental to the Éothraim, for it served to support the social order. Each man had a worth, be he Prince (Huithyn), Chief (Thyn), Warrior (Cuirl), Freeman (Wuir), or Slave (Niutan). This was his head-price (wuirprik). The greater the sum, the higher a man's rank. A Freeman had a head-price of one, while a Slave was worth one-twelfth that sum. A Warrior's worth was six; a Thyn's was reckoned to be one hundred and twenty. The Huithyn commanded a price of twelve thousand.

When a man killed another without right, he, his kin, or his retainers had to pay the head-price. If unpaid, the killer was himself slain. Premeditated murder, or murder for hire, were the only exceptions. (They brought execution for all involved.) Prices were paid in horses at a rate of two horses for one head, or in cattle, at a rate of six to one. Gold could be substituted, in which case twelve gold pieces accounted for one head (or two horses).

The Social Order

Slaves were comparatively rare when contrasted with Easterling societies, but numerous relative to other Northman cultures. Anyone taken in war or unable to pay his debts became a Slave. This included criminals whose obligations were unpaid. A Slave's family also became Slaves, immediately upon the acquisition of such status, although one's elders did not face such a penalty. Once a man worked off his debt, he and his family were freed. War-slaves, however, could only work to free their offspring. Their children became Freeman when their parents passed away. The War-slave remained bound until death, unless sent home.

A Horse-lord's obligations and stature were based on his wuirprik. A man owed loyalty to one individual of a higher rank or head-price, and commanded loyalty from a number of lesser men equal to his own wuirprik. For instance, a Warrior was master of six Freeman, but owed fealty to a Chief. A Chief swore loyalty to his High-chief, yet owned the bonds of twenty Warriors, one hundred and twenty Freeman, and up to fourteen hundred and forty-four Slaves. Should a man have need, his retainers were obligated to help him; but at the same time, a man was responsible for the punishment and well-being of these retainers. If a man fell in battle, his retainers were obligated to recover his head, or die trying.

Kinship

The Éothraim were a patrilineal folk (wife resided with husband's family), who reckoned their line through the male. Their complicated kin-groups were based on extended families, whose real or assumed connections to other families bound them together in family-groups or clans. Their oral traditions spawned marvelous memories that distinguished between the slight degrees of kinship and distant relationships based on blood.

Settlements and Homelife

The Éothraim lived in fortified villages (*Rh. "Buhran"; sing. "Buhr"*) during the winter, or in times of strife. These are walled sites, usually terraced hills surrounded by a ditch and earthen rampart. Within the wall, a collection of communal and individual long-houses (*Rh. "lainghudan"*) surrounded a ceremonial hall (*Rh. "Saicghuil"*). The wood or stone long-houses had thick, thatched roofs accommodating a single smoke-hole. Although most had lofts and storage nooks, one room was the norm. Communal houses, however, had a chamber for each extended family. Hearths sat in pits at the center of each room and provided heat, light, company, and a means of cooking.

During the non-winter months, most able-bodied men rode a circuit of semi-permanent camps, which corresponded to their pastures. The Thynas often owned a number of manors. Riders travelling an intricate network of trails enabled the Horse-lords to maintain constant contact with their homes.

When on campaigns or in remote locales, the Éothraim, lived in tents. These tents, when folded, were carried with other household goods on pack animals or — if the Horseman was rich — on a wagon. Wagons were thought to be very convenient, but their use was somewhat limited by the terrain and need for flexibility. Jennies and mules were the preferred pack animals, but draft-horses were also used.

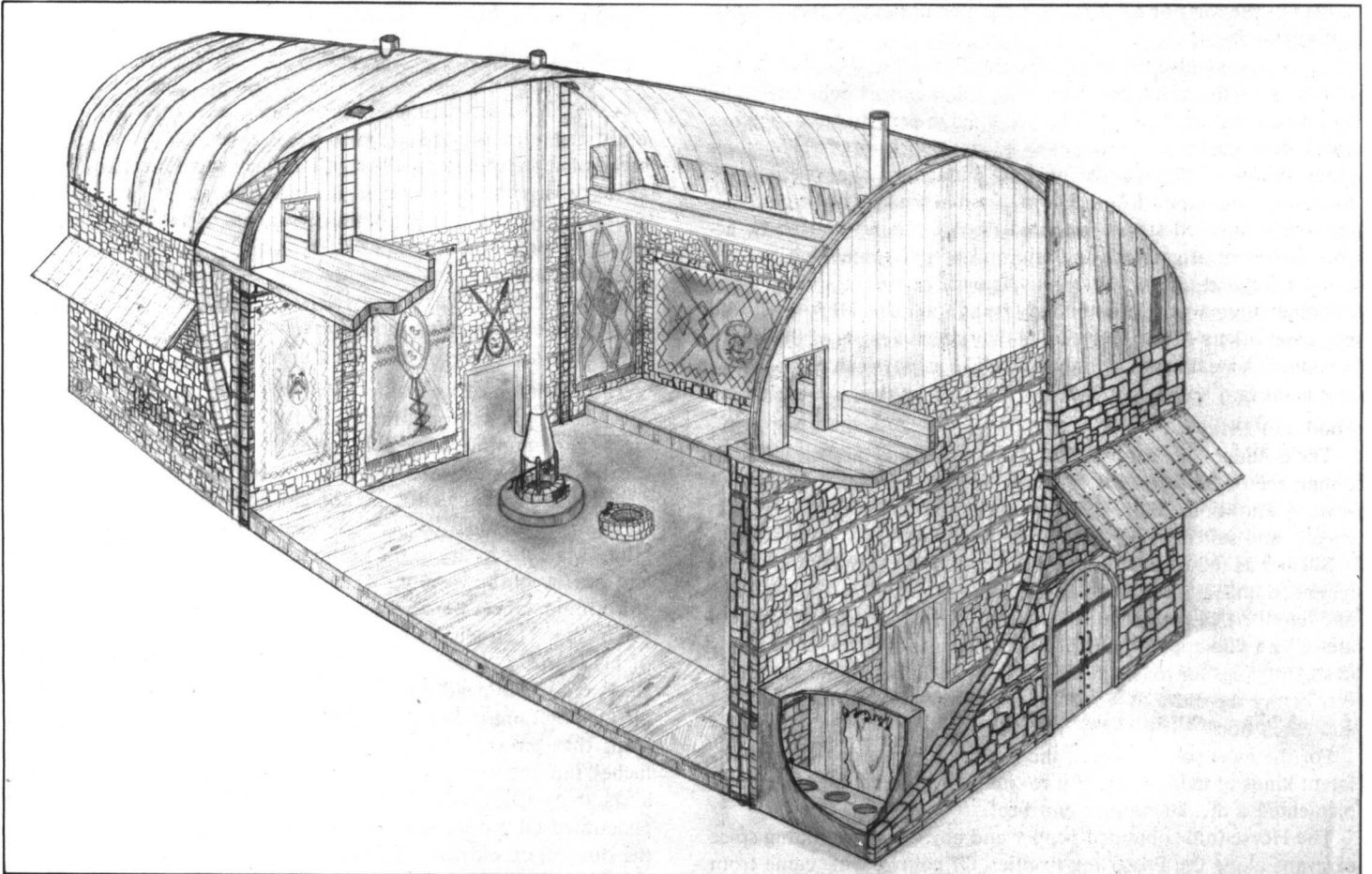
The Thyn's tent was usually pitched just below the brow of a high hill. Pitched on the southern exposure during the winter and on the north side of the hill in summer, it was typically sheltered. The tribe displayed their standard on a pole to one side of the Thyn's door. Clan totems were ranged on the other side. The Thyn's household comprised five or six tents in all, and served as the focus of camp life. Although other men pitched their tents at will (upon arrival at the camp), none sat higher on the hill than their lord's.

Éothraim tents consisted in whole or partly of leather; however, they preferred a kind of stout linen cloth manufactured by the town dwellers of the East Bight when lightness was a necessity. Used as a sleeping shelter only during rainy or cold weather, tents generally held stores or provided a refuge. The Éothraim enjoyed sleeping under the stars, a practice they believed prevented disease. Whatever its health merits, it certainly averted undue surprises.

Worship and Celebration

Four festivals punctuated the pleasant rhythms of daily life. During mid-summer and mid-winter, and at the equinoxes, the Éothraim gathered in whole tribes to celebrate the change of seasons and the completion of work. Eating, gambling, and contests of skill dominated these events.

So too did worship. Festival nights brought forth music and dance. Revelry was the order of the evening, when the ceremonies of Cults of the Stag (*Rh. "Ailgrakyn"*) and Earth (*Rh. "Uerdakyn"*) sparked the spirits of the whole tribe.



Men and Women

The Éothraim of Rhovanion loved three things most above all others in the world: horse racing, hunting, and war. Men accounted women as the natural consequence of success in any of these fields, but the Éothraim woman was hardly a docile item of chattel. They loved to ride, and though they were excused the harsh duties of war and the hazards of horse-herding on account of other tasks, they were the equal of men in these skills. They raced and hunted, or rode through the hills for pleasure whenever they chose. In addition, the ancient ideal of the female warrior champion was never lost, as the Easterlings discovered with dismay. During the wars of the mid-Third age, many a Horse-lord camp was defended by women who fought with daring skill and gleeful abandon.

Child-rearing

Even the children went about riding and fighting. Mounted on small horses and ponies from an early age, both boys and girls began training in the ways of hunting and survival at the age of seven, and took up warcraft at the age of fourteen. It is well they did, for otherwise they hindered the Éothraim as they made their seasonal migrations or warred on their ever-present enemies.

Values

The Éothraim valued honesty above all other virtues. Their integrity was so pure that they never stole unless in open battle, such as in cattle raiding. Horse-lords never hid their intentions, not even from strangers, and never made off with property found unattended. Instead, they took guarded things, revelling in the challenge.

They were honest in speech as well, but because they were exceedingly straightforward, they placed a high value on silence. Formal politeness, tact, and diplomacy were arts, and their Chiefs were skilled in the ways of conversation and persuasion, or they quickly fell out of favor.

Courage was also acclaimed by the Éothraim, who believed it crucial not only in war, but in hunting and racing as well. They were a brave and valorous people who delighted in peril and in dangerous spots, deeming tough situations to be an opportunity to show their inner strength. Though daring and audacious, they were never foolhardy, and rarely "lost their wits" even in the heat of battle. Their favorite songs and stories recorded deeds of mind and body, accomplished or attempted, and triumph of undaunted spirit.

Strangely, jealousy was rarely known among the Éothraim, although it remains a common Northman trait. The Horse-lords did not covet others' loves; these faults they deemed signs of the basest weakness, a weakness not only spiritual but physical. Such a flaw was a sin in a society ordered by bonds of loyalty and trust.

Food and Drink

The Éothraim diet consisted largely of breads and meats. Flat, sour-dough rye or barley breads provided balance and bulk. Eggs were scarcely known, but dairy products were common. Mare's milk, goat cheese, and salted butter were cherished staples.

Sugar was unheard of, but the Horse-lords' penchant for sweets remained unabated. Where they could, they used fruit. Strawberries and ligonberries were plentiful when in season, particularly in cool areas. The wild apples that ripen in the late summer were used only in stuffing pigs for roasting. Hazelnuts were gathered every autumn, just before the move to winter pastures, and were roasted in ashes and eaten hot.

For the most part, however, the Éothraim ate meat — many different kinds of meat, most of it roasted. Fowl, fish, and game complemented a diet of mutton and beef.

The Horse-lords obtained pepper and bay leaves by raiding spice caravans along the Easterling frontier. Of course, wine came from

Dorwinion. This the Éothraim sweetened with honey and cinammon or, as a winter cordial, fortified with Beorning mead. Salt was not uncommon, although much was imported. This also came from Dorwinion, via a train of wagons sent to the Midsummer festival. Roasting meats were brushed with salty water, which served to preserve, flavor, and tenderize the otherwise tough beef.

Records and Language

The records of the Éothraim dealt with the geneologies of their clans and horses and were written in either Sindarin or their native Eothrik. They preferred oral histories and geneologies (learned by heart), to written treatises, which they regarded with curiosity. Most any Horseman could tell you, without giving the matter a moment's thought, all you wanted to know (or more) about the lineage of any horse he owned.

The Eothrik language was a rich Northman tongue, given to loan-words, compound concepts, and complex phrasing. Although Westron or Sindarin were once used in trade, Eothrik remained the standard throughout Éothraim history, and even produced a heroic script.

Herding and Hunting Hounds

The Éothraim owned two kinds of Dogs: Herd-dogs and Hounds. The Herd-dogs, black and white, with somewhat shaggy medium-length hair, tended the Horses. They responded to voice and hand signals. They sheperded and guarded the herds, but retired to camp in the evening and slept near their masters, beside the night fire.

Hounds possessed a different character and served a different purpose. Most belonged to the wealthy and were trained to respond to the sound of a hunting horn. Large, short-haired creatures, most had coats marked by white with red or tan spots. Their short ears hung down close to their heads. Great scavengers, they often stole food.

3.24 WARFARE

A disunified society, the Éothraim produced no great field army. Their strength was tied to six great tribal levies (*Rh. "Fairdan"*) composed of superb heavy cavalry. No horsemen could best them in close melee, assuming equal odds. Despite their small numbers, the remarkable quality of the Éothraim warriors insured relative security across the vast Easterling frontier until T.A. 1856.

Gondor relied on Éothraim mercenaries for much of her medium and heavy cavalry. They served as scouts and shock troops in the army of the South Kingdom for over a thousand years.

Weaponry

The Éothraim of Rhovanion favored the lance, broadsword, and composite bow, as would their descendants. Spears and bows were essential to hunting as well as warfare, and served as the tools of sport, while broadswords were a symbol of a warrior's lineage and a sign of strength in all affairs. The Horse-lords prized swords above all items of personal property, save their Horses. Swords were the gift of Man, the legacy of the Éothraim's many able smiths; the lance and bow were the weapons of Béma (Oromë).

Éothraim lances were 6-9 foot long spears made of well-seasoned ash or yew. Their length depended on the rider's height and the size of his Horse. Leaf-shaped points formed of tempered, toughened steel made them deadly weapons. Ribbed in the middle, they rarely buckled on impact. Most were fitted with a button or cross-shaped stops that prevented the shaft from penetrating more than eight inches, thus increasing the shock of a strike. A well-timed thrust from a six to twelve pound lance, delivered by a charging horseman penetrated all but the sturdiest plate armor, and overthrew all but the doughtiest warriors. Such weapons proved deadly against the lightly-armored Easterlings.

In addition to a cloth grip, the Horse-lords attached a stout leather loop to their lance-handle for ease in carrying and greater effect in thrusting. The Éothraim counterweighted the butt of the lance with a bronze knob, which they used as a club when the spearhead broke off in the body of an enemy. Although such breakage was rare, some warriors carried a spare lance or two while raiding.

The bows and arrows used by the Éothraim were generally manufactured by others, notably the townsmen of the East Bight. Some varieties were imported from Calenardhon. Nonetheless, the Horse-lords churned out a few exceptional composite bows. They certainly possessed the raw materials: osage, orange wood, and the hamstring sinews and black horns of the Wild Kine. From these resources, they produced short (48-56"), recurved bows for battle or hunting while on campaign. Their long, specialized hunting bows were the tools of sport and unsuited to firing from horseback. Made entirely of wood, their pull weight was lighter, thus ensuring greater accuracy but less penetrating power. The Éothraim were fine marksmen with either type of bow, however, and never resorted to using poisoned arrows, deeming them a kind of deceit.

The Horse-lords' swords were heavy, wide-bladed, hacking weapons. Weak or untrained fighters found them unwieldy, but the large Northmen prized their power. Double-edged and usually stout, they were a match for any armor; and although slow, they could sweep aside the blows of lesser arms with ease. These weapons were only used in war, and the Éothraim provided them with great care. Inlaid with silver, many were works of art, and all were kept well polished and razor-sharp.

Éothraim javelins — which were like short, heavy spears, stabilized at the hind end with three stiff feathers — had leaf-shaped points somewhat broader and longer than the points of lances. Hurling with deadly accuracy at ranges up to one hundred feet, they required respect.

War-craft

Éothraim doctrine was based on fast, brutal attacks. Surprise was often essential, since the Horse-lords liked to utilize daring frontal assaults. Such a charge could be costly in the face of the plethora of effective Easterling missiles, many of which were poisoned. Morale among the Éothraim, however, was so high that a Thyn could call upon his fighters to perform feats beyond the bounds of normal soldiers. With the advantage of surprise, the Horse-lords frequently and willingly assailed caravans protected by forces several times larger than their own.

The organization of the six Fairdan is simple. Each tribal Faird is divided into four (e.g., Padaruiks) to ten (e.g., Augarthas) clan-based Rides (*Rh. "Éoruidan"*). These are units of 60 to 120 men commanded by a Thyn. In turn, the Clan-rides are composed of twelve-man units called *Twalfruidan* (*sing. "Twalfruid"*), each led by a Knight (*Rh. "Druig"*). The Twalfruidan are then divided into two six-man *Hafruid*, with a lesser or younger Druig in command of the second unit.

Unit	Commander
HORSE-FOLK (ÉOTHRAIM)	ALTHYN*
ALDRAUHTAN (ALTHYN'S GUARD) 60-120 men	ALTHYN*
TRIBAL ARMY (FAIRD) 300-1000 men	HUITHYN*
TRIBAL HOUSE-GUARD (HUIDRAUHTAN) 60-120 men	HUITHYN
CLAN-RIDE (ÉORUID) 60-120 men	THYN
CLANISH HOUSE-GUARD (KUZDRAUHTAN) 12 men	THYN
RIDE (TVALFRUID) 12 men	DRUIG
HALF-RIDE (HAFRUID) 6 men	DRUIG

*On rare occasions, one Huithyn might unite two or more tribes. In such a case, he would be called King or "Althyn." The Althyn maintained a private House-guard, separate from those of the tribe or clan.

3.25 POLITICS AND POWER

The constant stimulus of migration, war, and raiding encouraged the Éothraim to adopt a loose, tribalistic form of government. They were too independent to form a kingdom, but too vulnerable to remain as an amalgam of disunified lineages.

So, soon after arriving in Rhovanion, the Éothraim Clans began to unite under local Chieftains. Powerful Thynas ruled two or more Clans and eventually welded them into Tribes (*Rh. "Thuid" or "Theod"*). Tribal leaders became known as Huithynas around T.A. 700.

Tribal Politics

There are six tribes among the Horsemen, and within each tribe several clans. The separation into tribes was historical as much as anything else — the Horsemen arrived in Rhovanion in six major waves of migration. Thynas hold an hereditary office but do not wear crowns. They rule by the force of their personality, and through the support of their Retainers. Each Thyn met with his Council or Parliament (*Rh. "Thuithing"*) no less than once a month. Counsellors were well-versed men (and occasionally, women) — Clan-thynas, or the skilled in battle, herding, or hunting — and though the Thyn's decision was final and unquestioned, there was always an adequate period of debate. A good Thyn wanted no man to consider his opinion slighted.

The Thuithing was concerned with all matters between Clans, as well as judgments of war and wealth. It rendered a Tribe's foreign policy, and served as high court, a military staff, and arbiter of values. Questions of trade and worship fell to these men and women, who decided issues through a process of debating analogies and perceived traditions.

Inter-tribal Politics

The Éothraim's semi-nomadic way of life usually kept the Huithynas from acknowledging a formal allegiance to anyone except the King of Gondor, who was conveniently far away. Periodically, however, a powerful Cuirl, Thyn, or Huithyn managed to unite his brethren under one banner. In times of dire need — when plague or famine or war threatened the very essence of the Tribes — the Éothraim joined as one people.

The decision was sometimes one compelled by force (twice by non-Éothraim Northmen), but usually it arose out of a formal consensus. Still, opportunities for such a vote were rare, although the various Thuithingas met on their own quite regularly. Almost always, a democratically-derived unification came from the inter-tribal Frathing, which only met at Midsummer.

The Frathing was akin to a grand Thuithing, and indeed the membership included the Counsellors of the six Tribes. They rotated the presiding Huithyn. These folk gathered at one of six sites (also rotated), sitting in congress before the whole of the attending adult population. As many as twenty-four thousand people came to the Midsummer Festival, and a Frathing often got very crowded.

Any free individual could speak at the Frathing, although they had to be recognized and were required to be cogent. Irrelevant or irrational speeches were considered in poor taste, and a man's honor could be sullied by such an indiscretion. Yet any genuine grievance, however small, could be discussed and acted upon, so long as the Frathing did not sit beyond its limit of twelve consecutive hours. Two sessions permitted only twenty-four hours of debate and decision.

3.26 FRIENDS AND ENEMIES

The plains of Rhovanion, although often relatively peaceful, were never truly safe. With few people, a vast territory, and aggressive, nomadic neighbors, the Éothraim faced a constant threat of invasion. Three races, two of which were deadly enemies, lived along their porous eastern frontier. The Horse-lords conducted trade with all these groups, and became fast friends of the Dorwinrim, but relations were never steady. Suspicion and intrigue ruled in the East.

The Dorwinrim of Dorwinion

The Dorwinrim (sing. "Dorwinadan") still live in the Land of Maidens, Dorwinion (lit. "Wineland"), between the lower reaches of the River Carnen and the northwestern shores of the Sea of Rhûn. Large- to medium-sized folk, they are bigger than their Easterling neighbors, but smaller than the Northmen to their west. Their wide features, fair, yellow-tan complexion and brown hair separate them from other races.

Hardy and hospitable, inquisitive and courageous, gregarious and adaptable, the Dorwinrim made many friends and ranged far afield by the mid-Third Age. Their superb sailors and river-men established trading stations and forts all along the Carnen, as well as on the northern coasts of the Inland Sea. They became the principal merchants and middle-men of the region, handling most of the commerce between Gondor and Rhovanion and lands collectively called "Rhûn." In addition, their own rich sources of shellfish, dyes, wine, olives, grapes, and olive oil, brought them a fortune. It was hardly surprising that they were able to build dozens of strong, albeit rustic, cities and adorn themselves with fine, gaily-colored wools and linens. They handled their wealth well, however, shunning ostentatious jewelry and unrestrained decor. This was important in a land bordered by jealous tribes, many of whom the Dorwinrim kept in check only through selective bribery.

Although fiercely totemistic and territorial, the Dorwinrim dealt effectively with the Éothraim. Neither race coveted the other's lands, and both were interested in trade. Master diplomats, the Dorwinrim bartered with and befriended the Horse-lords, using their union as a lever against their common enemies, the Sagath and Logath. Culture never got in the way. Regular caravans and embassies to and from the Dorwinadan capital of Shrel-Kain traveled up the Carnen to Ilanin, and either continued upriver along the Carnen/Celduin, or transferred to the horse-trains that tread the East Way and Horse Road across Rhovanion. While never allied in war, the Dorwinrim and Northmen remained friends, and never sparred on the battlefields of arms.

The Wain-easterlings (Sagath and Logath)

Unlike the Dorwinrim, the Wain-easterling tribes were never friends of the Northmen. From their highland valley homes in the hills and mountains west of the Inland Sea, they warred on the Éothraim for over a thousand years. It was they who eventually drove the Horse-lords out of Rhovanion.

As with the Éothraim, the Wain-easterlings are a disunified tribal people. Their race was a loose confederacy of related Tribe-groupings, sub-races who shared common ways and similar dialects of the Logathig language family. (The Dorwinrim were distantly tied to these peoples, and in fact spoke a Logathig tongue, but they lived according to different norms.) All of these peoples employed a nomadic or semi-nomadic lifestyle based on the chariot, the wagon (W. "wain"), the light horse, and the Draft-kine, the latter being a sturdy sort of grey ox.



Sagath Lord

The Sagath and Logath were the westernmost Wain-easterlings. Their mobile camps spread through the highlands of eastern Rhovanion. Both were strange and superstitious folk: afraid of the dark and humbled by thunderstorms, yet so fearless as to seem foolhardy. Tireless lovers of their animals, they had little regard for human life, and virtually no compassion for other races.

The Sagath lived closest to the Éothraim, and indeed populated the trade-town of Ilanin (at the confluence of the Carnen and Donu). Although essentially animistic, they worshipped the Black Goddess, or Black Master of the Earth and Underworld — Donu herself — who was a female manifestation of Sauron. Her cult was central to Sagath life and important to all the Wain-easterlings. Yet, it was an ancient holdover from the Elder Days, for the Sagath abandoned their matriarchal ways by the early Third Age. By the time of the Wainrider-wars, they traced their line through the male, practiced polygamy, and owed allegiance to Patriarchs (Es. "Lyhud").

There were three Sagath Tribes inside the Éothraim frontier by 1640, but they were allied with another forty-seven Sagath groups who lived closer to the Inland Sea. Each fielded 100-220 mounted warriors and fought as one unit in time of open war. In turn, the tribal army was composed of an elite Bodyguard of 10-20 men (the *Yunovas*), and four Wings, each of four to ten five-man Patrols (called *Yunovi*). A tracker, a horse-archer, and three basic warriors made up one Patrol (Es. "Yunom"). The Bodyguard consisted solely of trackers, for they led the Patrols.

Unit	Commander
TRIBE (HUMOS) 100-220 men	PATRIARCH (LYHUD)
BODYGUARD (YUNOVAS) 10-20 men	LEAD (JOTAJAS)
WING (SUNTA) 20-50 men	HEADMAN (LYWIF)
PATROL (YUNOM) 5 men	TRACKER (JULKAS)

The basic Sagath warriors fought exclusively from horseback, employing short, throwing spears, finely-crafted short bows, and long, curved swords. The severe muscle poison *Pursak* was employed universally. Their only armor consisted of fur-covered helms with earflaps and colorful, elliptical shields (with spiked bosses).

Sagath tactical doctrine was simple: they ran when in danger, attacked when safe, and at all times harassed their foes. The Patriarch, Bodyguard, and Headmen rode in light, swift chariots drawn by two horses and controlled by a driver. This permitted them to dismount in melee and yet flee quickly. All the other Wain-easterling fighters fought from the saddle. Using bows, and then spears, they bit at an enemy's flanks until their prey was weak enough to melee. Then, they drew their scimitars and struck the final, fatal blow. Only rarely did they take prisoners, for few men commanded ransoms.

The Logath were like unto the Sagath, except that they were more numerous, having one hundred tribes, each comprised of no less than five hundred. Many lived at the city of Riavod, their capital by the Sea of Rhûn. Slightly more cosmopolitan than their Sagath brethren, they traded more and warred less, although they were no less cruel; and when they did fight, their war-craft typified Wain-easterling strategies and tactics.

The Asdriags

Of all the Éothraim's foes, save the Necromancer of Dol Guldur, none were so feared as the Asdriags. Driven from their homelands far to the southeast of Rhovanion, these nine nomadic tribes were always in search of war and plunder — ever poor and constantly hungry for battle.

Little was known of their kind, except that they were related to the even more heinous Nûriags and Variags of Nûrad and Khand. Like their kin, the Asdriags traced their line through the female and abided by edicts from their female Priests. Of their leaders, only their Warlords were men, among them the King of All the Tribes (*As. "Hurdriak"*). Priests, Healers, Warriors, and Freefolk formed the rigid classes of Asdriag society. Among the Tribes, there was also a hierarchy, so the numerous *Kus* folk provided most of the leadership.

Asdriag armies were led by an elite Warrior class, which was exempt from mundane chores and acted as a standing force. These *Huka* believed death in battle led to exalted reincarnation. Like their lesser companions, they were lightly-armored and relied on speed and terror when attacking.

Asdriag horsemen rode lean, fast ponies and carried short (horse) bows, short swords, slings, and an eight foot long *Usriev*. The latter was a hybrid weapon, a cross between a lance and a long, thin two-hand sword. Its four-foot blade was invariably razor-sharp and perfectly balanced. Such a weapon enabled the Asdriags to sweep along a foe's flanks, slicing and impaling at will. This tactic was particularly deadly at night, the favored time of battle for their keen-sighted warriors. Bows with wide-tipped arrows were used more often during the day, or when the Asdriags decided to stay their distance and simply pepper the enemy from their moving, encircling mounts.

The Gondorians and the Northmen

The Gondorians and the other Northmen groups served as the Éothraim's principal allies, but these peoples were more settled and rarely ventured along the Easterling frontier. They could only be counted on in times of outright invasion. Still, the threat of Gondorian intervention was always comforting.

Sagath Warrior



The Horse-lords accounted the Men of Gondor as their natural superiors — not only by virtue of the Dúnedain's long life, but also because of their military prowess. The Éothraim willingly served in the Gondorian Cavalry on a regular basis, and supplied many of the mounted troop captains employed by the South Kingdom. One or two rose to very high ranks. In addition to this service, independent troops of Éothraim, usually from the same clan or tribe, were hired from time to time as mercenaries in the service of nobles from Ithilien, Harondor, Dor Rhúnen, or Calenardhon.

The chieftains of the Éothraim consistently called on their people to remember their friendship with the Men of the Muindbuhr (as they call Minas Tirith), and call to mind Gondor's original invitation for them to settle in Rhovanion. Technically speaking, the Horse-lords lived in the Gondorian territory of Dor Rhúnen, and owed some allegiance to Gondor's Regent (*Rh. "Mund"*), but this was only a formal arrangement. In practice, the Éothraim were masters of their own lives.

Relations were ever-cordial between the two peoples. Both folk supported the other in trade and defense, and the coin of Gondor served as the currency among the Éothraim during all their years on the plains.

Of the other Northmen, the Éothraim acknowledged their bonds. They shared similar languages and thoughts and enjoyed rich trade but they remained apart, except in the market centers of the East Bight. Only rarely did they see Beornings or Wood-men, and their contact with the agricultural Gramuz was limited. They regarded the urban Northmen, who they often saw, with amused condescension. After all, the Éothraim never enjoyed cities and disliked the pretensions of the East Bight Princes who styled themselves "Kings of Rhovanion."

3.3 FIGURES OF NOTE (NPCs)

The principal actors in the last and exciting years that the Horse-lords occupied the southern Rhovanion Plain were either Huithynas or Thynas (W. "Princes" or "Chiefs") of the Éothraim, or the Wainrider Lyhud (W. "Chieftains"). Other important figures from this era are discussed in the adventures found in Section 3.5.

3.31 VIDUGAVIA (Born T.A. 1210)

Vidugavia (Rh. "Wood-dweller") was the only son of the Huithyn Marhaidrics to survive the Northman Clan-war of 1208-22. A member of the relatively settled, Waildung tribe of the East Bight, he was born in the fortified town of Buhr Widu. The Waildungs were not one of the six Éothraim lord tribes, although they shared much of the Horse-lords' culture. Vidugavia's people were masters of the forest and held their hunts in the great Greenwood. His heritage, then, was special, for he lived in his urban home by the forest during the winter and received formal schooling from a Gondorian Bard called Fanatur (S. "Cloud-master"). Each spring his family removed itself to the plains, where they roamed an age-old herding circuit until the late autumn.

When his father died while boar-wrestling in T.A. 1233, Vidugavia was prepared to take the ruling reins. Unfortunately, he was opposed by a warrior faction led by the brothers Hwaid and Hwail, who (unjustly) claimed that Vidugavia had failed to pay a *wairprik* (Rh. "head-price") after slaying a rival in a blood-feud. Local tensions were strong as the young Prince assembled his retainers.

Vidugavia's word prevailed. Supported by the powerful family of his mother Folcsyn, who was of the western Anthars tribe of the Éothraim, he received backing from the Gondorian *Mund* (Rh. "Regent"). The Waildungs expelled the leaders of the warrior group and made Vidugavia Huithyn in early 1234.

Exceptionally vain and ambitious, Vidugavia's own haughty, confident attitude alienated many of his freedom-loving brethren. Only his passion for justice and intense Northman patriotism enabled him to overcome his own twin handicaps: a quick tongue and hot-headed manner. Albeit arrogant, he was articulate, genuinely emotional, and well-meaning. His ties to Gondor brought wealth and peace to the East Bight, and supported prosperity among all the Rhovanion Northmen.

So, it was no surprise that Gondor supported Vidugavia's claim as Althyn of the Rhovanion Northmen. In T.A. 1247-48 Vidugavia used the fear of Easterling invasion to unite the tribes near the East Bight. He employed marriage-pacts and silver to reinforce his position, and signed treaties or received oaths from many of the Gramuz and Éothraim Huithynas. Marching in support of the Gondorian army entrusted with the defense of *Dor Rhúnen* (Gondor's Rhovanion territories), his soldiers were victorious in turning back the Sagath invasion of 1248. Within the next two years, he established loose dominion over all of the land between Mirkwood and the River Celduin and much of the territory in the wide plain west of the Carnen.

Physically, Vidugavia was the embodiment of the Northman ideal: 6'5", 235 pounds and exceptionally strong. Like his father, he hunted boar from horseback, without aid of weapons; instead he preferred wrestling the wild pigs with his bare hands. Straw-blond hair graced his angular head, and a long blond beard flowed from his square jaw. Vidugavia's eyes were a piercing green, a cool, pale version of the color of spring grass. His blazing gaze was a stark contrast to his subtle, warm orange, red, or lavender wardrobe. For much of Vidugavia's career, however, his body was shrouded by his burnt-red battle gear, and his eyes concealed beneath the visor of his deer-head-shaped helm.

Vidugavia's three sons — Vidric (b. 1237), Viduic (b. 1239), and Viduimer (b. 1247) — resembled their father in both character and stature, although Viduimer was more gregarious and less proud. This similarity was also true of his brilliant, beautiful, and strong daughter Vidumavi (b. 1234), who in no way mimicked her mother.



Vidugavia

3.32 MAHRCARED (Born T.A. 1557)

Six feet four, 265 pounds, blond, burly, and gruff, Mahrcared was the rugged Huithyn of the Ailgarthas tribe (Rh. "Friends of the Sacred-stag"). His people controlled the northern and northeastern-most Horse-lord territories, east of the East Bight and just south of the Celduin (S. "River Running"). They made their capital at Buhr Ailgra.

Mahrcared was the loud, brash son of the insane Marhaidrics (ruled 1523-1568). He slew his crazed father at the age of eleven, while defending his mother Esuntha, and never regretted the deed. Neither did his people, who elected Mahrcared Huithyn the following day. True to his pledge to reverse his father's misdeeds, he proved a tireless (albeit merciless) leader. It was Mahrcared's resolve that saved his people from extinction in the Great Plague of 1635-37, and it was his battle-prowess that held the Easterling Sagath in check along the eastern frontier. An expert with axe and sword, and a superb rider, he was a fine but brutal warlord. In all his campaigns, Mahrcared took only three prisoners.

Mahrcared had a daughter Eoraca (10), and three sons — Iseren (16), Felardan (14), and Mahacaed (9) — all by his second wife Brytta. It was a closely-knit family. Given to play and festive celebration, they were popular and relaxed. This joy was broken, though, with the kidnapping and slaying of Mahrcared's younger brother Mahruics in the winter of 1639-1640.

Mahruics was like a second father to Mahrcared's family and beloved and trusted advisor to his brother. It was a great shock when he and his party were betrayed while on a mission to Dorwinion, and Mahrcared swore revenge against the Easterling Tros Hesnef, whom he blamed for the heinous act. Upon receiving his brother's head, the Huithyn mounted his red warhorse Mohrig, donned his scale armor, and rode east to an encampment overlooking the lower Celduin called Buhr Mahrling. There he planned the vengeance that occupied his later life.

3.33 TROS HESNEF (Born T.A. 1611)

Tros Hesnef was the Sagath Lyhud, a High Chieftain of marked ability. The sworn enemy of all Northmen he relished competition, and loved the challenge of toppling the power of the Horse-lord Thynas. He devoted his life to the subjugation of Rhovanion.

Tros' original homeland was Riav, on the southwestern coast of the Sea of Rhûn. Reared in the city of Riavod, he learned to sing, write, and act early in life, and was trained in diplomacy by his adopted father and uncle Tros Artri. Exiled with his family at the age of fifteen, he returned a year later and assassinated the Lyhud Pos Ari. A reign of terror followed. Tros' compatriots eliminated the opposition within weeks, slaughtering over two hundred members of the Pos clan.

Following the Great Plague, Tros brought his wife Hodya and twelve offspring westward to the Wain Village of Ilanin. There, on the frontier only forty miles southeast of Buhr Mahrling, he gathered his bodyguard of forty elite Retainers (*Es. "Yunovas"*). His five clan Headmen (*Es. "Lywif"*) each commanded a force of a hundred mounted Fighters, divided into four Wings (*Es. "Yuni"*). Each Wing was as assigned a label according to its "divine coordinate" or direction (e.g., "East-storm" or "West-wind"), and divided into twenty five-man units (*Es. "Yunovi"*).

Tros, his Headmen, and his Retainers all fought in rugged war-chariots, drawn by two horses and guided by an experience driver. Like the lesser Sagath warriors, they used colorful elliptical shields and a complement of mostly missile weapons: short, throwing spears, short bows, and long, curved swords. Tros also wielded a sacred blood-knife, the symbol of his position as Patriarch.

Five feet three inches and lean, Tros lacked the stature to scare a Northman, but his prowess in battle was unmatched. He wore no armor except a helm, but was wily and quick and had a thirst for blood. Anyone who ever gazed into his coal-black eyes sensed Tros' confidence and determination. Most of all, they felt his utter disregard for life.

3.34 MARHWINI (Born T.A. 1812)

Marhwini (Rh. "Horse-friend") son of Marhari was Huithyn of the Gadrachts tribe of the Éothraim. From his birth, he was always the over-protected, rigidly disciplined, emotionally crippled heir to his father's people. Marhwini's only source of solitude was his horse-training, a practice in which he was without peer; thus his name. He always loved horses more than most Men. Aisuntha, his mother, groomed him for rule, while shattering his passion; yet Marhwini overcame his inherent shyness and sheltered youth and became one of the Horse-lords' greatest heroes. He was a noble successor to Marhari.

In the year 1856 — when the Wainriders slaughtered a combined army of Northmen and Gondorians at the Battle of the Plains (at Dagorlad, south of the Dead Marshes) — Marhari died at the hand of the Sagath Lyhud Tros Arpof. Marhari had been elected Althyn, or High Chieftain of the six Éothraim tribes, so that he lead the warriors in the defense of Horse-lord lands. Upon his death, the yoke of leadership fell on his son Marhwini.

Marhwini quickly organized the shattered remnants of the Horse-lord army and, after a council of the Thynas, determined that they must leave their lands or fall under Wainrider dominion. They could not fight again so soon with any hope of victory. As two Wainrider armies drove into Rhovanion, Marhwini led the surviving Éothraim and many of their Northmen brethren northwest. They crossed the Anduin at Athrad Iant, knowing the Great River would serve to protect them. On the west bank, in the lower vales between the Gladden Fields and the holy Carrock, the Horse-lords and their kin found a refuge and a new home. The few Beornings living nearby retreated from the new settlers and moved further into the woods and highlands. Marhwini was reelected Althyn the next spring (1857), this time for life.

Marhwini



Six feet seven inches and exceptionally strong, Marhrwini easily hid his emotional vulnerability behind a guise of grim determination and physical strength. No Horse-lord could out-wrestle him. His baldness gave him an aura of authority, for the top of his head shined like crown of an elder sage. Only the yellow of the ring of hair below betrayed his youth. He wore grey or brown garb and lines dominated his face, a sign that the outer calm hid a wealth of inner worries. Yet, Marhwini's quiet ways were ascribed to wisdom, not remorse.

The Althyn's sorrow, however, was as much for the loss of his beloved grazing lands as it was for his people. Marhwini remained aloof and counted few true friends. He had an abiding love for his wife Cleva (a Waidung descendant of Vidugavia), but could not express it in public. A cool distance even separated Marhwini from his four children, although his teachings were sparked by warmth. Horse-lord legends say that his son Suralic and his three daughters — Susufa, Susera, and Suneg — were reared like horses Marhwini so loved as a child.

3.35 EOARIC (Born T.A. 1831)

Eoaric was a remote descendant of Hwail (b. 1216), one of the Waidung brothers who opposed Vidugavia's rise to power. Being of an exiled family, he was always considered suspect, but his knowledge of Easterling ways and war-plans made him an invaluable ally. He was raised in Riavod and his sister Wiltis served in the harem of the Sagath Patriarch Tros Arpof. No Horse-lord could discount the information he carried when he came to Marhwini in 1857.

Red-haired and exceptionally handsome and tall (6'8"), Eoaric was undeniably a pure Northman. He lived the life of his ancestors and quickly settled in Burh Seath, convincing Marhwini to pardon his family. Within a month he was engaged, taking the hand of the beautiful and aloof Brysyn.

Eoaric's ultimate goal, however, was the betrayal of the Horse-lords. The fiery rogue was in league with his sister's lover and believed the Wainriders would install him as Althyn of the Northmen. As he presented his twisted insights, he listened to the strategies discussed by Marhwini's cloistered parliament (*Rh. "Alfrathing"*). Eoaric recorded these plans on the inner linings of the hide coats his accomplice Beorh peddled to the markets of Dorwinion. A Dorwinadan merchant involved in the scheme then relayed the coats to Tros Arpof's brutal brother Tros Grada, who in turn transcribed the information for the Sagath Patriarch. It did not take long for Eoaric's treachery to threaten Marhwini's people.

3.4 PLACES OF NOTE (T.A. 1-1856)

Since the Horse-lords of Rhovanion and their Easterling foes were both nomadic peoples, they erected relatively few towns and relied on mobile defense rather than fortified sites for protection. The largest settlements in southern Rhovanion were Buhr Widu in the East Bight — the urban Northman town of Vidugavia's Waidung people — or the Gondorian frontier towns along the East Way (*S. "Men Romen"*). Among the walled Éothraim villages, only the tribal or clanal centers such as Buhr Ailgra and Buhr Mahrling enjoyed any significance.

Easterling towns generally laid along or near the shores of the Sea of Rhûn, particularly in river valleys. Trade towns, they were favored by the nomads for commerce, not residency, and the majority of Easterling tribes remained tied to rural ways. Villages among the wandering folk came and went with the seasons, the pastures, or the plunder; few survived a generation. Since worship was not based on the land, but rather ancestral totems, sacred landmarks were virtually nonexistent.

Horse-lord holy places were largely confined to sacred glens of trees by springs or waterfalls, or burial mounds erected on or near the situs of a Thyn's death. Thus, their Rhovanion territories were somewhat lacking in traditional places of note.

3.41 BUHR MAHRLING

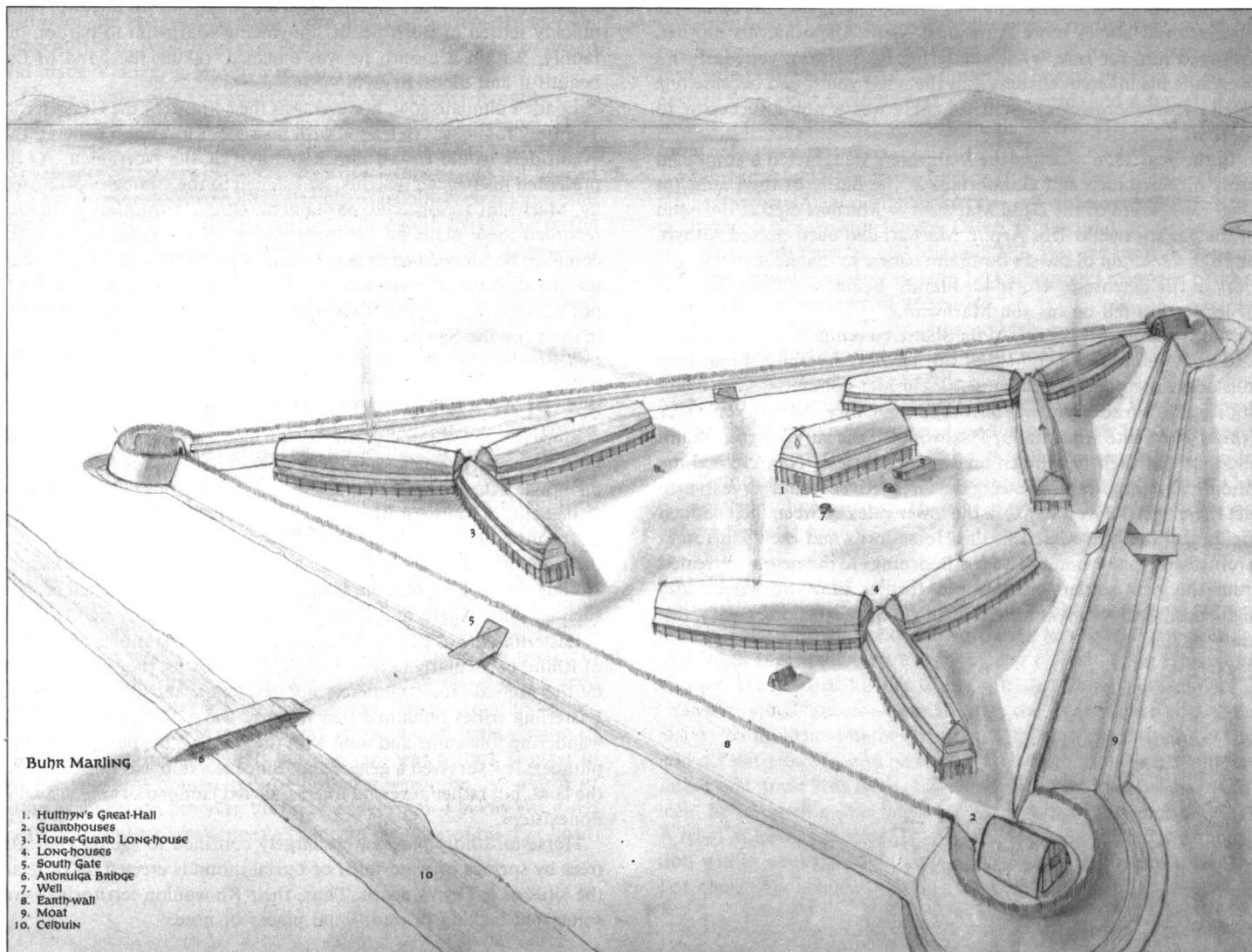
Buhr Mahrling was a relatively typical fortified Horse-lord village of the mid-Third Age, although its elaborate dimensions were befitting of a tribal center, not a frontier settlement. Never, however, did it reach the size of Buhr Ailgra, the capital of the Ailgarthas tribe. Its growth was sudden, and was tied to the war against the Easterlings led by Tros Hesnef. Once an Ailgarthas clan center, it was strengthened after the arrival of the Huithyn Mahrcaed in T.A. 1640.

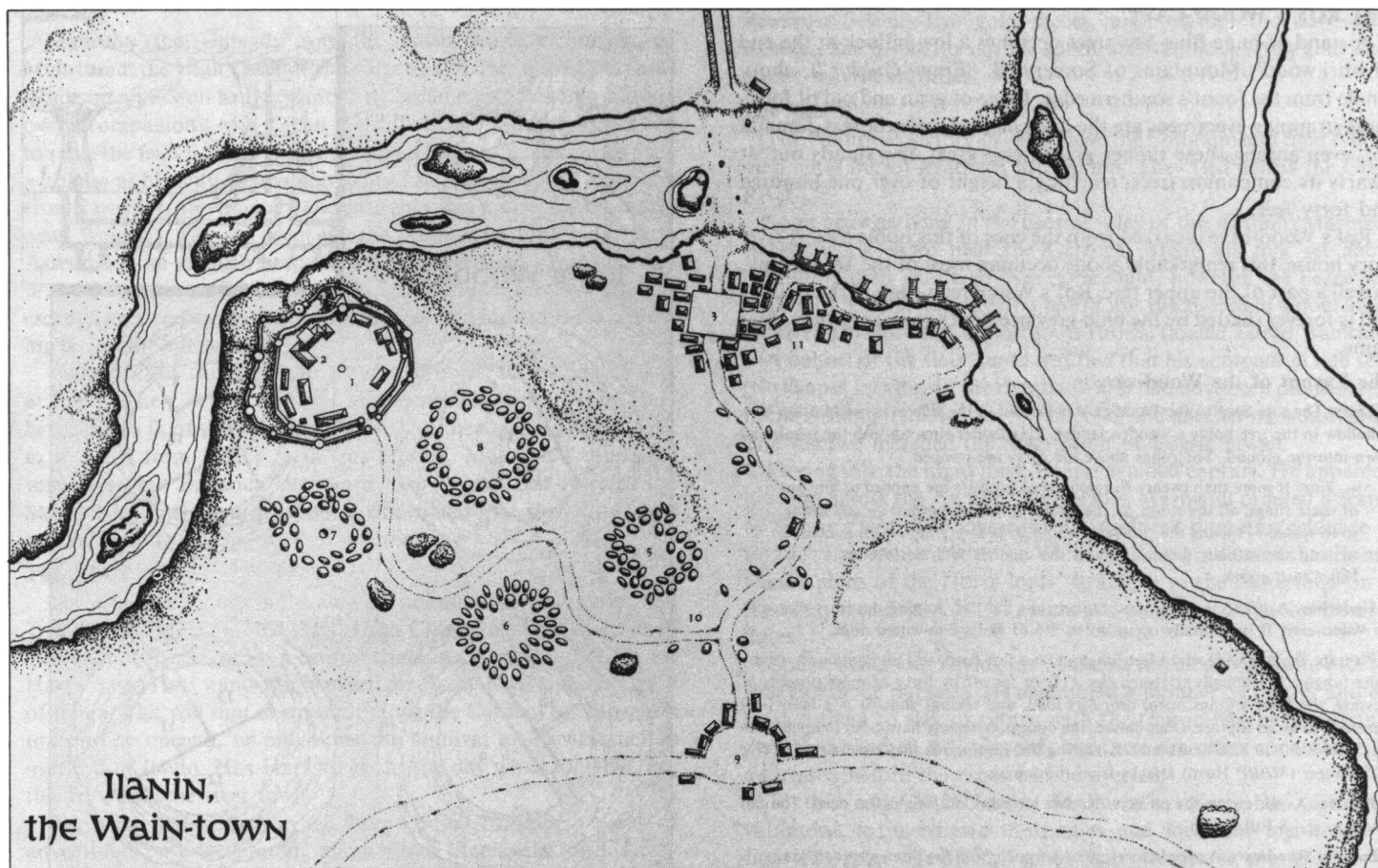
Buhr Mahrling was built on a very gentle rise near the confluence of the Celduin and its tributary, the Ardruga (*Rh. "Copper-dragon"*). To conform with the angles of the land and the junction of the waters, it was given a triangular plan, with each side of equal length. A ditch was dug at the base of the rise and an earthen wall was erected with the fill. Tunnel-gates were cut through the center of each wall, and faced with reddish stone from the river. Wooden bridges provided access to the entries and a wooden palisade crowned the walls, forming a battlement. At each of the three corners, the Horse-lords built a round bastion (*Rh. "buiric"*) which was level with the walls and contained a rectangular guardhouse.

Inside Buhr Mahrling, the Éothraim leveled the wide hillock. Three groups of communal longhouses accommodated the population. Placed in groups of three, they occupied the three points of town and framed a large, central common. This grassy lawn was the marketplace, and temporary workshops were often built along its edges. The Huithyn's Great-hall stood near the well at the center of the common.

The Layout of Buhr Mahrling

- 1. Huithyn's Great-hall.** This two-story structure served as a feast-hall and meeting chamber, as well as the Chieftain's home. The building was divided in half. All the Huithyn's chambers were located in a two-floor section at the rear, while a large high-ceilinged Great-room dominated the forward half. This chamber was surrounded by a second floor balcony which connected with the bedchamber area in the Huithyn's living area.
- 2. Guardhouses.** These three 10' x 30' structures housed the village guard, unmarried men who served as the standing army.
- 3. House-guard Long-house.** Quarters for the families of the Huithyn's House-guard (*Rh. "Kuzdrauhtan"*), warriors who oversaw the village guard and operated as the Chieftain's elite house-guard.
- 4. Long-house.** There were nine of these 12' x 75' structures, including the House-guard's hall. Each accommodated about four extended family groups. A central hearth area and hall dominated the house. Most of these chambers had a serviceable well. A multichambered fire-pit allowed all the families to use the area at the same time.
- 5. South Gate.** Like the northwest and northeast gates, this 10' tall, 15' wide entry was faced with stone and reinforced with timber. A corduroy roadbed and bridge ran across the outer ditch and prevented mud from interfering with traffic. Two thick, iron-bound, wood doors guarded the way. They were closed each night at dusk.
- 6. Ardruga Bridge.** The Celduin Horse Road crossed this wooden bridge and connected Buhr Mahrling to Buhr Ailgra to the west.
- 7. Well.** Although each long-house (*Rh. "lainghud"*) had a well, this served as the village's principal water source.
- 8. Earth-wall.** Topped by a wooden wall and walkway, this 16' tall, grass-covered rampart was a sufficient barrier against most attacks. A frame composed of logs and lined with gravel strengthened the wall.
- 9. Moat.** This low ditch was often filled with water diverted from the Ardruga, but mud or dry earth commonly served as the only deterrent versus crossing.
- 10. Celduin.** The meandering River Running guarded the village on the north and east.





3.42 ILANIN, THE WAIN VILLAGE

Ilanin was built by a ford on the river Donu, about forty miles southeast of Buhr Mahrlling. The Donu was a major northward-flowing tributary of the Carnen and served as the loose border between the Northman and Easterling territories. Ilanin sat on a ridge above the river's last crossing-point and commanded wide westward and northward views. Here the Horse Road that ran alongside the Celduin and Carnen joined the East Way between Gondor and Riavod on the Sea of Rhûn.

The majority of Ilanin's inhabitants were Easterlings of the Sagath stock, although many Logath and Dorwinrim also made their home there. Most of the folk were semi-nomadic herders and merchants. All owed allegiance to the young Patriarch and warlord Tros Hesnef.

Ilanin was built in two sections: an older, riverside quarter with stone buildings and a large market by the ford, and a larger, younger, mostly-residential section composed of wagon-homes. The wains were ordered according to clan and lined the road up the hill. The majority were situated on the bluff above the old village, where a new market, a fort, and an entertainment quarter served as focal points. A low stone wall guarded the vulnerable eastern and southern sides of town, which were not protected by the river and cliffs.

The Layout of Ilanin

1. Crim. Tros' great-grandfather erected the fort (*Es. "crim"*) in T.A. 1490. It stood on a limestone outcropping and consisted of two low curtain walls surrounding a yard filled with buildings, the most notable of which was the palace. A huge basement laid under the yard and provided ample room for stores and workshops. The low, steeply-spired wall-towers had barracks areas on the lower two floors.

2. Lyhud's Palace. Originally a country retreat, this rather rude, albeit comfortable, stone building stood at the center of the fort. A great bell-tower dominated the structure and served as an observatory for Tros' astronomers. Beneath the bell-tower laid a secret tunnel complex which connected the palace with natural limestone caverns. This served as a sally port or escape route, since the cave entry opened out of the cliff only forty feet above the river (i.e., two hundred and seventy feet below the palace).

3. Great Market. Ilanin's market area extended along the river, to either side of the ford. The Horse Road bisected the square, which was the only paved area in town. Limestone cobbles lent the place a civilized air. Generally, however, the market was crowded with vendor's tents and filled with a rich wealth of exotic and often foul odors. Caravans coming along the Horse Road or East Way usually stopped here and trade was brisk nearly every day.

4. Hos Crypt. Here, in a low, round building set on an isolated isle in the river Donu, laid the remains of twenty lords of the Hos clan. The Hos founded the town. Few ever gazed into the two-chambered, fan-vaulted crypt, for it was reputedly haunted by Undead spirits.

5. Quarter of the East-storm. Largely composed of folk from the Huv clan, this residence area housed warriors who fought in the army's eastern Wing.

6. Quarter of the South-rain. This area was primarily occupied by Kav clansman.

7. Quarter of the West-wind. Here the brutish clan of the Rof made their home. They served as the army's vanguard on campaigns to the west.

8. Quarter of the North-light. This was the home of the Arif clan.

9. Square of Play. Entertainers from neighboring and remote lands plied their trade here. Magic was particularly popular, although minstrels were the most common performers.

10. New Market. The majority of horse-trading was centered here.

11. Riverside quarter. This old section was once a center of the Hos clan. They were largely displaced by foreign elements — Asdriags, Nûriags, Dorwinrim, Northmen, and expatriot Gondorians — as well as members of the Tros and Pif clans.



3.43 ROF'S WOOD-CAVE

A stand of huge Blue Yew trees occupies a low hillock at the end of Mirkwood's Mountains of Sorcery (S. "Emyn Guldur"), about a mile from the forest's southern edge. Large of girth and old of form, these strapping evergreens are the lords of the local arboreal domain. Yet, even among these timber giants, one great Yew stands out. It dwarfs its companion trees, reaching a height of over one hundred and forty feet.

Rof's Wood-cave is carved from the core of this noble tree. A five-story house, this remarkable abode occupies most of the Yew's trunk, as well a part of the upper tree. Rof's Watch rests high in the boughs and is forever shaded by the blue-grey needles that give the trees their name.

The Layout of the Wood-cave

1. Entry. The sole door to the Wood-cave is located in the side of a neighboring Yew. A hollow in the tree holds a wooden ladder. This ladder runs up into the trunk and down into the ground. The rungs above the entry are trapped.

— *Trap:* If more than twenty-five pounds of pressure are applied to any one of these rungs, all the rungs on the ladder spring downward — collapsing, so to speak — leaving the climber no hold. It is a very hard (-20) maneuver to hold on without falling. Should the climber fall, he receives a +20 Fall/Crush attack.

2. Underway. A 10'x10' underground tunnel runs for 120', joining the entry-tree with the Wood-cave. It is normally occupied by 2-6 of Rof's dim-witted dogs.

3. Pit trap. Ten feet wide, eight feet long, and ten feet deep, this pit contains a deadly white fungus. If manually triggered (see #12) or set off by forty or more pounds of pressure, the floor springs open, drops its load, and springs shut. It is a hard (-10) maneuver to avoid capture. Once closed, the door is extremely hard (-30) to open. Victims receive a +10 Fall/Crush attack. During the ensuing rds they receive one to five +25 Stinger (MERP Horn) attacks from the fungus.

4. Pit trap. As #3, except the pit is twelve feet long and only eight feet deep. The fall results in a +8 Fall/Crush.

5. Entry to Wood-cave. A rope ladder can be dropped from the room above (#7), admitting entry.

6. Pit trap. As #3, except the pit is only five feet long.

7. Ladder shaft. A rope ladder affords entry from the Underway (see #5). It is rolled up or lowered via a lever-operated winch.

8. Ladder shaft. Rungs carved into the wood of the shaft allow one to climb between the levels within the Wood-cave itself.

9. Greeting hall.

10. Stores.

11. Parlor.

12. Kitchen and Eatery. A secret door set in the center of the wall dividing this room from the library (#13) is very hard (-20) to detect.

13. Secret library. Rof keeps his treasures here.

— *Treasure:* Includes 250 gp in emeralds, 150 gp in coin, a +20 Mace of Boar-slaying, Boots of Tree-climbing (+50 to climbing on organic surfaces), a x3 PP Ring, and a Pig's Nose (an old family heirloom).

14. Main library.

15. Bedchambers.

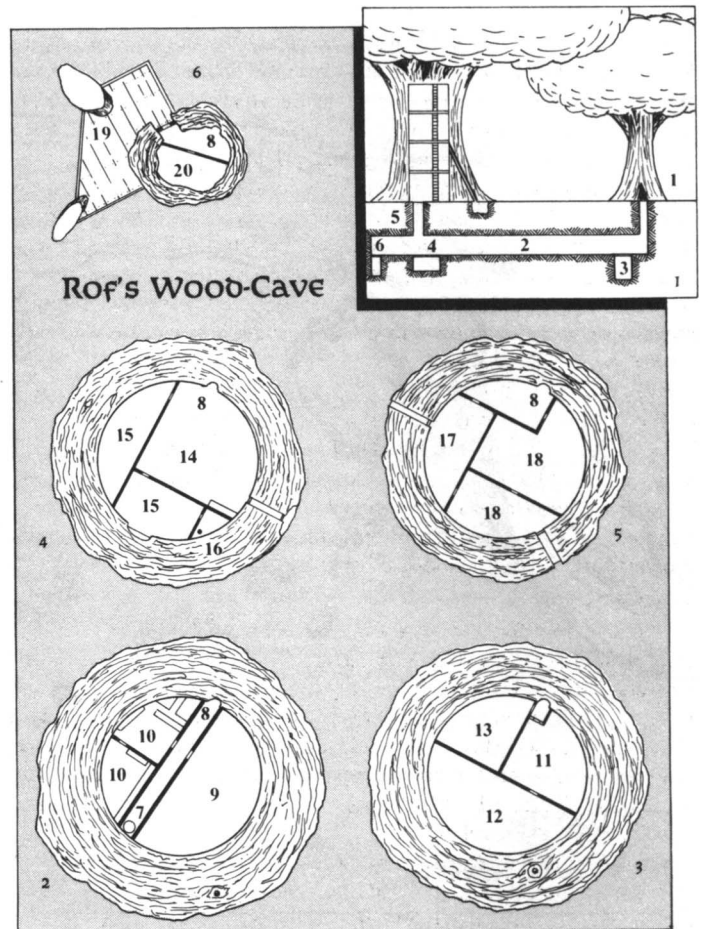
16. Privy.

17. Rof's dressing room.

18. Rof's bedchambers.

19. Rof's Watch. The Watch entry opens onto an oak platform 105' above the ground. Rope ladders can be used to reach other limbs or trees.

20. Armory.



3.5 ÉOTHRAIM ADVENTURES

Those wishing to explore or adventure on the Easterling frontier during the mid-Third Age will find the following pair of adventures a suitable start. One must remember, however, that the Horse-lords do not sally forth afoot. They ride, and respect those who can ride with them. So for those adventurers who hail from foreign lands, be warned that you must first acquire more than a few rudimentary skills in horsemanship.

3.51 DEATH OF A THYN (T.A. 1640)

Setting: The fortified village of Buhr Mahrlling, in eastern Rhovanion, three years after the Great Plague and just after the slaying of the Thyn Mahruics. Mahrcaed, Huithyn of the Ailgarthas and brother of Mahruics, seeks revenge.

Requirements: A low- to mid-level party capable of riding, swimming, and either rowing or sailing.

Aids: A map of the river valleys of the Celduin and Carnen, and a guide who speaks the Logathig tongue of the Sagath.

Rewards: A horse of the adventurer's choice, plus either 100 gp or a promotion in social rank (with its accompanying trappings).

The Tale

Mahruics the Unready was the brash younger brother of Mahrcared, the High Chief of the Ailgarthas Tribe of the Éothraim. While on a mission to Dorwinion, he became involved in a dispute over a companion's wife. Given to drinking and fighting, he set out to settle the feud late one snowy evening. His daughter Brinwica rode with him as his only companion. They headed southward along the river Carnen. Unfortunately, the challenge was a ruse, for his opponent Waulcho was an agent of the Sagath warlord Hos Harf. Assembling an ambush in a wood by the riverbank, Waulcho surprised Mahruics and Brinwica, taking Mahruics prisoner. The girl escaped on an enemy horse during the fray and rode to Buhr Mahrling to warn Mahrcared.

Mahruics was carried south a hundred miles, to the Sagath fort at Ilanin. There he was tortured and eventually beheaded by Harf himself. In a fit of sly rage, Hos Harf had the head sent to Mahrcared, as if a gift from Harf's rival Tros Hesnef. Mahrcared called for vengeance, but Brinwica intervened. She warned her uncle of the Sagath's intrigues and deceptions, and noted that the slaying was too subtle to be the work of a Tros.

The NPCs

The principal figures in the area are undoubtedly Mahrcared and Tros Hesnef (see 3.3). Hos Harf, High Chieftain of the discredited Hos clan of the Sagath is a central character, however. (See 6.3 for Harf's stats.) Harf wants war between the Horse-lords and the Sagath of Ilanin. This will shut down trade along the Carnen, forcing a new route to be opened, or provoking the removal of Tros Hesnef as overlord of Ilanin. Hos Harf longs for the day when the Hos, not the Tros, rule the river town.

Brinwica's friend Leowin has been chosen to guide a party of adventurers on a fact-finding mission into the Sagath town. Leonwin is young, but she is fluent in the Logathig language and knowledgeable about Ilanin.

The Task

With help from Leowin, the party must make their way to the town of Ilanin on a riverboat bearing honey, and then enter Ilanin. There they must discover the identity of the individual or faction responsible for Mahruic's death. Mahrcared wants the information within two weeks and the journey to Ilanin is over forty miles.

Clues

Brinwica overheard one of the attackers talk about a crypt.



3.52 THE WAINRIDER TREASON (T.A. 1857)

Setting: The southern eaves of Mirkwood, just after the Easterling victory over the Gondorians and Éothraim at the Battle of the Plains. Wainriders are sweeping westward and northward through Rhovanion. The Huithyn Marhwini has discovered treachery, but the traitor has fled.

Requirements: A low- to mid-level party capable of tracking, climbing, stalking, and riding.

Aids: A map of southern Mirkwood, with a marked route that bypasses the Necromancer's defenses.

Rewards: Seventy-five gold pieces, any treasure the adventurer recovers, and a +10 item of the adventurer's choice. A fifty gold piece bonus may be in order.

The Tale

The Wainrider victory of 1856 drove the Éothraim and their Northman allies out of southern Rhovanion. They fled across the Great River.

Soon after arriving in the central vales of the Anduin, Marhwini established a camp near the Carrock. There his folk set about rebuilding their shattered lives. One night, however, the peace was broken by a cry. The body of a sentry was discovered in a pool along the river. Downstream, amidst some rushes, floated a dead Wainrider.

A cohort of the slain guard testified that his companion had seen two shapes lurking on the riverbank and had advanced prematurely. In the ensuing fight, he saw two men fall and another man dash away. The fugitive matched the description of Eoaric Hwail.

Fleeing into the night mist, Eoaric avoided capture. He apparently swam across the Anduin. Meanwhile, Marhwini ordered a search of Eoaric's tent. The investigation produced damning evidence of Eoaric's involvement with the Wainriders, and indicated that he had passed plans of the Horse-lords' strategies to the Easterlings on at least one occasion. A list of names and places accompanied Eoaric's notes.

Concerned about having his weakness revealed, Marhwini ordered that Eoaric be pursued. He assembled a number of parties and entrusted them to slay or return with the traitor. Marhwini is confident that his men will succeed, but there are other concerns to be addressed before the crisis can be averted.

To this end, Airl Uirwin, Marhwini's squire, has called for volunteers to investigate the names and locations mentioned in Eoaric's papers. He offers 5 gp to each adventurer, plus another 70 gp per adventurer for clear evidence. Airl states that Marhwini wants solid information clearing or incriminating a suspect. Should the suspect appear guilty, Airl offers another 50 gp bonus to anyone bringing the suspect back (alive) for trial.

The NPCs

The suspect's name is Waulrics Alfwin and he lives at a place called the Wood-cave, at the southern edge of Mirkwood. Actually, Waulrics is really part-Wainrider, and his true name is Rof Paku. His current home is the Wood-cave (see 3.43), a huge, hollowed yew about a mile from the forest's end. A cunning and cruel, but rather sentimental man, Rof lives with a blind Northman girl (Wolwin) and six dogs. He loves them all dearly, although Wolwin is ascerbic and murderous and the hounds are stupid and unrelentingly brutal. (See 6.3 for NPC stats.)

The traitor Eoaric (see 3.34) plans to rendezvous with Rof in about two weeks. Assuming he and his two companions (the warriors Kav Makow and Tros Aran) are not captured in the first ten days, there is a chance that Eoaric's party will arrive at the Wood-cave anytime from the eleventh day onward. Roll: 01-30 = Eoaric's group is captured; 31-40 = Eoaric's group arrives on day 11; 41-55 = they arrive day 12; 56-73 = they arrive day 13; 74-93 = they arrive day 14; 94-99 = they arrive day 15; 100 = PCs encounter Eoaric's group on the trail.

The Task

The purpose of the mission is to reach the Wood-cave as quickly as possible, investigate the premises, and return with the results. Since Rof is actually a spy, the adventurers may try to take him to trial before Marhwini's court. In any case Eoaric should be avoided or, if circumstances dictate, stopped from fulfilling his traitorous deed.

4.0 THE ÉOTHÉOD (T.A. 1857-2510)

The bleak years between T.A. 1856 and T.A. 1899 marked the time of a Wainrider Kingdom in Rhovanion. Led by Tros Mira, a Sagath Warlord, the Easterlings subjugated those Northmen who remained in the towns or on the farms, ruling with a reign of terror. The streams ran red with Northman blood, and the winds grew cold, with a deep-reaching chill that stole many of the lives of Rhovanion's enslaved children.

A great number of Northmen sought refuge in the hills of the far North or in the bowels of the deep Mirkwood; but most of them perished in the icy winter, or fell prey to the curse that crept through the forest which was once called Greenwood the Great. Only a few survived the trials of flight. Living by their wits and bolstered by the passion of their defiance, they carefully made their way westward. They crossed the Anduin and gathered in the cool, well-watered, green vales between the Gladden Fields and the Holy Carrock. There, these itinerant Northmen were joined by their brethren — the remains of the six Éothraim tribes — who, by the grace of their steeds, had escaped Rhovanion in considerable numbers.

This was the beginning of the Éothéod, a new nation forged by the stress of invasion from what was left of the Horse-lords of Rhovanion. Other refugees, about one third of the total, came through the forest to join them. Some of the tribes had been almost wiped out. All had suffered grievously. The chiefs of all the tribes looked for leadership to Marwhini, a valiant horseman and a great leader whose father, Marhari, had fallen in the rearguard action at the Battle of the Plains. Marwhini, a relatively young man, had assumed the command after his father's death, and, thanks to the force of his personality and his skillful management of the retreat, the Horsemen had broken off from the battle in good order and with few losses along the way.

Few though they were, the losses had been very grievous, and the road northward was a sad one. The Horsemen had lost their homeland. That was very bad, but worse, they had lost most of their horses. And perhaps worst of all, they had lost the valuable symbiotic alliance with the folk of the East Bight — the union that had provided an agricultural and manufacturing support base for the horse culture on the plains.

No longer did the Horsemen have wide, almost limitless pastures in which to roam. Gone were their vast herds of horses, for their access to the wild horses had been cut off by the invading Wainriders. Most of their once-grand herds of cattle and sheep were lost. No longer would they be able to concentrate exclusively on herding.

Between T.A. 1856 and 1899, large numbers of refugees fled from the Wainrider Kingdom of Rhovanion. It was a period of turmoil throughout Wilderland. Finally, in 1899, the Wainriders were driven back into the East. They left the wounded land of Rhovanion depopulated and impoverished. After forty-three years of war, however, their Northman enemies in the Anduin Vales had developed a sense of unity they had never known before.

So, the Northmen of the Anduin Valley became the Éothéod. Reorganized and reoriented, they embarked on building a new society. With the departure of the Wain-easterlings, they turned inward. Their need for territory was acute. Pinned between the Anduin and the Misty Mountains, and with Elves and Hobbits to the south, they had little room for their resurgent herds. Angmar loomed in the North and the memory of the Easterling threat to the East still hurt, so they saw few options.

The situation changed in T.A. 1975. Although victorious in his war against Arnor and its successor-Kingdoms, the Witch-king was defeated at the Battle of Annúminas. The Witch-king fled from the North and Angmar fell. This event opened the upper Anduin to settlement. In response, the Éothéod resolved to seize the opportunity for new pastures. They migrated once again (T.A. 1977), this time into the open lands of the Upper Vales of the Anduin.

4.1 THE SETTING: THE VALES OF THE ANDUIN

The North Country is dominated by two mountain ranges: the Misty Mountains to the West, and the lower, geologically older peaks of the Grey Mountains to the North. The region where these two mountain ranges come together is a dramatic landscape. Cold and rocky, it is extremely rough. Jagged mountains surround the high, grassy vales, presenting steep cliffs, rugged peaks, virtually impassable glaciers.

Although beautiful, the North Country is a forbidding place that affords its peoples few choices. These vales sit like a bailey in a great natural castle, guarded by mountain walls. Travel is restricted to the narrow confines of the Anduin Valley. Icy passes and almost inaccessible, snow-bound valleys make travel in the highlands virtually impossible for nine or ten months of the year.

The High Vales inhabited by the Éothéod compose a broad plateau formed by the glacial action that carved the angle where the Misty Mountains and the Grey Mountains join. East of the River Greylin (S. "*Mithlin*") the land begins to tumble and roll, as the relatively level open country of the uplands meets with Northern Mirkwood.

Like one vast meadow broken up here and there by jagged rocky hills and patches of trees, the High Vales generate a stark, but intriguing feeling. Small, swift, and clear the region's many streams carve shallow, rocky canyons, like glistening veins winding through the short grass and heath.

Thousands of quaking bogs also help to break the landscape. They are a source of fuel (peat) and provide a minor hazard for unwary travellers. Looking like strangled tree stumps, these pools of sticky, black mud covered by matted vegetation have claimed more than their share of shepherds and wanderers.

Small lakes, whose basins were gouged by the advancing glaciers, and whose lower ends were blocked by moraines left by the retreating glaciers, are common in the uplands. These lakes are crystal clear; their waters are cold and often very deep. Stocked with trout and salmon, they supplement the spartan Northman diet.

Besides leaving lakes, the glaciers grace the land with a variety of natural sculptures. Outcroppings of inscribed rock randomly rise from the meadows, all bearing the marks of grinding ice. Exposed, gouged, and smoothed, huge grey, lichen-covered monoliths adorn the hills. Many bear parallel furrows which channel springs like long, stone aqueducts. Boulders litter the land, as if cast randomly about by Giants. Moraines snake across the landscape in ridges, subdividing fields in mockery of stone fences. Occasionally they form huge mounds, suggesting the stone barrows of the Éothéod.



Eorl

The Rivers

There are two principal rivers in the North Country: the Langwell and the Greylin. Together they merge to form the mighty Anduin. Of these, the Langwell is the more important, being somewhat larger, somewhat more plentifully supplied with fish, and posing a more considerable hazard to travellers. However, both rivers are critical to Éothéod commerce and politics, being avenues of trade and easily definable boundaries of the major political divisions of the North Country.

The Langwell rises in the Misty Mountains, on a the wide Gundalok shelf, south of the great spire of Mt. Gundabad. Meltwater from several glaciers feeds its upper reaches, creating a formidable torrent. During the spring freshets it is very difficult to get across for 50 miles upstream of Framsburg. Many brown trout, some of awesome size, lurk in its pools.

After dropping over the 330' Gundalok Falls, the river widens and sweeps through a deep channel. Huge boulders form the islands that frequent its course, while extremely slick rocks form its treacherous bed. Gravel bars reach out at bends, like beaches of rubble. Although the Langwell freezes over in the winter, posing less of a hazard to travelers, it flows so swiftly that there are often open patches of black water during the coldest of months.

The Greylin is a more peaceful stream, flowing, in its lower courses, over gravel bottoms and occasional ledges. Up toward the mountains it flows over ledges and rock gardens of medium-sized boulders. It is navigable by canoe for about eighty miles upstream of Framsburg. The waters of its upper reaches, although unfouled, are frequently discolored by the soot from the Dwarven smithies, and the rapids seem almost grey. Less imposing than the Langwell, the Greylin may be crossed, except during the freshets, by a man on horseback almost anywhere along its length.

The Weather

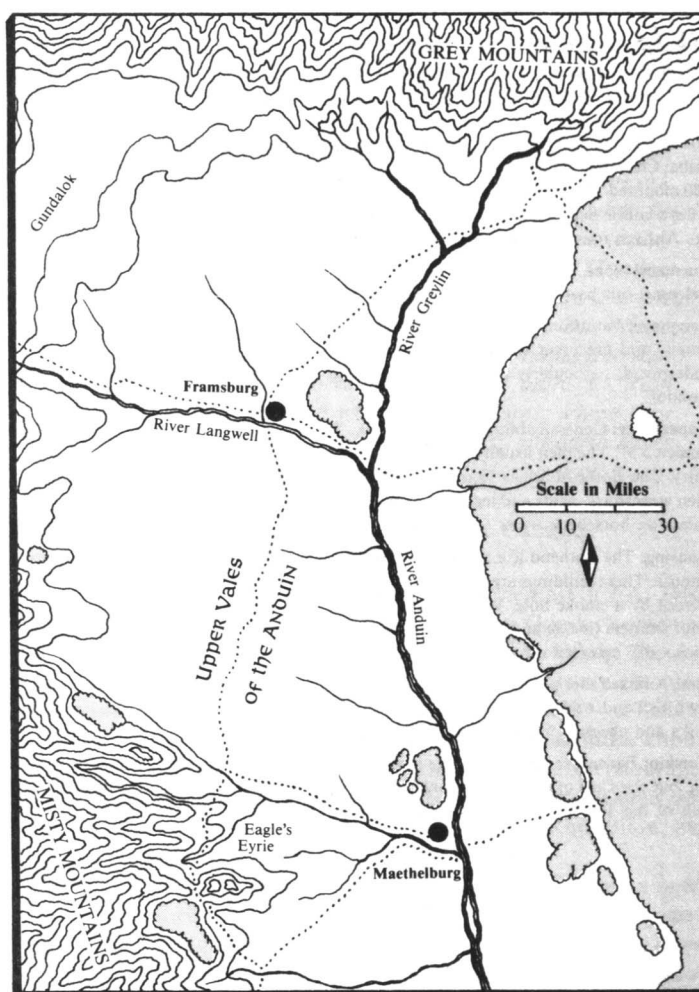
The weather of the Upper Vales is colder than that of the plains of Rhovanion, but it did not force the Éothéod to make major adjustments in their way of life. Indeed, the majority of people who escaped from the ruin of Rhovanion were used to winter temperatures and snowfalls only slightly milder. Yet, even they were surprised by the suddenness and the severity of the snowstorms that occasionally lashed down out of the mountains. These blizzards began with an onslaught of raging winds and snowfall so heavy that familiar landmarks disappeared in the white glare and even people familiar with the way could easily get lost. The temperature might drop as much as thirty or forty degrees in twenty minutes.

The Upper Vales are beautiful and pleasant in the late spring, summer, and early fall. Never as hot or windy as the Rhovanion plains, they have a soothing effect.

Animal Life

Though at first glance somewhat barren in appearance, the rocky upland meadows of the North Country support a surprising diversity of animal life. Packs of Wolves prey on great herds of Red Deer and Elk. Shaggy coated, straight-horned Mountain Goats scale the precipitous heights with uncanny ease, providing hunting for adventurous Horse-lords. Brown and Black Bears roam the sheltered hillsides and feed on the berries and fish of the bogs and stream valleys. Most of these animals hibernate or migrate south in mid fall. Reindeer, on the other hand, sift down through the mountains from the Far North with onslaught of cold weather. They provide food for the Wolves in the otherwise brutal winter.

Other animals simply camouflage themselves according to season. The small game of the North Country exhibits a definite color change from summer to winter. Ptarmigans, for example, change to white with first frost. Red Foxes take on a silvery hue, and their stunning winter pelts bring as much as 5 gp. Wild Hares and Ermine follow suit.



Upper Vales of the Anduin

4.2 THE ÉOTHÉOD

The Éothéod of the Anduin Vales formed a link between the Éothraim of Rhovanion and the Rohirrim of Rohan. Refugees adapting to a new land, their culture was a society in transition. The following is an overview of their character.

Racial Origin: The Éothéod are direct descendants of the Éothraim, with a mixture of other Northman bloodlines, principally "urban" Northmen from Mirkwood's East Bight. The Gramuz, an agricultural Northman sub-culture, were also a small element of the peoples which became the Éothéod. These folk became refugees after the Wainrider invasion of Rhovanion. Because of their common ancestral origin, and the relative nearness of their communities, there are also trace elements of two other Northmen groups, the Woodmen and the Beornings, in Éothéod culture.

Home Region: From T.A. 1856-1899 the Éothéod collected in the west-central Anduin Valley. From 1899-1977 they resided in a Mark between the Gladden Fields and the Car-rock. Then the Horse-lords migrated into the Upper Anduin Vales, where they lived from T.A. 1977-2510. This area became their homeland. It is bounded by the Anduin in the east, the Misty Mountains in the west, the Grey Mountains in the north, and the River Sirros in the south.

Ecosystem: The fertile, well-watered vales and mountain foothills offer them good summer pasturage. Many streams and small lakes provide abundant fish of several types, with trout and salmon predominating. Bogs, which yield fuel in the form of peat, are fairly common. Hardwood forests cover the higher foothills and the lower slopes of the mountains, providing cover for a variety of game. The summer weather is cool and pleasant while winter is cold but endurable.

Political Structure: The Éothéod are ruled by a Lord (Althegn) who acts in conjunction with a Council of Thegns (Chiefs) and advisors. The Althing, a public meeting during which any free person may speak, is convened every year during the Midsummer Festival. In local matters, the leaders of Tribes and Clans dispense justice and settle petty disputes.

Settlement Patterns: Fortified towns and villages are the norm. These are almost invariably built on hilltops and surrounded by an earthen dike topped by a stone wall or wooden palisade. Although many men are gone with their herds in the summer months, the bulk of the population resides in these settlements year round.

Military Structure: All children above the age of 7 receive training in survival and hunting skills, and all males 14 or older receive training in weaponry and rudimentary tactics. The whole army is called the Éoherë and consists of 5,000 to 7,500 Warriors. Military units are organized on a Tribal basis with the Althegn commanding the united Tribes. His House-guard of 60 elite Warriors (Huscaerls) forms the core of this force. The six Tribal Chieftains (Huithegns) each command approximately ten Éoredas, units of about 120 mounted Warriors. Each tribe is responsible for local defense and, in addition, provides a contingent of troops (a Faird) to the Althegn every spring. Based in Framsburg, the Althegn uses this force for yearly campaigns.

Currency: None. Gondorian coinage is in common usage and precious metals are always welcome, but bartering is the most common method of exchange.

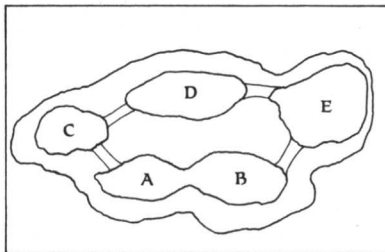
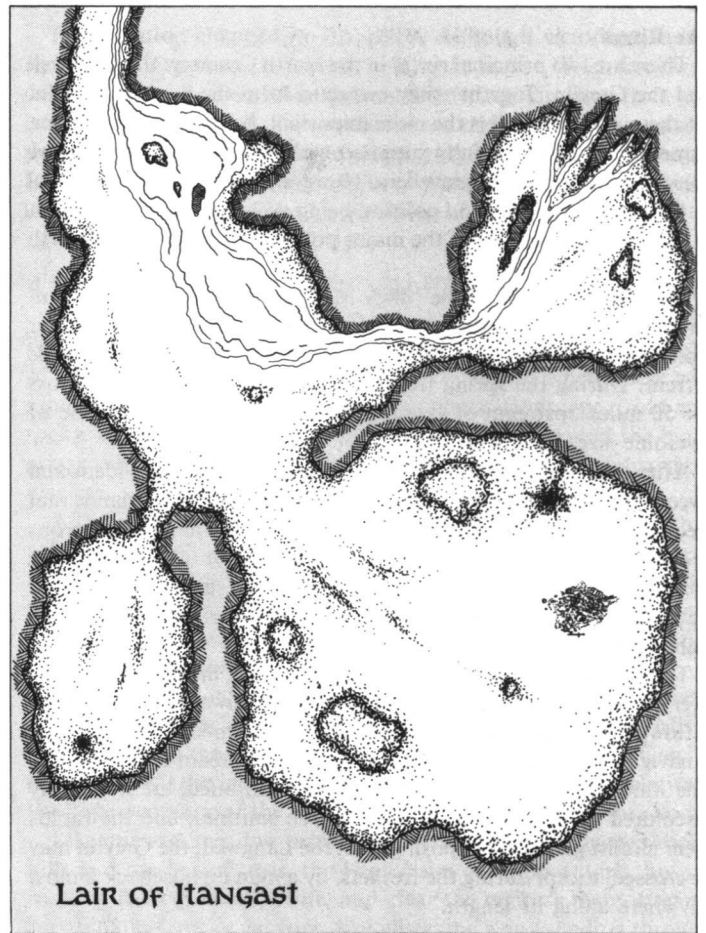
Language: Variations of the Rhovanion tongue *Éothirric* (a descendent of the Eothrik tongue and precursor to Rohirric). Knowledge of Westron, the Common Tongue, is widespread, particularly among merchants and others having frequent contacts with Gondor.

Appearance: Generally blond, blue-eyed folk. They are tall, the men averaging 6'1", the women 5'5". The men usually sport thick, full beards, but are not otherwise especially hairy. The Éothéod are average to stocky in build. Clothing is of wool and/or linen. Men wear shirts, pants and leggings, while the women wear blouses and skirts or gowns, unless on horseback when they wear pants.

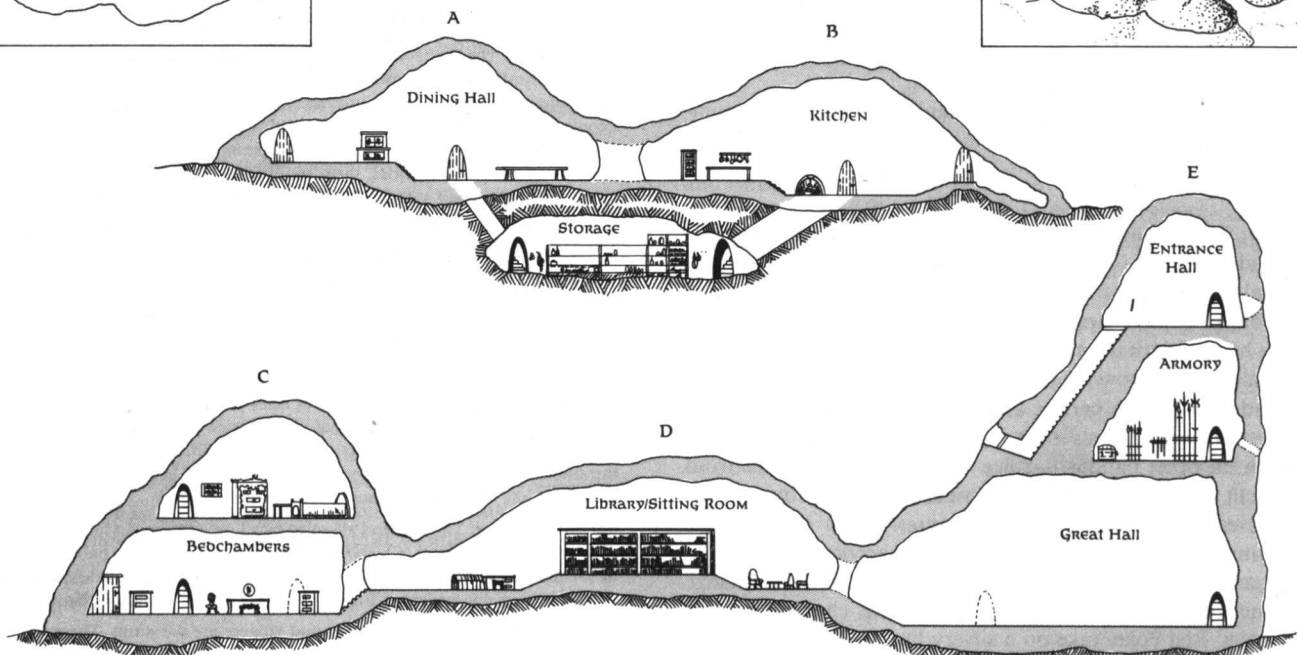
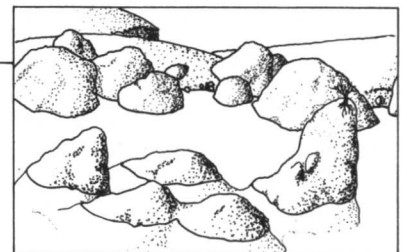
Housing: The Éothéod live in long-houses with one to three extended families sharing a house. These buildings are usually constructed of stone, with a thatch or wooden roof pierced by a smoke hole. Windows are few, set high off the ground, and covered by stout shutters (inside and out). Houses are grouped by Clan and set in Tribal "neighborhoods" centered on the Sacred-house.

Diet: A mixed diet prevails, with bread providing most of the bulk. Wild or domestic fowl, fish and wild game are in abundance, as are dairy products (e.g., Goat or Kine milks and cheeses). Spiced wine, ale, and imported mead are the favored potables.

Worship: Typical Northmen cults are revered. The Cult of the Stag has the largest following, but the Cult of the Earth is only slightly less significant. Lesser cults include the Cult of the Tree and the Cult of the Growing.



MEONID'S WATCH



4.3 ADVENTURES WITH THE ÉOTHÉOD

The following pair of adventures are set in the Upper Vales, during the years T.A. 1977-2510.

4.31 SOJOURN FOR THE CLAIM OF ITANGAST (T.A. 1990)

Setting: Framsburg in the late winter T.A. 1990. The journey takes the adventurers to a cave-lair in the southwestern Grey Mountains, near the headwaters of the West Fork of the River Greylin (Mithlin). (See layout below.)

Requirements: A medium- to high-level party or an experienced group willing to fight a Dragon.

Aids: None.

Rewards: A share of the Dragon's hoard. The treasure includes: 5,000 gp in gems, 2,500 gp in gold coin, 1,500 gp in silver coin, a +35 Sword of Giant-slaying, and a +6 spell adder ring, among other things. Much of it is reputed to be Dwarvish.

The Tale

Itangast the wingless Fire-drake awoke recently. After burning two small Éothéod hamlets on the River Greylin, the great creature returned to its repose. A hunter named Beodric tracked the Drake's path before the last snow.

Beodric brought his Ermine and Ferret pelts to Framsburg a day ago. While in drunken celebration at the Inn of the Blue Bear, he tells the story of Itangast's coming.

The Task

The party must travel to Itangast's lair, slay the Dragon, and loot his treasure.

4.32 THE BALCHOTH CONSPIRACY (T.A. 2509)

Setting: The central portion of the Langwell Valley, just below the Gundalok Falls.

Requirements: A low- to medium-level party capable of swimming and climbing.

Aids: Some tips from a stableboy, no more.

Rewards: A bounty of 200 gp (to divide among the party), plus any items or treasures recovered by the adventurers.

The Tale

The Balchoth Confederacy, a huge group of Easterling tribes, has moved into southern Rhovanion. They are preparing to cross the Anduin and war on Gondor. In order to isolate the Gondorians, the Balchoth have sent agents into the territories of Gondor's allies in the hope of diverting local attentions away from the plight of the South Kingdom.

Meonid Ito is the leader of a group of Balchoth assassins, who have been entrusted with the disruption of Éothéod political stability. His mission is a prelude to the coming Balchoth invasion. Two of his minions were killed by Beornings after they attempted to slay an Éothéod Thegn, but two others — Adajo Bom and Nevido Smod — have enjoyed modest success. Perpetrating a series of six murders in Framsburg, they left the town in an uproar.

The Althehn Eorl has offered a reward for the capture or slaying of these murderers. Eorl is unconcerned with the details; he wants results. A stableboy named Ebric saw two suspicious Men speaking one night in the alley behind his home. They spoke of a group of hollowed rocks in the River Langwell, but he could perceive no more of their conversation. When he stumbled upon them at his stable the next day, they were hastily preparing to ride north.

The Task

The party must track the assassins, flush them out, and capture or slay them.

5.0 THE ROHIRRIM (T.A. 2510 Onward)

"In the late years of the untamed Third Age, men both good and evil fought to claim kingdoms, among them Eorl, Lord of the Éothéod. His time came in T.A. 2510, when he answered the call of Gondor and led his people south to slay the Balchoth hordes. A grateful Cirion, Steward of Gondor, granted the victorious Éothéod all of Calenardhon, a desolate and dangerous province of northern Gondor. But where others saw fearful, empty lands, Eorl saw a home like that of his ancestors. The Horse-lord swore his oath to Cirion and led his folk into the windswept pastures, where they planted their hearts and raised their herds. Sindarin Elves called the new kingdom Rohan, Land-of-Horses. Eorl's people called it the Riddermark."

— From the Broken Book of Galmód
Sweorsun, ca. T.A. 2900.

When Sauron returned to Dol Guldur from the East in T.A. 2460, he put forth his power again, and gave new life to Gondor's enemies. Communications between Gondor and the Horse-folk of the Anduin Vales, scanty in the best of times, were completely cut off.

Sauron's machinations in the East had borne fruit — a fruit of evil omen for the Men of Gondor. New waves of Easterlings, known as the Balchoth or "Terrible Horde," swept westward, encouraged by reports of Gondor's weakness and also by a drought in their own country of many years duration. They flowed into Rhovanion, and there consolidated their strength.

When Cirion the Steward assumed power in 2489, he was a much troubled man. His armies were tied to the southern frontier, where the Corsairs of Umbar strove to settle an age-old feud, and the threat of invasion from the East loomed greater with each passing day. Cirion knew from the reports of his spies that a vast new host was being raised against Gondor, and he sensed that these cruel men looked on the fair green fields of Calenardhon, Gondor's northernmost province, with the longing of a thirsty man who sees before him a sweet flowing stream.

The Balchoth were poor in gear of war and possessed few horses or machines — but their numbers seemed inexhaustible, and their armies spread across the horizon whenever they marched. Calenardhon at that time was very sparsely inhabited, and no great strength of defense could be raised in the province against the countless enemies that gathered in parched, brown lands between the Anduin and the southern eaves of Mirkwood.

Cirion strengthened the hill forts along the Anduin as best he could, and prepared Gondor's armies for the coming attack. He reached deep into his resources, but the families of Gondor could supply no more warriors than those already enlisted under the banner of the White Tree. So, his thoughts turned to the Éothéod, Gondor's ancient allies, who were now dwelling in the far North. It was a long journey for messengers, and particularly hazardous beyond the Undeeps because of the power exerted by Dol Guldur. Worse, there was no guarantee that the Éothéod would be able to send help, but there was no recourse except to look for Northman aid.

Cirion sent out three pairs of messengers, on the best horses in the realm, with a day's start between each pair. Each of the six couriers carried a stone carved with the seal of the Stewards and a message committed to heart and memory: that Gondor stood in sore danger of being utterly destroyed by the Balchoth, and was desperately in need of assistance from the Éothéod.

Only one of the messengers got through to the North Country: Borondir Udalraph (Borondir the Stirrupless), a great rider who claimed descent from one of the captains of the Horse-lords of Rhovanion, a man who remained in Gondor after the Wainrider Wars. Borondir's companion was slain by arrows as they rode past Dol Guldur, and Borondir himself was pursued by Balchoth trackers as far as the Gladden Fields. Afterwards, more evil men assailed him from their lairs in Mirkwood; but at last, after a ride of 15 days, Borondir came to Framsburg.

Without stopping to refresh himself he went up the stone steps and was admitted into the King's Hall, so spent that he could scarcely talk coherently. There, he delivered his message: that Gondor was beleaguered and would fall before the Balchoth if no help came quickly.

The Althehn Eorl, who was then Lord of the Éothéod, pondered for a while in silence. His thoughts were clear, however, and soon Eorl arose, saying, "I will come... If the Mundburg falls, whither shall we flee from Darkness?" Taking the right of Borondir, he removed to take council with the Lords of the Éothéod for the mustering of the host.

This took some days, for they were then at peace with all their enemies, but finally Eorl rode south at the head of a great *Éoherë* (R. "Horse-host") of riders: 7,000 fully armed men and hundreds of lightly armed scouts and horse-archers. Borondir rode beside him as a guide.

Eorl's Ride

Eorl's army rode swiftly southward, taking the old road east of the Anduin. No one challenged them, but as the host came nigh to Dol Guldur, they saw the foul black clouds of the Shadow and turned west toward the banks of the Anduin to avoid the power of the evil place. In this dark hour, many of the horsemen looked beyond the river for a glimpse of fair Lórien, which was reputed to be a land of eternal youth and golden springtime.

The Elven Wood gleamed with a mist which reached eastward across the Great River, to the dismay of many of the riders. But, as the mist engulfed them, Eorl stayed any panic in the ranks. He bade them hearken to their horses, who feared not the mist but stepped out high and proud as if refreshed; and the men themselves were gladdened and received as if from nowhere a new confidence, and the strain of the long journey fell away from them.

And so the mist protected them from Dol Guldur for two days and nights, and guarded their passage from the eyes of the Balchoth scouts. At dawn on the following day, fifteen days after leaving Framsburg, the mist cleared away and horsemen broke into the fields southwest of Mirkwood. They were not far from the Undeeps, but no enemies were in sight; however, it was clear from the great number of rafts and rough boats drawn up on the opposite shore that the Balchoth had already crossed into Calenardhon. A reek of smoke spiralled up from the wreckage of the forts to the south.

The Northman feared that they were too late, for the whole of the Balchoth had already passed over the river. So Eorl sent his scouts to see if any force would dispute his crossing. The first scouts returned with reports that, though there were signs of a great battle raging in the hills of the Wold beyond the river, no sentries were in sight. Eorl ordered that his army should cross the Anduin the next morn. Before the sun broke the eastern sky, the Men of the North passed over the Great River, and into the shining fields southeast of Lórien.

As the last of the mounted soldiers were coming over, the scouts brought in a Gondorian soldier; he gave tidings of Cirion's defeat with the armies of Gondor, and said that Cirion had been driven northward toward the Limlight, sore beleaguered by the Balchoth, who had vastly outnumbered the forces of Gondor.

Eorl's host rode east and south with the wind and, at length, with sunset, reached a low, grassy ridge. There they espied the enemy. Beyond — on a hillock tucked into the bend formed by the confluence of the Anduin and the Limlight — was Cirion's army. Drawn up in good order, they made their stand, hard pressed against the waters that invited their doom. The scene was grim: Cirion was sore beset, not only by the Balchoth, but also by a host of Orcs who had come down out of the Misty Mountains in great strength.

So the Éothéod rode down upon the enemy rear, snatching certain victory from Sauron's pitiless minions.

The Battle of Parth Celebrant

Led by Eorl, whose swift horse Felaróf led the way into the Balchoth ranks, the host of the Éothéod drove through the Easterlings, breaking their poorly formed ranks with great slaughter. Another force of Horse-folk smashed the rear of the Orc-tribes. Cirion and all the men of Gondor, much heartened by this sudden appearance of their ancient allies, charged down the hill singing their battle song. Caught between the forces of Cirion and Eorl's riders, the enemy scattered, like young children beneath a hail of lightning. Their panic increased their plight and insured their demise.

The routed Orcs fled back toward the mountains, but were ridden down as they scrambled across the carpet of silvery-green grass. Their Balchoth allies broke toward the Limlight, where most perished in the cool waters. Others swam back over the river and ran into the Wold. Their disarray made them easy marks for the pursuing horse archers.

The Battle of the Field of Celebrant ended the Balchoth threat. The Easterling army was annihilated and most of the tribesfolk left in Rhovanion retreated into the East. Cirion and Eorl gave thanks for their great victory. But the joy was sullied, for many had died and Borondir, who had been the first to cleave his way to Cirion's side, had fallen toward the middle of the day in defense of his lord.

The Oath of Eorl and the Gift of Rohan

With the war over, Eorl and an *Éored* of horsemen, went South into Calenardhon with Cirion and the much-diminished army of Gondor. The two lords often rode together, and the soldiers wondered how Cirion would reward the Éothéod for the help they had brought. When they came at last to the Mering Stream that is the southern boundary of Calenardhon, Cirion turned to Eorl, son of Léod, and bid him farewell. The Steward spoke of the need to set Gondor's house in order. But before leaving, Cirion inquired as to whether the Éothéod would enjoy the trust and care of Calenardhon and guard the war-torn land, or whether the Horse-folk wished to return home. Eorl agreed to remain in the Green Province for three months time, after which he and Cirion would meet again and take counsel together.

Then Cirion and the host of Gondor passed down into the woodlands of Anórien on the tree-shadowed Road, while Eorl rode back with his men and made camp in the pastures near the White Mountains on a low hill near a good-sized stream. They rested in the wide land with their horses, repairing as best they might the injuries of war, and fattening their horses on the rich grass that they found there. And the riders saw that the land of Calenardhon was wide and green and beautiful.

When the three months had elapsed, Eorl rode down to the Mering Stream with a guard of riders. There he met Cirion, and they went up with their captains onto the Hill of Awe, upon whose summit was Elendil's Tomb. When they came to a resting place some way below the summit, they sat there in silence for a few minutes; and then Cirion rose and stood on the first step of the stair leading up to the hollow and declared the manner in which he purposed to reward the Éothéod for bringing help beyond hope to the peoples of Gondor.

Cirion declared that he would give to the Éothéod the entire province of Calenardhon as a gift, to be theirs and their heirs for as long as the power of the Stewards should endure — until the return of the King — that they might dwell there under their own laws and their own rulers, with no bond or restriction laid upon them save that they would be ever allies to Gondor. But that bond was laid alike on the Gondorians.

Then Eorl rose, amazed by Cirion's wisdom, for he saw that the plan would greatly benefit both peoples. The Éothéod would receive a wide rich land to be their own domain, and Gondor's borders would thus be peopled and protected. Both peoples would thus renew the friendship of their ancestors and enjoy the intermingling that had brought such prosperity to their forefathers so long ago. These thoughts passed through Eorl's mind before he spoke.

Eorl accepted the gift, for himself and his people, and when he had done so, he and Cirion went up the stair to the hallow of Elen-dil's tomb and — in that holiest of places sacred to the Dúnedain — swore mighty oaths that were remembered by both peoples.

When they came at length back to camp, Eorl and Cirion took council with the Prince of Dol Amroth and Eomund — who were the captains of the Host of Gondor and the Éothéod, respectively — and defined the boundaries of the Riddermark, the land which was known thereafter to Cirion's people as Rohan.

5.1 THE SETTING: ROHAN

Cirion's grant to the Éothéod included all the Gondorian lands North of the White Mountains, save the Vale of Angrenost and the Royal Province of Anórien. It was a vast tract of meadowland bounded — more or less — by the Anduin on the East, by the River Isen (Angren) on the West, by the White Mountains on the South, and by the eaves of Fangorn Forest and the River Limlight on the North. The Mering Stream and the Entwash delta divided Rohan from Anórien. All of the Gondorian fortresses and watch-towers within this territory passed to the Éothéod and, of these holds, the Hornburg (*S. "Ostiras"*) was the largest. The gigantic fortress of Angrenost (*S. "Isengard"*), whose tower of Orthanc contained a Palantír, remained the property of Gondor.

There were few people in the land, and most of these were Gondorian soldiers. The population of Calenardhon, about 35,000 in T.A. 1600, had dwindled after the Great Plague, reaching at last such a low level that one could say with some justification that the province had been deserted by all decent folk. Bandits and outlaws held sway in some areas, of course, but for the most part the Éothéod found few people to challenge their authority over their new realm.

5.11 THE LAND OF ROHAN

Rohan (*S. "Rochand, Rochan,"* or "*Rohan*") is a beautiful territory and was one of the jewels of the Gondorian crown. The wide rolling pastures are the richest in western Middle-earth; the green hills are dominated by the towering peaks of the White Mountains, which rise suddenly from the high plain.

The Lowlands and Coombes

Looking into Rohan from Rhovanion to the east, as the Éothéod did, the realm begins on the west shore of the wide Anduin, at the Undeeps, and spreads out across the steeply folded, semi-arid downs known as the Wold. Here the land, though green, is desolate, the shortness of the springy turf and the absence of trees indicating a lack of water. In the Wold the rain drains off all too easily through the porous, chalky rock beneath the hills. Still, these downs form a pasture of surpassing excellence for sheep.

The hills of the Wold lie in Rohan's East Emnet, and grow less steep in the southeast, toward the Fords of the Entwash. Eventually, the ridges give way to fields of tall grass. These meadows separate the dry Wold from the bleak fells of the Drear Hills, the brown heights just north of the Entwash delta that stand vigil over the Anduin. Spreading and rising to the southwest, the fields of the East Emnet form a vast carpet of grass that ends by the banks of the Entwash (*S. "Onodlo"*).

On the far side of the Entwash, to the south of the East Emnet, is the Eastfold. Here the grass is long and rich, and the pastures are well-watered by the many streams running out of the White Mountains (*S. "Ered Nimrais"*). Further south — at first perhaps mistaken for low-hanging clouds — these snow-covered peaks loom like a shimmering fence. They form a great east-west wall, which suddenly juts up from pine forests in the southernmost Eastfold.

West of the Entwash and the East Emnet, is the West Emnet. This wide and high grassland is bordered by the dense Fangorn Forest to the north, the Misty Mountains to the west, and the Deeping Stream to the south. Its tall, dark green grass is among the finest in Rohan. So too, is the lush grass of the Westfold, just south of the West Emnet. Only the plains of the Westmarch offer richer pasturage.

The Westfold stretches along the northern flanks of the White Mountains, west from the Eastfold. Its open land rolls right up to the steep cliffs, and forms deep, fingery coombes that reach up between the mountain's ridges. Streams tumble down out of the high vales and cut through these coombes, before their winding, northward descent across the grasslands of the Westfold.

In the west of the Westfold, near the Gap of Rohan, stand the magnificent peaks of the Thrihyrne, a triple horn which forms the highest massif in the White Mountains. Jet-black where it is not shrouded by eternal snow, the Thrihyrne dwarfs its neighbors and anchors the southern side of the Gap. Beneath it, to the east, is the Deeping Coomb and the stalwart citadel of the Hornburg.

The easternmost boundary of the Westfold is formed by the river Snowbourne, a crisp, cool water that falls from the Harrowdale. Above its valley are the three greatest peaks in the east-central White Mountains: the sable Starkhorn, the saw-toothed Irensaga, and the coal-grey Dwimorberg. This triad surrounds the high, holy fields of Dunharrow, which overlook the narrow Harrowdale. Rohan's capital, Edoras, lies on a spur of the Irensaga, just north of Dunharrow. It is the Eastfold's westmost town and serves to guard the mouth of Harrowdale.

The cobbled east-west road from Edoras skirts the White Mountains. To the east, it passes the ruins of the town of Calmirië. From there it meanders down through the pastures and foothills of the Eastfold and into the Woodlands of Anórien, and on to Minas Tirith. To the west, it crosses the Snowbourne and stretches through the Gap of Rohan and to the Westmarch beyond.

The Westmarch is the westernmost area of Rohan, lying west and south of the Gap of Rohan. Its borders are formed by the rivers Angren and Adorn. Lightly-settled and oft-times threatened by Dunlendings, it remains a special place. No land has better grass and no realm raises better horses, than those found in the Westmarch. Wild, windswept, and beautiful, this frontier fief epitomizes all the glory and grit that is Rohan.

The White Mountains

The White Mountains rise steeply from Rohan's lush, green, rolling meadows. Their jagged peaks, especially in the convoluted "knot" behind the Hornburg, thrust up as high as any in the western part of Middle-earth, excepting the tallest spires of the Misty Mountains. The higher peaks — including the Thrihyrne, Beirgealga, Heaheall, Starkhorn, Dwimorberg, and Irensaga — are always blanketed by snow. An abundance of snowfields and light-colored rock give the

range its name, for though the high peaks contain a great deal of dark-colored igneous rock, the White Mountains are formed principally of limestone and marble.

Carved by glacial action long ago, beautiful alpine valleys like the Deeping Coomb and Harrowdale run up from the rolling plains and thread between the mighty peaks like green fjords. Bright streams fed by melting snow and sweetly flowing springs tumble down the steep cliffs to the level valley floors below. The lower slopes and foothills of the White Mountains are wooded in many areas, and provide excellent hunting.

There are numerous caves and caverns in the White Mountains. Most of them are small nooks, but some are magnificent complexes, winding deep into the moist limestone. Of these, the greatest are the Glittering Caves of Aglarond, whose entrance is at the end of the Deeping Coombe behind the Hornburg. They, like the Paths of the Dead behind Dunharrow, were formed by an underground river cutting through a fissure deep below the heights. The course of the Paths, however, also cuts through a granite fault, near the halfway point of the cavern's long southward journey (which joins Dunharrow in Rohan to Lamedon in Gondor). Gems and precious metals abound in these caves, especially in the western part of the range; however nowhere are the deposits as rich as in the precincts of the Caves of Aglarond.

The White Mountain passes afford few safe routes for those traveling south to Gondor. Between the peaks, the descent is slight, and the cols and saddles treacherous, particularly on the sheer northern slopes. Where there has been traffic through the mountains, the routes typically cut through caves (e.g., Dunharrow or the Tunnel of the Awful Stair), rather than winding over these ominous highland gates.

Even with good footing, travel through the Ered Nimrais, especially in the high peaks region, is extremely hazardous no matter what the season. Avalanches are common and the weather is severe. Winter brings capricious blizzards and sub-zero temperatures. Even experienced mountaineers find journeys here difficult, not only because of the physical and climatic hazards, but also because the Dunlending inhabitants of the mountains are hostile to the Rohirrim and resent the authority of the Kings of Gondor.

The greatest pass in Rohan — and indeed, in all of western Middle-earth — is the strategic Gap of Rohan. Forty miles across and only 3,702 feet in altitude at its center, it serves as a grassy doorway between the southern end of the Misty Mountains and the northwest tip of the White Mountains. It joins the Westmarch to the rest of Rohan, and permits safe sojourning between Eriador and the lands to the east. Startlingly beautiful, the Gap provides some of Endor's most wondrous views.

The Waters

Rohan's principal waterways are well-distributed and at least one significant stream flows near almost every Rohirric community. The Isen and Adorn feed the Westmarch and empty into the Great Sea to the west. In the north, the River Limlight separates the East Emnet from Lórien. The Entwash winds through Rohan's heartland, dividing the Emnets, while its major tributaries — the Deeping Stream and the Snowbourne — form the main arteries in the South.

The Isen is a broad stream flowing down out of the Misty Mountains; it is best crossed at the Fords of Isen, for it flows swiftly over rock gardens of boulders and ledges of clean rock. Descending the steep incline southwest of the Gap of Rohan, it forms the northern boundary of the Westmarch. Its main tributary, the Adorn, is somewhat smaller, but shares the Isen's character. Both are famous for their fishing, particularly their salmon stocks.

Rising in the depths of Fangorn Forest, the Entwash is the principal river of Rohan. Where it breaks out of the forest into the plains of the northern Riddermark, it is a small swift stream with deep-cloven banks. Somewhat augmented by groundwater flowing out of the Wold, the Entwash rushes on swiftly southward through the plains

of Rohan until it crosses a broad ledge of rock at the Fords of the Entwash. There it is shallow enough to be crossed by a Man on foot.

Below the Fords, the Entwash receives new strength from the many streams flowing out of the White Mountains, growing larger with each passing mile. The river is navigable by canoes and flat- or shallow-keel boats (*R. "cnearras"*) above the Fords as far as the Fangorn eaves, and by larger craft between the Fords and the Anduin.

In the south at Harrowdale, the Snowbourne rises in the White Mountains and flows with great force all year round, deriving most of its strength from springs, melting snow, and glaciers in the high mountain valleys. Crystal clear and very cold, the Snowbourne can be forded easily by men on horseback along most of its length, except during the spring freshets. Its sparkling waters are filled with large brown trout.

The cold, brisk Snowbourne rushes into the Entwash where the larger stream bends to the southeast, skirting the foothills of the Eastfold and Anórien. East of the junction with Snowbourne, is the beginning of the Entwash delta. Here the river breaks up and takes a multitude of routes through the lowland fens that mark the western side of the Anduin. The Mering Stream, running northeast along Rohan's eastern edge, joins the Entwash in the southern delta. From there the many channels called the Mouths of the Entwash unite with the Great River over a fifty mile area, just east of Rohan.

5.12 ROHAN'S WEATHER

Rohan usually enjoys a mild and happy climate, albeit somewhat unpredictable. The summers are pleasantly warm and the winters are almost always moderate. It is a gentle land, although not so kind as to soften its proud people.

Winter is a cool, moist time. Despite its altitude and frequent snow falls, the snow is rarely deep and is often quick to melt. Beginning in Narwain, the first month after Yule, cold winds from Eriador drive east through the Gap of Rohan. Deep winter grips the land for the next eight weeks. This is a time when Rohirric families retreat beside their hearths, but outdoor life by no means halts. Rohan's climes are hardly brutal.

In the White Mountains, of course, the temperatures are colder and the winters more severe; but on the other hand, the White Mountains block storms coming up from the South and lessen their severity. In Rohan most of the worst storms are born by the prevailing winds, which come out of the West or Northwest. Air from the East tends to be dry, while the rare breezes from the south are invariably comforting. Even during the coldest winters, a warm dry wind, the *foehn*, periodically blows north from the Bay of Belfalas and crosses over the mountains, melting snow and increasing the danger of avalanches. If there is a heavy blanket of snow on the meadow lands, it may melt suddenly, flooding the neighboring lowlands.

Eastern and northern Rohan, particularly the Wold, are very windy, but rather dry locales. While lower in altitude, they are still cool, and rely on infrequent, yet pleasant Anduin Valley showers for much of their rainfall. The Westmarch is unprotected by the mountains and receives more rain than any other region in Rohan, with the exception of the Gap itself. Frequently troubled by unpredictable storms turning inland from the Great Sea or striking up from the Cape of Andrast, the Westmarch's farmers and herders are careful folk who, in some cases, must employ the skills of Astronomers.

Rohan's springs and falls are exquisite. Pallets of greys and blues, reds and oranges, or purples and pinks color the sky. Wildflowers parade across the swaying fields. Sudden rains blast the land for but a few stirring minutes, only to dance off to the east, leaving eerie stillness and blazing rainbows in their wake.

In the mountains, fall and spring mean warm days and crisp, frosty nights. Summer nights are also cool, but the vales are pleasant and invigorating regardless of the hour.

5.13 ROHAN'S ECOLOGY

Blessed with a wealth of plants and animals, Rohan is an ideal home to the Riders. The herding, fishing, and hunting is among the best in Endor.

The Flora

The meadows of Rohan are well-watered and fertile, the gift of a multitude of White Mountain streams. Here, in fields which vary from eight hundred to thirty-five hundred feet above sea level, the pastures are the richest in western Middle-earth. The thick, black topsoil is more than twenty feet thick in some parts of the Westfold and, aside from the Wold, is uniformly exceptional. Rohan's rolling pastures run right up to the skirts of the White Mountains, with few intervening foothills. Distances can be deceiving, and the mountains, which can be seen throughout the Westfold, are often farther away than they appear to be. This confusion of distance, coupled with the undulating sameness of the lush green landscape, often produces a dreamy, peaceful, timeless feeling that can dull the alertness of travelers.

The pastures of the Eastfold are almost as rich as those of the Westfold. Here a narrow range of foothills separates the mountains from the plain. This is the most heavily-wooded area in all of Rohan, the home of the Firienwood and Snowbourne Forest. To the east lie the more rugged, tree-bound hills of Anórien, while to the north are the relatively treeless Emnets. Both the West Emnet and the East Emnet form a gradual transition from the extraordinarily lush pastures near the mountains to the barren downs of The Wold.

The Wold, though green, is devoid of trees. Heather and short grass cover these rather tortured slopes. Their tumbling, concentric ridges support little more than moorland flora. The underlying rock is so permeable that surface water drains right through it, carrying precious nutrients into the hungry ground. Only sturdy plants take root in the mineral-poor soil, and much of the Wold's topsoil has blown away for want of roots to hold it. Thus, the grass in The Wold is short and springy, and withers brown without recent rain. It is suitable for sheep, but little else.

Fauna

The Rohirrim hunt Wild Boars for sport. It is a dangerous endeavor, for fully-grown Wild Boars stand three to four feet high and sport eight to twelve inch tusks. Bad tempered, vicious, and ferocious beasts, they lurk in thickets, deep woods, or dense patches of tall grass, searching for tubers and other forms of forage. If startled, they rarely run, preferring to suddenly rush forth and confront their foes. A Wild Boar is a match for any Man, and many have slain hunters, even Kings. Even the sows are dangerous, being tenacious and wily. Exceptionally large beasts can terrorize an entire district, since they have little fear of Man and love to tear up unattended camps. Only in winter are they quiet. Spring brings these swine out of their shelters.

Rohan's other predators are less numerous. Grass Cats, once the main large hunter of Calenardhon, have declined drastically because of the disappearance of their principal prey, the Wild Kine. The Cats are now extremely rare and, because they are shy, almost never seen. Still, the signs of their presence abound, as evidenced by their blood-curdling screams, which stampede herds of horses.

The Grey Wolf population has also declined since the arrival of the Rohirrim. Although still common in the mountains, these nocturnal canines are virtually absent from the lowlands. Their incursions are now restricted to severe winters, when large, savage packs tread out of the coombes or across the frozen Limlight in search of meat.

Three kinds of Bears live in the White Mountains: Black Bears, Brown Bears, and Blue Bears. A plethora of cool, trout-laden streams and a generous supply of underground (Ground-bee) honey deposits

make the high reaches around Rohan an inviting home for these animals. The black varieties are rarely dangerous to man unless provoked, but their brown and blue-grey cousins are not so passive.

Brown Bears are large, fearsome creatures which sometimes grow to heights of more than ten feet, and often attack simply because of a bad mood, especially on hot summer days during the mating season. Fortunately, they are not more numerous. Brown Bear sightings usually involve treasure hunters exploring caves in the mountains, or men on herb gathering expeditions in the White Mountain vales.

Blue Bears are even more rare and reclusive. Sinister, silvery, blue-grey beasts, they actually hunt Men, just as they do other game. They possess an innate sense (analogous to a continual *Presence* spell) which enables them to perceive all living animals within fifty feet, regardless of scents or visual or aural obstacles. This power is formidable, allowing them to guard their highland territories with astounding efficiency. Due to their remote homesites, however, they pose few problems.

Rohan's only true poisonous snake, the Green Asp, is a denizen of the grasslands. It is especially common in the low, southern quadrant of the East Emnet. Green Asps live in communal burrows, usually taken over from gophers or rabbits after the snakes have eaten the former inhabitants; but they spend most of their active hours out of doors, sunning themselves on warm hillsides. As many as fifty of the serpents might occupy the same sunny hillside on a warm afternoon. This is no mean scene, for the larger Asps are as long as a man's arm.

A Green Asp's bloated, slow-moving body tapers to a thin neck and tail. Its poison glands sit behind the eyes and puff out when full. These nasty snakes give off a fetid odor somewhat similar to rotten strawberries. This can be both a lure and a warning. Beasts bright enough to fear them, shy away from the smell, which is strong at distances up to one hundred feet.

Horses, for one, invariably bolt when they catch wind of these awful vipers. They have good cause; the bite of a green asp, though rarely fatal, causes intense searing pain in the affected limb or body part (which soon turns chartreuse and purple). The tissue near the bite, if left untreated, frequently becomes gangrenous and sloughs away, exposing the bone. In some cases, the entire limb below the bite drops off. A Green Asp's victim develops a high fever and hallucinations, even if the proper treatment is administered, and is completely incapacitated for at least three days.

Rohan's other inhabitants are less dangerous. Nests of Ground Bees frequent soil of the vales and high grasslands. Red and White Foxes prey on the rodents of the same areas. Myriad birds, notably the tasty Grass Grouse and pugnacious Green Pheasant, are native to Rohan, while scores of migratory species inhabit the region's streams and wetlands.

Of course, hawks and falcons abound in Rohan. They often roost in the cliffs of the White Mountains. In addition to these indigeneous birds, many migratory hawks come down from the North along the flanks of the Misty Mountains, and can be seen each spring and summer in the skies above the Isen Fords.

Eagles roost in eyries on steep cliffs high in both the White and Misty Mountains. Now and then, one of the great Eagles — huge birds possessing an almost human intelligence and capable of carrying a full-grown human being — can be seen gliding from the heights overlooking the West Emnet. Considered to be sacred birds, they are never molested, even though they prey on sheep and occasionally carry off small cattle.

5.2 THE RIDERS OF ROHAN

The Rohirrim retain much of their old Éothéod character; however, the benevolent influence of the land itself encourages them to abide by some of the customs that characterized their life on the plains of Rhovanion. Once again, they live as a semi-nomadic people, folk who spent most of their time on horseback. The majority of Riders, like their Éothraim ancestors, shun towns and villages except in winter, or on market or festival days.

Unlike the Éothraim, though, the Rohirrim are one people. They are subjects of the Mark and loyal to one Lord, and they are the heirs of the united Éothéod. No longer do they live on the frontier of western Endor; their realm is central to trade and travel. Numerous and relatively rich, they count more settlements than their forefathers.

Rohan's towns reflect the influences of the years in the Anduin vales. Most habitations nestle along the flanks of the White Mountains and in the sheltered mountain valleys, and generally perch atop defensible hillocks or beside impregnable mountain walls. Much of Framsburg is in the character of Edoras. Built of stone and nurtured by thundering freshwater tumults, these villages recall the memories of the Éothéod, while incorporating the technological gifts from Rohan's allies in neighboring Gondor.

Although comfortable in the villages, the Riders are happier in the saddle. Those that own town-homes still spend most of their waking hours in the countryside, herding or farming; thus their name. A Rohirric town of a few thousand folk has a year-round population of only a few hundred.

5.2.1 THE PEOPLE

The Rohirrim are tall and fair; most of them given to very light, straw-colored hair and blue or grey eyes. Both men and women are strong, lithe, and very handsome — beautiful in most cases. Their clear skin and angular features give them an enchanting quality, as if they exist as part of the land, and not just as mortal visitors. This aura is magnified by their serious, almost austere, manner. Only the scarlet shading in their cheeks and glint in their eyes betrays the fire behind their cool facades. It remains a noble Northman race, born of vigorous lifestyle.

Clothing

Men wear trousers and high shoes or boots to protect their legs from the grasses; the pollen and seeds and continuous chafing can spawn rashes, and hidden beasts and roots can immobilize an unguarded leg. Long-sleeved cotton shirts and wool jerkins also ward off the often unpredictable elements as well, although heavy garb is rarely required. When it is, the Rohirrim don woolen cloaks and surcoats. These cloaks are usually charcoal grey, dark blue, forest green, or black.

Women favor lighter grey material and sometimes wear richly embroidered cloaks dyed bright blue or light green. Decorated tunics cover their shirts and trousers when they ride, but they generally change to a cotton or woolen gown when at home.

Most Rohirrim own a shield and armor of some type. Chainmail is universally prevalent, and even the average man has a chain shirt stored away somewhere. Warriors employ chain hauberks or suits of mail. The Riders like to travel light and prefer unrestricted movement to the confines of armor, so few wear their war-covering on a regular basis. Armored horsemen are generally restricted to the border marches. However, most of the Rohirrim carry a lance and bow as a matter of course, as well as a good-sized knife and broadsword.

5.2.2 THE ECONOMY

The Rohirric economy is vibrant, despite the fact that barter reigns in most rural areas. Trade is brisk and everyone is at work. Along the Great West Highway (*S. "Tarmen-i-Numen"*), commerce is among the strongest in western Endor, despite the fall of Arnor and its successor states in Eriador. Ties with Gondor remain deep, and Rohan's strategic position makes it the natural conduit for trade between the Anduin Valley, Gondor, and Rhovanion to the east and Minhiriath, the Westmarch, and the depressed, but ever-present Eriadoran towns to the west.

Rohan uses Gondorian currency and, in rare cases, the coin of Dol Amroth and Arnor. The Riders maintain no active mints, although victories and crown-events are frequently commemorated with specially-commissioned offerings of silver Rohirric *Penning*. Embued with the Running Horse of Rohan on the obverse and the Certar celebratory inscription on the reverse, these quarter-ounce coins are the equivalent of Gondor's silver piece. Pennings, like all good coinage, bring their worth when used; but the Rohirrim always prefer goods to currency, unless they plan to travel. Riders are practical folk.

Farming, Herding, and Hunting

Manors, farming hamlets, and farmsites harbor nearly half of Rohan's 103,000 people. The richness of the deep black soil on the Rohirric plains encourages farming on a fairly large scale in the Westfold and the Eastfold. Oats, rye, barley, wheat, berries, and hay are the principal crops.

Hay is reaped in autumn and heaped in stacks for winter storage, even though the winters are such that the Rohirrim have no pressing need for hay in most years. The Riders learned the necessity of laying by winter forage in the North Country, and are careful to maintain a reserve to combat famine in the lean, cold seasons that occasionally seize the land, particularly in times when the Shadow reaches forth. Piled up around a pit sunk into the ground, stored hay rises as high as twenty-four feet. The roof of the stack is made of tightly rolled bundles of hay fastened with ropes, and a cleaver cross-hatched lashing helps the stack preserve its shape.

Generally, however, Rohan's herds feed on nutritious grass. Cattle and sheep abound — the sheep mostly in the Emnets and the Wold, and the cattle mostly in the Westfold. Farming augments a diet of fish, fowl, and meat, for although the Rohirrim can easily live by hunting in most years, their grain feeds their herds and rounds their diet. Oats and rye from the lowlands yield fine flour for bread, while the highland barley is an essential ingredient in their ale and makes good soups.

Still, the vast grasslands are for the most part reserved for horses. Rohan provides room enough for many horses, and the equine herds have increased dramatically in size since T.A. 2510. Women, once again, take a major part in riding, training, and caring for the horses, as they had in Rhovanion. Although they all own houses or halls in the mountains, they hold great delight in following the horse herds — but they return frequently to the shelter of their settlements in times of strife or bad weather.

The heart of Rohan is far from the borders of the realm, and is relatively safe from the hazards of war when compared to the vulnerable North Country, so it is no surprise that the chief pastimes are riding, racing, and hunting. Skill at arms is highly valued, however, and many of the young men serve in the Gondorian cavalry.

5.23 SOCIETY

The Rohirric life-cycle is much like that of their ancestors. A small town population provides constant activity in village trade centers, while the majority of the families move with their herds on far-flung pasture circuits or, in some cases, manage their herds from manorial centers spread throughout the countryside. In tough weather or at holiday time the people head to their homes in towns and hamlets, swelling the urban population by three- to ten-fold. The Rohirrim also abandon the pasture whenever there is an outbreak of hostilities but, unlike the Éothraim and Éothéod, they do not seek shelter in walled towns or hill-forts (*Rh.* “*buhrs*” or “*burgs*”). Better defenses insure the Riders’ safety.

The mountain valleys in Rohan provide well-protected refuges, natural fortresses for the Rohirrim to retreat to in times of dire need. Ancient Dunharrow, near Edoras, and Helm’s Deep in the Westfold are the greatest of these mountain bastions, and provide most of the population’s accessible wartime shelter. Numerous smaller coombes along the edge of the White Mountains permit more localized defense, but most of these are fortified pastures and only accommodate small numbers of Riders. Nonetheless, the entire citizenry of the more populous Eastfold and Westfold regions of Rohan can hole up in these often-stunning highland nooks.

Villages and Homesteads

With the presence of natural refuges, the towns of the Mark are free to serve their natural purpose. Commerce and comfort prevail in the villages of the Riddermark. Town walls provide defense against bandits and surprise assaults, no more. Land is less critical, since the placement of walls is no longer a dominant concern. The Rohirrim are perfectly justified in building their houses a little way apart from their neighbors, and often do so, and yards for prized animals frequently lay within the village proper.

Conservative people, the Riders hold old forms dear. Towns are still laid out on terraced hillocks or high ground, always above a stream, and are organized according to the circular form adopted by the Éothéod. The chief hall rests atop the hill, with a commanding view of the countryside. A ditch and an earthen wall crowned with a stone rampart surround the site. Aside from the less-formidable nature of the walls and the less-crude construction, a Rohirric village shows a startling resemblance to those of Eorl’s people.

Architecture

The White Mountains and Misty Mountains both yield plenty of timber, and a seemingly unlimited treasury of good building stone. Wealthy folk live in stone houses with comfortable wood interiors, enjoying both strength and fine insulation. Half-timbered houses, constructed partly of mortared stone and partly of hewn timbers, are also common. Poorer dwellings, particularly larger barns, are built of logs. Steep roofs of stone, wood, or thatch are the norm, and every home has wood shutters on the inside and the outside of its smallish windows. Modern Rohirric houses invariably use stone chimneys and interior hearths, although larger hall-structures and traditional ceremonial centers recall the older forms, where smoke escaped through louvers in the roof. Ancient architectural accents also appear in the shape of columns, in the roof pattern, and throughout the decor.

Kinship and Family Life

Kinship groups remain strong, but the extended family, and not the clan, is the basic element of Rohirric society. Just as tribal affiliations blurred or disappeared in the Anduin vales, clan ties have loosened in Rohan. Both tribal and clan functions are amalgamated

into the new system of military command used by the nation. Still, houses built near each other tend to belong to close kin-folk. More than one related family may work a manor and town quarters often resemble the clan areas of ancestral villages.

A Rohirric family is a patrilineal affair; the eldest able-bodied male is master and descent is traced through the male line. Women move to their husband’s homestead, becoming part of his extended family. Property, however, is held by the individual, be they male or female, and women own the right to vote, speak at the Thing or Moot, and unilaterally divorce their mate.

The Rohirrim do not live alone, unless forced into solitude. Families stay together, with the extended family serving as the core. Elder males remain in their father’s home, with their own brood, if they have one. Younger males move out of the house with the birth of their first child. Women, of course, leave if they marry.

Rites of passage occur at age 6, 12, 18, 36, and 72. At six a child begins learning the basic skills of survival and tests his interests. Twelve year-olds start military training. A Rohir reaches young adulthood at eighteen and becomes a full adult at thirty-six. Seventy-two is the minimum age for an elder.

5.24 POLITICS AND POWER

Eorl, Althegn of the Éothéod, was crowned King of the Rohirrim on Yule, T.A. 2510. He was the first of the First Line, and with his ascension his united Tribe became the citizenry of a sovereign Kingdom.

With the establishment of the Riddermark, the power of the King increased and politics, not kinship, became the preeminent factor in ordering social status and military structures. Personal and familial bonds remained important, but they were no longer paramount. A man’s head-price no longer determined his worth to society.

Of course, the Althegn (*later R.* “*Althane*” or “*Cining*”) still derived his power partly from his ownership of many horses, as he had in the North, but his main strength came from the increased authority of his office; in Rohan he was King. Recognized and respected by his very powerful counterpart in Gondor, he became the official (junior) partner in a grand alliance central to the affairs of the Free Peoples of western Endor.

On the other hand, the elevation of their Lord further curtailed the power of the Heah-thanes (Chiefs or Aldors) of the six Tribes. Once autonomous masters of their own people, they became a small, but important societal class after the development of the Éothéod. Their principal function before 2510 was as military commanders; afterwards they became advisors and administrators and, in some cases, the King’s envoys. However, many of the Riddermark’s Marshalls (those outside the King’s family) have been Heah-thanes.

The Frathing of Rhovanion gave birth to the Althing of the Éothéod, which in turn was the predecessor of the Rohan’s yearly parliament — the *Algemaet* — the Midyear (*S.* “*Loéndé*”) gathering of the citizens of the Mark. As always, the Lord’s Council presides over this congress, although the Rohirric King’s Council (*R.* “*Ciningmaet*” or “*Snotor-maet*” or “*Maethelthane*”) is quite a bit stronger than its ancestors. The Council not only serves as the conscience of the King, it acts as guardian of the nation. Their word is based on deep-seated authority and, while not absolute, can be quite binding, even on the King. An heirless King, for instance, is interdicted from going to war.

Rohan's Underking, the position of heir to the throne, grew out of the Council's resolutions following the death of Helm in T.A. 2759. Formalized after the War of the Ring, it has provided stability for the Riddermark for hundreds of years.

Local political structures also provide for continuing strength and well-organized and responsive rule. Beneath the King, his family, and the six Heah-thenes, are the Thanes. These men form a class of noble freemen who administer the Near-marks (*R. "Neahmaercs"*), or local counties. Each Near-mark is reckoned according to the distance "a stout horse can ride on an average day at an even pace," and Rohan has one hundred of these localities.

Thanes circulate the King's word and serve on twelve-man courts (*R. "Twalf Wetans"*) which arbitrate or dictate local civil settlements and resolve cases involving "wrongs to men" (torts). Their other duties include overseeing tax collection, training the local Muster, and leading the Éoredas.

Rohirric Military Organization

In the North, the division between men actually serving on military duty and men merely available for such service was often blurred. Though theory cited that the Thegns, Caerls, Burgwarders, and Cnihts were the only constantly-ready warriors, war forced the common Fyrd to be more or less continuously at arms. The distinction is clear among the host of the Riddermark.

The military command of Rohan devolves directly upon the King. The King in turn appoints three Marshalls of the Mark. These men are often — but not always — members of the King's own family, doughty warriors possessed of great experience or excellence in battle.

The First Marshall's command comprises the capital, Edoras, and the adjacent King's Lands, including Harrowdale and a good portion of the Eastfold down to Aldburg (known as Calmirie under Gondor). Men from the eastern Westfold also muster at Edoras when convenient. Usually, the King delegates this command to his heir, but sometimes he himself holds the First Marshall's post; in other cases the honor goes to a younger son or trusted champion.

Under ordinary circumstances, the Second Marshall's bailiwick includes command of the Hornburg and the defense of the military district called the West Mark. This responsibility includes wardship of all the territory in the Westmarch, Westfold, and West Emnet, save that by Edoras and Harrowdale. The East Mark, which encompasses East Emnet and the Eastfold, is the province of the Third Marshal. He shares equal status with his counterpart in the West Mark. (These Marks are only military in nature, and their boundary runs down the Snowbourn to the Entwash, and then north along the larger stream to Fangorn Forest.)

As was true in the Anduin vales, the principal military unit is the Éored (*R. "Horse-riding"*), or troop of cavalry. Among the Éothéod, however, there were no precisely fixed limits regarding the size of these units. Any large body of mounted men from a given clan might be referred to as an Éored. Typical Éoreds of Eorl's era numbered 60-120 warriors.

The Rohirric Éored is a more regularized unit. No longer tied to clans or tribes, it is a troop of 120 Riders. One hundred of these units compose the full muster of all the Rohirrim — which is named, as in the time of the Éothéod, the Éoherë (*R. "Horse-army"*). Together with the 120 man House-guard (*R. "Húscairls"*) of the King, these twelve thousand warriors make up the Éoherë or "Muster" of the Riddermark.

Arms and Armor

The close alliance with the men of Gondor has a strong effect on the arms born by the Riders of Rohan. Not only have stallions from the Gondorian stud added size to their horses, but the arms and the armor carried by the Rohirrim have undergone considerable evolution. Weapons are now generally stouter and standardized according to the requirements of heavy and light cavalry. All warriors now wear chainmail and steel helmets, and bear a round shield.

The Riddermark's heavy cavalry includes the 100 Thanes, 120 Húscairls, 400 Cairls, and 4400 *Cnaihts* (*R. "Knights"*). These heavily-armed men are experienced fighters who wear suits of chainmail or full length chain hauberks. Their helmets have a nose or faceguard, or incorporate a visor. Most are peaked, but some are flatter on top. The weight of the casque rests on the shoulders of the Rider.

Heavy cavalymen ride large warhorses mounted with reinforced saddles and extremely strong, flexible stirrups in order to absorb the impact of a full charge. Iron horseshoes are always employed. Their twelve-foot long lances are essentially heavy ash or yew spears, each with a varying diameter of two to three inches. Along with the lance, these Riders carry a composite bow and a hefty broadsword designed for slashing through the heaviest of coverings.

Lightly-armed Riders are less experienced or less wealthy than their heavily-armed compatriots. Their arms are of the traditional type carried by their Éothéod forefathers: a two inch diameter nine-foot lance, a broadsword, and a large knife. Most carry lighter shields and wear only chain shirts or light chain hauberks, together with unvisoried pot helmets, often with skirts of chain mail hung down from the bottom of the helmets' backs to protect the warriors' necks. Horse-archers, another class of light-armed fighter, carry composite bows and two quivers of arrows in lieu of lances.

War-craft

Rohirric battle tactics are rather simple, yet exceptionally effective. High morale, fine equipment, and solid training enable them to best almost any foe in open melee, despite stiff odds. For the Rohirrim, then, the idea is to close on and crush an enemy. Lighter Riders act as scouts and patrol in force, dropping back to cover the army's flanks when engaged. Then the horse-archers rain arrows on the corresponding wings of the opposing force, keeping them at bay or preventing them from supporting the enemy. Lighter lancers bolster the Rohirric flanks against attack.

Meanwhile, the heavier Riders assemble in the center, each Éored forming a vee-formation. These knights strike en masse with lances drawn, smashing the enemy center with one, punishing charge launched at an appointed moment. One to three waves make the assault. Once through their foe's line, they turn and charge again; but, if they are tied down in melee or elect to stay engaged, they draw their long broadswords and start hacking.

Should the enemy flee, or should a small group become detached from the main body of the opposing army, the lighter-armed Riders move forward and hunt them down. A similar situation arises when the enemy collapse on their own center in order to fend off the Rohirric heavy horse, thereby prompting the Riders' light horse to encircle their prey.

Naturally, the majority of the Riddermark's armies are half-Musters of about 6,000 horsemen. Led by a Marshall of the Mark, they might be joined by the King and his Húscairls; the rest of the Riders stay in reserve for home defense and emergencies. The Rohirrim are conservative folk and prefer to risk no more than half their available men-at-arms, which in most cases is more than sufficient to tackle the task.

Unit	#Units	#Men	Commander
ÉOHERĒ	1	12,120	KING
HÚSCAIRLS	1	120	KING
HAFHERĒ	2	6,000	MARSHALL
ÉORED	100	120	THANE
TWALFRED	1000	12	HEAH-CAIRL
HAFRED	2000	6	CAIRL

5.25 FRIENDS AND ENEMIES

Living in a land-locked, central location, the Riders count many neighbors: the Gondorians to the east and south, the Dunlendings to the west, the forces of Saruman to the northwest, the Ents of the Fangorn Forest and the Elves of Lórien to the north, and the Woses in the wilds of the deep woods and remote highlands. Some are friends; some are enemies.

The Eriadorans and Northmen

The Men of the Riddermark count few true allies, but those they embrace are strong friends. Gondorians, Rhovanion Northmen, and various Eriadorans (e.g., the Men of Tharbad and Bree) come to mind, for these peoples are trade partners who share a common heritage or revile the same enemies. In the case of the Northmen of Wilderland, the Rohirrim deal with brethren of blood and culture. The Eriadorans, although few, look toward Rohan for most non-essential goods, and use the Great West Highway (the same route as the Greenway and Old South Road) to ship their own wares to the markets of Gondor.

The Gondorians

To the Riders, though, no bond is as important as Rohan's alliance with Gondor. The passion behind the Oath of Eorl still runs strong. Watch-Towers perched atop the highest foothills of the White Mountains stretch across the heights of Anórien, forming a line of signal stations between Alburg in the Rohan's Eastfold and Gondor's capital at Minas Tirith. These seven sites are spaced at twenty-five mile intervals, on a parallel varying from five to twenty miles from the Great West Road. Manned by Gondorian sentries, they can relay a fiery plea for help with startling speed.

Since the defense of the two Kingdoms is reciprocal, however, calls for aid can go either way. Should Rohan be assailed, the fires are lit from west to east, alerting the South Kingdom and summoning military units stationed near the Rauros, Cair Andros, or Minas Tirith. (In such a case, the first flame lights atop Halifirien, and then proceeds to Calenhad, Minrimmon, Erelas, Nardol, Eilenach, and finally Amon Dîn.)

Commerce between Gondor and Rohan is plentiful. The Rohirrim ship horses, salt-beef, smoked mutton, gems, raw metals, woolens, ale, and honey eastward, trading for wine, cottons, metal-goods (including weapons), spices, and various other finished goods manufactured in, or distributed through, the South Kingdom.

The Elves of Lórien

The Elves of Lórien, while removed and aloof from most manish affairs, maintain limited and somewhat friendly relations with Rohan. This is in part due to proximity; the Riddermark is sundered from Lórien by only a narrow stretch of land, the fields north of the Limlight and south of the Elven Wood. Few Men cross these rolling grasslands, but those that do are friendly hunters, or envoys sent to apprise the Elves of Rohirric intentions and needs. Along the Anduin, however, goods shipped between Rohan and the Northmen always pass near the Elven town of Caras Galadon. Most boats never stop en route, but a few dock at the Elven piers which front the Limlight, just above its junction with the Great River. There, a modest number of goods making this journey are diverted into Elven hands in exchange for the superb crafts of the Golden Wood. Generally, however, the Elves and Rohirrim keep their distance and let their neighbors go their own way.

The Ents of the Fangorn Forest

The Elves are not the only aloof race occupying territory bordering the Riddermark; the Ents (R. "Giants"; S. "*Onodrim*" or "*Enyd*") and Huorns of Fangorn Forest shun virtually all contact with the Men of Rohan. Using the frighteningly thick confines of their ancient Wood as a refuge and a ward against Men, the Tree-herds and their kin remain apart from the Riders. Rohirric folk believe a haunting guards the Fangorn eaves, and they dare not enter the dark forest

unless especially bold. Hunters and inquisitive adventurers occasionally walk the Wood's ancient paths, but even these men restrict their visits to the daylight hours and keep near the southern edge. After all, the Rohirric name for the Tree-herds means "Giants," and the Riders cultivate few fools. Rohirrim avoid crossing into Entish holds — or at least they so believe. Actually, the Riders simply do not notice the Onodrim. The rare, active Ents and Huorns live deep beneath the boughs, while their less enthusiastic brethren appear as trees to all but most learned eyes.

The Servants of the White Hand

Saruman's agents treat the Ents with less respect. After T.A. 2975, Men and Half-orcs from Isengard regularly march northeast along the edge of the Misty Mountains in order to cut trees for lumber. In their efforts to serve the White Hand, these trespassers plague the Fangorn Forest, never sparing the noble Olvar. Slowly they earn the undying hatred of the Ents and beckon the wrath of Fangorn and his compatriots.

Saruman's servants also antagonize the Rohirrim. Suspected of dealing with the Riddermark's ancient Dunnish enemies and of plotting the downfall of Rohan itself, the mere presence of the forces of the White Hand strikes a thorn in the side of most Riders. Only the treachery of Saruman's spies (e.g., Gríma Wormtongue) and the awesome strength of Isengard itself protect the land from immediate war. Instead, the tension simmers along the uneasy and informal border that runs across the mouth of the Vale of Isengard (*Nan Curunír*) and separates Rohan from its closest enemy.



The Dunlendings

Not far to the west and north of Isengard, in the southwestern foothills of the Misty Mountains, is Dunland. There, among the stoney heights and rugged valleys of Eriador, live most of the remaining Dunlendings (Dn. "*Daen Lintis*"). They are the oldest and most numerous of the Rohirrim's enemies. Thirteen poor Dunnish tribes make up a loose society frequently ablaze with internecine strife. Their clans share a common tongue and heritage, as well as one unifying goal: the destruction of the Riddermark.

Dunland's herders, hunters, and gatherers are related to the Dunish clansmen who live in the wilds of the White Mountains. They also bear blood-ties to the non-Rohirric farmers of Rohan's Westmarch, Men the Dunlendings call oppressed kin. The links are many, for the Dunmen once dominated the whole of the White Mountains and resided in the upper meadows and foothills of what is now Rohan.

Conquered or decimated by the Gondorians, the majority of the Dunlendings fled into Eriador. Some scattered north; others found homes in Dunland. These rugged, ruddy mountainfolk rebuilt their society, but many never forgot their ancestral lands. The Dunlendings of Dunland embraced their hatred and developed an abiding desire for revenge and renewal. Raiding out of Dunland persistently tried the spirit of Men living in western Calenardhon, and actually increased with the arrival of the Riders in T.A. 2510. With the Rohirrim's conquest of the Westmarch soon thereafter, tensions almost erupted into full-scale conflict. Yet, real war waited over two hundred years.

The prelude to cataclysm took place in 2710, when Dunmen took the then-deserted citadel of Isengard; but it was not until the Dunish Rebellion of 2758-59 that the Dunlendings arose as one people to assail the Riddermark and restore their age-old supremacy. Led by Wulf, a part-Dunnish exile from the Westmarch, the thirteen Dunlending tribes marched through the Gap of Rohan at the height of the unforgiving Long Winter.

The Rohirrim met them in battle at the Isen Ford, but were crushed in the deep snow, and the Dunmen pressed onward. Many of their Dunnish brethren rose in revolt. In the East the Riders retreated to Dunharrow, while King Helm and the folk of the West took refuge at the Hornburg. Helm perished, as did both his sons, but the Kingdom of Rohan was saved by Helm's nephew Frealáf. Frealáf slew Wulf and routed the Dunlending forces, just after they occupied Edoras.

The defeat of Wulf lingers in the minds of both the Riders and the Dunlendings. Rohirrim and Dunmen alike died in droves during the short, but brutal war, and hundreds of Dunnish folk were slaughtered in the Riders' decades-long effort to reclaim the Westmarch. Hostilities never ended; the conflict simply slipped off the battlefield and back into the minds of the two races. This animosity rages even now, for the Dunmen consider the Rohirrim to be mortal enemies who reside on sacred Dunnish land. To this day, no foe of Rohan is more impassioned or more determined.

The Easterlings

Although the Dunlendings present a greater threat, the Easterlings are an older enemy. Easterling tribes have harassed the Rohirrim and their Éothéod and Éothraim ancestors since the beginning of the Third Age. It was the migration of the Easterling Balchoth Confederacy that led to the Battle of the Field of Celebrant and the settlement of Rohan. Easterlings slew Eorl in the Wold and threatened the borders of the East Emnet during the next few centuries. As if an unending saga, Rohirric history periodically records attacks by these diverse peoples, Men who strike over the Great River from their homes in the wide lands of southern Rhovanion.

This threat continues to pressure the Riddermark's boundaries, particularly in the northeast. Tribes of Magriags and Asdriags reside on the plains beyond the Drear Hills, while the remains of the Balchoth — the Manvul and Hurgung tribal groups — still occupy the territory south of Mirkwood. Fortunately, these peoples now bide their time, preferring not to sap their strength by attacking in disjointed columns; but their patience may pass, and Rohan may once again face the spectre of waves of jealous Easterlings in search of new pastures.

The Orcs of the Misty Mountains

Few independent Orc tribes reside in the heights south of Moria,

for most fell under the spell of Saruman or removed to the North in the last few decades. Of those that now lurk in the Misty Mountains, only the common Orcs (*S. "Yrch"*) of the *Barz-Thrûgim* (Or. "Night-murderers") Tribe present any real danger. The distant spawn of the remnants of the Orcs that fought Cirion and Eorl at Parth Celebrant, they prowl the eastern valleys between the headwaters of the Silverlode and the Entwash. Their home-lair is hewn out of the Caverns of Pain (*S. "Ngwalmagryd"*), above the springs that give birth to the Limlight. From this many-chambered hiding, they periodically raid the pastures in the downland of the northern Wold, creating trouble for the Rohirrim of the East Emnet. Some even make temporary camps in caves the Drear Hills.

Saruman's Orcs and Half-orcs pose a more heinous threat. The White Wizard uses his minions to stir panic in the hearts of the Riders near Isengard, in hopes of crushing the morale of his neighboring foes. At night, the northwestern pastures of the West Emnet are unsafe, for dozens of Orkish raiding parties scour the meadows for fresh meat and plunder. Most of these brigands are true Orcs, occasionally led by a tough Uruk, but some are Half-orcs.

The Half-orcs (*S. "Phiryrch"*)

Saruman's gift of hate, the Half-orcs (or to the Riders, "Man-orcs") are descendants of the race created by the Lord of the Rings. They are closely related to the Uruk-hai, but share certain mannish features. Some, in fact, pass as dark Men, although the majority are too ugly and wicked to assume such a guise. All vex the Rohirrim, however, for unlike common Orcs, Half-orcs foray during night or day, and use sly tactics to avoid Rohirric retribution.

A few somewhat independent Half-orc groups live in the vales of the rocky spur that juts from the Misty Mountains between Isengard and the Fangorn Forest. Led by the Warlord Dûrbuhûk, these bands range eastward as far as the Entwash, and even ambush travellers on the road north of the Deeping Stream.



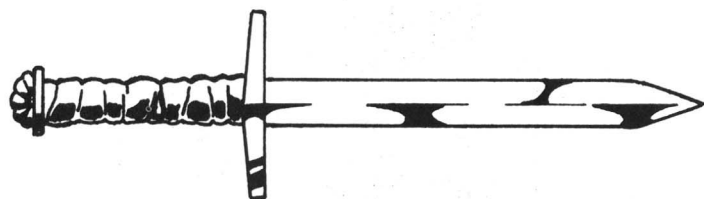
The Drúedain (Wō. “Drûgs”)

The Rohirrim consider the Drúedain (or “Woses”) Wild-men, short, thick-set, painted creatures who are little more than beasts. For this reason, the Riders hunt Drûgs for sport, since the Woses are the smartest animal-prey available. No beasts are as cunning as the Drûgs, save the great Dragons.

Unfortunately, the Rohirrim misunderstand these peculiar Men. To the Riders, the Drûgs are not adversaries, they are clever game, and a Wose-kill is an act akin to a grandiose deerslaying. The fact that the Woses often respond by felling pursuing Riders, certainly does not endear the two races; but to the Men of Rohan, the risk of death is a feature common to all fine sports.

To the Drûgs, however, the Rohirrim are merciless enemies, strange, mailed Men who cut down trees and slaughter creatures just because they differ from their own kind. The Drûgs are few, and the loss of any of their brethren saddens them in a way unknown by most Men. Yet, the Woses cannot stop the Riders; they can only retreat into remote hidings.

Where once they owned the forests of the White Mountain foothills and the valleys of the mountains themselves, the Drúedain now cloister themselves in the thick, silvan lands of the Tawar-in-Drúedain of Anórien and the Firien Wood on the border of Rohan and Gondor. Others live in higher woodlands, or in the forests of the Westmarch, where the Rohirrim rarely hunt. (Still more live in the far-flung wilderness of Andrast and southern Eriador.) There they build tree-homes and underground fogous, the latter rock-lined, earth-covered houses made up of tunnels and chambers cut into landscape. Protected by rings of life-like watch-stones — the Pûkel-men of lore — the Drûgs stay to themselves, hoping that some day the Riders will learn to contain their revelries.



5.3 FIGURES OF NOTE (NPCs)

5.31 HELM HAMMERHAND (BORN T.A. 2691)

Helm Hammerhand was the ninth and last of the First Line of Kings of Rohan. He was a grim man of great strength and strong will. An air of outward calm disguised the passions that raged inside; Helm often toyed with his enemies, using genial phrases and attitudes. Violence lurked beneath the composed facade, but few except his sister, Hild, perceived it before his clenched fist drew blood or a ruthless decision alienated kinfolk in a sudden display of rage.

Physically, Helm was an imposing figure, 6'6" tall and 260 pounds with the musculature of a giant. During the Dunlending invasion near the end of his reign, he warred on the enemy with his bare hands, secure in the belief that no blade could cut him while he carried no blade himself. Such was his strength that many a foe was slain by just one blow from his fist. His hair was a fierce red in his youth, but it greyed prematurely to the iron shade of granite. His eyes also were grey, and frequently reflected scorn in their depths.

In T.A. 2754, a man named Freca, who owned wide lands beyond the Adorn River, asked at council the hand of Helm's daughter, Fréawyn, for his son, Wulf. Helm grew wroth at Freca's presumption, for the fat landowner was dark and swarthy with Dunlendish blood (despite his claims of descent from King Fréawine). Freca also paid little heed to the King's will on his distant fief. But Helm concealed his rage, and with calm wit compared Freca's ego to the fat on his belly. Men laughed at this, while Freca hissed in fury and reviled the King.

Later when the council was finished, Helm forced Freca apart from his attendants and favored the belligerent man with a short statement censoring his audacity. At the close of his reproof, Helm's remarks turned once more to Freca's belly, likening its increase to the growth of his folly. This said, the King dealt Freca such a blow to the head that he fell to the ground stunned, and died but minutes later.

Four years later Freca's son, Wulf, led a strong force of Dunlending warriors through the Gap of Rohan. Easterlings marched from the plains of Rhovanion, pinning the Rohirrim between two enemies. Gondor was unable to send help due to a formidable offensive launched by the Corsairs of Umbar. The Riddermark was overrun, and those who escaped death and slavery fled to the high alpine vales of the White Mountains. The King's heir, Haleth, died defending Edoras, while Helm lay besieged in the Hornburg, where his younger son, Háma, died in a sortie. The Long Winter killed many of the enemy, adding to the tally reaped by the King's lethal hands; but the season's bitter cold also killed the King. One morning after a night-time raid, Helm was found standing like a hideous Snow-troll turned to stone by the sun.

In the spring, Fréaláf, son of Hild, emerged from Dunharrow to slay Wulf, who posed as King in the Meduseld. Great floods fed by melting snow helped clear the land of invaders, and Gondorian aid arrived at last to push the Dunlendings from their foothold in Isengard. Helm was brought from the Hornburg to rest under the ninth mound before Edoras, where the white flowers, *simbelmynë*, grew so thickly as to resemble snow.

5.32 FRECA (BORN T.A. 2696)

Freca was the only son of his Dunnish father's old age, and was indulged unwisely by his young, foolish mother from the moment of her husband's death. As a peevish, colicky infant he grew accustomed to having his way in all things, and with time developed a volatile temper when crossed. When he approached adolescence, Freca went to live with his uncle, who controlled much land south of the Adorn River. The boy's spoiled ways met with little success there, and he developed an oily guile in pursuit of his vain ambition.

These traits prevailed at the death of his uncle and won Freca the possession of the rich man's lands. His pride grew, and despite his mixed Rohirric and Dunnish blood, Freca publicly claimed descent from King Fréawine. He built a large stronghold near the Adorn's source, and through trickery added lands north of the river to his fief. He began to attend assemblies of the *Ciningmaet* to further inflate his sense of self-importance. Eventually, he requested for his son, Wulf, the hand in marriage of Fréawyn, King Helm's daughter, and was ignominiously slain for his impudence.

Despite the thin strain of Rohirric blood mingled in his veins, Freca resembled his swarthy, Dunnish sire more nearly than his fair mother. He was a large man, but his mass derived from his girth (230 pounds) not his height (6'0"). Thinning, brown hair fell to his shoulders, long drooping mustaches hung to either side of his jowls, and his eyes were brown, not blue or grey or green.

5.33 WULF (BORN T.A. 2729)

Unlike his father, Wulf was a hardened, cynical man who cared little for consequence and prestige, but greatly valued political and military power. He attributed Freca's death largely to his sire's vanity and incompetence, but formed plans for vengeance (because of the personal advantages to be gained by such a course). For four years he manipulated and consolidated his Dunnish forces south of the Adorn, waiting for an opportune moment to make his strike. Then Easterlings invaded Rohan, while the Corsairs attacked Gondor. Wulf judged the moment to be ripe, and marched his forces through the Gap of Rohan.

Wulf was a throwback to the Rohirric blood that flowed beneath his family's tanned skins. His own skin was clear and fair, and sun-streaked blond hair flowed past his strong, angular features. His eyes were cornflower blue and his height remained the only hint of his Dunnish forefathers, since Wulf was short (6'2") when compared with many of the Riders. In no way did he resemble Freca, whose coarse, dark rotundity contrasted strongly with his son's fineness and the young, lithe strength flowing through Wulf's limbs.

Wulf's forces swept through Rohan, capturing Edoras early in the struggle. In the Meduseld he held court as King, assuming the name of Wulf Fréawinesun to substantiate his claim to that position. He combined competence with a certain degree of personal charm and might have successfully started a new line of kings had not circumstances intervened. In the spring of T.A. 2759, just a year after Wulf's assumption to power, Fréaláf, sister's son to King Helm, came down out of Dunharrow, surprising Wulf and slaying him. The Dunlendings crumbled without their leader, fleeing the land where for a short time they had been master. Fréaláf was crowned King, and began the long task of restoring his grievously reduced lands to their former strength.

5.34 THEODEN (BORN T.A. 2948)

Enticed by the lies of Gríma Wormtongue, Théoden Ednew declined into despair and infirmity at the end of his reign. Crouched in his throne in Meduseld, age so bent his limbs that strangers might have thought him a dwarf. Yet his white hair remained long and thick, falling in solid braids from the thin, gold circlet set upon his brow. And his beard covered his chest like snow. Brightness burned in his eye despite his decrepitude, and when Gandalf healed the king of his spirit sickness, Théoden stood tall and proud once more.

Immediately following his renewal, Théoden led the Rohirrim to victory against the forces of Saruman at Helm's Deep. Then, called by the Red Arrow of Gondor to ride with all his strength and speed, he came with six thousand spears to Minas Tirith. In the Battle of Pelennor Fields against the grim hosts of Mordor, Théoden defeated an army of Haradrim, but fell beneath the ire of the Lord of the Nazgûl. For a while, his body lay with all honor among the dead Kings of Gondor. It was later returned to Rohan to lie under the eighth mound of his line.



5.35 GRÍMA WORMTONGUE (BORN T.A. 2984)

Gríma, son of Gálmód, came young to Edoras and grew to adulthood in Meduseld with Éomer and Éowyn. As children they played together, and each liked the other very well; but, Gríma grew jealous if Éowyn played with her brother alone and paid no heed to him. While a youth he measured the cousinly affection she bestowed upon him against her sisterly love for Éomer, but manhood brought stronger passions. Gríma wished Éowyn's chaste regard to become romantic love, and when it did not, his desire turned to rage and lust.

Through his obsession with Éowyn, Gríma became vulnerable to Saruman's soft lies and false promises. As he grew closer to Théoden, receiving more of the king's confidence, the Wizard's persuasive voice slowly undermined the remaining tatters of Gríma's loyalty to Rohan. At the last, he was Saruman's creature wholly, harboring little save malice and desperation in his deceitful heart. While the king sickened under his twisted counsel, Gríma earned Éowyn's icy hatred, yet it merely strengthened his yearning to possess her. In Théoden's demise and the Riddermark's fall, Gríma foresaw his triumph, and toward these ends he worked diligently.

All his schemes failed when Gandalf exposed him, and he fled to Saruman, pausing only to spit at the king's feet. He followed his master to the Shire, working evil in that merry land while absorbing abuse beyond pain from the Wizard. Yet, the last time that Saruman kicked the groveling Worm like a dog was one time too many; Gríma sprang up from his knees to cut the Wizard's throat, and was himself slain by Hobbits as he finished the deed.

5.36 EOWYN (BORN T.A. 2995)

Bent to the duty of caring for Théoden and watching in anguish as he fell into a mean and dishonored dotage, Éowyn suffered grievously from Gríma's treachery. She possessed a spirit and courage equal to that of her brother, but lacked the deeds of arms and the responsibility of leadership to wean her mind from care. All her strength she dedicated to reversing Théoden's decline, and yet, with the passing of each day he slipped further from health and purpose. To Éowyn, her part seemed more ignoble than that of the staff on which he leaned; at least the staff supported his faltering steps, while she could do nothing to restore her King to health.

In Aragorn she sensed the promise of great deeds, of lands far from home, and of the chance for glory. An ardent desire fluttered transiently in her breast to escape from the mean, crawling things of the earth, to fly free from the carved walls of her bower that seemed to close in more tightly with each bitter night. With the swiftness of hope beyond despair, then, she gave her heart to the glamour that clung around the great lord, and turned again to despair when she received only pity and understanding from him.

Disguised as a youth, riding under the name of Dernhelm, Éowyn came to the Battle of Pelennor Fields. Gleaming mail replaced the white robe girt with silver, and a helm bound the long hair that once flowed below her waist like a river of gold. Only the clear, grey eyes remained to betray her identity, and they searched only for death.

Éowyn found not death in the Battle of Pelennor Fields, but great renown and honor. Her sword arm brought the downfall of the Lord of the Nazgûl when she challenged the dread wraith over the body of her King. The deed shattered her sword and sent a shadow deep into her soul, so that ease and health journeyed long from her side. Yet, when she returned from the darkness brought by the wraith, Éowyn healed fully. She turned aside from despair and the dealing of death to the promise of love with Faramir, Steward of Gondor, and the challenge of giving life as a healer.

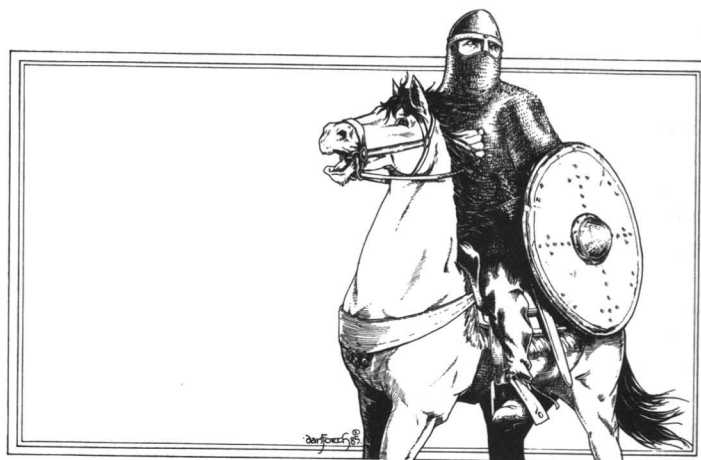
5.37 EOMER (BORN T.A. 2991)

Éomer, who was a strong warrior and much loved by the King, was still young when Théoden appointed him a Marshall of the Mark. He was given his father's charge in the east marches, and enjoyed many skirmishes with Orcs who crossed the river to steal horses. Yet, the King's delight in his sister's son decreased when Éomer spoke against his counselor, Gríma. And Éomer could not remain silent while he saw Gríma's hot, shifting eyes turn his sister to sterile ice, and heard Gríma's twisted tongue transform Théoden, his mother's brother, into a doddering old man.

Gríma made good use of Éomer's honesty, leading the King to deeply mistrust the man he had once, with pride, called son. When Éomer returned from his first meeting with Aragorn and his companions, Théoden imprisoned the Marshall for allowing the supposed strangers to roam free in Rohan without the King's consent.

Gandalf's intervention restored Théoden's love and trust for his sister's son, and he named Éomer his heir, since his own son had just perished in the First Battle of the Fords of Isen against Saruman. Éomer became King when Théoden died in the Battle of Pelennor Fields. Following the victorious conclusion of the War of the Ring, he renewed the Oath of Eorl with King Elessar, and often fought beside him in foreign lands far to the south and east.

In appearance as well as in temperment, Éomer was the embodiment of the Rohirric ideal. He was tall (6'9") and long-limbed with a steely strength that owed nothing to bulk. Stern and keen, his face was fair and the level gaze was grey. Flaxen-pale hair streamed in long braids from under his helm, from which a white horsetail flowed as a crest.



5.4 PLACES OF NOTE IN ROHAN

Rohan contains dozens of interesting sites. The remains of ancient Daen Coentis, Drúedain, and Dunlending towns, forts, and religious sites dot the highland landscape, although many are not as obvious as their ubiquitous Standing-stones. Gondorian townsites and forts — many of which were abandoned during the decline of Calenardhon — still line the hills above the Great West Road. These are ruins of the past and invite adventure, but a better picture of Rohan's Riders arises out of the Riddermark's still-active places, the holds and homes of the Rohirrim.

Of these, the most notable are the two great refuges at Dunharrow and Helm's Deep, and Edoras, Rohan's capital. (Isengard is covered in the campaign module of the same name.)

5.41 EDORAS

Brego, the Second King of Rohan, completed the Meduseld (*R. "Golden Hall"*) in T.A. 2569, fulfilling his father's dream. Later that year he removed his family from the old capital at Aldburg and relocated sixty miles to the west, to the new crown-city of Edoras.

Aldburg was larger, but it was a Gondorian town (Calmirië) and the Rohirrim needed a city of their own to serve as the focus of the young Kingdom. Edoras (*S. "The Courts"*) was built on a hill above a major ford across the River Snowbourne, atop an ancient Dunish townsite. The hill sat on the northwestern side of a mountain spur which was revered in Dunlending and pre-Dunlending legends. Lying at the center of Rohan and commanding the entry to the great valley of Harrowdale to the south, it was an ideal choice for a Rohirric capital. To this day, it is the home of Rohan's Kings.

Edoras stands at the crown of a low, round hill. It rises from the end of a rocky ridge that extends out into the plain beneath the heights of the massive Irensaga, a mountain that looms like a sentinel at the mouth of the valley of Harrowdale. Here the Great West Road passes close to the sheer cliffs of the White Mountains, just before it crosses the cool, roaring waters of the Snowbourne by way of a wide ford. Willows shade the muddy intersection where the deep-rutted road from Edoras joins the highway.

The Kings' Barrows

The road to Edoras runs south and a little east from the ford, marching upward through a barrow-field dominated by the high graves of the Kings of the Rohirrim. As the road nears the city, two rows of high barrows line the route, lending it the feel of a great avenue. To the east, stand the newer tombs of Rohan's Second Line.

Slightly worn, but no less splendid, the nine barrows of the First Line rise in a proud row west of the road. Year-round, the west face of each mound glistens with a carpet of white Evermind (S. "*Simbelmynë*" or "*Alfirin*"; Q. "*Oilossë*"), enchanted wildflowers which are reputed to embrace the spirit of those buried beneath them. Their presence speaks of the strength of the Men who ruled the Riddermark.

The City

The north and main entrance to Edoras rises beyond the grassy barrows, behind a series of modest defenses. The city is surrounded by a stout earthen rampart, which is itself encircled by a hedge and a deep ditch. Atop the rampart is a low, stone wall and a walkway. A ring of thorns grow out of the wall, harkening back to the twig-fences of the Rohirrim's Éothraim ancestors. Within the wall is Edoras, a terraced town in the mold of ancient Framsburg (see 4.41).

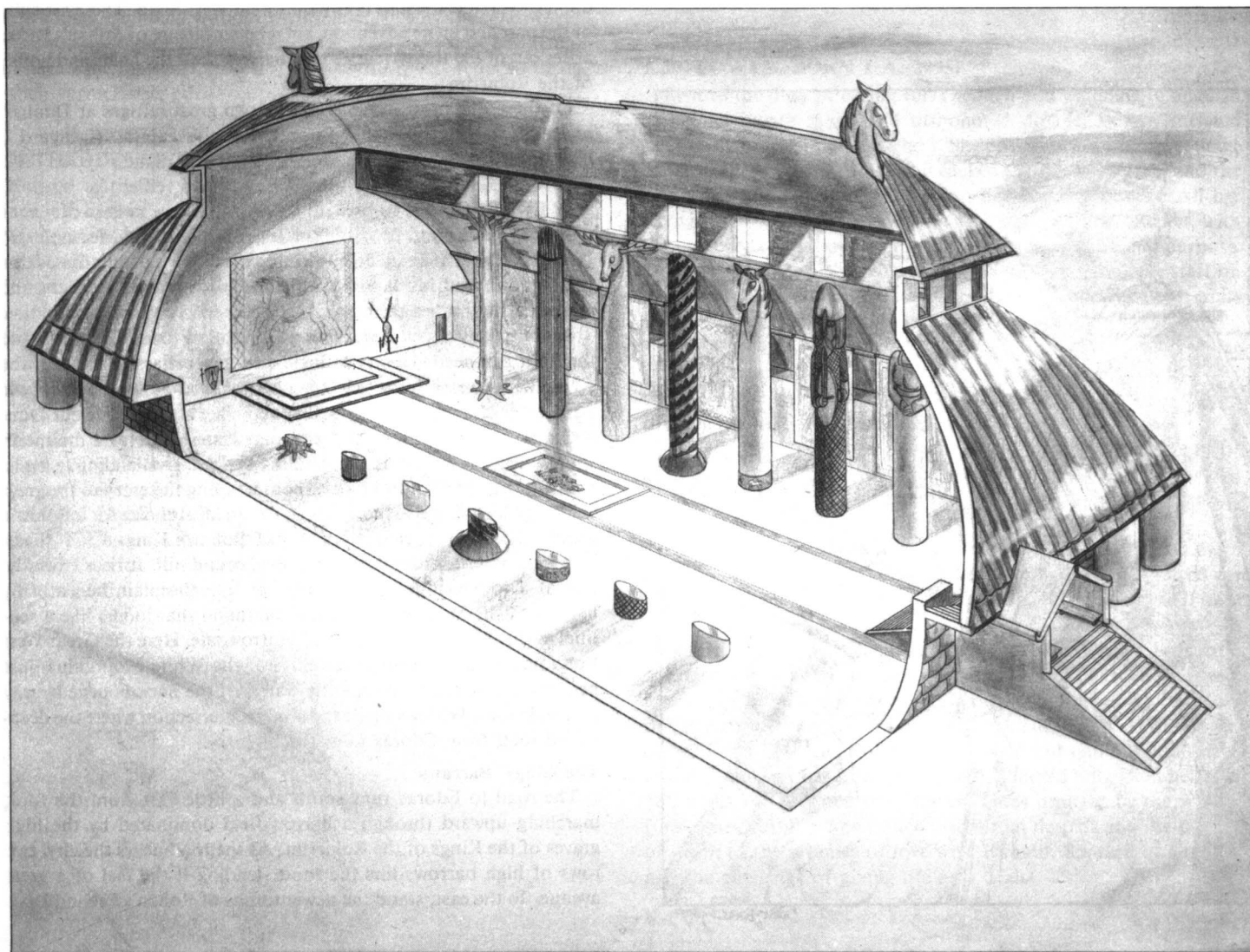
The gates of the town cut under the wide, windy walls. Guards patrol the walkway above the entry, and no less than three warriors man the gates themselves. Inside the gateway is a small square intersected by two of the city's principal roads. One is a cobbled road which spirals around the hill until it reaches the low summit.

Various homes and shops nestle along the spiralling slopes. Separated by wide, grass yards which house the horses, livestock, and gardens of the residents, they seem like a collection of little wood and stone villages, districts tied together by staircases and a few sweeping roadways. Less than a thousand townsfolk live in these quarters

all year, and as few as three hundred reside in town during the height of summer, but these sparse numbers are deceiving. Merchants, travellers, and adventurers often crowd Edoras' inns and markets and, as the weather cools, the majority of townsfolk return to their town-halls from Rohan's remote pastures. Over ten thousand people call Edoras home. Another two thousand live nearby, back up the valley of Harrowdale to the south, in the villages of Upbourne and Underharrow.

The second thoroughfare leading up from the main gates is a broad path, paved with hewn stones, which zigzags up through the town, winding past the houses built on the hill. Here and there it climbs in short flights of steps; and everywhere clear water tumbles past the pathway, joyously falling in a fine stone channel. This stream is the mystical Queen's Ribbon. Its source is a spring in the lawn near the crown of the hill, where it gushes forth from a stone carved in the likeness of a horse's head. The fathers of the Dunlendings — the Daen Coentis — once worshipped their Earth-goddess in a grove that ringed this holy spring.

Important buildings ring the hill below the spring, among them the main armory. Thanes and Heah-thanes make their homes here. Many attend the court of the King and keep house here in all but the warmest weeks. Above the sprouting waters, sits the glorious Golden Hall.



The Meduseld

The Meduseld sits atop the highest point in Edoras, just as the Althegn's Halls of old. A large, slightly rectangular building, it glimmers like a monumental longhouse encrusted with gold. Actually its countenance is less imposing when viewed from nearby, for the Hall's gilded filigree accents and gold-leaf roofing play on the sunlight and mislead the eye. The Golden Hall is really a two-tiered structure of stone, thatch, and wood, built along the lines of a traditional Northman sacred hall, but given grand dimensions and superb detail.

A flat, circular green lawn surrounds the Meduseld, which sits well above the neighboring houses. A broad stair of laid stone crosses the terraced lawn, and leads up to the covered entry to the Hall itself. The highest stair is flanked by a pair of stone seats, where six of the King's prized Húscairls (House-guards) sit with swords resting across their mailed knees. They guard the gilded, inward-opening doors of the King's Hall, and their leader is the King's Doorward. From their station, they can gaze northward, where the sparkling waters of the Snowbourne curve through the wide, green, rolling meadows of southern Rohan.

Although richly appointed, the Meduseld's doors are carved from strong oak and reinforced to withstand the blows of all but the most formidable battering rams. Steel bars slide down both within and without, blocking their opening unless unlocked (extremely hard, -30) and moved.

Inside, a stair descends into a great-hall. The room is wide and high, with a lofty roof supported by fourteen richly-carved pillars. Patterned after one of the seven Tribal symbols of the Éothéod and their Éothraim forebearers, each pair represents the male and female aspects of the Rohirrim's most noble lineages. Light peeks through windows set high in the main chamber, while tapestries adorn the walls, displaying scenes of racing, hunting and war. A wide hearth in the middle of the hall provides heat and comforting company. In the manner of an ancient long-house its smoke escapes through a louver in the roof. Beside it is a magnificent tapestry depicting Eorl upon his horse Felaróf at the time of the battle on the Parth Celebrant — his hair streaming out behind him, and the splash of hooves thundering through the foaming water. Past the hearth, at the south end of the Hall, three wide stairs lead up to the King's dais. Its marble surface supports a gilded chair.

5.42 DUNHARROW AND HARROWDALE

Edoras commands the mouth of the valley of Harrowdale, the most important canyon in the north-central White Mountains. The River Snowbourne flows down this narrow valley, winding through a steep, thirty-five mile long gorge, past the villages of Underharrow and Upbourne, before reaching Edoras and the meadows of Rohan. At its mouth the steep cliffs are two and one half miles apart, but it narrows as it climbs south and into the mountains. It is only half a mile wide at Underharrow.

Upbourne and Underharrow

The Dunharrow Road south from Edoras covers over five rugged miles before coming the hamlet of Upbourne (*R.* "Upburnan"). A collection of small wooden long-houses and a stone inn rest on a mountain shelf, precariously perched over the raging Snowbourne. The cobbled climb quickly snakes its way through the village and on toward Underharrow, along a narrow cliff.

Underharrow lays five miles south of Upbourne. Both villages share a similar size and setting, but Underharrow is slightly smaller and is nestled below a series of terraced gardens. Another gorge — the Aldor's Gate — opens onto the Harrowdale to the west, across the valley. A great waterfall tumbles out of this gape, producing a tributary stream which joins the main river beneath the hamlet.

Just south of Underharrow, a winding trail breaks off the road and descends to a ford across the Snowbourne. After negotiating the ford, the path ascends into Aldor's Gate, climbing beside the waterfall and a series of smaller cataracts before disappearing through a narrow defile, some fifteen hundred feet above the Snowbourne.

Opposite this point, where the trail leaves the Dunharrow Road, the main route turns to climb a steep cliff that forms the eastern wall of the Harrowdale. High above looms the ancient Hold of Dunharrow.

Dunharrow

A steep, narrow, switch-backing stair serves as the only way into Dunharrow from the valley below. Easily defensible, the steps cut into the nearly sheer rock face. Daen Coentis craftsmen carved them long ago and set guardians to watch over the way. Odd stone statues of strange gnarled men squat at every turning on the stair. These enchanted Pûkel-men, although worn with time, remain the wards of Dunharrow. Legends say they are inhabited by spirits, but the Rohirrim believe that, with the decline of their features, these souls departed.

At the top of the Stair, a beautiful wide upland meadow stretches southeastward, back into the mountains. This is the refuge called Dunharrow (*R.* "Dûnharg"), and it rests in a cleft twelve hundred feet above the Harrowdale. Three mountains enclose this narrow vale: the *Starkhorn* to the south, the *Irensaga* to the north, and the *Dwimorberg* to the east. The awesome flanks of these noble peaks protect Dunharrow from attack, making the hold virtually impregnable. It is here the Rohirrim of eastern Rohan gather in times of war.

Standing stones line the avenue as it stretches through the meadow — the *Firienfeld* (*R.* "Mountain Field") of lore. Narrowing as it extends eastward, the *Firienfeld* ends at the edge of a small, dark wood, near the back of the high canyon. This stand of trees is known as the *Dimholt*. The road slices through the dark spruce and pines of the quiet forest until it comes to a little, grassy glen. Here the trail dissipates before a large, black pillar. Twelve hundred feet beyond the pillar is the cliff face of the *Dwimorberg*, and tucked into the cliffside is the Dark Door to the Paths of the Dead.

The Paths of the Dead

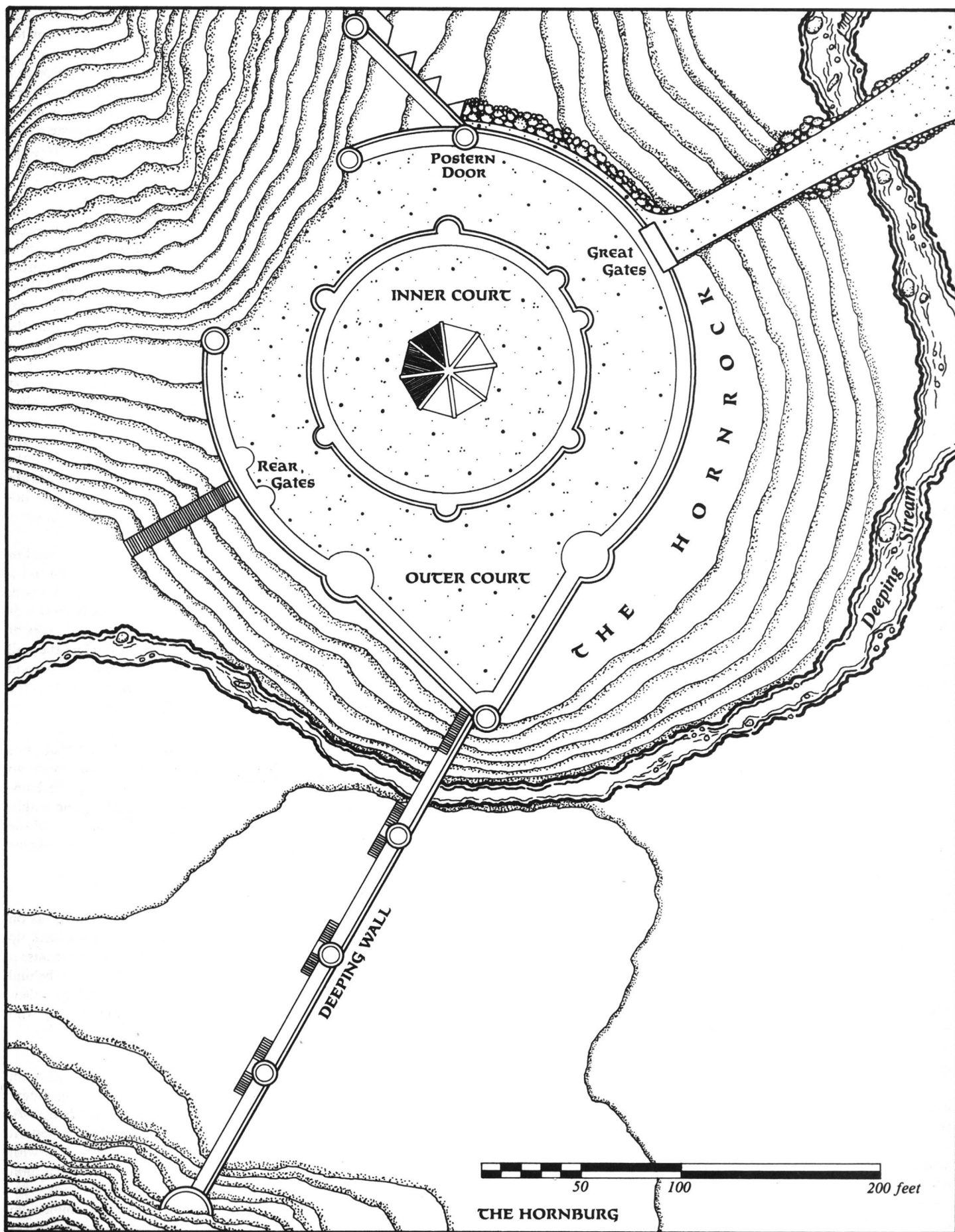
The Dark Door opens onto an age-old tunnel-road that runs beneath the White Mountains, joining Dunharrow in Rohan to Lamedon in Gondor. Haunted by the Dead, it is an eerie place. Hundreds of caves spread out from the tunnelway, knifing deep within the bowels of the *Dwimorberg* and forming a holy burial site of the ancient Daen Coentis. The Rohirrim shun its paths, content to know that no aggressor would dare tread its course.

5.43 HELM'S DEEP

The Hornburg, known to the Men of Gondor as Ostiras, sits on a heel of rock at the mouth of a narrow valley that runs back up into the White Mountains. It is known as the Hornburg because a trumpet sounded in the tower echoes splendidly in the valley behind it. A little stream — the Deeping Stream — runs out of the valley, which was named Helm's Deep after the heroic Rohirric king who took refuge and died there during the Long Winter.

The Hornburg

The Rohirric citadel was raised upon the foundation stones of an earlier fortress (Ostiras) that was built soon after the establishment of the Realms in Exile by the Men of Gondor (see ICE's *Isengard*). For centuries it stood as a bulwark in the defense of their western frontier. Then the Great Plague swept through the continent with devastating effect. The subsequent depopulation of Calenardhon diminished the strategic importance of the fortress and it was eventually abandoned over an interval of decades. For almost a millenium the citadel stood empty, slowly going to ruin under the influences



of time and weather. Then Calenardhon was given to the Éothéod, and their restless vigor began to renew the tired province. A new stronghold was raised from the remains of the old to guard the Gap of Rohan.

Concentric outer and inner walls protect the fortress, which is itself very strongly built of stone. Another wall, the Deeping Wall, stretches from the battlements of the Hornburg across the mouth of Helm's Deep to the cliffs on the other side of the valley. The Deeping Stream runs beneath this wall in a stone culvert.

A low headland of rock projecting out from the steeply curved walls of the valley into the smooth sweep of its floor, the Hornrock forms a defensible foothold for the fortress. Rugged bluffs fall down to the Deeping Stream where it circles the promontory and almost vertical cliffs protect its rear. The outer wall stretches thirty feet into the air, sweeping outward like a sea-delved cliff. The Great Gates pierce this wall on the north. They are twenty feet high and are made of stout oak timbers faced by steel plates and bound with iron. Guard rooms to either side — equipped with arrow slits, and the one above with murder holes — protect the opening. A heavy stone arch with a narrow walkway behind it weights the wall above the gate. Sloping down from the gate to the valley floor, a wide causeway suitable for sorties by a full Éored of horsemen passes over the Deeping Stream.

In the outer walls near the mountain cliffs, a small postern gate gives access onto a narrow path that runs along the foot of the walls next to the sheer brink of the Rock. The postern gate opens from the base of a small guard tower. It is well-manned by sentries who fire arrows from archieres in the tower or embrasures atop the wall at anyone foolhardy enough to venture up this slender way. Directly opposite the Great Gates are the Rear Gates. These open onto a steep stair descending into the stream valley behind the Deeping Wall.

The inner wall, slightly higher than the outer wall, defends the inner courtyard and houses many of the menial functions required by castle life. Kitchens, stables, a forge and a variety of other operations fill the lower chambers while accommodations for warriors and guests occupy the upper ones. The Marshall of the West Mark and his family as well as the King and his family maintain quarters on the second floor.

The Burg itself is an octagonal tower somewhat narrower at the top than at the bottom. It is roofed with metal plates to prevent the danger of fire and the lower floors boast numerous archieres for defense of the keep, should the inner court be breached by an enemy. The needs of warfare dictated the placement of almost every stone composing the tower, excepting the top two floors. The Burg's military commander, a Heah-thane who serves under the Marshall of the West Mark, usually makes the fortress his chief place of residence during his years of service. Large glazed windows grace the comfortable apartments where he and his family spend their leisure moments.

The Glittering Caves

Fashioned by the hand of nature rather than by that of Man, these caverns none-the-less comprise an important part of the refuge of Helm's Deep. They were formed by the action of water on soluble limestone and extend deep into the roots of the White Mountains. Magnificent chambers and halls sculpted from living, glistening rock tunnel deep under the earth to subterranean pools and waterfalls. At the very heart of the mountain rich veins of gold and silver twine through priceless deposits of precious gems.

The Rohirrim confine their interest to the less dazzling upper caves where the settled folk of the Deeping Coombe can retreat when enemies burn and despoil their farms. The winding main entrance is fortified by several portculli, and the stocks of provisions stored within would enable them to outlast even a determined siege. Small outlets through fissures in the rocks keep the air sweet, while larger, concealed outlets in the mountains above the valley permit extensive foraging over the alpine slopes.

The Layout of the Outer Walls of the Hornburg

THE REAR GATES

1. Gate. An arched tunnel passes through the outer wall to the Outer Court. Ponderous wooden doors, bound with iron and spiked by steel, guard the opening along with two portculli. Two locks (one hard, -10; the other very hard, -15) and a bar secure the doors.

—Trap #1. Weight in excess of 50 lbs. applied to the step immediately behind the gates activates a series of counterweights controlling the portculli. Extremely fast intruders have time to dash under the first portcullis only to be impaled by the second as it comes crashing down. Fast foes will find themselves trapped in the small area between the portculli. Slow interlopers suffer beneath the spears of the first portcullis, while the truly cautious or truly sluggish watch it slam down before their noses. Levers in both guardrooms, protected by a locked (very hard, -20) panel to which only officers possess a key, deactivate the trap. A pull-cord outside of the gate rings a bell beside each panel allowing friendly visitors to ensure their safety before entering. (The trap is extremely hard, -20, to perceive.) All traps within the citadel are protected by a similar bell and panel arrangement, and the master key held by officers provides access to all of the locked panels that secure the activation levers.

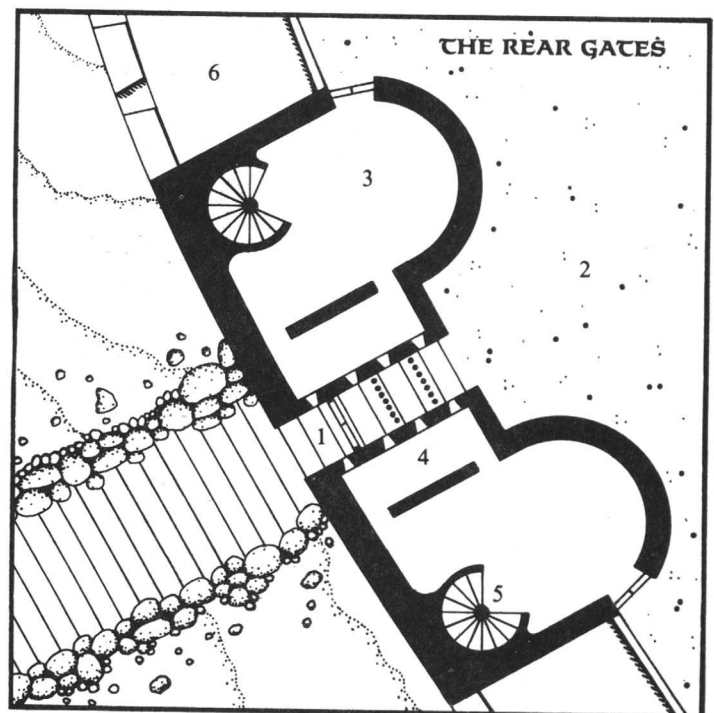
2. Outer Court. Smooth turf slopes upward to the inner wall. The steep grade is hard (-20) to climb.

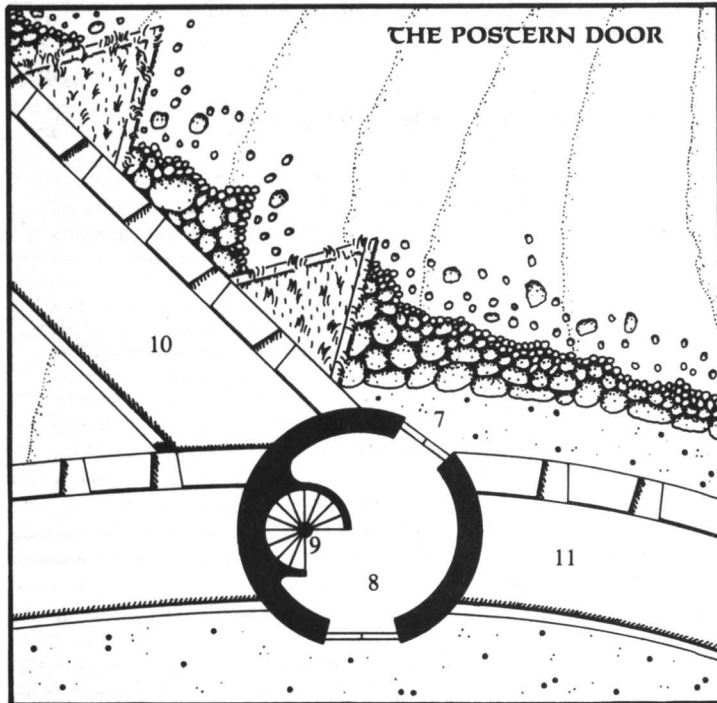
3. Guard Room. A few weapon racks and benches line the walls. The lever that activates or deactivates Trap #1 is located next to the stairs. The door to the Outer Court is secured by a lock (medium, -5).

4. Archer's Balcony. Arrow slits allow shots to be fired at anyone passing through the gates.

5. Stairs. Spiral stairs which circle clockwise (giving the advantage to someone descending them) provide access to a small room directly over the gates. Murder holes in the floor allow boiling oil and other unpleasant substances to be poured down upon attackers; archieres in the outer wall permit shots at enemies occupying the Coomb. The stairs continue up to emerge on a walkway atop the outer wall.

6. Walkway. Merlons the height of a man alternate with shallow embrasures along the outer side of the walkway, while a low parapet protects the inner side.





THE POSTERN DOOR

7. Doors. Small iron doors secured by double locks (hard, -10) and a bar prevent entry from the narrow path hugging the outer wall.

—*Trap #2.* When the doors are opened a complex mechanism of gears and springs connected to the door hinges releases five light crossbow bolts from the facing wall that wraps around the stair. (The trap is extremely hard, -20, to perceive.) The bell and panel arrangement described under *Trap #1* also applies here and to all traps subsequently described.

8. Guard Room. Benches and weapon racks line the walls. A lever concealed in the column of the spiral stair activates *Trap #2*. The doors giving access to the Outer Court can be locked (hard, -10) and barred.

9. Stair. The steps circle clockwise, yielding the advantage to a right-handed person descending the stairs. They emerge onto a crenellated rooftop that overlooks the outer wall and give access to another pair of guard rooms, each equipped with many archiers.

10. Walkway. Emerging from the guard room immediately over the postern door, the walkway runs along the top of a wall connecting the outer wall of the Hornburg to the vertical cliffs at its back.

11. Walkway. The walkway along the top of the outer wall passes through the tower of the postern door, where the second of the upper guard rooms provides cover for archers.

GATE TO THE DEEPING WALL

12. Walkway. Atop the Deeping Wall, a walkway runs from the outer wall of the Hornburg through three stair-towers to the guard tower rooted in the cliffs at the far side of the valley.

13. Staircase. Stone steps lead from the Deeping Wall up to the gate in the outer wall.

14. Gate. Composed of sturdy oak riveted with steel, these doors are secured by two locks (medium, -5; hard, -10) and a bar.

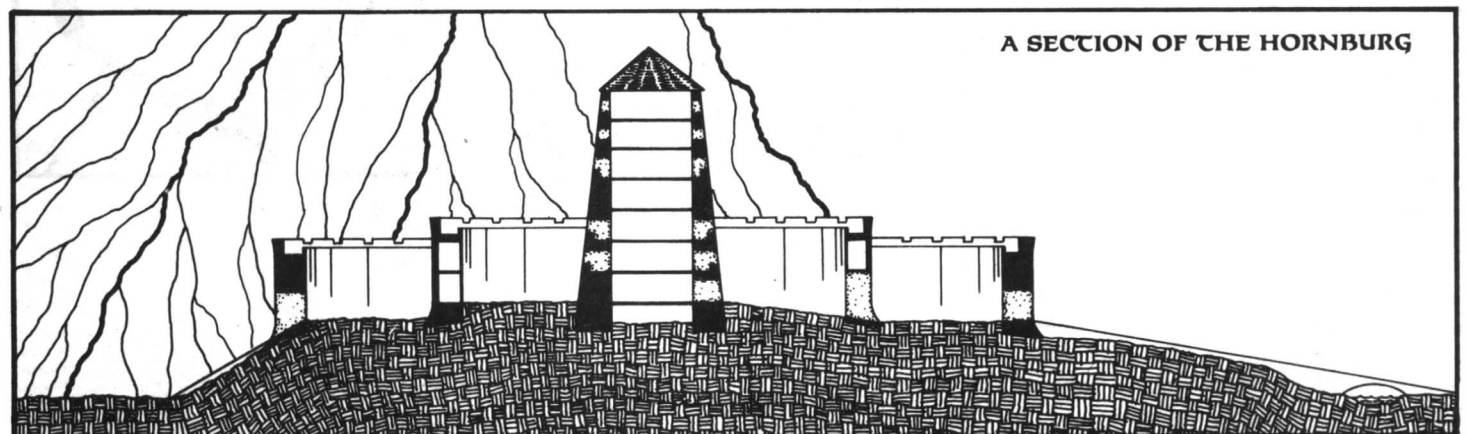
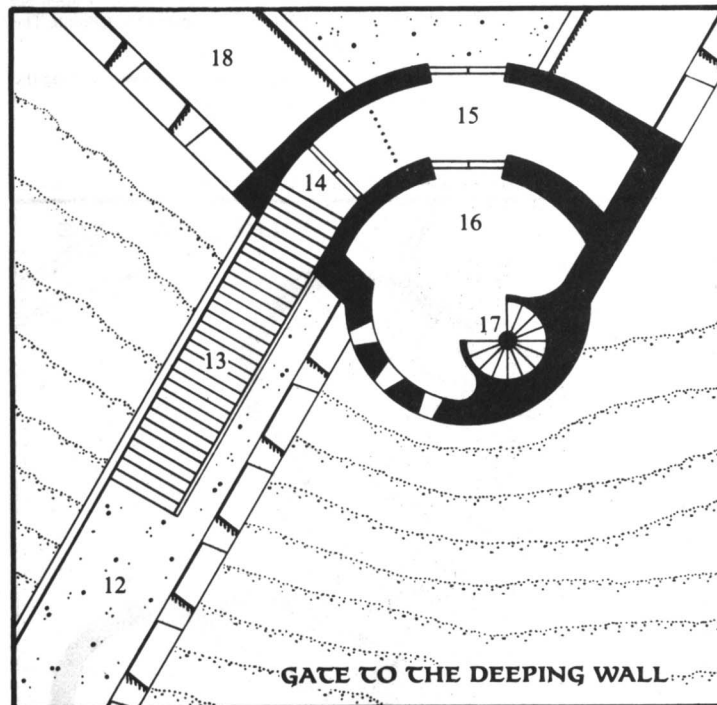
15. Combat Corridor. Murder holes in the ceiling allow occupants of the room above to pour boiling oil down on enemies in the corridor.

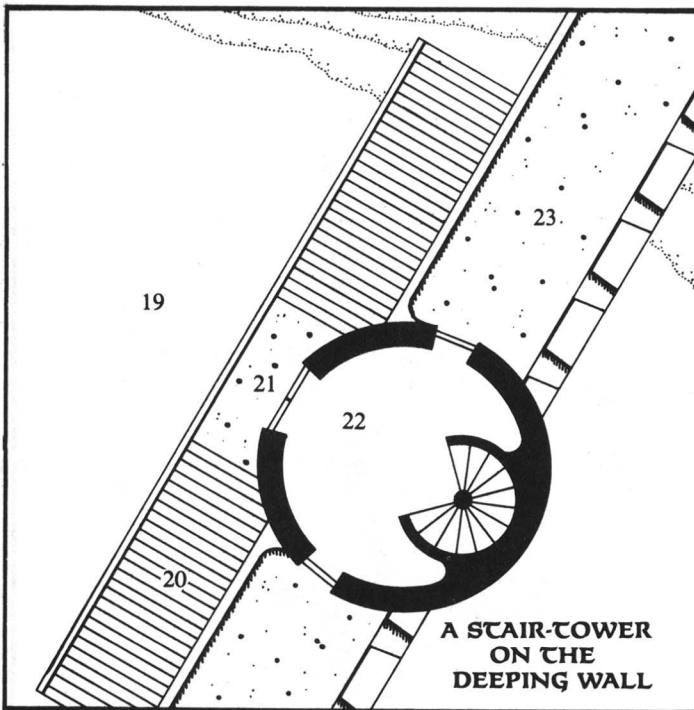
—*Trap #3.* A pressure plate just inside the gate activates a counterweight mechanism when more than 50 lbs. is applied to it. Extremely fast intruders will have time to pass safely under the portcullis only to fall into the 10' x 10' pit that opens in the floor between the two doorways facing onto the combat corridor. The pit is 15' deep with spikes lining its floor (five to ten +15 spear attacks). Fast foes will arrive under the portcullis just as it slams down, skewering the fools to the floor. Slower interlopers will merely discover that the portcullis immovably bars their way. (The trap is very hard, -15, to perceive.)

16. Guard Room. A lock (hard, -10) and a bar secure the door. Immediately to the left (going in) a panel on the wall gives access to the lever that activates *Trap #3*. Three archiers cover the Deeping Wall and the staircase against the chance of their capture by an enemy.

17. Stair. The steps spiral up to another guard room, passing through this apartment to emerge in a small council chamber. The stair continues up to a crenellated rooftop that overlooks the outer wall.

18. Walkway. A door in the council chamber opens onto the walkway atop the outer wall.





A STAIR-TOWER ON THE DEEPING WALL

- 19. Stream Valley.** The portion of the Deeping Coomb where the vale suddenly narrows.
- 20. Staircase.** Stone steps at the back of the Deeping Wall lead up from the valley onto the wall.
- 21. Platform.** A landing at the top of the stairs faces doors into the stair-tower. The doors can be locked (medium, -5) and barred.
- 22. Guard Room.** Benches and weapon racks occupy the small room within the stair tower. Two swinging doors open onto the walkway atop the Deeping Wall. A spiral stair leads up to the crenellated rooftop of the tower.
- 23. Walkway.** Crenellated breastwork protects one side of the walkway, but the other is defended by only a low parapet. The Deeping Wall is vulnerable to enemies who successfully invade the Coomb behind it.

The Layout of the Inner Wall of the Hornburg

- 24. The Inner Gate.** Steel plates armor the outer surface of the double wood doors while two iron bars and a lock (hard, -10) secure the gate from the inside. A portcullis, operated from the guard rooms flanking the gate, further defends the entrance.
- 25. The Inner Court.** Short, green turf slopes gently up to the keep at the center of the Court. The moderate grade is easy (+10) to climb.
- 26. Guardroom.** Comfortable chairs mingle with more functional benches and weapon racks, since the guard room doubles as a place for relaxation and conversation during peace time. Windows onto the Inner Court bring in light and warmth. Archieres overlook the gate. A door opposite the archieres opens onto a corridor running along the outside perimeter of the inner wall. A spiral stair in one corner of the guard room provides access to the upper floor and to the walkway on the roof.
- 27. Perimeter Corridor.** The corridor runs along the outside edge of the inner wall, where numerous archieres survey the Outer Court. Several generous halls interrupt the corridor and oak doors (medium, -10, locks) lend privacy to the apartments. Each segment of corridor boasts a privy built into the wall.
- 28. Servants Quarters.** Doors opening off the perimeter corridor lead into these small but cheerful apartments. Generous windows looking into the Inner Court further brighten the rooms.

29. The Lesser Hall. Board and trestle tables flanked by benches occupy the center of the room where maids, grooms, cooks and other servants take their meals. Opposite to each other, a pair of doors opens onto the perimeter corridor. A large door, opening onto some steps, interrupts the bank of windows overlooking the Inner Court.

30. Servants Quarters. Rooms similar to #27 line the perimeter corridor. Not all servants have private quarters since many live and sleep in the areas where they work.

31. Buttery. Beer and mead are distilled in this chamber and stored in a root cellar directly beneath it. A wood door links the room to the Inner Court.

32. Kitchens. Cooks and their assistants labor all day long to provide meals for the multitude residing in the fortress. Cellars beneath the kitchens provide storage for perishables. A well just outside the kitchen supplies water.

33. Pantry. Breads and pastries are prepared and stored in this chamber. The door onto the Inner Court frequently remains shut (lock: light, +0), even during warm weather, to limit the thefts practiced by hungry page boys.

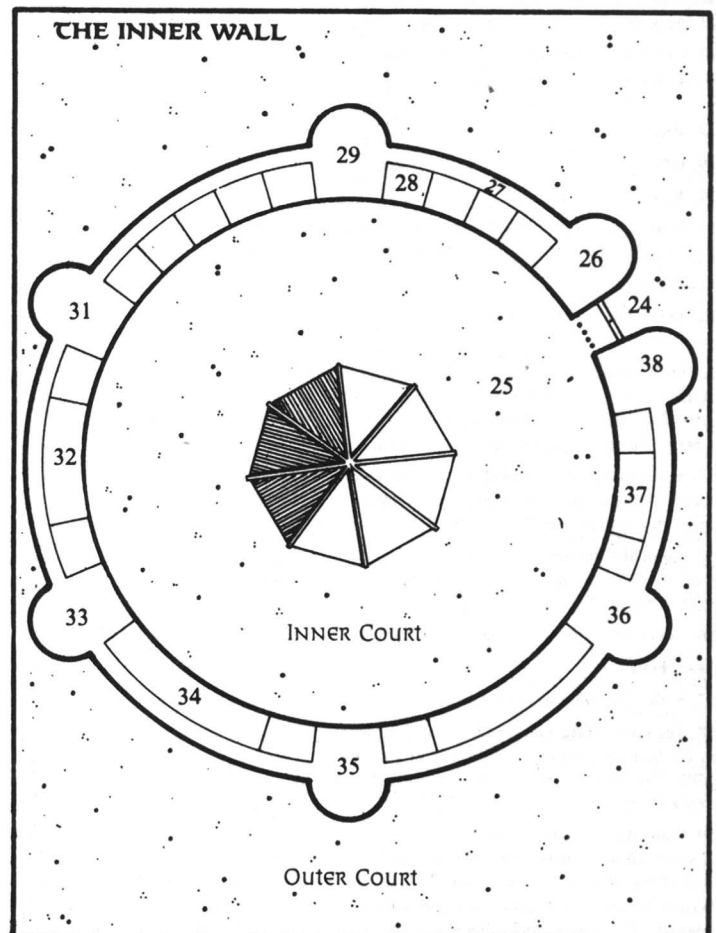
34. Stables. Double doors provide direct access to the Inner Court. Small rooms flanking the granary hold saddles, bridles, and other equipment.

35. Granary. Fodder for the horses is stored here, along with wheat, rye, and barley for human use.

36. Forge. The smith at the Hornburg creates fine weapons and battle mail, although repair work and the shoeing of horses also fall within his province. Large doors onto the Inner Court accommodate stallions, ploughs, and even small carts.

37. Kennels. The doors onto the Inner Court usually stand open, allowing the well-trained dogs to roam freely.

38. Guard Room. Similar to the other guard room (#26), this one also provides access to the roof walkway and the upper floor. Living quarters for warriors and guests occupy the upstairs, including bedrooms, sitting rooms, and another gathering hall. An armory, containing a variety of broadswords, daggers, composite bows and arrows, lances, and spears (all of good quality, +5 to +15), dilutes the residential character of the second level.



The Layout of the Keep

Level One

39. The Great Doors. Large iron doors, riveted and bound with steel, secure the only entrance to the keep. Two steel bars and a lock seal them against intruders. A portcullis, controlled from the guard room, further defends the entrance. During times of peace, the doors are frequently left open, although never unguarded. Two warriors stand immediately outside the doors at all times while four more occupy the guard room inside the keep. The guard is changed every six hours.

40a. Combat Corridor. Archieres in the guard room survey the corridor.

40b. Guard Area. The benches and weapon racks typical of all the guard rooms in the fortress occupy the chamber.

41. Stair. The staircase gives access to the second and third levels as well as to a root cellar beneath the kitchen. Beyond a concealed trap door (sheer folly, -50, to perceive) in the root cellar, a winding tunnel passes out of the Hornburg into caverns below the Thrihyrne. A maze of underground passages connects them to them to the glittering fastness of the Aglarond.

—Trap #4. Beneath each step (between the first and third levels) lies a steel lattice of sharp spikes which spring through the surface of the tread when weight over 50 lbs. is applied to it. A foot or other body part resting on the tread takes one to ten +30 dagger strikes. A lever concealed in the council chamber activates the trap. The trap is hard (-10) to perceive.

42. Store Room. Food supplies for the kitchen fill shelves along the walls of the room.

43. Kitchen. Meals for the military commander and his family are prepared here.

44. Well Room. A low stone wall surrounds the well shaft and supports a winch used to raise or lower the attached wooden bucket.

45. Stair. The staircase connects the first and second levels.

—Trap #5. Each step above the intermediate landing is hinged where it joins the wall and responds to pressure greater than 50 lbs. by abruptly folding down, also pulling the steps to either side of it down. Anything resting on the steps suffers a nasty fall. A lever concealed in the council chamber activates the trap. The trap is extremely hard (-20) to perceive.

Level Two

46. Stair. The staircase (#45) from the first level ends in a corridor following the perimeter of the keep. Archieres survey the Inner Court.

47. Commander's Offices. A large desk and many paper-laden shelves fill the rooms. A small chest, in the back room, holds five doses of *harfy*. (An extremely hard, -20, lock secures the chest.)

48. Privy.

49. Offices. The commander's chief aides use these rooms.

50. Privy.

51. Stair. The staircase (#41) from the first level emerges in the perimeter corridor and continues up to the third level. Trap #4 affects this portion of the stair also.

Level Three

52. Stair. The staircase from the first (#41) and second (#51) levels ends in a narrow corridor.

53. Store Room. A locked (sheer folly, -50), oak door guards the contents of the room. Within, five +25 composite bows hang on the walls along with several quivers of +20 arrows. A chest on the floor holds two +30 broadswords wrapped in silk and laid within a tray of cedar. Beneath the tray lie ten ingots of gold worth 50 gold pieces each.

54. Store Room. A locked door, similar to that of the other store room, secures the room. Within, four +20 short bows hang on the walls along four quivers of +25 arrows. A chest on the floor holds 500 silver pieces.

55. Council Chamber. A heavy oak table occupies the center of the room. A strategic map of all Rohan hangs on the wall between the two store rooms. A panel beside the map protects the levers controlling Traps #4 and #5.

56. Stair. An open stair, guarded by bannisters, climbs to the fourth level.

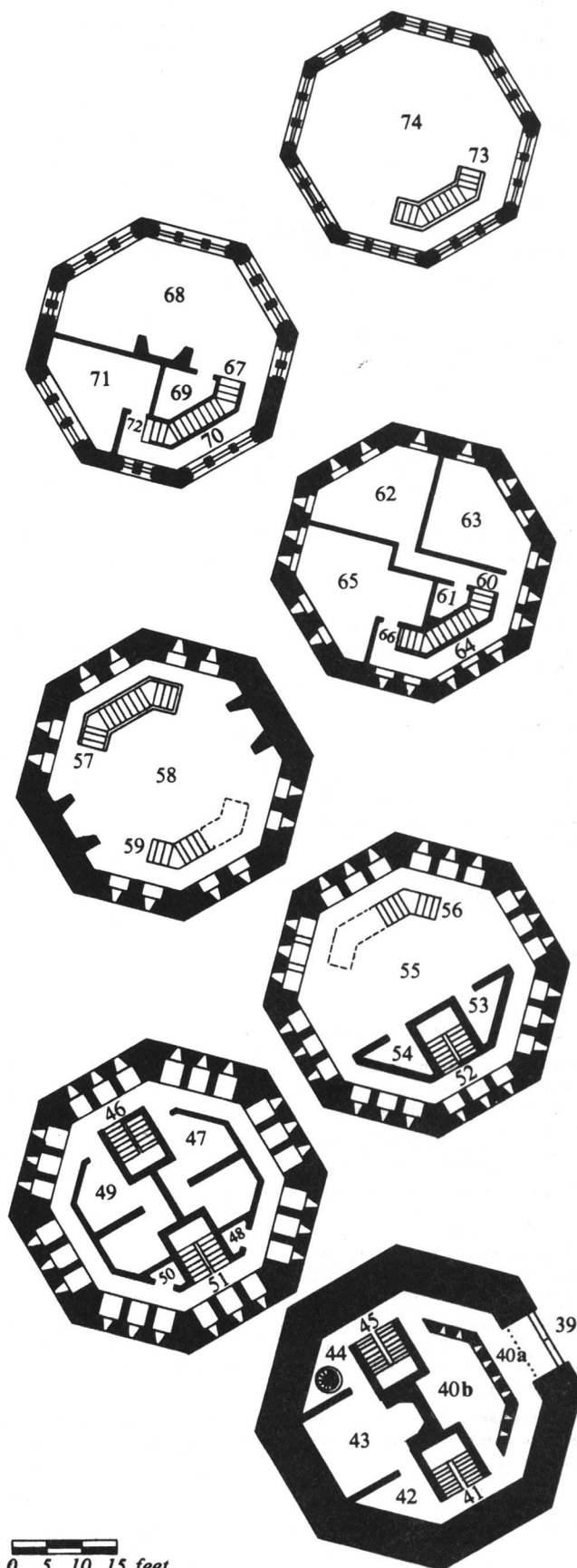
Level Four

57. Stair. The staircase (#56) from the third level emerges in the Great Hall.

58. The Great Hall. The commander dines with his family, guests, and ranking officers in the banner-hung hall. Massive hearths, opposite each other, warm the chamber on chilly days and nights, unlike most other apartments which rely on small, portable braziers for heat.

59. Stair. An open stair rises from the fourth level to be enclosed by walls on the fifth. A secret compartment, conveniently reached from the sixth step, is located in the left wall of the staircase. It is very hard (-15) to perceive and is locked (extremely hard, -20). Within lie four horse shoes; a horse shod with these shoes is able to travel over any relatively flat terrain (including water) at the rate of 30 miles per hour for eight hours, without suffering from fatigue.

THE KEEP



—Trap #6. Greater than 50 lbs. applied to the sixth step up causes ducts to open in the walls enclosing the stairs on the fifth level. A thin, viscous fluid composed of water and oil flows quickly down the steps, making them very slippery. Anyone on the steps has a 50% chance (every round they remain on the steps) of taking a serious fall. A lever concealed in the corridor on the fifth floor deactivates the trap. The trap is sheer folly (-30) to perceive.

Level Five

60. **Stair.** The stair (#59) from the fourth level emerges in a short corridor.

61. **Privy.**

62. **Bedroom.** A door of polished oak secured by a decorative lock (medium, -5) opens unto a richly furnished bedroom. Usually reserved for official guests, the chamber has been used to accommodate the children of commanders with an unusually large number of offspring.

63. **Bedroom.** Similar to #62.

64. **Corridor.** A normal corridor passes around the stairs to a third bedroom.

65. **Bedroom.** Similar to #62.

66. **Stair.** Steps lead from the fifth floor to the sixth.

—Trap #7. A bannister runs along the left side of the stair. A recessed channel extending its entire length harbors sharp 3" darts, set to spring out when greater than 50 lbs. is applied to the top step. Anyone in the stairwell when the trap is set off will take five to fifteen +40 dagger strikes as the darts spray from their hiding place. A lever to deactivate the trap is hidden near the hearth in the solarium. The trap is extremely hard (-20) to perceive.

Level Six

67. **Stair.** The stair (#66) from the fifth level emerges in the solarium on the sixth level.

68. **Solarium.** Many glazed windows light this warm, spacious chamber where the citadel commander's family spends much of the day. The Lady of the fortress sews and spins or reviews household accounts while issuing orders for the efficient domestic operation of the fortress. The children play games or learn lessons by daylight and sleep here by dark. Good weather however, frequently lures all family members except infants out to ride, hunt, or practice at arms.

69. **Privy.**

70. **Corridor.** A narrow space passes around the stair to a more private room.

71. **Bedroom.** The citadel commander and his spouse sleep in this richly appointed chamber, although it is frequently used as a private sitting room where tasks requiring some concentration may be completed during the day. Behind a tapestry on the wall immediately to the right of the wooden door, a stone door opens into a hidden nook. Embroidered, silk cushions cover the floor; a pouch concealed in one of them holds 10 gold pieces, a diamond worth 100 gp, a silver box containing one *Winclamit*. A cloak fashioned from cloth of gold hangs from a hook on the wall. It becomes invisible when draped over a person, and will conceal the wearer and anything carried on his person for eight hours per day.

72. **Stair.** Steps lead up to the observation chamber on the seventh level.

Level Seven

73. **Stair.** The stair (#72) from the sixth level emerges through the floor in the observation chamber. A banister guards the opening.

74. **Observation Chamber.** Windows of fine, clear glass set in operable sashes survey all the approaches to the fortress. Finally crafted chairs share the apartment with a small telescope supported by an elegant, wheeled stand. A trap door in the ceiling provides access to a small attic below the roof. A flexible blowing-tube descends from the peak to lie coiled in the confined space. The tube passes through the roof to where a great, marbled horn of the wild kine is anchored. A steady blast from strong lungs produces ebullient trumpeting that echoes widely in the vale behind.

5.44 THE JUGGLER'S CLOSE

A spur of rock stands along the eastern side of the mouth of the Deeping Coomb. Three miles long and fifty-three hundred feet high, this rise of peculiar bluish rock is crowned by a pair of buttes known as the *Gaestende* (R. "Ghost-end"). Their crest separates the great Coomb from the valley of the turbulent creek called the *Craegstrem*.

A low pass (4,206') cuts between the *Gaestende* and the main mountain massif, forming a grassy shortcut for travellers between the two vales. Locals call it the Juggler's Close. Flanked by woods on the east and fields of reddish wildflowers on the west, a well-trodden path makes its way through the gap.

The Juggler's Tale

The Close was named after *Godrinc Slawsun* (b. 2803), a blind Bard who died at the side of King Walda (r. 2842-2851) when the King's party was ambushed by Orcs in T.A. 2851. Godrinc was known for his uncanny insight and rapacious wit, and recited long histories in the manner of a Dunnish lorekeeper. His most notable talent, however, was his ability to move deftly without aid of sight. A fine swordsman, Godrinc slew his fair share of Orcs and brigands.

While still a veritable youth, Godrinc removed himself from his ancestral home in the Deeping Coomb and built a hall for himself in what is now the Juggler's Close. The first structure the Bard erected was a long-house with a huge porch. There he entertained guests by singing songs, telling stories, and performing tricks — the most noteworthy of which were feats of juggling. Soon, he became known as the Master Juggler of Slawsun's Close.

Some years passed and Godrinc became a rather famous fellow. He acquired a large circle of friends, many of whom were travelling entertainers in search of new skills. It was only natural that Godrinc built a school. Together with a large number of aspiring pupils he erected a round, stone two-story building on the site of his home and named it the "Juggler's School."

He modeled the idea after the famous tutorage of Duoervis Cleg, a Bard from Cabed Angren in Lamedon (north-central Gondor) who died in the seventeenth century. It only seemed right, for Duoervis was the first man to be called a Master Juggler. Like Duoervis' old haunt to the south of the Paths of the Dead, Godrinc's school accommodated an inn and theatre, as well as a library and quarters for the young Bard.

So, Slawsun's Close became the Juggler's Close, and Godrinc the Bard became a well-known teacher. His was a good life. Then one day, a young woman called *Eyfura* sought him out and paid the fee for her test of entry into the school. Her passage was never in doubt. Sharp and comely, she bewitched her classmates and stole the heart of her teacher. Godrinc and Eyfura married in 2848.

Six months later, the Master Juggler of the renamed and renowned Juggler's Close entertained King Walda when the monarch wintered at the Hornburg. They became friends and, during the next three summers, the two men campaigned together in various highland offensives. Eyfura remained at the Juggler's School and took over the reins of instruction. Then, in 2851, Godrinc was cut down by Orc arrows; he was only forty-eight.

The Order of Journeymen Jugglers

Eyfura inherited her husband's estate and proceeded to reorganize his "college for entertainers and loremasters." Far-seeing, organized, and disarmingly diplomatic, she molded the curriculum and the students according to her desires, developing a system that brought her a fortune by the time she reached thirty. A few hand-picked pupils resided at the school for six years, until they reached the age of twenty-four. If they performed well, they then took a rigorous (and ever-changing) test. Successful aspirants entered the second stage of learning, an apprenticeship which involved three years of travel and the completion of six assigned "tasks."

The tasks, however, often involved crimes and indiscretions, although many were acts of bravery and selfless service. It was a clever mix of missions, tailored to Eyfura's needs, as well as the skills of her apprentices. Godrinc's prize became an instrument of smuggling and intrigue. A shadow society grew and flourished under the wings of his widow. By 2870, the Order of Journeymen Jugglers was born.

Eyfura, the Master Juggler, remarried and chose a young husband (Léod) to carry on her work. She groomed him for succession. This was not a meager chore; for, as the decades passed and more Journeymen went out into the world, new schools were established. Even the three that preceded Godrin's (Cabed Angren, Glanhir, and Dol Amroth) fell into the fold, making a total of twelve by 2900. The Order of Journeymen Jugglers became a guild for entertainers all over Gondor and Rohan. Its head was the Guildmaster Juggler, the Master of Juggler's Close.

Most of the singers, actors, writers, speakers, players, and tricksters of the Order have been good, albeit roguish, folk, but those trained at the Juggler's Close have a more speckled record. Together with selected brethren schooled elsewhere, these Journeymen bloomed into an efficient and covert cult within an already shadowy Order.

The Master's Circle

Eyfura insured the future of her venture by instituting a novel form of succession. Just as she married her successor Léod, he remarried after her death (2891). His second wife followed in his footsteps. So, whomever became Master Juggler was first wed to his or her predecessor.

Such is the case with the Order of today. Folcomer Brandsun, the Master Juggler, acquired the ceremonial gilded juggling balls last year, upon the untimely death of his spouse Fréawyn. He presides over an Order of more than two hundred Journeymen, twenty-four of whom are members of the Master's Circle (i.e., they are thieves and brigands).

Every moonless night the Master's Circle conducts a formal meeting in an awe-inspiring cavern chamber high above the Juggler's Close. At least six of the Circle's Journeymen Jugglers attend, with the Master Juggler presiding. Their discussions center on illicit trade, larceny, politics, and of course entertainment — all with a grand scheme in mind. Plans are made and fates decided. These are vigorous yet constructive debates, dramas set in a room the Dunmen once held sacred — a place called the Chamber of the Awful Stair.

The Awful Stair

A path ascends into the White Mountains on the western side of the Juggler's Close, where the great peak of the *Heaheall* (S. "High Hall") lurks over the edge of the Deeping Coomb. Leaving the Horn Road at the base of the Heaheall, this trail slips by an old Dunnish burial field and winds its way up toward an abandoned copper mine. There the route filters into the mountain, following the damp, vacant tunnels.

Eventually, the circuitous path exits the mine and reaches an underground river channel, beside the point where the stream (*Heallstrem*) disappears on the final leg of its journey toward the Deeping Stream. Then, the trail climbs a narrow granite stair beside the cascading waters. Hundreds of steps above is the Chamber of the Awful Stair. Tall and airy, cool and damp, enchanted and bizarre, it is one of Middle-earth's most wondrous gifts.

The Chamber rises to a height of over two hundred and fifty feet. Its stalactite-covered ceiling is a symphony of form. Many-hued veils and draperies of stone flow downward, as if frozen at the climax of some enchanted ballet. Pockets of crystals reflect the torchlight from colored nooks, like treasures bound within living rock. Flowstone and stalagmites march across the uneven floor. A great waterfall issues out of the southern wall, spawning the stream that sweeps through the Chamber.

The true wonders of the cavern are the dozens of natural, hexagonal basalt columns that reach up from the floor and, in some cases, pierce the vaulted ceiling. Stacked slabs formed from fast-cooling lava, they are the largest of their kind in western Endor.

Daen Coentis Priestesses found the Chamber sometime in the early Second Age. Ascribing a holiness to the place, they made it a natural cathedral, where they conducted ceremonies full of chants and songs. Stairways were cut in and around the columns, and platforms for singers were placed at points suited to the room's wild acoustical qualities. Each column was capped with such a stage, permitting a chorus of over a hundred to join in joyous harmony. Poetic inscriptions marked the base of the columns in order to guide the singers, for without directions the Chamber is a maze of myriad shapes. Confusion is the guardian of the Chamber of the Awful Stair.

The Awful Stair is the greatest of the carved stairways. It ascends within and around a bluish column, reaching into the ceiling, leveling, and angling away from the Chamber. Two miles long, it exits high on the southern cliffs of the Heaheall and serves as the sole way to the Awful Path.

The secluded Awful Path knifes through the White Mountains and has two forks. One ends in the Adorn Valley, by the headwaters of the River Adorn; the other passes through a series of tunnels and over numerous mountain ridges, before coming to the spring that produces the River Lefnui. It is a short, hidden way to both southern Eriador and western Gondor. Few roads are so strategic.

The Layout of the Chamber of the Awful Stair

1. The Heallstrem. This underground waterway exits the mountain near the mine entry, and then descends to join the Deeping Stream about three miles to the north.

2. The High Stair. The six exposed sections of the stair (those on the outside of the column) are hard (-10) to negotiate. After a climb of over three thousand feet, this stairway reaches a watch-room carved in the summit of the Heaheall (room elev. 9817'). The room is called the High Hall (see #8), explaining the origin of the peak's label.

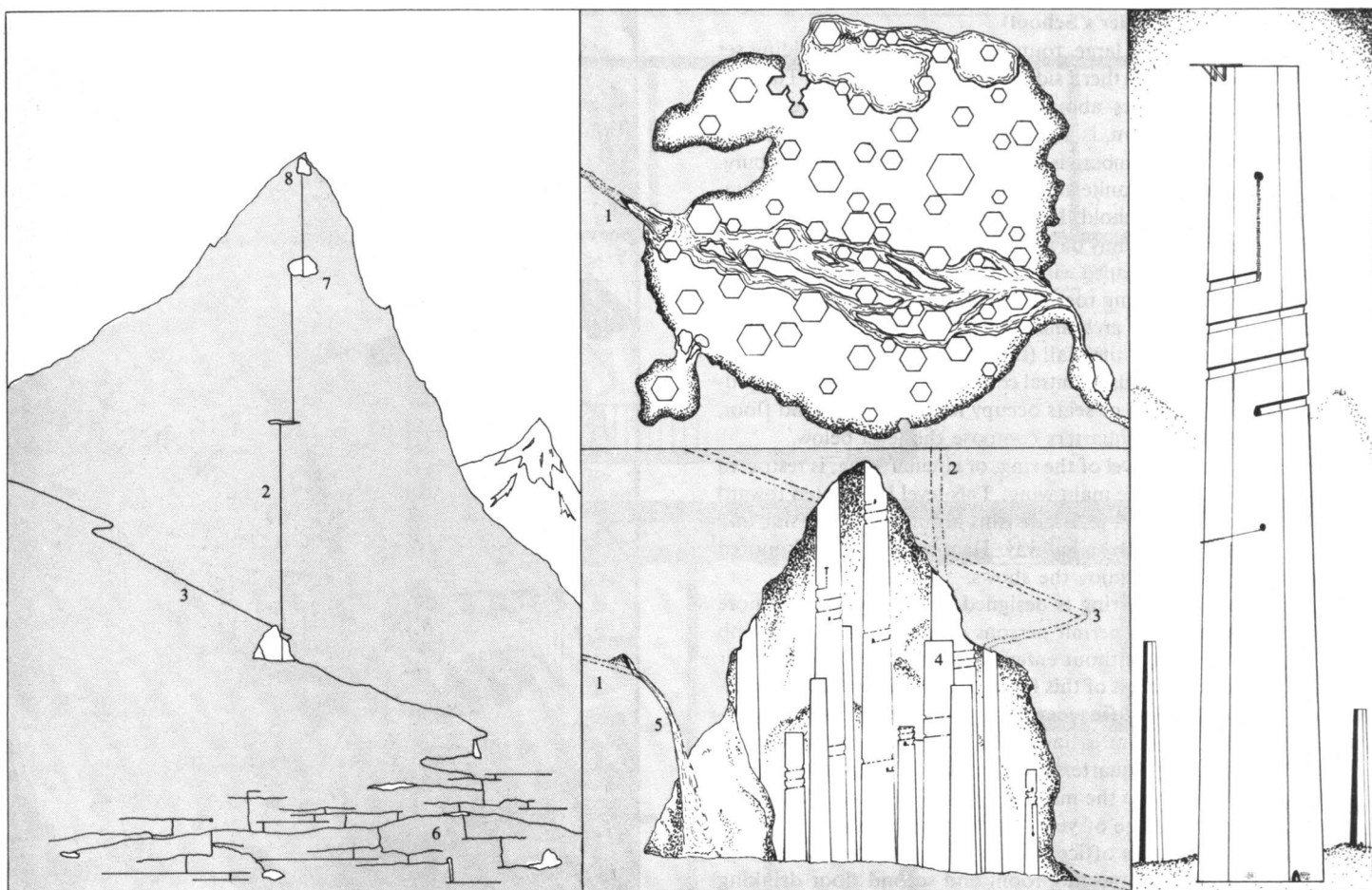
3. The Awful Stair. This stair climbs through the roof of the Chamber and then ascends to the junction with the Awful Path (#9). The twelve exposed portions of the stairway are very hard (-20) to climb. There are three traps along the steps:

— *Trap 1:* One hundred feet up the stairway, at the sixth exposed section, there are nine 3' wide steps. The even numbered steps (2,4,6,&8) are trapped. Should thirty or more pounds of direct pressure be applied to any one of them, the step will depress one foot, releasing a water-powered counterweight system inside the basalt column. A series of stone-faced rods will spring from the column, aimed along each of the nine stairs. It is an extremely hard (-30) maneuver to avoid being cast off into the Chamber and a medium (-0) maneuver in order to avoid falling as a result of the step suddenly depressing. Falling victims receive a one to three +50 mace attacks and a +100 Fall/Crush attack upon impact.

— *Trap 2:* Similar to trap 1, this trap is at the 120' point and corresponds to the seventh exposed section. There are six stairs here, the even ones (2,4, &6) being trapped. The trap releases with forty or more pounds of pressure, causing all six stairs to slide into the column for ten seconds (1 rd). In order to avoid falling, the victim must make a very hard (-20) maneuver, with an additional subtraction (= to # of stairs from edge of trap). Falls result in a +120 Fall/Crush attack.

— *Trap 3:* One of these traps occurs within every column. In this case, it is set in an enclosed stair section at the 180' point. Here there are two trapped pairs of stairs separated by a safe pair of steps. With fifty or more pounds of direct pressure, these stairs, the two between them, and twenty stairs below them, tilt to form a smooth slide. Water immediately issues from a newly-opened aperture in the center of the column, lubricating the slide. At the bottom, a series of blade-like spikes protrude from the ceiling, stair, and walls. A victim must make a sheer folly (-50) maneuver in order to halt the plunge. Otherwise, the victim receives two to six broadsword attacks (OB 25 plus failure amount of maneuver).

4. The Tall Stair. The High Priestesses once used this stairway to reach their ceremonial platform. It is guarded by two traps (like 2 & 3 above), set at the 75' and 110' points.



5. The Short Fall. This fifty-two foot high waterfall gives birth to the Heallstream. Through an opening behind the foaming waters at the base is a small room (10' x 10' x 10'). It is hard (-10) to detect. Within the chamber are three chests. Two are small; one is large. All are padlocked and bolted to the floor (from within).

— *Large Chest:* Three feet tall, it is of plain oak and has dimensions of 4' x 4'. Beneath and within the large chest, is a chute fitted with a ladder. The chute descends 30' to a 5' x 5' chamber below, where the Master's Council keeps smuggled valuables until the time is ripe for sale. One hundred to one thousand (1-10 x 100) gold pieces are stored here, in sacks set in bins along the wall. Various gems and heirlooms worth a similar amount are also stored here. Roll: 01-25 = no magic items; 26-50 = a random +10 magic weapon; 51-70 = a random +2 spell adder; 71-85 = a random x2 spell multiplier; 86-95 = a random +15 magic weapon; 96-99 = a cloak (+10 for gliding/flying/falling and +30 for hiding/stalking) or magic boots (+10 balance and permits walking on calm waters).

— *Small Chests:* Each is locked, but easy (+20) to open. When opened, they release a counterweighted steel door, which drops from the ceiling to close the room. At the same time, the large chest snaps shut (becoming extremely hard, -30, to open). Then the waterfall is partially redirected, filling the room in six rounds (1 minute). The water exits through hidden grates in the lower part of the walls, which are very hard (-20) to detect. After filling a catch basin (about ten minutes), another mechanism is tripped, opening the steel door and releasing the waters from the chamber. This resets the trap and redirects the flow of the falls.

6. The Mines. Apparently played-out, the mine is abandoned. Its dangerous passages are pocked with pits (10' 100') which can claim an unwary traveller without notice. Typically, the pits are numerous (5% chance of pit every 100'), hard (-10) to find, and extremely dangerous (one to two (Fall/Crush) attacks +10-100).

7. Tomb of Ialanna. Once a meeting hall and store-room, this chamber became a crypt in the late Second Age. A 7' high blue granite jar stands into the middle of this otherwise empty room. A cut in the jar's side, symbolic of the occupant's crime, permits its occupant to move freely about in the room (and only in the room). The cursed Dunlending priestess Ialanna was buried here. Her penance for the murder of her son was simple: she was entrusted with the watch over the High Stair. Ialanna is a Minor Wight.

8. The High Hall. Seven chairs dominate this 10' x 30' x 7' chamber. Small windows cut in the walls permit views toward the northeast, east, southeast, south, southwest, and west. A 3' x 7' x 3' window opens to the northwest and north. The cliffs beyond the window are absurd (-70) to climb. Symbolic inscriptions adorn the walls, and the ceiling is inlaid with blue gems.

9. The Awful Path. The junction of the Awful Stair and this trail is on the south face of the Heaheall. An inward-opening, inscribed stone door (3' x 6' x 2') bars the way. The Path itself runs southeast for a time, and then turns southward. Then, it forks. The southwest fork is twenty-five miles long and ends in the upper Adorn Valley of southern Eriador. The southeast fork is eighty miles long and ends in the upper Lefnui Valley of western Gondor. Both stair-exits are hidden in the back of small copes of pine trees and are very hard (-20) to detect. Caves set every ten miles provide accommodations for travellers/smugglers. Each has a hearth and is kept stocked with two days preserved rations. Rotating groups (each of two Journeymen warders) from the Juggler's School walk the trail and keep watch for intruders.



The Juggler's Hall (Juggler's School)

The Juggler's Hall is a large, round, two-story stone building set upon a low rise on the northern side of the Juggler's Close. The trail through the Close passes about a hundred yards to the south. Witeberg, the nearest town, is a little over a mile to the west, in the Deeping Coomb. The Hornburg is about four miles beyond Witeburg.

Built of rare, creamy-granite and accented with bluestone, the Juggler's Hall is a sight to behold. Its copper roof is kept polished and shines like a beacon on sunny days. The building has two parts. One (the main wing) is an L-shaped wing which houses the main entrance, the library, offices, meeting rooms, the dining area, and a kitchen. It opens onto a dressing area and stage which faces the center of the structure. The rest of the Hall (the ring) adjoins this wing. Circular in design, it surrounds a central courtyard and has few outward-facing windows. Sections of seats occupy much of its second floor, while guest (or student) quarters compose the level below.

Entry onto the lower level of the ring, or circular wing, is restricted to doors opening onto the main wing. This level is oriented toward the courtyard and stage. A pallisade runs around its inner side and serves as an exterior walk-or hallway. Here students and honored guests sleep, study, and enjoy the shows.

The upper level of the ring is designed for visitors and is more accessible. Two stairways permit persons outside the Hall to climb directly onto this level, without entering the main wing. Stands or banks of seats occupy most of this floor. They face toward the courtyard and stage and permit fine viewing, without disturbing the spectator with a sense of what is happening on the lower level.

The Master Juggler's quarters occupy part of both levels of the ring wing, and open onto the main wing at four points. A second-story walkway — a bridge of yew — provides him direct access to the library (as well as his office), while two secret doors give him ways into the first floor meeting room and second floor drinking hall. His main entry fronts the pallisaded inner walk and affords passage to the dressing room behind the stage.

The Layout of the Juggler's Hall

1. Main entry. A peculiar and heavy, stone-faced door serves as the main entry. It is usually guarded by two students or a Journeyman attendant. When locked (90% of the time), it is extremely hard (-30) to open. Only the attendant and the Master Juggler have keys. The entry hall is decorated with tapestries depicting theatrical scenes. Rugs from the East cover the floor.

2. Classrooms. The Master and his three Journeymen assistants teach students of the School (Apprentices) in these quiet halls.

3. Meeting room. This room is fitted with lamps, braziers, and a yew table for twelve. Richly carved panels cover the walls.

4. Store rooms. Costumes, props, equipment, and various odds-and-ends are kept in these cool chambers.

5. Dining room. The large oak table accommodates twelve to fifteen people.

6. Kitchen. A 50' deep stone-lined well sits in the middle of the room. A rear door permits the cooks (who are students) to gather wood or meat from the smokehouse (located 100' up the hill).

7. Dressing area. Here performers prepare before going on stage.

8. Stage. A trap-door in the center of the stage leads to a crawl space below. Exits at the front and either side of the stage let actors and stage hands move about.

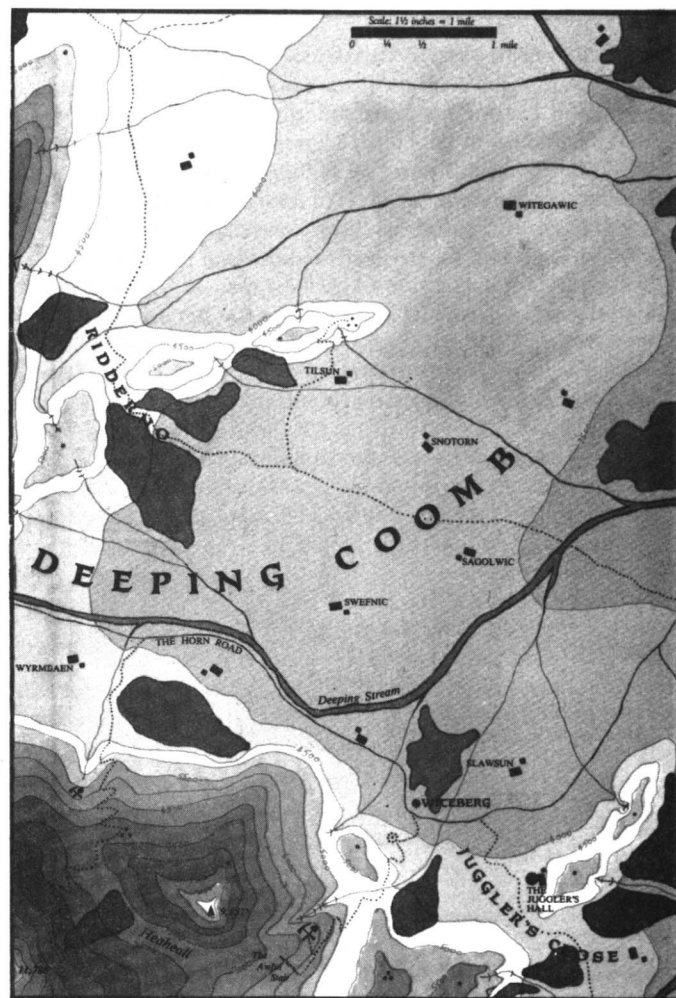
9. Master Juggler's parlor. Here the Master relaxes, greets students and guests, and reads.

10. Secret door. This stone-faced panel slides open, permitting passage into the store room behind the meeting room. It is very hard (-20) to detect.

11. Master's bedchamber. A huge pair of desks, an armoire, and a large bed dominate the chamber.

12. Secret door. Like #10, this door is of stone. It opens onto a secret store room (#14), which in turn opens onto the drinking hall.

13. Bridgeway. This arched, wooden walk connects the Master's bedchamber with the library.



14. Secret store room. Here the Master keeps a small treasury. A hundred gp in gems rest in a small iron chest (locked and hard, -10, to open). Two staffs (both general spell enhancers) sit in wood cases set on the wall. One is of black oak (+4 spell adder) and casts a mist upon command (3x/day; duration 12 minutes; 25' radius; visibility for all but holder - 50). The other is of ironwood (x4 PP device) and casts +10 lightning bolts (3x/day; range 30'). A blue-leather book outlining the secrets (but not the traps) of the Awful Stair perches on a lectern in the corner. The first page contains a 3rd level Fear rune.

15. Drinking hall. Here the students relax at the bar.

16. Gaming room. This airy hall is designed for gambling and games of skill.

17. Wine room and caretaker's office. Wine and beer are stored in racks along the walls. The Journeyman assistant in charge of watching the evening's festivities uses and guards this room.

18. Library. Histories, songbooks, and tomes on entertainment line the shelves.

19. Office. Here the Master keeps track of his students' (and minions') progress.

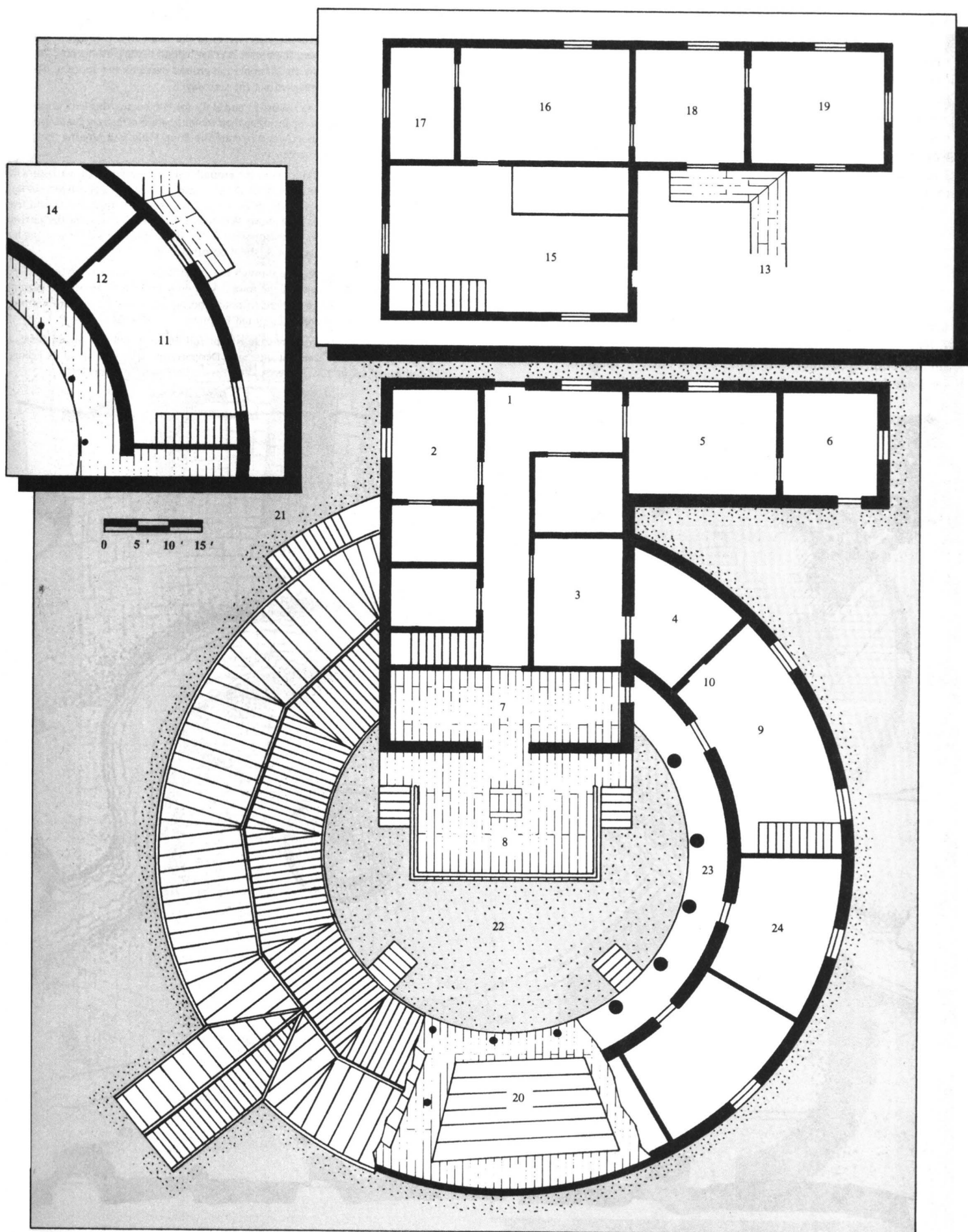
20. Viewing areas. Guests watch the stage from these upper level seats.

21. Outer stairs. These steps only provide access to the upper level viewing areas on the ring.

22. Courtyard.

23. Pallisaded walkway. This walkway runs around the inner edge of the lower level of the ring. Here honored guests and students bring their chairs and watch the stage.

24. Quarters. These chambers house students (Apprentices), Journeymen, and honored guests.



5.45 THE SIGNAL-TOWER (BEACON)

During the early days of the Third Age, the men of Gondor erected signal-towers on the northern foothills of the White Mountains. The towers replaced earlier platforms, which were little more than open fireplaces. Tall, stone structures, the signal-towers were designed as watch-towers and way-stations, and had accommodations for small, resident garrisons. Fire-cages crowned their roofs, permitting the watch-men a means of signalling the neighboring stations. Twenty-five miles apart, they could relay a fire-light distress call from Ostirias to Minas Tirith in less than one half hour.

During the mid-Third Age, particularly after the Great Plague (1636-37), the seven western towers fell into disuse. Since they rose in the depopulated province of Calenardhon, these stations were all but abandoned by T.A. 2510. The seven built in Anórien, however, have never ceased to function.

The following description applies to all the Gondorian Signal-towers. Those of *Halifirien*, *Calenhad*, *Minrimmon*, *Erelas*, *Nardol*, *Eilenach*, and, *Amon Dîn* are constantly attended. Their ruined, or slightly-ruined, counterparts south of the Great West Road of Rohan only see intermittent use.

The Layout of a Signal-tower

1. Main door. An iron-faced oak door serves as the sole entry. It is locked and very hard (-20) to open. Even then, three steel bars set behind the inward-opening door can stop intruders. Two windows set 20' above the ground overlook the doorway. They are set in alcoves and can be reached via the stairway.

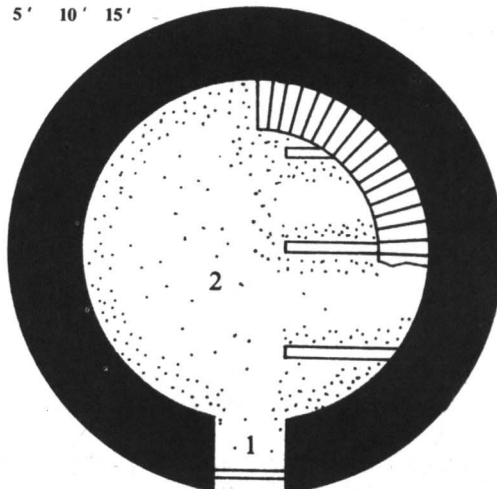
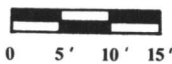
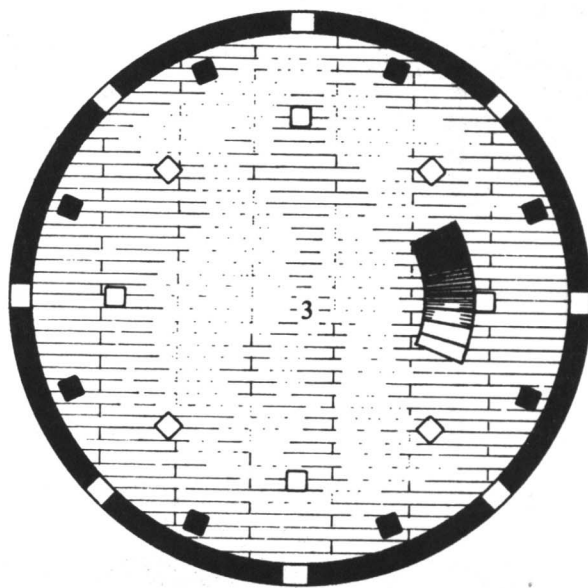
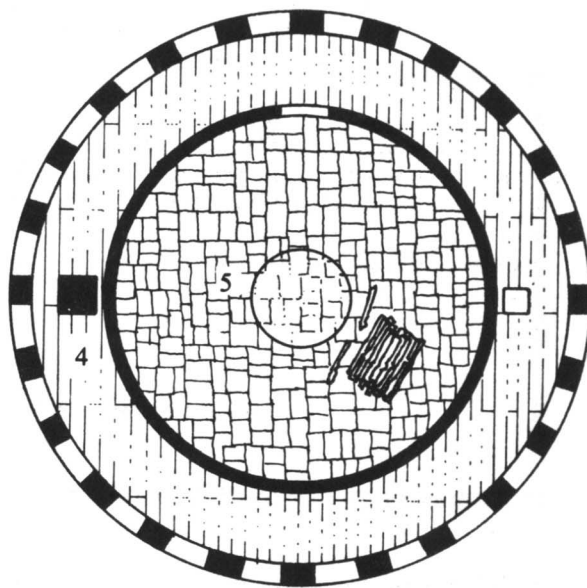
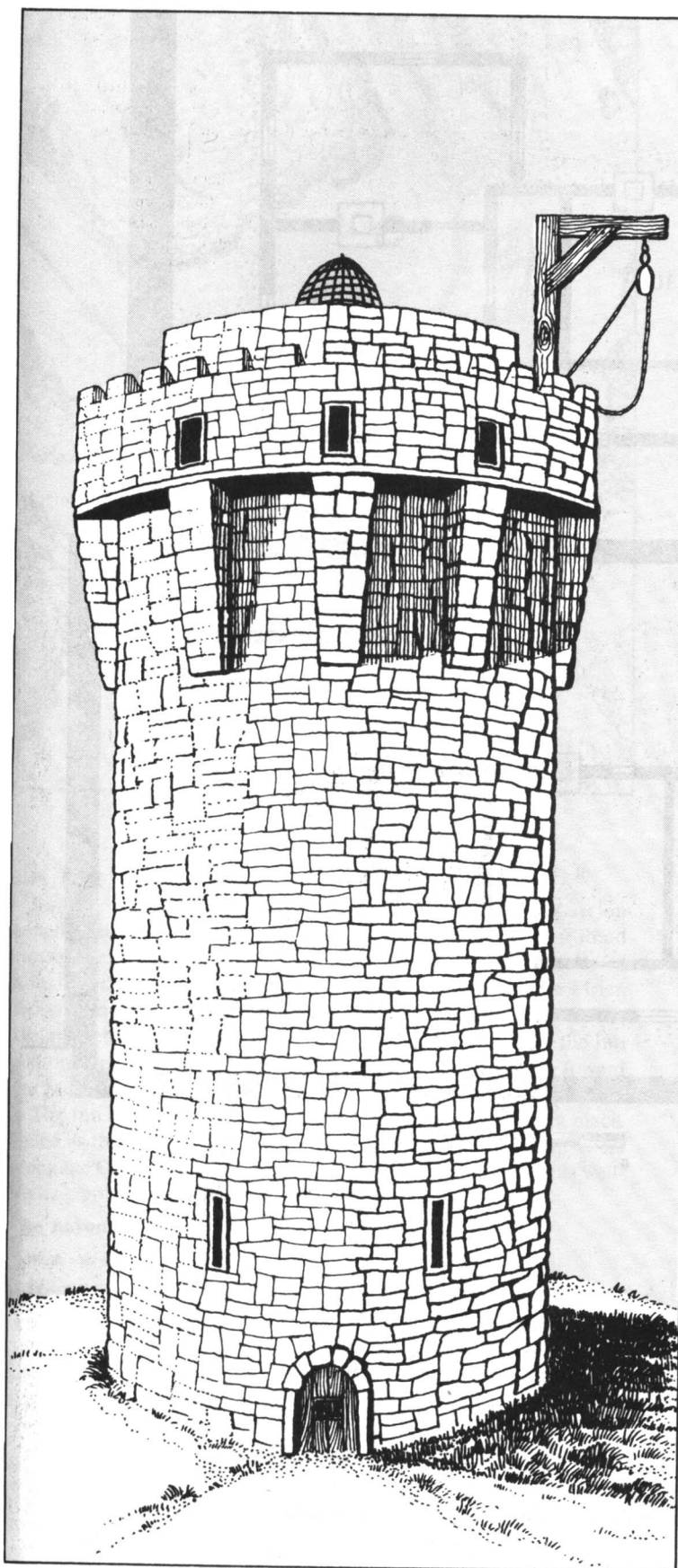
2. Lower level. Dominated by a stairway and stalls for two horses, this level is essentially a barn. Messengers and occupants keep their mounts here. Normally, a guard/attendant is on duty to care for the horses and operate the door. Only folk uttering the proper passwords are permitted to enter.

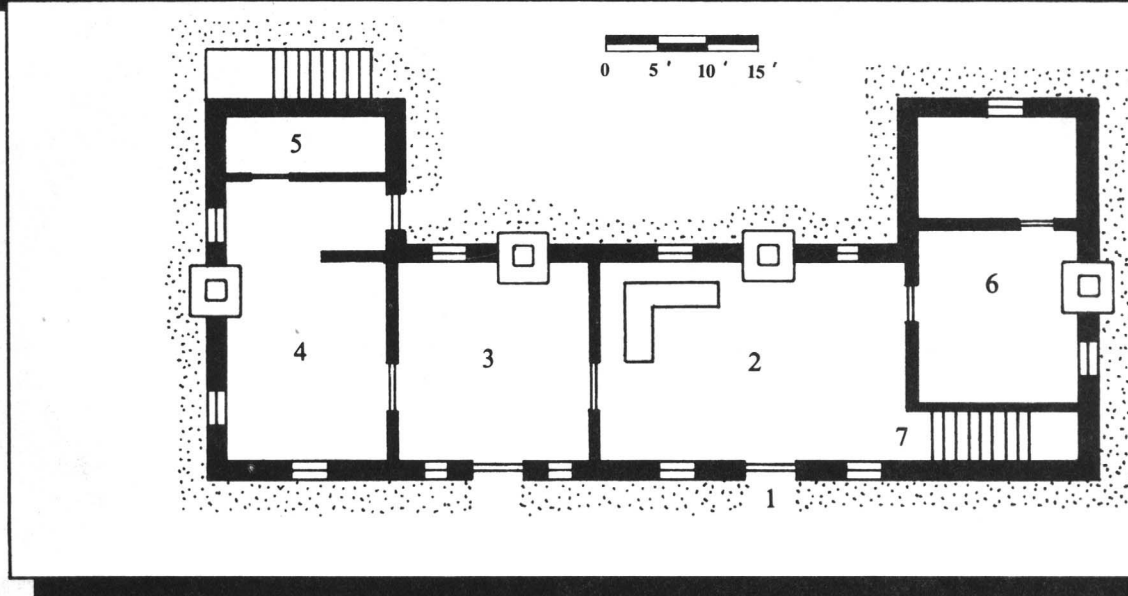
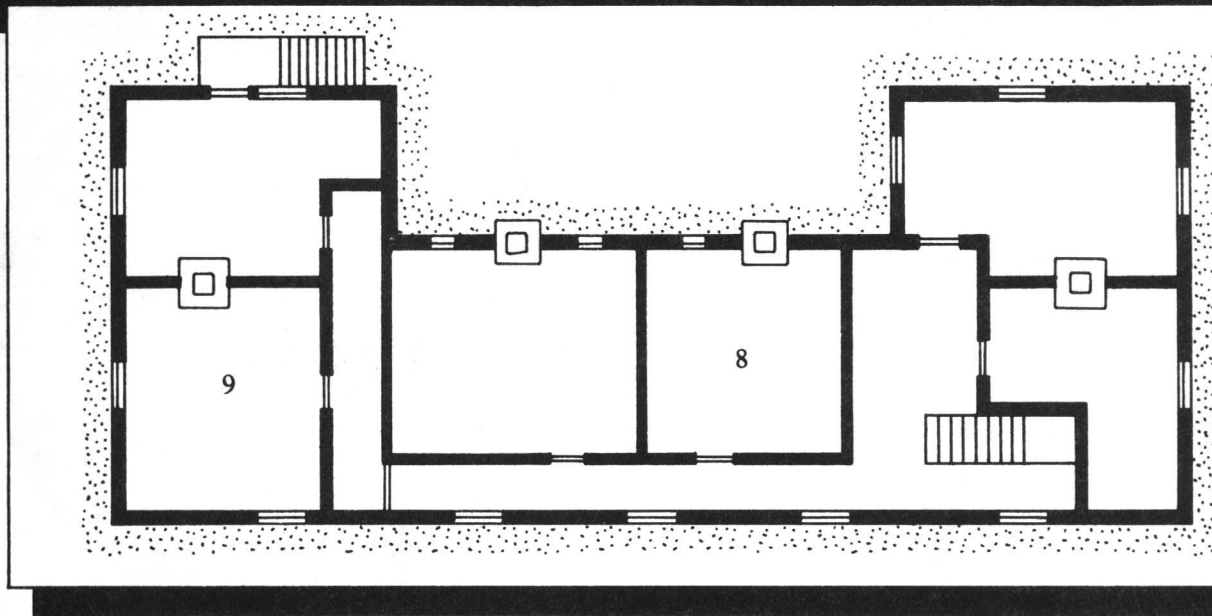
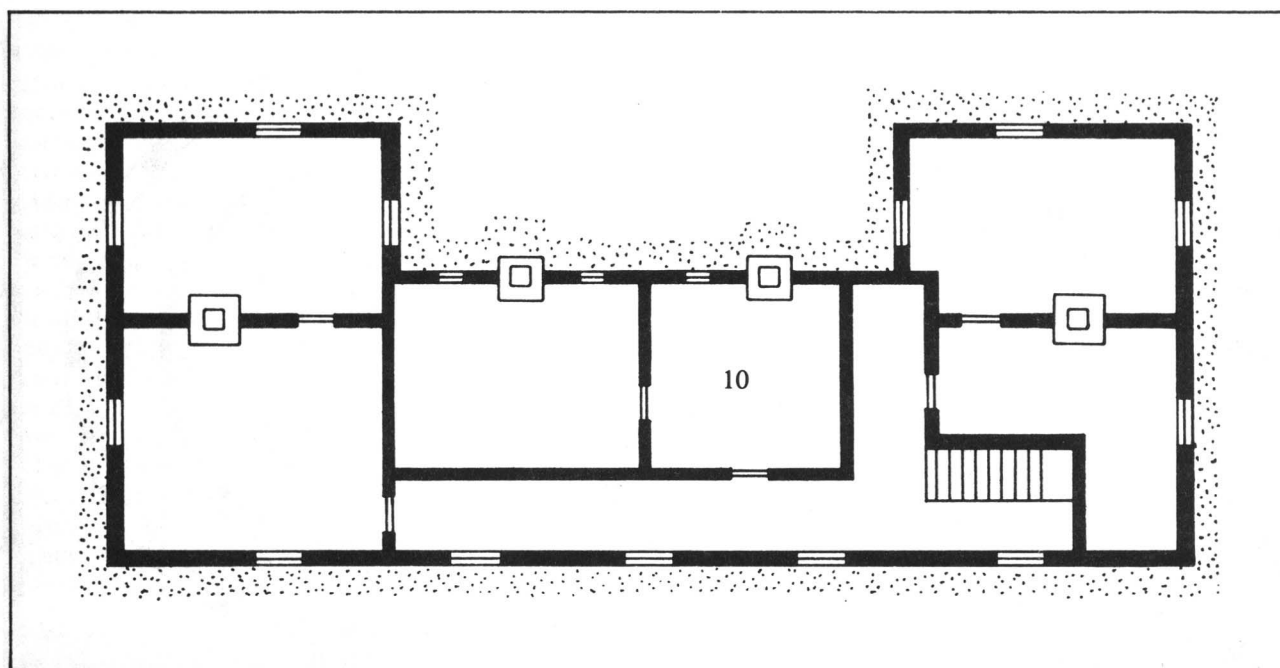
3. Second level. A hundred feet above the ground, this level serves as the garrison's living quarters. It can only be reached via the staircase. On the way up, two alcoves lead off the steps — one for a well, the other for a privy. A ladder joins the second level to the outer walk and upper level above. Windows provide light and allow the garrison to rain arrows on attackers. Machicolations in the floor are designed for pouring hot oil on intruders on the side or near the base of the tower.

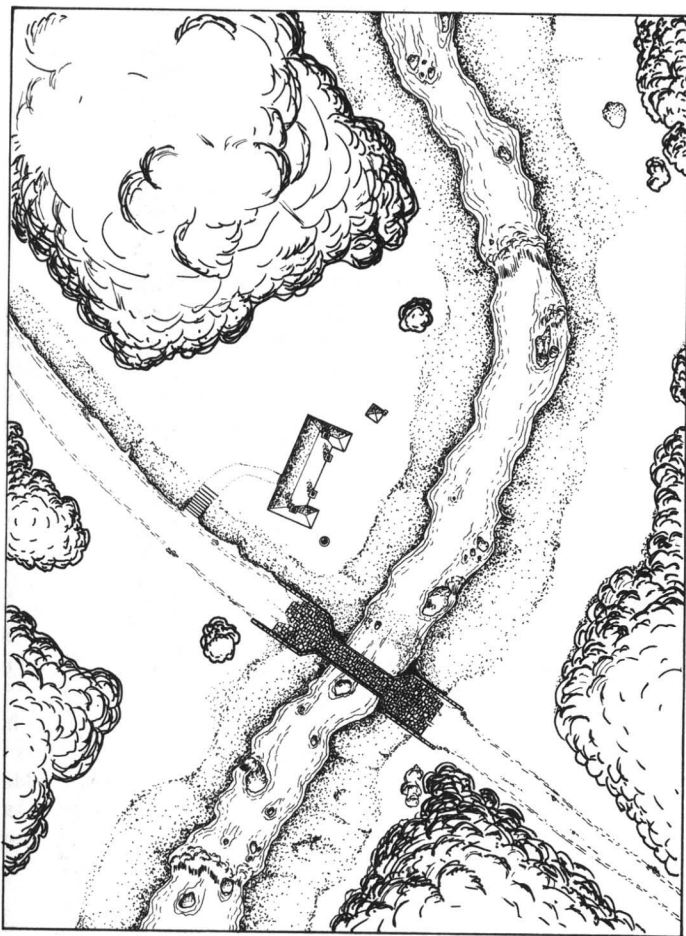
4. Outer walk. A ladder peeking through the stone floor is the only way down. This is the principal outer defense of the tower. A wood pulley-frame allows the garrison to bring up firewood and equipment without laboring up the stairs. A guard normally walks around its circumference every ten minutes.

5. Upper level. Here, an iron fire-cage is kept full of dry wood and tinder. Beside it is a coal brazier, which is always lit and ready. Designed for ventilation and quick lighting, it is well-suited to the tower's needs. Two fire-tenders man this apparatus.









5.46 THE INN OF GREYS

Built by three brothers in T.A. 2745, the Inn of Greys is set on a shelf of rock beside the Firien Wood Bridge. The Great West Road crosses the Mering Stream at this point, which is on the border of Rohan and Anórien. All around the three-story Inn is the Firien Wood. A nearby stand of huge, peculiar grey oaks, once holy to the Drúgs of the forest, gives the Inn its name. Sixty feet below the Inn and the road, the stream tumbles over mossy rocks on its way toward the Mouths of the Entwash.

The Inn of Greys is renowned as a fine tavern and lodging place. Billed as the first and last inn in Rohan, it is a favorite of travellers along the Great West Road. Only comfortable rooms grace this well-built, grey stone structure.

The Layout of the Inn of Greys

1. Main entry.
2. Tavern.
3. Dining room.
4. Kitchen.
5. Pantry.
6. Servants quarters. Accommodations for a family of five, including a barkeeper, cook, hand, and two maids.
7. Central stair.
8. Private rooms. Lodging for one to four people.
9. Innkeeper's quarters. Here the innkeeper/owner *Léofric* lives with his wife *Aris* and his daughter *Léosine* and son *Léorl*.
10. Private suites. Three special suites for wealthy/lordly travelers.

5.47 THE DRÚADAN FOREST (See color insert)

The Tawar-in-Drúadan is a wild, thick wood located one hundred and forty-two miles east of the Firien Wood Bridge and the border of Rohan. Lying in the midst of eastern Anórien, it is an anomaly of sorts, protected by enchantments and tortured terrain. Wild mires and bizarre rocks dot the landscape, amidst creeping branches and curtains of vines. Roaring streams and miniature moss-covered fells lend the land the flavor of a natural garden. Colorful lichens and wildflowers glow from twisted stone and rich black banks of earth.

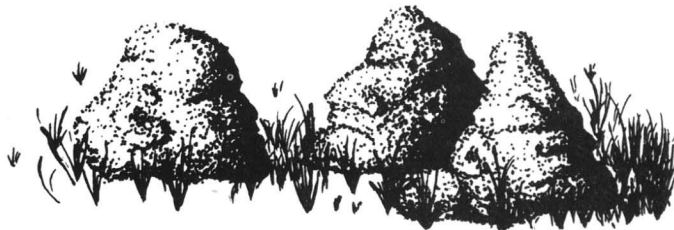
Although outside the Riddermark, the Drúadan Forest has deep ties to the land of the Riders. Drúg culture is centered in the weird wood and its Lords influence the Woses in regions as far away as Old Púkel-land (S. "*Drúwaith Iaur*") in Eriador.

Layout of the Eilenach Glens

Strange subterranean ruins and Standing-stones litter the forest. Stone Púkel-men guard its depths, where circular passage-villages peer from just below the surface of grassy glens. These are the signs of the true masters of the wood, the Drúgs (Woses). (See 5.25.) More than simply inhabitants, the Woses are a part of this place, and make it very special.

No place is more sacred to the Drúgs than the high Eilenach Glens, the broken territory near the Gondorian beacon of the same name.

1. **Stone-cross.** Here the Woses watch the movement of the Sun and Stars. A holy site, it dictates the cycle of Drúg rituals, as well as daily life. Priestesses guard the Cross and interpret the lay of the light and shadows.
2. **Wose-village.** Seven extended priestly families reside in the seven interconnected fogous of the circular village. Eleven Púkel-men guard the bounds, which are marked by seventeen reddish Standing-stones. The rock-lined, turf-covered houses are hard (-10) to spot from the neighboring paths.
3. **Woowics water-cave.** This 120'x20'x10' cavern serves as the spring-chamber for a cool stream.
4. **Púkel-caves.** Two giant Púkel-men crouch in these 10'x10'x10' rock pockets. If disturbed, they will attack in 1-100 rounds, tracking their prey up to 10 miles (no more). They can be summoned by a Drúg who stands at the exact center of the Stone-cross or the Wose-village and calls: "*I-yan an Ari-an Yan!*" In such a case, their journey will take but ten minutes; their retribution might take only seconds.
5. **Ruin.** An ancient Daen Coentis (pre-Drúg) ruin recalls days before the coming of the Dúnedain.
6. **Circle of the Dead.** A stone circle marks the Wose burial field. Stone jars buried beneath rock mounds hold the dismembered bones of the dead.



5.5 ADVENTURES WITH THE RIDERS

The adventures that follow provide a suitable starting point for campaigns in Rohan. Each reflects some aspect of the Riders' land, the people they deal with, and the drama of their experience.

5.51 THE DUNLENDING PATH (T.A. 2759)

Setting: Edoras and Harrowdale, at the end of the Long Winter of 2758-59. The Dunnish Rebellion grips Rohan, and the Dunlending armies, led by Wulf, have overrun over half of the Riddermark. (See 5.25.) King Helm is dead, as are his sons, and Fréaláf has assumed the crown. Dunlendings occupy the capital of Edoras and the Rohirrim of the region have taken refuge at Dunharrow. There the new Rohirric King awaits the final onslaught of Wulf's army.

Requirements: A small, low- to mid-level party capable of climbing, hiding, and dealing with ancient Daen Coentis ruins.

Aids: A map of the Dunharrow and Harrowdale regions (see color insert), together with a book on the lay of the land (see 5.42).

Rewards: A horse of the adventurer's choice. In addition, either 100 gp or the right to use an abandoned Signal-tower (Beacon) until you perish (at a rent of 1 gp/year). (See 5.45.)

The Tale

Eorein, a deranged and disenchanting Rohirric Sorcerer, believes his father Lodéor, to be the rightful King of Rohan. He bases his claim on the belief that Lodéor is the illegitimate younger brother of the recently slain King Helm. Unfortunately, Eorein has only a diary to back his story. The book was written by his dead grandmother Ethelwyn, the supposed lover of King Gram.

Eorein and his faction retreated to Dunharrow with the rest of Edoras' population. There, they plot the assassination of King Fréaláf. Fréalor, Eorein's young friend, is one of the King's Kitchen-wards, and intends to poison his new monarch.

Unbeknownst to Eorein and Fréalor, their older compatriot Léodurth is in the employ of the Dunlendings. The Rogue Léodurth plans to do away with Eorein upon the death of the King, throwing the Rohirrim into further confusion. This would spell the Riders' doom, as Wulf is prepared to attack quickly.

A part-Dunnish serving girl in Edoras, Hilfwyn, learned of Eorein's plot (but not Léodurth's involvement) a day before Eorein left for Dunharrow. No friend of politics and afraid of Dunharrow, Hilfwyn remained at Edoras with her aged Dunlending mother Ainwyn.

Ainwyn learned of her daughter's secret, and seeks to warn the King. Ever since the Dunlending occupation of Edoras, she is convinced Wulf is too bitter to rule. Being the innkeeper of the Cold Boar, she sees many adventurers and hopes to convince a party to try to reach Dunharrow and foil the conspiracy.

Dunlendings guard the entry to Harrowdale, but Ainwyn was born near Underharrow and knows of an unguarded route through Aldor's Gate (see 5.42) called the Dunlending Path.

The NPCs

Although usually quite lucid, Eorein is prey to drink. He is also suspected of murdering a girl in Aldburg two years ago. There is no doubt that he is violent. Tall, slender, and red-haired, he has a pleasant face but stern, green eyes. He lives in a tent near the edge of Dimholt in Dunharrow, well away from the main Rider camp.

Fréalor is amazingly nondescript for a Rohir. Aside from constantly cracking his thumbs, he is inoffensive and plain. His nice manner and ability to leave others with a sense of being alone make him a fine Kitchen-ward. Fréalor lives in a red tent near the edge of the Dunharrow cliff, overlooking Harrowdale.

A Royal Tracker, Léodurth is close to King Fréaláf, but prefers not to expose his position. He will, however, put the knife to his Lord if necessary. Exceptionally fair, even for a Rider, Léodurth seems the antithesis of a Dunnish spy, but his love for Wulf's cousin Pranwen (who's now at Edoras) turned his heart.

The Task

The party must reach Dunharrow and stop Fréalor from poisoning the King. In addition, they must discover or avert Léodurth's plans. Ainwyn suggests taking the road west from Edoras, circling around the first great ridge, and crossing through Aldor's Gate via the Dunlending Path.

5.52 THE AWFUL STAIR (F.A. 2)

Setting: The Westfold of Rohan during the reign of Éomer Éadig, about three years after the War of the Ring. Adventures center on the Deeping Coomb and Juggler's Close, including the Hornburg, the Juggler's Hall, and the depths of the mountain called the Heaheall.

Requirements: A wily and fearless mid-level party capable of climbing, caving, and detecting trickery.

Aids: A map of the Deeping Coomb area (see color insert).

Rewards: 25 gp for information regarding the true nature of the Order of Journeymen Jugglers. For evidence of high crimes, a 1 gp advance plus twelve acres of land along the Craegstrem or 200 gp. In addition, the group receives ten percent of all stolen coins and gems recovered, plus any items that cannot be identified.

The Tale (Read 5.44)

Folcomer Brandsun is the Master Juggler of Juggler's Close. He is also a brigand, the lord of a network of smugglers who transport stolen wares over the White Mountains. Folcomer's trusted Journeymen Jugglers bring contraband from Endor's far-flung coasts up the Rivers Lefnui and Adorn, and then slowly sell it in the markets of Rohan and Gondor. Goods stolen in Gondor are peddled in Rohan and vice versa. Some items find their way to Umbar or Riavod on the Sea of Rhûn. It is a lucrative trade.

Careful to keep watch over his potential nemeses, Folcomer has succeeded in getting his Journeymen placements in the courts of Rohan and Gondor. He also enjoys access to the edicts of the Marshall of the West-mark, Erkenbrand, for the Bard of Helm's Deep is one of Folcomer's most trusted pupils. Few decisions are made in Rohan without the Master Juggler receiving prompt word of their coming.

The Juggler's School as serves Folcomer's home. A theatre and college for entertainers, it is appreciated by the people of the Deeping Coomb and neighboring territories. Its students travel all over the West, spreading their gifts of song, lore, comedy, drama, and trickery.

The School is merely a front, however, since it is the focus of the Master's Circle — the Journeymen who serve the illicit goals of the line of crooked Jugglers. Within the quaint college, the secret meetings of the Circle direct the disposition of thousands of gold pieces and decide the fates of many lives.

But the actual storage and movement of loot occurs elsewhere. The center of the Circle's activity takes place beneath the great peak that overlooks the School, the mountain of the Heaheall. Inside this peak is the store-room where goods are kept until moved for sale. Not far away is the subterranean route by which the booty is moved, the Awful Stair.

Despite the Jugglers' precautions, Erkenbrand suspects something is amiss at the School. His Scouts found the graves of two Apprentice Jugglers who recently disappeared, and reports of activity in the abandoned mine in the Heaheall stirred his curiosity. He wants answers.

With his Squire convinced that a spy is leaking information regarding actions directed from the Hornburg, Erkenbrand seeks agents who are unknown in the Westfold. He offers a substantial reward (25 gp) for sound information regarding the Jugglers' activities and even more for evidence that might convict the thieves and murderers who haunt the lands in his charge.

The NPCs

Folcomer is Master of a School which houses eighteen Apprentices (students) and three Journeymen instructors (assistants). The three Journeymen — Hedric, Arcwine, and Aldwic — are members of the Master's Circle and critical to Folcomer's scheme. As well as teaching, they serve as recruiters, bodyguards, messengers, and (in some cases) assassins.

Folcomer is brilliant, witty, moody, and creative. He loves food, song, women, and wordgames, although not necessarily in any order of preference. Six feet four, white-haired and grey-eyed, he is an imposing presence.

His three Journeymen are a varied group. Hedric is a stout and grim dramatist. Arcwine is tall (6'8"), strong, exceedingly loud, and a gifted singer. Aldwic is a cross-eyed poet, who juggles well and walks with a limp. Of all, though, he is the most skilled and deadly.

The Jugglers' adversary, Erkenbrand, is a Man in the classic Rider mold. Six feet six and muscular, he is a powerful Warrior. His red hair is streaked with grey-white stripes and his eyes burn with a passion borne out of the struggle against Saruman. Few Men are so capable, so assured, or so patient; but then again, few Men ever aspire to the post of Marshall of Rohan.

The Task

To explore the Juggler's School and glean any information concerning the Order of Journeymen Jugglers. Should any leads develop, the party is entrusted with gathering evidence, assuming they can take it back to the Hornburg without first being killed.

5.53 DARKFALL IN THE WOSE-WOOD (F.A. 2)

Setting: Opens at the Inn of Greys, overlooking the Mering Stream, on the eastern border of Rohan (see 5.46). Much of the adventure will take place around a Wose village in the Drúadan Forest (Wose-wood) of Anórien, and at a Signal-tower (Beacon) called Aclea Reach, twenty-five miles west of the inn.

Requirements: A small, low- to mid-level party capable of moving well in rugged, wooded land.

Aids: A map of the Eilenach Glens section of the Drúadan Forest (see color insert).

Rewards: Any booty secured from the Woses or the Cult of Boots, together with a sum of 50 gp in coin. An additional sum of 10 gp is offered in advance of the undertaking. The prized Coloring Stone might be acquired.

The Tale

The War of the Ring produced peace and lifted Sauron's Shadow, but it also spawned a bitterness among certain Men. These concerned, but misguided, folk will go to any lengths to avert another challenge from outside their land. Led by Dolimir, a Dúnadan Bard born in Aldburg, a group of Dúnedain from Rohan has resolved to rid Endor of "impure races." These zealous Men call their circle the Cult of Boots, since they all wear enchanted blue riding boots (+25 riding). Pretentious, petty, greedy, and rather weak, they are a pitiful (albeit dangerous) lot.

Aclea Reach is the Cult's headquarters. It is a typical ruined Signal-tower (See the Beacon at 5.45), recently restored, and sits on a hillock, off a path, ten miles south of the Great West Road. The intersection of the path and the highway is twenty-five miles west of the Mering Stream. Dolimir lives in the tower with four of the five other Cult members: Amrahir, Borothor, Imrohir, and Earnas.

The Cult desires the destruction of the Woses (Drúgs) and has resolved that the death of the Woses' spiritual leader would ease their task. This decision has more mercenary aspects, however, for some of the Cult members seek certain items of worth, heirlooms of the Woses. They use their philosophical union as a pretext for murder and theft.

Earnas the Animist, Dolimir's aide, wants an item of considerable power called the Coloring Stone. The Stone is an ancient relic, sacred to the Drúgs, and is a symbol of Wose culture. Only the Keeper of Colors can use it and he is a powerful Animist. A dangerous foe, the Keeper lives in the Eilenach Glen of the Wose-wood, in a village of weird, submerged earth-houses.

Essentially, the Coloring Stone is a soft, blue-green rock, shaped as a 7" long lozenge, and inscribed with the words "*Wal Wel*" (*Each's Each*). It leaves a colored mark only when it rubs against flesh, and is used to tattoo Drúg Animists when they come of age at the beginning of their eleventh year. Flowing with the feel of the chosen's soul, each spiralling tattoo is unique — both in pattern and color. Once applied, they can only be removed by reversing the Stone over the pattern.

These enchanted tattoos can give great strength to the wearer. Typically one or more variations on the following powers are involved:

- (1) *Hardness* — Toughens the flesh, making the wearer's skin akin to soft leather (AT 3).
- (2) *Wildness* — Camouflaging the wearer's skin (+50 hiding) for a particular type of environment (e.g., woods). In such cases, the tattoos cover the whole body, but are invisible unless their use is desired.
- (3) *Friendliness* — A tattoo in the stylized form of a certain animal (not beings) protects the wearer from any animal of that type, but means that the wearer cannot harm such an animal unless it truly threatens a friend of the wearer.
- (4) *Power* — A tattoo can double the wearer's inherent power points.

Dolimir is a coward and Earnas is too practical to undertake a journey to the Wose-wood. So, the Cult has sent the Warrior Derelon to the Inn of Greys in order to recruit gullible help. Derelon carries 70 gp and is willing to pay that sum, or 10 gp per hireling (whichever is less), to a party of adventurers willing to go to the Drúadan Forest, recover the Coloring Stone and take it to the Cult's hold at Aclea Reach. He promises another 50 gp per adventurer if the mission is completed, and is willing to let the party keep any booty they might find on the journey.

The NPCs

The Coloring Stone is held by Prâga-ura-Prâga, oldest nephew and heir of the recently deceased Ghân-buri-Ghân. Prâga is the Chieftain of Woses of the Drúadan Forest and Keeper of the Colors. He resides at a village in the Eilenach Glens and spends his waking hours observing and interpreting a Stone-cross that stands near his home. Like most Woses of his calling, he has no hair save two pairs of braided tendrils — one set growing from each corner of his chin, the other hanging from behind each ear.

Dolimir is a timid, strident fellow, who is plagued by insomnia and paranoia. Thin and graceful, he wears rich clothes of silk and brushed wool. His dark hair is well-kept, and his grey eyes suggest an inner strength yet to be exhibited in his rather young life (he is only 32). Dolimir maintains a facade which alludes to great strength, although he is only seventh level.

His companion Earnas is stronger of will. Yet, Earnas is actually little more than a thief. Rather ugly, pudgy, and short, he is a deceptive fellow.

Derelon is handsome and quiet, and looks the part of a young merchant. He enjoys cider but does not partake of beer, wine, or spirits. Keeping to himself, he resides in a suite on the third floor of the Inn of Greys.

The Task

The task outlined by Dolimir involves a journey east to the Drúadan Forest. There, the party must secure the sacred Coloring Stone and take it to Dolimir's hold at Aclea Reach.

Alternatively, the party can loot Prâga's Treasure and keep the booty and the Coloring Stone for themselves.

The third course involves informing Prâga of the Cult of Boots' intentions, and possibly destroying Dolimir's group by attacking Aclea Reach.

6.0 TABLES

6.1 MASTER MILITARY TABLE

NOTE: This table presents the military statistics for the Horse-folk during each of their three distinct periods: as the Éothraim, as the Éothéod, and as the Rohirrim. It also presents statistics for the primary forces opposed to the Horse-folk during these periods. The numbers of combatants given are representative of typical troop strength for the given period, actual values may vary from these averages.

T.A. 1-1857: ON THE RHOVANION GRASSLANDS

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ Secondary OB	Mov M	Notes
THE ÉOTHRAIM											
All of the Éothraim tribes are mounted and usually use lances, broadswords and shortbows (a few composite bows), except for the Padaruk tribe which prefer javelins instead of shortbows. See Sections 3.2 for details concerning the organization of the Éothraim. The statistics given above assume that the warrior is mounted. Each Éothraim warrior has 1 or 2 horses that he has a special rapport with. Statistics are given for these special horses in terms of light (for "Young Warriors"), medium (for "Warriors") and heavy mounts (for all other troops). The numbers given are approximate totals for all six of the tribes.											
(Althyn/1)	Éothraim	25	180	Ch/15	65	Y15	A/L	180la	160cp	5	Leads allied tribes.
(Althyn's Guards/90)	Éothraim	15	150	Ch/15	60	Y10	A/L	155la	130cp	10	The Althyn's Guard.
Huithyns/6	Éothraim	18	170	Ch/15	65	Y15	A/L	170la	150cp	5	Each leads a Tribal army (300-1000).
Tribe House-guards/540	Éothraim	12	140	Ch/16	50	Y10	A/L	140la	110cp	5	Guards for the Huithyns (60-120).
Thyns/38	Éothraim	15	160	Ch/15	65	Y15	A/L	160la	140cp	5	Each leads a Clan-ride (60-120).
Clan House-guards/456	Éothraim	10	125	Ch/16	50	Y10	A/L	125la	100cp	5	Guards for the Thyns (12 each).
Sr. Druigan/315	Éothraim	8	115	Ch/16	45	Y5	A/L	110la	90cp	5	Each leads a Ride (12).
Jr. Druigan/315	Éothraim	6	100	Ch/16	45	Y5	A/L	100la	80cp	5	Each leads a Half-ride (6).
Exp. Warriors/2500	Éothraim	5	85	Ch/16	35	Y	A/L	90la	70cp	5	Heavy cavalry.
Warriors/1500	Éothraim	3	70	Ch/13	40	Y	—	70la	65cp	10	Medium cavalry for the flanks.
Young Warriors/1000	Éothraim	1	45	RL/9	20	—	—	45bs	55cp	20	Used for missile fire/screening.
Light Horses/1700	Great-horse	2	110	SL/3	40	—	—	35LTr	—	40	One per warrior on campaign.
Medium Horses/2500	Great-horse	3	130	SL/3	30	—	—	50LTr	—	30	One per warrior on campaign.
Heavy Horses/6500	Great-horse	4	150	SL/3	20	—	—	65LTr	—	20	One per warrior on campaign.

THE ASDRIAGS (Easterlings, one of 9 tribes)

Extremely warlike horsemen, armed with short bows (horsebow, attack as composite bows), a short sword (use at half melee OB), a sling (use at two-thirds missile OB), and a Usriev (the th, 2H-sword, below) which could be used as either a 2-handed sword or as a lance. They all ride light horses (see above).

Hurdriak	Asdriag	20	165	CH/13	65	Y20	—	160th	160cp	10	King of All the Tribes.
Warlord/1	Asdriag	15	140	CH/13	60	Y15	—	140th	140cp	10	Each Warlord leads a tribe.
Commanders/10	Asdriag	12	125	CH/13	55	Y15	—	120th	120cp	10	Each leads about 66 warriors.
Officers/60	Asdriag	8	110	CH/13	50	Y10	—	100th	100cp	15	Each leads about 10 warriors.
Elite Warriors/100	Asdriag	5	90	RL/9	45	Y5	—	80th	80cp	20	Professional warriors.
Basic Warriors/300	Asdriag	2	50	No/1	35	Y	—	55th	55cp	10	Drawn from the Freefolk.
Young Warriors/200	Asdriag	1	40	No/1	35	Y	—	45th	45cp	15	Light screening troops.

THE SAGATH WAIN-EASTERLINGS (More Easterlings, one of 50 tribes)

These horsemen run when in danger, attack when safe, and at all time make harassing attacks. They use short bows, short throwing spears, and scimitars. They use a 3rd level muscle poison on their weapons. They all ride light horses (see above).

Patriarch/1	Sagath	15	140	CH/13	60	Y15	—	145sc	100sb	5	Heads the allied tribes.
Lead/1	Sagath	11	125	CH/13	55	Y15	—	130sc	110sb	5	Uses chariot; leads tribe.
Bodyguard/10-20	Sagath	9	110	CH/13	50	Y10	—	120sc	90sb	5	Use chariot; all Rangers.
Headmen/4	Sagath	7	95	RL/9	50	Y10	—	100sc	75sb	10	Use chariot; each leads a Wing.
Trackers/16-40	Sagath	5	80	RL/9	45	Y5	—	80sc	60sp	20	Rangers, lead 5 man patrols.
Horse-archers/16-40	Sagath	3	65	RL/9	40	Y	—	55sc	75sb	15	One per patrol.
Basic Warriors/32-80	Sagath	2	50	No/1	35	Y	—	60sc	50sp	5	Two per patrol.
Young Warriors/16-40	Sagath	1	40	No/1	35	Y	—	45sc	45sp	10	One per patrol.

THE LOGATH WAIN-EASTERLINGS (Still More Easterlings, 100 tribes)

The Logath use the same "military" organization, equipment, and tactics as the Sagath, except that a typical tribe has around 5 times as many combatants.

T.A. 1858-2510: IN THE ANDUIN VALES

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ Secondary OB	Mov M	Notes
THE ÉOTHÉOD											
The Éothéod are armed with lances or spears, broadswords, composite bows, daggers, and round shields. They wear a mixture of chain shirts (AT 13), full chain (AT 15), and chain hauberts (AT 16). The statistics given above assume that the warrior is mounted. Each Éothéod warrior has 1 or 2 horses that he has a special rapport with. Statistics are given for these special horses in terms of light (for "Young Warriors"), medium (for "Warriors") and heavy mounts (for all other troops).											
Althegn/1	Éothéod	25	170	Ch/15	65	Y15	A/L	175la	150cp	5	+ 15 equipment.
Thegns/50	Éothéod	18	160	Ch/15	65	Y15	A/L	160la	140cp	5	+ 15 equipment.
House-guard/60	Éothéod	12	150	Ch/15	55	Y10	A/L	140la	120cp	10	+ 10 equipment.
Sr. Caerls/500	Éothéod	9	125	Ch/16	50	Y10	A/L	120la	100cp	5	+ 10 equipment.
Jr. Caerls/500	Éothéod	7	110	Ch/16	50	Y10	A/L	110la	90cp	5	+ 10 equipment.
Exp. Warriors/2500	Éothéod	5	90	Ch/16	45	Y5	A/L	95la	80cp	5	Heavy cavalry.
Warriors/1500	Éothéod	3	70	Ch/15	45	Y5	A/L	75la	70cp	10	Medium cavalry for the flanks.
Young Warriors/1000	Éothéod	1	50	Ch/13	35	Y5	—	50bs	50cp	15	Light cavalry for screening.
Light Horses/1500	Great-horse	2	120	SL/3	40	—	—	40LTr	—	40	One per warrior on campaign.
Medium Horses/2250	Great-horse	3	140	SL/3	30	—	—	55LTr	—	30	One per warrior on campaign.
Heavy Horses/5972	Great-horse	4	160	SL/3	20	—	—	70LTr	—	20	One per warrior on campaign.

THE BALCOTH (one of many armies)

The military forces of the Balcoth are very disciplined and highly organized compared to the barbarian horsemen they usually faced in battle. This makes up for the fact that the Balcoth forces are purely unarmored infantry. The Balcoth are the most mobile foot soldiers in Middle-earth. They are trained to "jog" or "run" in unit formation for hours and to "fast run" in unit formation for up to five minute in a burst. A typical Balcoth Army consists of two or three *Tomens* (approximately 10000 men, each *Tomen* is further sub-divided as indicated below). The Balcoth King (*The Bôm*) usually goes to war with two to five of his Armies and his Imperial Guard (*The Keshak*). Weapons used included swords (usually sabres, sa), composite bows, maces, spears, and javelins.

(Bôm/1)	Balcoth	25	160	SL/5	60	Y20	A/L	180ma	180ja	10	King of all the Balcoth.
(Imperial Guardsmen/1000)	Balcoth	12	120	SL/5	45	Y10	A/L	130ma	110cp	10	Bôm's personal army (Keshak).
Army Commander/1	Balcoth	18	150	SL/5	50	Y15	A/L	160ma	160ja	10	Each leads an army.
Tomen Commanders/3	Balcoth	15	130	SL/5	50	Y15	A/L	150ma	150ja	10	Each leads 10000 men (Tomen).
Guardsmen/550	Balcoth	10	110	SL/5	40	Y5	A/L	115ma	100cp	10	Elite troops of an army.
Manghin Commanders/30	Balcoth	9	105	SL/5	40	Y5	A/L	110ma	95cp	10	Each leads 1000 men (Manghin).
Jigon Commanders/300	Balcoth	7	95	SL/5	40	Y5	A/L	100ma	100cp	10	Each leads 100 men (Jigon).
Irbin Commanders/3000	Balcoth	5	85	SL/5	40	Y5	A/L	90ma	100cp	10	Each leads 10 men (Irbin).
Hvy. Warriors/8000	Balcoth	3	75	SL/5	35	Y	—	75ma	70ja	10	Also use bows, spears, and maces.
Lt. Warriors/16000	Balcoth	2	65	SL/5	40	Y	—	60sp	60ja	15	Also use bows and sabres (sa).
Scouts/6000	Balcoth	1	50	No/1	45	Y	—	40sa	50cp	20	The young warriors in training.

THE ORCS (a typical tribe)

Many tribes occupy the Misty Mtn. and the Grey Mtn. in the areas around the Vales of the Anduin (especially the area around Mt. Gundabad and Mt. Ugili). The Orc tribes of this period are relatively weak due to losses taken while fighting for Angmar.

Commander/1	Uruk-hai	15	150	PL/18	55	Y15	A/L	160sc	135sb	—	+ 15 equipment.
Captains/3	Uruk-hai	12	135	PL/18	50	Y10	A/L	130bs	100cp	5	+ 10 equipment.
Officers/18	Uruk-hai	9	120	CH/14	40	Y10	A/L	125ma	80cp	10	+ 5 equipment.
Lurg Leaders/120	Lesser Orcs	6	70	CH/13	30	Y5	N	80sc	50sb	15	Some use pa, sp, or ha.
Exp. Warriors/240	Lesser Orcs	3	55	RL/9	25	Y	N	60sc	50sb	10	Some use pa, sp, or ha.
Adult Warriors/600	Lesser Orcs	2	45	SL/8	25	Y	(A/L)	50sc	20sb	0	Some use pa, sp, or ha.
Young Warriors/400	Lesser Orcs	1	35	SL/7	5	N	(-L)	40pa	10sb	5	Some use spears and scimitars.
Trackers/100	Lesser Orcs	2	30	RL/9	30	Y	—	40sc	35sb	5	For pursuit, ambush, and scouting.
Elite Trackers/60	Lesser Orcs	4	45	RL/9	35	Y	—	65sc	55sb	10	For pursuit, ambush, and scouting.
Troll Guard/10	Cave-trolls	12	150	RL/11	30	Y	—	140wh	110LCI	5	Berserk in battle, never retreat.
Wolves/120	Great Wolves	5	150	SL/4	30	N	—	80LBI	60LCI	30	Very Fast, Fast if ridden.

T.A. 2511 AND ONWARD: IN ROHAN

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ Secondary OB	Mov M	Notes
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THE ROHIRRIM

The Rohirrim are armed with lances, broadswords, composite bows, daggers, and round shields. The statistics given above assume that the warrior is mounted. Each Rohirrim warrior has 1 or 2 horses that he has a special rapport with. Statistics are given for these special horses in terms of light (for Lt. Riders and Horse-archers) and heavy mounts (for all other troops).

King/1	Rohirrim	25	180	Ch/15	70	Y20	A/L	185la	160cp	5	+ 20 equipment.
Marshal/3	Rohirrim	20	170	Ch/15	70	Y20	A/L	170la	150cp	5	+ 20 equipment.
Thanes/100	Rohirrim	16	160	Ch/15	65	Y15	A/L	160la	140cp	5	+ 15 equipment.
Húscails/120	Rohirrim	12	150	Ch/15	55	Y10	A/L	140la	120cp	10	+ 10 equipment.
Cnabts/4400	Rohirrim	5	90	Ch/16	45	Y5	A/L	95la	60cp	5	Basic heavy cavalry; experienced.
Heah-cails/400	Rohirrim	9	125	Ch/16	50	Y10	A/L	120la	90cp	5	+ 10 equipment.
Cails/400	Rohirrim	7	110	Ch/16	50	Y10	A/L	110la	80cp	5	+ 10 equipment.
Lt. Riders/3000	Rohirrim	2	60	Ch/13	45	Y5	—	80la	50cp	10	Basic light cavalry, young troops.
Heah-cails/300	Rohirrim	8	115	Ch/16	50	Y10	A/L	110la	100cp	15	+ 10 equipment.
Cails/300	Rohirrim	6	100	Ch/16	50	Y10	A/L	100la	90cp	15	+ 10 equipment.
Horse-archers/3000	Rohirrim	3	65	Ch/13	20	—	—	50bs	80cp	15	No lance, but extra arrows.
Heah-cails/300	Rohirrim	9	125	Ch/16	30	—	A/L	100bs	140cp	20	+ 10 equipment.
Cails/300	Rohirrim	7	110	Ch/16	30	—	A/L	90bs	120cp	20	+ 10 equipment.
Lt. War-horses/10800	Great-horse	3	130	SL/3	35	—	—	50LTr	—	35	One per warrior on campaign.
Hvy. War-horses/7700	Great-horse	4	160	SL/3	25	—	—	70LTr	—	25	One per warrior on campaign.

THE URUK-SHARAK (Isengard garrison troops after T.A. 2963)

Commanders/12	Uruk-hai	18	145	CH/16	35	Y15	(A/L)	160bs	135sb	20	+ 15 equipment; use poison.
Sub-commanders/48	Uruk-hai	9	120	CH/14	40	Y10	A/L	120bs	75sb	15	+ 10 equipment; use poison.
High Lurg Guards/120	Lesser Orcs	7	90	CH/13	35	Y5	N	85ha	45sb	10	+ 5 equipment.
Lurg Leaders/720	Lesser Orcs	6	70	CH/13	30	Y5	N	80sc	50sb	15	Take noses as trophies.
Exp. Warriors/2400	Lesser Orcs	3	55	RL/9	25	Y	N	60sc	50sb	10	Some use polearms or handaxes.
Adult Warriors/2400	Lesser Orcs	2	45	SL/8	25	Y	(A/L)	50sc	20sb	0	Some use polearms or handaxes.
Young Warriors/2400	Lesser Orcs	1	35	SL/7	5	N	(-L)	40pa	10sb	5	Some use spears and scimitars.
Trackers/200	Uruk-hai	4	65	CH/13	35	Y	N	70bs	70cp	15	Rangers; used as scouts & spies.
Wargs/1000	Wargs	8	160	No/4	40	N	N	110LBI	80MCI	30	Very Fast; very vicious.
War Wolves/3000	Great Wolves	4	115	No/3	30	N	N	75LBI	40MCI	25	Very Fast; Fast if ridden.

THE ARMY OF THE WHITE HAND (Additional Troops raised by Saruman between T.A. 2963 and The War of the Rings)**The Half-orcs**

Elite Lieutenants/50	Half-orcs	10	160	RL/12	55	Y15	A/L	110ss	150cp	10	Warriors&Rangers; + 15 equipment.
Special Leaders/600	Half-orcs	8	100	RL/11	45	Y10	A/L	100bs	130cp	15	Warriors&Rangers; + 10 equipment.
Special Guards/2000	Half-orcs	5	75	CH/16	30	Y	(A/L)	85sc	60sp	5	Usually mounted on war wolves.
Special Warriors/4000	Half-orcs	3	55	CH/16	25	Y	(A/L)	60sc	50sp	0	Usually mounted on war wolves.
Young Warriors/1000	Half-orcs	1	40	CH/13	25	Y	N	45sc	50sb	0	Used as missile troops.
Elite Trackers/200	Half-orcs	6	85	CH/13	45	Y5	N	95bs	90cp	20	Rangers; used as scouts & spies.
Trackers/500	Half-orcs	4	65	CH/13	35	Y	N	70bs	70cp	15	Rangers; used as scouts & spies.

The Orcs

Commanders/20	Uruk-hai	15	150	PL/19	65	Y20	A/L	155ms	120cp	5	+ 20 equipment.
Sub-commanders/70	Uruk-hai	12	135	PL/18	55	Y15	A/L	140bs	100cp	5	+ 20 equipment.
Officers/150	Uruk-hai	9	120	CH/14	40	Y10	A/L	125ma	80cp	10	+ 10 equipment.
Lurg Leaders/1350	Lesser Orcs	6	70	CH/13	30	Y5	N	80sc	50sb	15	+ 5 equipment.
Exp. Warriors/4500	Lesser Orcs	3	55	RL/9	25	Y	N	60sc	50sb	10	Some use polearms or handaxes.
Adult Warriors/4500	Lesser Orcs	2	45	SL/8	25	Y	(A/L)	50sc	20sb	0	Some use polearms or handaxes.
Young Warriors/4500	Lesser Orcs	1	35	SL/7	5	N	(-L)	40pa	10sb	5	Some use spears and scimitars.

The Wolves

Wargs/2000	Wargs	8	160	No/4	40	N	N	110LBI	80MCI	30	Very Fast; very vicious.
War Wolves/7000	Great Wolves	4	115	No/3	30	N	N	75LBI	40MCI	25	Very Fast; Fast if ridden.
Wolves/750	Wolves	2	70	No/3	35	N	N	50MBI	25SCI	30	Very Fast; panic easily.

THE DRÛEDAIN (Woses) (in forested areas on the edge of the White Mtn.)

The Woses are all supreme in woodlore, wood-craft, and stealth. Normally, they will not engage in open combat, instead they use guerilla warfare. All groups of the Woses are composed nearly equally of Warriors and Rangers. The darts from their blowguns (bl) are often poisoned (usually a 5th level nerve poison).

Chieftain/1	Drûedain	20	160	No/1	70	Y15	N	150ha	150bl	30	Calls troops: Mé Drûgés.
Elite Guard/10	Drûedain	15	140	No/1	60	Y10	N	120ha	140bl	25	Guardians of the Chieftain.
Elite Warriors/30	Drûedain	10	110	No/1	45	Y	N	100ha	115bl	20	Each leads a group of 10.
Warriors/300	Drûedain	5	80	No/1	35	Y	N	80ha	90bl	10	Rotate border guard duty.
Watchers/20	Drûedain	10	100	No/1	50	Y10	N	90ha	110bl	15	All Rangers; chief scouts.
Hunters/500	Drûedain	4	65	No/1	30	Y	N	70ha	80bl	5	Less-experienced.
Pûkel-men/?	Animate Statues	10	200	PL/20	30	N	N	100ma	120bl	0	Ignore bleeding and stuns.

THE DUNLENDINGS (one tribe of many) (White Mountain and southern Misty Mountain Vales)

Chieftain/1	Lesser Man	15	160	RL/11	40	Y10	A/L	165ha	120sb	10	+ 10 equipment; may throw ha.
Clan Guard/40	Lesser Man	10	130	RL/9	35	Y	N	110ss	80sb	10	Chieftain's bodyguard.
Elite Warriors/400	Lesser Man	6	100	SL/8	30	Y	A/L	90ss	65sb	5	Each commands 10 warriors.
Adult Warriors/3000	Lesser Man	3	60	SL/7	25	Y	A	60ss	40sb	0	Average fighter; some use spears.
Young Warriors/1000	Lesser Man	1	45	SL/6	30	Y	A	40sp	40sl	5	Some use ss, sb, ha, javelins.

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

Note: Uruk-hai, Olag-hai, Half Orcs can operate freely in daylight. Lesser Orcs fight with a subtraction of -100 in true daylight and -25 in magical or enchanted daylight; normal artificial light will not bother them.

6.2 MASTER NPC TABLE

[illegible]

NPC'S FOR "The Death of a Thyn" ADVENTURE

Brinwica	8	60	RI9	65	Y10	N	75bs	90cp	20	Éothraim Scout/Thief.F. Mahruics' daughter.
Ag99, Co91, SD52, Me76, Re67, St91, Qu97, Pr78, Em49, In55. +10 weapons&armor. Amulet that can cast "invissibility" (2/day). Climb60, Swim20, Ride140, Traps50, Locks50, S/H65, Perc60, Amb12, 2 AMoves at +35.										
Hos Harf	12	93	No/3	50	Y15	N	60sc	75sb	15	Sagath Mage/Magician. High Chieftain of Hos clan.
Ag83, Co91, SD34, Me84, Re52, St99, Qu85, Pr85, Em98, In76. +15 weapons. Robes: +35 DB, give the illusion of armor&shield. Climb20, Swim10, Ride140, Traps5, Locks5, S/H40, Perc75, Runes90, S/W70, 12 lists, 22PP (earring: +3 spell adder).										
Leowin	4	45	RL/9	55	Y5	N	50bs	75cp	20	Éothraim Scout/Thief.F. Friend of Brinwica.
Ag96, Co74, SD82, Me72, Re53, St56, Qu98, Pr73, Em32, In27. +5 weapons&armor. Can mentally communicate with her pet hawk (1000'R). Climb40, Swim50, Ride110, Traps30, Locks30, S/H40, Perc50, Amb5, 1 AMoves at +30, fluent in Logathig, knows the town of Ilanin.										
Waulcho	7	97	Ch/13	45	Y5	N	95bs	80cp	10	Éothraim Warrior/Fighter. Agent for Hos Harf.
Ag92, Co73, SD37, Me43, Re81, St96, Qu94, Pr62, Em57, In59. +5 weapons&armor. Has poisoned weapons (3rd lvl, nerve poison). Climb30, Swim5, Ride110, Traps5, Locks15, S/H40, Perc45, Amb7, 3 AMoves at +30, fluent in Logathig.										

NPC'S FOR "The Wainrider Treason" ADVENTURE

Kav Makow	4	60	RL9	55	Y5	N	50bs	80cp	20	Sagath Scout/Rogue. One of Eoaric's companions.
Ag98, Co44, SD56, Me53, Re75, St65, Qu99, Pr47, Em54, In87. + 5 weapons&armor. + 10 lock/trap pick kit. Uses 3rd level muscle poison. Climb40, Swim5, Ride100, Traps40, Locks40, S/H40, Perc30, Amb4, 1 AMoves at +40.										
Tros Aran	4	70	RL/9	45	Y5	N	75bs	55cp	10	Sagath Warrior/Rogue. One of Eoaric's companions.
Ag91, Co84, SD49, Me23, Re55, St96, Qu90, Pr73, Em32, In69. + 5 weapons&armor. + 5 lock/trap pick kit. Uses 3rd level muscle poison. Climb20, Swim5, Ride110, Traps25, Locks25, S/H30, Perc20, Amb2, 1 AMoves at +40.										
Waulrics Alfwin	8	58	RL/10	45	N	A/L	60qs	50cp	10	Northman/Sagath Animist. Real name is Rof Paku.
Ag77, Co54, SD48, Me91, Re89, St91, Qu90, Pr23, Em41, In99. Leather coat: AT 10, + 5 DB. Treat his 6 dogs as wolves (see Table 6.1). Swim20, Ride90, S/H40, Perc50, Runes40, S/W40, DirSp35, 16 PP, 8 spell lists, + 5 quarterstaff: + 3 spell adder, + 30 frontal DB.										
Wolwin	6	58	No/1	75	N	N	45da	65da	20	Eóthraim Bard.F. Blind and murderous.
Ag96, Co47, SD21, Me90, Re89, St34, Qu98, Pr99, Em45, In100. + 5 Thr&Return dagger(5th lvl respiratory poison). Ring: + 2 spell adder. Ride40, S/H80, Perc40, Runes60, S/W60, 8 spell lists, 18 PP. Robes: + 50 DB 1st round attacked, drops 10 each round afterwards. Hood: wearer can sense heat variations and sources with great accuracy up to 300' to front (her bonuses reflect training with this).										

T.A. 1858-2510: IN THE ANDUIN VALES

Name	Lvl	Hits	A1	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
PROMINENT INDIVIDUALS										
Eorl	30	125	Ch/13	70	Y15	N	208bs	182sb	5	Éothéod Warrior/Fighter. 1st King of Rohan. Ag90, Co80, SD92, Me93, Re79, St100, Qu97, Pr63, Em51, In53. + 25 weapons, + 20 armor, + 15 shield. Climb84, Swim65, Ride112, Traps60, Locks60, S/H83, Perc77, Amb16, 3 AMoves at +30, MA Sw 1:110 2:105 3:105, S/W20.
Fram	20	125	Ch/14	40	Y5	A/L	178fa	151sb	-5	Éothéod Warrior/Fighter. Slayer of Scatha the Dragon. Ag99, Co81, SD80, Me78, Re73, St84, Qu92, Pr62, Em76, In71. + 20 weapons, + 10 armor, + 5 shield. Climb94, Swim80, Ride107, Traps45, Locks45, S/H55, Perc54, Amb8, 1 AMove at +40, MA St 1:90 2:85, S/W20.
Frumgar	25	130	Ch/13	50	Y10	N	198bs	181sb	5	Éothéod Warrior/Fighter. A chieftain. Ag95, Co93, SD87, Me85, Re78, St95, Qu92, Pr63, Em71, In71. + 25 bs, + 15 sb, + 10 armor&shield. Climb89, Swim75, Ride112, Traps59, Locks55, S/H76, Perc66, Amb22, 2 AMoves at +50, MA Sw 1:115 2:105, S/W20.
Léod	24	125	Ch/15	40	Y10	A/L	180bs	144sb	-5	Éothéod Warrior/Fighter. Father of Eorl. Ag94, Co84, SD94, Me86, Re86, St92, Qu90, Pr71, Em72, In78. + 15 weapons&armor, + 10 shield. 1 list(Chan), 24PP. Climb86, Swim70, Ride113, Traps76, Locks50, S/H85, Perc80, Amb21, 2 AMoves at +35, MA Sw 1:99 2:99 3:94 4:89

NPC'S FOR THE ADVENTURES

Ilangast	55	590	Pl/20	60	N	N	special	special	10	Very old wingless Fire Drake (Dragon, black/blue). Attacks: 160HB/110HCl/135HBa/95HHo/90FBr; each round it may use 1 head attack (Bi, Ho, or FBr), Cl attack, and Ba attack (tail). FBr = Flame Breath (1x/min, 50x/day): bolt, OB90, 500'; ball, OB50, 300', 50'R. Spell lists: "Fire Law", "Spell Reins"; 165 PP. Criticals achieved against it use the Super-large Critical Table.
Meonid Ito	7	63	SL/8	55	Y10	N	65ma	45sl	10	Balchoth Animist. Self-styled Lord of the Langwell. Ag83, Co37, SD52, Me90, Re89, Si76, Qu93, Pr68, Em31, In96. Leather jerkin: AT 8, +10 DB. +10 Target Shield. Climb20, Swim80, Ride20, S/H30, Perc50, Runes40, S/W50, DirSp25, 14PP, 8 spell lists; wand: +3 spell adder, attacks as a +10 mace. Boots: walk on water; Cloak: wearer can appear to be water or stone (no form change), must be touching the appropriate substance.
Adajo Bom	3	58	SL/5	50	Y5	N	45bs	65cp	15	Balchoth Scout/Rogue. One of Meonid's assassins. Ag97, Co57, SD26, Me33, Re49, Si73, Qu96, Pr33, Em77, In58. +5 weapons&armor. +5 lock/trap pick kit. Uses 5th reduction poison. Climb30, Swim20, Ride10, Traps30, Locks30, S/H65, Perc20, Amb6, 1 AMoves at +30.
Nevido Smod	3	64	SL/5	45	Y5	N	65bs	45cp	10	Balchoth Scout/Rogue. One of Meonid's assassins. Ag92, Co87, SD39, Me43, Re62, Si97, Qu91, Pr63, Em42, In54. +5 weapons&armor. +5 lock/trap pick kit. Uses 5th reduction poison. Climb20, Swim15, Ride10, Traps20, Locks20, S/H55, Perc15, Amb6, 1 AMoves at +25.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OR	Missile OR	Mov M	Notes
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Frea	23	125	Ch/14	60	Y5	A/L	184bs	169sb	5	Rohirric Warrior/Fighter. 4th King of Rohan. at +25, MA Sw 1:98, S/W10.
Ag99, Co82, SD73, Me85, Re79, St91, Qu100, Pr77, Em69, In63.	+20 weapons,	+15 armor,	+5 shield.	Climb60, Swim60, Ride110, Traps59, Locks25, S/H96, Perc78, Amb16, 4 AMoves						
Helm Hammerhand	24	130	Ch/13	45	Y5	N	196fa	185sb	10	Rohirric Warrior/Fighter. 9th King of Rohan. Ag98, Co91, SD89, Me86, Re82, St98, Qu94, Pr76, Em78, In73. +20 weapons, +10 armor, +5 shield. 1 list(Ess.), 24PP. Climb80, Swim65, Ride110, Traps59, Locks25, S/H92, Perc85, Amb16, 4 AMoves at +25, MA St 1:114 2:114 3:109 4:109.
Fréaláf	23	130	Ch/14	45	Y5	A/L	160bs	141sb	-5	Rohirric Warrior/Fighter. 10th King of Rohan. Ag91, Co92, SD86, Me77, Re92, St90, Qu90, Pr67, Em77, In61. +15 weapons&armor, +5 shield, 1 list(Ess.), 23PP. Climb70, Swim92, Ride117, Traps25, Locks45, S/H72, Perc62, Amb12, 4 AMoves at +40, MA Sw 1:93, S/W40, Runes20.
Théoden	24	125	Ch/13	70	Y5	N	187bs	173sb	5	Rohirric Warrior/Fighter. 17th King of Rohan. Ag94, Co85, SD86, Me75, Re91, St96, Qu100, Pr69, Em75, In72. +15 weapons, +20 armor, +5 shield, 2 lists(Ess.), 24PP. Climb84, Swim84, Ride117, Traps50, Locks30, S/H74, Perc69, Amb13, 5 AMoves at +40, MA Sw 1:99 2:94.
Éomer pre-3018	10	114	Ch/13	40	Y	N	126bs	100sb	5	Rohirric Warrior/Fighter. Before becoming King. Ag93, Co96, SD91, Me86, Re90, St90, Qu96, Pr82, Em70, In62. +10 weapons&armor. Climb57, Swim57, Ride83, Traps45, Locks25, S/H68, Perc52, Amb8, 1 AMove at +40.
Éomer post-3019	25	135	Ch/14	45	Y5	A/L	178bs	160sb	0	Rohirric Warrior/Fighter. 18th King of Rohan. Ag93, Co96, SD93, Me88, Re90, St91, Qu96, Pr82, Em74, In62. +10 weapons&armor, +5 shield. 1 list(Ment.), 25PP. Climb84, Swim84, Ride117, Traps55, Locks35, S/H92, Perc80, Amb14.

Éomund	20	125	Ch/15	45	Y10	A/L	176fa	139sb	-5	Rohirric Warrior/Fighter. Father of Éomer&Éowyn.
Ag93, Co88, SD83, Me86, Re83, Si95, Qu94, Pr55, Em52, In54.	+ 15 weapons, + 10 armor&shield. Climb50, Swim50, Ride107, Traps62, Locks67, S/H80, Perc70, Amb8, 2 AMoves at + 50, S/W10.									
Éowyn pre-3018	8	93	Ch/13	40	Y5	N	104bs	94sb	5	Rohirric Warrior/Fighter.F.
Ag96, Co96, SD94, Me83, Re80, St89, Qu95, Pr76, Em65, In74.	+ 10 weapons, + 5 shield. Climb47, Swim67, Ride67, Traps25, Locks25, S/H73, Perc55, Amb1, 2 AMoves at + 25, MA Sw 1:27.									
Éowyn post-3019	24	135	Ch/13	55	Y5	N	175bs	166sb	5	Rohirric Warrior/Fighter.F. Slayer of Lord of Nazgûl.
Ag96, Co96, SD94, Me91, Re88, St89, Qu99, Pr76, Em65, In75.	+ 10 weapons&armor, + 5 shield. 1 list(Chan.), 24PP. Climb80, Swim89, Ride118, Traps50, Locks50, S/H105, Perc81, Amb21, 2 AMoves at + 35, MA Sw 1+2:99 3:94 4:89.									
Lothriel	10	130	Ch/14	40	Y	A/L	100fa	120sb	0	Dúadan Warrior/Fighter.F. Éomer's wife.
Ag99, Co94, SD83, Me86, Re86, Si84, Qu96, Pr88, Em70, In78.	+ 15 weapons, + 10 armor. 1 list(Ment.), 12PP. Climb72, Swim72, Ride112, Traps67, Locks45, S/H89, Perc91, Amb12, 4 AMoves at + 40.									
Théodwyn	11	118	Ch/14	50	Y10	A/L	136bs	120sb	0	Rohirric Warrior/Fighter.F. Mother of Éomer&Éowyn.
Ag100, Co91, SD84, Me89, Re88, Si94, Qu99, Pr79, Em72, In72.	+ 10 weapons&shield, + 5 armor. Climb76, Swim56, Ride86, Traps45, Locks45, S/H50, Perc45, Amb12, 2 AMoves at + 25.									
MA St 1:68, S/W10.										

Cion	31	130	Ch/16	105	Y20	A/L	210bs	191sb	15	Dúnadan Warrior/Fighter. 12th Ruling Steward of Gondor.
	Ag93, Co92, SD85, Me92, Re82, St97, Qu98, Pr66, Em74, In77.	+ 25 weapons,	+ 20 armor&shield.	1 list(Chan.),	31PP.	Climb84, Swim50, Ride120, Traps59, Locks59, S/H93, Perc83, Amb24,				
	4 AMoves at +40, MA Sw 1:116 2+3:111 4:106.									
Frea	23	120	Ch/14	50	Y5	A/L	172bs	152sb	-5	Rohirric Warrior/Fighter. Wulf's father, slain by Helm.
	Ag94, Co73, SD83, Me79, Re81, St82, Qu95, Pr63, Em71, In70.	+ 15 weapons&armor,	+ 5 shield.	Climb70, Swim70, Ride112, Traps45, Locks45, S/H84, Perc70, Amb12, 2 AMoves at +40,						
	MA Sw 1:93 2:83.									
Ghân-buri-Ghân	20	124	No/1	45	Y5	N	85ss	152sb	20	Wose Ranger. Chieftan of the Woses.
	Ag100, Co100, SD79, Me80, Re97, St98, Qu95, Pr71, Em63, In93.	+ 20 sb, x3PP mult.,	8 lists,	60PP.	Climb130, Swim130, Ride110, S/H122, Perc72, Amb16, 2 AMoves at +25, MA Sw 1:60, S/W25.					
Grima Wormtongue	8	80	No/1	50	N	N	70da	—	5	Mixed Mannish Bard. Agent of Saruman.
	Ag96, Co65, SD67, Me65, Re88, Si78, Qu96, PR98, Em98, In77.	+ 15 ss, x3PP mult.,	5 lists,	48PP.	Climb47, Swim42, Ride57, Traps37, S/H88, Perc67, Amb4, 4 AMoves at +30, S/W32, Runes32.					
Saruman the White	50(100)	200	RL/12	120	N	(A/L)	100bs	—	30	Magelchemist/Astrologer. Maia Wizard (Istar).
	Ag98, Co101, SD75, Me101, Re100, Si90, Qu100, Pr103, Em102, In101.	+ 30 mithril sword. Robes of shifting colors,	+ 30 DB.	Climb20, Swim20, Ride60, Traps100, Locks100, S/H150, Perc150, Amb25, Runes150, S/W150, Chan125, 1500 PP (150x10). Staff (keyed to him): x10 PP, +30 DB, +20 to all spell rolls, continuous "Protections True" to holder, special alchemical powers.						
	Mithril Ring: stores 10 spells/day, 2x damage for fire attacks, immunity to fire & cold,	+ 20 DB, special illus./misdection powers.	Spell lists: Base Alchemist and Astrologer lists, "Fire Law", "Light Law", open/closed lists (to 10th level) in all three realms.							
Wulf	25	130	Ch/14	50	Y10	A/L	188bs	161sb	0	Rohirric Warrior/Fighter. Dúnnish leader.
	Ag94, Co94, SD88, Me85, Re80, St92, Qu96, Pr60, Em73, In66.	+ 20 weapons,	+ 10 armor&shield.	Climb70, Swim50, Ride112, Traps63, Locks63, S/H100, Perc90, Amb14, 1 AMove at +35						
	MA Sw 1+2:120 3:95.									

Corrin	5	26	No/1	15	N	N	10da	40sb	15	Rohirric Mage/Sorcerer.
Ag95, Co97, SD73, Me82, Re72,		Si66, Qu96, Pr70, Em94, In98.			+ 10 cp, x2PP mult., 7 lists, 20PP.		Climb20,	Swim20,	Ride25, Perc15, Runes60, S/W60, Chan40.	
Fréalor	3	68	Ch/13	40	Y5	N	83ha	49lcb	0	Rohirric Warrior/Fighter.
Ag98, Co90, SD88, Me88, Re84,		Si90, Qu96, Pr62, Em63, In79.			+ 10 ha, + 5 shield.		Climb38, Swim33	Ride18, Traps15, Locks15, S/H45, Perc35, Amb3.		
Léodurth	7	92	RL/10	45	Y	A/L	121ma	96sb	0	Rohirric Warrior/Rogue.
Ag90, Co90, SD87, Me90, Re87,		Si90, Qu95, Pr80, Em82, In90.			+ 20 ma, + 15 sb, + 10 armor.		Climb52, Swim37, Ride32, Traps69, Locks64, S/H86, Perc67, Amb5, 1 A Move at + 20.			

NPC'S FOR THE "Darkfall in the Wose-wood" ADVENTURE

Alf Hael	5	55	RL/9	45	Y5	N	80ma	50cp	10	Dunnish Ranger. Has a master key to all Beacon towers. Ag87, Co91, SD65, Me38, Re62, St95, Qu94, Pr57, Em52, In92. + 10 mace. Feather in helm: + 5 DB, + 2 spell adder, "Landing" (5/day). Climb45, Swim25, Traps15, S/H50, Perc40, Amb2, Track40, Ride30. 3 lists, 5 PP (+ 2 spells). Hangs around the "Inn of the Graves"
Amrahir	3	40	RL/10	35	Y	A/L	83fa	33lb	15	Dúnadan Ranger. Ag99, Co90, SD83, Me82, Re87, St100, Qu97, Pr72, Em84, In98. + 10 fa, + 2 adder, 2 lists, 6PP. Climb34, Swim34, Ride24, S/H58, Perc28, Chan25.
Borothor	5	48	SL/6	30	Y	N	86bs	35sb	10	Dúnadan Scout/Thief. Ag90, Co94, SD93, Me86, Re95, St86, Qu90, Pr68, Em82, In97. + 15 bs, cloak + 15 S/H. Climb35, Swim35, Ride30, Traps79, Locks79, S/H94, Perc69, Amb12, 1 AMove at + 30.
Derelon	3	67	RL/10	35	Y	A/L	93bs	59cp	5	Dúnadan Warrior/Fighter. Ag98, Co90, SD83, Me85, Re88, St95, Qu95, Pr56, Em73, In63. + 15 bs. Climb38, Swim28, Ride18, Traps20, Locks15, S/H40, Perc20, Amb4, 1 AMove + 20.
Dolimir	7	52	RL/9	45	Y5	N	91ms	37sb	10	Dúnadan Bard. Ag97, Co88, SD81, Me90, Re86, St96, Qu95, Pr95, Em49, In48. + 15 ms, + 5 shield, x3PP mult., 4 lists, 42PP. climb37, Swim32, Ride22, Traps12, Locks17, S/H62, Perc47, Runes12, S/W27, 2 AMoves at + 25.
Earnas	5	32	SL/6	10	N	N	10da	30cp	5	Dúnadan Animist/Astrologer. Ag98, Co88, SD86, Me93, Re86, St71, Qu90, Pr90, Em75, In100. + 10 cp, x2PP mult., 9 lists, 20PP. Climb25, Swim25, Ride10, Perc45, Runes45, S/W45, Chan50.
Imrohir	7	122	Ch/14	50	Y10	A/L	116wh	99sb	0	Dúnadan Warrior/Fighter. Ag93, Co96, SD93, Me96, Re93, St90, Qu96, Pr66, Em73, In84. + 15 weapons, + 10 armor&shield. Climb57, Swim52, Ride37, Traps30, Locks30, S/H67, Perc55, Amb8, 2 AMoves at + 25, MA Sw 1:56 2:51.
Lhân	10	350	PI/20	20	N	(A/L)	120Hra	110LCr	0	Giant Púkel-man; guards the Wose village. The Bash attack (HRA) is its hands, the Rock attack (LCr) is a thrown boulders 300' range, can also use a 70LCr followed by a 130HCr. Lhân's body is stone, so criticals achieved against it use the Super-large Critical Table, weapons striking must make a RR.
Prága-uri-Prága	7	60	No/3	40	N	N	60cl	20sl	20	Wose Animist. Ag93, Co96, SD52, Me90, Re47, St90, Qu98, Pr39, Em87, In99. + 15 club, + 4 spell adder; Kilt and tattoos make skin AT 3, + 20 DB. Climb45, Swim30, Traps30, Locks30, S/H75, Perc50, Runes30, S/W30, Chan65. 9 lists, 14 PP (+ 4 spells).
Shân	12	400	PI/20	10	N	(A/L)	130Hra	90LCr	0	Giant Púkel-man; guards the Wose village. The Bash attack (HRA) is its hands, the Rock attack (LCr) is a thrown boulder 300' range, can also use a 60LCr followed by a 140HCr. Lhân's body is stone, so criticals achieved against it use the Super-large Critical Table, weapons striking must make a RR.

NPC'S FOR "The Awful Stair" ADVENTURE

Aldwic	9	80	RL/9	45	Y	N	80qs	40cp	10	Rohirric Bard. A journeyman Juggler (cross-eyed poet). Ag90, Co86, SD52, Me96, Re93, St43, Qu92, Pr64, Em100, In43. + 10 ss; Leather jerkin: AT 9 + 10 DB. Climb15, Swim10, Ride70, Locks10, S/H55, Perc75, Runes65, S/W65, 9 spell lists; 54 PP; + 10 staff: x2 mult., acts as shield (3x/day).
Arwine	6	65	RL/9	50	Y5	N	70ss	60cp	15	Rohirric Bard. A journeyman Juggler (singer). Ag98, Co85, SD35, Me92, Re53, St97, Qu91, Pr83, Em91, In43. + 10 ss; Leather jerkin: AT 9 + 10 DB. Climb35, Swim20, Ride100, Locks30, S/H55, Perc45, Runes40, S/W40, Singing90, 3 spell lists; 5 PP; Harpt: + 3 spell adder.
Erkenbrand	20	145	Ch/15	45	Y10	A/L	171bs	140cp	0	Rohirric Warrior/Fighter. Ag92, Co89, SD81, Me87, Re84, St91, Qu95, Pr49, Em58, In63. + 15 weapons, + 10 armor&shield. Climb45, Swim40, Ride135, Traps53, Locks47, S/H65, Perc82, Amb7, 3 AMoves at + 60, S/W20.
Folcomer	14	95	No/4	55	Y10	N	85ss	65cp	25	Rohirric Bard. The Master Juggler of Juggler's Close. Ag100, Co78, SD46, Me93, Re94, St53, Qu96, Pr99, Em97, In37. + 15 ss; + 10 shield; jacket&pants, AT 4. Climb45, Swim40, Ride100, Locks50, S/H75, Perc85, Runes80, S/W80, 10 spell lists; 28 PP; Flute, + 4 spell adder.
Hedric	7	60	RL/9	45	Y5	N	55ss	50cp	10	Rohirric Bard. A journeyman Juggler (dramatist). Ag93, Co75, SD78, Me90, Re67, St73, Qu77, Pr94, Em95, In53. + 10 ss; Leather jerkin: AT 9 + 10 DB. Climb25, Swim10, Ride80, Locks20, S/H45, Perc45, Runes50, S/W50, Acting90, 5 spell lists; 7 PP; Hat: + 3 spell adder, acts as helm.

CODES: The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and Mov M (Movement and maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell. A parenthetical level is used for Resistance Rolls.

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, PI = Plate); the number is the equivalent *Rolemaster* armor type.

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

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively. All armored NPC's are assumed to wear helmets.

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

Stats: Ag—Agility, Co—Constitution, SD—Self—Discipline, Me—Memory, Re—Reasoning, St—Strength, Qu—Quickness, Pr— Presence, Em—Empathy, In—Intuition.

Skills: Most of the skill abbreviations are self-explanatory. S/H—Stalking/Hiding, Perc—Perception, Amb—Ambush, S/W—Staves/Wands, Chan—Channeling, AMove—Adrenal Move, MA—Martial Arts (St—Strikes, Sw—Sweeps/Throws).

Special: All Rohirric, Éothraim, and Éothéod Lords (level 20+) have a spear(80%) or lance(20%) bonus equivalent to 10 less than their primary Melee OB. An "F" in the Notes column indicates a female character. Only standard magic equipment is listed for most Prominent individuals not directly involved in the adventures.

NOTES FOR MASTER ENCOUNTER TABLE:

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

* — The exact type of local/foreigner will vary depending upon which of the three areas are concerned: Rhovanion Grasslands — Sagath, Asdriags, Logoth, Dorwinrim, Gondorians, etc.; Anduin Vales — Northmen, Gondorians, Dorwinrim, Woodmen, Balchoth, etc.; Rohan — Gondorians, Dunlendings, Northmen, etc.

§ — May be Alpine Marmots, Roe Deer, Lynx, Rabbits, Red Squirrels, Badgers, Stoats, Pine Martens, Red Foxes, Dogs, Wildcats, etc, or the GM may reroll or, ideally, determine the type and number by referring to a general creature listing, such as *MERP* Table ST-2 (p. 88-89) or *Arms Law/Claw Law* Tables 11.52 and 11.62. When referring to such a general listing, roll once to determine if the encounter is with an animal or a monster (e.g., 01-80 results in animals; 81-00 means in monsters). Then roll again and count down from the top of the chart to determine the specific type of creature. Note that some types (e.g., monsters from a non-Middle-earth mythos) may be inappropriate, and another roll can be made.

† — This encounter could be any special Horse-folk, see the next paragraph. See the Master NPC Table for other possibilities.

¶ — General Folk could be almost anybody but probably not someone very famous or powerful. They might include traveling merchants, unemployed soldiers, messengers, other adventurers, etc. See the Master NPC Table for other possibilities.

‡ — Other Beings are usually alone, frequently powerful and often, but not always, evil. They might be wizards, lords, monsters, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the Master NPC Table.

6.3 MASTER ENCOUNTER TABLE

	(T.A. 1-1857) —RHOVANION GRASSLANDS—		(T.A. 1858-2510) —ANDUIN VALES—			(T.A. 2511 and onward) —ROHAN—					
	Easterling Frontiers	Other	Upper Vales	Lower Vales	Misty&Grey Mountains	Westfold/ Eastfold	West Emnet	East Emnet	West March	White&Misty Mountains	Drúedain Forest
Encounter											
Chance (%)	20%	10%	15%	10%	15%	20%	10%	5%	15%	5%	25%
Distance (miles)	10	10	5	8	3	10	10	10	10	3	2
Time (hours)	4	4	4	4	4	4	4	4	4	4	2
Inanimate Dangers											
General Trap	01	01	01	01	01-02	01	01	01	01	01-02	01-08
Avalanche	—	—	02	02	03-05	—	—	—	—	03-05	—
Flash Flood	—	—	03-04	03	06-07	—	—	02-03	02	06-08	—
Grass Fire	02	02-03	—	—	—	02	02-03	04-06	03-04	—	—
Sites/Things											
Cave/Cavern/Lair	—	—	05-07	04-06	08-12	03	04	07	05	09-15	09-10
Mine/Quarry	—	—	08	07-08	13	04	05	—	06	16-17	—
Burial Sites	03	04	09	09	14	05	06	08	07	18-19	11-15
Ruins	04-05	05-06	10	10-11	15-16	06-08	07-09	09-10	08	20-22	16-18
Settlement/Camp	06-08	07-12	11-12	12-13	17	09-15	10-14	11-12	09-10	23	19
Animals (exact types vary)											
Bat (N)	09	13	13	14	18-19	16	15	13	11	24	20
Bear	—	—	14-15	15	20	17	16	14-15	12	25-27	21-24
Bees/Hornets/etc.	10-11	14-15	16	16	21	18	17-18	16-17	13-14	28	25-26
Wild Boar	12	16	17-18	17	22	—	19	18-19	15	29-30	27-29
Large Cat	13-14	17	19-20	18	23-24	19	20-21	20-22	16-17	31-32	30-32
Great Bird	15	18	21	19	25-26	28	22-23	23-24	18-19	33-34	33
Fell Beast	16	19	22	20	27-28	—	—	—	20	35	—
Kine/Elk/Deer/etc.	17-21	20-24	23-24	21-22	29	21-23	24-28	25-29	21-23	36-37	34-35
Giant Marten	—	—	—	—	—	24	29	30	24	38	36
King Spider	—	—	—	—	—	25	30	31	25	—	37
Poisonous Snake	22-23	25-26	25	23	30	26	31	32	26	39	38
Égil's Viper	24-26	27-28	—	—	—	—	32	33-35	27	—	—
Wild Dogs/Jackals/etc.	27-29	29-31	26	24	31	—	33	36-37	28	40	39
Wolves/Wargs/etc.	30-32	32-33	27-28	25-26	32-34	27	34-35	38-40	29-30	41-43	40-42
Other Animal§	33-47	34-45	29-39	27-40	35-43	28-38	36-48	41-57	31-40	44-55	43-52
Undead (N)	48	46	40	41	44	39	49	58	41-42	56-58	53-55
Orcs & Half-ores (N)											
Scouts	49	47-48	41-45	42-45	45-50	40-41	50-51	59-60	43-44	59-61	56-57
Small Patrol (2-6)	50	49	46-49	46-48	51-58	42	52	61	45-46	62-64	—
Normal Patrol (6-10)	—	—	50-52	49-50	59-63	—	53	62	47	65-67	—
Warband/Caravan (12-30)	51-53	50	53	51	64-65	—	—	63	48	68	58
Horse-folk (Éothraim, Eotheod, Rohirrim)											
Individuals	54-62	51-65	54-58	52-61	66-69	43-62	54-66	64-66	49-58	69-71	59-60
Small Patrol (6-12)	63-65	66-79	59-63	62-69	70-71	63-67	67-68	67-69	59-61	72-73	61
Large Patrol (24-60)	66-67	72-75	64-66	70-74	72	68-70	69-70	70-71	62-66	74	—
Éored (120)	68	76	67	75	—	71	71	72	67	—	—
Special †	69	77	68	76	73	72	72	73	68	75	62
Other Men (N)											
Locals *	70-79	78-87	69-78	77-86	73-76	73-85	73-82	74-82	69-83	76-79	63
Foreigners *	80-88	88-92	79-83	85-90	77-79	86-90	83-87	83-87	84-88	80-81	64-66
Brigands	89-91	93	84-86	91	80-81	91	88-89	88-90	89-91	82-83	67
Merchants/Caravan	92-93	94	87	92	82	92-93	90-91	91-92	92	—	—
General Folk †	94-95	95	88	93	83	94	92	93-94	93	84	68
Other Non-mannish Races											
Trolls (type varies)(N)	—	—	89-91	94-95	84-88	—	—	95	94	85-87	69
Drake/Dragon	—	—	92	96	89-90	—	—	—	—	88	70
Dwarves	96	96	93-94	97	91-93	95	93	96	95	89-90	71
Elves	97	97	95	98	94	96	94	97	96	91	72-73
Ents	—	—	—	—	—	—	95	—	—	—	74
Giants	—	—	96	—	95-96	—	—	—	—	92	75
Great Eagles	98	98	97	99	97-98	97	96	98	97	93	76
Huorns	—	—	—	—	—	—	97-98	—	—	—	77
Drúedain (Woses)	—	—	98	—	99	98	—	—	98	94-98	78-97
Other Beings ‡	99-00	99-00	99-00	00	00	99-00	99-00	99-00	99-00	99-00	98-00

Use of this Chart and Codes: This chart is designed to aid a Gamemaster using this module in the three different locales occupied by the Riders of Rohan during their history: the Rhovanion Grasslands (T.A. 1-1857), the Anduin Vales (T.A. 1858-2510), and Rohan (T.A. 2511 and onward). It can be used to determine the location and occurrence of encounters which are not set in a fixed place by this package or the Gamemaster. If an encounter is rolled that is inappropriate, just reroll until an appropriate one is obtained. See the Master NPC Table, Master Military Table and The Master Beast Table for details on specific encounters.

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

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

6.4 MASTER BEAST TABLE

Type	Lvl	#/Encoun	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Animals									
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/—/—	Will not normally attack unless provoked.
G. Vampire Bat	1	12-30	S	VF/VF	25	No/1	40	40SBI/40SCI	Will cause 1-5 hits/rnd after a critical is achieved.
Hunting Bat	2	10-30	S	VF/VF	20	No/1	50	50SBI/—/—	Will attack a bleeding foe; carry disease.
Brown Bear	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60LBa); mean when provoked.
Black Bear	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Blue Bear	7	1-6	L	MF/MF	200	SL/8	25	80LGr/70MCI/30MBi	Semi-intelligent; uses "Presence(50'R)".
Cave Bear	12	1-5	H	MF/F	300	SL/8	40	95HBa/90HCl/85HGr	Use Large Creature Criticals.
Great Bear	10	1-2	L	F/F	200	SL/8	40	80LGr/70MCI/30MBi	Semi-intelligent. Use "Large" creature criticals.
Bees	1	1-100	S	F/M	1	No/1	40	TSSt-10/—/—	In a swarm, the attack is 40TSSt.
Wild Boar	3	1	M	F/MF	120	No/4	30	40LHo/30MBa/20MTS	Mean-tempered and solitary. Vicious if cornered.
Grass Cats	3	1-10	M	VF/VF	100	No/3	50	40MCI/60MBa/60MBi	Coat light green in summer due to grass pollen.
Cold Drake	30	1	H	M/VF	475	PL/20	50	120HBi/120HCl/120HBa	Intelligent Mature Dragon; Super-Large criticals.
Fire Drake	35	1	H	F/VF	550	PL/20	50	100HBi/140HCl/110HBa	Intelligent Mature Dragon; Super-Large criticals.
Golden Eagle	3	1-5	M	F/F	30	No/1	30	45MCI/35SPi/—	Rarely attacks larger creatures (unless helpless).
Great Eagle	8	1-5	L	VF/VF	150	No/3	40	80LCI/60LPI/—	Intelligent & good; Use Large Creature criticals.
Ëgil's Viper	8	1-2	L	FA/VF	100	No/4	60	75MBi/100LCr/Special	Spits poison 30'; up to 20' long.
Great Elk	4	1-4	L	F/F	200	SL/4	20	65LHo/55LBa/—	Found in woods and highland regions.
Ent	35	1	H	S/F	400	PI/20	30	80HGr/50HCr/160Both	Use Super Large Creature criticals.
Fell Beast	20	1-2	L	FA/MF	240	RL/12	50	90HCl/90LGr/90LBa	Use Large Creat. criticals; rideable.
Giant	8	2-10	H	MF/M	300	No/4	30	150HBa/100HCr/—	Throws rocks(90LCr,200'); Large Creature criticals.
Wild Goat	2	1-12	M	F/MF	50	No/4	30	40MHo/40MBa/10MTS	Only males have horns to use. Mildly aggressive.
Green Asp	8	1-2	S	S/VF	100	No/4	60	75MBi/—/—	Poisonous, rarely fatal, causes limb loss.
Hornets	0	2-200	T	M/VF	1	No/1	30	0TSt/—/—	Attack only when disturbed.
Cliff Hornet	1	10-100	T	VF/VF	1	No/1	40	0SSt/20MSt/Poison	Attack in masses; 5 or more stings can cause death.
Huorn	25	1-20	H	VS/VS	400	PI/20	0	60HGr/30HCr/120Both	Use Large Creature criticals.
BlueJay/Cardinal	0	9-25	T	FA/FA	5	No/1	60	10cl/10ball/30SGr	Pretty good overall, but very susceptible to Royals.
Wild Kine	5	1-10	L	M/M	200	No/3	30	80LBa/90LCr/—	Huge ox-like animal.
Lynx	3	1-2	M	VF/VF	70	No/3	50	40MCI/30MBi/—	Cautious, will not attack unless provoked.
Giant Marten	4	1-2	M	VF/VF	75	No/3	50	60MBi/50MCI/—	Crazy, mean, attacks almost at random.
King Spider	3	1	M	M/MF	55	Ch/16	20	40MPi/Poison/—	Traps victims in pits; venom paralyzes.
Cave-troll	12	1	L	M/M	175	RL/11	25	100HCl/85We/—	Use Large Creature critical tables.
Hill-troll	10	1-3	L	SL/M	150	RL/11	20	95LBa/85LCI/—	Use Large Creature Critical tables.
Forest-troll	6	1-6	M	M/MF	100	RL/11	10	70LCI/60LBi/—	Found in the woods.
Stone-troll	7	1-5	L	SL/M	120	RL/11	15	80LBa/65LCI/—	Use Large Creature Critical tables.
Young-troll	4	1-4	M	M/M	80	RL/11	10	45LCI/35MBi/—	All types; use reg. crits.
Uindarlaif	3	1-20	M	FA/FA	90	No/3	40	75MBi/—/—	120 lb. Jackal-like wily dogs.
Pit Viper	2	1-2	S	SL/BF	20	No/1	40	40SSt/Poison/—	Poisonous: 2nd lvl muscle poison.
Rock Viper	1	1-4	S	VF/BF	15	No/1	50	20MSt/Poison/—	Poisonous; attack only if provoked.
Warg	6	1-10	M	VF/VF	150	No/4	50	75LBi/60LCI/—	Operate in packs and will warn Orcs of intruders.
Wolf	3	5-15	M	F/F	110	No/3	30	65LBi/—/—	Will not attack groups unless provoked.
Grey Wolf	3	2-40	M	VF/VF	110	No/3	30	60LBi/MCI30/—	Rarely attack humans.
Undead (a representative sampling)									
Ghost	7	1-5	M	F/F	100	No/1	30	Special/60MBa/50We	Large Creat. criticals. Drains 3 CON pt/rnd(10'R).
Ghoul	2	any	M	M/F	35	No/1	15	30Sba/40SCI/20SBI	Stupid, animated corpse; infects wounds.
Skeleton	5	any	M	F/F	80	No/1	30	50We/60MBa/—	Casts "Fear" (10'R).
Minor Wight	10	1	L	M/M	90	RL/11	30	90We/80LBa/—	Large Creat. Criticals. Casts "Fear" (15'R). Paralysis and sleep, upon touch.

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

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

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

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

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

The acquisition of horses was a cultural revolution for the Northmen. Virtually everything about them changed: their methods of hunting, the focus of their religion, and the way they related to other men — men who did not possess horses.

Some element of their character remained the same, of course: they still depised the Dark Lord and his creatures and all evil men — particularly the Easterlings — who worshipped Darkness . . . and they, as was natural to them, still distrusted magic and magicians, no matter what side they claimed to be on.



RIDERS OF ROHAN is a campaign module based on J.R.R. Tolkien's MIDDLE-EARTH. It is designed to be used with MIDDLE-EARTH ROLE-PLAYING™ (pictured at right with the first four adventure modules) or our more detailed ROLEMASTER™ system, but can be adapted to most major FRP systems.



Pictured above are THE MIDDLE-EARTH GUIDEBOOK and POSTER/MAP, and the eight other campaign modules, ANGMAR Land of the Witch King, The Court of ARDOR, UMBAR Haven of the Corsairs, NORTHERN MIRKWOOD The Wood-elves Realm, SOUTHERN MIRKWOOD Haunt of the Necromancer, ISENGARD and Northern Gondor, MORIA The Dwarven City, and THE RANGERS of the North.

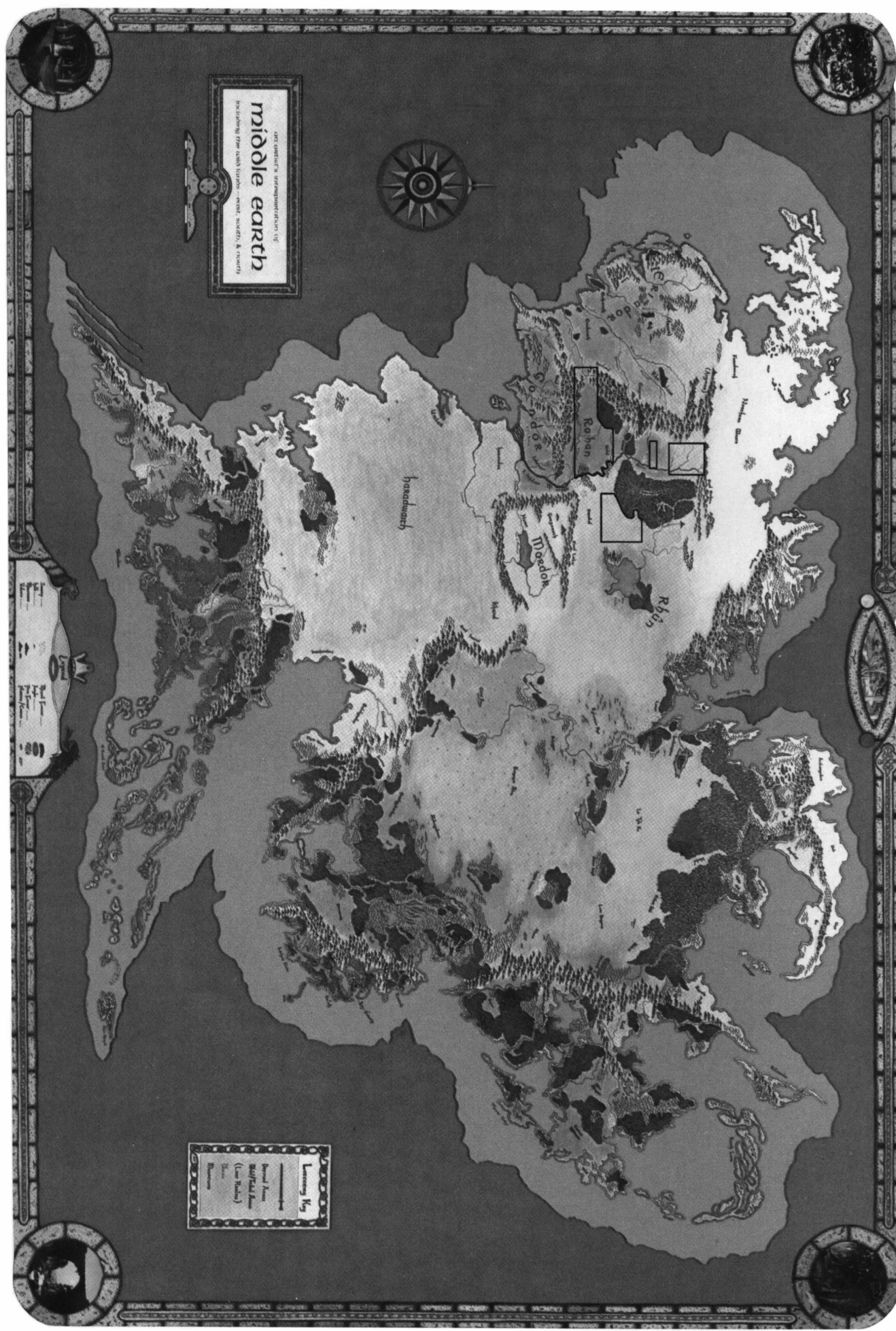
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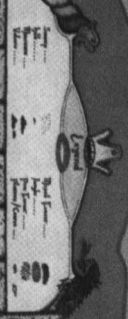
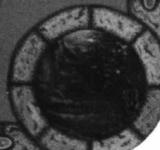
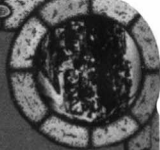
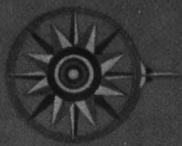
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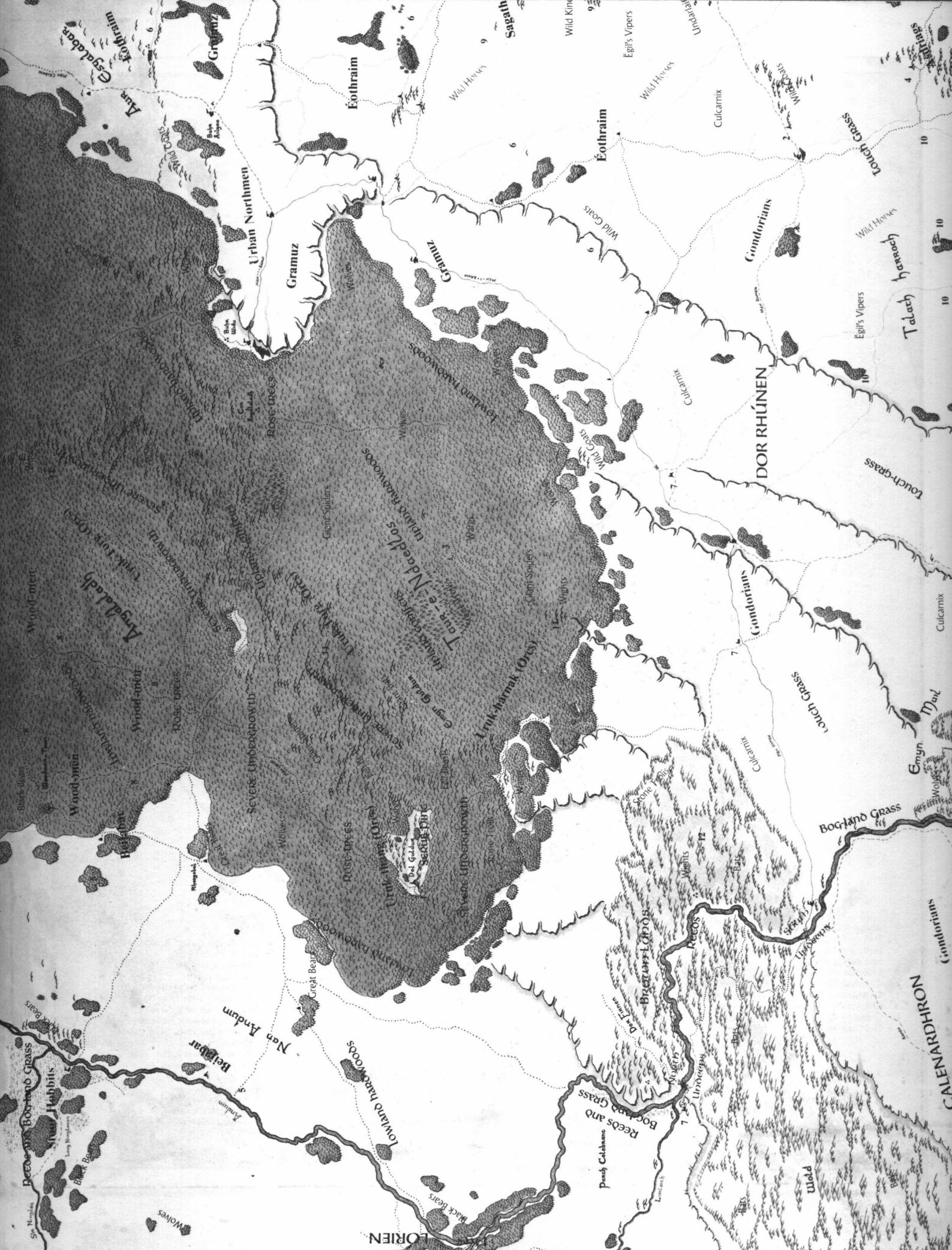
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THE OFFICIAL, UNOFFICIAL MAP OF
Middle earth
including the South Islands — event, south, & north



Lonely Mt.
The Lonely Mountain
The Lonely Mountain
The Lonely Mountain
The Lonely Mountain



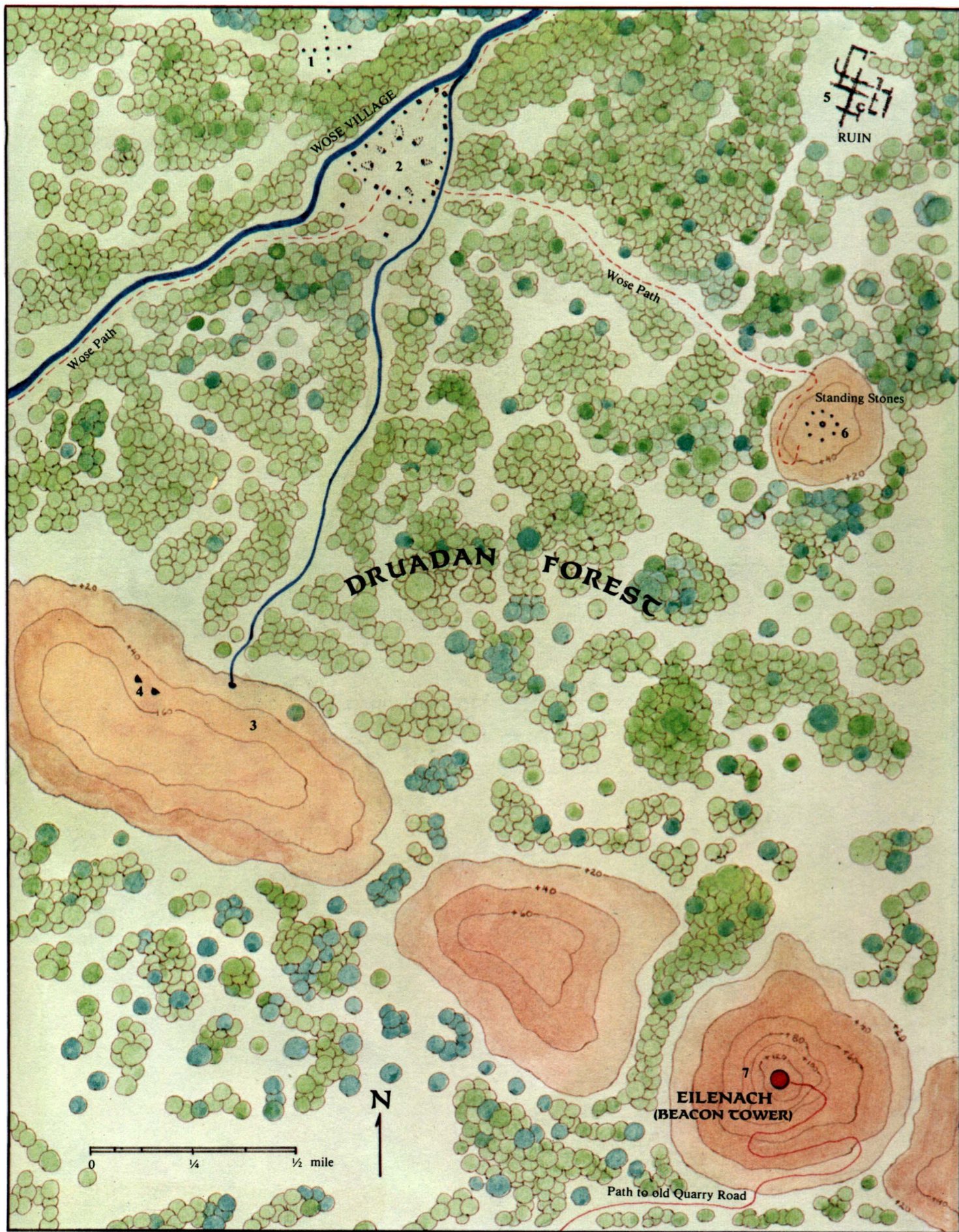
Buhr Fram (FRAMSBURG)

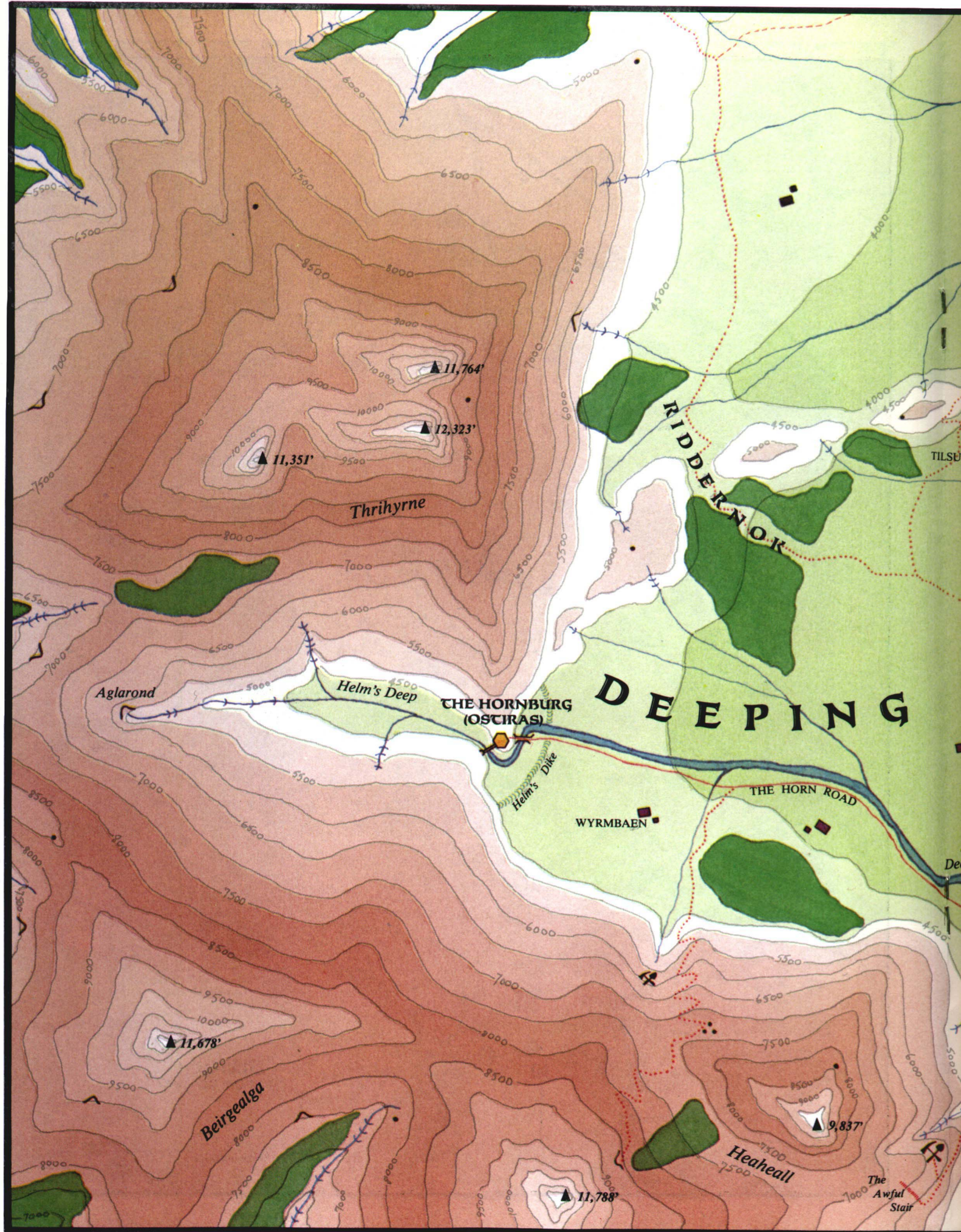


- 1 King's Hall (Althyn Huil)
- 2 Hall of Princes (Huithynas Huil)
- 3 Hall of the Cult of Bema (Bema Saicghuil)
- 4 Hall of the Horse (Eomahr Saicghuil)
- 5 Tribehall of the Tree Clan (Alanakyn Thuibhuil)
- 6 Tribehall of the Opposers (Withras Thuibhuil)
- 7 Tribehall of the Sheltering Hill Clan (Muinbbiurg Thuibhuil)
- 8 Tribehall of the Sacred Stag (Allgarthas Thuibhuil)
- 9 Tribehall of the Slaughterers (Walbungas Thuibhuil)
- 10 Tribehall of the Earthclan (Verbakyn Thuibhuil)

- 11 King's Guard Barracks
- 12 Exercise Yard
- 13 Scathastadum
- 14 Framstadium
- 15 Broken Branch Inn
- 16 Naked Hills Inn
- 17 Tavern of the Peaks
- 18 The Prince's Tavern
- 19 The Drunken Stag Tavern
- 20 King's Road
- 21 Wainwheel Road
- 22 Market Square
- 23 King's Armory
- 24 Gardens
- 25 Watchtower
- 26 Muster Gates
- 27 Main Gates

Contours equal 20' increments





Scale: 1½ inches = 1 mile
 0 ¼ ½ 1 mile

	Road / Path		Ruin
	Town		Mine
	Fortress / Tower		Standing Stone
	Manor		Cave
	Bridge		Burial Ground
	Ford		Pine Wood
	Falls		Mixed Wood



