

TEETH OF MORDOR™

#8202



FORTRESSES of Middle-earth™



Playable with



Rolemaster™

FORTRESSES of Middle-earth™

TEETH OF MORDOR™

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1.0 INTRODUCTION

One of the most fearsome gate complexes in all Middle-earth, the Teeth of Mordor guard the main entry into Mordor. They were constructed — along with Cirith Ungol, Durthang and Isenmouthe — in the early years of the Third Age by Isildur and his successors for the purpose of preventing evil creatures from making their way back into the Black Land. When the Great Plague struck Gondor, however, the Watch on Mordor was abandoned, and it was not long before these "citadels" were repopulated by the very creatures they were designed to keep out.

Nearly two hundred feet tall, the Teeth were known individually as *Carchost* (S. "Fang-fort") and *Nairhost* (S. "Fire-fort"). They, along with the rampart between them, form *the Morannon*, closing the narrow gap between the Mountains of Ash and the Mountains of Shadow. The structure itself is fashioned of glassy slag, like chiselled obsidian, which seems to erupt out of the tortured plain. These huge black jaws wait to close on the foolish intruder.

1.1 THE FORTRESSES SERIES

The *Fortresses of Middle-earth* series is intended to provide Gamemasters (GMs) with extremely detailed overviews of individual towers, castles, citadels, and other fortifications of particular note. Each module in the line documents the history, design, layout, and garrison associated with the given site. A list of suggested adventure themes follows the text.

Before reading the material on this fortress, take a look at the two-page view located at the center of the booklet. It gives you a clear picture of what the text is all about. Then turn to Section 1.2.

Like the rest of the Middle-earth Series, this module contains game terminology and references based on ICE's *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy role playing (FRP) systems. If you need to adapt the material to another FRP game, read Section 1.3.

1.2 TERMINOLOGY

Because of space considerations, we cannot reasonably discuss all the peculiar terms found in this module. We can, however, provide a sampling of the most commonly used terminology.

Bailey — an enclosed courtyard.

Barbican — an outwork containing a castle gateway.

Bartizan — a small tower suspended from a wall or tower to provide flanking fire.

Battlement — the protected defensive position located atop a wall or tower.

Crenelation — a notched battlement (parapet) resembling "spaced teeth" with alternating openings (embrasures called crenels) and sections providing cover (merlons).

Curtain — a straight section of defensive wall.

Dike — an artificial embankment such as a man-made earthen wall; also an excavation.

Drawbridge — a bridge that can be raised and lowered.

Embrasure — a specially designed opening from which a defender fires missiles, such as a crenel or a space hollowed in a thick wall which provides access to a loop.

Hourd — an often temporary, overhanging timber galley projecting from the top of a wall.

Keep — also called a Donjon, it is the independent, self-defensible, inner stronghold of a castle or manor.

Loop — a narrow opening in a wall for the discharge of missiles.

Machiocolation — a projecting gallery at the top of a wall or tower with slots (murder holes) in the floor from which missiles can be dropped or fired down against an enemy.

Moat — a defensive ditch.

Motte — a large defensive mound.

Parapet — a bank of earth or a wall over which a defender may fire.

Portcullis — a vertical, sliding grill with spiked tips that serves as a barrier gate.

Splay — a sloping base of a wall or tower, which frustrates ramming by deflecting strikes upwards.

Talus — a sloping wall, thicker (splayed) at its base.

Turret — a barti/an.

1.3 ADAPTING THIS MODULE

This module is adaptable to most major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.31 HITS AND BONUSES

When converting percentile values to a I-20 system, a simple rule is: for every +5 on a D100 scale you get a +1 on a one-twenty (D20) or three to eighteen (D18) scale.

The concussion hit numbers listed in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike attacks and damage are used to describe serious blows and wounds (respectively). Should you use a FRP system that employs no critical strike results (e.g., TSR Inc.'s *Advanced Dungeons & Dragons*® game), simply double the number of hits the PCs take or halve the hit values found in this module.

1.32 CONVERSION CHART

If you play an FRP game other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert I-100 numbers to figures suited to your game.

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

2.0 BACKGROUND

"Upon the west of Mordor marched the gloomy range of Ephel Duath, the Mountains of Shadow, and upon the north the broken peaks and barren ridges of Ere Lithui, grey as ash. But as these ranges approached one another, being indeed but parts of one great wall about the mournful plains of Lithlad and of Gorgoroth, and the bitter inland sea of Nurnen amidmost, they swung out long arms northward; and between these arms there was a deep defile. This was Cirith Gorgor, the Haunted Pass, the entrance to the land of the Enemy. High cliffs lowered upon either side, and thrust forward from its mouth were two sheer hills, black-boned and bare. Upon them stood the Teeth of Mordor, two towers strong and tall. In days long past they were built by the Men of Gondor in their pride and power, after the overthrow of Sauron and his flight, lest he should seek to return to his old realm. But the strength of Gondor failed, and men slept, and for long years the towers stood empty. The Sauron returned. Now the watch towers, which had fallen into decay, were repaired, and filled with arms, and garrisoned with ceaseless vigilance. Stony-faced they were, with dark window-holes staring north and east and west, and each window was full of sleepless eyes.

Across the mouth of the pass, from cliff to cliff, the Dark Lord had built a rampart of stone. In it there was a single gate of iron, and upon its battlement sentinels paced unceasingly. Beneath the hills on either side the rock was bored into a hundred caves and maggot-holes; there a host of Ores lurked, ready at a signal to issue forth like black ants going to war. None could pass the Teeth of Mordor and not feel their bite, unless they were summoned by Sauron, or knew the secret passwords that would open the Morannon, the black gate of the land."

LotR II, p.308-309

When Isildur cut the One Ring from Sauron's finger, the long siege of Mordor at last came to an end. The terrible war had cost the new King of Gondor his brother Anarion and his father Elendil. Gil-galad, the High King of the Elves had also fallen, and all of the Free Peoples had suffered dearly. In the subsequent scourge of the Black Land, Isildur determined that Mordor should never be a gathering place for evil again, and a grand plan to seal off Mordor from the surrounding lands began.

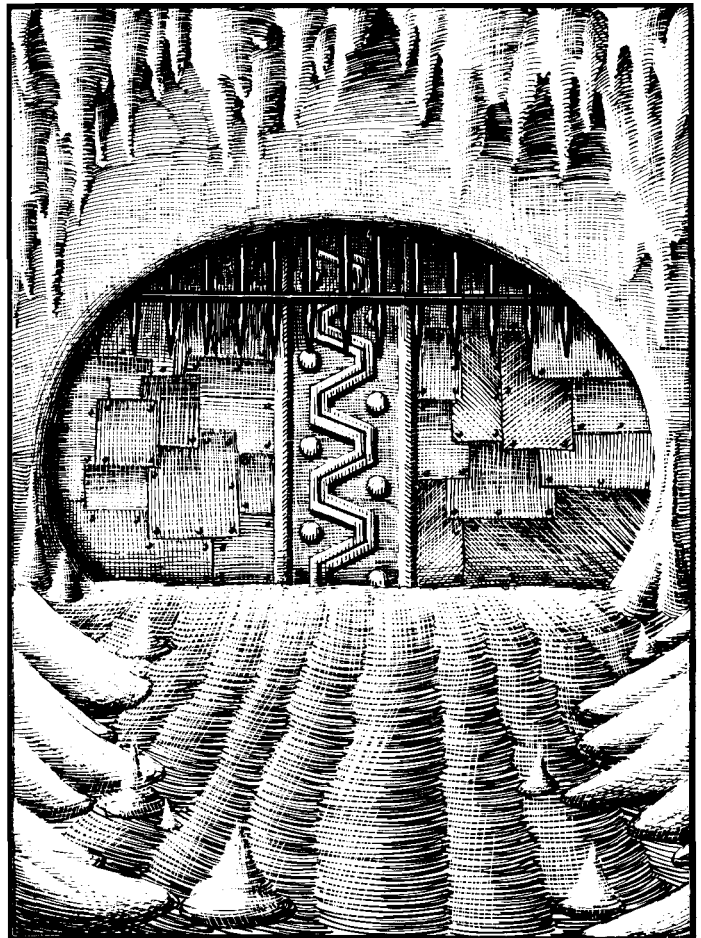
THK DUNKDAIN CITADEL

Before the end of the first year of the Third Age, the engineers and architects of Gondor initiated the long labor to fulfill Isildur's design. A watch was to be placed at each of the entries into Mordor, both at the Pass of Cirith Ungol, and especially at Udun, the northwest corner of the realm. There they concentrated their efforts, constructing the barrier of the Isenmouthe to separate Udun from the great Plain of Gorgoroth, the citadel of Durthang to overlook the vale of Udun, and finally the Morannon: the mighty Towers of the Teeth to close the pass into Mordor.

Unfortunately, Isildur did not live to see the work more than barely begun. His plans were furthered by his designated heir, Anarion's eldest son Meneldil, who reigned from T.A. 2 until 158. Succeeding rulers continued to devote attention to the project, with Durthang and Cirith Ungol completed under the reign of Anardil (r.T.A. 324-411).

Ostoher, the seventh king of Gondor (r.T.A. 411-92), nearly abandoned work on the remaining Mordor projects (Morannon and Isenmouthe), recalling workers to rebuild Minas Anor (Minas Tirith).

The construction was completed under the reign of Romendacil I (r.T.A. 492-541) who, renowned as a builder, expanded upon the original scheme and added some refinements of his own. Romendacil, perceiving the ongoing potential threat of the Easterlings, realized that the Mordor fortresses were crucial to a strong presence in the eastern areas. The two towers flanking the gate-wall, named Carchost (S. "Fang-fort") and Narchost (S. "Fire-fort"), rose nearly two hundred feet into the air, needle-sharp spires stabbing skyward. Between them swung the long curve of the Morannon wall, closing the Vale of Udun from the plains outside of Mordor. Windows in the towers looked out across the wide plains, and vigilant guards kept watch.



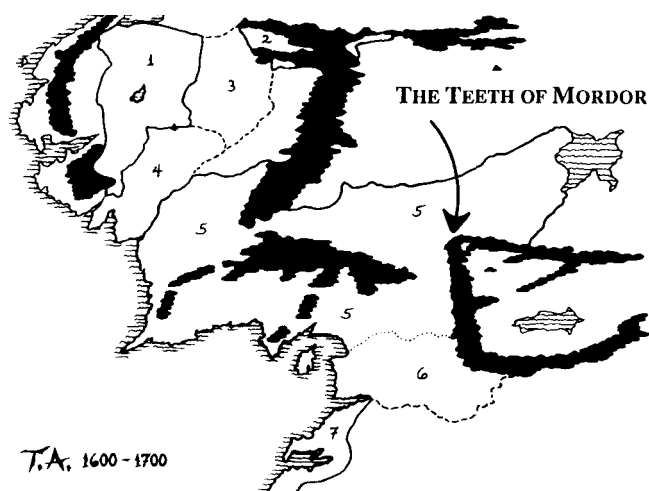
All went well with Isildur's plan, the fortresses being garrisoned and acting as important bastions in the Gondorian campaigns to secure the lands east of the Anduin, north of Mordor, south of Mirkwood, and west of the sea of Rhun. These areas were under Gondorian rule by the end of the eighth century T. A. All the while, vigilant soldiers of the powerful Stone-land kept Mordor an empty realm.

The Towers of the Teeth stood unchallenged for many centuries, and indeed, while Gondor held a garrison there, they were never threatened by military force. It was another foe, silent, insidious, stealthy and unimpressed by the highest walls of stone. Sauron, from his tower of sorcery in Mirkwood unleashed one of his most subtle weapons: plague.

THE PLAGUE YEARS

Its power was first felt in the winter of 1634, when the people of Gondor began to realize that far more people than usual were taken by illnesses borne of the cold. Then, when the sick began to die and the healthy grew ill, the worst fears of the Healers were realized: a plague had come to this prosperous realm. Gondor retreated from its eastern holdings, moving the capital from the depopulated Osgiliath to Minas Anor. The watch on the Black Land faltered. By 1640 the last citadel guarding Mordor was abandoned.

One by one the fortresses were closed, as the few remaining soldiers were summoned to the shrinking borders of Gondor. The Towers of the Teeth fell into disrepair and ruin.



Third Age 1600-1700

1 Arthedain, 2 Angmar, 3 No Man's Land (Rhudaur), 4 Cardolan, 5 Gondor, 6 Harondor, 7 Umbar. Cardolan is no longer a viable kingdom, and Harondor is contested by Gondor and the Corsairs of Umbar.

THE RINGWRAITHS ENTER MORDOR

In the same year of the closing of the Dunadan fortresses guarding Mordor, the Dark Lord called his Nazgul back from their far-flung territories. At Dol Guldur he gave them a new mission: to ready Mordor for his return. All but the Witch-king (who was in the process of finishing his evil work in the North) and Khamul (who was to remain in Dol Guldur as lord there) went first south to Nurnen to begin their work. There, on the dark shores of that bitter sea they began breeding foul creatures again: Ores, Trolls, and darker things of the night. Scouts were sent north to spy out the Gondorian fortresses, but all they found were abandoned and decaying castles. Windows were blind and warning bells remained silent as Sauron's forces entered once again.

Each of the Seven Nazgul chose homes in the Black land to prepare and consolidate the repopulation. Hoarmurath of Dir took Durthang for his own, while Adunaphel, Uvatha and Akhorahil remained south in Num. Ren and Indur kept watch in Cirith Ungol and laid plans for the fall of Minas Ithil.

It was Dwarf of Waw who became master of the Towers of the Teeth, and the howls of his unearthly hounds echoed through the stone chambers for centuries to come. He led a contingent of Trolls and Ores, as well as a group of his loyal mannish servants from the East, to the empty fortress. There he began to 'enhance' the defenses of the Morannon and mold the citadel to his own tastes.

The Teeth were — like all the other fortresses in Mordor — grim and forbidding structures even while inhabited by Gondorian forces. Under the Dog Lord's direction, the few reminders of a brighter realm were removed: rooftop gardens were uprooted, tapestries shredded and burned, and beautiful wall murals defaced or covered. The decaying walls were repaired and built even higher. Cruel, jagged battlements of black stone rose across the Cirith Gorgor (S. "Haunted Pass"). All was done in secret, and Gondor, concerned with internal matters, scarcely noticed the activity. Then in T.A. 2000 the Nazgul, having made secure the perimeter of Mordor, gathered their forces and swept down out of their fortress of Cirith Ungol to assault the Tower of the Moon. Isildur's fair city of Minas Ithil withstood the dark siege of the Nine for two years, but in the end fell under the Shadow. The Witch-king took it for his own and it was renamed Minas Morgul, Tower of Black Sorcery.

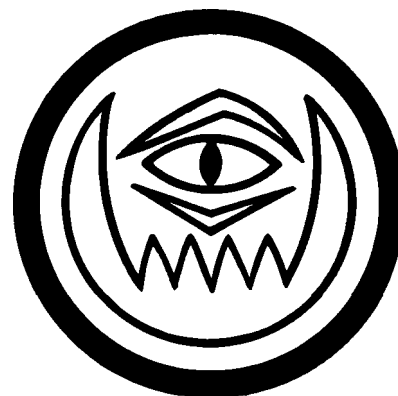
THE PREPARATIONS FOR WAR

In 2941 Sauron returned to Mordor and preparations for the War of the Ring redoubled. Deep within the Black Land, construction began anew on the Barad-dur. The new Dark Tower was rebuilt upon its old foundations (which were still intact, laid as they were with the power of the One Ring). The Dark Lord declared himself openly as the Master of Endor in 2951 and consolidated his hold on all of the Black Land. Within three years, all of Ithilien was abandoned, and Orodruin burst into renewed volcanic activity. Mount Doom belched forth a dark cloud to roof all of Mordor in sooty twilight.

As the final conflict approached, the Towers of the Teeth were fully garrisoned, not only with Ores, Trolls and Men, but Dwarf of Waw's cruel war-hounds. The Morannon greeted armies from the South and East, subject realms of Sauron whose who swelled his already countless ranks. In the final battle of the War of the Ring, the Free Peoples fought their hopeless assault against the Towers, knowing full well that they had no chance of victory. The destruction of the One Ring, however, triggered an earthquake which sent the Towers of the Teeth sliding into ruin, crushing Sauron's forces as they fled, directionless, back towards their dark warrens.

THE TEETH AFTER SAURON'S DOWNFALL

Although the upper portions of the Towers of the Teeth were ruined in the cataclysm which resulted from the destruction of the One Ring, the lower structures of the Towers and the underground caverns were not wholly destroyed. Many chambers and halls survived, some buried beneath piles of rubble. Many dark creatures lurked in these warrens even for several years after the fall of the Dark Lord.

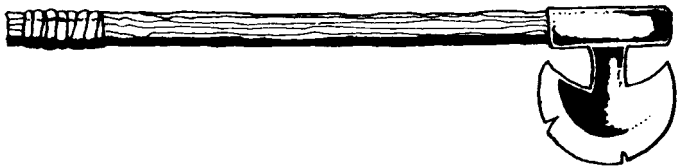


3.0 THE FORTRESS

The Morannon, flanked by the Towers of the Teeth, spans the Pass of Gorgor and guards the way into the desolate vale of Udun.

3.1 THE DESIGN

The entire fortress is constructed from a black, glassy stone similar in appearance to the Tower of Orthanc, though not as resilient. The walls of the Morannon are slick, seamless but faceted obsidian, and look more like they were wrenched from the agony of the hills than built by the hands of Men. Indeed, the jagged, chiselled towers form a profile not unlike cruel fangs from the jaws of some huge sleeping beast.



But these ridged towers and their connecting wall were indeed made by Men, the great architects of the Edain. The initial plan was conceived by Isildur and his Court Architect, Fanuidhol Bril-et-kele (S. "Cloudyhead Glittering Spring") including the designs for Cirith Ungol, Durthang, Isenmouthe and Morannon. Fanuidhol's plans were somewhat fanciful — even impractical in some ways. His designs reflected the nature of their environment; this explains why these creations of the Dunedain looked like they could very well have been built by the Dark Lord himself. Fanuidhol claimed that the design reflected the nature of the realm which the Morannon guards. These gates block the entry to a realm of ancient evil, and their cruel appearance serves better to intimidate any creature of Darkness who would consider return to the Black Land.

Pragmatic Isildur reined in the thematic aspects of the guardposts, and modified the plans slightly. Then the King departed to his Northern realm, leaving the execution of the plans to his heir (Anarion's eldest son) Meneldil. Isildur was ambushed by Ores in T.A. 3, and Meneldil became King. He recognized the importance of continuing the work, however, and sent Fanuidhol to Mordor to personally oversee the operation. Work proceeded smoothly for over four centuries.

Construction slowed during the reign of Ostroher (Seventh king of Gondor, T.A. 411-92), who devoted his energies to rebuilding Minas Anor into a beautiful summer residence (Osgiliath still being the thriving capital of Gondor during this period). Considered by some to be a lazy ruler who was overly fond of expensive living, Ostroher allowed lieutenants to coordinate the south and eastern defenses. He received a nasty shock when the Easterlings invaded in 490.

Romendacil I succeeded Ostroher and ruled from 492-541. In addition to being a superb soldier and tactician, he was a master fortress designer. He completed work on Minas Anor, and redoubled efforts on the Mordor fortresses, completing them during his reign. He redesigned significant portions of Morannon and Isenmouthe, finding Fanuidhol's plans to be too frivolous and indefensible. Nevertheless, the Towers of the Teeth retained their distinctive appearance.

3.2 THE LAYOUT

There are three parts to the design of the Morannon: Carchost, Narchost, and the Morannon Wall. Some features of the plans are common to all three, as noted below.

GENERAL FEATURES

Doors (D). Unless otherwise noted, doors are planks two inches thick and bound together with heavy iron strips. Naturally the detailing and smoothness of operation will vary somewhat between the dungeon and Lord's quarters levels, but all will be solid and operational (unless the complex has been abandoned for some time). All doors are equipped with locks which are (again, unless otherwise specified) *Hard* (-10) to open.

Fireplace or heating stove (F). These niches are all connected to the tower flue system and designed to draw efficiently.

Privy (P). Each has a wooden door, a washbasin, and a latrine. Runoff from the cliffs above, though not clean enough to drink, is funnelled through the latrine to provide "flush" water.

Guard Position (G). A guard is posted here 24 hours a day.

Cell (C). Usually closed by a barred front wall and a small door. Each has rudimentary sanitary facilities (a rivulet of water and a hole for waste).

In general, the interior areas of the Towers are of bare, black stone. Private chambers are more welcoming, with tapestries covering the walls, hearths, and even windows. Especially on the lower levels, however, all rooms have a dark, brooding appearance. Pillars, walls and vaults are angular, and supports intrude with sharp edges. These chambers have a peculiar design which looks almost "anatomical", with riblike struts.



3.21 CARCHOST, "FANG-FORTRESS"

The western tower of the pair, Carchost stands at the termination of the Mountains of Shadow, fused to the shoulder of the last black hill. Like its twin across the pass, Carchost has only one gate visible from the plain outside of Mordor, a massive black iron door set deep in a niche adjacent to the wall.

LKVKL ONE (UNDERGROUND)

1. Entrance to Caves. Large steel doors connect the tower with a vast maze of caves and warrens. Originally just natural caverns used for storage by the Gondorians, Dwar had the halls enlarged to accommodate living quarters for an army of Ores. The doors can be raised and lowered by operating winches from the caves themselves. The winch counterbalances can be disconnected, making the doors a dead weight of several tons. They have jagged, toothlike projections across the bottom which fit into corresponding holes in the floor. This design also makes the door harder to batter inwards.

2. Staging Area. An open chamber for the gathering and organizing of troops.

3. Stairs. Access stairway to Level Two.

4. Hall. Central foyer for this level. A huge chandelier of lamps hangs from the center of the ceiling.

5. Foyer. Another gathering area for troops.

6. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

7. Gates to the Wall. Huge reinforced iron panels with jagged interlocking teeth, they slide open and shut on tracks. There is also a heavy iron portcullis which can be lowered for added security.

8. Wall Corridor.

9. North Cell Block. The individual cells are situated about three lowered sections of the floor. In essence, therefore, the walkways from room to room are raised three feet.

10. Klalg's Interrogation Room. A (relatively) innocuous room, this chamber holds several chairs and cots with restraining hardware. Klalg is the tower's chief interviewer.

11. The Dog Lord's Interrogation Room. The most terrifying of the three torture rooms, this hall sports every imaginable (and unimaginable) torture device and instrument. The floor is lowered like the cell blocks, so visitors may observe from above. The floor is equipped with excellent drainage.

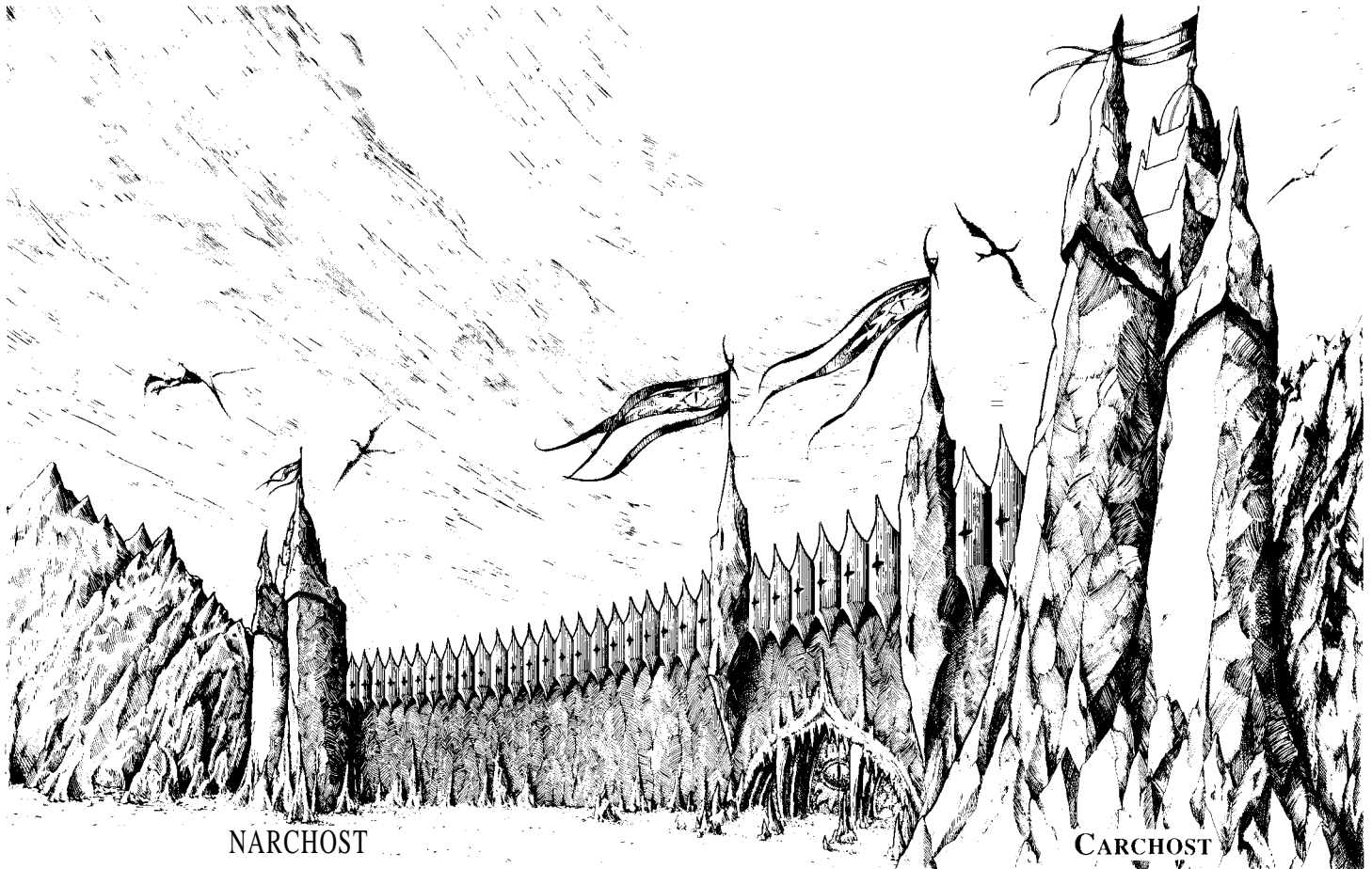
12. Dwarf's Chair. Raised on a two-step dais, this large throne of black *laen* (an ultrahard, glassy substance) has a commanding view of the room. Dwarf comes here on occasion to supervise some prisoner questioning.

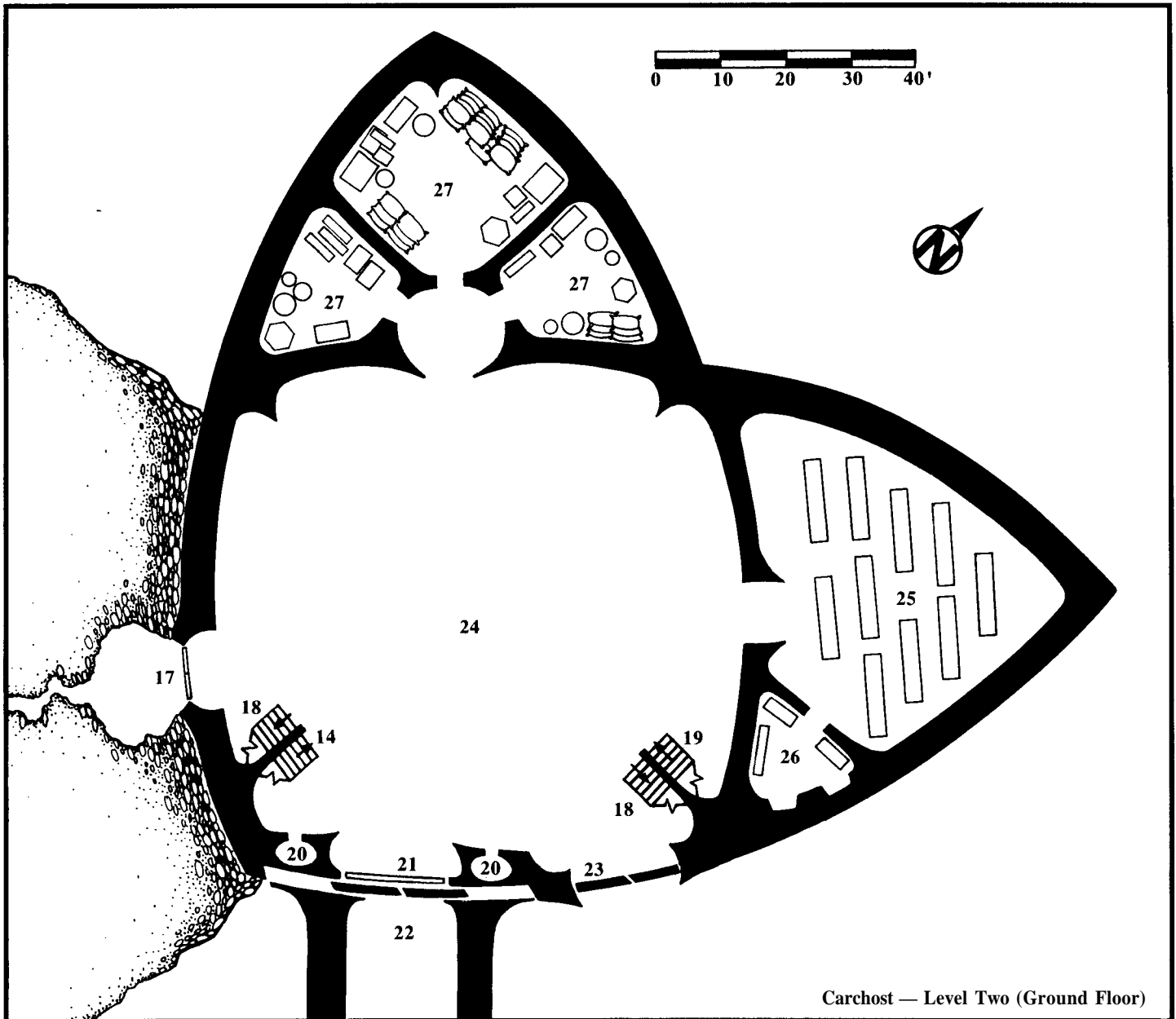
13. Ulthang's Interrogation Room. Equipped with a variety of torture tools. Ulthang is a twisted man, an expert in torture techniques. He gets prisoners who do not respond to Klalg's persuasions.

14. West Cell Block. Similar to #9.

15. Maximum Security Block. Protected by an additional set of doors and a number of alert sentries, this room's cells have locks Very Hard (-20) to pick. The cells are also in a 3 foot deep depression.

16. The Pit. A ten foot deep hole, this pit is covered by a steel grate with a single gate set in the center. It is kept locked, and a rope ladder for egress is stored on the east wall of the room.





LEVKL Two (GROUND FLOOR)

17. Gates. These gates lead to the Western Dog-caves. Carchost became even more aptly named when Dwar brought his packs of great war-hounds to the tower. Bred and raised in the maze of caverns adjacent to this dark pinnacle, the hounds of the Morannon are released to roam the wastes at night, enhancing the land's terrifying reputation.

18. Stairs. These go down to Level One. A heavy steel grate, in three sections fixed to hinges, sits vertically against the wall next to this stairway and can be swung down into place and bolted to seal it off from the floor below.

19. Stairs. Up to Level Three.

20. Control Rooms. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

21. Gates. Similar to #7.

22. Wall Corridor. This wide, vaulted passage connects this tower with the central gate complex and the other 'tooth' — Narchost.

23. Gates. Massive iron doors similar to the wall gates (#7) but much heavier and more strongly reinforced. The iron plating is three inches thick. The doors are locked shut with huge steel bolts which slam into place all around the perimeter of the iron panels, fixing them effectively in place. Hammered steel panels in a relief of the Symbol of the Morannon are fixed to the outer face of the doors.

24. Main Staging Area. The dark grey stone floor once held a large inlay in the design of the White Tree with Seven Stars, but that silver emblem has been removed and replaced by the Morannon symbol — a set of open fangs surrounding the Lidless Eye — inset in clear red glass, which glows with an eerie light.

25. Lower Mess Hall. A large hall filled with benches and long tables, this fairly crude chamber was for the common soldiers, and later fed the Ore garrison in (shifts).

26. Kitchen. Serves the Lower Mess Hall. Large ovens are set in the outer wall.

27. Dry Stores. Once holding barrels of ale and wine, and sacks of grain and other foods, these rooms were emptied by the Diinedain when they left, and now hold dry rations and sour foods from the fields of Num.

LEVEL THREE

28. Stairs. A heavy steel grate, in three sections fixed to hinges, sit vertically against the wall next to this stairway and can be swung down into place and bolted to seal it off from the floor below.

29. Stairs. This unusual double spiral stair is actually two separate stairways twisting around each other. They connect the Third through Seventh levels. In the center of the stairs is an open shaft also running the entire height.

30. Stairs. "Similar to #28, this sectioned steel grate can be swung down into place and bolted, sealing the stair. In the lowered position, the grate can even be walked on.

31. Staging Area. Large steel doors can be rolled across the openings between this chamber and rooms #34. When shut, their edges interlock and bolts securely fasten the double sets of doors together.

32. Gates. Similar to #7.

33. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

34. Foyer. Vaulted chambers with smooth black floors, these rooms are otherwise unremarkable.

35. Guardroom. Quarters and duty stations for six guards in each room. Two were on duty at all times.

36. Junior Officers' Quarters. This area of the tower houses two officers of the tower.

37. Sitting Room. A small waiting area for those who are called to see the officer.

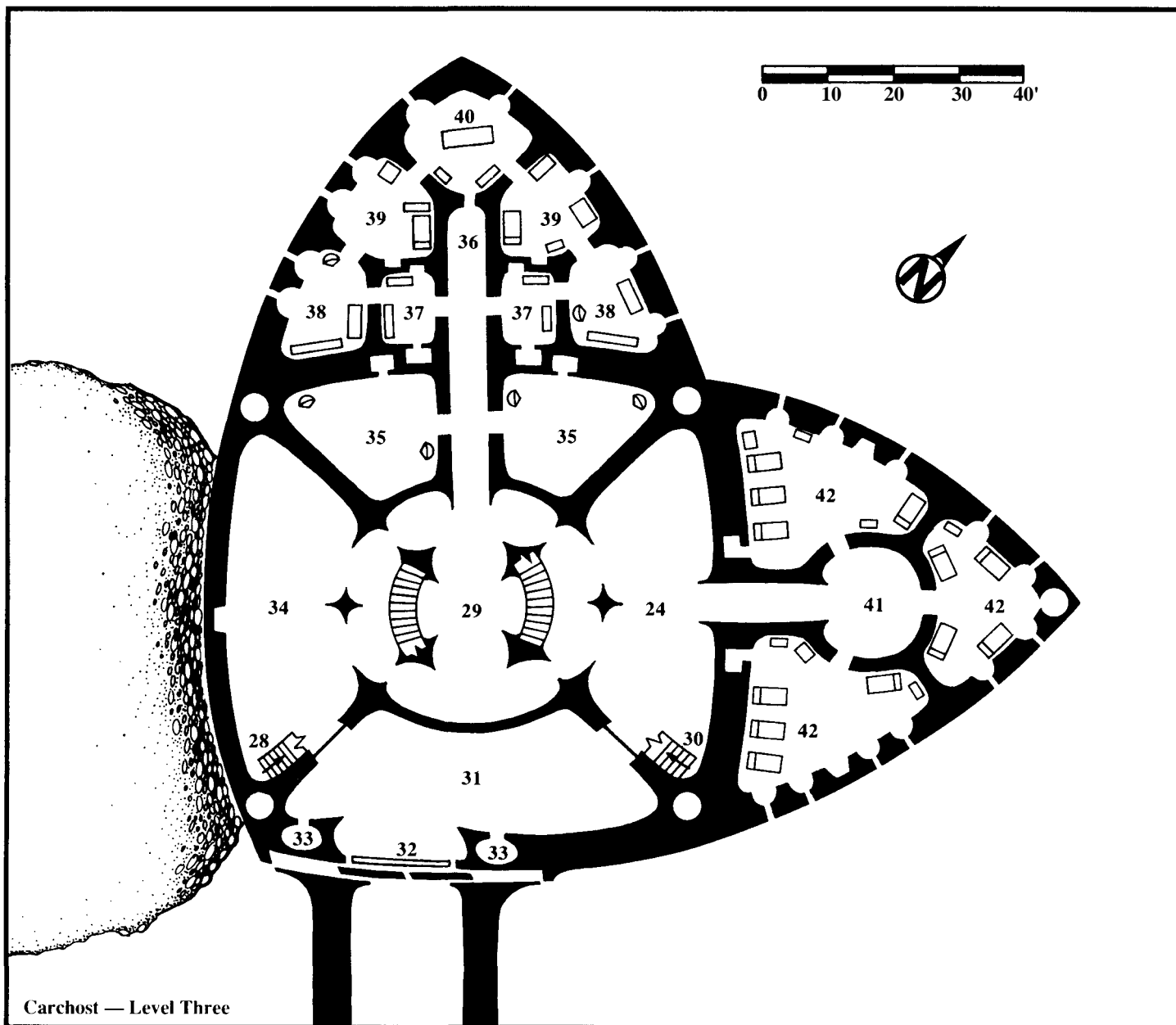
38. Office. The Lieutenants' work area.

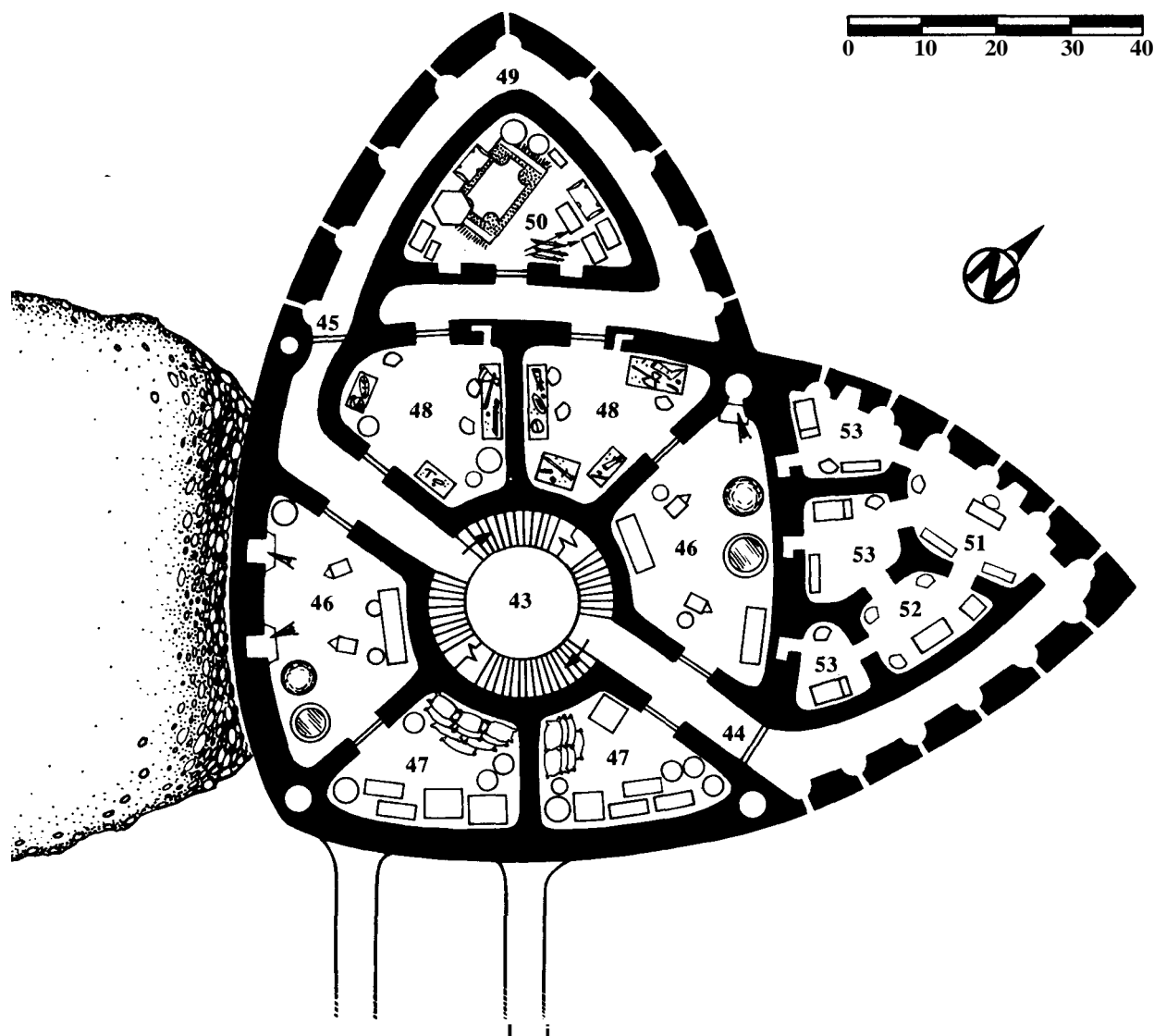
39. Bedroom. A private room for the officers. These, like the offices and sitting rooms, were furnished with simple but well-made items.

40. Study. This study is shared by the two officers, each having a door onto the room.

41. Entry Hall. A large, circular room with a chandelier suspended from the center of the vaulted roof.

42. Firing Room/Quarters. Each of these three chambers is a combination living quarters and firing hall. Slits which can be covered by steel shutters run along all outside walls.





Carchost — Level Four

LEVEL FOUR

43. Stairwell. The double spiral continues up through this level, with landings opposite each other.

44. Steel Doors. Large double doors can be locked from either side, and barred from the firing hall.

45. Steel Doors. Identical to #44.

46. Forge. For the construction and repair of the garrison armor and weaponry.

47. Materials Storage. All the materials needed for basic smithing and forging done at Morannon are kept here. A variety of spare tools are also stored here. The room is normally kept locked.

48. Armory. This storeroom, which holds only regular armor and weapons, is nevertheless kept locked, and is Very Hard (-20) to pick.

49. Firing Corridor. A long, empty corridor. Slits — which can be covered by steel shutters — run along all outside walls.

50. Vaults. Accessed by a large steel door with two locks, both Very Hard (-20) to pick, the Vaults hold a rack of twenty +5, sixteen +10 and two +15 scimitars (all non-magical; they gain their bonus from superior materials and forging). There are also 7 sets of +5 armor (RL/9) and ten +5 shields.

51. Sitting Room. A gathering area for the guards whom the firing halls during times of combat.

52. Office. Primarily for the commander of this floor.

53. Quarters. The archers of this floor reside in these rooms, always at the ready. Even while the Morannon is under the control of Sauron, Men almost exclusively occupy the upper levels of the towers, the Ores being kept to the lower levels and caves.

LEVEL FIVE

54. Stairwell. The double spiral pauses here, then continues to wind its way upwards.

55. High Priest's Quarters. The Sauronic Priest of the Tower resides in these rooms. Though a mortal, he has prolonged his life through sorcery and is several hundred years old. The garrison refers to him as Ashburgnul (B? "Eye of the Dark One") and most but the acolytes keep away from him except during rituals in the chapel.

56. Chapel. This large, vaulted chamber is the scene of Melkoric worship and wicked sacrifice. At the altar lies a great stone table, stained with blood. Once it was a quiet place of reflection for the Gondorian garrison. Stone pews march the length of the room, and tall, narrow windows are covered with red-tinted glass. Doors to the chapel are huge wood panels, deeply worn and carved with scenes from life in Osgiliath—now defaced and cracked. They have no locks.

57. Junior Officers' Quarters. These rooms are occupied by junior officers of the Tower, humans who command the tower guards. The rooms are subdivided with folding partitions so each actual 'room' is double occupancy.

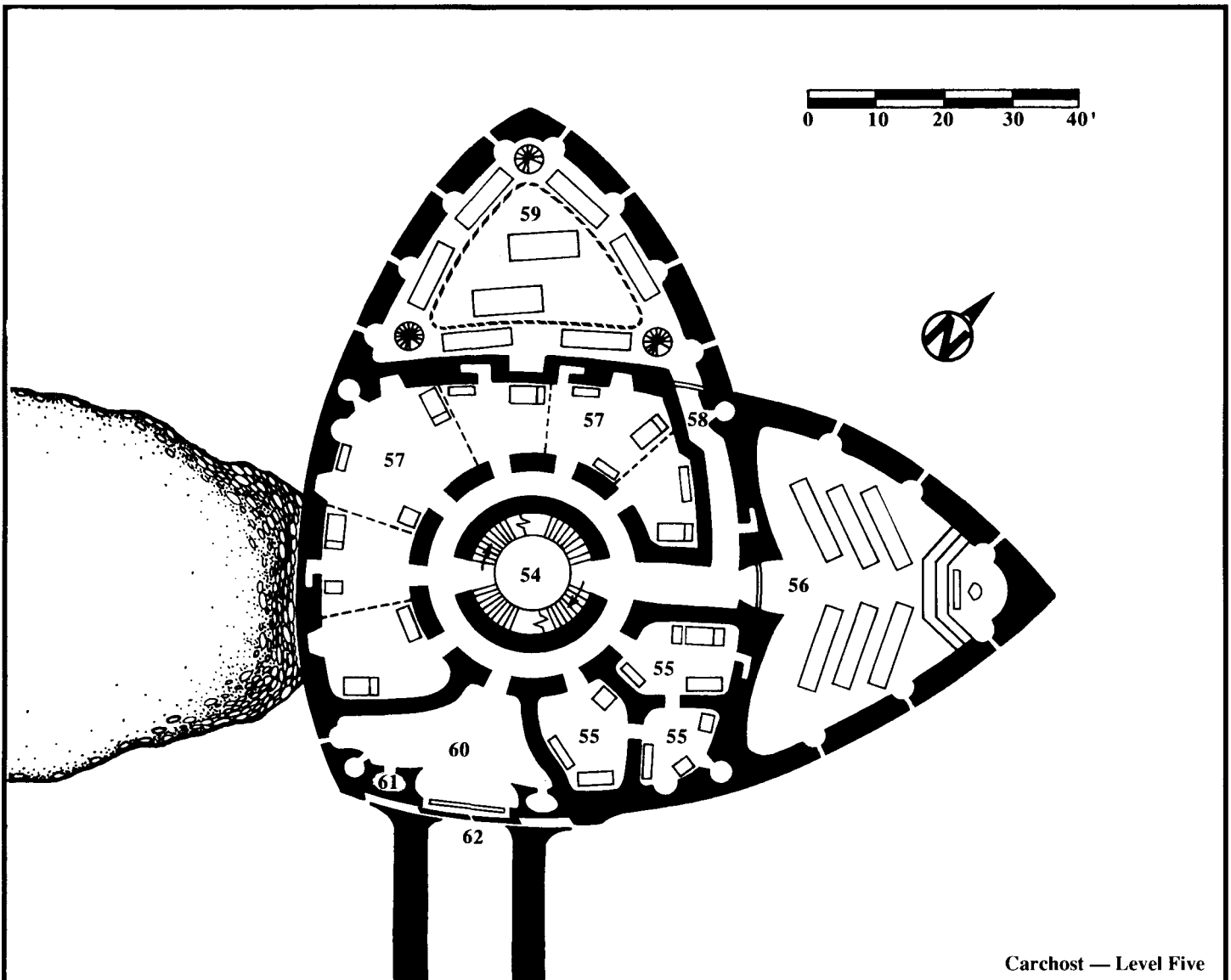
58. Steel Doors. Large double doors can be locked from either side, and barred from the Library.

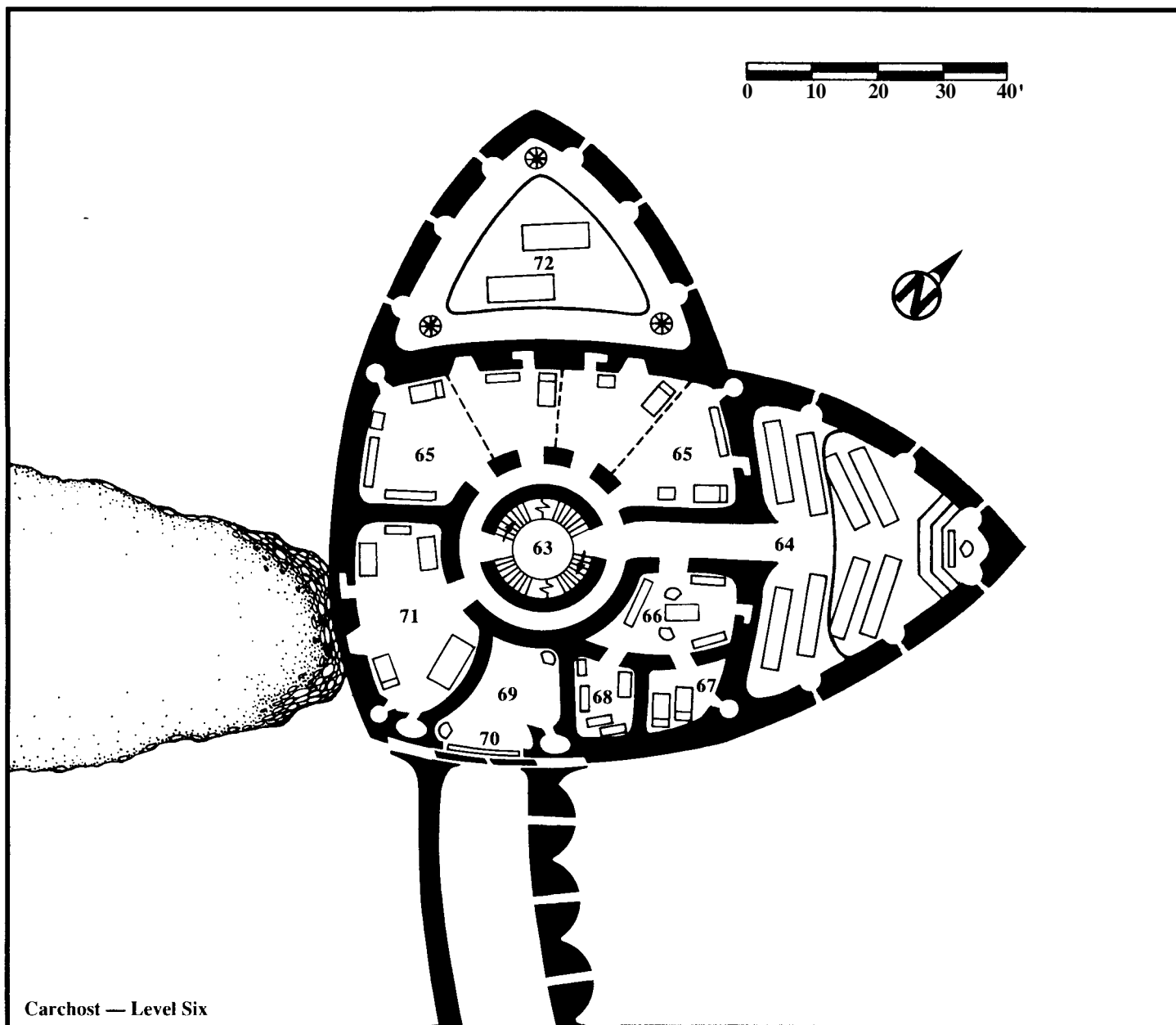
59. Library. Like the chapel, this is a two-story chamber. The Library, however, has an elaborate iron walkway which runs the perimeter of the room, allowing access to the second level of stacks. Three narrow, iron spiral staircases connect the main level to the walkway. It should be noted that libraries such as this were made up mainly of huge handwritten tomes bound together by hand, and racks of scrolls. Printing as such is extremely rare in Middle-earth at this time. The library survived pretty much intact after it was abandoned by the Gondorians. The Priest managed to claim the area, and spends considerable time there now, reading about Gondor's history.

60. Guardroom. Four guards on duty at all times (including two in the niches, see #61).

61. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

62. Gates. Similar to #7.





Carchost — Level Six

LEVEL Six

63. Stairwell. The double stairway continues up through this level.

64. Balcony. Additional seating for the Chapel

65. Junior Officers' Quarters. Subdivides by movable partitions and curtains. Very similar to #57.

66. Scribes' Workroom. Three men and their assistants labored here to maintain the library during Condor's occupation. The room was turned into storage by Dwar.

67. Scribes' Quarters. Same as #66.

68. Paper Storage. Filled with shelves of parchment and other materials for the making of books and scrolls, this room was kept locked, Very Hard (-20) to open, and was never broken into by the Dog-lord's occupational forces. A few items of value remain: 14 packs of fine watermark writing paper worth 5 sp each; 6 very valuable gold-tip writing pens with special reservoirs (not quill pens) each worth 2 gp.

69. Guardroom. Similar to #60.

70. Gates. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

71. Acolytes' Quarters. Aides of the Evil Priest who are his personal guards, servants, and assist in the gory rituals.

72. Library (Upper Level). An oak-floored balcony runs the perimeter and overlooks the main level of the room, accessed by three narrow spiral stairways. The outer walls are covered with scroll-racks, and the railing is a beautiful wrought-iron grille.

LEVEL SEVEN

73. Stairwell. The stairs do not continue past this level. From the ceiling in the center of the stairwell hangs a long chain, with lamps suspended at various levels to light the stairs.

74. Foyer. Note the guard positions. Beautiful, double sliding wooden doors allow access to rooms #77 and #81. They can be locked. Very Hard (-20) to pick, and the wood is actually just an elaborate veneer over very sturdy steel inner construction.

75. Secret Door. Extremely Hard (-30) to detect, this door is actually two doors opening onto a small foyer, so the entrance is secret from both sides.

76. The Lord's Garden Room. Large windows and tall glass doors open onto the garden. The room is (was) sumptuously decorated with carpets and expertly made furnishings from Gondor. It is kept up somewhat by the current Lord of the Tower, Krusnak, who occupies the upper levels of Carchost. Several valuable works of art, including paintings, urns, and silver sculpture from Gondor remain.

77. Sitting Room. This bright room overlooks the North Garden, lavishly furnished.

78. Drawing Room. A smaller chamber, this warm room is decorated with red velvet furnishings and drapes.

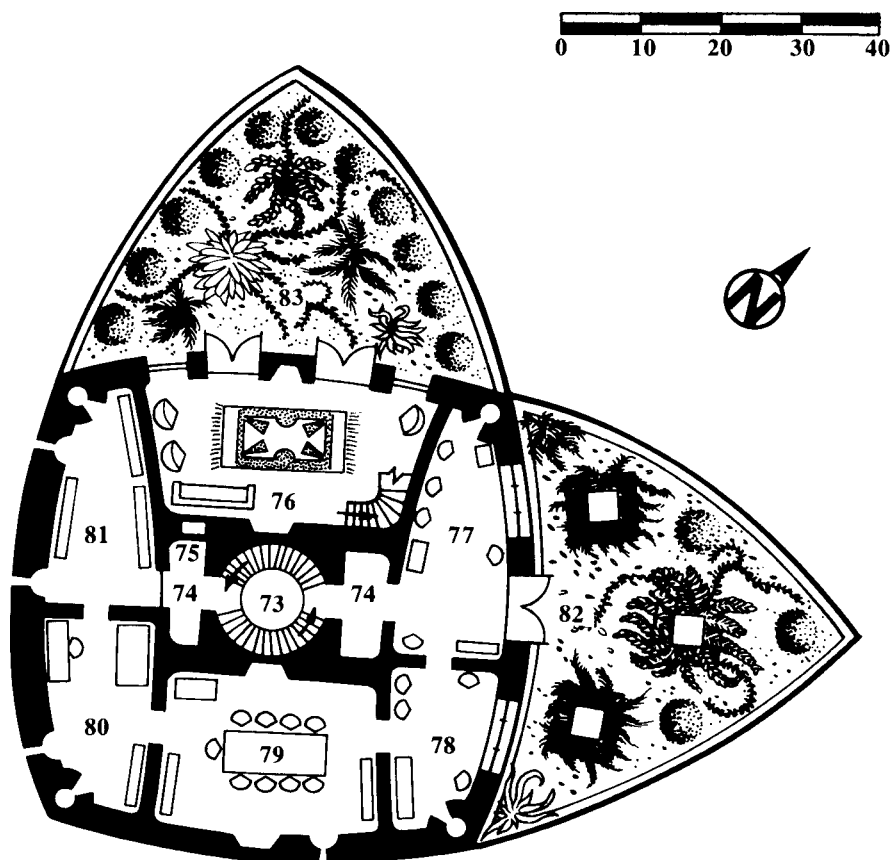
79. Conference Room. Dominated by a large, oval table, this room has nine high-backed chairs set about it.

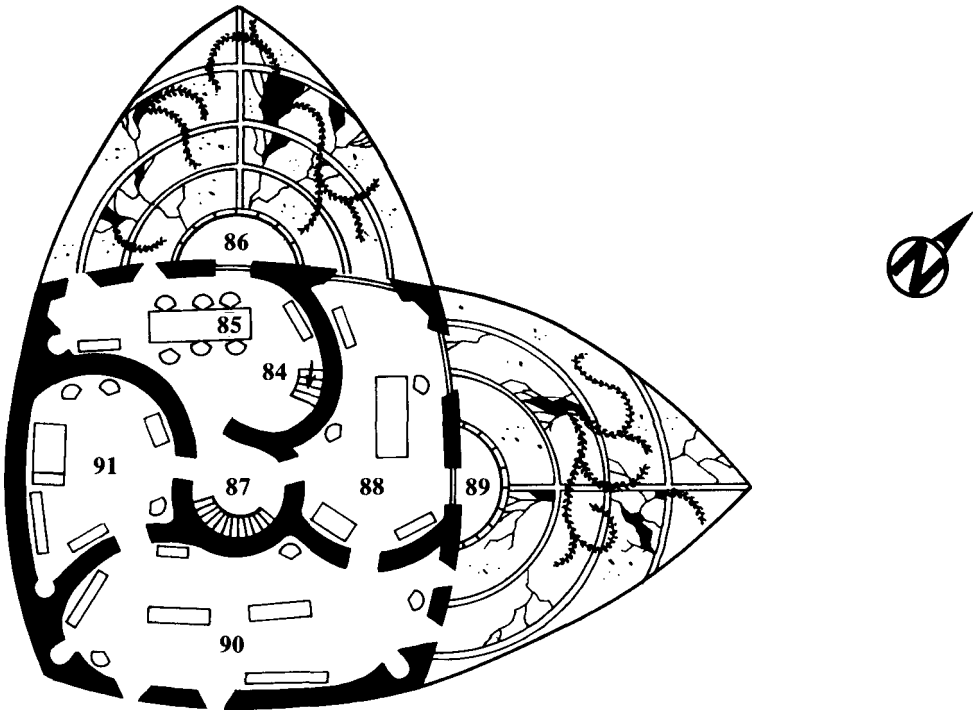
80. Lieutenant's Chambers. A private room for the assistant to the Lord of the Tower (in this case, Krusnak's aide).

81. Lieutenant's Sitting Room. This is the aide's office and general-purpose 'public room.'

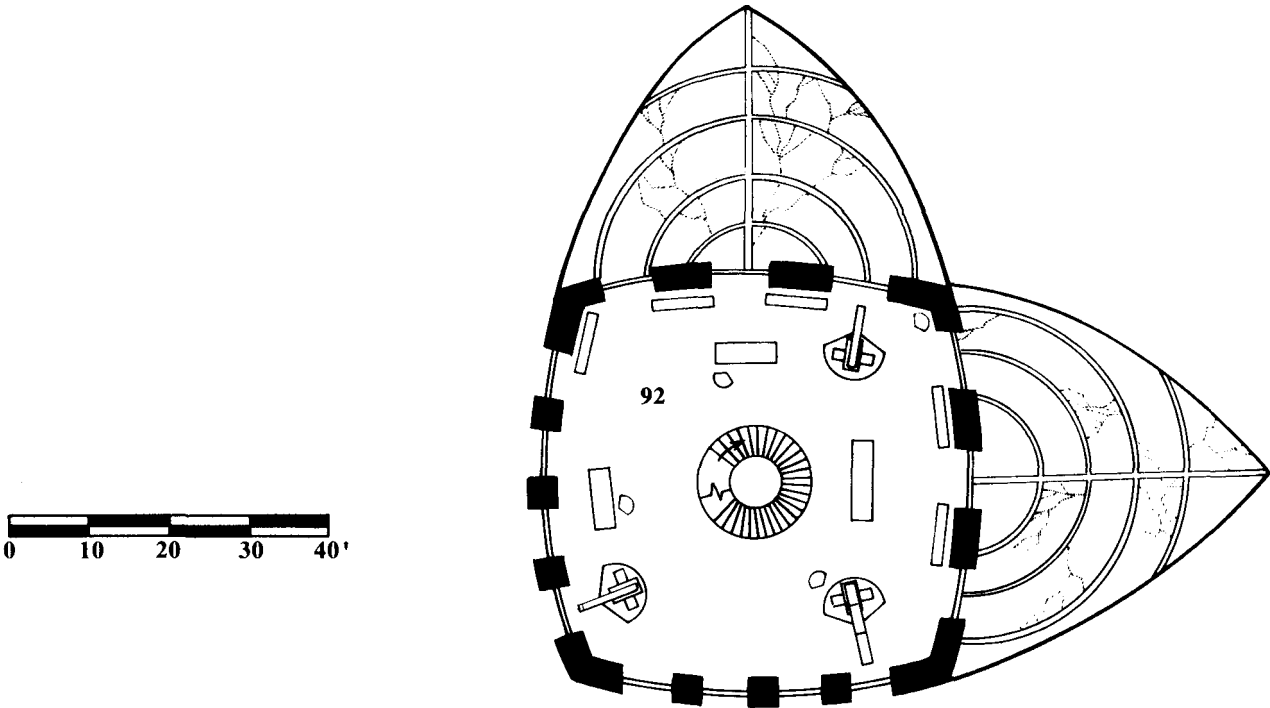
82. North Garden. Covered with a glass roof of many panes which slants up towards the wall of the central tower. In the Dog Lord's time the roof panes are mostly broken. The trees have outgrown their pots, cracking them and spreading across the paved court. One of the three is nearly dead. The rest of the garden is overgrown with brambles and weeds.

83. Lord's (West) Garden. This garden is very similar to the North Garden, though the original plantlife was smaller, so there are no trees, just vines and weeds.





Carchost — Level Eight



Carchost — Level Nine

LEVEL EIGHT

84. Stairs. This flight leads down to the Lord's Garden Room.
85. West Conference Room. Smaller than the meeting room below, this chamber is more intimate, with thick tapestries and comfortable furnishings.
86. Balcony. Still under the glass roof of the garden, it overlooks the main garden level.
87. Stairwell. This marble spiral stair connects to the ninth level observatory above.
88. North Drawing Room. A pleasant chamber overlooking the north garden, the Drawing Room has white marble floor and white lacquered furnishings.
89. Balcony. Still under the glass roof of the garden, the balcony overlooks the main garden level.
90. Lord's Sitting Room. Heavy drapes can be drawn across the narrow windows of this room, since it overlooks the Morannon wall and the bleak Vale of Udun, but the room itself is warm and comfortable, with upholstered couches and chairs, and a number of low tables.
91. Lord's Bedchamber. These are the private rooms of Krusnak the Astrologer, Captain of Carchost. The room is maintained in excellent repair, and a number of art objects have been moved from other areas to this chamber (giving it a somewhat cluttered and gaudy appearance).

LEVEL NINE

92. Observatory. This single, large room has huge, opening windows on every side, and a number of telescopes of varying size and purpose set about the room. Most are mounted on elaborate tripod or other adjustable mountings. The ceiling of the room slants inward to a peak, so the windows actually curve inwards and overhead, allowing a greater field of vision skyward.



3.22 NARCHOST, "FIRE TOWER"

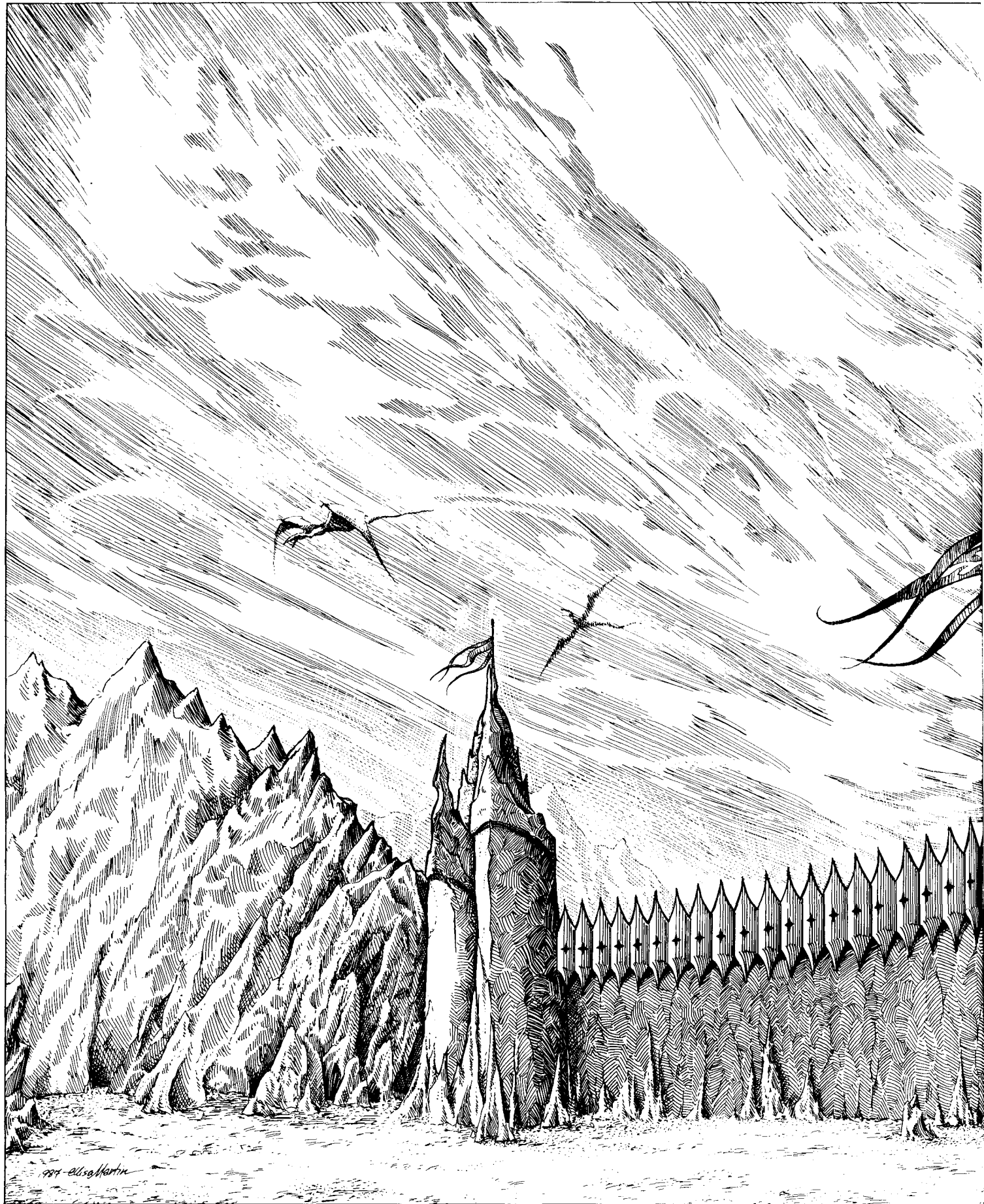
The eastern tower, Narchost marks the end of the Ash Mountains. Like Carchost, it has only one gate visible from the plain outside of Mordor, a massive black iron door set deep in a niche adjacent to the wall.



Although nearly identical to Carchost in several ways, Narchost has developed its own 'personality'. One example of this is the volcanic fissure which erupted from beneath the tower only a few years after its abandonment by the Gondorian forces. Dwar, of course, employed this as a feature of his renovations of the tower.

LEVEL ONE (UNDERGROUND)

1. Entrance to Caves. Large steel doors connect the tower with a vast maze of caves and warrens. Originally just natural caverns used for storage by the Gondorians, Dwar had the halls enlarged to accommodate living quarters for an army of Ores. The doors can be raised and lowered by operating winches from the caves themselves.
2. Gates to the Wall. Huge reinforced iron panels with jagged interlocking 'teeth,' they slide open and shut on tracks. There is also a heavy iron portcullis which can be lowered for added security.
3. Staging Area. An open chamber for the gathering and organizing of troops.
4. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.





5. Ramp.

6. Doors. Huge steel doors framed with riveted alloy reinforcement, these panels pivot at the peak, sliding into the walls and up. Operated by a windlass and counterbalance inside the throne room, the counterweight can be released, causing the doors to swing down by their own weight and slam together. They can be locked and are Extremely Hard (-30) to open.

7. Throne Room. This area is wholly Dwar's creation and was once astoreroorj until the lavafissure opened. The floor has been lowered so that the vaulted ceiling of the chamber is now nearly sixty feet high. The fissure opens at the point of the tower, and Dwar placed his throne right in front of the opening, on a stepped platform of black glass. Access to the platform is via a narrow bridge of obsidian, arcing over the great pool of bubbling, steaming liquid rock. The luminous red pool is the only light in the chamber, casting eerie dim shadows across the black-ribbed walls. Needless to say, the chamber is filled with stinking, sulfurous smoke, and is incredibly hot. The Dog-lord finds it an effective audience chamber.

8. Fissure. From deep beneath the earth a small tentacle of a magma sea has reached up to the surface just below Narchost. Coming up just behind the throne, its continuous steady flow keeps the pool filled and red-hot. The flow departs at the far end of the chamber into an underground crevasse beyond the Morannon.

9. Watchers. These statues are very similar to the watchers in Cirith Ungol:

They were like two great figures seated upon thrones. Each had three joined bodies, and three heads facing outward, and inward, and across the gateway. The heads had vulture faces, and on their great knees were laid clawlike hands. They seemed to be carved out of huge blocks of stone, immovable, and yet they were aware: some dreadful spirit of evil vigilance abode in them. They knew an enemy. Visible or invisible none could pass unheeded.

LotR III, p. 218

These Watchers are ever vigilant, their sleepless, glittering, black eyes barring the way into the Viewing Chamber beyond. Only the Nazgul, Krusnak of Carchost, and Sauron himself could normally enter the chamber without difficulty. The Watchers should be considered 27th level for the purpose of RRs. Anyone attempting to pass through must Resist (and thus pass) vs Channeling or take 1-10 hits and be thrust back as if by an invisible web or net. Each person must Resist independently; *Teleport* or *Long Door* does not bypass the Watchers (it's as if they watch all ways into the chamber). Even if an intruder does successfully break through the Watchers' vigilance, they emit a piercing shriek heard through the entire tower (and heard by Dwar up to nine miles away). Anyone with a powerful artifact (especially an intelligent one) may also attempt to pass through, using the artifact's level to Resist vs the Watchers. Should someone or something Resist by 66 or more, the Watchers' will is broken (literally) and they will, with an ear-splitting shriek, crumble into dust. When the authorized persons mentioned above pass by the Watchers, they do not utter a sound.

NOTE: the GM should use great care when deciding what to allow through the Watchers. The *Phial of Galadriel* got through the guardians of Cirith Ungol, but was also imbued with tremendous virtue and power. Only very special items should be considered.

Beyond the Watchers is a portcullis which is normally in the open position; it is linked to individual traps inside.

10. Viewing Chamber. This dark and bizarre cavelike room was originally a cool, fresh chamber, the site of a fresh water spring; but the occupation of Dwar the Dog Lord changed all that. Dwar had the natural stone carved and worked into ribbed vaults and nine columns; the room now resembles the cavernous interior of some gutted beast—a disturbing atmosphere to be sure. In addition, each of the columns holds one niche, within which is a treasure taken by the Lord of Waw in his conquests in southeast Middle-earth. Whenever Dwar is technically in residence here (or later, when he relocates to Minas Morgul) the items are here; all are priceless.

a. Leaf-crown of Cimonimor. A beautiful diadem wrought of gold in the form of a small wreath of delicate leaves, it is set with emeralds, opals, and fine inlays of green and blue crystal. The crown provides to the wearer *Perception 3000'* at will, *Truth 13x* per day, and +30 to DB.

b. Scepter of Hent. Silver scepter with inlays of gold and a huge diamond in the large, ornate head. The scepter strikes as a +25 Mace, it is *Of Slaying* Dogs and Lycanthropes, throw and return 250' every round.

c. Birch-bow of Cimonimor. A longbow of beautiful wood, it allows the caster 3x normal longbow ranges, firing 1x per round without penalty (2x if user has a +25 or more to Quickness and Agility). All arrows fired from it are *Holy*.

d. Collar of Horm. Wolim symbol of the Lord of the city of Horm. It adds +20 to DB, protects vs. shoulder and neck criticals 50% of the time, and allows the wearer to alter the direction of the winds within 2 miles (not the velocity, only the direction) at will. Wearer must concentrate to maintain the altered direction.

e. War Helm of Eligmar. A golden helm with high crest of Horinn feathers (the Horinn is a large, ostrich-like bird native to Eligmar) somehow preserved undamaged. The Helm protects from all head criticals 75% of the time, neck criticals 50% of the time, and allows the wearer to see as well as an Elf.

f. Brodic Spear. Mithril-headed spear with a dir-wood shaft, it is +25, can be thrown at 5x the normal range and returns to the wielder. It is also practically indestructible.

g. K'prurian Battle Mace. +30 mace, carved from the hard, grey wood of the Pruric Oak, with mithril inlays and a grip of gold wire.

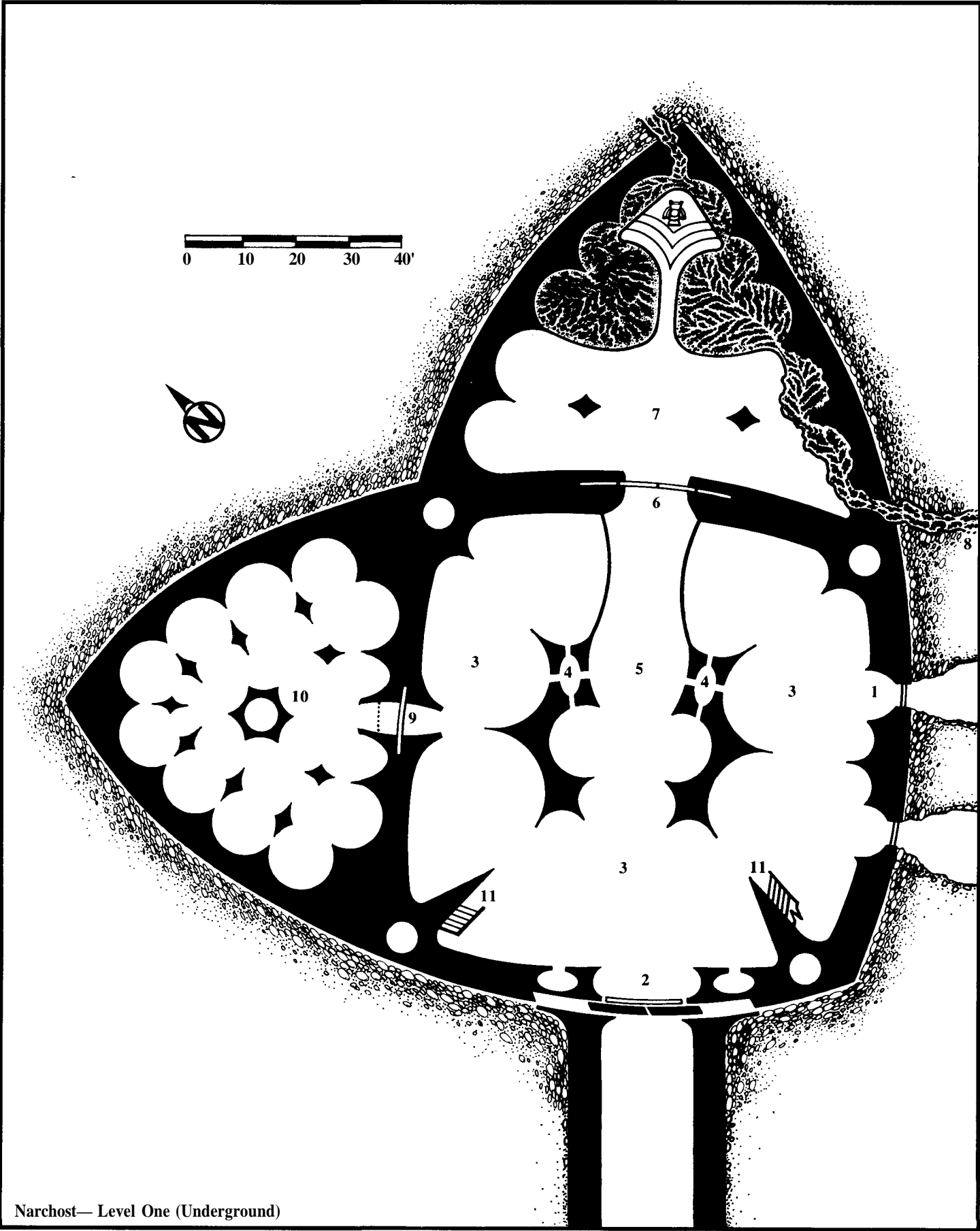
h. Crown of Durmaw. A silver crown set with a variety of precious stones. Seven large pearls hang from the rim of the crown. The wearer is able to cast *Long Sense (J milellvl)* from the **Seer True Perception** list.

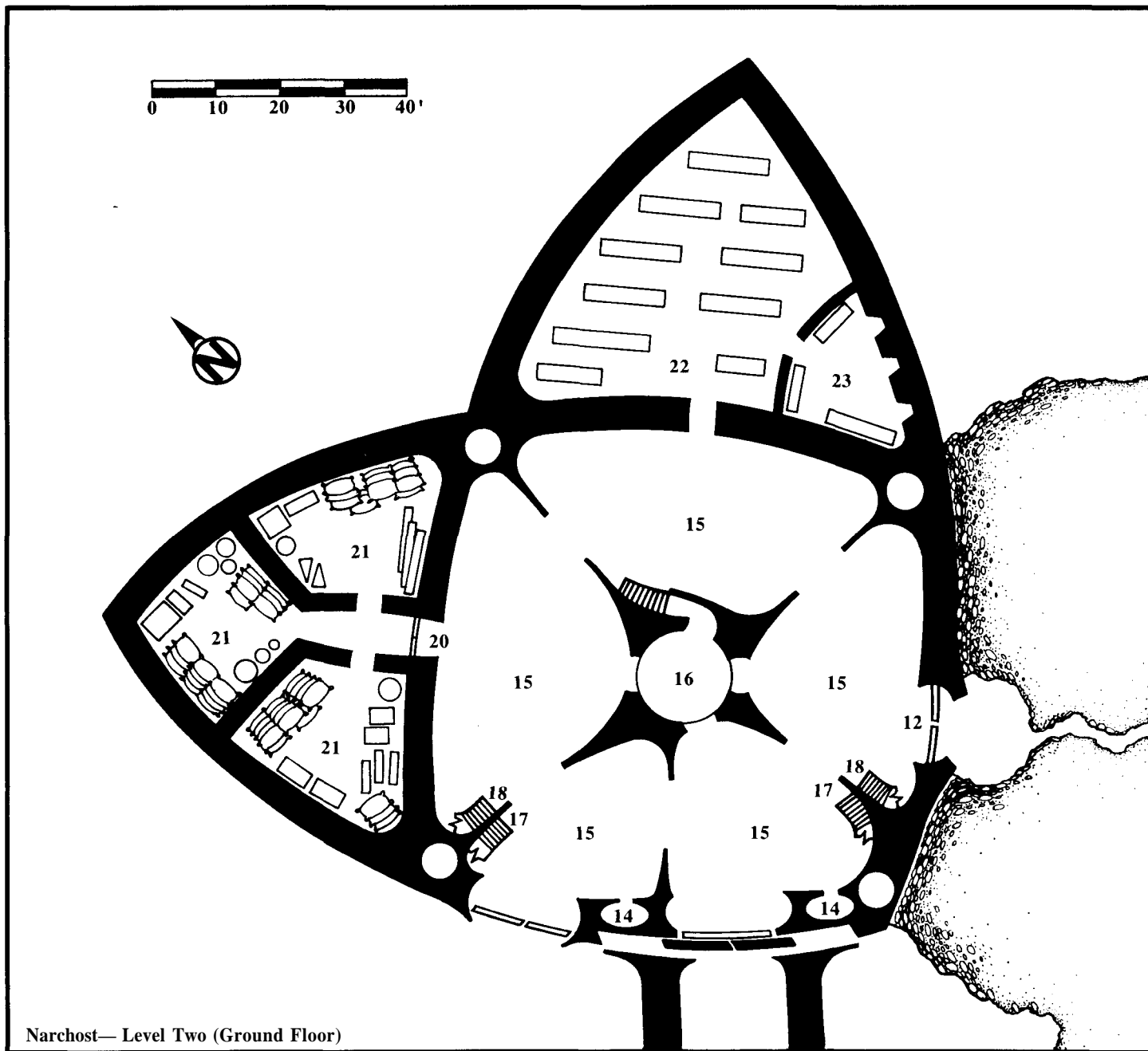
i. Lord's Axe of Kendarca. A +20 hand axe which will become a two-handed battle-axe at the will of the holder. The blade is of etched gold and the shaft of an unusual dark brown wood.

All of these items are connected to a trap, Very Hard (-20) to detect and Extremely Hard (-30) to disarm, a network of tiny filament-wires hooked to the peices. If a treasure is moved, the trap is triggered, sounding a loud gong and dropping the portcullis as a dead weight of over two tons.

Perhaps the most significant item in the room is the great pool, once a bubbling spring. It has been cursed by Dwar, and is now a still, dark pool—the Mere of Visions. It essentially allows the user to employ the Seer spells *of Long Sight* and *Long Ear* up to a range of 900 miles in any direction. Plumes of steam arise from the pool and within the mist is revealed an image in three dimensions. Sound is also recreated. Useability of the pool is a function of the skill of the user. Dwar is very skilled with it, of course. The pool almost has a will of its own, and might try to trick some inexperienced user by showing an incorrect or somehow misleading image.

11. Access stairway. To Level Two.





LEVKL Two (GROUND FLOOR)

12. Entrance to the Caves. While not as extensive as the caves in Carchost, they hold some of the Dog-Lord's favorite hounds.

13. Gates. Huge reinforced iron panels with jagged interlocking 'teeth,' they slide open and shut on tracks. There is also a heavy iron portcullis which can be lowered for added security.

14. Control Rooms. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls. Guards inside have heavy crossbows.

15. Staging Area. For troops to gather and organize before sallying forth from the gates (#19).

16. Observation Platform. From here, guards can monitor all comings and goings on the floor. The platform is solid stone, raise about four feet above the floor. The ceiling in this chamber is about twenty feet high. Access to the platform is via a small staircase and a locked steel door. Guards inside have heavy crossbows.

17. Stairs. Down to Level One.

18. Stairs. Up to Level Three.

19. Gate. Massive Iron doors similar to the wall gates (#7) but much heavier and more strongly reinforced. The iron plating is three inches thick. The doors are locked shut with huge steel bolts which slam into place all around the perimeter of the iron panels, fixing them effectively in place.

20. Doors. Double steel doors, locked and *Hard* (-20) to open w/o keys.

21. Storage. Mostly grain and casks of ale.

22. Mess Hall. Filled with simple benches and plank tables.

23. Kitchens.

LEVEL THREE

24. Stairs. This unusual double spiral stair is actually two separate stairways twisting around each other. They connect the Third through Seventh levels. In the center of the stairs is an open shaft also running the entire height.

25. Gates. Access to the Morannon wall. Adjacent to the gates is a small staging area.

26. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls. Guards inside have heavy crossbows.

27. Stairs. Down to level two.

28. Guard Room. Six Ores live here, two of which are on duty at all times.

29. Guard Room. Like #28, except it monitors traffic to and from level two.

30. Lieutenants' Quarters. Low-level officers live in this chamber.

31. Lieutenants' Quarters. Same as #30.

32. Armory. Stocked with weapons of every type.

33. Dry stores. Uniforms and accoutrements are stored here.

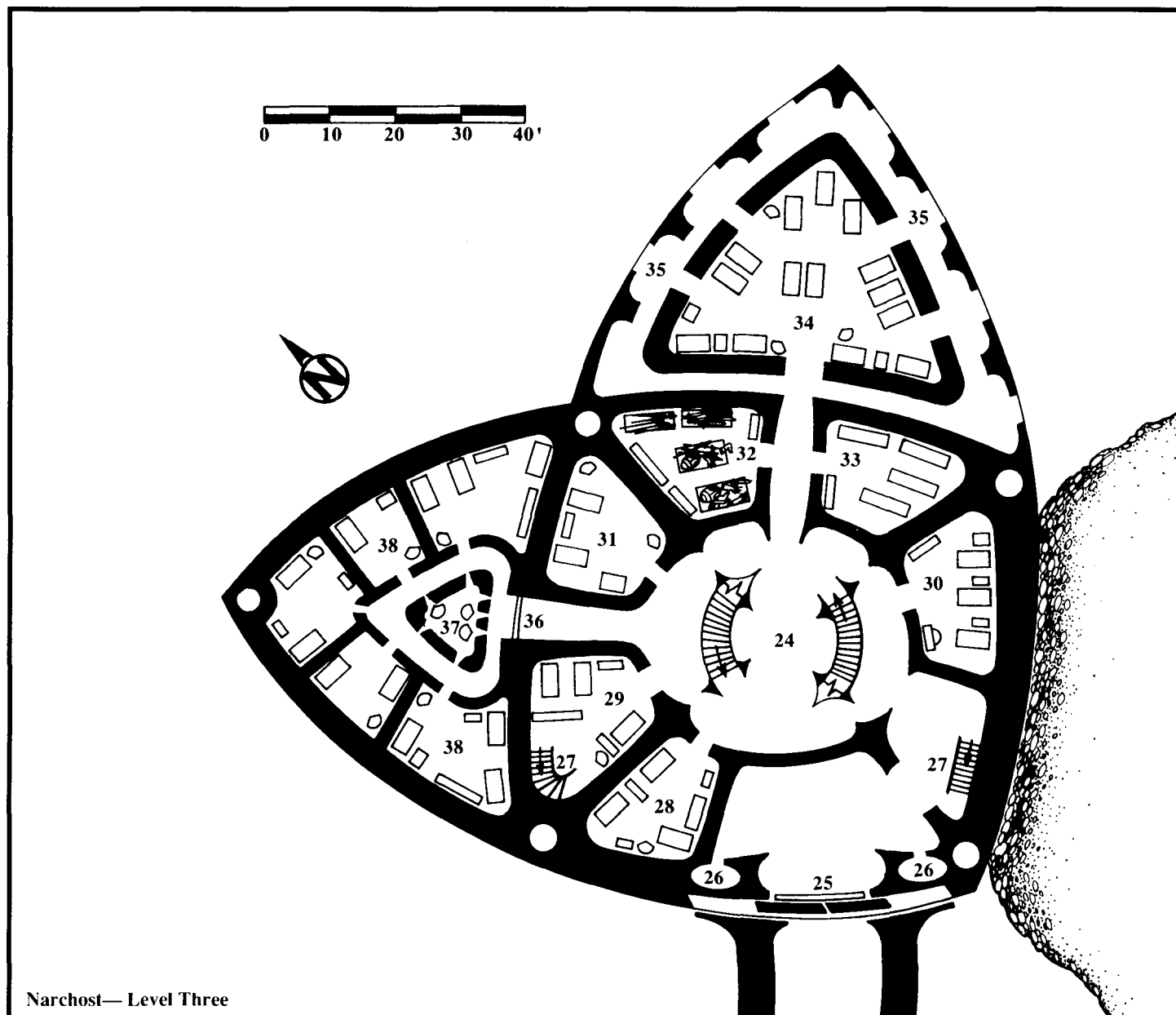
34. Barracks. Dozens live here in cramped quarters.

35. Firing Hall. An unusual concept: the outer wall is very thin — only a curtain wall — while the weight of the upper floors is cantilevered in onto the inner wall and buttresses. This allows the firing slits to be more shallow and thus wider firing arcs. Of course, if the attackers knew where the wall was thin, they could concentrate their fire and breach the thin outer surface, but who would know?

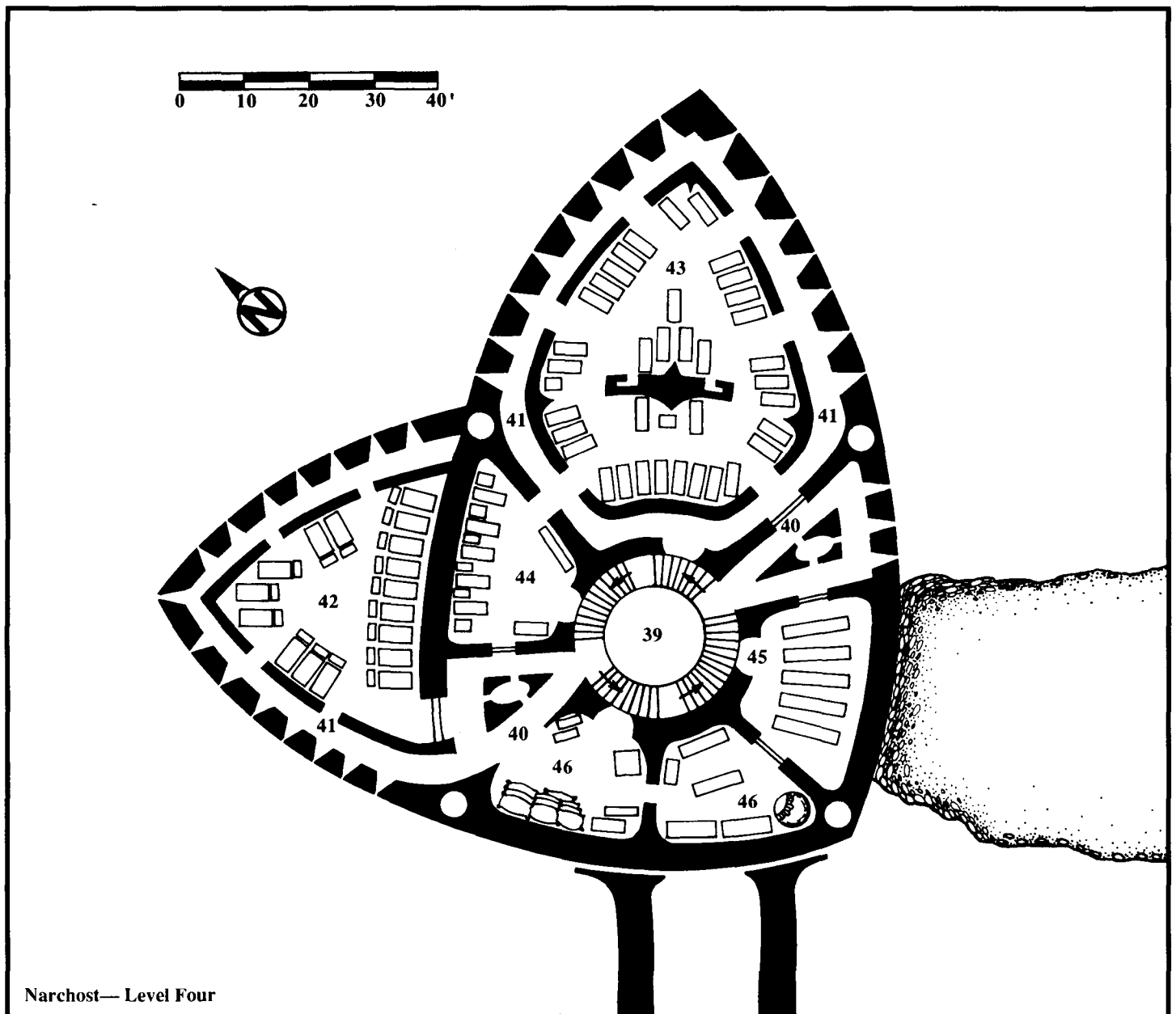
36. Doubledoors. Steel, reinforced doors, can be locked with a large key from either side. Heavy steel bolts slide into the doorframe to lock the panels securely. The lock is Extremely Hard (-30) to pick.

37. Guard post. Entered by a secret door along a back wall, this small chamber has a firing slit opening across from each doorway. Thus, the exit from each guest room can be monitored. Guards inside have heavy crossbows.

38. Guest Rooms. This area is for guests of the Dog-lord who, while not entirely trusted, do not deserve the unique hospitality of the dungeons of Carchost. The rooms are comfortable if not luxurious. All doors have locks which are Very Hard (-20) to open.



Narchost— Level Three



LEVEL FOUR

39. Spiral Stair. At this level, the wall around the outside of the stair is broken to allow overlooking views of the adjacent rooms.

40. Observation Niche. Accessed by a secret door, it has firing slits which allow the guard inside to observe anyone passing. Guards inside have heavy crossbows.

41. Firing Hall.

42. Barracks. Two dozen men make their home here under spartan conditions.

43. Barracks. 36 bowmen live here.

44. Officers' Quarters. Six officers make this their home.

45. Mess Hall.

46. Kitchen/pantry.

LEVEL FIVE

47. Spiral Stair.

48. Officers' Quarters. Three human officers reside here, supervising the upper-level forces of the tower. Individual sleeping areas are divided with heavy curtains for some measure of privacy.

51. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

52. Officers' Quarters. Three human officers reside here, supervising the upper-level forces of the tower.

53. Stores.

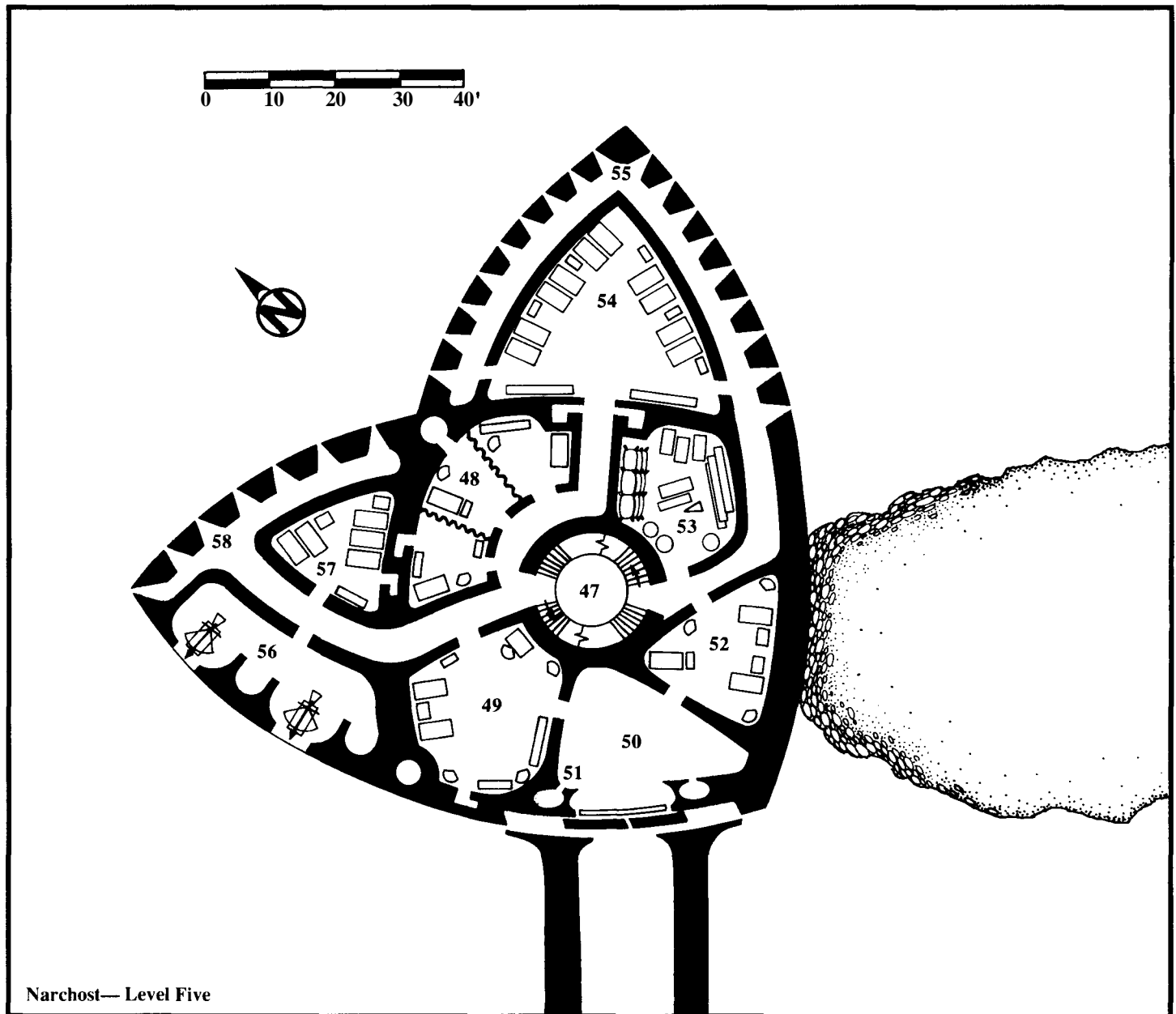
54. Barracks. A common room where the archers who man the Firing Hall of this floor live.

55. Firing Hall. In this topmost level (over 100' above-ground) designated as a firing platform, archers have considerable long-range skill.

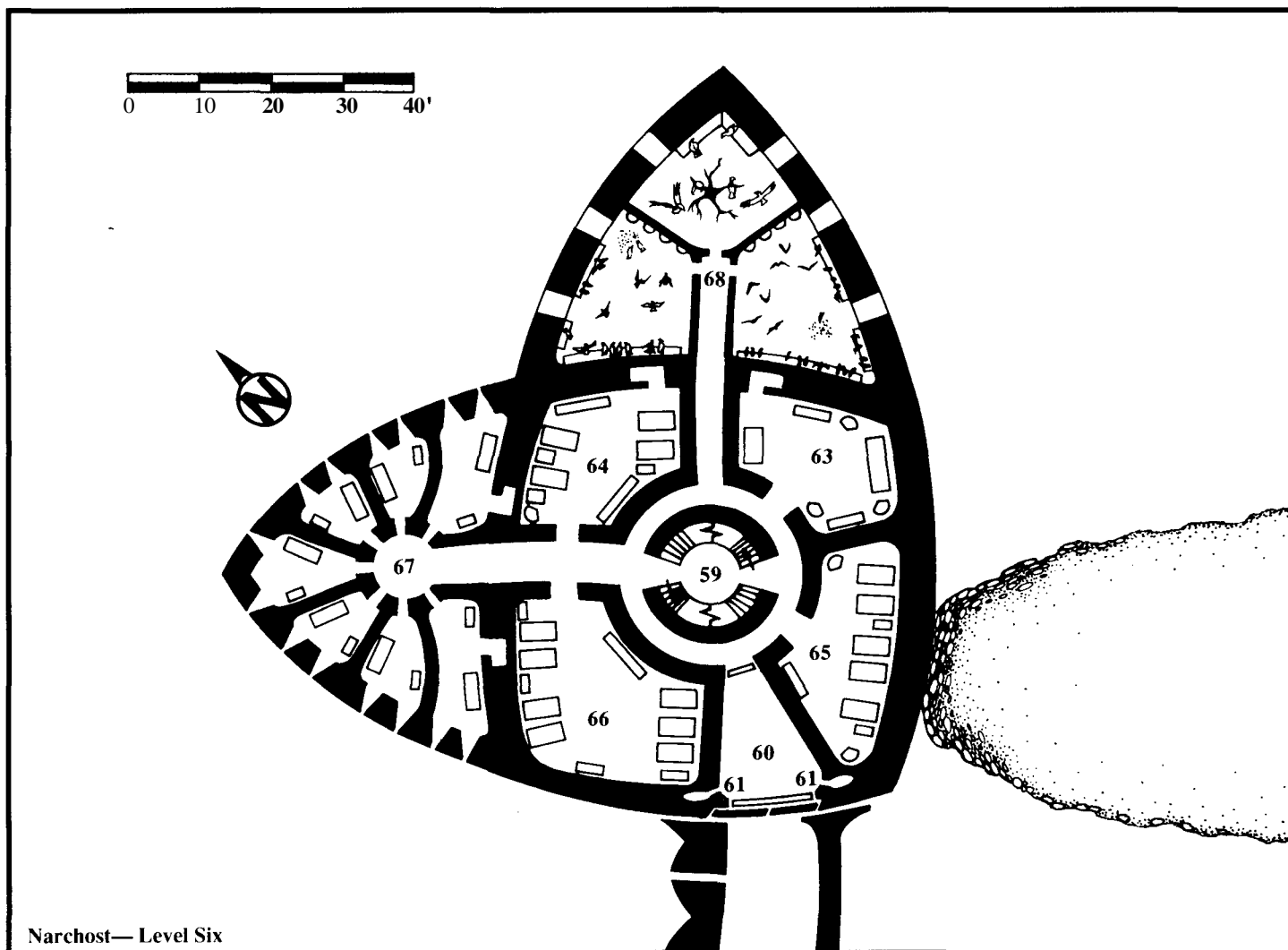
56. Ballista Hall. Two sets of strong steel doors protect a pair of powerful ballistas. These machines are built by skilled armorers and can be very accurate. Their primary purpose is to fire on assault machines and scaling towers.

57. Quarters. The skilled men who operate the ballistas live here.

58. Firing Hall. As #55



Narchost— Level Five



LEVEL Six

LEVEL SEVEN

59. Stairwell.

60. Gates. Access to the Morannon wall. Adjacent to the gates is a small staging area.

61. Control Niches. Spyholes in these rooms allow sentries to observe those at the gates and even fire on them. Levers in the niches control the opening of the portcullis as well as the great steel doors which slide into the adjacent walls.

62. Portcullis. An added precaution to control access to this level.

63. Birdkeeper's Quarters. Six trainers and the Birdmaster lodge here.

64. Officers' Quarters. For the supervisors of this level's garrison.

65. Barracks. A dozen men are lodged here to help man the top of the wall.

66. Barracks. As #65

67. Junior Officers' Quarters. Private rooms are furnished for the officers of this level.

68. Roost. Here are housed a number of large crows and other flying creatures, trained spies and messengers for the Dog-lord. There are three separate chambers: one for crows, one for bats, and one for black falcons. Their entrance and egress is separated because the three do not get along.

69. Spiral Stair.

70. Lounge. Like all of the rooms on this level, the Lounge was once a very beautiful chamber, with bright tapestries, thick carpets, and plush furnishings. The place has been allowed to fall into decay, however, and is deliberately left in a state of almost untouched dilapidation. Cobwebs hang from crystal chandeliers, dust covers the chamber with a grey coat, and nearly everything has disintegrated to the point of crumbling fragments. The Dog-lord likes it like this, a reminder of the decline of the West.

71. Gameroom. Several gaming tables are set about the room, some still with pieces on them.

72. Music Room. A large harp and two keyboard instruments sit idle and hopelessly out of tune, and a variety of wind instruments are stored carefully in velvet-lined cases. Some might be quite valuable. One, a flute, is actually magical.

73. Office. Once the Lord of the Gate's personal chambers, this room can be made private by closing oak-panelled sliding doors to the Gameroom and Music room. These doors can also be locked, but are only *Medium* (-0) to open. Many books and scrolls line the walls, and a great oak desk with many drawers dominates the room. One drawer was once locked but has been forced. All are empty. There is a secret drawer, however, behind a regular one. It is *Very Hard* (-20) to discover, but inside is a bracelet: gold, magical and adding +10 to all throwing attacks while worn. Also in the drawer is a magical steel dagger, +10 and *Of Slaying* Ores.

74. Garden. Once the Lady of the Tower's herb garden, it is now seriously overgrown. However, some rain has gotten in through shattered windows, and a few valuable herbs have managed to survive hidden (Very Hard (-20) to notice unless searching, then it is Medium (-0)). They are: 2 doses of Athelas, five Mireenna berries (gone wild, they only heal 8 hits), 7 Thurl and one Harfy.

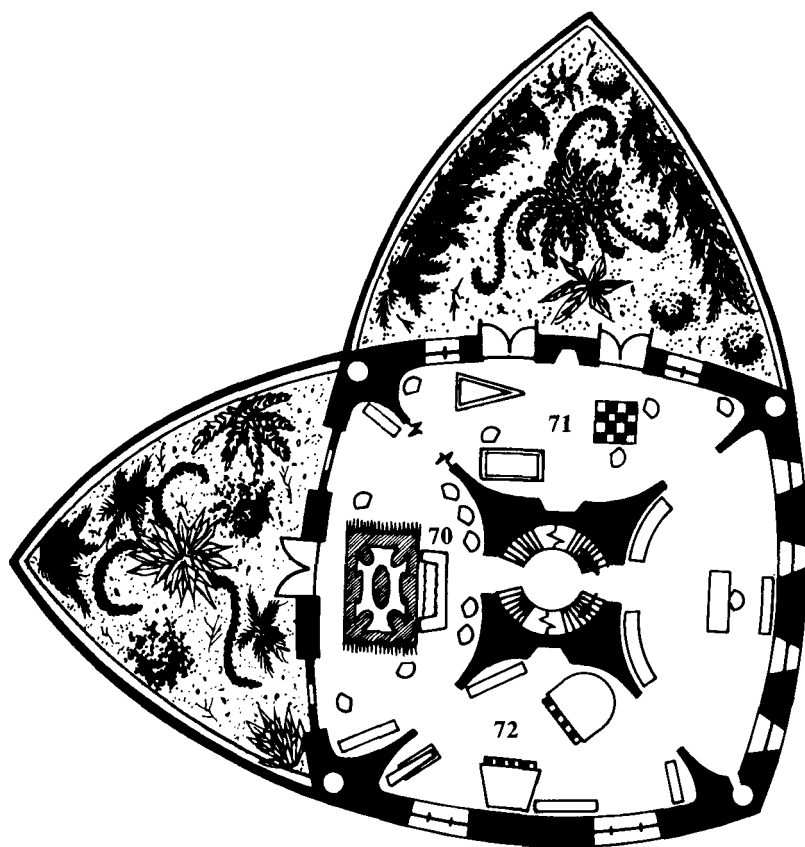
75. Garden. Once carefully tended with flowering trees and shrubs, it is now hopelessly overgrown.

LEVEL EIGHT

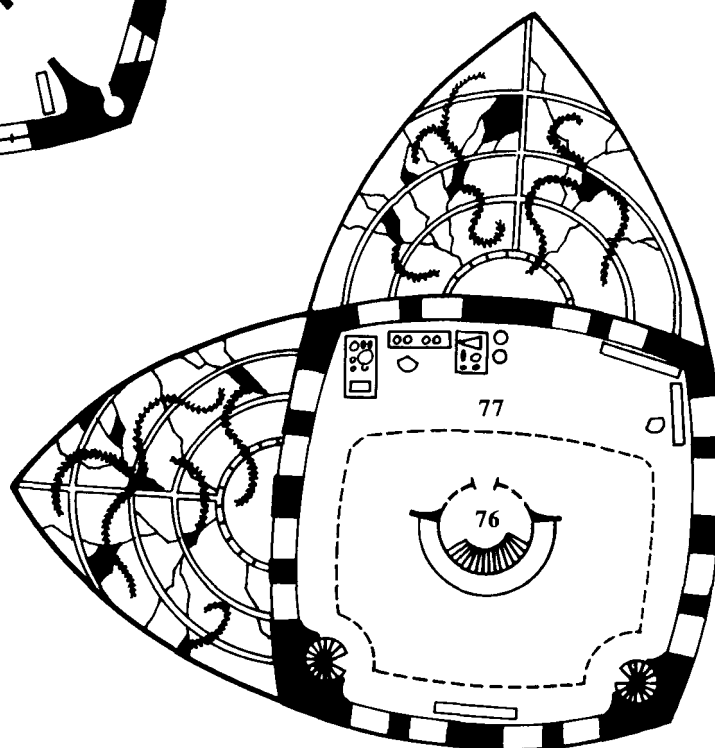
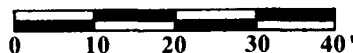
76. Spiral Stair. This stairway ends here, and entry to the room is gained through a door in an ornamental iron grille. It is kept locked, *Extremely Hard* (-30) to pick.

77. Lord's Study. The private chambers of the Lord of the Tower. Partly a library, partly a laboratory, this large room holds a wall full of books, manuscripts and scrolls. In one corner is an elaborate chemical apparatus, including many tubes, vials, flasks, and bottles of chemicals.

78. Spiral Stairways. Two staircases of wrought iron lead to the ninth floor.



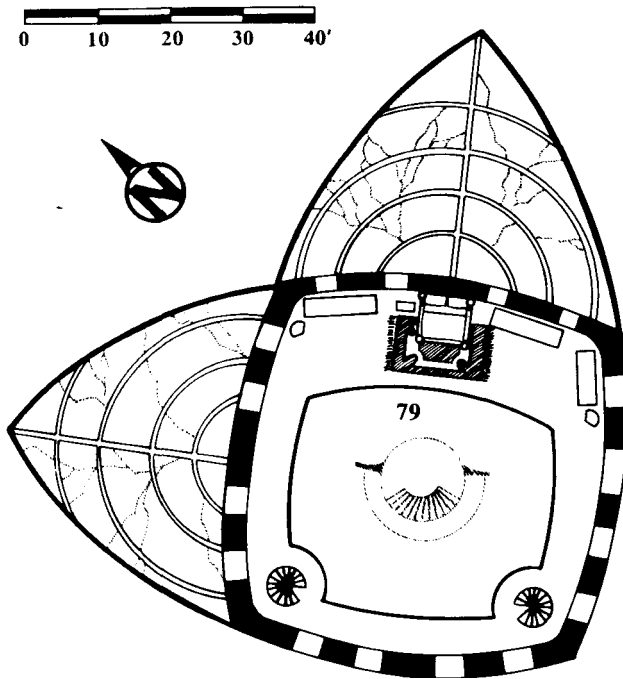
Narchost—Level Seven



Narchost—Level Eight

LEVEL NINE

79. Bedroom. The Lord's bedchamber is actually a large loft area overlooking the study. A huge four-poster bed dominates the area, flanked by wardrobes, and along the walls are closets and dressers.



Narchost — Level Nine



3.23 THE MORANNON GATE

1. Stairway. This small spiral stair goes up to the overhanging tower above.

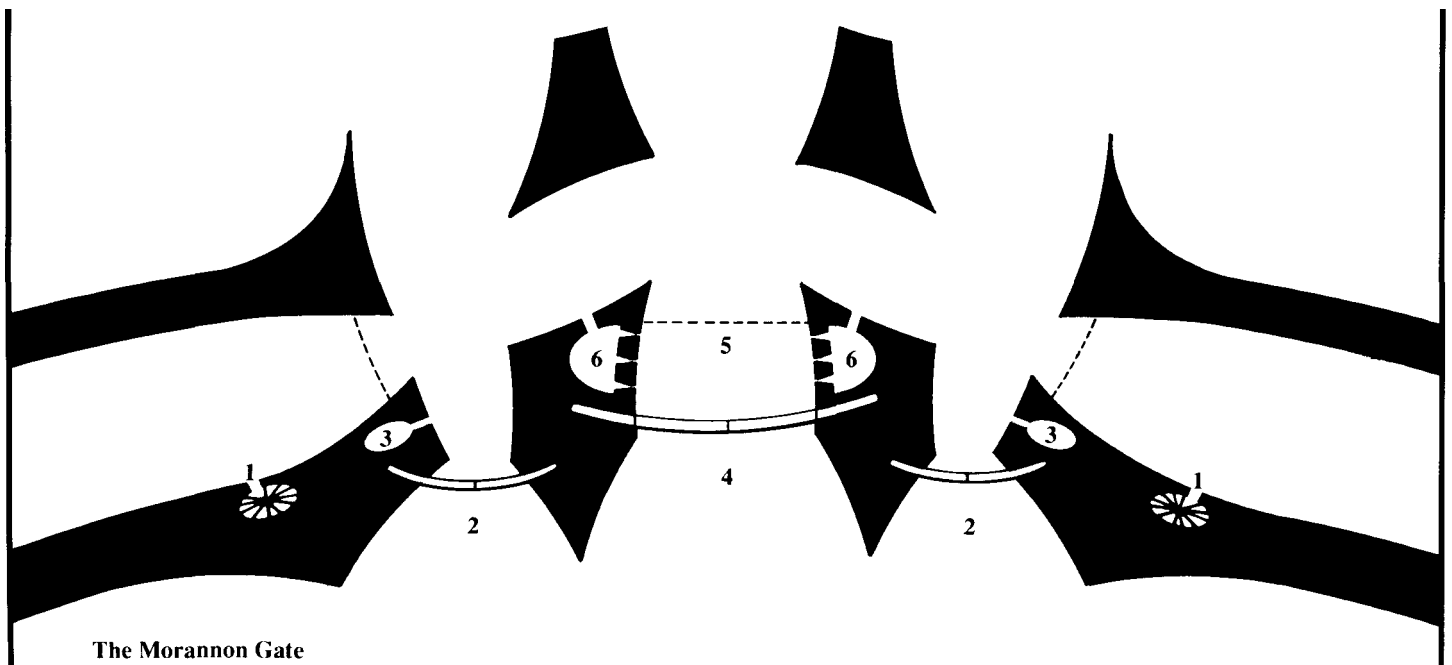
2. Side Doors. These 6" thick panels of reinforced black steel are set in deep tracks. They slide open and shut, rolling in the tracks on small wheels set in the bottoms of the doors. Once closed, they lock into place.

3. Control Niche. Accessed via a small secret door which can be barred from the inside, this tiny room contains a windlass for raising the wall portcullis, and winch for opening the side doors.

4. Central Door. Similar in design to the side doors, this large panel was replaced with a black iron door by the Dog-lord — hammered sheets with the Eye emblazoned across the surface.

5. Portcullis. Two-inch-thick steel bars effectively enclose the gateway.

6. Firingchamber. This room (and the identical one on the opposite side of the door) is accessed by a small, secret door. Firing slits with steel shutters open onto the gateway. A counterweighted winch controls the great doors themselves.



The Morannon Gate

4.0 THE GARRISON

The Morannon was completed around T.A. 500, and was fully occupied from that time until the Plague Years of 1635-37, when the population dropped off steadily. When the Royal order to close the fortress came in 1640, barely a quarter of the former garrison remained.

Slowly the creatures of Sauron moved in, until by T.A. 1980 the occupation of Morannon was apparent — though their connection with Sauron, who remained in hiding as the Necromancer, was not yet made. From that date until the end of the age and the fall of Mordor, the Towers of the Teeth were inhabited by evil men and creatures of terror.

4.1 CONDOR'S GARRISON

Three Captains command sections of the Morannon, one for each of the towers, and one to lead the defense of the wall. In addition, a Lord-captain is commander of the entire facility.

Under each of the three captains are sergeants who commanded fifty men, and squad leaders who are responsible for four each.

UNIFORMS AND EMBLEMS

The uniforms, equipment, and weapons for the Gondorian garrison are as follows:

Lord-Captain: Mithril plate mail with a black surcoat depicting the White Tree with seven six-pointed stars arcing over it. A high helm, with cheek-guards and a white plume. +35 mithril broadsword, +20 composite bow, round shield of steel, painted black with the Gondor emblem, long dagger.

Captain: Similar to the High-captain, except the plate mail is silver, +5. Some have mithril swords (but only +25), and a few have mithril helms, depending on their family and lineage. All have +15 bows.

Sergeants: Similar to High-captain, but silver chain shirt and greaves, +15 steel sword, +5 bow.

Squad Leaders: Black enamelled chain shirt with surcoat. Sergeants have silver helm, while all have shields with the Gondor emblem.

Soldiers: Same as the Squad leaders, except soldiers have black-enamelled helm, and no greaves.

4.2 MORDOR'S GARRISON

The Tower of the Teeth remained empty for many years, even while the forces of the Dark Lord labored behind their sleeping bastions. No doubt Sauron took wicked delight in the fact that his servants were at work *behind* the powerful defenses designed to keep them out, using their apparent abandonment as a shield against detection. It is not until T.A. 1980 that light returns to the windows of the Morannon: dim red lights like demon eyes to stare unsleeping across the Dagorlad.

Dwar of Waw, Third of the Nine, is Lord of the Morannon. In his absence Krusnak the Black Numenorean commands the garrison. A frequent visitor to the Teeth is the Mouth of Sauron, the Lieutenant of the Tower of Barad-dur.

In addition to a mannish force within the towers and walls, hordes of Ores inhabit the lower levels of the Teeth and the caves beyond. There are also numerous flying beasts, and of course the Hounds of the Dog-lord.

4.21 DWAR OF WAW

Lvl: 39. **Race:** Wolim. **Profession:** Mage. **Home:** Waw in southeasternmost Endor; later Morannon, Barad-dur in Mordor and Minas Morgul in Ithilien. **Aka:** Dendra Dwar; King of Waw; Dog King or Dog-lord; the Third.

RMStats: St-96; Qu-97; Em-92; In-100; Pr-100; Ag-96; Co-61; Me-47; Re-94; SD-91. **MERPStats:** St-96; Ag-96; Co-61; Ig-71; It-100; Pr-100. **Appearance:** (94).

Skill Bonuses: Climb75; SwimSO; Ride75; DTrap35; PLock45; S&H75; PercII9; RuneWO; S&W117Chan65; Amb9; Li7; AMov20; ADefIS; MAS/20; MASw20; BDev9; AcroSS; Act75; AnimT165; Cave35; Cont55; Cook25; Div85; Fals25; FAid55; For75; Gamb40; HerdIld; LWork30; Math65; Med85; Nav85; PSp60; RMasI06; Row75; SaillOO; Sig95; Sing20; SmithSS; SpMasSS; Star95; Subd20; Track65; Trad30; TrapBSO; TrickdO; WeaW85; Wood35; Admin70; CraF20; Dipl45; Stra90; Tac75.

Dendra Dwar was born in Hormon Waw, the Isle of Dogs, in S.A. 1949. His early life proved difficult, for he was the son of a simple Wolim fisherman and he was forced to work at the age of seven. The labor hardened him for the trials to come, and kept his mind off his mother Ombril, who died during his birth.

In the year S.A. 1965, the K'prur of Hent landed on Waw and burned Horm. K'prur ships savagely stalked the Wolim fishing vessels and sank all but the few that reached safe hiding in the sea-caves in the cliffs of Waw's western coast. Young Dwar, his brother Dwem, and his father Dendra Wim escaped, but a wound cost Wim his life several weeks later. Dwar pledged to avenge the attack on his people and the murder of his beloved father.

Realizing that his own people possessed neither the skill nor the arms to defeat the Men of Hent, Dwar sailed northward to W61, the warlike realm of the mainland Wolim tribes. There, he learned the ways of the forest and the fields, and became an able warrior, working with the trained warhounds that cast fear into the lightly armed enemies of his mentors.

Dwar's fascination with warcraft did not prevent him from seeking a more powerful means of exacting his revenge, and in S.A. 1969 he entered an arcane school devoted to the ancient magical arts. A year after receiving his Ring, he disappeared.

Dwar emerged as the Lord of Dogs in S.A. 1980. Surrounded by a small but capable contingent, he wrested the citadel of Alk Waw from the K'prur overseer, establishing a foothold on the remote peninsula in southeastern Waw. K'prur warriors besieged the hold, but packs of huge dogs roamed the surrounding woods and kept them at bay for over a year. In S.A. 1982, Dwar ordered his fighters to break the siege and sent his warriors forth into battle. Operating in conjunction with nearly two thousand warhounds, they smashed the K'prur line and scattered the army that had occupied Waw for seventeen years.

Waw became the Isle of Dogs, the domain of the Dog-king, and no one dared defy his harsh edicts. Dwar tightened his control in the ensuing years, making Horm a monumental port and turning the southwestern forest into a preserve for his hounds.

In order to satiate his desire for power and vengeance, however, the Dog-king proclaimed that he was heir to all the surrounding islands and coastal realms. Between S.A. 1985 and S.A. 1998, the Dog-warriors pillaged port towns and terrorized the coasts for hundreds of miles. All of the islands between Waw and the mainland — as well as the great Avar Elven isle of Cimómëmor to the south — were incorporated into Dwar's Kingdom. The Lord of Dogs reached the height of his power and poised his minions for the assault on Hent. -

Then, Dendra Dwar vanished. His soul consumed by greed and hatred, Dwar of Waw accepted the offer of immortality and took a Ring of Power from Sauron of Mordor. Although his armies conquered Hent and laid waste to its structures and populace alike, the Dog-king was nowhere to be seen.

DWAR THE RINGWRAITH

Dwar remained in Waw, despite his apparent demise, for another two hundred and fifty-two years. During this era, he manipulated the line of his heirs and ruled from the shadows while residing in the solitude of Alk Waw. The years brought unceasing wars, as the folk from the Isle of Dogs pursued continual campaigns of plunder and conquest. Peace came only after Dwar's departure for Mordor in S.A. 2250.

From S.A. 2250 through S.A. 3262, Dwar lived at Barad-dûr in the Black Land, where he bred the War-wolves of Mordor. The offspring of his labors haunted Endor for centuries to come, but the culmination of his work awaited a later day. When the Numenóreans of Ar-Pharazôn captured Sauron, Dwar fled back to Waw.

The Dog-king went back to Mordor in S.A. 3320, a year after the Lord of the Rings escaped the Downfall of Numenor and returned to the Dark Tower. Dwar resumed his work, preparing for the oncoming struggle against the Dunadan successor states of Arnor and Gondor. The War of the Last Alliance of Elves and Men claimed the lives of the finest of Dwar's foul hounds. Most perished at Dagorlad; others died in the defense of Mordor, or were hunted by the Elves and Diînedain in the nearby hills. Dwar himself followed the fate of Sauron, so when Barad-dûr fell and the Evil One lost the Ruling Ring, the Lord of Dogs passed with his Master into the Shadows.

THE THIRD AGE

Dwar reformed and reawakened in T.A. 1051. While briefly at the side of the Dark Lord in Dol Guldûr, he flew east to Waw later the same year. There, he resided for the next five hundred and eighty-nine years.

Sauron recalled Dwar to the West in T.A. 1640. His work done in the East, the Dog-lord went into Mordor with the other Ulairi and began to prepare the realm for the Evil One's eventual re-emergence. Dwar remained in the Black Land, breeding horrible lines of War-dogs until T.A. 2000, when he participated in the Nazgûl's capture of Minas Morgul. When his work there ended, he returned to breeding wolves and hounds.

He now resides in Narchost, as Lord of the Teeth of Mordor.

Features

Dwar stands 6'4" tall and possesses a stalwart build. His pale hazel eyes and ruddy complexion typify Waw's Wolim. He covers himself in magical, steel-reinforced cloth armor that is dyed in patches of grey, black, and white and vaguely resembles the coloring of a War-hound. His enchanted helm, shaped like a stylized Wolf-head, follows the same theme.

Dwar's Principal Items:

Sword — ("War-dancer") +25 magic falchion forged out of ithilnaur and inlaid with white gold and pearl. Its pearl-tipped pommel is actually the end of a +25 dagger (which is sheathed in the hilt). The sword will "dance" out of the wielder's hand for up to 10 rnds (even when wielder is unconscious and/or prone), parrying blows against the wielder with 50% of wielder's usual OB (including the bonus from the sword).

Ge — ("Air-cleaver") +25 enchanted Braric Killing-bola made of silvery ogamur. The weapon strikes as a Flail and delivers a Grappling critical strike (of same severity) in addition to any regular critical strike it yields.

Ring — (Wolor Priest's Ring) Made of gold-inlaid steel and inset with petrified wood, it is a x4 (Essence/Mentalism) PP multiplier. The ring glows with a blue-green aura whenever it is unconsciously pointed toward running surface water (within 1000').

Morgul-knife — ("Sorcery Knife") +25 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's Iv1. Failure results in the blade finding its way to the victim's heart within a number of days equal to SO minus the RR failure number (e.g., RR failure by 9 means 41 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

Dwar's Special Powers:

Spells — 117 PP. Base spell OB is 39; directed spell OB is 40. Dwar knows all Base Mage lists to 30th Iv1, and all Open Essence lists to 25th level (**MERP**), as well as all Closed Essence lists to 20th Iv1, and four Open Mentalism lists to 10th Iv1 (**RM**).

Hearing — Dwar can emit (and hear) sounds that can only be heard by canines (e.g., wolves, dogs, jackals, etc.) and he can speak to any such creature within 2000' feet.

Dog-mastery — In any given round, Dwar can control (absolutely) a number of dogs whose Iv1s total no more than 39 and who remain within a range of 2000' feet. He can control additional dogs within 1000' by concentrating (each dog receiving a RR versus a 39th Iv1 attack).

4.22 MOUTH OF SAURON

Lvl: 50 **Race:** Black Numenorean. **Profession:** Sorcerer. **Home:** Mordor. **Aka:** Lieutenant of the Tower of Barad-dur.

RMStats: St-71 ; Qu-91 ; Em-98; In-99; Pr-96; Ag-98; Co-84; Me-93; Re-87; SD-72; MERPStats: St-76; Ag-98; Co-84; Ig-91; It-99; Pr-96. **Appearance:** 68.

Skill Bonuses: RideJJO; S&H135; PercMO; Rune90; S&W102; Chan45; Amhll; Li*2J; Act87; Fals60; Math45; Med75; PSpl75; Sig84; SpMas124; Star89; Trick95; WeaW60; Admin105; Appr79; DipU20; Stra86; Tac75.

The Mouth of Sauron was the Dark Lord's special aide and his most powerful 'mortal' servant. Although not truly an 'immortal' like the Ringwraiths, the Mouth is extremely old. As it states in the *LotR* III, p. 202:

"...this was no Ringwraith but a living man. The Lieutenant of the Tower of Barad-dur he was, and his name is remembered in no tale; for he himself had forgotten it, and he was a renegade, who came of the race of those that are named the Black Numenoreans; for they established their dwellings in Middle-earth during the years of Sauron's domination, and they worshipped him, being enamoured of evil knowledge. And he entered the service of the Dark Tower when it first rose again, and because of his cunning he grew ever higher in the Lord's favour; and he learned great sorcery, and knew much of the mind of Sauron; and he was more cruel than any Ore."

Surpassed in rank only by the Nazgul themselves, the Mouth is close to Sauron's counsels, and is promised the rule of the Western lands, replacing the unsuitable Saruman in Isengard. His dreams will come to naught, however, as the destruction of the Ring brings to ruin all of his subtle plans and devices.

The Mouth's Principal Items:

Robes — ("Cloak of the Abyss") Black robes of some enchanted material which seem to absorb all light. They are disturbing to look upon, causing all within 50' who fail a RR to become queasy and dizzy (-25%). They add +80 to hiding at night, and +30 to DB. All Light-related attacks (including lightning) are at -50.

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

Ring — Fashioned of black steel, it is a x6 PP multiplier for Sorcerers, and can store as many of six spells up to 30th level.

Helm — Designed after the lordly helms of the Numenorean Kings, this helm is all black, trimmed with glittering dark gems. It shields the wearer from all mental attacks at +30 levels and also protects from 25% of head criticals.

The Mouth's Special Powers:

Spells—600 PP. x6 multiplier. The Mouth of Sauron knows all Base Sorcery Lists to 50th level, and most Essence and Channeling Open and Closed lists (except any healing lists) to 20th level.

4.23 KRUSNAK

Lvl: 30 **Race:** Black Numenorean. **Profession:** Astrologer. **Home:** Mordor. **Aka:** Captain of the Morannon.

RMStats: St-91; Qu-96; Em-48; In-99; Pr-98; Ag-98; Co-87; Me-93; Re-87; SD-72; MERPStats: St-91; Ag-98; Co-87; Ig-9J; It-99; Pr-98. **Appearance:** 96.

Skill Bonuses: RideSO; S&HJ05; PercII0; Rune80; S&W194; ChanIS; Amb9; Li*11; Act67; FalsdO; Math65; Med60; PSpl25; Sig66; SpMas84; Star104; Trick70; WeaW90; Admin80; Dip92; Stra78; Tac81.

Krusnak, like the Mouth, is a Black Numenorean: one of the High Edain turned to evil by Sauron long ago on that lost isle. Although not truly an 'immortal' like the Ringwraiths, Krusnak is able, through his arts, to prolong his life.

Krusnak's Principal Items:

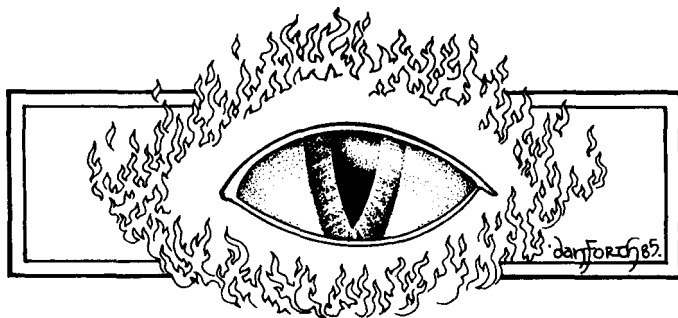
Robes — ("Cloak of the Heavens") Black robes of some enchanted material which seem to absorb all light. Though not as powerful as the Mouth's robes, they have a unique feature, in that they display constellations in tiny luminous points which shift and change. Anyone looking at the robes for more than one round must Resist vs 20th Ivl or suffer as *Hold Kind*. The 'star' effect can be cancelled at will, and the robes add +60 to hiding at night, and +30 to DB. All Light-related attacks (including lightning) are at -50.

Sword — ("Sickle of the Heavens") mithril sword with beautiful etching and hilt. It is +35.

Ring — Fashioned of grey silver with a single white stone, it is a x6 PP multiplier for Astrologers, and can store as many of five spells up to 30th level.

Krusnak's Special Powers:

Spells — 300 PP. x5 multiplier. Krusnak knows all Base Astrologer Lists to 30th level, and most Mentalism and Channeling Open and Closed lists (except any healing lists) to 20th level.



4.24 THE HUMAN GARRISON

As noted in the layout text, the upper stories of the Teeth are inhabited by human soldiers. Each tower has a Lieutenant, and a number of squads, each consisting of eight men and an officer commanding each (nine total). The number and function of the squads varies with each tower level. Most of the men are Dunlendings bred with men from the lands south and east of Mirkwood.

UNIFORMS AND EMBLEMS

The uniforms and equipment for the mannish garrison are as follows:

Lieutenant of the Tower: Black steel plate with greaves and full helm. +20 broadsword, +15 composite bow, thrusting spear.

Squad Leaders: Black enamelled chain shirts with greaves, full shield (steel), +10 broadsword, +10 composite bow, thrusting spear.

Soldiers: Leather jerkins dyed black and reinforced with steel strips. Target shields (leather with steel reinforcing), +5 short sword, short bow (or +5 composite bow for archers), thrusting spear.

All wear black leather boots and heavy cotton breeches. The symbol of the garrison of Carchost is the Lidless Eye with a set of grey jaws closing around it. Narchost is very similar except the lower jaws are read and actually flames. This symbol is worn across the chest and emblazoned on the shield.



4.25 THE ORC AND TROLL GARRISON

Far outnumbering the human garrison, the Ores inhabit the bottom levels of the towers, as well as the labyrinthine caves behind and beneath. In all, there are thousands living in the caverns, ready to pour out through the tower and wall gates onto the battle-plain beyond. The Ore Captains are almost invariably Uruk-hai (BS. "Ore-race") the larger and stronger breed.

A small garrison of Trolls also makes the Teeth their home. Totalling about 300 in the nearby caves; they are all Olog-hai, the Warrior Trolls.

UNIFORMS AND EMBLEMS

High Captains (lead 1010 Ores): Plate armor with greaves, +10 short bow, +15 scimitar, thrusting spear, steel round shield.

Captains (lead 100 Ores): Chain shirt, +5 scimitar, short bow, thrusting spear, target shield.

Squad Leaders (lead 9 Ores): Leather jerkin, leather target shield, scimitar, short bow, thrusting spear.

Soldiers: Similar to squad leaders, except they are usually equipped with only a scimitar or spear.

All soldiers wear iron-shod shoes, rough leather breeches, and small round cap-helms.

The symbol of the Ore-garrison is the Lidless Eye with a set of grey jaws closing around it (essentially the symbol of Carchost). This symbol is worn across the chest and emblazoned on the shield.

Trolls: Most wear some sort of armor, but it varies from one individual to another. Many wear chain shirts with additional plates on the front and back. The majority carry large iron shields and utilize a battle-axe or some sort of modified club.

4.26 THE HOUNDS OF THE MORANNON

Dwar has brought a variety of fierce beasts to serve him in the Morannon, several distinct breeds with differing purposes. Most are simply vicious attack-dogs, huge wolflike animals with cruel fangs and claws. Others, however, have especially keen smell for tracking, while still others have exceptional eyesight and hearing and serve as guards. Most are black or a dark mottled grey, and the Dog-lord's special attack hounds have glowing red eyes.

4.27 THE FLYING BEASTS

The winged inhabitants of Narchost fall into three basic categories:

Crows: The majority of the flying host, crows live here in the hundreds, serving as mass spies for the Dark Lord. They are without exception large and shiny-black.

Hawks: A few fast, intelligent hawks serve Dwar here, acting mainly as messengers between Morannon, the Dark Tower and Dol Guldur.

Bats: These creatures supplement the spying powers of the crows, but of course concentrate their efforts at night. They are of harmless varieties, but can be unpleasant to encounter en masse.

It should be noted that the hideous reptilian flying-steeds ridden by the Nazgul at the end of the War of the Ring were bred in the mountains near Barad-dur and did not see open use until that time.

5.0 ADVENTURES

The Towers of the Teeth stand as a daring challenge; among the great citadels of Middle-earth, this pair of daunting fangs hold their share of secrets and pitfalls.

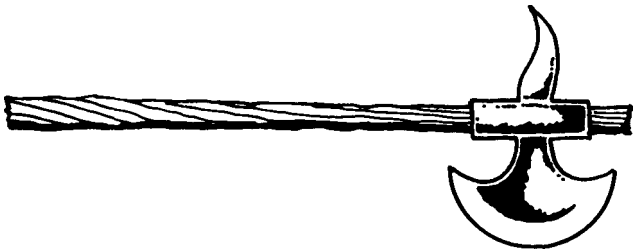
5.1 ADVENTURES BEFORE T.A. 1640

After its completion in the early part of the Fifth Century T.A., the Morannon was garrisoned continuously for more than a millennium of relative peace. There were two significant events during that period, however.

First were the skirmishes against the Easterlings during the first two centuries, culminating in the formal expansion of Gondor to all lands east of the Anduin, north of Mordor, south of Greenwood, and west of the Sea of Rhun in the year T.A. 748.

The second major event was the Kin-strife in T.A. 1432-47. In fact, the Morannon was under Eldacar's control from 1437 on, being garrisoned by men largely loyal to him. It was to Morannon that Eldacar retreated in 1437 when he first fled Osgiliath.

- A beautiful Diinadan woman by the name of *Erennis* arrives at the Morannon, accompanied only by an aged valet and saying that she is fleeing bandits on the road. Within hours she has charmed the garrison officers with her smile and soft words. Then, a freak change in the weather and subsequent dense fog strands her there for perhaps days (fogs lasting several days are not unheard-of, coming from the Dead Marshes). However, one of the PCs overhears her talking with a Captain in a Tower garden. It is apparent that she has cast some sort of spell upon him, and from her words it becomes clear that she is actually an agent of the Easterlings. Erennis is a Sorceress who plans to sabotage the Morannon defenses in time for a huge Easterling surprise attack undercover of the fog — created by her. The PCs must find a way to thwart this powerful saboteur!
- The PCs have been accepted as guests in the Towers of the Teeth for a few days, sheltering from a severe storm in the fall of T.A. 1437. It is not long before rumors of fighting in Osgiliath come to their ears, and soon afterwards King Eldacar arrives with a small force of loyal men. That very evening, one of the PCs overhears a whispered conversation: there are agents in Morannon loyal to Castamir ("The Usurper") and they plan to assassinate the King! Should they go to the Captain of the Tower — or is he in the conspiracy as well?



5.2 ADVENTURES AFTER T.A. 1640

The Morannon becomes a desolate, haunted place with the departure of the Gondorians, a lonely, chill wind blowing through the jagged teeth of the wall. It was only a short time before the ever watchful Ores and Trolls realized that the threat of the Morannon was now an empty one.

WHILE THE MORANNON IS ABANDONED

This is possibly the most interesting and easy time to adventure in the Morannon, since of course the Gondorian Garrison has left and the forces of Sauron have yet to officially take residence. Nevertheless, there are spies in Mordor, and the great towers are almost never really empty.

- Although the garrison has been removed, the Kings of Gondor are still concerned about rumors of activity in Mordor. The PCs are sent to Morannon to discover whether agents of the Dark Lord have indeed entered the Towers.
- It has been discovered that important documents were left accidentally in the Morannon after the evacuation. The documents are in a secret door in a desk in Room #73 of Narchost. The PCs are asked to make the perilous trip into the Tower and recover them.

UNDER THE DOG-LORD'S CONTROL

The most terrifying time to attempt to enter Morannon would be when the Nazgul Dwar of Waw is consolidating his position there.

A (relatively) quiet time during this period would be after T.A. 2002 when Dwar has moved south to Minas Morgul and spends an increasing amount of his time there. This continues until just before the War of the Ring, when the Dog-lord departs Mordor altogether to seek the Ring with his cohorts.

- Early in the occupation, little is known about the new inhabitants. Could they just be a large band of Ores — or is there a deeper purpose behind the mysterious lights at night and other signs of activity at the Morannon? A stealthy band of adventurers might be able to learn more of the nature of the evil force occupying the tower.
- One of the PCs meets a mysterious stranger in Minas Anor, an Elf with a strange accent and seemingly large amounts of money. He claims to be Elerior, a prince from an Elven isle far to the east, seeking to recover heirlooms of his kingdom. He is willing to handsomely reward a small group of confident, discreet men and women who will help him recover the Leaf-crown and birch-bow of Cfmoniemor.

NOTE: *Prince Elerior has an amulet which is intelligent and treated as 30th level. It has the very special power of cloaking those within a ninefoot radius against perceptions such as the Silent Watchers.*

5.3 FOURTH AGE ADVENTURES

Although the Towers of the Teeth were damaged in the cataclysm of Sauron's fall, they were not wholly destroyed. The Morannon wall was ruined, but only the upper levels of the Towers were destroyed, leaving the lower floors — up through level Six — virtually intact.

- An emissary from some of the realms to the East which were subjugated by Dwar has come to Minas Tirith. He has heard tales that Dwar brought the treasures of those realms to the Morannon, and he wishes them returned. The PCs are recharged with exploring the ruin and recovering the items.
- It is a few months after the fall of the Dark Lord, and Gondor has not yet been able to scour all the areas about Mordor. An adventurous group of PCs might find adventure and treasure awaiting them in the crumbling ruins — including a number of creatures which survived the downfall, still lurking in the shadowy remains.

6.0 MASTER GARRISON TABLE

The following abbreviations are used below: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.

AT — Two letter codes give the character/creature's **MERP** armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent **Rolemaster** armor type: 1=No Armor; 2=Robes; 3=Soft Hide (as skin); 4=Heavy Hide (as skin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Chirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Meat Breastplate and Greaves; 19=Half-plate; 20=Full Plate.

Weapons — Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.

DB, Sh, Gr — Defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y10" means "yes, a +10 shield."). "A" and "L" indicate arm and leg greaves respectively. Parenthetical references indicate some equivalent covering.

Animal Attacks — Animal attacks are denoted by an OB followed by three letters. The first letter indicates the size of the attack: T=Tiny; S=Small; M=Medium; L=Large; and H=Huge. The second and third letters refer to the attack type: Ba=Bash; Bi=Bite; Cl=Claw; Cr=Crush; Gr=Grapple; Ho=Horn; Pi=Pincher/Beak; Ti=Tiny Teeth & Claws; TS=Trample/Stomp; St=Stinger.

Notes — Spell lists are denoted by three numbers (e.g., 1/2/3). The first number refers to lists known to 5th lvl, the second to lists known to 10th lvl, and the third to lists known to 20th lvl. Parenthetical notes indicate equivalent or approximate profession.

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim. OB	Sec. OB	Mov M	Notes
GONDOR'S GARRISON (T.A. 500 — T.A. 1640)											
Lord-Captain	Dúnadan	20	165	PL/20	85	Y25	(A/L)	185bs	160cp	10	Warrior.
Captains	Dúnadan	15	160	Pl/19	50	Y15	(A/L)	155bs	150cp	10	Warriors.
Sergeants	Dúnadan	10	105	Ch/15	40	Y5	(A/L)	120bs	93cp	10	Warriors.
Squad-leaders	Dúnadan	6	100	Ch/15	45	Y10	(A/L)	95ss	90cp	10	Warriors.
Garrison Soldiers	Dúnadan	4	85	Ch/14	40	Y5		90ss	75cp	10	Warriors.
CRAFTSMEN & SERVANTS											
Cooks	Rhovanan	3	45	No/1	10	N	N	60ha	35da	10	(Warriors).
Smiths	Rhovanan	4	50	SL/6	15	N	A	75wh	65sp	15	(Warriors).
Artisans	Rhovanan	3	40	SL/5	15	N	N	55wh	30da	15	(Warriors).
Servants	Rhovanan	2	20	No/1	5	N	N	35sp	10da	5	(Warriors).
MORDOR's GARRISON (T.A. 1980 — T.A. 3019)											
Servants	Rhovanan	2	20	No/1	5	N	N	35sp	10da	5	(Warriors).
Dog Lord	Wôlim	39	195	Pl/19	75	N	N	140fa	100gé	15	Mage. Third of the Nine.
Mouth	Blk Númen	50	120	No/2	40	N	N	70sc	50da	20	Mage/Sorcerer.
Ashburgnûl	Blk Númen	25	90	No/1	50	N	N	75ma	—	10	Evil Cleric.
Krûsnak	Blk Númen	30	85	No/1	60	N	N	90bs	—	15	Evil Astrologer/Warrior.
Lieut. of the Twr	Rhov/Dunl	12	120	Pl/19	45	Y10	(A/L)	140bs	135cp	10	Warrior.
Squad Leaders.	Rhov/Dunl	8	100	Ch/14	45	Y10	(A/L)	90bs	95sp	10	Warriors.
Garrison Soldiers	Rhov/Dunl	4	65	RL/7	40	Y5	L	70ss	75cp	10	Warriors.
Orc Captains	Uruk	10	115	Ch/14	40	Y5	A/L	110sc	85sb	15	Warriors.
Orc Soldiers	Uruk	3	70	Ch/14	35	Y	L	80sc	70sb	15	Warriors.
Trolls	Olog	10	150	Ch/14	35	N	N	180cl	110rock	10	Warriors.
MISCELLANEOUS PERSONALITIES											
Elerior	Avar	15	120	RL/11	50	Y15	A/L	130bs	145lb	25	Elf-prince
Erennis	Dúnadan	15	85	No/2	45	N	N	45da	60d.spell	20	Mystic/East. Spy.
BEASTS											
Type	Lvl	Size	Hits	Speed	AT	DB	Attacks	Notes			
War-hounds	8	L	120	F/VF	No/4	35	80LBi/50MCI/—	Vicious, intelligent.			
Guard-hounds	7	L	100	F/VF	No/3	30	70LBi/40MCI/—	Better senses.			
Bats	1	S	4	VF/VF	No/1	60	25Ti/ — / —	Trained and semi-intelligent.			
Crows	2	S	15	VF/VF	No/1	50	50Ti/35Ti/ —	Intelligent, good vision.			

TEETH OF MORDOR™

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